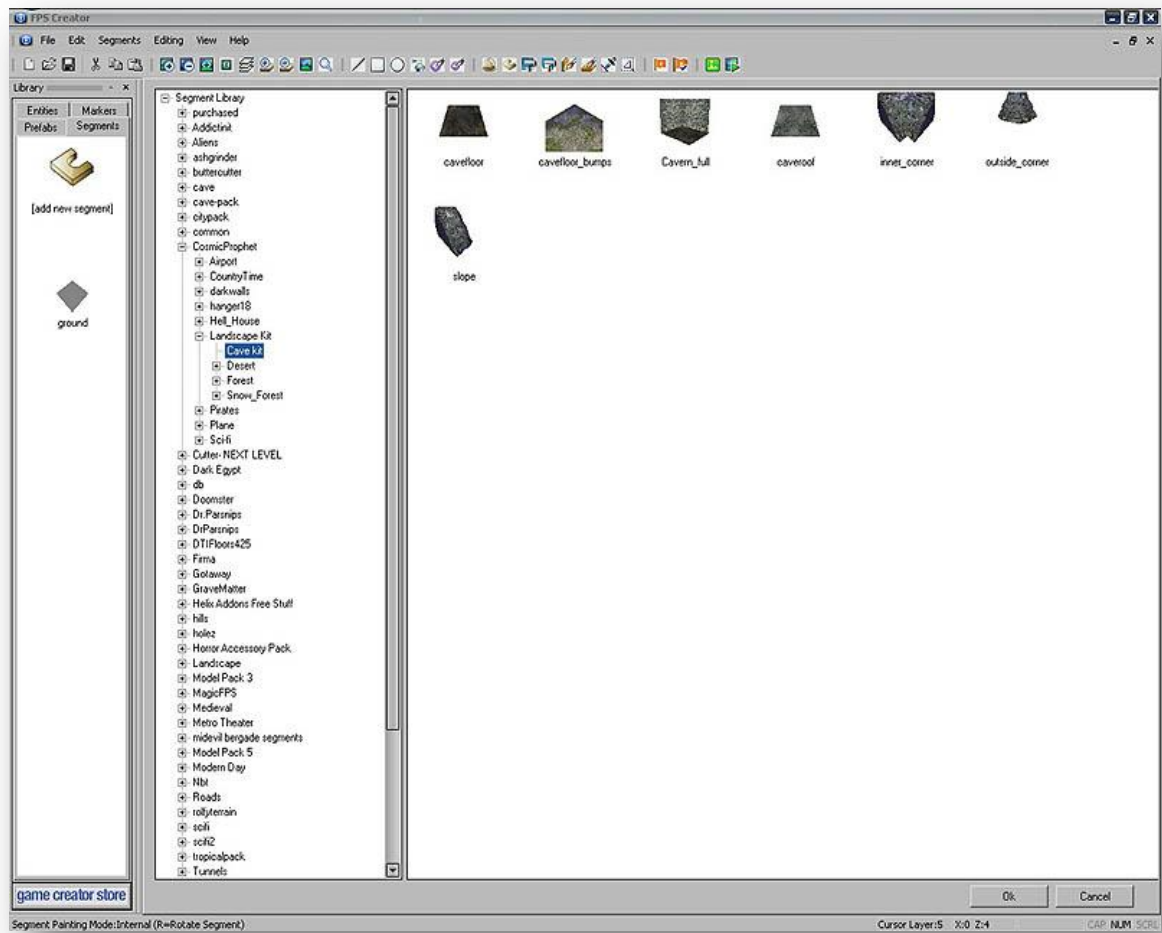




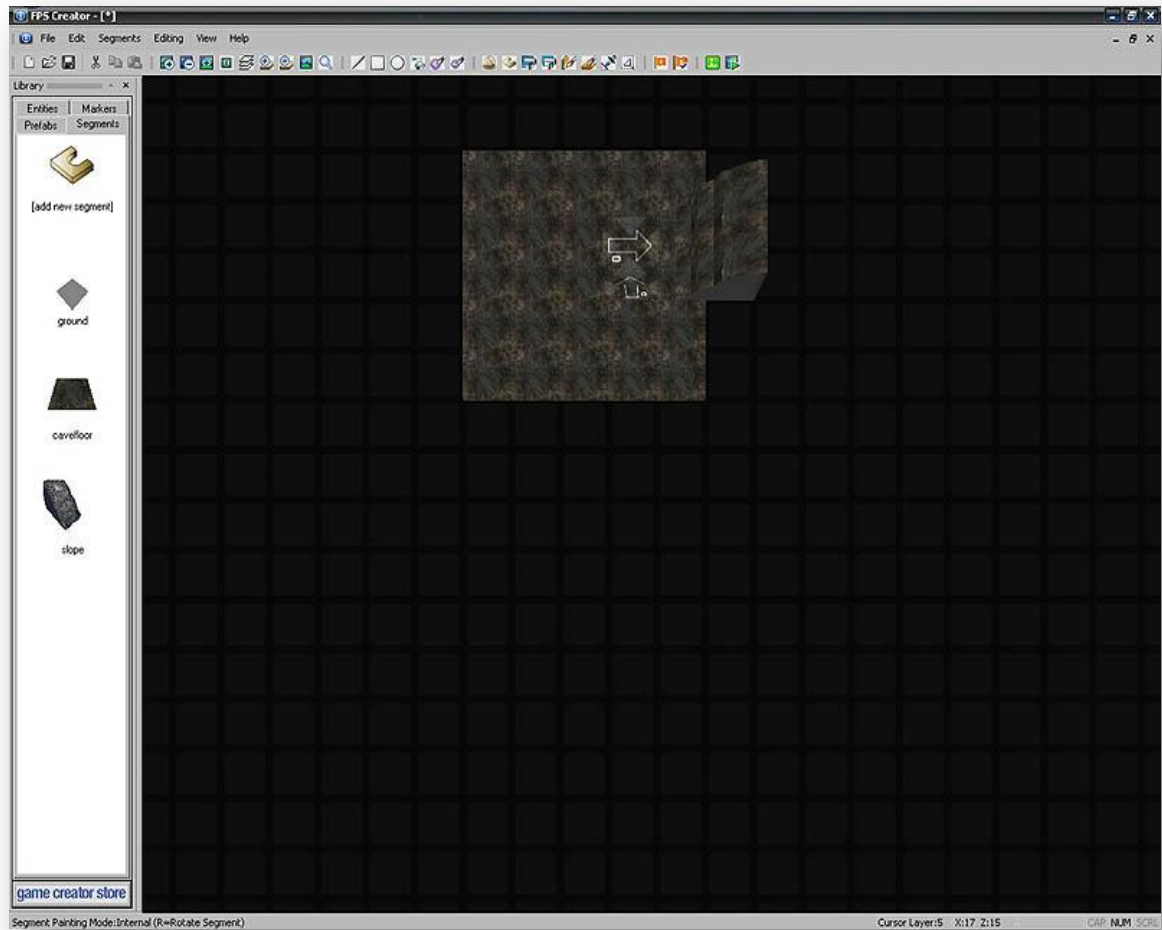
Here is some of the “not so obvious” uses for the pack, that where in-mind when I was putting it together.

How to set up a sloping tunnel.

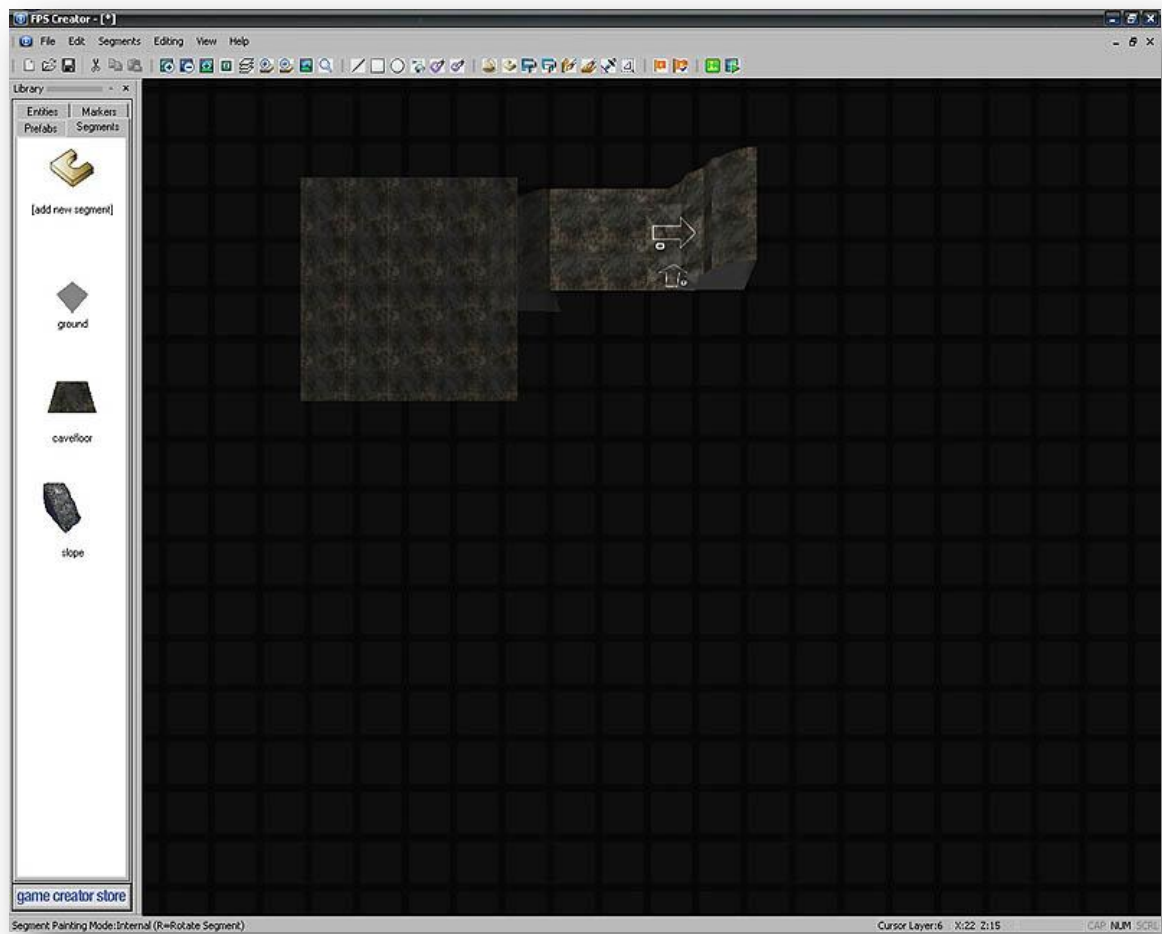
To build this, open segments, and select the regular cavefloor segment.



