

HEROIC DUNGEONS UNDERGROUND WATERWAYS



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 HEROIC DUNGEONS: UNDERGROUND WATERWAYS set is probably the least construction intensive set released thus far by MicroTactix Games. To build underground waterways, select which of the three water tiles (Sewer Water, Natural Water and Green Slime) or the Lava tile you wish to use and print as many as your layout requires. Cut out the 6 pages of banks and corners and

glue to the tiles as desired. Note that the straight edge on the bank cut-outs should be glued against the edge of any given tile. Mixing and matching in any number of combinations can create a twisting waterway through your dungeon. Wider waterways can be created by connecting a tile with a bank on the left, a tile with no banks and a tile with a bank on the right. Hundreds of combinations can be created by mixing and matching different banks.

To construct the wall with the tunnel, cut out and score as indicated. Start by attaching the side wall to the left side of the front wall so that you have two sides on either end. When dry, fold the front and back walls down from the top and glue the tabs to the inside. Fold up the blank bottom and glue the tabs to the inside. Note: As these pieces are fairly light, you might want to glue several small washers (available at any hardware store) to the inside bottom before the final gluing. This will keep the piece from sliding around on the playing surface.

To construct the bridge, cut out and score all parts as indicated. Fold the two sides down from the top panel. Fold down the two ends so that they match the angle on the sides. Glue the tabs to the underside and set aside to dry. To assemble the sides, score along the grey line in the middle and fold down, creating a two sided piece. When dry, attach the sides to the main body of the bridge.

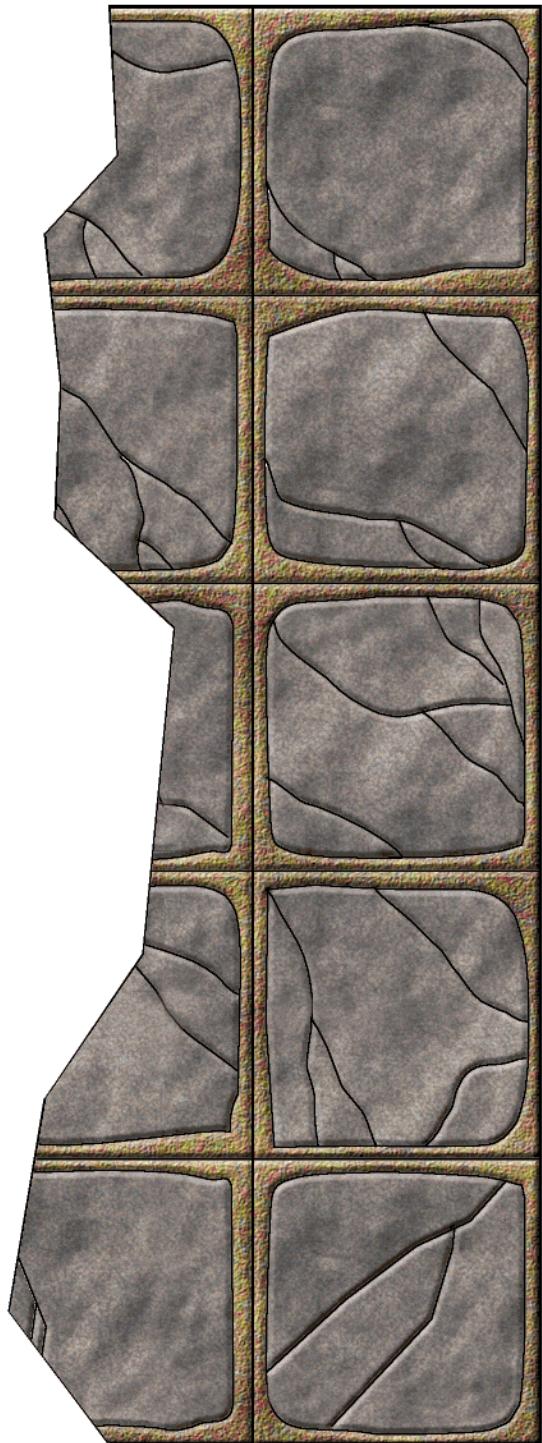
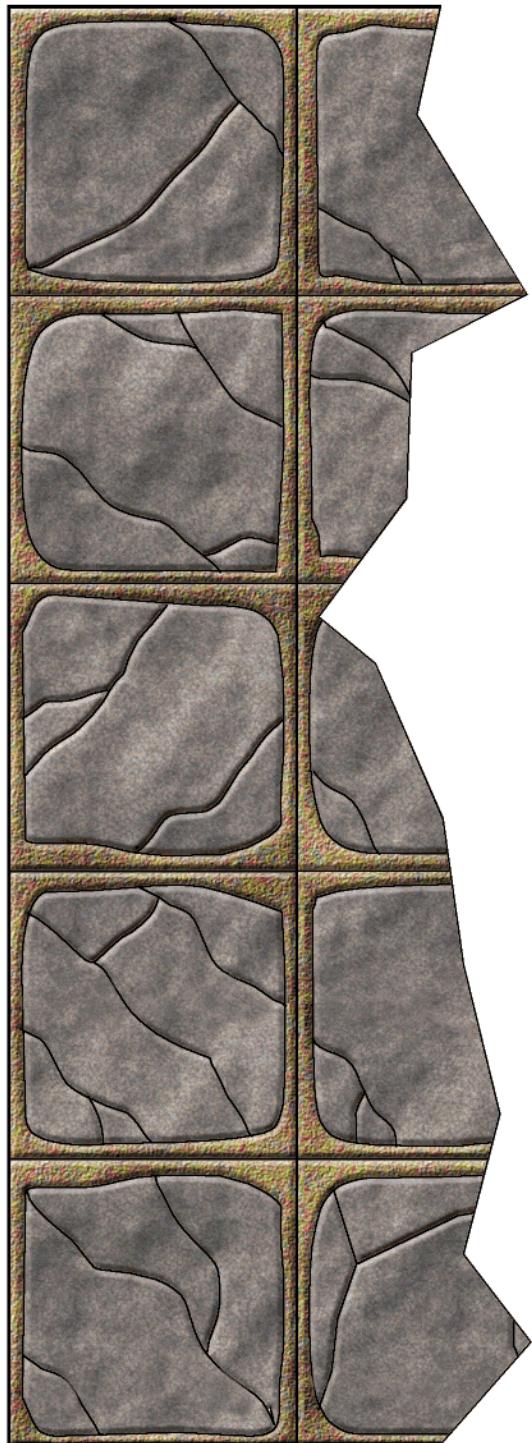


A shot of the finished tunnel wall and the bridge on a section of waterway tiles. Other elements are from HEROIC DUNGEONS, available through MicroTactix Games on our website.

