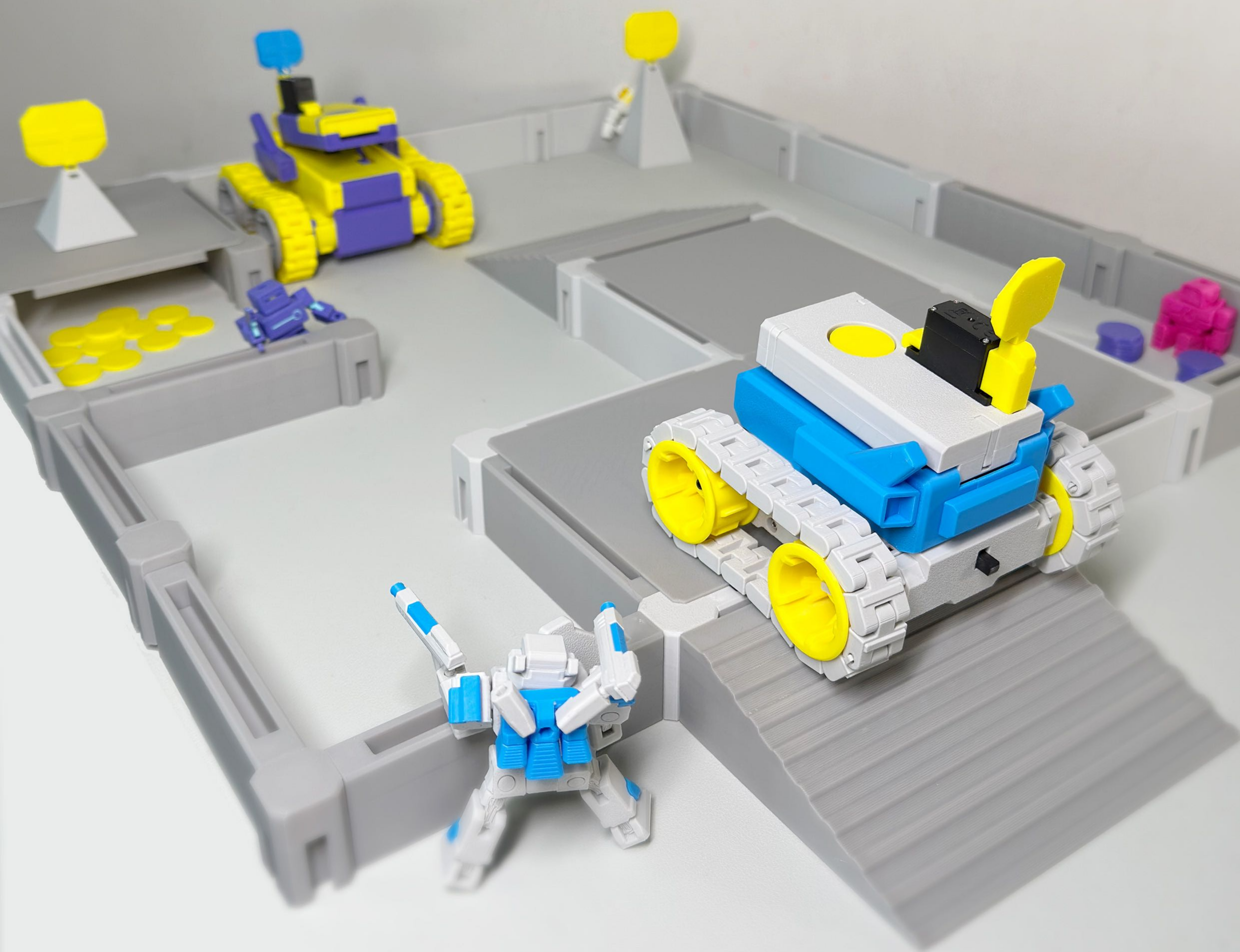


Assembly Guide

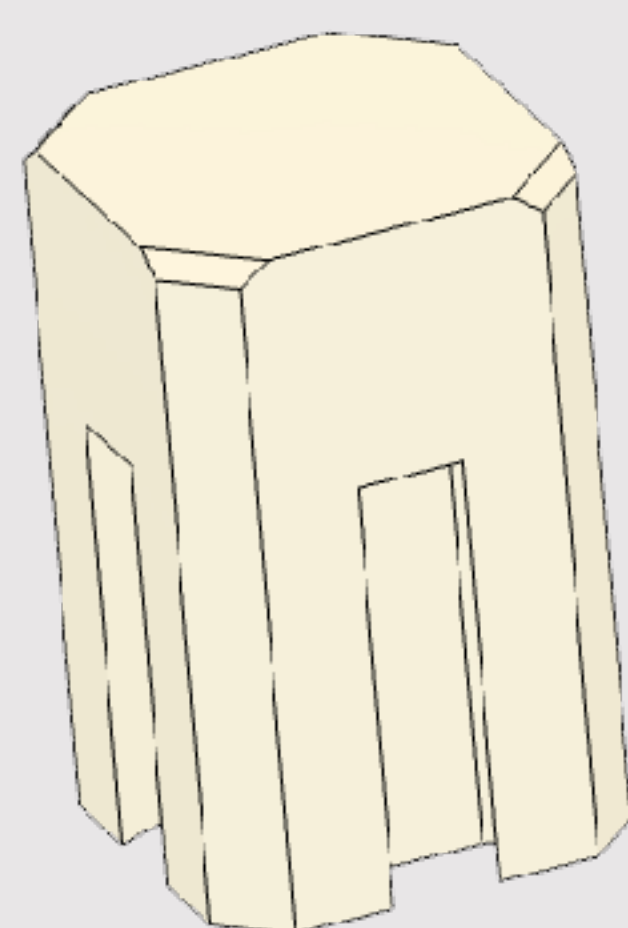
