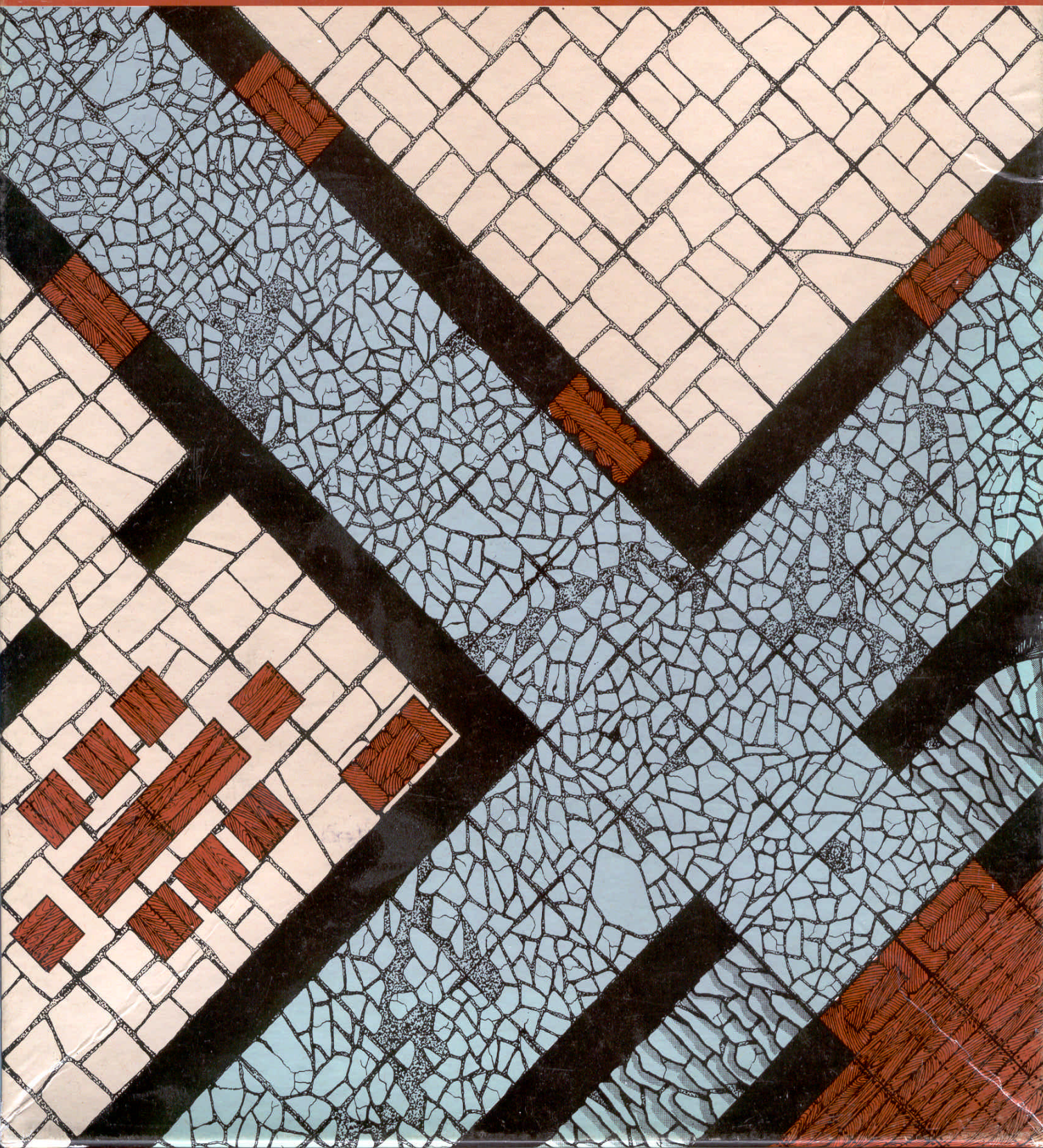
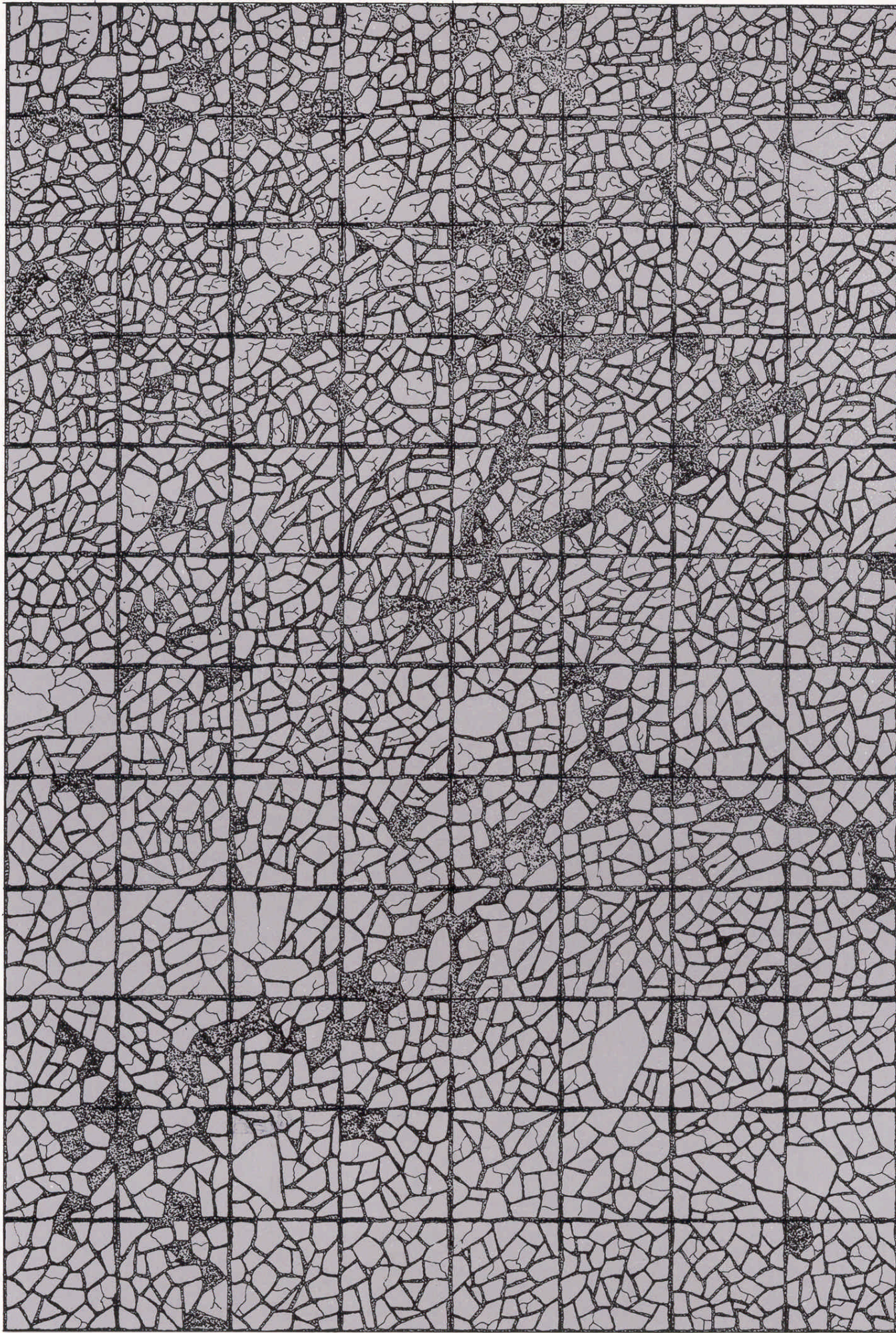
