

WORLDWORKSGAMES
PRESENTS

SEAWORKS

"MAIDEN of the HIGH SEAS"

www.worldworksgames.com

Bringing it all together

So, you've purchased "The Maiden" and you've lovingly raised her from her paper prison into a glorious 3-D model. I've had comments from many who have seen her saying "That's not paper!". Soon your fellow gamers will be looking at you with awe when you reveal her for the first time on your game table. They'll think you spent hundreds of dollars and months building her. Oh how wrong they are (but we'll keep that little secret to ourselves)! Yes, paper it might be but as it turns out paper or cardstock just happens to be an ideal tool for creating inexpensive, highly detailed gaming props. WorldWorks has been exploring the limits of cardstock models for two years now and to be honest we see no end in sight ;)

Enough of my babble! Let loose the sails, swig down a pint and let's see how she comes together ya scurvy ridden pirate dog!



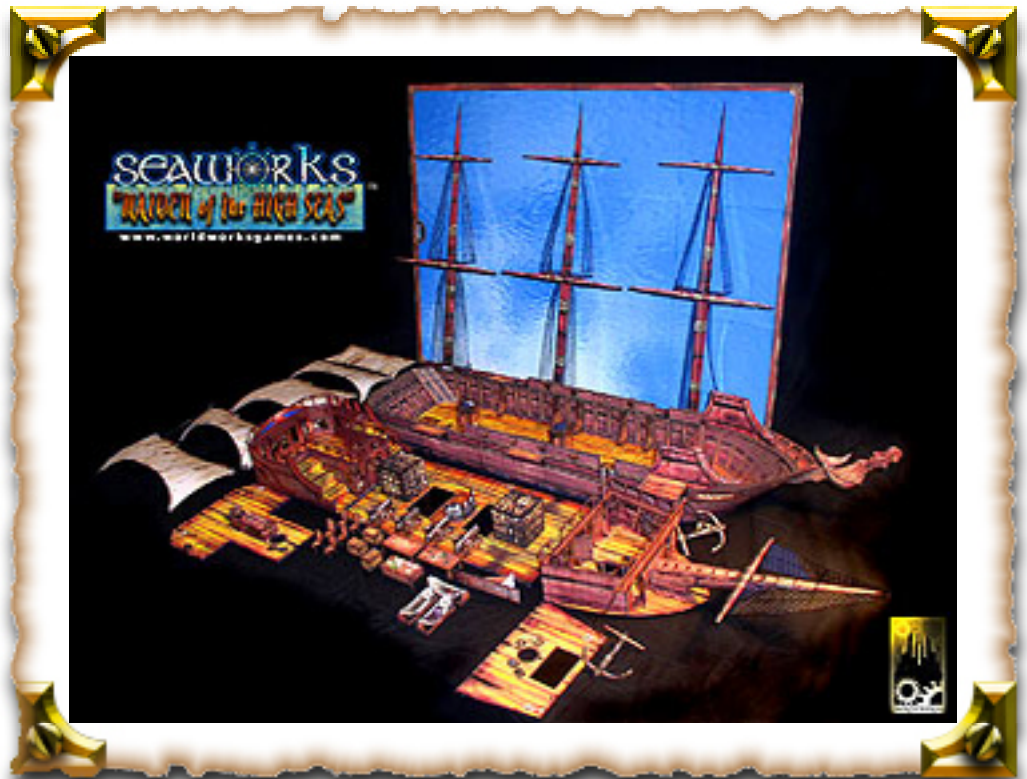
Denny Unger

OWNER/CREATOR
WORLDWORKS GAMES



WORLDWORKS™

After you've constructed the major elements and props you can configure "The Maiden" "on the fly" in a number of ways to best suit the unique needs of your game.



We'll start by arranging the interior elements of the main hull.



Included with “The Maiden” model set are a number of internal hull walls. These walls are free standing and can be arranged in any number of creative ways within the lower deck of your ship.



The walls come in two sizes that make optimum use of the space within the hull and are varied with a number of unique elements. Some walls have doors while some do not. Other walls have various seafaring items found on a ship of old. The layout possibilities down in the dank lower decks are nearly endless!



Once your lower deck walls are arranged to your liking you can now dress your setup with any number of richly detailed props included.



There's even an incredible multi-sided cargo cube that can be easily reproduced to create a monstrous hold full of swag!



It's the little details that will blow your players away, like the books lying on the hammocks and the light stretching from beyond the lanterns.

