

## BEFORE YOU PRINT! IMPORTANT PRINTER SETTINGS

Typically beginners to the hobby overlook the importance of “clean printer settings”. It is vitally important that you adjust specific settings in your print dialog BEFORE printing, otherwise your models will print at the wrong scale or with generally poor clarity and color depth.

❶ In figure 1 we see the “Print Range” settings. Typically you will leave this set to “All” (which will print every page in a document) but there are some instances when you’ll want to print a specific page. In this case you’ll click “Pages from:” and then enter the number of the page or pages you want to print in each box. So if you just wanted pg.5 you would enter “5” in both boxes.

❷ “Page Handling” is extremely important. This is where MANY people tend to make mistakes when printing. Make certain that “Page Scaling” is set to “None”. If you choose any other setting your model pages will print at the wrong scale and this could affect your build. Leaving “Auto-Rotate and Center” checked is usually acceptable as this does not change the inherent scale of the page.

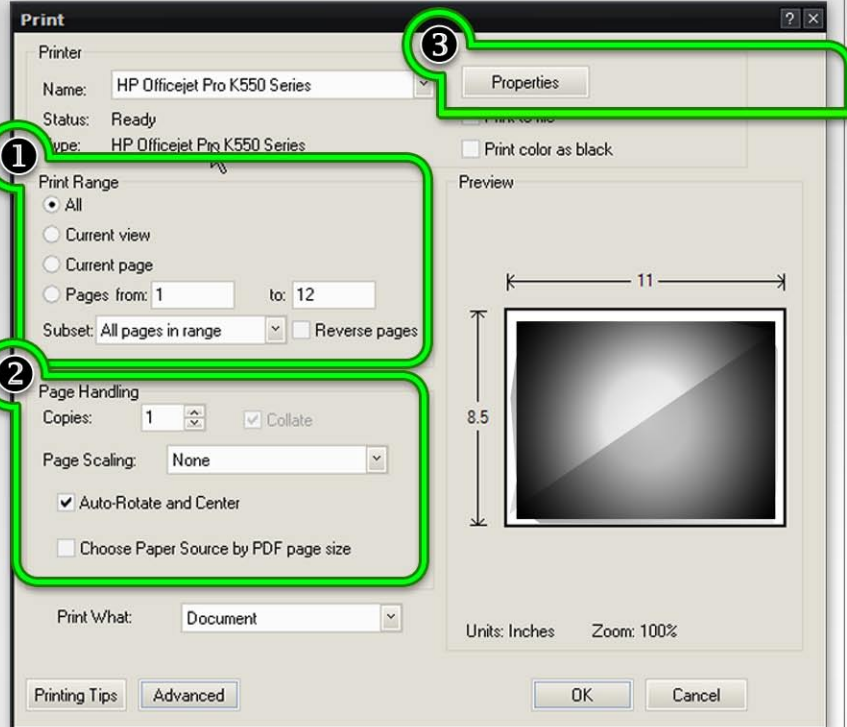
❸ “Printer Properties” are a bit more difficult to nail down as each printer runs on unique software. The key areas to focus on here are proper paper type and quality settings:

### PAPER TYPE SELECTION

You might think that selecting “cardstock paper” from the list is the right thing to do but you’d be wrong. This will result in poor color range and muddy, posterized prints. **Instead, leave your paper type set to “Plain Paper” for the best image clarity results.**

### PRINT CLARITY

Adjust your “Print Quality” to best or highest (depending on your software settings) for optimal print clarity and detail. Medium or Average settings will extend your ink usage but result in lower quality prints. Do some experimentation here to determine which settings work best for your needs.



## \$AVE MONEY ON YOUR PRINTS!

WorldWorksGames suggests money saving ink-refill solutions. Many companies offer affordable refills of brand name printer cartridges as well as custom refill kits. With these products you can reduce your “per page price” to pennies a page.