Scene Block



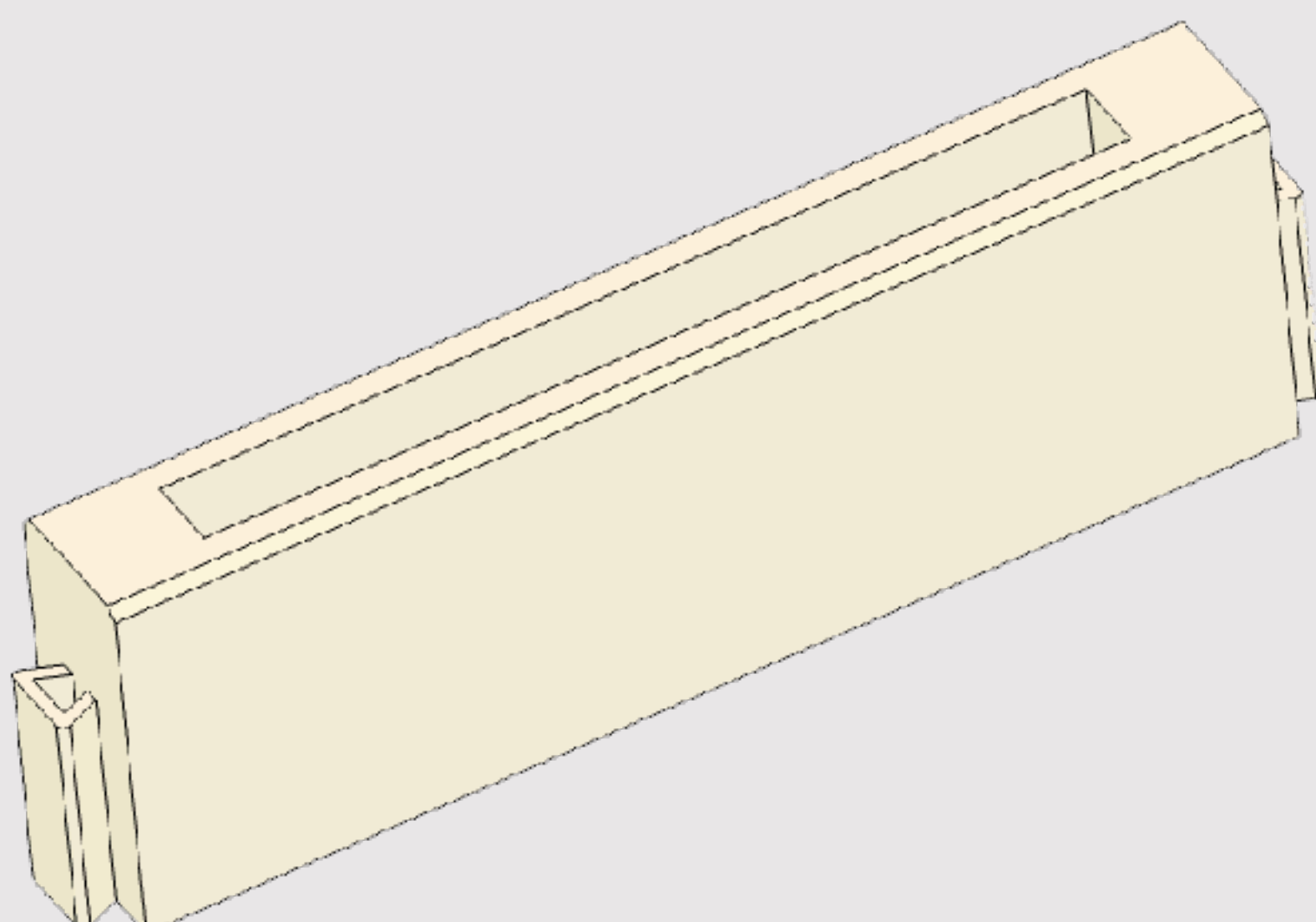
@DDWMAKER

Basic Block

