

STYLIZED WORLDS: STRUCTURES

Villages, castles, bridges and props for twelve environments, for Unity URP

12 environments · 323 pieces · 12 castles · 141 walk-in buildings · 224 doors that open · 12 demo scenes



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The picture shows the structures in the Stylized Biomes environment (a separate pack, not included).

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What you get. 323 stylized structures for twelve environments - houses, halls, workshops, mills, towers, walls and gates, bridges, harbour pieces, market stalls, carts, lamps, fences and stores - each with 3 LODs and a ready prefab with colliders; 12 complete castles as prefabs; 141 buildings you can walk into with 224 doors that open; a demo scene for every environment. The terrain, trees, sky and water seen in the store media are the Stylized Biomes pack (sold separately): **this package contains the structures only**. Everything in it is original work made for this pack.

1. Quick start

1. Use **Unity 6** (6000.0 or newer) with the **Universal Render Pipeline** (URP). Made and tested in Unity 6000.6.
2. Import the package and open a demo scene, for example `StylizedStructures/Demo/Temperate_Demo.unity`.
3. Press Play and fly round the settlement; walk up to any door and it opens.
4. Drag pieces from `StylizedStructures/<Environment>/Prefabs` into your own scene, or a whole castle from `<Environment>/Castles`.

Key	Demo control
Right mouse + move	Look around
W A S D	Fly
Q / E	Down / up
Shift	Faster
V	Next viewpoint
1 2 3 4	Spring, summer, autumn, winter
N	Day and night (lights come on at night)
H	Hide the help

The demo controls work with both the Input System and the old Input Manager.

2. The demo scenes

Each environment has a demo in `StylizedStructures/Demo/` : its village on lanes round a market, the road up to its castle, a river with its bridges (a lava river in the Volcanic set) and a lake for its water pieces, on a simple ground made for the demo. They show how the pieces fit together; take them apart freely. The demo ground, water and sky are deliberately plain: put the pieces on your own terrain.

3. Folder structure

Folder	Contents
<code>StylizedStructures/<Environment>/Prefabs</code>	One prefab per piece: LOD Group (3 levels, cross-fade), mesh collider, doors, lights
<code>.../Castles</code>	The environment's complete castle as one prefab (nested piece prefabs)
<code>.../Models</code>	FBX models (LOD0, LOD1, LOD2 and the doors in each file)
<code>.../Materials</code>	The environment's materials: the shared painted textures, tinted its way
<code>StylizedStructures/Textures</code>	106 shared painted textures (albedo with window-light mask, normal maps)
<code>StylizedStructures/Shared/Trees</code>	The trees and plants some pieces carry (palms, jungle trees, reeds, an old tree)
<code>StylizedStructures/Shaders</code>	Structure, Structure Surface, Structure Foliage (URP)
<code>StylizedStructures/Scripts</code>	Structure Door, Structure Light, Structure Spinner (assembly <code>StylizedStructures</code>)
<code>StylizedStructures/Demo</code>	12 demo scenes, their ground and water meshes, sky and ground materials, the demo controls
<code>StylizedStructures/Documentation</code>	This document

4. Using the pieces

- **Scale and pivots:** 1 unit = 1 metre; the pivot is at the middle of the base; the front faces **+Z**.
- **Ground:** footings, plinths and steps reach a little below the pivot so a piece sits into gently uneven ground without gaps. On a slope, level a pad under it or sink it slightly.
- **Snapping:** wall pieces snap end to end; towers and gates snap to wall ends (their descriptions below give the spacing). Bridges span along their own X axis.
- **Colliders:** every piece has a mesh collider from its middle LOD; doorways stay open to walk through.
- **Static:** pieces are marked static for batching and lighting; doors, mill sails and lights move, so keep them dynamic.

5. Castles and the castle kit

Every environment has a complete castle prefab in `<Environment>/Castles/Castle_<Environment>` : two wards on raised platforms - an outer platform with its ring of walls and towers, the gate, ranges against the side walls (barracks, stables, storerooms, kitchen) and a training yard; an inner platform with its own wall and gate, the great keep and the great hall (or the environment's own hall: a chief's hut, a reed hall, a longhouse,

a caravan inn, a sod house). The castle is made of the same piece prefabs you can place yourself: unpack it to rearrange it, or build a new one from the kit pieces (platforms, walls, towers, gates, keep, hall, ranges, training yard).

6. Doors, lights and mills

Component	What it does	Main settings
Structure Door	Opens inward when the player comes near and shuts again when they leave; can be opened from code.	<i>Open When Near</i> , <i>Near Distance</i> , <i>Target</i> (empty: the object tagged Player, else the main camera), <i>Open Angle</i> , <i>Speed</i> ; <code>Open()</code> , <code>Close()</code> , <code>Toggle()</code>
Structure Light	A building's own light: hearth fires flicker all day; lamps and torches light at night.	<i>Kind</i> (Fire, Lamp), <i>Always On</i> , <i>Intensity</i> , <i>Flicker</i>
Structure Spinner	Turns windmill sails and water wheels.	<i>Axis</i> , <i>Speed</i> (degrees a second), <i>Follow Wind</i>

7. Shaders, seasons and night

The pieces use the pack's own URP shaders (forward and Forward+, shadows, fog, GPU instancing):

Shader	Used for	Main settings
Structure	All buildings	Albedo and normal; <i>Cover</i> (moss or dust on top surfaces); <i>Season</i> and <i>Snow Cover in Winter</i> ; splash dirt at the foot; soft light; variety between copies; <i>Window Light</i> (glowing windows at night) and <i>Lights On</i>
Structure Surface	Bark of the carried trees	Albedo, normal, season, snow
Structure Foliage	Carried trees and plants	Season colours, wind

Seasons and night without other packs: each material has a *Season* (spring, summer, autumn, winter: winter puts snow on roofs, ledges and every upward face) and a *Lights On* slider (0 day, 1 night: windows glow, lamps light). Faces under a roof (floors and furniture inside, the ground under the eaves) are marked in the models' vertex colour (red channel) and never take snow, moss or rain. To drive all of them at once from your own code, set these global shader values: `_SB_UseGlobal` = 1, `_SB_Season` (0–3, fractions blend), `_SB_Night` (0–1). The demo controls (`StructureDemoControls`) show how.

8. With Stylized Biomes

If your project also has our **Stylized Biomes** pack (sold separately), its Season, Weather and Day Night controllers drive the structures automatically: snow settles in winter and in snowfall, surfaces get wet in rain, windows glow and lamps light at night. Nothing to set up: drop the pieces into a Stylized Biomes scene.

9. The twelve environments

Each environment below shows every piece and lists it with its size (width × depth × height in metres) and triangles (LOD0 / LOD1 / LOD2). The pictures were taken on Stylized Biomes ground (not included).

Environment	Pieces	In a sentence
Temperate	49	Timber-framed houses, thatched cottages, a tavern, chapel, mills, smithy, ruins and a grand stone castle.
Alpine	25	Chalets on stone ground floors, hay barns on staddles, a chapel with an onion dome, a mountain castle with a bergfried.
Taiga	23	Round-log houses with carved ridges and bargeboards, a storehouse on posts, a sauna, a wooden fort with tent-roofed towers.
Mediterranean	29	Whitewashed houses under canal tiles, a courtyard house, a domed chapel, olive press, windmill, aqueduct.
Desert	25	Kasbah, dome houses, wind-catcher house, cistern, granary and a mud-brick citadel with stepped merlons.
Volcanic	26	Basalt and limewash houses, a forge and smelter, a bathhouse, a lava bridge and a black keep.
Coast	27	Fisherman's houses, net shed, smokehouse, lighthouse, boathouse, pier, harbour wall, sea gate and sea fort.
Wetland	24	Stilt houses, a lake dwelling, a floating reed island, a reed hall, boardwalks, a ferry and a fish weir.
Rainforest	25	Stilt houses, longhouse, treehouse, canopy walk, root and vine bridges, a temple ruin.
Savanna	24	Round huts with fringed thatch, a chief's hut, granaries, a kraal, thorn fences, a walled royal enclosure.
Steppe	23	Yurts, a caravan inn, corral, kurgan, a pontoon bridge and an earth-rampart fort.
Arctic	23	Snow domes, skin tents, a sod house, drying racks, a raised store, cairns and an ice castle.

Temperate

Timber-framed houses, thatched cottages, a tavern, chapel, mills, smithy, ruins and a grand stone castle.

Temperate · 49 pieces

Structures only · environment not included



Prefab	What it is	Size (m)	Triangles
Barn_A	Timber barn you can walk into, 11 x 7 m: board-and-batten walls on a stone footing, shingle roof, big double doors and open hay-loft doors with a hoist and hook in the gable, hay spilling out, a pitchfork, a hay loft with a ladder, hay bales, a lamp; the doors open. <i>3 doors.</i>	13.4 × 8.7 × 8.4	15,774 / 2,360 / 960
Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table, an upper storey jettied over the yard. <i>1 door.</i>	11.1 × 7.8 × 10.1	23,800 / 3,648 / 936
Barrels_A	A group of four barrels, one on its side.	1.4 × 2.1 × 0.9	1,152 / 464 / 464
Blacksmith_A	Open smithy, 7 x 5 m: stone back wall, shingle roof on posts, forge with glowing coals and a chimney, anvil, quench barrel, tool rack, woodpile.	8.9 × 6.5 × 6.7	7,520 / 1,560 / 668
Cart_A	Hand cart, 3.6 m with shafts: plank bed, two iron-tyred spoked wheels, a tail-board on chains, a barrel and tied sacks under a rope, a prop under the shafts.	3.9 × 1.8 × 1.5	3,172 / 1,064 / 400
CastlePlatform_A	Castle platform, 84 x 84 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	88.3 × 101.0 × 7.0	55,072 / 5,872 / 36
CastlePlatform_B	Castle platform, 46 x 46 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	51.0 × 57.3 × 5.5	26,812 / 3,148 / 36

CastleTower_Corner	Castle kit: corner round tower, 6.8 m across, 14 m to the roof tip: wall-walk doors on two adjacent sides for walls meeting at a right angle, ground door facing into the bailey, arrow slits, corbelled crenellated top, conical roof. Walls snap to its sides (place it 8.4 m from a wall's centre). <i>3 doors.</i>	8.4 × 8.3 × 17.6	14,868 / 4,412 / 2,114
CastleTower_Round	Castle kit: round tower, 6.8 m across, 14 m to the roof tip: doors onto the wall-walk on both sides and a ground door inside the bailey, arrow slits, corbelled crenellated top, conical roof. Walls snap to its sides (place it 8.4 m from a wall's centre). <i>3 doors.</i>	8.0 × 8.0 × 17.9	14,248 / 4,056 / 2,060
CastleWall_A	Castle kit: curtain wall, 10 m long, 7 m to the wall-walk, 2.4 m thick, crenellated outside, parapet inside. Origin at the foot of its centre; outer face -Y (Unity +Z). Snaps to the towers.	10.1 × 4.2 × 9.2	4,376 / 432 / 168
CastleWall_Ruined	Ruined curtain wall, 10 m: broken top, a gap, fallen stones both sides. Snaps like the whole wall.	10.0 × 8.9 × 6.9	9,152 / 592 / 100
CastleWall_Stairs	Castle kit: curtain wall with a stone stair up its inside face to the wall-walk. 10 m, snaps to the other walls and towers.	10.1 × 5.1 × 9.2	6,768 / 936 / 168
Chapel_A	Stone chapel you can walk into, 6.4 x 11 m, gable to the lane: arched door that opens, lancet windows between buttresses, bell cote; inside an open timber roof, pews, an altar with candles, a lectern, lamps. <i>1 door.</i>	12.1 × 17.5 × 12.4	29,630 / 5,540 / 1,784
Cottage_A	Thatched cottage you can walk into, 7 x 4.6 m: worn whitewashed walls on a stone footing, deep thatch with a block-cut ridge, stone chimney. Inside: hearth, bed, table and stools, chest, shelf, rug, lamp; the door opens. Firewood, bench, barrel, pots and a lantern outside. <i>1 door.</i>	8.8 × 6.1 × 7.0	12,760 / 4,092 / 888
Cottage_B	Stone cottage you can walk into, 8 x 5 m, hipped thatch with hip rolls, gabled porch, dressed corners. Inside: hearth and chimney, bed, table and stools, chest, shelves, rug, lamp; the door opens. <i>1 door.</i>	9.5 × 7.8 × 7.0	18,429 / 6,867 / 1,599
CoveredBridge_A	Covered timber bridge, 16 x 4.4 m: truss sides clad in planks, shingle roof, framed portals, stone abutments. Road level 0 at both ends.	19.9 × 6.7 × 9.8	9,116 / 1,388 / 860
Crates_A	A stack of wooden crates with iron corners and painted marks, an open crate of apples in straw, its lid, a sack.	2.8 × 2.0 × 1.6	904 / 72 / 48
Farmhouse_A	Longhouse farm you can walk into, 14 x 6 m: house and byre under one sagging thatch roof; hearth, table, benches, beds, shelf; stalls, manger and hay behind a partition door; double byre door; lean-to woodshed with firewood; gable chimney. <i>3 doors.</i>	16.9 × 10.3 × 7.7	24,010 / 6,648 / 1,036
Gatehouse_A	Castle kit: gatehouse, 13.6 m wide: 4 x 5 m arched gate passage with a portcullis (its own object, raise it in Unity), machicolations, battlements, two flanking round towers with conical roofs. <i>1 door.</i>	17.2 × 8.6 × 18.1	6,808 / 3,556 / 2,864
GreatHall_A	The great hall, 18 x 9 m, you can walk into: tall windows between buttresses, a porch, a steep roof with a louvre and chimney; inside an open timber roof, the high table on a dais, long tables and benches, a hearth, hangings, chandeliers; the doors open. <i>2 doors.</i>	19.1 × 12.6 × 12.8	37,994 / 7,324 / 2,194