- Refill kiosks can be found in your local shopping mall. No muss, no fuss but a bit expensive.
- Ink injection systems can be found at your local office supply & craft stores. A bit messy and tricky to get the hang of but very cost effective.
- CIS (Google: Continuous Ink Systems) are available online and are HIGHLY cost effective. These provide a continuous stream of ink to your printer with large ink tank reservoirs. Very little mess and fuss with these systems and you replace the ink very rarely. Well worth the upfront cost.

### Potential Printer Damage Warning:

Using these systems voids the warranty on many printers. WorldWorksGames accepts no liability for any damages incurred by the use of the aforementioned systems. Use at your own risk.

## Getting Started: Methods & Materials

Be certain you have the right tools for the job. WorldWorks has gone to great lengths to create free tutorials covering the core methods and materials used in cardstock modeling. You can download a free "Beginners Guide" at our store or watch full video tutorials on this topic by visiting [www.worldworksgames.com](http://www.worldworksgames.com) and clicking on "Tutorials" from the top menu bar.

## Asteroid Clusters

Two different bases are included with this supplement. One has all of the rules bits included on it, and is designed to be used with the 2.5D Asteroids from the "Uncharted Space" product. The other is an "asteroid debris" marker.



The debris field marker is just printed out on cardstock and lays flat on the board...it is used to represent leftover debris from the destruction of asteroids.

The asteroid base should be mounted on foamcore. Ideally, mount it on black foamcore, but if you don't have that available, using a black marker to edge around the finished base will do.

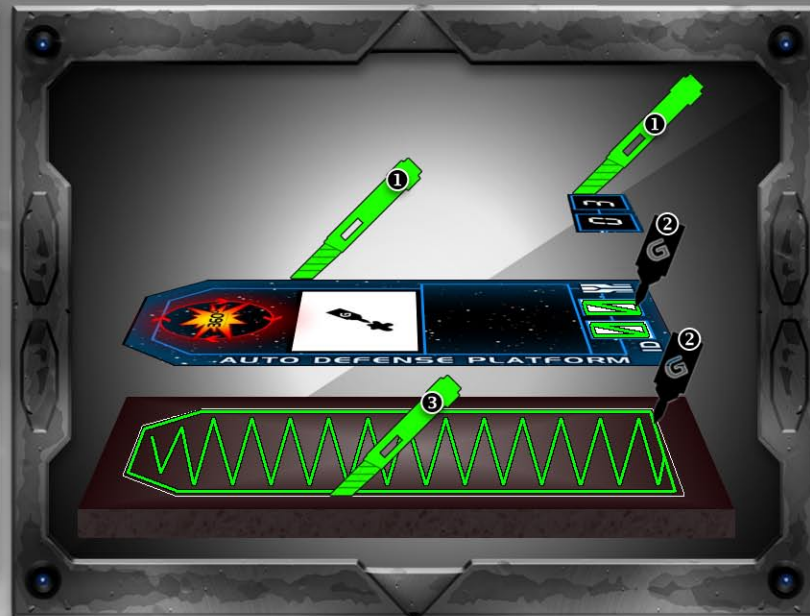
If you own Uncharted Space, proceed to add asteroids to this base as normal.



## Automated Defense Platform

We start with the base. An alternate base is provided if you wish to use the ADP for something other than Wormhole that is simply a black starfield. The instructions are basically the same.

