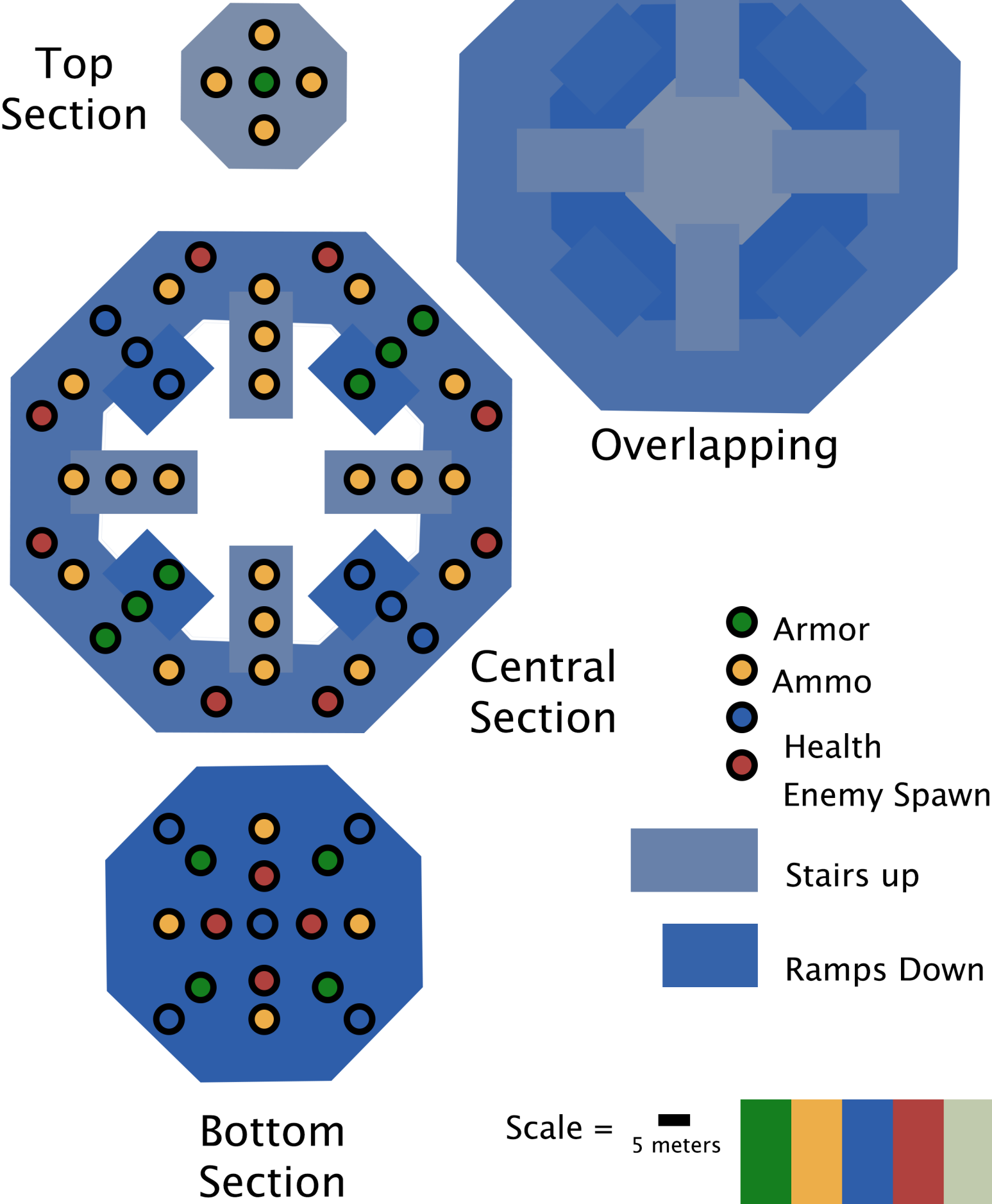
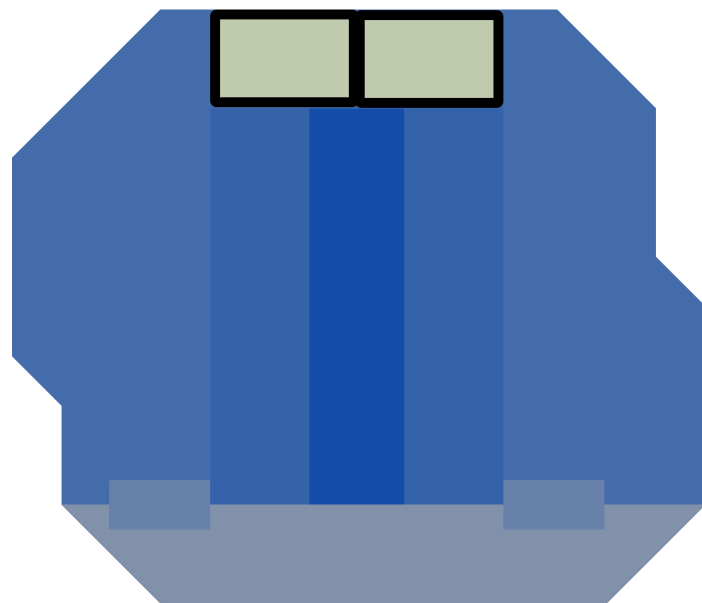
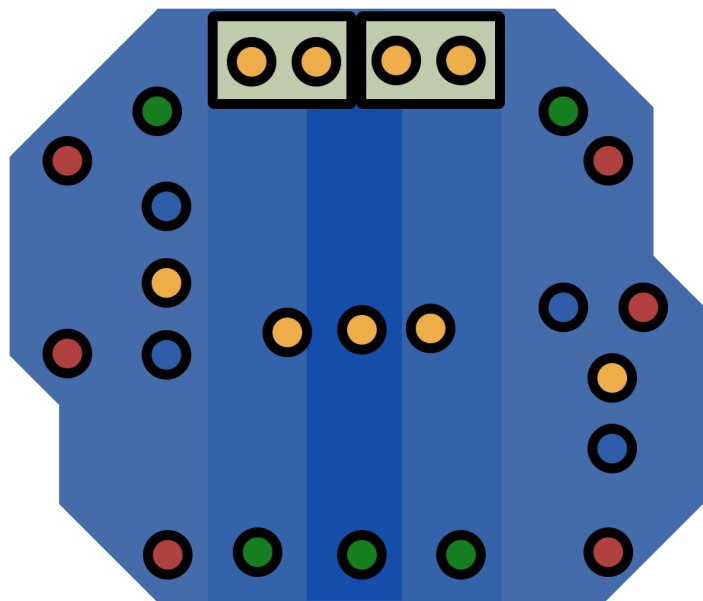








