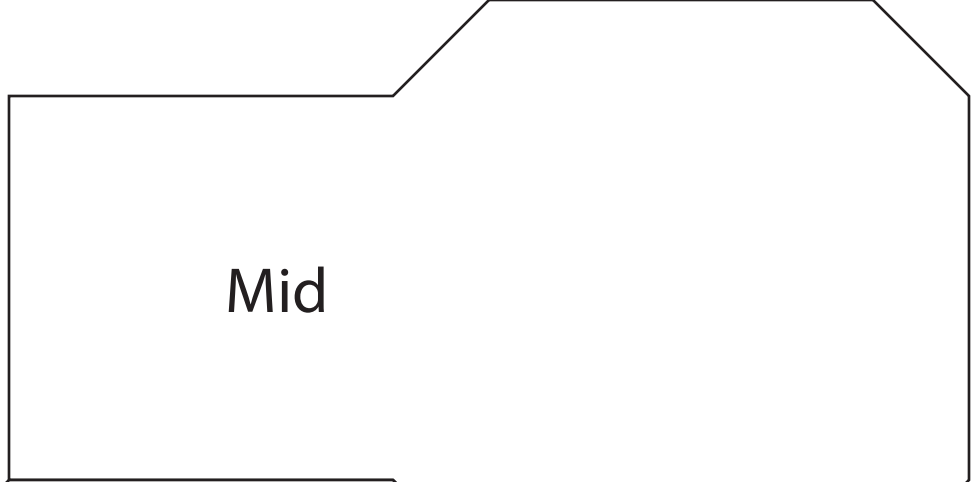
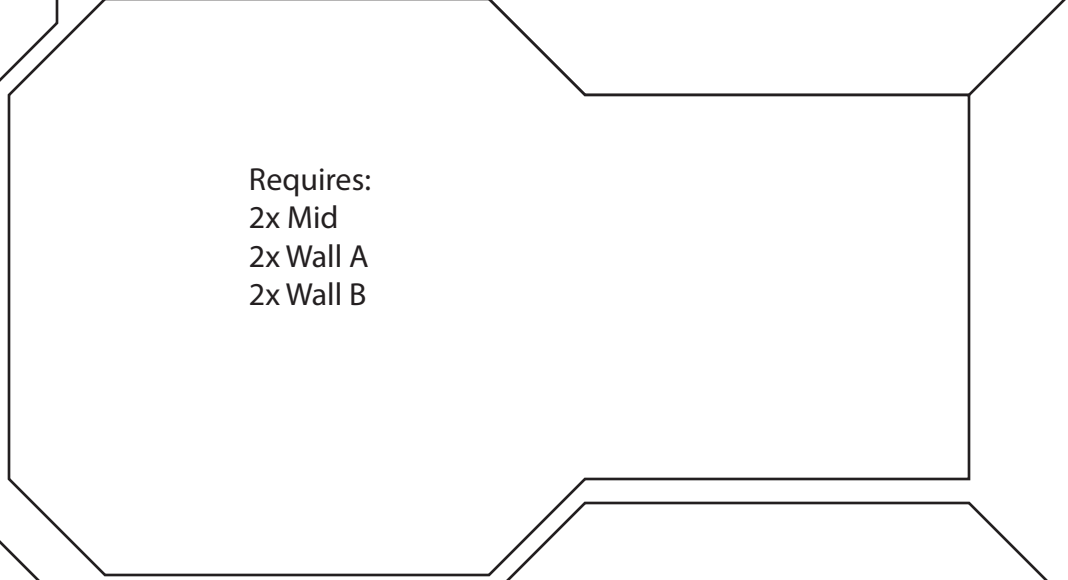
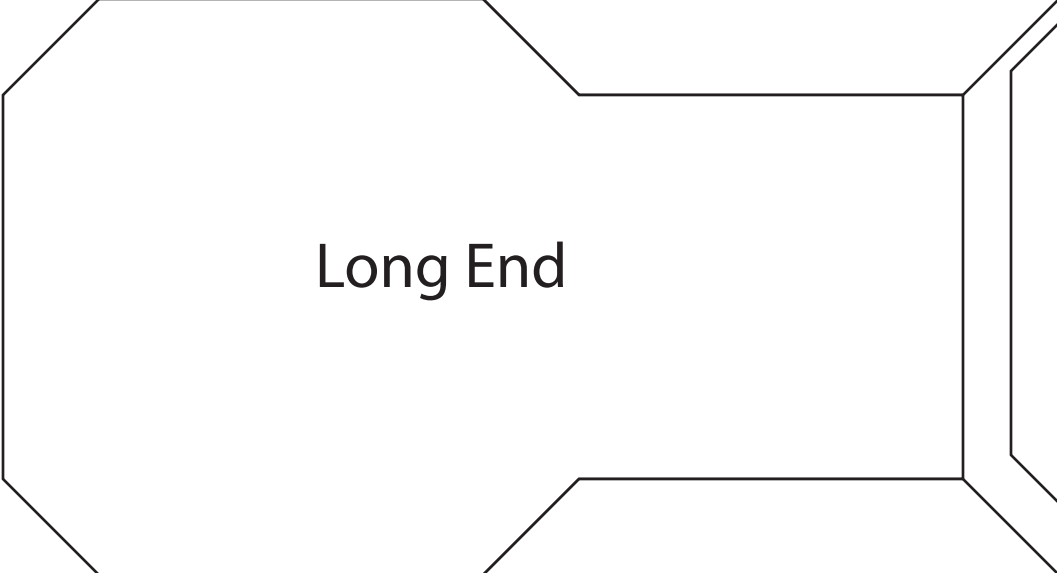


