



WORLDWORKS BEGINNERS GUIDE

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GREETINGS & THANK YOU!

Dear WorldWorks friend,

Welcome to WorldWorks first model set release CastleWorks! Being a gamer myself I have always admired the time and effort that some go to in creating elaborate gaming models for tabletop roll playing. These user created worlds added so much to the game playing experience and you could truly loose yourself in those worlds. Tabletop model enthusiasts sometimes invest hundreds of dollars and countless hours into their art to achieve the beautiful models they yearn for. Unfortunately for many of us we simply don't have the time or money to invest in building these elaborate creations. Our Roll playing experience was always limited to the pen and paper, UNTIL NOW!

You don't have to cut into your precious time to create quality models; I have done all the work for you! I've spent months building prototypes, painting, creating textures, researching appropriate architecture and hand detailing these models so that you don't have to. All that is left for you to do is print, build and play. Within minutes you will be creating the worlds you've always dreamed of to enhance your roll playing experience. Best of all, you can print off as many copies as you like (For personal use) and build a vast tabletop world that your friends will be in awe of. All of this at a fraction of the cost and time that it would take to research, mold, glue, sand, paint, sweat, swear and otherwise go insane building a custom model.

I give to you the keys of an expansive world the likes of which none have seen. I hope that you enjoy this and other WorldWorks products (*DungeonWorks, VillageWorks, CaveWorks and more!*) and spread the word. Your continued support will help me to create new visions, new dreams and new worlds for your greatest adventures.

Denny Unger

Owner/Creator www.worldworksgames.com denny@worldworksgames.com



THE GUIDE

MATERIAL LIST



- **HOBBY KNIFE:** The only way to go. If you want your models to have a **clean edge** then this is the tool of choice. Use scissors only as a last resort! Cant afford one??? Look in your Dads shop!
- **WHITE CRAFT GLUE:** is the most forgiving and inexpensive adhesive. You can also use a glue stick although your models may come apart over time. **DO NOT USE A GLUEGUN!** I'm a practiced glue gun user and I destroyed more models than I care to mention. Glue guns dry WAY too fast! You need some time when gluing various pieces into position and glue guns dont give you ANY play time.
- **A STRAIGHT EDGE RULER:** is absolutely essential. This ruler will act as your **knife guide** and provide you with a precise edge. Without it your model will come out looking messy and uneven.
- **A WOODEN RULER:** is used as a **gluing support** for hard to reach gluing points.
- **CUTTING PAD:** A cutting pad is an invaluable tool. They provide an ideal cutting surface that is easy on your blade and your table. Pick one up at your local office supply or fabric store. If you can't pick one up or you simply can't afford one you can always use a piece of cardboard.
- **CARDSTOCK:** Last but not least you will need some cardstock to print your models on. Buy the heaviest weight card that you can find. 110 LB card stock works well and is inexpensive. 110 LB cardstock is relatively easy to find and is commonly used to print business cards and greeting cards. You can print on standard paper if you wish but your models will not last for more than one or two games.

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PRINTING INSTRUCTIONS

Every Printer is different and has its own unique way of handling print jobs. This guide will give you a basic list of checkpoints to ensure the best quality print possible. WorldWorks models have been optimized to use as much of the page as possible. As a result you may receive the message **The image is larger than the papers printable area; some clipping may occur**. If you receive this message simply ignore it and proceed with the print. Now, follow the below steps to print your first model:

- Select **file** then **Print** in Adobe Reader. **UNCHECK** the "Fit to Page" box!!!
- You will be shown a window with your printer's name, number of copies to print and so on. At the top right of this window you should see **properties**. Select Properties now.
- **IMPORTANT!** Depending on your printer model you should now see a list of options. Under the heading **Paper** make sure that the **Printable area** is set to **Standard NOT CENTERED** and that the paper size is set to 8 1/2 by 11.
- Now go back to the **Main** printer options and select **custom** and **advanced** from the print quality area. You should be presented with options for **Media Type** (paper type) and **Print Quality**. Under **Media Type** select **Matte Paper Heavyweight**. Under **Print Quality** select **Photo 360 DPI**. You can select higher DPI levels but they consume more ink and tend to over-saturate the page. The basic rules are these:
 - **Higher print quality (or DPI, Dots Per Inch)= More ink consumed / better, tighter visual clarity. May cause cardstock to warp.**
 - **Lower print quality (or DPI, Dots Per Inch)= Less ink consumed / dotty, muddy visual quality. Less chance of warping.**
- Save your settings. **Select "ok". Select the page # you wish to print. Press "Print"**.
- You may also opt to print your models in black and white to save on colour ink. Most printer models offer you a choice of colour or black print jobs at the first print screen.

