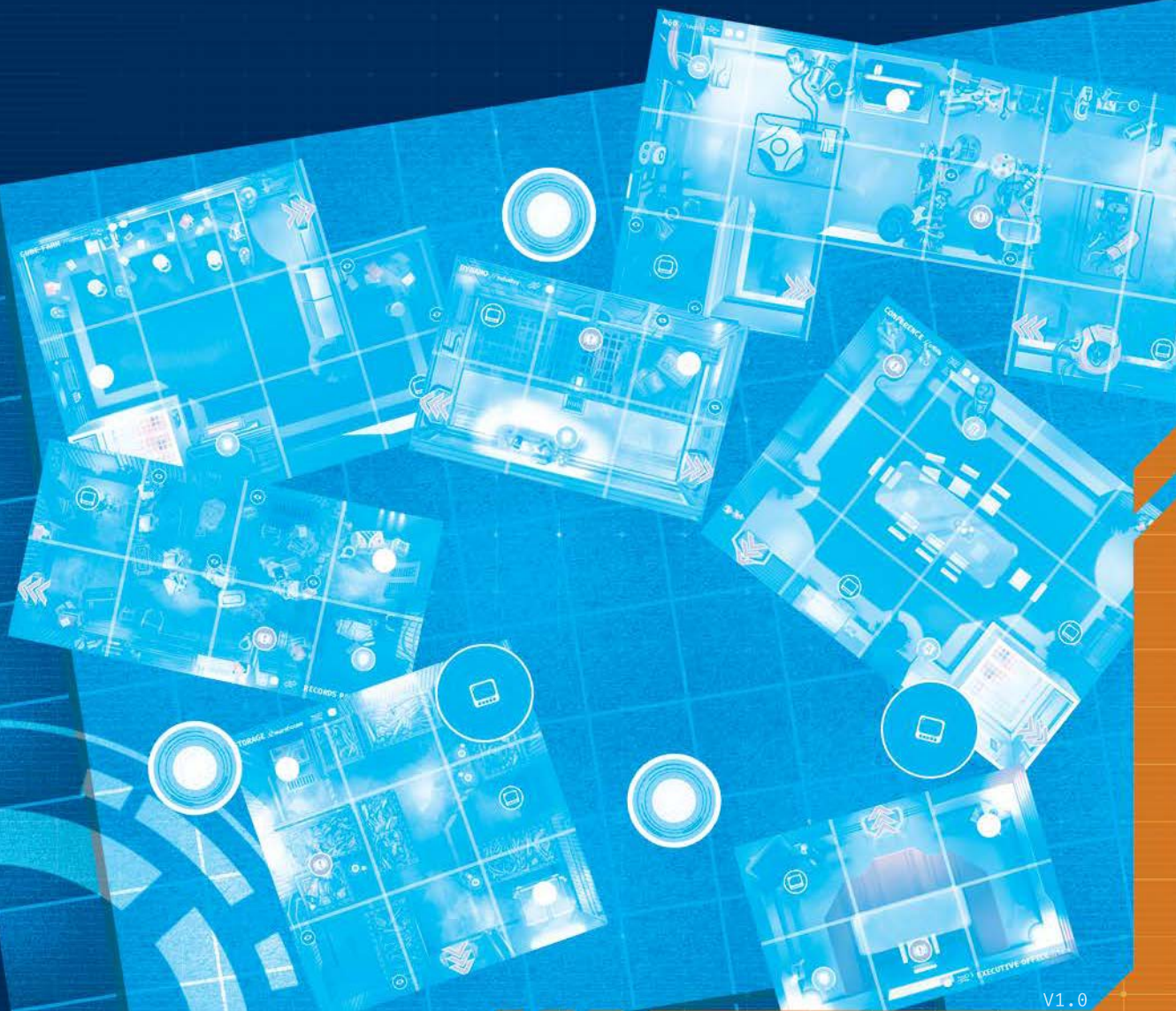




# FLOORPLAN BOOK







Bo Zeffries



Abeo



NeedChain



Ocularity



Ignacia Torres



Salida





CHIPS



x7



x6

MANDATORY  
GUARDS

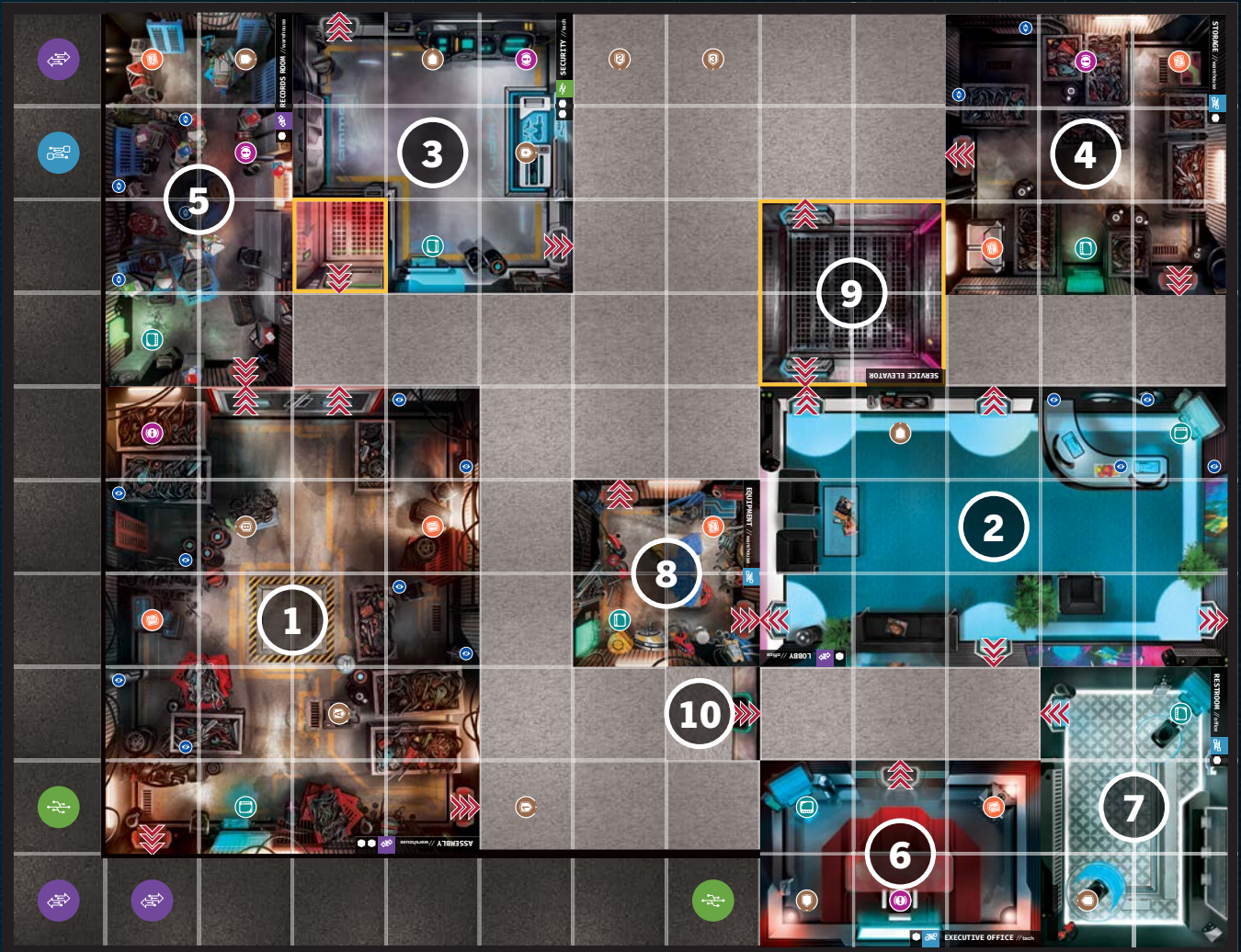