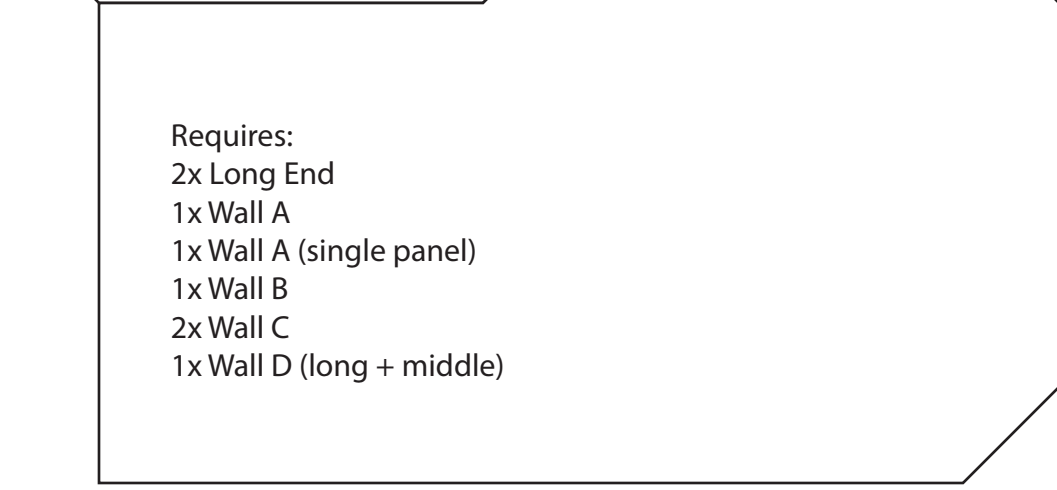
Long End



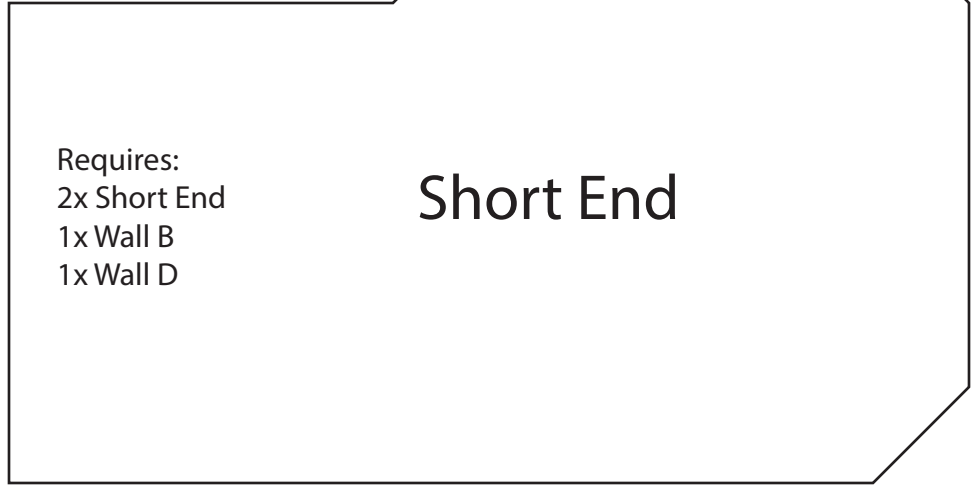
Mid



Requires:  
2x Mid  
2x Wall A  
2x Wall B

