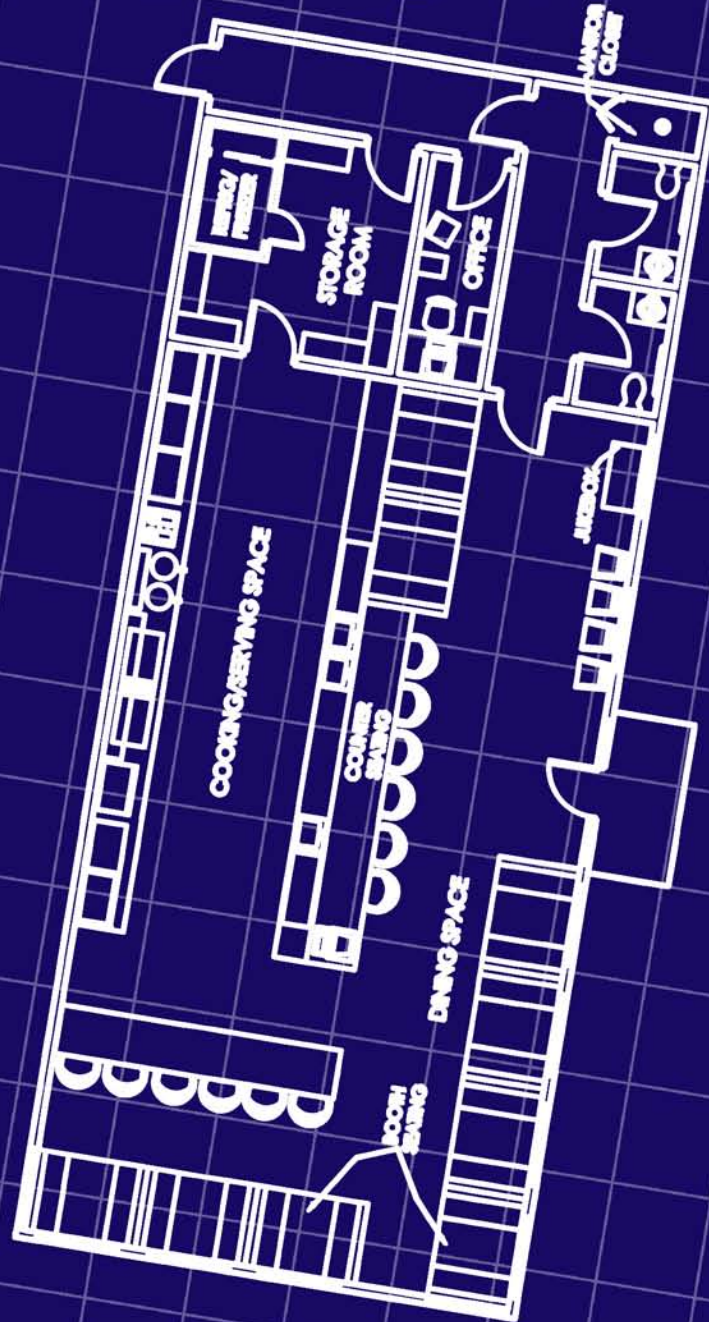


# Modern Floorplans

Goin' Out Series

**"An Average Diner"**





# MODERN FLOORPLANS VOLUME 2: GOIN' OUT

*“AN AVERAGE DINER”*

BY CHARLES AND KRISTA WHITE

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Drawn by: Krista White

Conceptualized by: Charles White

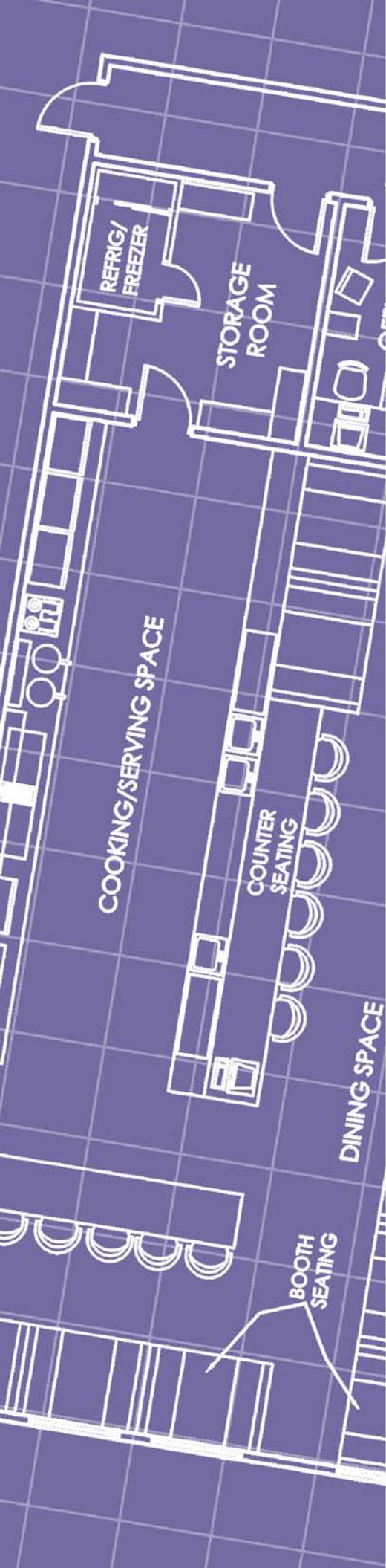
Cover art by: Preston DuBose

Immeasurable assistance by:

Clint Black and Stu Miller

Plus, a very special thank you to our publisher,  
12 to Midnight . . . especially Preston DuBose and  
Jerry Blakemore.

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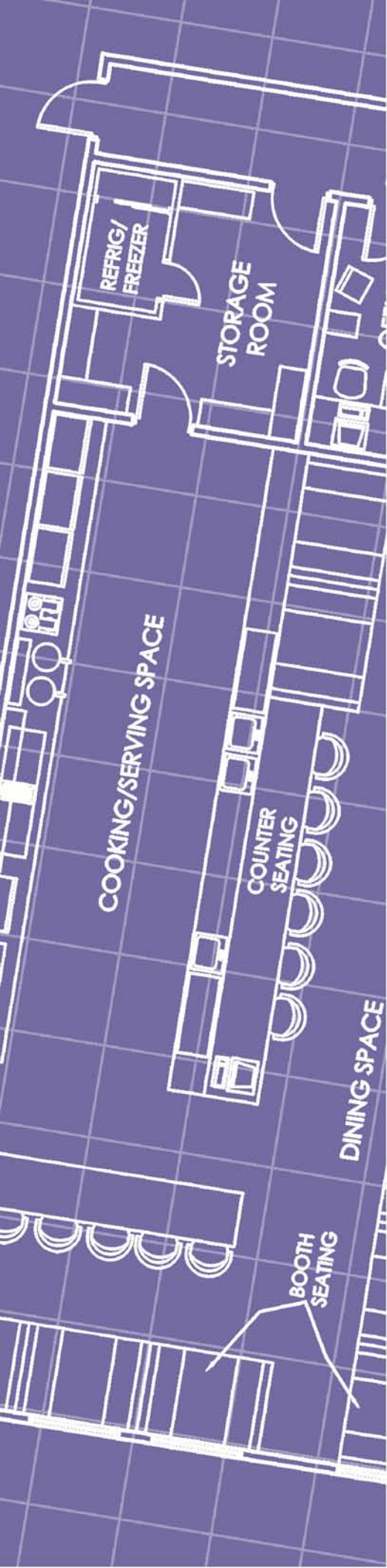
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This product is a work of fiction. Any similarity to actual structures is purely coincidental. Although these floor plans have been created with a great deal of quality, they are not intended to be used to create actual structures. Made in the USA.

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# AUTHOR'S NOTES

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For years, I have enjoyed playing in and running modern and near-future campaigns. The frustrating thing about gaming within these settings is the lack of maps. I began collecting maps of places that I visited for use in my games, such as hospitals, museums and other places. One of my favorites was a map of a museum that I found online. However, none of them completely fit the bill. I went to various gaming websites and stores looking for good maps, but couldn't find any that interested me. I quickly got tired of planning my games around the maps that I had available. I knew that I needed to do something, but didn't know what.

About six years ago, Krista began drafting in AutoCAD and creating some amazing structures for school projects and then for work. It wasn't until about two years ago that it dawned on me that these structures were exactly what I needed for my games. Although not a gamer herself, Krista used her expertise to create incredible modern structures for me based on the input that I offered. I then figured that if I am in need of maps of modern structures, there must be many other people that need maps as well.

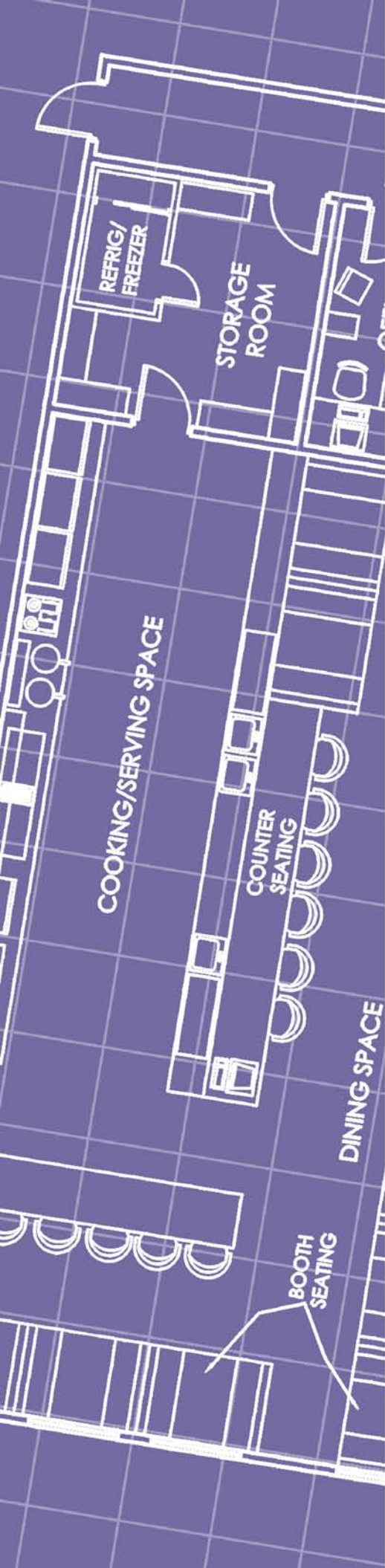
I initially thought that gaming companies would be falling all over themselves to get their hands on these maps. Boy was I wrong. There were several things that I hadn't thought of if the maps were going to be produced and sold in gaming stores.

Most gamers wanted a map that they could throw on a table and use with their miniatures. They didn't want to draw out the maps; and given the detail of the maps it would be difficult for those that wanted to try. In addition, the maps needed to be printed on 24"x36" paper to be at the correct scale and this was very expensive. If we wanted to sell the maps, the cost would be prohibitive.

The maps sat on the shelf for quite some time until Krista and I decided to contact a few game companies to see if they needed someone to create maps of modern structures for their products. There were no takers. About the same time, one of our good friends, Clint Black, was working with a couple of gaming companies on various projects. We sent him some of the maps that Krista had created. He suggested that we talk with an indie gaming company that was heavily utilizing modern settings. That company was 12 to Midnight.

We sent a couple of samples to the folks at 12 to Midnight and they loved them. At the same time, they solved our biggest obstacle. If we released the maps in .PDF format, we didn't have to worry about the constraints of printing. And, the rest is history. It just goes to show that if you have a dream and the support of great friends and family, you can accomplish anything!

- Charles White



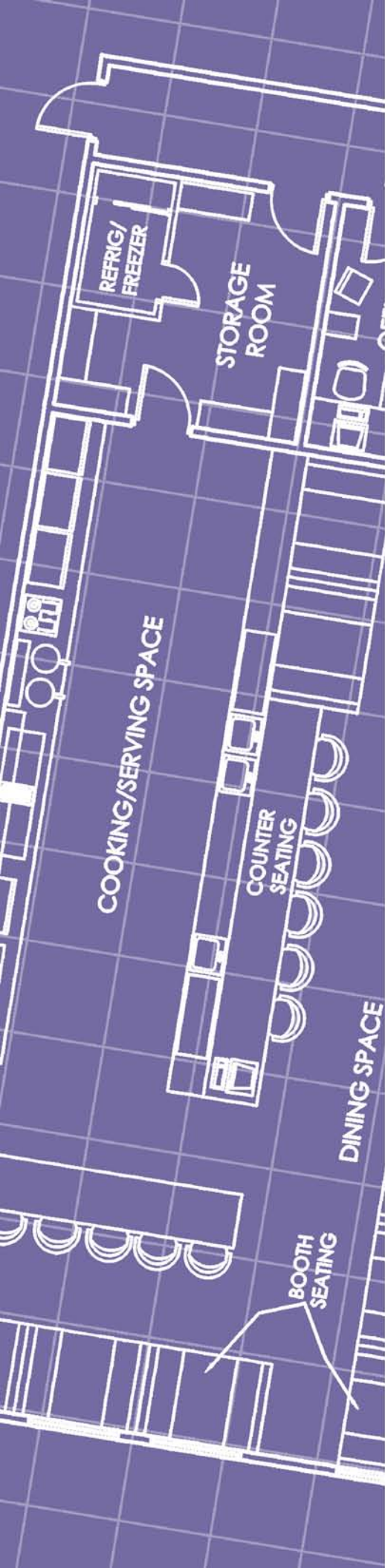
# ABOUT THE AUTHORS

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Charles White has been involved with gaming ever since a high school friend brought a copy of the expert set of Dungeons and Dragons to school one day. Twenty years later, Charles still games on a regular basis and runs games on occasion. Definitely not the typical gamer, Charles is a Lutheran Seminary graduate and holds two Masters degrees; one with a focus in American Church History and the other, an advanced Masters, in the area of American Religion and Culture.

