



Title: Havoc: Rumbled

Codename: Yuhanna

Haunt Genres: Action Horror, Adventure, Sci-Fi Horror, War/Military Horror

Inspired by Havoc: Dogs of War, Havoc: Derailed, and the Rambo movies.

https://halloweenhorrorights.fandom.com/wiki/Havoc:_Derailed

https://halloweenhorrorights.fandom.com/wiki/Havoc:_Dogs_of_War

https://halloweenhorrorights.fandom.com/wiki/The_Dogs_of_War

Description: *Deep in the choking heat of the jungle, one super soldier moves with purpose. They call him the Rumbler - a Dog of War built for survival, forged for combat. His mission is clear: find his squad, held captive in the Menace Stripes' stronghold, and bring them out alive. The foliage closes in, every path mined with traps, every shadow carrying the promise of a gun's muzzle or a knife's edge with terror. This is no simple rescue. It is a test of will, where steel nerves and instinct are the only weapons that matter. Walk his path, feel the fire, and know that survival is earned one heartbeat at a time.*

As it hangs in balance, become a trooper to see the great, rescuing power of a soldier come to life in an unforgettable goal!

Selected songs in the queue line.

“Rooster”- Alice In Chains

“The Trooper”- Iron Maiden

“M.I.A”- Avenged Sevenfold

“Rise Today”- Alter Bridge

“The Art of War”- Sabaton

“The Great Destroyer”- Nine Inch Nails

“Hero of War”- Rise Against

“Homecoming” - Jerry Goldsmith

“It’s A Long Road (Instrumental)” - Jerry Goldsmith

Facade: Approaching through the entrance to the house with a mossy scent, a fainting full moonlight, distant gunfire sounds and echoing footsteps that fills the air in the background to intensify the anticipation for preparation into the unknown, you’re greeted with a visually stunning military base that transports you into a world of high-stakes action and suspense with tall trees and the smoggy foliage towering up above to make a fearful atmosphere that sets the stage for the adventure that awaits where you see a broken up military outpost that is worn out and scared but leads you to a base building with sandbags and camouflage netting to provide a sense of realism, a massive metal gate decorated with the emblem of a legendary Dogs of War super soldier the Rumbler, and spotlights casting eerie shadows to show the surroundings that hints the dangers of what is about to the happen and lie within, as you go beyond the gate where you see an aging military vehicle on the left side of the room rests its nearest part that is damaged and worn out after all the countless missions to add on a touch of realism for its appearance while evoking the spiritual adventure of heroism that awaits guests before you enter the first room of the house.

<https://m.youtube.com/watch?v=5n65rPfMGS4&pp=ygURSW50cm8gYmFrZXJzZmVpbGQ%3D>

What the Military emblems look like.



A Brief Preparation: After going beyond the entrance gate, you find yourself in a briefing room that resonates the low hum of the military equipment and to serve as the first step of your journey with fainting lights, orange flashes of light spinning on the walls, a jungle scent of dried earthy leaves to bridge between the facade and the next room, the distant echoes of helicopters and gunfire in the background to intensify the immersive experience, walls decorated with military maps, intelligence reports that also includes a Devanagari writing of Mowgli's name from the Jungle House and the Second Jungle House as an Easter Egg, and photographs of the Rumbler along with his squad to make an immersive sense into the world of the elite soldiers, and an atmosphere tightly filled with anticipation, as if you're about to embark on the high-stakes mission where in the center of the room on the right you see a large table that is covered with a strategic map of the jungle base and surrounded that is carefully arranged in exact positions by tactical gear, weapons, and communication devices as if the soldiers had just stepped away for a moment. Behind the table is a large nearby monitor with a flickering light to cast an eerie glow while showcasing surveillance footage of the base's treacherous stretch of land, as you hear a sizzling-to-life pre-recorded message from the Rumbler's commanding officer, providing guests critical details of the mission and emphasizing the importance of rescuing the captured squad members who sounds (pun unintended) commanding with an instill sense of purpose and determination in all who listen before you enter the next room in the

awaiting dangers of the dark treacherous jungle whether guests have what it takes to survive the Rumbler's daring rescue mission or not.

https://www.youtube.com/watch?v=bMF_PRSXbXk&ab_channel=xRussianYulia17x

<https://m.youtube.com/watch?v=9J5hTGJsZG8&pp=ygUfUHJlcGFyYXRpb24gZmlyc3QgYmxvb2QgcGFydCBpaQ%3D%3D>

What a briefing room looks like in the military.



