



# PART 1

## BASING AND GROUND TILES

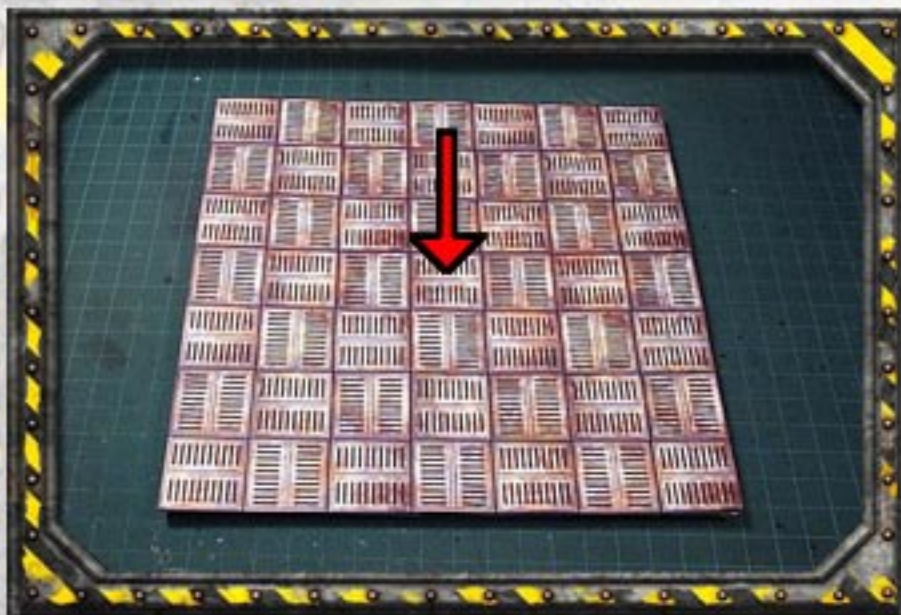


Base tiles are the literal foundation of your model. With them you can create a rusty, metalized playing surface quickly and simply.

All ground tiles are provided in two formats 7"x7" (1" squares) and 7.5"x7.5" (1.5" squares).



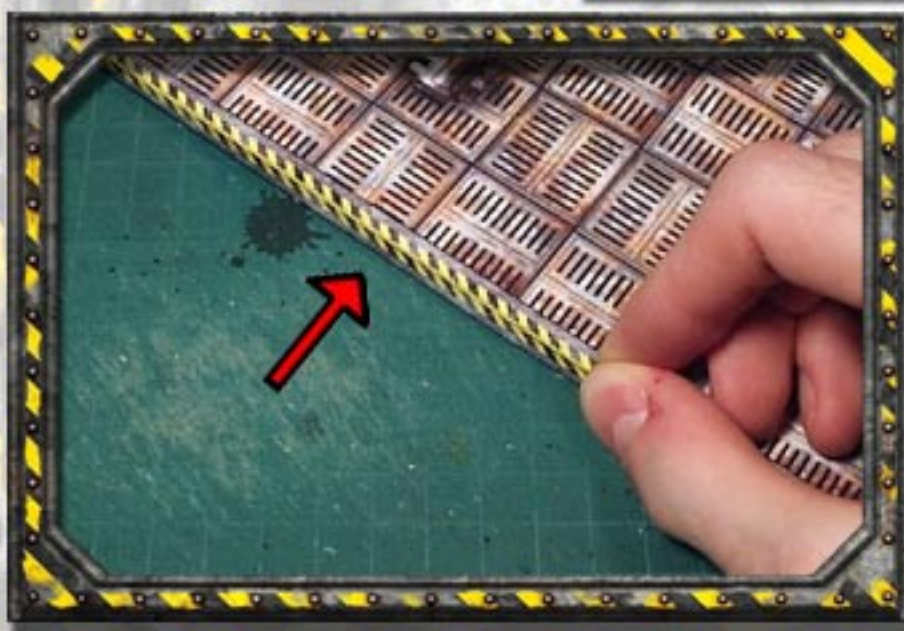




Ground tiles can be created in one of three ways. The first and simplest way is to just cut out a ground tile, edge it and glue it to a piece of foamcore. When it dries, trim off the excess foamcore. Easy!

Learn all about "edging" and other top tips in the tutorials section at [www.worldworksgames.com](http://www.worldworksgames.com)

The second method is much the same but several tiles are glued to a single sheet of foamcore to create a single, massive tile called a "masterboard".

