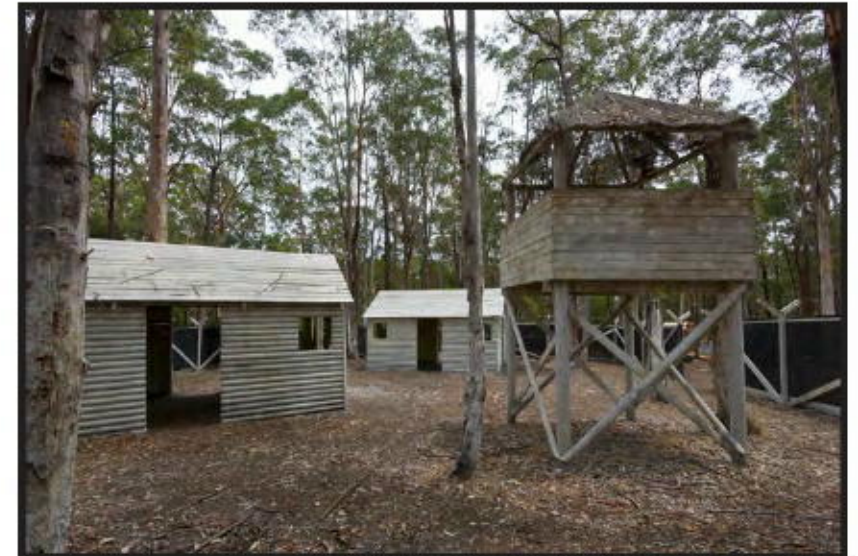
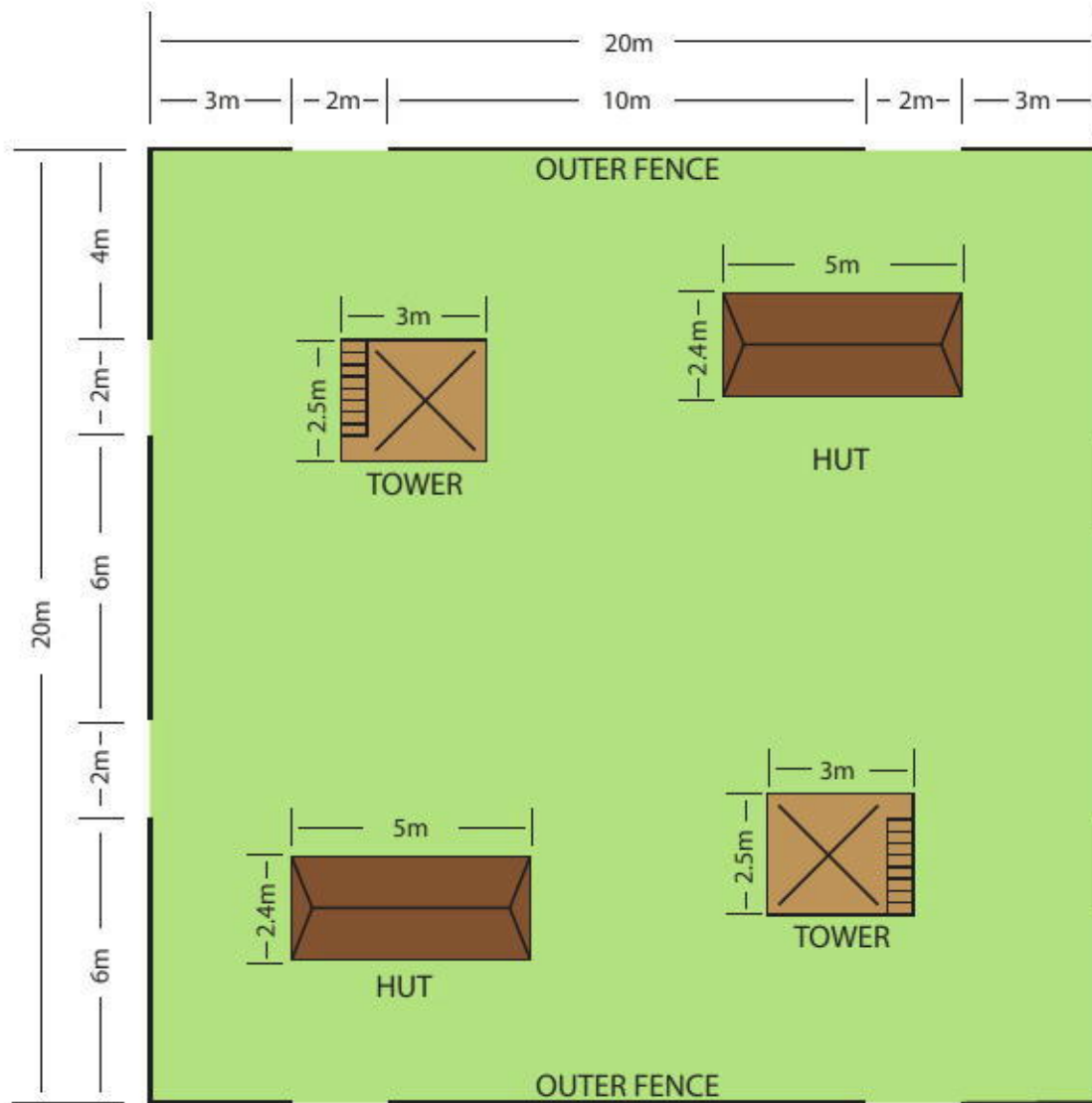