What a Devanagari writing looks like.

अ आ इ ई उ ऊ
ऋ ऋ ल लृ
ए ए ओ औ
क ख ग घ ङ[ं]
च छ ज झ ज
ट ठ ड ढ ण
त थ द ध न
प फ ब भ म
य र ल व
श ष स ह

The Rescuer's Jungle Path: Venturing deeper into the house with a fainting full moonlight, a thick air of humidity, and chirping bugs and distant animals call in the background to fill the atmosphere, you find yourself surrounded in a closely compacted substances of the jungle foliage that hides the beauty and impending dangers that lies within as a transportation for guests to a treacherous and unforgiving environment with tangled vines and towering trees to navigate through where you catch glimpses of faded signs and warnings that indicates you're specifically walking on a hostile territory, as the silence suddenly breaks with a rustle in the undergrowth for a tight build up to anticipate what awaits the guests ahead, and out of the bushes from the left side of the room is the legendary Dog of War super soldier who resembles John Rambo, and stands as a symbol of strength and resilience in a pair of a jungle camouflage pants, a green a-shirt, combat boots with the same camouflage, and a white bandanna and goggles wrapped around his head while welding a machine gun called a M60 General-Purpose in his grip and carrying a round of bullets around his upper body, silently watching the guests' progress for a sense of awe and terror to wash over them and realize how big the mission they're about to undertake, but the jungle holds more than just the Rumbler. Continuing along the winding path, the silence begins to shatter by the sudden attacks of the rival soldiers known as the Menacing Stripes in Tiger-like stripes jungle camouflage uniforms, sent by an organization hell-bent on stopping the Rumbler's mission, as they spring out from their hidden corners on both sides, launching surprise attacks, and unleashing a wave of chaos and fear at

the guests with their AKM machine guns. In the middle of the chaos, you catch glimpses of intense battles and survival instincts, including enemy soldiers ambushing guests with gunfire erupting from all directions and the sound of explosions to make a chaotic and intense atmosphere where you see some glimpses of the Rumbler setting up booby traps to put off his chasers on the right; and him again from the opposite side of the who leaps out from behind the foliage to startle the guests as a stealth attack to increase the tightness all as a homage to the Rambo movies with the bullet-ridden structures and a makeshift shelter of the jungle plants bears the witness of the violent conflicts that unfolds in this unforgiving landscape. Weaving through the room's obstacles and enemy attacks to course the adrenaline through the guests' veins with every step, the loud gunfire and explosions echo in the background to mirror the intense action of the classic series as a reminder of the dangerous journey the Rumbler undertakes to rescue his captured squad members with his determination and will to survive drives guests forward, as he steps out of the tree hollow from the right side of the room, directing them to face the unknown and overcome the relentless obstacles that lies ahead before you turn right to the next room.

<https://m.youtube.com/watch?v=1ve6wEmeQDk&pp=ygUdTWFpbIB0aXRsZSBmaXJzdCBibG9vZCBwYXJ0IDI%3D>

What the Rumbler resembles.



What an M60 machine gun looks like.



What an AKM machine gun looks like.