x1 [SECURITY]

ROOMS

1. ASSEMBLY
2. LOBBY
3. SECURITY
4. STORAGE
5. RESTROOM
6. UTILITY
7. EQUIPMENT
8. SERVICE ELEVATOR
9. ENTRANCE





CHIPS



x8



x7

MANDATORY  
GUARDS



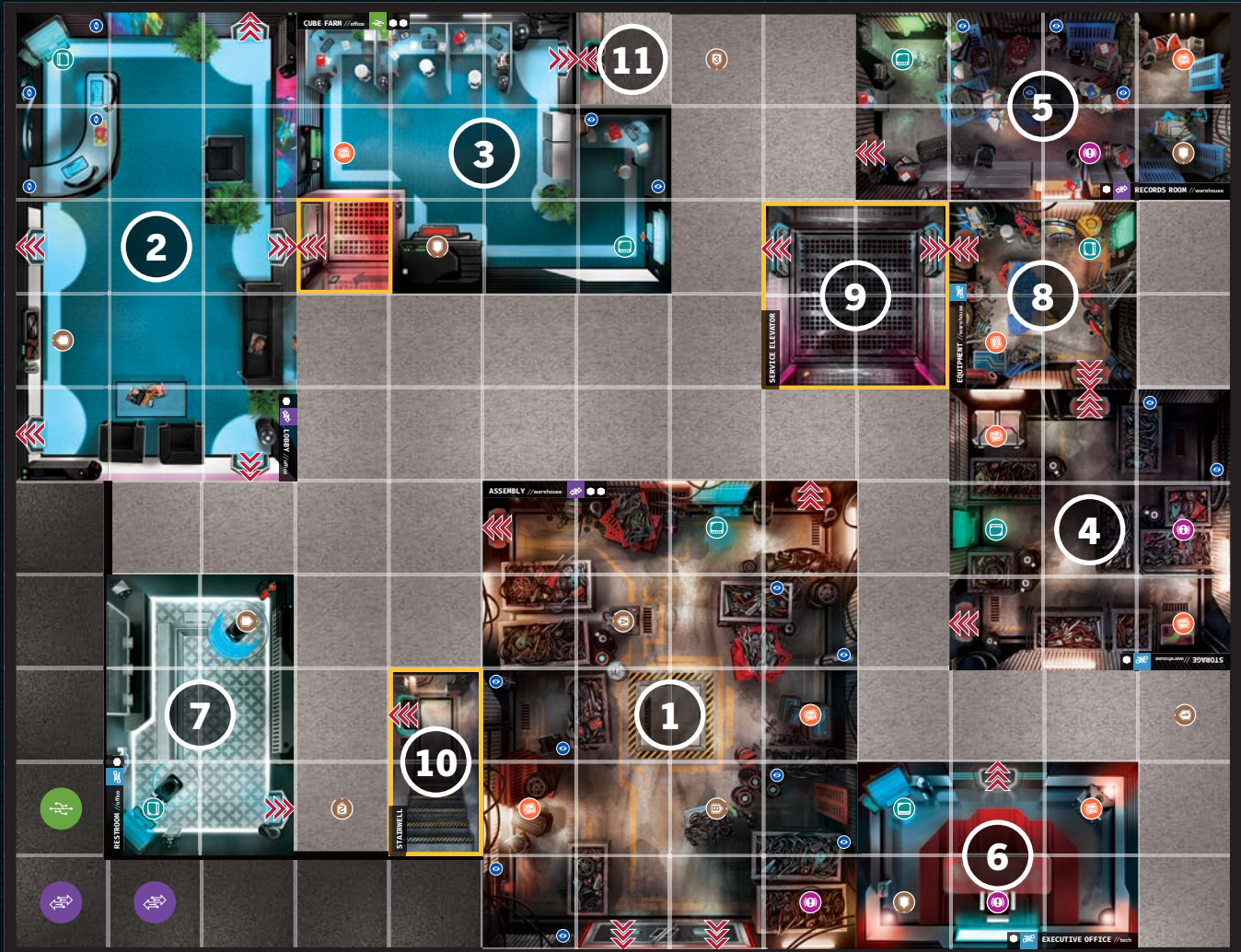
x1 [SECURITY]

