



©TM

VillageWorks™

Copyright 2002-2003 WorldWorks

THANK YOU!

Thank you for purchasing an original WorldWorks Model set! I'm so very proud to bring you this third release "VillageWorks". This set is dedicated to all of you gamers who over the years have been forced to use milk cartons, shoe boxes and any other thing lying around the house, to describe to your players a given situation. Well, NO MORE OF THAT! Now when you need to describe that ominous township you'll have the tools to make it a reality!

I designed this set so that you never have to buy another Village prop again! I'll give it to you straight, I despise nickel and dime companies that release a little of this and a little of that gouging you all the way to the bank. They've done it for years throughout the RPG industry and we could do nothing but sit there and take it... until now! I know what its like to be a poor gamer and it's time you got quantity and most of all quality for less! Some might say I'm hanging myself with this philosophy but I say "I'm giving people what they want and if they like what they see they'll come back for more!".

It is only through your generous support that I can continue to produce these model sets. Thankfully many of you seem genuinely happy with the level of work WorldWorks is producing. I thank you from the bottom of my heart for that support! I have been overwhelmed by the outpouring of positive and inspirational comments from users just like you. Your input really does help to inspire future products! Thank you for helping WorldWorks climb that rickety latter to the top. Tell your friends!

The best is yet to come!

P.S.

Don't forget to visit the website www.worldworksgames.com and check out our other releases: DungeonWorks and CastleWorks.

Denny Unger

Owner/Creator WorldWorks Games

Web: www.worldworksgames.com

Mail: 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.

THE GUIDE

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.



THE GUIDE

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.

THE GUIDE

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



THE GUIDE

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.



THE GUIDE

COPYRIGHT NOTICE

All text, photos, graphics, sounds, animations and intellectual property rights are copyright 2002-2003 WorldWorks, a division of Humankind Media Works. All titles published by WorldWorks are under copyright protection; said copyrights the property of their respective holders. All Rights Reserved.

No part of any data held by WorldWorks may be reproduced or transmitted in any form or by any means, graphic, electronic, or mechanical, including photocopying, recording, taping, file sharing or by any information storage or retrieval system without the express permission of Denny Unger WorldWorks. This data may not be stored on any system or database excluding the original purchaser and with the express understanding that the data is for personal/non-commercial use and will not be redistributed by any means. Violators will be prosecuted to the full extent of the law.



© TM