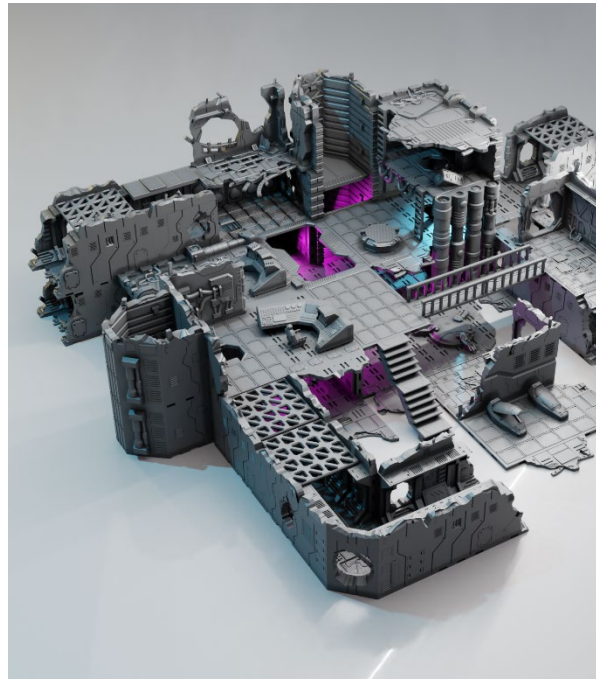
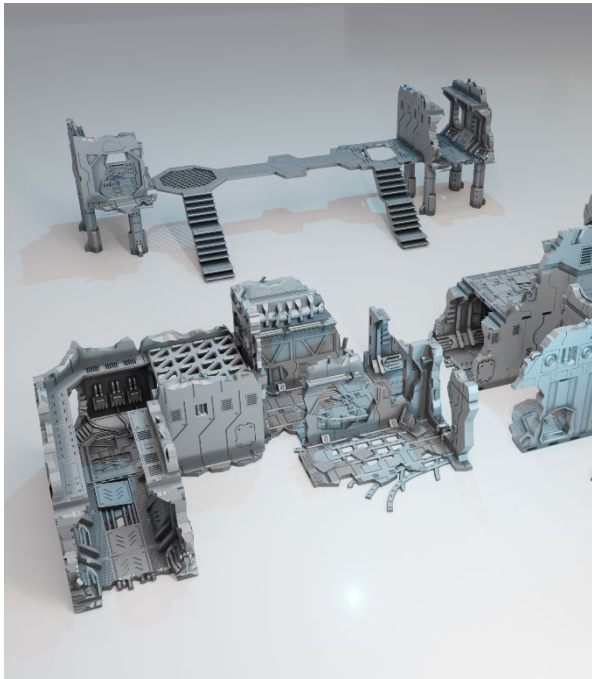


LOST COLONY SPACESHIP GRAVEYARD

INSTRUCTIONS:

INTERIOR ROOMS & CORRIDORS

V1.0



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KEY CONCEPTS

Refer to the [Lost Colony: Spaceship Graveyard, Cores Set Instructions](#) & [Lost Colony: Spaceship Graveyard, Internal Flooring Instructions](#) for supplementary detail on using and expanding this kit as it has compatible parts.

The **Interior Rooms & Corridors** set includes five categories of component, each has variations of the following:

- Corridors
- Ends & Caps
- Floor Pieces
- Rooms
- Supports

The **Internal Upgrades** also have:

- Elevator
- Corner & Floor Caps
- Accessories (Hatch, Ladder, Teleport Pad)
- Piping
- Platform

Use the OpenLock Clips provided to join parts together.

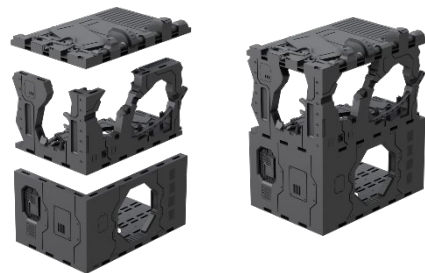
You do not need clips in all sockets.

Line Up Your Corners

This modular system is designed to align at the corners and expand outwards, while maintaining a consistent clip pattern.