Enemy Encounter: Stepping into the next room of the jungle with a fainting full moonlight, a smoky burnt scent, and loud echoing sounds of gunfire and explosions in the background to immerse guests in the chaos and danger of the encounter, you find yourself thrusting into a heart-pounding battle between the Rumbler and his enemies that is a haunt showing of a war-torn landscape with shattered structures, burnt-out vehicles, and an eerie smoke that hangs in the air where you see the Rumbler on the right showcasing his combat skills and thrusting a few steps toward the guests as he engages in a relentless struggle against the enemy forces that puts them in the crossfire with the air whizzing past through the air instead of bullets, more loud explosions from the distance in the background that vibrates the floor, sudden flashes of light, and some more smoke bursting in the air to make a disorienting and thrilling atmosphere while keeping the guests on the edge to walk through the scene, as the evily intended Menacing Stripes ambushes them from the hidden corners of both sides and launch surprise attacks as an element of fear and suspense who lurk behind cover with a preparation to spring into action while startling guests with their sudden appearances and the relentless actions of following. Walking down in the jungle warzone while witnessing the intense battle unfold becomes a thrilling stage where you see on the left is the Rumbler's determination and skill on full display by demonstrating his incomparable skillfulness and pushing his limits both physically and mentally, fighting to overcome the enemy soldiers and achieve his mission of rescuing his captured squad members, as an enemy soldier abushes the guests for a shoot-out attack with his machine gun before you turn left and enter the next room that is one of the entrances of the rival base building with the echoing sounds of gunfire and the Rumbler's resolute voice that is fading out in the background.

<https://m.youtube.com/watch?v=1ve6wEmeQDk&pp=ygUdTWFpbIB0aXRsZSBmaXJzdCBibG9vZCBwYXJ0IDI%3D>

Bunking In At a High-Tech Prison: As you progress further into the house with flickering light bulbs and a filling thick, tight air of metal and sweat scent, you find yourself entering the harshly

eerie atmosphere of the enemy base's barracks that is filled with tightly packed rows of bunk beds and cabinets close together, and several covered in camouflage nets, clothes and sheets to make a hall-like narrow of walkways between them where guests cautiously navigate through the limited space with minimal lights above the lower beds to make their way through the narrow thresholds-like walkways for the close quarters and a claustrophobic feel of the room's intensifying fear and for a sense of vulnerability to truly make an immersive experience, as the Menacing Stripe soldiers with melee weapons such as combat knives, clubs/batons, and tomahawks in their grips suddenly spring into actions out of the beds and thresholds from both sides of the room for a thrusting attack with evil intentions. As you extend through the barracks, the room transitions seamlessly into an advanced made high-tech prison area with some sci-fi elements where a futuristic and fearful atmosphere takes hold with a light-flickering monitor and control panel that glows eerily and shows the surveillance footages of the base's land on the left side of the room to add on an extra layer of fascination and unease, and also where the cells deck out with high-tech bars and energy fields, containing the Dogs of War super soldiers from both sides of the room who are members of the Rumbler's squad and aggressively driven to insanity by their captivity with angry twisted faces and loud yells and moans in the background, as they reach out through the bars at the guests and straining to grasp them to escape their imprisonment while yelling at them for freedom as an attempt to strangle through the bars and make a chillingly intense scare as a reminder of the desperate sad state of their comrades before you enter the next room.

https://m.youtube.com/watch?v=Ykl_1TdXEAw&pp=ygUnVGhIJFJ1bm5pbmcgTWFulEJ1enpzYXcgUmljaGFyZCdzelEZpZ2h0

What a barrack looks like.



What a Combat knife looks like.



What a military baton looks like.



What a tomahawk looks like.



The Mighty Claws of All Booby Traps: After leaving the barracks and high-tech prison, you find yourself back in the smoggy fearful jungle with the barbed wires crossing the surroundings to add the feeling of being trapped in a dangerous environment, and an atmosphere increased by the flashing spotlights that scans the area to cast eerie shadows and make a sense of disorientation where in the middle of the flickering lights and tangled barbed wires, the Rumbler on the right is seen carefully observing while mixing seamlessly with the close combative substances of the foliage with his sharp eyes scanning the area. Making your way through the jungle, the Dogs of War super soldier leaps out of the bushes from the left side of the room that reveals his presence for a moment as a short glimpse to send a chill down in the guests' spines as a reminder that they're not alone while you continue through to find themselves in another section where the treacherous stretch of land awaits, stepping cautiously with the awareness that this part of the jungle is where to be filled with deadly booby traps despite not seeing any physical devices on the ground who can't shake the feeling that they're being watched other