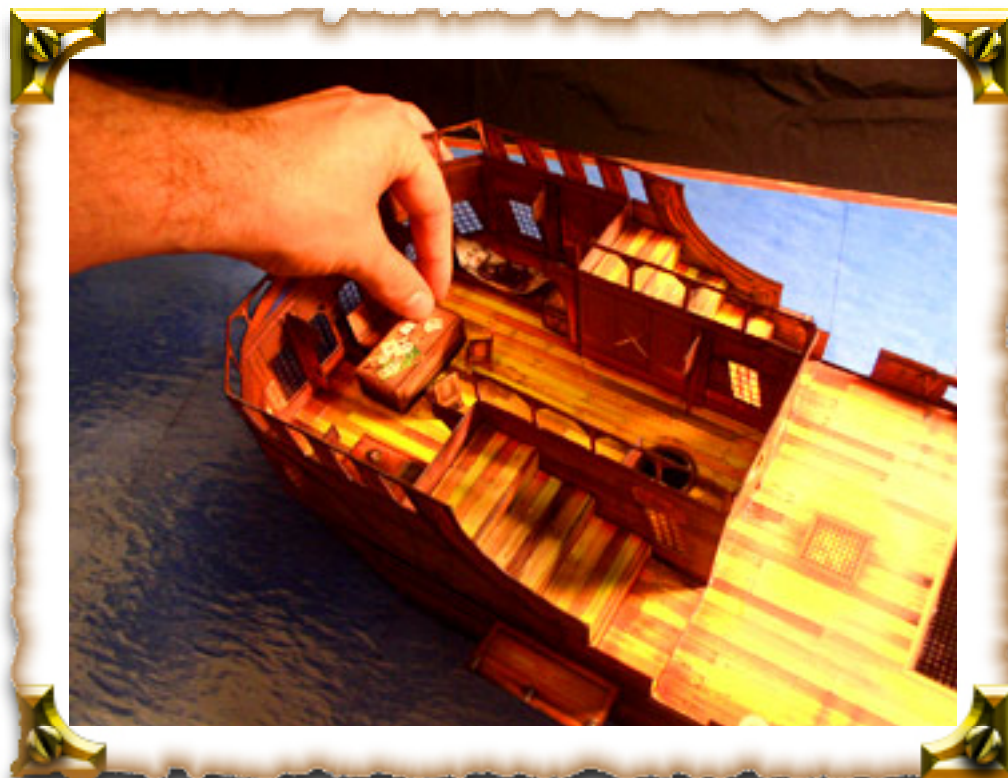
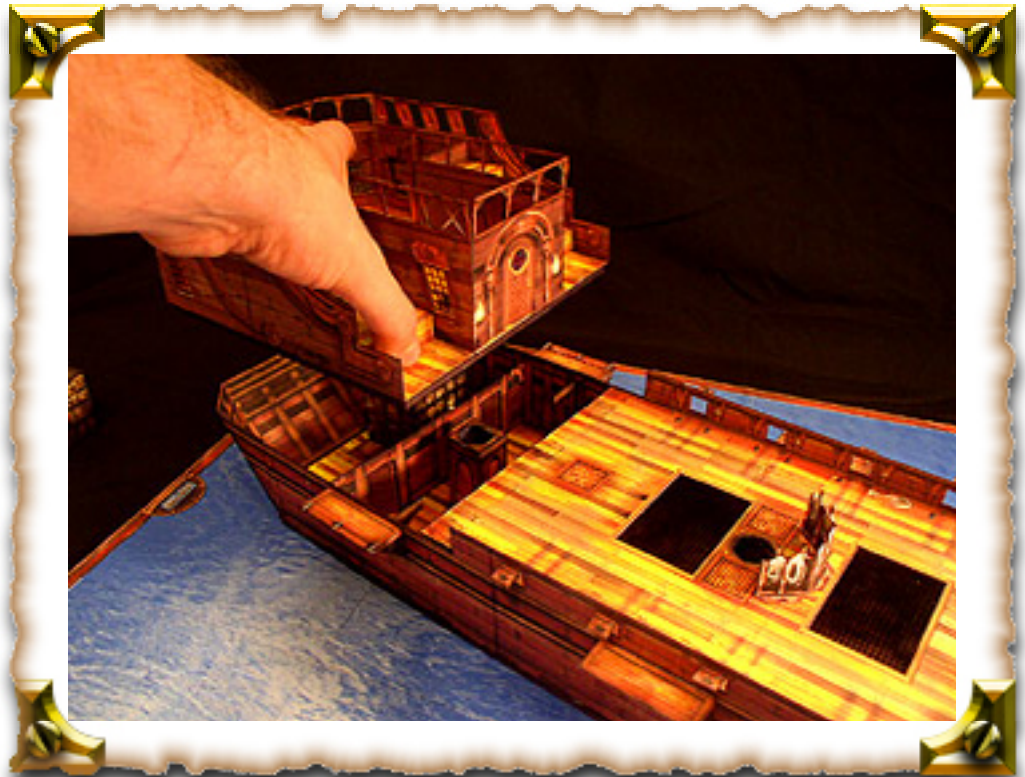


Now that we've "decked out" the lower decks we can cover it up by simply dropping in the main upper deck section. Your players will have to venture below before they discover the mysteries deep within the hull.