Arena 1



Arena 2




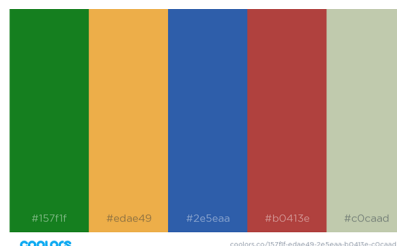
Overlapping

-  Health
-  Enemy Spawn
-  Armor
-  Ammo
-  Ladder up
-  Crate

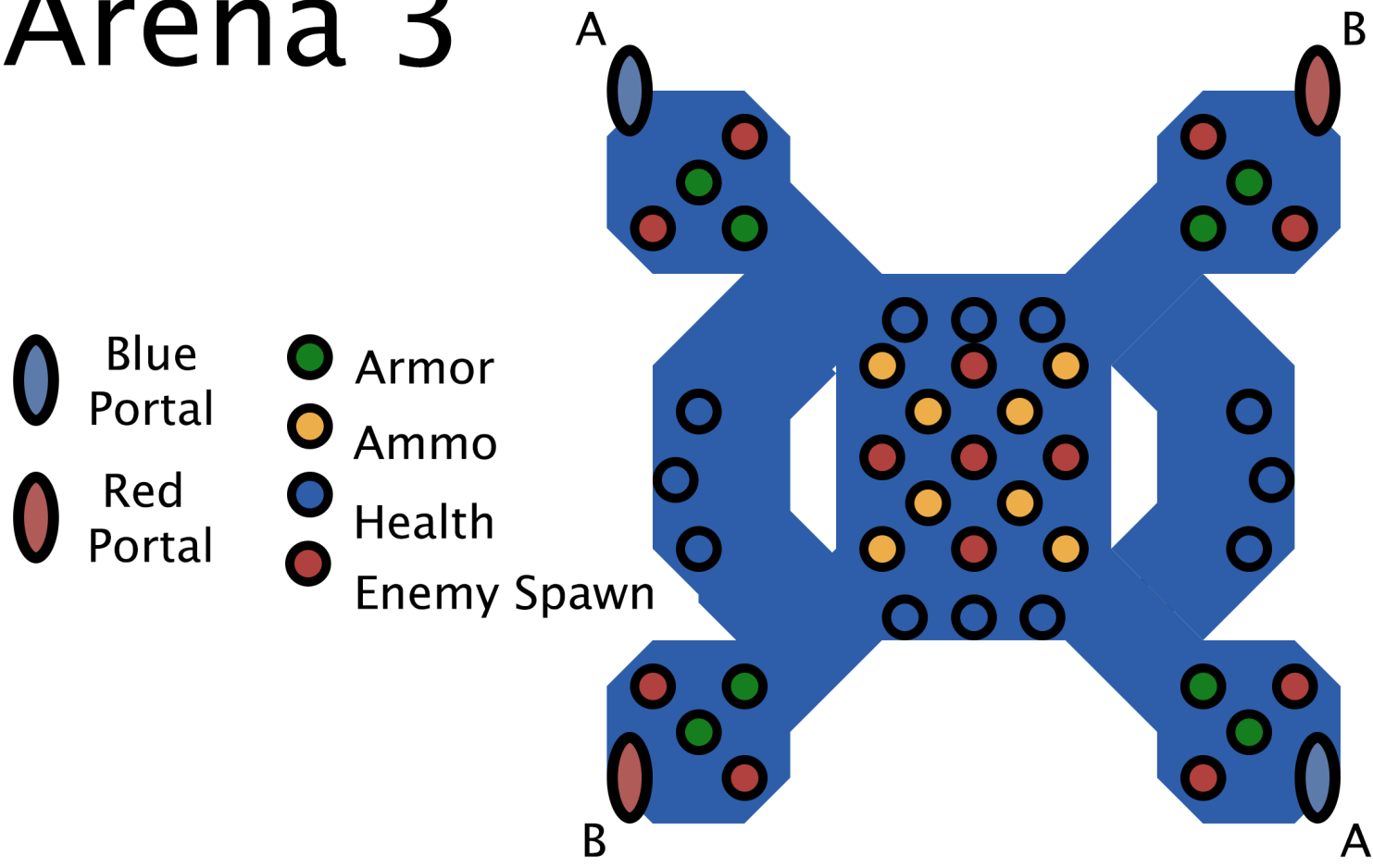