All done! You'll be building in no time. Depending on your printer model you may have to repeat the above steps each time you print however, if you were given the option to save your print settings then you can simply load your custom settings at each print. Some printers offer the option to scale down or resize the printout. This feature may be useful to users who want smaller models to fit their particular figures.



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CUTTING AND SCORING

PLEASE NOTE!

Hobby knives are **VERY** sharp use only under adult supervision.

The Knife and the Ruler

These two items are your new best friends. If you are like many people you are probably accustomed to cutting paper and cardboard with scissors. The unfortunate reality is that scissors are the worst way to cut paper in a straight line. Using the Knife and Ruler technique is not only more precise; it is a method that you will choose for the rest of your paper cutting life! Follow these simple steps for paper cutting bliss:

1. Place a model template on your cutting pad.



2. Take your metal ruler and place the edge along any of the black guides. **IMPORTANT:** Apply a strong downward pressure on the ruler. This will keep the template from moving around during cutting.



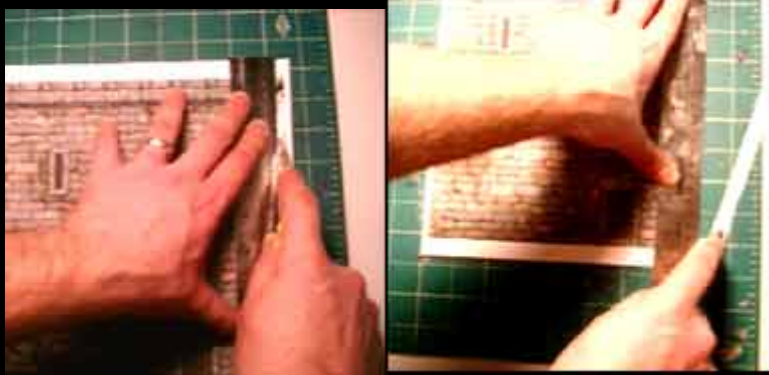
3. With your other hand place the hobby knife blade against the edge of the ruler.



4. **IMPORTANT:** Apply a small amount of pressure on the blade towards the ruler so that you have firm contact between the two tools. This will ensure a very precise and straight cut.



5. With one smooth stroke pull the blade along the rulers edge while maintaining downward pressure on the ruler.



IMPORTANT: Hobby knives are very sharp; you do not need to apply a huge amount of pressure when cutting the paper itself. A light touch is usually all it takes.

6. That's it!

Scoring and Folding

It's really easy to get a nice crisp edge on your folds. All that you have to do is repeat the above steps except this time **DO NOT CUT**. Once your ruler and knife are lined up to the fold line apply only as much pressure as your hand is heavy. That is to say, apply **NO PRESSURE** but instead use the weight of your hand to drag the blade across the fold. If done properly you should have just broken the top layer of the card stock enough for a crisp folding point.

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GLUING TIPS

You would think that gluing was a straightforward kind of topic but surprisingly there are a few tips that will make life a lot easier for you.

Tip 1

USE A HARD AND EVEN SURFACE. Whenever possible try to attach the various pieces of your model against a hard and even surface. This will ensure even glue distribution and tack.

Tip 2

LESS IS MORE. Use only a small bead of glue when applying glue to the flaps. If you use too much white glue on a given area you will cause warping as the glue seeps into the cardstock fibers. By using less glue you will also decrease drying time.

Tip 3

THE 3 SECOND RULE. Once you are sure of position be sure to apply pressure to the area being glued for at least 3 seconds. This will ensure a secure bond.

Tip 4 THE WOODEN RULER

IF YOU CANT REACH IT WITH YOUR FINGERS, DON'T! If you are modeling a section and you cant quite reach a flap to apply pressure because there is no room; instead use the wooden ruler technique. Take the back side of your wooden ruler and insert it along the inside edge of the flap. This way you can apply pressure evenly from both sides while the glue takes hold



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"EDGING"

Get That Professional Finish With Edging

Edging is a simple technique that only takes a couple of extra minutes but turns your models from "so so" to WOW! Its all about that annoying white line that shows up when you score and fold your models. The models look great but if you could only get rid of that white line they would look so much better...and they do!

