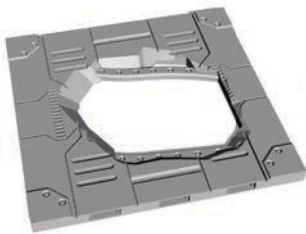
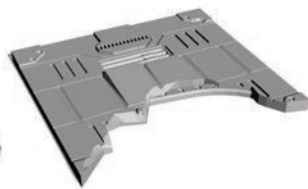


Floor 01.stl



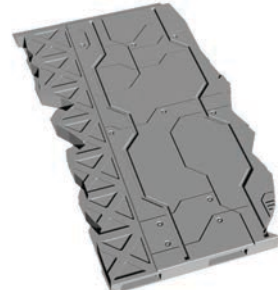
Floor 02.stl



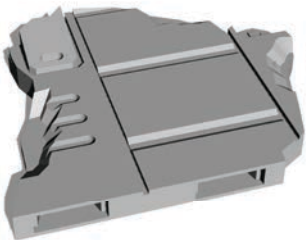
Floor 03.stl



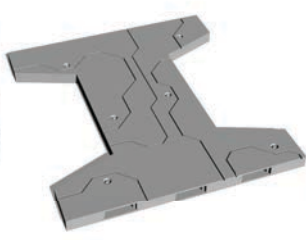
Floor 04.stl



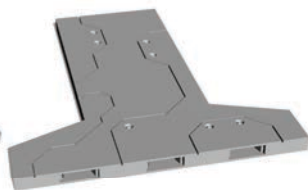
Floor 05.stl



Floor 06.stl



Floor 07.stl



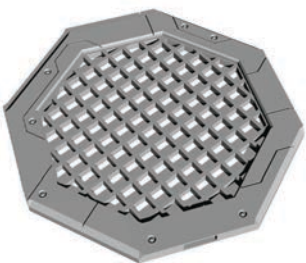
Floor 08.stl



Floor 09.stl



Floor 10.stl



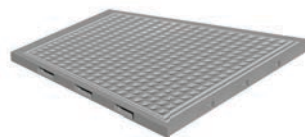
Floor 11.stl



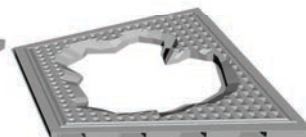
Floor 12.stl



Floor 13.stl



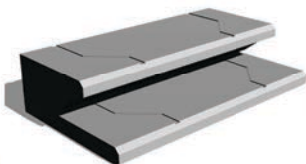
Floor 14.stl



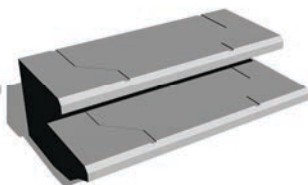
Floor 15.stl



Stairs - 01.stl



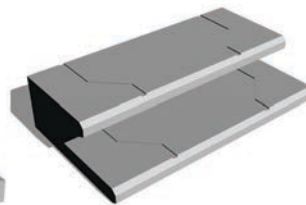
Stairs - 01a.stl



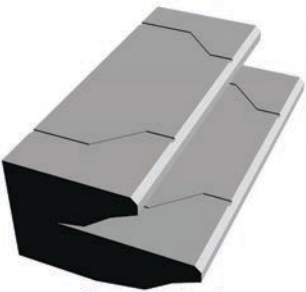
Stairs - 01b.stl



Stairs - 02.stl



Stairs - 02a.stl



Stairs - 02b.stl



Corridor - Corner 01.stl



Corridor - End (Damaged).stl



Corridor - Straight 01 (cap A).stl



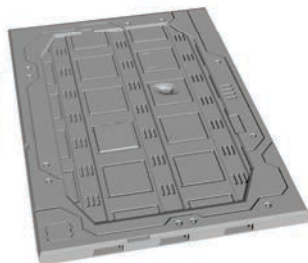
Corridor - Straight 01 (cap B).stl



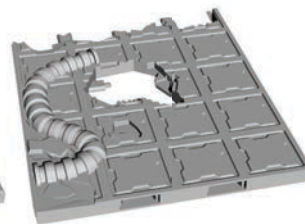
Corridor - Straight 01 (cap).stl



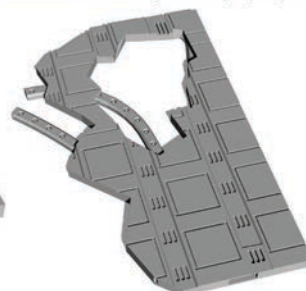
Corridor - Straight 01.stl



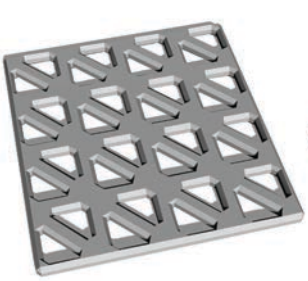
Floor - 01.stl



Floor - 02.stl



Floor - 03.stl



Floor Grate - 01.stl



Room - 01 (cap).stl



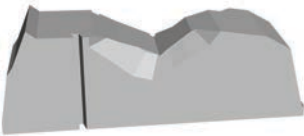
Room - 01.stl



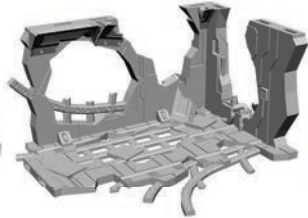
Room - 02 (cap A).stl



Room - 02 (cap B).stl



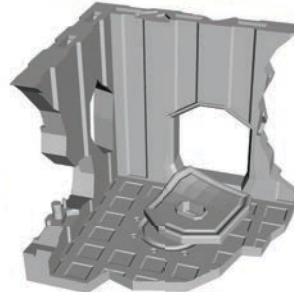
Room - 02 (cap C).stl



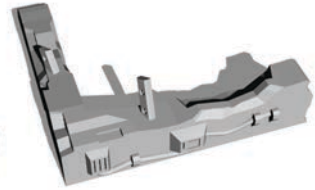
Room - 02.stl



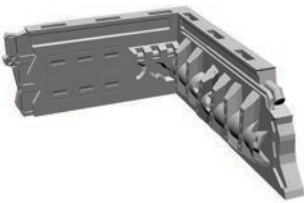
Room - 03 (cap).stl



Room - 03.stl



Room - 04 (cap).stl



Room - 04.stl



Support - 01.stl



Support - 02.stl