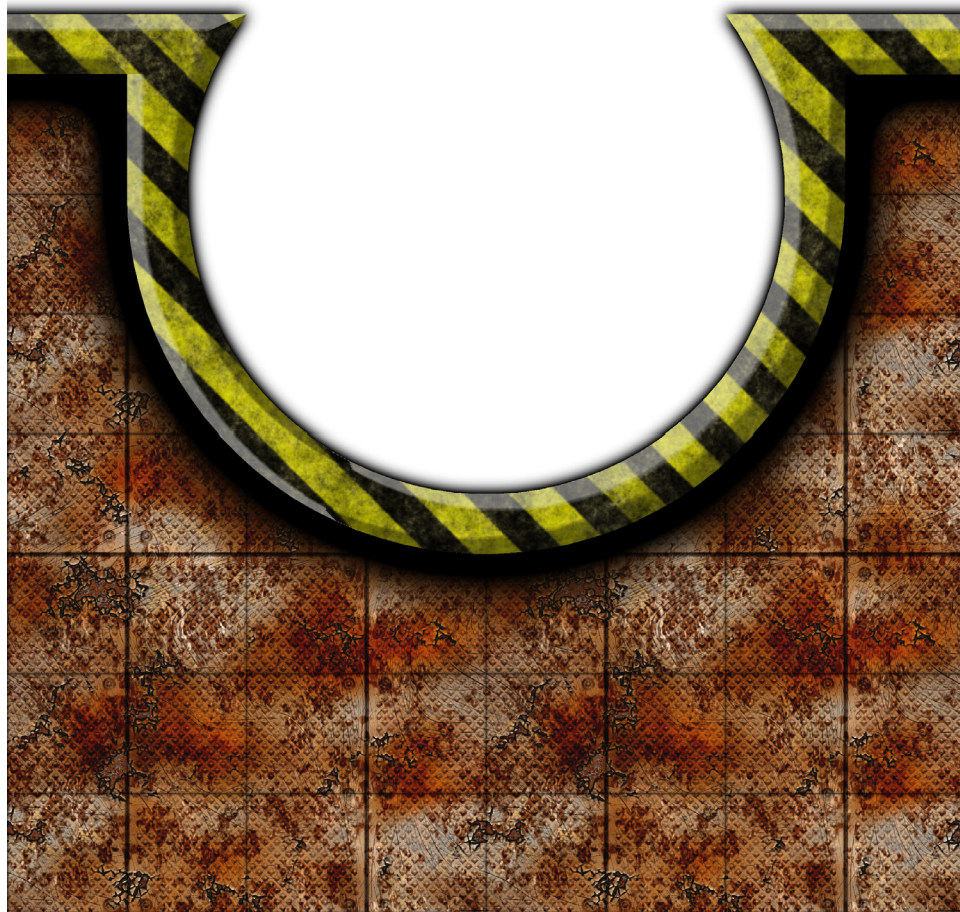


8TracX

Budget Gaming Tiles



Warehouse 41

Set 4: Curves



Why Budget Tiles?

8TracX are attractive, easy to use gaming tiles for all your tabletop adventures. In each set, you get a collection of tiles which fit together to create an unlimited number of gaming battlemaps. Print out just what you need, or print out the lot and keep them handy. With 8TracX you'll be all set to go for any encounter.

Like you, we are die-hard gamers. So when we designed the 8TracX tiles, we thought long and hard about what gamers really need. Speed of deployment was important: print and place on the table with minimum fuss. However, it was variety at the top of the list. But variety without needing to spend bucket-loads of cash.

This is why each set of includes 50 tiles – which is a lot more than the competition. We've also kept the tiles largely generic, so you can build rooms of any size and style. And they do not require any complex assembly. Just print then on card and cut them out. Also, each set comes in multiple styles, from grungy dungeons to cybertech. You can buy just the sets that meet your gaming needs, and mix and match them to your heart's content.

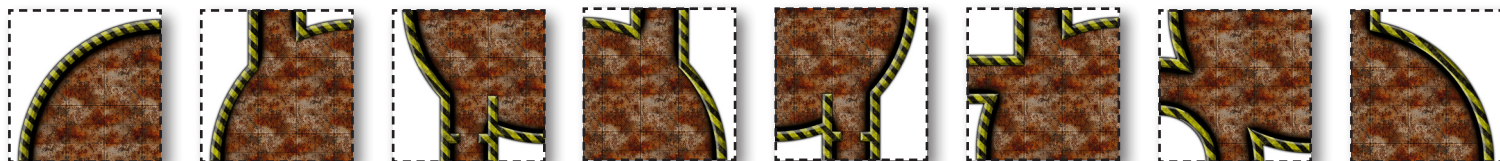
The choice of 8x8 inch tiles was also budget choice. That's the largest square tile you can print on both Letter and A4 size paper. And since printing is actually the biggest cost component of any tabletop set, getting as much out of a page will save you more than a few more gold pieces.

And best of all, 8TracX sets cost just \$2.50, so they are super-light on your hip pocket.

"How did I get these so cheap, yet keep the quality high? For a start, I spent a lot of time programming my CAD solution to automate much (not all) of the production. This means I can produce new styles of maps quickly. Which means I can pass on the savings to you."

To learn how to create your OWN tiles, check out my mapping tutorials at www.storyweaver.com."





4-1

4-2

4-3

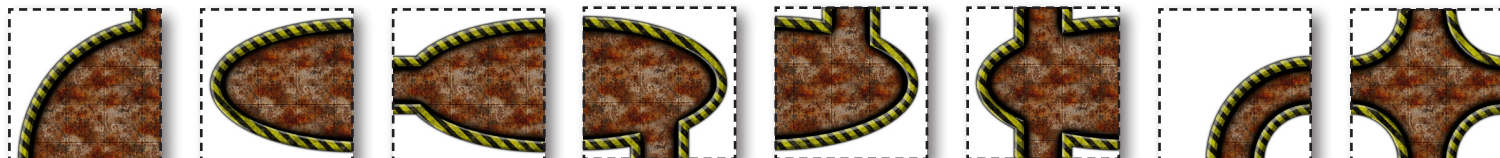
4-4

4-5

4-6

4-7

4-8



4-9

4-10

4-11

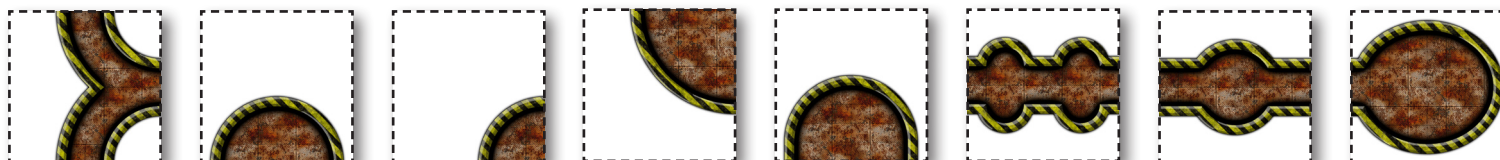
4-12

4-13

4-14

4-15

4-16



4-17

4-18

4-19

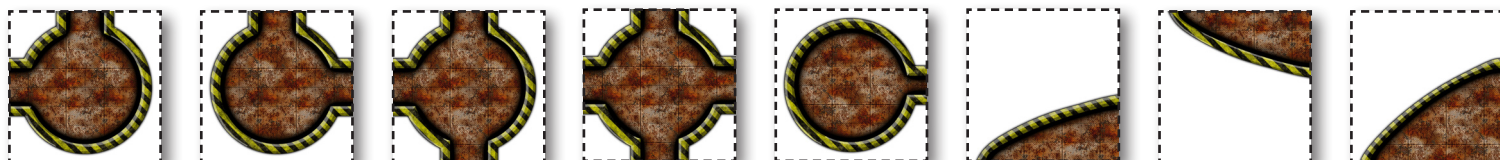
4-20

4-21

4-22

4-23

4-24



4-25

4-26

4-27

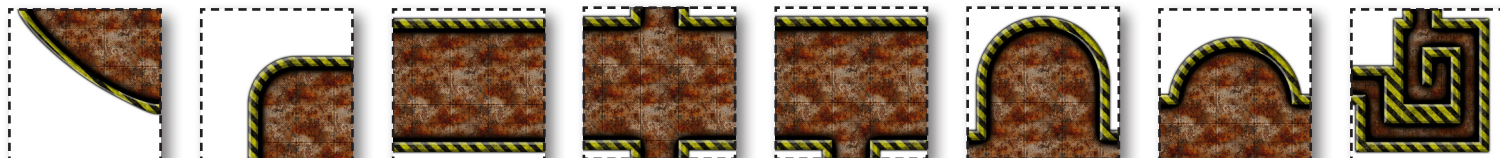
4-28

4-29

4-30

4-31

4-32



4-33

4-34

4-35

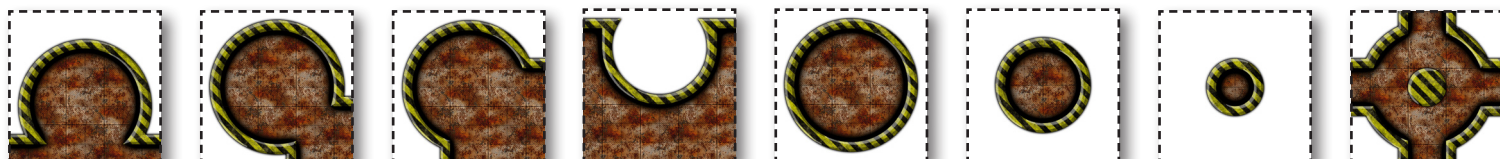
4-36

4-37

4-38

4-39

4-40



4-41

4-42

4-43

4-44

4-45

4-46

4-47

4-48

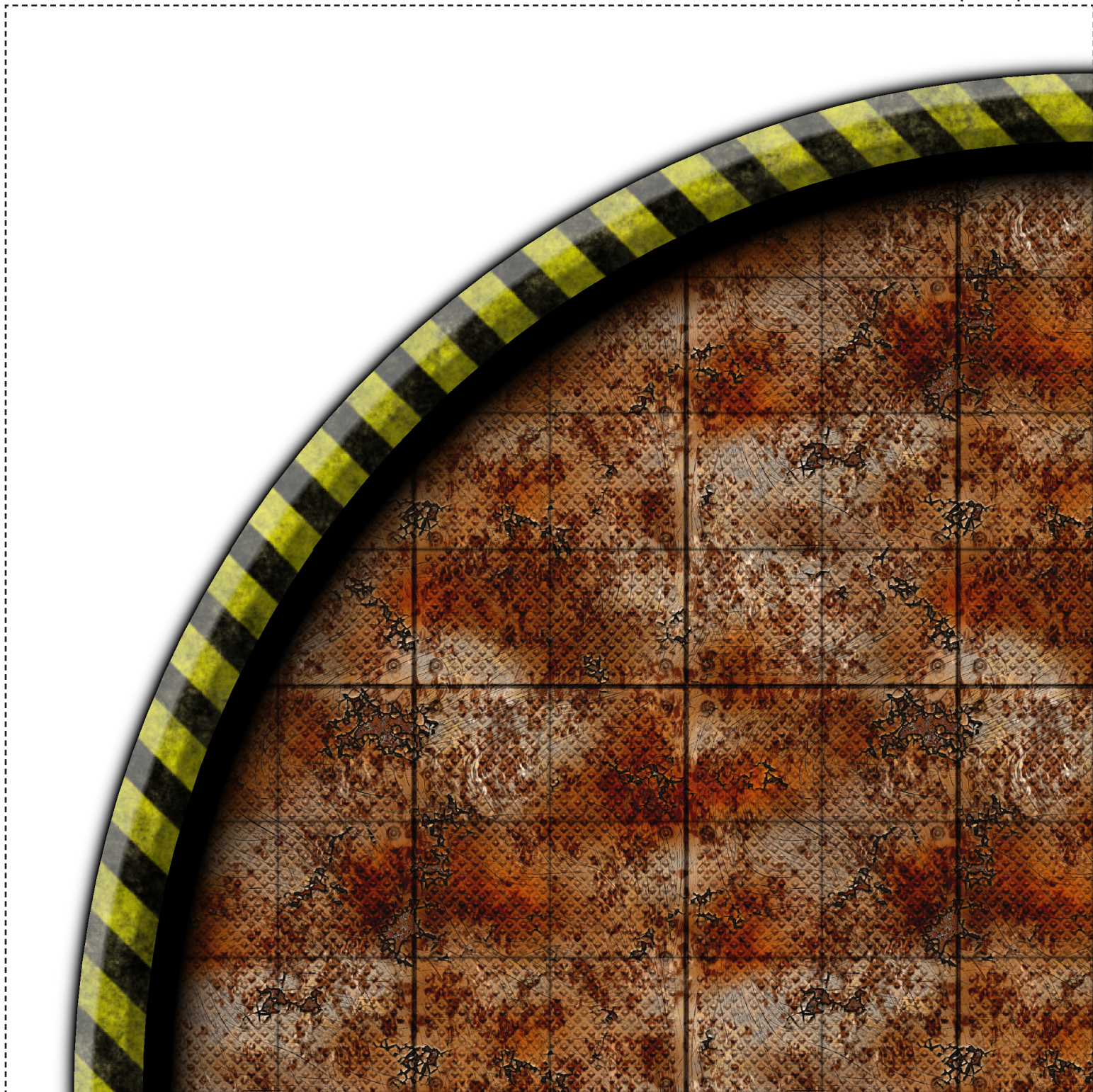


4-49

4-50

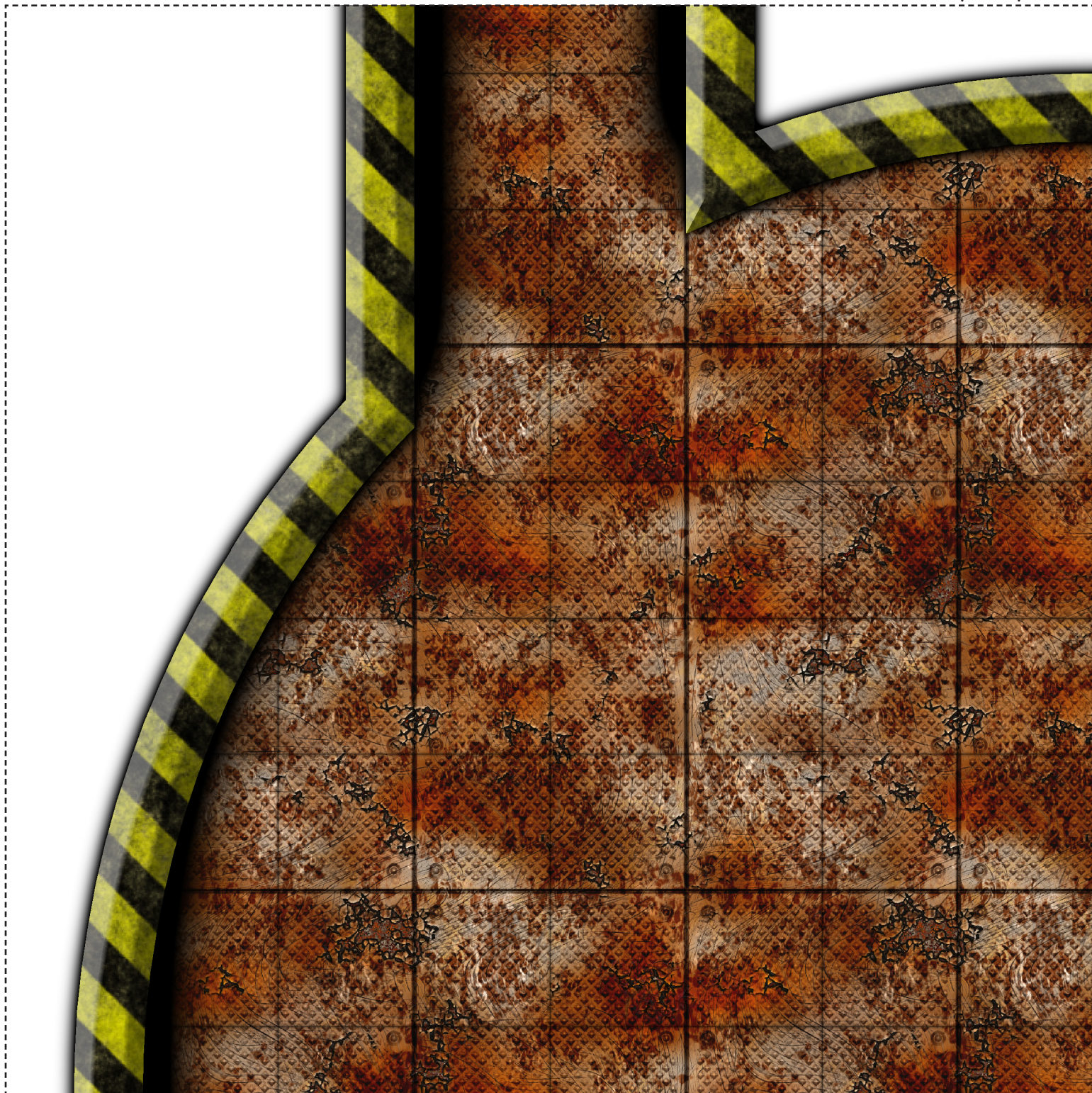
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



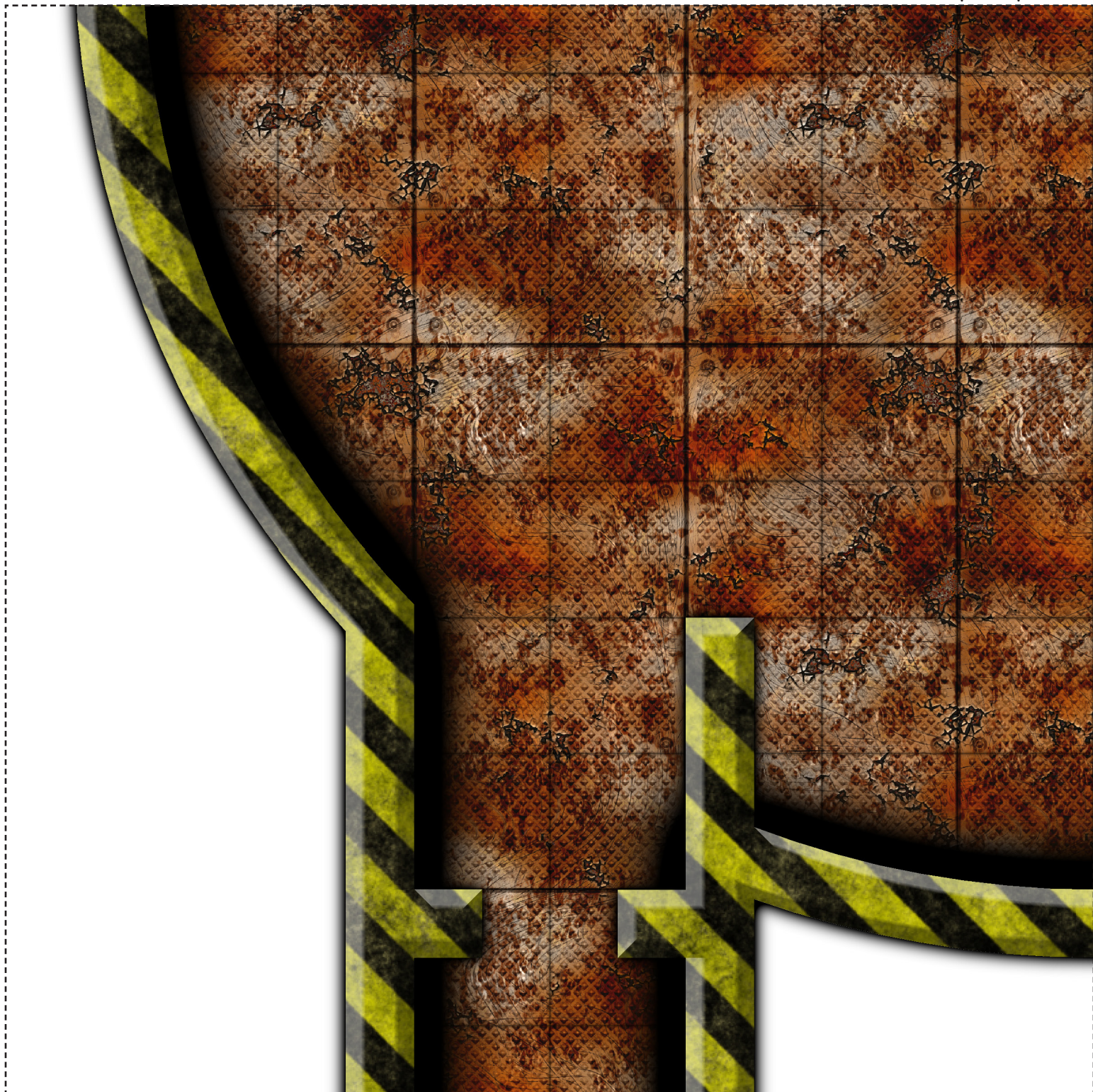
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