-  Ramps Down

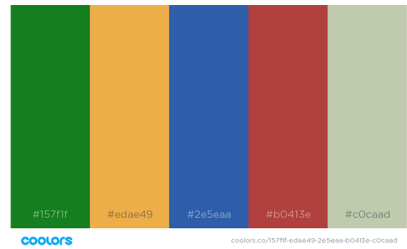
Scale =  5 meters




Arena 3



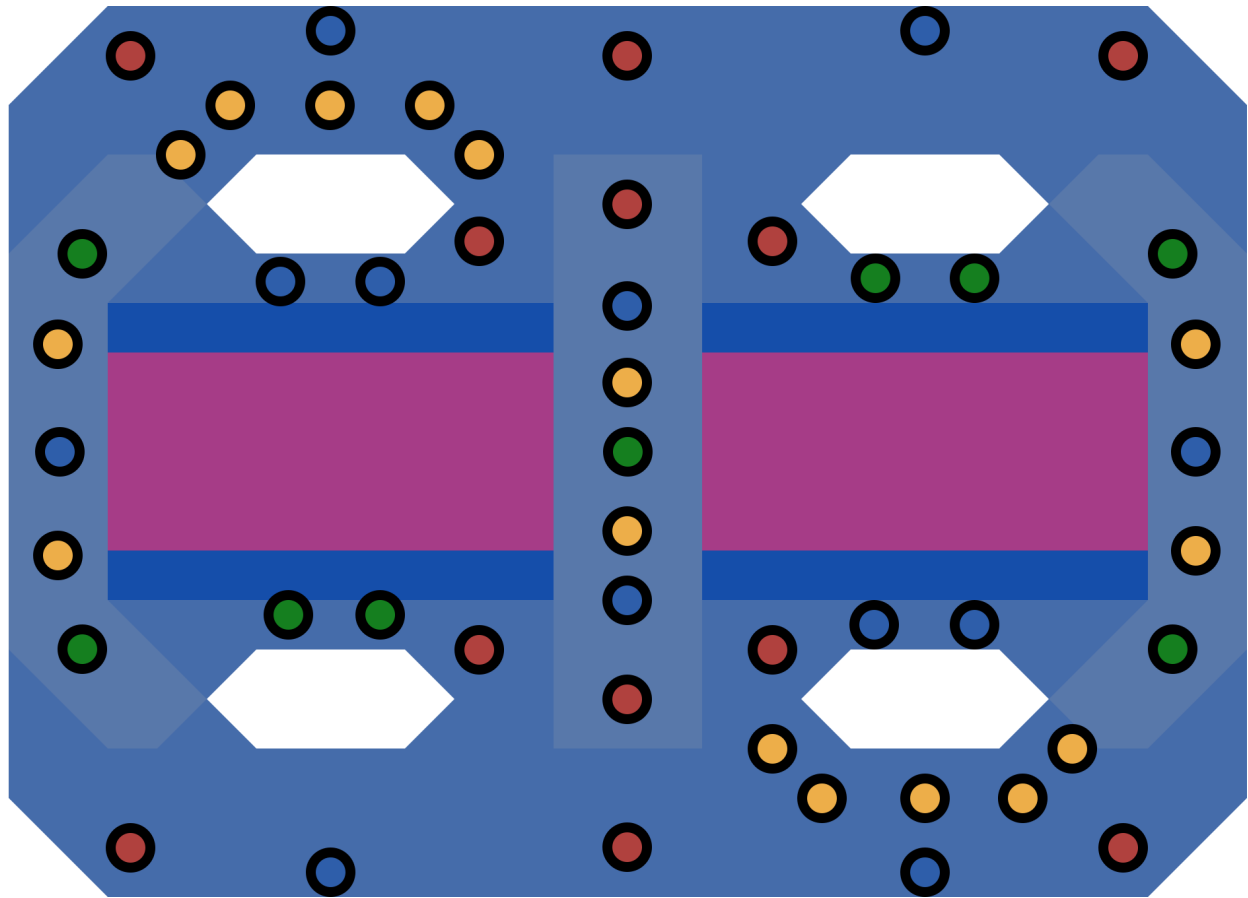
Scale = 5 meters



