

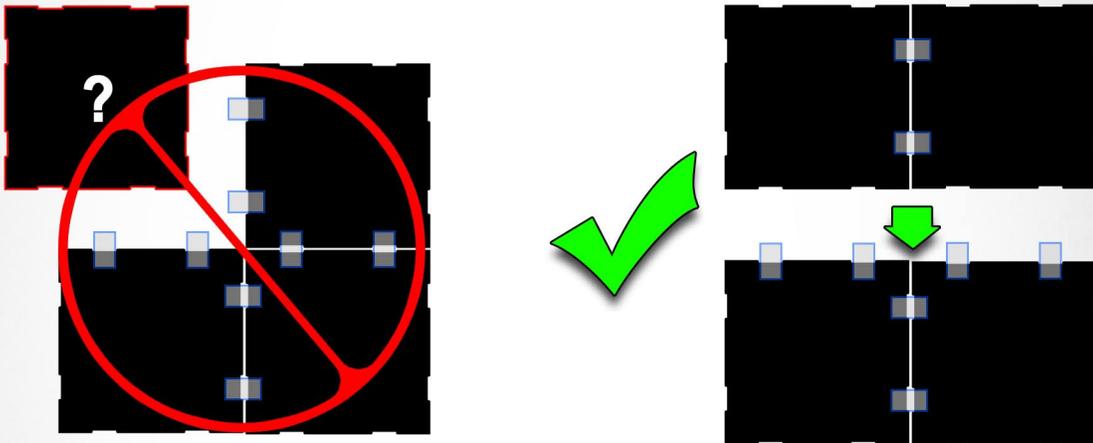
# TERRACLIPS SETUP TIPS

## #1 YOUR LAYOUT WILL BE DIFFERENT!

I could write a 100 page instruction booklet for you but even then, your layout would probably diverge from what is presented here. Conventions being what they are, you WILL run out of time and you WILL have to improvise. Don't be discouraged and remember that you can keep building after the doors are open when time permits.

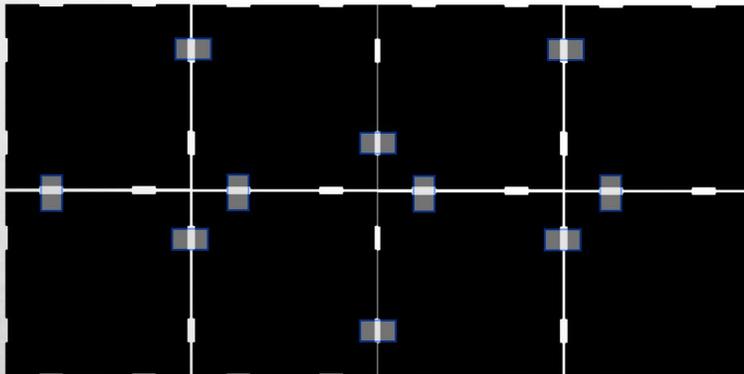
## #2 BUILD IN ROWS BEFORE CLIPPING

Always lay your ground tiles out first before clipping things together. When you have a layout established clip your tiles together in rows (anything above 2 tiles).



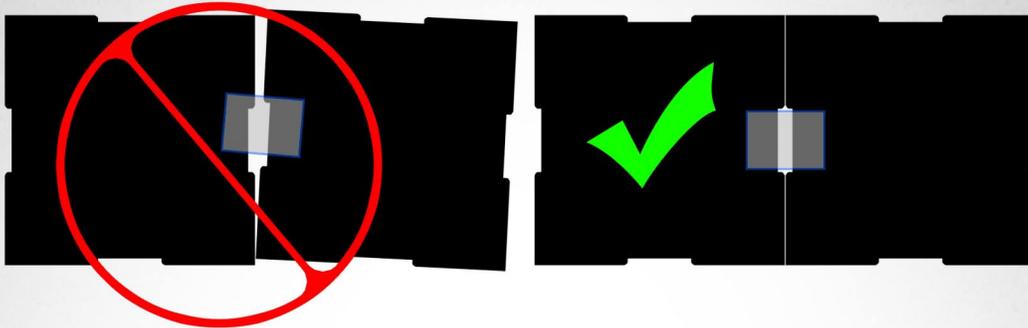
## #3 IT'S OK TO "SHORT CLIP"

You DON'T have to use clips at every single receiving slot and at every corner, in fact that's discouraged. The rule of thumb is this; clips are used for structural support only. In many cases half as many clips can be used to achieve the same level of structural support or connectivity.



## #4 RECEIVING SLOTS & GAPS

Be sure that your clips are fully seated into the receiving slots to prevent gaps. Gaps have a cumulative effect and will negatively impact your build (especially larger builds). Avoid gaps in floor tiles and between floors & walls at all costs.



## #5 DO NOT "HARD-LINK" ONE LEVEL ON TOP OF ANOTHER

Unless you require a free-floating 2-story wall section (or unique supportive structure) DO NOT physically link an upper wall with a lower wall. The clips are designed to rest on top of lower structures using a small depression. This allows you to pick up each story individually and set it to the side.

The card is not engineered for hard-linking two walls one atop the another and could damage the card.

## #6 THE LITTLE DETAILS COUNT!

Doors, stairs, Ladders, Tokens and chimneys are NOT merely options but essential to a successful display. These little details make a HUGE difference and place attention on the terrain, not the clips. Use doors, stairs, ladders and chimneys where appropriate and tokens can sit atop clips (in areas of heavy clustering) as well.

**P. S. If at all possible please showcase Miniatures on the terrain itself for scale reference and to further enhance the usability of the terrain.**

## #7 BUILD-IN INTEREST

Funny enough, a box with clips on it will read like a box with clips on it. Though time might be tight try to create layouts & structures which are diverse in shape and or multi-leveled. Use balconies, use the various roofing sweeps. Try to avoid simple boxes if time allows.

## #8 DON'T BE AFRAID TO BEND THINGS

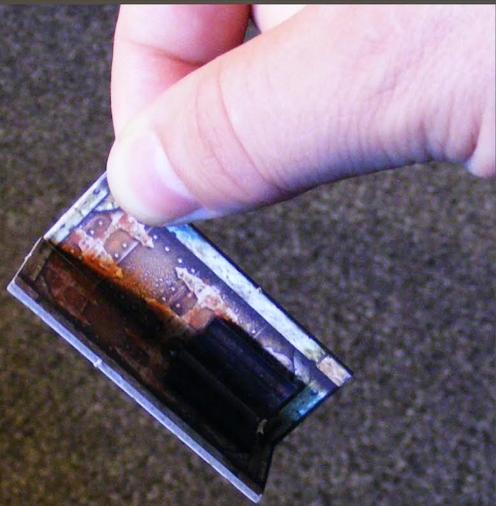
A gentle little bend here and there can help align and square up a build from time to time. Whether that be meeting railings, floor tiles or walls, sometimes there's no better fix than a gentle bend in the right direction.

## #9 DELEGATE AREAS OF CONSTRUCTION

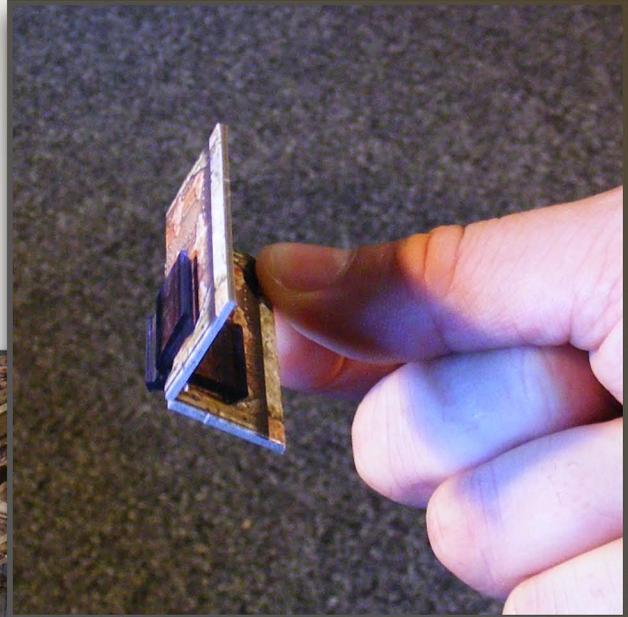
If possible, set to task a group dedicated to sewer or street construction and within that group have each person focus on one individual area. Create another group dedicated to building construction. The two groups will come up against unique requirements and techniques for each build type, so its important that they can communicate their needs to others with similar tasks before bringing all elements together.

If time and resources are challenged, scale down your ambitions and focus on a number of smaller builds showcasing different aspects of the terrain (and or smaller combinations of all settings). A small but highly detailed build will show better than a giant incomplete build.

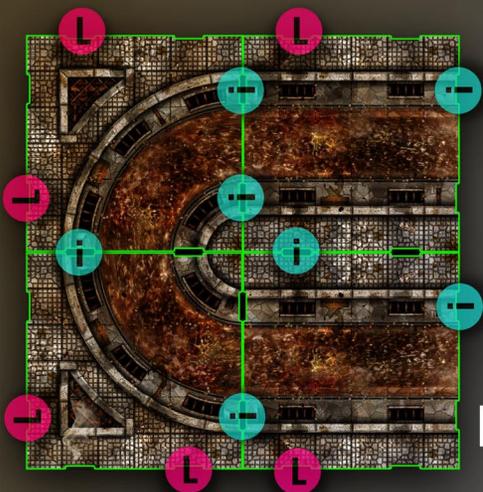
# Support Column Construction



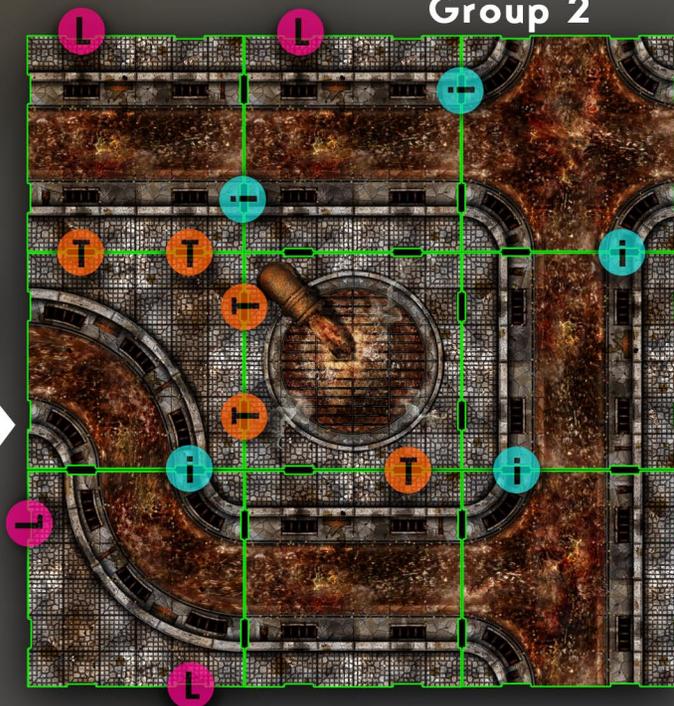
2" Balcony Segments  
Attached with "L" Clip.



