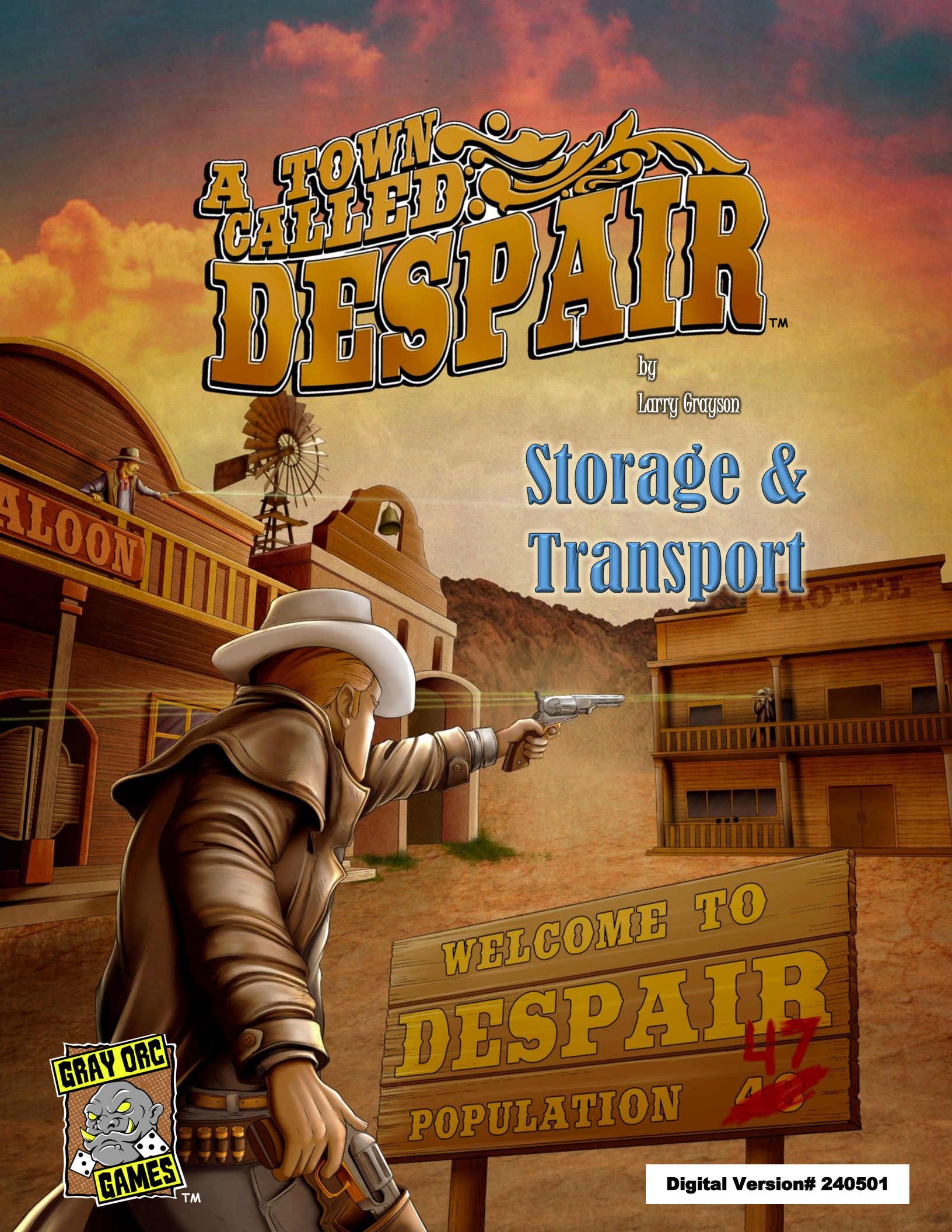
A TOWN CALLED DESPAIR™

by

Larry Grayson

Storage & Transport



GRAY ORC GAMES™

Digital Version# 240501

STORING AND TRANSPORTING

From the designer:

One of the first thoughts you might have after you unpack everything and assemble all the terrain is …



WHERE THE HECK AM I GOING TO PUT ALL THIS STUFF?