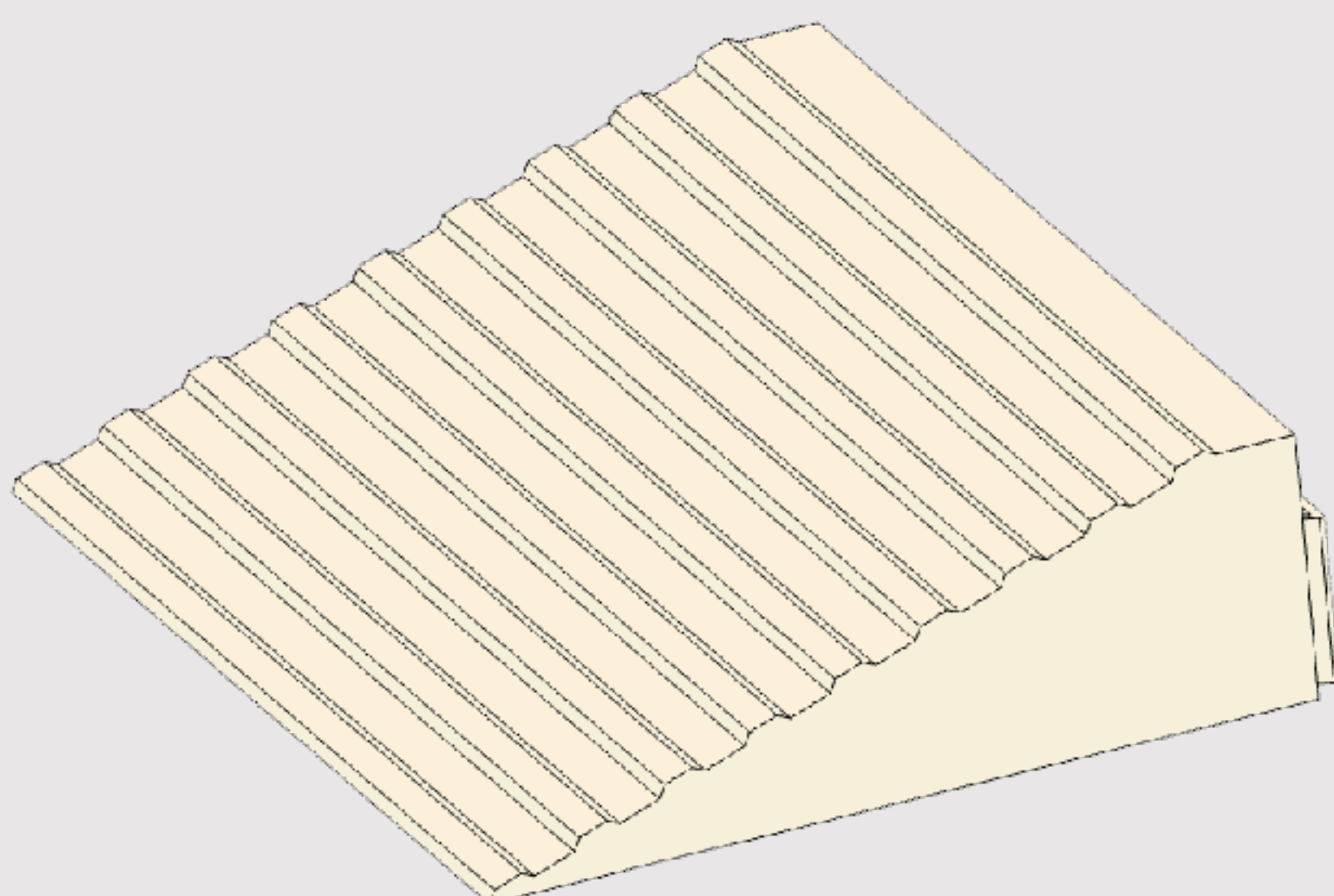
Corner



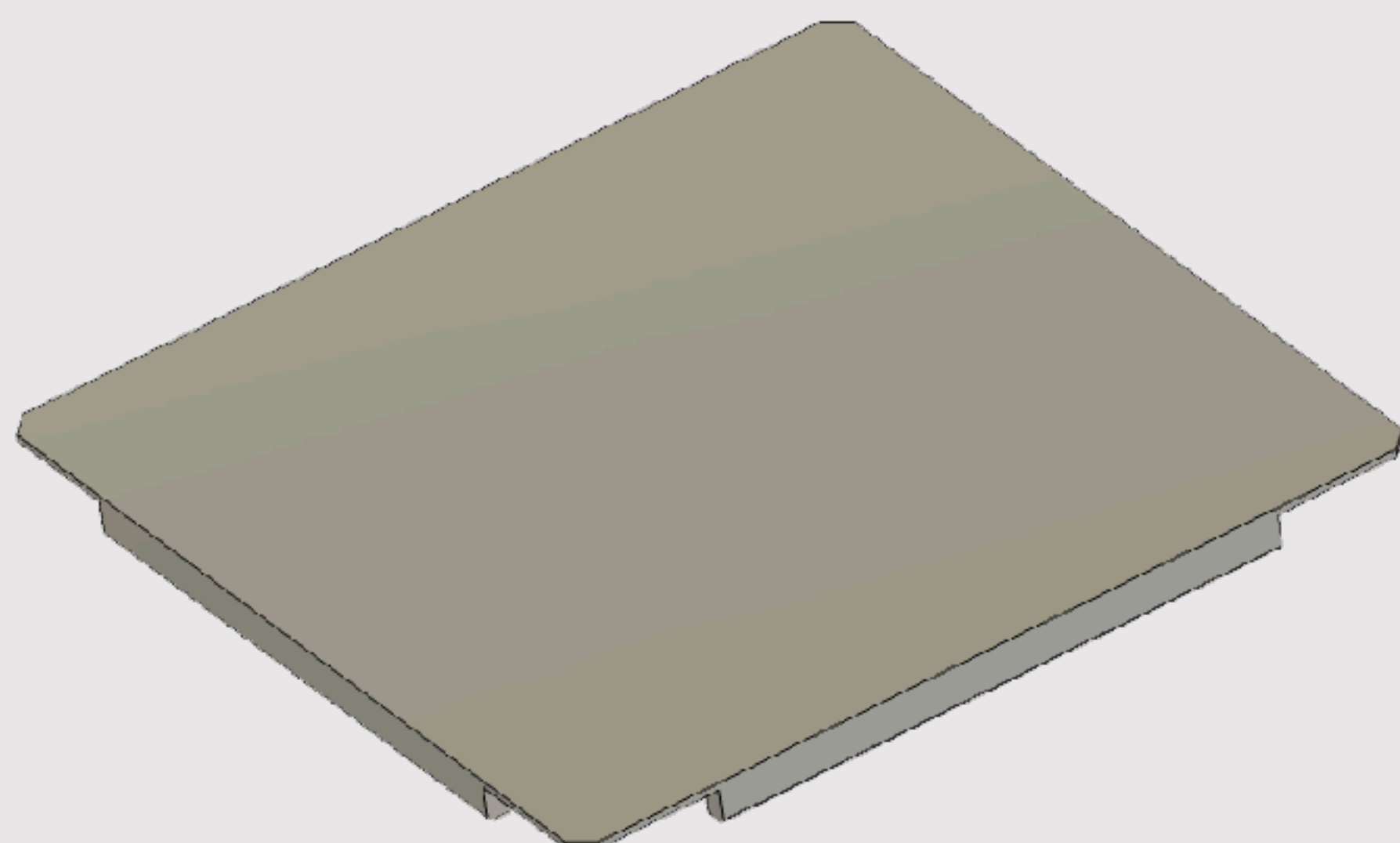
Wall