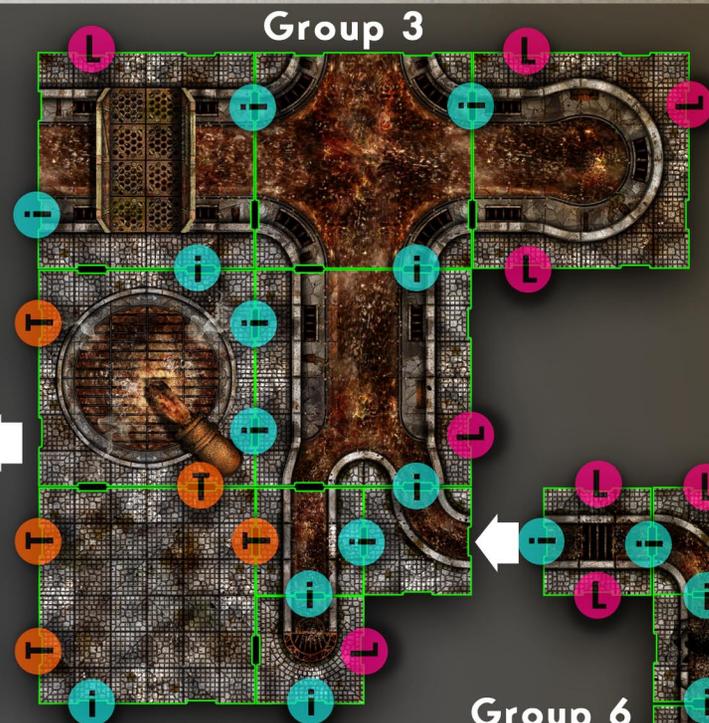
Supports are used wherever there are points of structural weakness in multi-level structures. If anything sags, fit a column underneath.



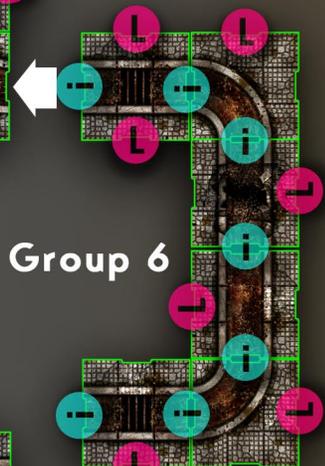
Group 1



Group 2



Group 3

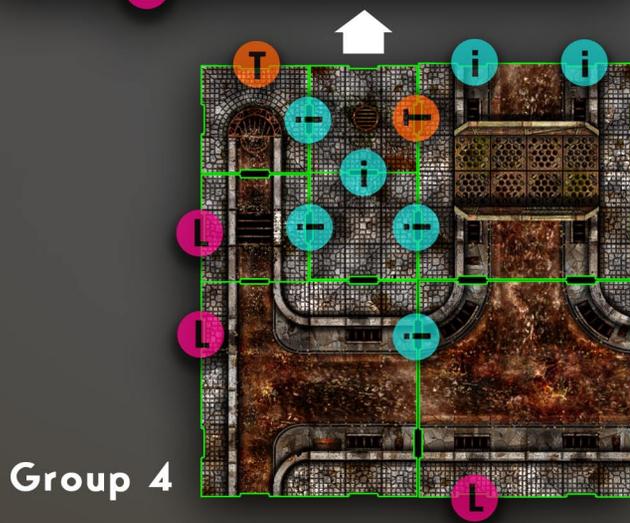


Group 6

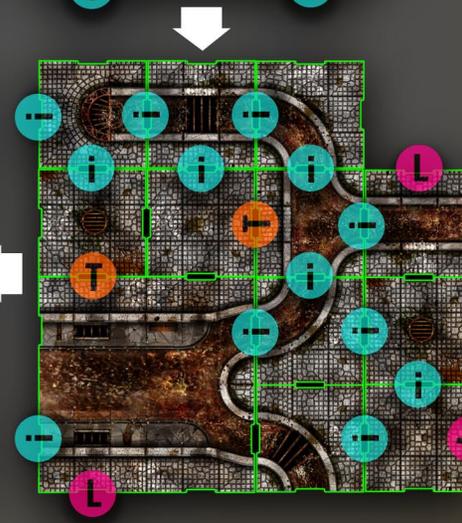
**FLOOR CLIPS**  
 14 T-Clips  
 51 i-Clips  
 29 L-Clips

**Sequence**

1. Group 1 to group 2
2. Group 4 to group 2
3. Group 3 to group 5
4. Group 3 & 5 to group 2 & 4
5. Group 6 to group 3 & 5



Group 4



Group 5



14 T-Clips  
51 i-Clips  
29 L-Clips

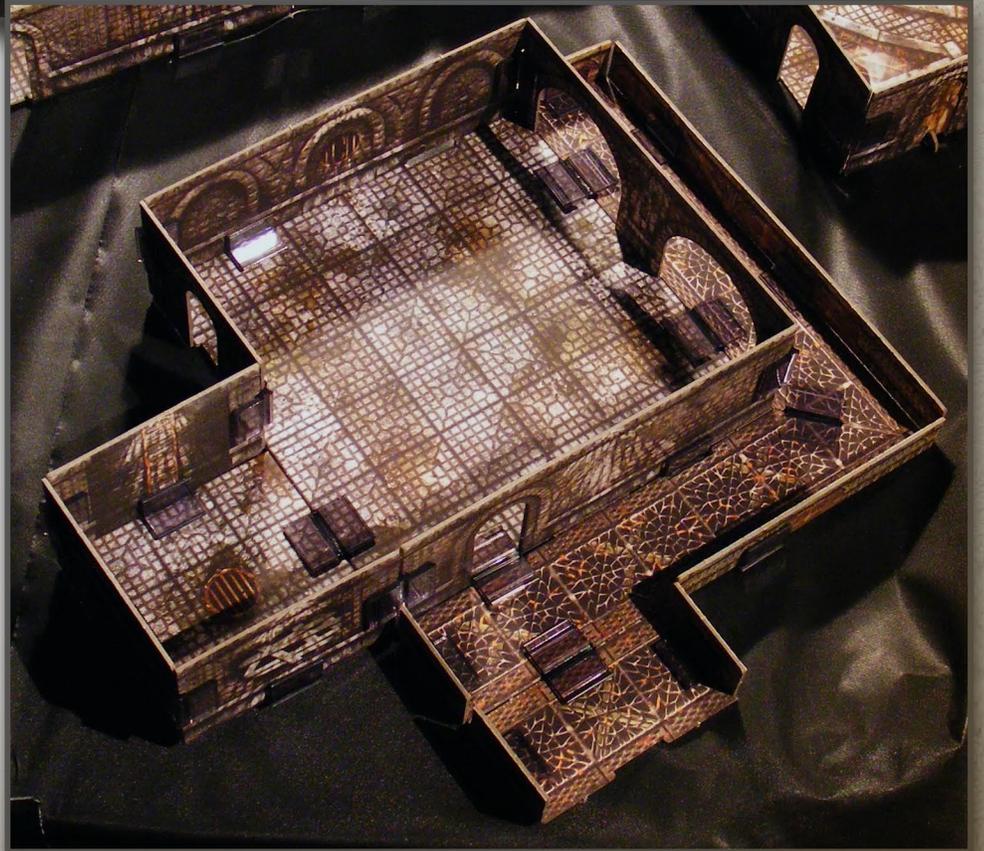
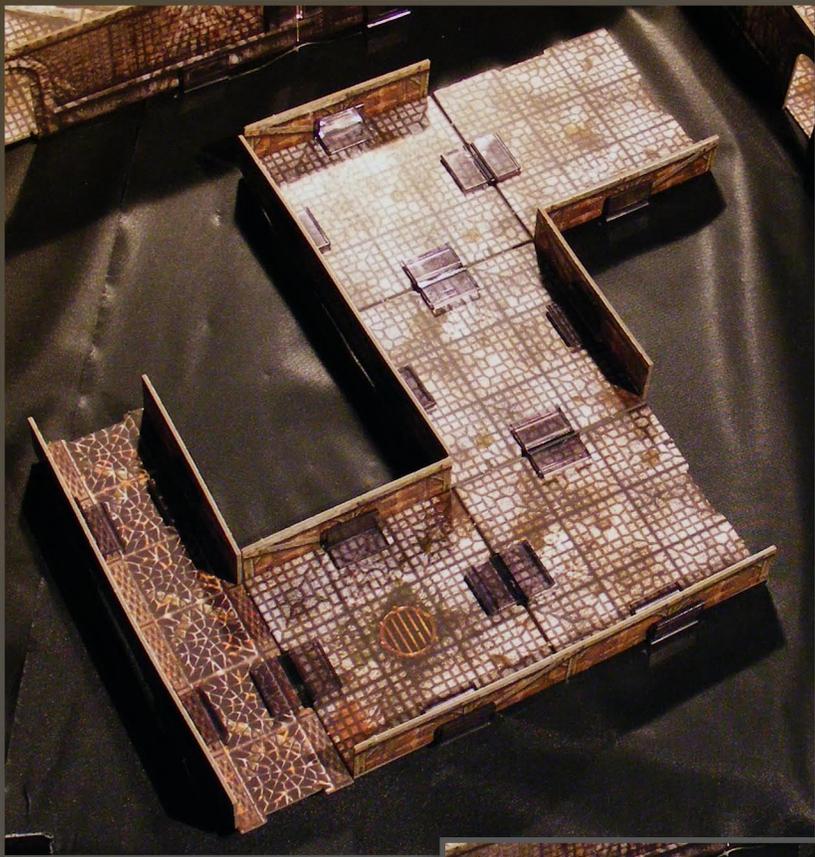