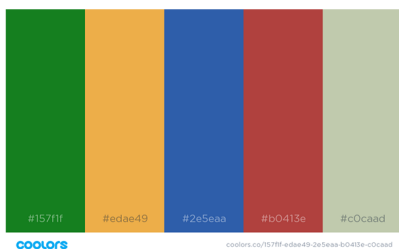
Area 4

Scale =  5 meters

Overlapping



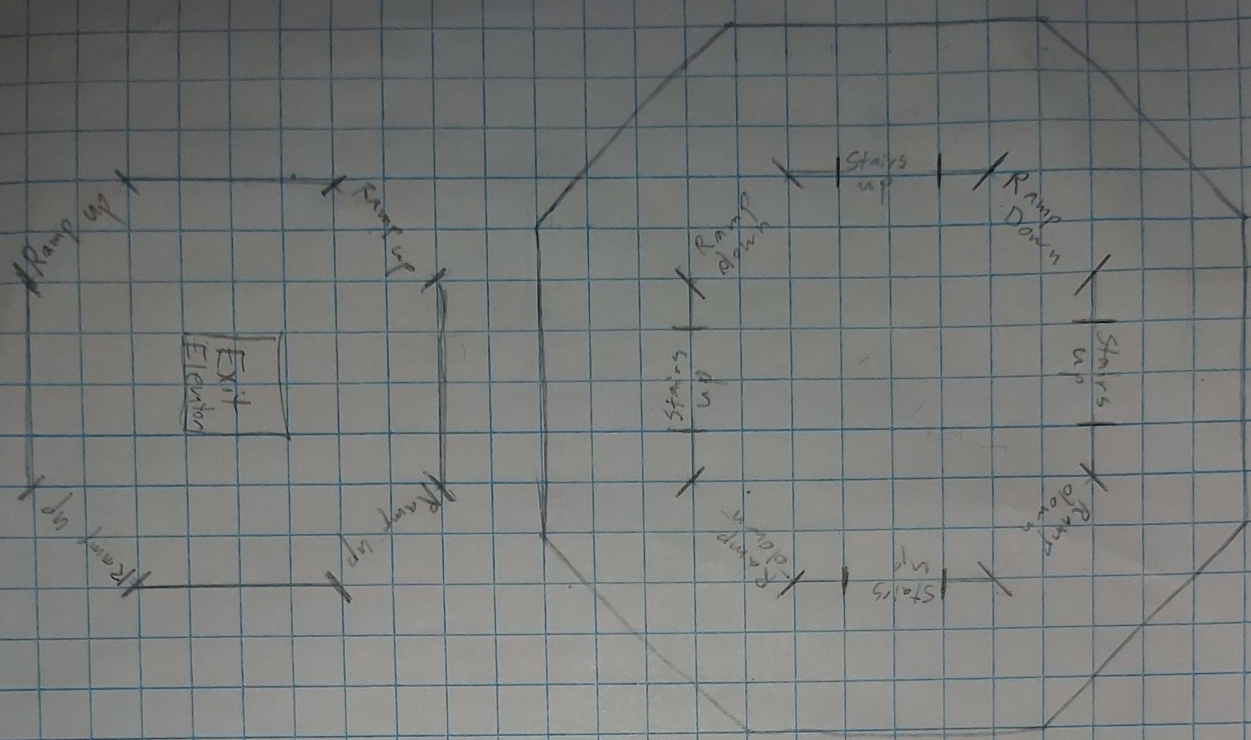
-  Armor
-  Ammo
-  Health
-  Enemy Spawn