Krista White is not your typical creator of gaming supplements. In fact, she has never gamed in her life. However, one fateful day, over ten years ago, she met a bright-eyed handsome gamer and her life has never been the same since. Krista is an experienced architectural drafter who works on many real world projects during her “day job”. In addition, she has a degree in interior design and is a painter, sculptor, scrapbooker and all around artiste.

Krista and Charles both call North Carolina home where they live with their “daughter”, Daisy, a full-blooded Golden Retriever.





# INTRODUCTION

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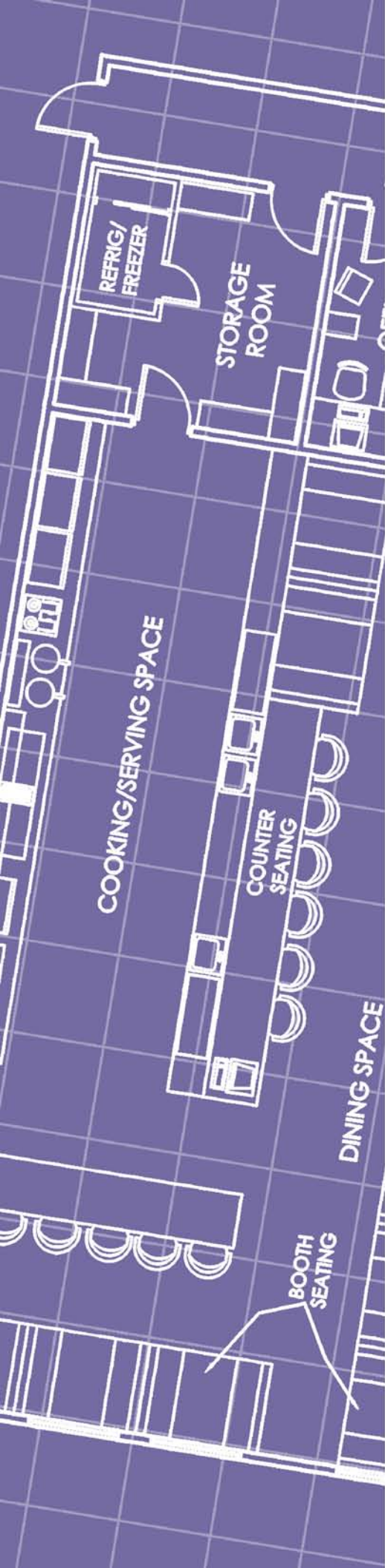
## Modern Floor Plans Volume 2: Goin' Out "An Average Diner"

Welcome to Modern Floor Plans: Goin' Out. We hope that you enjoy these floor plans and encourage you to keep an eye out for more releases from Fabled Environments.

**Joe's Diner-** This floorplan can be used as a simple diner or coffee shop. As patrons enter through the front door, the first thing they see is counter seating designed to hold six customers in need of a quick cup of coffee or a meal. A cash register at the end of this counter is where patrons can "settle up". To the left of the main counter is another counter of equal size that provides seating for six additional guests. In addition to the counter seating, a total of seven booths line both the left and entrance walls of the diner and offer space for larger parties. Two other booths can be found to the immediate right of the main counter area. Against the entrance wall and to the right of the main doorway are four chairs that patrons can use on busy nights as they wait for booths or counter space to become available, or to slide up to the end of a booth to make more room. The obligatory jukebox near the four chairs offers all the old favorites.

Behind the main counter area is the cooking/serving space. The cooking area consists of a large grill, toaster, waffle irons and a commercial coffee maker. Joe's Diner usually serves breakfast foods, hamburgers, sandwiches and the occasional T-bone steak. On the counter of the cooking area are several refrigerated glass showcases holding pre-made salads, slices of various flavors of pie, and other items to catch the eye of hungry diners. Under the counter are several refrigerators that hold eggs, bacon and other cold, quick need items for the short order cook and servers.

To the right of the cooking/serving space is a storage room that includes a walk-in refrigerator/freezer. All modern walk-in refrigerator/freezers have a device to allow exit from inside of the unit if the door is closed. Most units designed for use indoors do not include a way to attach a lock to secure the door of the unit. The exit door on the upper right outer wall is an emergency door. Anyone trying to leave through this exit will trigger an alarm.





# HOW TO USE OUR MAPS

Each map in the Modern Floorplans collection is available for printing in three options:

- An 8.5×11 single-page overview map. On these maps, 1 square does not equal 1 inch, however each square does represent 5 feet. This map is useful for the GM who just needs an overview or who plans on drawing out the floor plan on a dry-erase grid.
- A 24×36 map. These are "standard" miniature-ready maps, in which 1 square equals 1 inch, and each square represents 5 feet. These maps are ideal for throwing on the table and instantly playing, but not many people have large-format printers in their homes. These maps can usually be printed at a copy shop relatively inexpensively, and the copyright notice on page 2 includes a note to copy shop owners explicitly allowing you to print our maps for your personal use.
- A series of 8.5×11 pages that, when laid out side by side, form the same size map (at the same scale) as the one above. This tiled version can be printed from your home printer, but requires some invisible tape and scissors to put together. See "How to Tile" below.

In putting together this map pack, we tried to keep GM flexibility in the forefront. Not only do you have three different ways to use the map on your gaming table, but also we have provided you with three different iterations of each floor plan. We have rendered each map...

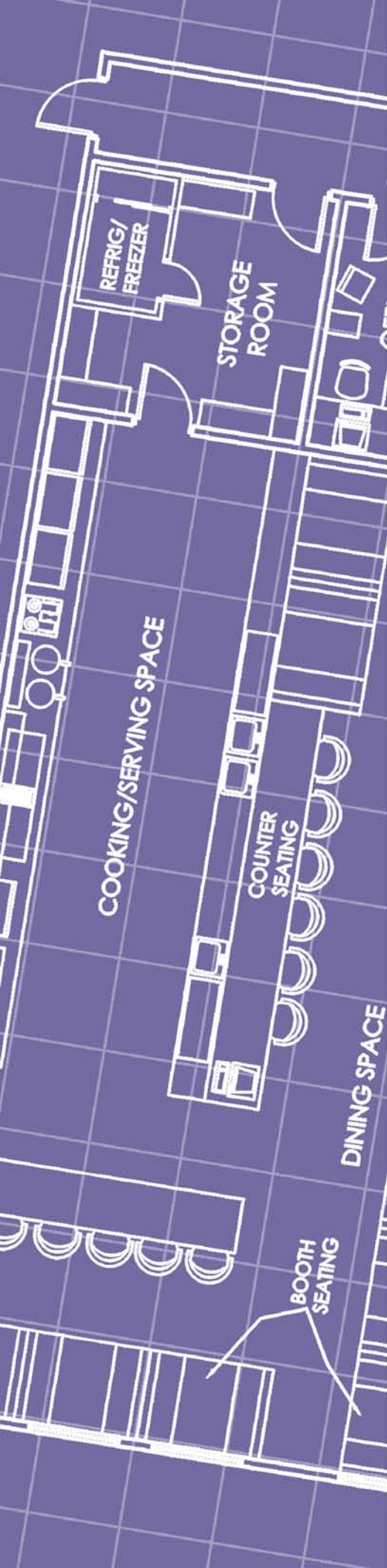
- with furniture, room labels, and gridlines
- with furniture and gridlines
- with gridlines only

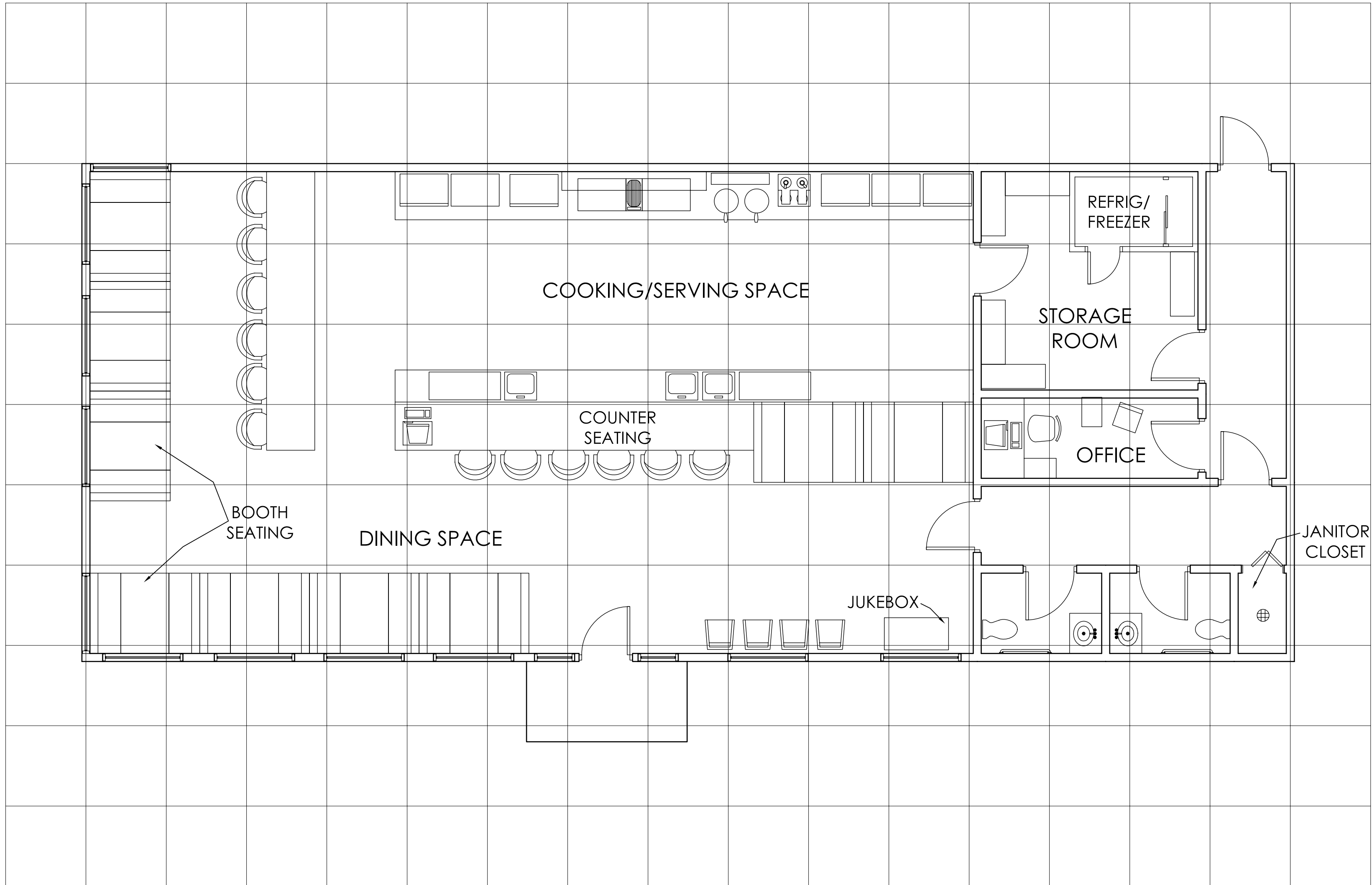
Because each floor plan comes in different sizes AND with different features enabled, the table of contents and PDF Bookmarks are crucial for finding and printing only the floor plans you need. We have tried to be as clear as possible in labeling and navigation, but please let us know if you have ideas for improvement.

Thank you for your purchase. We welcome your feedback regarding future map ideas, constructive criticism or anything else you might like to share with us. If you have enjoyed this map set, we have many other maps available that you might also like. You can find information on all our current and future releases at [www.12tomidnight.com](http://www.12tomidnight.com). Please feel free to join in the discussion on our forum at 12 to Midnight.com - <http://12tomidnight.com/forum> - or send us an email at [fabledenvironments@gmail.com](mailto:fabledenvironments@gmail.com).

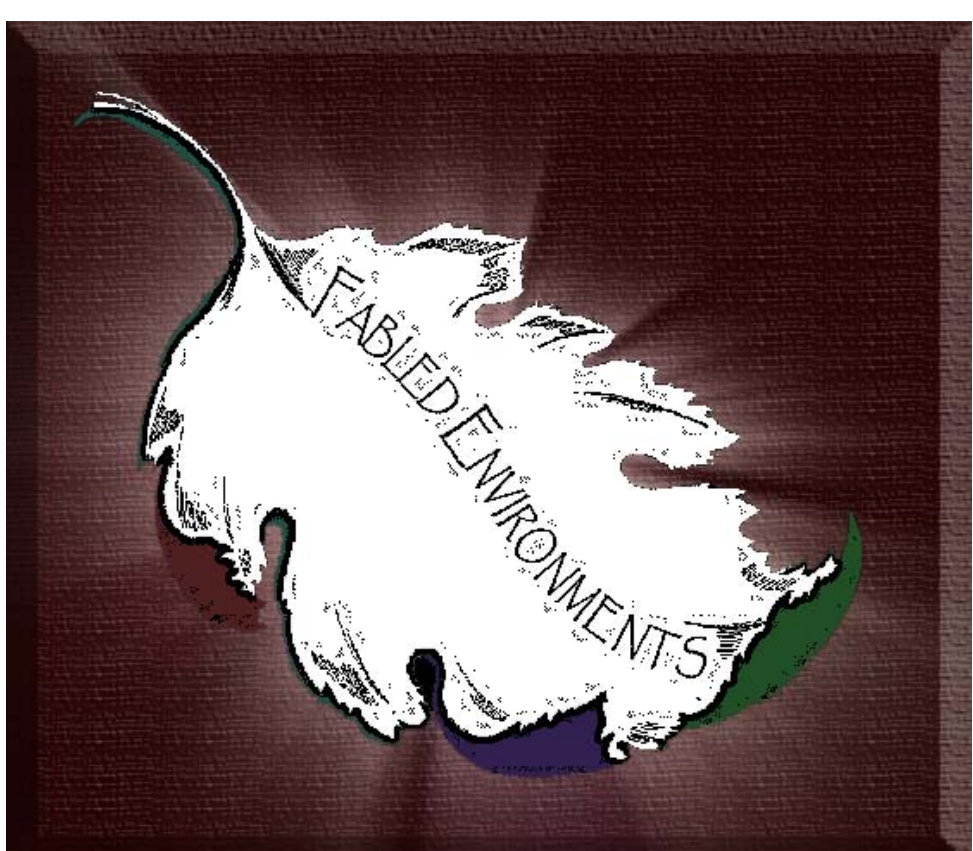
## HOW TO TILE

First, you simply print out the tile pages on your standard printer on 8.5×11 paper. Then, using the tile key we have provided you (if necessary), match up the tiles using the annotations on the upper left of each tile. For example, A1 matches up to A2, which matches up to A3. B1 matches up to B2, which matches up to B3. Put all the rows together and you have your full scale 1" = 5' map.