than navigating the trap-infested area in one piece, as the large robotic sharp claws with menacing blades extend from the attached trees and branches on both sides of the room reach out towards the guests for a snapping-snatch attack to make an intense and thrilling scare as a unique element to the haunted house experience with an intensity that seems almost tangible for guests to walk their way through to rely on their instincts to survive before you reach another entrance building of the enemy base with the Menacing Stripe emblem painting and flashes of red lights spinning on it to the next room where the transitions between the two is about to become seamless, fearful and harsh as a gateway to further danger and uncertainty for more terrifying encounters lurking just beyond.

https://m.youtube.com/watch?v=Ykl_1TdXEAw&pp=ygUnVGhIIFJ1bm5pbmcgTWFulEJ1enpzYXcgUmljaGFyZCdzelEZpZ2h0

Commanding The Intruders: Making your way into the next room with flickering lights, red flashes of alarm lights spinning, another control panel, some small screened monitors on the walls glowing, a regular-sized table with some chairs adjacent to it, and a loud alarm horn and some clashing weapons sounds from the distance in the background for the guest to stay alert and defend themselves against the attacks other than as a sign that the Rumbler has made it is the enemy's central command center that is throbbing tightly with crucial information, plans, wrong-doing intentions, and objectives where on the right side of the room is a wall decorated with maps, charts, documents, and a list of enemies and allies that reveal the enemy's plans and vulnerabilities, providing a glimpse into the heart of their operations and serves as a crucial piece of the mission, but this room is not without danger. The three Menacing Stripe soldiers grin wickedly with a clear showing of their expressions and evil intentions, guarding valuable information, taunting the guests in an aggressive manner and threateningly wave in excitement with their (pun unintended) menacing melee weapons, as they launch ferociously towards the guests. In the middle of the chaos, the leader of the enemy forces in the an eye patch, a dark green General's military uniform decorated with black tiger-like stripes, and with several crossing scars on his face quickly steps out from a doorway on the opposite side of the room, as he locks his only and remaining eye on the guest in a angrily releasing outburst of rage, labeling the guest as intruders, and swiftly attacks them aggressively with his modern combat sword in a stylistic reminder of a katana to engage an intense battle with the guests that all shows how much of a battleground the room has become packed with a clash of steel, loud resistance, and intensely almost a tangible sense of danger before you stop to take an opportunity and make a quick exit by turning left to the next room with a tight remaining in the air to fill as a reminder of the relentless chase and the dangers that still lie ahead.

https://m.youtube.com/watch?v=Ykl_1TdXEAw&pp=ygUnVGhIIFJ1bm5pbmcgTWFulEJ1enpzYXcgUmljaGFyZCdzelEZpZ2h0

What a Central Command Center looks like.



What a General Military uniform looks like.



What a modern combat sword looks like.



Interrogating For The Bad: As you enter the next room with a tight air of heaviness, another table, a bottom-loading water cooler, and flickering lights to cast eerie shadows across the space, the atmosphere changes dramatically where in the center of the room a fainting lit area comes into focus that reveals a scene of distress and torment with a captured squad member who is tightly bound and clamped to a solid steel chair while squirming and struggling to break free, and his/her clear facial expression with fear and pain, yelling emotionally to stop and refusing what to say. On the left side of the room where you see the captive soldier, he/she is surrounded by the enemy formidable leader's followers with a ruthless determination, echoing loudly through the room, as they harshly interrogate and threaten the prisoner to demand information about the Rumbler and the other Dogs of War super soldiers whose heavy profane-driven questions make a sense of terrorization and danger. In the middle of the chaos, a door on the opposite side swings open for an aggressive foot-stomping attack, as the Rumbler steps forward in a commanding attention of his presence with a firm grip of his machine gun, aiming at the guests, and vocally yelling in a loud booming tone of his voice through the room to threateningly demand for the release of the captured squad member with his almost tangible determination of intensity. While witnessing the brutal standoff, you see a small observation window next to a doorway that allows a glimpse into the harsh reality unfolding in the room, completely showing the captor's relentless interrogation and the rescuer's ferocious determination to make an atmosphere of conflict and desperation before you pass through a threshold that leads into a narrow corridor with war propaganda posters of disruptive images and messages lining on the walls to increase a sense of unease and fill the tightness as a serving reminder of the perils await, turning right and ready to face the challenges of the next room to carry the weight of the haunting scene the guests have just witnessed in the hellish interrogation.