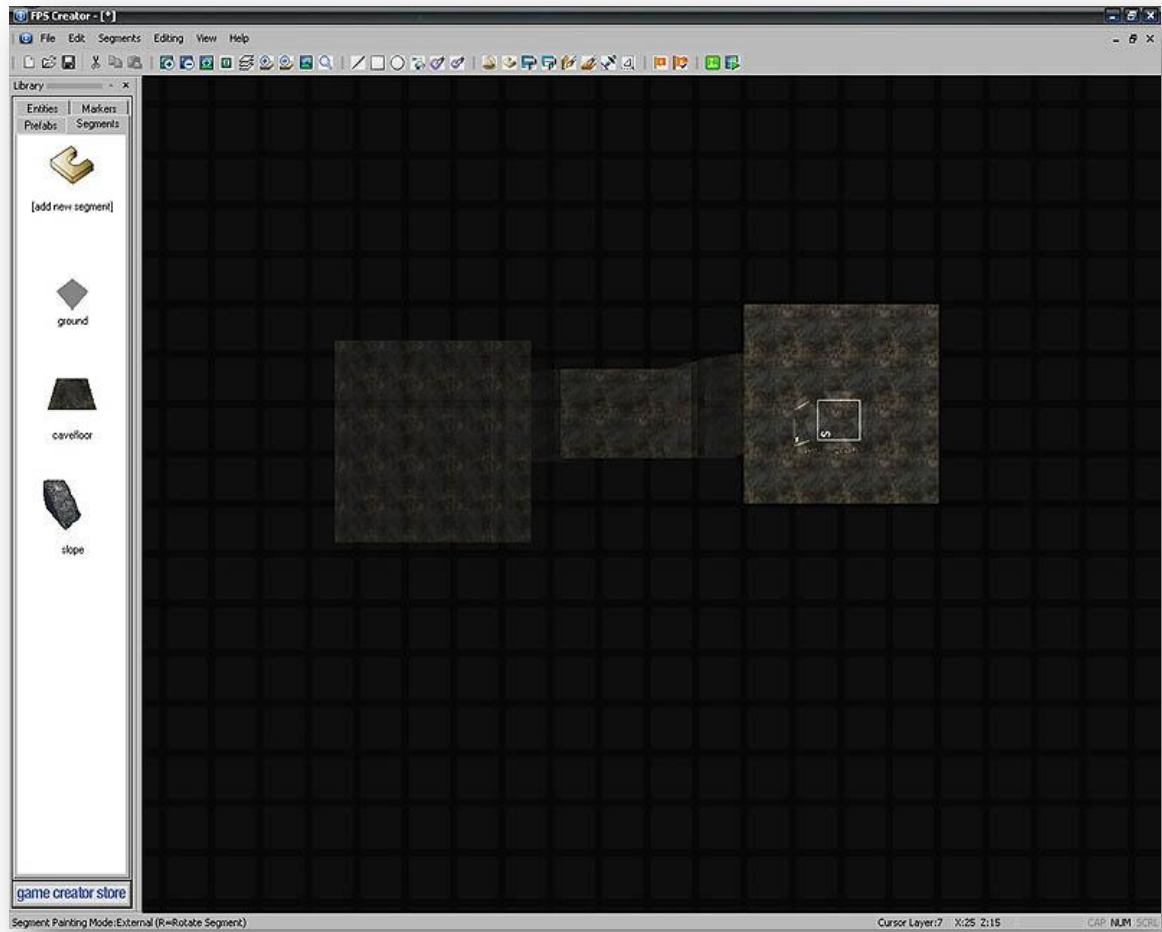
Lay down a floor as a starting point. Now add 2 slope segments side-by-side as shown.



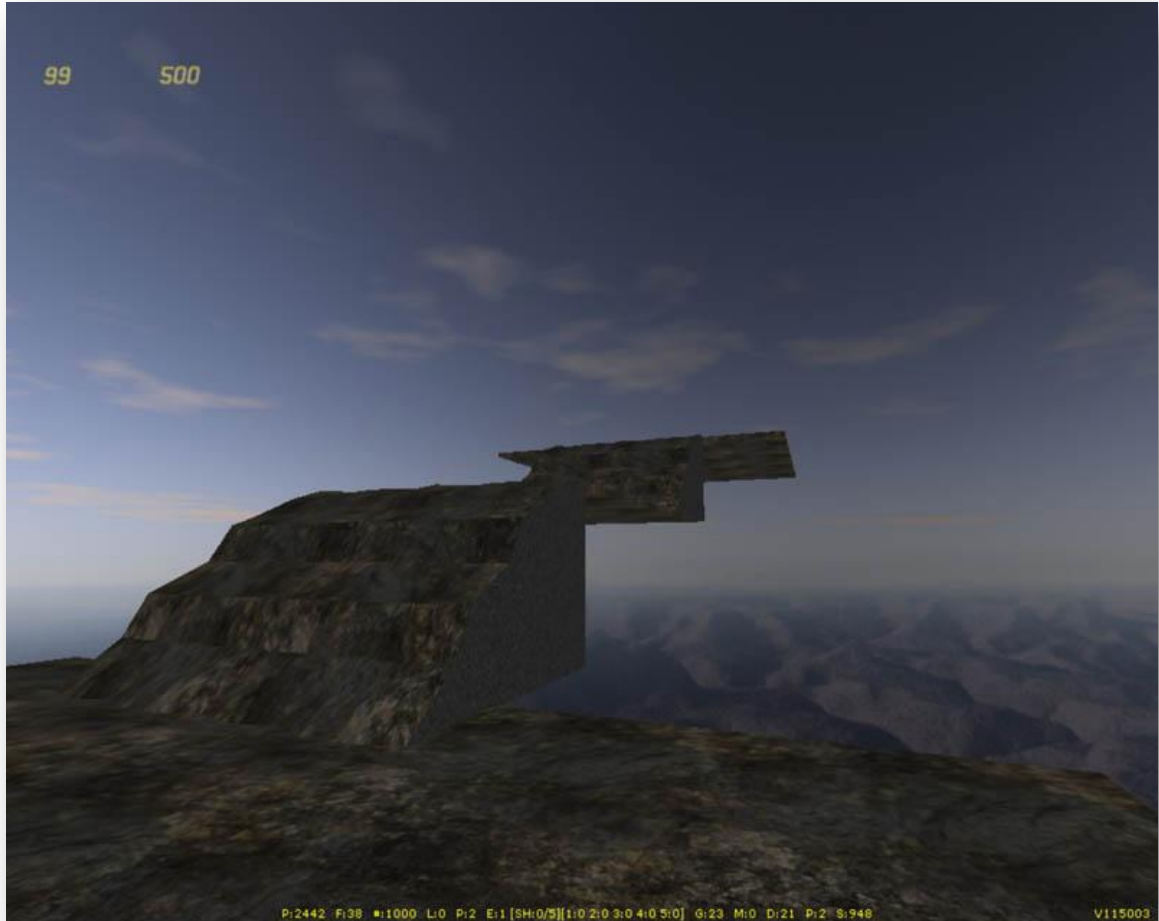
Next, move up one level, place a floor at the edge of the slopes. Then place another set of slopes.