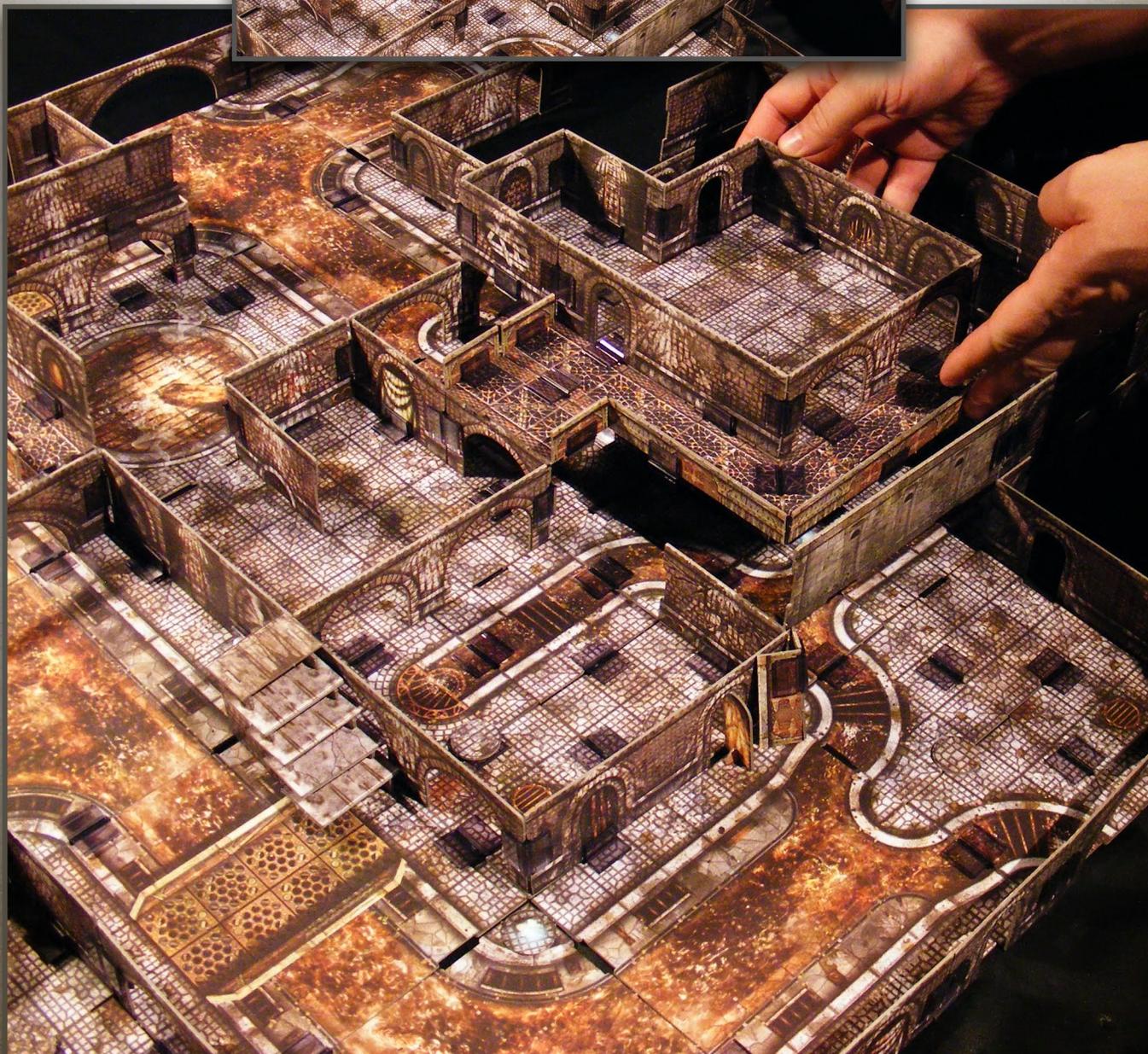
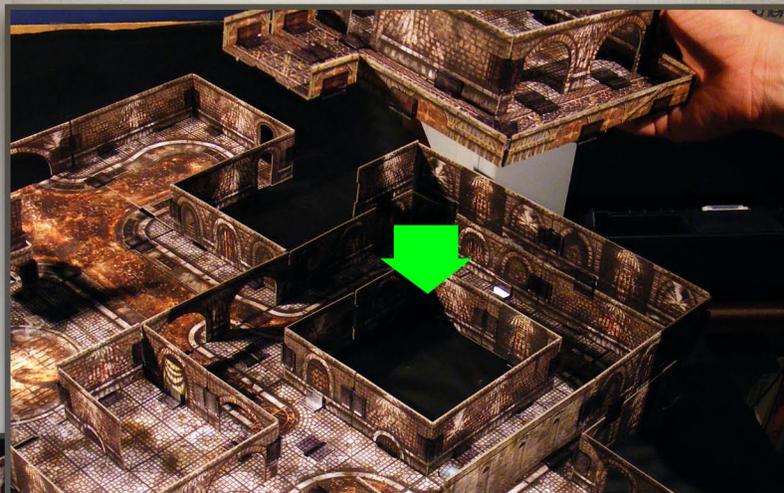
Balcony wraps outer wall.