TROPIC THUNDER

GAME ZONE SPECS & DIMENSIONS



TYPICAL TROPIC THUNDER COMPOUND

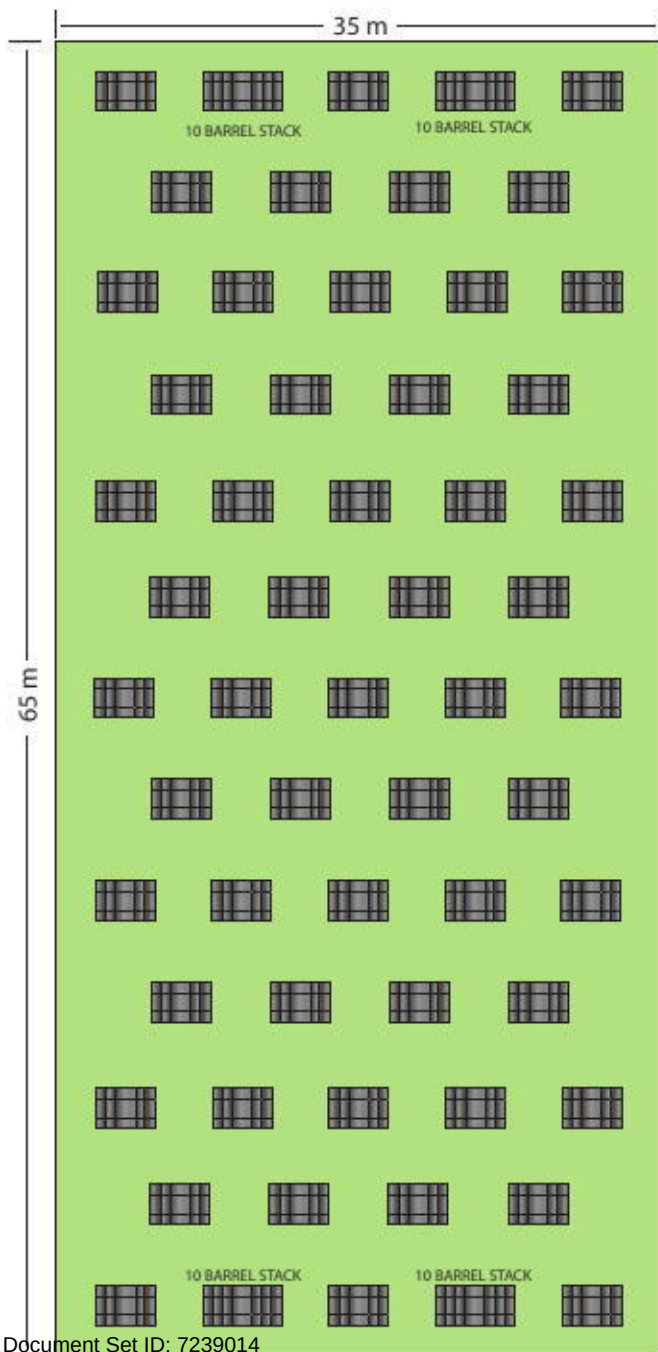
HUT = 5L x 2.4W x 3.2H
Hollow (no floor)