GreatKeep_A	The great keep, 13 m square and 22 m to its turret tops: a hall you can walk into (dais and lord's chair, long table, hearth, hangings, chandeliers, a stair up), three storeys of paired arched windows, corbelled battlements, four corner turrets, banners, a flag; the doors open. <i>2 doors.</i>	17.8 × 17.7 × 31.3	50,340 / 17,036 / 7,064
Haystack_A	Stack of straw bales, 3.4 x 2 m, 1.3 m high: three courses of string-tied bales, a broken bale, a fork, loose straw.	6.0 × 4.7 × 2.0	1,856 / 228 / 228
Keep_A	Square stone keep you can climb, 7.4 m (8.5 m at the battlement), 21 m to the roof tip: arched door that opens, a store, a great hall with hearth and table, a guard room, stairs and a ladder to the battlement walk; arrow slits, corbelled crenellations, pyramid roof. <i>1 door.</i>	8.5 × 9.3 × 18.9	22,258 / 7,190 / 1,766
Keep_Ruined	Ruined keep, 7.4 m square: jagged broken top, open to the sky, a breach in the front wall, fallen stones inside and round its foot.	11.9 × 12.4 × 11.8	14,592 / 1,056 / 336
Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table, an upper storey jettied over the yard. <i>1 door.</i>	11.1 × 7.7 × 11.3	21,878 / 3,512 / 972
LanternPost_A	Lantern post, 2.9 m: a hanging lantern that lights at night (light included).	1.1 × 0.5 × 3.2	404 / 112 / 64
MarketStall_A	Market stall, 3 x 1.8 m: battened plank counter on posts under a striped awning with a scalloped valance, baskets of produce, strings of onions and garlic, a painted sign, crates and a barrel.	3.3 × 2.4 × 2.5	2,146 / 364 / 48
MarketStall_B	Cloth merchant's booth, 3.2 x 2 m: planked hut with a shingle pent roof, propped canopy shutter, counter on chains, bolts of cloth racked along the back, draped lengths, a stool, a shears sign.	4.7 × 3.5 × 2.9	2,334 / 686 / 108
Palisade_A	Timber palisade, 6 m: pointed logs bound by rails, props and a fighting step behind. Outer face -Y.	6.0 × 3.0 × 5.1	2,796 / 1,120 / 528
PlankBridge_A	Timber footbridge, 10 x 2 m: plank deck on log stringers, two trestle bents, handrails. Origin at deck level in the middle; piles go 2.5 m down.	11.0 × 2.5 × 3.8	3,288 / 968 / 548
RuneShrine_A	Fantasy: rune shrine, 9.6 m across: five standing stones carved with glowing runes round an altar with a glowing crystal; a soft blue light.	12.3 × 11.2 × 4.0	1,260 / 630 / 470
Signpost_A	Signpost with three arms (blank, for your own place names), 2.6 m.	1.8 × 1.4 × 3.2	776 / 196 / 28
Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles, a hay loft above, an upper storey jettied over the yard.	10.8 × 8.0 × 9.8	10,630 / 2,010 / 814
StoneBridge_A	Single-arch stone bridge, 17 x 4.2 m, 8 m arch: dressed arch stones, parapets with coping, cobbled road. Origin at road level in the middle; sink the body into the banks.	17.2 × 5.7 × 7.4	9,184 / 2,520 / 1,520
StoneWall_Gate	Field gateway: two capped stone pillars and a timber field gate (its own object, hinged). Fits between StoneWall_Low segments. <i>1 door.</i>	5.0 × 1.5 × 1.9	300 / 96 / 24

StoneWall_Low	Dry-stone field wall, 4 m, 1.2 m high, with upright coping stones. Snaps end to end.	4.0 × 1.1 × 1.5	9,352 / 144 / 12
Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates, an upper storey jettied over the yard. 2 doors.	11.2 × 7.8 × 10.1	20,446 / 3,466 / 934
Tavern_A	Village inn, 12 x 8.5 m, two storeys you can walk into: stone hall with hearth, bar, tables, benches and barrels; stairs to a jettied timber-framed upper floor; opening front and back doors; hanging sign, shingle roof, gable chimney. 2 doors.	13.5 × 10.8 × 12.5	39,662 / 8,320 / 1,392
TimberHouse_A	Half-timbered town house you can walk into, 7.2 x 6.5 m: stone ground floor, a jettied timber-framed upper floor on carved brackets, shingle roof, gable chimney. Hearth, table, benches, stairs, two beds, chest, wash stand, lamps; the door opens. 1 door.	8.7 × 7.9 × 11.4	26,182 / 5,912 / 1,232
TimberHouse_B	Narrow three-storey town house you can walk into, gable to the street: stone ground floor with a shop, two jettied timber-framed floors (kitchen with hearth, bedroom), stairs, shingled gable with a hoist beam. 5.4 m wide; the door opens. 1 door.	6.8 × 10.3 × 13.4	32,273 / 7,019 / 1,443
TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052
Trough_A	Dressed-stone water trough, 2 m, with a rim and carved feet, a timber hand pump with an iron spout, water, a bucket.	3.2 × 1.3 × 1.7	358 / 176 / 52
Watchtower_A	Timber watchtower, 9.5 m: four braced log legs, ladder, planked platform with railing, pyramid shingle roof.	4.0 × 4.4 × 11.7	2,804 / 906 / 556
Watermill_A	Stone watermill you can walk into, 8 x 6.5 m, two storeys: the wheel's axle drives a pit gear, millstones and a hopper, sacks, a ladder to the grain floor; shingle roof, chimney, a 5.2 m water wheel (its own object: it turns). Set the wheel's lower part in a stream; the door opens. 2 doors.	10.6 × 8.2 × 10.6	21,240 / 4,252 / 982
Well_A	Village well, 1.9 m across: round stone wall with a dressed cap, two posts and a little shingle roof, windlass, rope and bucket.	2.9 × 2.5 × 3.7	2,052 / 928 / 676
Windmill_A	Tower windmill you can walk into, 18 m to the sail tips: tapering stone tower, millstones, hopper and sacks inside, a ladder to the upper floor, gallery, thatched cap, four lattice sails (they turn); the door opens. 2 doors.	7.0 × 7.4 × 13.5	10,800 / 2,940 / 1,296
WizardTower_A	Fantasy: crooked wizard's tower, 20 m: three leaning stone drums, jutting timber-framed top room with a balcony, bent conical roof with a glowing crystal, blue-lit windows. 1 door.	8.9 × 9.2 × 22.9	16,814 / 4,876 / 1,772
WoodFence_A	Split-rail wooden fence, 3 m: two posts, three rails. Snaps end to end.	3.3 × 0.2 × 1.7	336 / 76 / 76
Woodshed_A	Open woodshed, 3.4 x 1.8 m: plank back and sides, mono-pitch shingle roof on posts, split logs stacked inside.	3.9 × 2.4 × 2.4	1,560 / 1,116 / 72

Alpine

Chalets on stone ground floors, hay barns on staddles, a chapel with an onion dome, a mountain castle with a bergfried.

Alpine • 25 pieces

Structures only • environment not included



Prefab	What it is	Size (m)	Triangles
Alpine_Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table, an upper storey jettied over the yard. <i>1 door.</i>	11.2 × 7.8 × 10.1	23,850 / 4,710 / 1,698
Alpine_Bergfried_A	Castle kit (Alpine): the bergfried, a refuge tower 8 m square, 30 m to the flag: entrance 7 m up by a timber stair and landing, floors joined by ladders, corbelled battlement under a steep roof on posts, a flag; the door opens. <i>1 door.</i>	10.1 × 11.3 × 33.4	40,272 / 8,632 / 2,060
Alpine_Cabin_A	Round-log mountain cabin you can walk into, 5.4 x 4.2 m: notched corners, low stone-weighted roof over a porch, stone chimney, hearth, bunk, table and stools; the door opens. <i>1 door.</i>	7.1 × 7.8 × 5.1	10,250 / 3,596 / 1,532
Alpine_Cart_A	Wooden sledge on bent runners, 2.8 m: a deck with a lashed load of hide and felt bundles, a tow rope.	4.0 × 1.3 × 1.0	1,064 / 300 / 108
Alpine_CastleGate_A	Castle kit (Alpine): gate tower 7.6 x 7 m: arched passage 3.4 m wide with double doors that open, a coat-of-arms panel, torches, a boarded fighting gallery round the top under a steep hipped roof. Walls snap to its sides (8.8 m from its centre). <i>2 doors.</i>	10.2 × 9.6 × 19.9	7,964 / 3,960 / 1,104
Alpine_CastlePlatform_A	Castle platform, 80 x 80 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	84.4 × 96.8 × 7.0	53,612 / 5,668 / 36

Alpine_CastlePlatform_B	Castle platform, 48 x 48 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	52.3 × 58.9 × 5.5	27,908 / 3,304 / 36
Alpine_CastleTower_A	Castle kit (Alpine): square corner tower you can climb, 6.4 m, 18 m to the finial: ground door into the bailey, a ladder to the wall-walk floor with doors onto walls at +X and +Y, slits, an oversailing timber-framed top room, steep shingle roof; the doors open. 3 doors.	8.5 × 8.5 × 19.4	22,830 / 6,042 / 1,556
Alpine_CastleWall_A	Castle kit (Alpine): rubble curtain wall, 10 m, walk at 7 m, 2.2 m thick, a roofed timber fighting gallery with shooting slots along the walk. Outer face -Y; snaps to the Alpine towers (8.2 m from their centre) and gate (8.8 m).	10.3 × 4.0 × 10.6	4,764 / 396 / 72
Alpine_Chalet_A	Alpine chalet you can walk into, 9 x 7 m: stone ground floor with hearth, table and dresser; a round-log upper floor with beds, reached by stairs; carved wraparound balcony, flower boxes, low shingle roof weighted with stones over deep eaves, firewood stacked beneath; the doors open. 2 doors.	11.5 × 10.1 × 8.7	37,816 / 8,882 / 2,302
Alpine_Chapel_A	Whitewashed mountain chapel you can walk into, 5 x 7.5 m, with painted corners and window surrounds and a front bell tower: clock face, painted sundial, a bell in the belfry, a shingled onion spire with a lantern and needle; arched door that opens, pews, an altar with candles, roofed wooden grave markers. 1 door.	7.8 × 11.0 × 13.1	13,860 / 5,296 / 1,386
Alpine_Fence_A	Fence section, 4 m (snaps end to end): split-rail fence in notched posts.	4.3 × 0.2 × 1.6	120 / 120 / 72
Alpine_HayBarn_A	Round-log hay barn on staddle stones, 7 x 5 m: raised clear of damp and rats, double doors up a plank ramp, hay bales inside, low stone-weighted shingle roof; the doors open. 2 doors.	8.5 × 8.0 × 5.7	8,488 / 3,944 / 1,456
Alpine_Hut_A	Stone mountain refuge you can walk into, 6.4 x 4.8 m: thick rough walls, heavy stone-slate roof, squat chimney, hearth, bunks, table and stools; the door opens. 1 door.	7.5 × 6.1 × 5.3	11,624 / 2,544 / 824
Alpine_Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table, an upper storey jettied over the yard. 1 door.	11.1 × 7.8 × 11.3	20,288 / 4,430 / 1,734
Alpine_Light_A	Lantern post, 3 m: stone base, iron arm, a hanging lantern (lit at night, light included).	1.1 × 0.5 × 3.2	218 / 42 / 12
Alpine_Palas_A	Castle kit (Alpine): the palas, a stone hall 16 x 9 m you can walk into: great hall with a dais, long table and benches, hearth, hangings and iron chandeliers; rendered upper storey with painted window surrounds and a timber oriel; steep shingle roof with dormers and stepped gables; the door opens. 1 door.	17.2 × 10.7 × 14.5	37,608 / 8,128 / 2,676
Alpine_RopeBridge_A	Rope suspension footbridge, 16 m: plank deck hanging on rope cables, hand ropes and hangers, log posts on stone footings with back stays. Origin at the ends' deck level, in the middle.	19.6 × 2.8 × 2.7	5,100 / 3,460 / 916

Alpine_Shrine_A	Wayside shrine, 2.9 m: dry-stone base with a step, carved post, a little house with a painted panel and candles (lit), carved barge boards, a cross on the ridge, flowers, offered pebbles and a rough bench.	2.3 × 1.7 × 3.1	2,300 / 708 / 532
Alpine_Signpost_A	Signpost, 2.6 m: three arrow arms with painted edges (no lettering, for your own place names), a cairn.	1.9 × 1.4 × 3.2	604 / 196 / 28
Alpine_Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles, a hay loft above, an upper storey jettied over the yard.	10.8 × 8.0 × 9.8	10,636 / 3,012 / 1,576
Alpine_Stall_A	Market stall, 3 x 1.8 m: a counter under an awning with the environment's goods.	3.9 × 2.4 × 2.5	1,140 / 400 / 48
Alpine_Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates, an upper storey jettied over the yard. <i>2 doors</i> .	11.1 × 7.7 × 10.1	20,732 / 4,564 / 1,696
Alpine_Stores_A	Stores group: barrels, one on its side, an iron-hooped tub.	2.3 × 2.1 × 0.9	1,256 / 510 / 464
Alpine_TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052

Taiga

Round-log houses with carved ridges and bargeboards, a storehouse on posts, a sauna, a wooden fort with tent-roofed towers.

