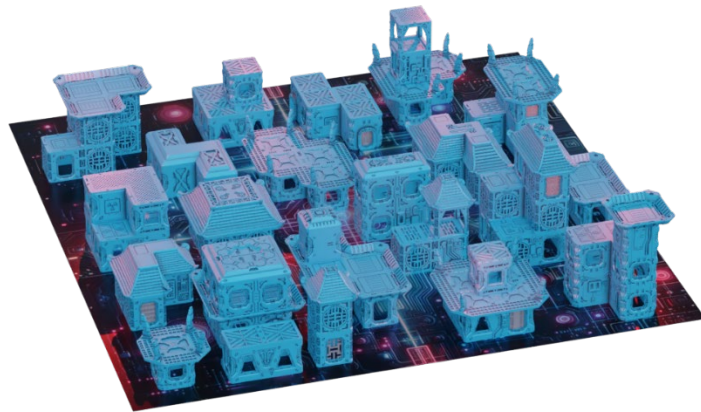


GRID CITY

Instructions:
CORE SET

V1.0



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Key concepts

Grid City is a series of buildings based on 3 inch cubes that are available in various pre-built configurations:

- Single Cube (3x3 inch cube)
- Double Cube (3x6 inch building)
- Quad Cube (6x6 inch building)
- L Shape Cube
- S Shape Cube

These buildings are stacked and combined using the peg and socket system.

Rooftops are placed directly onto buildings.

Internal floors can be placed at the TOP of the building, so it provides flooring for above levels.

Doors & Shutters are placed at the top of a building into the fittings where available.

There are three main styles/themes of buildings – Each available in multiple configurations:



Many other sets are available to expand the features and modular setup of Grid City.

HELP & COMMUNITY

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

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

How to Build

Vertical Building

All building sections can be combined vertically by aligning the pegs on top into the sockets on the bottom.

Remember, everything is based off a 3 inch grid system here.



Adding Rooftops

As per vertical building, the rooftops are also stacked on to of buildings by aligning the pegs & sockets.

Each building shape has a corresponding layout available.

There are multiple styles of rooftop for each building shape/layout.



Internal Floors

Each building has notches inside, at the top. You can insert the corresponding shape flooring here.

Internal flooring will be the floor for the level ABOVE it.

There are multiple designs and styles of internal flooring.



Doors & Shutters

Doors and shutters are inserted into the internal notches of buildings where available.

There are various sizes and styles of doors and shutters in the set but all have the same fitting.



Horizontal Placement (Chamfered vs flat corners)

When placing buildings next to each other, you should not if there are chamfered or flat corners. Various options are available in addition to walls with protruding features (such as pipes, buttons, etc).