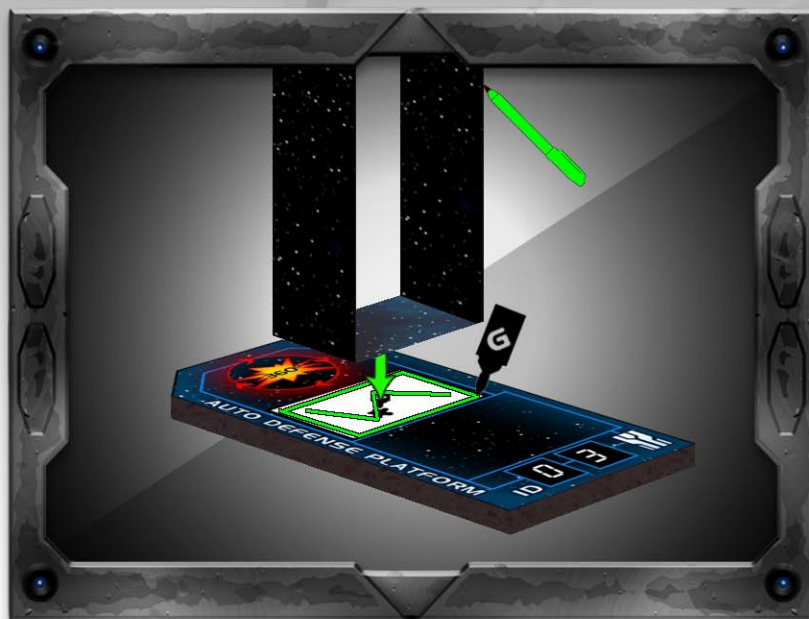
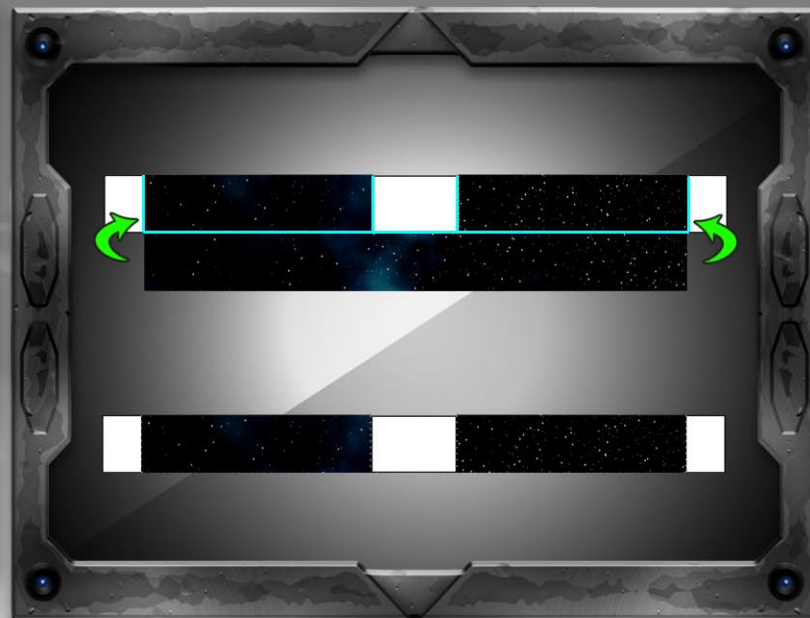
- 1 Cut out both the base itself, and a set of numerals from the vessel numerals page.
- 2 Glue the numerals down to the base, covering up the white spots, and glue the base itself down onto a piece of black foamcore.
- 3 Cut out the ship base from the section of foamcore.



Take a moment to edge around the outside of the base (just the edge of the ADP base itself if you're using black foamcore, or edge the foam as well if you're using white).

Then we move on to the supports.

Start by scoring it as marked, then sandwich fold along the long line to create a long, flat, rectangle.