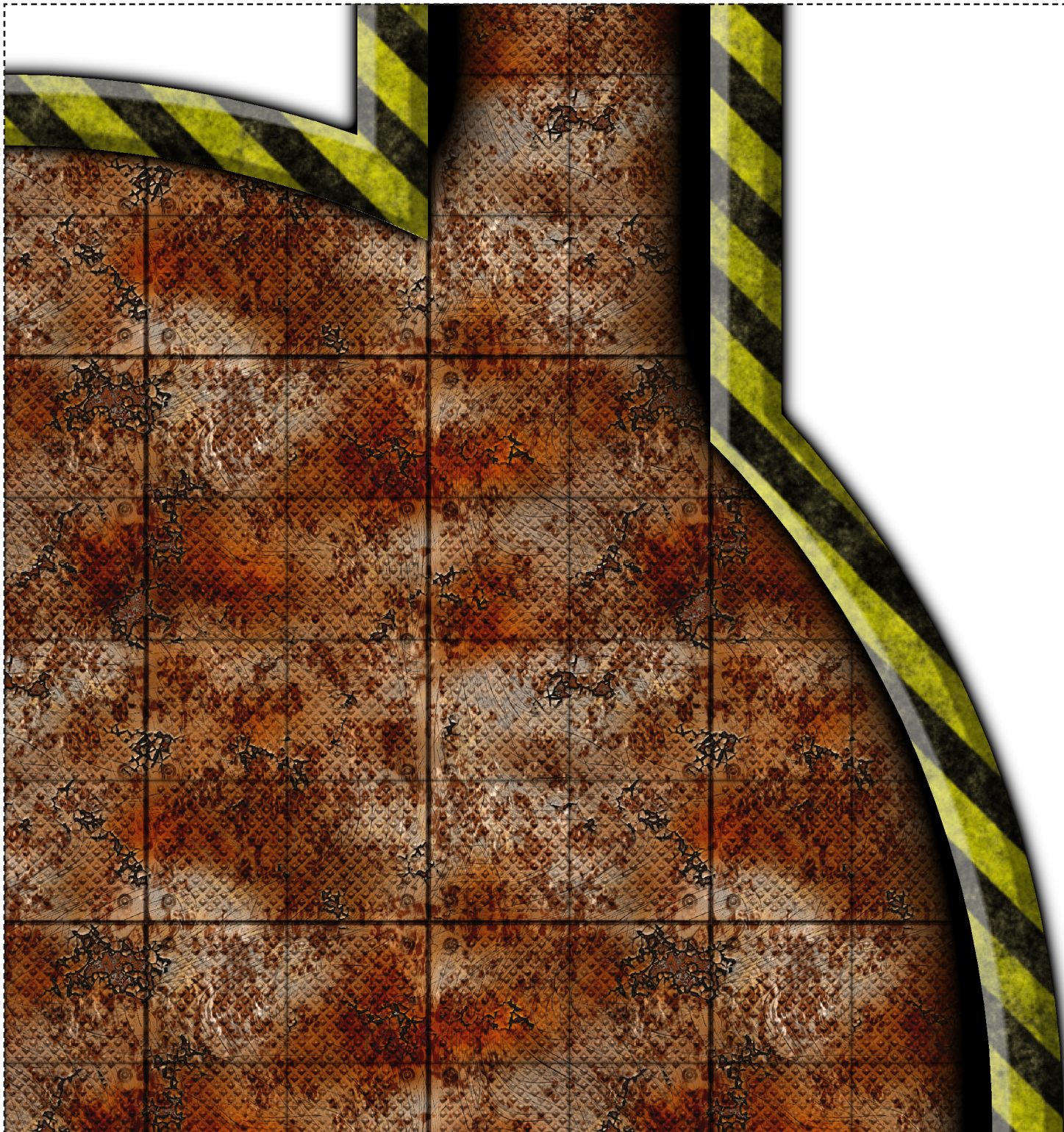
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



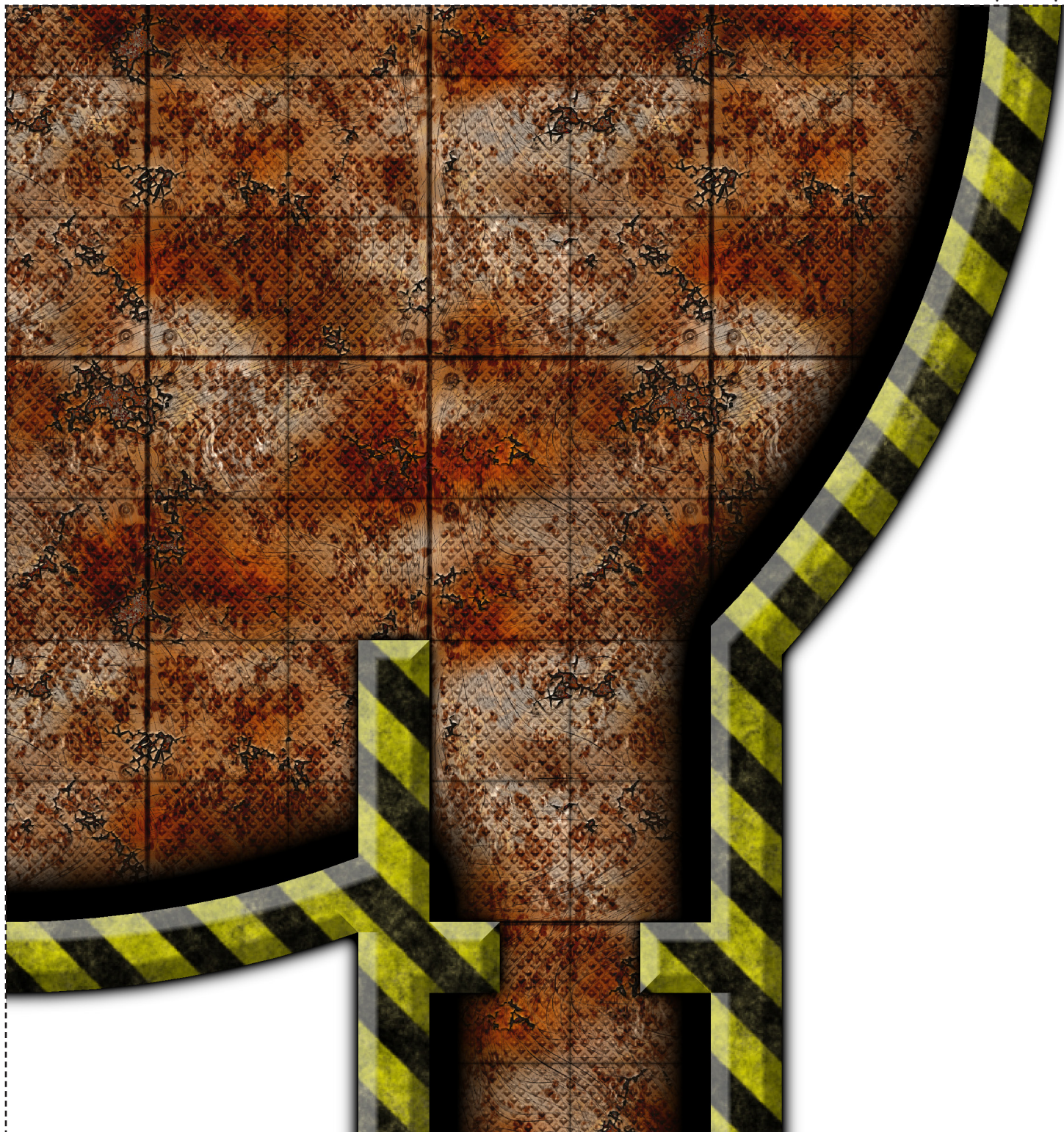
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



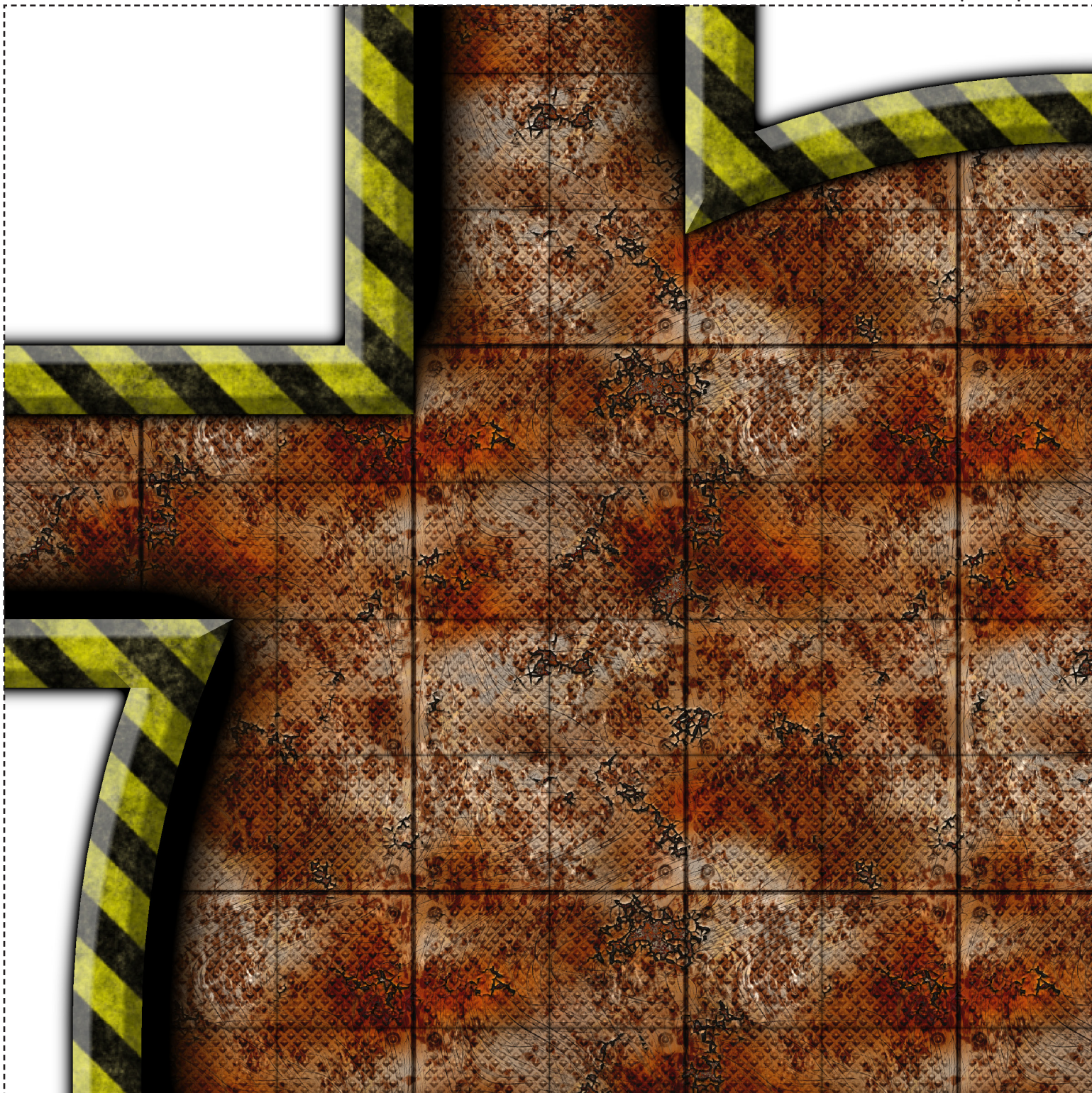
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



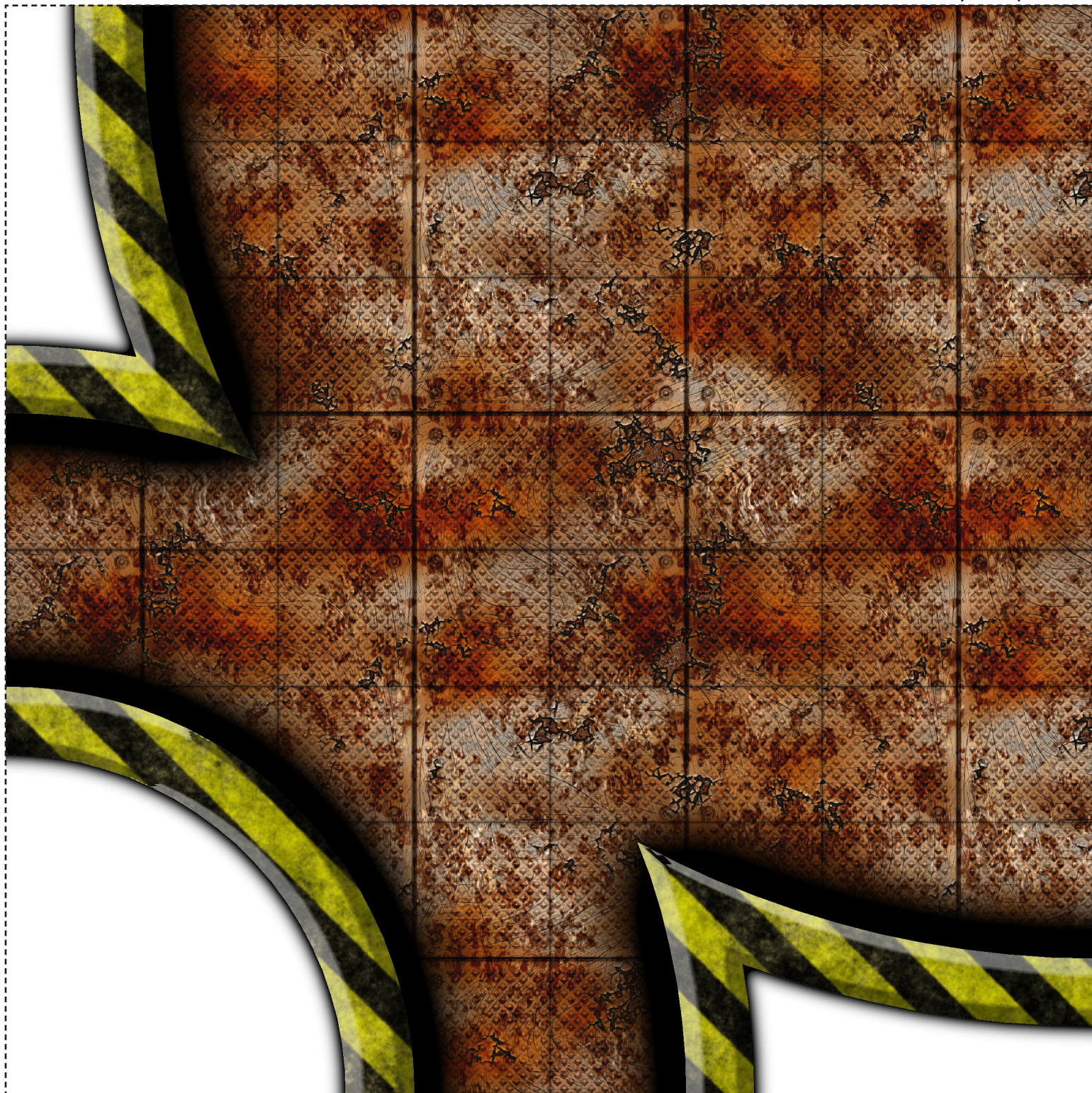
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



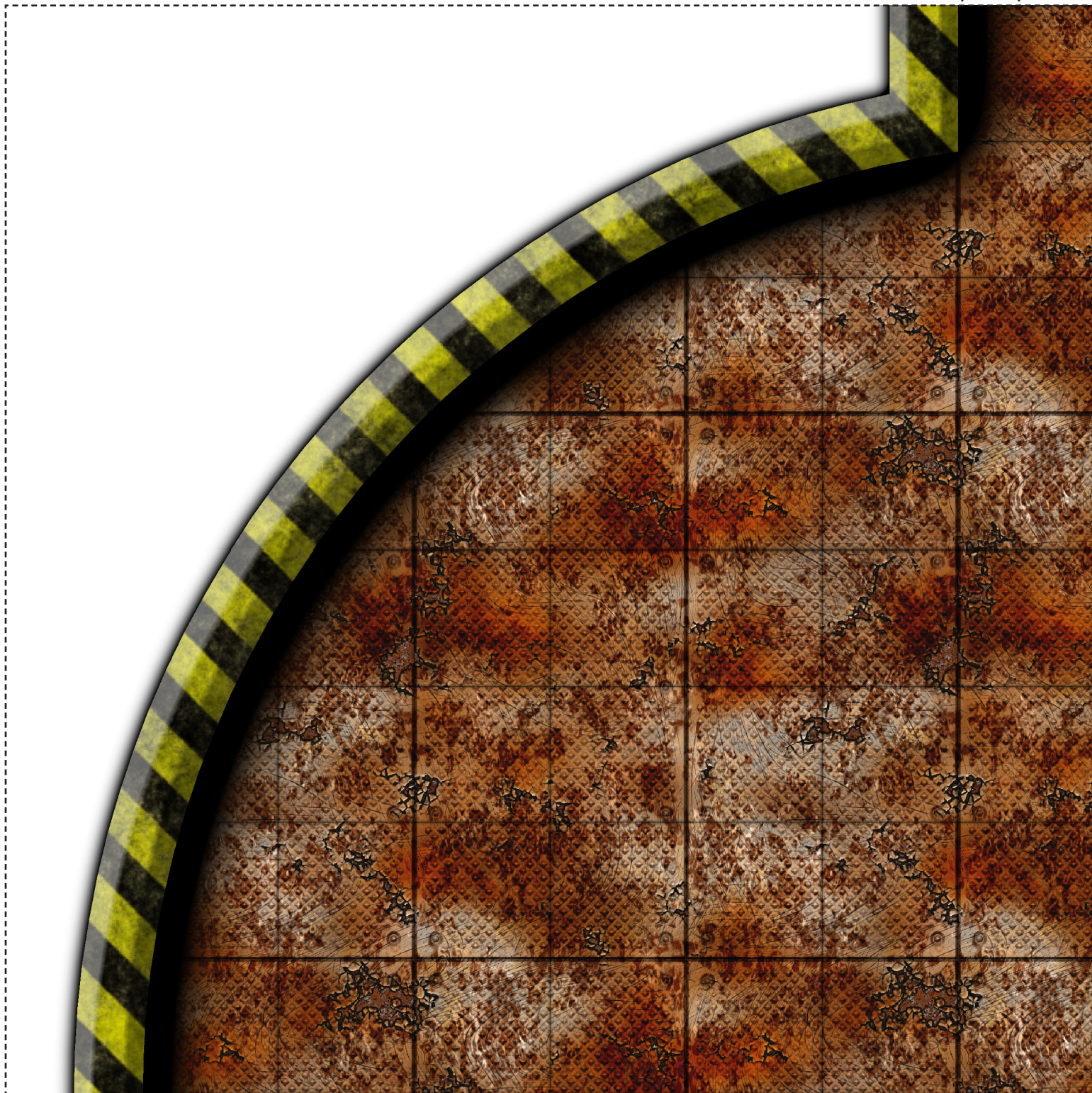
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