SCALE: 1" = 5' - 0"



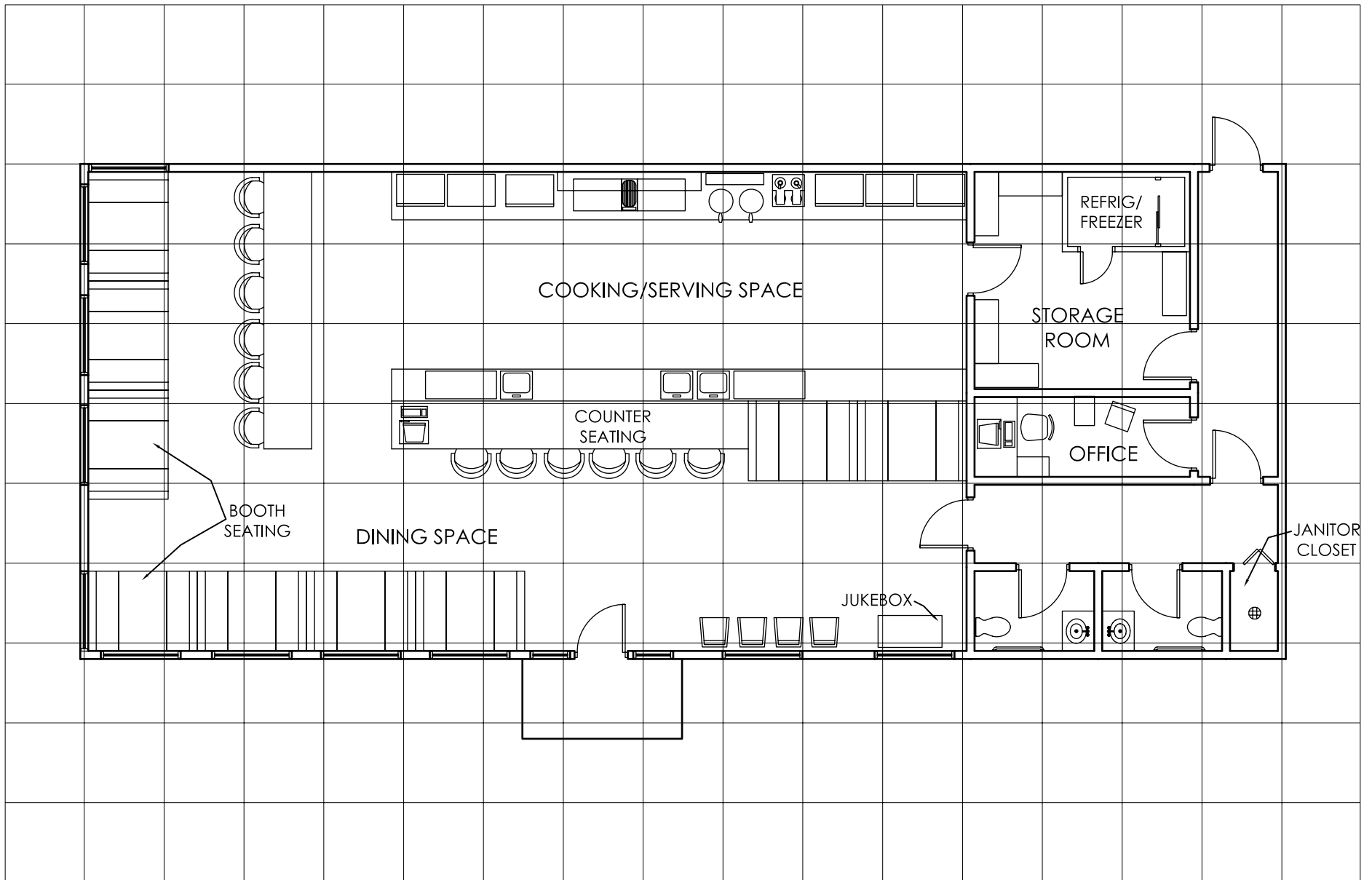
"Goin' Out" map pack  
 "Joe's Diner"  
*An Average Diner*  
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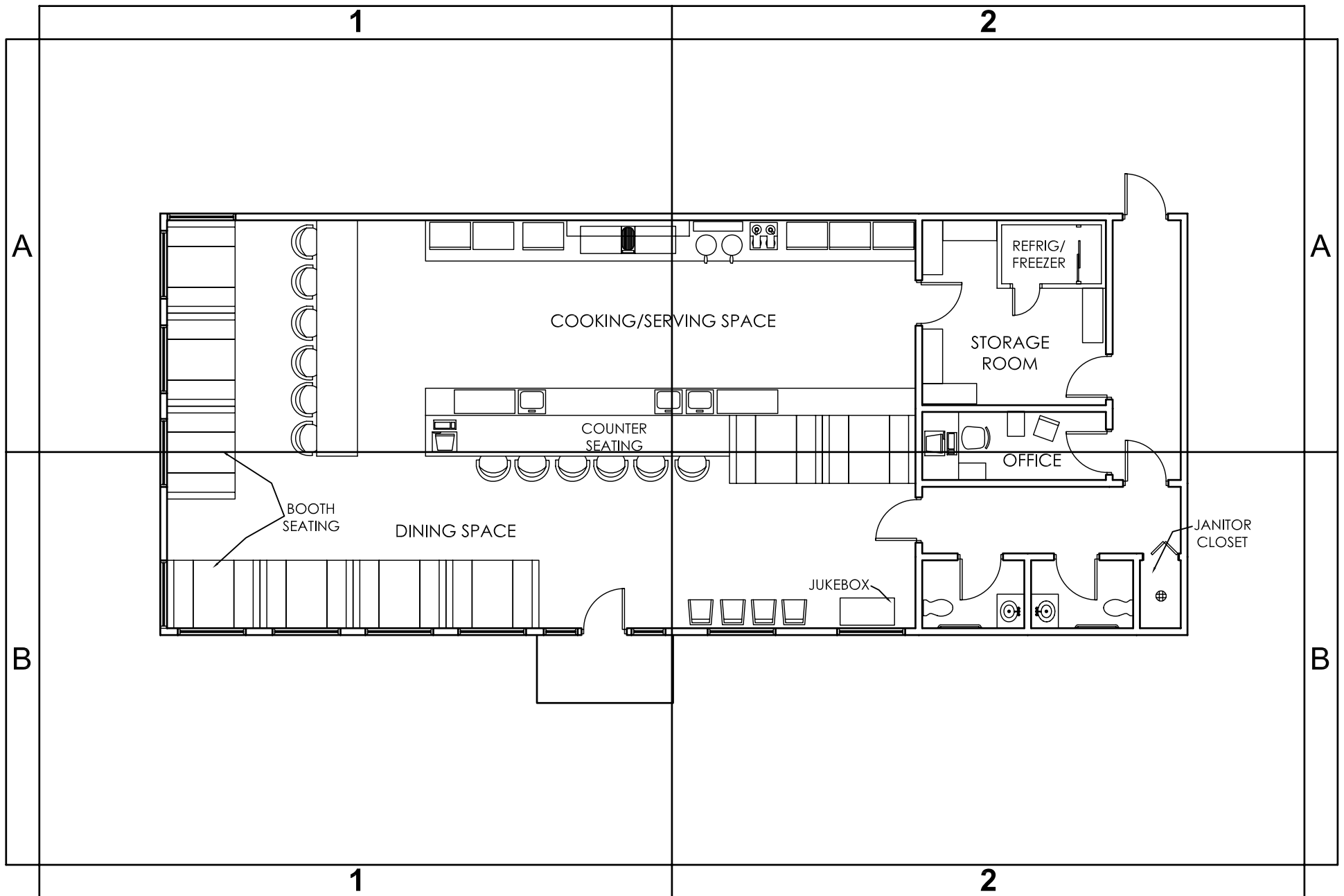
**12 to Midnight**





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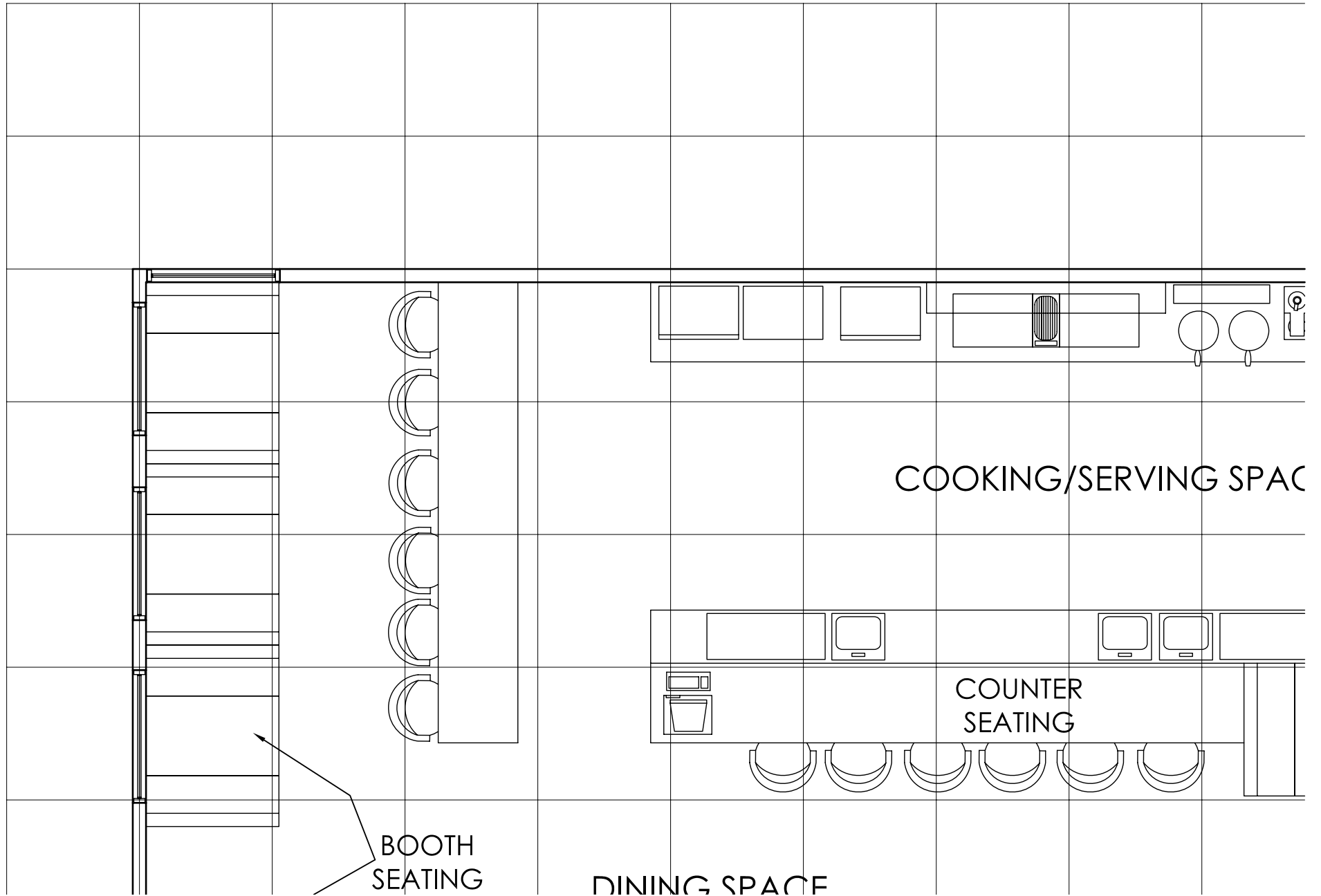