WAIT! THAT PICTURE DOESN'T SHOW EVERYTHING!

WHAT ABOUT THE ZOMBIE EXPANSION AND ALL THE EXTRA TERRAIN?

Never fear!

There is a simple solution that I've developed for storing this game compactly and for carrying the components safely to hundreds of houses, game stores, and conventions over that last couple of years. Just follow the steps outlined in the following pages and you'll find yourself packing up to put it away or take it to a friend's house easily and safely.



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[1.0] THE BANKER'S BOX

The first step is to go to your local office supply store and buy a white Banker's Box; the kind they use to store office files and folders. These boxes are 15"L x 12"W x 10"H.

You can normally get one for about $2 or $3 at any office supply store.

They assemble easily in minutes (just follow the instructions on the box).

Banker's Boxes are very sturdy (I've been using the same one for two years) and even come with a nice lid and convenient hand holds for easy carrying.

All of the game components will fit neatly inside the buildings and the buildings will all fit into the Banker's Box.

Note: The following pages outline how I personally store all the components inside the buildings. There are many ways to arrange the components, but this is the method that I have found that works best for me.

Once everything is stowed in the Banker's Box, store it on your shelf or toss it into your back seat when you're ready to take The Town of Despair on the road!



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[2.0] GUNSMITH & HOTEL/SALOON

Place components inside the Gunsmith and the Hotel/Saloon.

Gunsmith Shop

- Put the skill cards, gang cards, dry-erase markers, and small 6” rulers in the first floor.
- Put the two wood sheds and the town sign in the second floor.

Hotel/Saloon

- Put the crates and outhouses in the first floor.
- Put all of the barrels and cacti in the second floor.

Stack the building floors together and put on the roofs. Place the Saloon/Hotel and Gunsmith Shop in the bottom of the box as shown.





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[3.0] BANK & SHERIFF'S OFFICE

Place components inside the Bank and Sheriff's Office. Note: these two buildings are interchangeable when packing up.

Bank:

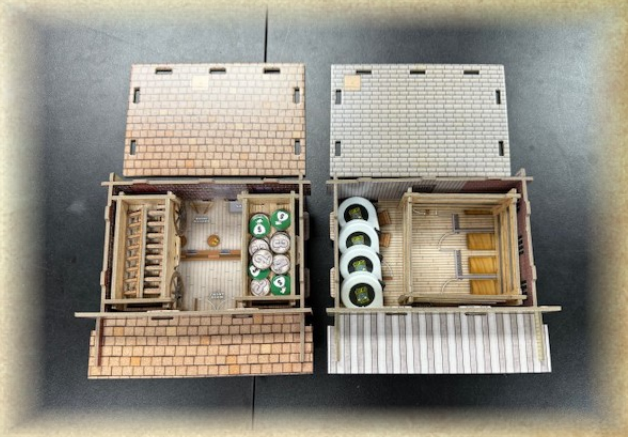
- Put the ladders in one wagon and the money bag markers in the other wagon.
- Place each wagon in the center of the Bank (it slides down easily) and then slide it to one side. The tabs on the front wall hold the wagons in place.

Sheriff's Office:

- Put the corrals (or individual fences) and the four extension rulers in the Sheriff's Office.

Put the roofs on and place the Sheriff's Office as shown on the bottom of the box beside the Gunsmith Shop. It's a tight fit and you may have to push the box wall to the side slightly to get it in. Slide it forward so that it touches the Hotel/Saloon.

Place the Bank facing the opposite way on top of the Sheriff's office as shown. It should fit there perfectly.







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[4.0] DRY GOODS & BARBER SHOP

Place components inside the Dry Goods Store and Barber Shop. Note: these two buildings are interchangeable when packing up.