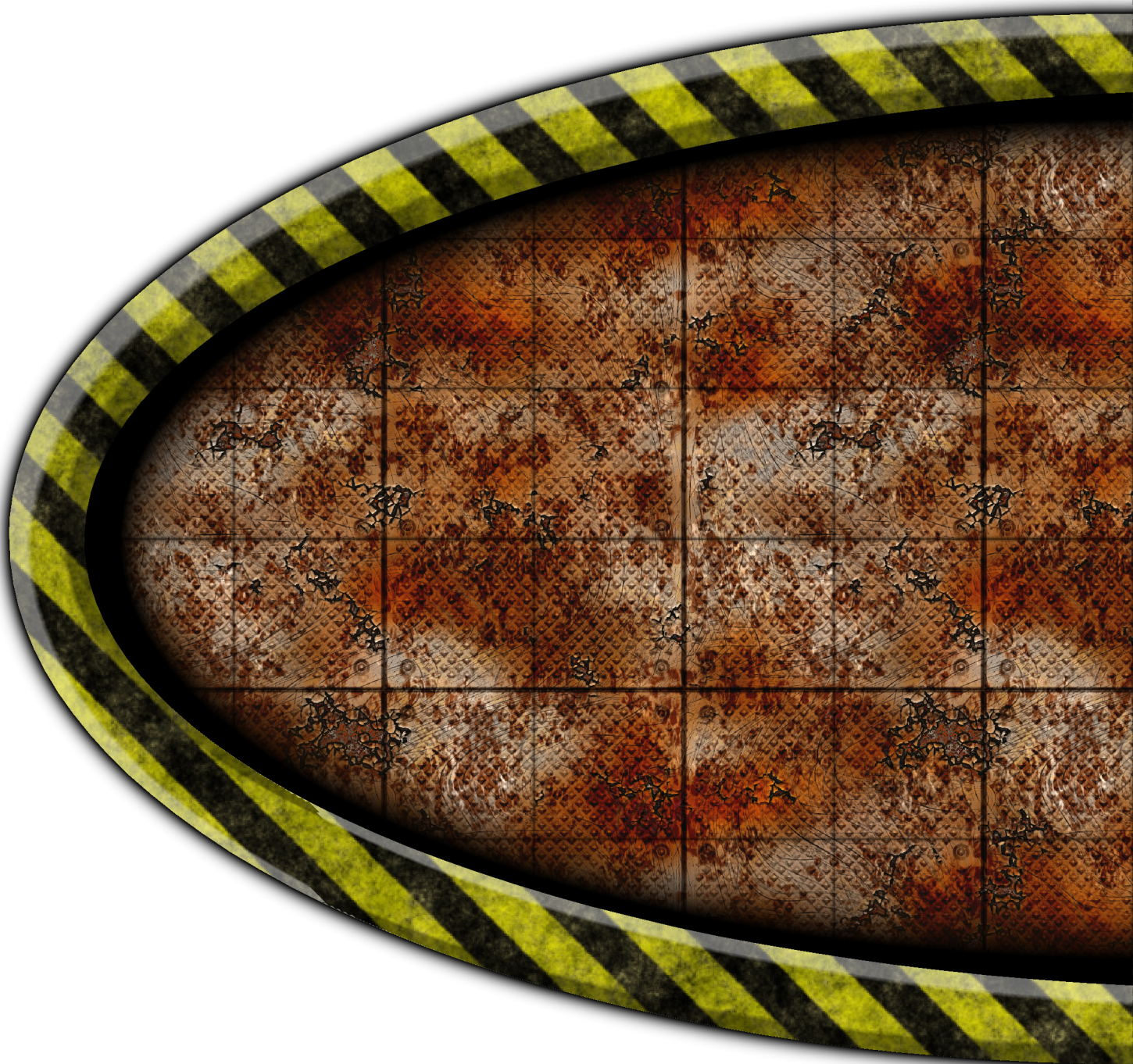
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



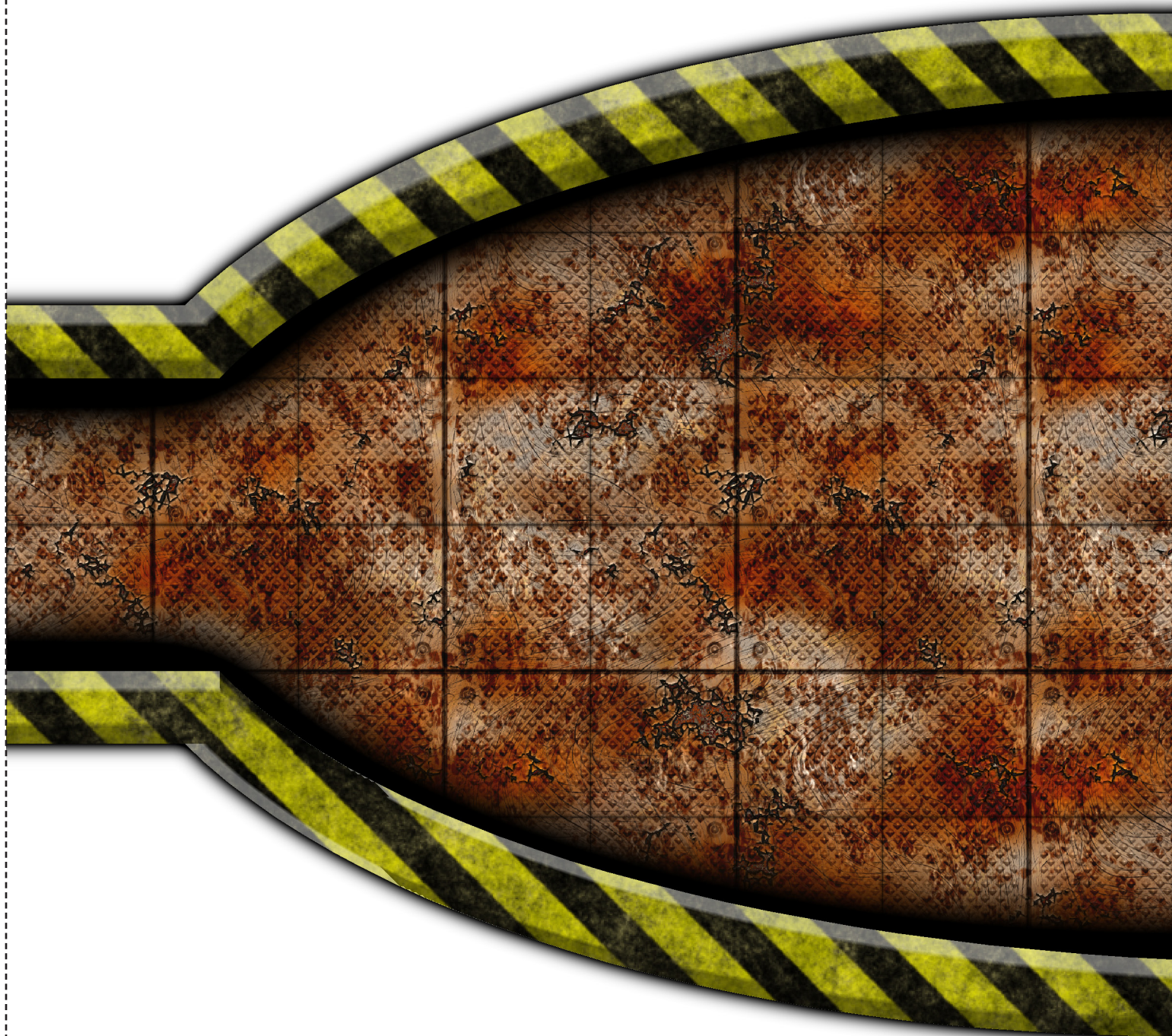
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



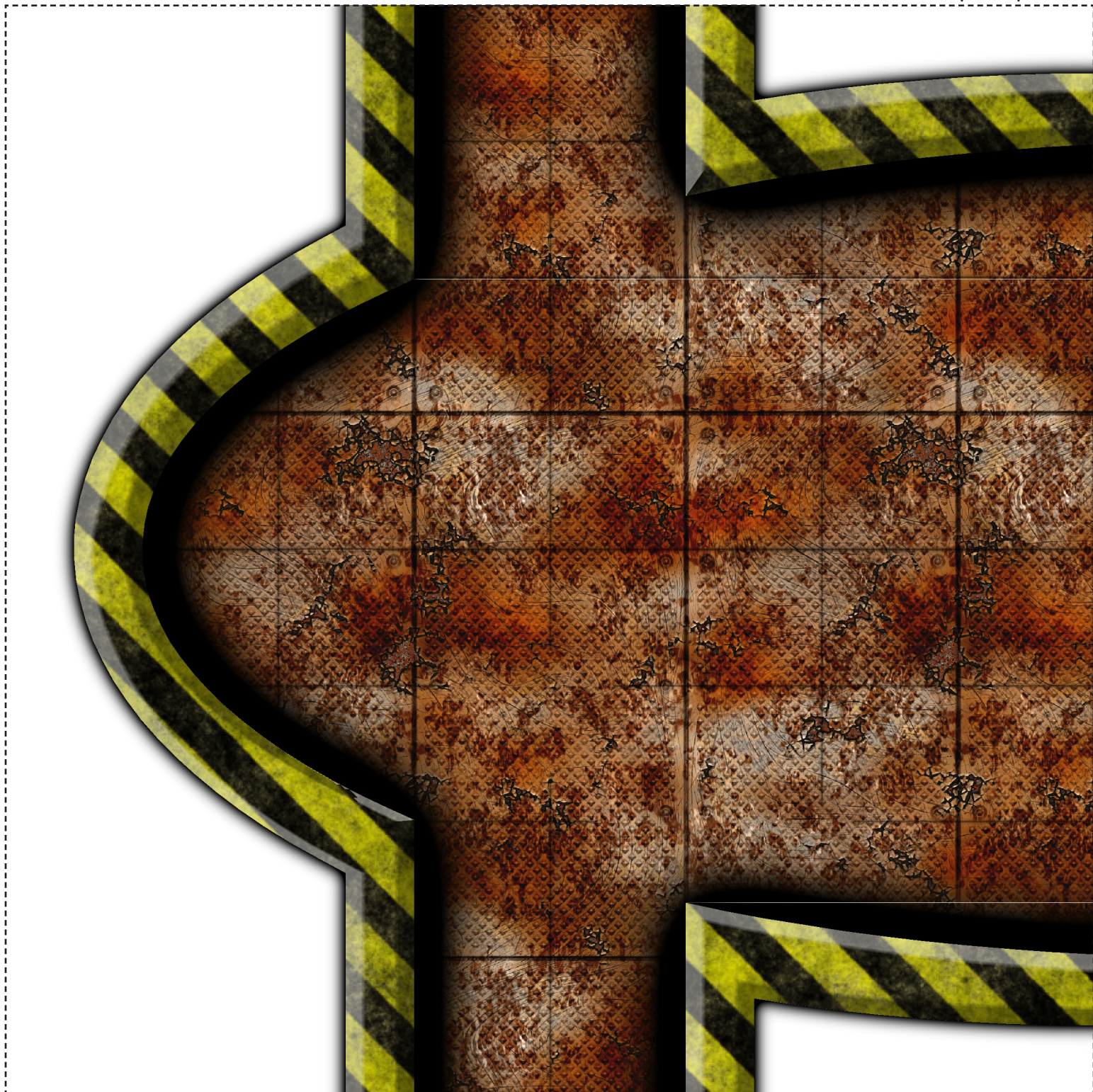
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



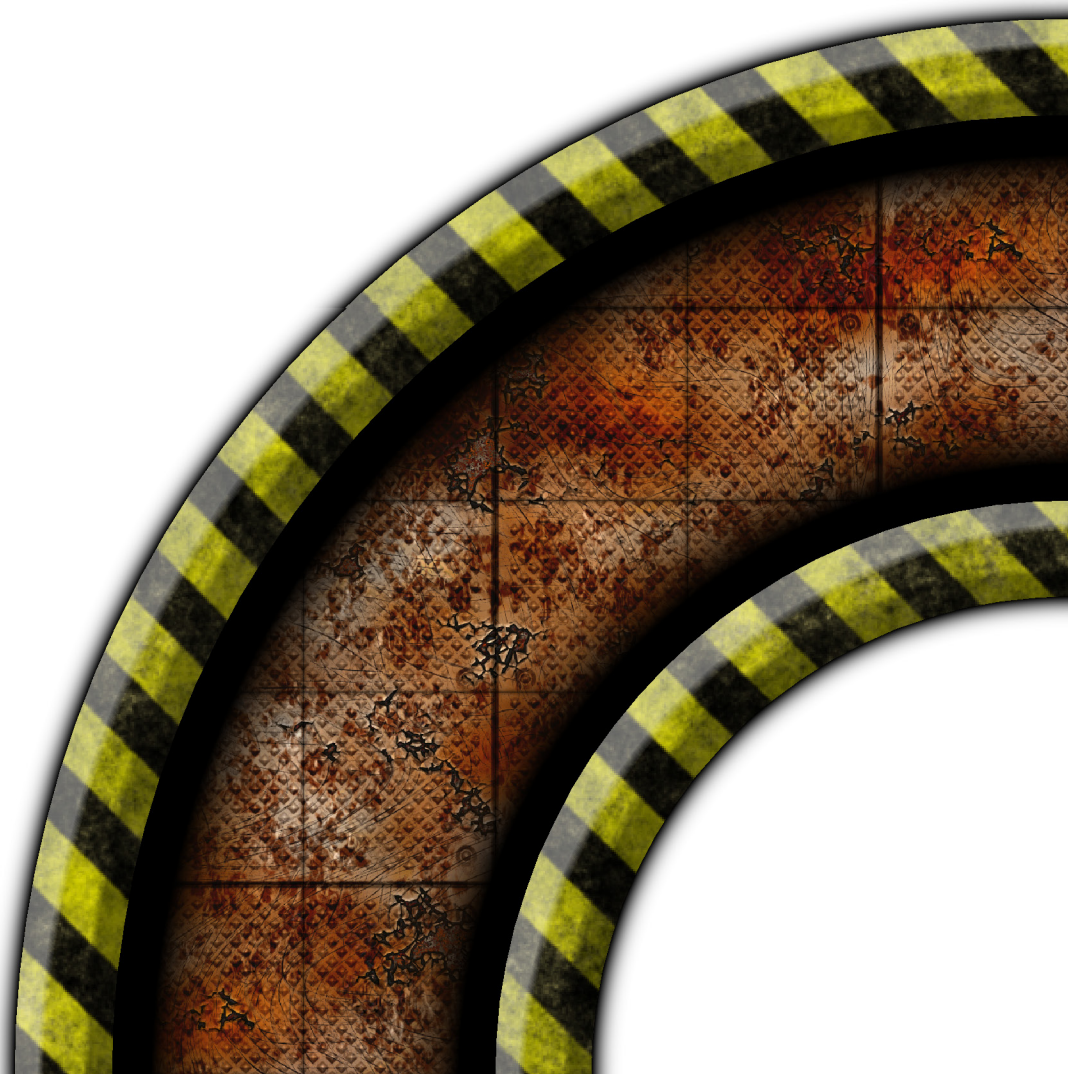
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



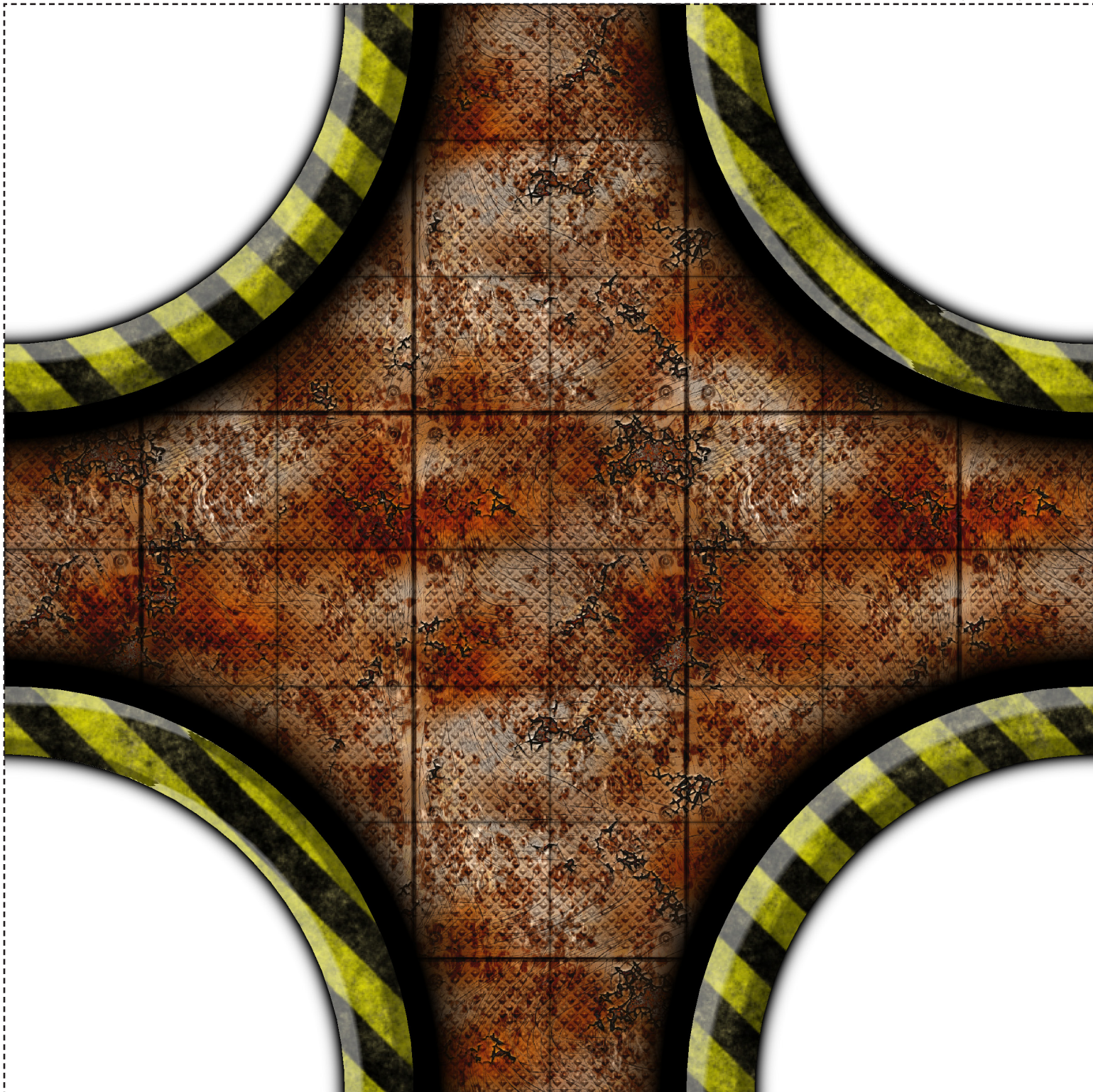
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