TOWER = 3L x 2.5W x 5H

FENCING = 1.8H

SPEEDBALL

GAME ZONE SPECS & DIMENSIONS



BARRELS = 44 Gallon Drums
FENCING = 1.8H



TYPICAL SPEEDBALL GAME ZONE



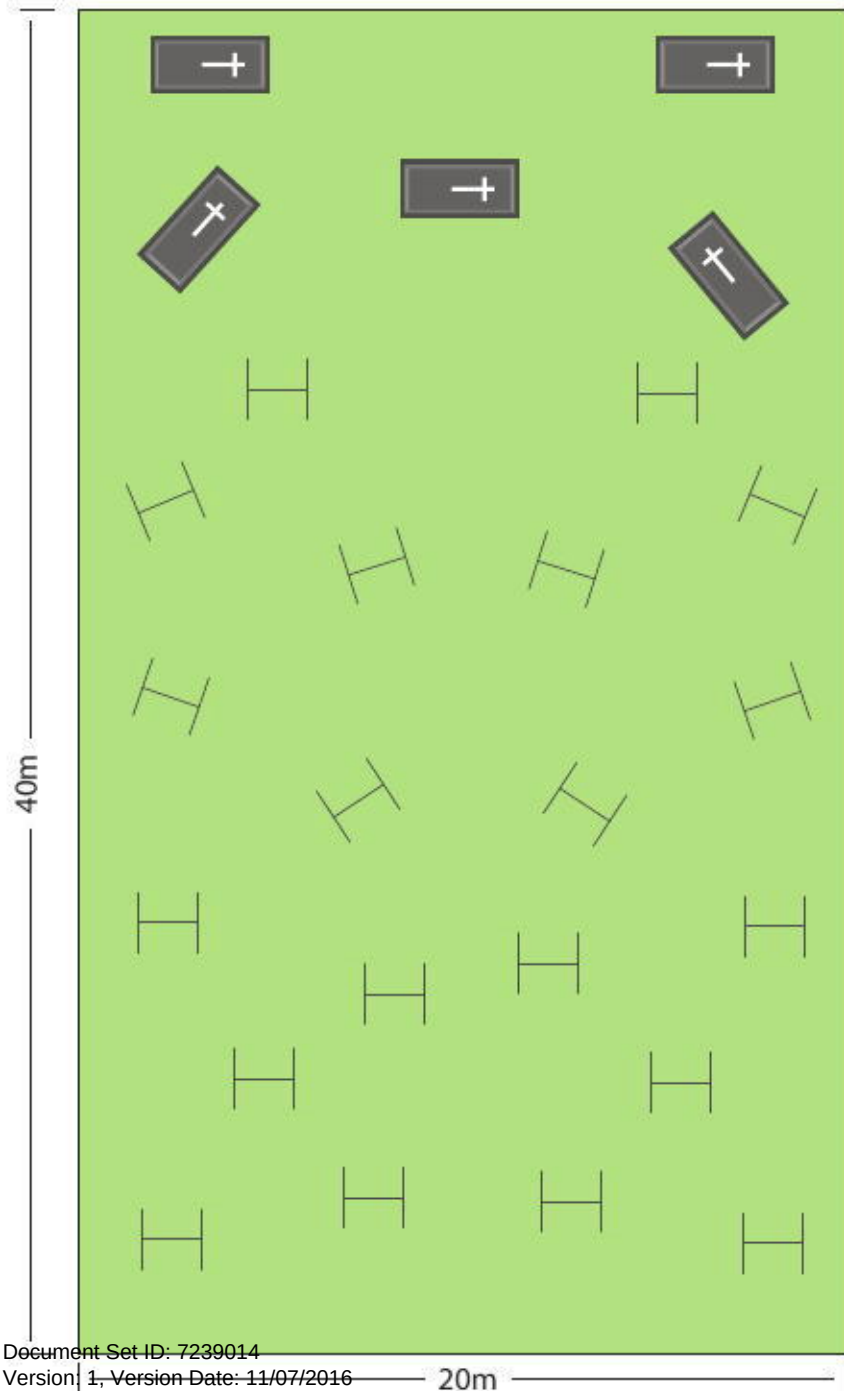
55x 6 BARREL STACK



4x 10 BARREL STACK

RESIDENT EVIL