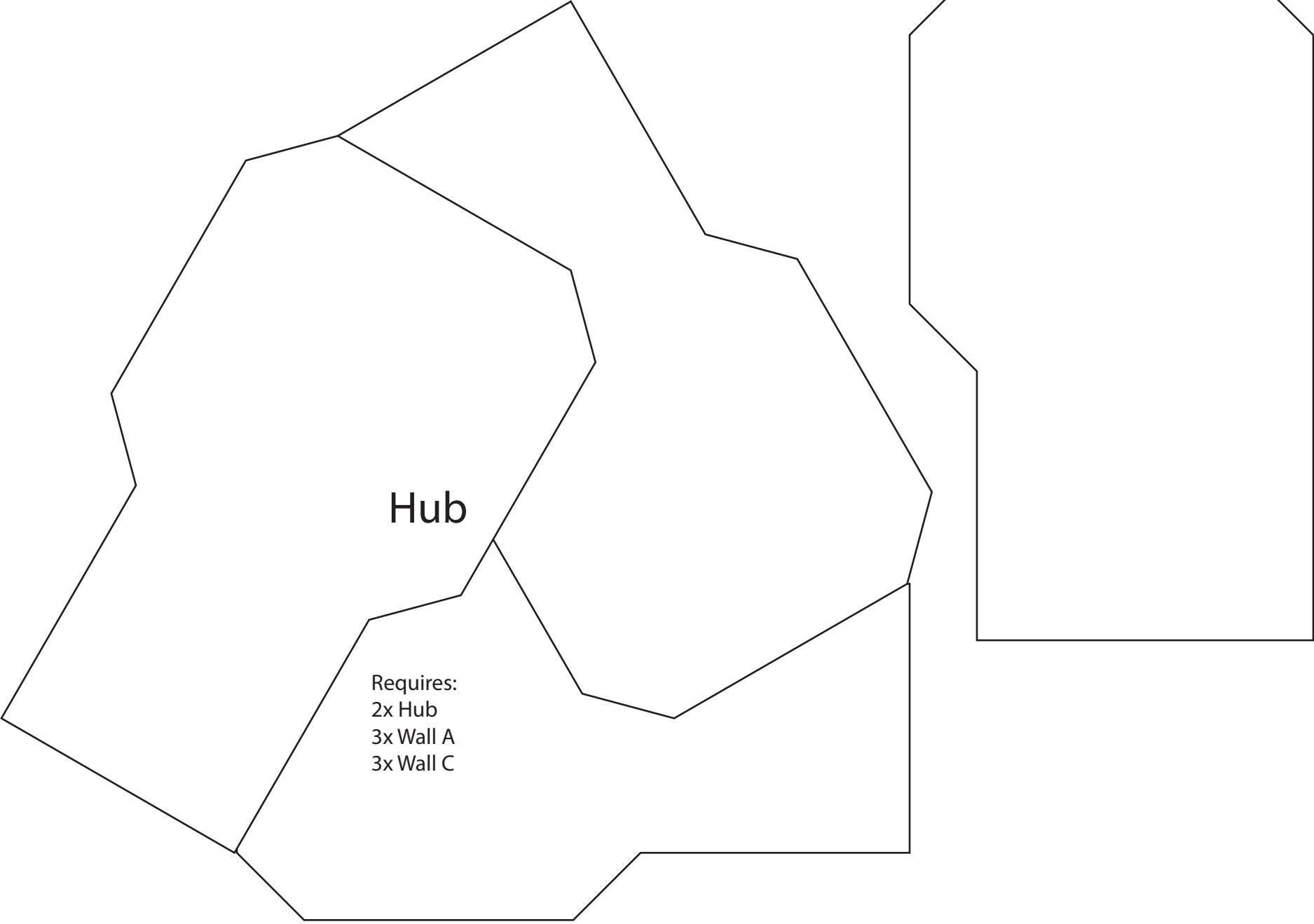


Requires:  
2x Long End  
1x Wall A  
1x Wall A (single panel)  
1x Wall B  
2x Wall C  
1x Wall D (long + middle)