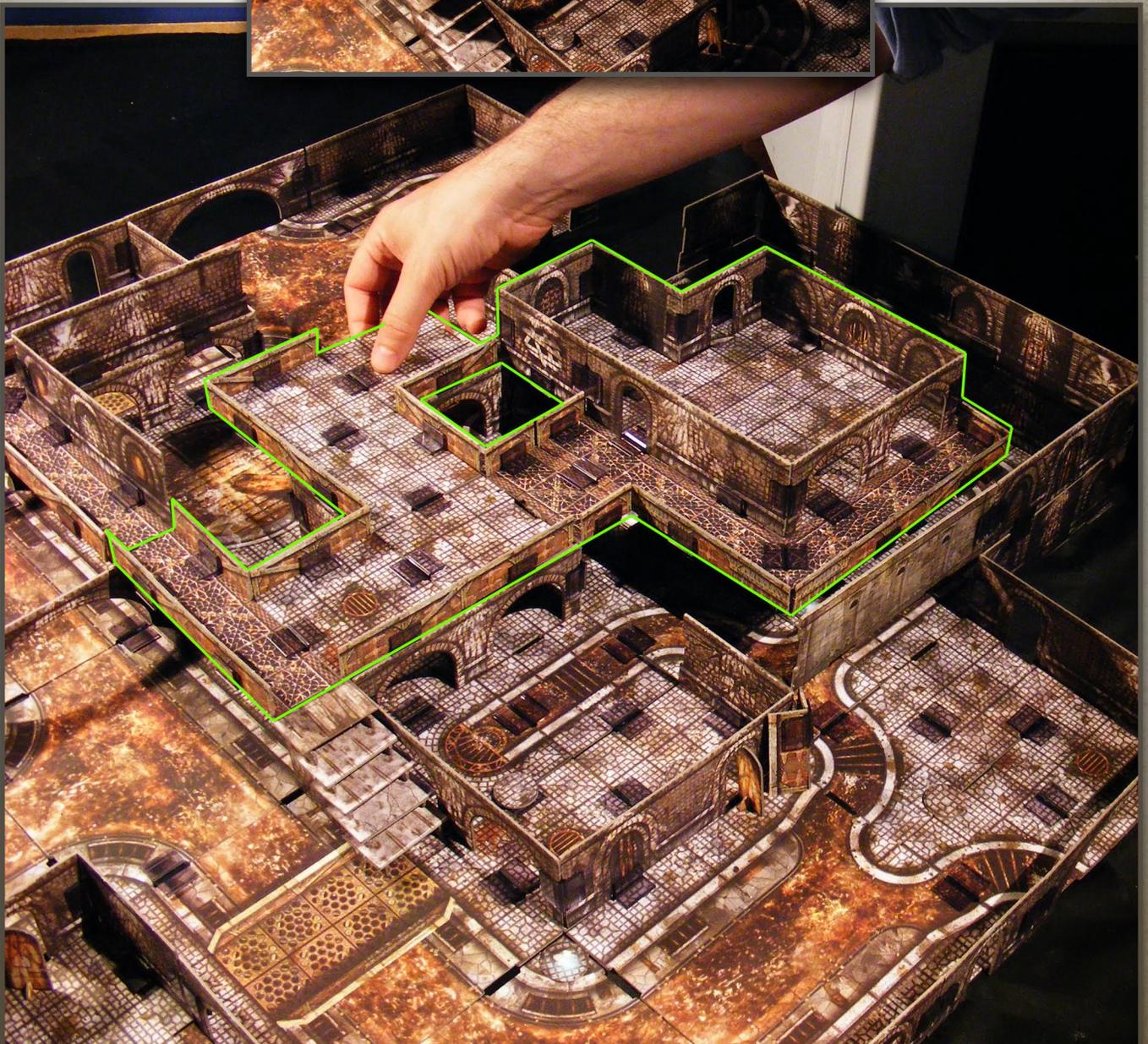
2 Story Outer Wall

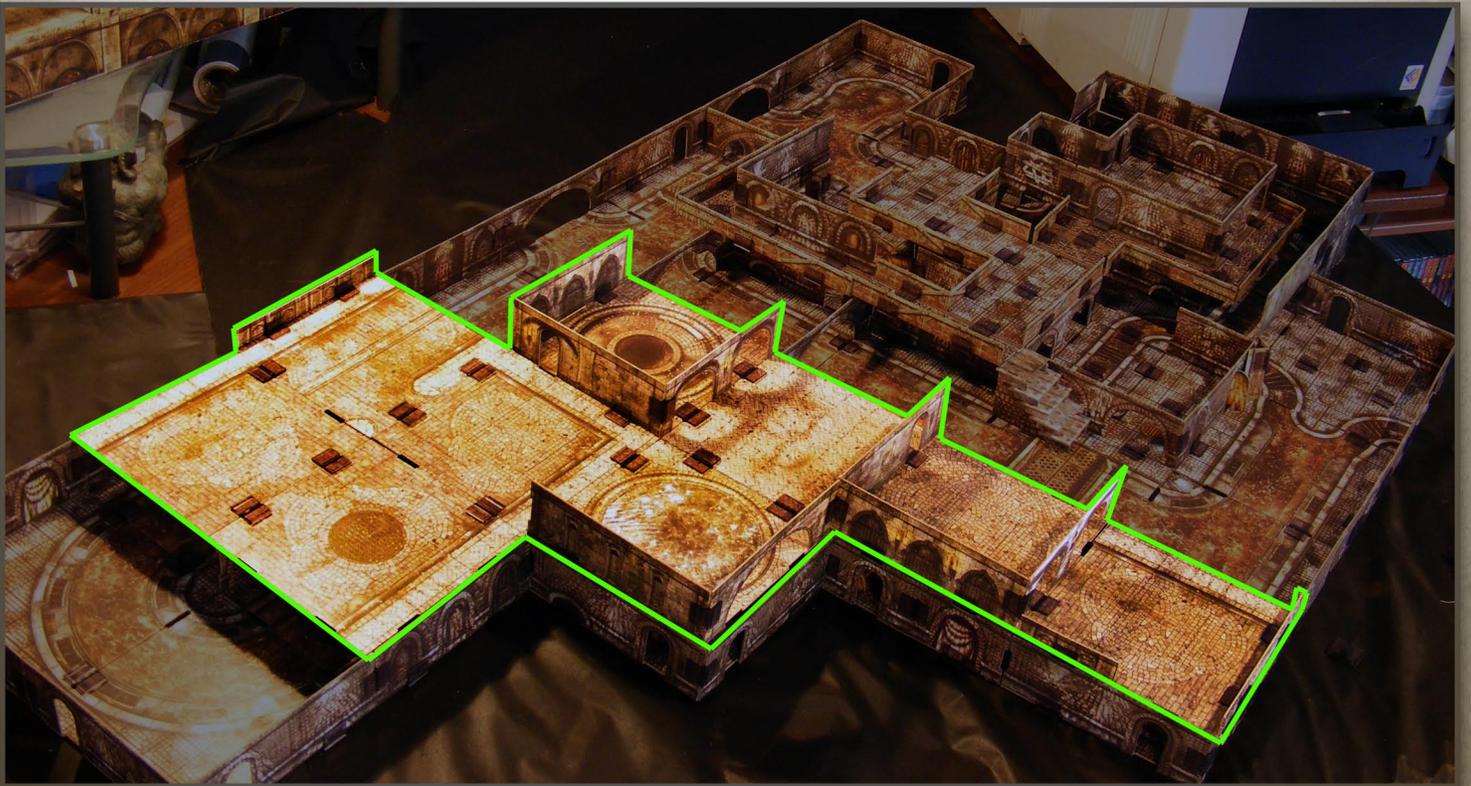
Balcony  
with railings



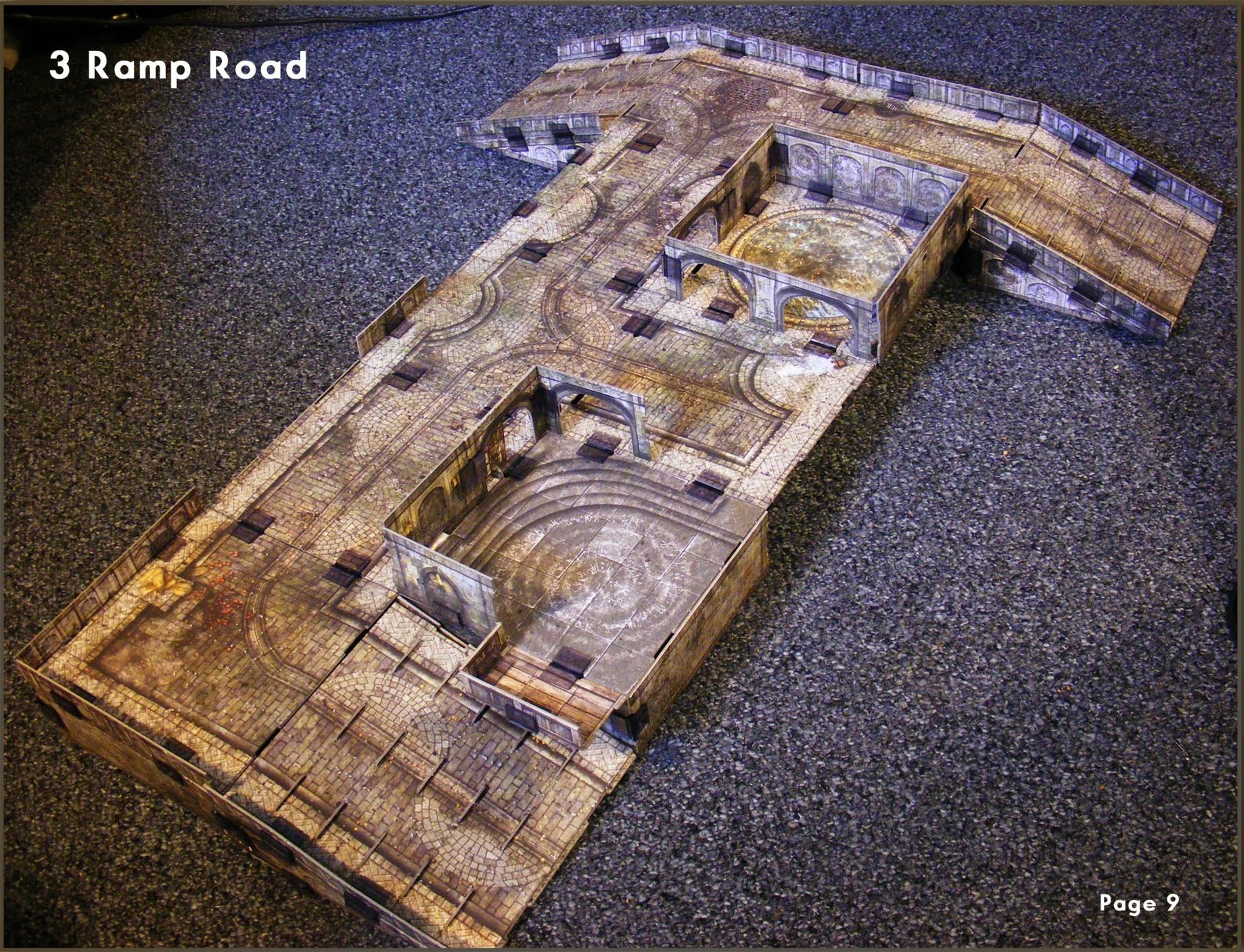


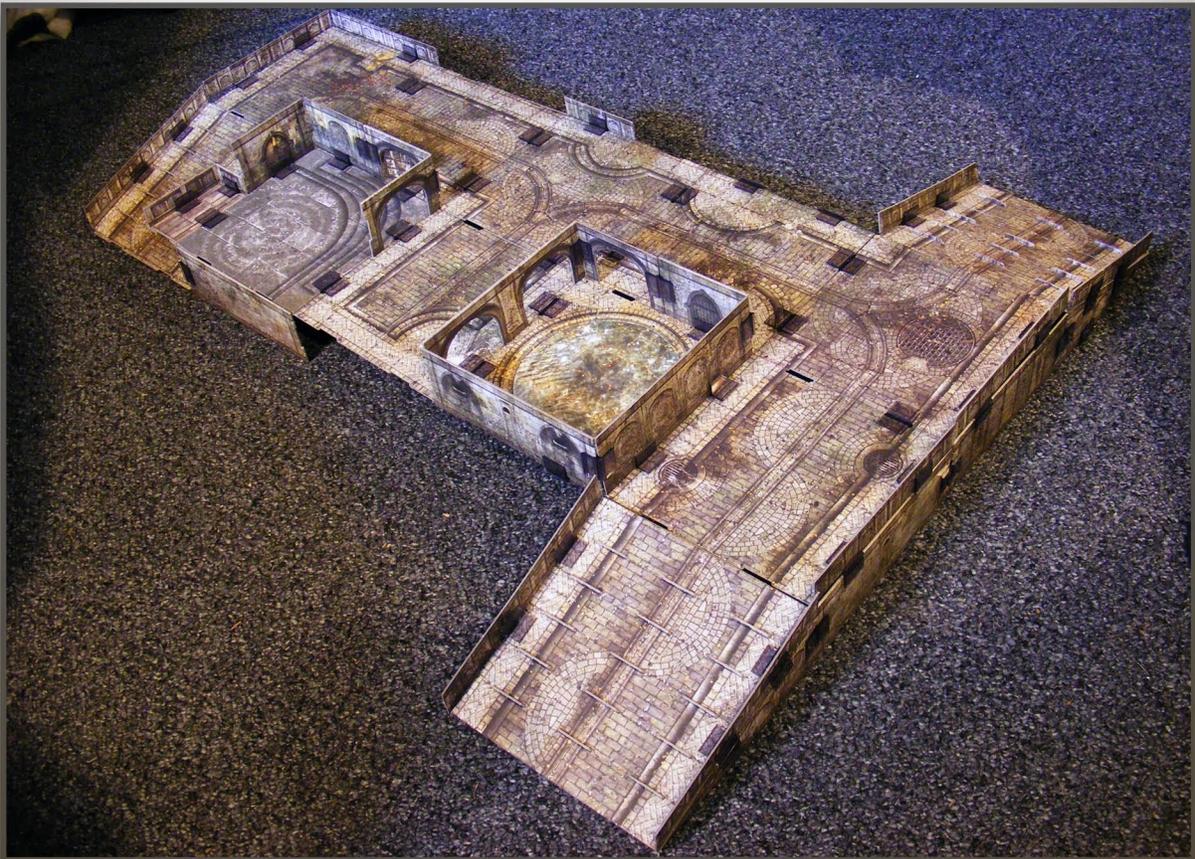
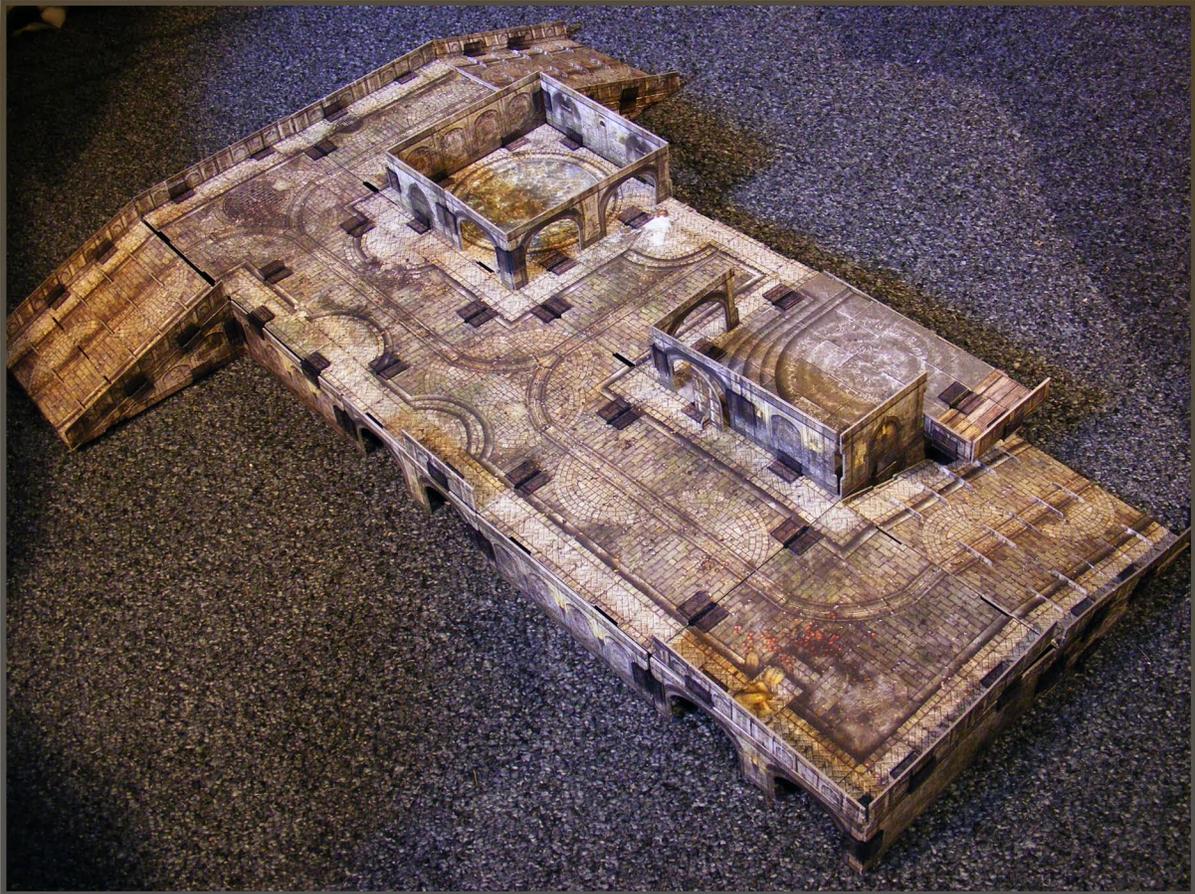