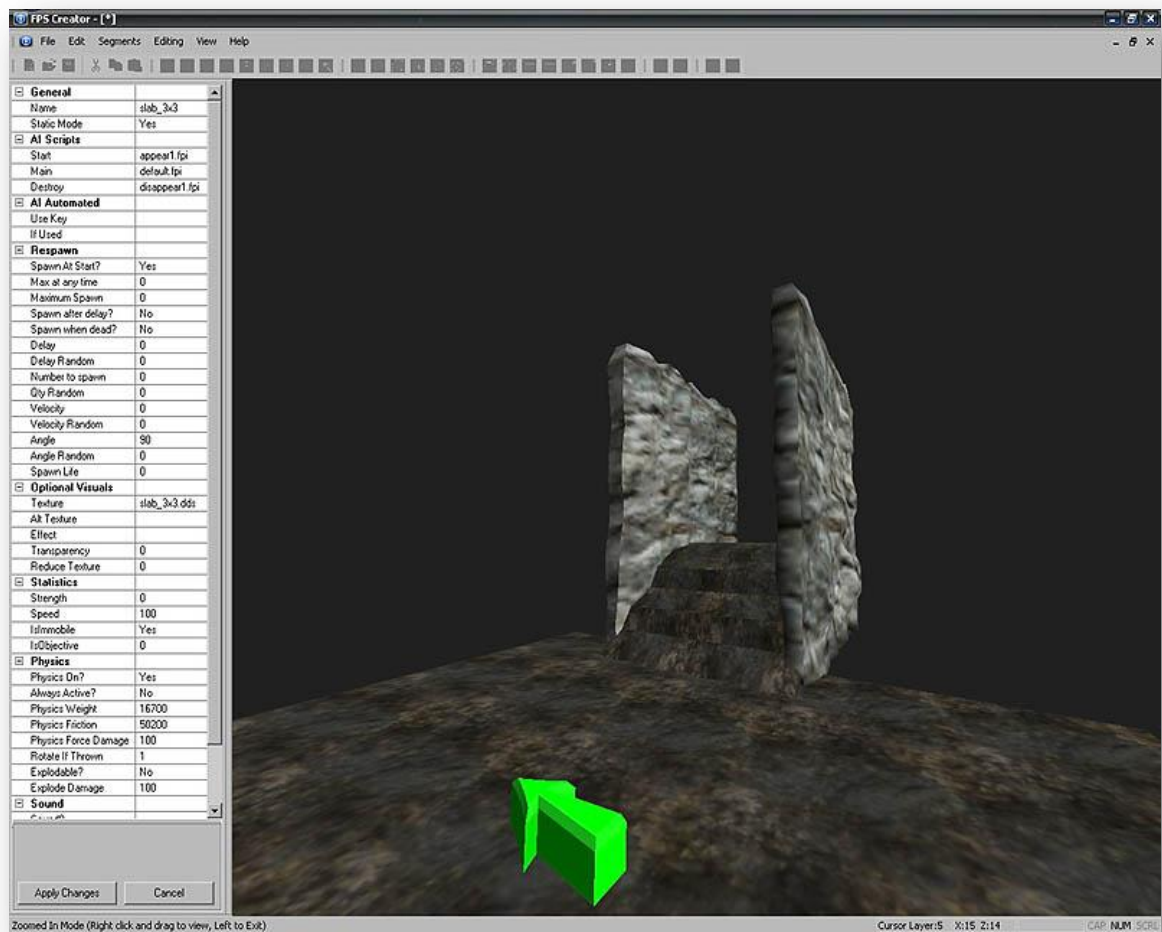
Then we'll finish it off with a top floor.



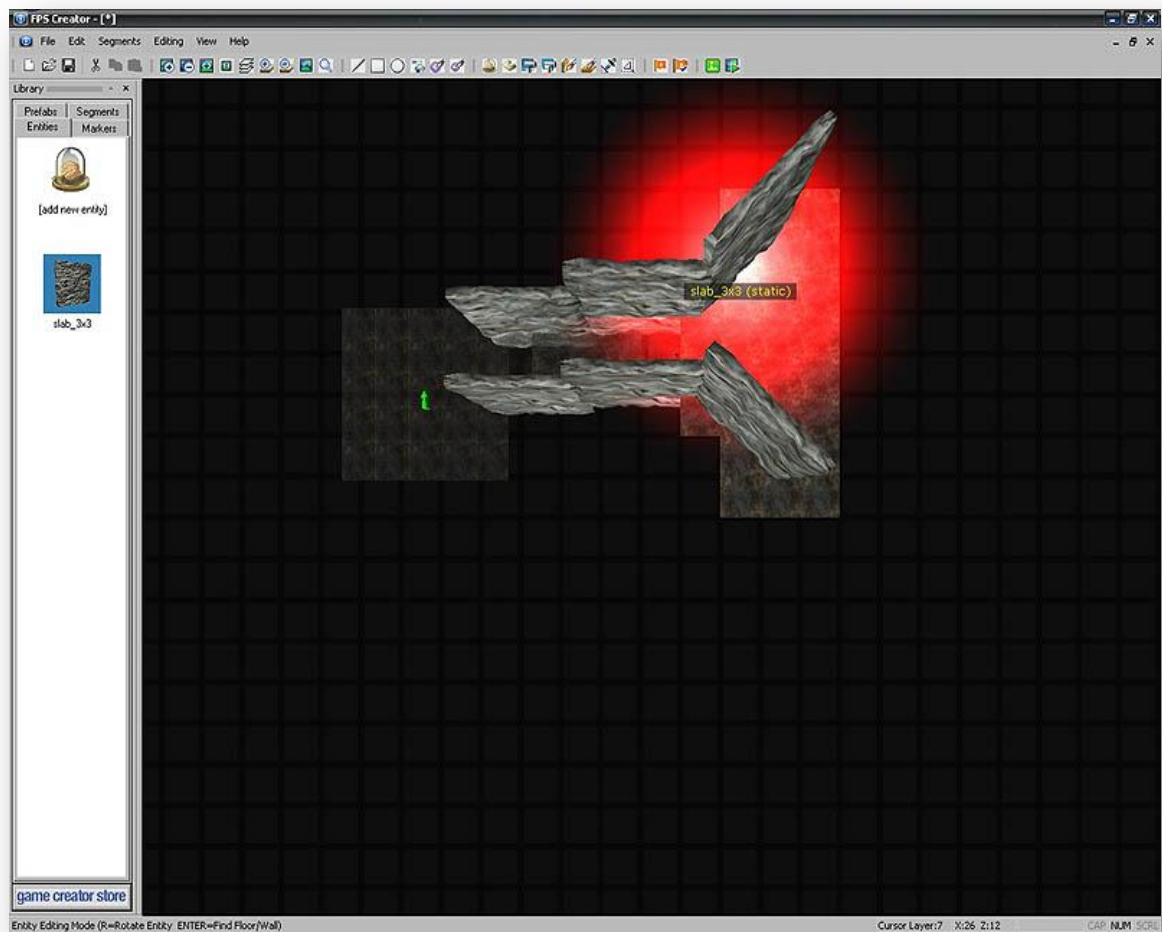
This is what you should have when done. It should span two floors high.



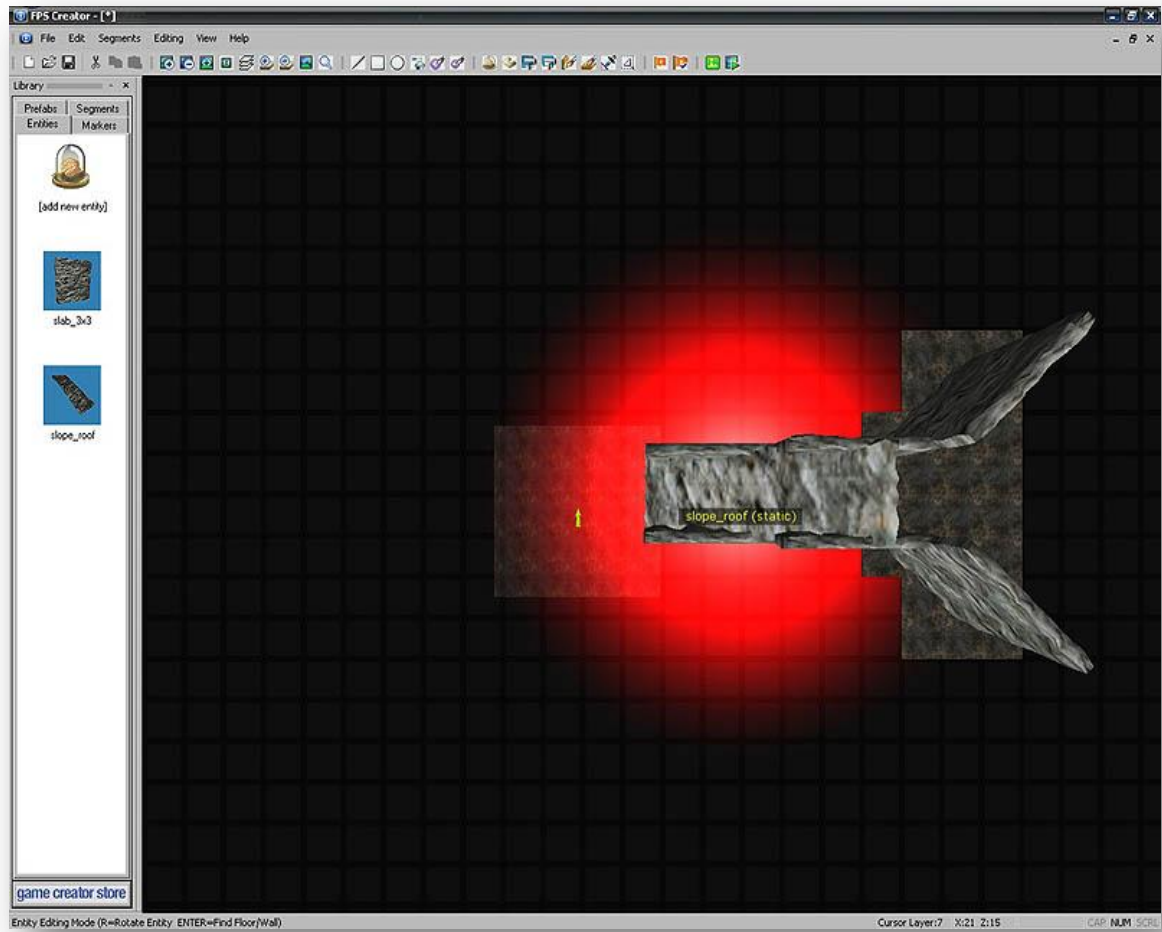
Next we need to add the walls. Go into entities, and use the 3X3 slab entity, and line them up as shown.



