

ANCIENT RUINS



from MicroTactix Games
www.microtactix.com

DISCLAIMER

We have made every effort to make sure that all parts fit together properly, but sometimes tolerances are tight and mistakes do happen. Test fit all pieces before applying glue. Some trimming may be required.

Before photocopying or printing these pages on cardstock, you may wish to assemble a test copy on plain paper to better understand the construction. A minimum of 65# cover stock is recommended for constructing the final models. Regular 20 lb. bond paper can be used, but these items were designed for a heavier stock for extra durability and coloring.

Tools Required:

Scalpel or sharp-bladed hobby knife

Metal ruler or straight-edge

Cutting surface - a self-healing cutting mat is recommended, but a sheet of corrugated cardboard or even heavy poster board will work as well.

Glue - white glue, glue stick or wax stick. Double sided cellophane tape also works well. Rubber cement can be used, but will sometimes stain the cardstock or make it more difficult to color.

A Note About Using White Glue

White glue contains a good deal of water. Too much glue will warp the card stock so that it's almost unusable. Warping may also cause the parts to fit together incorrectly. If you use white glue, put a very thin coat on the glue tabs - the thinner the better. You can use a cotton swab or your finger to spread the glue thin. Remember to keep a damp paper towel handy to remove any excess glue.

PLEASE NOTE:

Each item has been marked with a series of Grey Lines that are an indicator that these lines are Fold or Score lines. All Tabs which are to be glued to hold the structures together are marked with a capital letter (G). Unless otherwise noted, all Glue Tabs fold inwards to the structure.

The Ancient Ruins were designed as an add-on to some of our existing cardstock building sets such as the Stone Bridge or the Castle Ruins to add depth to your playing field. Using the components from this set you can also create stand-alone settings for your gaming needs.

SOME GENERAL NOTES:

All of the wall sections, regardless of their size, will construct the same way. Cut out each wall and score as indicated by the grey lines. Fold the panels along the edges to match the angles of the side wall and glue the tabs to the inside. Work on one side at a time for ease of construction.

When finished with a side, fold over the center spine and glue the tab to the inside top. When dry, fold over the other side of the wall and glue in place. To make sure that the walls dry flat, you may wish to place some sort of a weight on top. Place the wall flat on a table top and place on top something like several CD jewel cases, cassette tape cases or other light weight object. This should give just enough weight to make sure that the piece dries flat but not crush the piece.

The first page contains enough parts to make two standing columns. The pieces are the base, the pedestal, the column and the crossbar. Start with the base. Cut out and score as indicated. Fold down all the glue tabs at the top of the side panels. Glue these tabs to the underside of the top of the base until you work your way all around. Glue the last tab at the tip of the final wall to the inside to close the piece. Set aside to dry. To construct the base, fold into a box shape and glue the vertical tab on the outside right panel to the underside of the panel with the top panel. This will form a box shape. Fold down all the tabs along the top of the side panels, fold down the top and glue in place. When dry, fold up the tabs along the bottom, apply glue and attach to the center of the base. Another method of constructing the pedestals is to glue the tabs on the tops of the side panels to the underside of the top panel one at a time. Either method will work. To assemble the columns, use the same method, folding the column into a cylinder first and folding down the top and bottom and attaching to the tabs. When dry, the column can be glued to the pedestal. To assemble the crossbars, use the same method. These pieces can be assembled into a single piece or left independent of one another depending on the effect you are trying to create. After the final assembly of these pieces you may want to add a little extra weight to the piece to prevent sliding on your gaming surface. Glue a washer or small coin to the underside of the base before attaching the pedestal or column sections.

On the second page of this set are more columns and crossbars that were designed to be broken. Use the construction method as given above. Note that the first crossbar on this page is like the ones on the previous page and is not broken. These broken pieces can be assembled in several different ways as shown in the example photographs.

On pages 3 and 4 are pieces to make a stone archway. These pieces can be used to create other ruined structures as well by making extra copies. To construct the arch, cut out the walls and arch and score as indicated. These pieces will construct by the method given above. The arch will fit on either wall on either side as desired. When all three

pieces are dry, glue the finished arch at the top edges between the two walls. An extra decorative piece has been added on page 3 and can be glued to the center of the arch as shown in the photographs. On page 4 are two support buttresses. These can be glued to the walls on either side depending on what effect you're after. To assemble, fold in the left and right panels and fold down the top. Fold the tabs on the top to the inside and glue. Use the vertical tabs on either side and the tab at the back of the top to attach to the wall sections.

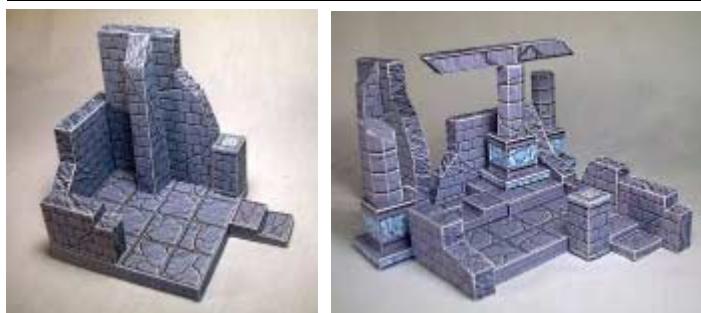
On pages 5 and 6 are more walls which will assemble as given above. The small box-like end pieces will assemble like the column pedestals given in the instructions above.



The basic ruins set with the arch in place.

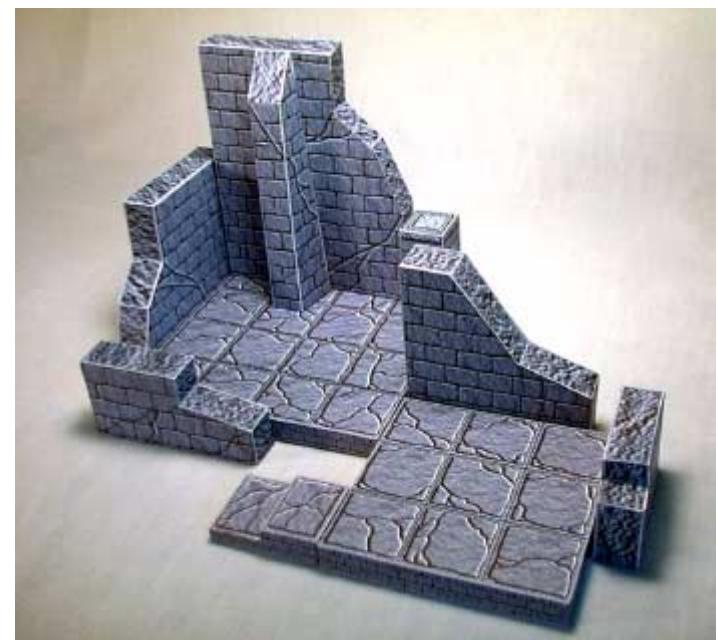


Another shot of the basic ruins, but one side of the arch has been turned. The arch can be glued to only one side wall or both as desired for effect.



