

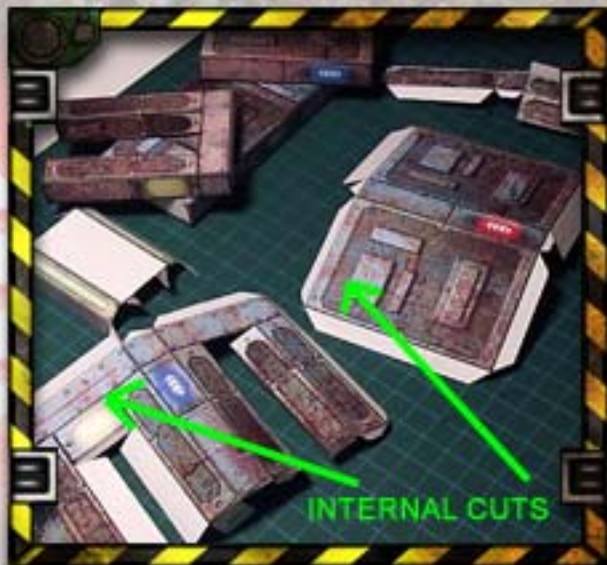
WORLDWORKSGAMES™

PROFESSIONAL WORLD BUILDERS & DREAMERS



PLATFORM COMMAND

OPERATION: NIGHTWATCH

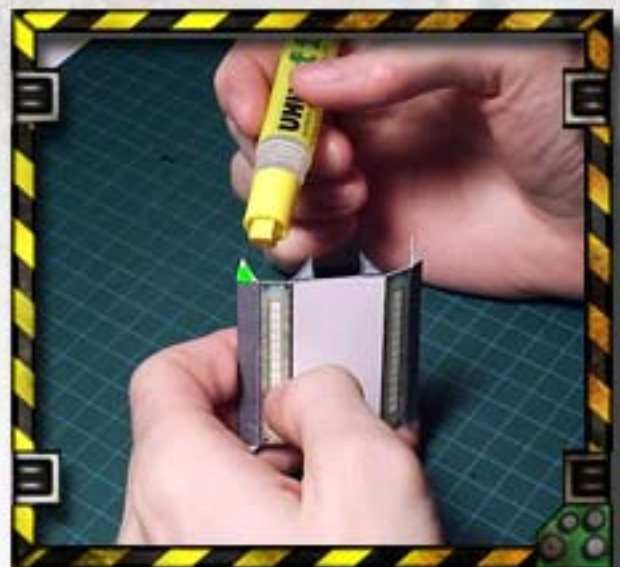


The Bulkheads are the vertical backbone of Platform Command.

Begin by cutting, scoring and folding as directed.

Pay close attention to the internal cuts and folds, particularly those in the arched bulkhead (bottom left of photo)

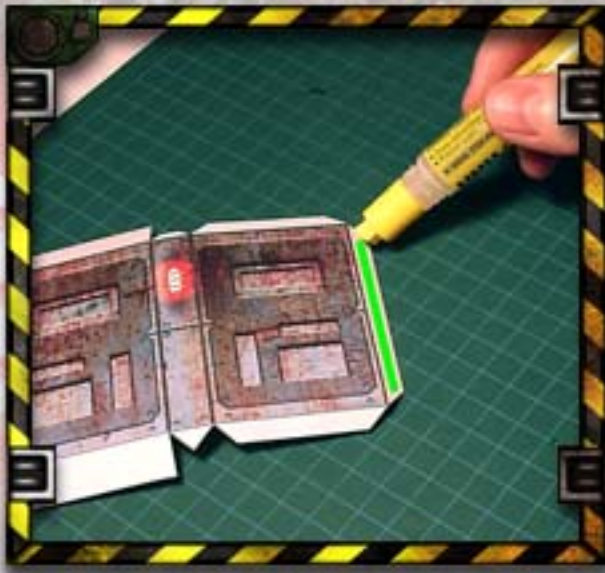
We'll start with the bulkhead base supports. Apply a small drop of glue to the white triangular tab on one end. Apply a second drop of glue to the tab opposite along it's length.



