| Model	Masterboard
Difficulty:	Moderate
Build Time:	1 to 2 hours
Duplications:	1

Pirating KILLS small businesses like this one. If you enjoy WorldWorks Products and you want us to continue please support us be NOT sharing these files. Please help keep us alive!

The "Pro Masterboard ™" from WorldWorks represents a real benchmark for the RPG cardstock modeling world. Perhaps the largest criticism in cardstock modeling has been the "bump factor". The lightweight nature of the models tends to make them less stable than other alternatives. We have in the past found creative ways around this problem but only now have we found the ultimate answer. Using the following technique your design simply will NOT MOVE. You can literally flip the gaming board upside down and your corridors will stay put. Your players can bump and shake the gaming table to their hearts content and your designs will remain rock solid. Now, let's get to it!
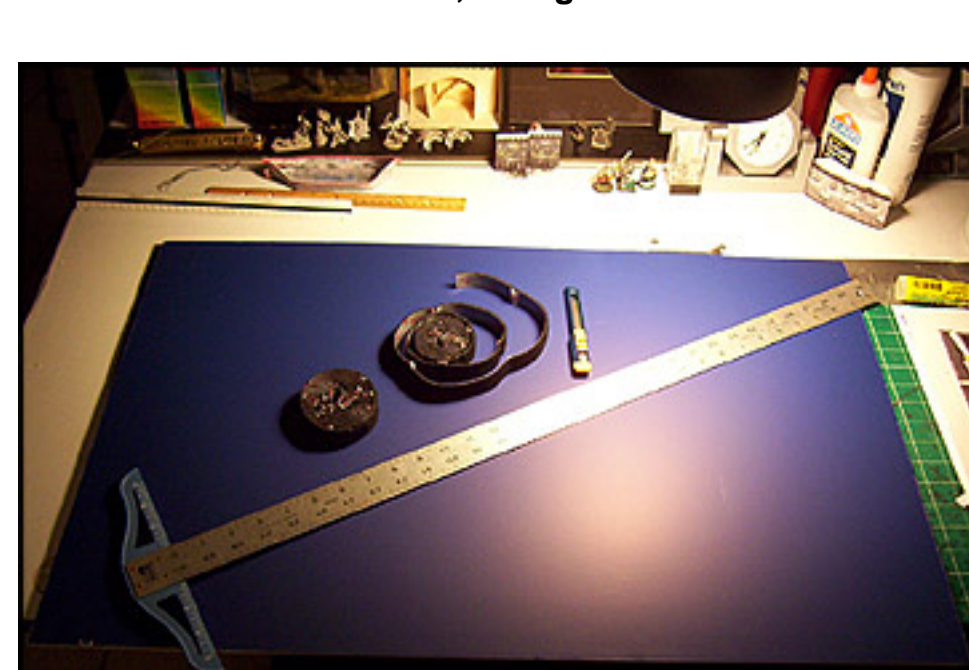
At the heart of the system are some essential but readily available materials. To get started you'll need the following items:

- At least two sheets of 20 x 30-inch foamcore (also known as: foam board or display board). Foamcore can be found at your local office supply store, art store, hobby shop, drug store, department store and or online from many sources.
- You'll also need the magic ingredient: "Velcro". Specifically we are looking for a Velcro with a peel off, sticky back (this will save you a ton of time). There are two kinds of Velcro that suit the job perfectly. You can purchase it in a 1-inch roll or for a few extra dollars you can get it in pre-cut 1-inch squares (The later option will also save you a good chunk of time). Once again Velcro is incredibly easy to come by at your local office supply store, sewing or fabric store, department store, art store, online or from your Moms sewing closet ;)