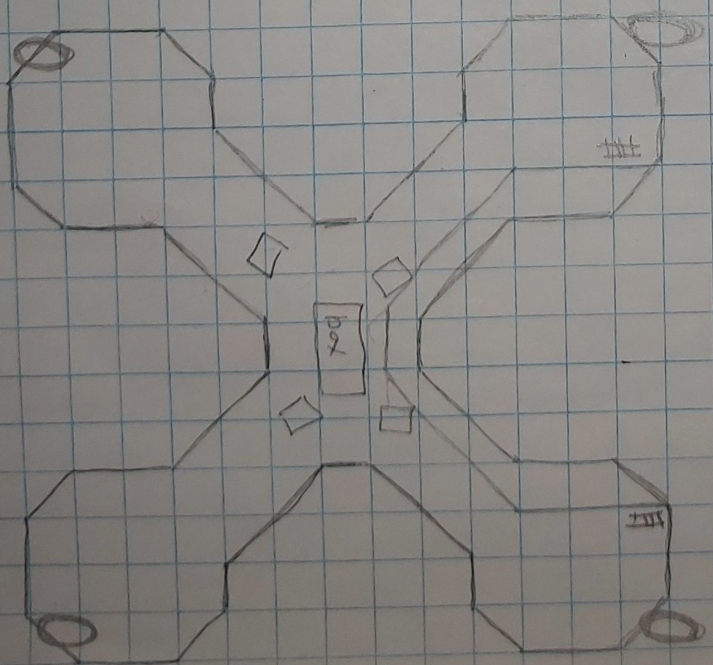
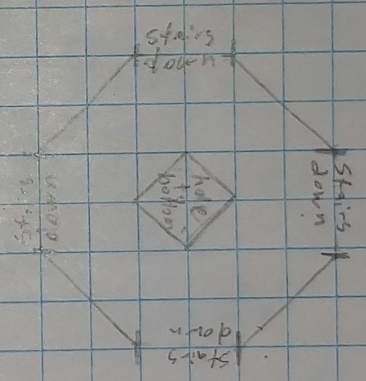
Octo - Arena

□ = 5 m

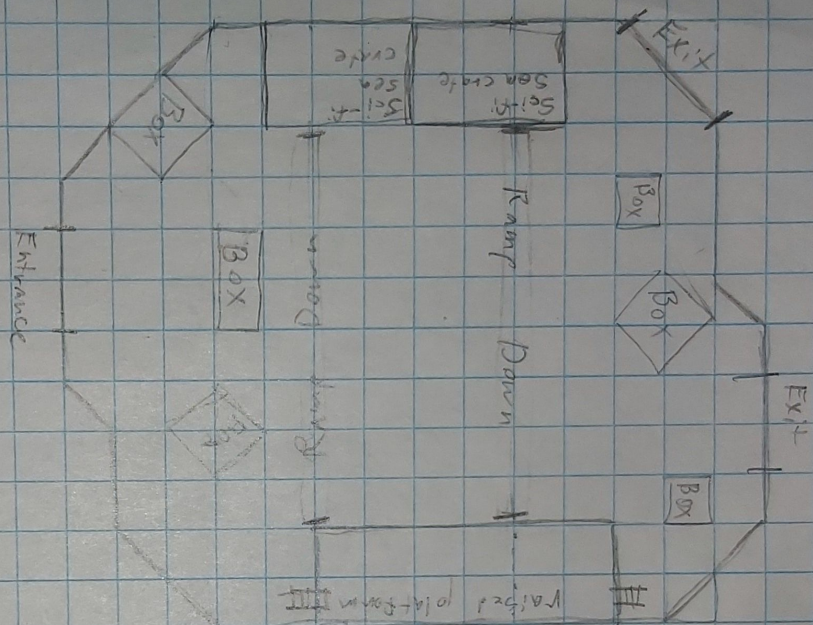
Bottom Section



Central Top



Arena 2



Hover Rail
Hover Rail