



clip (OpenLOCK).stl



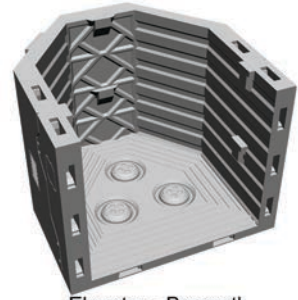
Corner Cap - 01.stl



Corner Cap - 02.stl



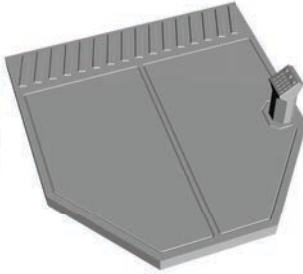
Corner Cap - 03.stl



Elevator - Base.stl



Elevator - End Cap (Damage).stl



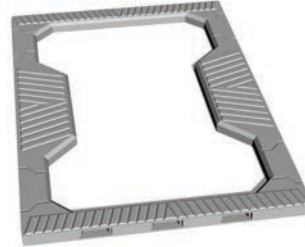
Elevator - Platform.stl



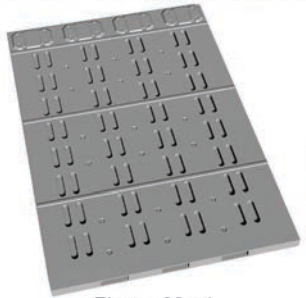
Elevator - Shaft.stl



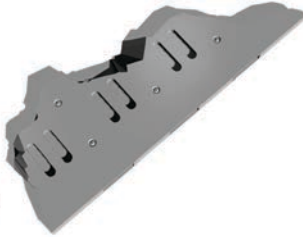
Floor - 01.stl



Floor - 02.stl



Floor - 03.stl



Floor - 04.stl



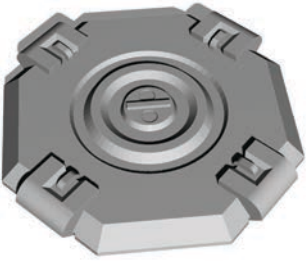
Floor - 05.stl



Floor Cap - 01.stl



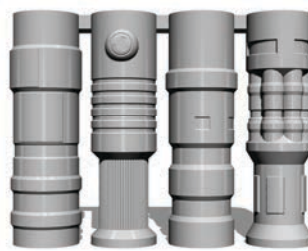
Floor Cap - 02.stl



Hatch.stl



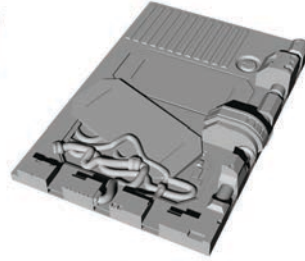
Ladder.stl



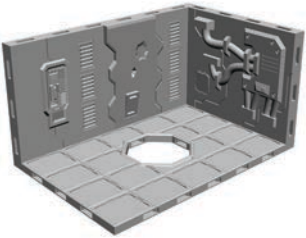
Piping.stl



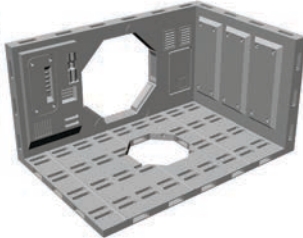
Platform - 01.stl



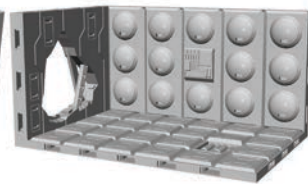
Platform - 02.stl



Room - 01.stl



Room - 02.stl



Room - 03.stl



Teleport Pad.stl