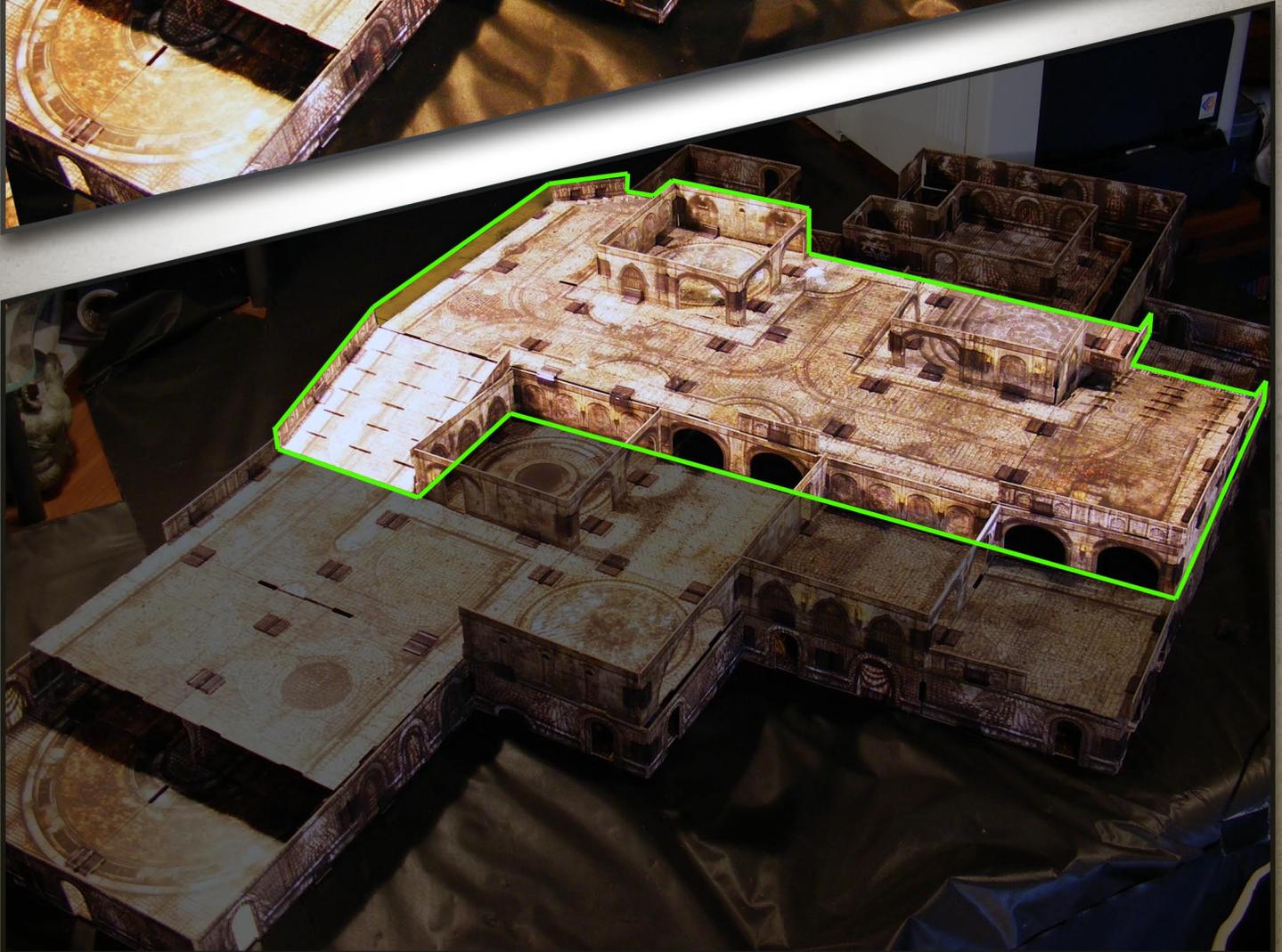


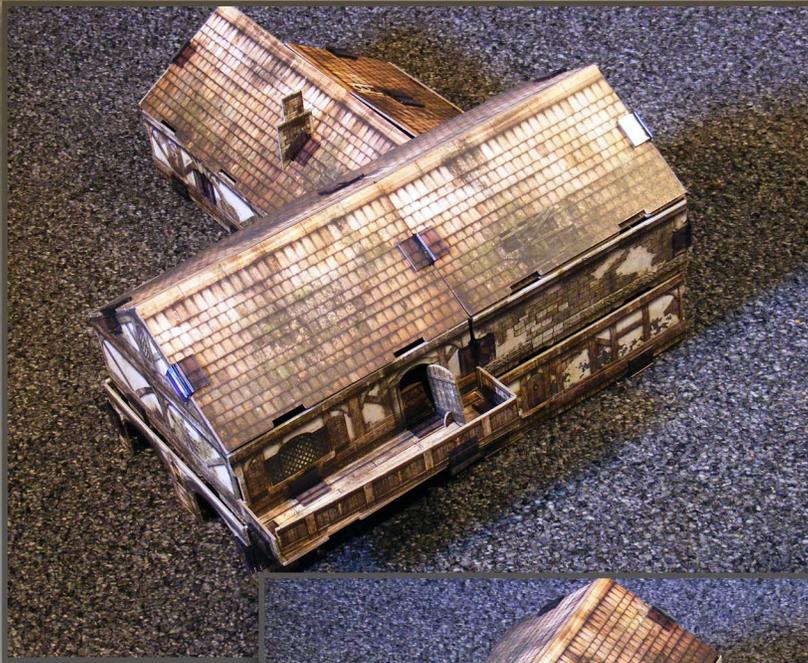


# 3 Ramp Road

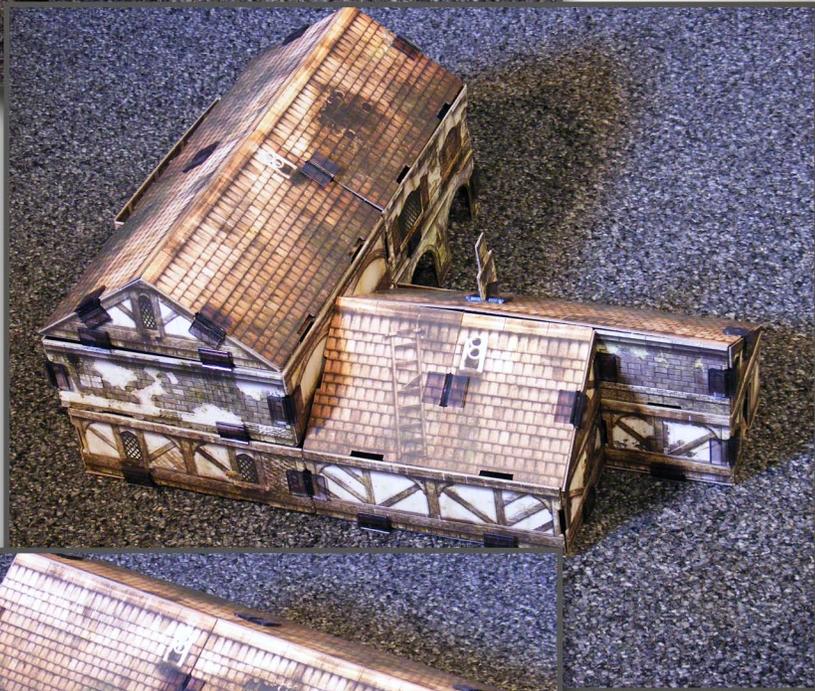


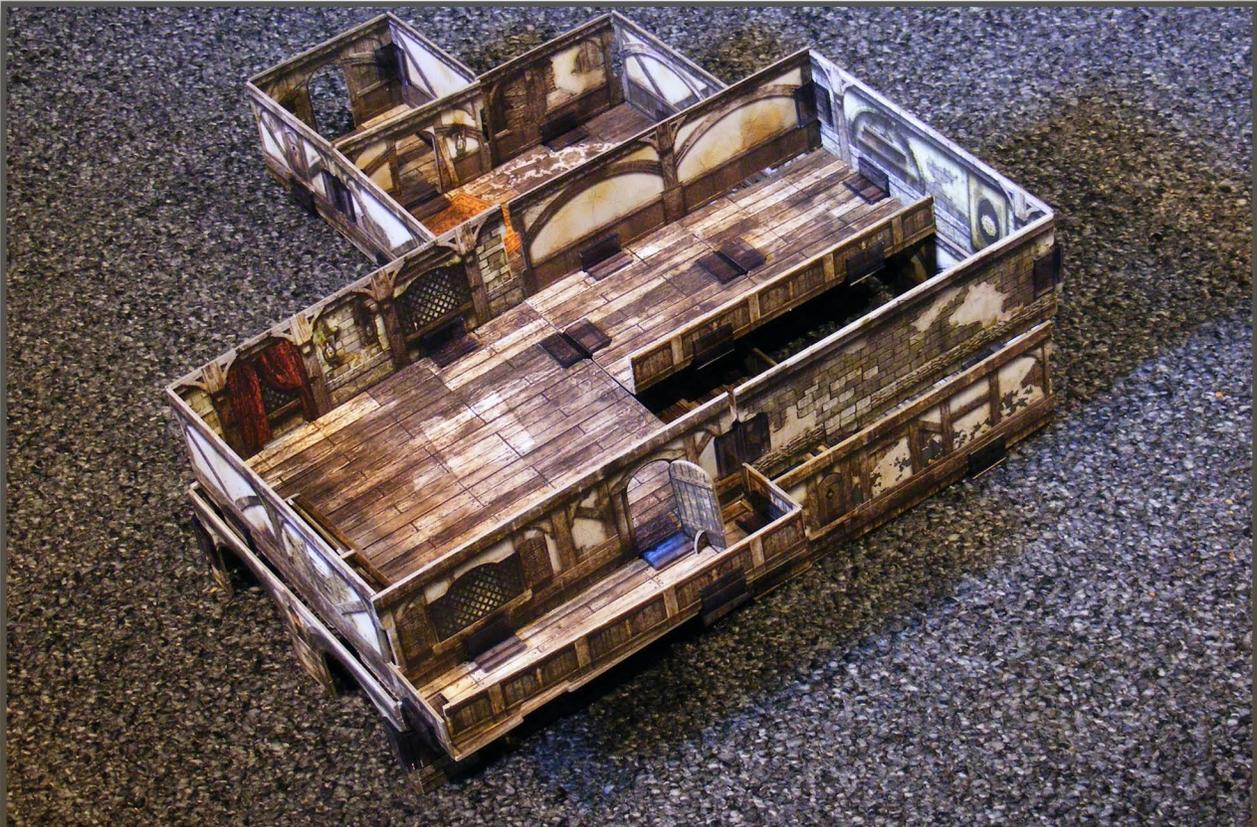