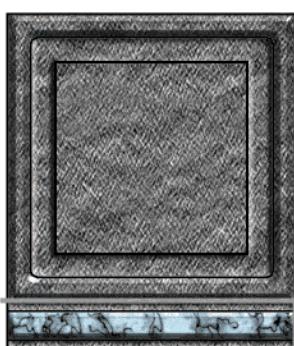
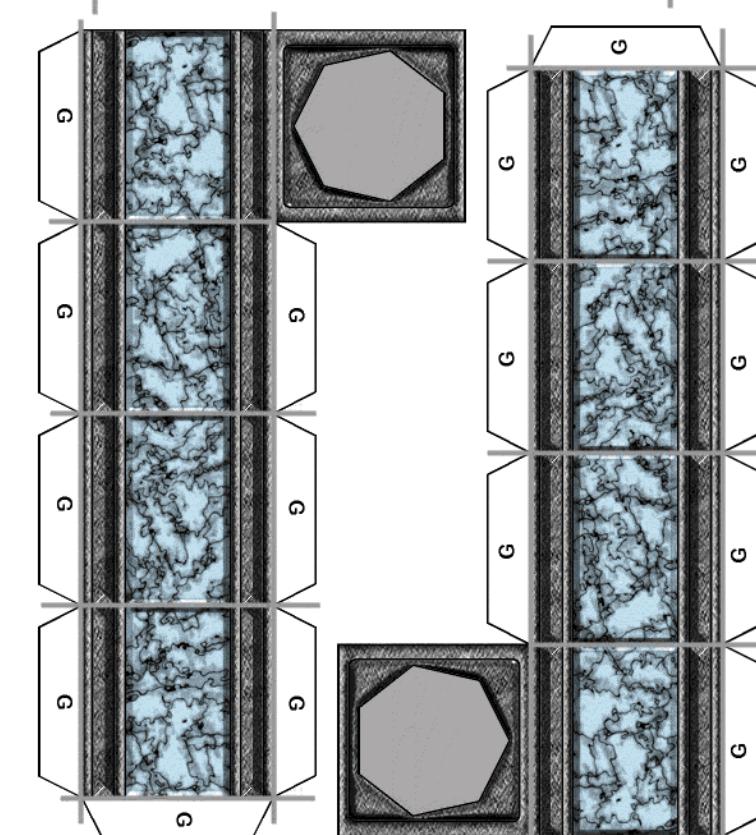
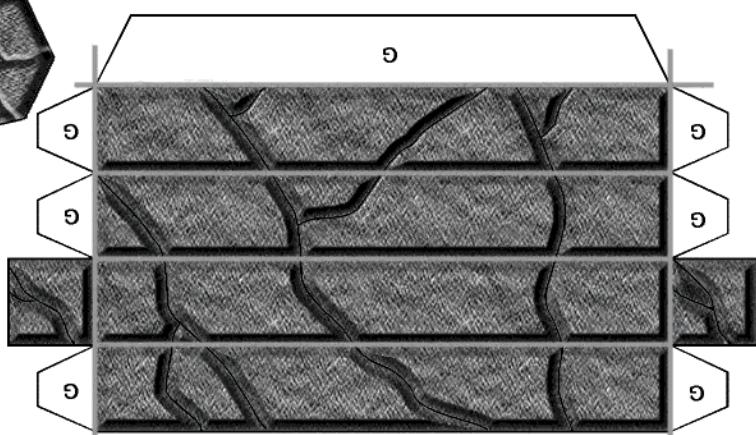
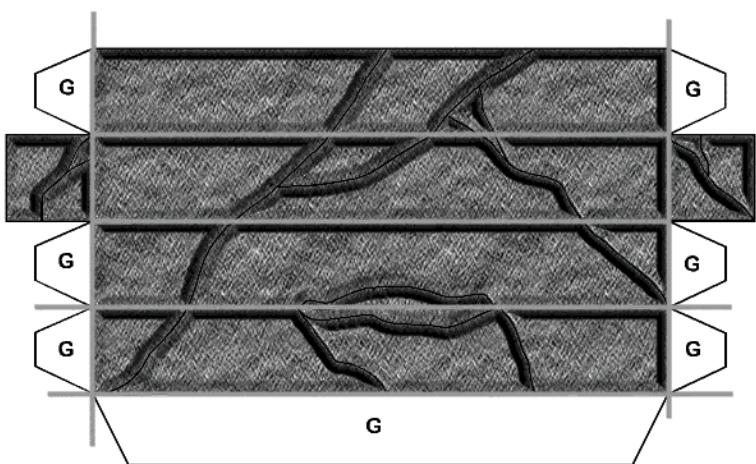
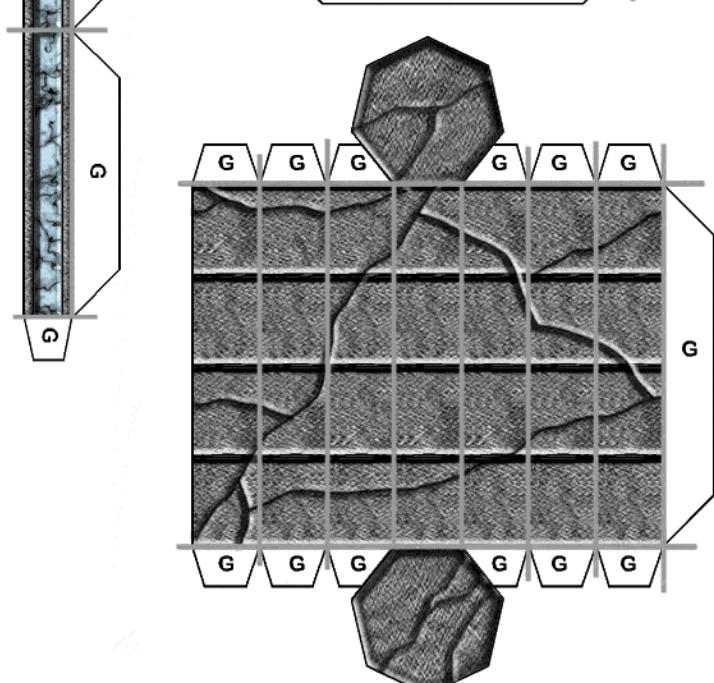
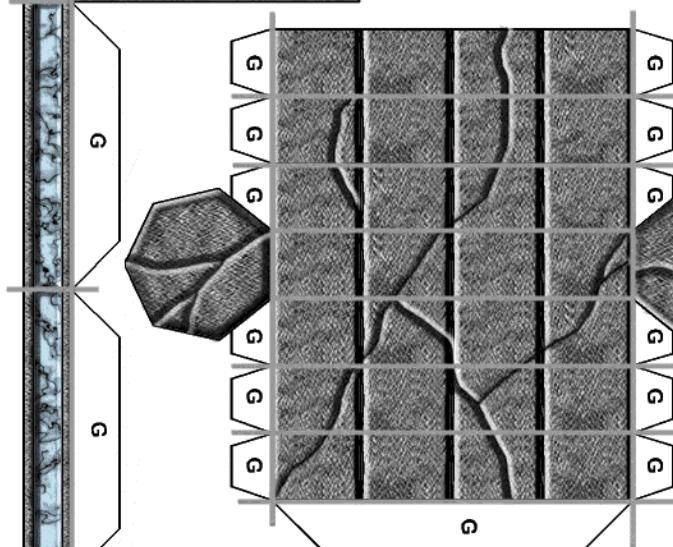
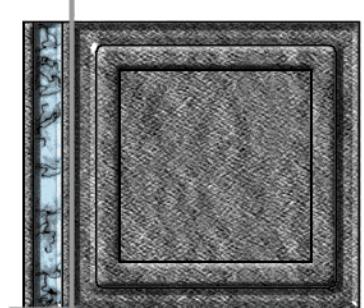
On page 7 are three floor sections and two stairs that can be used in conjunction with the ruined walls to create small building ruins. To assemble the floor sections, fold down all four side panels from the top and glue the tabs to the inside. The stairs will construct much like the wall sections. Fold down the side panels and fold the top panels to match the angles, gluing the tabs to the inside as you go. When finished with one side, fold down the other side and glue in place.