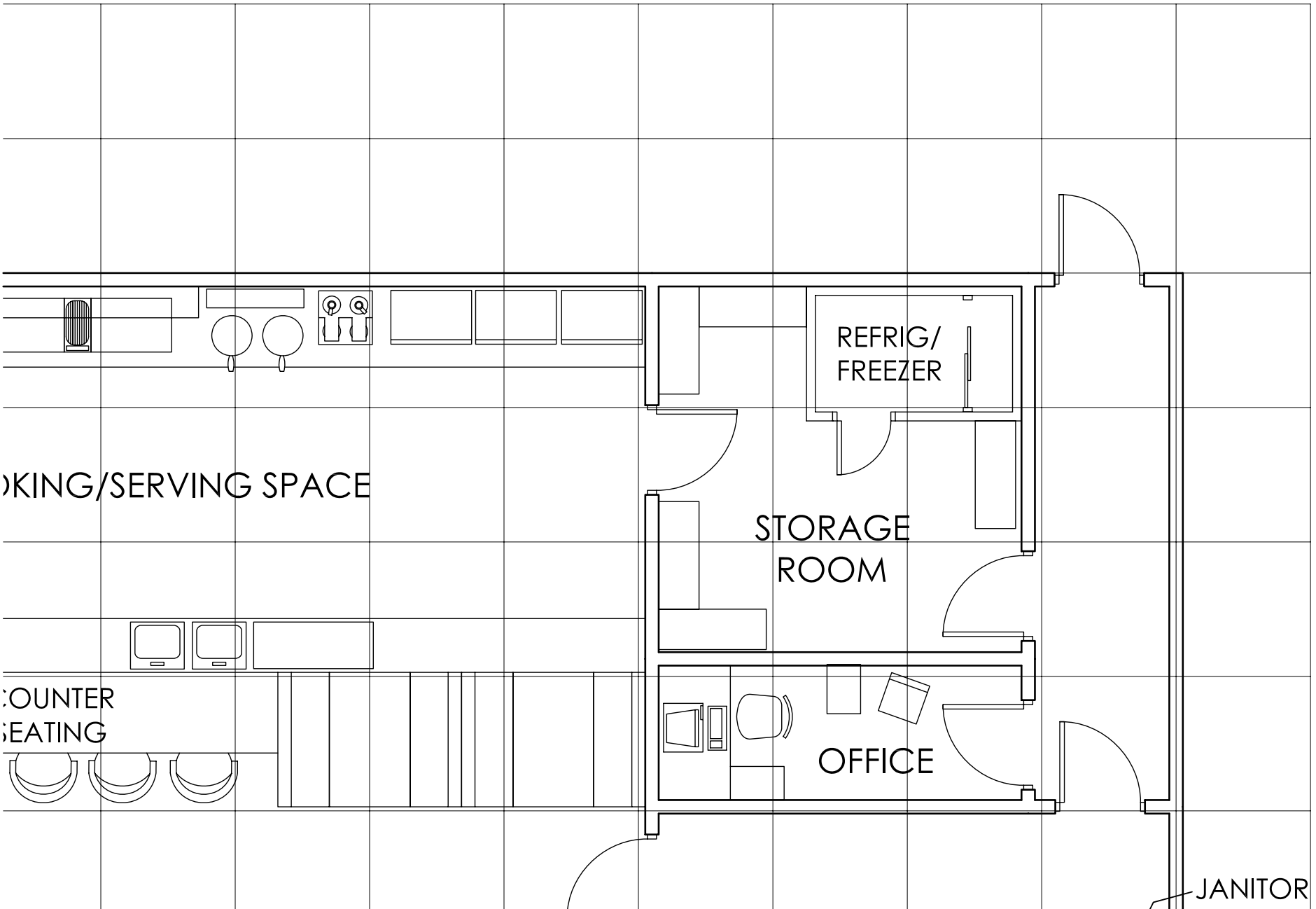


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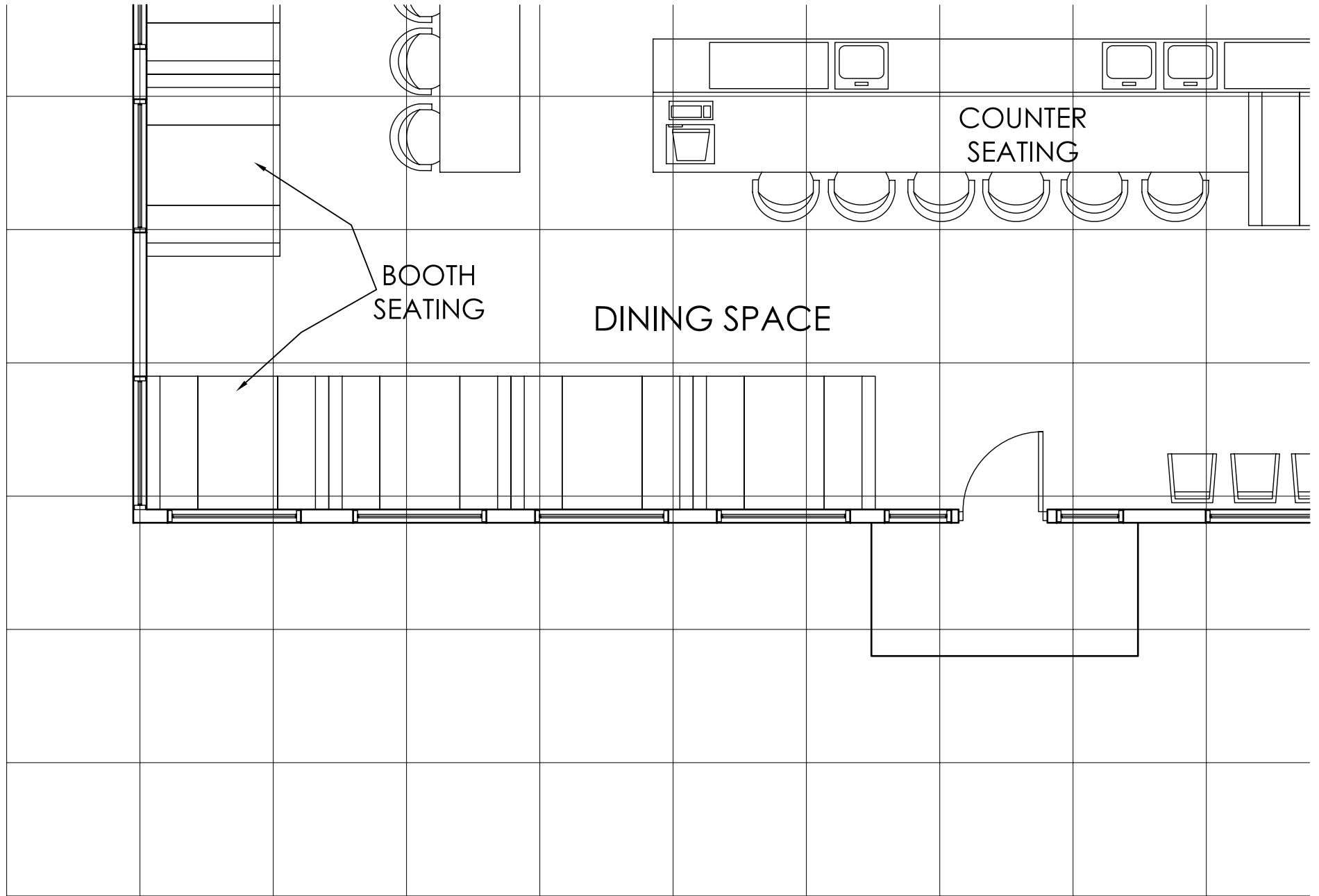


