

# PART 2

## STRUCTURE



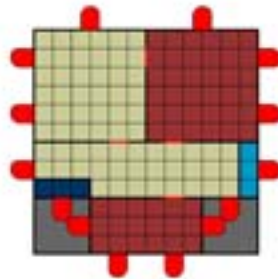
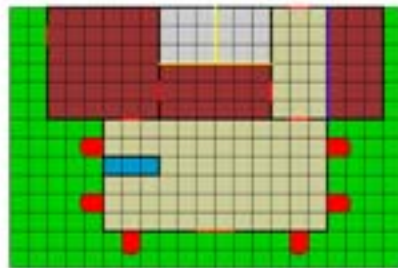
Creating the actual structure of your building is relatively simple.

By creating rooms and hallways as individual "modules" you can build whatever your games need, from a tiny sheriff's office to a massive prison complex!



# MAYHEM POLICE

POLICE LINE DO NOT CROSS-



POLICE LINE DO NOT CROSS-

## DEPARTMENT

Before starting, refer back to your plan and make note of window and door placement so you know exactly what you need to print. Take extra special care to keep track of the facings of the doors if you plan to make them openable.

**PROPER PLANNING IS  
ABSOLUTELY ESSENTIAL AT  
THIS STAGE!!!**

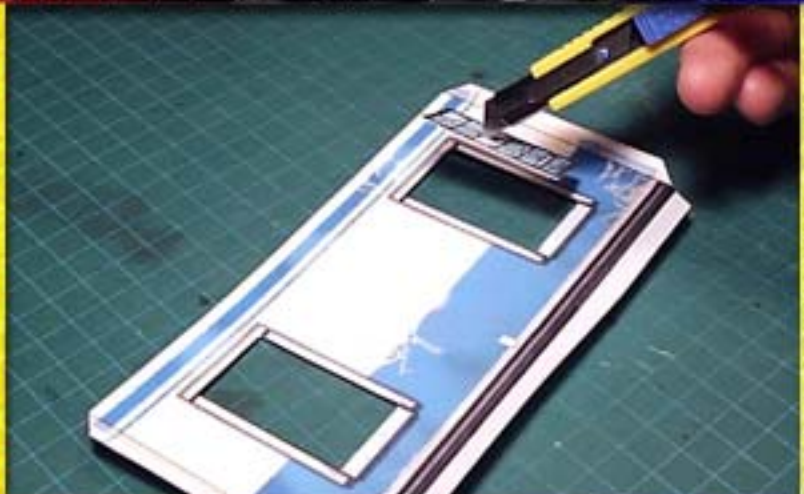
Once you've double (and triple!!) checked your plans, score, cut out, fold and edge each piece as directed.

If you plan to use the transparencies provided for the windows, cut out the windows from their frames and then edge the inner frames.

What's edging? Find out in the tutorials section at [www.worldworksgames.com](http://www.worldworksgames.com)

# MAYHEM POLICE

POLICE LINE DO NOT CROSS-



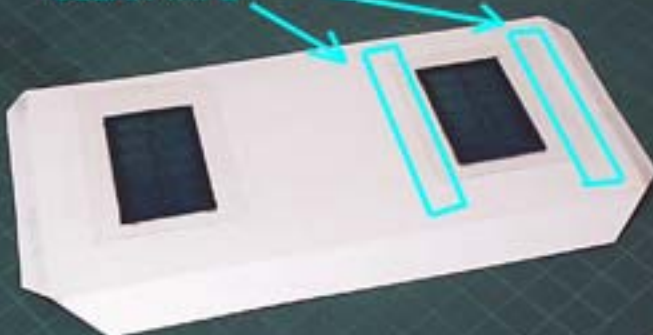
POLICE LINE DO NOT CROSS-

## DEPARTMENT

# MAYHEM POLICE

POLICE LINE DO NOT CROSS-

CLEAR TAPE



POLICE LINE DO NOT CROSS-

## DEPARTMENT

Cut out the needed transparencies, making sure to leave plenty of excess around the windows.

