PART 3

ROOFING

Cap your building with a stylish, customized rooftop.

Includes helipad for desperate, zombie escape scenarios... or even deadlier traffic reports!

www.worldworksgames.com

ROOM BASE

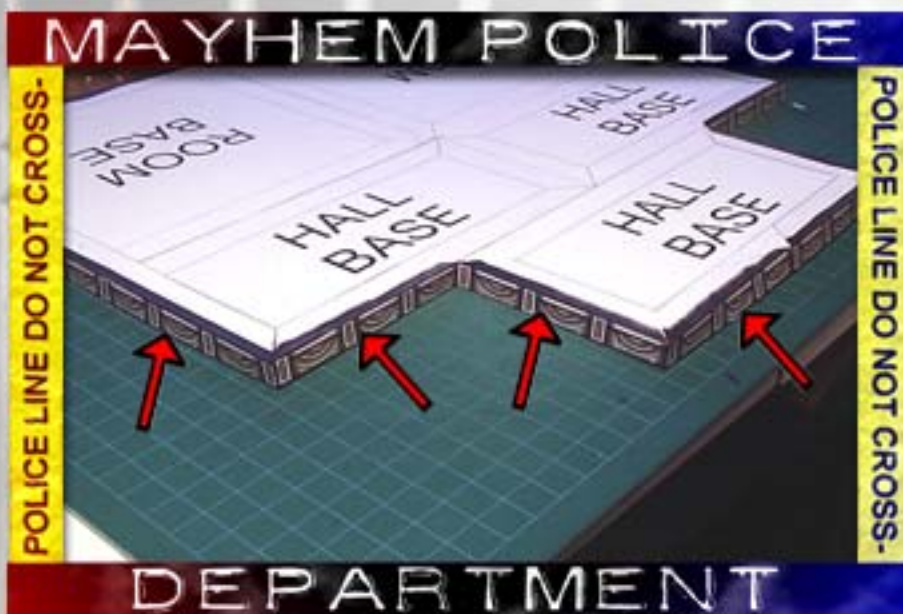ROOM BASE

HALL BASE

HALL BASE

HALL BASE

Rooftops are built using a similar method to that used for basetiles. They need to be slightly larger however, to accomodate for the thickness of the cardstock walls, so special templates are used.

Print out whatever templates you need to match your layout, then glue them down to foamcore and carefully trim away any excess.

Roofliners create a decorative edge and provide a lip for your rooftop so it stays put during gameplay.

Depending on your layout, some customization will be necessary (trimming down, adding on or folding), so be sure to compare the liner to each side of your rooftop to ensure accuracy.

ROOM BASE

HALL BASE

HALL BASE

HALL BASE

Edged the liners and then attach them to the perimeter of your rooftop.

Find out all about edging and other helpful tips in the tutorials section at www.worldworksgames.com

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When the liners are finished print, cut out and edge whatever rooftop elements you require.

Apply a generous amount of glue to the underlying surface and then burnish (rub firmly) across it's surface to spread the glue evenly.

To help hide the join, optional roof edgers are provided. Like the liners, they will need to be customized to fit the needs of your particular roof.

If your plan calls for it, you can incorporate smaller roof sections into other floors (as I've done here with the second floor) simply by further modifying the templates, liners, edgers and roof sections.

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