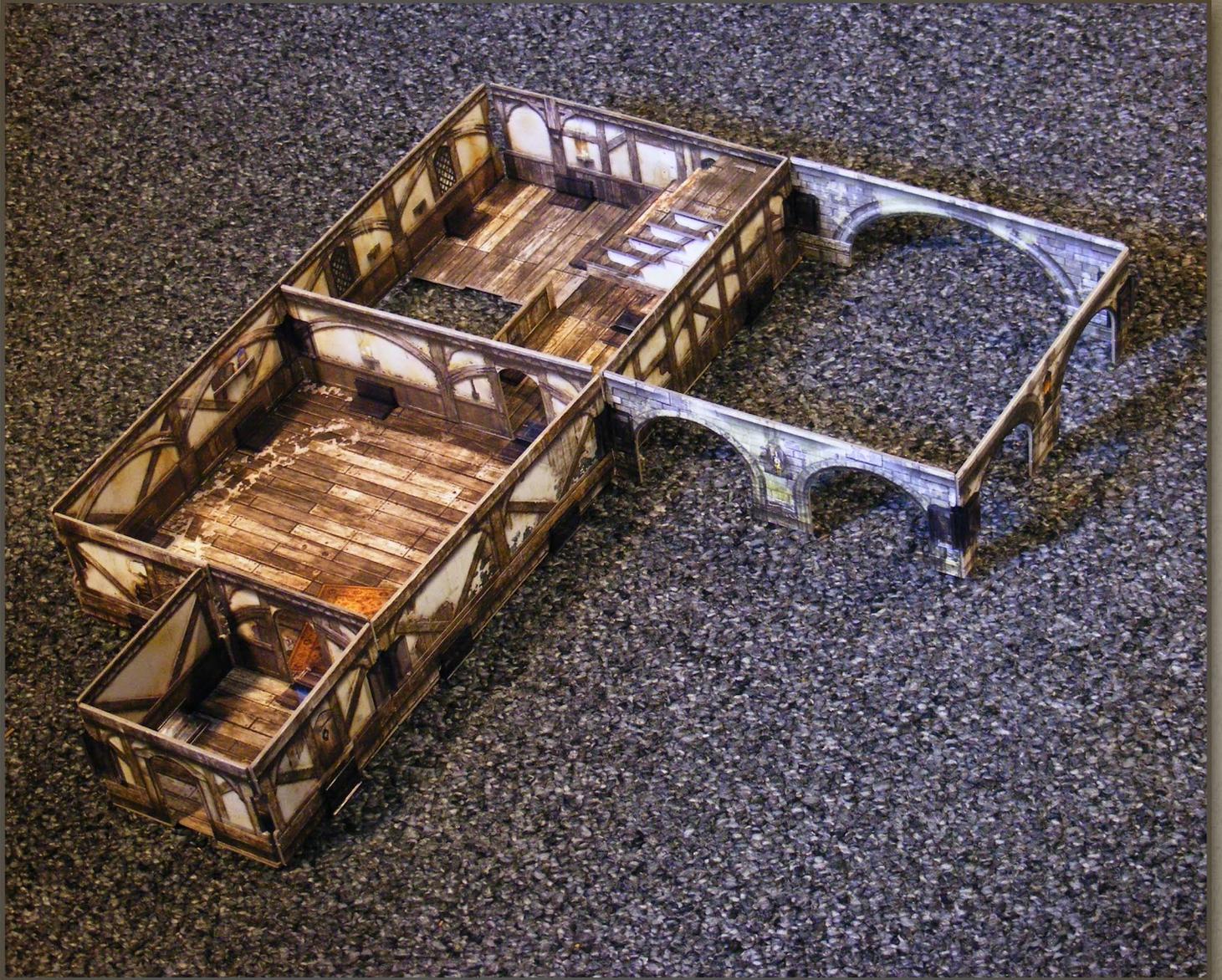




# Building 1

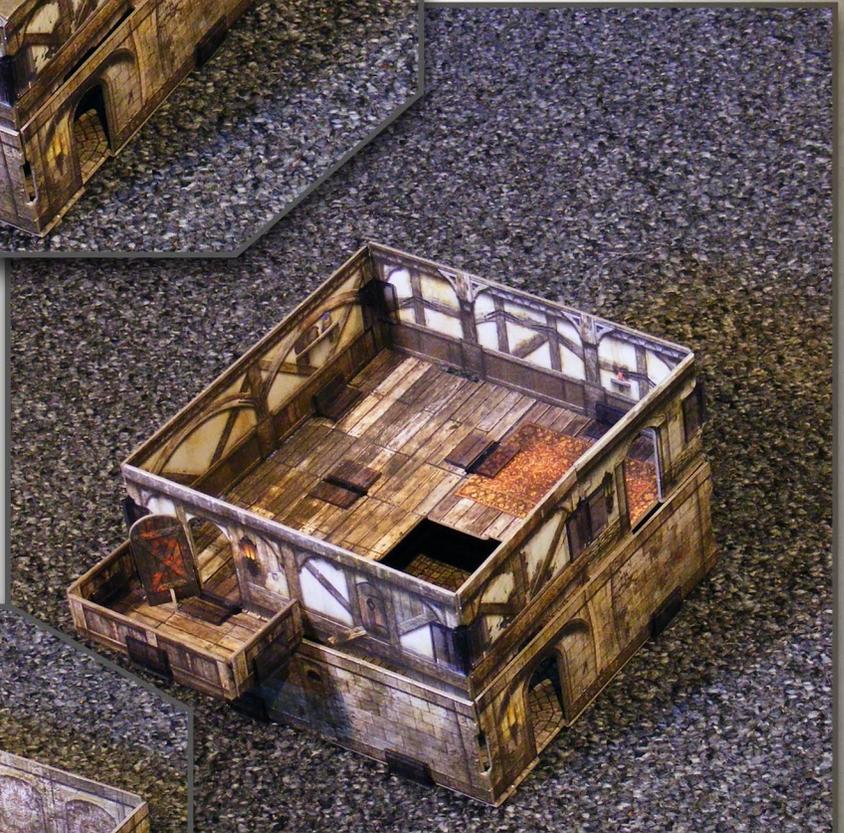


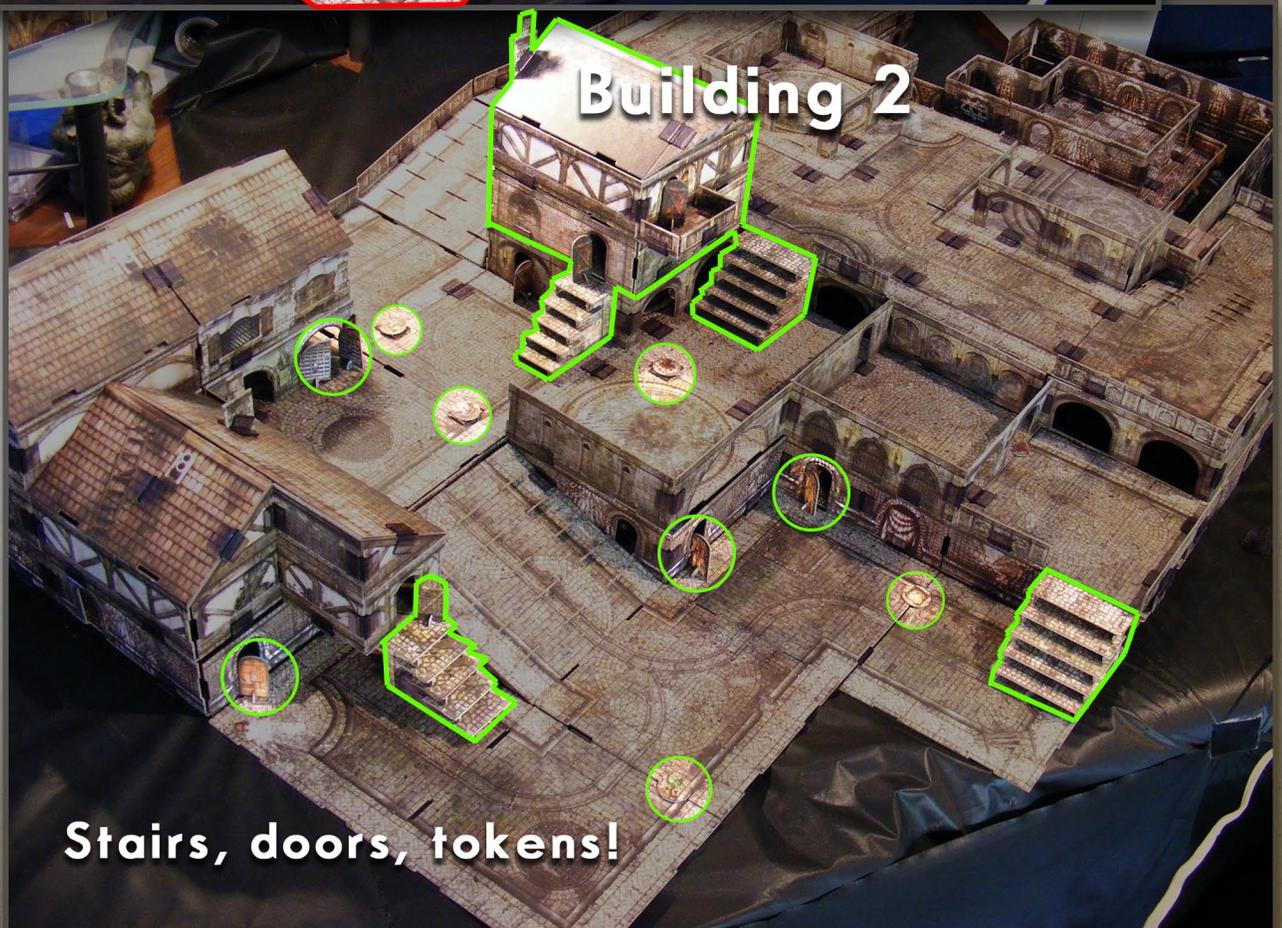
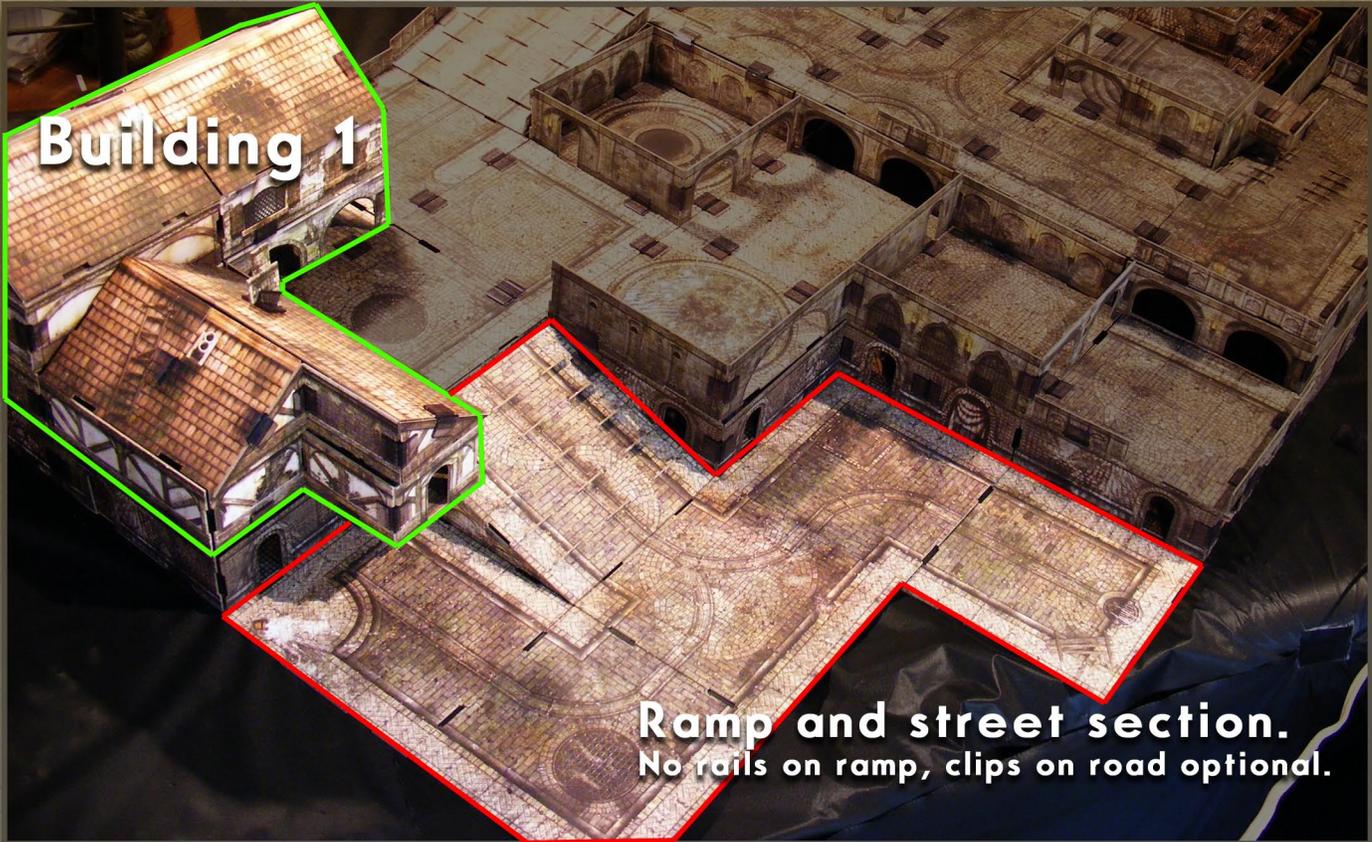