5

Next we simply drop in the Sterncastle section hiding the rear hull. The whole point of these removable sections of course being to allow for multiple, simultaneous areas of play.



Now we can drop in our captain's desk, chairs and sleeping quarters. Ahh... many a serious naval strategy will be discussed in this room.



We can now seal this area off from prying eyes by dropping in the Sterncastle roof. Now your players can run up to the steerage area and get their mutinous grubby hands on the captains wheel ;).



Lets move up to the bow of the ship and drop in the Forecastle section just over our lovely Maiden masthead.



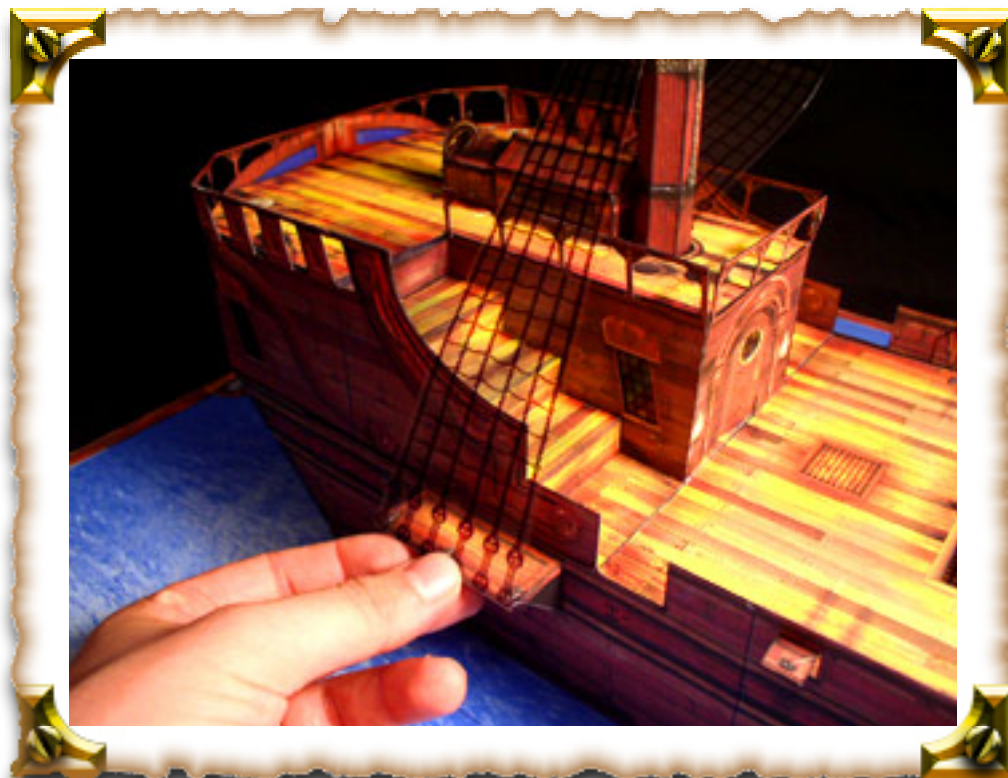
7

Need to discuss your mutinous plans with shipmates? Drop in the Forecastle roofing section for some much needed privacy.



Let's return now to the Sterncastle and slide in our first mast section. Give it a little wiggle and the mast should make it all the way down to the lower deck and dock perfectly with the lower mast support.

Once fully inserted, you can now move your left and right mast ratlines to the sides of the ship.



Because our ship needs the ability to come apart in multiple sections the ratlines simply hook onto the bottoms of our ledges. Believe it or not the ratlines actually give some added tension to the mast once in place and offer greater overall stability. We've even included extension tabs so you can tweak your ledges for maximum tension.

Let's repeat this process with the two remaining mast sections. The same method applies on each and it shouldn't take you more than a few seconds or so to complete.



We can now hook on our sails. There are a number of sails in differing configurations to hang on your upper and lower yards. Hook em and yer done matey!

You can deck out your masts with any combination of sail designs. The choice and configuration is yours to make!



The really great thing about the sail sections is that they can be swapped around in real time. No gluing required. In gaming terms this really helps you relate to players what state the sails are in during rough weather.

Add in your deck guns and cargo elements for a more genuinely crowded upper deck. We've even named the cannons for you ;) Say hello to Bouncing Betty ya scalawag!



And finally, no self respecting tall ship would be without the dreaded plank. Simply slide it on when you need to dish out some naval punishment oldschool style ;)

We've also included a series of battle damage markers (not shown here) that you can place anywhere on your ship should she take a beating.

Well, that about covers the basics. Now go blow your players away and set sail to new levels of excitement on

the high seas!