Shown below are a few photos of how you can combine the pieces in this set for various effects.

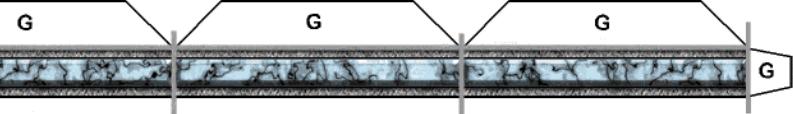


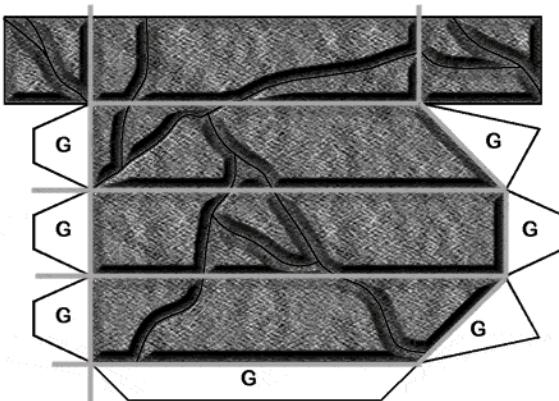
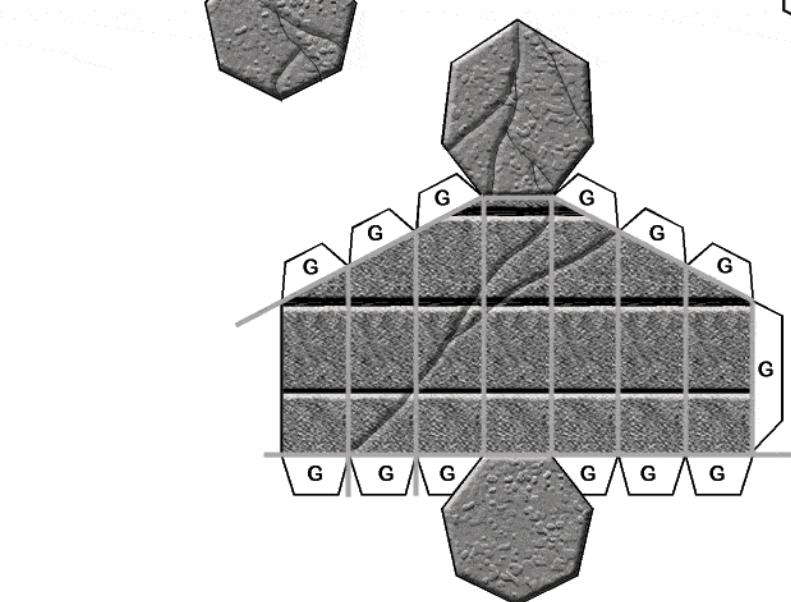
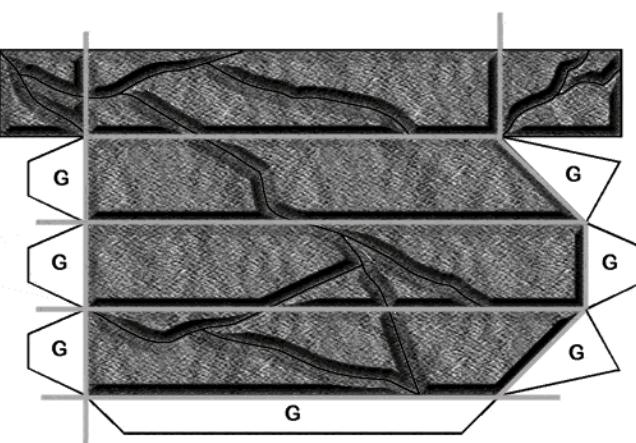
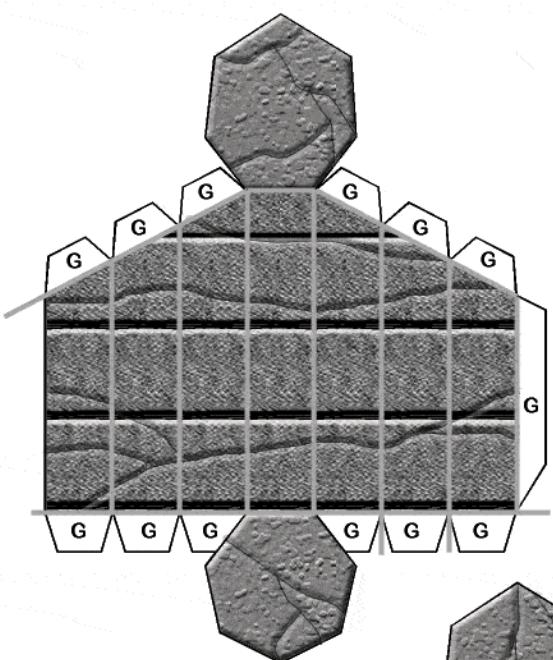
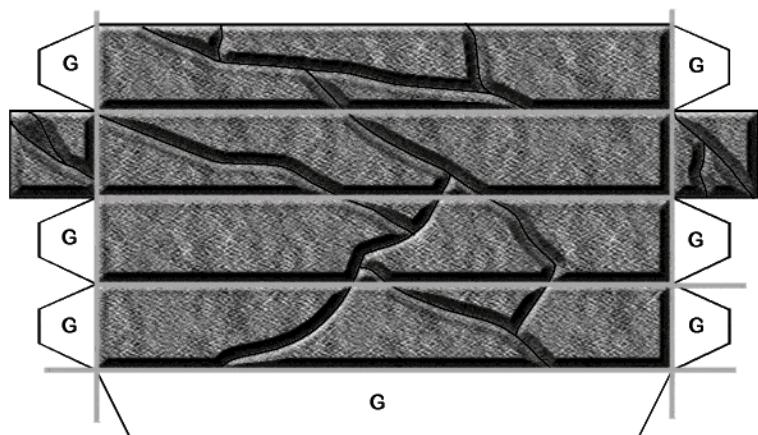
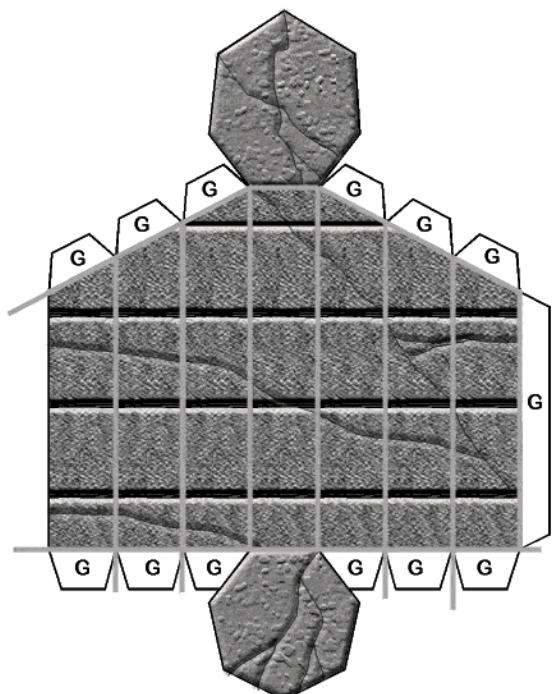
By adding the floor tiles to the broken walls in different combinations, a number of smaller ruined buildings can be created. Tiles can be set on tiles for a multi-leveled effect with the stairs leading to the second level or at ground level for an entrance.