Once you've purchased your Velcro cut it up into 1-inch squares with scissors and separate the fuzzy sides from the prickly sides. (Once again if you've purchased pre-cut 1-inch squares you'll save some time here)
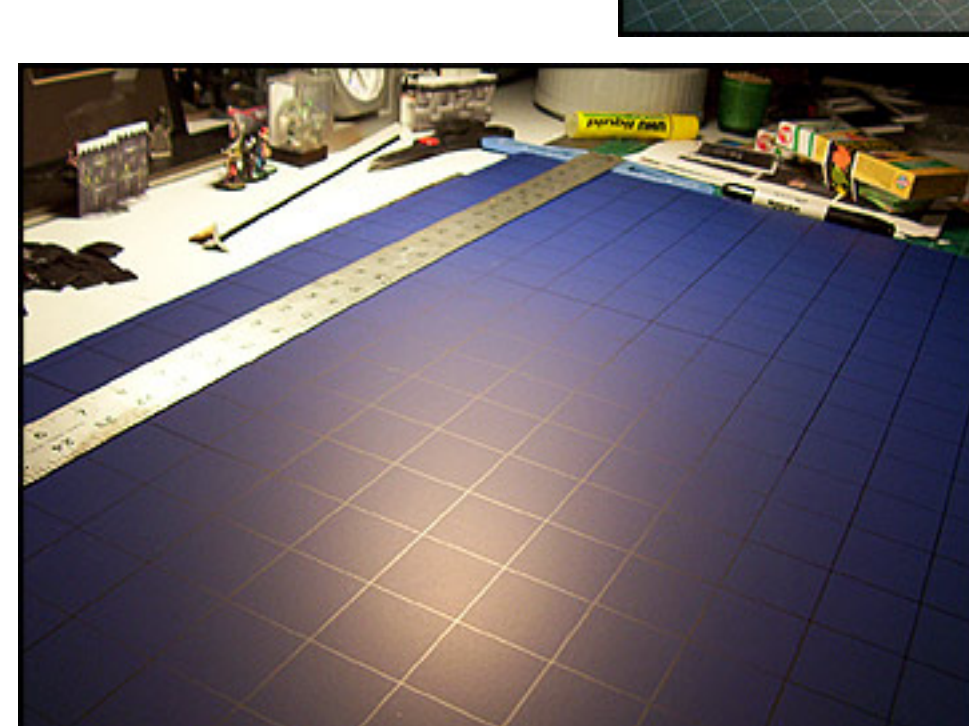
Prepare a sheet of foamcore by laying out a 1.5-inch grid. Simply measure increments of 1.5-inches on all four sides of the foamcore and connect the dots with a heavy black marker and large straight edge ruler. If you're measurements are off a little bit it's not of huge concern. As long as things are roughly where they should be you'll be ok.

Now take your pile of "fuzzy" 1-inch Velcro squares and affix them to the center of each 1.5-inch square (Set aside your prickly pile). Once again, you need not be so precise here. "Eyeballing" center will work just fine. Once you have completely covered your Pro Masterboard with Velcro squares you're ready to move to the next step.


Print off however many ground tiles you feel you need for your dungeon (print more as needed). Don't obsess about getting this all done in one night (You'll burn yourself out). Start small and add to your dungeon over time. At this point you should also think about printing off the various glue bases from the wall sections and props.

Now take your second sheet of foamcore and begin gluing the various ground tiles and glue bases to the sheet. Make sure to apply a thin layer of glue across the backside of your tiles. Squeeze out any excess air bubbles as you apply pressure to the tiles and glue bases (burnish). Be sure to squeeze out the glue to all edges and corners of your tiles to ensure an even and secure bond.