Fold the sides around to form the wedge of the light-box and then fold up the edges. Pinch and hold in place as shown until dry.

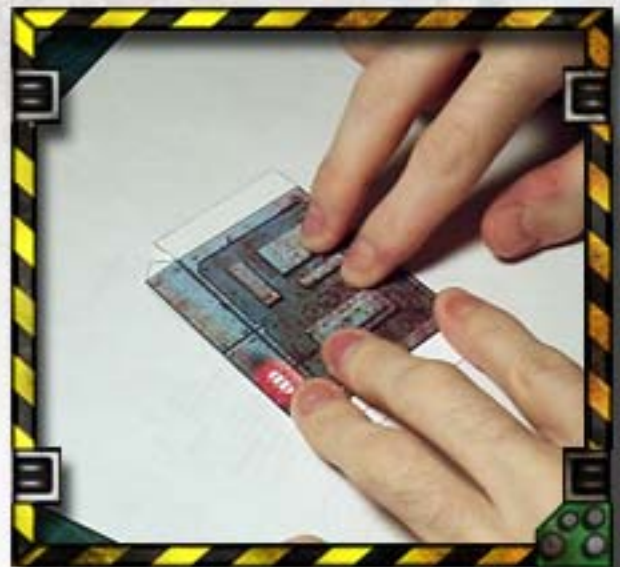
Repeat these steps with the other side.



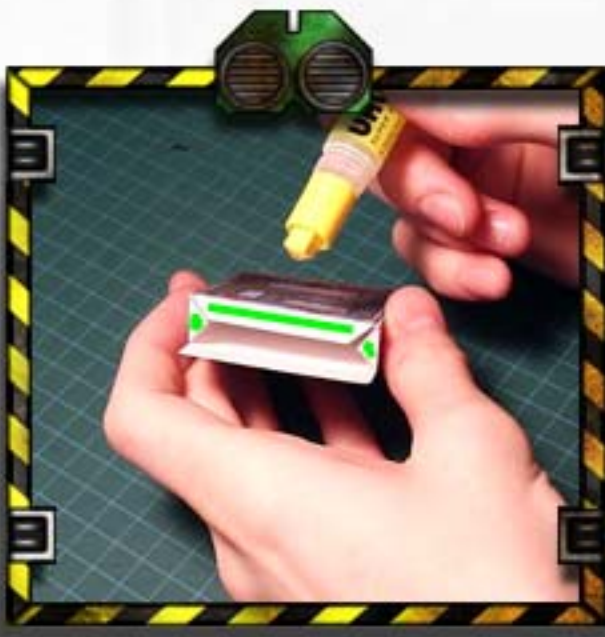


Moving on to the main bulkhead. This is a fairly simple box. Begin by running a bead of glue along the large, vertical tab on the side.

Fold the side over the tab and burnish (rub firmly) until the glue is set. Leave it aside for a moment to dry.



Now run a bead of glue around the top and bottom tabs.





Carefully line up the top and bottom and fold them onto the tabs. Stand the bulkhead up and apply pressure as shown.