https://m.youtube.com/watch?v=Ykl_1TdXEAw&pp=ygUnVGhIIFJ1bm5pbmcgTWFulEJ1enpzYXcgUmljaGFyZCdzelEZpZ2h0

What the interrogation room looks like.



Let My Squad Members Go!: Stepping into the next room with a metal scent, an engulfing atmosphere in flashing sparks that is traveling with a fearful alarm horn sound in the background, and a sizzling air with anticipation increased by the unsettling presence of the red emergency lights that cast an eerie glow throughout the space, and a stricken disorientation unfolding before your eyes, you find yourself back into the high-tech futuristic prison area with some sci-fi elements where in the middle of the chaos, a female computer voice echoes through the room, narrating the unfolding events in the prison area with a sense of urgency. On the left side of the room in the middle of this electrifying scene, the Rumbler and his previous encountered squad member from the last room are at the forefront of a daring rescue mission, positioning nearly to the control panel and monitor where they quickly navigate to connect and interact while pressing the buttons as a start off command to unlock the prison cells whose purpose is clearly to liberate their comrades from their internment rather than to destroy just like what the Rumbler had planned, as the enemy soldier with a wicked grin from the opposite side of the room runs out of a doorway to toss his tomahawk at the guests but gets shot instantly by the previous encountered squad member with a Sig Sauer M18 pistol. Walking down further into the prison area, the once-imprisoned squad members swiftly steps out of their cells with a renewed sense of freedom, but their long captivity has left them on edge away from their sanity who are fueled by a mixture of both relief and rage, as they unleashed their bottled up aggressions upon the guests with their ferocious punches and desperate reaches, thrusting towards them for an engulfing grip that is chilling as a symbol of the painful distress they endured within those very walls to show all of the pulsing tightness to make guests feel the weight of the Rumbler's mission and his relentless chase of freedom with flashing sparks, alarming sounds, and the profound red lights to serve as a constant reminder of the upcoming danger that surrounds them to blur the line between fear and excitement for the guests to brace

themselves for the unknown that lies ahead with a mixture of fear and anticipation before you enter the next room, as they carry the echoes of the chilling encounter with them for a facing preparation of the awaiting challenges with their hearts still racing from the intense and immersive experience they have just witnessed.

<https://m.youtube.com/watch?v=e3kZTt6FJUM&pp=ygUVaGF2b2MqZG9ncyBvZiB3YXlgaGhu>

What the Sig Sauer M18 pistol looks like.



A Not So Brief Showdown For The Battle Within: Walking into the next room with flashes of red lights spinning on the walls, flickering lights to focus the attention on the chaos with the dynamic casts of shadows while going further on a intensifying sense of danger and urgency, a