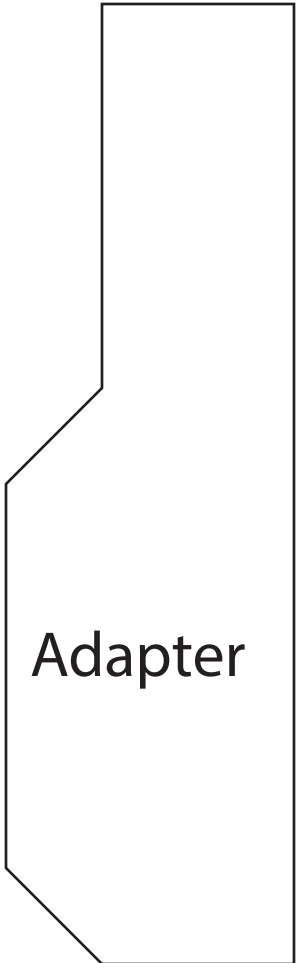


Requires:  
2x Short End  
1x Wall B  
1x Wall D

Short End

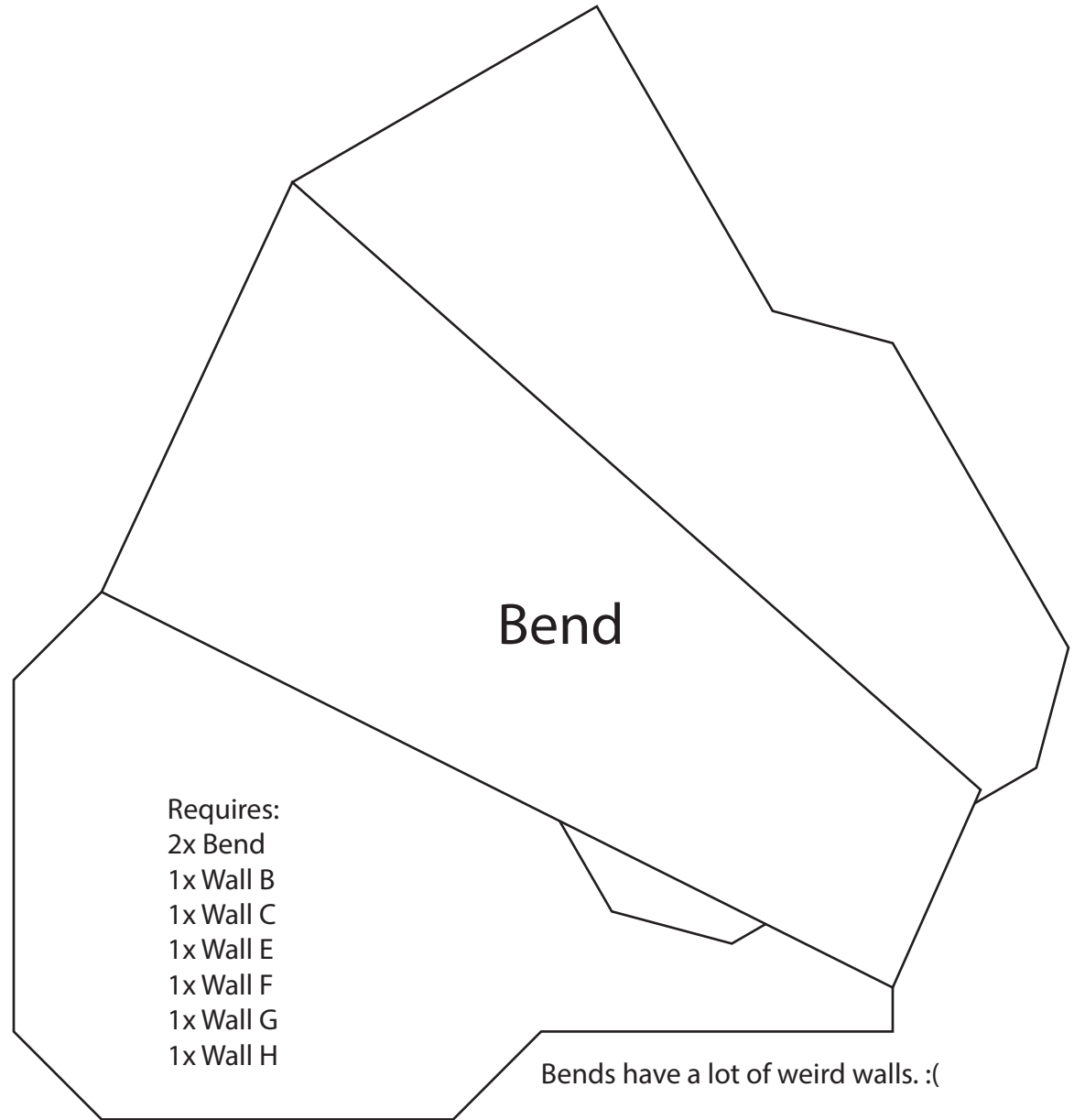


# Floorplans - Page 3



Adapter

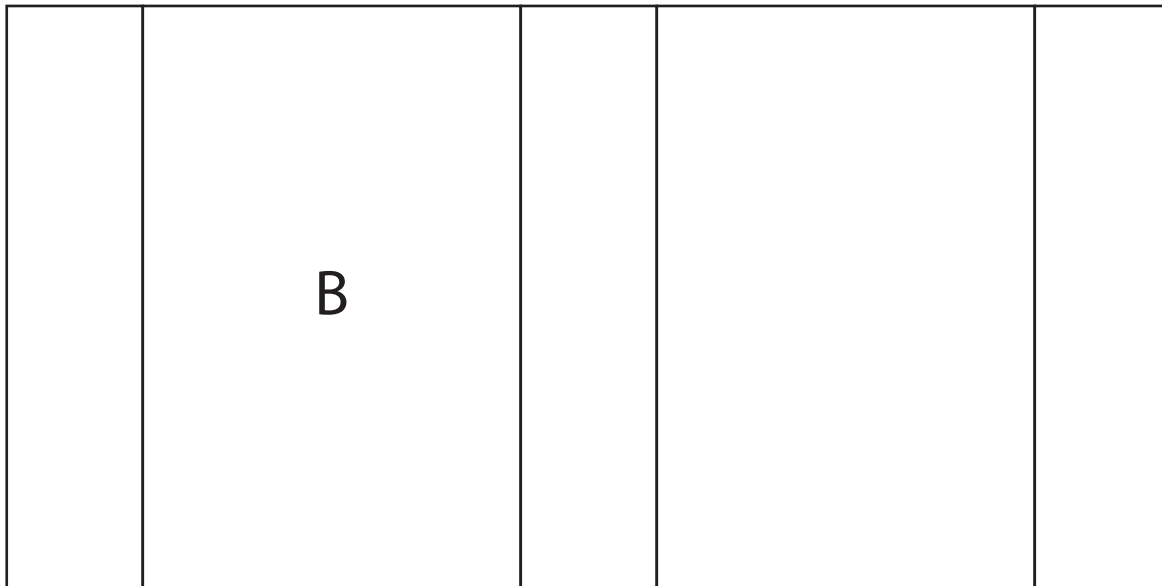