How to "EDGE"

- Edging is very simple. Get yourself set up with three primary felt colors:
 - **A Black Felt** (A black felt is an absolute must as it seems to work well for almost any model youre working on but can be too dark in some cases)
 - **A Grey Felt** (Great for stone, metallic and washed out colors)
 - **A Brown Felt** (Perfect for most wood and earth tones)
- Once you've completed a model look at its overall colorscheme and select a felt that is the closest match.
- On each white crease that is visible lightly drag your felt across the length of the seam. This may require more than one pass depending on how deep the cut /fold is.



You might be shaky at first but after a few models you'll be an edging pro! Your friends will think you blew hundreds on some solid models. Just try edging one model and you'll never look back ;)

WEIGHTING YOUR MODELS

Weighting Your Models and Giving Them "Staying Power"

While the "CLIP-IT" system may solve many of your bumping model blues you might want to take it a step further. The following techniques are guaranteed to make your models as heavy and as unmovable as the heaviest of commercially made models.

PENNY STRIPPING

- Tools of the trade:
 - **GLUE GUN or TAPE** (Kids need adult supervision if using the glue gun!)
 - **PENNIES** (Raid your piggy bank, your couch, your wife's purse, your Moms purse, your Dads wallet and that kid down the street you despise)



- Penny Stripping is a very simple, speedy process for giving your models some much needed extra weight. This works on small prop pieces right up to large risers. Simply apply pennies to the inside of the model you wish to give weight. The more pennies you add the heavier the model will be. Attach the pennies by using either a strip of tape or a hot glue gun. Because I use my models so often I opted for the glue gun and the pennies have stayed on for months.



RUBBERIZED BOTTOMS

- Another cheap, fast and effective way of keeping your models from moving around is to rubberize their bottoms. Tools of the trade:
 - **HOT GLUE GUN** (This method works best with low temperature glues as they tend to be more "rubbery".)
- Place your selected models upside down on a even surface and run a bead of hot glue in a zigzag pattern on the bottom. **IMPORTANT!** Be sure to give your models at least five minutes before flipping them over or the results could be disastrous. The glue gunned bottoms of your models will now have the friction they need to hold their place on your Masterboard. This method works best for corridor pieces and ground tiles.



If you combine all three techniques: CLIP-IT, PENNY STRIPPING and RUBBERIZED BOTTOMS your bottoms your models aren't going ANYWHERE! Now no one can say anything negative about paper models...I hope ;)

