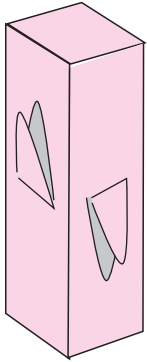


# Instructions for using Links

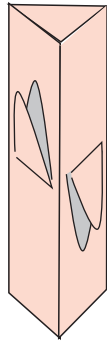
©2005 KURTZ DESIGN Eli.Kurtz@gmx.net

## Link Types:

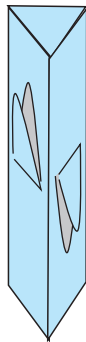
rectangular  
4 corners  
to a room



hexagonal  
6 corners  
to a room

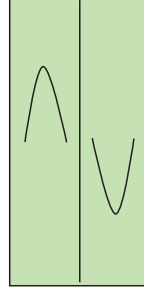


octagonal  
8 corners  
to a room

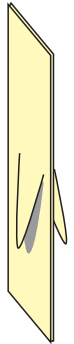


'Lazy-Links': can be adjusted to any angle, they can be combined with other links to create angled crossings or can be used to connect adjacent rooms.

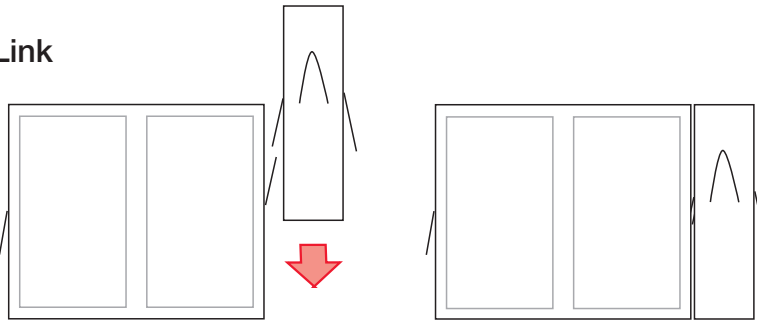
**Note:** if used to substitute all standard corner links, the model may not be stable!



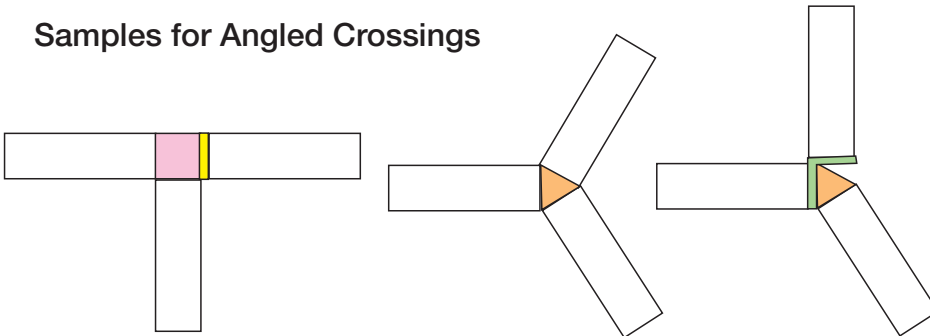
transition link  
use this whenever  
the link direction  
has to be reversed



## Applying a Link



## Samples for Angled Crossings



## Sample Rooms shown in the Gallery:

Such interconnected rooms are really stable and withstand even thrown figures

**(Attention:** thrown Rancors or other huges may crunch the paper!!! 😊)

Most that will happen is that walls move a little sideways. If you mounted the floor boards to foam-core or have a table where it does not matter, you can use a few pins to fix important corners.