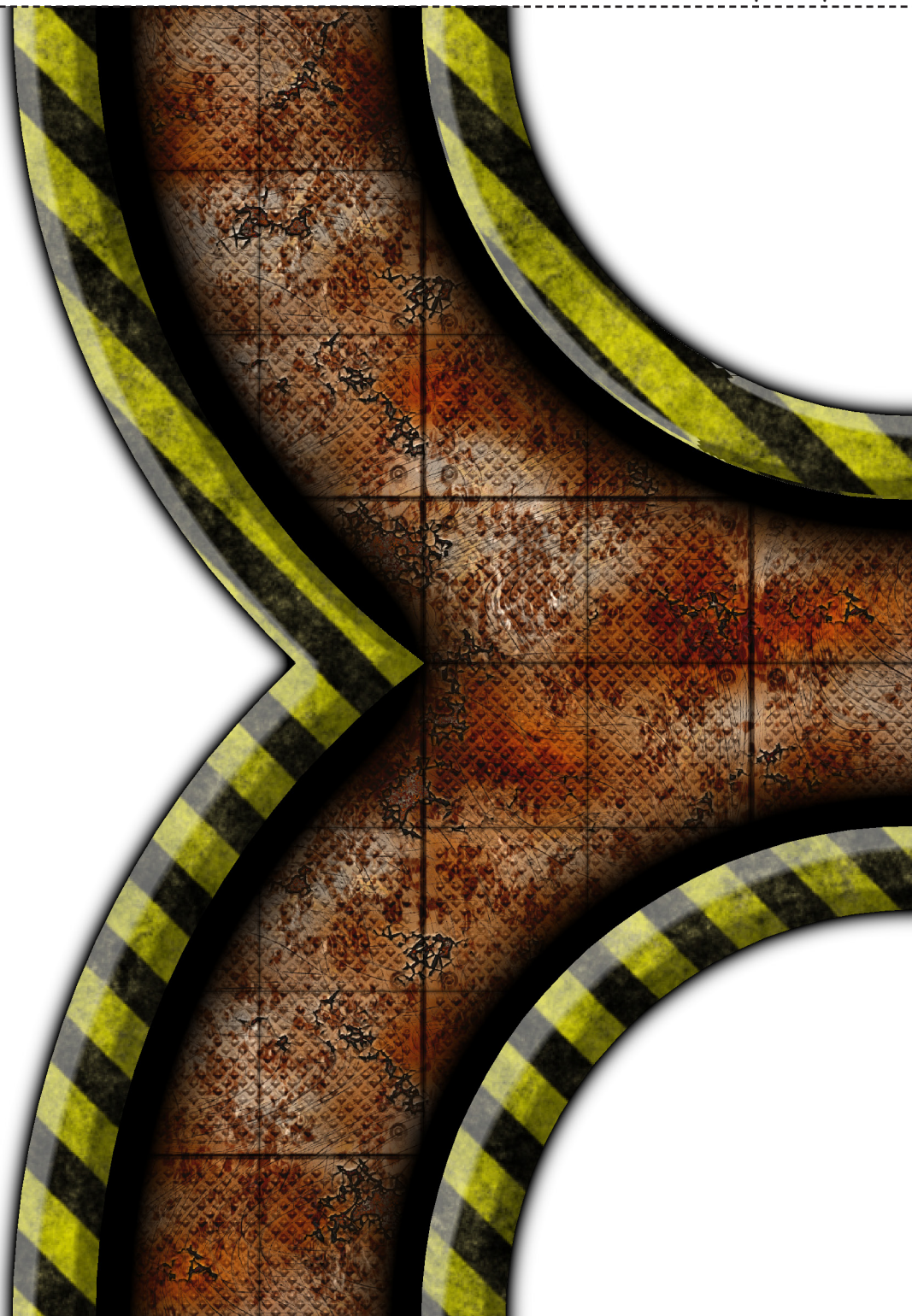
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



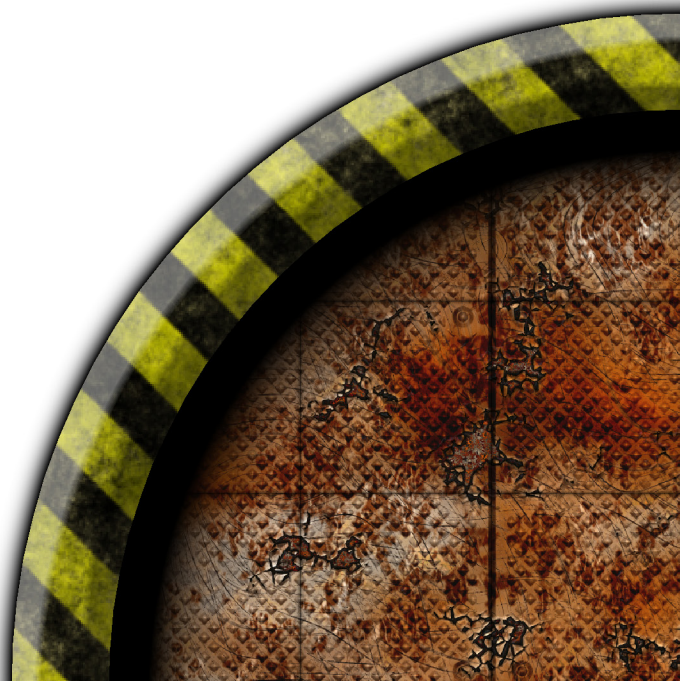
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



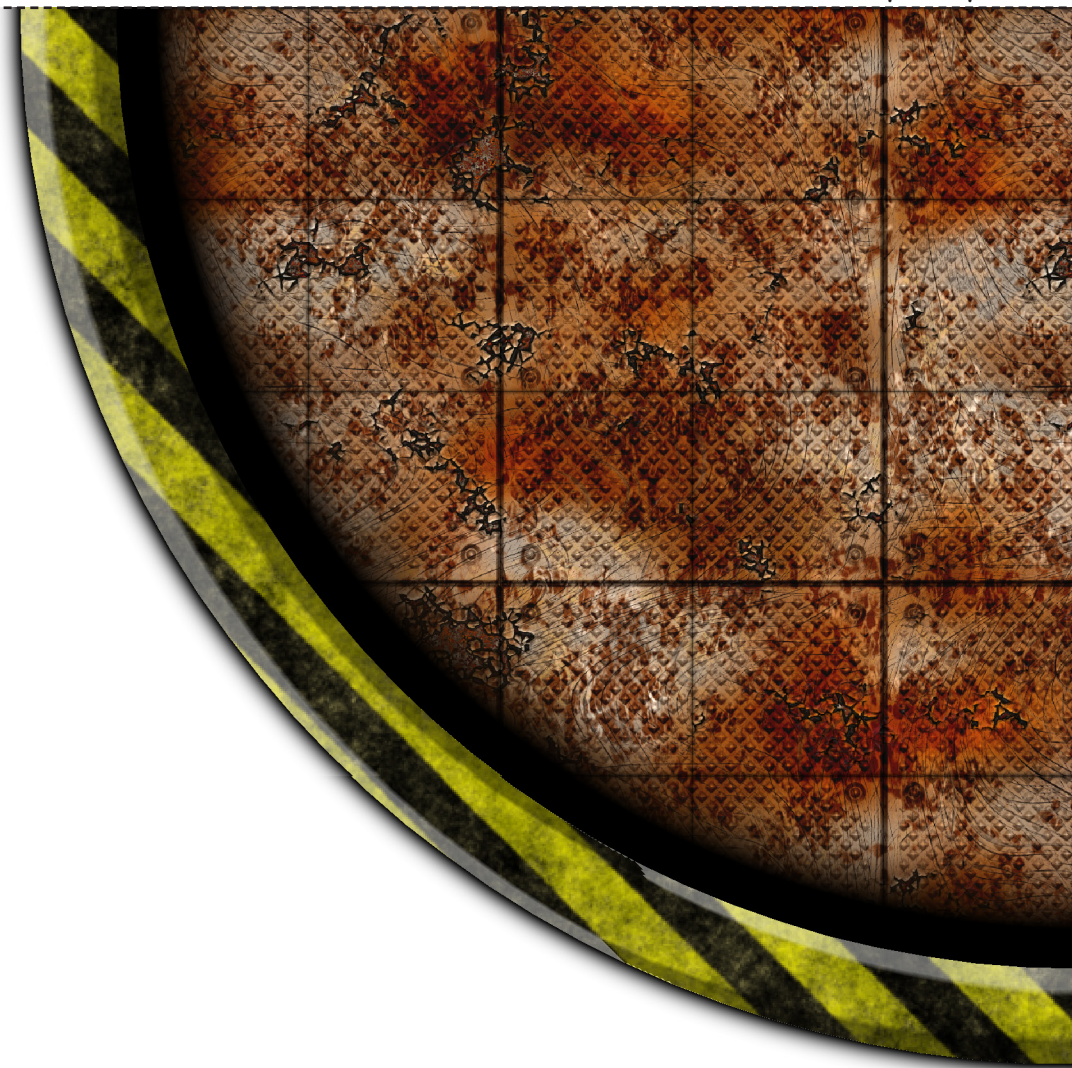
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



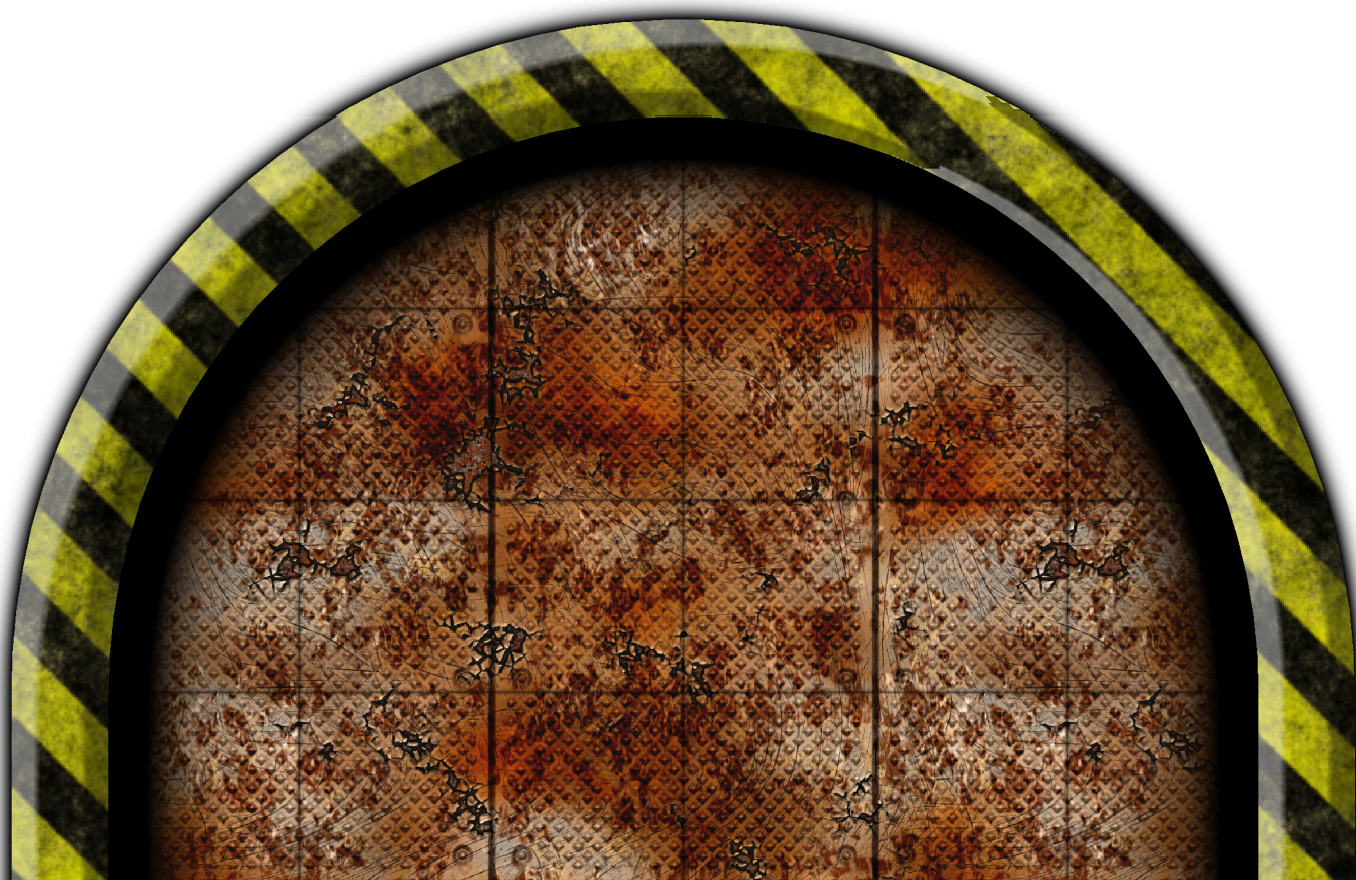
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



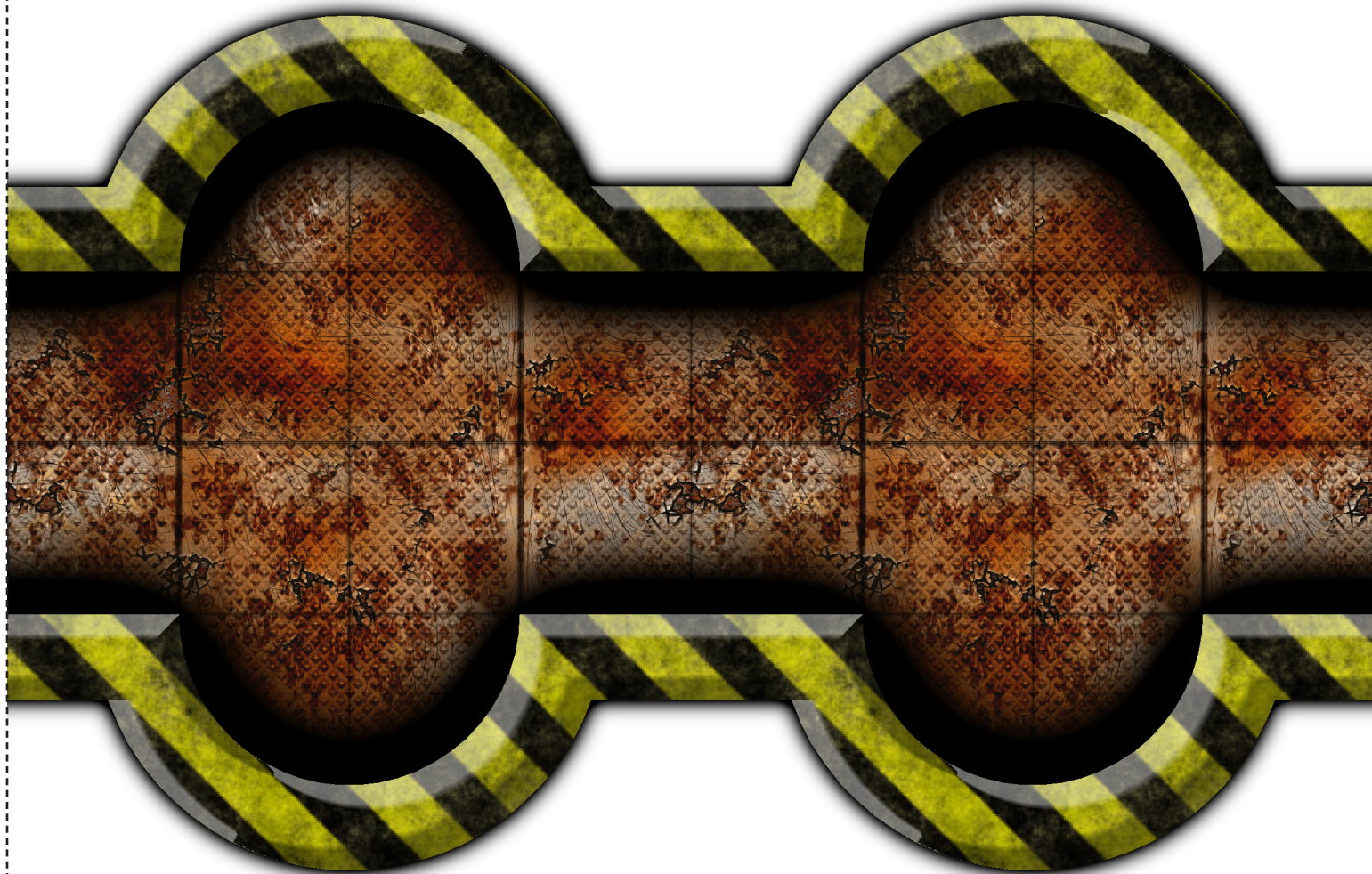
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



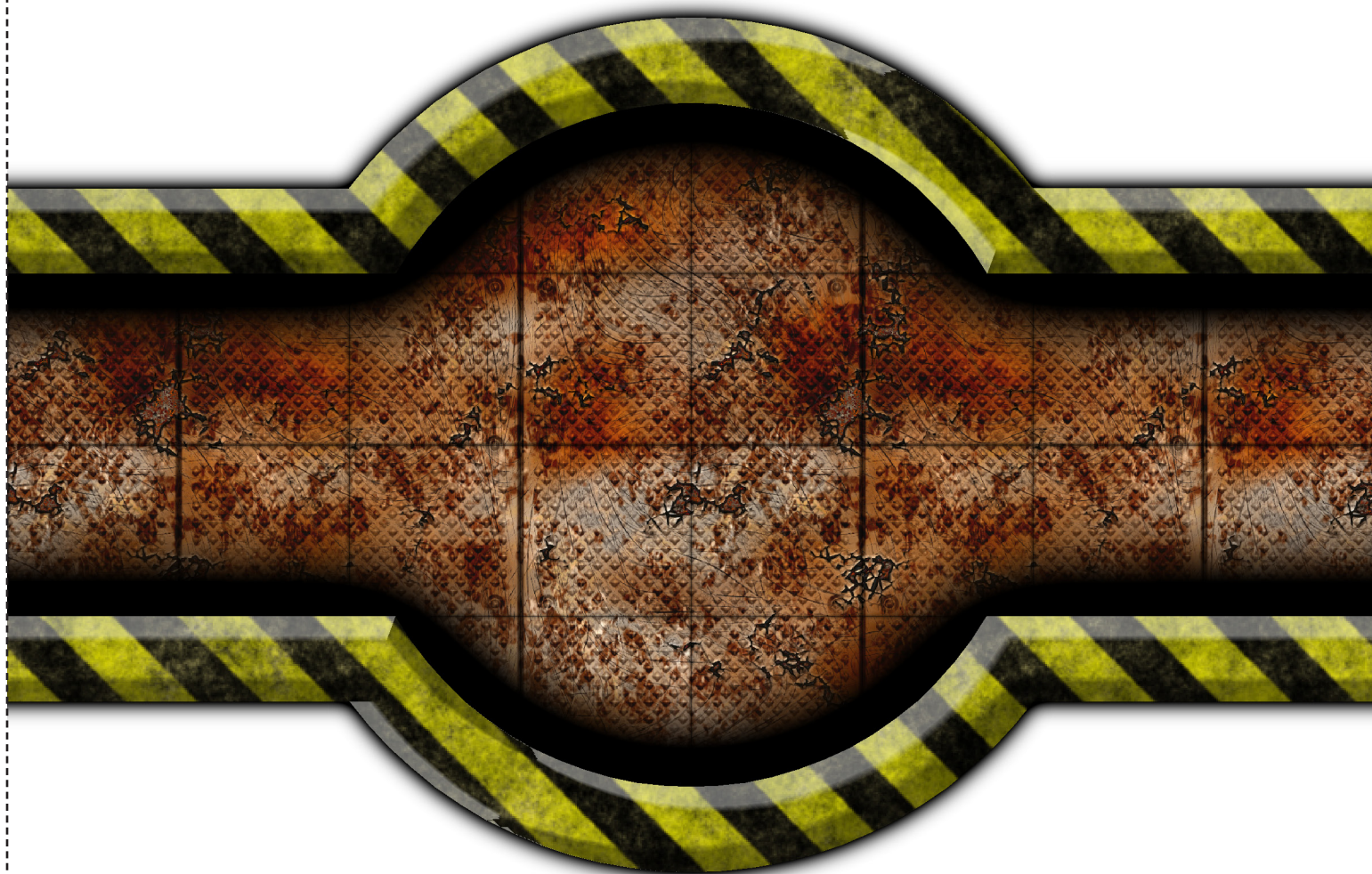
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



