Mermaid Tavern
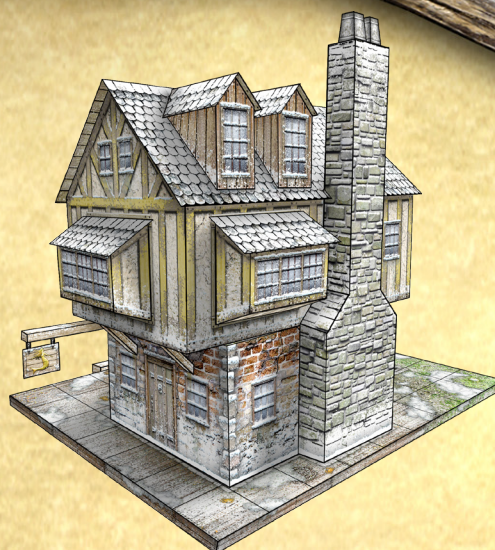## Winter Edition
Paper Model Files

Dave Graffam *Geometry, textures, layout*

Jerry Jensen *Textures, photography, final assembly & instructions*

Juliea Stewart *Textures*

USING THE TEXTURE LAYERS

This model includes PDF files with multiple layers that contain a variety of graphics (brick walls, stone walls, plaster walls, etc.) so you can customize the final look of your model before you print it.

To adjust the layers, open the **Layers menu** in your PDF reader (I recommend the free program **Adobe Acrobat Reader**). Next, open or expand the **Layers Palette** to reveal the list of layers. Some of the layers will be visible to start off with; most will be invisible. **Click on the 'eye' icon to make a layer appear.** Go through each layer turning it on and off to see what features you want to add or take away from your model.

The layers are stacked up, on one top of the other, like sheets of film. If you turn on a layer but you don't see any new graphics appear, it's because the layer you've just turned on is *below* some other layer you already have turned on. To reveal the new layer, you'll have to turn off the layer *above* it that's hiding it from view.

This PDF that you're reading now includes an optional layers. Go ahead and try out what you've just learned on it. Open the Layers menu, open the Layers Palette, and start clicking away.

When you're happy with your design, print it off.

PRINTING TIPS

These PDF files are set up for the standard 28mm-30mm tabletop wargaming scale, and for US letter-sized (8.5" x 11") sheets. Turn off any 'fit to page' options in your printer driver. If you are printing on A4-sized sheets, I recommend printing at 95% of the original.

For printing at model scales of smaller than 28mm/30mm, see the table at right and adjust your printer settings accordingly.

GLUE AND PAPER TIPS

To get the best results, experiment with different papers and glues. Take advantage of the brightest and sharpest printing methods you have available. I prefer laser color copies printed on 80# or 110# (199 gsm) matte cardstock.

The best choice of paper and glue will depend a lot on the printing method that you choose. I use a low-moisture, tacky glue such as Aleene's Original Tacky Glue. Small dabs of ordinary white school glue usually does the trick, but for covering large areas I like to use a glue stick.

When applying glue, a thin and even coat is much better than a heavy glob. I cut up excess cardstock into little squares and keep these handy so that I can spread out glue onto tabs. It's a good idea to keep some slightly-damp tissue if you need to wipe up extra glue, but be careful about this if you're using ink-based prints.

DIFFERENT SCALES

Most printers allow you to print at a percentage of the full size. Use this table to determine your gaming scale and the percentage you should use.

Scale	%
28mm	95%
25mm	84%
20mm	65%
18mm (HO)	60%
15mm	50%
12mm	40%
10mm (N)	34%
8mm	27%
(Z)	23%
6mm	20%

MODEL ASSEMBLY BASICS

Using a hobby knife, carefully score along each of the inner black lines. (To *score* a line, use a metal ruler and drag the **not-sharp edge** of your hobby knife along the line.) Next, using scissors, or using a metal ruler with the sharp edge of your hobby knife, carefully cut along the outer black lines of each piece. Next, lightly fold backward along each of your scored lines. Note that some sections may be folded forward instead.

EXPERT ADVICE

Don't miss the **Paper Modeling Guide** included in this pack. It's loaded with tips and tricks to help you avoid mistakes and assemble a great-looking finished model.