drastically atmospheric shift and the clashing combat sounds echoing and a loud alarm horn sound in the background, you find yourself in another briefing room that reveals to be a larger and chaotic space unlike the first one in this house where the destruction is evidently caused by the ongoing chaos with shattered furniture and debris scattered across the area that clearly shows what this room once served as the enemy base's briefing room has become and went down into an indoor battleground. On the left side of the room in the middle of a wrecking carnage, you see an intense showdown between the Rumbler who demonstrates his engagement of relentless combat skills while showcasing his determination of skillfulness in a thrilling display of the battle and the formidable enemy leader of the Menacing Stripes who will do anything with no remorse to defeat the main character and the rest of the squad takes the stage in a ferocious physical brawl with both of them punching powerfully, kicking swiftly, combating with a knife and sword in hands, as the clash between the two warriors echoes through the room to make an almost tangible intensity of tightness and excitement. Navigating down the room's chaotic scene further, guests are suddenly shocked and scared from the opposite side by the freed Dogs of War super soldiers who are both driven by their newfound freedom, and fueled by the nightmarish memories of their captivity while joining the fight, launching themselves into a wear out with their own set of combat skills against the caught-in-a-middle-of-the- chaotic-battle enemy soldiers with a response in kind whose attacks come fast and furious while welding with their melee weapons, delivering punches and kicks with intense aggression, and screaming loudly as an uproar in a middle of a turmoil to make guests feel the adrenaline pumping as they witness the clash between the two forces to show all that the room has become a whirlwind of action with the Dogs of War squad locked in a desperate struggle against their enemies before you turn left and make your way to the next room with the guests immersed in a thrilling strike unfolding before them as the heart-pounding battle rages on with them carrying the echoes of the intensity to prepare for the awaiting challenges.

<https://m.youtube.com/watch?v=e3kZTt6FJUM&pp=ygUVaGF2b2MgZG9ncyBvZiB3YXlgaGhu>

Sniper No Sniping!: Stepping into the next room, you enter a unusual sense of tightness that lingers the air with the atmosphere changing drastically, the greenish glow of night vision goggles light up the room to enhance the guests visibility in the darkness, the surrounding concrete walls to make a feeling of being imprisoned and a sense of the forthcoming danger, and the scattering small shafts throughout the room to serve as perfect hiding spots for the enemy snipers where you venture through further into the room and notice the camouflage nettings, sheets, and thick clothes draping above the ceiling to provide a mix in the surroundings and to give guests a feeling of being in a maze with dead ends rather than for protection, as the red laser dot suddenly flashes and dances around the room to make an eerie strike, the whizzing sound of the air cannons fills the air to imitate the sensation of bullets flying dangerously close for the guests to find themselves on the edge as if they are just moments away from getting shot. From both sides of the room, the sniper-wielding enemy soldiers stomped out from their hidden positions, taking aim with their high-powered rifles called the M24 Sniper Weapon System who are ready to unleash a barrage of bullets upon the guests to build up the tightness with each passing moment and navigate through in one piece with their hearts

pounding, adrenaline surging, senses increasing, and their survival instincts kicking in to push forward with a determination and walk through safely, as the Menacing Stripe snipers shoot out for a scare attack to transform the scene into a chaotic battlefield and catch in a crossfire between the snipers and their intended targets before you enter the next room while hearing the echoes of the gunshots and the intense encounter stay with them to leave an unremovable mark on the house, as the guests cautiously proceed who are ready to face whatever challenges lies ahead with the awareness of the dangers inside the enemy base that is far from over.

<https://m.youtube.com/watch?v=e3kZTt6FJUM&pp=ygUVaGF2b2MgZG9ncyBvZiB3YXlgaGhu>

What the M24 Sniper Weapon System looks like.



Underground Pipe Secrets: Entering the dark depths of the underground with flickering lights, a thick air of humidity, several implanted pipes from both sides, watery mists to the increase the senses that covers the surroundings, mysterious sounds filling in the background, a rotten scent lingering the air, and the floor scattered across with lifeless corpses of the enemy soldiers, you find yourself in a room with claustrophobic tunnels that gives out an eerie aura as a grim testament to the horrors that have unfolded in this secret chamber for guest to cautiously navigate through the chilling atmosphere where your attention is drawn to the left side of the room with a bone-chilling sight of the Rumbler who is driven by an unstoppable fury and brutally engages in savage act by torturing and impales one of the enemy soldiers by stabbing him with a metal pipe in hand as both a grim nod to the iconic pipe kill scene from the 1985 classic Arnold Schwarzenegger movie Commando and an intensify moment to send shivers down the guests' spines, witnessing the rescuer's determination while you handle the distressing scene,