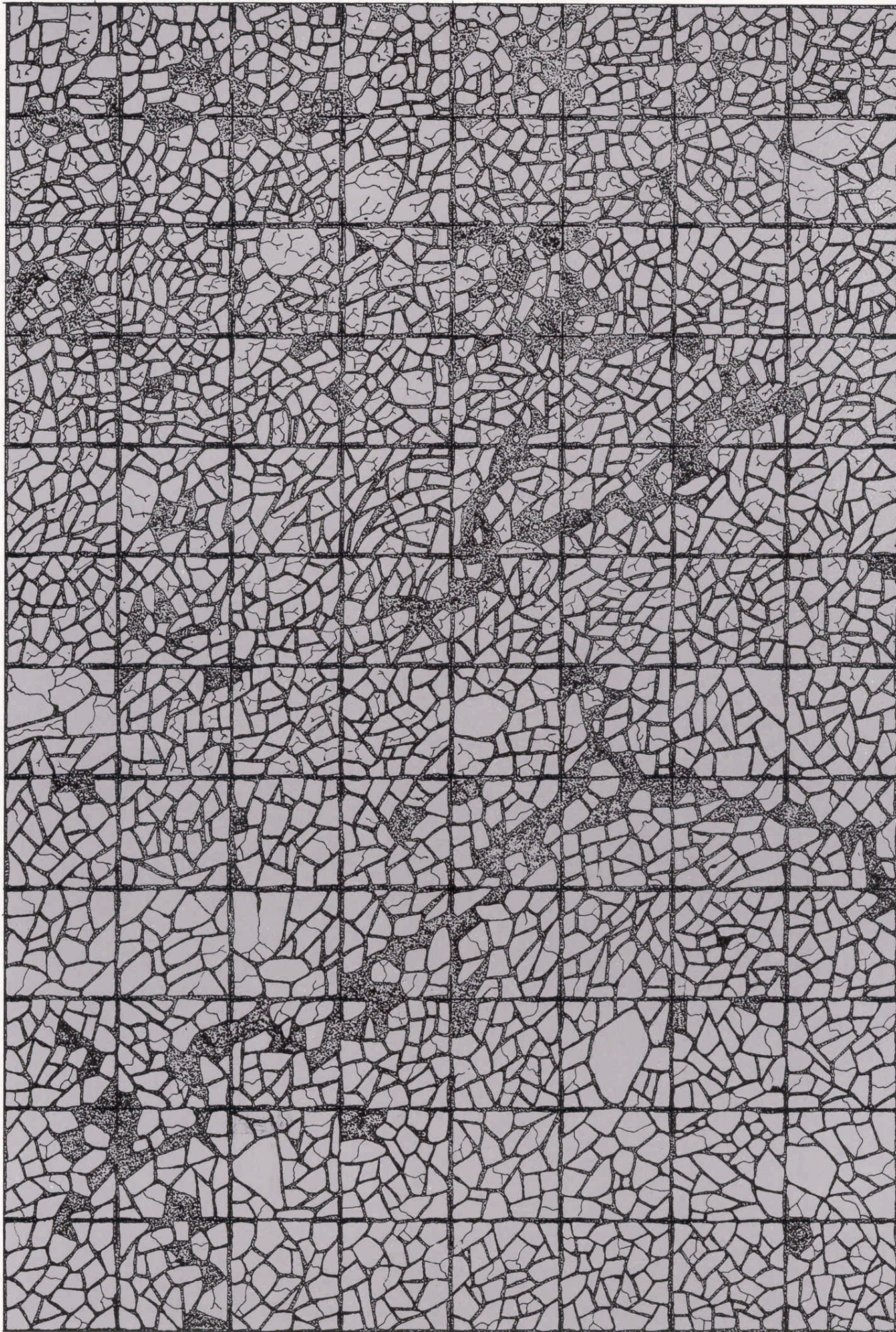


