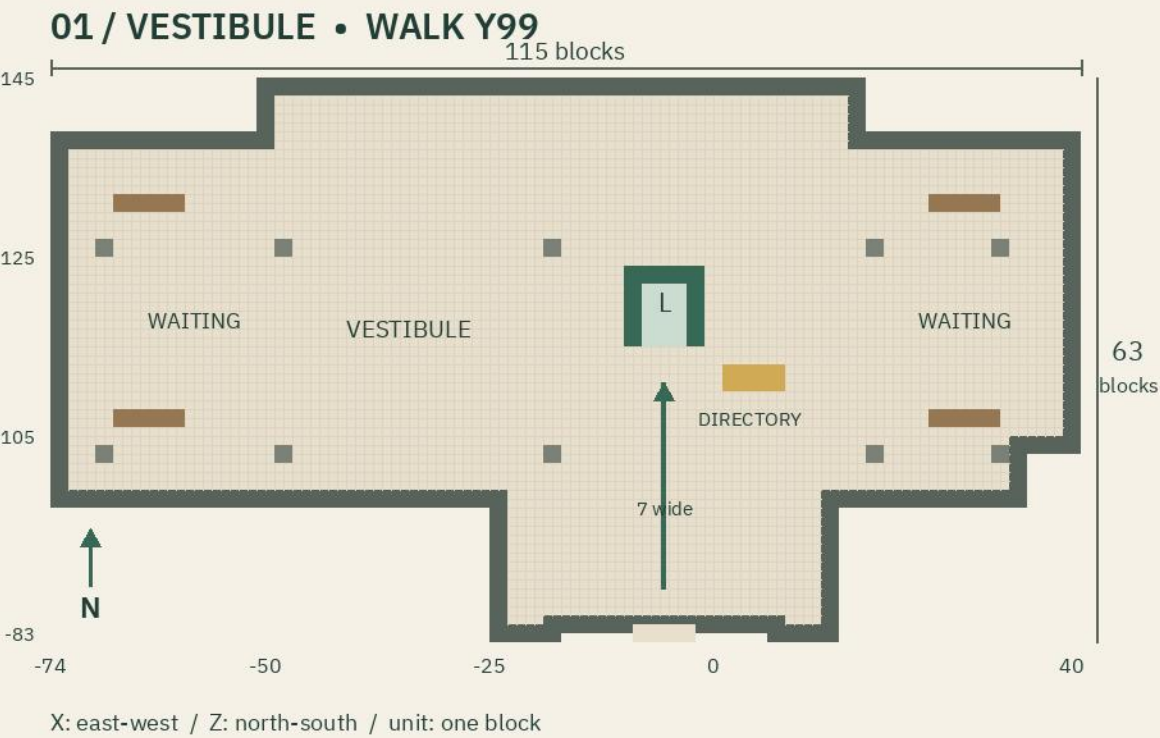


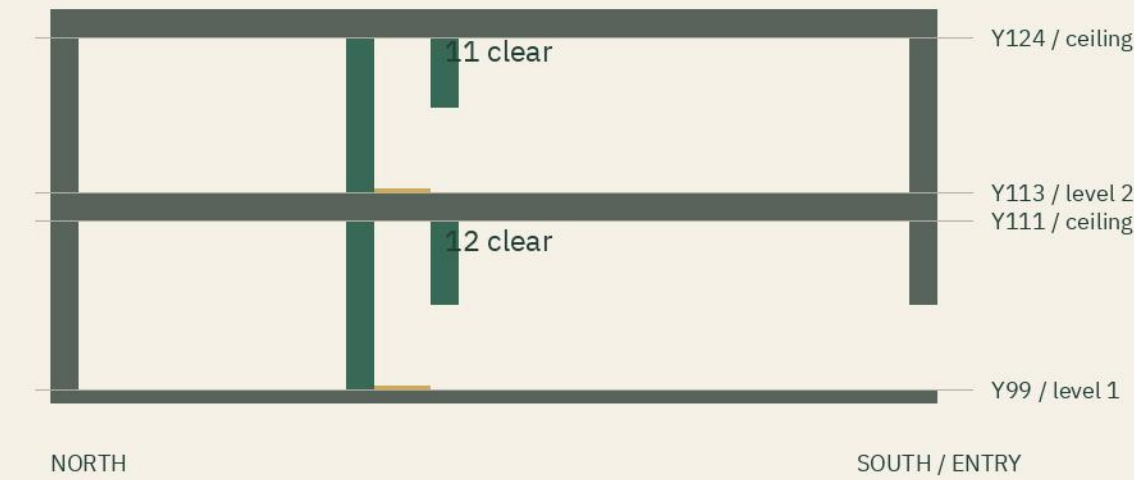
SHACRAFT / CLOCK STATION

01 VESTIBULE + 02 SMASH / COORDINATE PLAN / DESIGN v1

Fixed foundation: 115 x 63 blocks overall. North is up. Both plans use the same 1-block grid.



SECTION / ENTRANCE AXIS X = -6



DESIGN RULES

- Fixed footprint; 2-block perimeter walls.
- Lift: 9 x 9 housing; 5 x 5 clear cabin.
- Same shaft and south-facing door on both floors.
- Six 7 x 5 sign bays; destinations remain unassigned.
- SMASH display is scenery on a solid, enclosed floor.
- Gameplay takes place in separate arena worlds.
- Future stories are not furnished or dimensioned here.
- Concept images illustrate style; layout.json governs placement.

VERIFIED AGAINST THE SAVED FOUNDATION

5,764 foundation columns • all specified furnishings inside the wall setback • no furnishing overlaps

This is a design drawing, not a live scan or a completed building. Above-ground shell and floors are proposed.