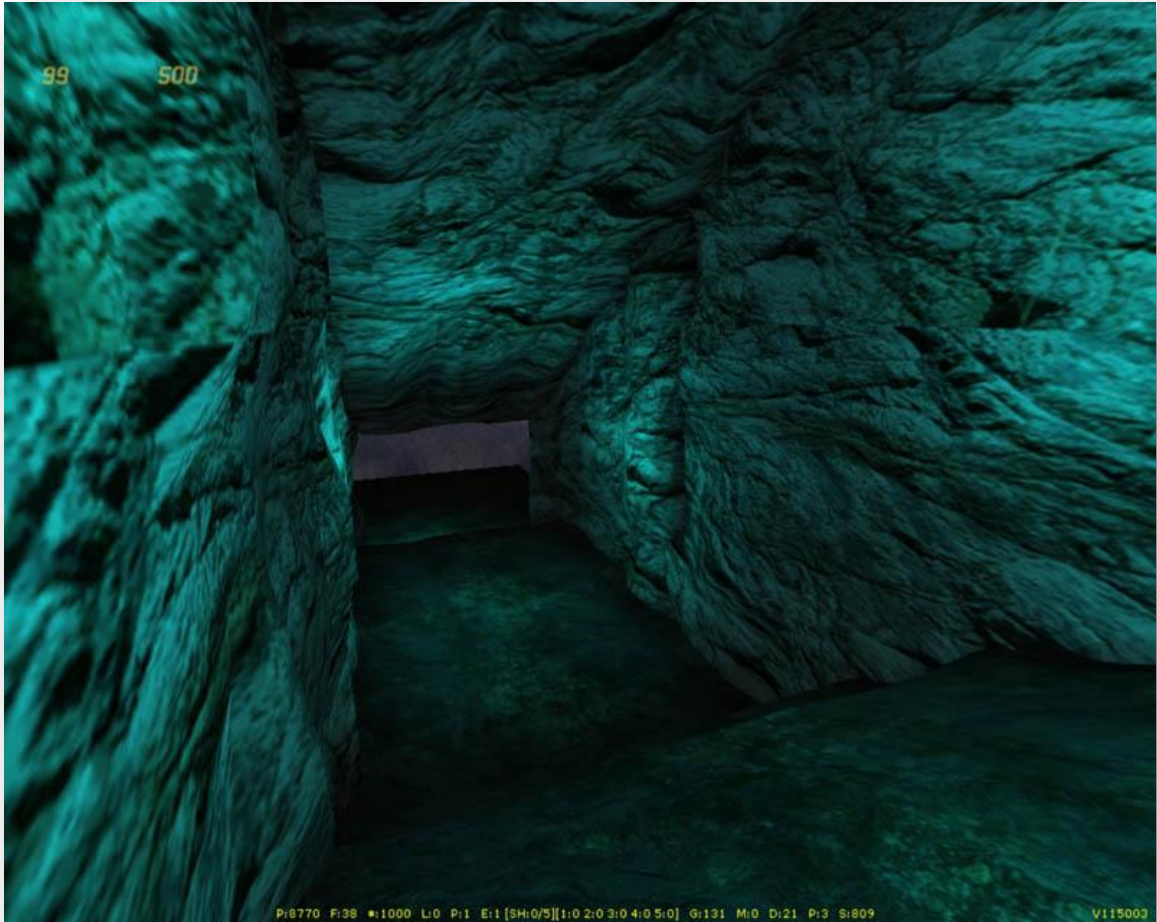
Move up one level at a time, and add walls to the sides of the slopes until you reach the top.



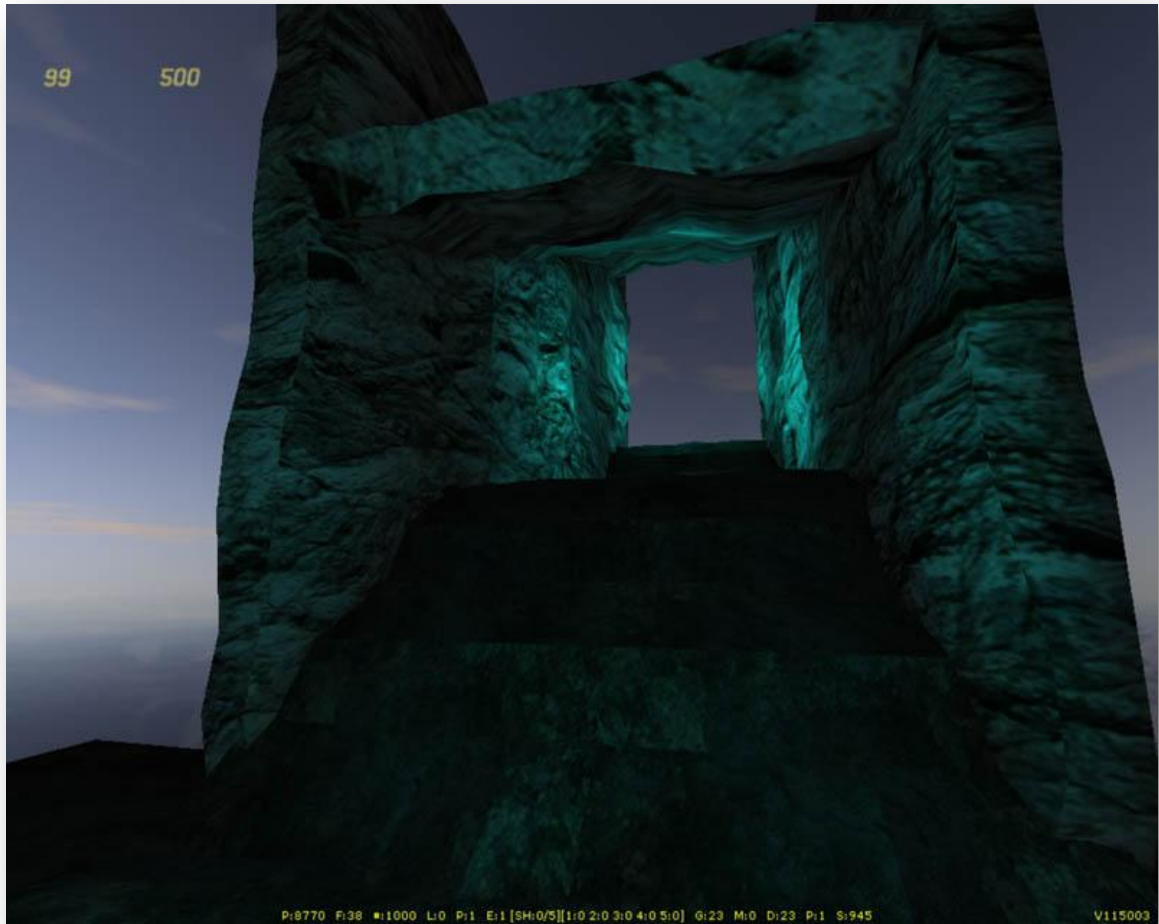
When done, use the slope roof, and move it into position as shown.



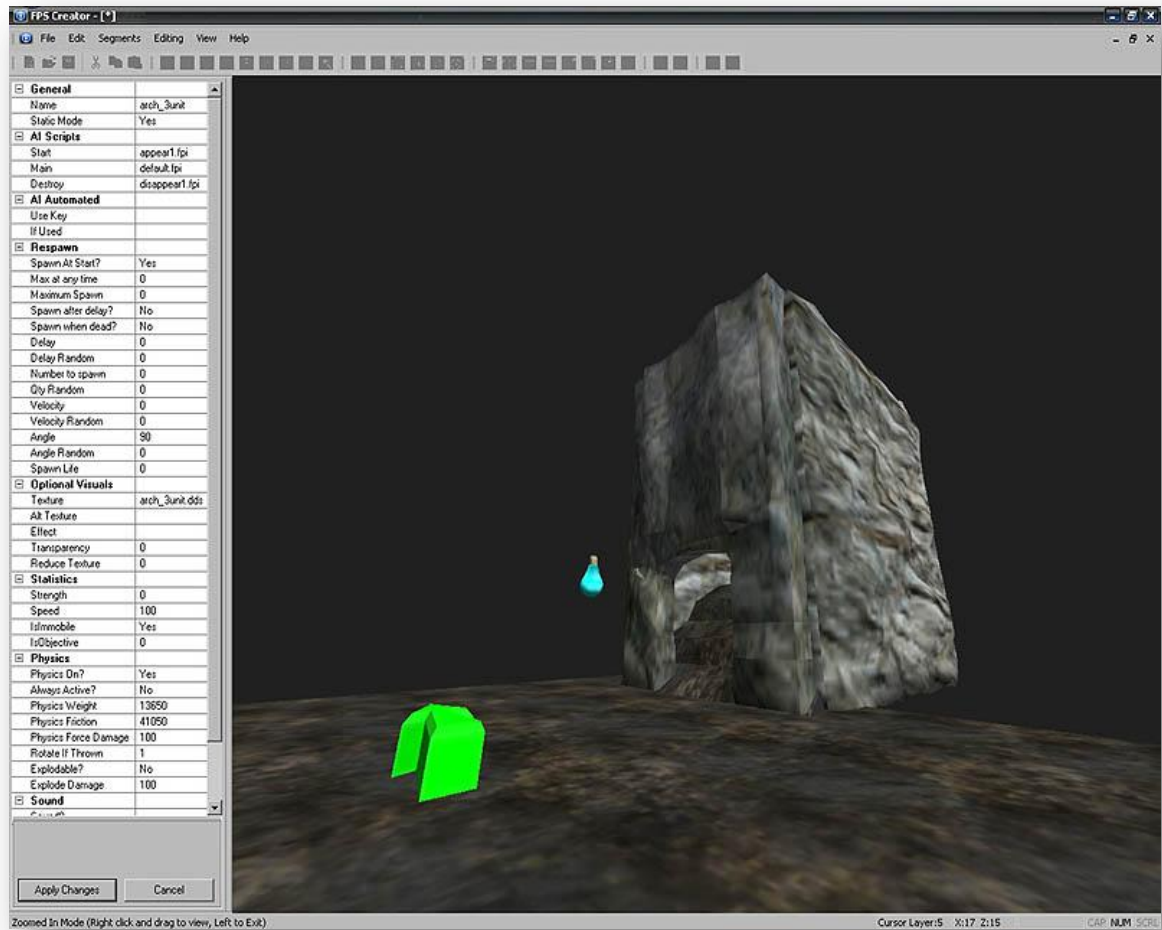
This is what it looks like when finished. You can add further detail, like rocks, and such along the sides of the path to give it a more natural look.