ROOMS

1. ASSEMBLY\*
2. LOBBY\*
3. SECURITY\*
4. STORAGE\*
5. RECORDS ROOM
6. EXECUTIVE OFFICE
7. RESTROOM\*
8. EQUIPMENT\*
9. SERVICE ELEVATOR\*
10. ENTRANCE\*

\*USED IN THE PREVIOUS FLOOR





CHIPS



x8



x8

MANDATORY  
GUARDS



x0

ROOMS

1. ASSEMBLY\*
2. LOBBY\*
3. CUBE FARM
4. STORAGE\*
5. RECORDS ROOM\*
6. EXECUTIVE OFFICE\*
7. RESTROOM\*
8. EQUIPMENT\*
9. SERVICE ELEVATOR\*
10. STAIRWELL
11. ENTRANCE\*

\*USED IN THE PREVIOUS FLOOR

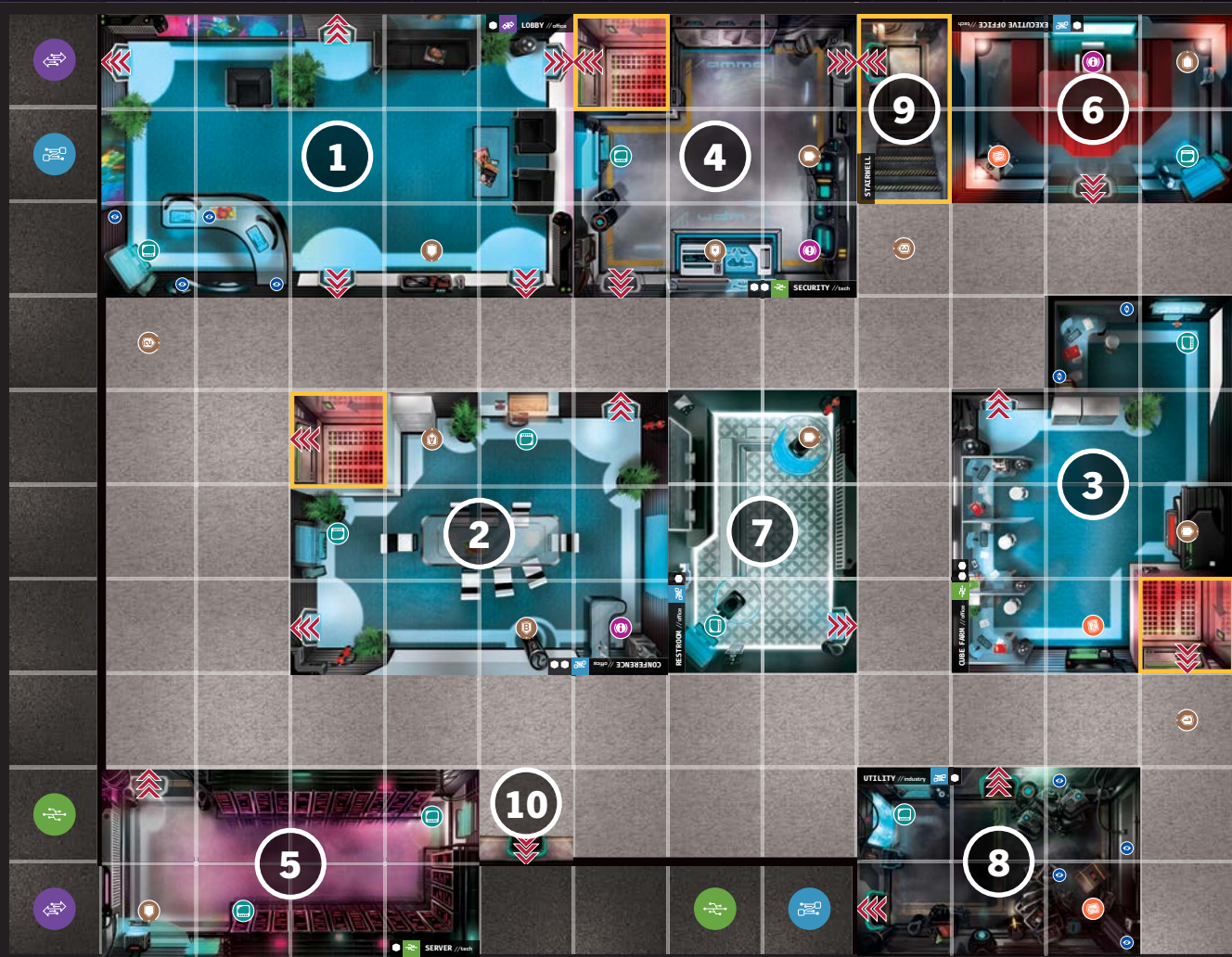




# OCULARITY

INDEPENDENT LAGOS

1



CHIPS



x10



x3

MANDATORY  
GUARDS

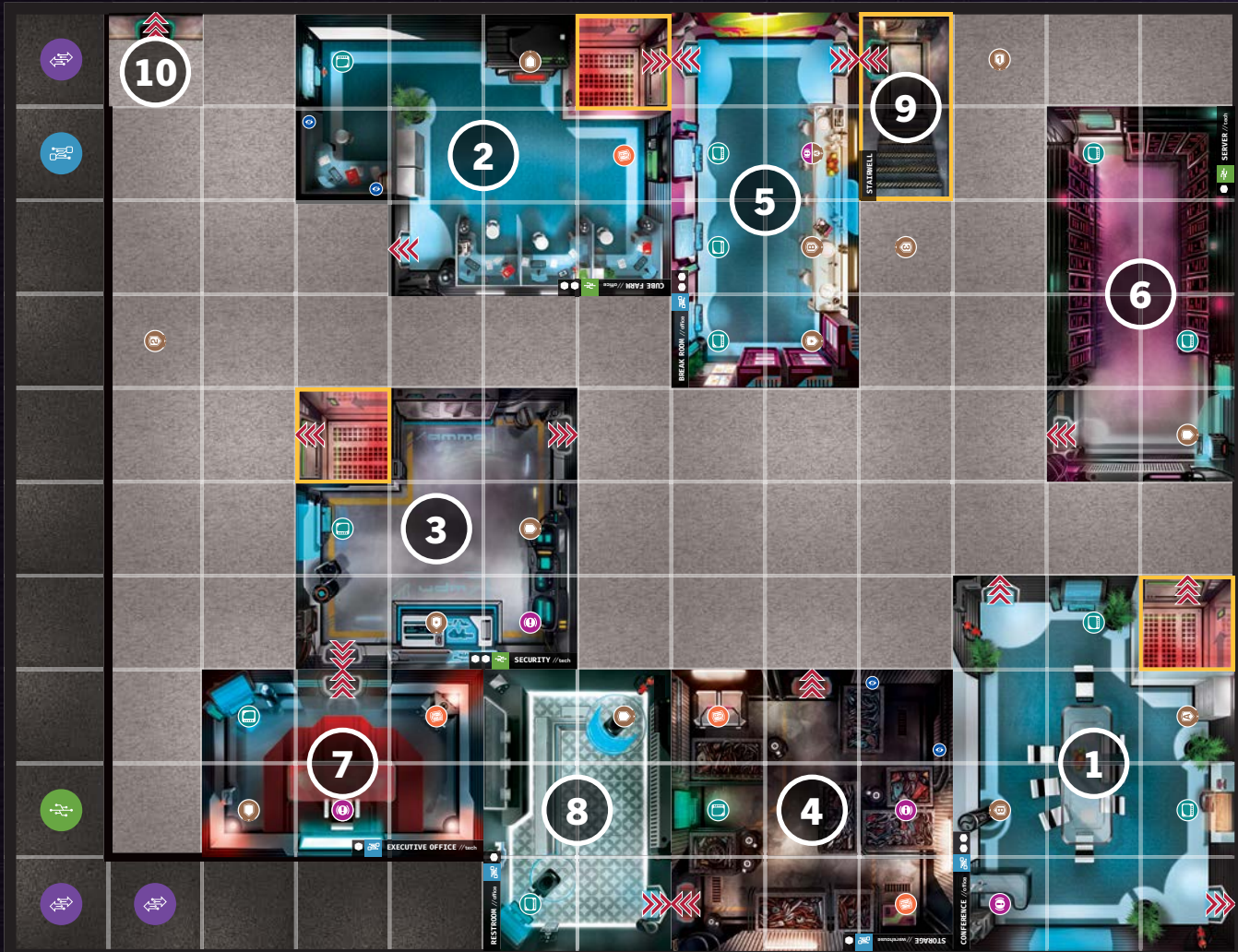


x1 [SECURITY]

ROOMS

1. LOBBY
2. CONFERENCE
3. CUBE FARM
4. SECURITY
5. SERVER
6. EXECUTIVE OFFICE
7. RESTROOM
8. UTILITY
9. STAIRWELL
10. ENTRANCE