Taiga • 23 pieces

Structures only • environment not included



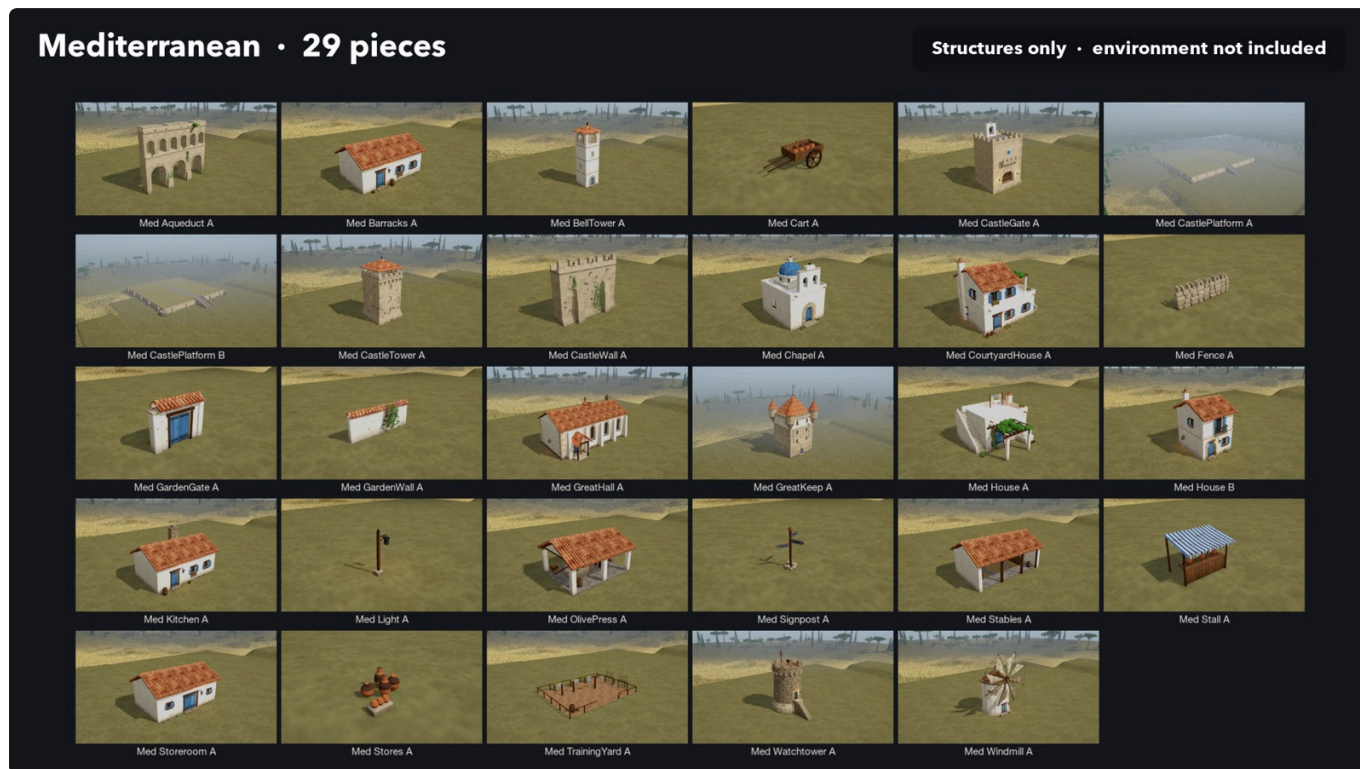
Prefab	What it is	Size (m)	Triangles
Taiga_Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table. <i>1 door.</i>	12.3 × 7.5 × 6.6	8,942 / 3,778 / 1,562
Taiga_Cart_A	Wooden sledge on bent runners, 2.8 m: a deck with a lashed load of hide and felt bundles, a tow rope.	4.0 × 1.3 × 1.0	1,064 / 300 / 108
Taiga_CastlePlatform_A	Castle platform, 80 x 80 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	85.3 × 96.5 × 7.0	52,012 / 5,500 / 36
Taiga_CastlePlatform_B	Castle platform, 48 x 48 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	52.8 × 59.8 × 5.5	27,284 / 3,220 / 36
Taiga_CraneWell_A	Sweep-pole well, 8 m: a log crib with a half-open hinged lid over the water, stones laid round it, a forked post with a carved head and a long counterweighted pole, its rope and a hooped bucket, a hollowed-log trough on legs.	8.3 × 3.0 × 4.7	1,574 / 830 / 440
Taiga_Fence_A	Fence section, 4 m (snaps end to end): woven wattle fence.	3.9 × 0.1 × 1.5	1,044 / 660 / 660

Taiga_GateTower_A	Log fort gate tower, 6.4 x 5.6 m, 15 m to the flag: notched log cribs either side of a 3 m passage with plank double doors that open, a log room over the gate on brackets, an eight-sided board tent roof with a lookout turret, torches. The palisade snaps to its sides. <i>2 doors.</i>	8.2 × 7.7 × 18.8	8,670 / 6,070 / 3,314
Taiga_GreatHall_A	The great hall, 18 x 9 m, you can walk into: tall windows between buttresses, a porch, a steep roof with a louvre and chimney; inside an open timber roof, the high table on a dais, long tables and benches, a hearth, hangings, chandeliers; the doors open. <i>2 doors.</i>	20.3 × 12.2 × 11.9	14,476 / 6,934 / 3,228
Taiga_GreatKeep_A	The great keep, 13 m square and 22 m to its turret tops: a hall you can walk into (dais and lord's chair, long table, hearth, hangings, chandeliers, a stair up), three storeys of paired arched windows, corbelled battlements, four corner turrets, banners, a flag; the doors open. <i>2 doors.</i>	16.7 × 16.7 × 39.7	32,172 / 16,624 / 7,800
Taiga_Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table. <i>1 door.</i>	12.3 × 7.5 × 7.6	6,204 / 3,558 / 1,598
Taiga_Light_A	Lantern post, 3 m: stone base, iron arm, a hanging lantern (lit at night, light included).	1.1 × 0.5 × 3.2	218 / 42 / 12
Taiga_LogHouse_A	Taiga log house you can walk into, 8 x 6.5 m: round logs notched at the corners on a footing, carved painted window surrounds, steep board roof with a carved ridge and fringed bargeboards, a porch with steps. Inside: a great whitewashed stove, wall benches, table, bed, chest, shelves; the door opens. <i>1 door.</i>	10.7 × 9.5 × 8.2	13,422 / 4,878 / 2,414
Taiga_Palisade_A	Stockade wall of pointed logs, 6 m, 4.6 m high: some stakes leaning or replaced, with lashings, iron spikes, rails, a fighting step on braced legs with a ladder, firewood and a barrel behind, earth banked at the foot. Outer face -Y.	6.0 × 3.0 × 5.7	3,664 / 1,330 / 500
Taiga_Sauna_A	Log bathhouse you can walk into, 4.4 x 3.4 m: stone stove with hot stones, stepped benches, water barrel, stone chimney, a deep roof over the bench by the door; the door opens. <i>1 door.</i>	6.2 × 6.0 × 4.6	6,788 / 3,032 / 1,380
Taiga_Signpost_A	Signpost, 2.6 m: three arrow arms with painted edges (no lettering, for your own place names), a cairn.	1.9 × 1.4 × 3.2	604 / 196 / 28
Taiga_Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles.	12.3 × 7.3 × 6.5	2,164 / 1,080 / 648
Taiga_Stall_A	Hide-drying frame: a skin stretched on a pole frame, a scraping bench, a bundle of hides.	3.7 × 1.6 × 2.5	380 / 156 / 156
Taiga_Storehouse_A	Log storehouse on four posts, 3 x 2.6 m, 2 m up: a ladder to its door, board roof, barrels inside; the door opens. <i>1 door.</i>	5.2 × 4.8 × 6.2	4,604 / 3,020 / 1,480
Taiga_Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates. <i>2 doors.</i>	12.3 × 7.3 × 6.6	6,544 / 3,612 / 1,560
Taiga_Stores_A	Stores group: barrels, one on its side, an iron-hooped tub.	2.3 × 2.1 × 0.9	1,256 / 510 / 464

Taiga_Tower_A	Log stockade tower you can climb, 4.4 m (6 m at the gallery), 9.5 m to the roof tip: ground door, ladder to an upper floor, loopholes, an overhanging fighting gallery on log brackets, board roof; the door opens. <i>1 door.</i>	7.0 × 7.0 × 11.7	12,092 / 6,342 / 3,678
Taiga_TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052
Taiga_TrestleBridge_A	Log trestle bridge, 14 x 3 m: split-log deck on log stringers, two braced trestles going 4 m down, log rails. Origin at deck level in the middle.	15.8 × 5.2 × 6.4	2,412 / 1,884 / 1,276

Mediterranean

Whitewashed houses under canal tiles, a courtyard house, a domed chapel, olive press, windmill, aqueduct.



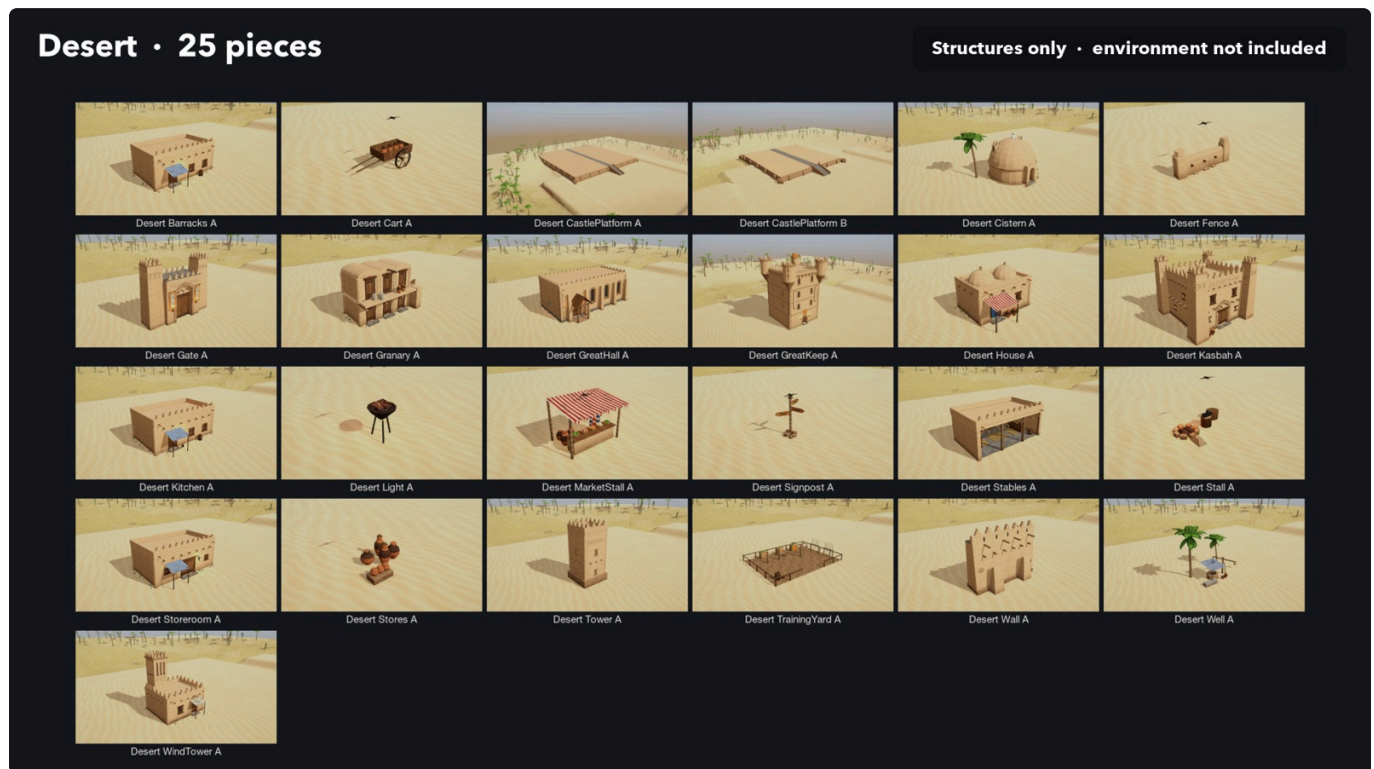
Prefab	What it is	Size (m)	Triangles
Med_Aqueduct_A	Two-tier stone aqueduct section, 13.8 m (snaps end to end), 11 m high: three tall arches, six small arches above, cornices, the covered water channel on top. Runs 0.5 m into the ground.	13.8 × 3.6 × 12.0	14,446 / 3,408 / 552
Med_Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table. 1 door.	11.1 × 7.4 × 5.3	12,846 / 2,534 / 770
Med_BellTower_A	Square bell tower you can climb, 3.8 m, 15 m high: whitewashed shaft, three floors with ladders and hatches, stone bands, an open belfry with balustraded arches and a bell, a canal-tile pyramid roof; the door opens. 1 door.	4.9 × 5.0 × 14.8	10,810 / 2,854 / 1,192
Med_Cart_A	Two-wheeled hand cart, 3.6 m with shafts: plank bed, iron-tyred spoked wheels, a load.	3.7 × 1.8 × 1.4	2,936 / 1,456 / 400
Med_CastleGate_A	Castle kit (Mediterranean): limestone gate tower 8 x 7 m: pointed-arch passage 3.4 m wide with iron-strapped double doors that open, a machicolated balcony, a carved crest, lanterns, battlements and a bell gable with its bell. Walls snap to its sides (8.9 m from its centre). 2 doors.	9.0 × 8.6 × 14.6	5,912 / 3,196 / 500
Med_CastlePlatform_A	Castle platform, 80 x 80 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	84.9 × 96.5 × 7.0	53,484 / 5,776 / 36

