
SERVER 01
CODE: 027576

A corridor with a line of pipes running along it on the wall opposite the server cable. As the player is about half-way, ShadowCode shuts off a valve so pressure starts building in the pipes. The player has to sprint down the corridor past the pipes before they give in to the pressure and explode. To make it a bit more nerve-wrecking, the corridor shouldn't just be straight.

A large room with boxes arranged as a small labyrinth with plenty of space to walk around. Cranes and computerized forklifts will knock crates down on the player as he passes. At the very end, a small hallway where the player can hear a valve turning as he enters. A bit down the hallway, the wall will suddenly explode and a large chunk of it will slam into the opposite wall, potentially crushing the player.

SERVER 02
CODE: 914028

As the player steps into a high-tech looking room, the door behind him will lock. There is only one exit, at the other side of the room. Golden lasers will appear and start moving, some of them towards the player. Time to think quick, each touch of a laser beam will deal about 25-50 points of damage to the player, so very few mistakes are allowed. The player must reach the exit at the other side of the room.

A corridor with a really large fan at the end. As the player approaches, the fan starts moving, blowing the player back. He must shoot the fan from a distance until it stops moving so he can get up to it and past it. Then he reaches another corridor with a really large fan, but this one will start to spin the other way, sucking the player in. He must then shoot at it while running backward to avoid getting chopped up.

SERVER 03
CODE: 641572

Three consecutive elevator shafts that the player reaches through a crawl space. In each shaft, he must reach a crawl space on the other end, but as he exits the crawl space he came from, the elevator in the shaft will suddenly drop, and he must hurry to the safety of the opposite crawl space before he is crushed. In the last shaft, the crawl space will be a little way up the opposite wall, so the player must climb a ladder towards the incoming elevator to reach it.

A room filled with large machinery. As the player is a little way into the room, ShadowCode will short-circuit the machines so they spray electrical arcs into the room. The player must avoid the electricity to get out, possibly by stacking crates to get up on top of one of the machines, or by hacking a control panel or finding another way. Provide a few different ways for the player to get out of this obstacle.

SERVER 04
CODE: 221685

A corridor lined with closed hatches. As the player is a little way into the corridor, the hatches will suddenly open to reveal active gun turrets. The player must either find a hatch in the floor through which he can enter a crawl space beneath the turret corridor, out of the way of the turrets, but protected by a few spider bots instead.

Past the gun-turret corridor is a room which looks pretty harmless, but when it is entered, the floor will collapse and the player will fall into another room protected by many hoverbots. The player must fight the hoverbots or sneak past them out of that room to the next server.

Alternately, the player can choose another route to bypass both of the above obstacles. This route is a series of storage room with wooden and cardboard crates. As the player enters the first of these rooms, ShadowCode will short-circuit some fuse boxes and cause sparks to ignite fires in the crates at the same time as the light goes out. The player must make his way through the burning inferno while attempting not to end his days as a human torch.

SERVER 05
CODE: 546578

A couple of rooms where ShadowCode will release spiderbots when the player enters. The corridors connecting these rooms will be heavily protected by hoverbots.

A series of rooms and corridors with grates, vents, and pressure valves through which ShadowCode can eject bursts of scorching steam to damage the player as he walks by. Most of them will be timed so the player can get through unharmed with good timing, but some will only activate when he gets close enough.

SERVER 06
CODE: 873564