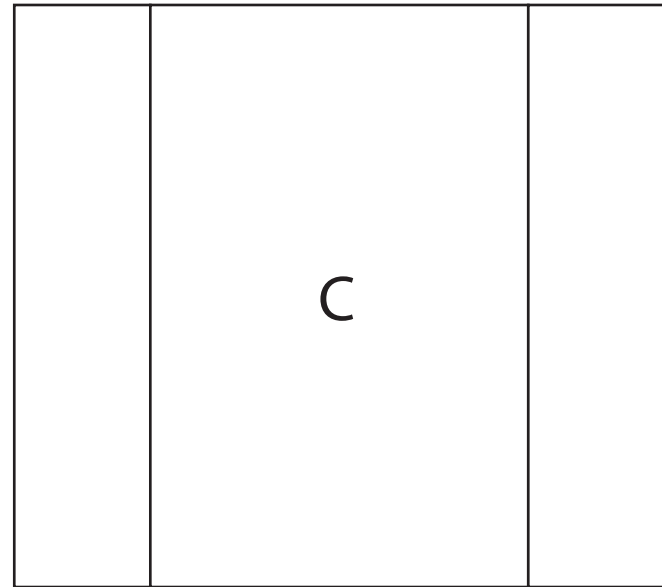
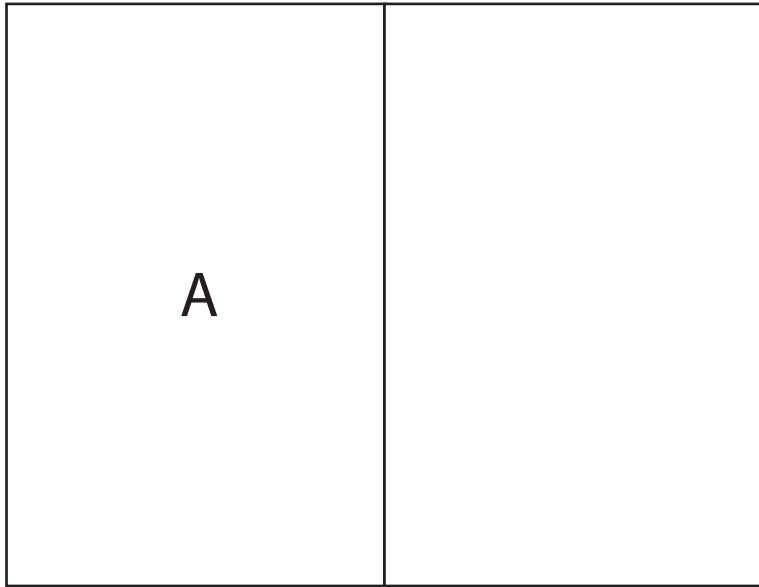
<- to connect the modular pieces to other terrain



Bend

Requires:  
2x Bend  
1x Wall B  
1x Wall C  
1x Wall E  
1x Wall F  
1x Wall G  
1x Wall H