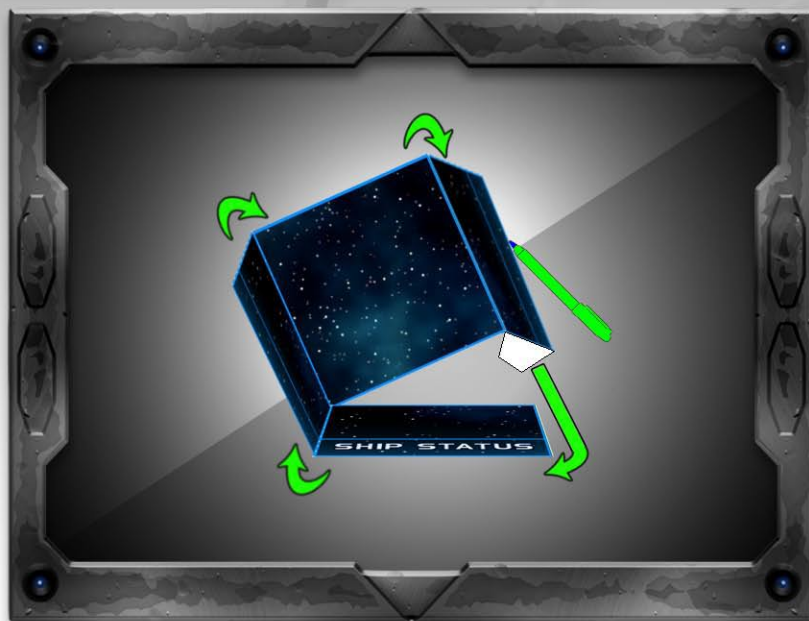
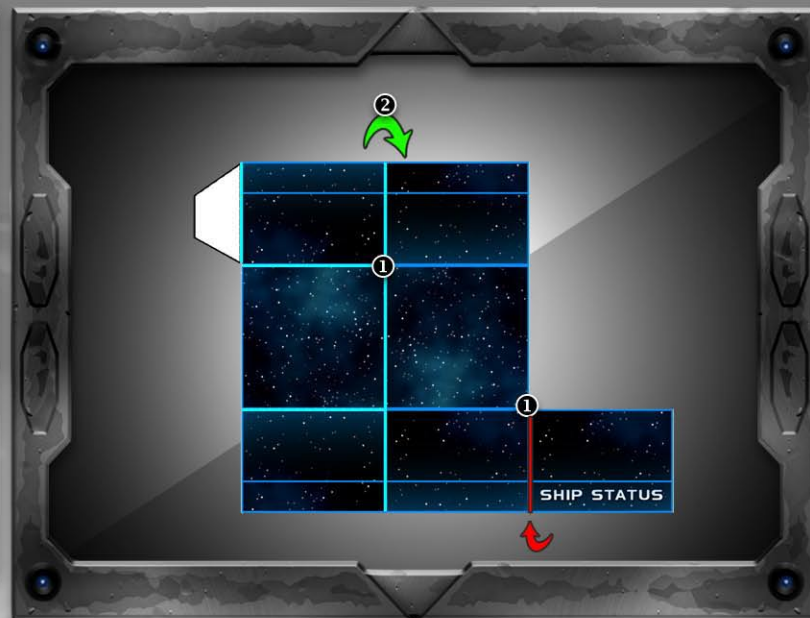


Fold the other scorelines 90 degrees, edge around the stand on all sides, and it is ready to apply.

Glue the large white rectangle down onto the base. The small white rectangles glue to the bottom of the ADP.

Next is the data cubby. It is designed to house the data cube that you use to track damage to the ADP. This element is optional but does a good job of preventing the data cube from falling off the ship base.

- ① Start off by cutting out and scoring the data cubby (cyan for regular score lines, red for reverse scorelines).
- ② The insides and outsides of the cubby are then connected via a sandwich fold along the longest scoreline.



Fold the short scorelines of the insides/outside section, and then fold it over on the reverse-score line into a box shape. The white tab goes underneath the "Ship Status" base.

If available, you might want to edge the data cubby with a colored marker, to match the color of the faction (and the lines already appearing on the model).



Then glue the cubby down onto the base behind the supports and facing towards the back of the base.