Med_CastlePlatform_B	Castle platform, 48 x 48 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	53.4 × 59.7 × 5.5	27,932 / 3,292 / 36
Med_CastleTower_A	Castle kit (Mediterranean): square limestone corner tower you can climb, 6.8 m, 15 m to the vane: battered foot, ground door into the bailey, a ladder to the wall-walk floor with doors onto walls at +X and +Y, slits, machicolations, an open loggia under a low tile roof; the doors open. <i>3 doors</i> .	8.0 × 8.0 × 16.1	19,166 / 3,706 / 1,596
Med_CastleWall_A	Castle kit (Mediterranean): limestone curtain wall, 10 m, walk at 7 m, 2.4 m thick, square merlons with loops, battered foot, spouts, a caper bush. Outer face -Y; snaps to the Mediterranean tower (8.4 m) and gate (8.9 m).	10.1 × 4.2 × 9.2	4,572 / 408 / 168
Med_Chapel_A	Little white chapel you can walk into, 6 x 7 m: whitewashed walls, a blue dome on a windowed drum, a bell gable with two bells over the arched door. Inside: benches, altar, painted panel, candles; the door opens. <i>1 door</i> .	7.0 × 8.4 × 8.6	6,648 / 2,862 / 1,032
Med_CourtyardHouse_A	Mediterranean house you can walk into, 9 x 7 m: whitewashed ground floor (hearth, table, storage jars, stairs up), a tiled upper storey with a bedroom over half of it, a roof terrace over the other half reached by an outside stair and shaded by a vine pergola; blue door and shutters; the doors open. <i>2 doors</i> .	10.8 × 8.5 × 9.1	21,249 / 5,595 / 1,405
Med_Fence_A	Fence section, 4 m (snaps end to end): low dry-stone wall with a capping of stones on edge.	4.0 × 0.6 × 1.4	2,112 / 324 / 324
Med_GardenGate_A	Garden gateway, 3.2 m: whitewashed piers with ball finials, a little canal-tile hood, blue double doors that open. Fits between Med_GardenWall_A segments. <i>2 doors</i> .	4.3 × 2.0 × 3.6	1,932 / 1,350 / 592
Med_GardenWall_A	Whitewashed garden wall, 6 m (snaps end to end), 1.9 m: rounded top under canal tiles, a bougainvillea spilling over it.	6.1 × 1.4 × 2.8	3,248 / 928 / 536
Med_GreatHall_A	The great hall, 18 x 9 m, you can walk into: tall windows between buttresses, a porch, a steep roof with a louvre and chimney; inside an open timber roof, the high table on a dais, long tables and benches, a hearth, hangings, chandeliers; the doors open. <i>2 doors</i> .	19.1 × 12.6 × 10.5	26,662 / 7,308 / 2,222
Med_GreatKeep_A	The great keep, 13 m square and 22 m to its turret tops: a hall you can walk into (dais and lord's chair, long table, hearth, hangings, chandeliers, a stair up), three storeys of paired arched windows, corbelled battlements, four corner turrets, banners, a flag; the doors open. <i>2 doors</i> .	17.8 × 17.7 × 31.3	49,656 / 16,892 / 7,064
Med_House_A	Small white cube house you can walk into, 6 x 5 m: whitewashed walls, flat roof terrace with an outside stair, blue door under a vine pergola, hearth and chimney, bed, table, jars, a domed bread oven by the door; the door opens. <i>1 door</i> .	7.8 × 8.9 × 5.4	12,010 / 2,712 / 476
Med_House_B	Narrow two-storey Mediterranean town house you can walk into, 5.2 x 6 m: arched door in dressed stone, a tall shuttered window upstairs onto a wrought-iron balcony, canal-tile roof, chimney. Kitchen with hearth below, bedroom above, stairs; the door opens. <i>1 door</i> .	6.3 × 7.5 × 8.7	13,429 / 3,608 / 1,144
Med_Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table. <i>1 door</i> .	11.2 × 7.4 × 6.5	10,140 / 2,314 / 806

Med_Light_A	Lantern post, 3 m: stone base, iron arm, a hanging lantern (lit at night, light included).	1.1 × 0.5 × 3.2	218 / 42 / 12
Med_OlivePress_A	Olive press under a canal-tile roof on whitewashed pillars, 8 x 6 m: round stone basin with an upright millstone and draft pole, a beam press with lever, stone weight and pressing mats, jars and barrels.	9.3 × 7.6 × 5.0	7,900 / 2,292 / 854
Med_Signpost_A	Signpost, 2.6 m: three arrow arms with painted edges (no lettering, for your own place names), a cairn.	1.9 × 1.4 × 3.2	604 / 196 / 28
Med_Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles.	10.7 × 7.2 × 5.2	5,952 / 1,412 / 648
Med_Stall_A	Market stall, 3 x 1.8 m: a counter under an awning with the environment's goods.	3.9 × 2.4 × 2.5	1,278 / 652 / 48
Med_Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates. <i>2 doors.</i>	11.1 × 7.2 × 5.3	10,344 / 2,424 / 768
Med_Stores_A	Stores group: big storage jars on and by a stone stand, pots.	2.0 × 1.8 × 1.0	1,042 / 580 / 580
Med_TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052
Med_Watchtower_A	Round coastal watchtower you can climb, 7 m across, 10.5 m high: battered stone drum, the door 3 m up by a stone stair, cistern store below, guard room, ladder to the roof, machicolations, crenellated parapet, signal brazier (lit); the door opens. <i>1 door.</i>	7.4 × 11.4 × 13.8	13,488 / 3,058 / 1,014
Med_Windmill_A	Round island windmill you can walk into, 5.4 m across, 12.5 m to the sail tips: white stone drum, wooden cap, eight spokes with triangular canvas sails and a bowsprit with stays (they turn); millstones, hopper, sacks, a ladder to the floor above; the door opens. <i>2 doors.</i>	6.1 × 6.5 × 9.4	3,682 / 2,194 / 1,362

Desert

Kasbah, dome houses, wind-catcher house, cistern, granary and a mud-brick citadel with stepped merlons.



Prefab	What it is	Size (m)	Triangles
Desert_Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table. <i>1 door.</i>	11.2 × 8.2 × 4.9	10,762 / 2,546 / 266
Desert_Cart_A	Two-wheeled hand cart, 3.6 m with shafts: plank bed, iron-tyred spoked wheels, a load.	3.7 × 1.8 × 1.4	2,936 / 1,456 / 400
Desert_CastlePlatform_A	Castle platform, 80 x 80 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	85.2 × 96.4 × 7.0	51,188 / 5,428 / 36
Desert_CastlePlatform_B	Castle platform, 48 x 48 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	53.1 × 58.8 × 5.5	29,076 / 3,424 / 36
Desert_Cistern_A	Domed water cistern you can walk into, 8 m across, 7 m high: earth drum, big dome with a lantern, two small wind catchers, a mud-brick arch over the door; inside, a stone-lined basin of water; the door opens. <i>1 door.</i>	8.6 × 9.3 × 7.4	4,096 / 1,764 / 860
Desert_Fence_A	Fence section, 4 m (snaps end to end): low earth wall with a rain-rounded top.	4.1 × 0.8 × 1.8	304 / 180 / 36

Desert_Gate_A	Fortified desert gateway, 13 m wide with its towers, 3.4 m passage: tall earth gatehouse, two tapering towers with stepped merlons and diamond bands, a mud-brick arch over studded double doors that open, palm-beam passage roof, a walk on top. Meets Desert_Wall_A. 2 doors.	12.6 × 5.3 × 10.6	10,868 / 1,614 / 104
Desert_Granary_A	Fortified desert granary, 8 m wide, two tiers of vaulted storage cells you can walk into, each with its own door (the upper tier by an outside stair and ledge on palm beams); sacks and jars inside; the doors open. 6 doors.	8.7 × 5.3 × 5.7	11,674 / 5,202 / 1,228
Desert_GreatHall_A	The great hall, 18 x 9 m, you can walk into: tall windows between buttresses, a porch, a steep roof with a louvre and chimney; inside an open timber roof, the high table on a dais, long tables and benches, a hearth, hangings, chandeliers; the doors open. 2 doors.	19.2 × 12.6 × 7.8	22,108 / 6,850 / 1,334
Desert_GreatKeep_A	The great keep, 13 m square and 22 m to its turret tops: a hall you can walk into (dais and lord's chair, long table, hearth, hangings, chandeliers, a stair up), three storeys of paired arched windows, corbelled battlements, four corner turrets, banners, a flag; the doors open. 2 doors.	17.4 × 17.3 × 23.6	35,388 / 12,940 / 2,792
Desert_House_A	Small desert house you can walk into, 6.4 x 4.6 m: thick earth walls, two low domes on the roof, a blue door under a striped awning, latticed window, palm-trunk ladder to the roof. Cushions, low table, sleeping mat, jars, hanging lamp; the door opens. 1 door.	8.0 × 6.9 × 5.0	6,742 / 2,910 / 780
Desert_Kasbah_A	Desert kasbah you can walk into, 8.5 m square, 9 m to the tower tops: two storeys of mud-plastered rammed earth, four tapering corner towers with stepped merlons and raised diamond bands, palm-beam ends, a mud-brick arch over the studded double door, lattice windows, a roof terrace through a hatch. Inside: floor hearth, jars, sacks, cushions and low table, stairs; upstairs sleeping mats, chest, rugs, hanging lamp; the doors open. 2 doors.	11.1 × 11.1 × 9.5	26,790 / 5,564 / 800
Desert_Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table. 1 door.	11.2 × 8.2 × 4.9	7,640 / 2,266 / 266
Desert_Light_A	Iron brazier on three legs, 1.4 m, with glowing coals (lit at night, light included).	1.1 × 1.1 × 1.5	246 / 118 / 118
Desert_MarketStall_A	Desert market stall, 3.4 x 2.2 m: palm poles under striped cloth, an earth counter with baskets of spices, rolled rugs, jars, a hanging lamp.	3.7 × 2.8 × 2.7	1,234 / 692 / 92
Desert_Signpost_A	Signpost, 2.6 m: three arrow arms with painted edges (no lettering, for your own place names), a cairn.	1.9 × 1.4 × 3.2	604 / 196 / 28
Desert_Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles.	10.2 × 7.0 × 4.9	3,744 / 896 / 168
Desert_Stall_A	Open-air forge: an anvil on a stump, a fire pit of glowing coals (lit), a quench tub, bellows, tools.	3.5 × 2.5 × 0.9	594 / 206 / 206
Desert_Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates. 2 doors.	11.1 × 8.2 × 4.9	8,184 / 2,436 / 264

Desert_Stores_A	Stores group: big storage jars on and by a stone stand, pots.	2.0 × 1.8 × 1.0	1,042 / 580 / 580
Desert_Tower_A	Square earth watchtower you can climb, 4.4 m, 10 m high: a door, arrow slits, two floors with ladders, a battered mud-brick foot, a roof walk behind stepped merlons, diamond bands; the door opens. <i>1 door.</i>	5.4 × 5.5 × 10.5	9,760 / 2,068 / 548
Desert_TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052
Desert_Wall_A	Rammed-earth town wall, 8 m (snaps end to end), 5 m high, tapering: earth buttresses, a walk behind stepped merlons and a rain-rounded breastwork with loopholes, palm-trunk spouts and beam ends, a mud-brick foot, a mud-brick stair up the inside. Outer face -Y.	8.0 × 5.7 × 6.6	2,851 / 984 / 180
Desert_Well_A	Oasis well: round mud-brick curb with water, a sweep-pole lift with a mud counterweight and bucket, a stone trough, jars. 7 m long.	9.1 × 3.5 × 4.3	1,086 / 696 / 214
Desert_WindTower_A	Desert merchant's house you can walk into, 7.6 x 6.4 m, with a 9 m wind-catcher tower open on all four sides: mud-brick arch over the door, lattice windows, stepped merlons, palm beams. Inside: a little pool under the tower, cushions and low table, sleeping mat, chest, jars, hanging lamp; the door opens. <i>1 door.</i>	8.7 × 8.4 × 10.2	13,970 / 3,306 / 758

Volcanic

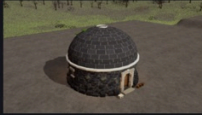
Basalt and limewash houses, a forge and smelter, a bathhouse, a lava bridge and a black keep.