ANCIENT
RUINS
from MicroTactix Games
www.microtactix.com
Art & Design © 2003 Gary M. Williams





ANCIENT RUINS

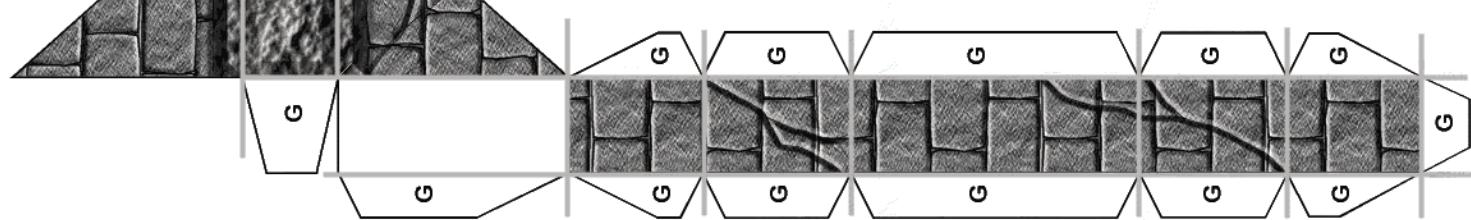
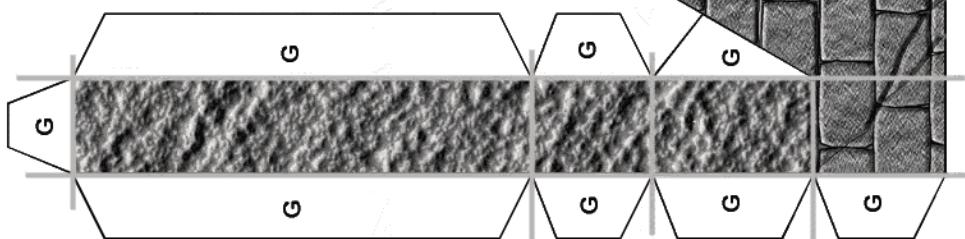
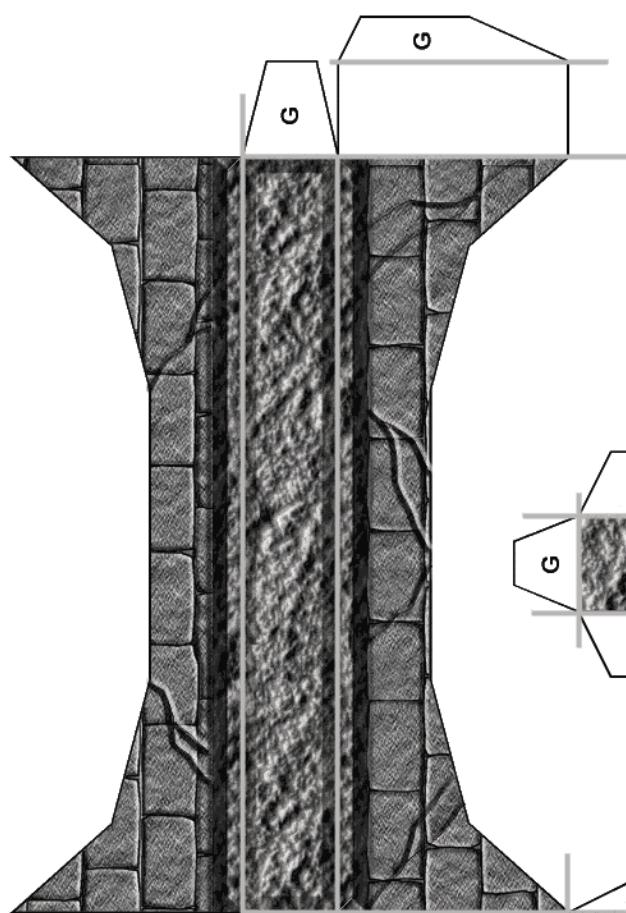
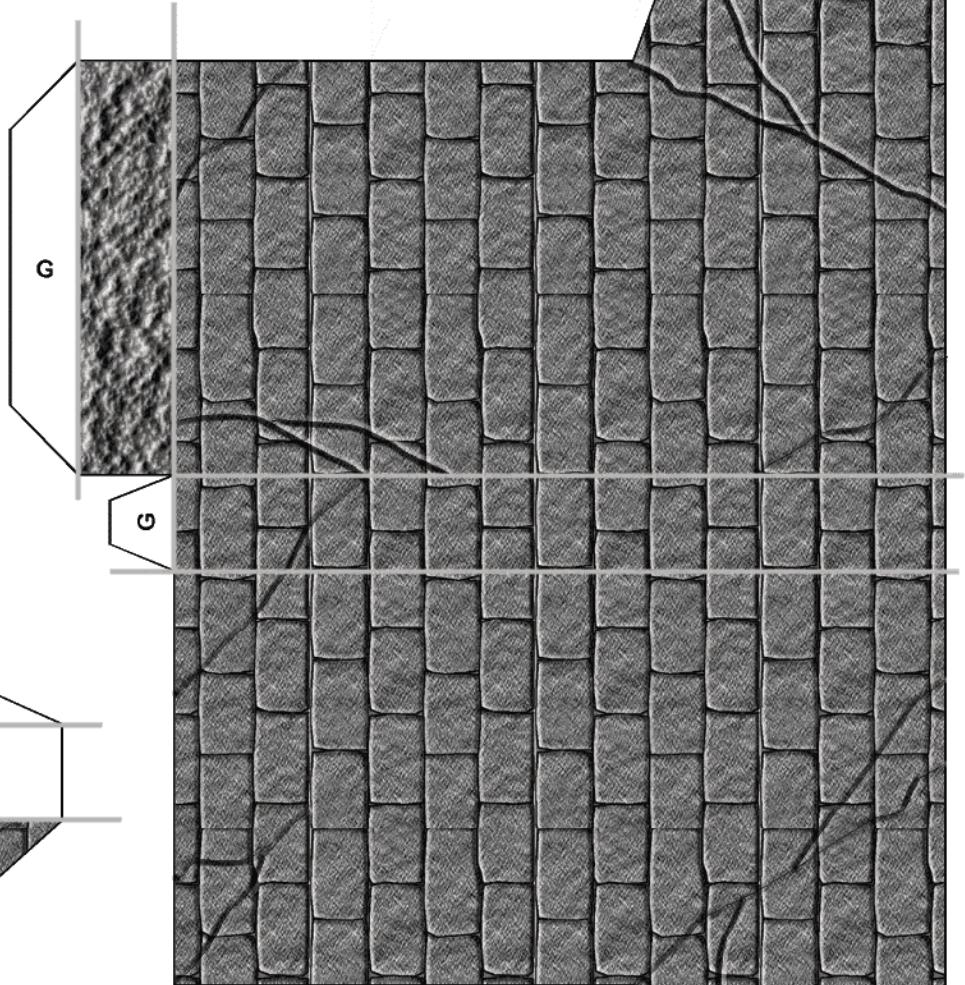
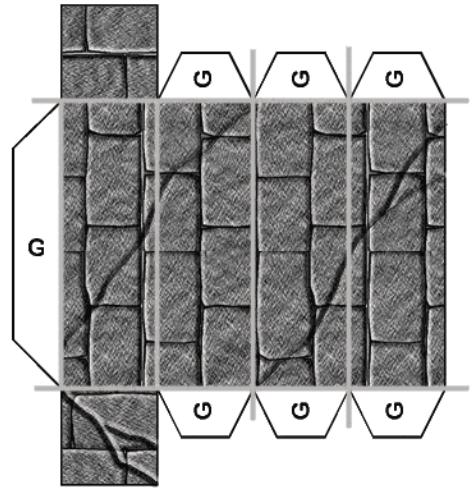
from MicroTactix Games