Bends have a lot of weird walls. :(

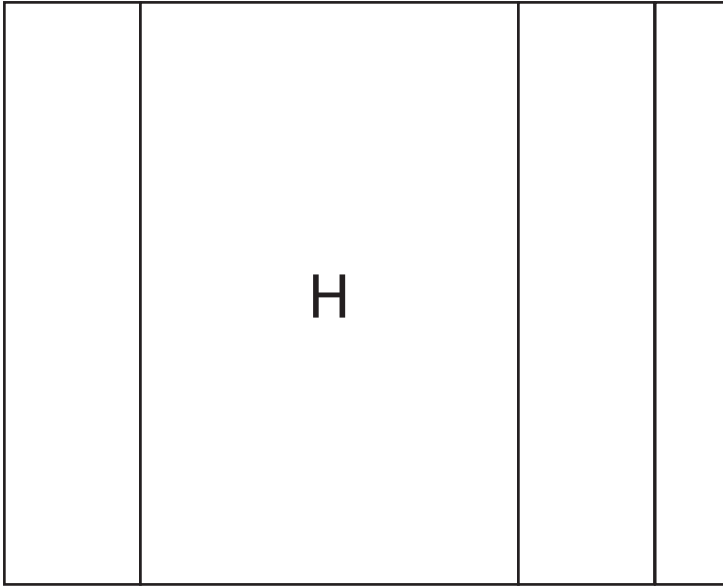
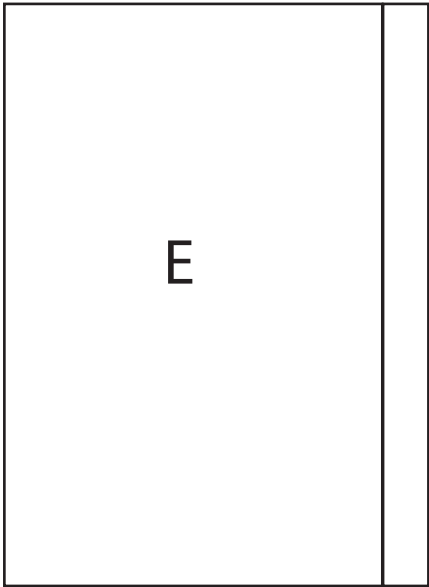


	D	
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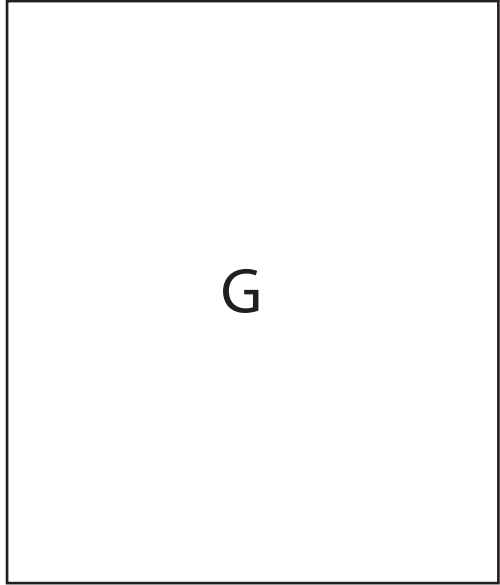
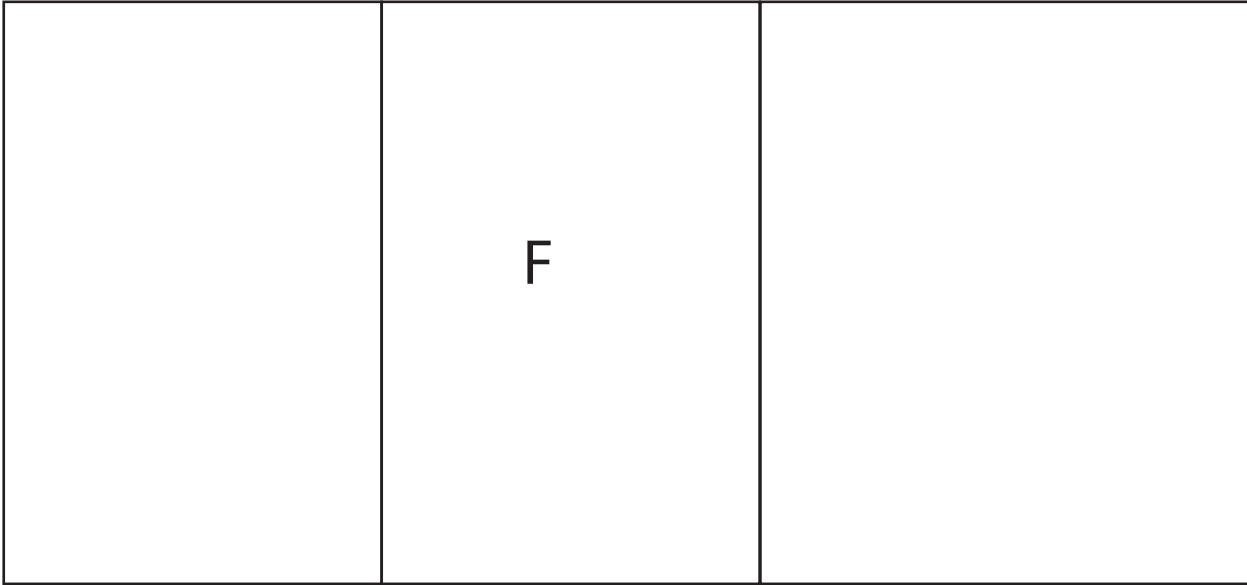
Wall Templates  
Page 2  
+  
Archway templates

