

TERRAIN AND  
VEHICLE TILES  
NO GRID



DOG HOUSE RULES PRESENTS

# TRAILER PARK

## Shark Attack

NO  
VACANCY



DHR3002SW

# PRINTING INSTRUCTIONS

The Dog House Gang has provided the maps and accessories needed for use in **TPSA!** The GM can print out and assemble the main flood water map, trailer roof tops, debris and more – with or without a grid. For GMs that prefer a virtual tabletop game experience, we have included maps and accessories in jpg format.

Please refer to the [TPSA\\_SW\\_Checklist.pdf](#) for a full list of all the maps and map accessory documents.

## *Debris, Tree and Vehicle Tiles:*

This document contains files for use on the Flood Water map, from tree tops, to various debris and vehicle files. Pick and choose the tiles you want to use.

- [TPSA\\_Tiles\\_GRID.pdf](#) - Suitable for printing for tabletop gaming, with a grid.
- [TPSA\\_Tiles\\_NO\\_GRID.pdf](#) - Suitable for printing for tabletop gaming, without a grid.
- [TPSA\\_Tiles\\_GRID\\*.jpg](#) – Suitable for use in VTT gaming environment, with a grid.
- [TPSA\\_Tiles\\_NO\\_GRID\\*.jpg](#) – Suitable for use in VTT gaming environment, without a grid.

## *How to Print*

The **TPSA!** maps and accessories pdfs are built in layers, allowing the GM to print the cards in different ways, with a simple toggle to include or remove elements on the page before clicking that alluring print button.

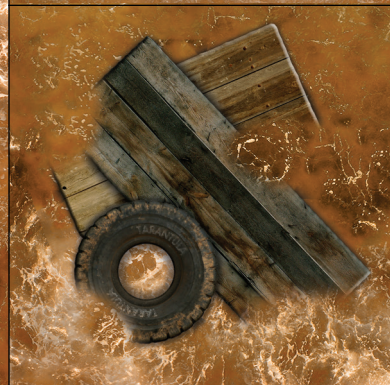
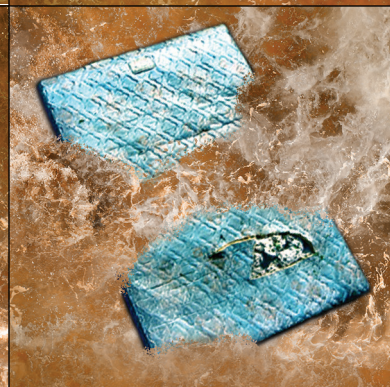
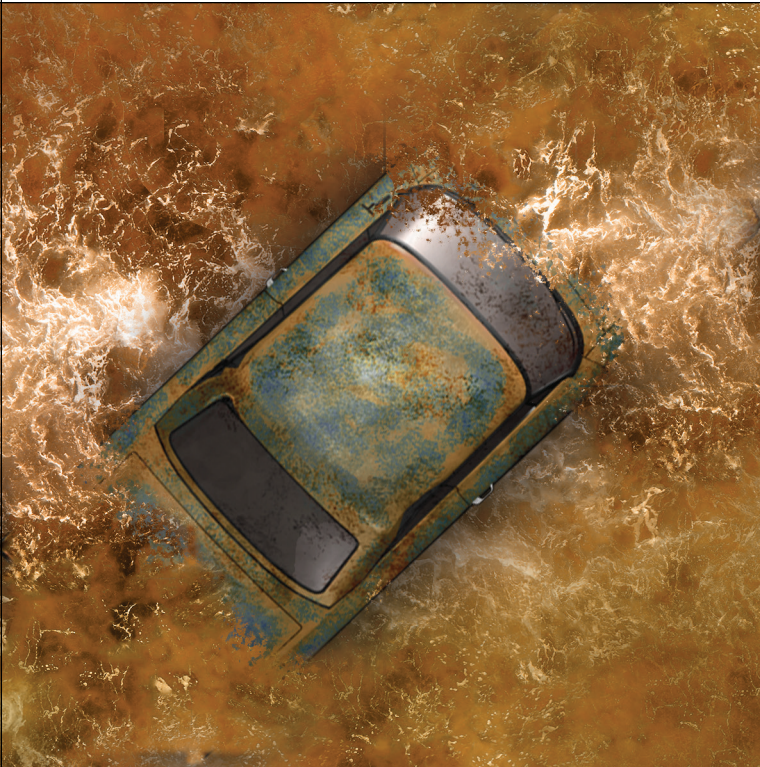
- Background layer – toggle off to remove page borders and background color.
- Text layer – toggle off to remove all text from display.
- Maps layer – toggle off to remove maps from the pages (*Ed. note: hmmm.*)