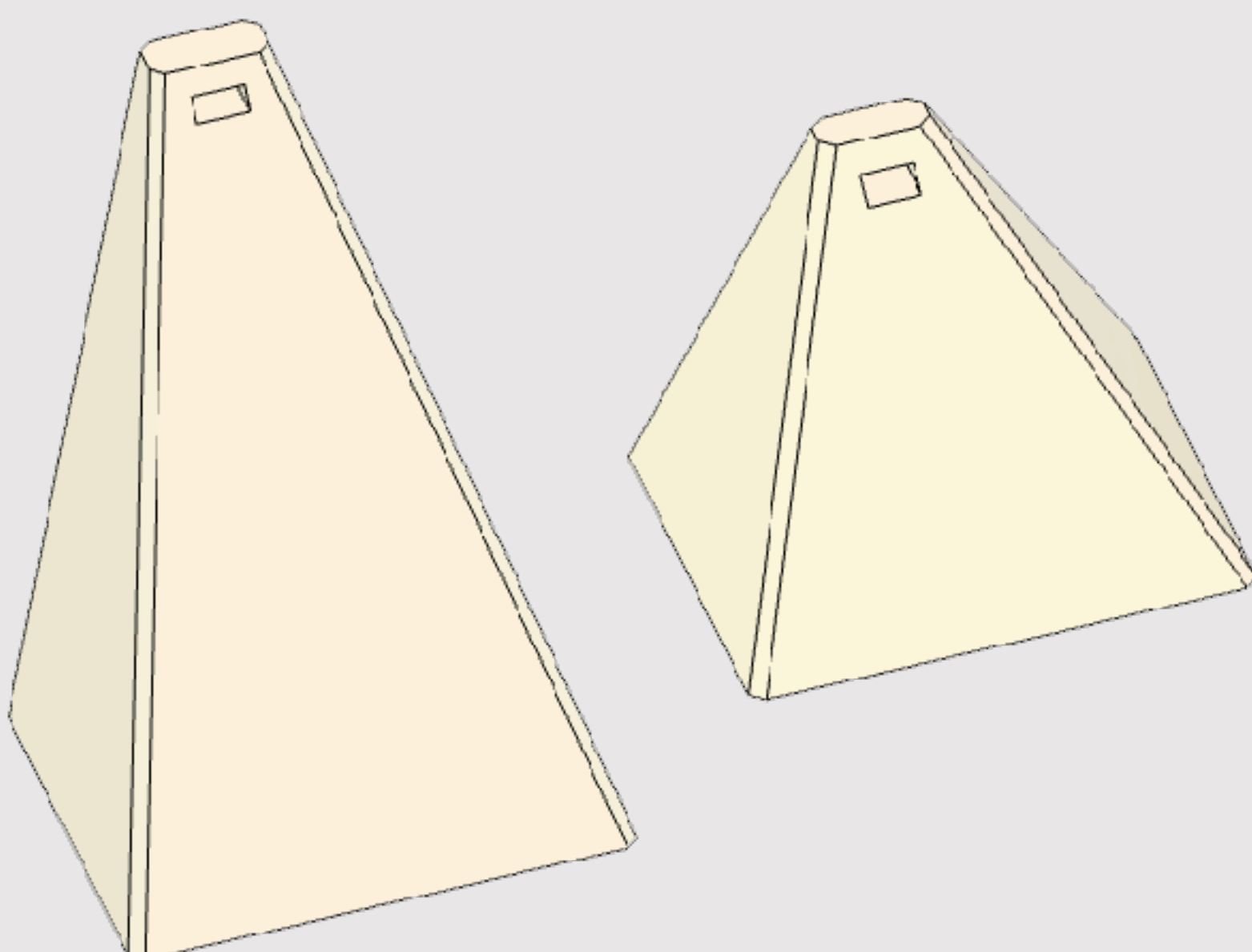
Slope



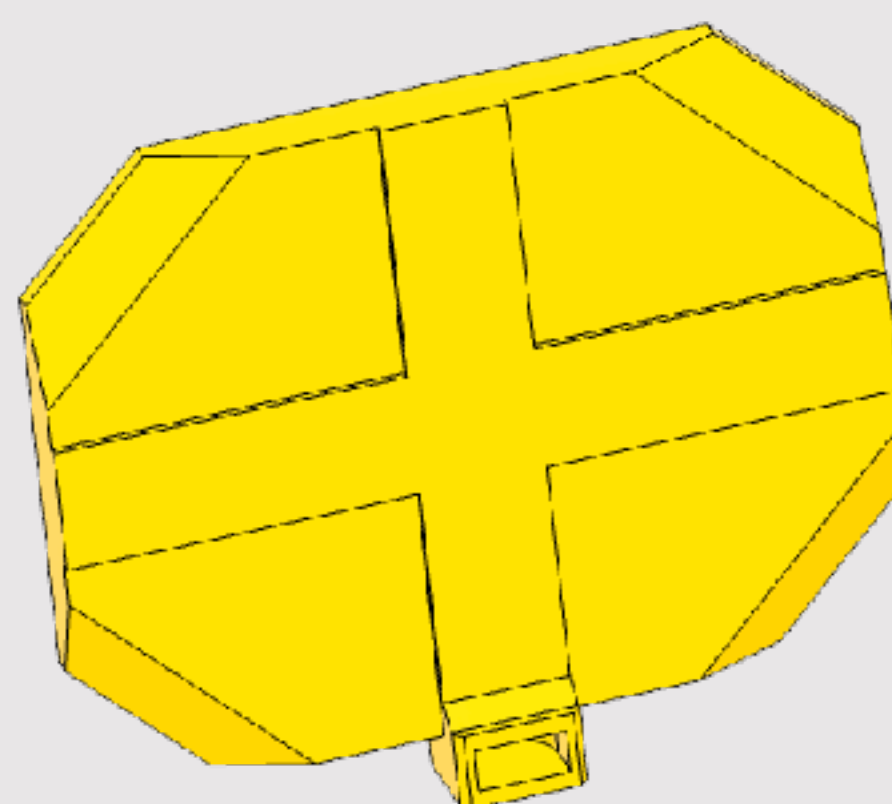
