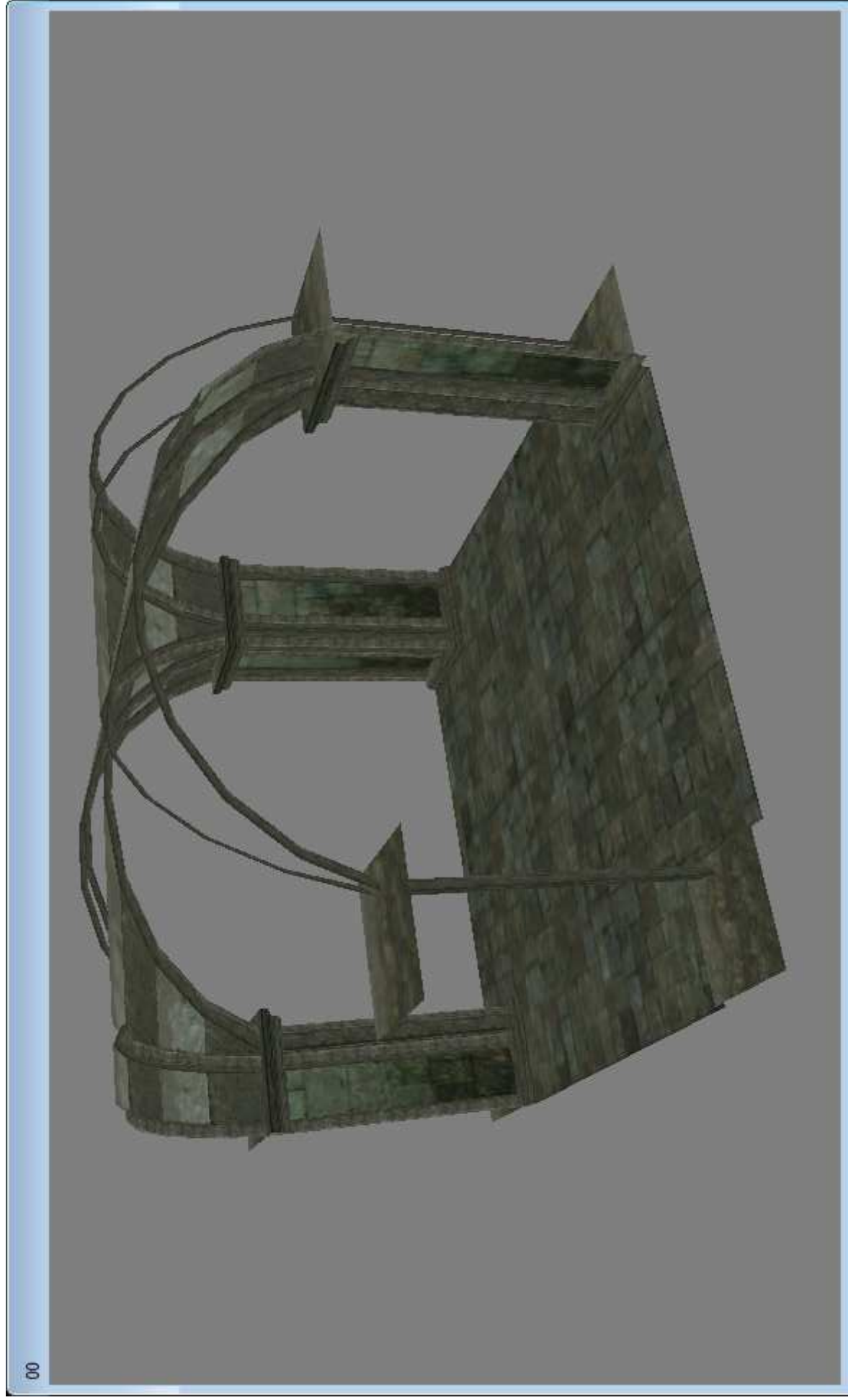


in\_impbig\_4way\_01



# in\_impbig\_blend\_01



in\_impbig\_wall\_01



# in\_impasmall\_3way\_01



in\_impsmall\_4way\_01



in\_impsmall\_4way\_01



in\_impssmall\_corner\_01



in\_imp\_small\_dj\_cave\_01





