

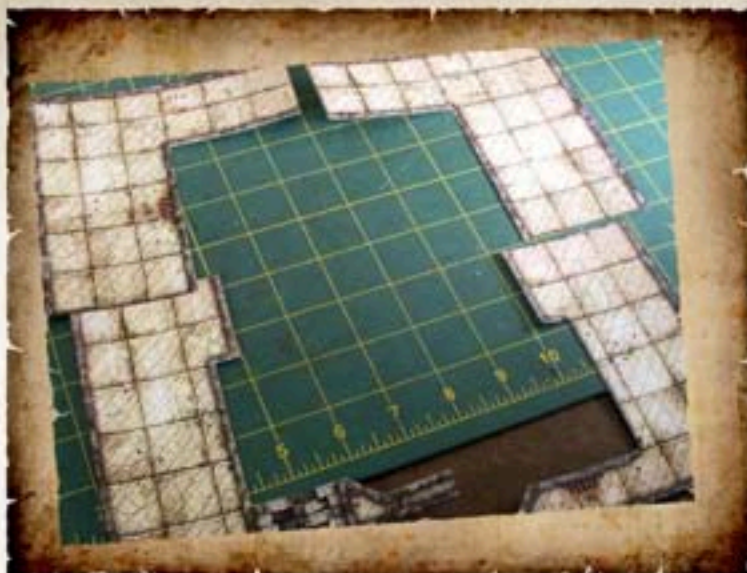
Grounds



Included with Thaumont's is a preview of the upcoming Streets of Himmelveil tileset that will provide a system of streets for your medieval cities. In the meantime, you can use these tiles to assure Thaumont's will "fit in" nicely.

You can use the sample tiles for Streets of Himmelveil provided or you can fit Thoumont's in with any of your other sets by opting to use a ground tile from that set instead.

For the sample Streets of Himmelveil tiles, it's quite easy.



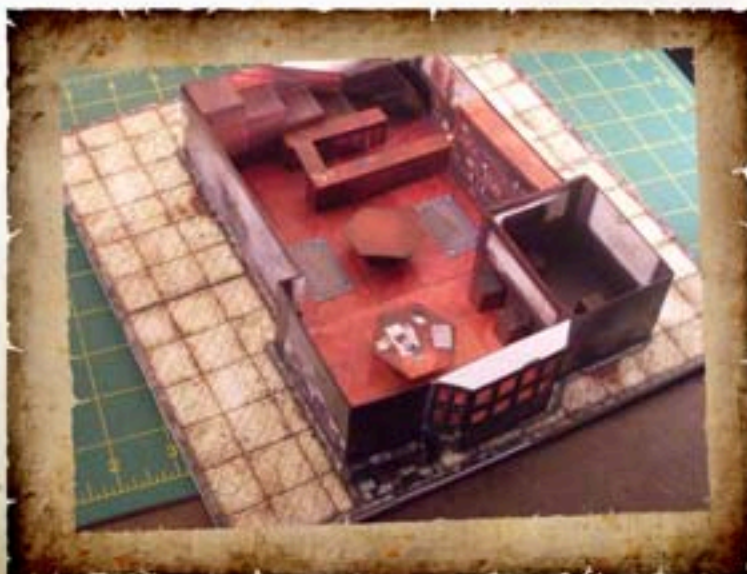
The tiles are already shaped to match the ground floor profile of the shop, so cut all four tiles out (test-fit them to be sure they're a good, tight fit and that you know where each one goes).

Take a tan or brown marker and edge around the base of the shop to provide a good, clean transition to the tiles.



Then, just glue each of the four tile sections in place over the top of the base and the outside tabs for the lower walls.