CHIPS



x12



x4

MANDATORY  
GUARDS



x2

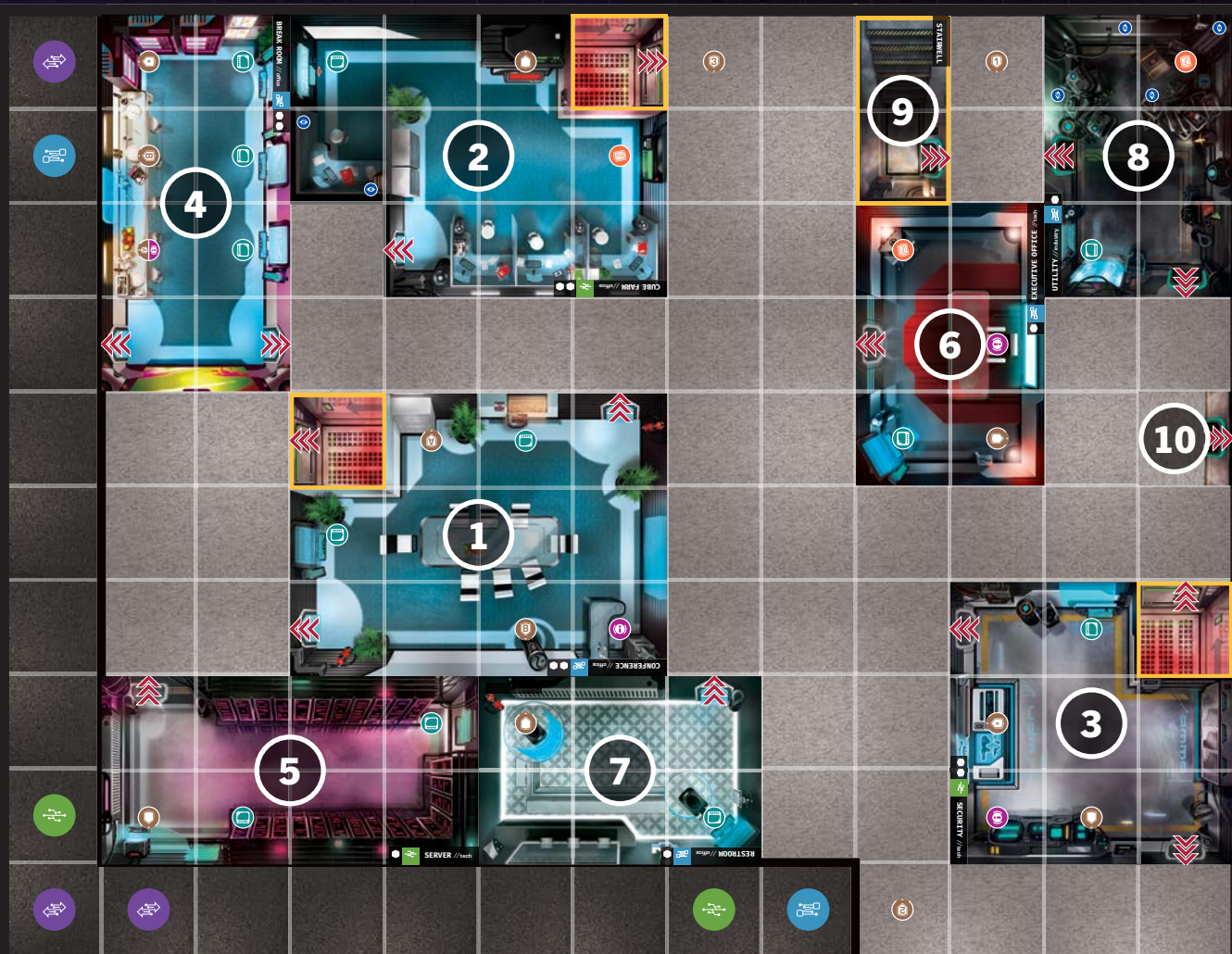
[SECURITY]  
[BREAK ROOM]

ROOMS

1. CONFERENCE\*
2. CUBE FARM\*
3. SECURITY\*
4. STORAGE
5. BREAK ROOM
6. SERVER\*
7. EXECUTIVE OFFICE\*
8. RESTROOM\*
9. STAIRWELL\*
10. ENTRANCE\*

\*USED IN THE PREVIOUS FLOOR





CHIPS



x12



x3

MANDATORY  
GUARDS



x2

[SECURITY]  
[BREAK ROOM]

ROOMS

1. CONFERENCE\*
2. CUBE FARM\*
3. SECURITY\*
4. BREAK ROOM\*
5. SERVER\*
6. EXECUTIVE OFFICE\*
7. RESTROOM\*
8. UTILITY
9. STAIRWELL\*
10. ENTRANCE\*