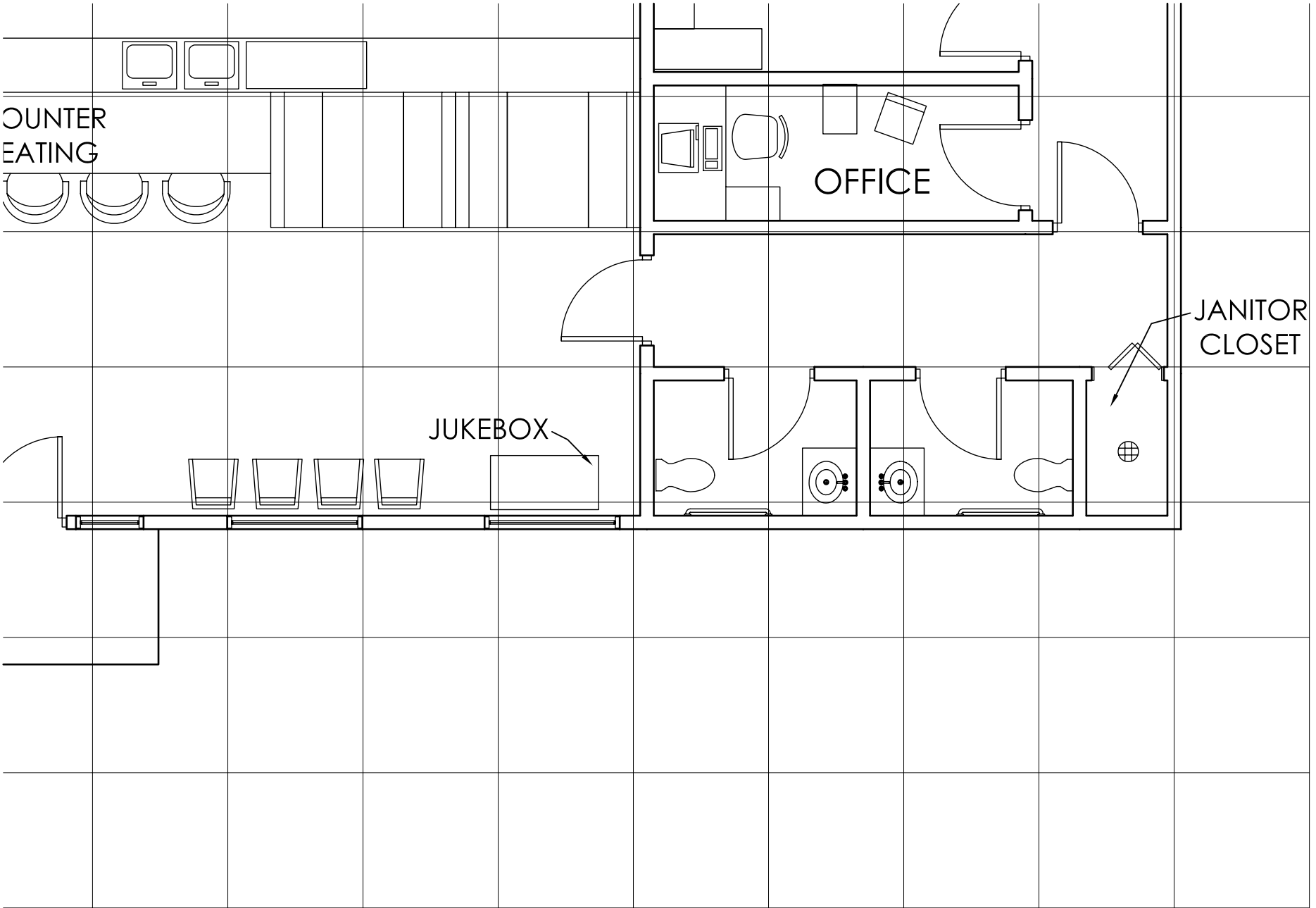




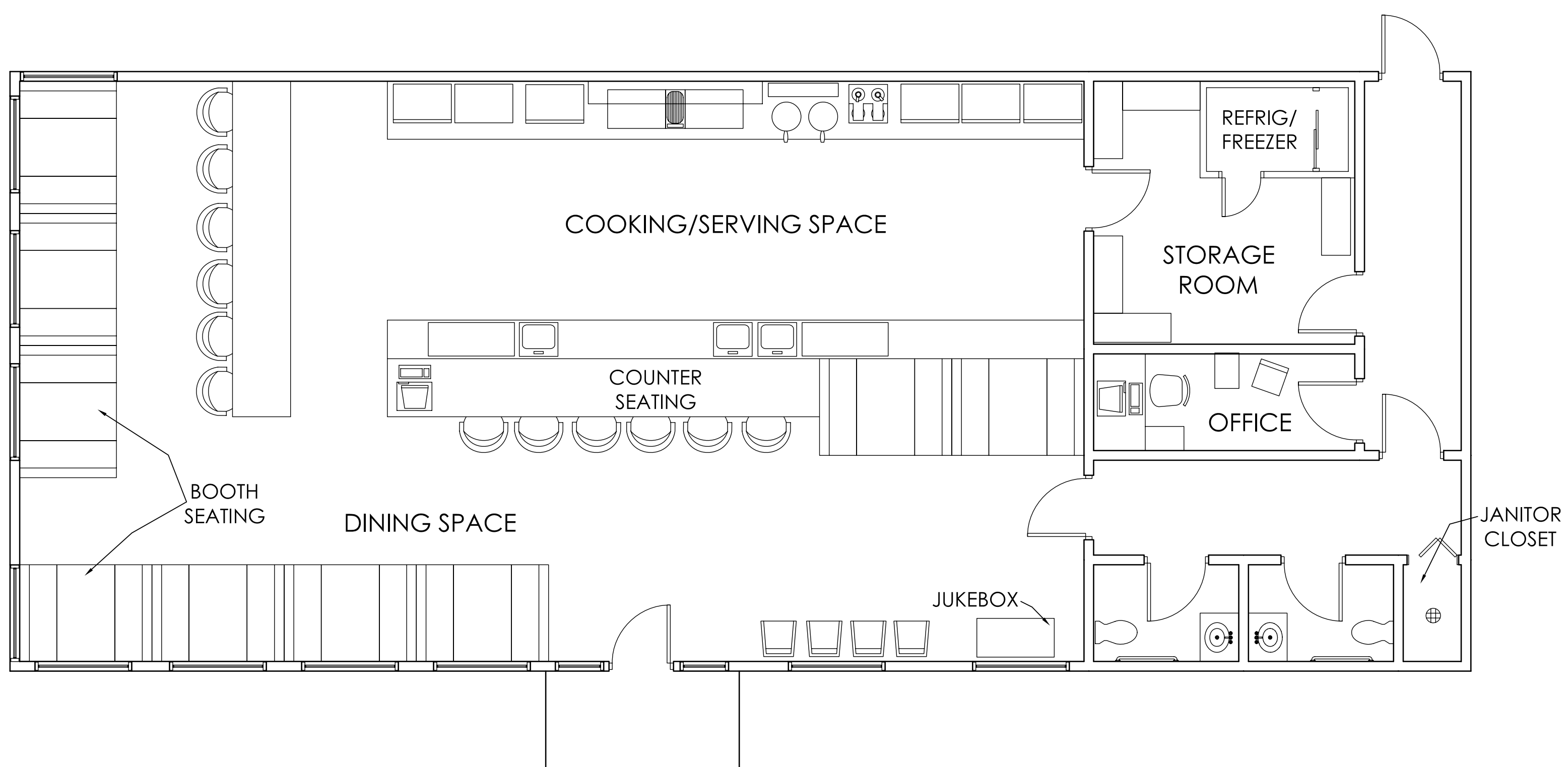




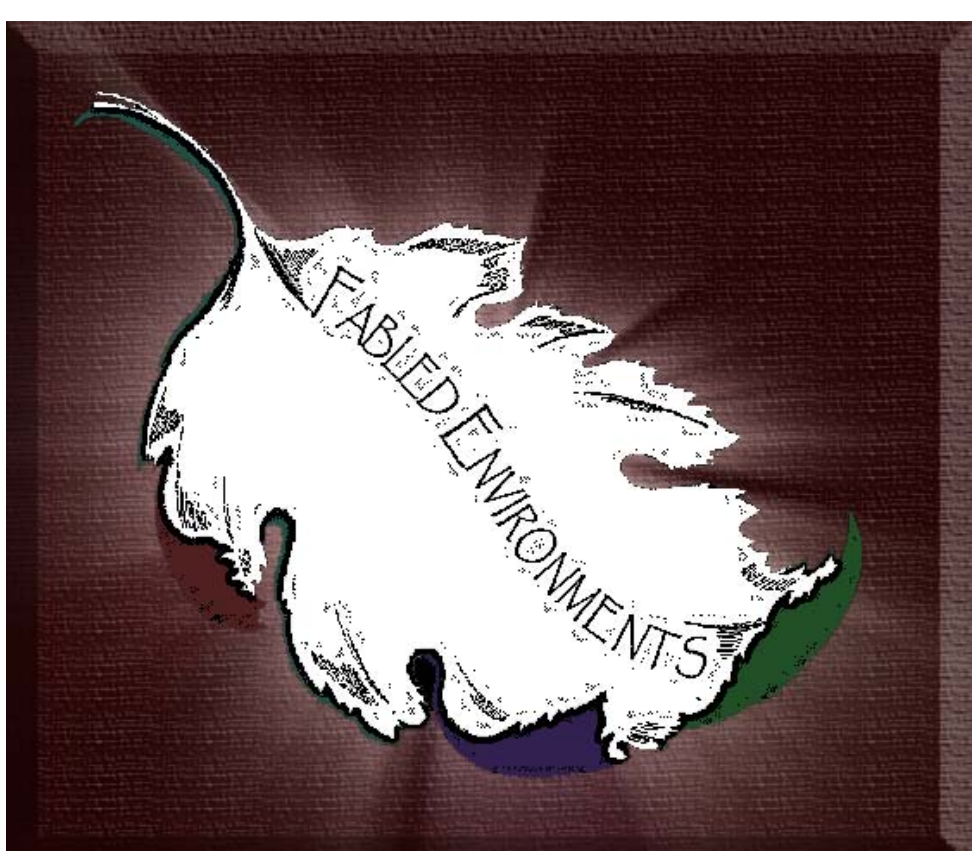








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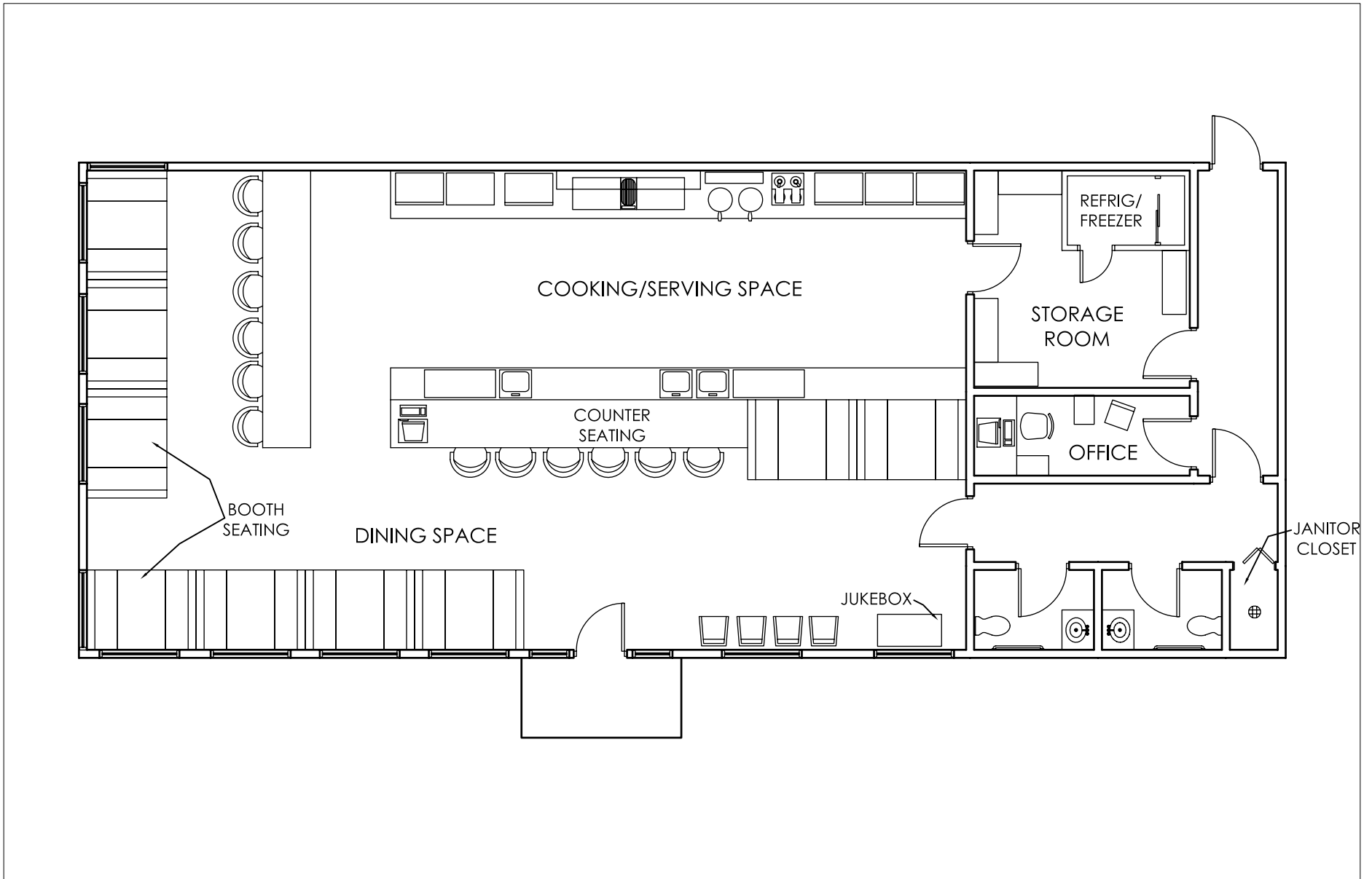


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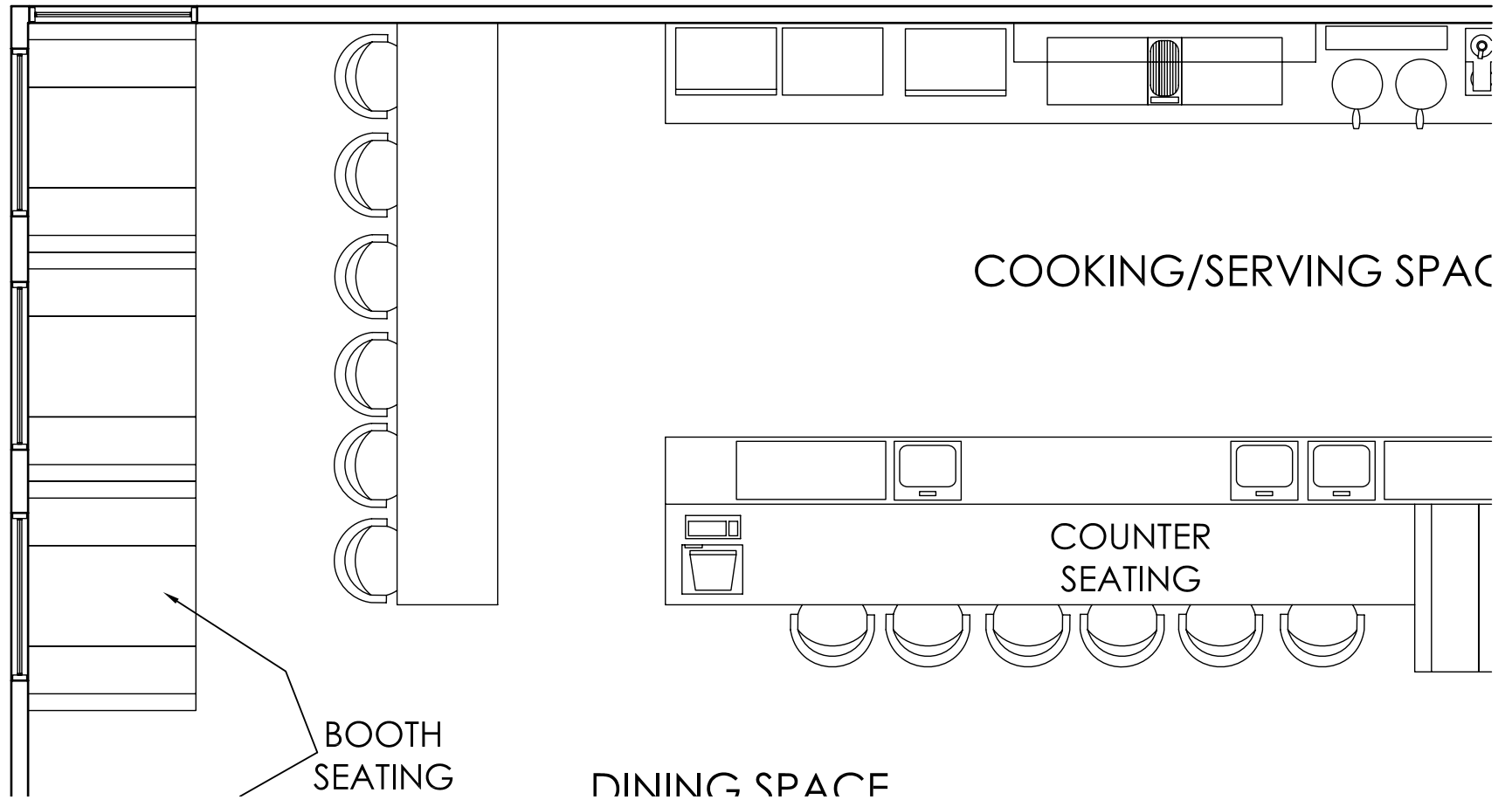
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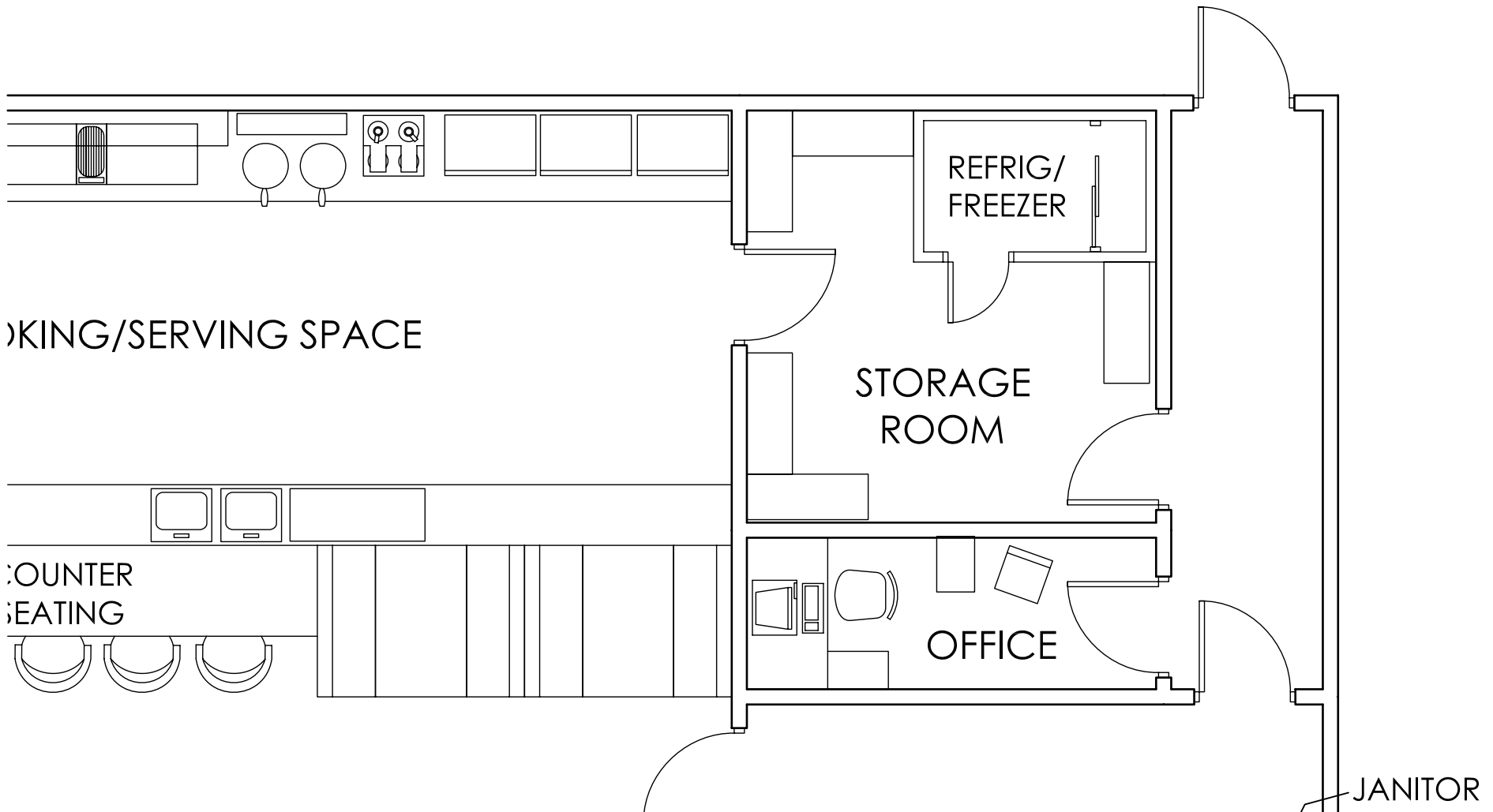


