

PART 2

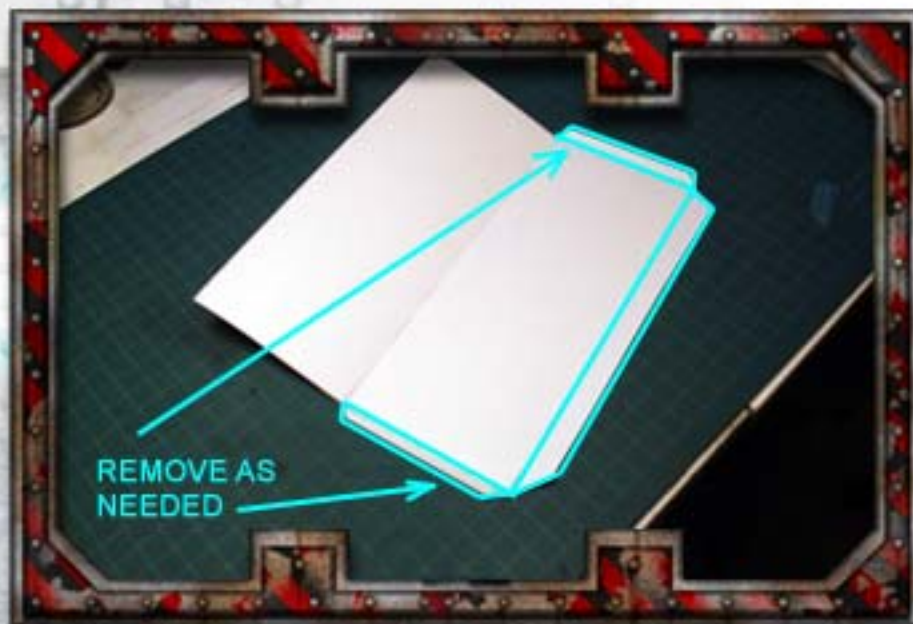
WALLS



Walls are a new addition to the Platform Command landscape. Now you can build strongpoints, repair bays, bunkers, twisting labyrinths or anything else that suits your needs.

Walls come in three flavours (one exterior and two interiors- red and blue), two sizes (3" and 7") and two styles (standard and truncated).





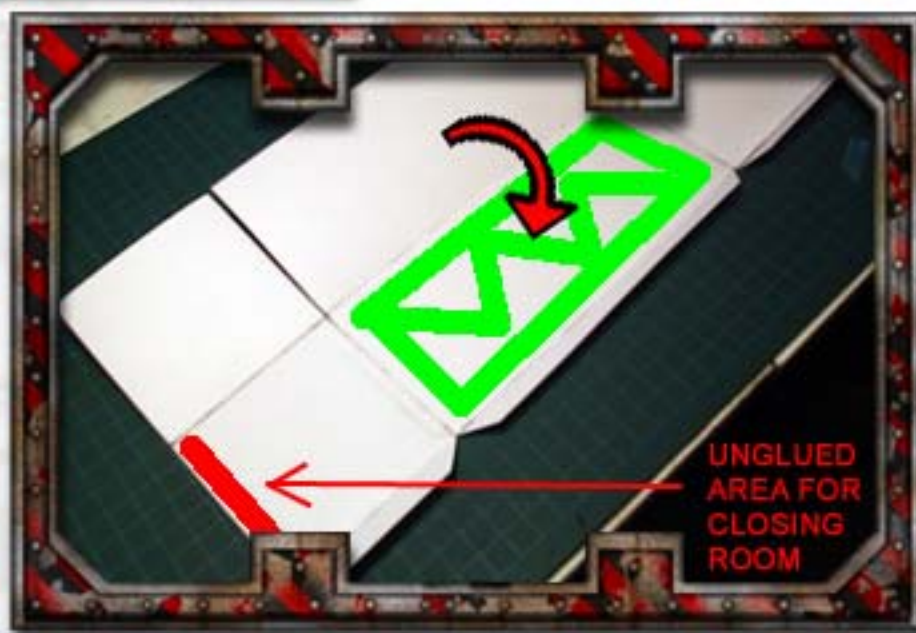
Walls are simple fold-overs.

Before constructing your walls, edge them. Decide which tabs you'll need for assembly, then trim off the excess tabs.

Learn all about edging in the tutorials section at www.worldworksgames.com

Once edged and trimmed, glue your walls together to form a chain as shown. When the chain is complete, fold the walls over onto themselves.

If you plan to build an enclosed structure (like a room) be sure to leave the one end un-glued so you can close the shape later.



Create rooms or buildings by gluing linked walls to a base.

Using a Paperlinx template as a guide (recommended even if not using paperlinx as your basing method) attach the walls to the template, then when that's dry, glue in a ground tile of your choice.





Walls and structures can be stacked with ease. Glue the matching cover strip to the bottom edge of the top wall to disguise the foamcore's edges and create a lip.

If you're planning to make exteriors, cut your interior walls in half before assembly, then carefully align the correct exterior to match walls with left, right or no door.



Of course walls can be built as free standing structures as well by removing the bottom tabs.

If you plan to make the doors usable, score down one side of the door hinges and then carefully cut it out on the remaining three sides.