\*USED IN THE PREVIOUS FLOOR





**SALIDA**  
BUENAS ENERGIAS

1



**CHIPS**



x6



x7

**MANDATORY  
GUARDS**



x0

**ROOMS**

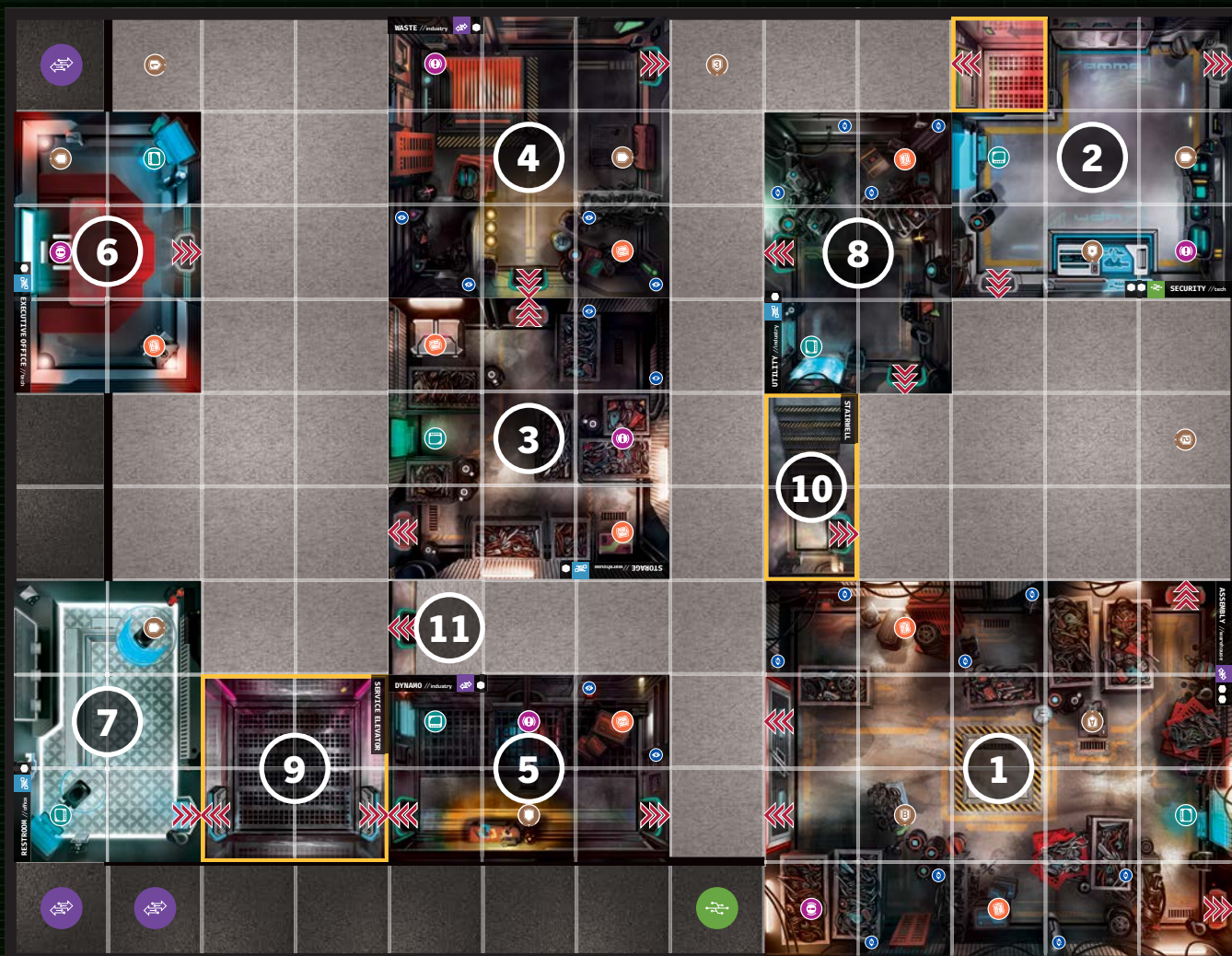
1. ASSEMBLY
2. LOBBY
3. MECHANICAL
4. WASTE
5. DYNAMO
6. RESTROOM
7. UTILITY
8. SERVICE ELEVATOR
9. STAIRWELL
10. ENTRANCE





**SALIDA**  
BUENAS ENERGÍAS

**2**



**CHIPS**



x7



x8

**MANDATORY  
GUARDS**



x1 [SECURITY]

**ROOMS**

1. ASSEMBLY\*
2. SECURITY
3. STORAGE
4. WASTE\*
5. DYNAMO\*
6. EXECUTIVE OFFICE
7. RESTROOM\*
8. UTILITY\*
9. SERVICE ELEVATOR\*
10. STAIRWELL\*
11. ENTRANCE\*