We recommend using a common card stock – any typical card stock used for scrapbooking will do (such as 65 lb cover weight). But a 'Parker always has options: print on regular paper and then use cardboard from a pizza box, a twelve-pack carton, or other scraps you have laying around . . . just paste, staple or duct tape the printed paper to the cardboard pieces.

- Print out and cut up the file pieces, as needed for the game scenario, at 100% each.

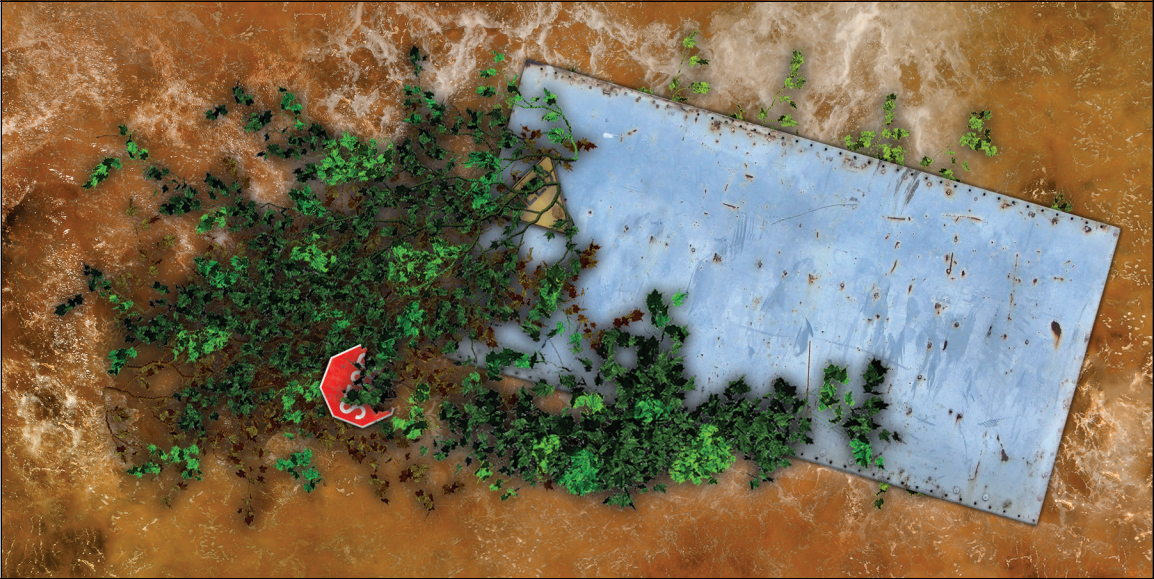
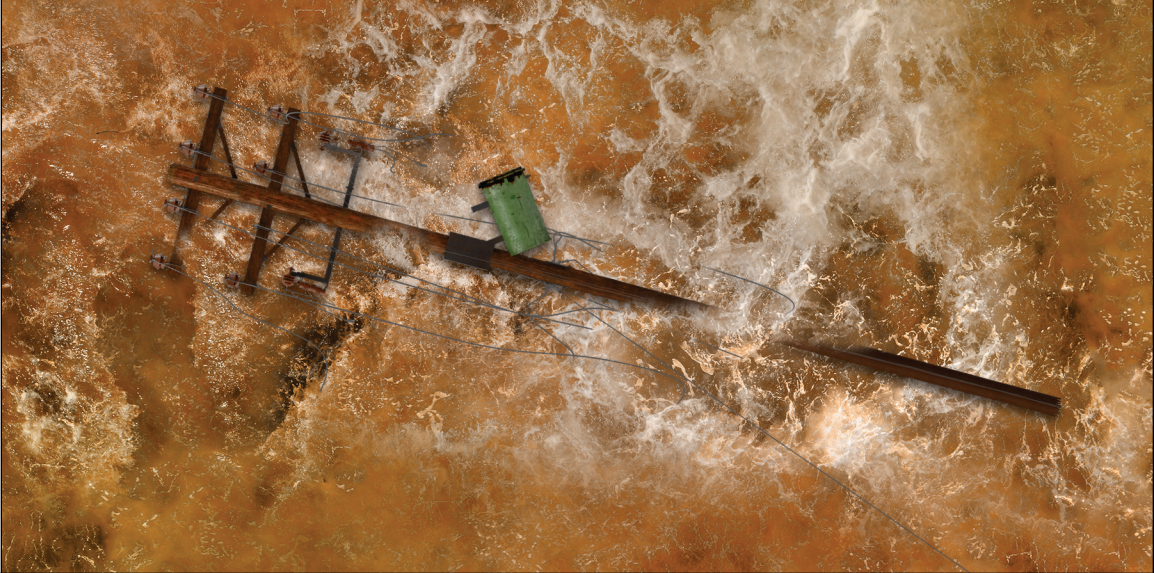
# TRAILER PARK SHARK ATTACK!