Plate



Target Base

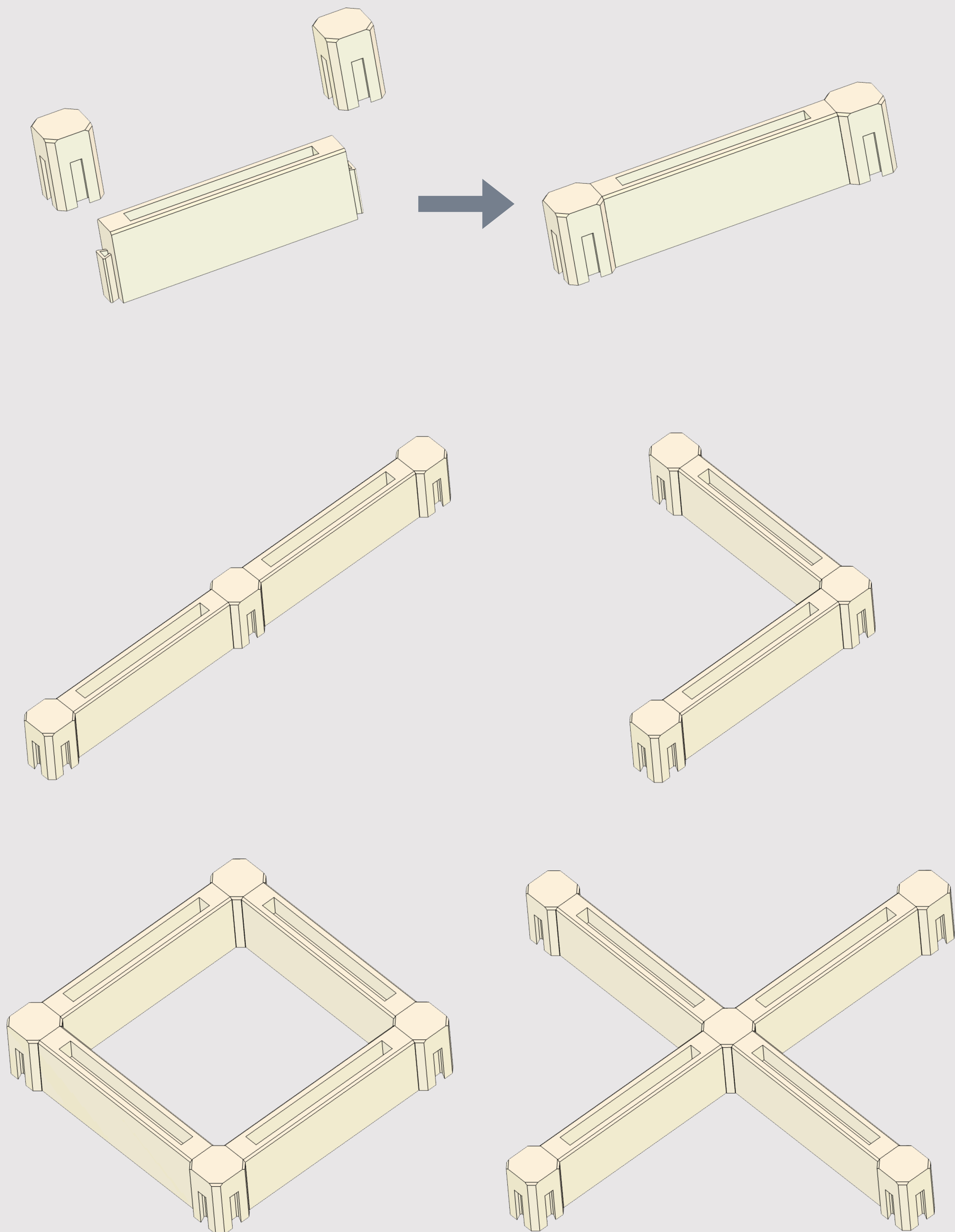


Target