A view from the bottom.



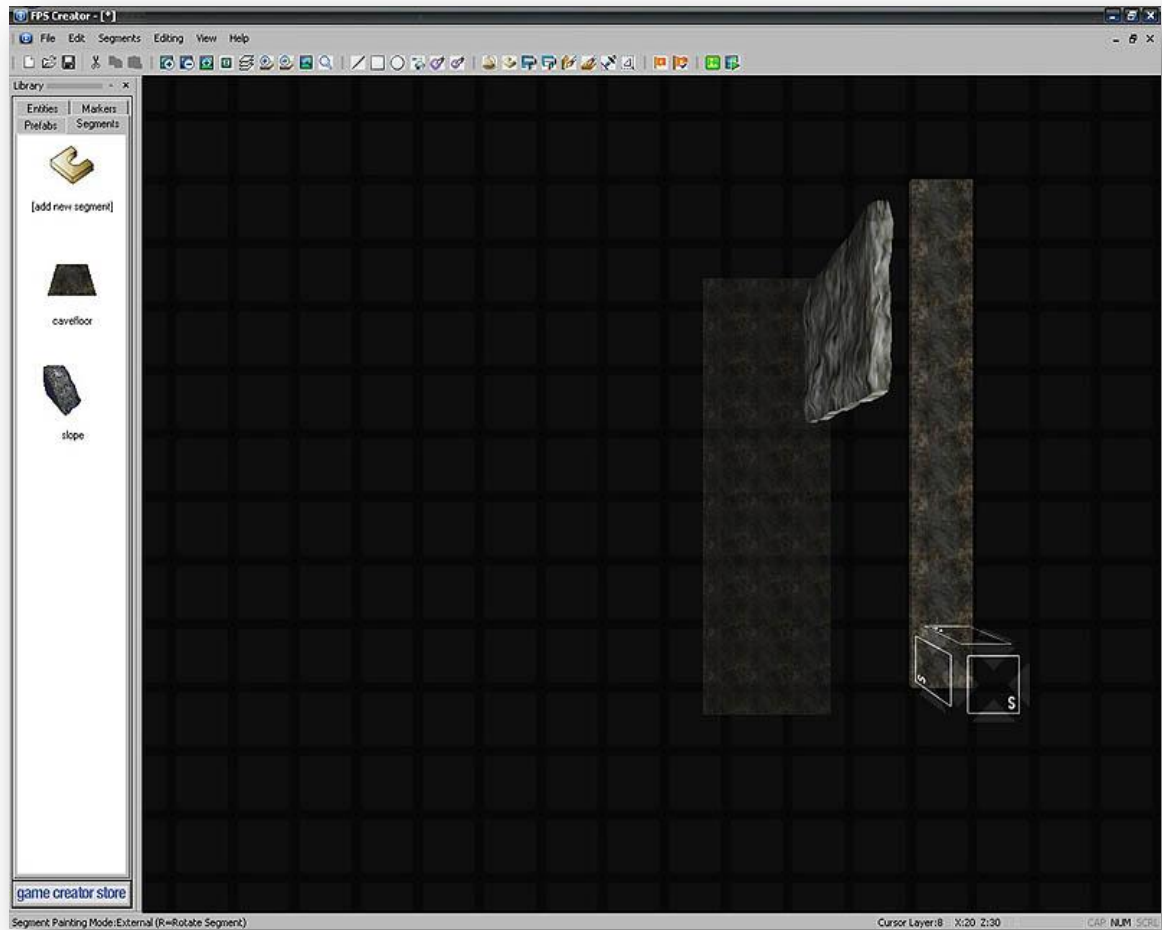
You can now add the archway wall to close up the ends.



Like this!

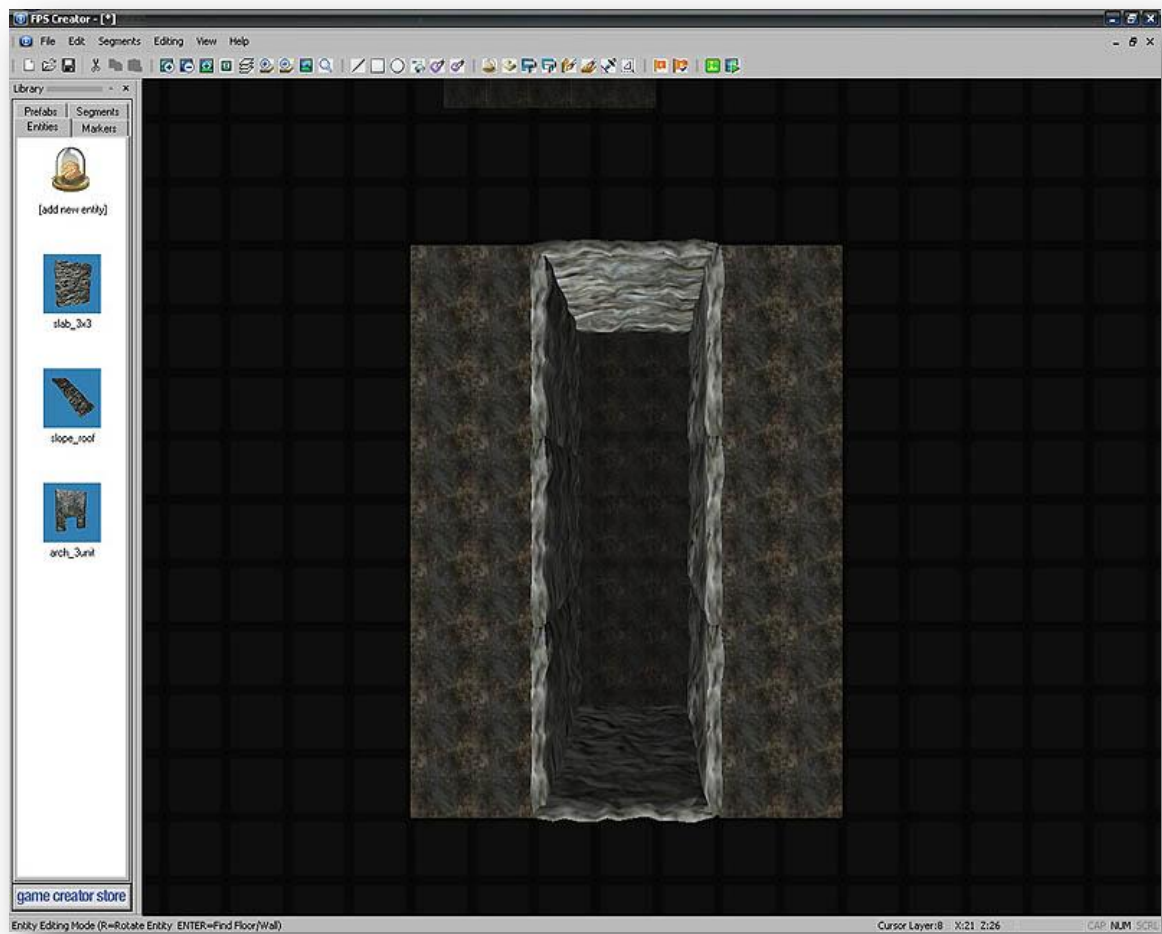


Using the Killer Pillars, and Bridges to cross crevasse.



First we need to build our crevasse. You can use the slabs, or the cavern walls for this, or mix them up.