## DEBRIS TILES NO GRID



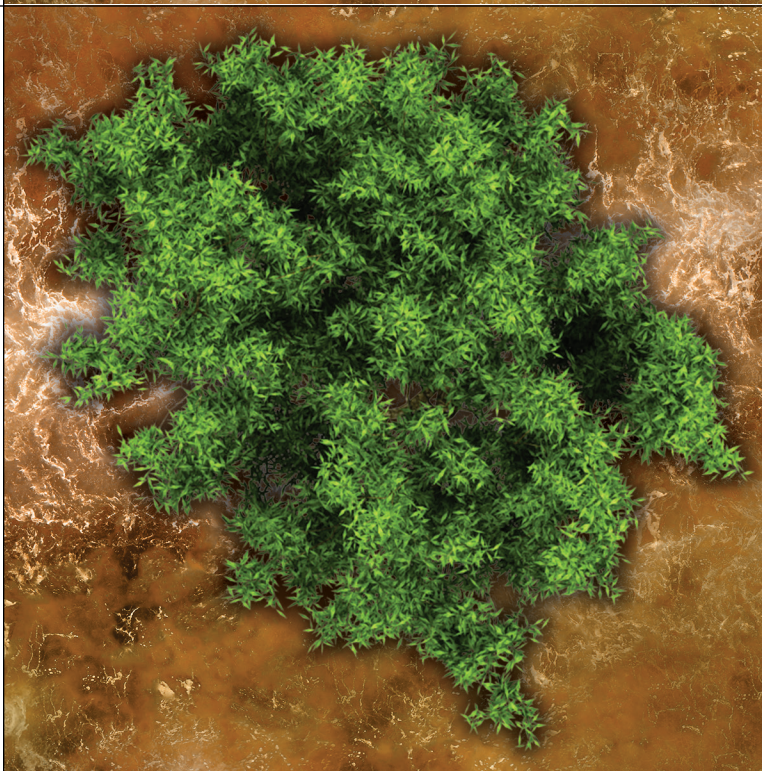
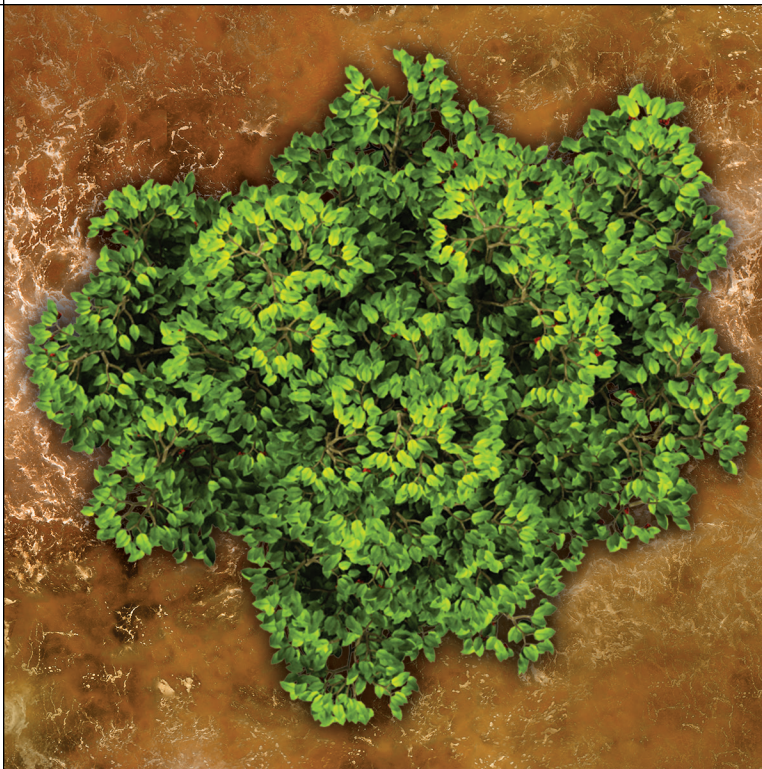
# TRAILER PARK SHARK ATTACK!