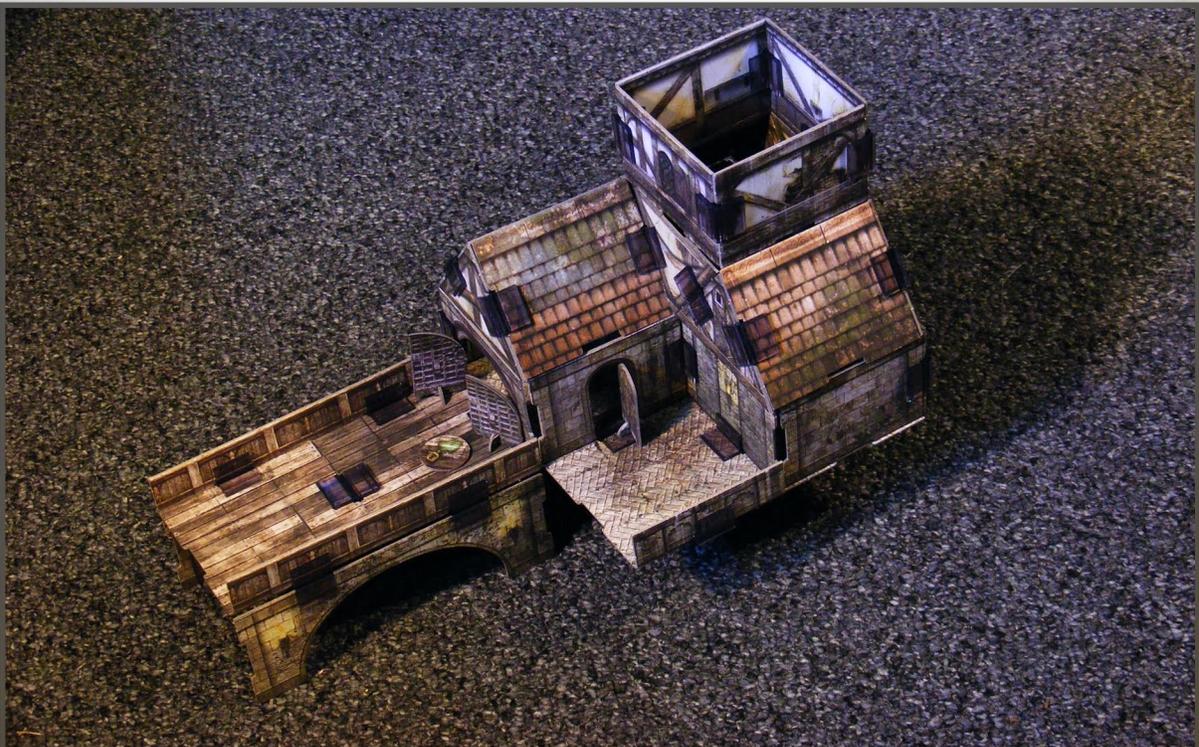
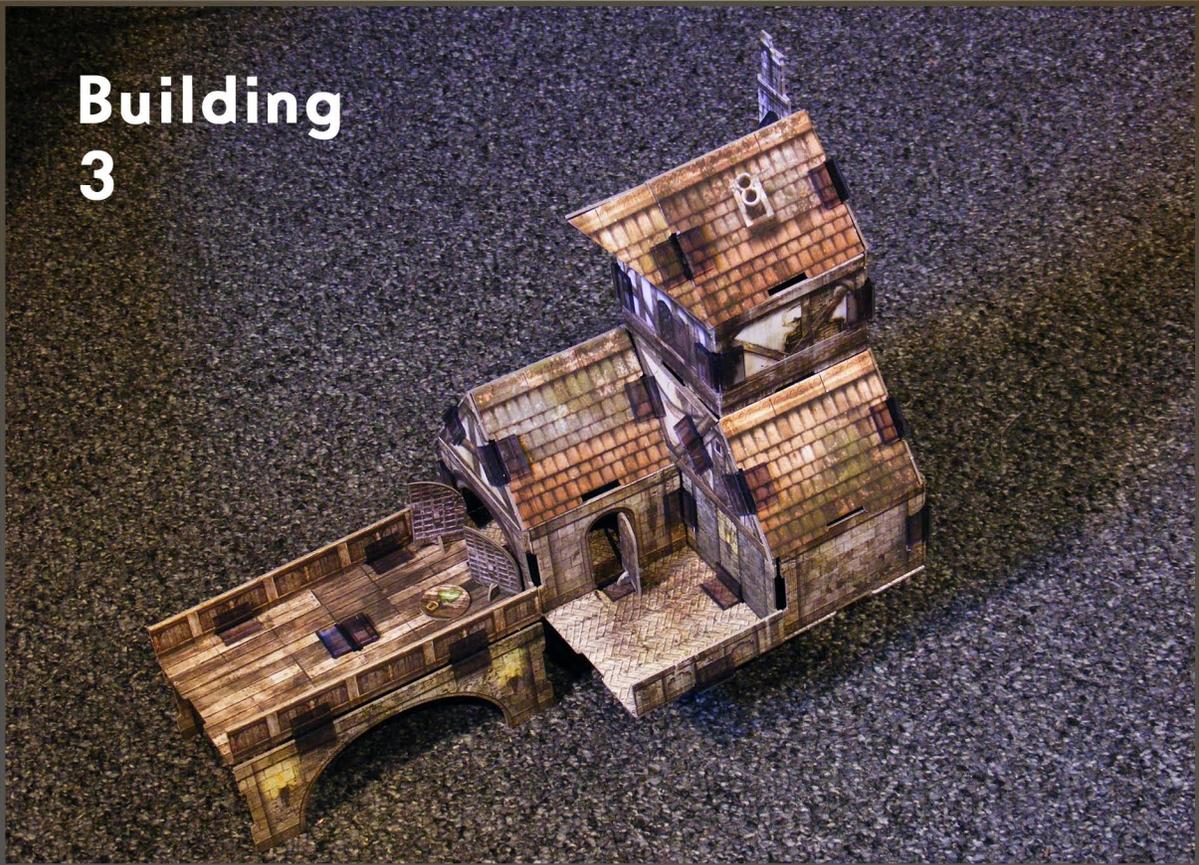