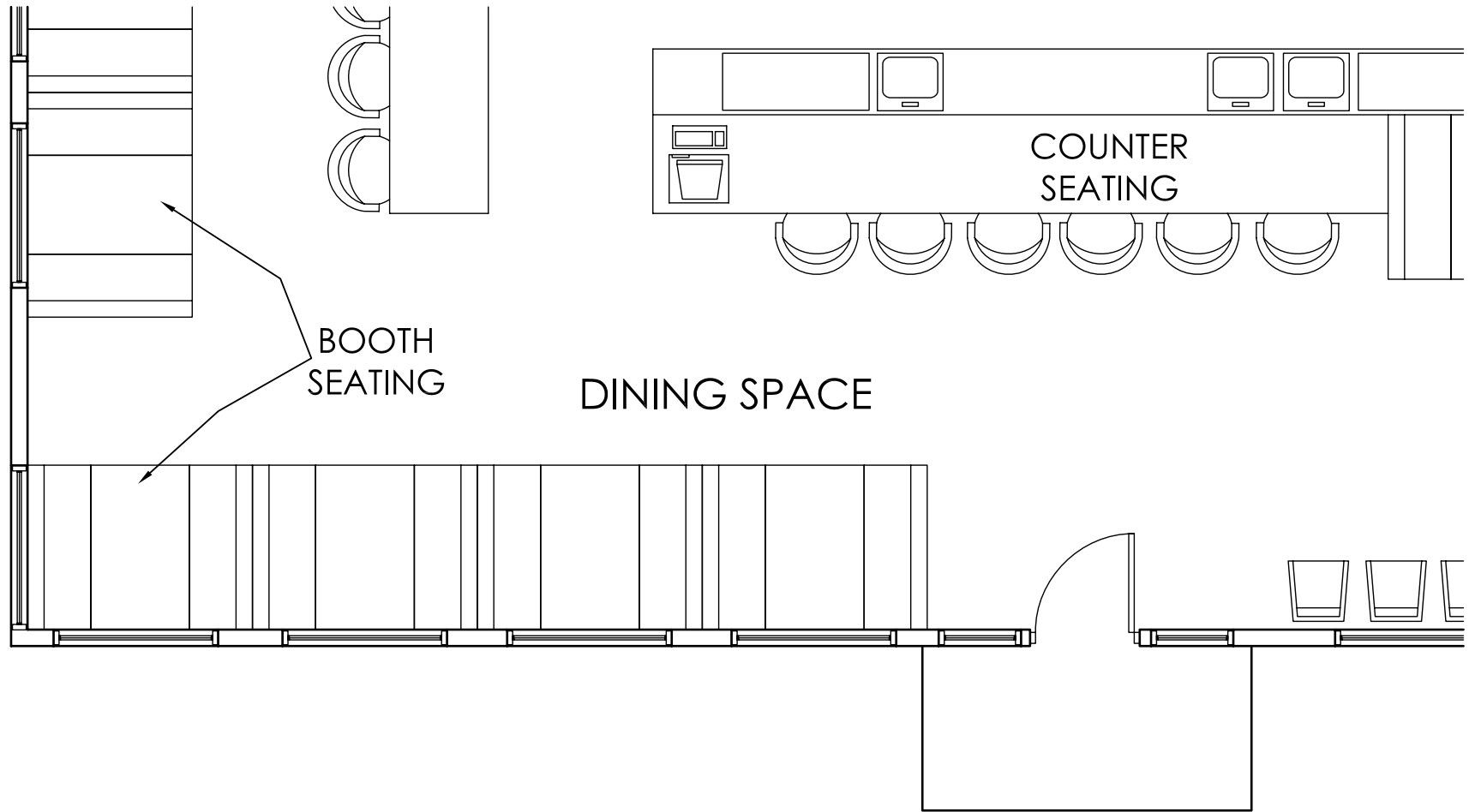
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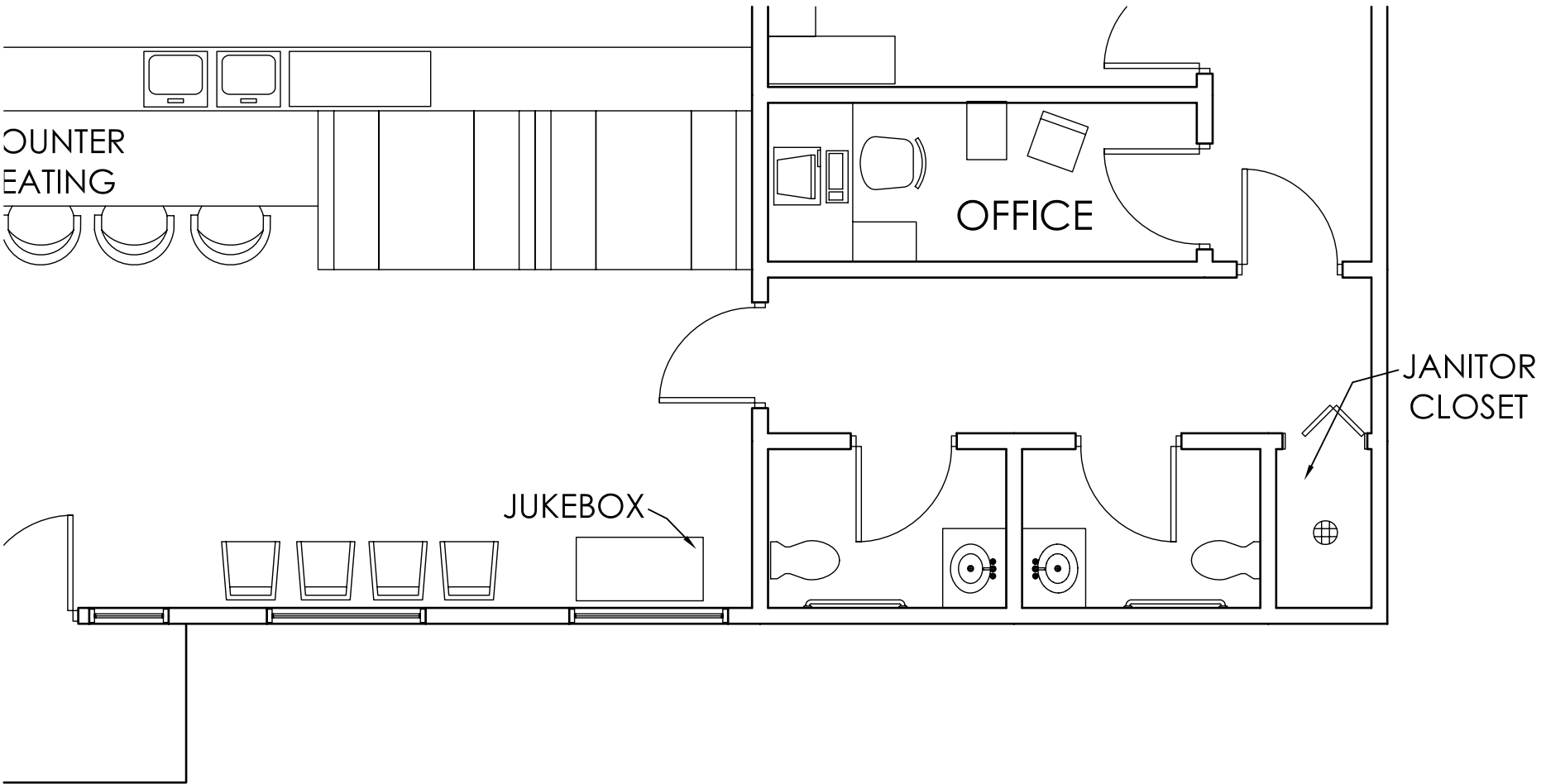