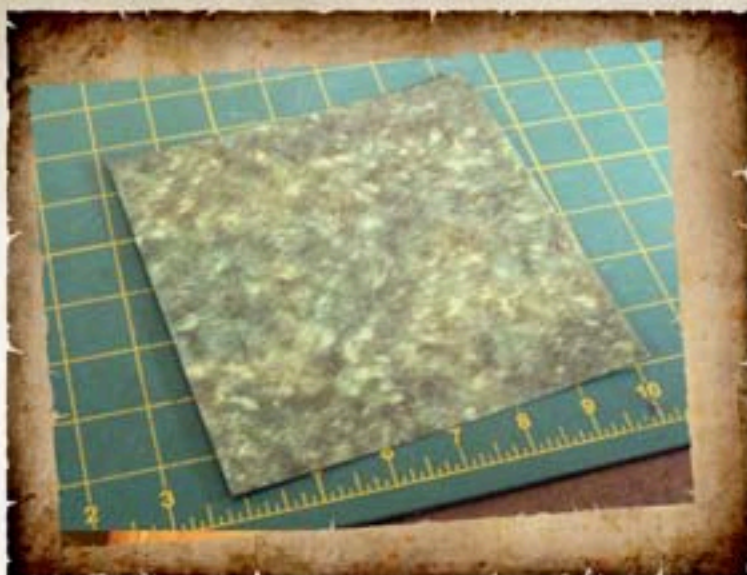
Just like that, you have a 12" square tile that's a perfect fit for Streets of Himmelveil.



You can fit Thoumont's in with any of your other sets by opting to use a ground tile from that set instead.

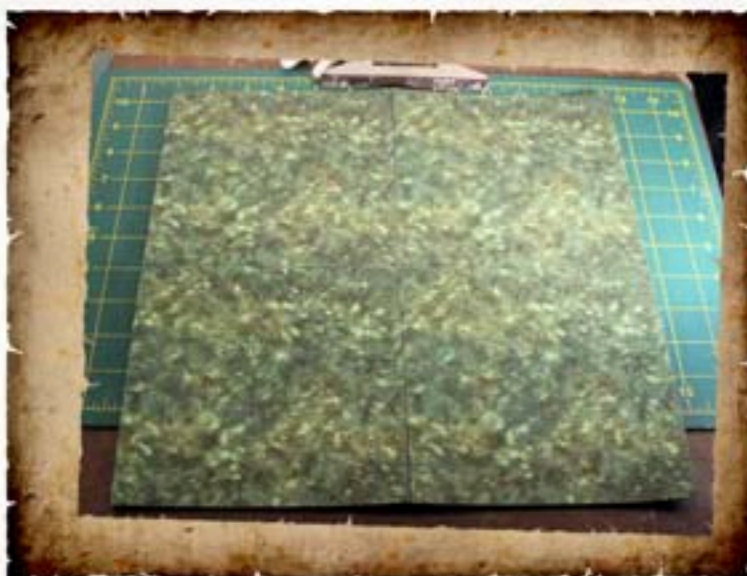
The process is the same.

For this example, we're using the grass tile from Shellendrak Manor.



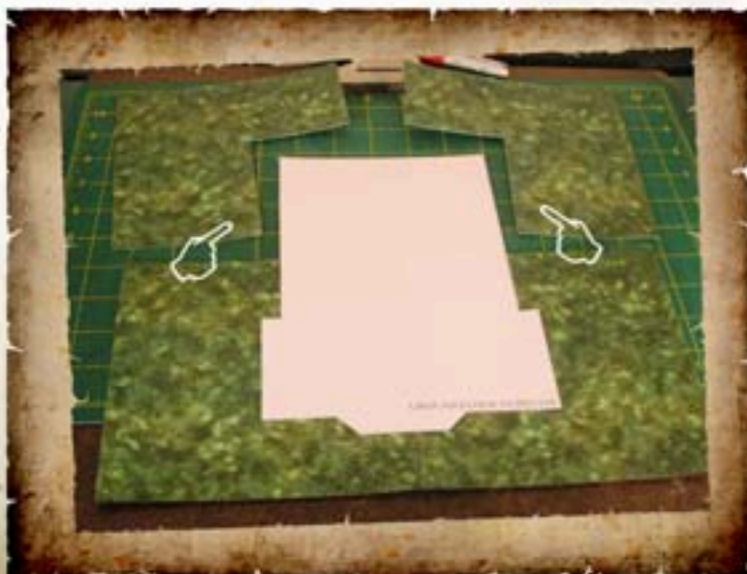
Print out four copies of the tile (enough to cover the full 12x12 base), and a copy of the ground floor template (if you read ahead this far, you can use the original floor template for this step instead).