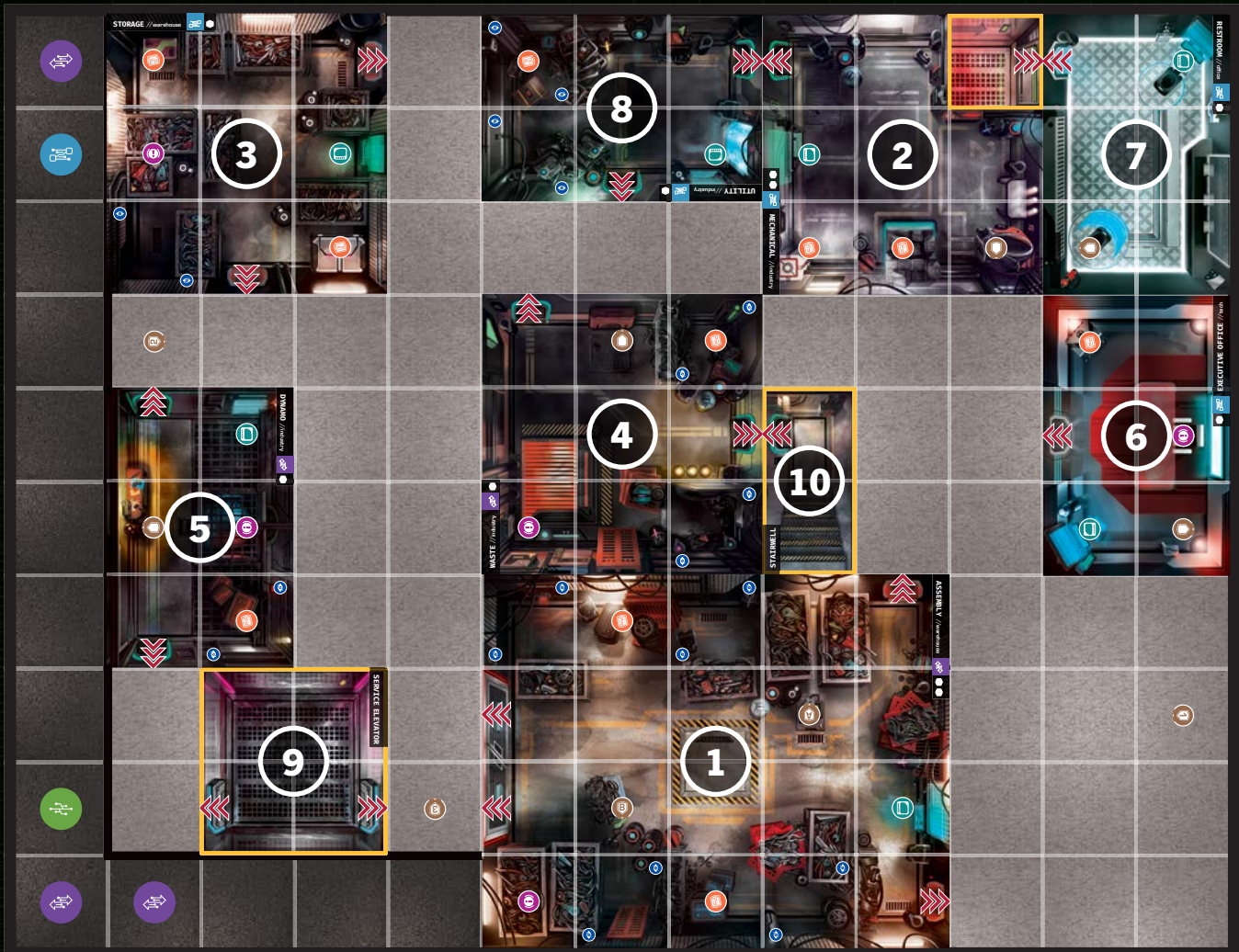
\*USED IN THE PREVIOUS FLOOR





**SALIDA**  
BUENAS ENERGIAS

**3**



**CHIPS**



x7



x10

**MANDATORY  
GUARDS**



x0

**ROOMS**

1. ASSEMBLY\*
2. MECHANICAL
3. STORAGE\*
4. WASTE\*
5. DYNAMO\*
6. EXECUTIVE OFFICE\*
7. RESTROOM\*
8. UTILITY\*
9. SERVICE ELEVATOR\*
10. STAIRWELL\*

\*USED IN THE PREVIOUS FLOOR

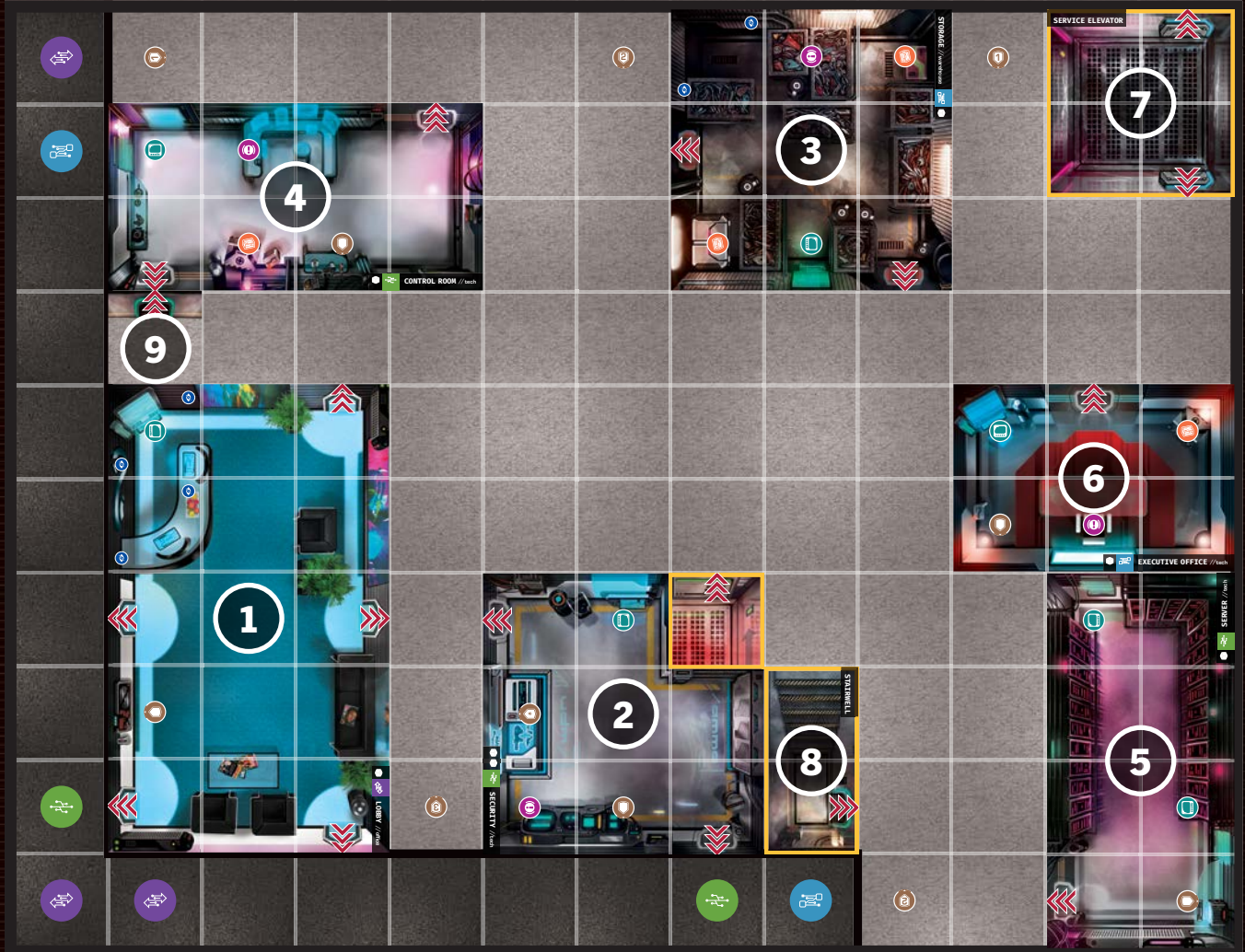




# BIODEFEND NEW SINGAPORE

1

REQUIRES BIODEFEND EXPANSION



CHIPS



x7



x4

MANDATORY  
GUARDS



x1 [SECURITY]