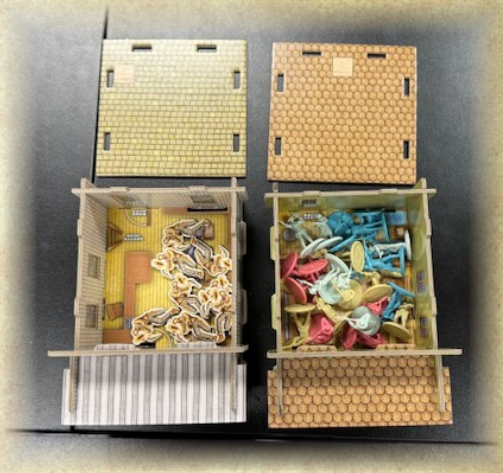
Dry Goods Store

- Put the dead outlaw markers in the Dry Goods Store. The Gold Bag and the Dice Bag will both fit into the Dry Goods Store as well. I usually place these bags on top of the buildings later, but it's a matter of preference.

Barber Shop

- Place all of the outlaw gang members (including Hondo) in the Barber Shop.

Put the roofs on and place the two buildings on top of the Bank and the Hotel/Saloon as shown.





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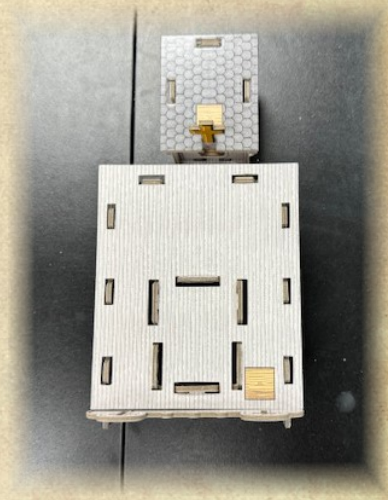
[5.0] CHURCH AND ZOMBIES

I like to keep all of the components for the Zombie Expansion inside the Church so that I can easily set them off to one side when not playing with the Zombies Expansion.

- Put the zombies in the first floor towards the rear half of the Church.
- Put the zombie cards and zombie turn marker in the first floor towards the front of the church.
- Then, place the roof of the Church upside down with the bell tower base towards the front. The zombies will have to be in the back of the Church so that the bell tower base fits.
- Place the roof of the bell tower onto the bell tower.

Place the Church on top of the Gunsmith Shop and place the bell tower in the bottom of the box next to the Hotel/Saloon as shown.







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[6.0] MISCELLANEOUS TERRAIN

The three remaining terrain pieces are the Water Tower, Gallows, and Cemetery.

- Lay the Water Tower on it's side above the bell tower by the Hotel/Saloon.
- Put the Gallows and Cemetery vertically in the spaces beside the Barber Shop and Church, as shown. They will hang loosely there without getting damaged.





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[7.0] GOLD & DICE

If you haven't already stored the bag with the gold coins and the bag with the dice in the Dry Goods Store, stow them gently on top of the water tower or between the Dry Goods Store and the Church.

I do it this way as an extra "pad" to keep the buildings from shifting around.





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[8.0] INSTRUCTIONS & LONG RULERS

The only items remaining are the two long 17" rulers, the instruction books, and the quick reference cards.

- Lay the two long rulers at a diagonal on top of the buildings.
- Put all of the rule books and reference cards into the plastic sleeve and lay them gently on top of everything.

Put the lid on the box. Roll up the play mat (printed side facing out so it slides easily) and slide it into the tote bag.

Cinch up the tote bag and you're ready to go!







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SEND US YOUR QUESTIONS AND YOUR IDEAS!

If you have any questions about any aspect of the game or if you come up with any new ideas for playing, storing, or transporting A Town Called Despair, please visit our web site

www.grayorc.games

or send an email to

info@grayorc.games

We appreciate any input you have and we will share it with the other outlaws out there!

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