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"CLIP-IT" SYSTEM

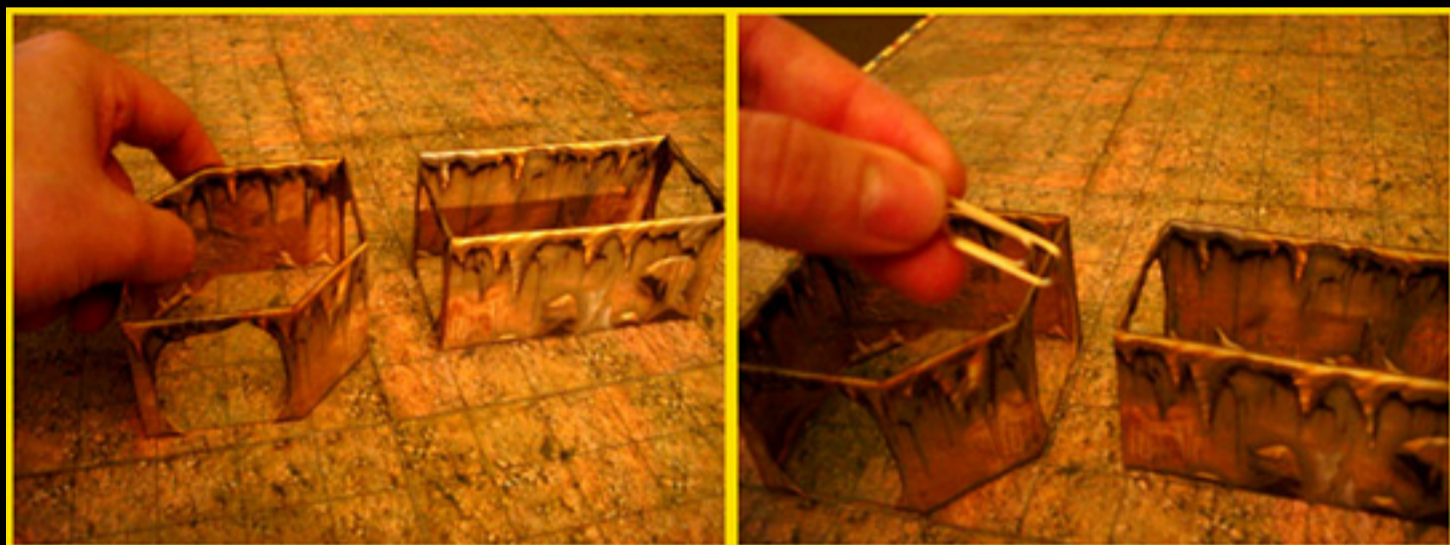
THE EVIL BUMPING, SHAKING WAR PARTY

So you've completed your models, set up your map and everything looks amazing. You cant wait for your eager group to start plunging into the depths until... "Jonny" makes his first shaky handed move into one of the main corridors and he bumps the board. Suddenly your carefully crafted network of tunnels and props is in a chaotic disarray. You cry, scream, meltdown and chastise Jonny for his clumsiness.

This has been the criticism of "paper models" for far too long. Critics bark "They're just too light to be practical". Well, I'm here to tell you that this isn't an issue anymore! The whole situation can now be easily remedied with the help of the good old paperclip. The corridor sections have been completely redesigned to accommodate the much needed paper clip. (Please note: *DungeonWorks* users can apply this same technique to the underside of the corridor sections at the hollow point of the wall ends.

How to "CLIP-IT"

Simply take a pack of paper clips (gold in color if possible) and clip corridor sections, risers and almost anything together with ease! As a result of clipping everything together your model set takes on a greater overall weight and resilience to slipping and bumping.



You'll find that this one simple technique helps immensely in the quest for "bump proof" cardstock models. For even more tips on "Weighting" and making your models "stay put" please refer to the Beginners Guide included in this model set or visit us online at www.worldworksgames.com



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If you like this model set then please visit www.worldworksgames.com for info on all new model sets in the WorldWorks line.



VillageWorks (With over 82 items) VillageWorks is the worlds first truly modular village construction kit. You dont simply get a few buildings; you get the building blocks to create literally 100 s of unique building designs in ONE PACKAGE and at one low price. Simply mix and match a variety of bases, second floors, roof designs and building modifiers to create a building of any shape and as large or as small as your heart desires. Create towering multi-storied buildings, sprawling estates, small hovels, long house, mystic guilds, shops, generic homes, mills, farms, bakers, churches&the list goes on and on.



There are over 40 items included with **DungeonWorks**. Other comparable systems would cost you hundreds to purchase! This is what Role Playing has been waiting for! Build the dungeon of your dreams! Make it as expansive or small as you wish. Design multi-levelled dungeons!



(Over 46 unique items) **CaveWorks** is the ultimate 3-D cave crawling model set and design tool for your 25mm miniatures. Whether it be a complex cave network, massive chambers, dragons lair, Dwarven mine or ancient tombs CaveWorks fits the bill! With its organic, open-ended modular design you can create massive open caverns or cramped, claustrophobic cave crawls.

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STORAGE

Once you've made your masterpiece model set you might find that you're running out of room. You may also want to transport your models to and from gaming areas. If you've printed your models on a heavy weight cardstock then they are going to be with you for some time to come so you best be prepared for storage issues. Here are a few handy storage tips for the avid modeler/gamer:

- Grab some old cardboard boxes from your local grocery or liquor store for easy stackable/transportable storage.
- Place the smaller models inside the larger models for more efficient use of space.
- Store your models in a dry environment. Excess humidity will cause your models to warp.
- **COOL TIP!** Is your model collection getting out of hand? Nowhere to store it all??? You have extra storage space all around you but you didn't even know it. Grab yourself a handful of tacks; now choose a nice clean, bare wall in the room of your choice. Begin attaching your models to the wall in neat rows. This is a killer way to organize your models for gaming and is ideally done in the room you play in.
- If you can afford it you can always store your models on display shelves.



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