

TABLETOP MAPS READ ME

The following instructions are for printing the Maps and Tokens at home. The Maps should be printed, cut, and assembled before the session begins to avoid having the game bog down during play. The Tokens should also be printed beforehand.

MAP & BACKGROUND LEVEL

1. Open the TABLETOP (TT) Folder.
2. Open the 1-SEWER Folder.
3. Print Maps #1-16 and FULL on cardstock.
4. Trim the "white space" from the edge of each Map.
5. Use tape to assemble the Maps in the following order:
 - 1 – 2 – 3 – 4
 - 5 – 6 – 7 – 8
 - 9 – 10 – 11 – 12
 - 13 – 14 – 15 – 16
6. Repeat with all other maps in the TABLETOP (TT) Folder.

TOKENS

1. Print the NPC, PC, and Vehicle Tokens included in the TOKENS Folder.
2. Place Tokens on the Map as they appear during the game.

OTHER TIPS

- Place blank paper squares to obscure the interior of buildings or areas the PCs cannot see. Reveal them as they are explored.

- Print Tokens for every NPC, PC, or Vehicle that might appear in the game.
- Use 25 mm (or 28 mm) Miniatures (particularly for PCs) whenever possible to enhance the look of the game.