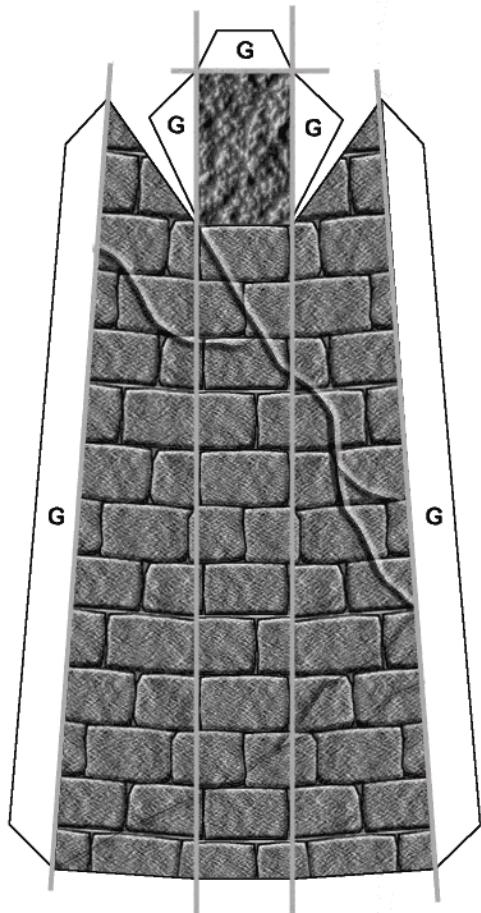
www.microtactix.com

Art & Design © 2003 Gary M. Williams

ANCIENT RUINS

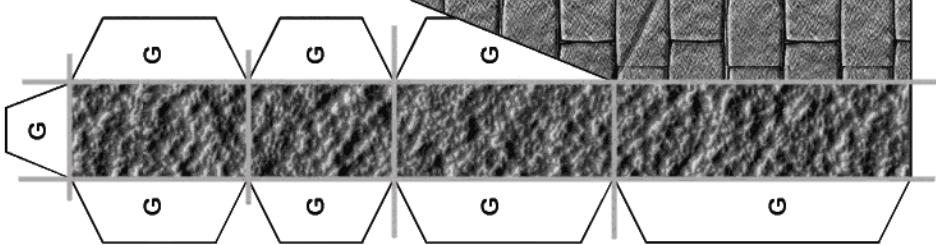
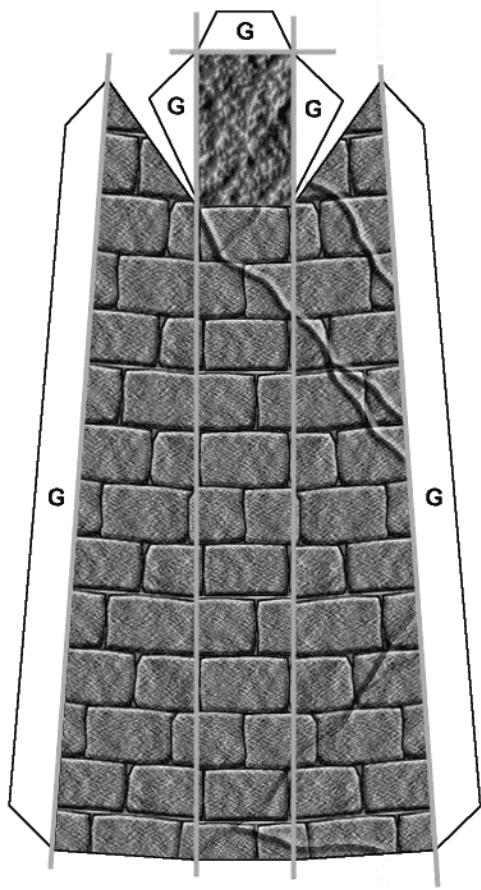
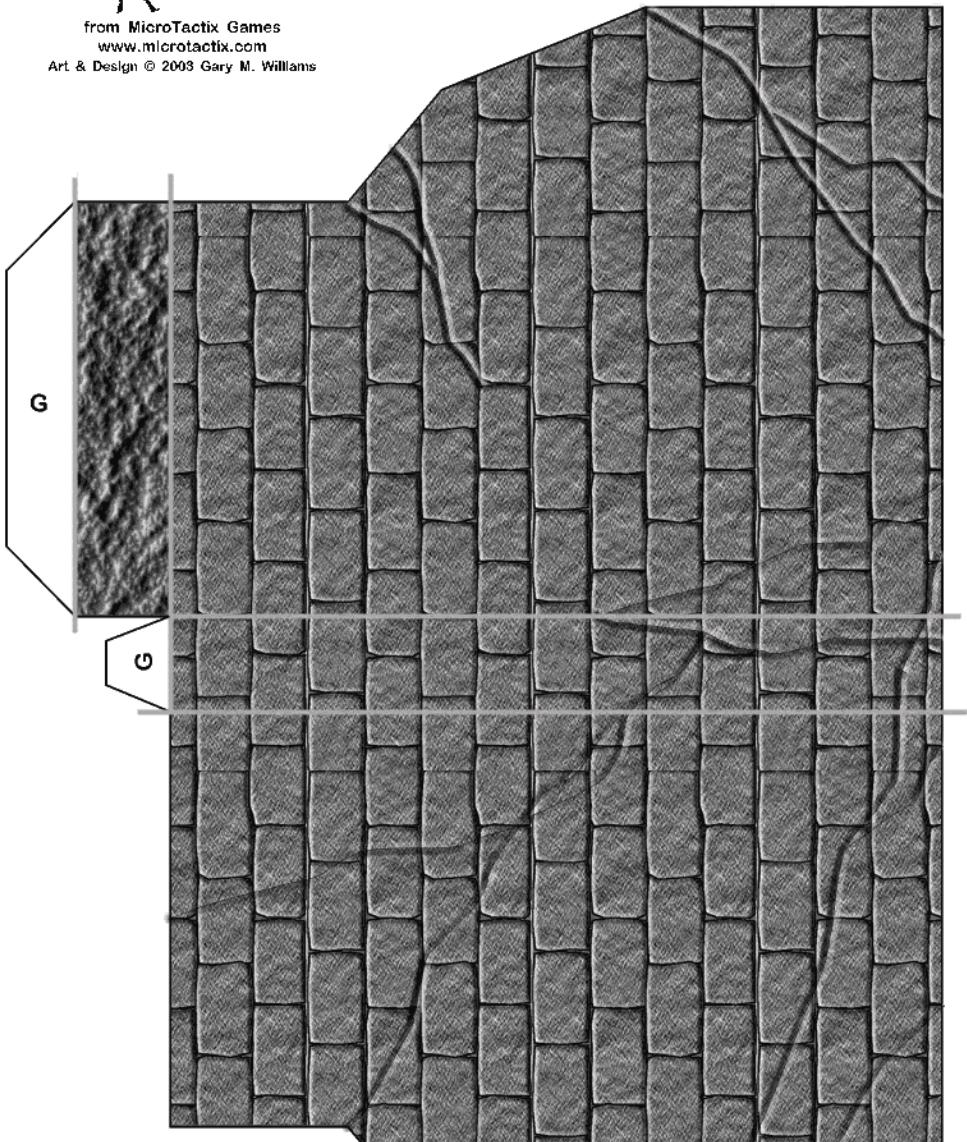
from MicroTactix Games
www.microtactix.com
Art & Design © 2003 Gary M. Williams