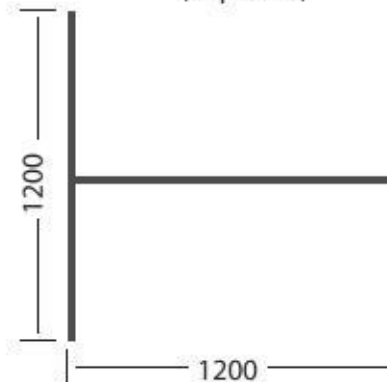
GAME ZONE SPECS & DIMENSIONS



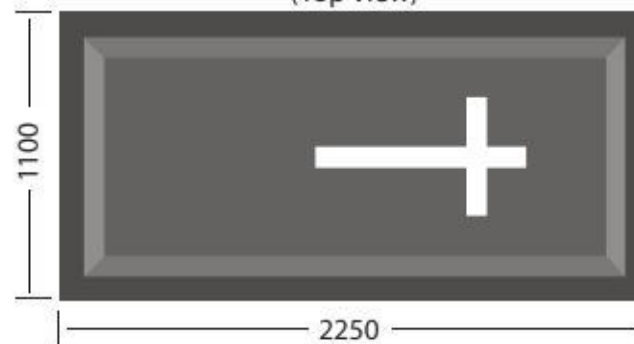
TOMBSTONE x20 = 1.2L x 1.2W x 2.2H

CRYPT X5 = 2.25L x 1.1W x 1.3H
Hollow (no bottom sheet)

TOMBSTONE
(Top View)



COFFIN
(Top View)