Volcanic · 26 pieces

Structures only · environment not included



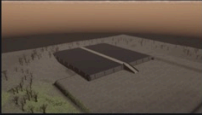
Volc Barracks A



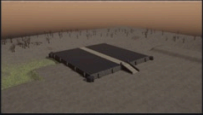
Volc Bathhouse A



Volc Cart A



Volc CastlePlatform A



Volc CastlePlatform B



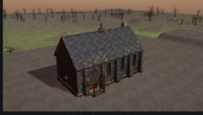
Volc Fence A



Volc Forge A



Volc Gate A



Volc GreatHall A



Volc GreatKeep A



Volc House A



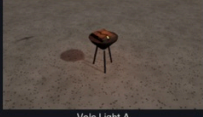
Volc House B



Volc Kitchen A



Volc LavaBridge A



Volc Light A



Volc Shrine A



Volc Signpost A



Volc Smelter A



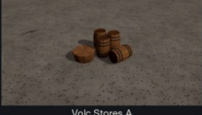
Volc Stables A



Volc Stall A



Volc Storeroom A



Volc Stores A



Volc Tower A



Volc TrainingYard A



Volc Wall A



Volc WindWall A

Prefab	What it is	Size (m)	Triangles
Volc_Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table, an upper storey jettied over the yard. <i>1 door.</i>	11.1 × 7.8 × 10.1	18,924 / 3,036 / 936
Volc_Bathhouse_A	Hot-spring bathhouse you can walk into, 9 m across: round basalt hall under a dome with an open eye, a sunken pool of warm water, stone benches round the wall, lamps, white-limed arched door; the door opens. <i>1 door.</i>	9.6 × 10.0 × 7.0	9,258 / 2,556 / 976
Volc_Cart_A	Two-wheeled hand cart, 3.6 m with shafts: plank bed, iron-tyred spoked wheels, a load.	3.7 × 1.8 × 1.4	2,616 / 936 / 400
Volc_CastlePlatform_A	Castle platform, 80 x 80 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	85.1 × 96.9 × 7.0	50,392 / 5,320 / 36
Volc_CastlePlatform_B	Castle platform, 48 x 48 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	53.8 × 59.8 × 5.5	29,380 / 3,448 / 36
Volc_Fence_A	Fence section, 4 m (snaps end to end): low dry-stone wall with a capping of stones on edge.	4.0 × 0.5 × 1.4	2,112 / 324 / 324

Volc_Forge_A	Volcanic forge hall you can walk into, 9 x 7 m: dry-laid basalt with white-lime corners, a heavy stone-slab roof with weighting stones, a great chimney glowing at the throat. Inside: forge hearth under a stone hood, bellows, anvil, quenching trough, tool racks, workbench with ingots, ore, a lava channel under an iron grate; the cart doors open. <i>2 doors.</i>	11.5 × 9.6 × 8.7	18,756 / 3,332 / 856
Volc_Gate_A	Basalt citadel gate, 13 m wide with its bastions: black gatehouse, white-lime arch, iron-studded double doors that open, bastions of basalt columns with braziers, a lava channel across the approach with a slab bridge, an obsidian crest, torches. Walls (Volc_Wall_A) snap to its sides (9 m from its centre). <i>2 doors.</i>	15.4 × 9.4 × 10.1	5,760 / 1,848 / 380
Volc_GreatHall_A	The great hall, 18 x 9 m, you can walk into: tall windows between buttresses, a porch, a steep roof with a louvre and chimney; inside an open timber roof, the high table on a dais, long tables and benches, a hearth, hangings, chandeliers; the doors open. <i>2 doors.</i>	19.1 × 12.6 × 12.8	33,994 / 7,300 / 2,194
Volc_GreatKeep_A	The great keep, 13 m square and 22 m to its turret tops: a hall you can walk into (dais and lord's chair, long table, hearth, hangings, chandeliers, a stair up), three storeys of paired arched windows, corbelled battlements, four corner turrets, banners, a flag; the doors open. <i>2 doors.</i>	17.8 × 17.7 × 31.3	48,972 / 16,808 / 7,064
Volc_House_A	Turf-roofed basalt house you can walk into, 6.6 x 5 m: thick dry-stone walls with white-lime corners and door, a deep grassy turf roof, painted gable boards, stone chimney. Hearth, box bed, table, bench, chest, shelf; the door opens. <i>1 door.</i>	7.8 × 6.6 × 5.9	13,218 / 3,396 / 776
Volc_House_B	Two-storey Volcanic house you can walk into, 6.4 x 5.6 m: black dry-stone ground floor, white-limed upper floor, flat roof with parapet, an outside stair of black stone to the upper door. Hearth, table, benches below, bedroom above; both doors open. <i>2 doors.</i>	8.2 × 7.3 × 7.9	15,131 / 4,348 / 656
Volc_Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table, an upper storey jettied over the yard. <i>1 door.</i>	11.2 × 7.8 × 11.3	16,298 / 2,816 / 972
Volc_LavaBridge_A	Arched basalt bridge for a lava channel, 16 x 4 m, 7 m arch: black dry-stone body, dressed arch stones, braziers on stone piers at both ends (lit). Road level 0 at both ends.	16.2 × 4.3 × 7.2	5,008 / 2,640 / 1,520
Volc_Light_A	Iron brazier on three legs, 1.4 m, with glowing coals (lit at night, light included).	1.1 × 1.1 × 1.5	246 / 118 / 118
Volc_Shrine_A	Fantasy: obsidian shrine, 7 m across: a faceted black-glass monolith splitting into two points, glowing fissures and runes, on a stepped hexagonal basalt dais with steps, a ring of basalt columns, glass shards, offerings, an ember bowl on an iron tripod (lit).	6.5 × 7.6 × 5.6	1,364 / 856 / 192
Volc_Signpost_A	Signpost, 2.6 m: three arrow arms with painted edges (no lettering, for your own place names), a cairn.	1.9 × 1.4 × 3.2	604 / 196 / 28
Volc_Smelter_A	Bloomery smelter, 5 m: a tall tapering stone furnace with a glowing tapping arch and throat, a charging platform with ladder and hoist, a stone-slab bellows shed, slag heap, charcoal stack, ore cart (lit).	8.2 × 6.5 × 6.2	5,982 / 1,292 / 262
Volc_Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles, a hay loft above, an upper storey jettied over the yard.	10.8 × 8.1 × 9.8	6,382 / 1,434 / 814

Volc_Stall_A	Open-air forge: an anvil on a stump, a fire pit of glowing coals (lit), a quench tub, bellows, tools.	3.5 × 2.5 × 0.9	594 / 206 / 206
Volc_Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates, an upper storey jettied over the yard. <i>2 doors</i> .	11.2 × 7.6 × 10.1	16,302 / 2,902 / 934
Volc_Stores_A	Stores group: barrels, one on its side, an iron-hooped tub.	2.3 × 2.1 × 0.9	1,256 / 510 / 464
Volc_Tower_A	Hexagonal basalt fortress tower you can climb, 7.2 m across, 11.5 m high: black dressed stone, clusters of basalt columns as buttresses, slits, two floors with ladders, merlons, a white-lime band and a signal brazier; the door opens. <i>1 door</i> .	9.5 × 8.4 × 12.3	12,984 / 2,356 / 372
Volc_TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052
Volc_Wall_A	Basalt fortress wall, 10 m (snaps end to end), 6 m high: a walk behind merlons, a white-lime band, basalt columns along the outer foot. Outer face -Y.	10.1 × 4.0 × 8.2	4,462 / 726 / 168
Volc_WindWall_A	Curved dry-stone wind walls round two crop plots, 8 m: black basalt laid in three courses, plants sheltered inside.	7.9 × 3.3 × 0.9	4,148 / 696 / 696

Coast

Fisherman's houses, net shed, smokehouse, lighthouse, boathouse, pier, harbour wall, sea gate and sea fort.



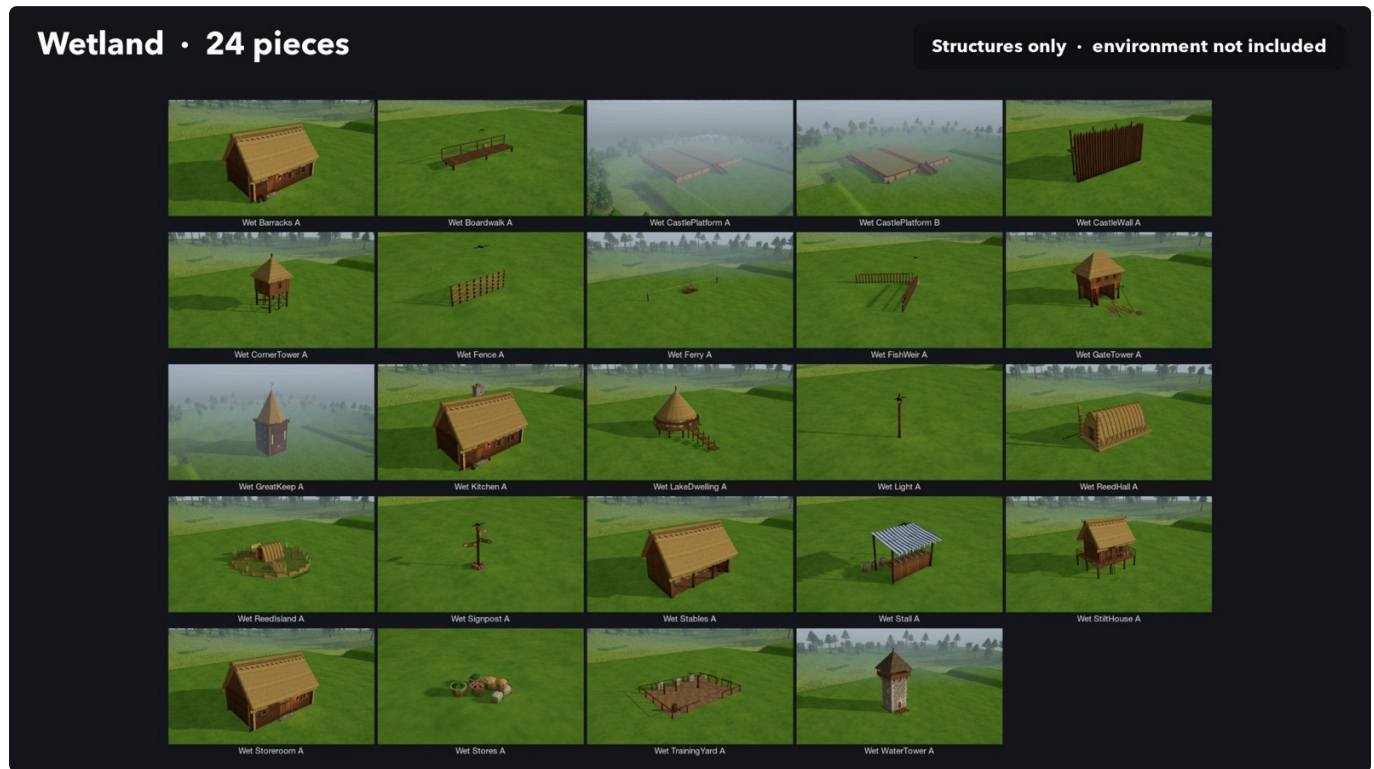
Prefab	What it is	Size (m)	Triangles
Coast_Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table. <i>1 door.</i>	11.1 × 7.5 × 7.1	17,518 / 2,554 / 742
Coast_Boathouse_A	Boathouse you can walk into, 5 x 9 m, half over the water on piles: tarred boards, stone footing, big double sea doors over a slipway, a rowboat on the slip, walkways, oars, floats and pots; the doors open. <i>3 doors.</i>	6.1 × 12.1 × 9.6	9,428 / 2,378 / 924
Coast_Cart_A	Two-wheeled hand cart, 3.6 m with shafts: plank bed, iron-tyred spoked wheels, a load.	3.7 × 1.8 × 1.4	2,616 / 936 / 400
Coast_CastlePlatform_A	Castle platform, 80 x 80 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	85.2 × 96.3 × 7.0	52,244 / 5,560 / 36
Coast_CastlePlatform_B	Castle platform, 48 x 48 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	53.0 × 59.5 × 5.5	29,528 / 3,484 / 36
Coast_CastleWall_A	Castle kit (Coast): granite curtain wall, 10 m, walk at 6.5 m, 2.4 m thick, merlons capped in slate, lichen, mooring rings with rust stains. Outer face -Y; drum towers snap 8.4 m from its centre, the sea gate 9.4 m.	10.1 × 4.3 × 8.7	6,468 / 408 / 168

Coast_DrumTower_A	Castle kit (Coast): granite drum tower you can climb, 6.8 m across, 17 m to the beacon: ground door into the bailey, a ladder to the wall-walk floor with doors onto walls at +X and +Y, slits, corbelled parapet, steep slate cone with a beacon lantern; the doors open. <i>3 doors</i> .	7.8 × 7.8 × 17.9	14,864 / 4,212 / 2,072
Coast_Fence_A	Fence section, 4 m (snaps end to end): whitewashed picket fence.	4.1 × 0.2 × 1.4	580 / 300 / 36
Coast_FishermanHouse_A	Fisherman's house you can walk into, 8 x 6 m: granite ground floor, tarred weatherboard loft with a door and hoist beam, steep slate roof, big chimney. Inside: hearth, table, benches, blue dresser with plates, floats, a ladder to the loft (bed, sea chest, nets, lobster pots). Outside: drying net, lobster pots, floats, an upturned boat; both doors open. <i>2 doors</i> .	12.8 × 9.8 × 10.1	18,610 / 4,340 / 1,088
Coast_FishingGear_A	Fishing gear group, 8 m: an upturned rowboat on trestles, net drying rack, lobster pots, floats and rope, fish-drying rack, crate and barrel.	8.1 × 5.2 × 2.3	2,420 / 964 / 964
Coast_GreatHall_A	The great hall, 18 x 9 m, you can walk into: tall windows between buttresses, a porch, a steep roof with a louvre and chimney; inside an open timber roof, the high table on a dais, long tables and benches, a hearth, hangings, chandeliers; the doors open. <i>2 doors</i> .	19.1 × 12.6 × 12.8	33,630 / 7,252 / 2,194
Coast_GreatKeep_A	The great keep, 13 m square and 22 m to its turret tops: a hall you can walk into (dais and lord's chair, long table, hearth, hangings, chandeliers, a stair up), three storeys of paired arched windows, corbelled battlements, four corner turrets, banners, a flag; the doors open. <i>2 doors</i> .	17.8 × 17.7 × 33.0	49,436 / 16,676 / 6,776
Coast_HarbourWall_A	Granite harbour wall section, 10 m (snaps end to end), 4 m down to the sea bed: battered face of proud stones, coping, paved top with bollards and mooring rings, steps down to the water, weed at the foot. Top at 0, sea face -Y.	10.8 × 5.0 × 7.5	6,448 / 938 / 12
Coast_Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table. <i>1 door</i> .	11.1 × 7.5 × 8.3	14,996 / 2,370 / 778
Coast_Light_A	Lantern post, 3 m: stone base, iron arm, a hanging lantern (lit at night, light included).	1.1 × 0.5 × 3.2	218 / 42 / 12
Coast_Lighthouse_A	Lighthouse you can climb, 6 m across, 17.5 m high: white tapering stone tower with a red band, arched door, three floors with ladders, gallery on corbels with an iron railing, glazed lantern room with the lamp (lit, long range), domed cap and vane, keeper's store; the door opens. <i>1 door</i> .	8.8 × 7.0 × 18.1	7,198 / 2,574 / 1,176
Coast_NetShed_A	Tall net shed you can climb, 3.4 x 3 m, 9.5 m high: three storeys of tarred boards on a stone footing, ladders between floors, a door on every storey of the front (the upper ones loft doors), nets hung to dry inside, a hoist beam, steep shingle roof; the doors open. <i>3 doors</i> .	5.3 × 4.1 × 10.4	8,738 / 1,804 / 1,120
Coast_Pier_A	Timber pier on piles, 18 x 3.2 m: plank deck, cross-braced piles 4 m down, bollards, a ladder to the water, a lamp post (lit), crates, floats, a moored rowboat. Deck level 0.	18.0 × 5.6 × 7.1	4,050 / 2,332 / 744