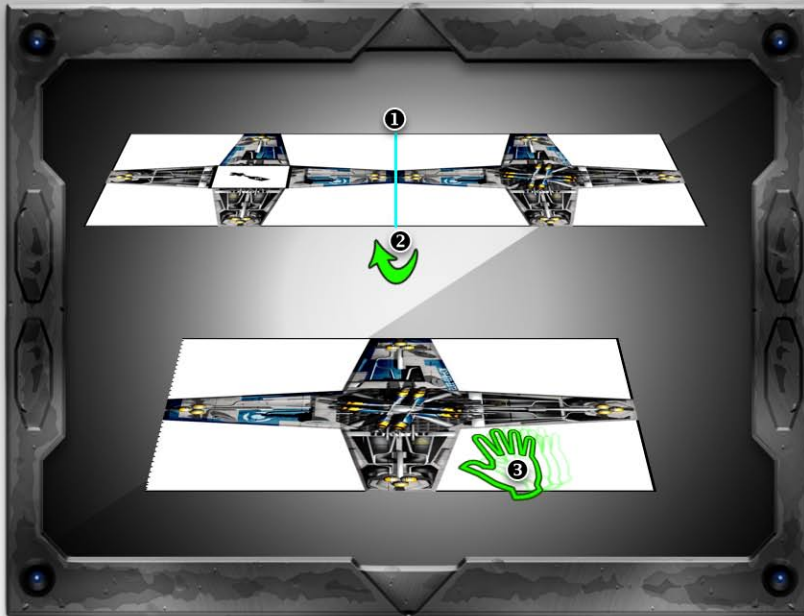


The data cubes are even simpler.

- ① Score where shown, and sandwich fold along the long scoreline.
- ② Edge in black. You'll want to edge the creases when you fold on the remaining scorelines.
- ③ Fold each of the four scorelines 90 degrees, forming a square ring.

The tab is glued to the receiving white spot on the opposite side, and the data cube is complete.

It sits loosely within the data cubby on the base so that it can be rotated dynamically as damage is taken.



The ADP itself starts with a simple sandwich fold. Note that a single ADP consists of two "squares"...a top (with the guns visible) and a bottom (with the glue square visible).

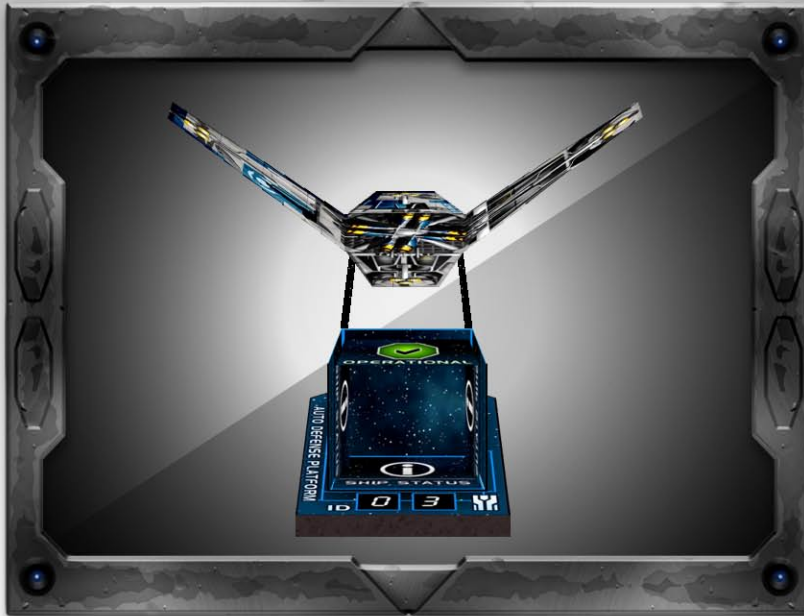
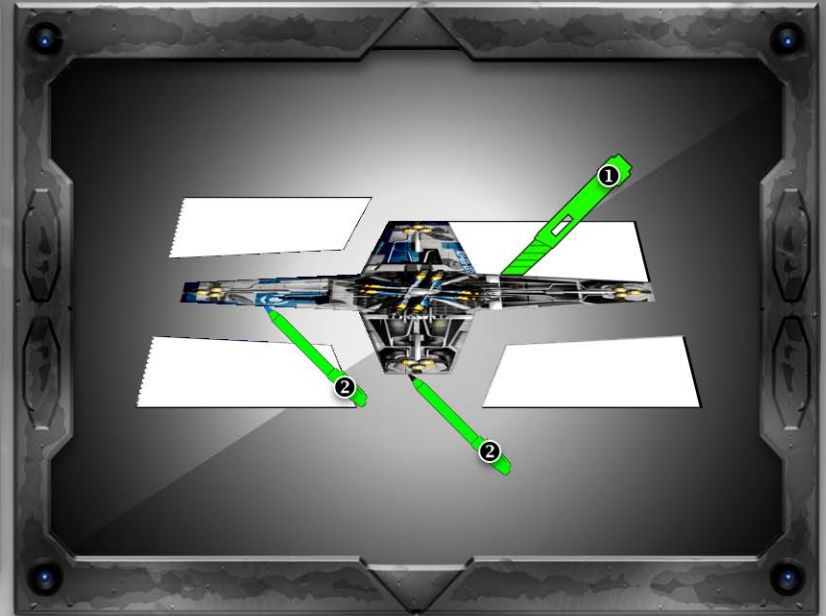
- ① Score along the line, glue...
- ② Fold over flat...
- ③ Rub until firmly glued, then allow time to dry.