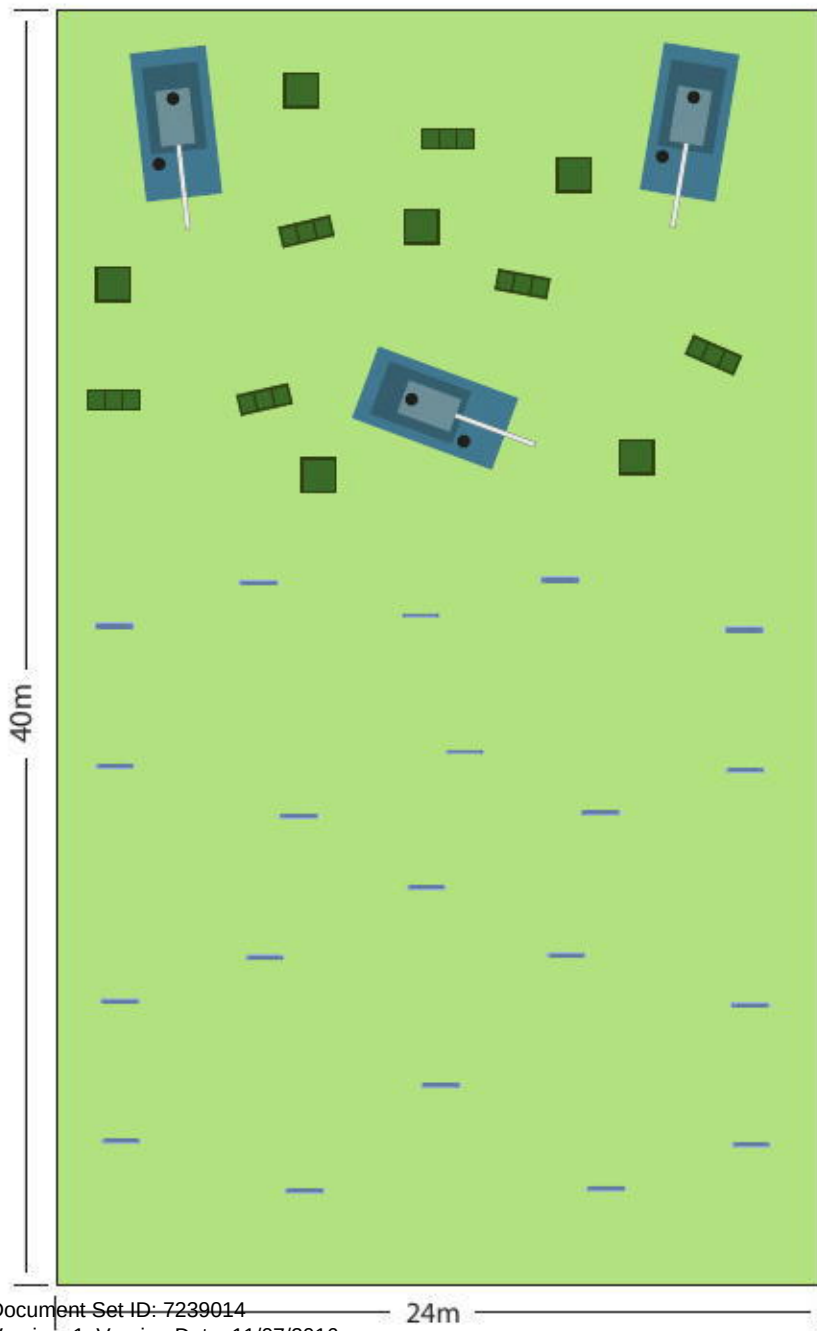
TOMBSTONE



CRYPT

ARMoured INVASION

GAME ZONE SPECS & DIMENSIONS



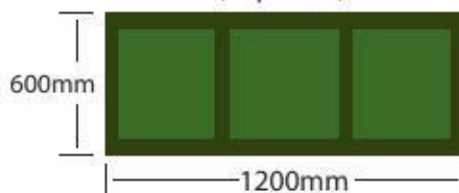
TANK = 4.8L x 2.45W x 2.4H
Hollow (no floor/base)

BARRIER x20 = 1.2L x 0.1W x 1.5H

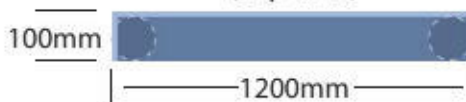
MISSILE CRATE x6 = 1.5L x 0.6W x 1.2H
Hollow (no floor/base)

AMMO BOX x6 = 1.2L x 1.2W x 1.2H
Hollow (no floor/base)