Coast_SeaFort_A	Round sea fort you can walk into, 14 m across: thick battered granite drum with gun ports, a ladder to the gun deck on the roof with three cannons behind a parapet, flagstaff, steps up from the rocks; the door opens. <i>1 door.</i>	15.6 × 14.8 × 11.6	15,276 / 3,476 / 998
Coast_SeaGate_A	Castle kit (Coast): sea gate 11 m wide: arched passage between two half-round granite towers under slate cones, a portcullis (its own object), double doors that open, a slate-roofed gallery over the gate, lanterns, an old anchor. Walls snap to its sides (9.4 m from its centre). <i>3 doors.</i>	12.8 × 7.8 × 14.4	5,176 / 2,496 / 1,824
Coast_Signpost_A	Signpost, 2.6 m: three arrow arms with painted edges (no lettering, for your own place names), a cairn.	1.9 × 1.4 × 3.2	604 / 196 / 28
Coast_Smokehouse_A	Fish smokehouse you can walk into, 4.6 x 3.8 m: granite walls, slate roof with a louvred smoke vent, racks of fish over a smouldering floor fire (lit), split wood, a drying rack outside; the door opens. <i>1 door.</i>	7.5 × 5.0 × 5.2	6,380 / 1,408 / 676
Coast_Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles.	10.8 × 7.3 × 6.8	4,552 / 892 / 620
Coast_Stall_A	Fish stall, 3 x 1.8 m: fish laid out on the counter under a shade, a hanging scale, baskets of catch.	4.0 × 3.0 × 2.5	1,274 / 342 / 48
Coast_Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates. <i>2 doors.</i>	11.2 × 7.4 × 7.1	15,312 / 2,516 / 740
Coast_Stores_A	Stores group: barrels, one on its side, an iron-hooped tub.	2.3 × 2.1 × 0.9	1,256 / 510 / 464
Coast_TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052

Wetland

Stilt houses, a lake dwelling, a floating reed island, a reed hall, boardwalks, a ferry and a fish weir.



Prefab	What it is	Size (m)	Triangles
Wet_Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table. <i>1 door</i> .	11.0 × 7.7 × 7.3	14,166 / 5,178 / 1,534
Wet_Boardwalk_A	Wetland boardwalk on posts, 8 x 1.6 m (snaps end to end): cross planks on stringers, paired posts 2 m into the water, a pole handrail. Deck 0.6 m above the water.	8.1 × 2.2 × 3.1	864 / 720 / 408
Wet_CastlePlatform_A	Castle platform, 80 x 80 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	85.1 × 96.7 × 7.0	1,512 / 808 / 36
Wet_CastlePlatform_B	Castle platform, 48 x 48 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	53.4 × 59.7 × 5.5	1,356 / 652 / 36
Wet_CastleWall_A	Castle kit (Wetland): timber curtain on the island's bank, 10 m: wattle and piles facing the moat (-Y), a split-log palisade, a fighting walk 3.2 m up under a thatched pent roof, a ladder. Origin at the island's top; corner towers snap 7.2 m from its centre.	10.0 × 4.4 × 7.4	2,512 / 1,200 / 396
Wet_CornerTower_A	Castle kit (Wetland): corner tower on piles, 4.4 m square, 9 m to the finial: a plank room 3.2 m up with open doorways onto walls at +X and +Y, slits, a ladder from the island, a steep fringed reed roof. <i>2 doors</i> .	5.5 × 5.5 × 11.4	4,238 / 1,256 / 920

Wet_Fence_A	Fence section, 4 m (snaps end to end): woven wattle fence.	3.9 × 0.1 × 1.5	1,044 / 660 / 660
Wet_Ferry_A	Rope ferry, 28 m crossing: a 5 x 2.6 m plank raft on logs with rails, guide posts with pulleys, the rope between two tall bank posts, cargo aboard. Raft deck 0.2 m above the water.	28.3 × 2.7 × 3.4	2,072 / 980 / 260
Wet_FishWeir_A	Fish weir, 9 m: two fences of stakes woven with wattle meeting in a V, a basket trap at the point, plank walks along the tops. Water level 0.	5.8 × 8.1 × 2.6	808 / 520 / 520
Wet_GateTower_A	Castle kit (Wetland): gate tower on piles over a 3 m passage, 6 x 4.4 m: plank double doors that open, a drawbridge across the moat (its own object, hinged at the gate), chains, a lookout room under a hipped reed roof, a bell, torches. Walls snap to its sides (8 m from its centre). 3 doors.	7.2 × 11.1 × 10.0	3,064 / 1,588 / 1,160
Wet_GreatKeep_A	The great keep, 13 m square and 22 m to its turret tops: a hall you can walk into (dais and lord's chair, long table, hearth, hangings, chandeliers, a stair up), three storeys of paired arched windows, corbelled battlements, four corner turrets, banners, a flag; the doors open. 2 doors.	16.7 × 16.7 × 39.7	30,060 / 16,624 / 7,800
Wet_Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table. 1 door.	10.9 × 7.7 × 8.4	11,428 / 4,958 / 1,570
Wet_LakeDwelling_A	Round lake dwelling you can walk into, 6 m across, on piles: wattle-and-daub walls, tall reed cone roof, ring deck with railing, a gangway stepping down to the shore. Inside: hearth, sleeping mat, pots; the door opens. 1 door.	10.2 × 14.6 × 10.6	7,002 / 3,344 / 1,822
Wet_Light_A	Torch pole, 3.2 m: carved painted bands, a torch in an iron cage (lit at night, light included).	0.4 × 0.3 × 3.6	326 / 24 / 24
Wet_ReedHall_A	Arched reed hall you can walk into, 12 x 6.4 m, 6 m high: parabolic arches of bundled reeds under woven reed mats, reed end walls with lattices, plumed reed columns at the door, on a packed-reed platform. Inside: mats, cushions and low tables, a hearth, hanging lamps, baskets; the door opens. 1 door.	17.2 × 9.3 × 7.0	11,268 / 3,492 / 884
Wet_ReedIsland_A	Floating reed island, 14 m across: a thick disc of piled reeds with a fringe of standing reeds, a small arched reed hut you can walk into, a fire place, a fish-drying rack, a canoe tied up; the door opens. 1 door.	14.6 × 15.2 × 3.7	4,440 / 1,666 / 494
Wet_Signpost_A	Signpost, 2.6 m: three arrow arms with painted edges (no lettering, for your own place names), a cairn.	1.9 × 1.4 × 3.2	604 / 196 / 28
Wet_Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles.	10.9 × 7.7 × 7.2	7,772 / 2,480 / 620
Wet_Stall_A	Fish stall, 3 x 1.8 m: fish laid out on the counter under a shade, a hanging scale, baskets of catch.	4.0 × 3.0 × 2.5	1,274 / 342 / 48
Wet_StiltHouse_A	Stilt house you can walk into, 6 x 4.6 m on a deck 2 m above the water: plank walls with battens, steep reed roof with crossed horns, a veranda with pole railings, a ladder to a canoe, fish traps. Inside: hearth, table, stool, bed, shelf; the door opens. 1 door.	8.3 × 8.5 × 10.9	10,396 / 4,084 / 1,156

Wet_Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates. <i>2 doors.</i>	10.9 × 7.7 × 7.3	11,768 / 5,012 / 1,532
Wet_Stores_A	Stores group: baskets of produce, tied sacks.	2.1 × 2.0 × 0.8	1,010 / 314 / 314
Wet_TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052
Wet_WaterTower_A	Stone water tower you can climb, rising from the moat: 5 m square stone tower on a battered base in the water, two floors with ladders, slits, an overhanging timber fighting gallery under a steep shingle roof, a landing stage and a boardwalk to the shore; the door opens. <i>1 door.</i>	10.4 × 8.8 × 18.9	12,296 / 4,248 / 1,428

Rainforest

Stilt houses, longhouse, treehouse, canopy walk, root and vine bridges, a temple ruin.



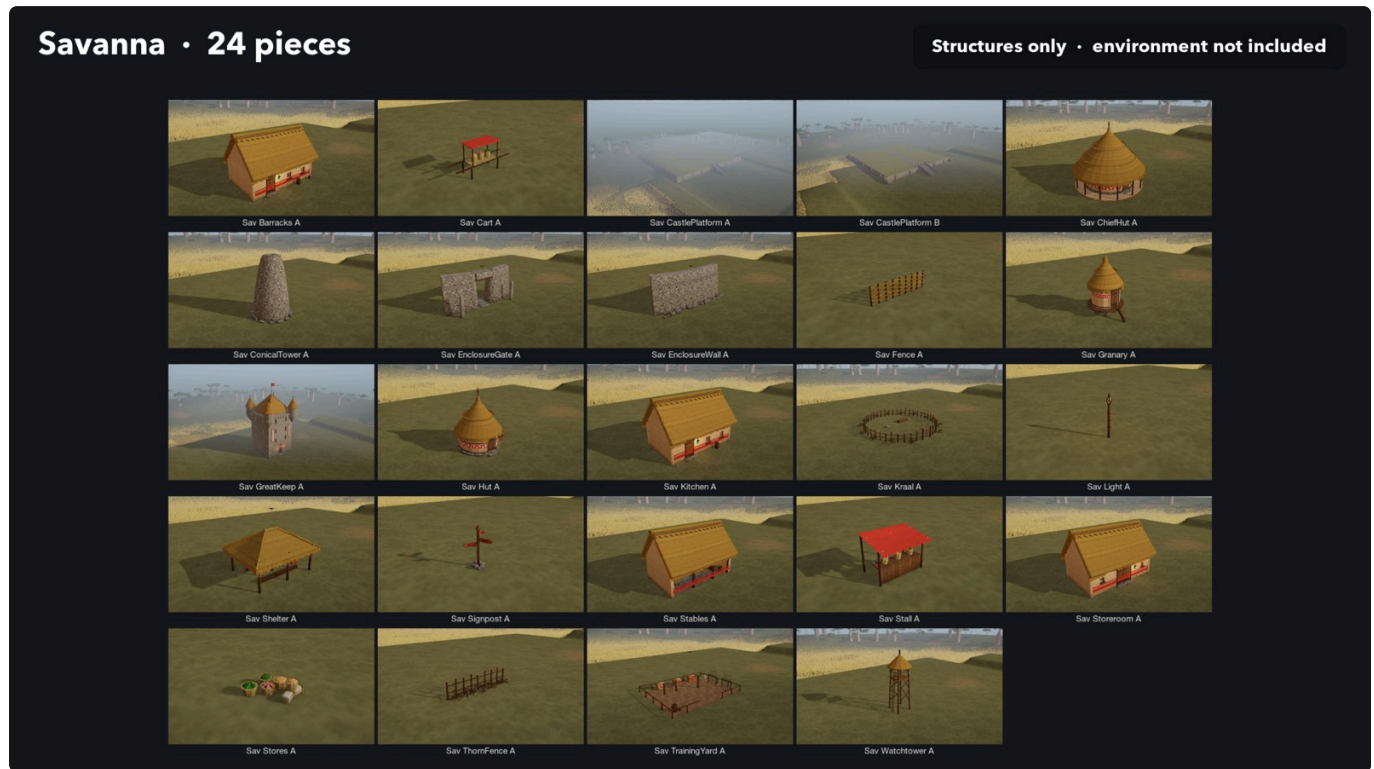
Prefab	What it is	Size (m)	Triangles
Rain_Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table. <i>1 door</i> .	11.1 × 7.7 × 7.3	13,574 / 3,482 / 718
Rain_CanopyWalk_A	Canopy walkway, 25 m: two Stylized Biomes giant rainforest trees (included) with ring platforms 10 m up (bamboo rails, ladders up the trunks), joined by a 15 m sagging rope-and-plank walk.	25.2 × 5.2 × 11.1	5,516 / 3,804 / 764
Rain_Cart_A	Carrying litter on poles, 4 m: a woven seat under a cloth canopy, baskets of produce.	4.0 × 1.1 × 2.0	670 / 318 / 40
Rain_CastlePlatform_A	Castle platform, 80 x 80 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	84.2 × 96.8 × 7.0	52,312 / 5,548 / 36
Rain_CastlePlatform_B	Castle platform, 48 x 48 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	52.8 × 59.8 × 5.5	29,012 / 3,412 / 36
Rain_CornerTower_A	Castle kit (Rainforest): stockade corner tower, 4 m square, 7.5 m high: a bamboo lookout on posts with open doorways onto the walks at +X and +Y, a ladder, a steep fringed thatch roof with ridge sticks and painted gable boards, a signal drum. <i>2 doors</i> .	5.2 × 5.4 × 8.6	8,158 / 3,524 / 1,080
Rain_Fence_A	Fence section, 4 m (snaps end to end): lashed bamboo fence.	4.2 × 0.2 × 1.7	364 / 140 / 80