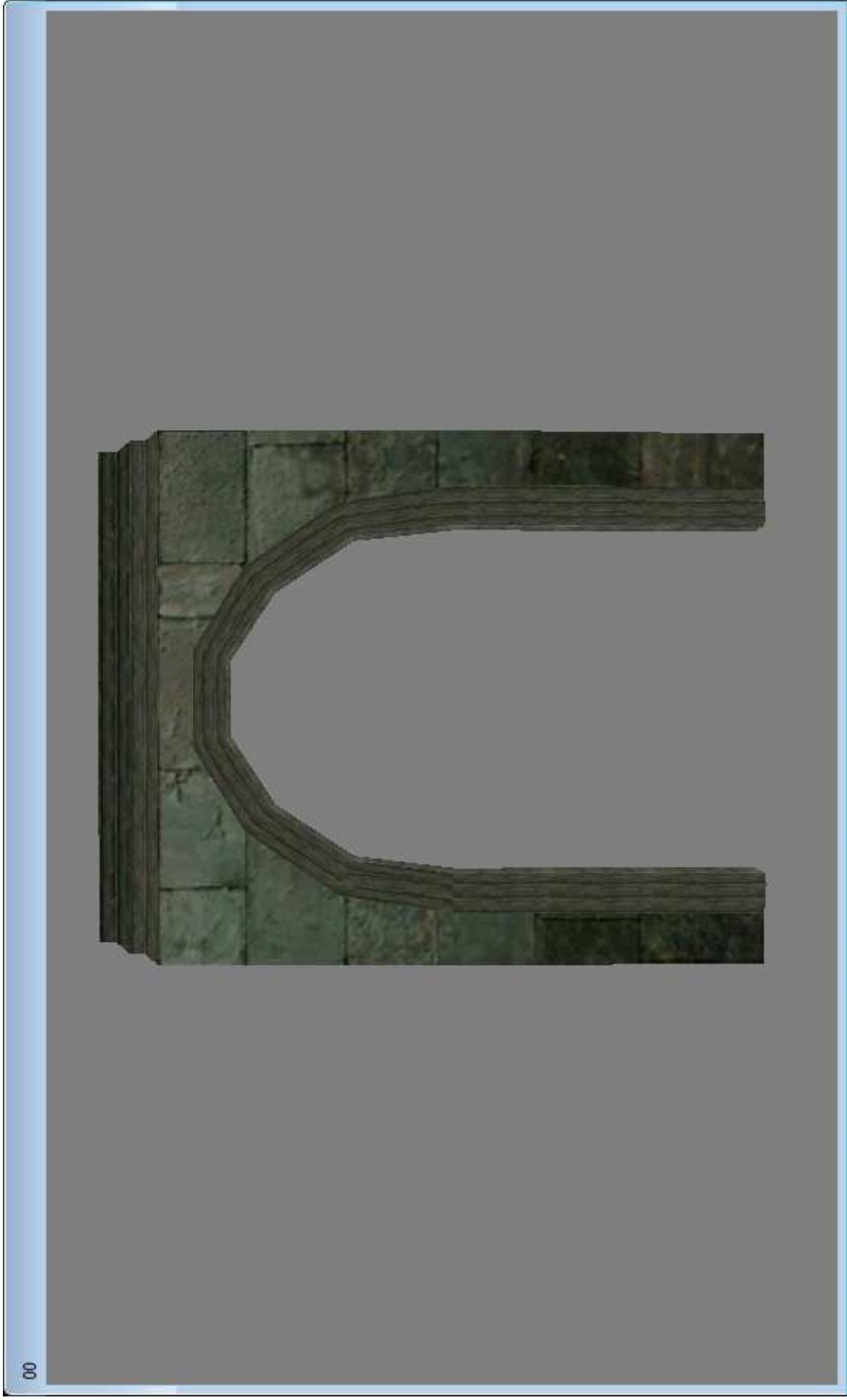
in\_impsmall\_dj\_hidden\_01



# In\_impsmall\_door\_jail\_01\_static



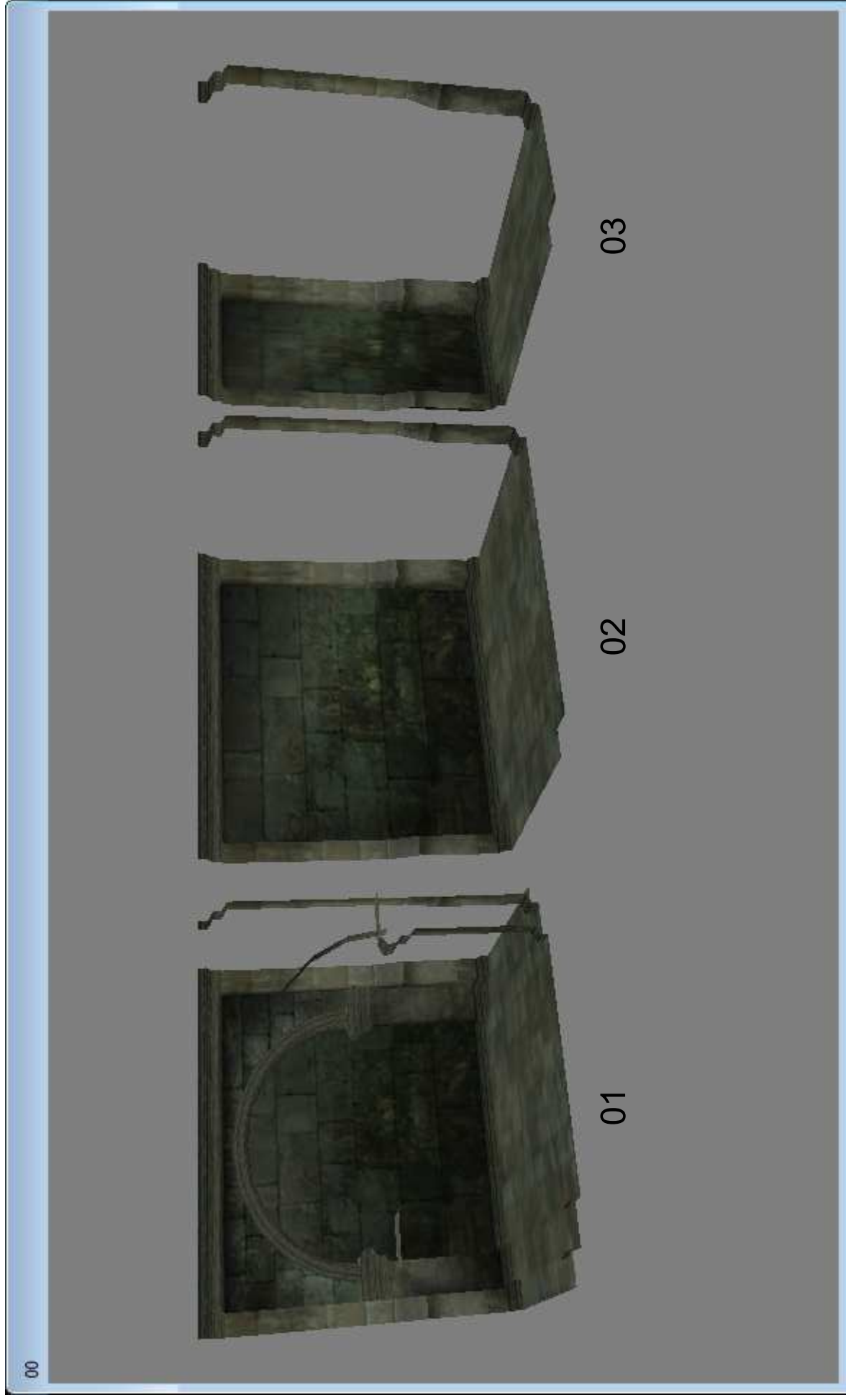
in\_impasmall\_doorjam\_01



in\_imp\_small\_endcap\_01