		X		
--	--	---	--	--

		Y		
--	--	---	--	--



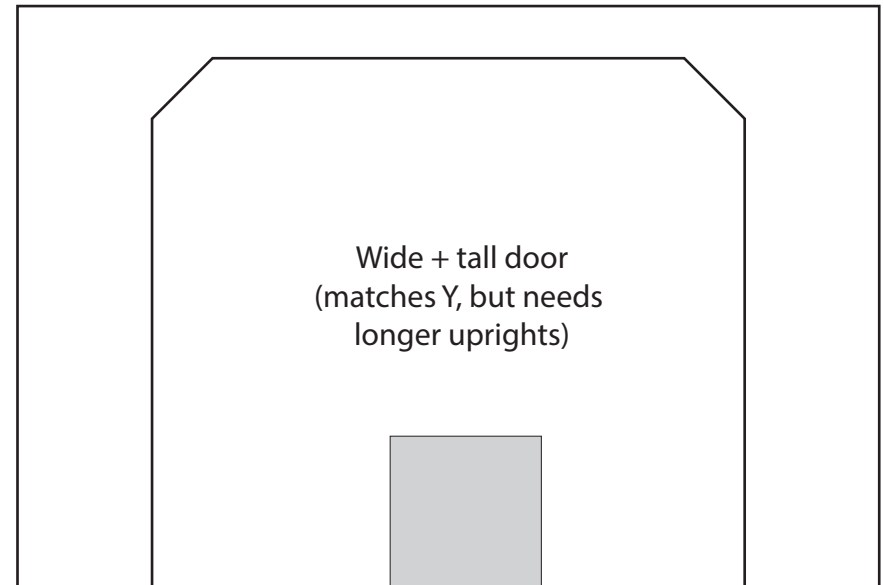
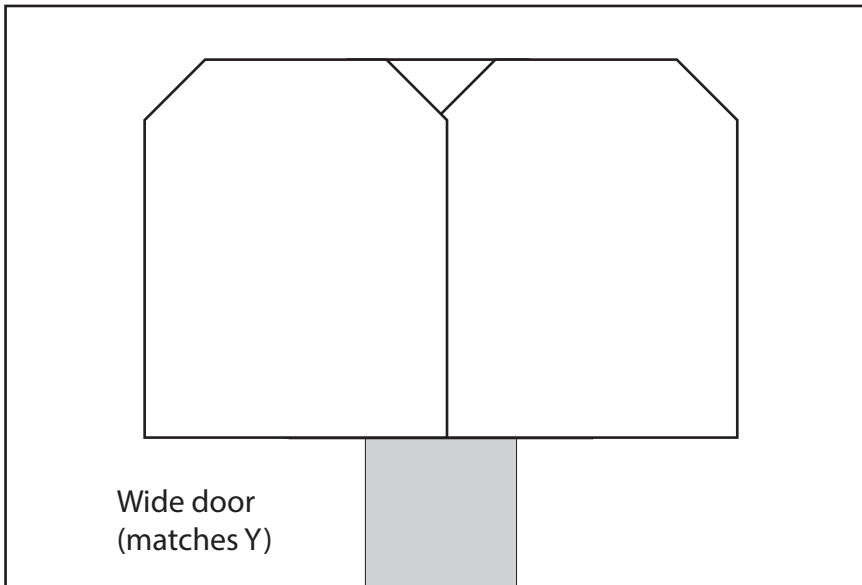
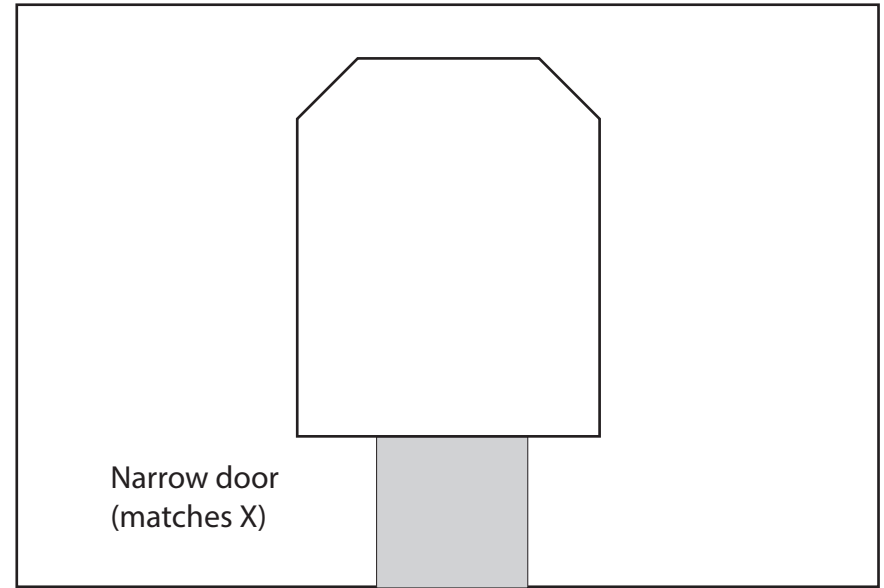
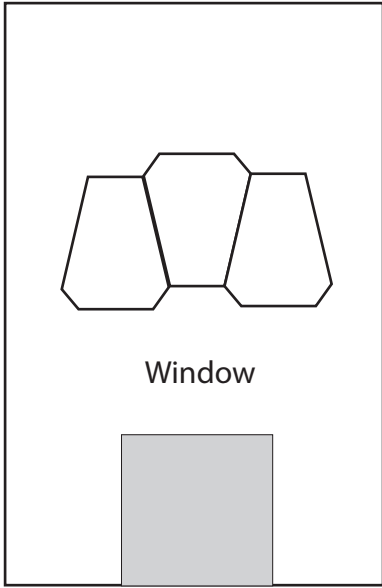
Wall Templates  
- Page 3