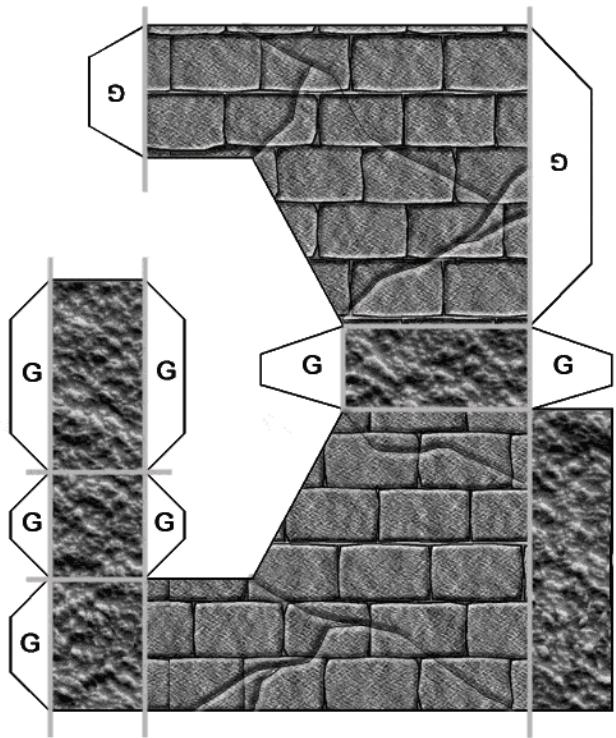
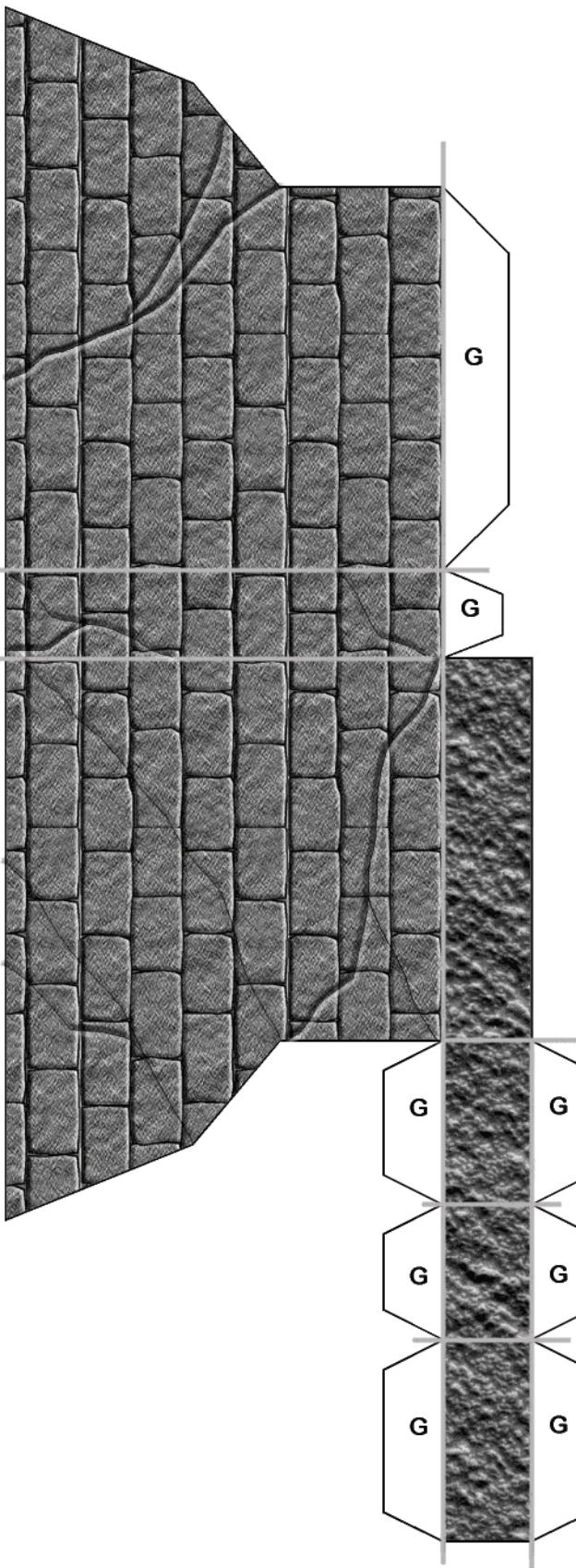