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UNDERGROUND
WATERWAYS**

from MicroTactix Games www.microtactix.com

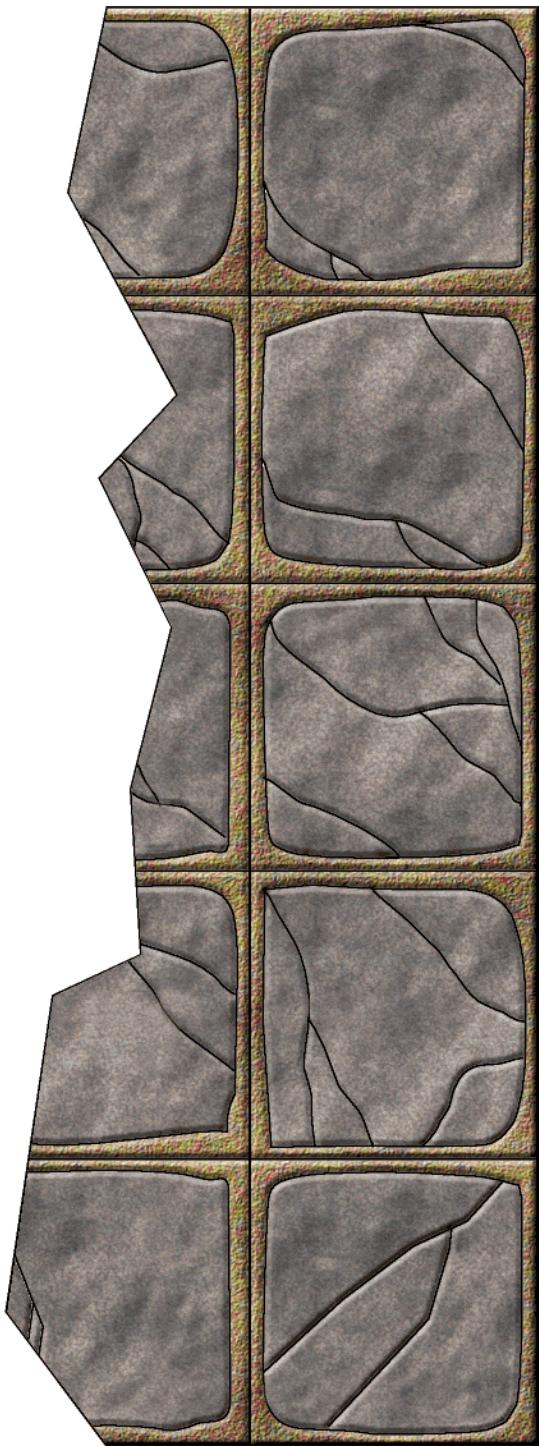
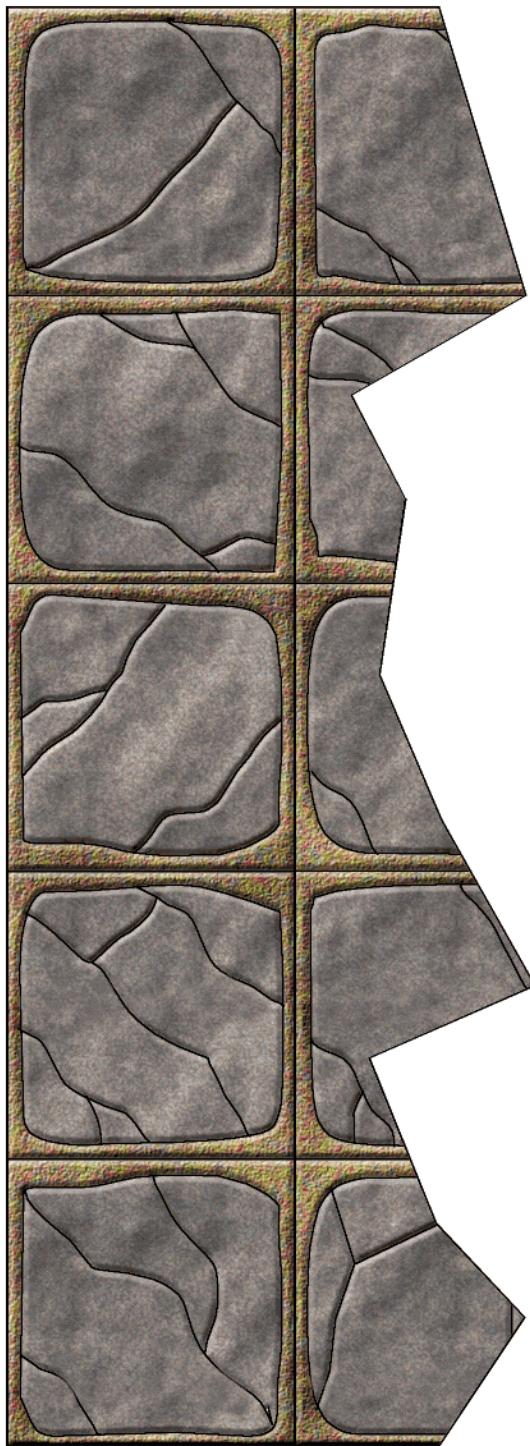