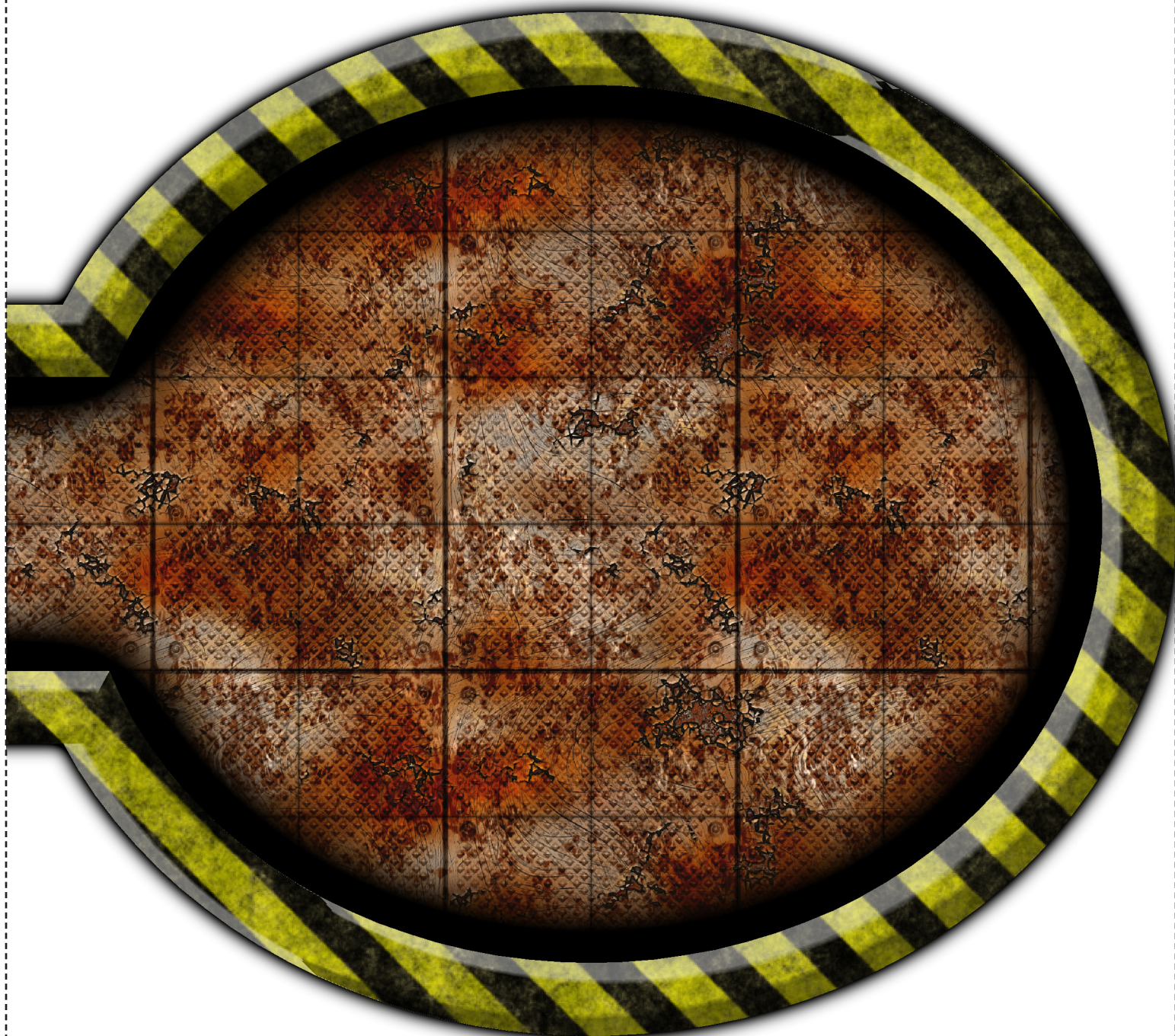
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



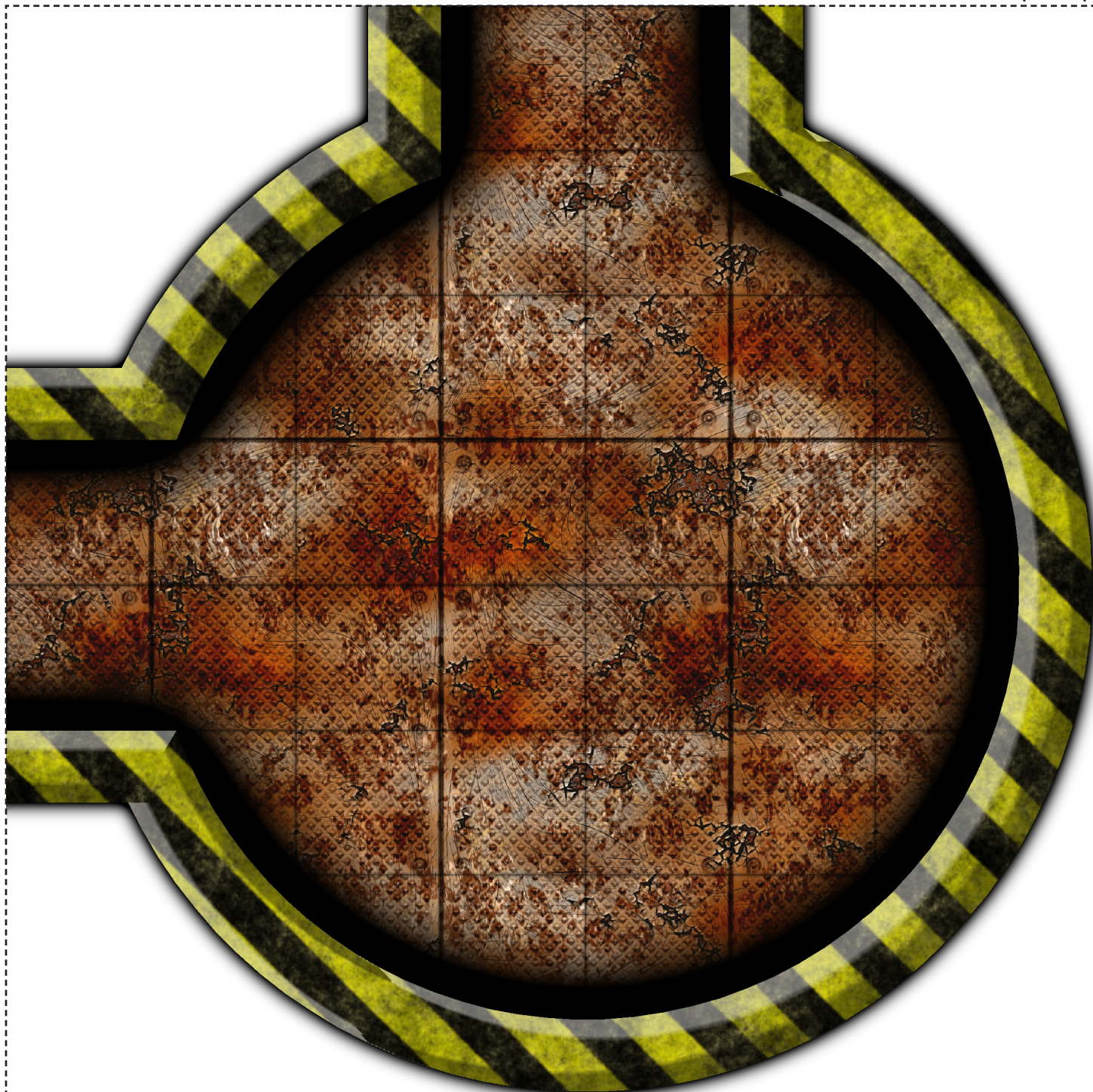
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



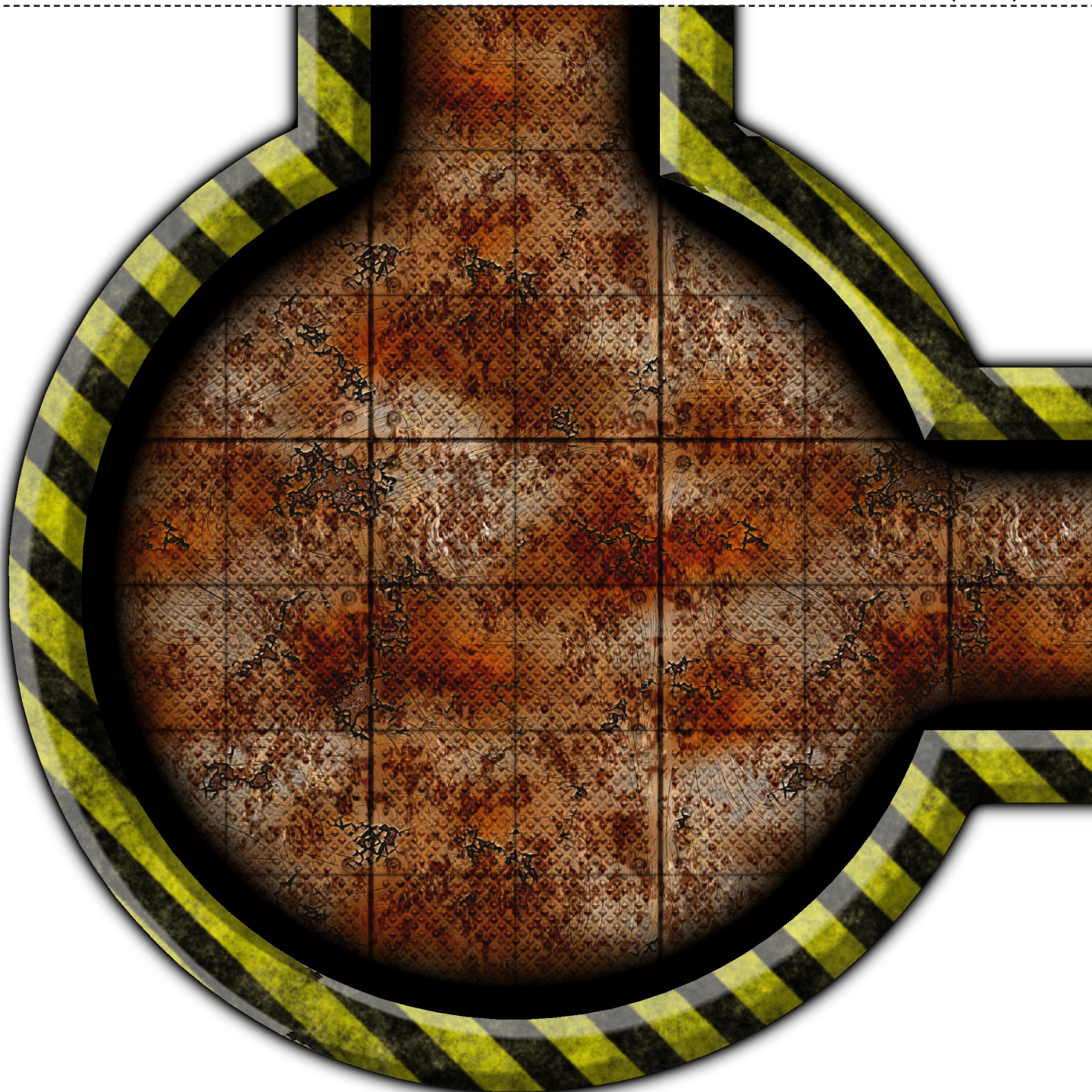
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



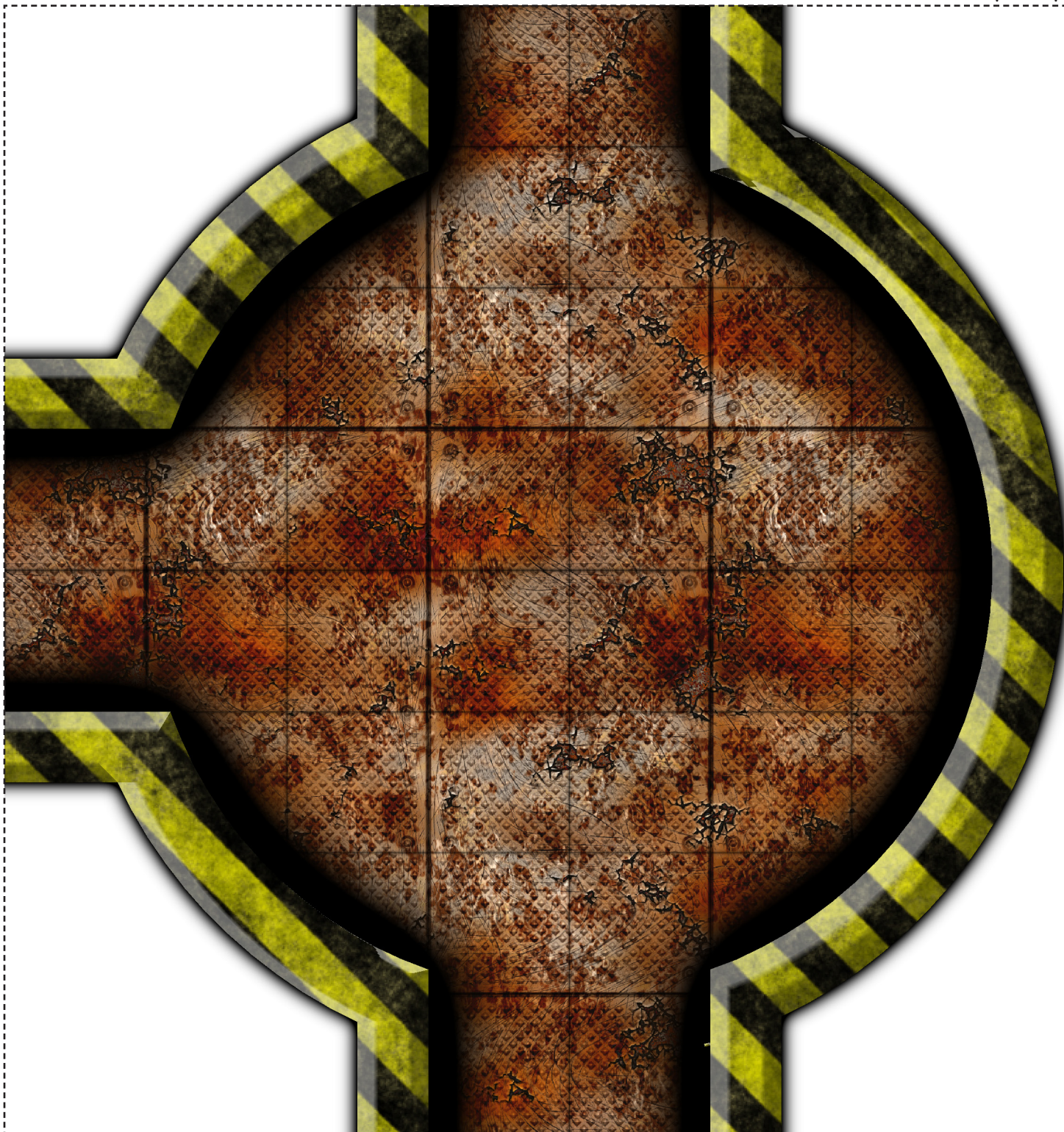
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



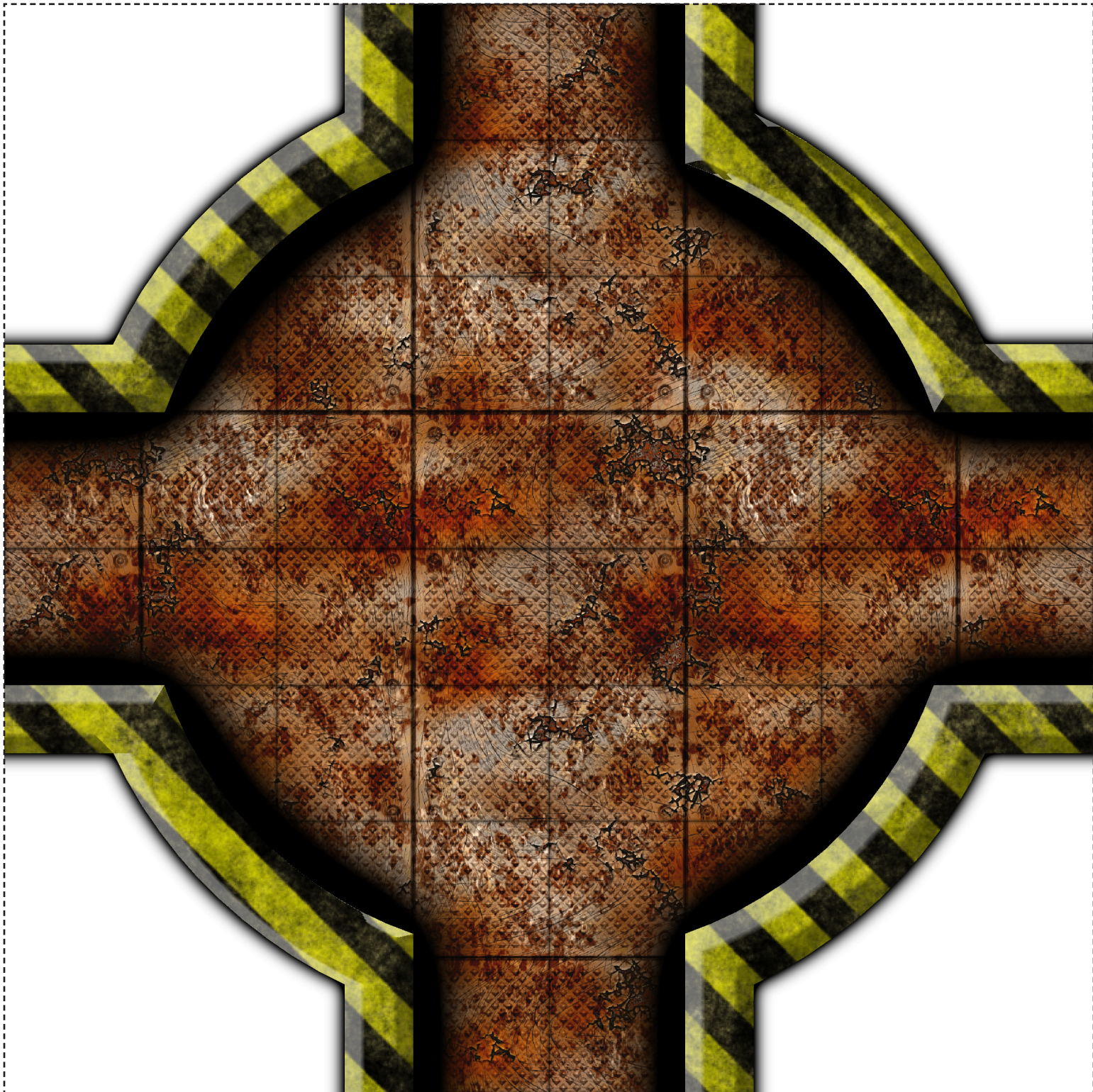
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