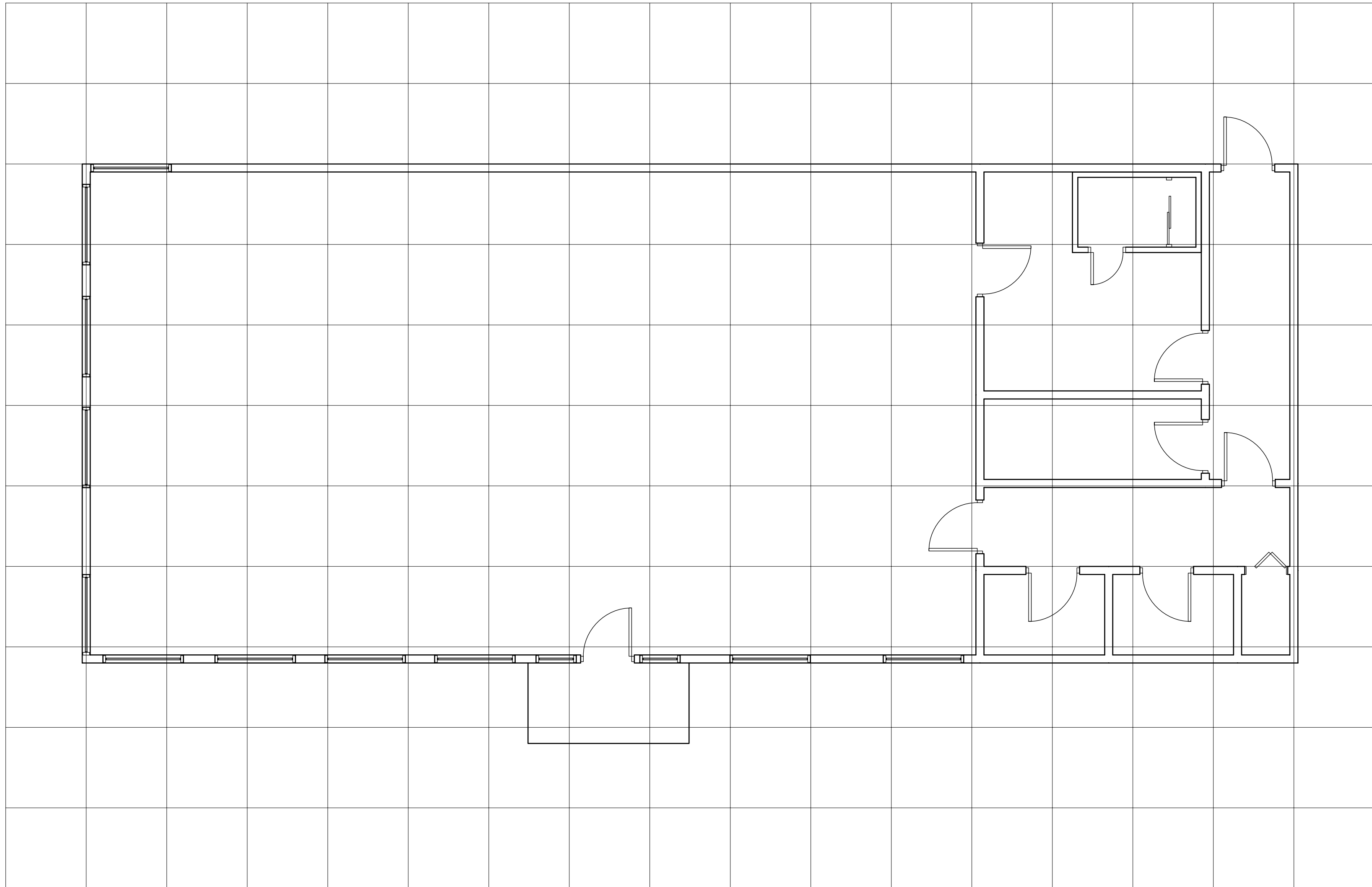




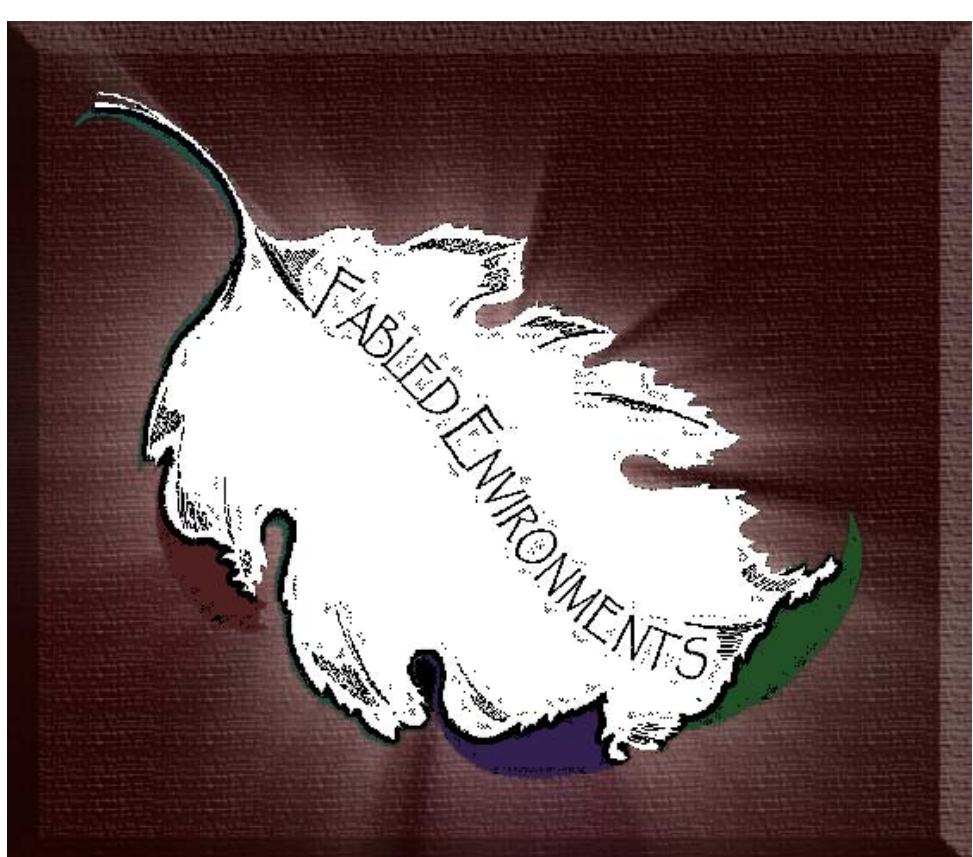








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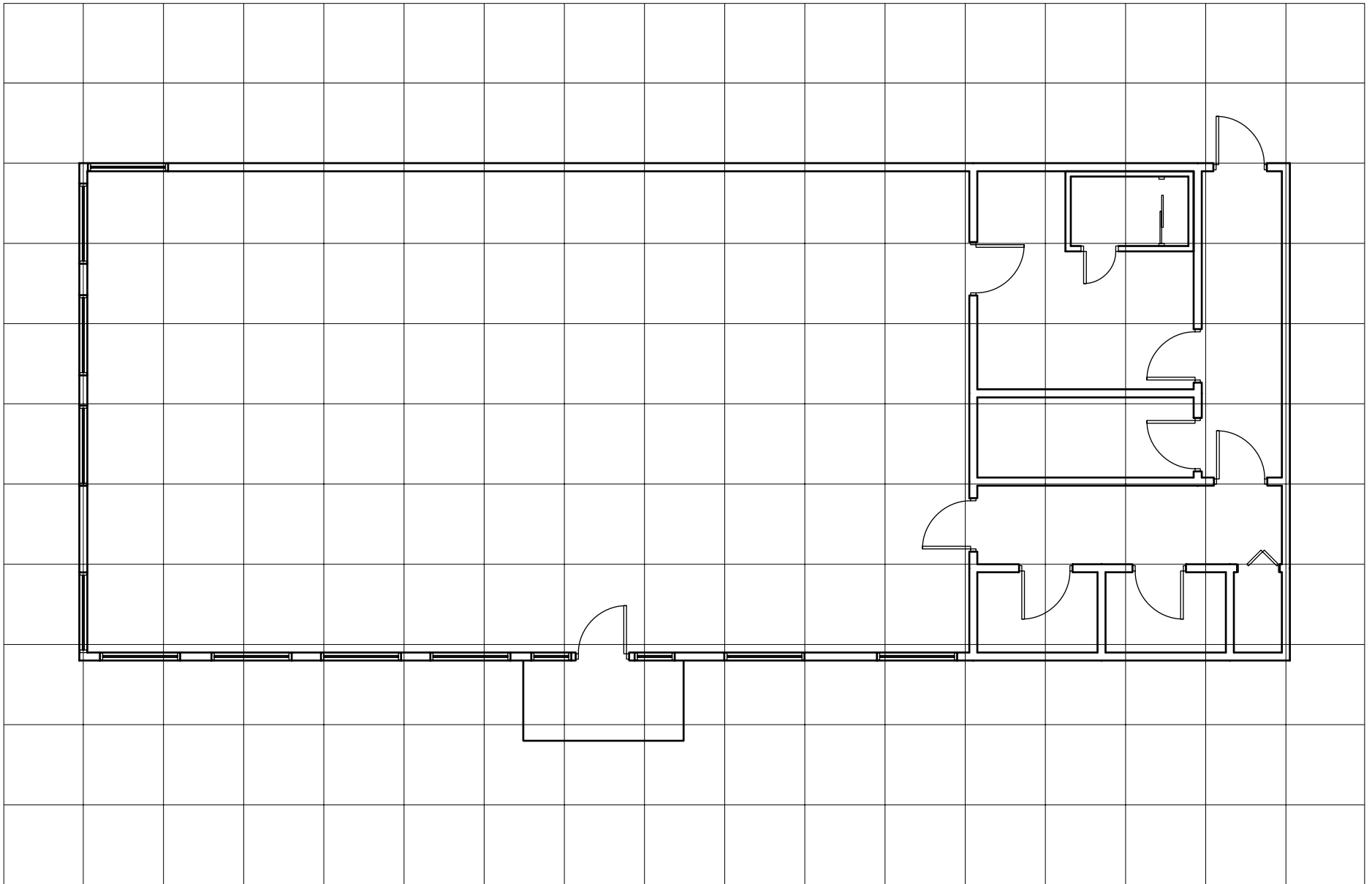


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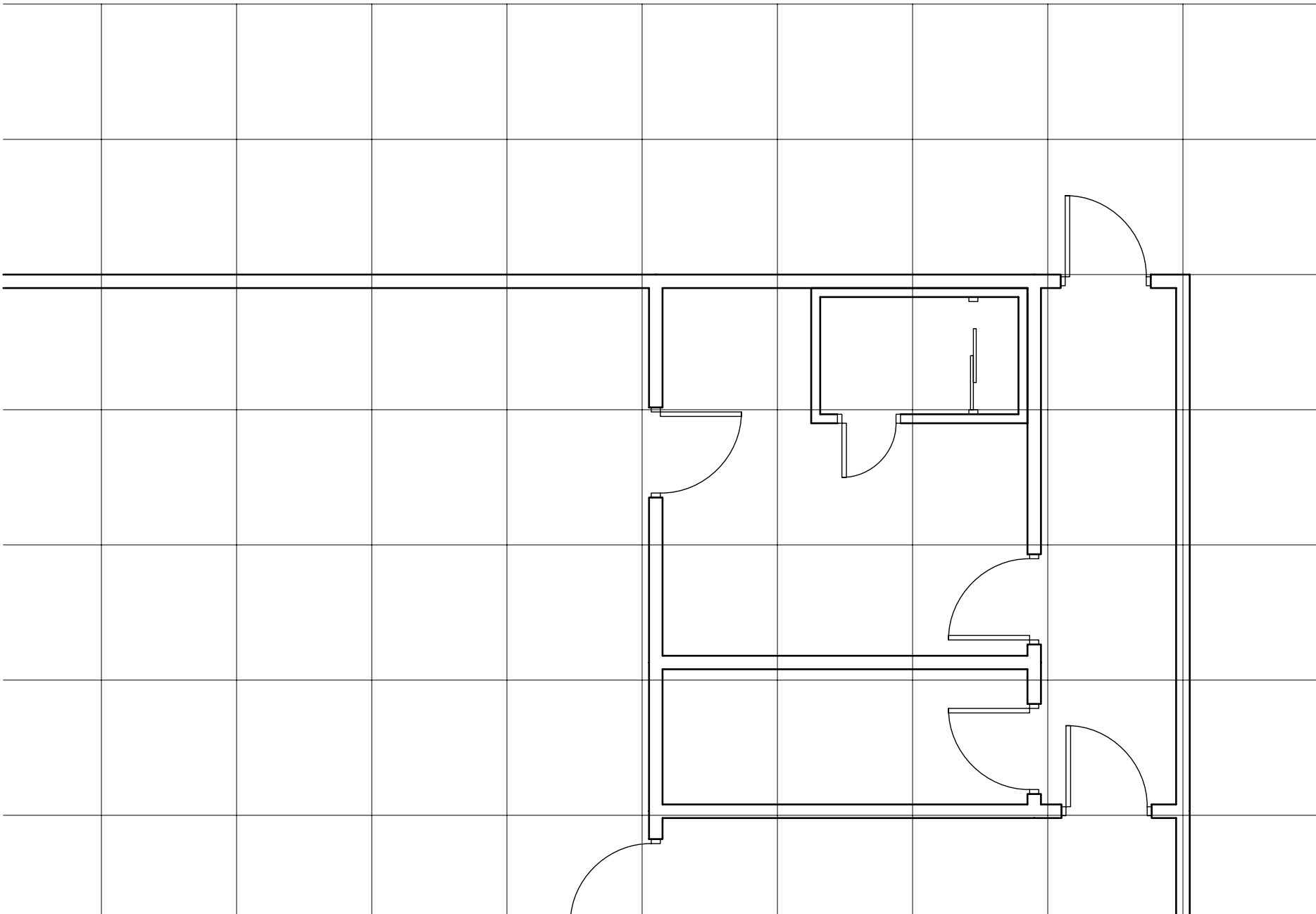
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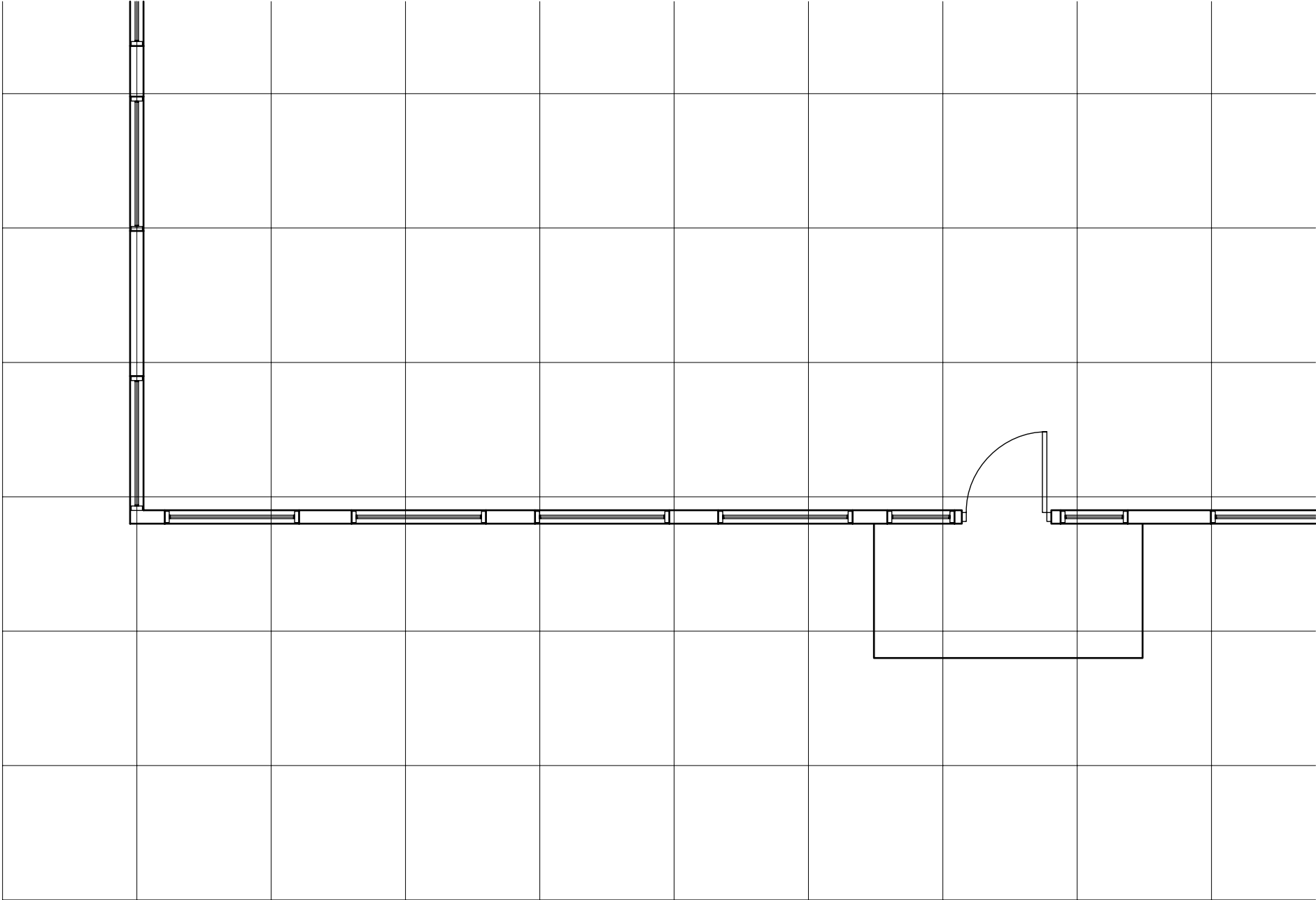