# in\_impsmall\_hall\_...



# in\_impsmall\_hall\_01



# in\_impasmall\_hall\_02



# in\_impsmall\_hall\_03

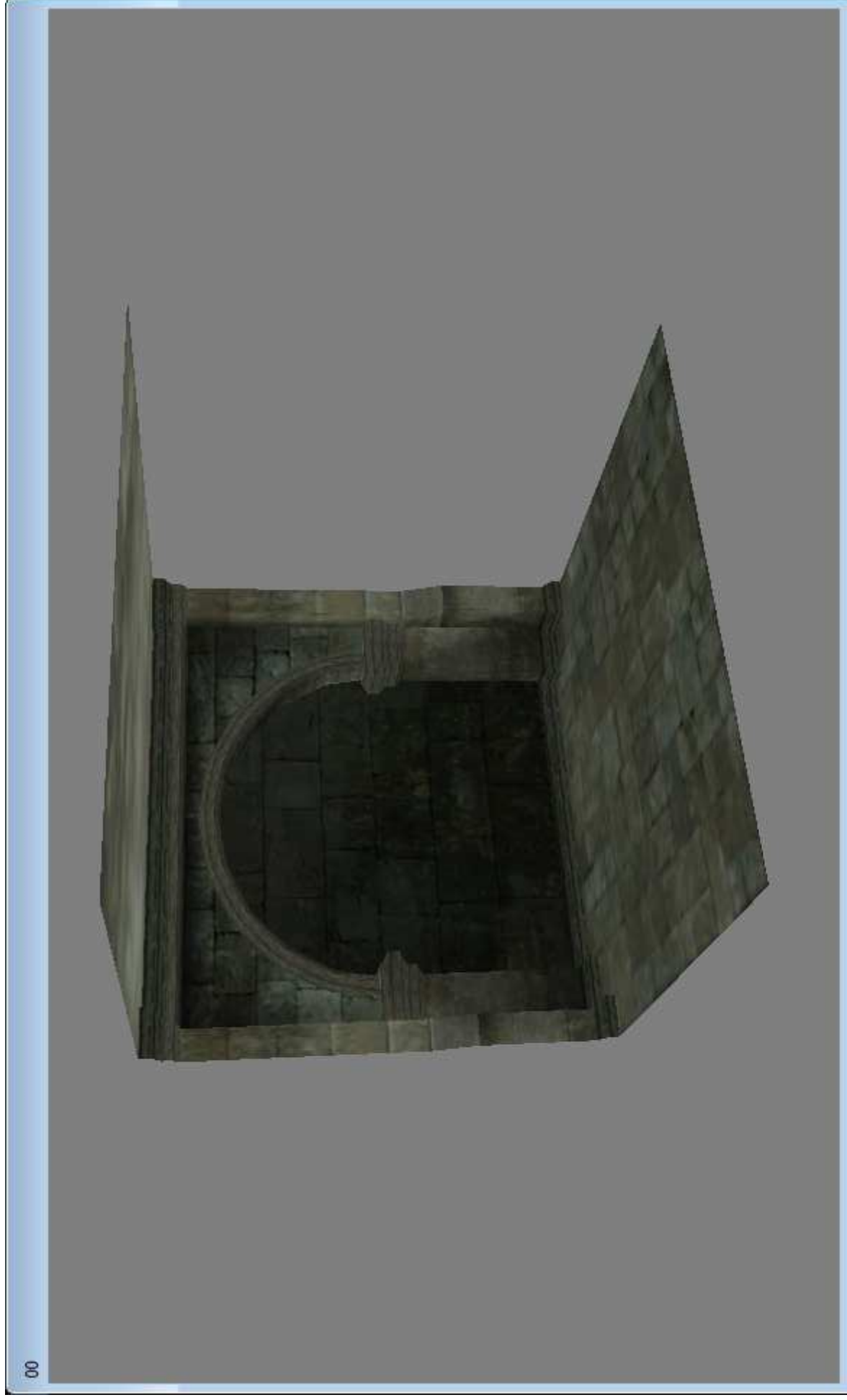




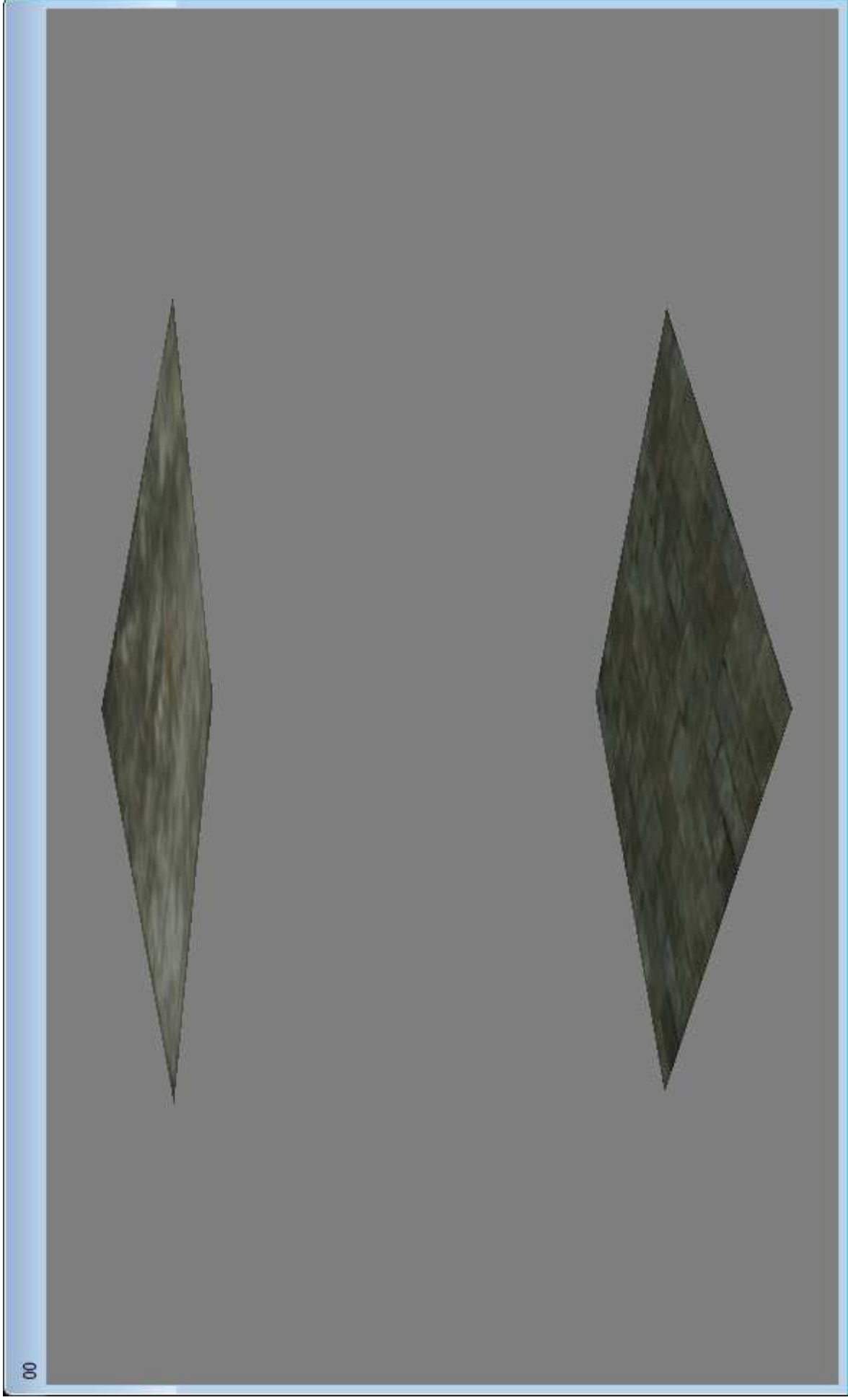
# in\_impsmall\_hall\_03



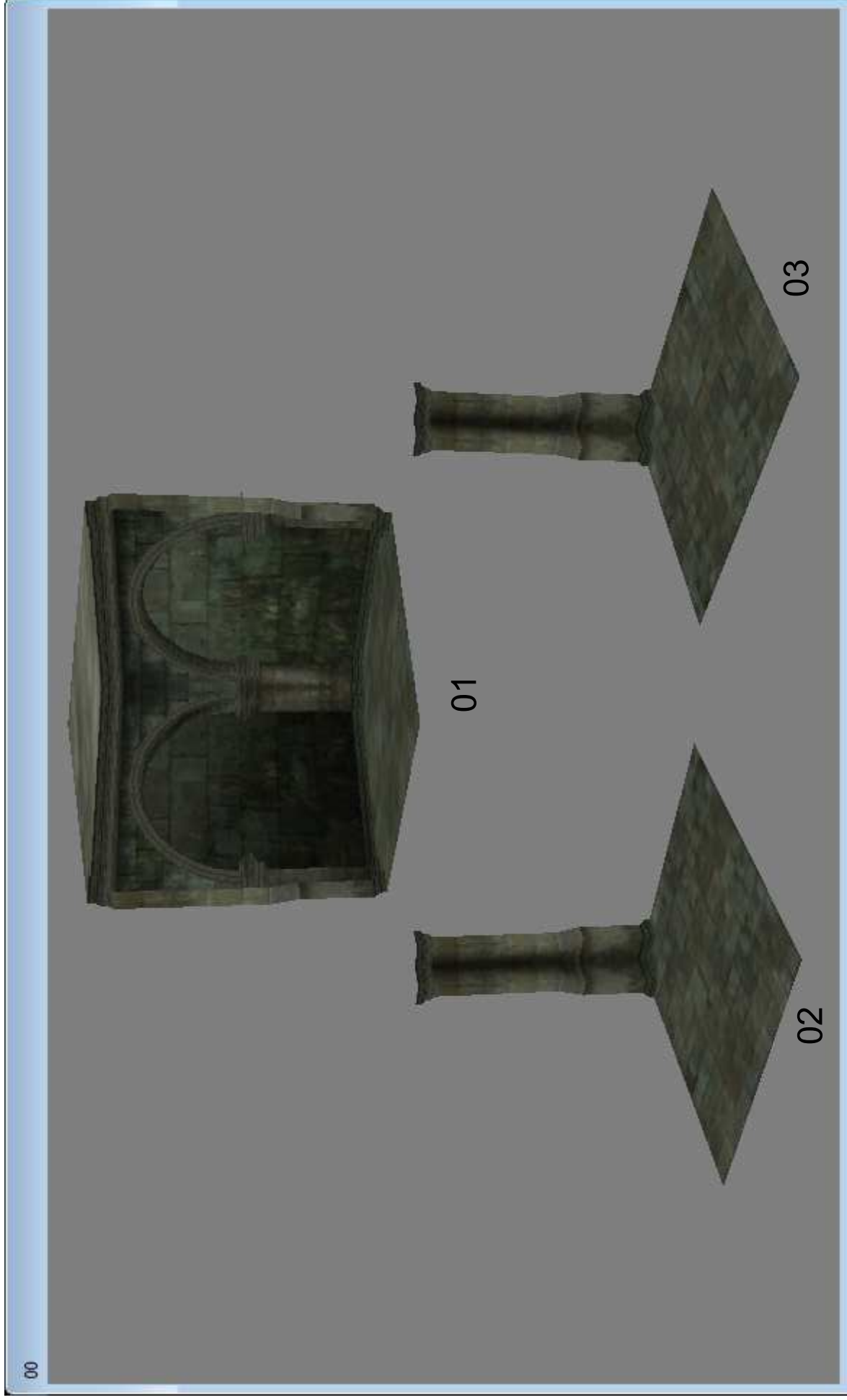