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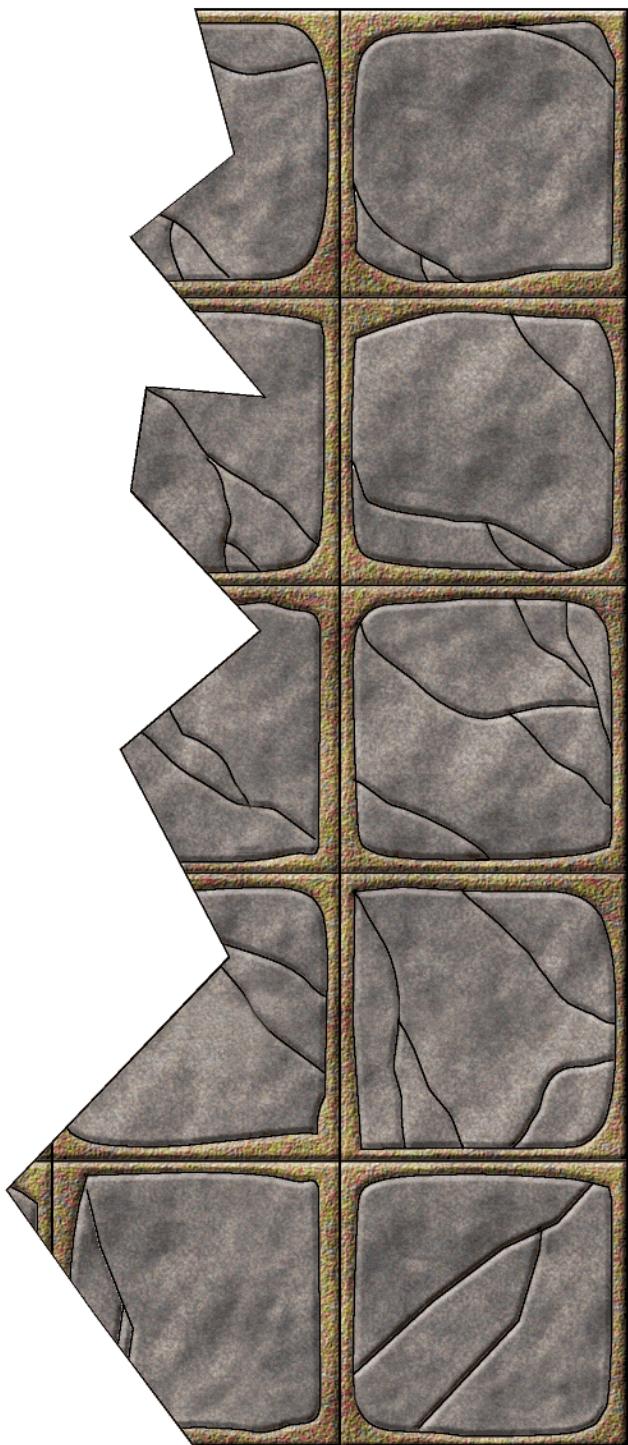
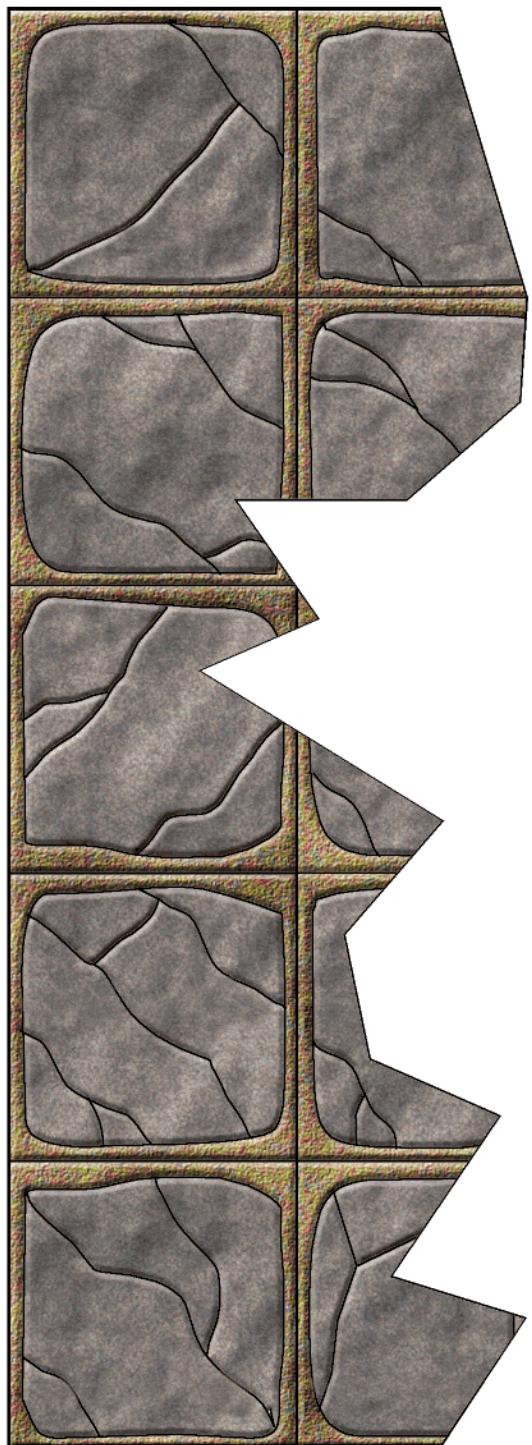
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