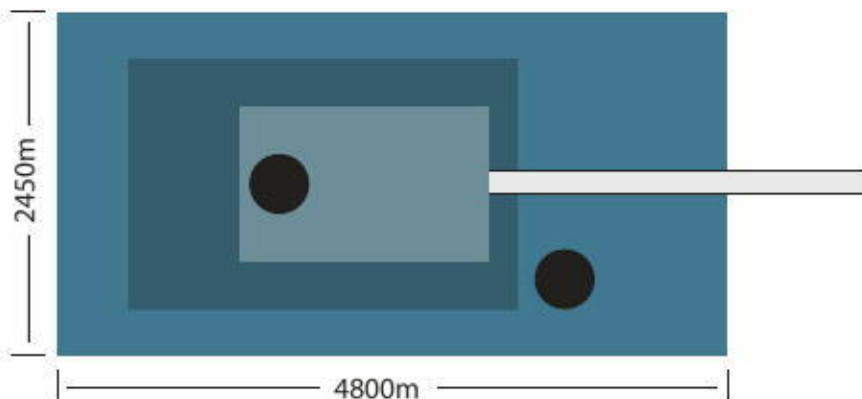
MISSILE CRATE
(Top View)



BARRIER
(Top View)

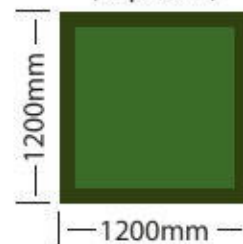


TANK
(Top View)



TYPICAL TANK DESIGN

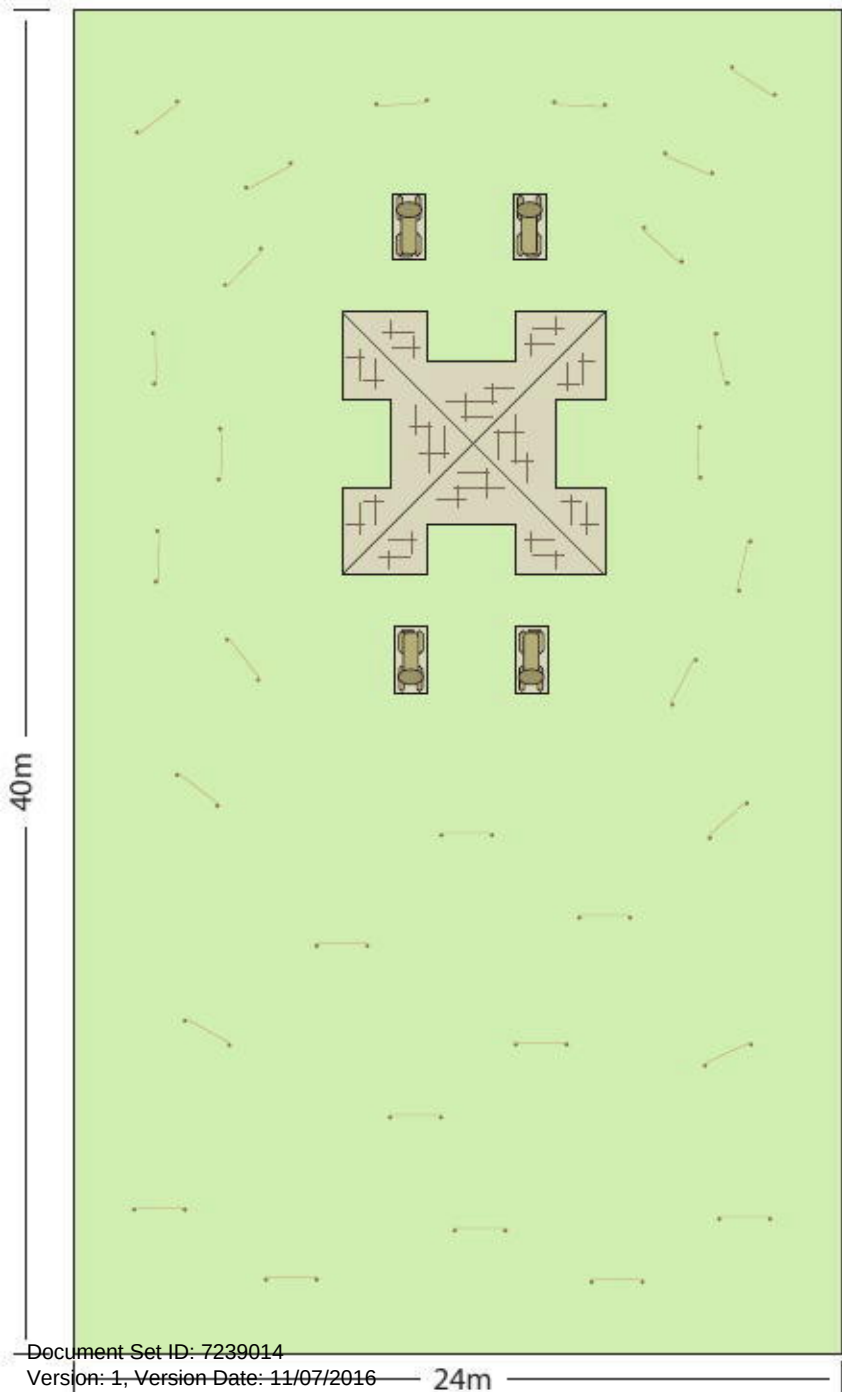
AMMO BOX
(Top View)