in\_imp\_small\_r\_3way\_01



in\_impsmall\_r\_center\_01



# in\_imp\_small\_r\_corner\_...



Note difference in floors for 02/03

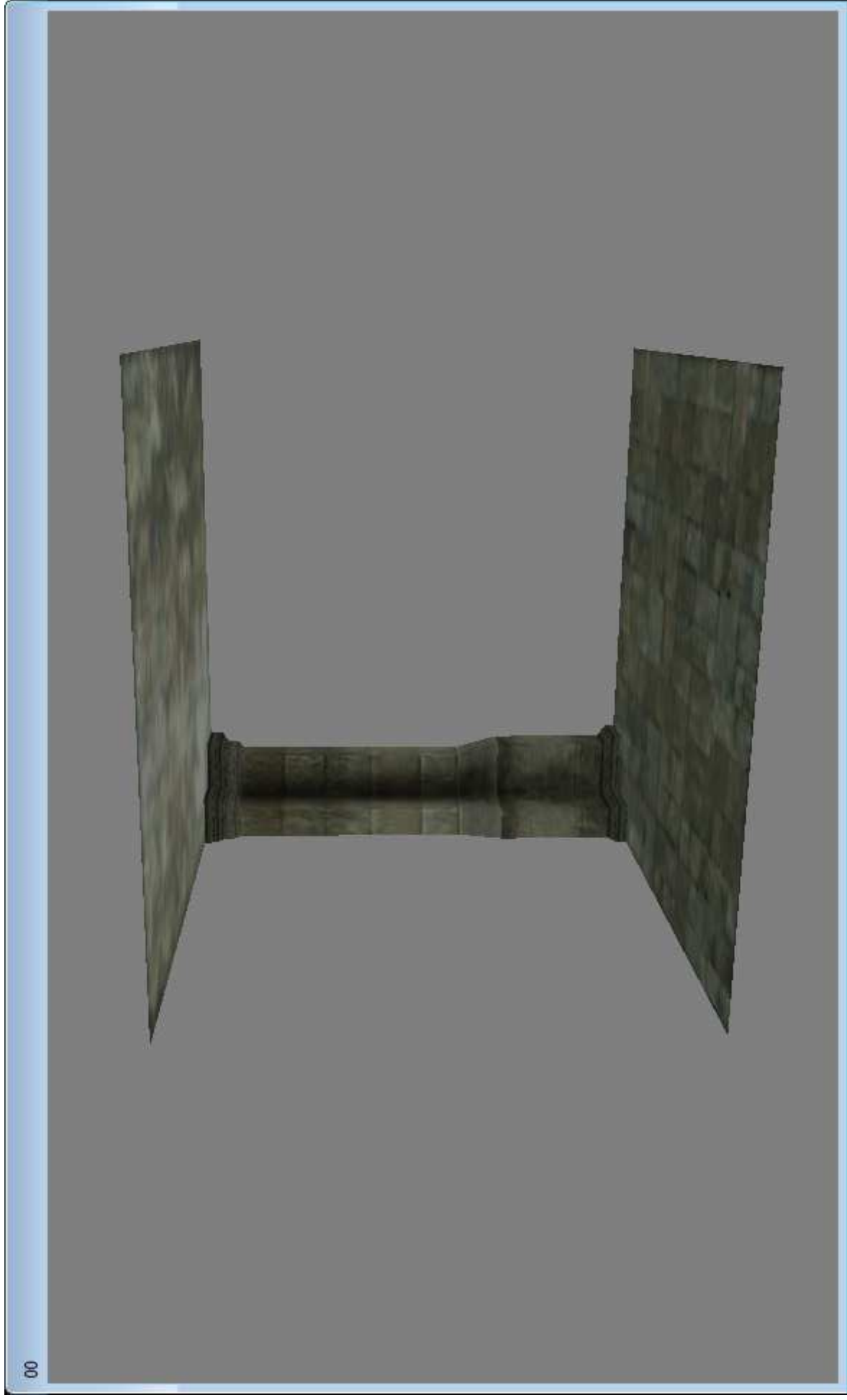
in\_impasmall\_r\_corner\_01



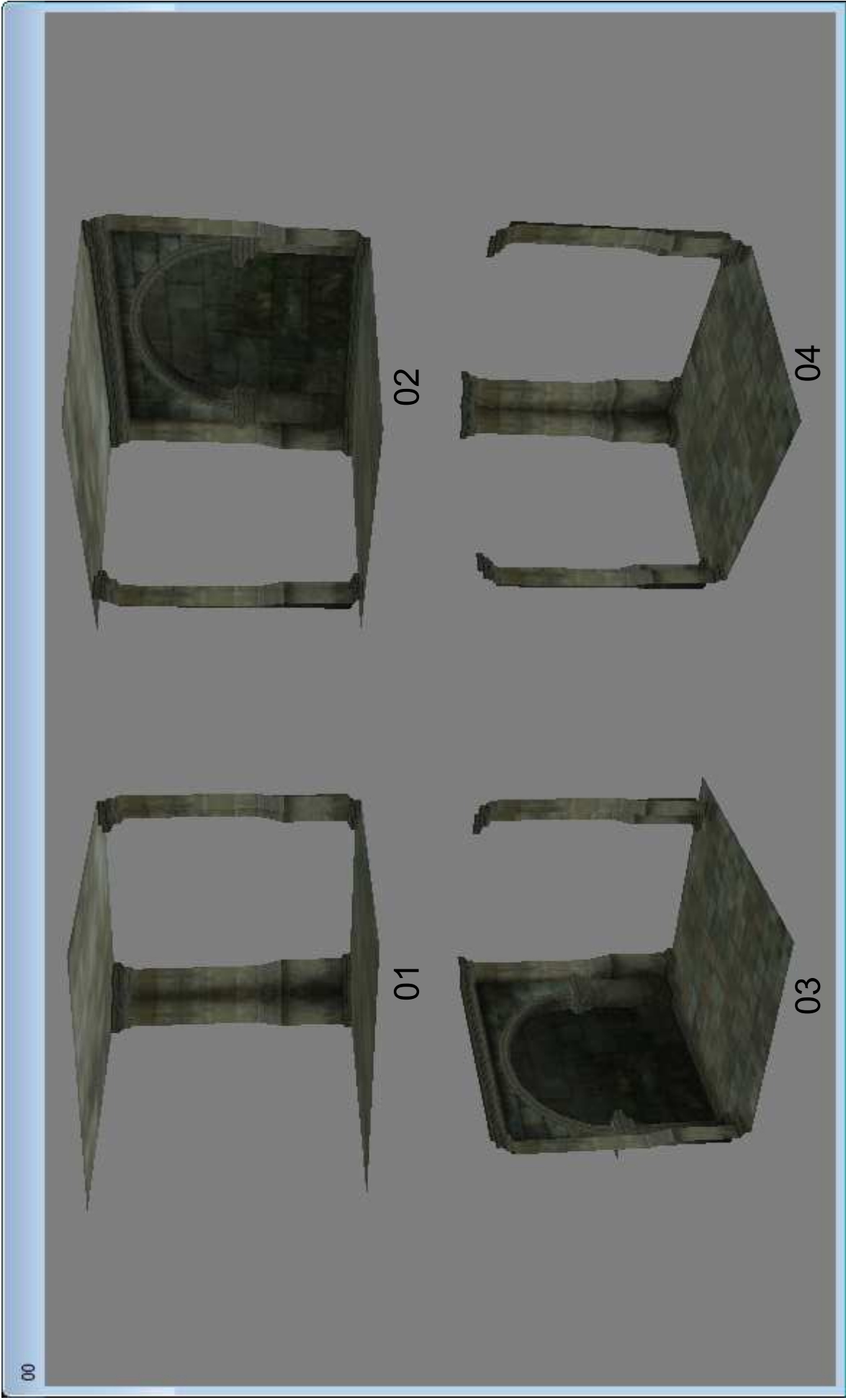