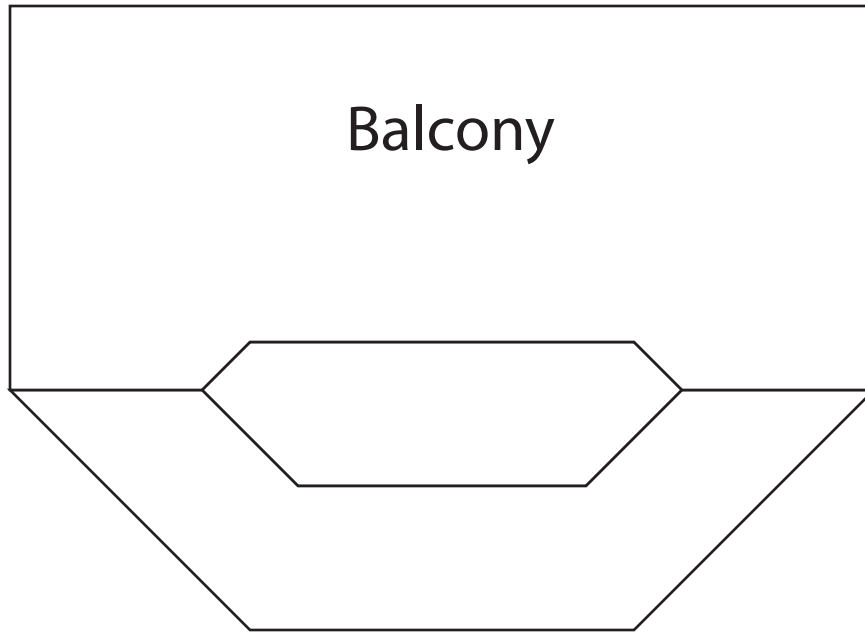


# CUTOUTS

Cut these shapes out of other walls to make doorways & windows.

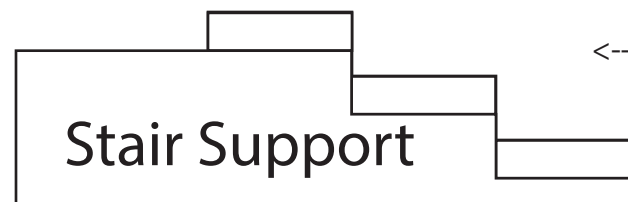
Line up the grey blocks with the bottom of the wall panel before assembling; with a floor panel underneath, the top of the grey block should fall at exactly 1".





## Stairs

cut different shapes out of the Balcony template to make side-facing staircases instead of forward-facing ones



<-- just the bottom part  
(not the rectangles)