TYPICAL BARRIER & CRATES

TOMB RAIDER

GAME ZONE SPECS & DIMENSIONS

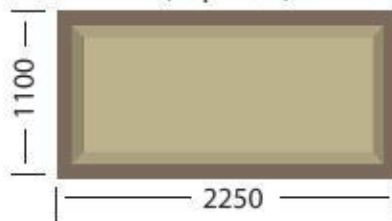


PYRAMID x1 = 10L x 10W x 7H
(Hollow, no floor)

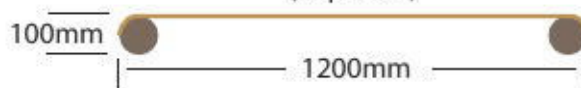
SPHINX x4 = 0L x 0W x 0H

BARRIERS x 30 = 1.2L x 0.1W x 1.5H
(100mm Posts & Mesh)

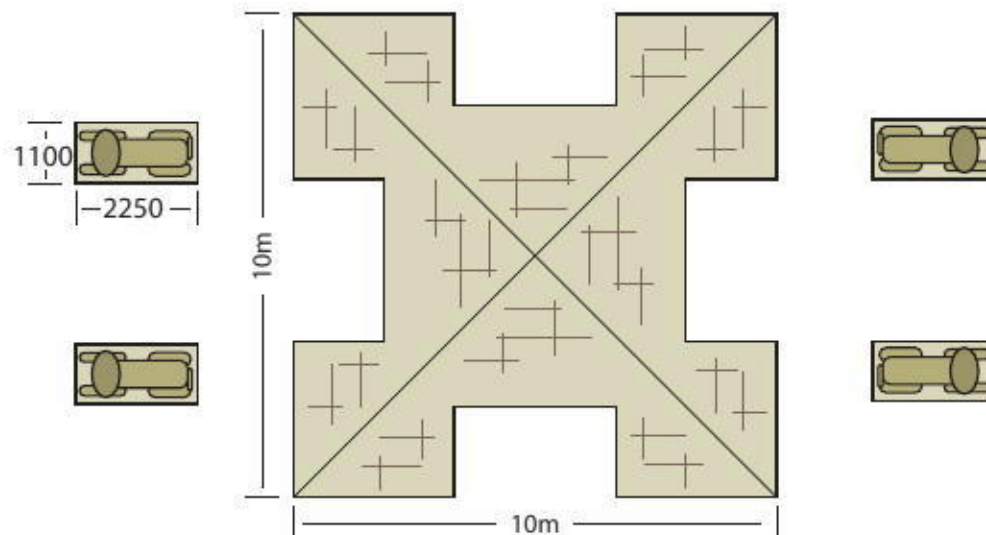
CRYPT
(Top View)



BARRIER
(Top View)



PYRAMID
(Top View)



TOMB RAIDER PYRAMID & SPHINXES