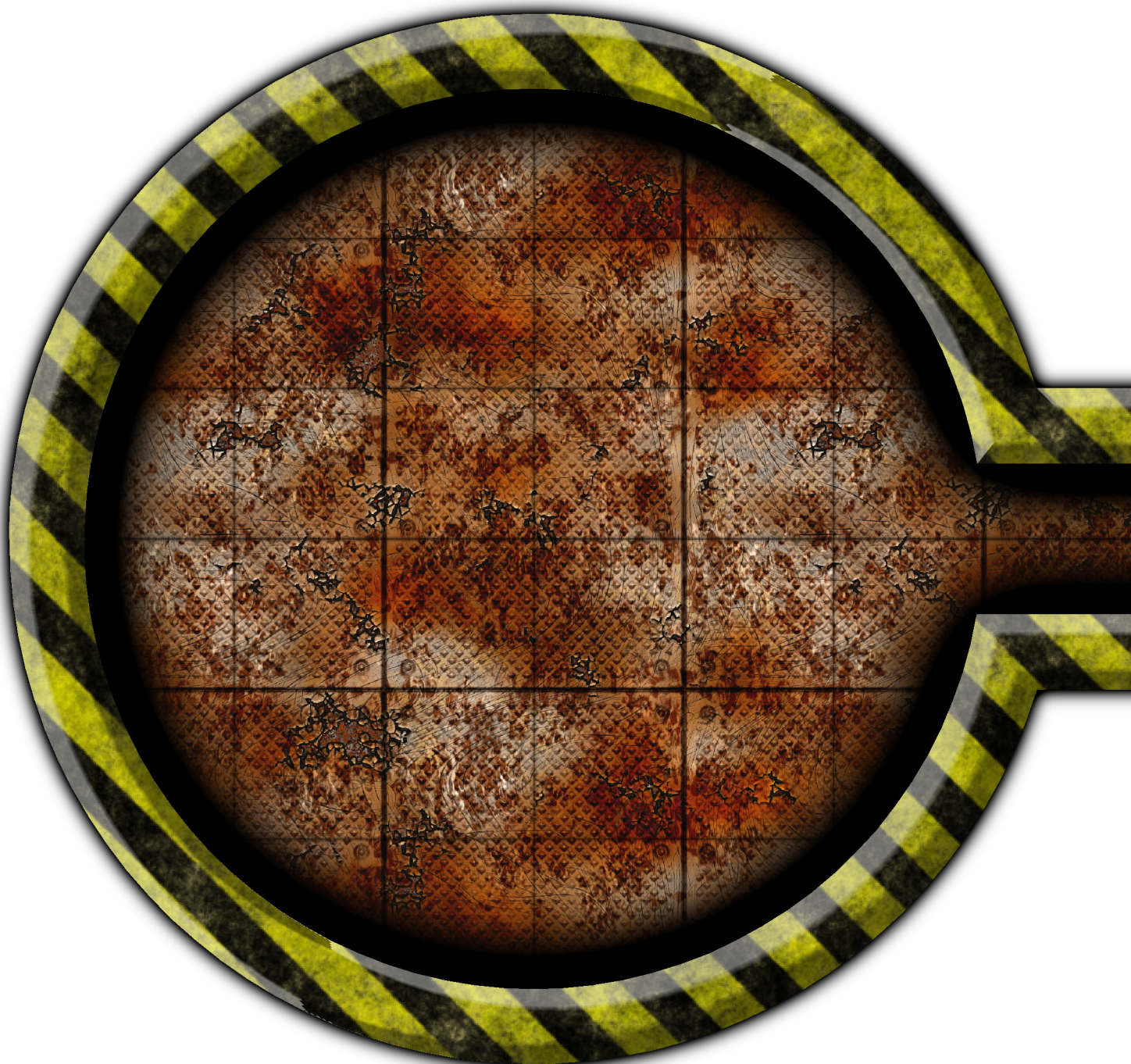
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



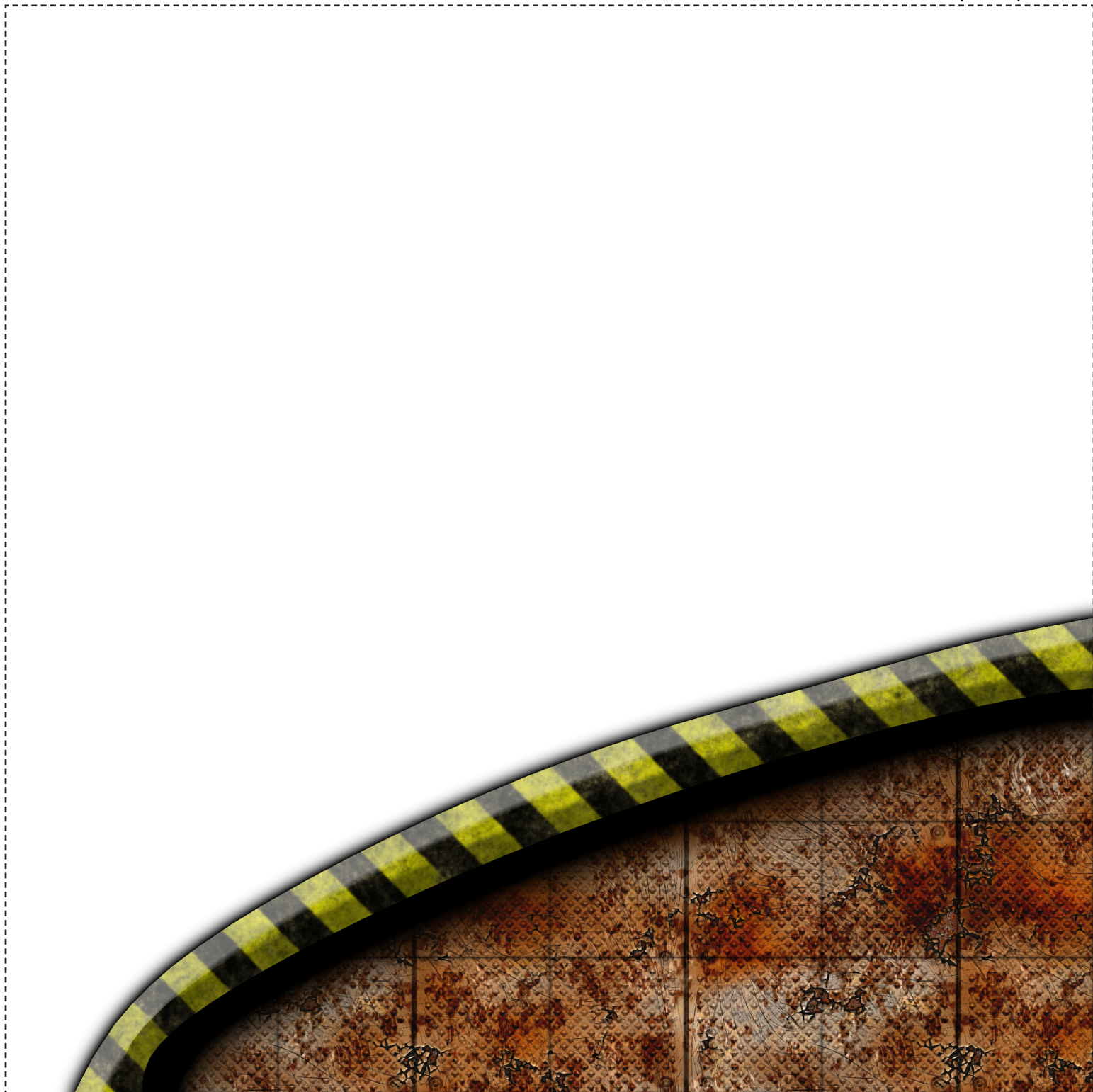
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



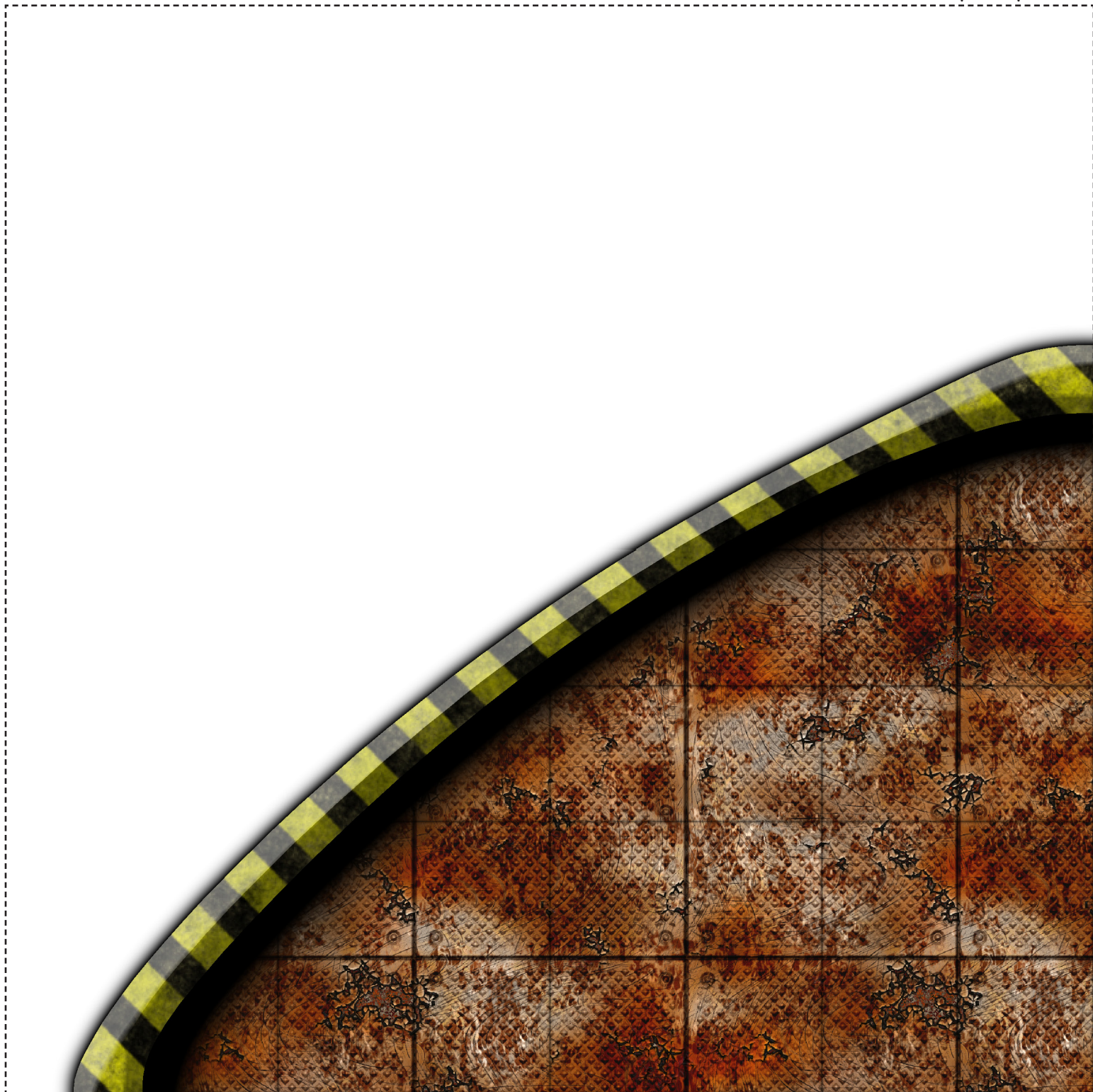
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



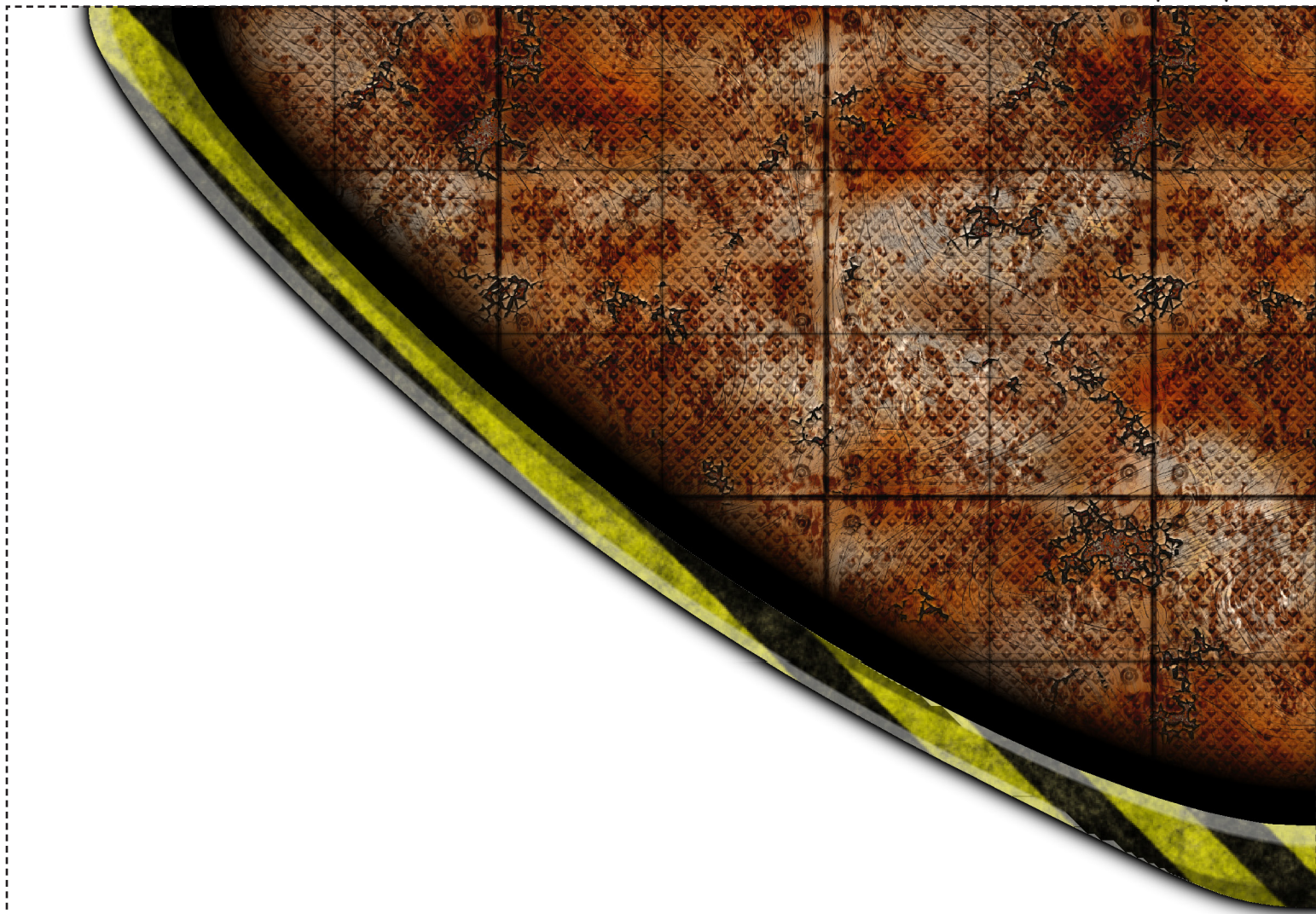
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



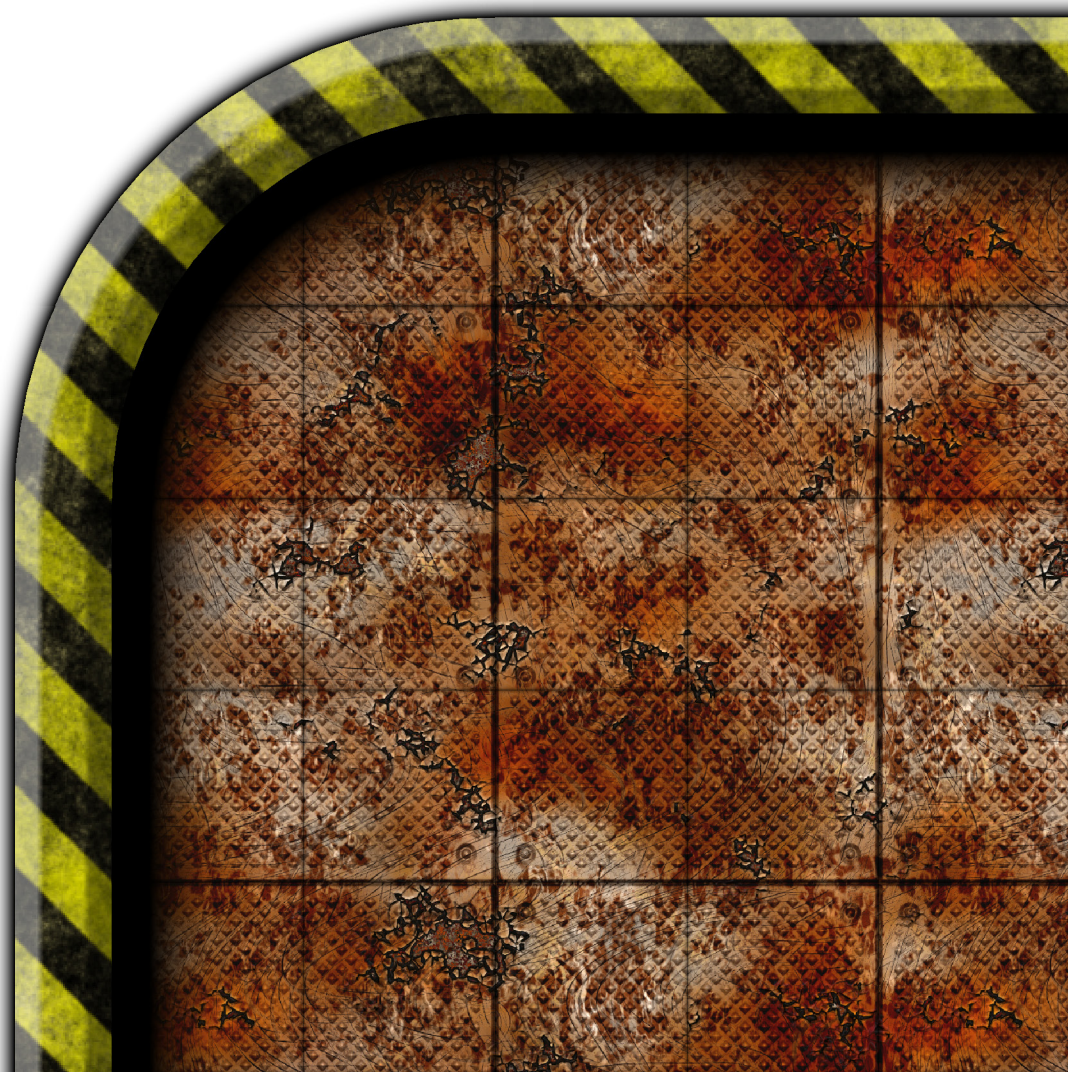
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



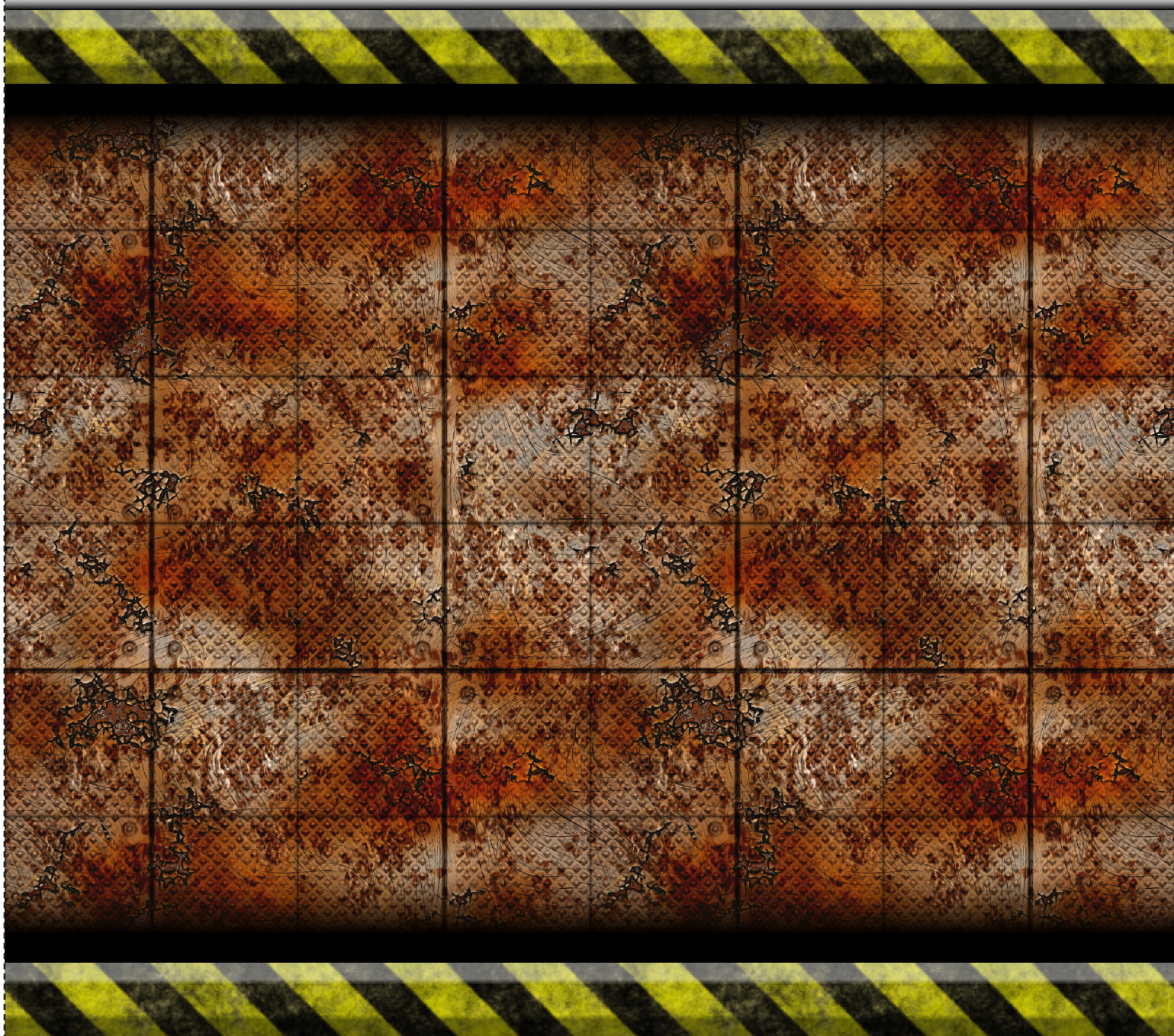
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