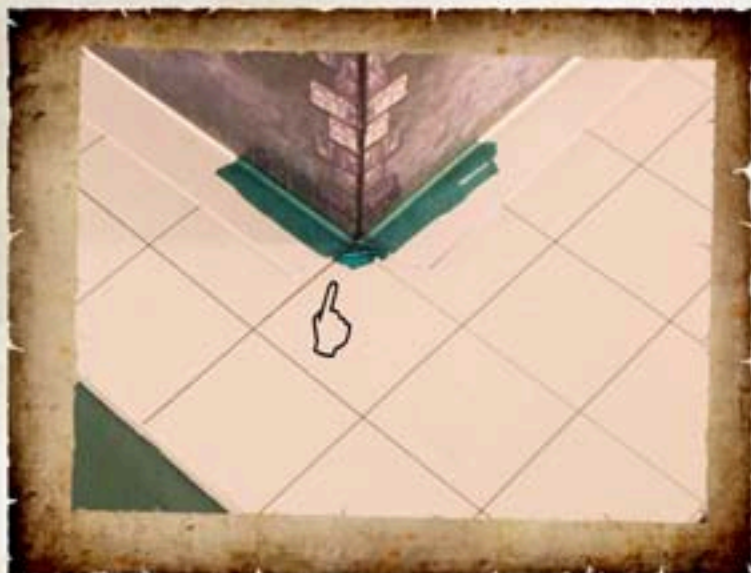
Lay the four tiles out in a tight square, using tiny bits of glue or double-sided tape to affix it temporarily to your surface.



Set the template on these tiles in the same position that your shop sits (or will sit) on its base.

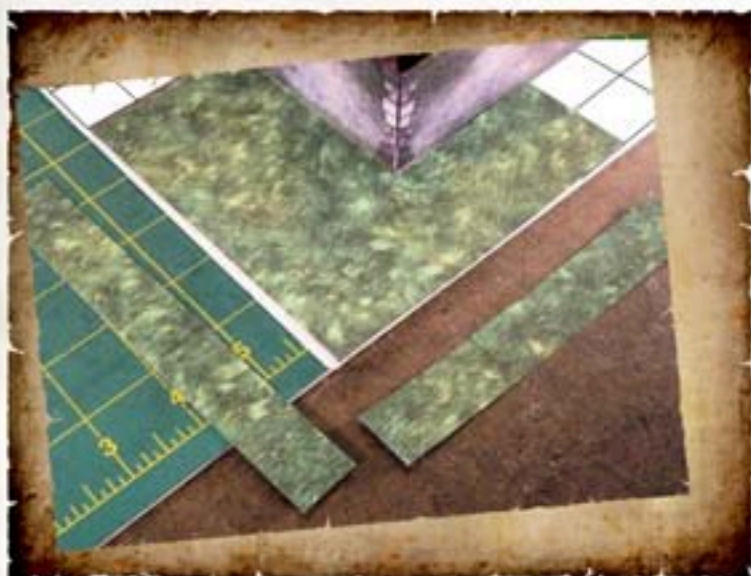
Using the template as a guide, cut out a template-shaped hole in these four tiles.





As with the preview tile, take a moment now to edge around the base of your shop with a marker... find the best match you can to the tiles you are using.

This will prevent little bits of white showing through when you glue your ground tiles into place.



If you are using tiles larger than 6x6 (likely, if you are using an older WorldWorks set), then you also need to trim away the excess squares around the edge.

Test-fit everything on the base itself to be sure it fits properly.



Ok then, start gluing. Each piece of the tile should fit neatly into place around Thoumont's, providing a completed look that will fit in nicely in whatever setting you intend to place it.