# in\_impasmall\_r\_corner\_02



in\_impasmall\_r\_corner\_03

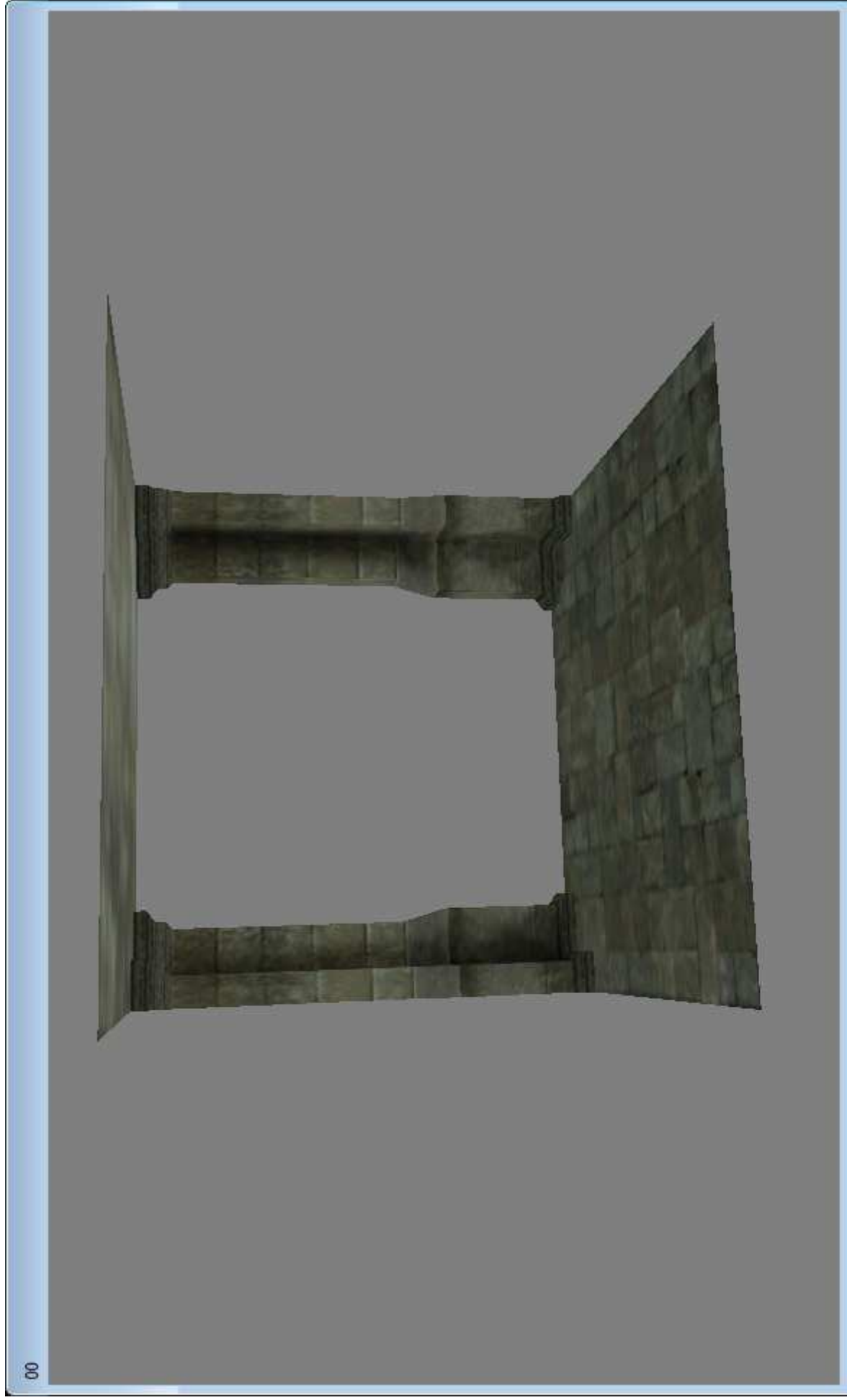


# in\_impasmall\_r\_entr\_...

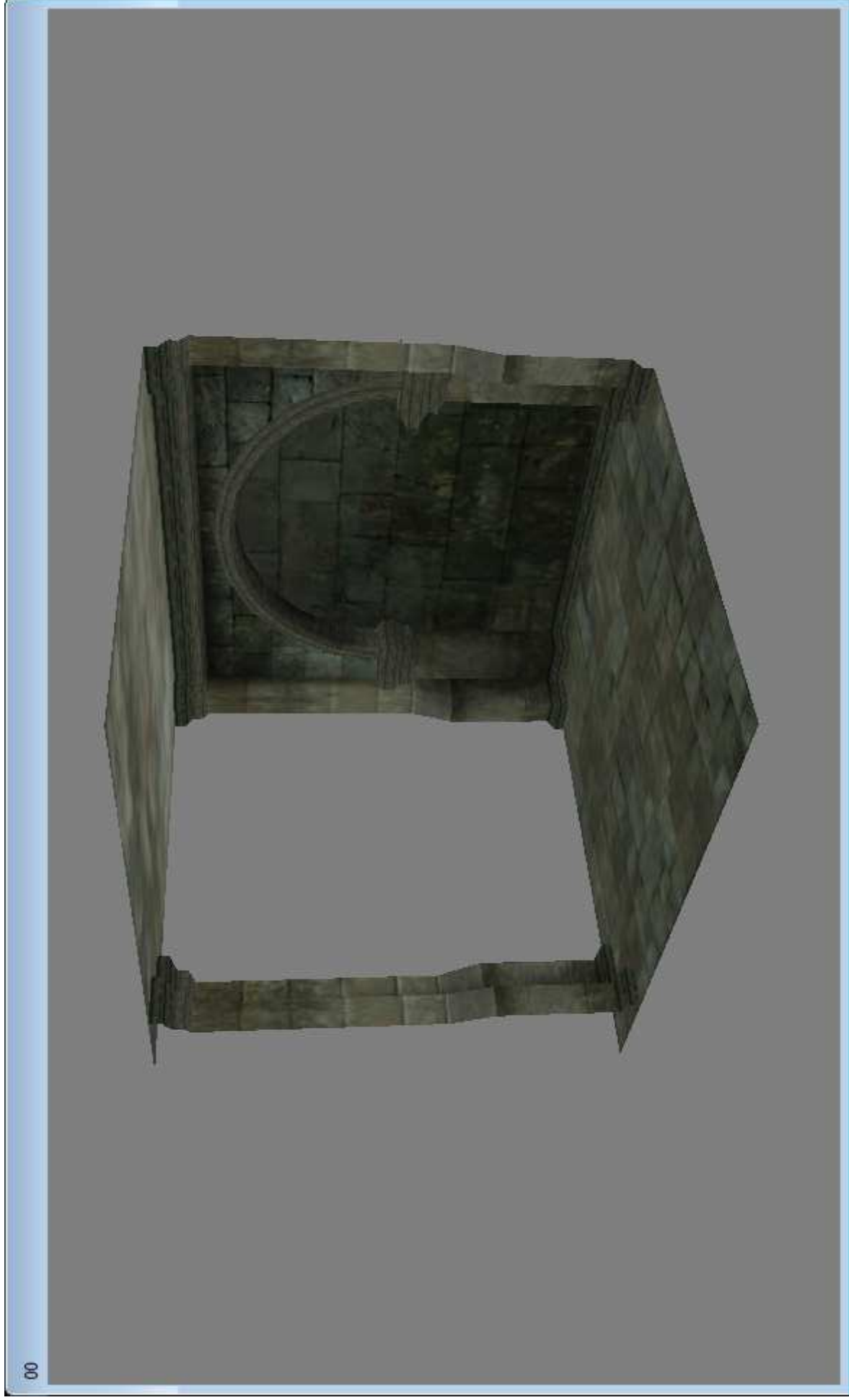




in\_impsmall\_r\_entr\_01



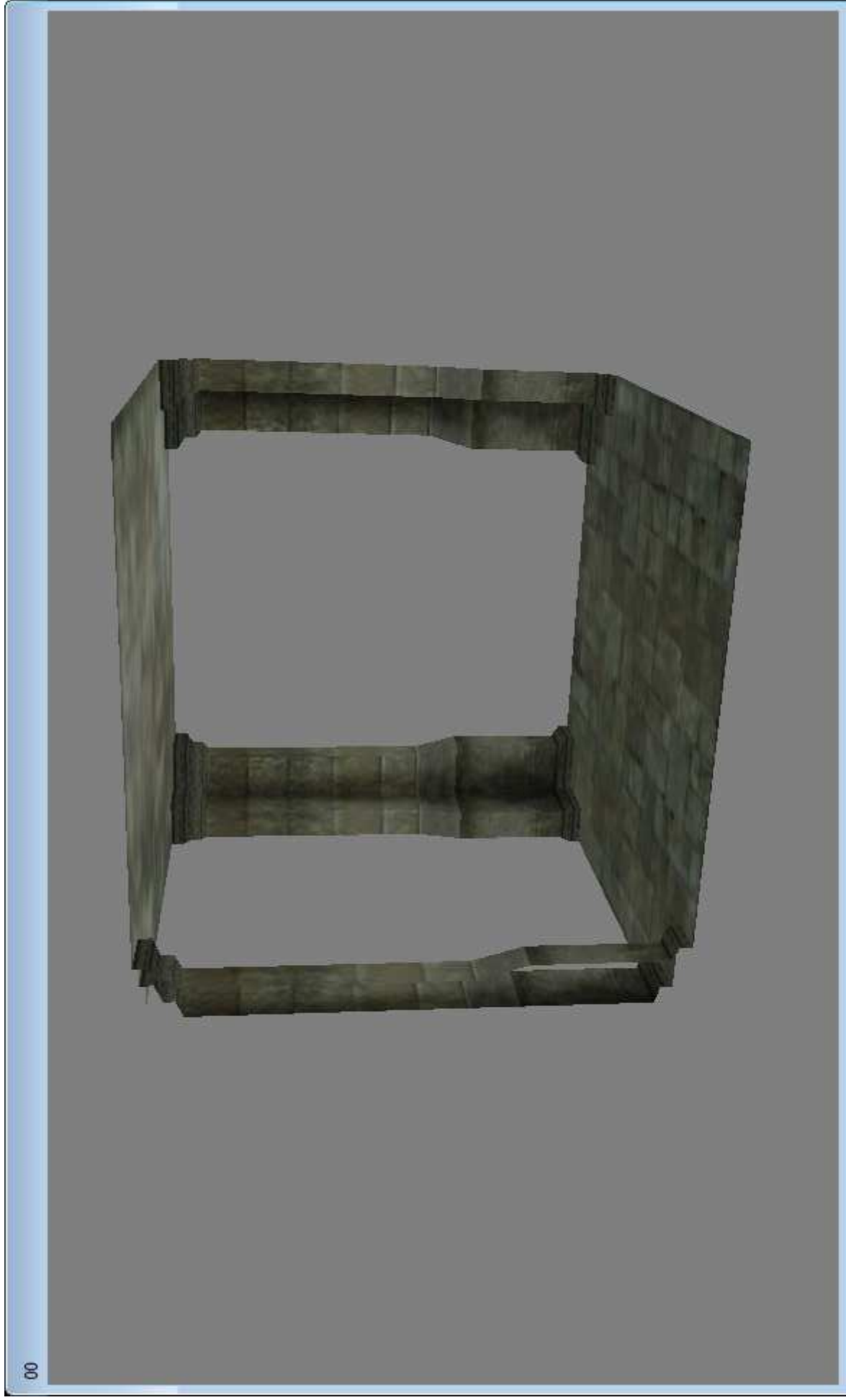