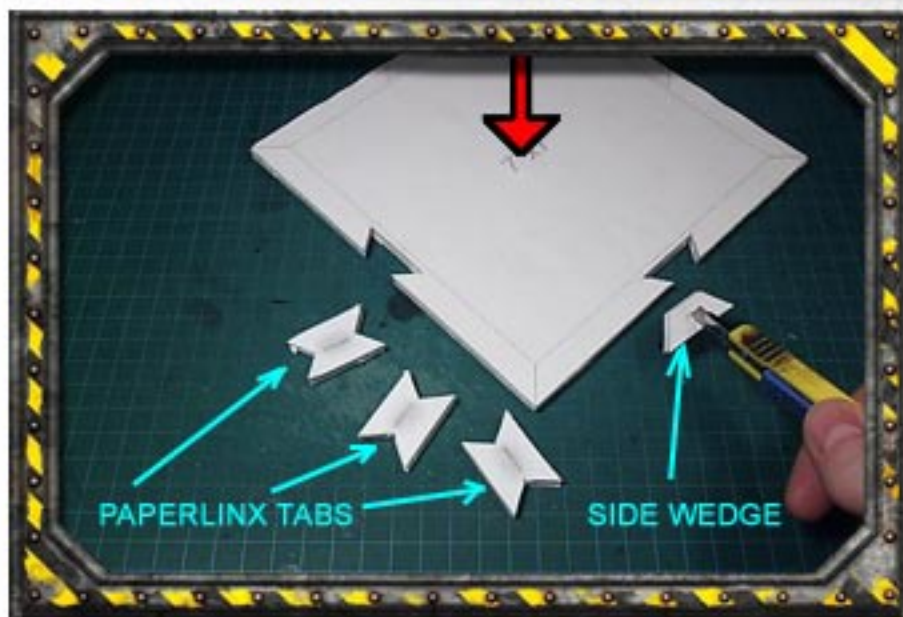


If you go with the masterboard option you may want to hide the exposed foamcore edges. To this end a set of "masterstrips" are provided.

Simply cut out, score, fold, edge and glue into place as shown.





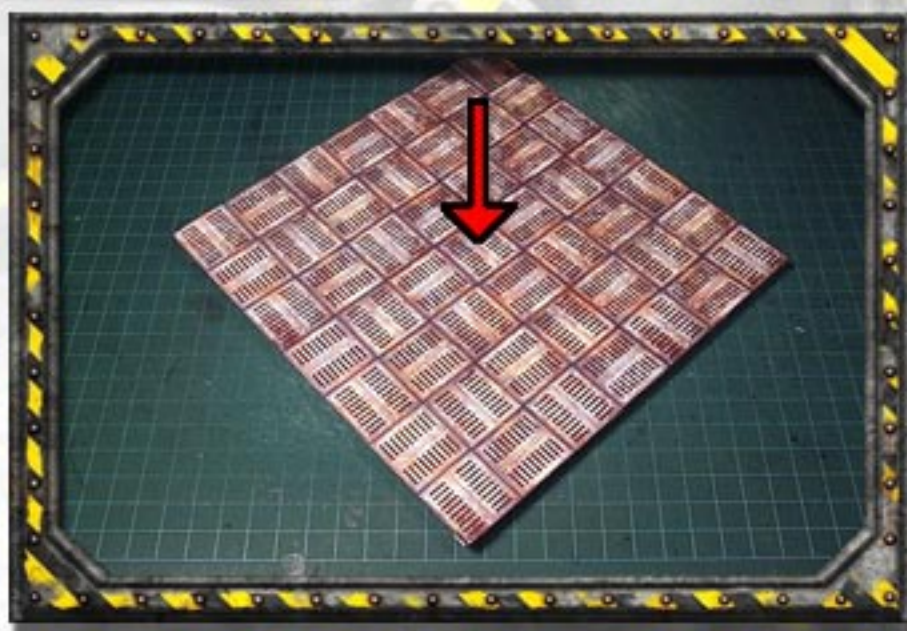


The third method is to use one of the Paperlinx templates provided.

Glue these down as with individual tiles and when dry, remove the small wedges on each side.

Cut out the actual Paperlinx tabs as well.

Next, glue down your tile of choice as before, taking care to align it properly and thus covering the holes on each side.



Now you can connect the tiles using the tabs.

Since no glue is required, you can easily create large, stable surfaces that break back down into a neat stack of tiles for easy storage and transport.