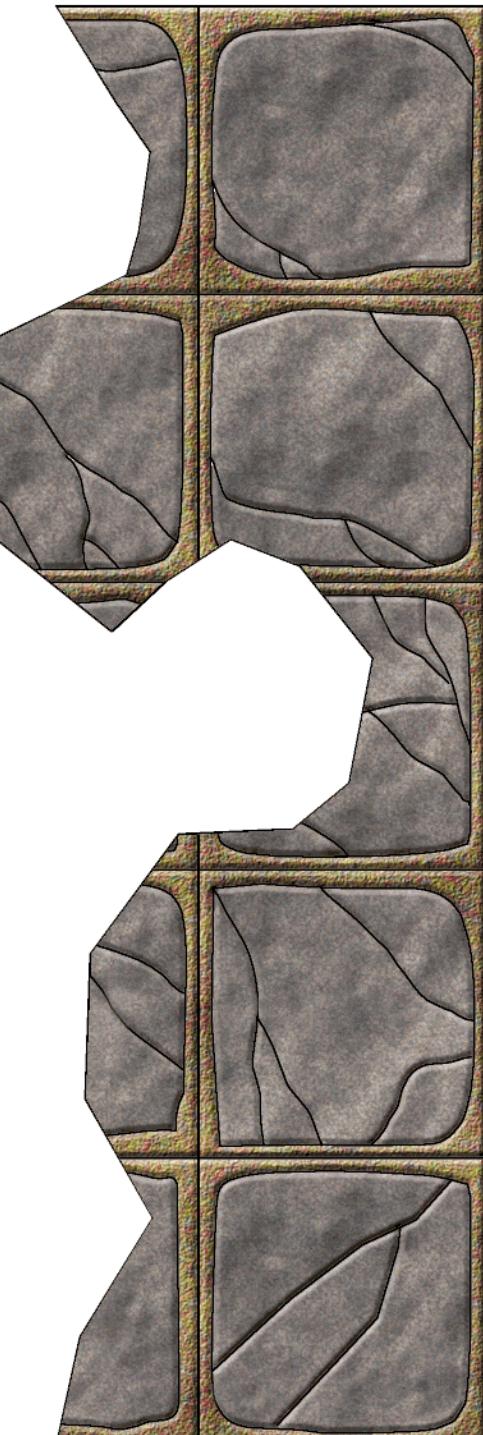
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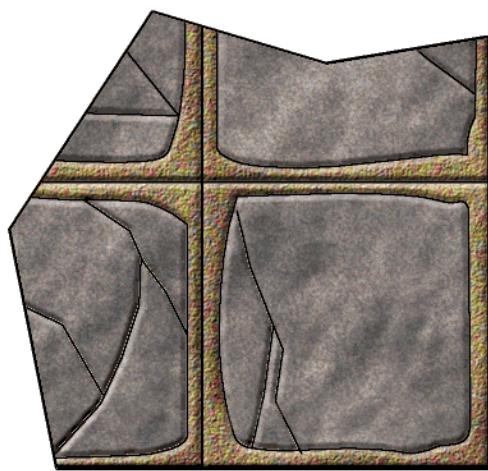
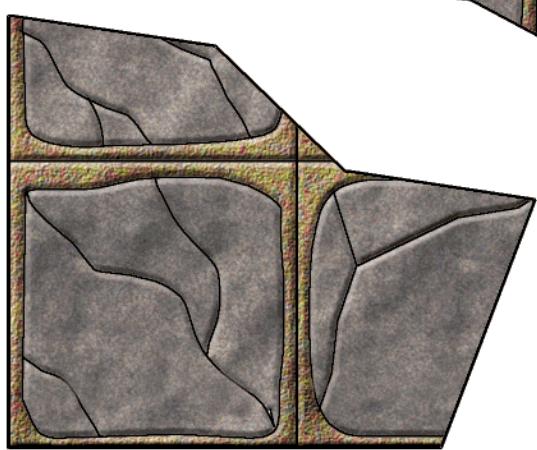
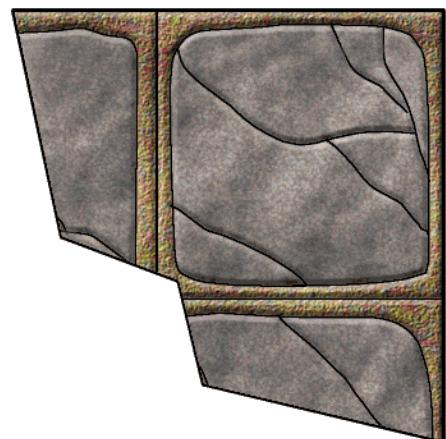