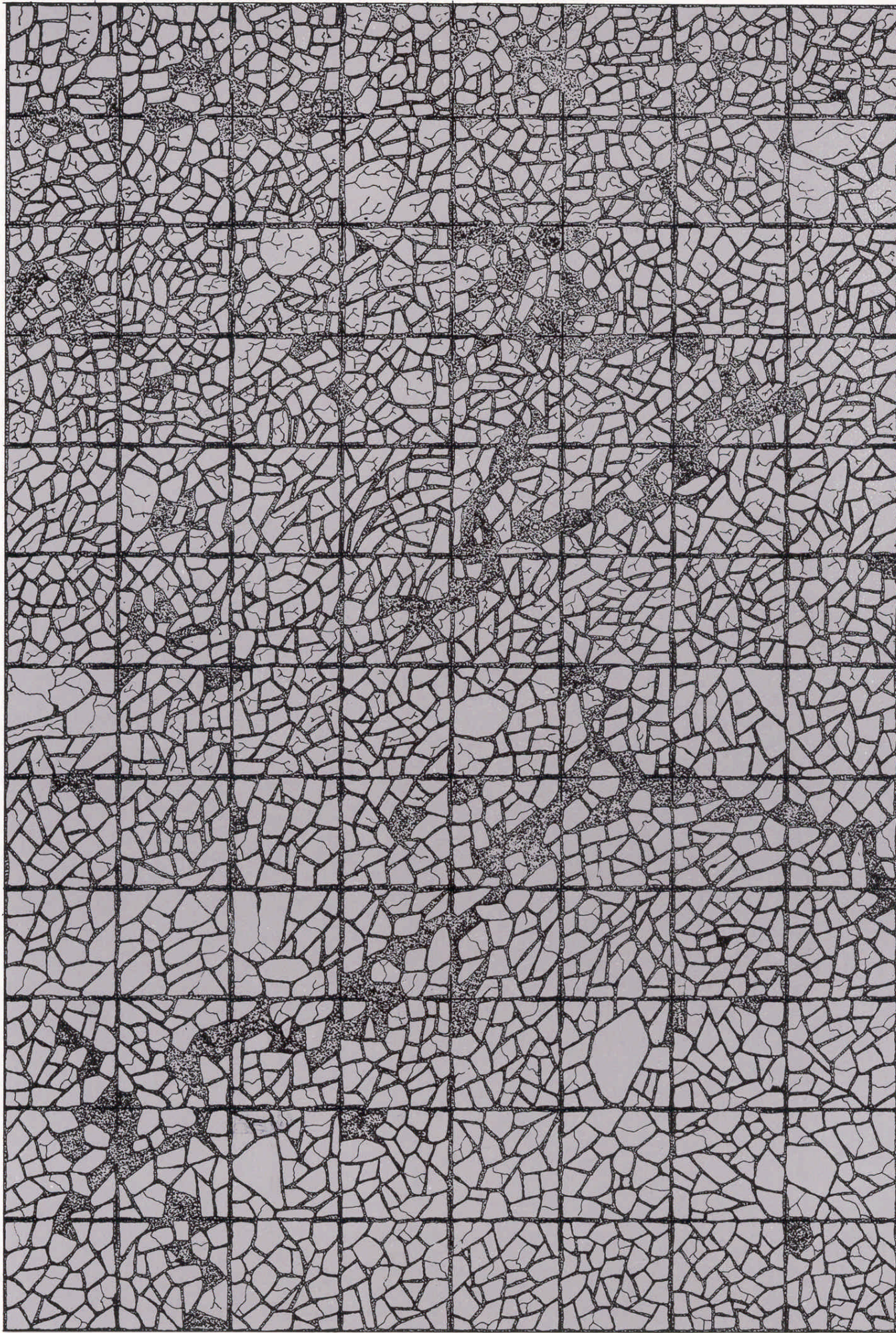
DUNGEON FLOOR PLANS

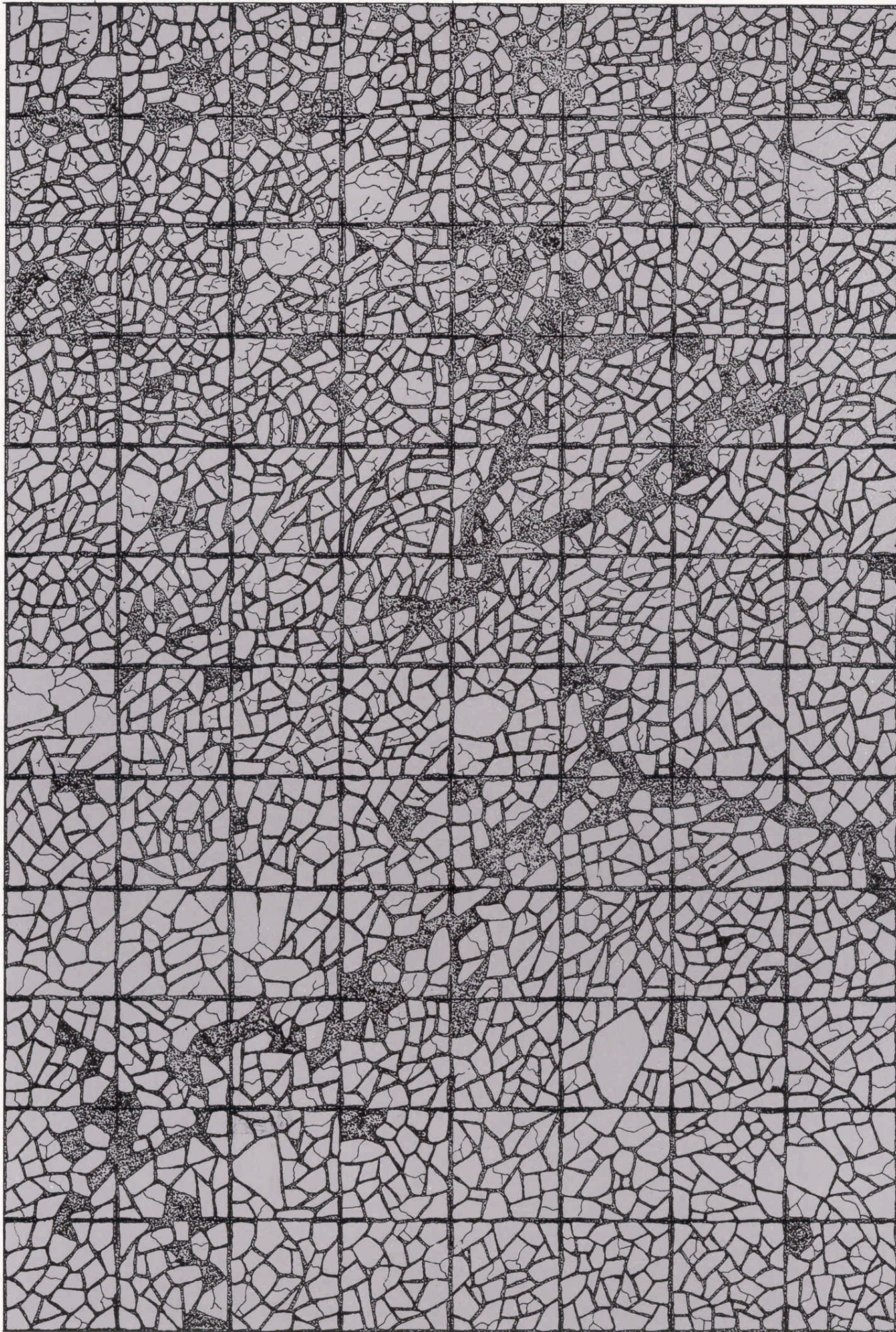
Role-Playing Aid for Dungeon Adventures

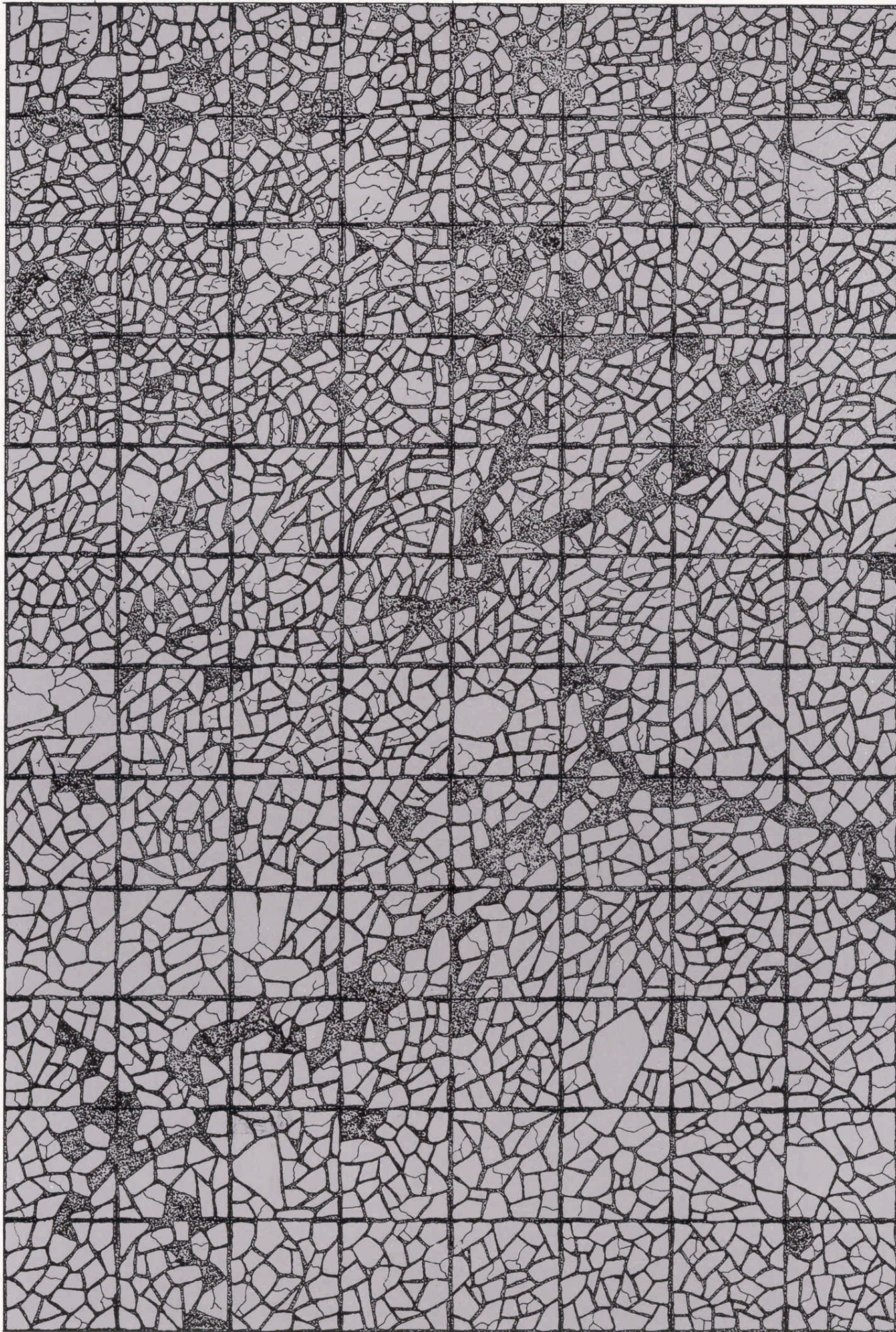


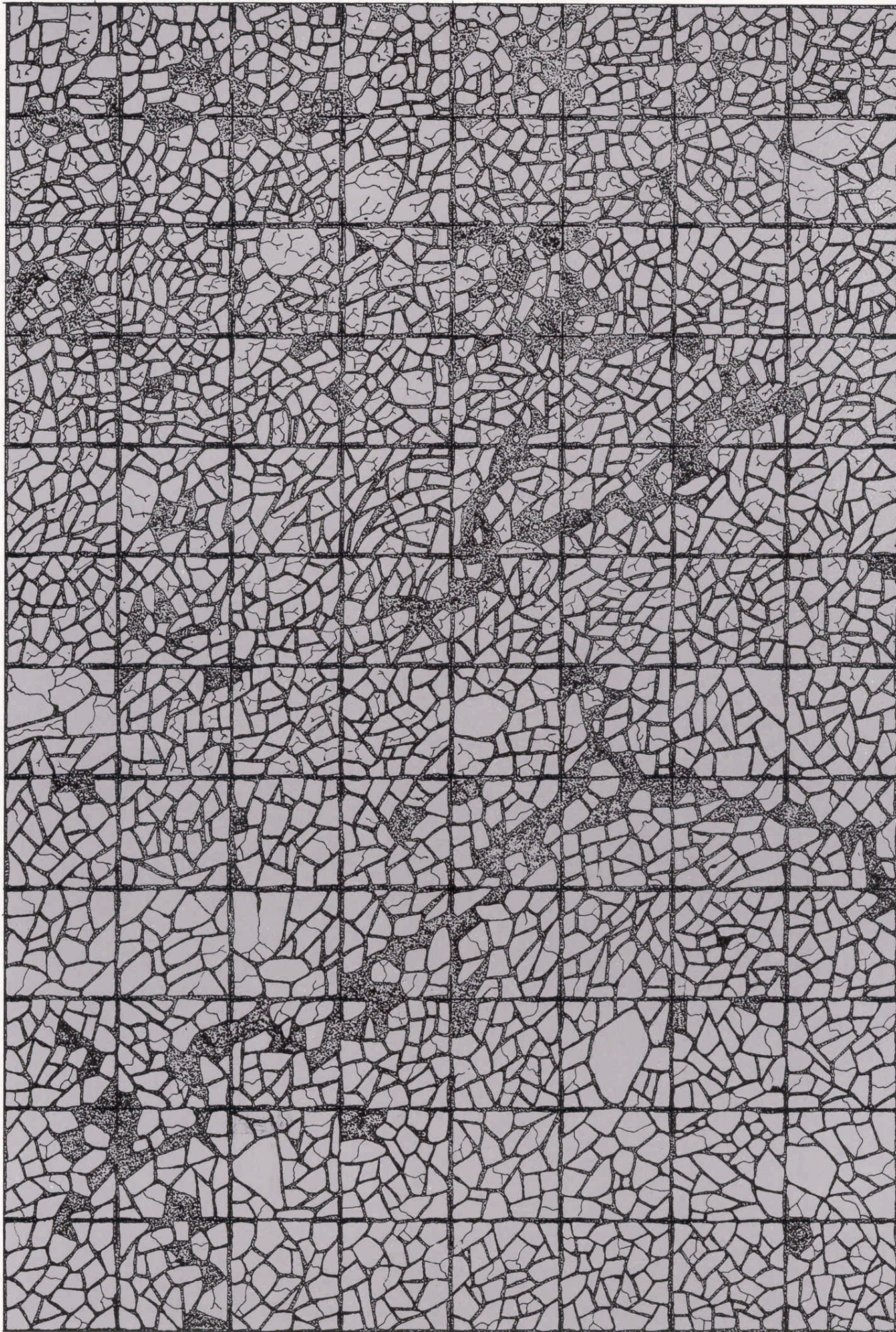


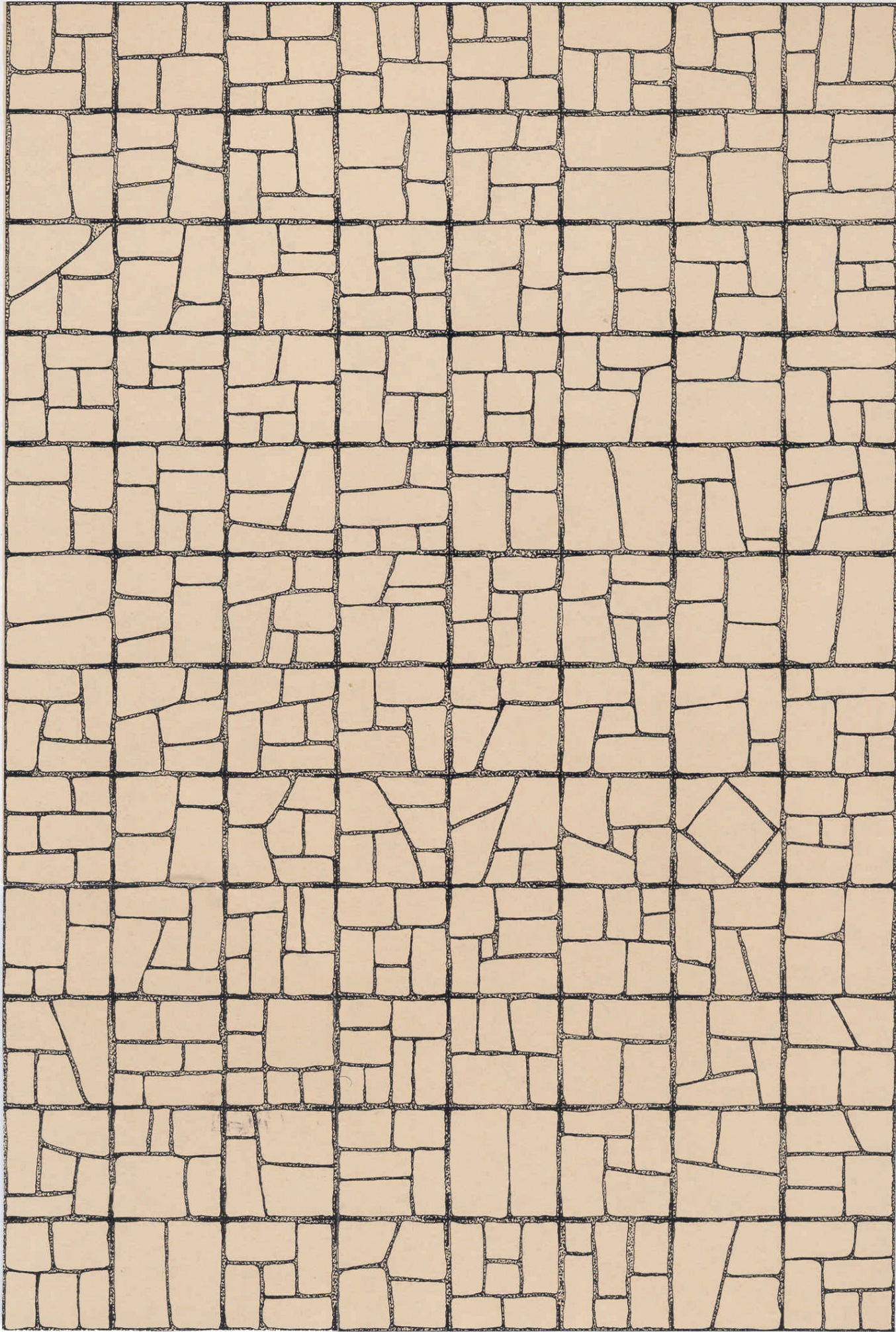


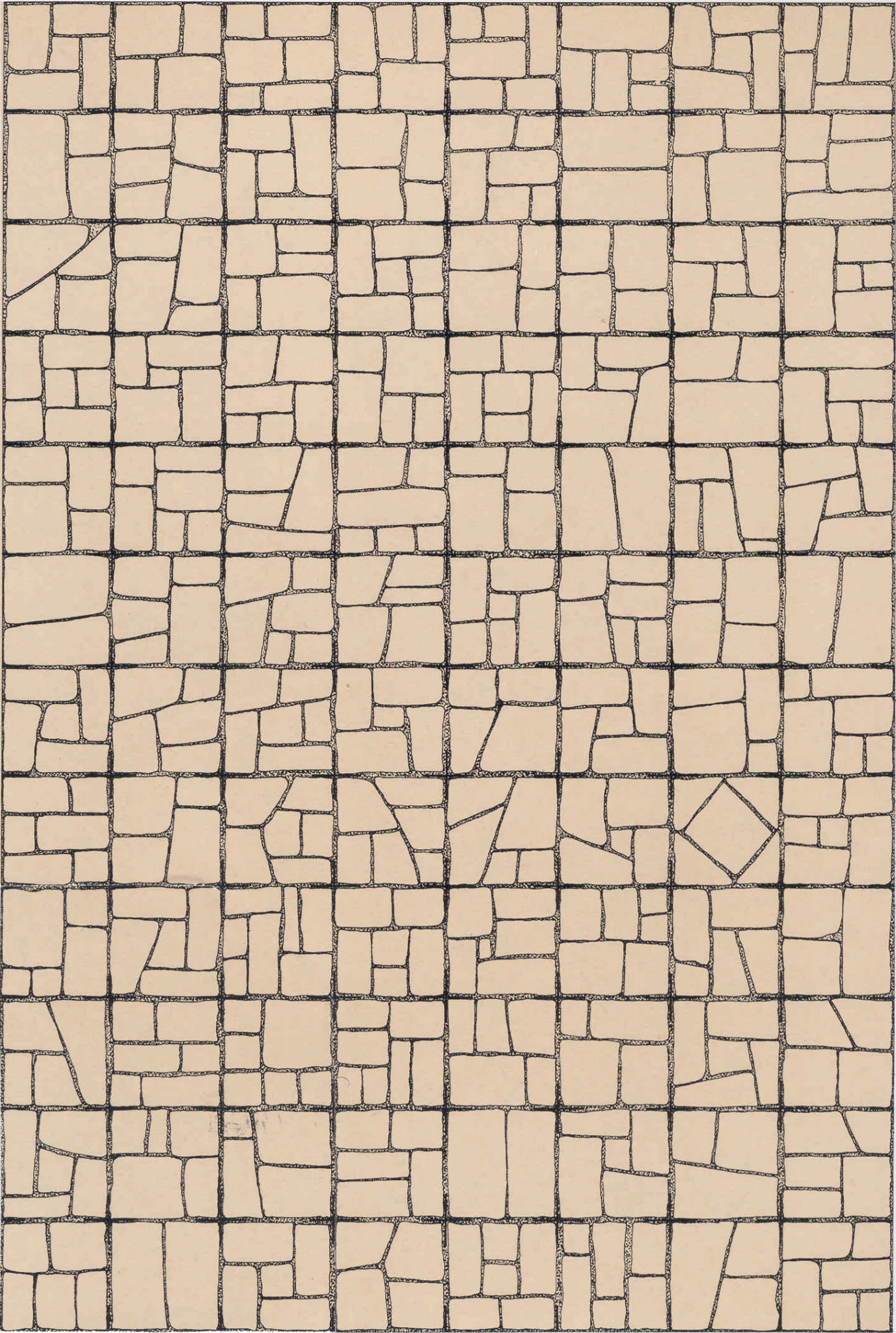


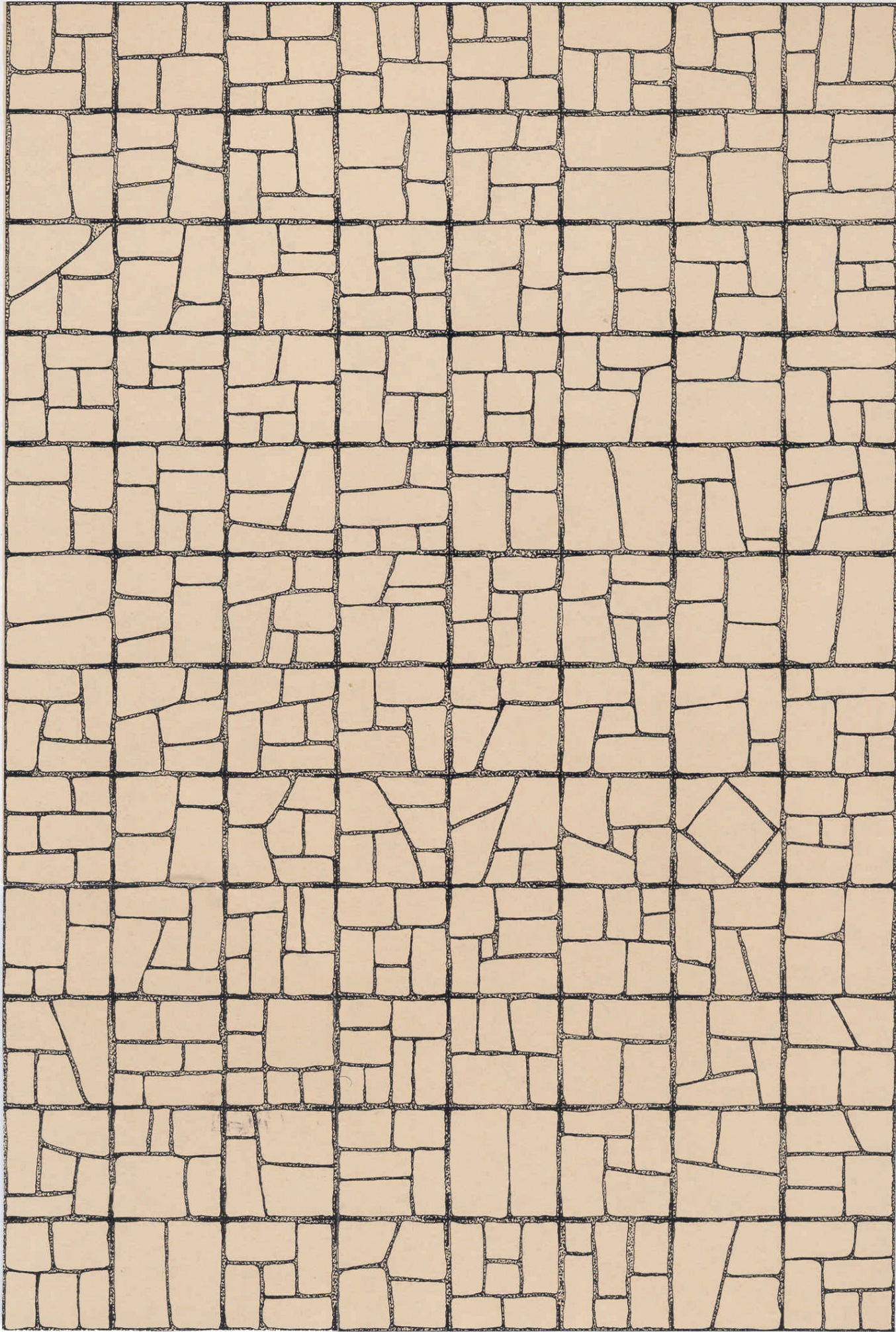


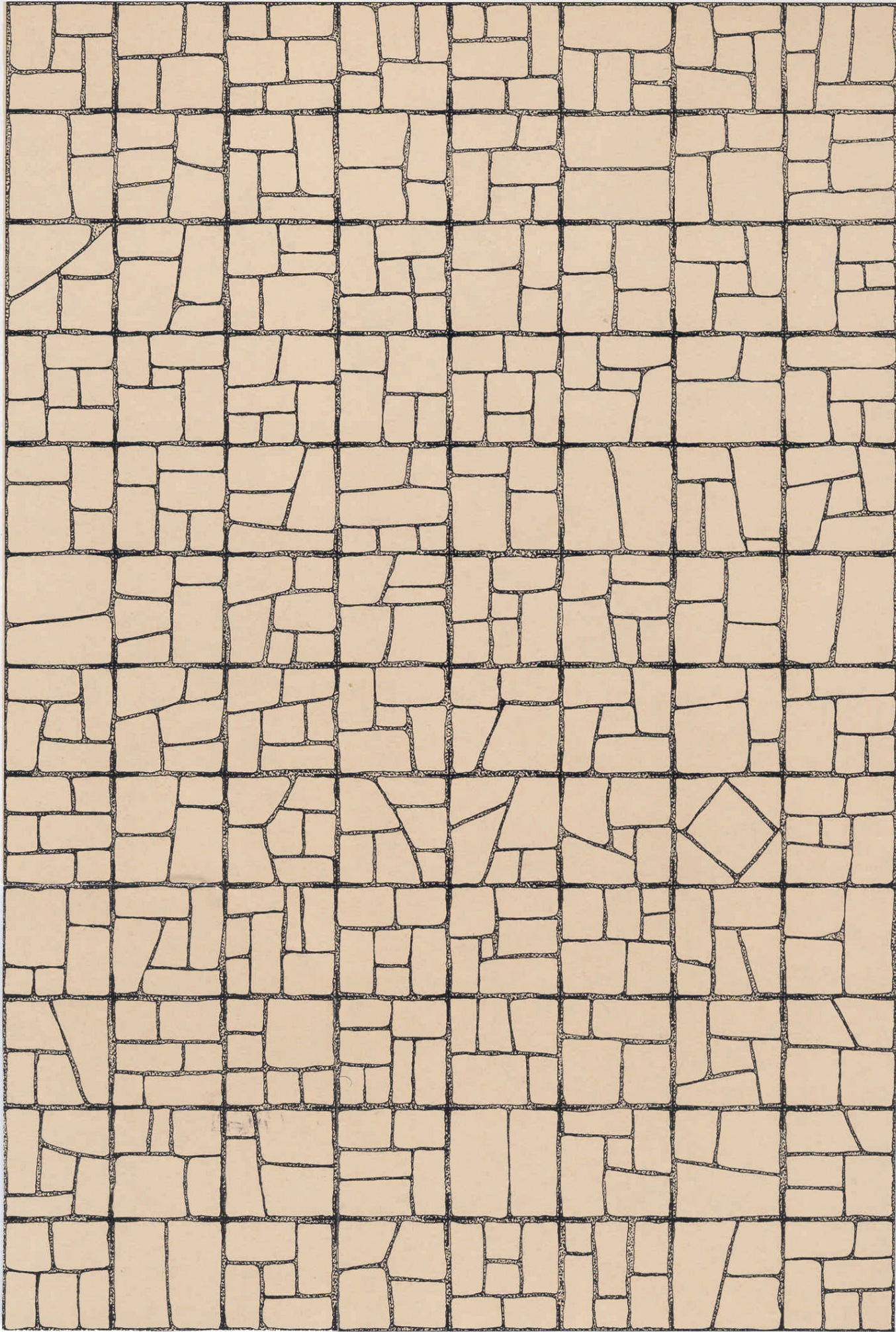


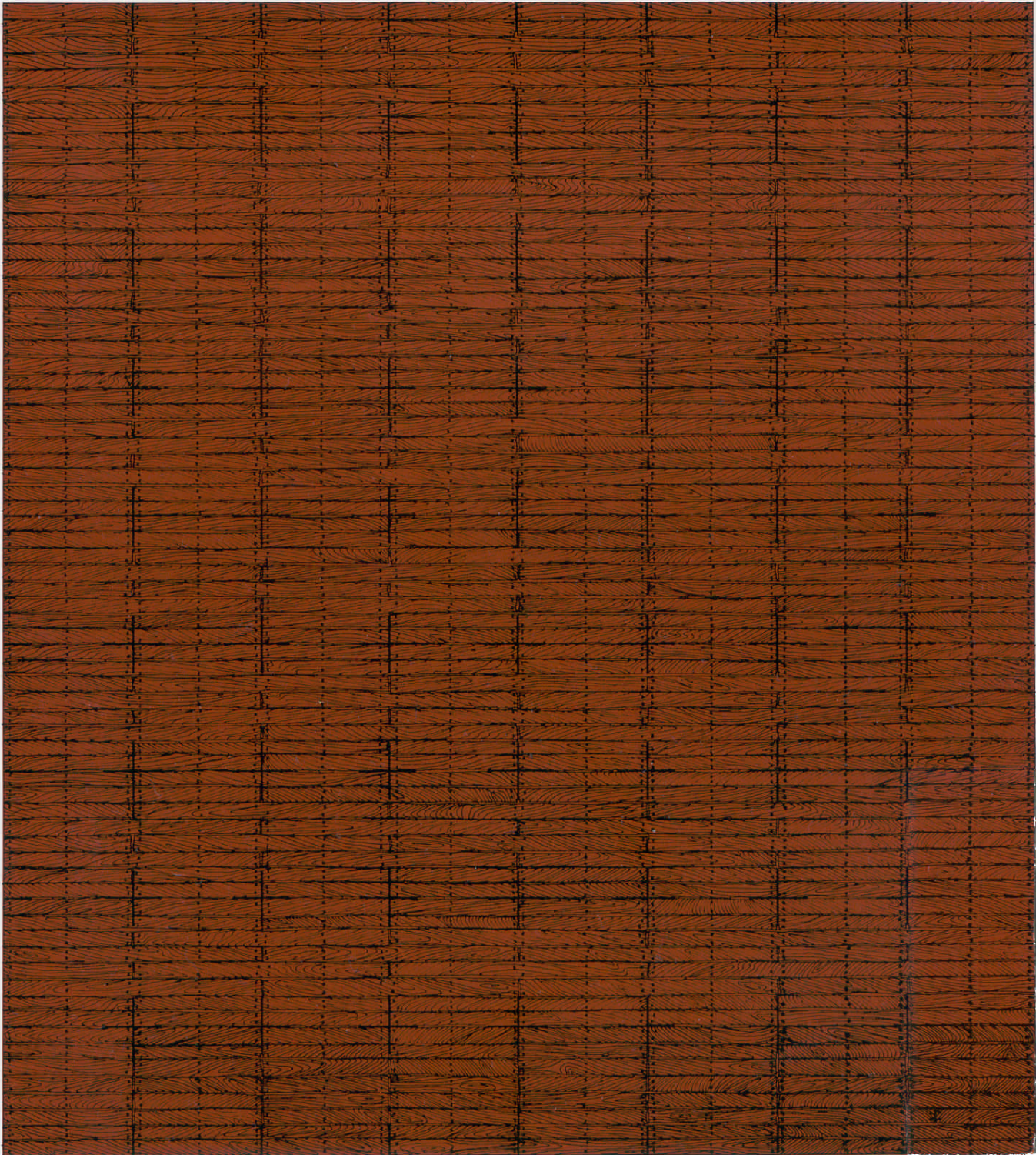






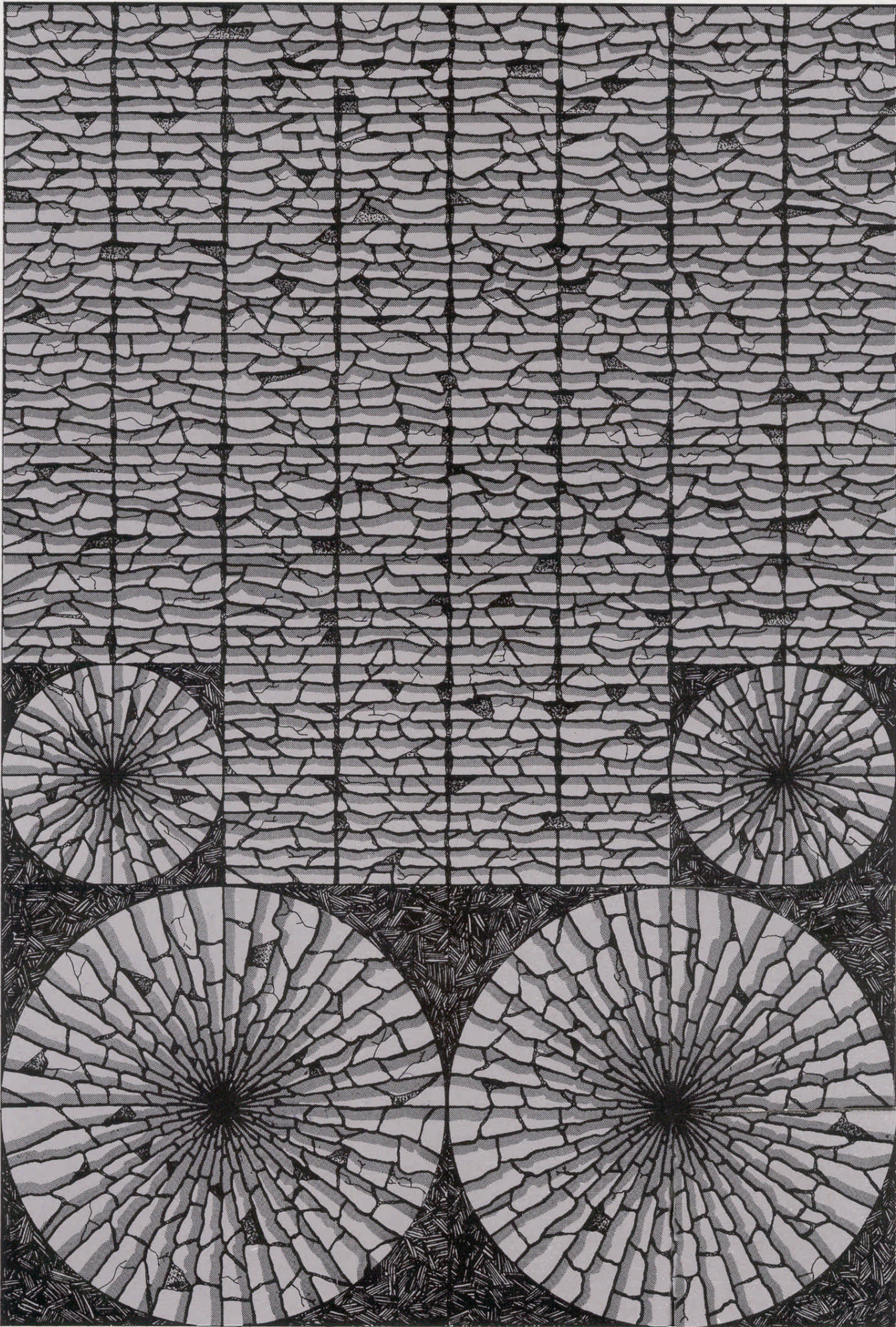






STONE STAIRS
Circular Stairs/Bends

Straight Stairways



