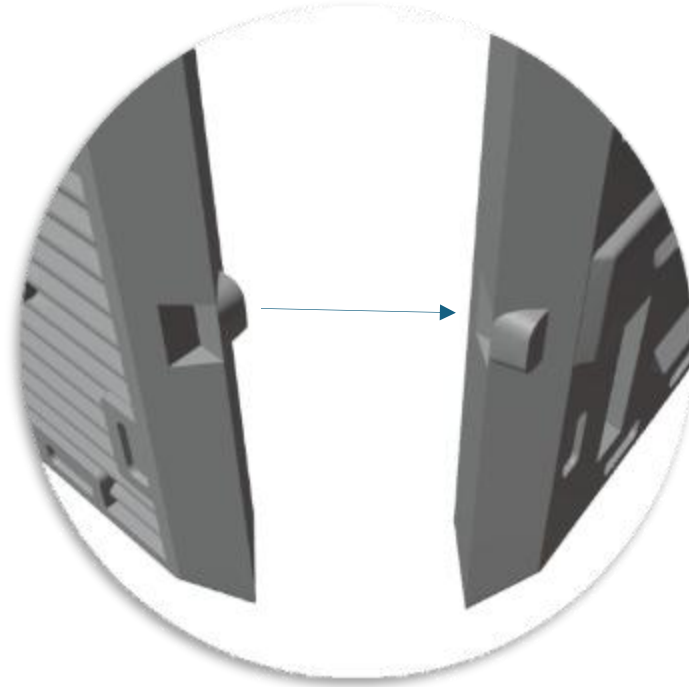
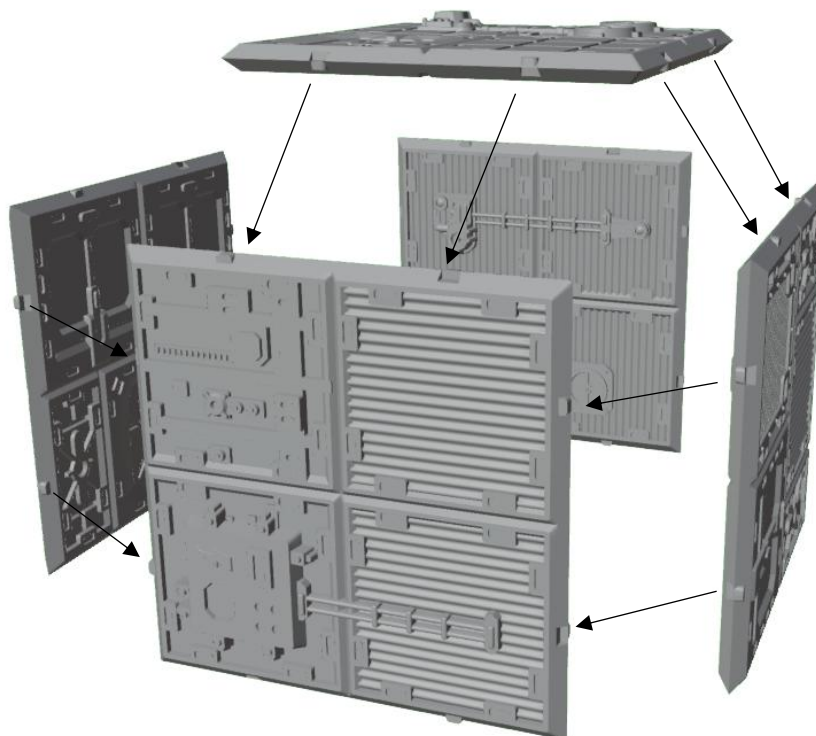


BATTLEZONE TERRAIN INSTRUCTIONS

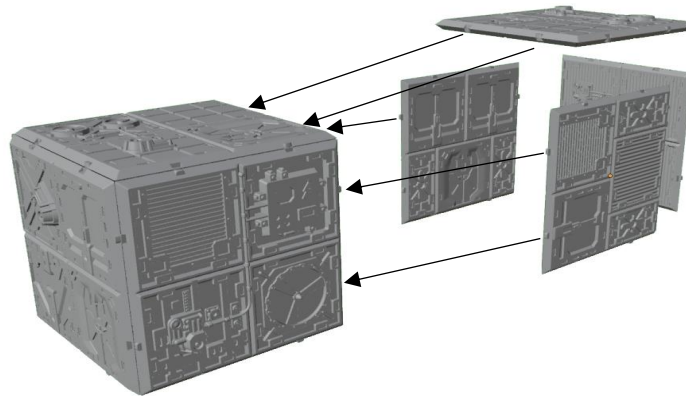
1. Panels fit and align at edges/corners using keyed nub into gap



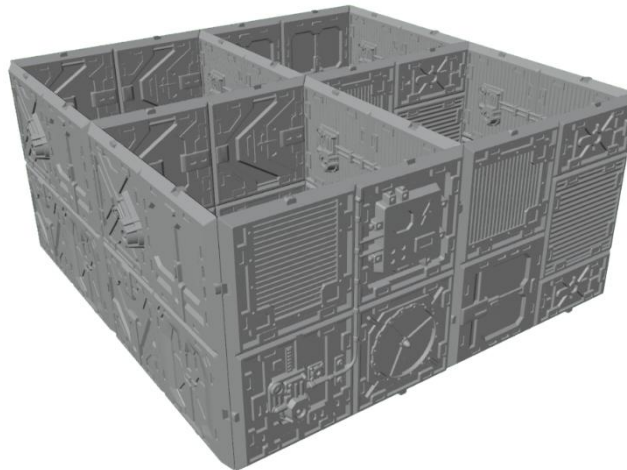
2. The basic building unit is a “cube”.



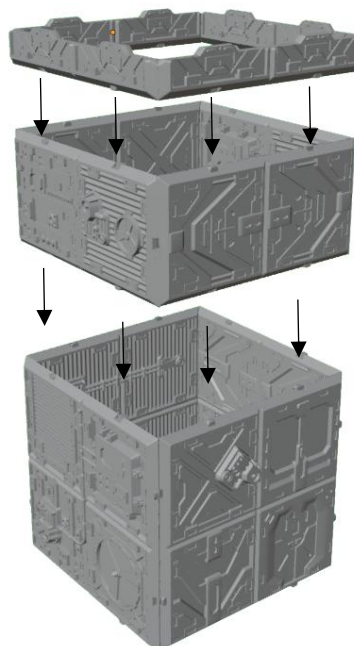
3. Extend cubes with more panels in any direction.



4. Larger buildings may need internal support walls.



5. Cubes can be stacked, including half height walls and roof barriers.



An Example Building