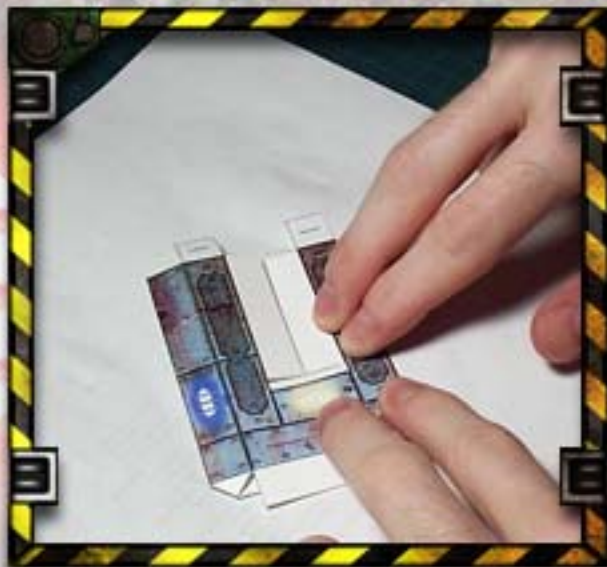
Note the use of a scrap of paper to prevent glue spilling onto the cutting mat

The mini-bulkhead and the large bulkhead are assembled in exactly the same way as the standard bulkheads.



Now on to the arched bulkhead. As before, begin by running a bead of glue down the length of the vertical side tab.





Fold the side over the tab and burnish until set, exactly as for the normal bulkheads.

Now apply a small amount of glue to the tab just below the light in the center of the arch.



Fold this up and into the top of the arch and hold in place until set.

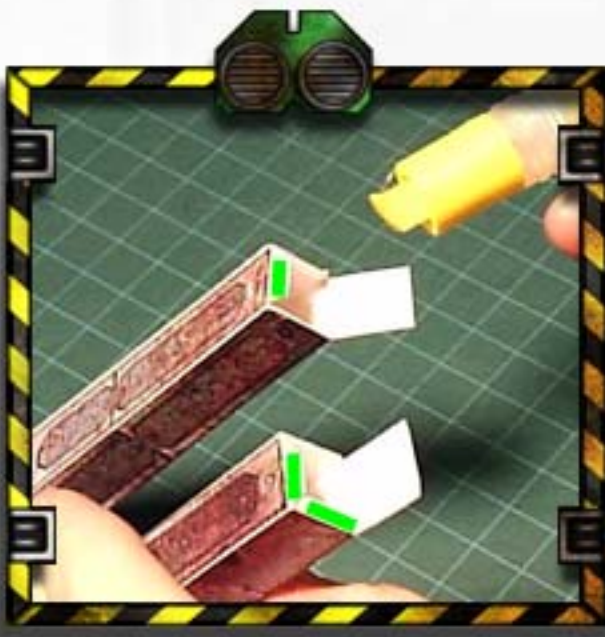
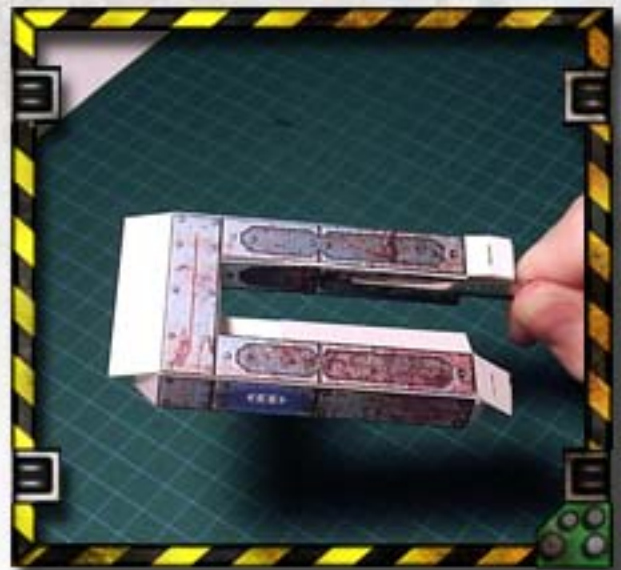




Now run a bead of glue down one of the white inner tabs...

And fold it into place. Pinch and hold until dry.

A pair of tweezers or needle-nose pliers come in really handy for this!



Repeat the above step with the other side. Once dry, apply glue to the tabs on the top and bottom of the bulkhead and then fold them up and apply pressure to set as before.