ANCIENT RUINS

from MicroTactix Games
www.microtactix.com
Art & Design © 2003 Gary M. Williams

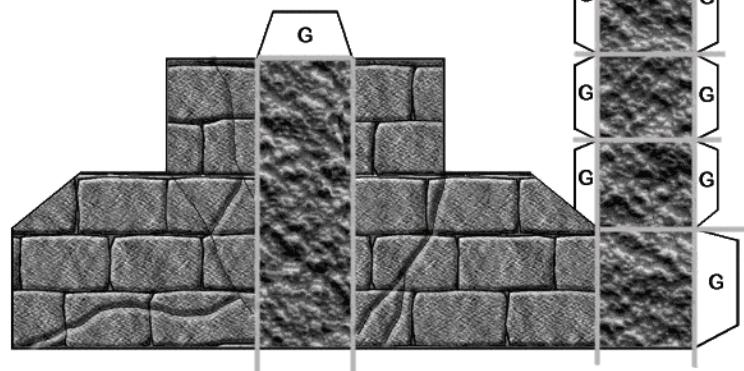


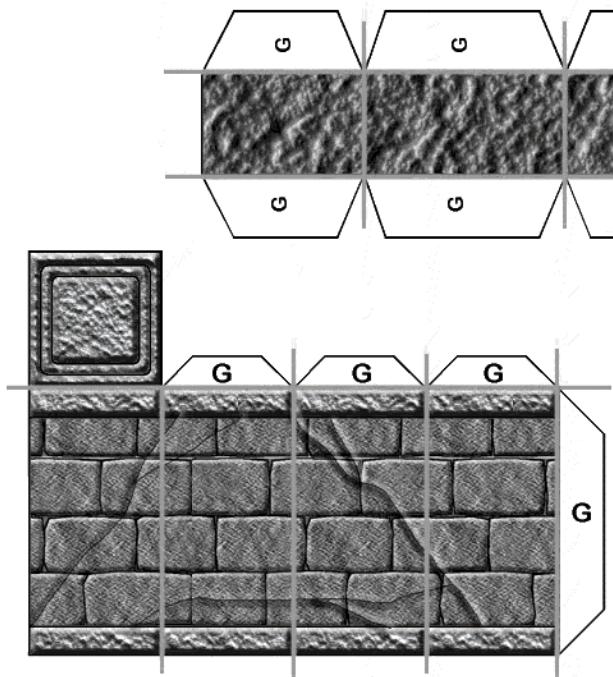
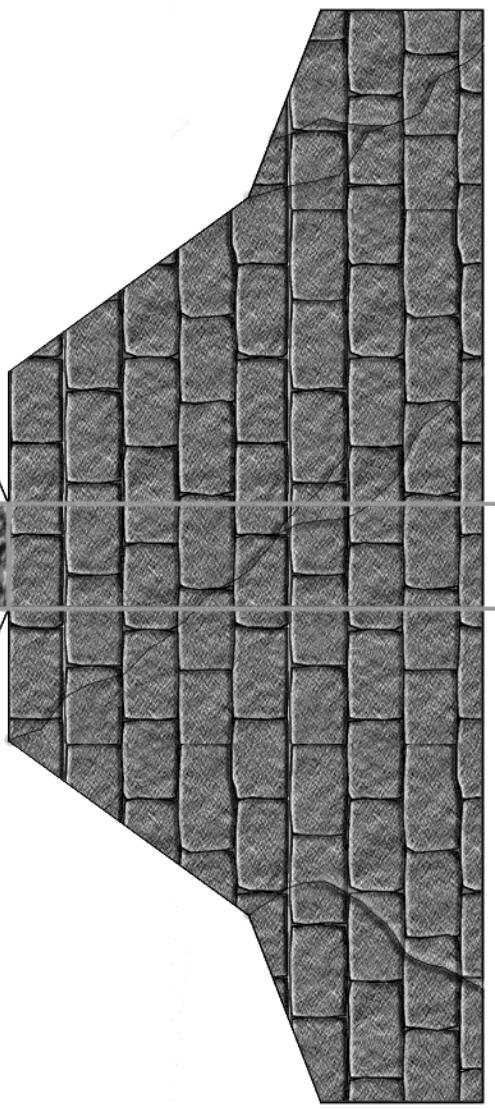
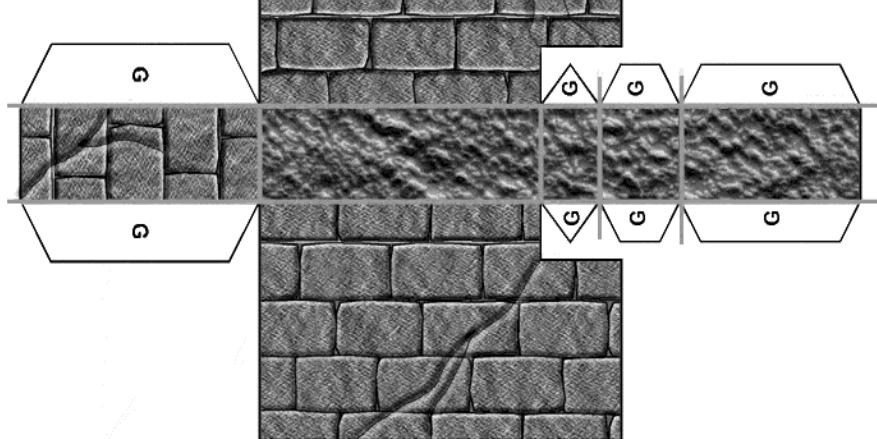
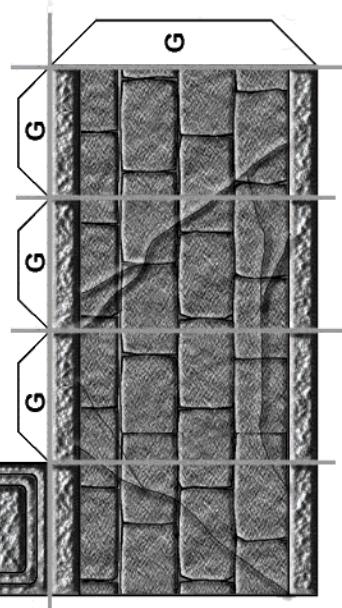
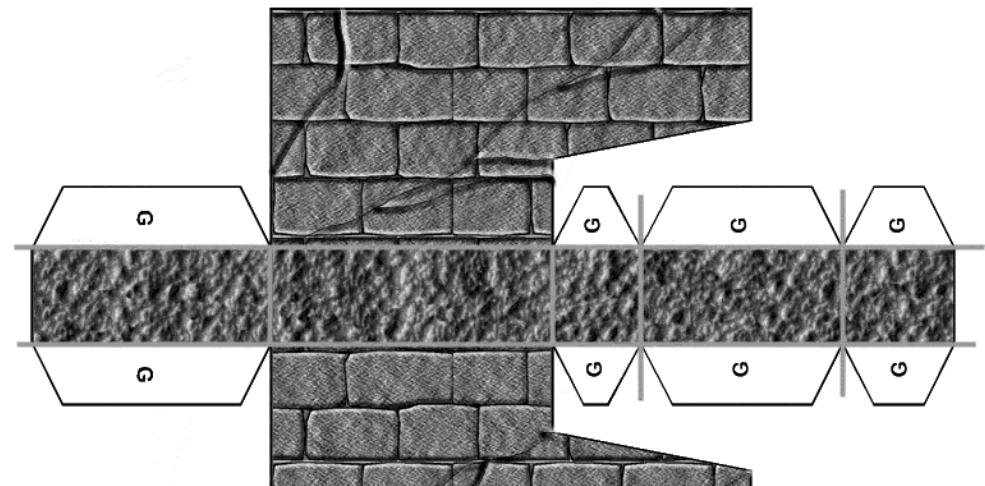