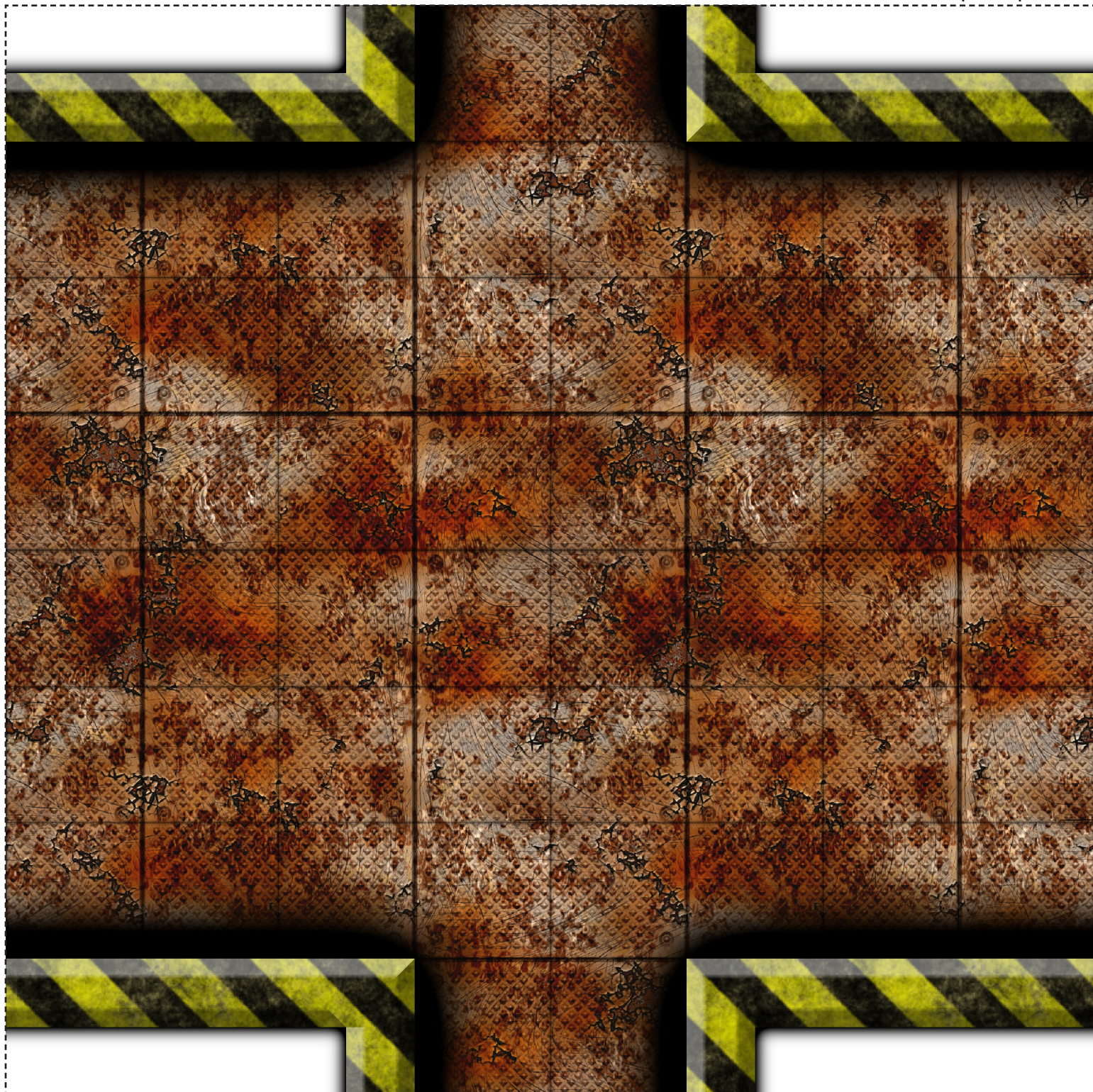
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



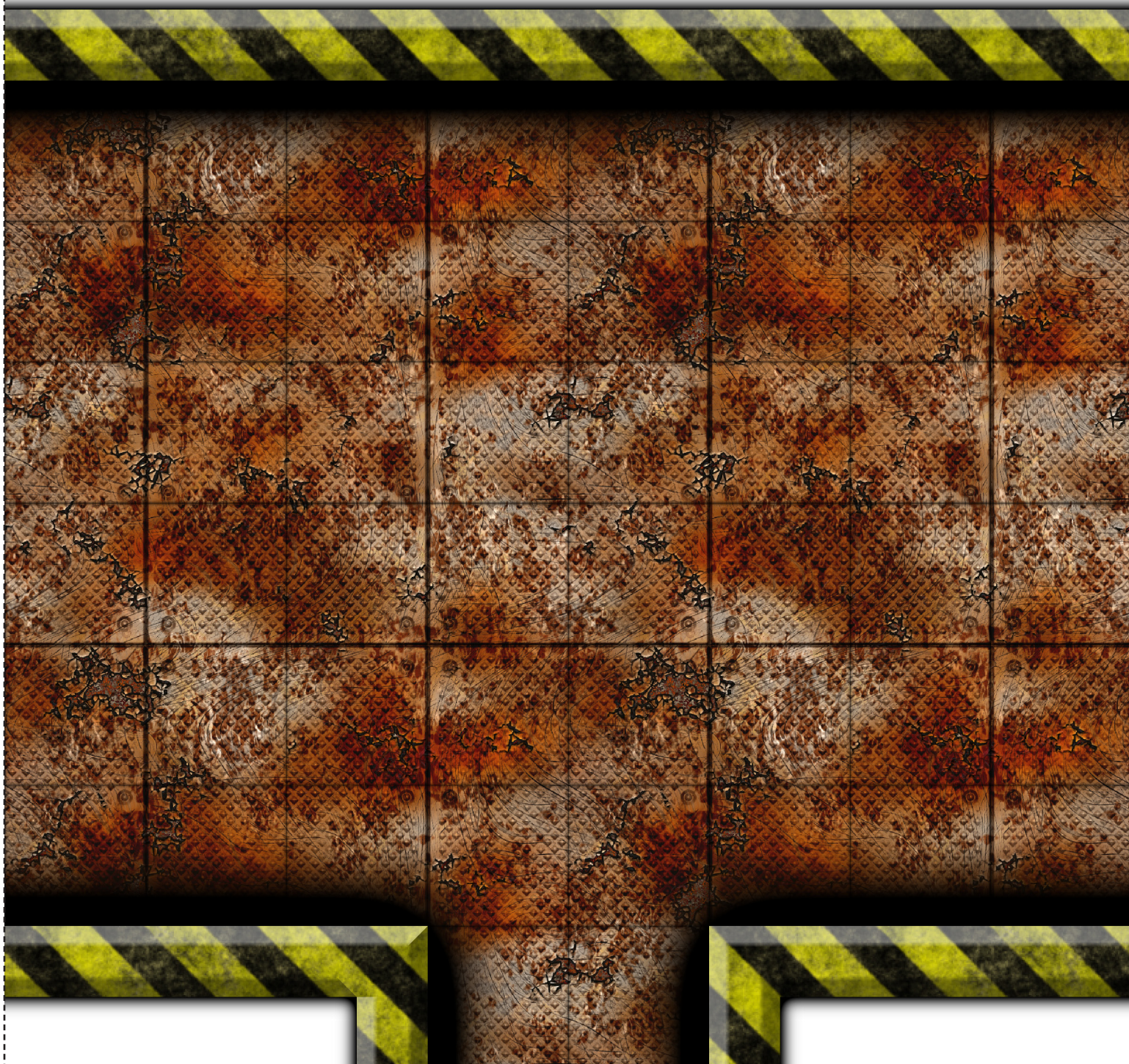
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



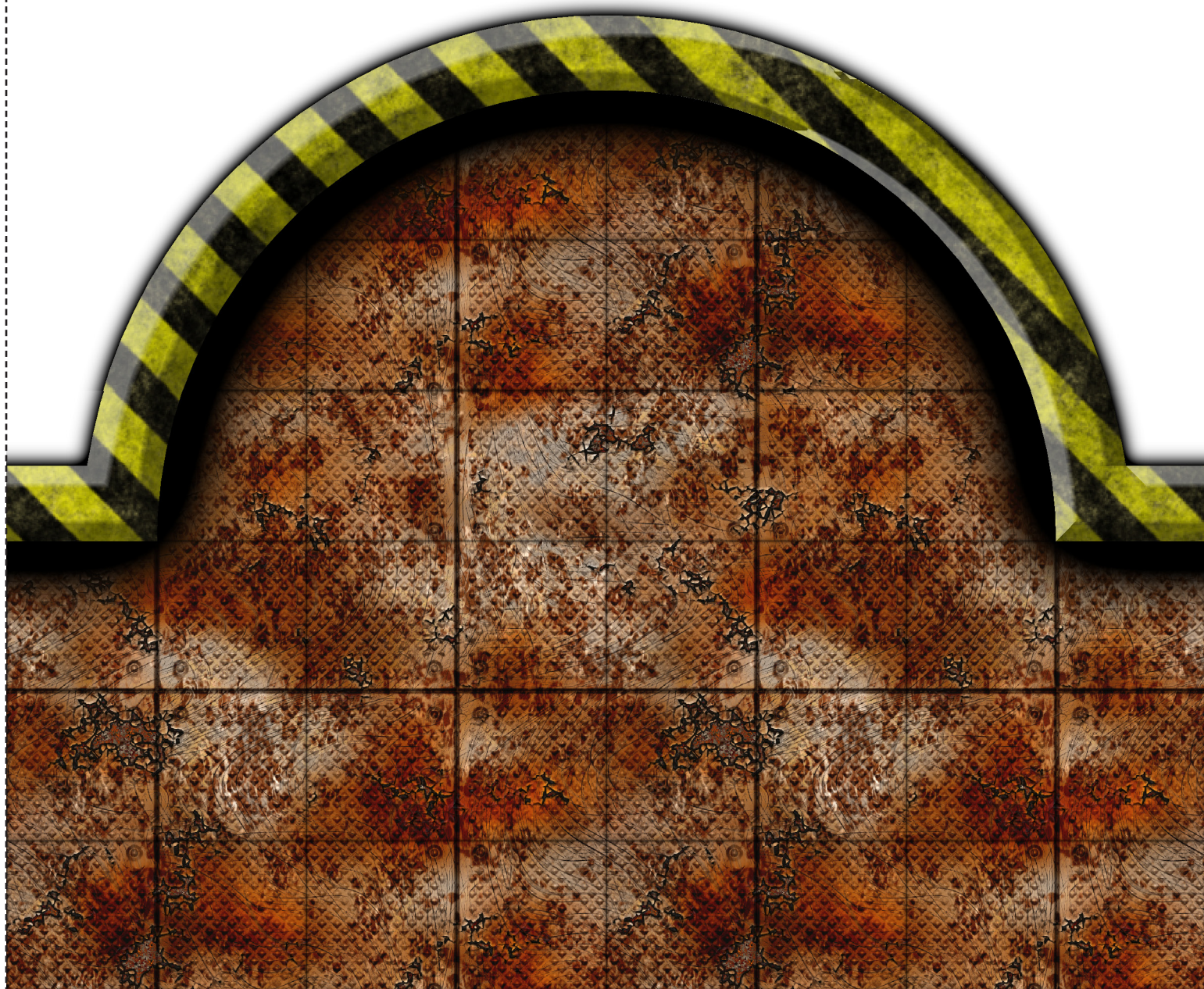
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



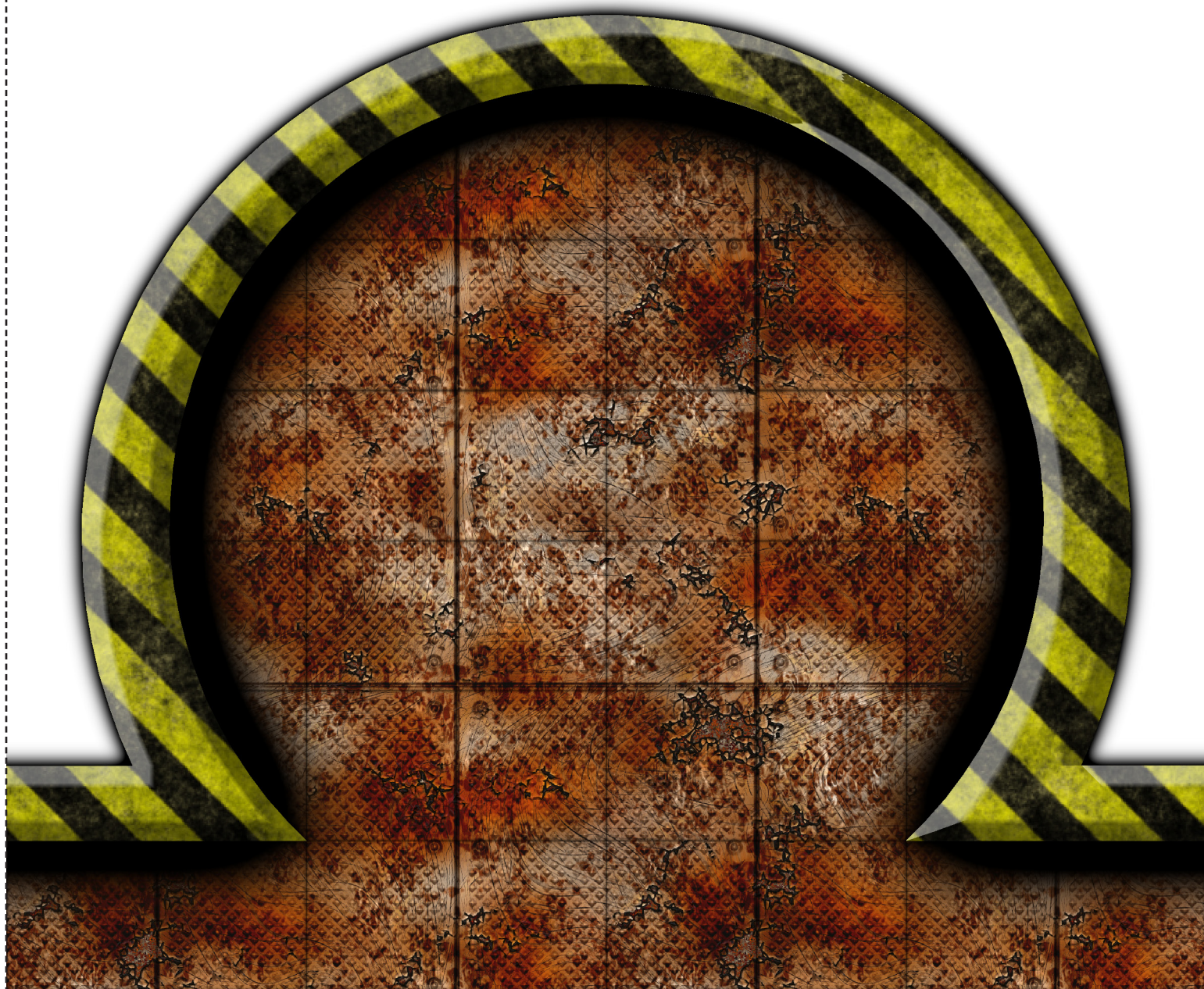
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



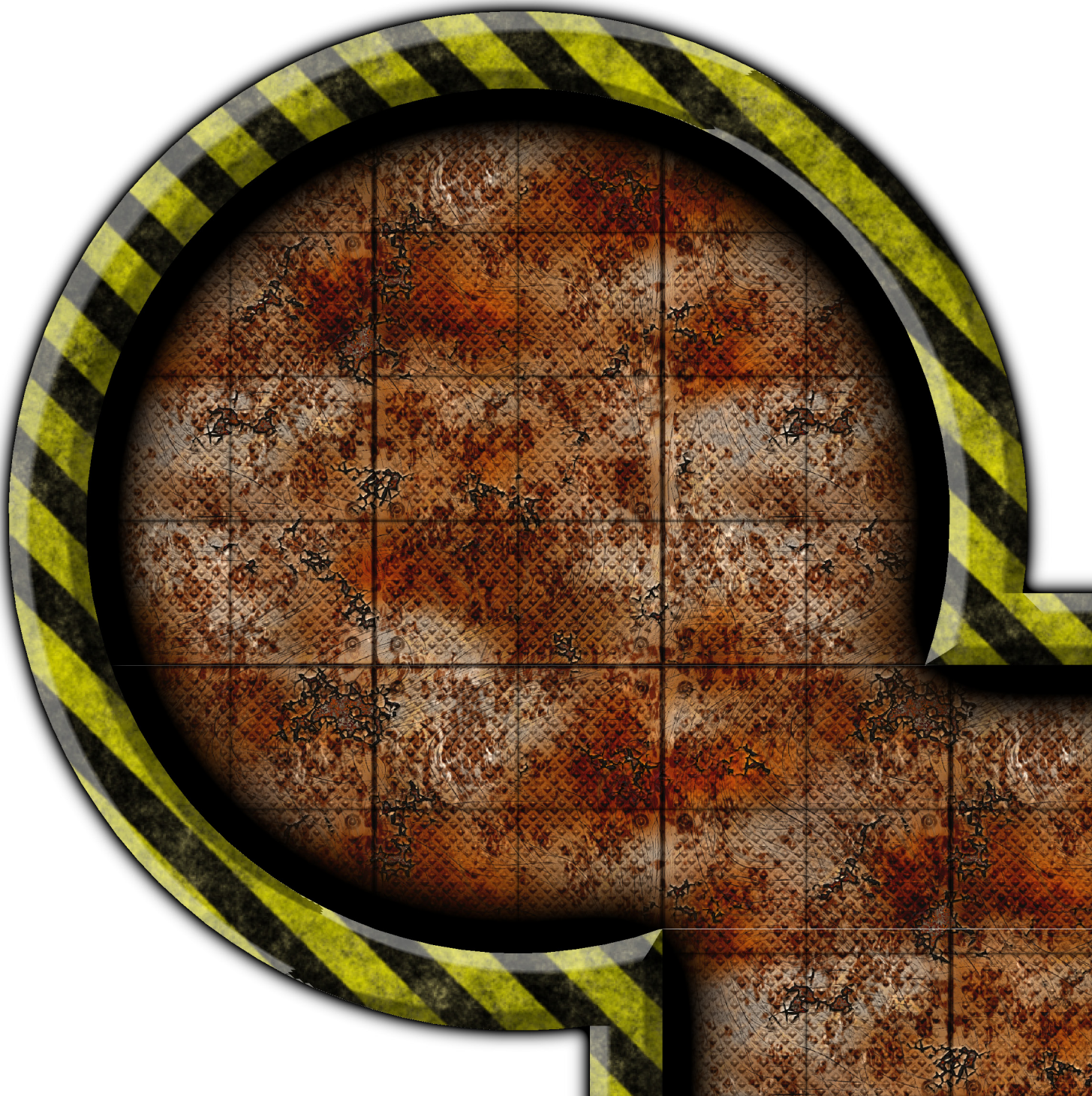
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