ROOMS

1. LOBBY
2. SECURITY
3. STORAGE
4. CONTROL ROOM
5. SERVER
6. EXECUTIVE OFFICE
7. SERVICE ELEVATOR
8. STAIRWELL
9. ENTRANCE



REQUIRES BIODEFEND EXPANSION



**BIODEFEND**  
NEW SINGAPORE

**2**



**CHIPS**



x10



x8

**MANDATORY  
GUARDS**



x0

**ROOMS**

1. R&D
2. MECHANICAL
3. STORAGE\*
4. CONTROL ROOM\*
5. SERVER\*
6. EXECUTIVE OFFICE\*
7. RESTROOM
8. UTILITY
9. SERVICE ELEVATOR\*
10. STAIRWELL\*
11. ENTRANCE\*

\*USED IN THE PREVIOUS FLOOR

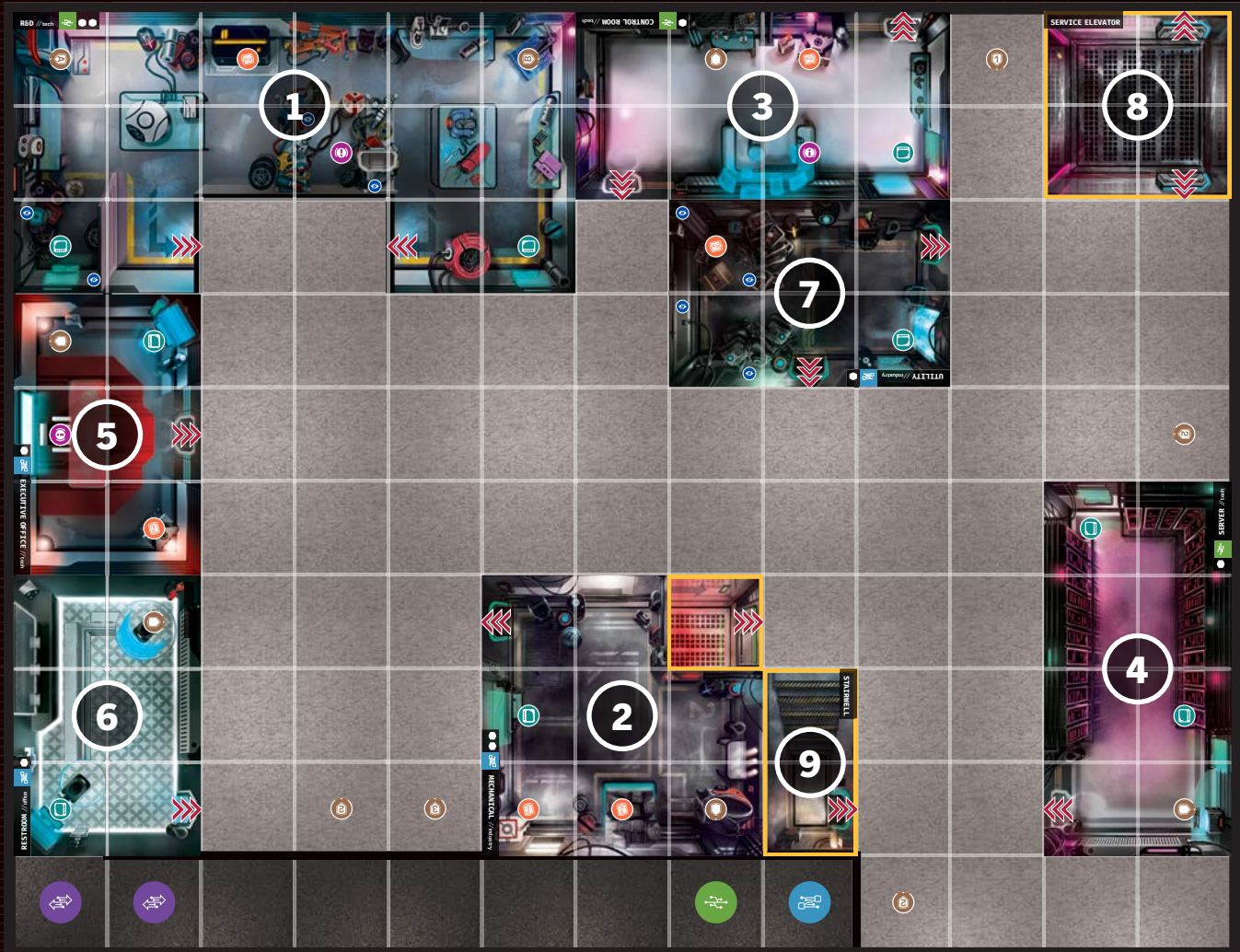




# BIODEFEND NEW SINGAPORE

3

REQUIRES BIODEFEND EXPANSION



CHIPS



x9



x6

MANDATORY  
GUARDS



x0

ROOMS

1. R&D\*
2. MECHANICAL\*
3. CONTROL ROOM\*
4. SERVER\*
5. EXECUTIVE OFFICE\*
6. RESTROOM\*
7. UTILITY\*
8. SERVICE ELEVATOR\*
9. STAIRWELL\*

\*USED IN THE PREVIOUS FLOOR





*Latipah Loang*



*BioDefend*