Rain_Granary_A	Raised granary you can climb into, 2.8 x 2.6 m on 1.7 m posts with rat guards: woven bamboo walls on a frame, steep thatch cap with crossed ridge sticks and painted gable boards, corn and gourds drying, a ladder to the door, sacks inside; the door opens. <i>1 door.</i>	3.9 x 4.8 x 7.2	5,856 / 3,080 / 1,012
Rain_GreatKeep_A	The great keep, 13 m square and 22 m to its turret tops: a hall you can walk into (dais and lord's chair, long table, hearth, hangings, chandeliers, a stair up), three storeys of paired arched windows, corbelled battlements, four corner turrets, banners, a flag; the doors open. <i>2 doors.</i>	17.8 x 17.7 x 30.9	55,316 / 18,580 / 6,548
Rain_Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table. <i>1 door.</i>	11.1 x 7.7 x 7.3	10,464 / 3,202 / 718
Rain_Light_A	Torch pole, 3.2 m: carved painted bands, a torch in an iron cage (lit at night, light included).	0.4 x 0.3 x 3.6	326 / 24 / 24
Rain_Longhouse_A	Rainforest longhouse you can walk into, 16 m long on 2 m stilts: three family rooms under one steep thatched roof with horned gables, a 3 m veranda along the front with a bamboo rail, notched-log ladders at both ends, bamboo-clad walls. Each room: hearth box, sleeping mat, baskets, jar; lamps along the veranda; the three doors open. <i>3 doors.</i>	19.4 x 10.6 x 9.7	23,682 / 8,842 / 2,876
Rain_PalisadeGate_A	Bamboo palisade gate, 10 m: lashed bamboo stakes, two tall gate posts, bamboo double doors that open, a thatched lookout over the gateway reached by a ladder. <i>2 doors.</i>	9.6 x 3.6 x 7.9	10,030 / 3,248 / 800
Rain_PalisadeWall_A	Castle kit (Rainforest): bamboo stockade, 10 m, 3.4 m high: a double row of lashed bamboo stakes, rails, a raised walk with a ladder, painted shields, a creeper and ferns at its foot. Outer face -Y; snaps to the palisade gate and corner towers.	10.1 x 2.9 x 3.9	5,756 / 1,692 / 1,692
Rain_RootBridge_A	Living-root bridge, 12 m between two Stylized Biomes giant trees (included): braided roots form a sagging deck with flat stones pressed in, higher roots as hand rails. Deck level 0 at both ends.	14.4 x 2.3 x 2.0	4,008 / 2,152 / 2,152
Rain_Signpost_A	Signpost, 2.6 m: three arrow arms with painted edges (no lettering, for your own place names), a cairn.	1.9 x 1.4 x 3.2	604 / 196 / 28
Rain_Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles.	11.0 x 7.7 x 7.2	7,772 / 2,480 / 620
Rain_Stall_A	Market stall, 3 x 1.8 m: a counter under an awning with the environment's goods.	3.9 x 2.4 x 2.5	1,140 / 400 / 48
Rain_StiltHouse_A	Rainforest stilt house you can walk into, 5.4 x 4.2 m on 2.6 m stilts: bamboo-clad walls, a saddle-backed thatch roof with upswept horned ends, front porch with bamboo rail and ladder. Inside: hearth box, sleeping mat, baskets, jar, lamp; the door opens. <i>1 door.</i>	9.3 x 8.7 x 9.6	10,072 / 4,160 / 1,224
Rain_Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates. <i>2 doors.</i>	11.1 x 7.7 x 7.3	11,264 / 3,372 / 716
Rain_Stores_A	Stores group: baskets of produce, tied sacks.	2.1 x 2.0 x 0.8	1,010 / 314 / 314

Rain_TempleRuin_A	Overgrown stepped temple, 15 m square, 11 m high: four mossy stone tiers, a steep stair up the front, a shrine on top you can walk into with glowing carved panels and an altar, roots, vines, fallen blocks, a tree growing from a corner; the door opens. <i>1 door.</i>	21.9 × 19.5 × 12.3	25,376 / 2,012 / 468
Rain_TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052
Rain_Treehouse_A	Treehouse you can climb, built round the Stylized Biomes giant rainforest tree (27 m, included): a plank stair spiralling up the trunk to a 9 m ring platform with a bamboo railing and a thatched hut you can walk into, a ladder on to a lookout 14 m up under the canopy; the door opens. <i>1 door.</i>	9.4 × 9.2 × 14.9	8,768 / 4,384 / 1,018
Rain_VineBridge_A	Vine rope bridge over a gorge, 20 m: plank deck on rope cables, stout posts, vines and leaves grown over the posts and hanging from the cables. Deck level 0 at both ends.	23.6 × 2.6 × 4.7	12,504 / 4,240 / 1,072

Savanna

Round huts with fringed thatch, a chief's hut, granaries, a kraal, thorn fences, a walled royal enclosure.



Prefab	What it is	Size (m)	Triangles
Sav_Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table. <i>1 door.</i>	11.1 × 7.7 × 7.3	13,850 / 3,874 / 718
Sav_Cart_A	Carrying litter on poles, 4 m: a woven seat under a cloth canopy, baskets of produce.	4.0 × 1.1 × 1.9	670 / 318 / 40
Sav_CastlePlatform_A	Castle platform, 80 x 80 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	84.5 × 97.0 × 7.0	53,516 / 5,716 / 36
Sav_CastlePlatform_B	Castle platform, 48 x 48 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	52.0 × 59.6 × 5.5	29,380 / 3,448 / 36
Sav_ChiefHut_A	Chief's round house you can walk into, 8.4 m drum (14 m with its veranda): mud walls on a stone footing painted in bands of red and white triangles, carved veranda posts, a tall tiered grass-thatch cone with a finial pot. Inside: centre post, hearth, raised mud sleeping bench, stools, pots, hide, rug, shields; the door opens. <i>1 door.</i>	12.3 × 12.2 × 10.7	13,588 / 4,154 / 2,252
Sav_ConicalTower_A	Solid conical dry-stone tower, 6 m across, 9 m high: tapering mortarless courses with proud courses every 0.6 m, proud stones, two chevron bands of set stones near the top, a capping, footing boulders.	6.5 × 6.6 × 9.5	9,068 / 1,698 / 318

Sav_EnclosureGate_A	Entrance through the great enclosure wall, 12 m along the same 18 m curve: a narrow passage between rounded wall ends, stone steps, timber lintels carrying stones over the passage, a chevron band, two standing stones. Snaps between Sav_EnclosureWall_A sections.	12.6 × 4.6 × 5.7	3,772 / 648 / 252
Sav_EnclosureWall_A	Great curved dry-stone enclosure wall, 12 m along an 18 m-radius curve, 5.2 m high: one continuous tapering wall of mortarless courses, proud stones, a chevron band of set stones near the top, a rough capping of flat stones, footing boulders, a drain hole. Outer face -Y.	12.6 × 3.9 × 5.7	4,540 / 880 / 148
Sav_Fence_A	Fence section, 4 m (snaps end to end): woven wattle fence.	3.9 × 0.1 × 1.5	1,044 / 660 / 660
Sav_Granary_A	Raised granary you can climb into, 4 m across: a painted mud drum on a platform of posts on stones, a cap of grass thatch, a notched-log ladder to the door, grain baskets inside; the door opens. <i>1 door.</i>	4.2 × 5.4 × 6.4	6,356 / 2,870 / 1,754
Sav_GreatKeep_A	The great keep, 13 m square and 22 m to its turret tops: a hall you can walk into (dais and lord's chair, long table, hearth, hangings, chandeliers, a stair up), three storeys of paired arched windows, corbelled battlements, four corner turrets, banners, a flag; the doors open. <i>2 doors.</i>	17.8 × 17.7 × 30.9	48,916 / 18,076 / 6,536
Sav_Hut_A	Family round hut you can walk into, 5 m across: mud drum on a stone footing with a painted band of red and white triangles, grass-thatch cone with a finial. Sleeping mat, hearth, pots, stool; the door opens. <i>1 door.</i>	6.7 × 6.1 × 7.5	8,268 / 3,140 / 1,734
Sav_Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table. <i>1 door.</i>	11.2 × 7.7 × 7.3	10,968 / 3,594 / 718
Sav_Kraal_A	Cattle pen, 14 m across: a ring of stout posts woven with branches and heaped with thorn brush outside, a pole gate that swings (its own object), a trough and a salt stone inside. <i>1 door.</i>	16.7 × 15.8 × 2.4	4,296 / 484 / 48
Sav_Light_A	Torch pole, 3.2 m: carved painted bands, a torch in an iron cage (lit at night, light included).	0.4 × 0.3 × 3.6	326 / 24 / 24
Sav_Shelter_A	Open shade shelter, 6 x 4.6 m: carved painted posts, a low hipped grass-thatch roof with a ragged fringe, log benches, a drum and pots.	7.3 × 5.8 × 4.6	5,782 / 2,046 / 796
Sav_Signpost_A	Signpost, 2.6 m: three arrow arms with painted edges (no lettering, for your own place names), a cairn.	1.9 × 1.4 × 3.2	604 / 196 / 28
Sav_Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles.	10.9 × 7.7 × 7.2	7,796 / 2,480 / 620
Sav_Stall_A	Market stall, 3 x 1.8 m: a counter under an awning with the environment's goods.	3.9 × 2.4 × 2.5	1,140 / 400 / 48
Sav_Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates. <i>2 doors.</i>	11.0 × 7.7 × 7.3	11,580 / 3,764 / 716
Sav_Stores_A	Stores group: baskets of produce, tied sacks.	2.1 × 2.0 × 0.8	1,010 / 314 / 314

Sav_ThornFence_A	Thorn fence, 6 m (snaps end to end): stakes, woven rails, heaped thorn brush on the outer side (-Y).	6.3 × 1.3 × 2.0	1,332 / 212 / 212
Sav_TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052
Sav_Watchtower_A	Pole watchtower, 9 m: four lashed poles with cross braces, a platform 6 m up with rails under a thatch cone, a pole ladder, a signal horn.	4.1 × 4.1 × 11.0	1,552 / 1,216 / 684

Steppe

Yurts, a caravan inn, corral, kurgan, a pontoon bridge and an earth-rampart fort.



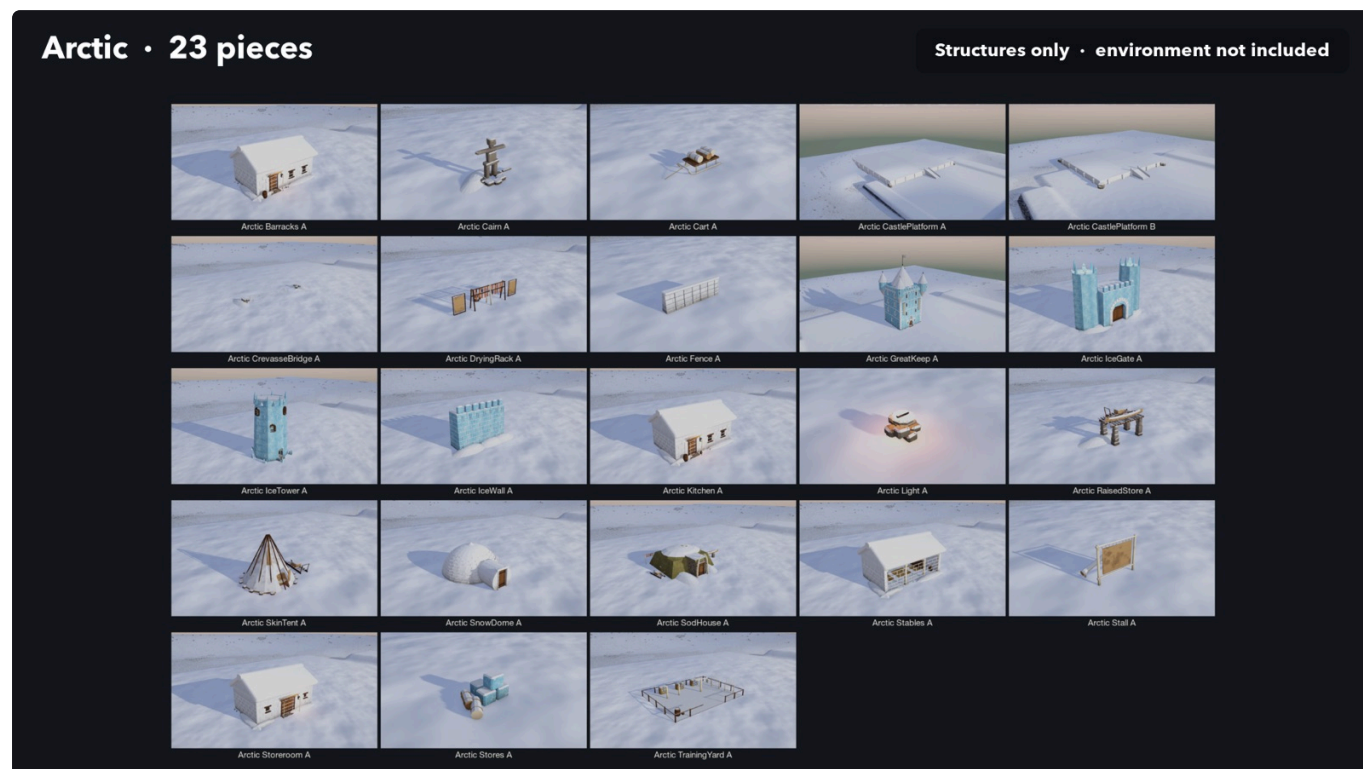
Prefab	What it is	Size (m)	Triangles
Steppe_Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table. <i>1 door.</i>	10.8 × 7.4 × 6.9	9,202 / 3,590 / 1,534
Steppe_CaravanInn_A	Caravan inn you can walk into, 14 x 8 m hall behind a 7 m arched portal: mud brick, blue tile bands and diamonds, two towers with blue caps, lanterns. Inside: painted columns, sleeping platforms with rugs and cushions, a hearth, bales, stalls with mangers, hanging lamps; the great doors open. <i>2 doors.</i>	16.5 × 10.9 × 9.3	20,198 / 5,622 / 1,884
Steppe_CastlePlatform_A	Castle platform, 80 x 80 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	85.4 × 96.8 × 7.0	1,512 / 808 / 36
Steppe_CastlePlatform_B	Castle platform, 48 x 48 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	52.6 × 59.7 × 5.5	1,356 / 652 / 36
Steppe_Corral_A	Horse corral, 14 m across: a ring of posts with three rails, a gate that swings (its own object), a water trough and a hay rack. <i>1 door.</i>	14.1 × 15.0 × 2.0	2,300 / 1,156 / 1,156
Steppe_Fence_A	Fence section, 4 m (snaps end to end): split-rail fence in notched posts.	4.3 × 0.2 × 1.6	120 / 120 / 72

