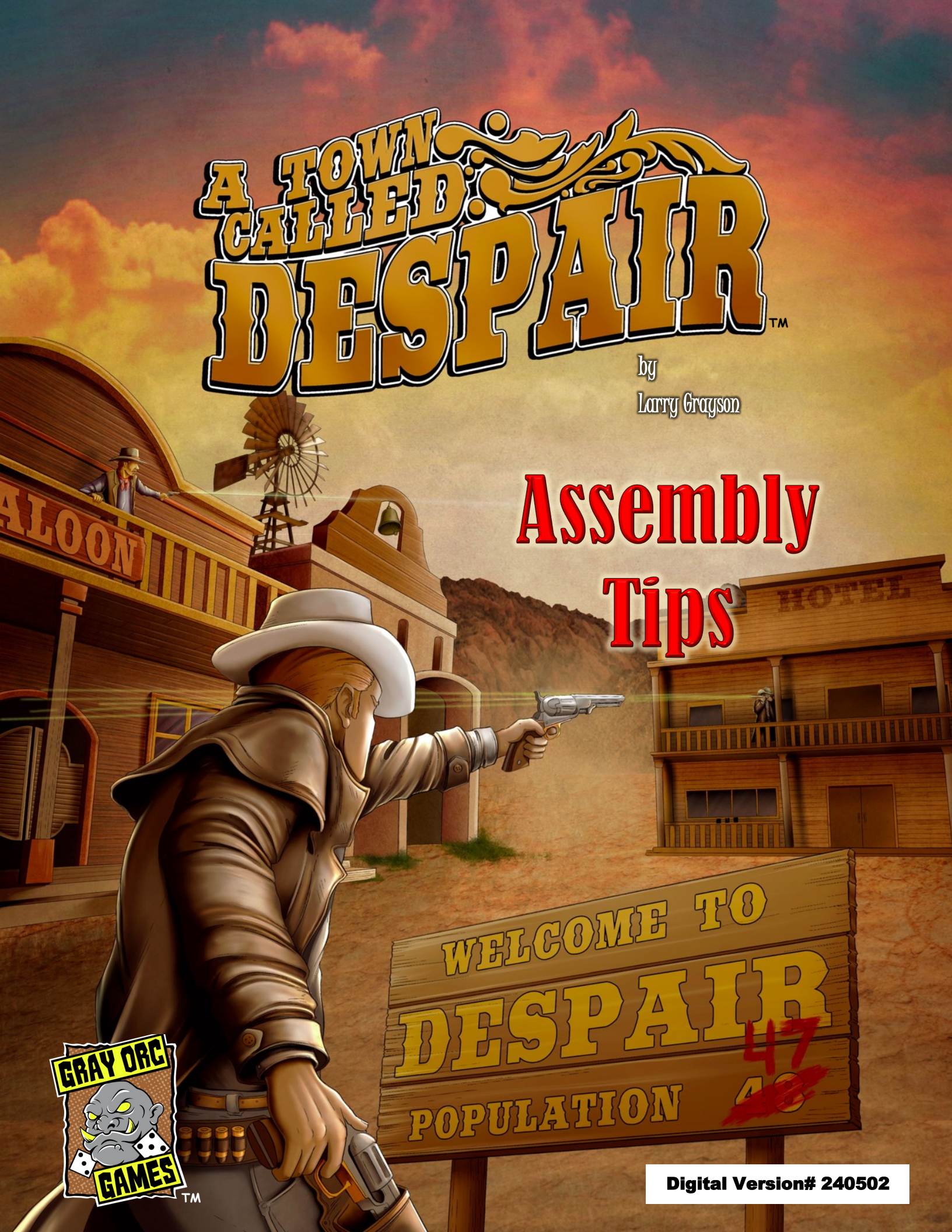
A TOWN CALLED DESPAIR™

by

Larry Grayson

Assembly Tips



GRAY ORC GAMES™

Digital Version# 240502

ADDITIONAL ASSEMBLY TIPS

A note from the developer:

The assembly guides included in the game and the expansions are comprehensive and you should have no problems assembling everything. The tips on the following page have been added after the printing of the game to provide you with additional information that will assist you when assembly terrain for A Town Called Despair. I recommend you review these in addition to the guides that come with the game before assembling your terrain. If you have any questions or issues during assembly, please send me a message at info@grayorc.games.