DUNGEON FLOOR PLANS are a specially designed role-playing game aid for adventures using 25mm figures.

ADVANTAGES

- ★ Regularises movement and combat
- ★ Speeds and simplifies mapping
- ★ Creates atmosphere and realism
- ★ Easily adapts to suit virtually any configuration

CONTENTS

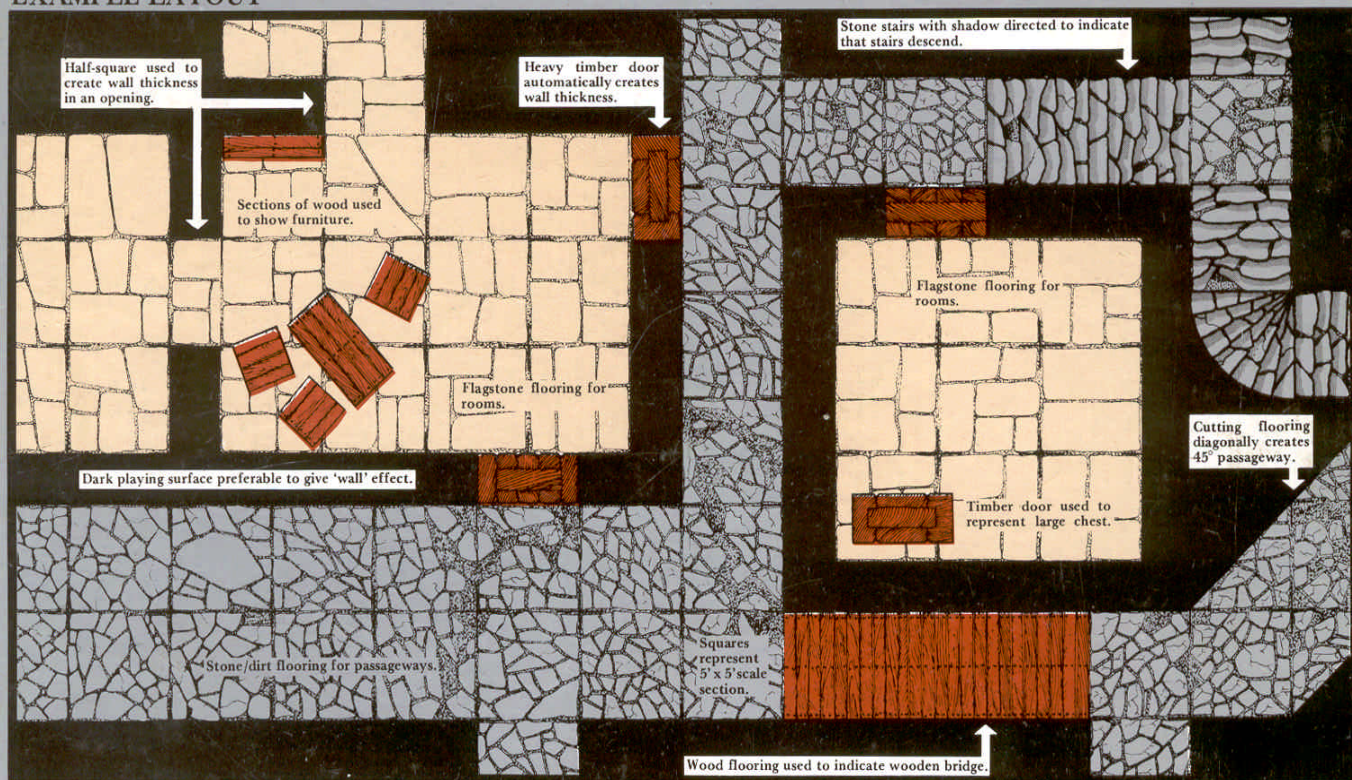
12 coloured sheets of card as follows:

- ★ Six sheets representing stone/dirt flooring for Passageways
- ★ One sheet representing Wooden Surfaces
- ★ Four sheets representing flagstone flooring for Rooms
- ★ One sheet representing Stone Stairs

HOW TO USE DUNGEON FLOOR PLANS

