






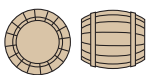
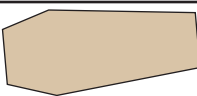













# Whitewash City Floor Plan Key v1.0

(Items in key may not be to scale)

ITEMS	
	STOOL
	CHAIR
	BENCH
	SHELVES
	CURTAIN/ PARTITION
	CHEST OF DRAWERS
	CRATE/ WOODEN BOX
	BARRELS
	COFFIN
	BUCKET
	DISH * CUPBOARD

\* Symbol may also be used as a desk;  
if used as such, item will be keyed as  
"desk" on floor plan

STRUCTURE	
	<b>CEILING HEIGHT</b> Measured in feet; shape of box indicates ceiling shape
	<b>SURFACE SPOT HEIGHT</b> Measured in feet; shape of box indicates ceiling shape
	WOODEN WALL
	BRICK WALL
	WALL WITH WINDOW
	BRICK WALL WITH BARRED WINDOW
	WOODEN SURFACE
	DOOR (Arrow indicates door swing arc)
	IRON BAR DOOR (Arrow indicates door swing arc)

TWO METHODS OF USE: 1) Cut out printed floor plan and place under 3-D paper model -- remove model and place miniatures onto floor plan when players enter building ; 2) Print out, hole punch, and place in binder for use during a game.

NOTE: Other items may be keyed on actual building floor plan

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	<b>BENCH</b>
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