as one of the freed squad members aggressively steps out from the opposite side of the room who wields a larger and longer metal pipe to strike out the guests at any moment as an attack to close in and build up the tightness with a menacing presence that is maximized by the lights and the outer limits of the underground chamber for each step to make the guests feel the fast approaching threat of the of a bone-crushing blow with their adrenaline heightened and their survival instincts fueled. Walking down further into the tunnel as the chaotic battle springs up between the Dogs of War super soldiers and the Menacing Stripes, the room ejects loudly that sounds almost impossible to hear with the firing sound of machine guns and the whizzing air cannons that quickly shoots through to add on a sensational simulating frenzy of bullets flying past the guests for an intensifying sense of danger that spreads out the underground labyrinth, as both sides seek cover and unleash their firepower. Getting closer to the end of the room, the formidable enemy leader comes face-to-face in front of the guests with a sinister grin to show his clear expression, waving his deadly combat sword for a striking attack with a death-causing accuracy, as the enemy soldier pops out from the opposite side of the room takes aim to freeze them for a fearful moment with their hearts pounding and nerves on edge, gearing themselves up for the forthcoming conflict to weigh heavily on their minds in this dark underground room for a challenging preparation that lies ahead with a surge of determinations to push forward before you leave behind the scene by turning left and step into the unknown that awaits in the final room of the house.

<https://m.youtube.com/watch?v=e3kZTt6FJUM&pp=ygUVaGF2b2MqZG9ncyBvZiB3YXIgaGhu>

What the pipe kill looks like at the end of the video.

<https://m.youtube.com/watch?v=Dus8r5l5cys&pp=ygUYQ29tbWFuZG8qcGlwZSBraWxsIHNjZW5l>

The Grand Finale Extraction Showdown: Stepping out of the enemy base's secret underground tunnel with a bathing faint moonlight that struggles to pierce the thick canopy above, a thin cover of smoke drifting through the air, a scent of either gunpowder, burning vegetation, or a metallic tang of blood as a hint to add on an immersive realism to the environment, the earth floor scattered with the lifeless corpses of the defeated soldiers as a sharp reminder of the savage battles that have taken place, and the distant war sounds such as the explosions and gunfire that echoes through the air to surround guests with the ongoing conflict, you find yourself back in closely combative substances of the jungle where the room is lit with bright lights by the flashing irregular spotlights across the area to cast eerie shadows and heighten the sense of danger where on the right side of the room, you see a triumphant sight of the Rumbler with a victorious grin on his face who stands tall with his left foot planted firmly on the chest of the defeated formidable Menacing Stripe leader while holding the combat sword that brought about the enemy leader's defeat to show his skillfulness and the successful liberation of his squad members that truly proves themselves as the Dogs of War super soldiers in a display of triumph, as he extends one arm with a thumbs-up gesture, while in his other hand grips an M72 LAW rocket launcher, taking aim to rain destruction upon the enemy base in the distance and says "Mission Accomplished! Time to blow up this damn junkyard for good!" Venturing further

into the chaotic warzone area of the jungle, the completely freed super soldier squad members from both sides burst out from their hiding positions, firing repeatedly with their machine guns to heighten the intense adrenaline, as they engage in a raiding attack and unleash a barrage of bullets upon the guests that adds an immersive experience for them to navigate with an alerting high sense through the chaotic warzone before you reach the exit of the haunted house with a loud, echoing explosion in the background that sounds almost impossible to hear but signals the destruction of the enemy base and travels with an original (and not a cheesy) military-themed ballad song that is carefully chosen to evoke the essence of the Rambo movies' end credits as a serving tribute to heroic journey and the thrilling peak that guests have just experienced with their hearts still racing and the echoes of their unforgettable adventure with the Rumbler and his squad members resonating in their minds.

<https://m.youtube.com/watch?v=e3kZTt6FJUM&pp=ygUVaGF2b2MqZG9ncyBvZiB3YXlgaGhu>

What an M72 LAW Rocket Launcher looks like.