ANCIENT RUINS

from MicroTactix Games
www.microtactix.com

Art & Design © 2003 Gary M. Williams

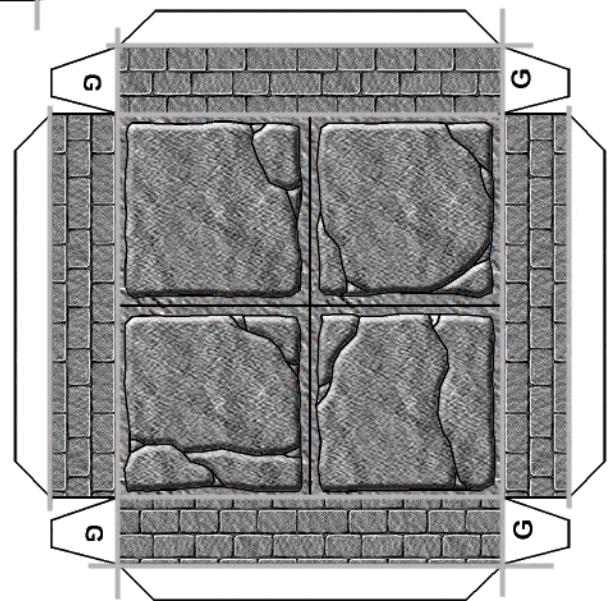
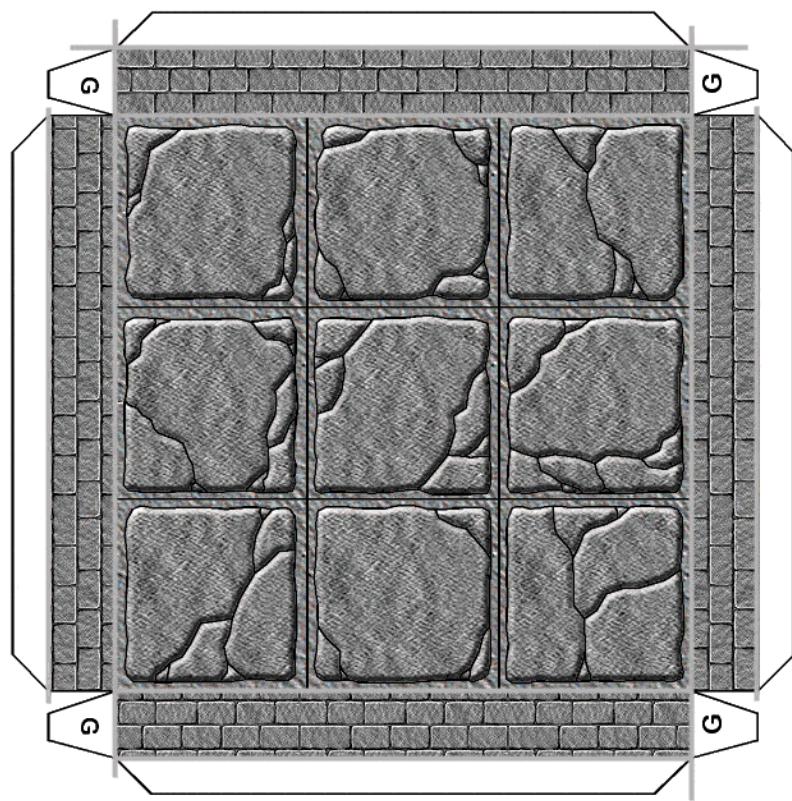
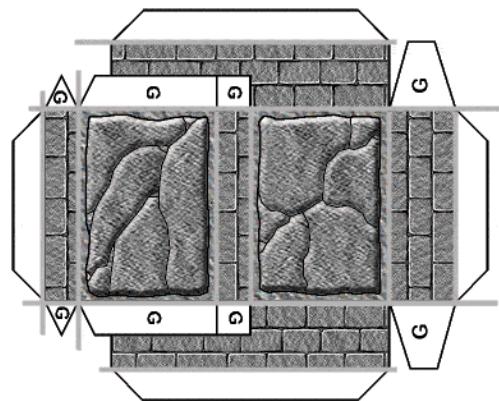
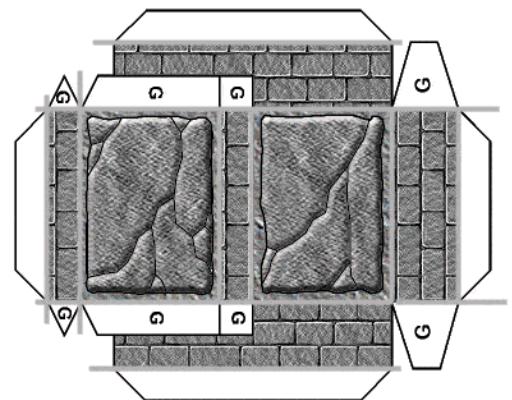
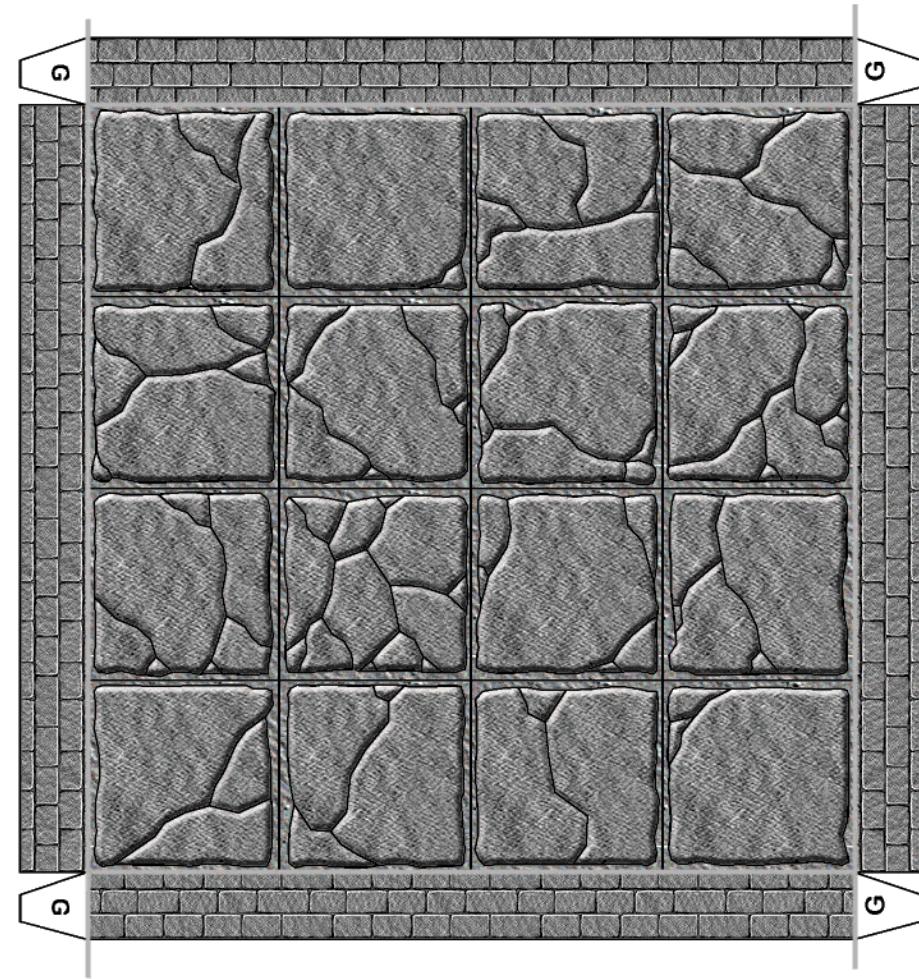




ANCIENT
RUINS

from MicroTactic Games
www.microtacticx.com

Art & Design © 2003 Gary M. Williams



ANCIENT RUINS

from MicroTactic Games
www.microtactic.com

Art & Design © 2003 Gary M. Williams