Steppe_GateTower_A	Rampart fort gate, 7 m: the earth bank's ends either side of a 3.4 m road, a log gate tower on four great posts with a plank fighting room and hipped board roof, log double gates that open, standards with horsehair tails, a log bridge over the ditch. Ramparts snap to its sides (8.5 m from its centre). 2 doors.	10.4 × 7.4 × 10.1	2,340 / 1,684 / 1,088
Steppe_GreatKeep_A	The great keep, 13 m square and 22 m to its turret tops: a hall you can walk into (dais and lord's chair, long table, hearth, hangings, chandeliers, a stair up), three storeys of paired arched windows, corbelled battlements, four corner turrets, banners, a flag; the doors open. 2 doors.	16.7 × 16.7 × 39.7	30,060 / 16,624 / 7,800
Steppe_Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table. 1 door.	10.8 × 7.4 × 8.1	6,464 / 3,370 / 1,570
Steppe_Kurgan_A	Burial mound, 19 m across, 6 m with its figure: a grass-covered dome inside a kerb of upright stones, a carved standing stone figure on top, offering stones at its foot.	19.6 × 21.5 × 6.3	6,212 / 1,296 / 702
Steppe_Light_A	Iron brazier on three legs, 1.4 m, with glowing coals (lit at night, light included).	1.1 × 1.1 × 1.4	246 / 118 / 118
Steppe_PontoonBridge_A	Bridge of boats, 18 x 3 m: seven flat-bottomed boats moored side by side, a plank road on stringers, rope hand lines on posts, anchor ropes. Road 0.25 m above the water.	18.0 × 7.3 × 2.6	1,324 / 1,120 / 480
Steppe_Rampart_A	Earth rampart, 10 m (snaps end to end): a turf bank with a ditch in front (-Y), a log palisade on the crest, a fighting walk behind on posts.	10.0 × 7.4 × 7.5	1,320 / 912 / 432
Steppe_Signpost_A	Signpost, 2.6 m: three arrow arms with painted edges (no lettering, for your own place names), a cairn.	1.9 × 1.4 × 3.2	604 / 196 / 28
Steppe_Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles.	10.8 × 7.2 × 6.8	2,616 / 892 / 620
Steppe_Stall_A	Hide-drying frame: a skin stretched on a pole frame, a scraping bench, a bundle of hides.	3.7 × 1.6 × 2.5	380 / 156 / 156
Steppe_Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates. 2 doors.	10.8 × 7.2 × 6.9	6,804 / 3,424 / 1,532
Steppe_Stores_A	Stores group: rolled hide and felt bundles, a chest, a skin bag.	2.6 × 1.4 × 0.9	516 / 212 / 212
Steppe_TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052
Steppe_Wagon_A	Felt-covered wagon, 4.5 m: two big wheels, a plank box bed, a hooped felt cover tied with bands, a shaft.	5.1 × 2.3 × 2.0	704 / 232 / 60
Steppe_Watchtower_A	Log watchtower, 10 m: four log legs leaning in with braces, a plank lookout 7 m up behind a log breastwork, a hipped plank roof, a ladder, a signal drum.	4.0 × 4.0 × 10.6	2,192 / 788 / 508

Steppe_Yurt_A	Large felt yurt you can walk into, 7.2 m across: lattice wall, roof poles to a painted crown ring, felt cover with girth bands and ropes, a red-and-white ornament band, a painted door. Inside: stove and pipe, painted pillars, carpets, beds, painted chests, low table, cushions, lamp, saddles; a hitching rail outside; the door opens. <i>1 door.</i>	10.4 × 8.9 × 4.8	6,624 / 1,594 / 720
Steppe_Yurt_B	Small felt yurt you can walk into, 5.2 m across: lattice wall, crown ring, felt cover with bands and an ornament band, painted door; stove and pipe, carpet, bed, painted chest; the door opens. <i>1 door.</i>	5.6 × 5.6 × 4.2	4,716 / 1,296 / 720

Arctic

Snow domes, skin tents, a sod house, drying racks, a raised store, cairns and an ice castle.



Prefab	What it is	Size (m)	Triangles
Arctic_Barracks_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): barracks you can walk into: bunks, a weapon rack, a table. <i>1 door.</i>	11.9 × 8.2 × 5.9	10,990 / 2,894 / 742
Arctic_Cairn_A	Stone way-marker figure, 3 m: flat stones balanced into a standing figure with outstretched arms on a low cairn, a pointer stone, a snow drift.	4.7 × 2.7 × 3.1	902 / 390 / 390
Arctic_Cart_A	Wooden sledge on bent runners, 2.8 m: a deck with a lashed load of hide and felt bundles, a tow rope.	4.0 × 1.3 × 1.0	1,064 / 300 / 108
Arctic_CastlePlatform_A	Castle platform, 80 x 80 m, 4.0 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	84.5 × 96.5 × 7.0	1,512 / 808 / 36
Arctic_CastlePlatform_B	Castle platform, 48 x 48 m, 2.5 m high: battered retaining walls with coping, buttresses, footing boulders, rock outcrops, the yard on top with a paved way, a ramp with parapets up the front. Origin on the ground at the middle of the front edge; the castle stands on its top.	52.8 × 59.6 × 5.5	1,356 / 652 / 36
Arctic_CrevasseBridge_A	Crevasse bridge, 12 m: a sagging deck of planks and bone slats on two ropes anchored under stone piles, hand ropes on bone posts. Deck level 0 at both ends.	19.0 × 5.8 × 1.8	2,468 / 1,476 / 252

Arctic_DryingRack_A	Drying rack, 7 m: bone and driftwood legs, two rows of split fish, two hides stretched on frames, a stone food cache.	8.1 × 2.5 × 2.3	908 / 396 / 396
Arctic_Fence_A	Fence section, 4 m (snaps end to end): low wall of cut snow blocks under a snow cap.	4.0 × 0.5 × 1.2	1,276 / 252 / 252
Arctic_GreatKeep_A	The great keep, 13 m square and 22 m to its turret tops: a hall you can walk into (dais and lord's chair, long table, hearth, hangings, chandeliers, a stair up), three storeys of paired arched windows, corbelled battlements, four corner turrets, banners, a flag; the doors open. <i>2 doors.</i>	17.8 × 17.7 × 32.8	32,944 / 15,512 / 6,776
Arctic_IceGate_A	Fantasy: ice citadel gate, 14 m wide with its towers: an arch of ice blocks, an icicle portcullis (its own object, raise it in Unity), dark double doors that open, two octagonal ice towers with spike crowns and glowing crystals, snow on the merlons. Arctic_IceWall_A snaps to its sides (9.5 m from its centre). <i>3 doors.</i>	15.1 × 6.1 × 11.8	3,928 / 1,416 / 140
Arctic_IceTower_A	Fantasy: a tower carved from glacier ice you can climb, 7 m across, 12 m with its crown: an octagonal drum of ice block courses, glowing frost windows, two floors with ladders, a parapet with a crown of ice spikes, icicles; the door opens. <i>1 door.</i>	10.2 × 8.9 × 12.4	10,084 / 2,650 / 756
Arctic_IceWall_A	Fantasy: ice-block wall, 8 m (snaps end to end), 5 m high: ice block courses, a walk behind ice merlons, icicles, snow drifts at the foot. Outer face -Y.	11.6 × 4.2 × 6.4	2,014 / 702 / 12
Arctic_Kitchen_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): the castle kitchen you can walk into: a great hearth, a cauldron and spit, a bread oven, a table. <i>1 door.</i>	11.9 × 8.2 × 5.9	7,964 / 2,614 / 742
Arctic_Light_A	Stone oil lamp on a cairn, 0.8 m (lit at night, light included).	1.1 × 1.0 × 0.7	466 / 166 / 166
Arctic_RaisedStore_A	Raised store, 4.4 x 2.4 m: a driftwood-and-bone platform on four stone pillars 1.9 m up, a kayak and a sled stored on top, a ladder, a drift.	7.4 × 2.9 × 3.2	2,336 / 782 / 72
Arctic_SkinTent_A	Summer skin tent, 5 m across: a ring of poles, a sewn hide cover with seams, edge stones, a door flap tied back; furs and a lamp inside, a sled outside. Walk in through the open flap.	7.0 × 5.2 × 4.3	1,862 / 696 / 106
Arctic_SnowDome_A	Snow-block dome you can walk into, 6.6 m across with a low rounded 2.2 m entrance tunnel: courses of cut snow blocks, a clear ice window, a snow sleeping bench under furs, a stone lamp (lit); the door opens. <i>1 door.</i>	8.8 × 8.4 × 3.4	14,352 / 1,704 / 1,386
Arctic_SodHouse_A	Sod house you can walk into, 6 x 5 m with a 3.4 m entrance tunnel: stone walls banked with sod, a sod roof on whalebone rafters with a gut-skin skylight and snow on it, a low tunnel with a door at its mouth. Inside: a stone sleeping platform heaped with furs, stone lamps (lit) with drying racks, harpoons and a bow on the wall, stores; both doors open. <i>2 doors.</i>	15.1 × 12.2 × 3.8	4,646 / 2,160 / 382
Arctic_Stables_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): open stables with stalls, mangers, hay and saddles.	11.9 × 8.2 × 5.8	4,648 / 1,760 / 620
Arctic_Stall_A	Hide-drying frame: a skin stretched on a pole frame, a scraping bench, a bundle of hides.	3.7 × 1.6 × 2.5	380 / 156 / 156

Arctic_Storeroom_A	Range against the curtain wall, 10 x 6 m (its back, -Z in Unity, against the wall's inner face): a storehouse you can walk into: wide doors, barrels, sacks, crates. <i>2 doors</i> .	11.9 × 8.2 × 5.9	8,584 / 2,784 / 740
Arctic_Stores_A	Stores group: stores sealed in ice blocks round wrapped bundles, hide and felt bundles.	2.3 × 1.9 × 1.2	568 / 120 / 120
Arctic_TrainingYard_A	Training yard, 12 x 9 m: a sanded ring inside a rail, pells, a quintain, archery butts with targets and arrows, weapon racks, a water butt.	12.1 × 9.1 × 2.7	3,170 / 1,052 / 1,052

10. Performance

Every piece has three LODs in a LOD Group with dithered cross-fade (LOD0 120 to 55,316 triangles, median 5,982; the far LOD is the plain massing). Materials support GPU instancing; all buildings of an environment share one set of materials and 106 shared textures (1024 px). Interiors are in LOD0 only, so a village seen from afar costs little. Lights: each building's lamps and fires are real-time point lights with a small range; with many buildings in view, lower *Additional Lights* per object in your URP asset or turn some lamps' lights off (the glowing windows stay).

11. Troubleshooting

Problem	Fix
Pink materials	The project is not using URP. Install URP and assign a URP asset in Project Settings · Graphics.
Doors do not open	The door looks for an object tagged <i>Player</i> , otherwise the main camera; or set its <i>Target</i> .
Windows never glow	Set <i>Lights On</i> on the materials, or the global <code>_SB_Night</code> (section 7), or use Stylized Biomes' Day Night controller.
Everything is snowy (or never)	The global season is set by another script; set <code>_SB_UseGlobal</code> to 0 to use each material's own season.
A piece floats on a slope	Lower it until the footing meets the ground, or level a pad under it.

12. Support and licence

Questions, problems or ideas: support@hadystudios.com, or the form at hadystudios.com/support. We answer every message, within 48 hours, and fixes go into free updates. If you enjoy the pack, a review on the store you got it from helps us a lot. Demos, this guide and our other packs: hadystudios.com.

All models, textures, shaders and scripts in this pack are original work made by Hady Studios for this pack, built by our own scripts, licensed to you under the licence of the store you got it from: the Unity Asset Store EULA, the Fab End User License Agreement, or the licence on its itch.io page. Use it in as many games as you like, commercial or not; don't resell or share the source files themselves.

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