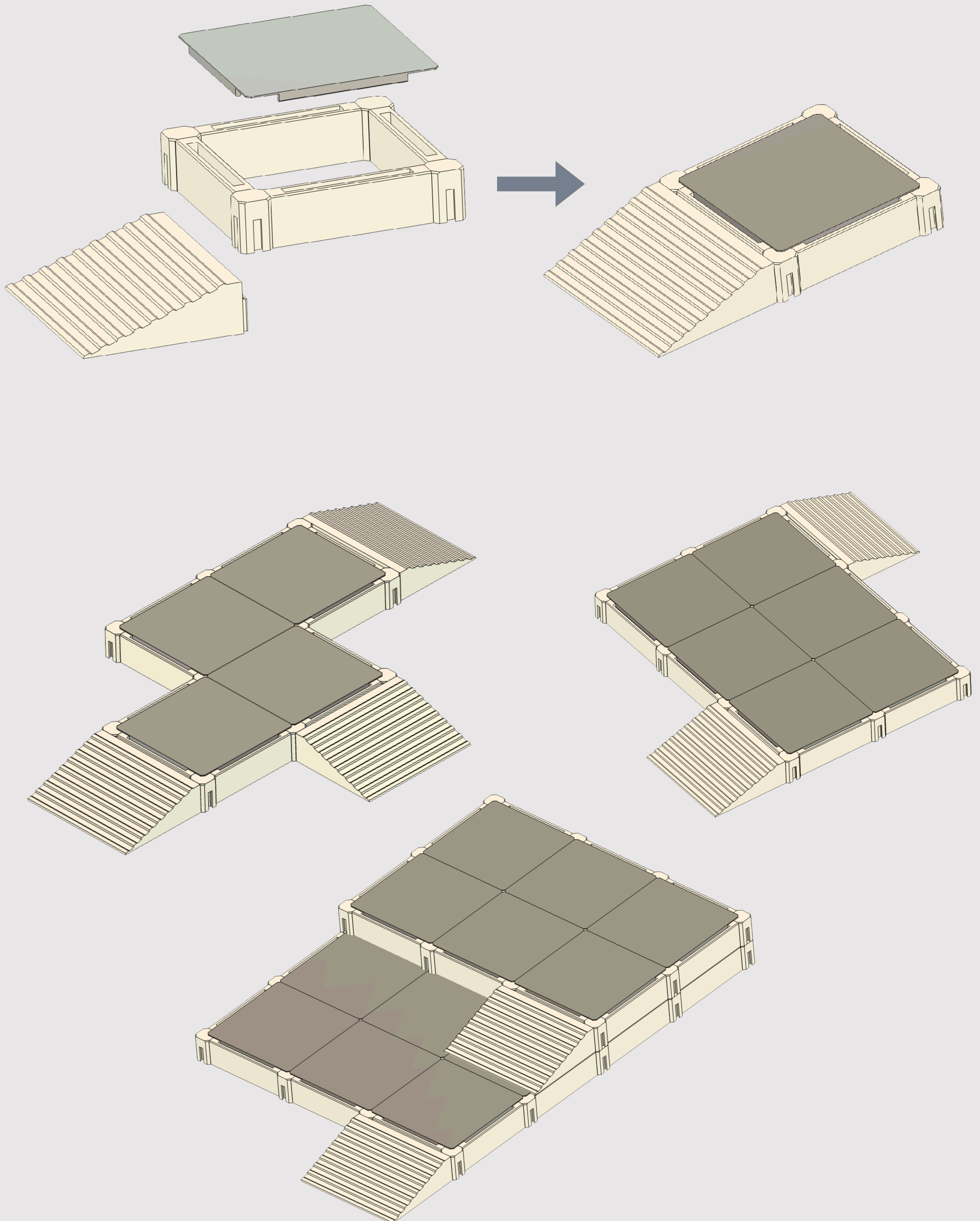
Scene Zoning

Use wall and corner blocks for building basic wall modules, and then freely combine these modules to zone your game scene into distinct areas.