in\_impasmall\_r\_entr\_02



in\_imp\_small\_r\_entr\_03



# In\_impsmall\_r\_entr\_04



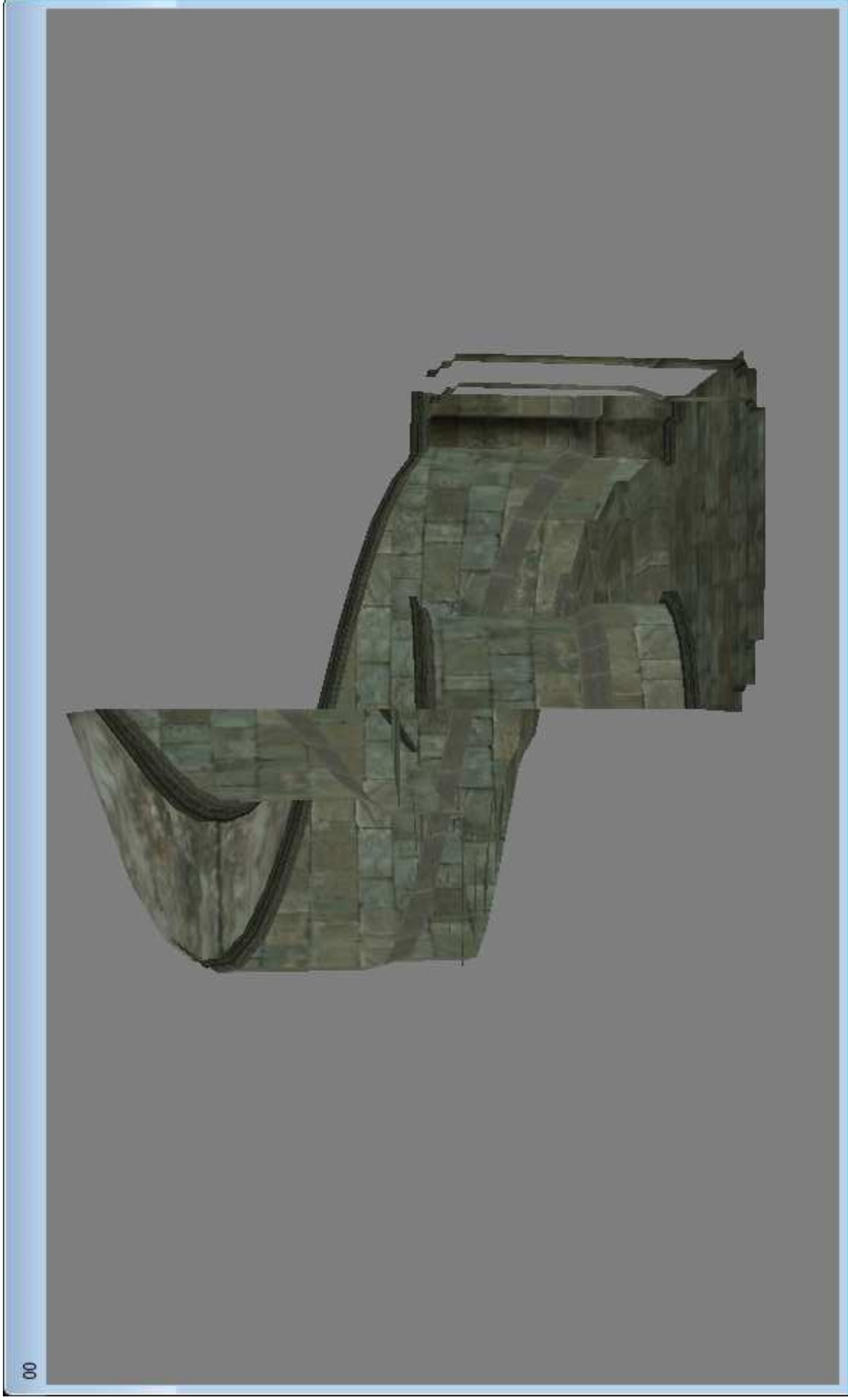
in\_impsmall\_r\_pillar\_01



in\_impsmall\_shutter\_01



# in\_impssmall\_spiral\_01



in\_impasmall\_spiral\_bot\_01