Secure the transparencies in place on the backs of the walls with either glue or clear tape (recommended).





Score, cut out, fold and edge the doors for your module if you plan to make them openable.



Once the walls are ready for your module, cut off one of the facing tabs on each wall.



Apply a bead of glue to each of the remaining tabs and glue each to the back of the neighbouring wall to create a "daisy chain" of walls.





Once those are dry, apply glue to the last tab and complete the box.



Dry fit the floor of your choice and trim it if necessary.

Now apply glue to the tabs at the base of the walls and insert the floor.



While that dries, refer back to your plan and see which outer walls are attached to this module. Cut out the windows and glue them together as with the interior walls, then remove the end tabs.

When that's ready, apply a generous amount of glue to the back of the module and attach the exterior wall.



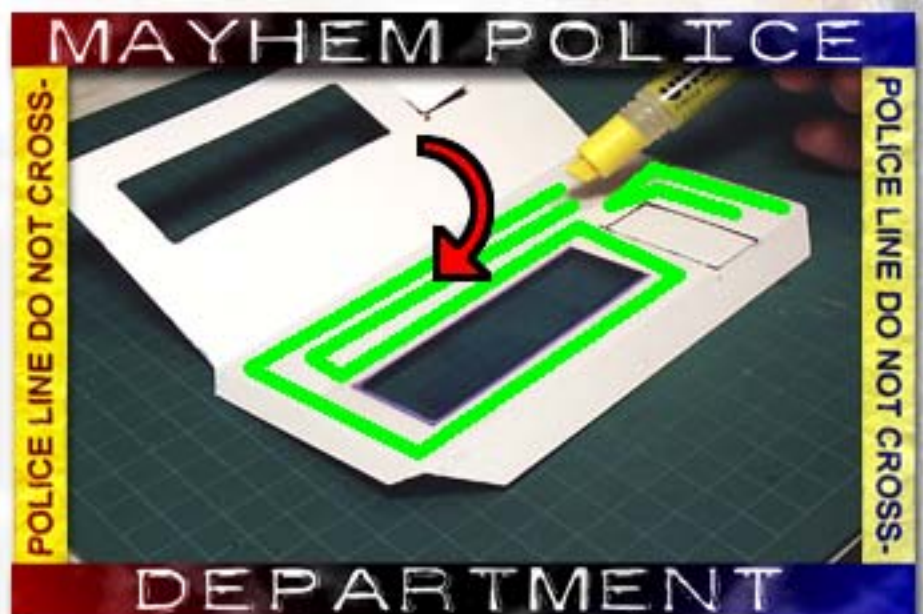


Carefully align the two wall sides while the glue is pliable, then burnish (rub firmly) along the wall's length to set the glue.

The outer walls are, by necessity, slightly longer than the interior walls. If there is a pronounced excess of outer wall, trim it off once this is dry.

The mirror wall and front entrance are "fold-overs".

After edging, folding and attaching the window, apply a generous amount of glue to one side of the wall and then fold over the matching side.



When it's dry, insert it into a room that is half-and-half of the two wall textures.





By combining different walls, you can create rooms of different sizes. Here, three 6" walls, four 3" walls and an entrance wall are combined to make an entrance lobby.

Note the arched MPD sign is included with the entrance wall separately for those who may wish to use this set for other buildings or to allow for the 3D entrance to be added later (see PART 4- PROPS).

When the modules are completed, attach them to each other as per your plan, then attach them to the base tiles or floor basing.

Note: The small clamps depicted here were bought at a dollar store and are *really* usefull for this sort of thing. Highly recommended!



For upper floors, strips are provided to be glued to the bottom part of the wall. This serves two purposes, first it conceals the underlying foamcore edge and second it creates a "lip" so you can easily secure this floor over those underneath.