When your bulkheads and base supports are dry, take a moment to edge them.

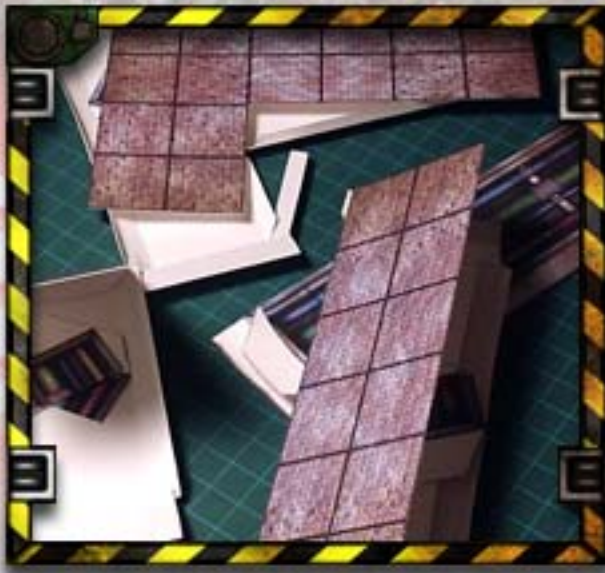
Learn all about edging and more from the tutorials section at www.worldworksgames.com!

If you've decided to make your bulkhead an "anchor" you'll need to attach the bulkhead to a base support. Just run a bead of glue along the bottom tab...



... and wedge the bulkhead into the base support. Depending on the thickness of your cardstock or the type of glue you use, the fit may be a little snug.





Walkways bring everything together, turning a group of independant structures into massive linked complexes.

To begin, cut, score and fold all the walkways you plan to use.

Be sure to pay close attention to reverse scores and internal cuts.

We'll start with the simple, striaight walkway.

Place a drop of glue onto the two triangular tabs at the end of the walkway.



Fold these up into place and pinch and hold them as shown until dry.

Repeat this with the other side.





Once that's dry it's time to reinforce the interior. The recommended method is take a scrap piece of foamcore of roughly the same size and glue it into the interior of the walkway.

If you don't have any scrap foamcore (or not enough of sufficient size) cardstock supports have been included (although obviously the results aren't quite as sturdy).

To use these simply run a bead of glue down each of the side tabs...



... and place it into the end of the walkway.





Here I've put in three supports. To fit them, I've made the end tabs on the middle support fold normally instead of the reverse fold.

Getting back to the foamcore version, it's time to seal up the walkway.

Run a bead of glue along each of the tabs and add a generous supply to the top of the foamcore/supports.



Pull down the deckplates and then flip the walkway over. Carefully make your way around the perimeter, adjusting the alignment of the tabs and burnishing (rubbing firmly) as you go.

Be sure to burnish the middle too.





Before attaching the connector tabs, take a moment to edge everything.

What's edging? Check out the tutorials section at www.worldworksgames.com and find out... *if you dare!*

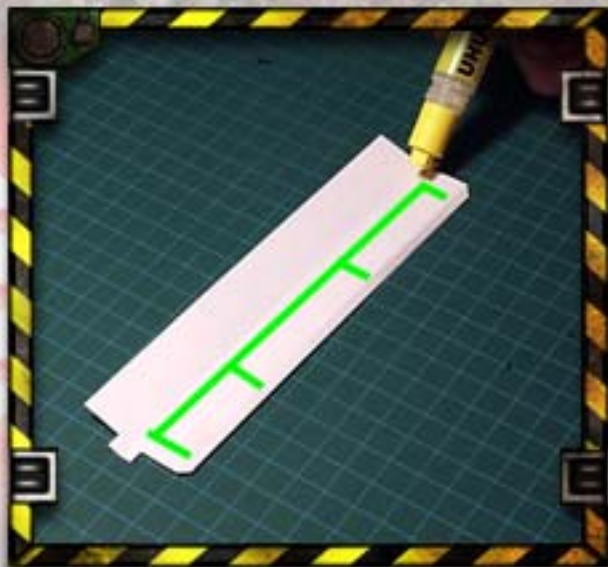
Now apply a drop of glue to the designated glue area...



