

SPLAT'ERS: Action, Excitement, Sheer Terror

Put yourself where the action is ... to begin SPLAT'ERS, "calmly" walk to one of the four elevators (first row of pictures), descend to the floor of your choice, in this case with one of your teammates (red shirt). Looking around (second row of pictures) you see the enemy (yellow shirt). You decide to hide behind a wall so that the enemy will see your teammate and take out after him. This time it works out as you planned and you nail the enemy in the back. (Come on, it's only paint you're shooting). No flags in this room so you exit through a tunnel (third row of pictures). In the next room you see a yellow shirt. You duck down so as not to be seen and continue on. A flag found, you pick it up and search on. (fourth row of pictures) In the next room you find a yellow shirt who has just picked up a flag. Shooting fast, and accurate, you get 'em and grab his flag. Peeking around the partition you see the coast is clear and proceed down the hall. You see an elevator with (fifth row of pictures) three yellow shirts emerging. You now have a problem. Three against one... being ever so swift, you get the draw on all three... one, two, three, blamo, you get them. (Remember to breathe.) You descend to the next floor and as the elevator door opens, you see a yellow shirt down the hall. Yikes! You hurriedly close the elevator door and wait a little bit. This time when the door opens, he's point blank (last row of pictures). It's a shoot out but finally you "paint" him. You're able to get all the flags and return to the top. You WIN! All competitors return to the top for congratulations and gloating. And then, they dance in respect to the victor.