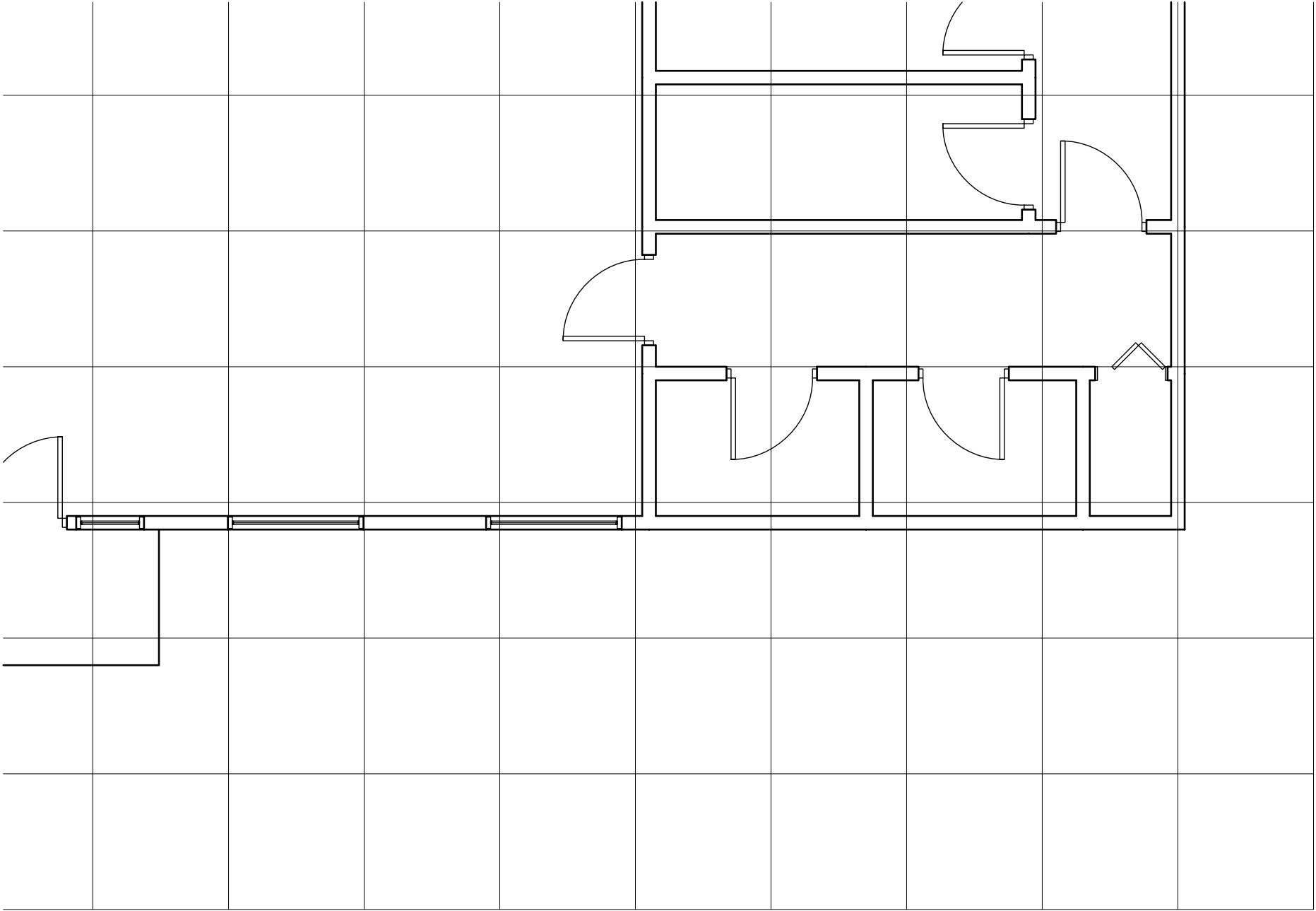
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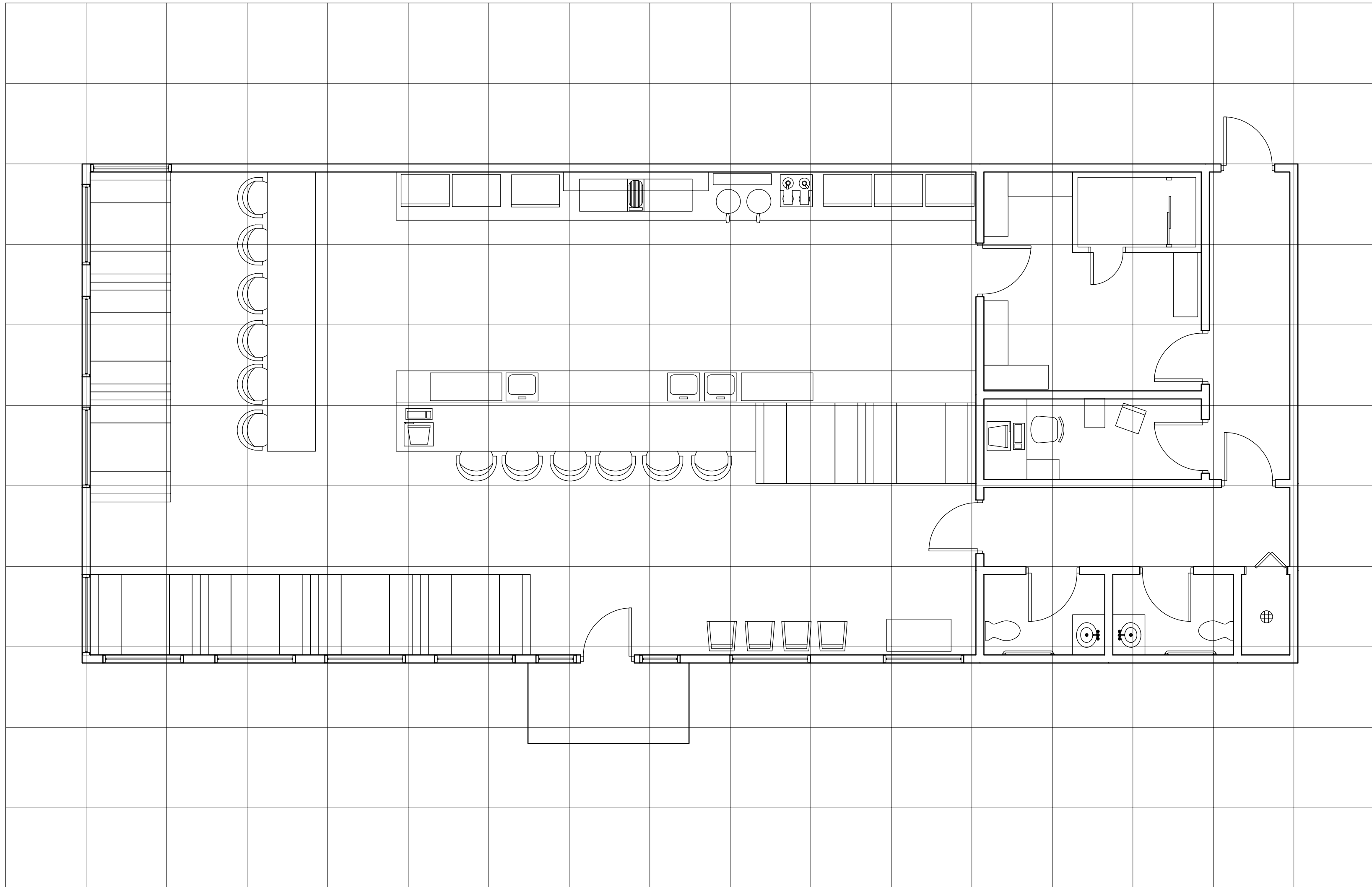




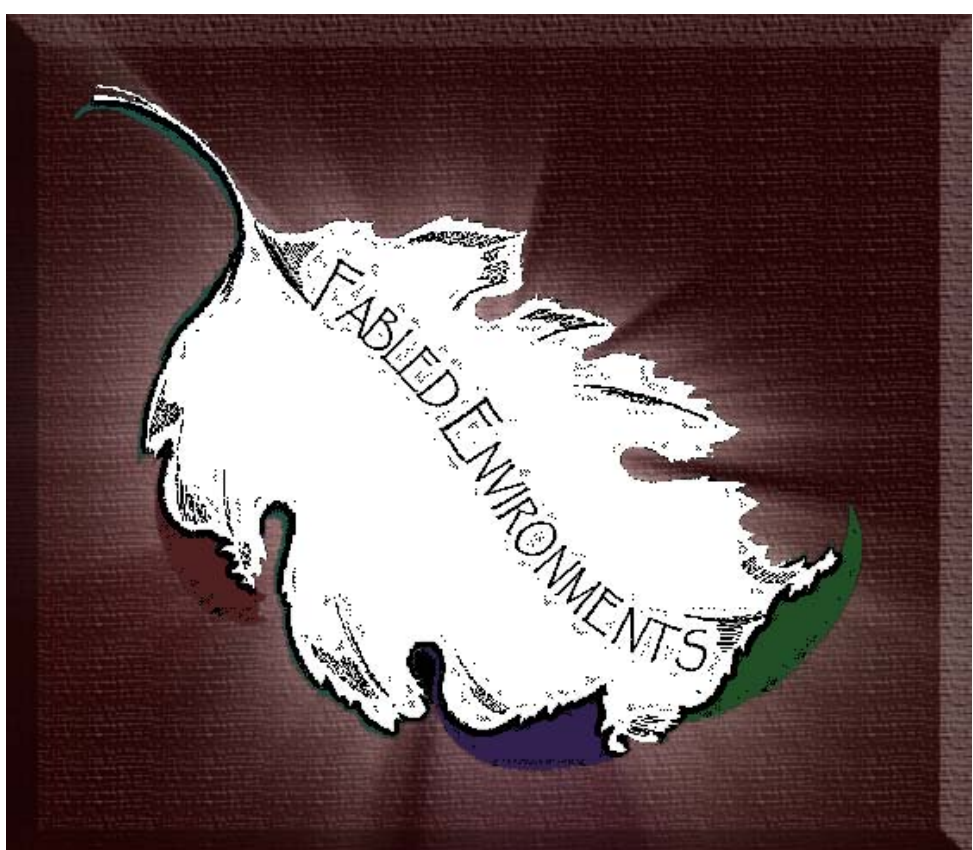








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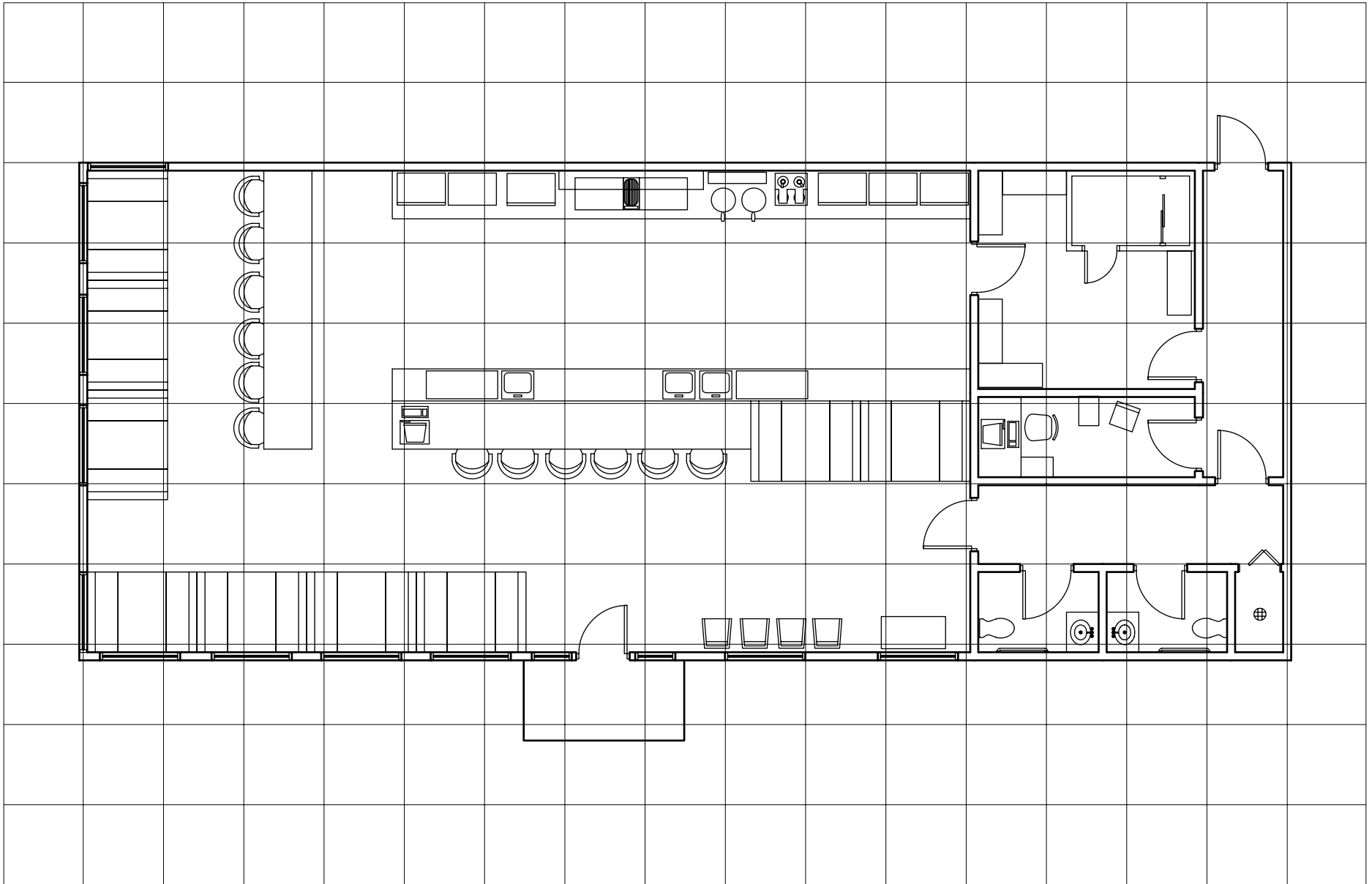


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