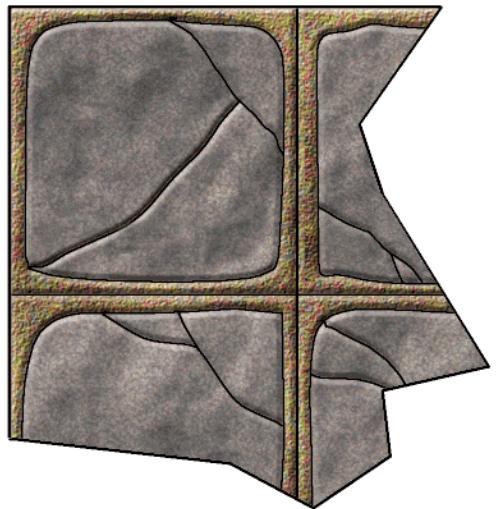
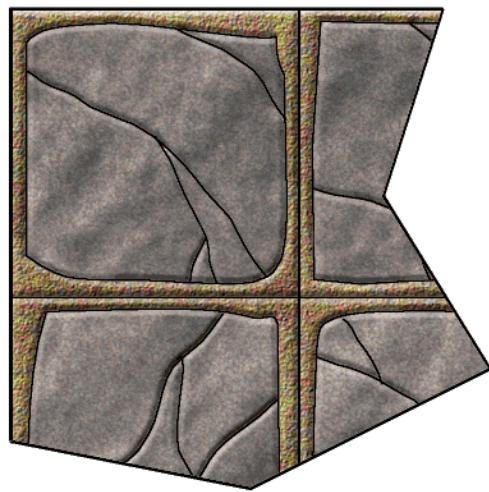
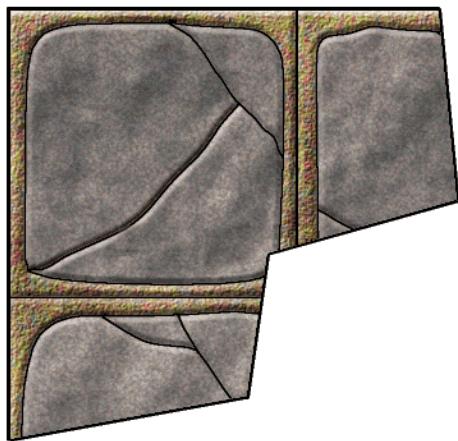
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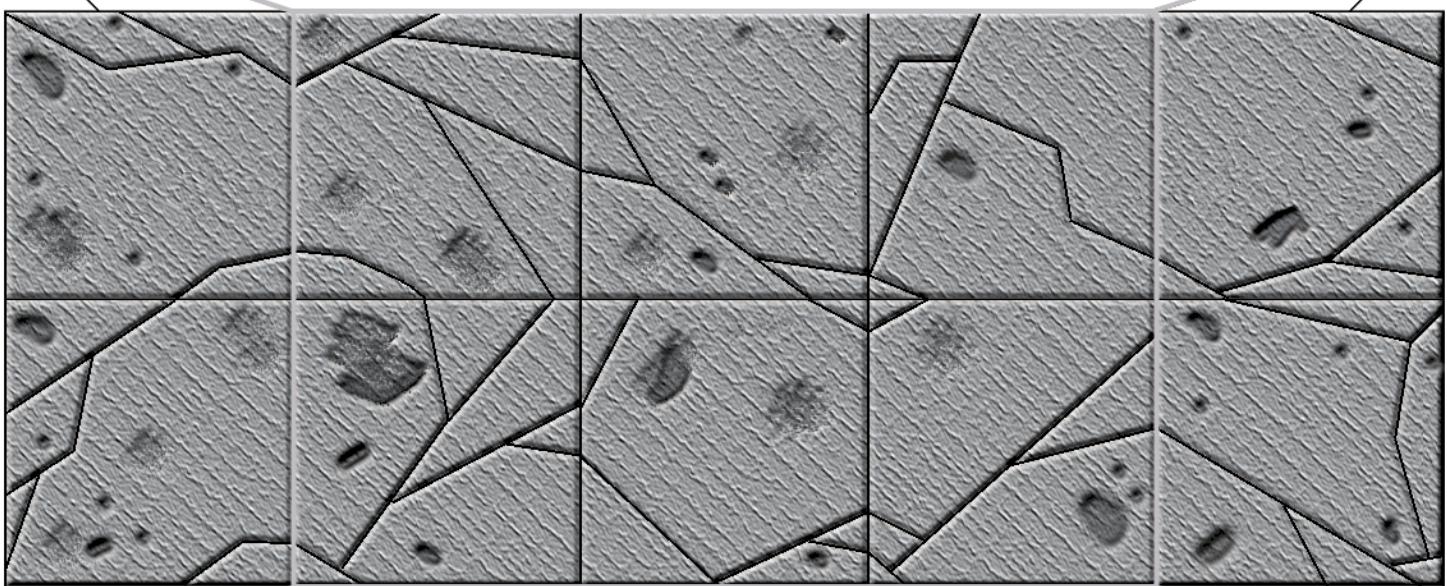