Allow at least a 10 minute drying time for your tiles and bases to set up. You'll now start cutting up your tiles from the foamcore. There are a few things to consider while proceeding with this next step...
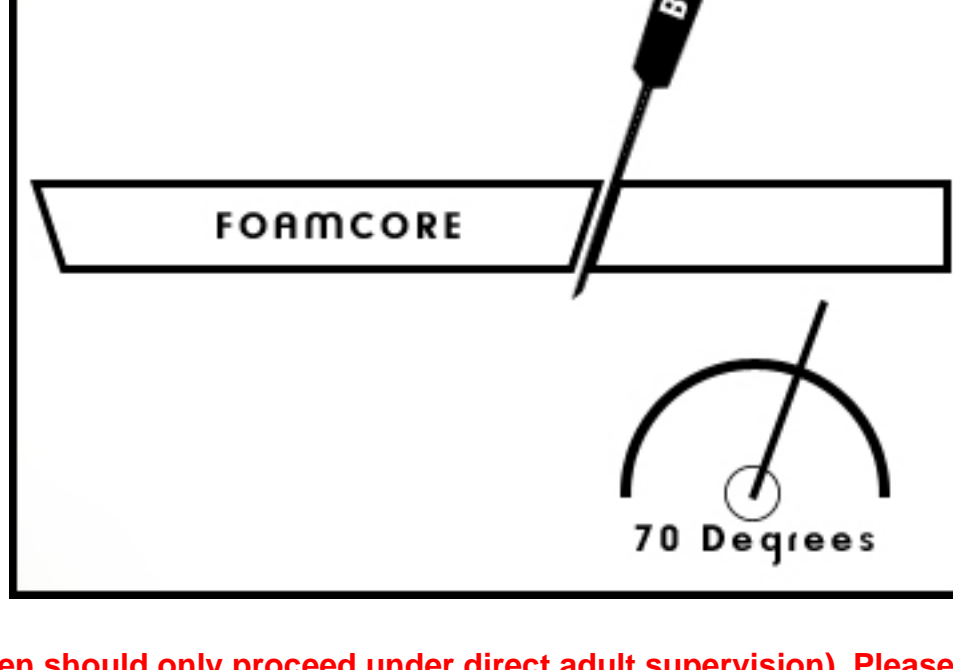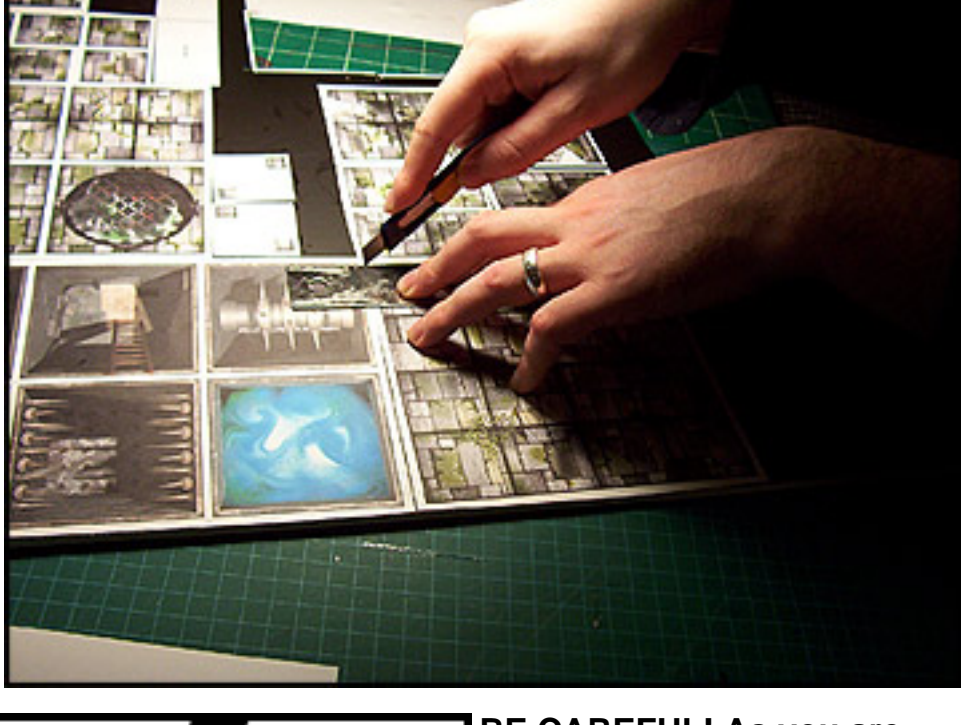
SIDEVIEW

Blade

FOAMCORE

70 Degrees

(Children should only proceed under direct adult supervision). Please refer to the included "Beginners Guide" and to our online video tutorials for proper cutting techniques.