## DEBRIS TILES NO GRID



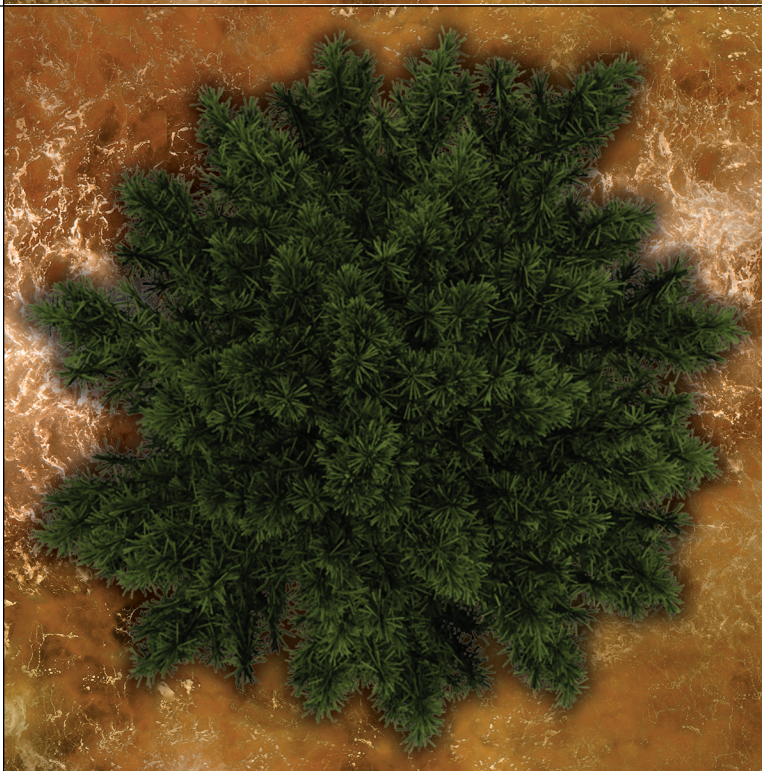
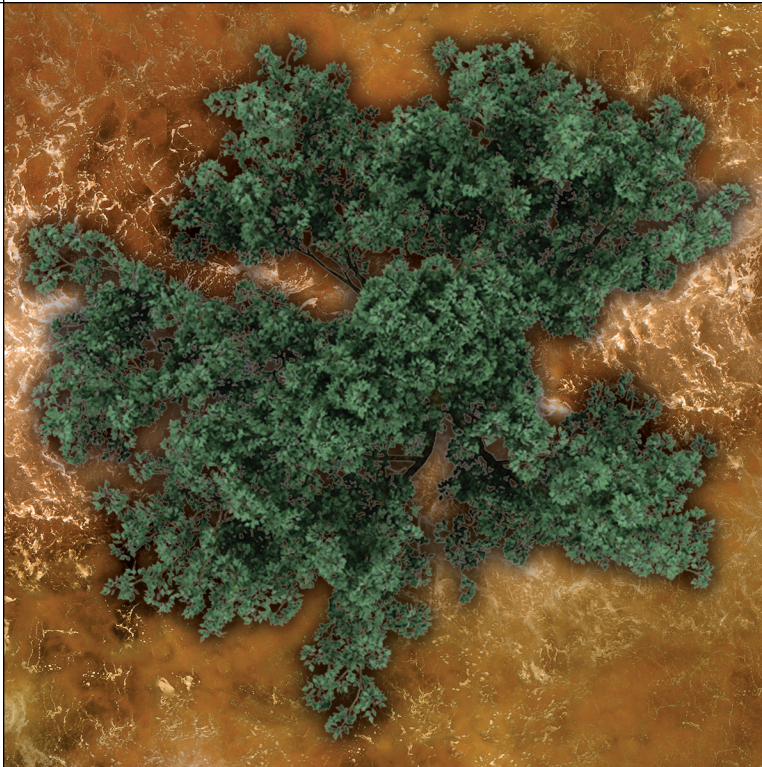
# **TRAILER PARK SHARK ATTACK!**