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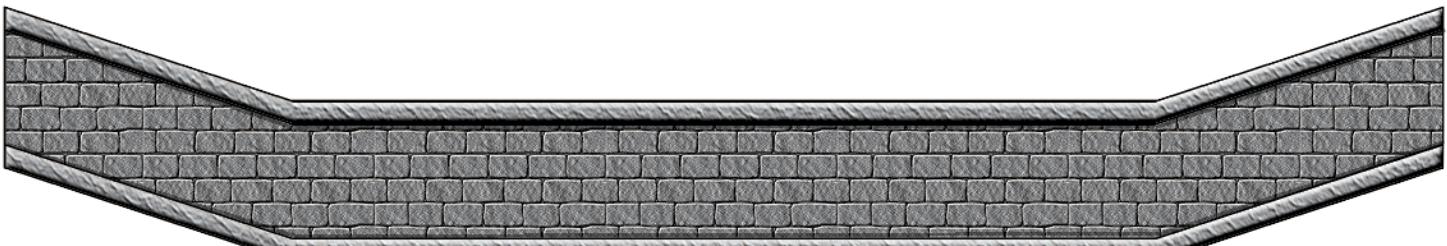
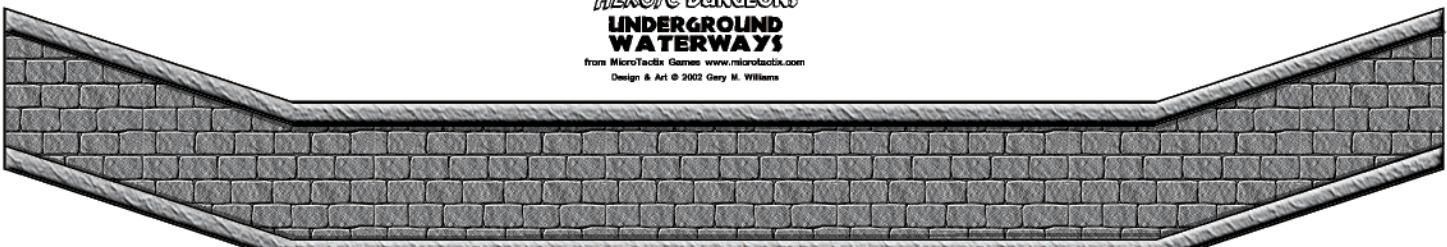




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