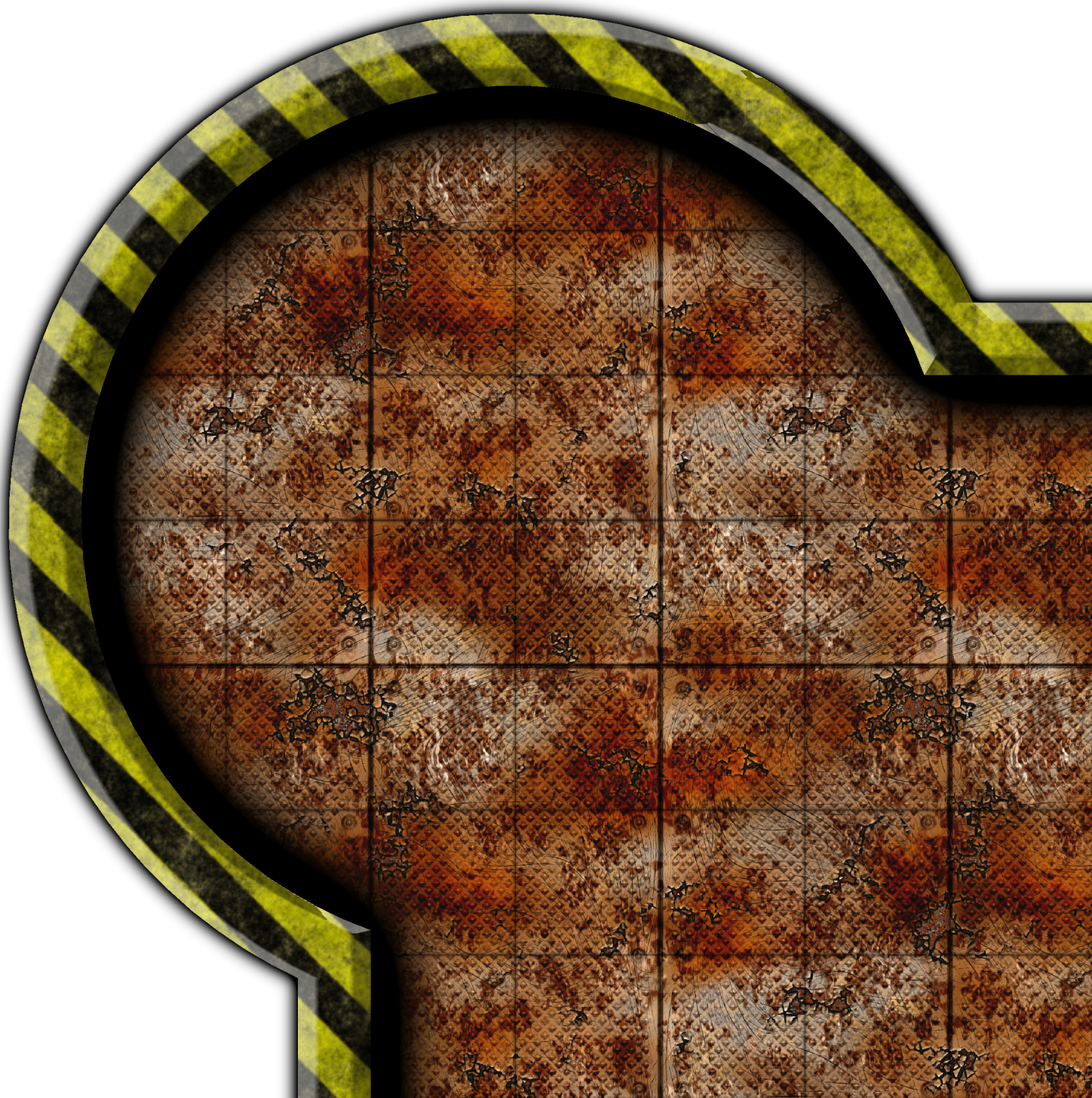
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



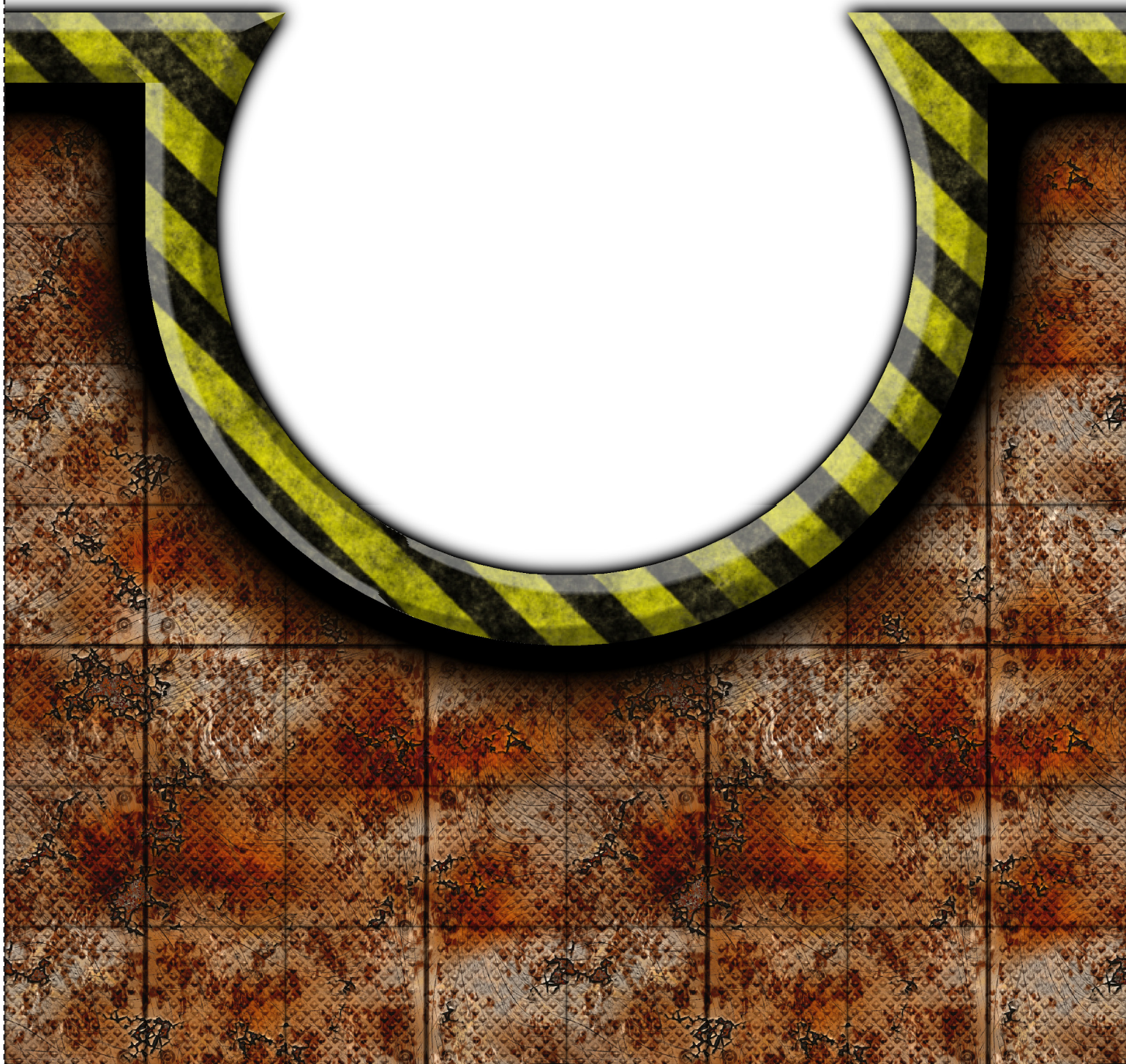
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



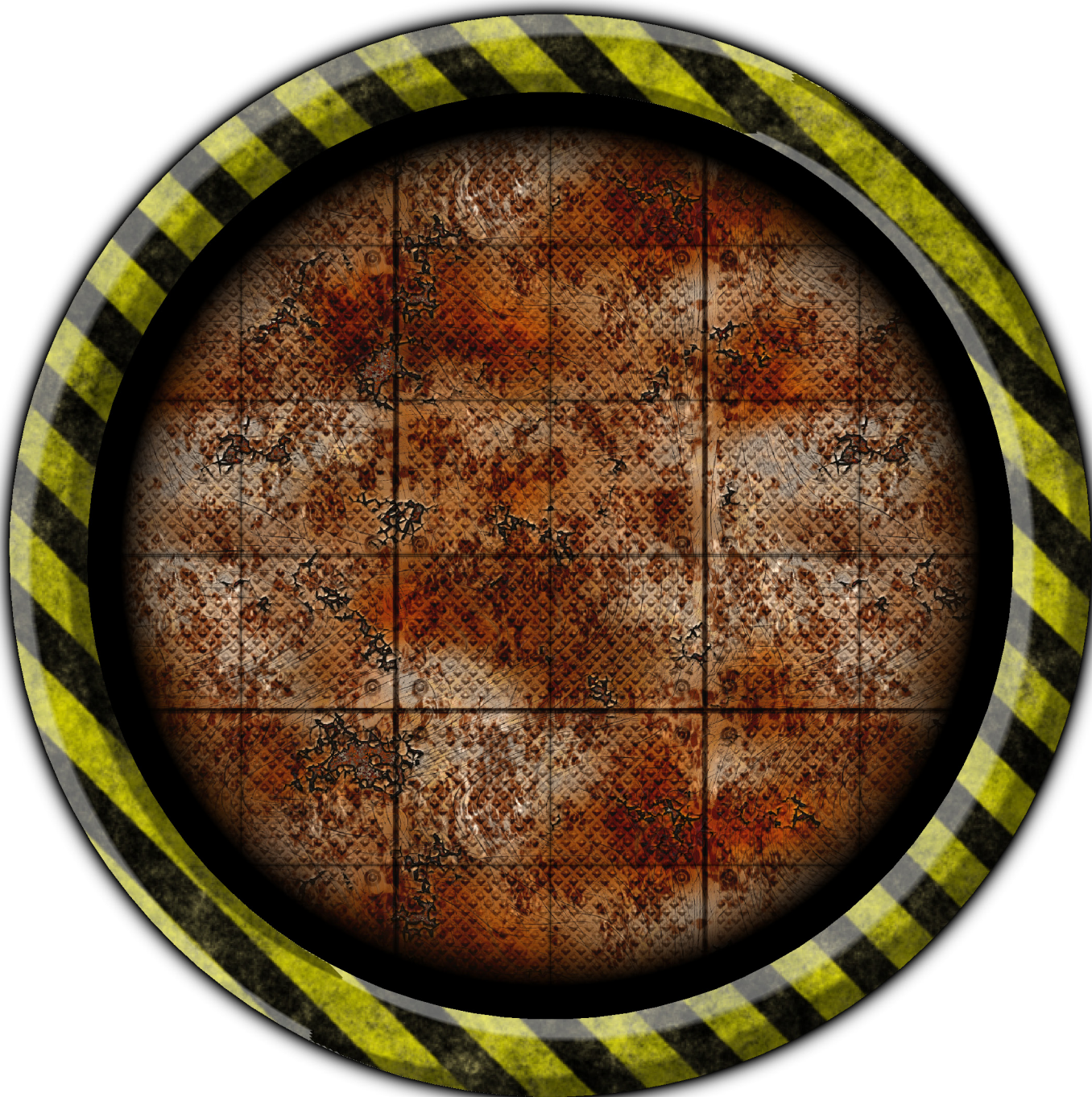
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



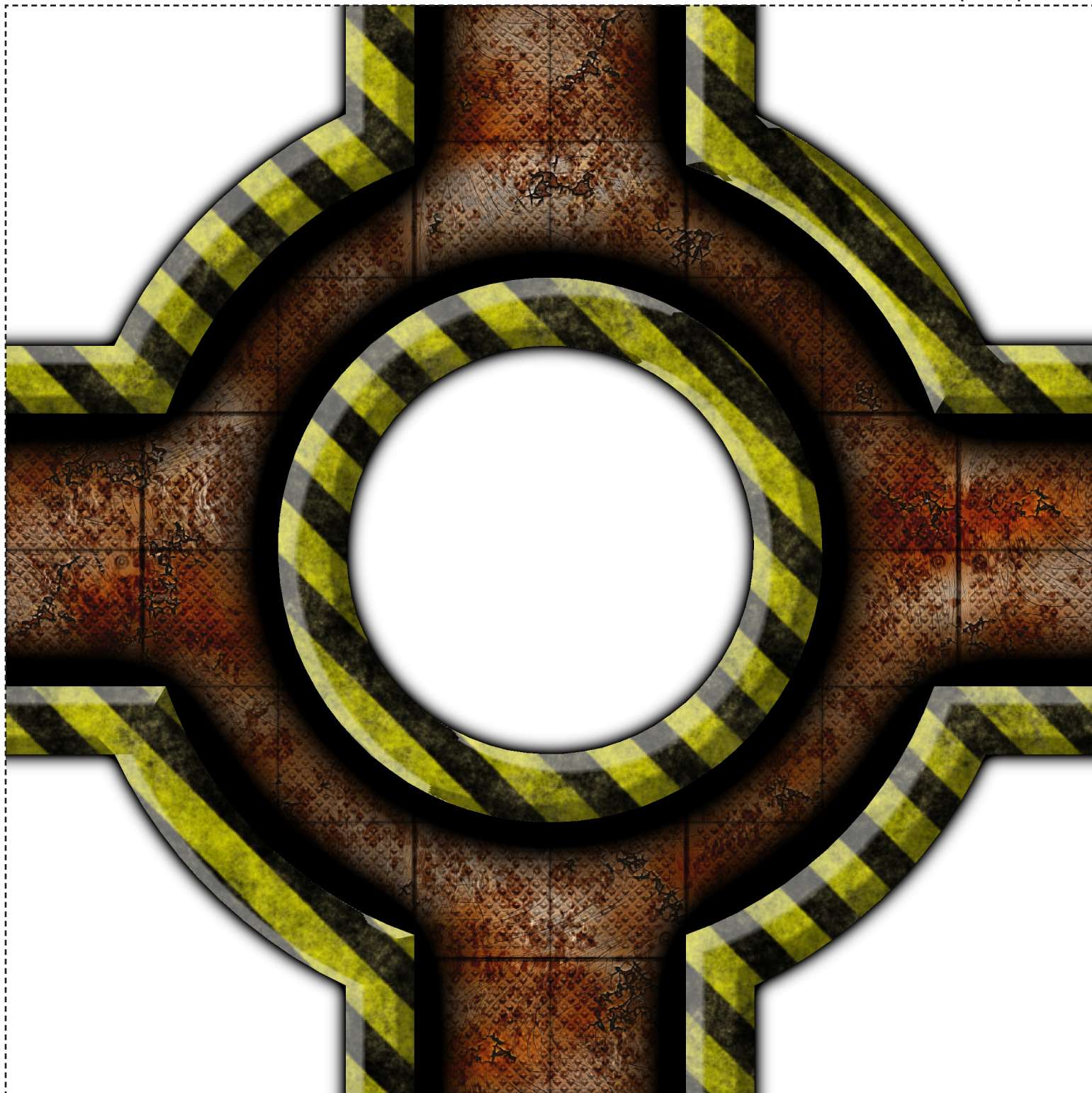
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



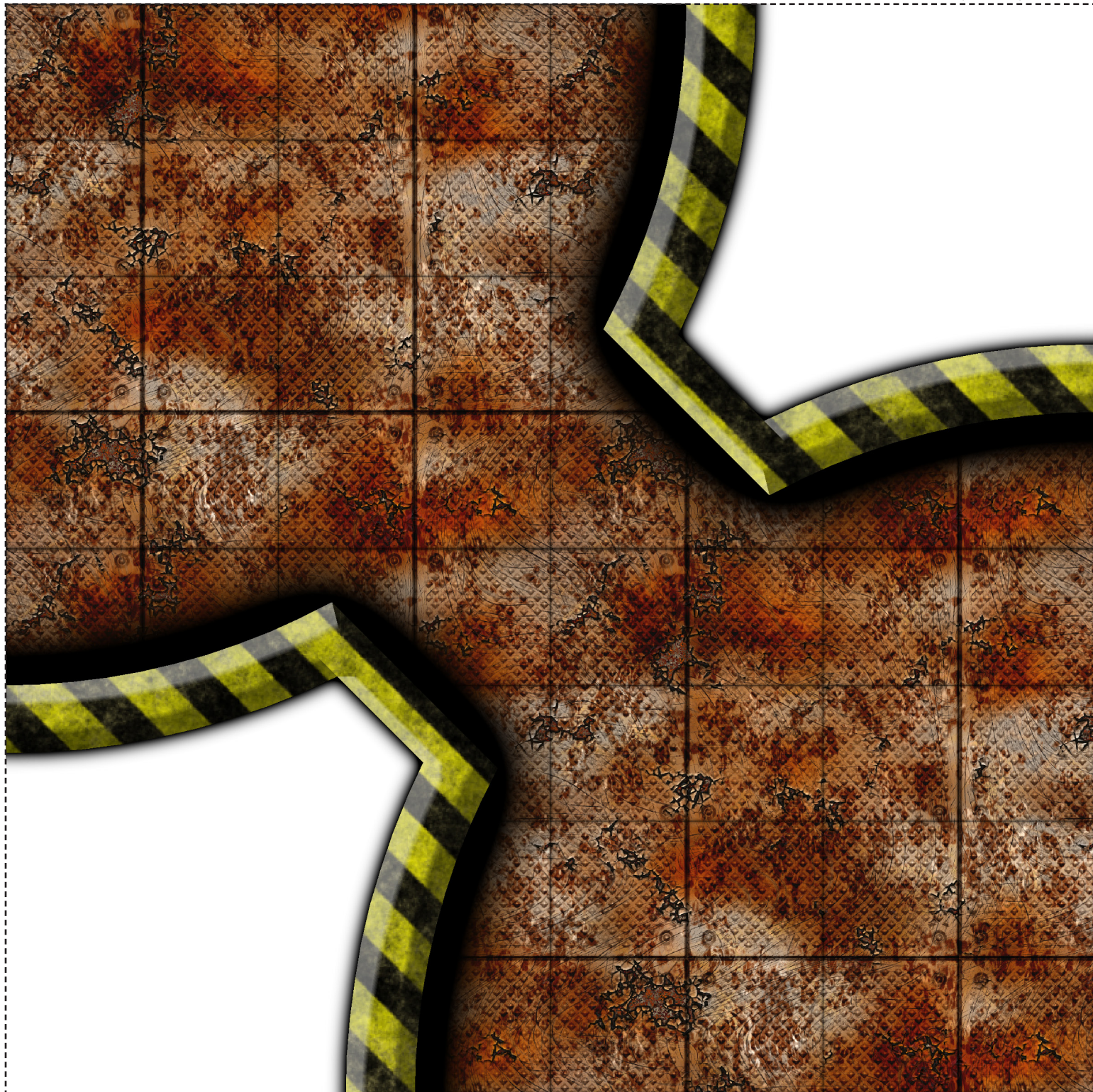
Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



Warehouse 41 Set 4

(c) 2013 Joe Sweeney, StoryWeaver



BUT WAIT... THERE'S MORE!



Join the Weavils' Journal and get free monthly products & adventures for your favorite games. Head over to the StoryWeaver website to sign up NOW!



Discuss your games with StoryWeaver's authors, and your fellow gamers. Keep an eye open for competitions too!



It's just like FaceBook, but with all those other Googly goodies. We also sometimes run demo and playtest games through Google Hangouts. Sweet.



Inspirational interviews with game developers, authors, artists, and other geeky types. Master Game Mastery with commentary from award-winning GMs and game designers. Videos for your games. And all sorts of other wonderful random stuff.



We tweet too! But not like a cute little sparrow... more like a seagull. Don't ask...