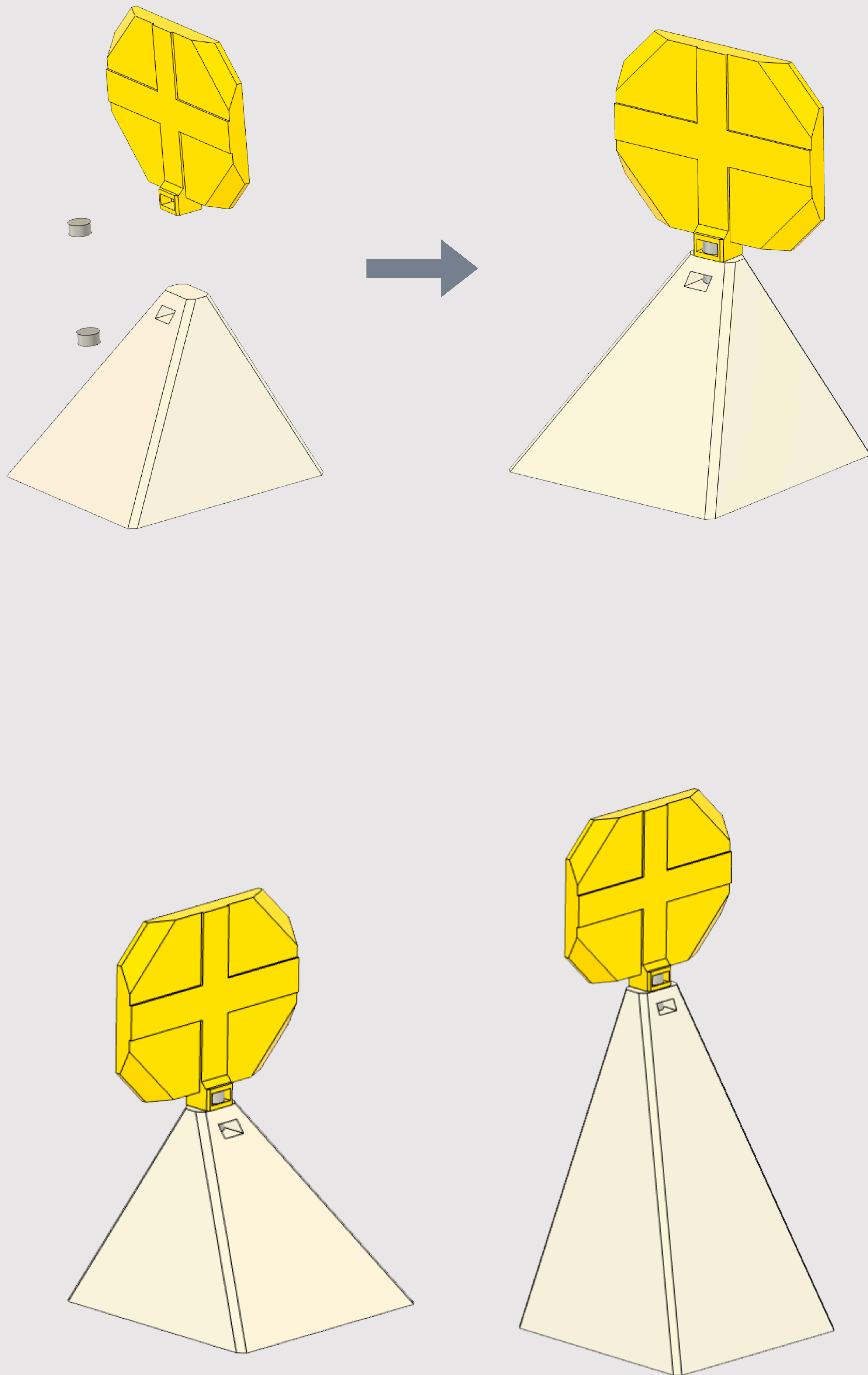
Ground Terrain

Add plates and slopes to wall modules to create ground with multiple heights in your block scene.



Target Assembly

Pay attention to the polarity of the magnets to ensure the target and the base can attract each other.



Get Creative

Now you can build your own unique battle scene!