**TREE TILES NO GRID**



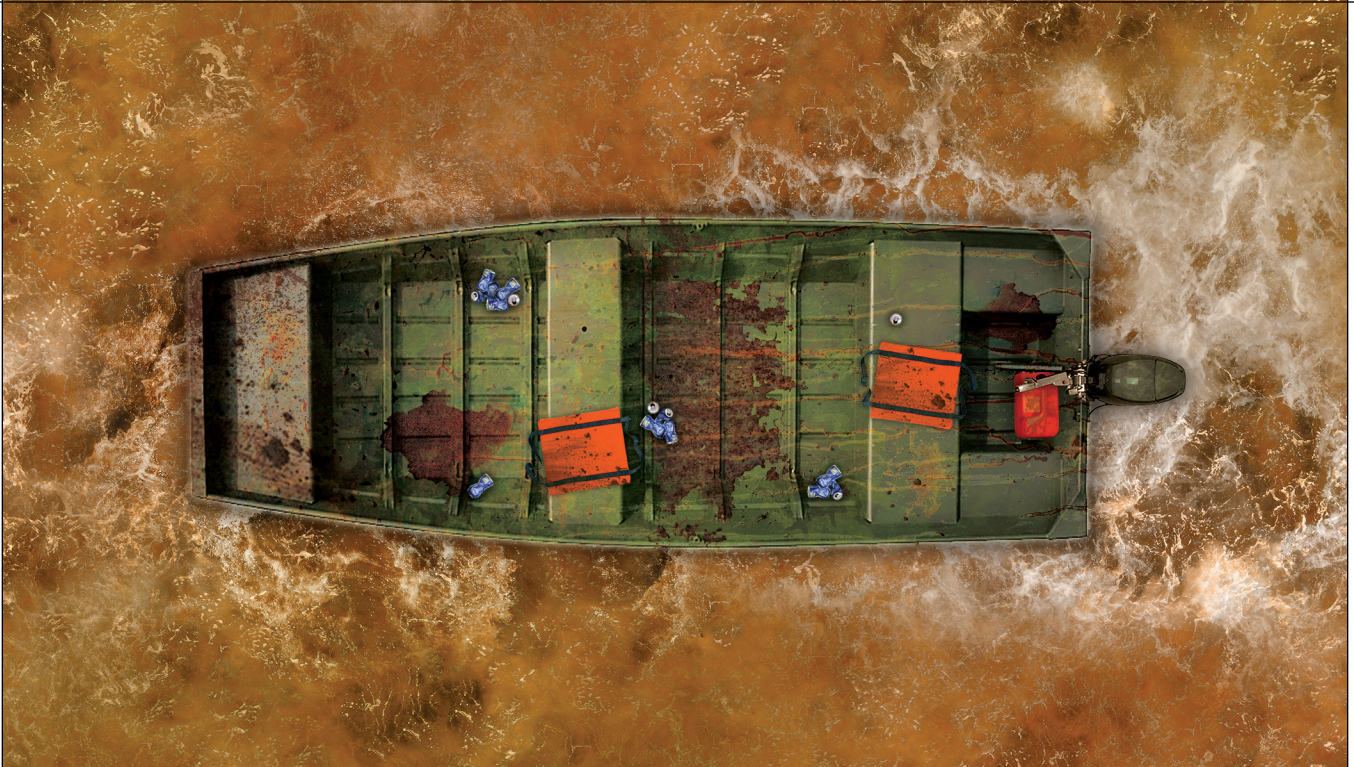
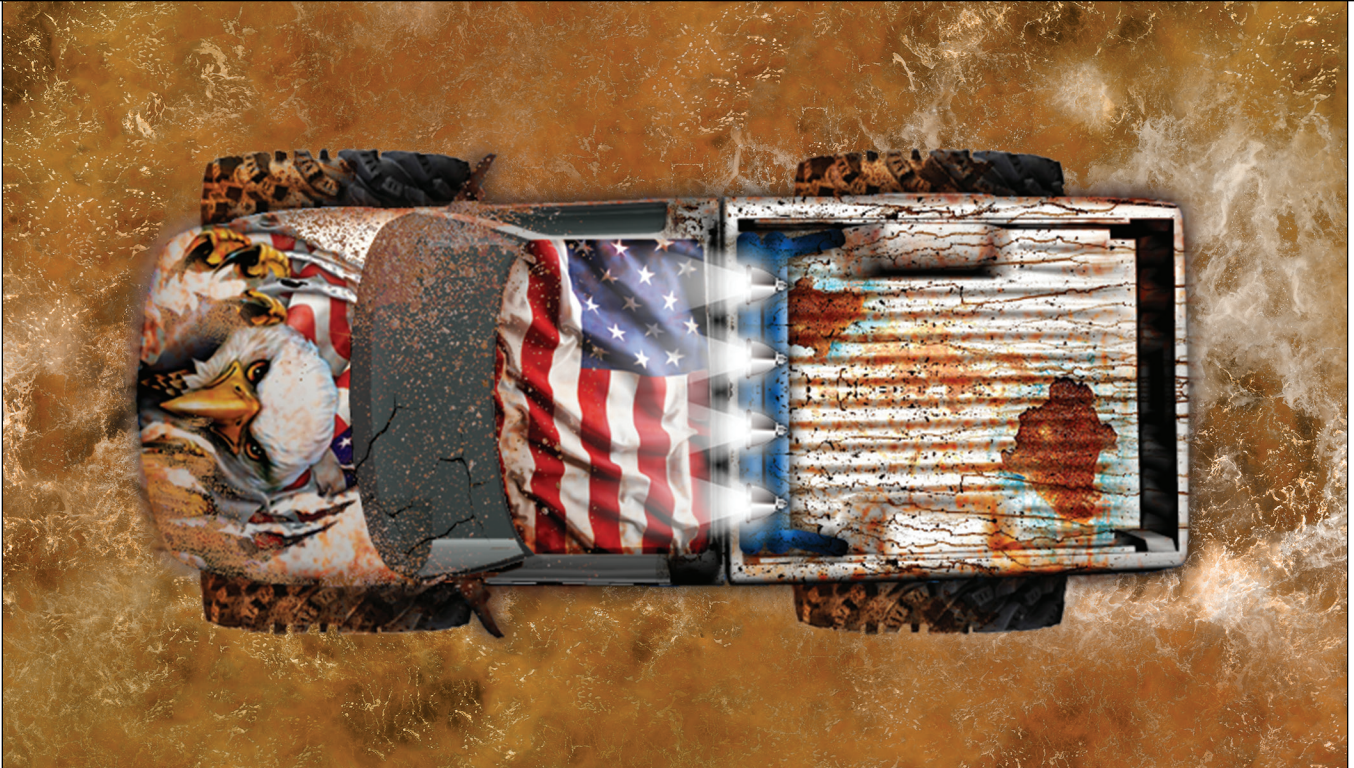
# **TRAILER PARK SHARK ATTACK!**

**TREE TILES NO GRID**



# TRAILER PARK SHARK ATTACK!

VEHICLES NO GRID



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## VEHICLES NO GRID





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## VEHICLES NO GRID