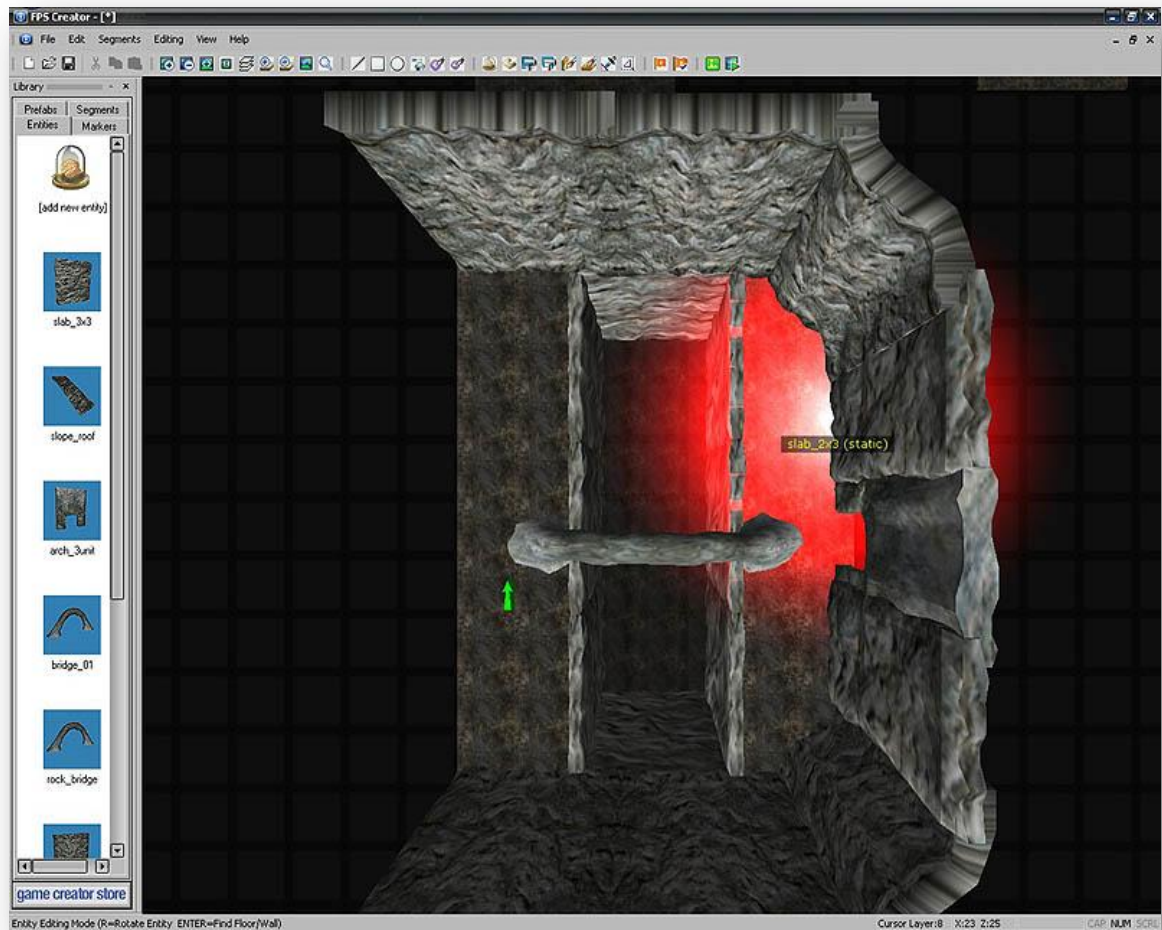
This is more or less what we want.



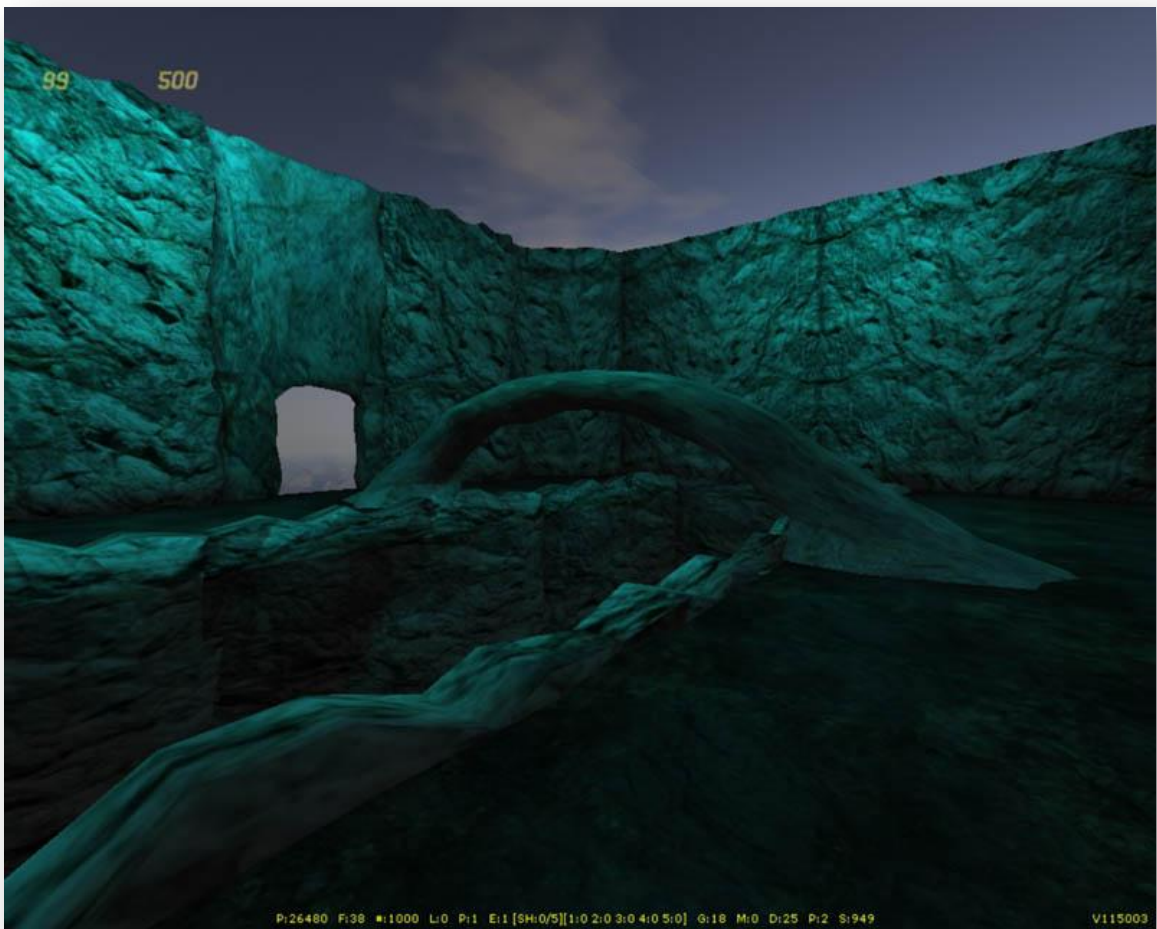
Test level.



Now close everything up. You can then use the bridge...

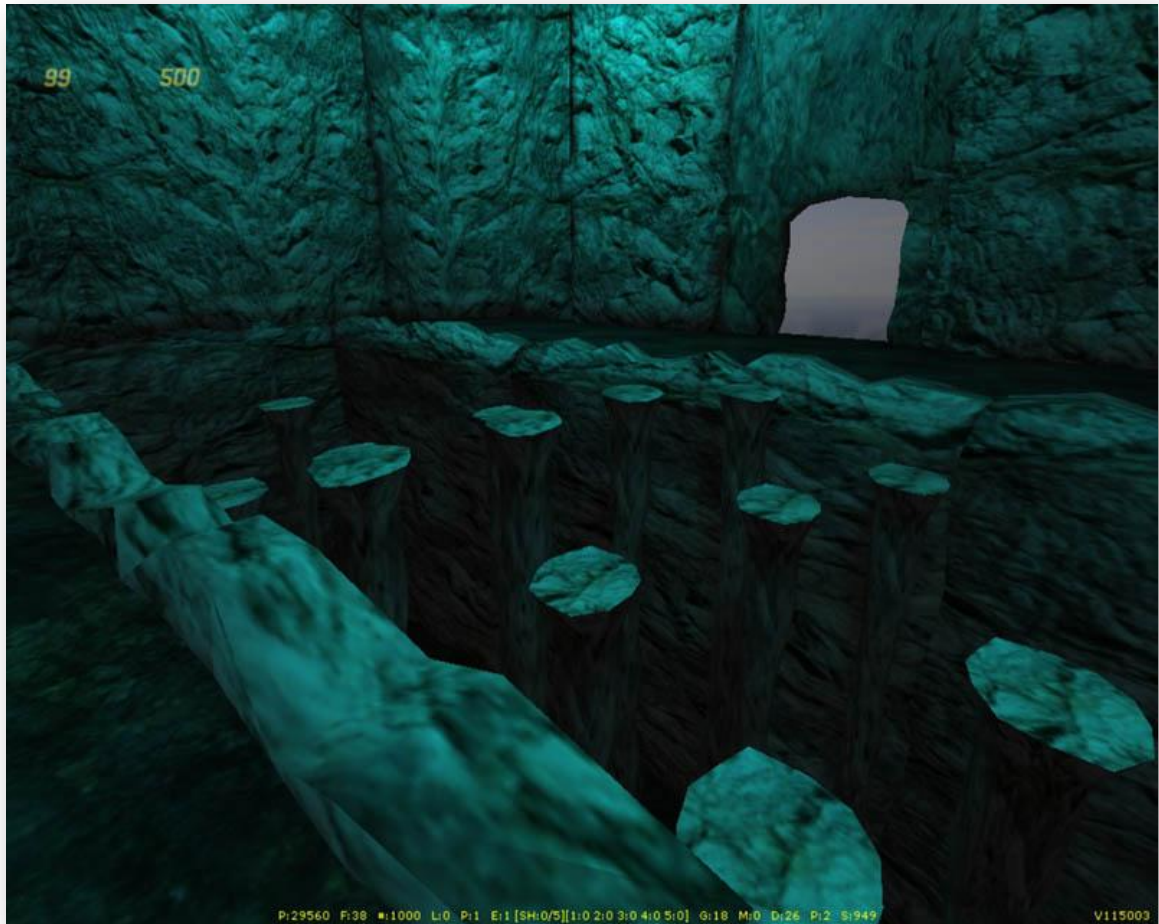


Like so!