- When using the blade and ruler technique you'll want to cut your tiles at a slight angle. What we're looking for here is something in the range of 70 degrees (see picture). The reason we need to cut our tiles at an angle has to do with creating our dungeon layout. We don't want our tiles pushing each other out of whack when we place them on the Masterboard grid due to bulging or uneven edges.
- You may have to cut with two or more strokes to penetrate the foamcore fully. If your blade starts "catching" on the foamcore this is usually a sign that your blade is dulling and needs to be replaced or moved up.

Edge your tiles with a black or grey felt to prevent them from sticking out like a sore thumb if you have any mis-alignments.

(What is "Edging"? Please refer to the included "Beginners Guide" or visit www.worldworksgames.com for more resources and video tutorials.)

The final step involves flipping over your tiles and glue bases. On the reverse side we want to apply our remaining "prickly" Velcro squares to the corners of our tiles. You can simply eyeball the squares roughly one centimeter away from the outside edge of the tile. Two squares at opposite corners will do just fine for a four square tile. This all depends on how much Velcro you're kicking around. Many glue bases and floor tiles only require one or two Velcro squares. It's really a common sense kind of thing; add more as you feel is necessary.

VERY IMPORTANT!
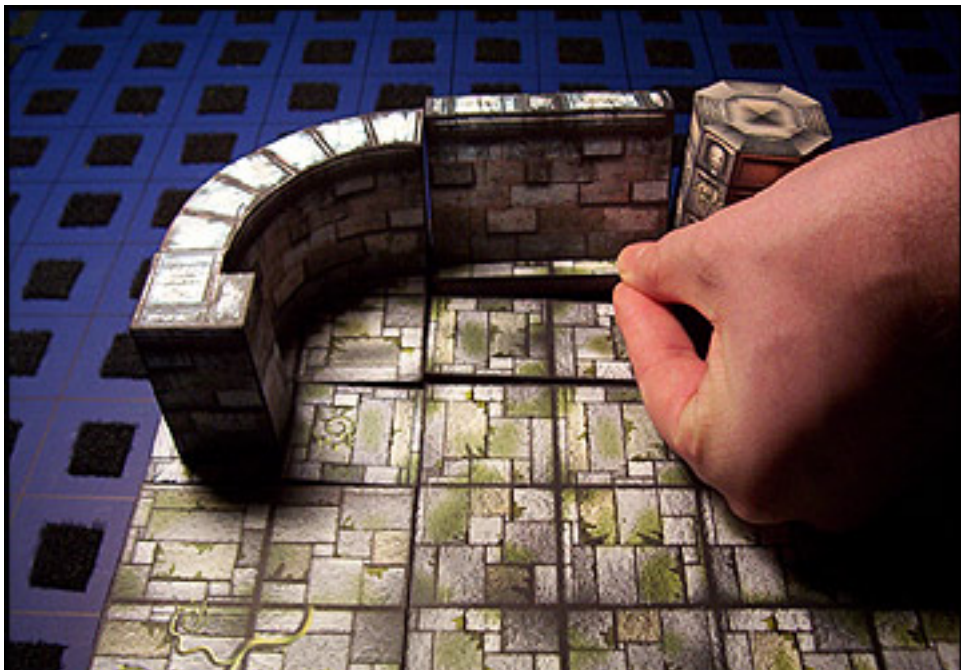
You'll quickly discover that although Velcro has a temporary bond it's also a VERY sturdy bond and as such some care needs to be taken when removing your various wall sections and tiles from the Masterboard. ALWAYS remove your models from the Masterboard by lifting them from the underside of the tile. NEVER grab a model from the top or try removing a wall section by tugging on the wall itself. Also be sure that you aren't prying a model against another model when removing it from the board. These are two sure ways to rip your freshly made wall off its base and cause you some tears. WARNING GIVEN ;)