

Black Death

GAME PRINTING & ASSEMBLY

Step 1 - Decide your quality

Your **Black Death** pdf includes a number of different files. The ones you end up printing depends on your budget and quality needs. And the quality of the assembly *will* make a difference in the playability of the game. For instance, counters made of thin paper will be a pain to use, and you won't be nearly as interested in playing again. Glossy paper is better than plain, and so on.

So, let's look at the files. Most of the files have color and greyscale versions. Obviously, the color versions will look better, but not everyone has access to a color printer. The main game map is also available in a one-piece and a four-piece map. If you have access to a color printer that can print a 15" by 20" sheet, the one piece map *is* the way to go. If not, then print the four piece map and assemble it with the directions that follow. The rules can be printed with or without front & back covers, and if you can print an 11" x 17" sheet, there is a rules file that will let you make a double-sided rules booklet.

After this, you have to decide how you are going to create the counters and cards, which for ease of use should be thicker than normal paper. For the cards you have two routes. The first is to print them on card stock and cut them out. This works just fine. The other option is to use pre-perforated business card sheets. The game will require two of them, plus any you happen to mess up while getting them aligned and printed on both sides. For the counters, the easiest method would be a full-page label sheet (one big label), which you then stick to something like the stiff back of a legal pad, and then cut with a blade (careful!), paper cutter or heavy scissors. You can also apply them to the blank, pre-cut counter sheets you can sometimes find in your local game shop. Or, you can print on regular paper and then use rubber cement or spray cement to stick them to whatever you want. The individual disease sheets can be done the same way, or just printed on card stock.



Step 2 - Mount, Trim and Tape

Your **Black Death** map can be assembled in a number of ways. If you went and printed the one piece map, having it laminated would be a good idea. If you printed the four piece map, you can cut the sheets so they are flush on all the places that touch, and then carefully tape the back so that you have one large sheet, which you can then fold up, or have laminated. For the most professional-looking four piece board, you have two options. The first is to get (or reuse) a folding board from another game and just cement the **Black Death** map pieces to it. The other is to trim the map pieces as shown to the right, cutting only where the red lines are shown.

This will leave blank the right and bottom edges of Tile A, and a blank right edge on Tile C.

Once trimmed, align the top edge of Tile C to the bottom edge of Tile A's *image*, then flip C upward, so that it is lying face down on A – keeping the edges aligned – then tape the *back* of C to that spare edge you left on A. This tape will act as a hinge, so you can flip C back down. Repeat the procedure twice more, first attaching D to C, and then B to A (do *not* attach B to D).

When finished, your map will fold up as shown at bottom right, into a neat 8" x 10.625" stack, which will fit just right in a normal 9" x 12" envelope along with the rules and counters.

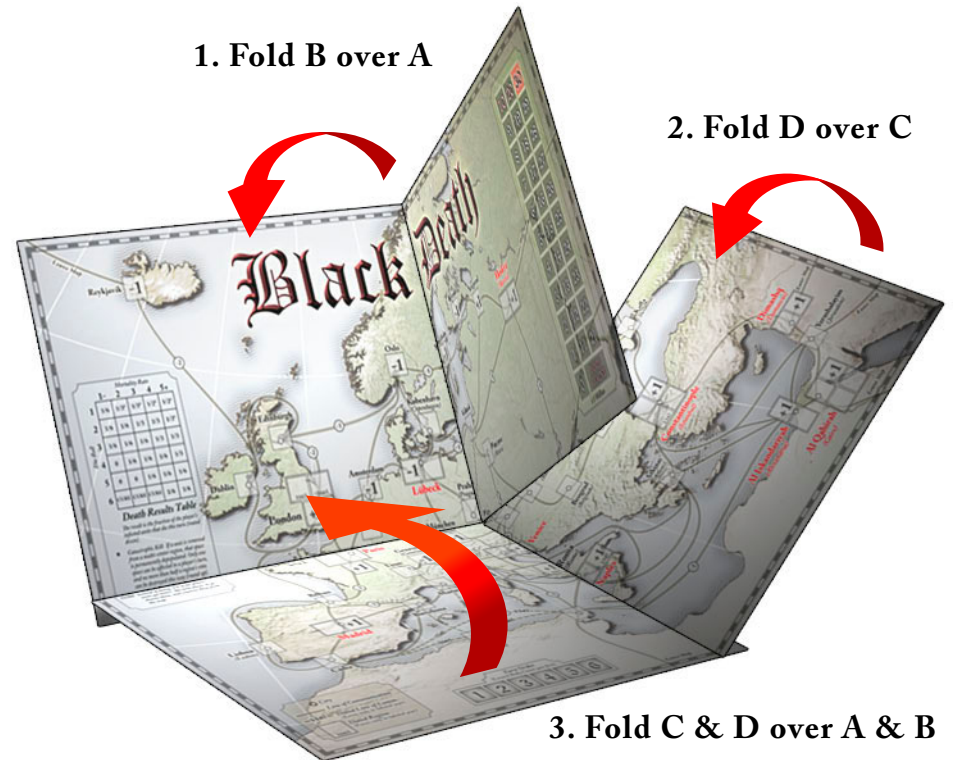
Tip: If you use rubber cement, the best method is to apply a *thin* layer to *both* surfaces and then allow it to *partially* dry. When it is only slightly tacky to the touch, carefully align the edge of a sheet to the mounting board, and then smoothly press it down with a kind of rolling motion. Be *very* careful to keep things aligned, as the half-dry surfaces will grab a hold of each other and not let go. If you do this right, you will have a mount that will *never* come apart.

It will cost you a little time and a few dollars or Euros to assemble **Black Death**, but once you do, you will have a very professional-looking board game at a fraction of the normal cost, plus it is hopefully easier on the environment as it has less packaging overhead, no shipping costs, and so on. And, if you ever lose or damage a game component, you can just print off a new one!



1. Fold B over A

2. Fold D over C



3. Fold C & D over A & B