Or you can use the killer pillars to set up a path of pillars that need to be navigated across.

Here's a shot to show you what I mean.

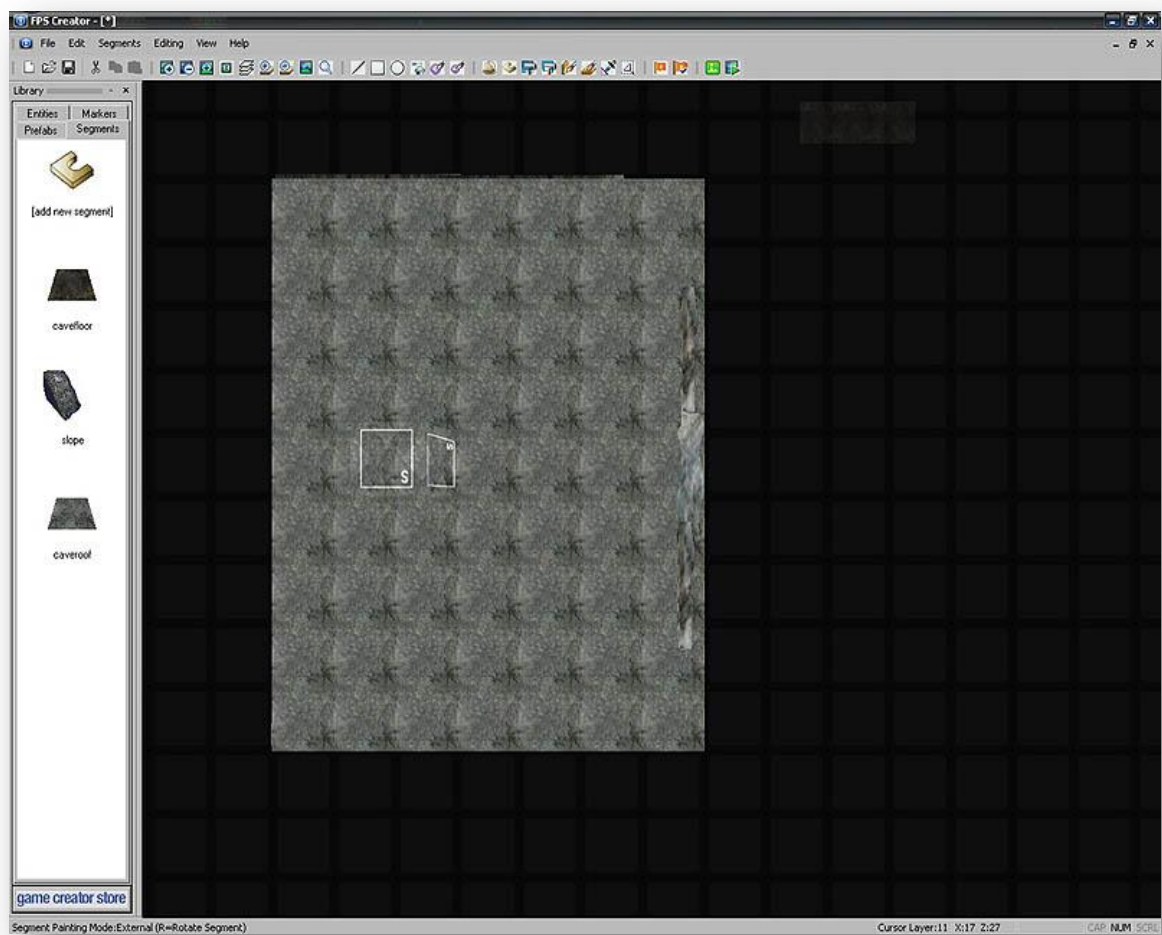


Almost across.

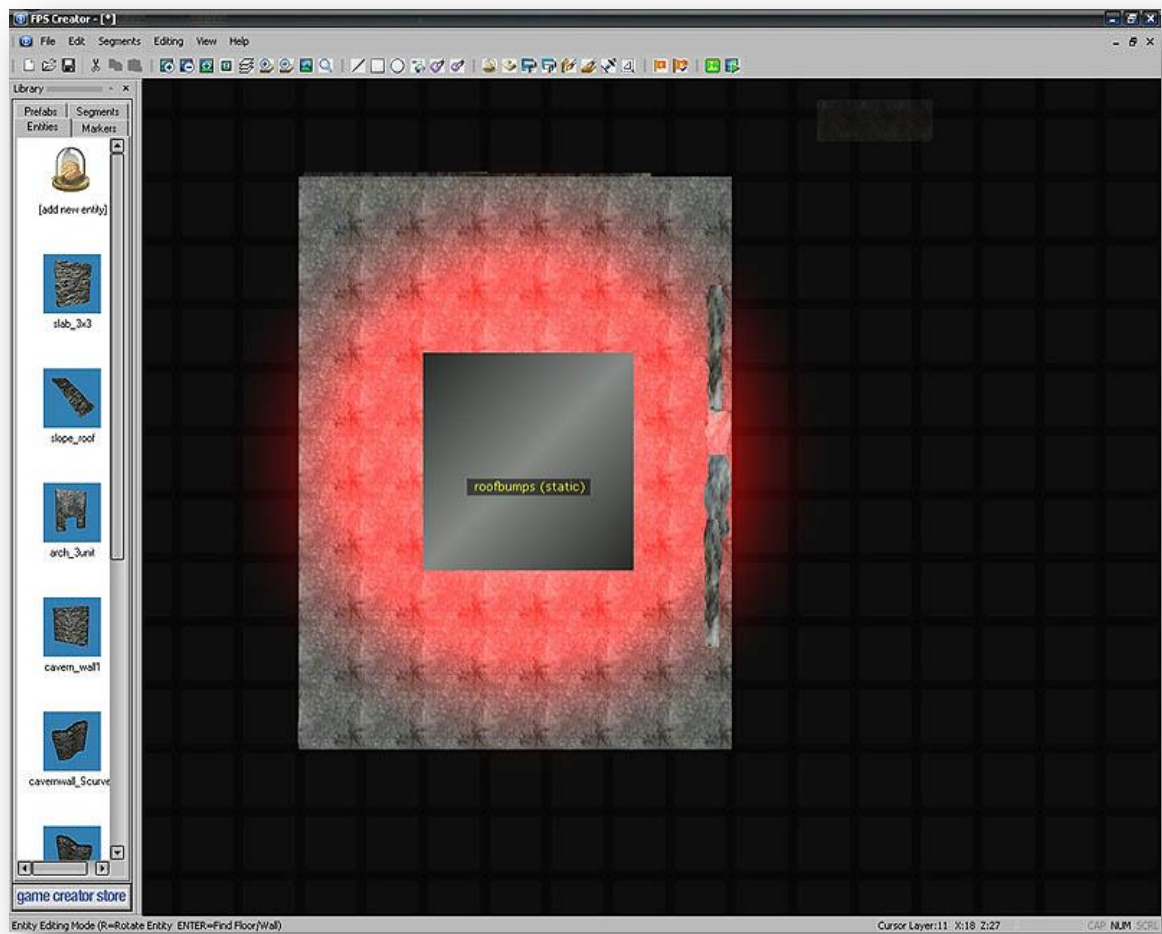


Using the roof and floor bumps.