in\_impasmall\_spiral\_end\_01



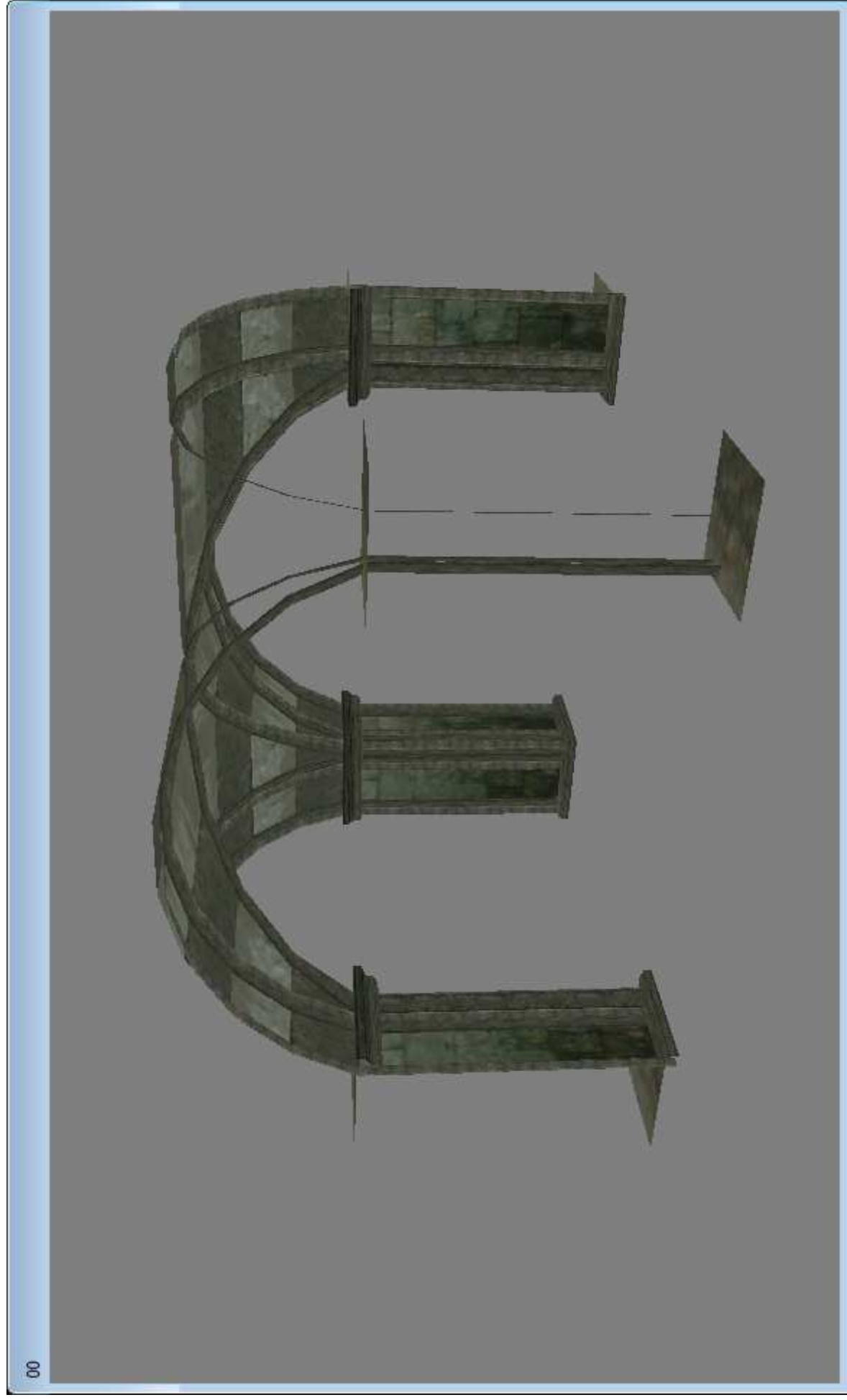
# in\_impasmall\_stairs\_01



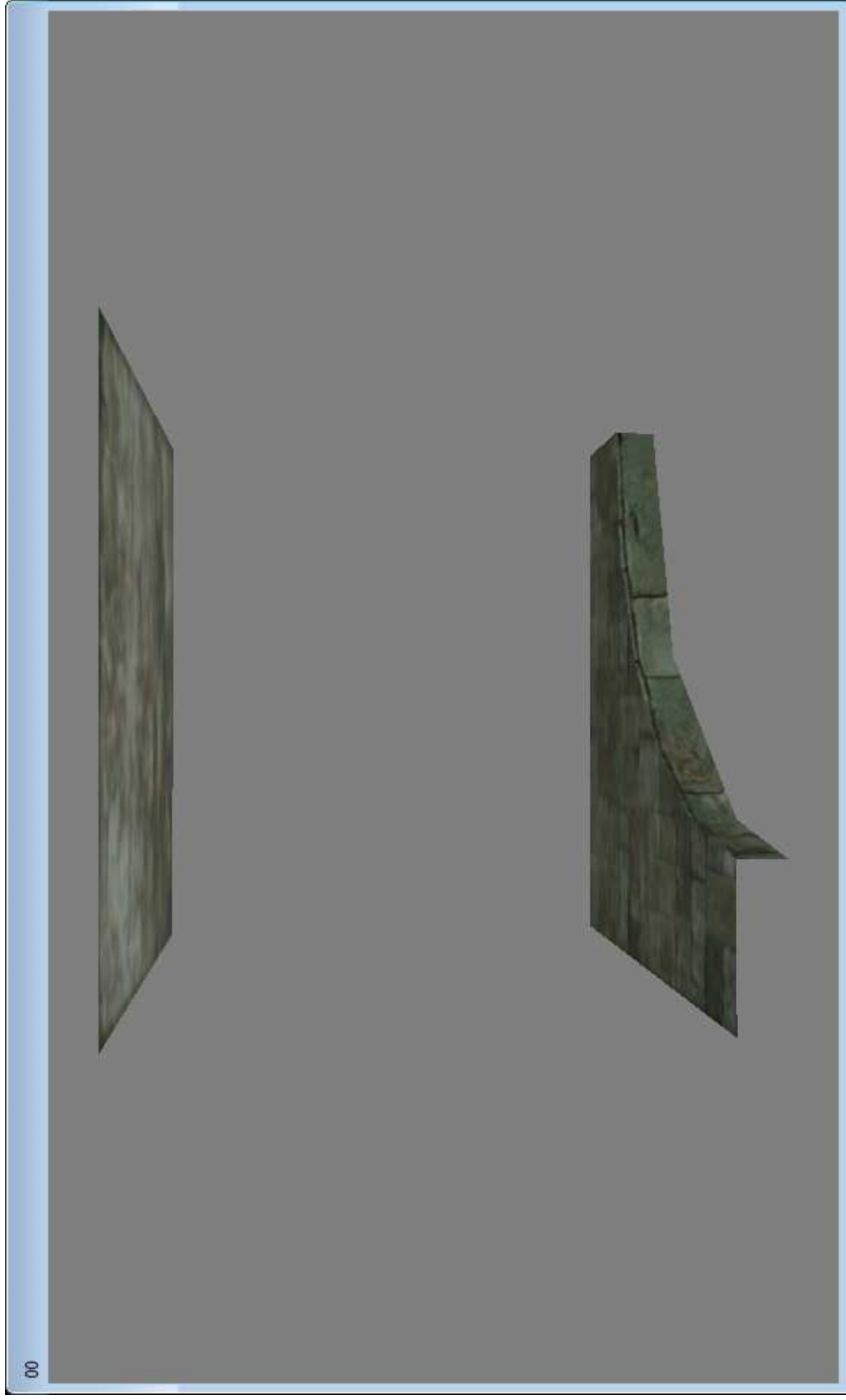
in\_impasmall\_wall\_01



# TR\_in\_imp\_big\_void\_01



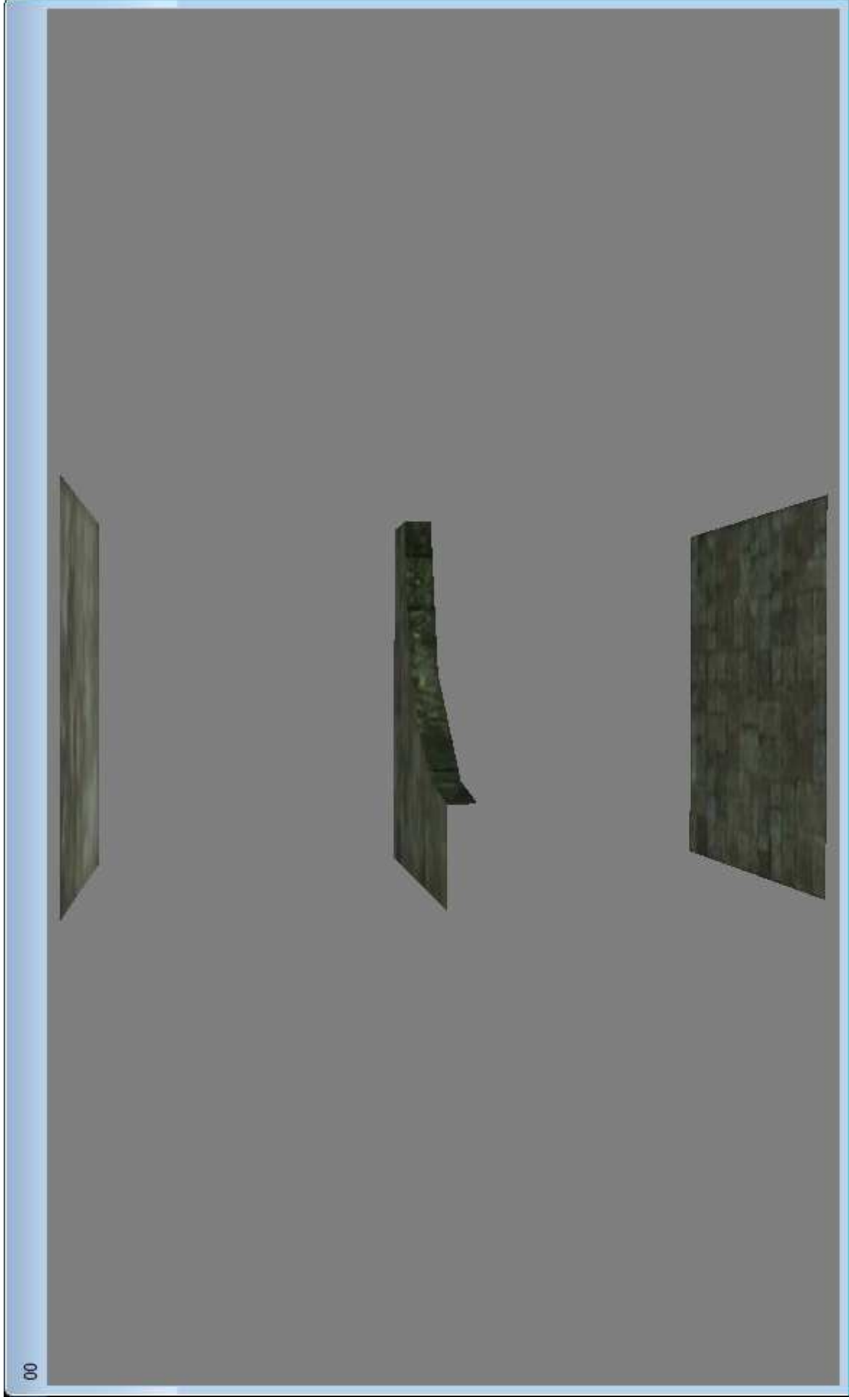
