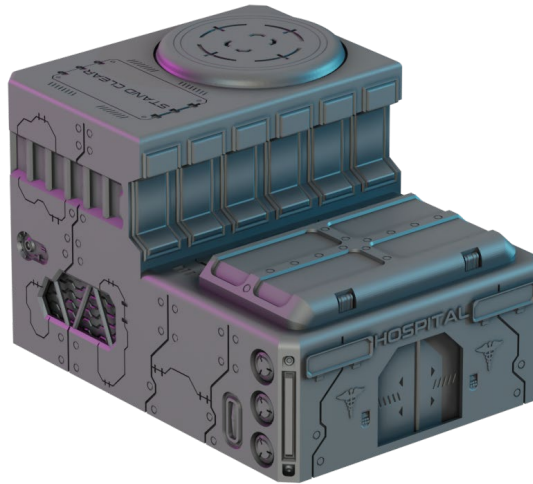




Instructions:

Hospital

V1.01



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KEY CONCEPTS

The Hospital is a modular terrain set. All buildings, floors and rooftops simply stack on top of each other using pegs and sockets. They can be rotated 180°.

It is compatible with other buildings and terrain from the 'Flatline City' range. It is recommended to read the instructions for the Flatline City Core Set.

BUILDINGS

HELP & COMMUNITY

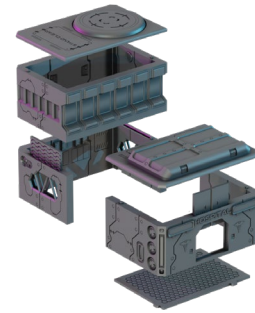
- Share your builds
- Get assistance
- Suggest improvements
- Join the community

<https://www.facebook.com/groups/64964644419610>

Constructing Buildings

All Buildings, rooftops and accessory rings stack on top of each other and can be rotated 180°.

Buildings are modular and interchangeable with others in this and other terrain sets from the Flatline City range.



Building Variations – Back to Back Open

In addition to the standard buildings are 'Back to Back Open' buildings. They only have three walls which means they can be placed together seamlessly to construct larger buildings.

Note that if you use these with the 'Gantry System' set, the walkways will not fit around corners as usual.



Doors, shutters and Floors

All buildings have playable interiors which means you can fit optional floors. These are fitted to the bottom of a building and can be rotated or glued for permanent use. Note that this set only contains flooring for the Open Back sections – Please see other sets from the Flatline City series for more compatible floors.

Many buildings have slots for interchangeable doors that are inserted from the top. Note the variation in sizing and style if using doors from other terrain sets.