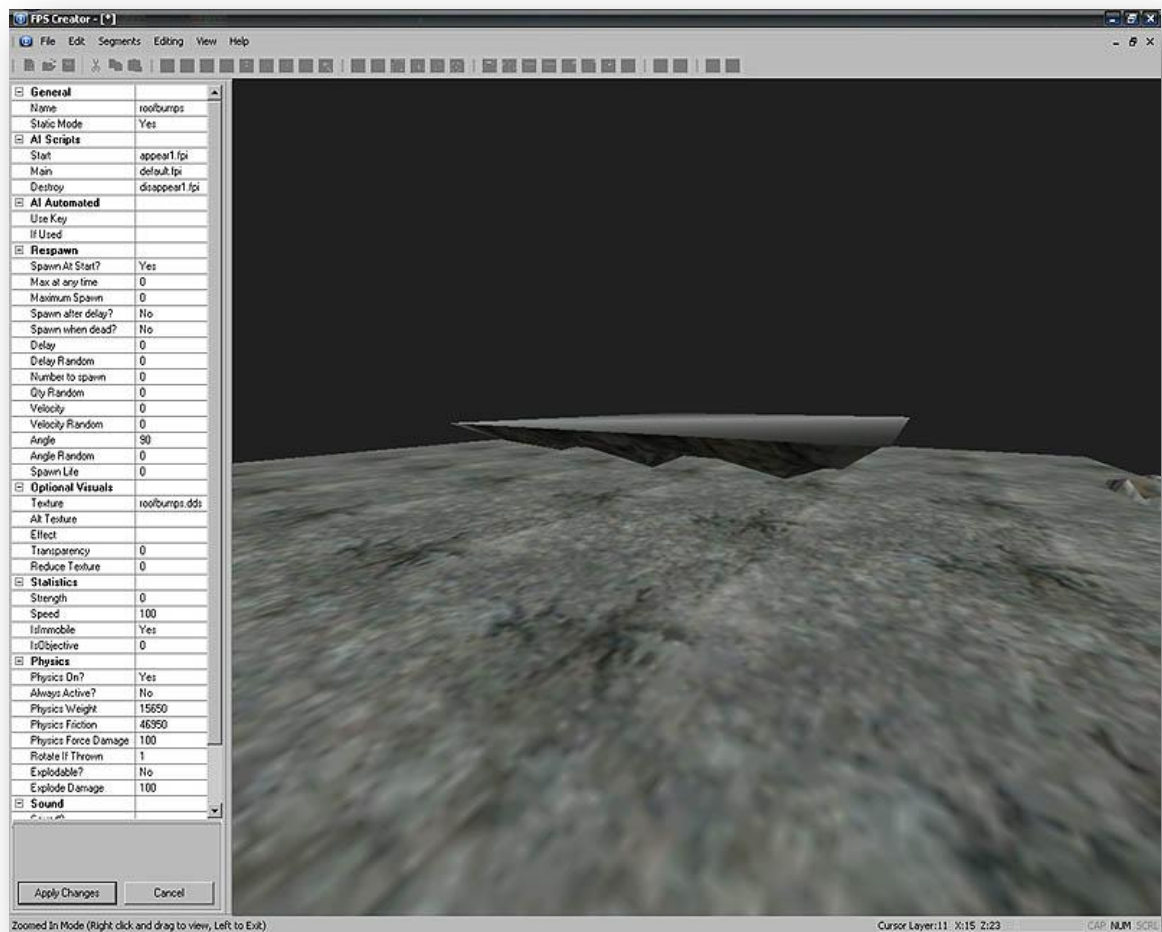
Add a ceiling to your cavern room.



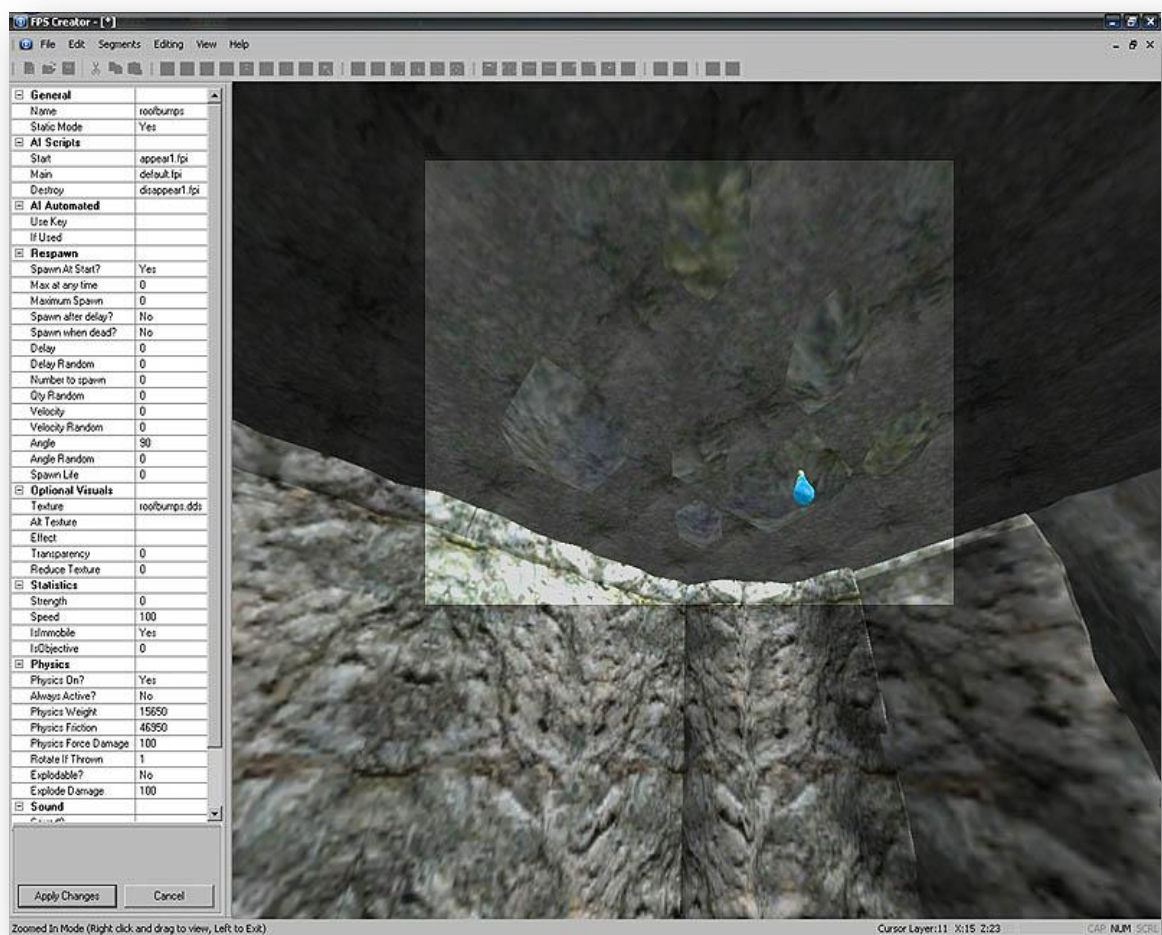
Now select the roofbumps entity.



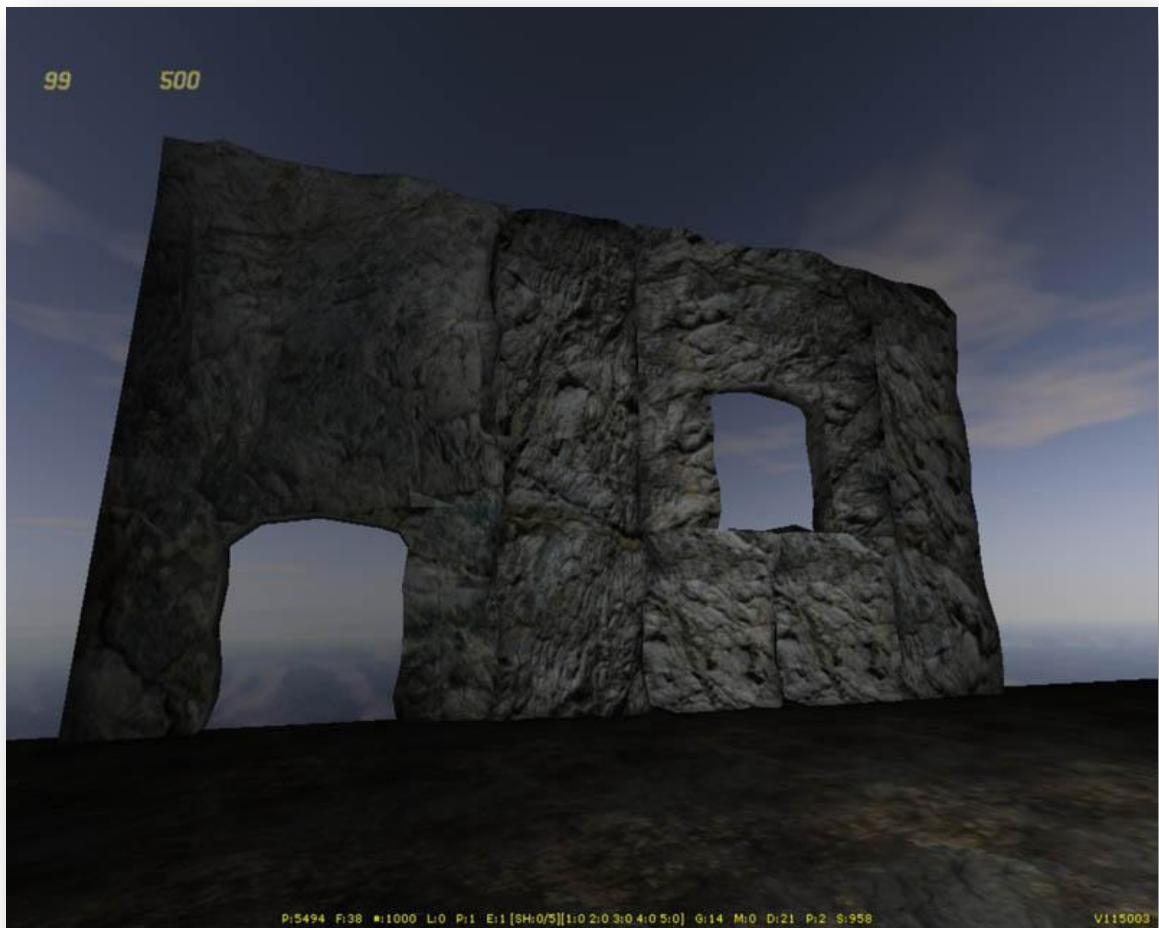
Lower the entity into the roof...



Until the rocks show up on the other side. This helps add detail to the roof and floors of your caves.



Multi-level tunnels can be made to run outward from a central room by mix & matching different entities.



You can join them together using the other bridge in the kit as well, like this...



Experiment with all the parts, and see what you can come up with.

Good Luck, and have fun!

“The Cosmic Prophet”