# TR\_In\_Imp\_Ctr01\_ZY



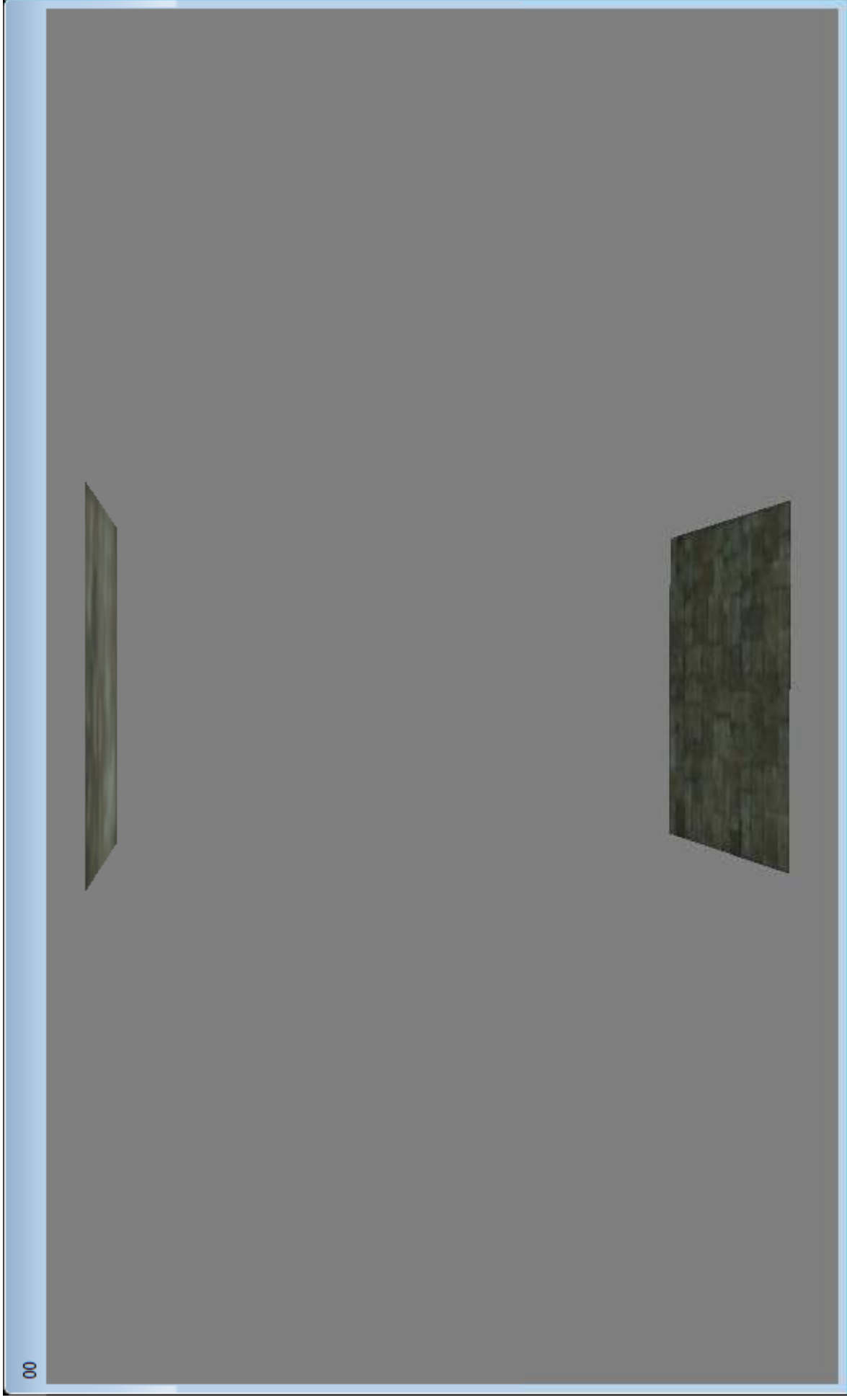
# TR\_In\_Imp\_Ctr02\_ZY



# TR\_In\_Imp\_Ctr\_ZY



# TR\_In\_Imp\_Ctrvide\_ZY





# TR\_in\_imp\_s\_tower



# TR\_in\_imp\_shutter\_GB



# TR\_In\_Imp\_Win\_ZY