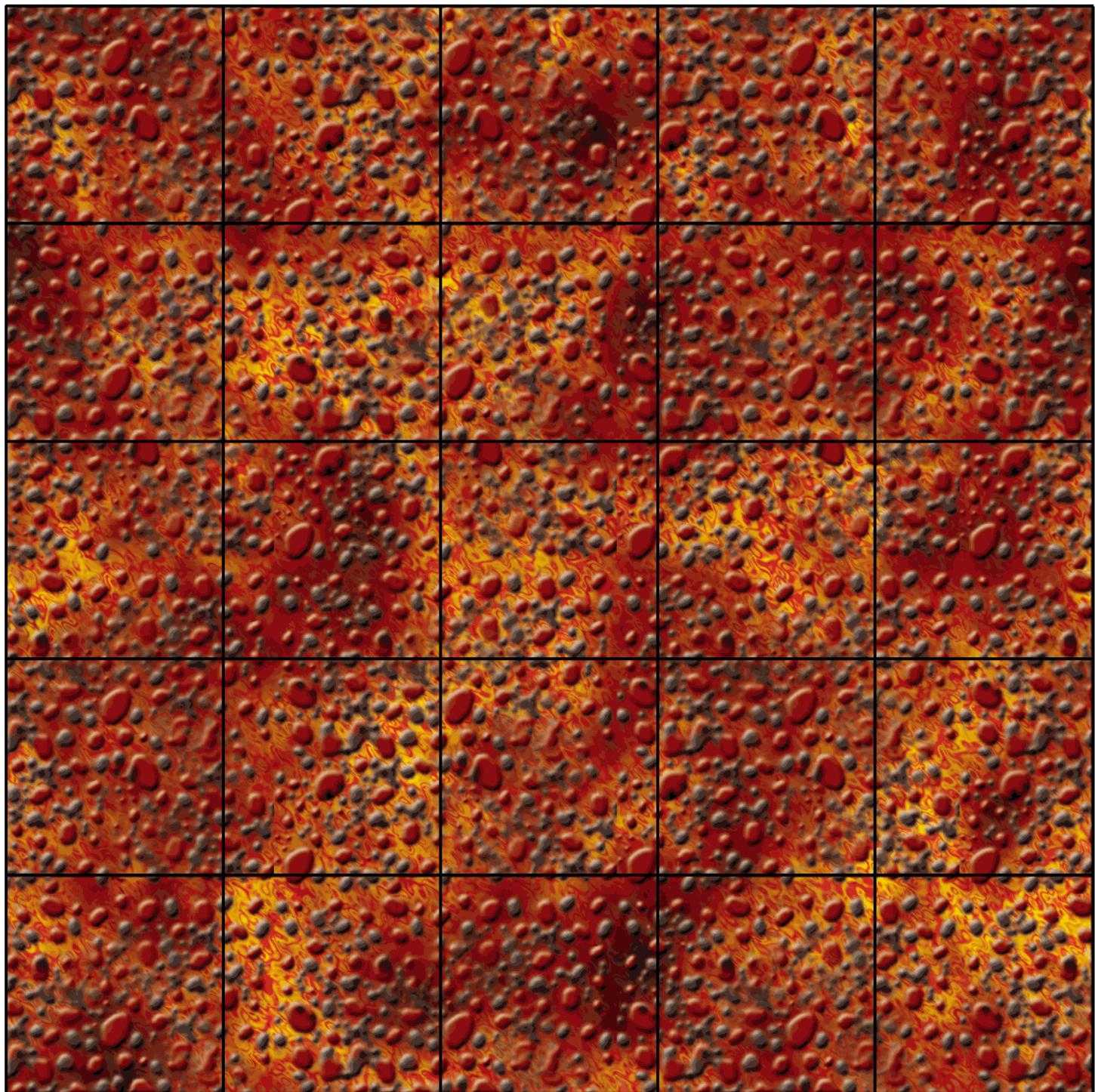
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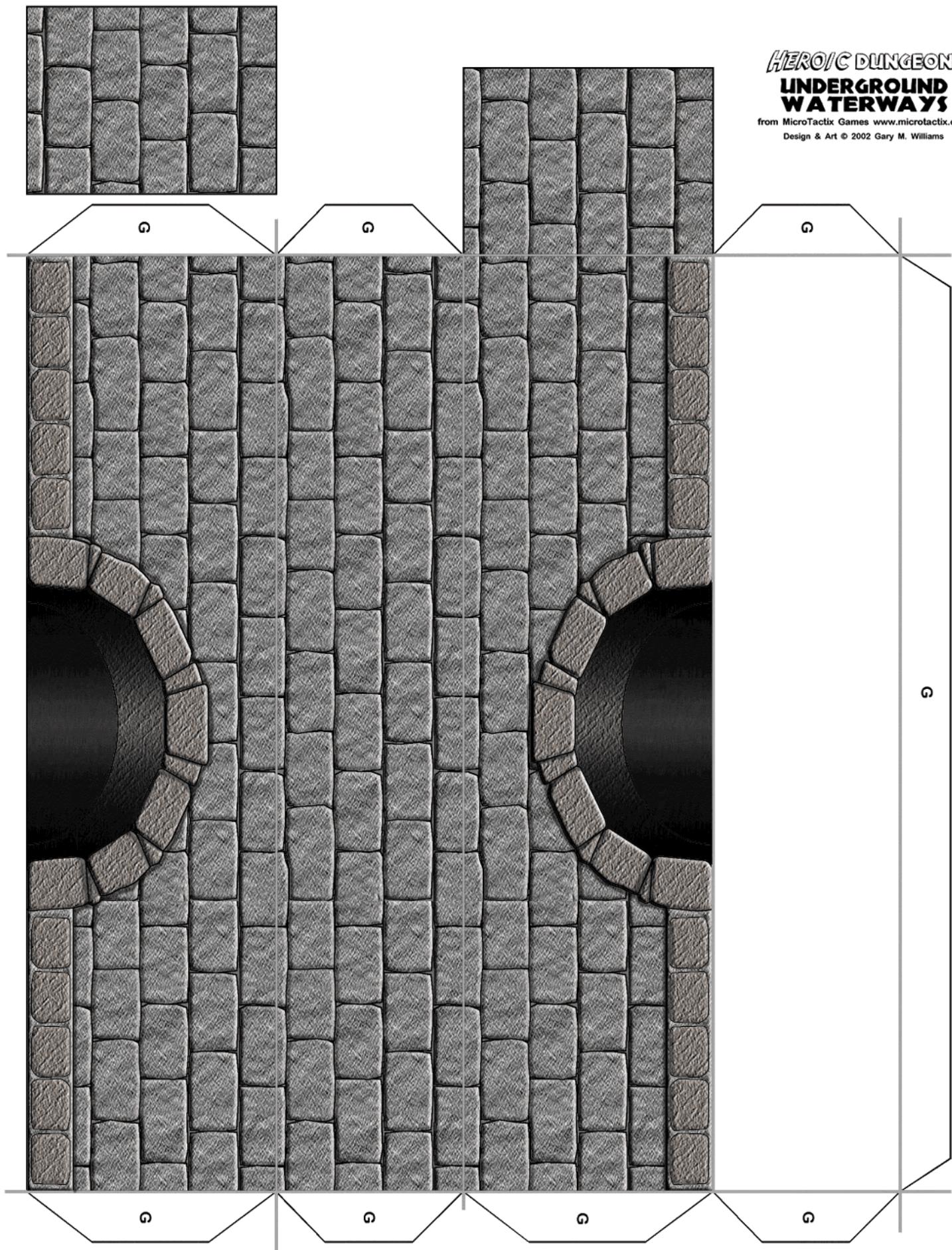
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