Each sheet has a superimposed square grid which represents 5' x 5' to the scale of 25mm miniature figures. It is necessary to cut desired lengths of passageways, rooms, etc along the grid lines using scissors or a sharp modelling knife. The sheets are best cut into 5' and 10' wide strips in lengths of 5', 10', 15', 20', 25' and 30'. Only a few of the short lengths are needed. Odd shapes should be specifically cut from the appropriate sheet. Cut sections can then be easily placed alongside each other to form most configurations that will occur in a dungeon layout for the players to move their figures along. **Dungeon Floor Plans** are most effective when laid on a dark background as this will show up between the floor plans to indicate walls.

EXAMPLE LAYOUT



PASSAGEWAYS

This sheet should be used to form dungeon passageways and corridors. It should be cut into 5' and 10' scale wide strips in varying lengths from 5' scale as the shortest, to the maximum 'visible' distance. For 45° angles, cut diagonally across a square. Some half-square pieces should be cut to be used for openings where there is no door.

ROOMS

This sheet should be used to form the flooring for rooms. It should be cut into rectangles of various sizes that will fit together to form various room shapes. Oddly shaped rooms should be specially cut. For 45° angles, cut diagonally across a square. Some half-squares should be cut to be used for openings where there is no door.

WOODEN SURFACES

This sheet should be used to represent wood flooring, balconies, counters, tables, furniture, chests, bridges, doors, jetties, rafts, boats, etc. It should be cut into lengths as required. The rectangular sections should be used to represent doors. Placing the door pieces between floor pieces will automatically form a 2' 6" scale wall thickness. Secret doors that have been discovered should be marked by placing a door piece face down.

STONE STAIRS

This sheet should be used to form dungeon stairways. Straight stair sections should be cut into scale widths of 5' and 10' strips of varying lengths. The circular stairs are used to form turns in the stairway and should be cut into halves for U-turns and quarters for 90° turns. The shadows on the stairs are used to indicate up or down by assuming that the shadow falls on the next *lower* step.