When stacking rooms, notice the clip socket placements, but note these can be offset if desired.

You can mirror objects in your slicer so that they are flipped. This will give you even more options with room layouts.



HELP & COMMUNITY

- Share your builds
- Get assistance
- Suggest improvements
- Join the community

<https://www.facebook.com/groups/664964644419610>

Find Common Sockets

Rooms & corridors are not square.

There are usually several points of connectivity either through walls or floors, however depending on your set-up, not every clip socket will line up with the adjacent pieces, such as in the example here. Remember that you don't need to connect all sockets, just one or two.

Note that:

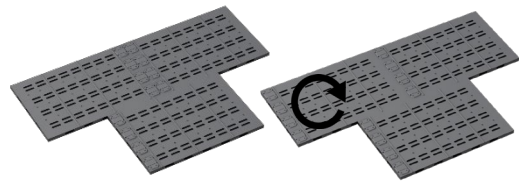
- Corridors have off-set sockets on the floor joins. This allows for modularity and rotation while keeping the clip pattern consistent.



Flip It & Rotate It

If you find a floor tile or room does not fit the clip pattern you are working with, rotate the piece, it should then fit those adjacent.

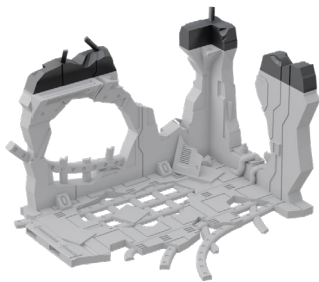
E.G. The example here changes the common points of connectivity by rotating the left hand tile.



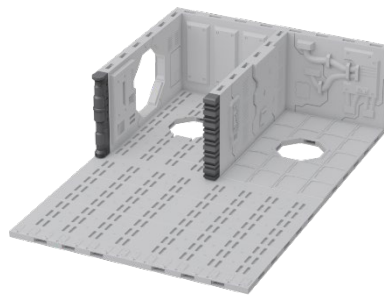
ENDS & CAPS

If you don't want visible clip sockets, there are a number of pieces that are designed to hide these and add varied, thematic detail.

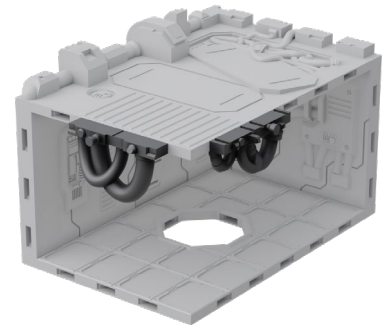
End Caps



Corner Caps



Floor Caps



SUPPORTS

Supports are used to raise the rooms and corridors. Note that there are two heights of support.



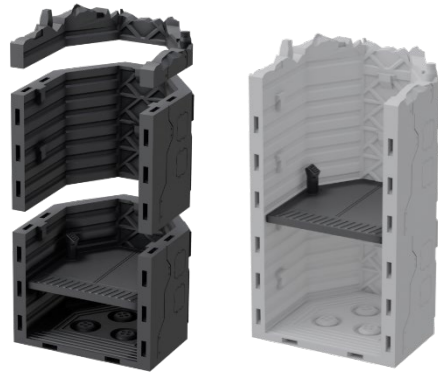
ELEVATOR

The elevator has four main components:

- Base
- Shaft
- End Cap
- Platform

Note that the height can be extended with additional shafts

The platform is adjustable and can be placed at various heights.



PIPING

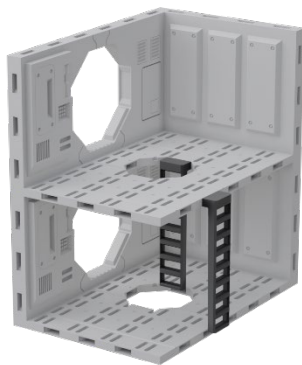
Piping adds detail to the side of a room, floor or platform.



ACCESSORIES

There are several accessories that add functionality and detail to the interiors.

Ladders



Hatches



Teleporters



PLATFORMS

Platforms are floors that can also be attached directly on top of models and extended, just like rooms.