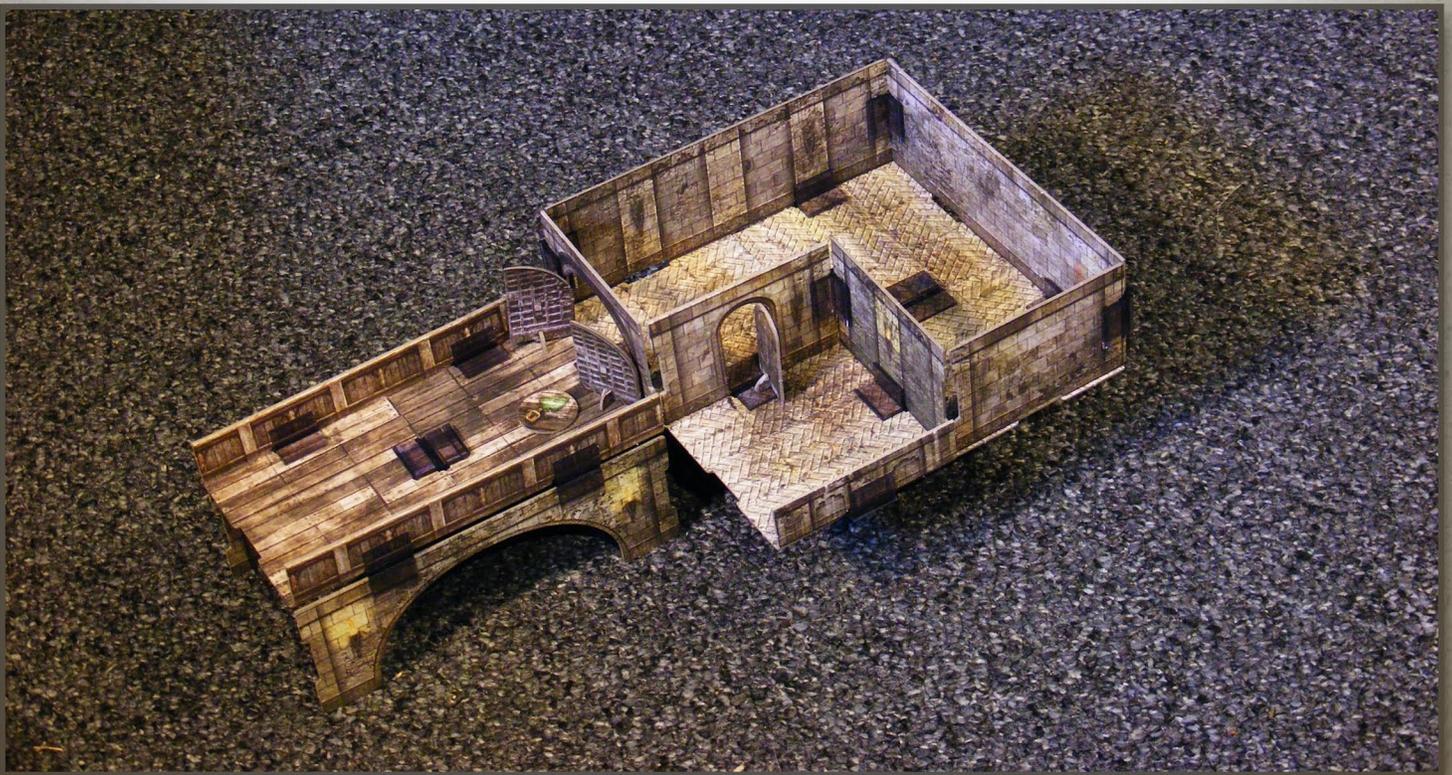
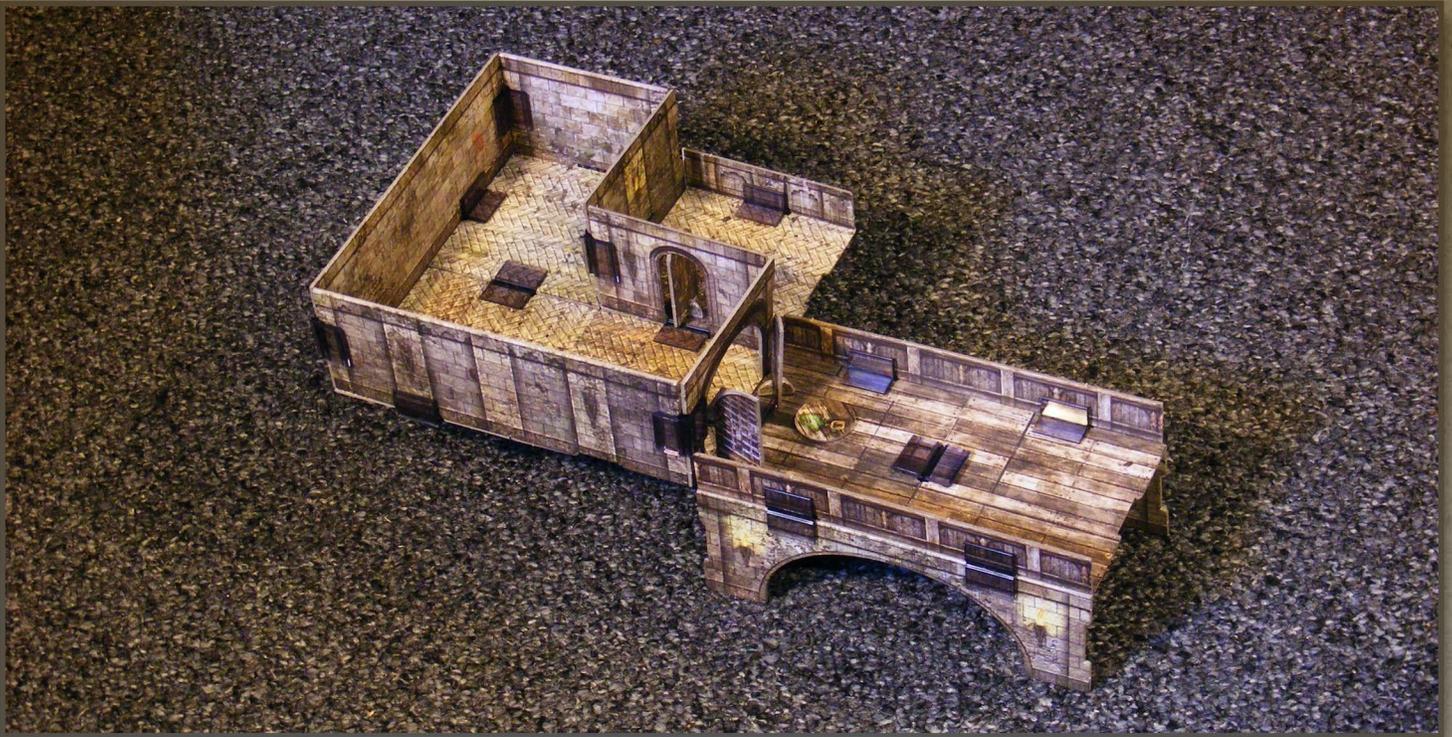
## Building 2



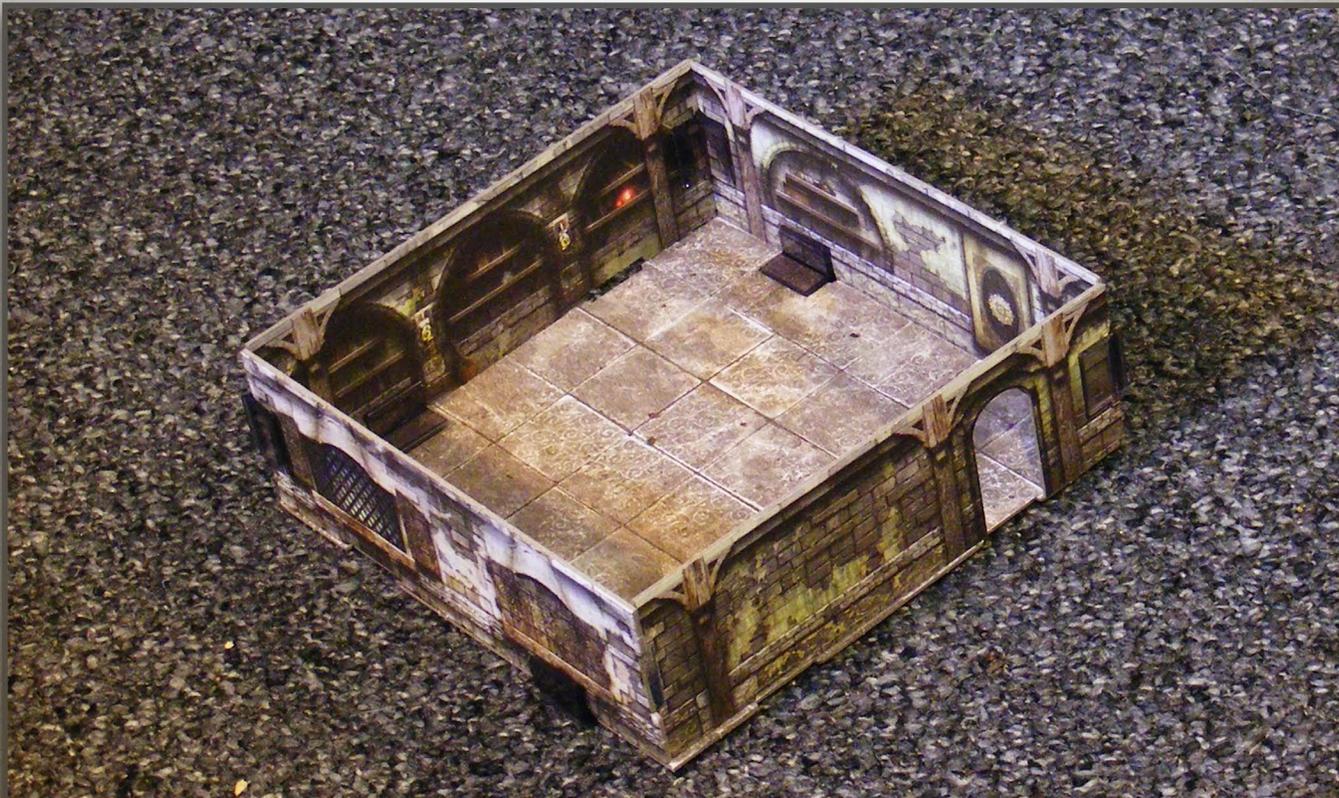


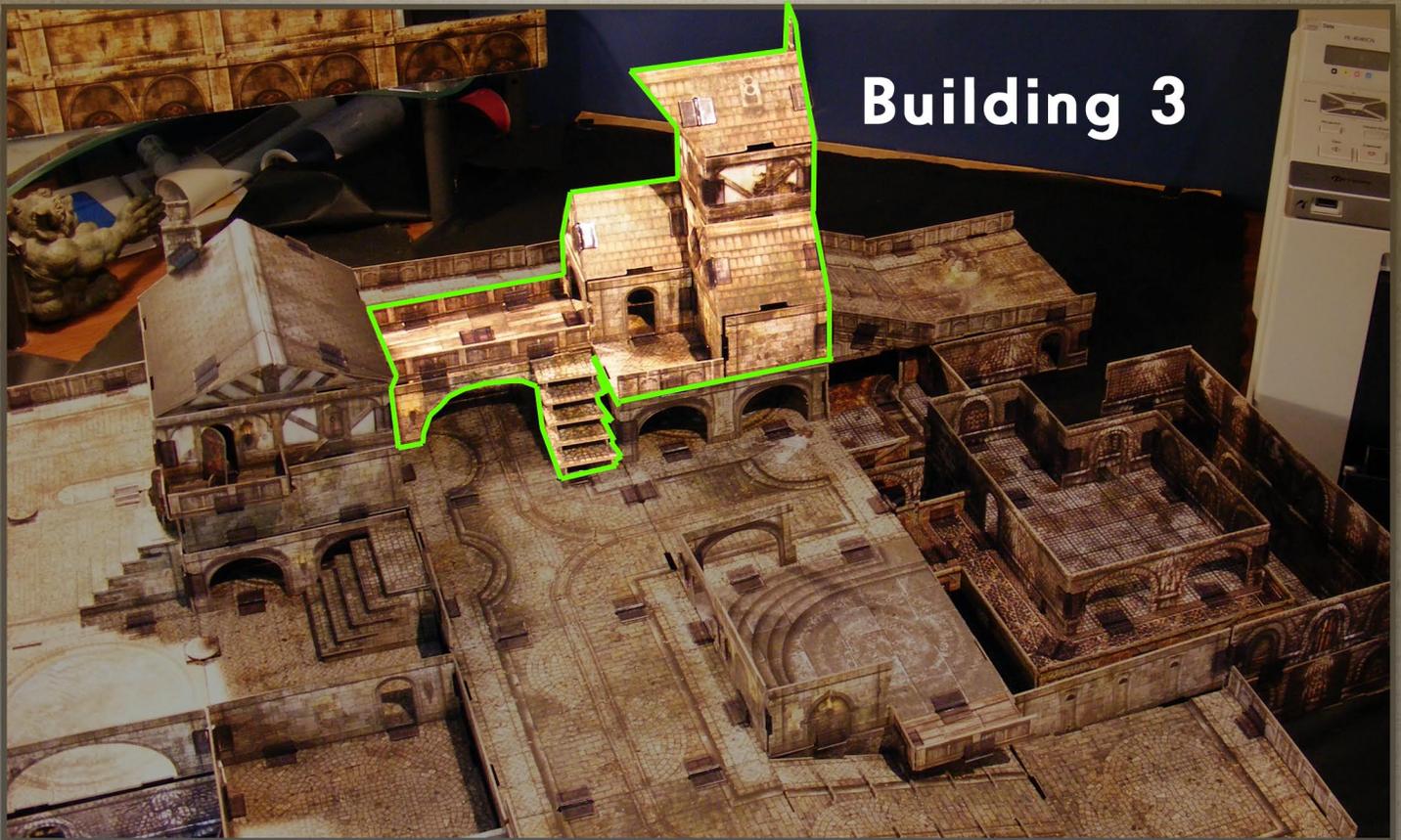
# Building 3





# Building 4





**Building 3**



**Building 4**

**Tokens, doors, ladder**

# Building 5