You might want to do a batch of these all at once assembly-line style.

Then...

- ① Cut away the whitespace and...
- ② Edge around the models with a black marker.

If you have it available, you might want to use a grey marker instead, and if you want to go to the extra effort, you can even use a colored marker (blue or orange) to match up with the spots where the ADP's color markings go right to the edge.



The scorelines are not marked on the base, but gently score or even just crease the "arms" of the ADP.

Bend two opposite "arms" of the ADP upwards, and two downwards. Finally, glue the ADP (in the marked spot) to the base.

Your Automated Defense Platform is complete, and ready to deploy.

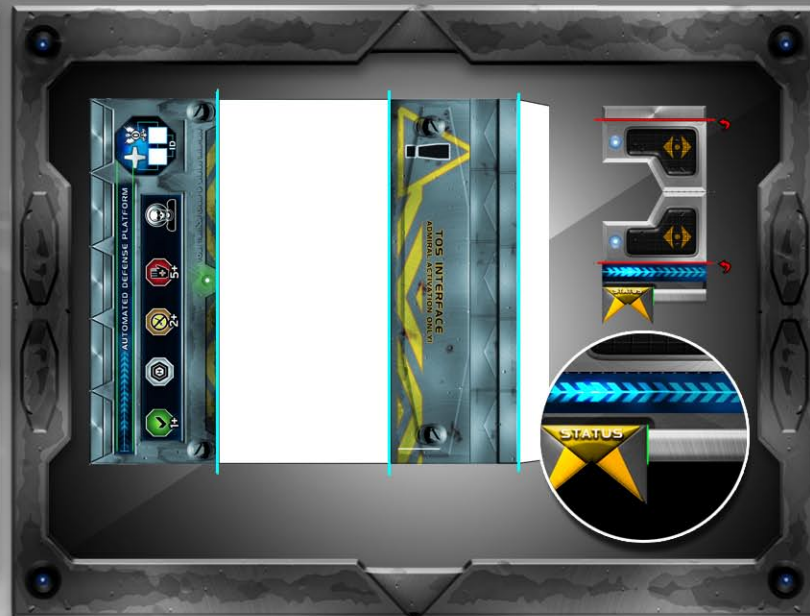


## Tactical Orders and Status (TOS)

So now you need to build the TOS (Tactical Orders and Status) for your ADP. Easy enough, particularly since the ADP TOS lacks orders switches.

Cut out the two different pieces, and score as marked (cyan for regular scorelines, red for reverse-scores).

Please note the green lines that need to be cut...the two long lines in the face of the card (above and below the phrase "Automated Defense Platform", and the small green line in the magnified area...a bit that needs to be cut out between the "Status" notch and the grey bit beside it.

