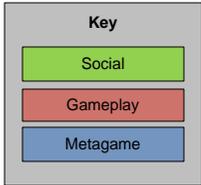


Razer Experience Walkthrough

A typical day in the life of an individual playing Razer (and interacting with its systems)



7am: RazorNet*

While eating his breakfast, our player checks RazorNet on his iPad. He checks his friends' activities last night. He sees that one of his friends has reached the same planet as him in the game. He sends this friend a message via RazorNet asking if he wants to play some co-op tonight.

10am: Message Notification

Player receives a message from his friend, who says he wants to play. The friend also knows 2 others on his friend list that have reached the same planet as him. He'll ping them and see if they can all get together.

8am: RazorNet

On the bus into work, he checks RazorNet on his iPhone to check the status of his in game research team, and sees that his current research item (a suit upgrade that grants him an addition gadget slot) has 3 hours remaining.

11am: Research Notification

The player receives a notification, his research is complete he now has the ability to take another gadget into battle, he'll make some changes to his load outs at lunchtime to use this new slot

1pm: Edit Loadouts

While eating his lunch the player makes some adjustments to his load-outs. Usually he can only take 1 of his 3 favourite gadgets into mission, however he can now take 2. He updates his profiles to use variations of this, so he is able to choose a load out with each combination on the fly.

7pm: Logging On

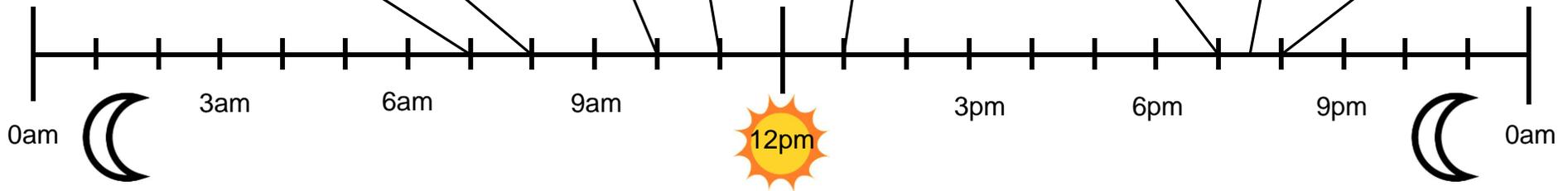
The player logs into the game, he has a notification from his friend saying that he'll be online within the hour, so while the player waits he explores the dropship and talks to some of his crew member.

7.30pm: Single Player

While waiting for his friend to arrive, the player starts by playing some single player skirmish missions to net additional resources. With these he sets off some new research which will be completed tomorrow.

8pm: Co-op

The player's friend arrives online, so he invites him into his dropship hanger, on arriving the friend invites his two friends who are already online, and they begin by selecting the first mission on the new planet. They play together, through many missions on the planet, ranging from large story based, to smaller resource gathering missions



*RazorNet is the online service through which players are able to interact with the Razer universe. With it they can communicate with their friends as well as check on their recent activity, interact with the Razer metagame where they customise their character and research upgrades, and access a database of information which is synced with their character's database in game.