... and glue the connector tabs into place. Be sure to apply the correct tab to the correct end.

Once attached and dry, curl the cut half of the tab slightly upwards as shown, turning it into a "hook".





If you're worried about your minis getting knocked off the walkways by the occasional table-bump, you might want to add some guard rails.

Begin by running some glue down the middle of the railing. To save glue, apply it only in the general area of the rails themselves.

Not sure where the rails are? Try holding it up in front of your worklight and making some pencil marks to remind you. No need to be precise, close is close enough! :)

Fold the railing over and burnish.

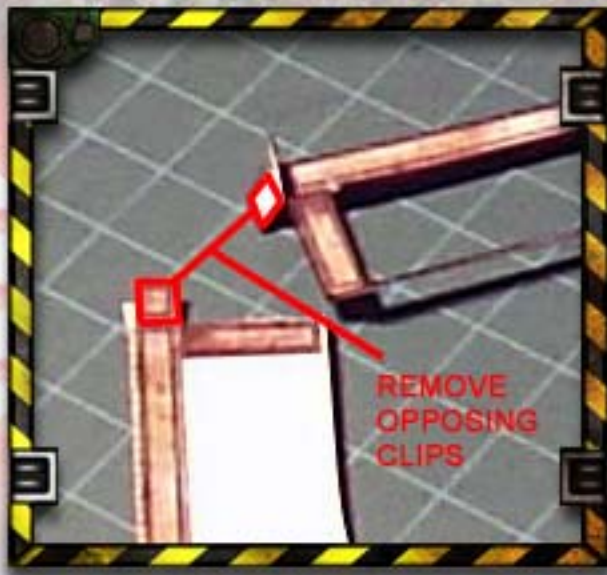
Note the use of scrap paper to prevent glue spilling on the cutting mat.



Now carefully remove the excess white space from inside the railing. This can be tricky and dangerous so take your time. Use a fresh blade and make two or three passes for each cut. If the paper starts to snag or get chewed up, change the blade.

REMEMBER! KNIVES ARE SHARP!!



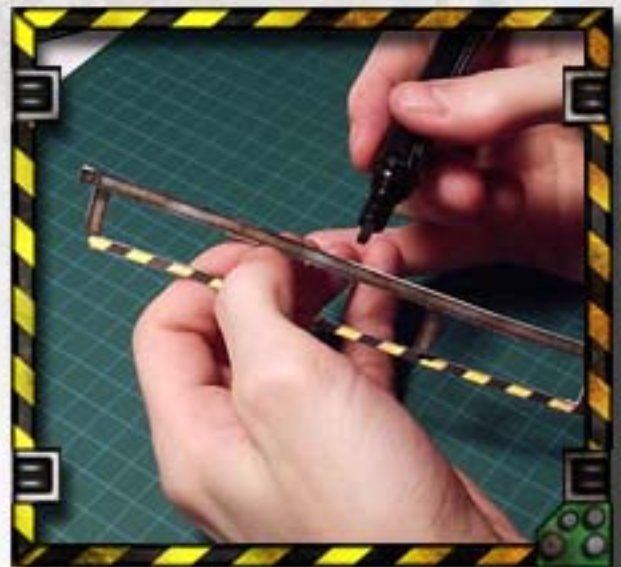


Be careful not to accidentally glue together the two flaps on the ends of the railings. These "butterfly clips" are there to connect the railings on the cornered walkways.

To do so, simply remove one of the clips from one railing and the opposing clip from the other, then glue the railings together.

If your walkway has no corners, remove both clips.

Once your railing is completed, edge it to finish it off.



Then simply glue it to the walkway as shown.