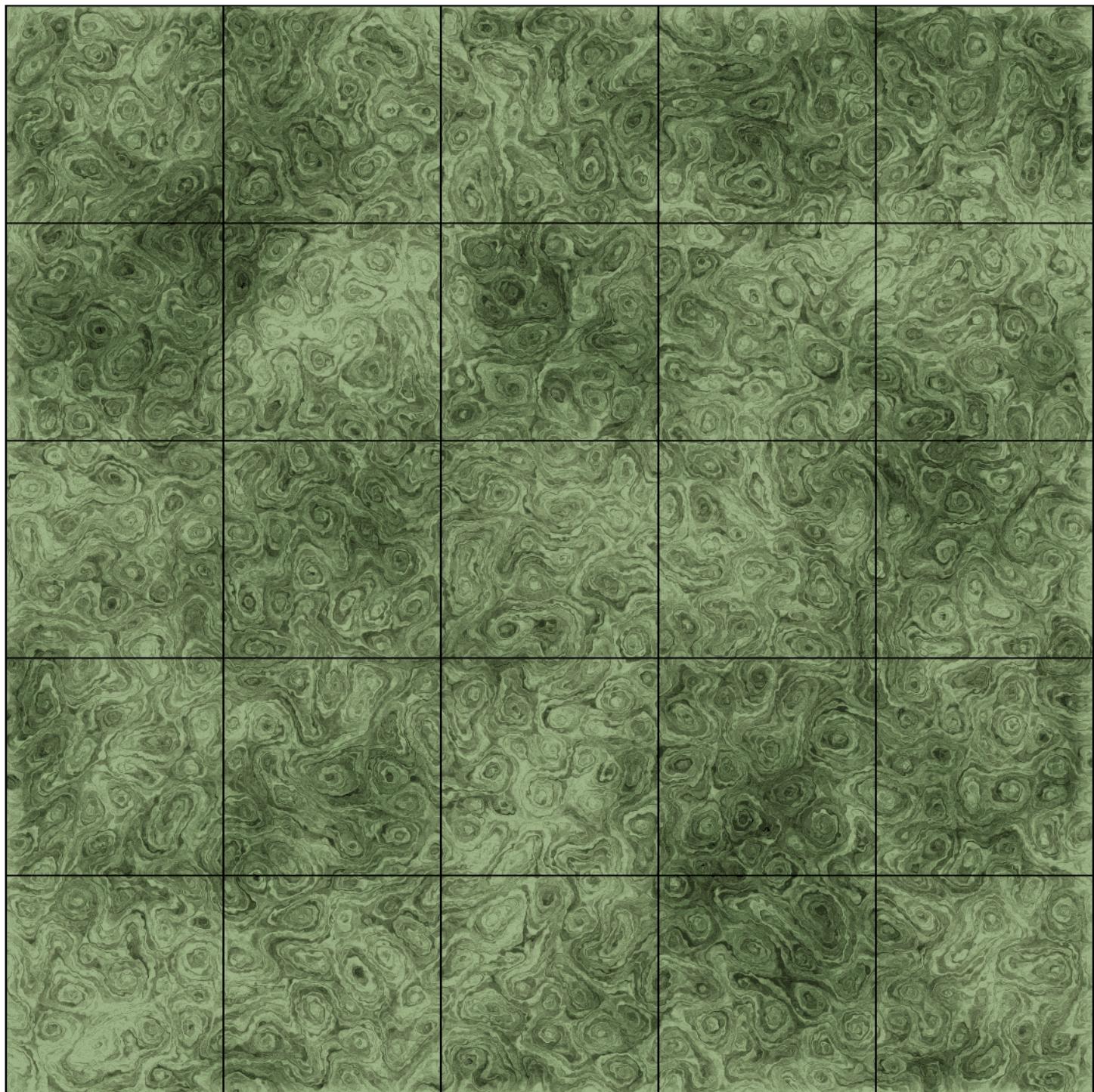


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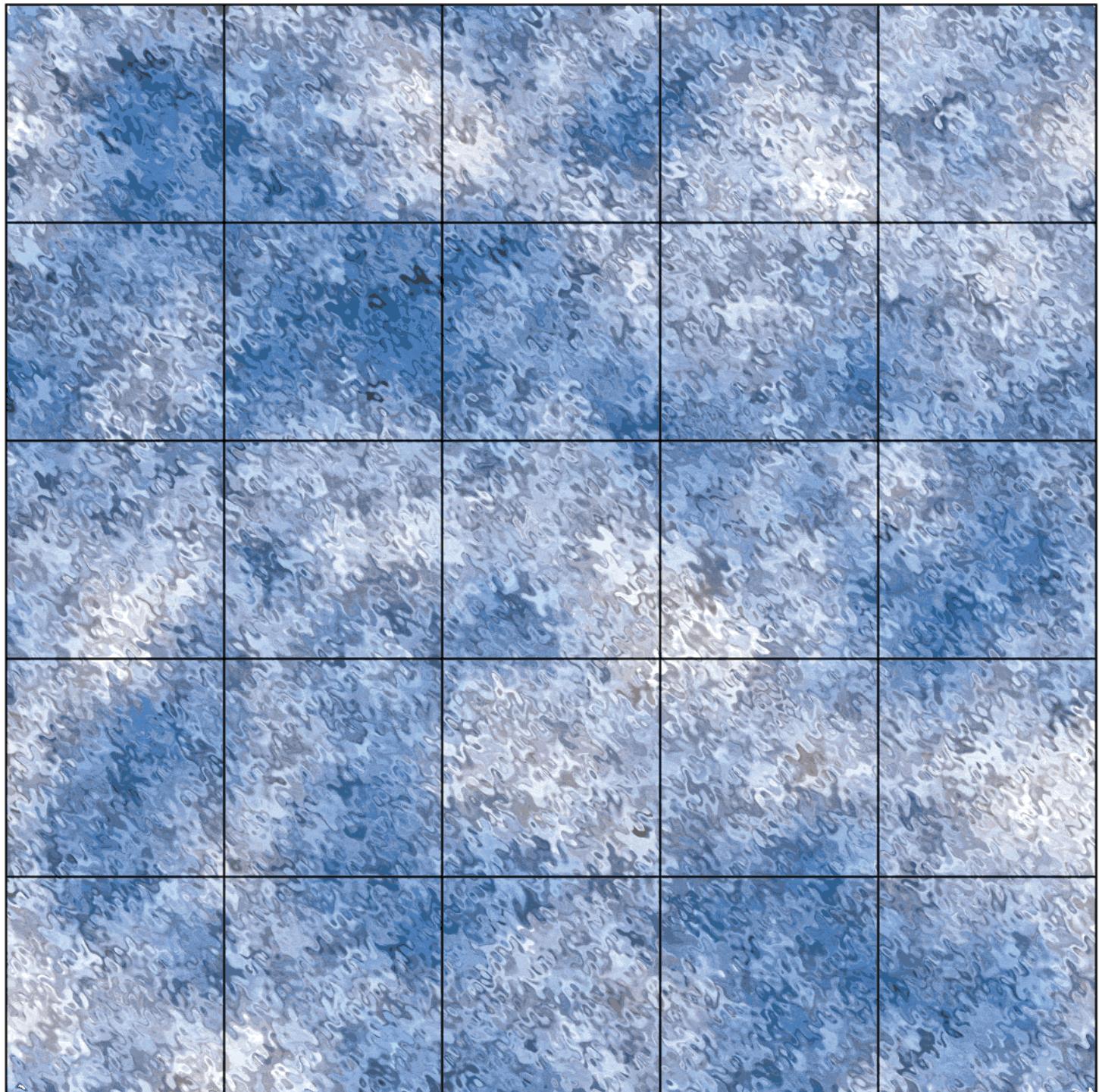
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