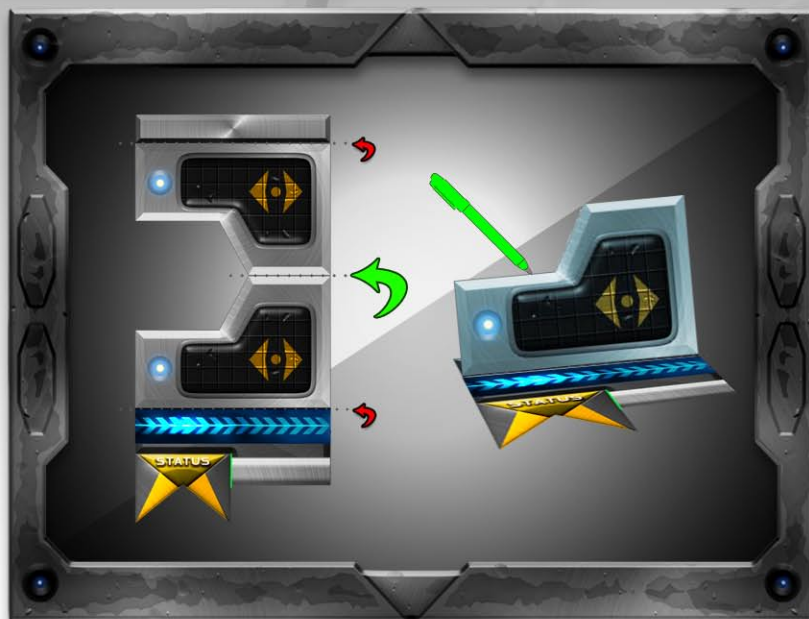
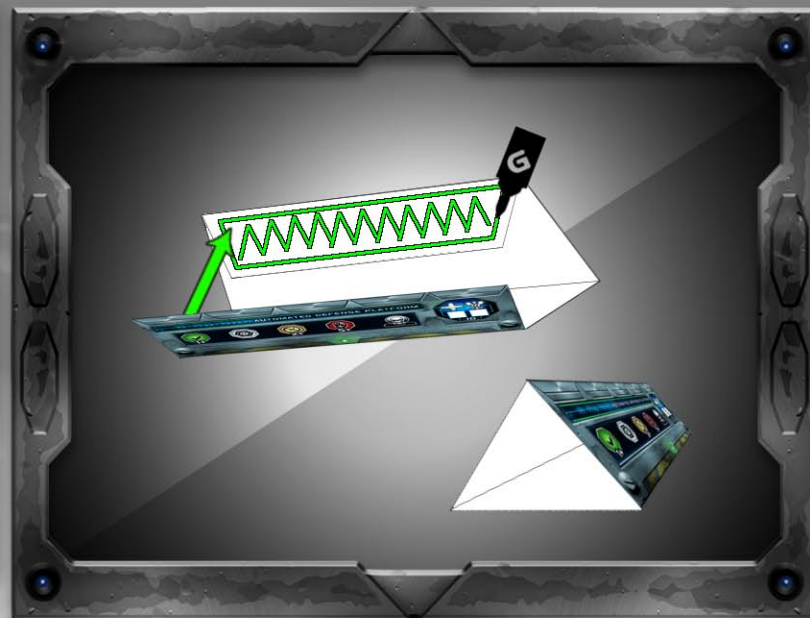


If you want to use the basic 2-D versions of the TOS, your job is nearly done. Cut away the face of the TOS...chuck the rest.

This plain card is usable all by itself for tracking the status of your ADP (possibly using stones, pennies, or such to keep track of the damage level). The status slider is really easy to build however, so we would recommend that if you want a nice finished look.

Assuming that you're here because you'd like to go further and build up the full 3D version, then follow along.

It's still fairly easy. Glue the large white tab, fold the stand into a triangular tube, and glue into place.



Now take the other bit, and sandwich-fold the center portion together (apply glue to the backs of these parts, glue them flat together, and rub to be sure they adhere solidly).

Be sure NOT to glue the two outside tabs in the process. You should also edge around this bit with a grey marker (if available...use black if not).

The two grey tabs are now ready to be inserted under the two green lines you cut out of the face of the TOS.

Slide the upper tab in through the upper cutline, and then slide the lower tab (but not the triangular section) in through the lower cutline. This should provide a simple slider that can go back and forth easily.

You may have to adjust (lengthen) the small cut next to the status tab until the piece fits.



Slide this lever back and forth to show the current status of this particular TOS.

As a last step, you'll need to cut a set of numbers off of the provided numbers sheet (to match the numbers on the ADP that this TOS represents), and glue them to this spot here.

Or, to save time, you can also just fill in these numbers with a marker.