Larry Grayson

(PLEASE READ *ALL* INSTRUCTIONS *COMPLETELY* BEFORE STARTING)

THINGS WE RECOMMEND YOU HAVE AVAILABLE FOR ASSEMBLY:

- Small flat-blade screwdriver or small blade (e.g. pen knife).
- White glue.
- Clear scotch tape.

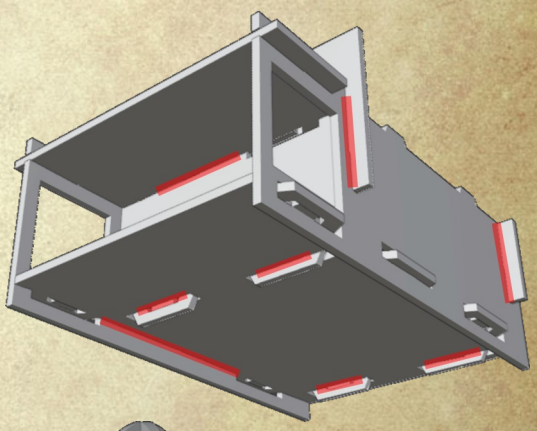
CARE & MAINTENANCE

These buildings and terrain pieces are made of heavy duty 1/8", high-density material, and are finished with a sealing varnish. Once assembled correctly, the pieces will lock firmly into place, creating a durable structure that should stand up to normal use indefinitely.

The material may be damaged if exposed to water. Store the buildings and terrain in a dry place and avoid spilling any kind of liquid on them. The integrity of the material will be compromised if you subject it to a lot of moisture.

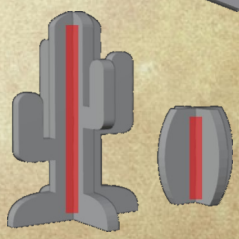
These pieces are not designed to be taken apart once assembled. Although you ***can*** do this, repeated assembly and disassembly over time will weaken the locking tabs and slots and they may cease to fit snugly.

If you want your buildings and terrain to remain in great shape, after assembling, run a small bead of white glue (the kind that dries clear) along the underside of the buildings and along the narrow tabs on the sides of the buildings as shown. Also, a small bead of white glue along the junction of the smaller pieces will insure that they do not come apart. See picture on the right.



Although gluing is ***not*** required, it will help to insure that your terrain stands up to a lot of use.

Remember ***not*** to glue the roofs or second floors in place.



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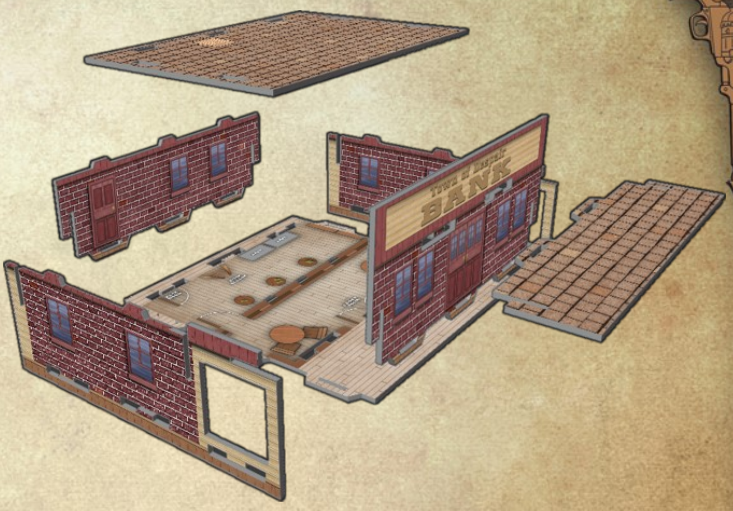
ADDITIONAL ASSEMBLY TIPS

Additional tips to consider when assembling the terrain.



LET IT BREATHE

The punchboards are shrink-wrapped and sealed in a humid environment (over 95% humidity).

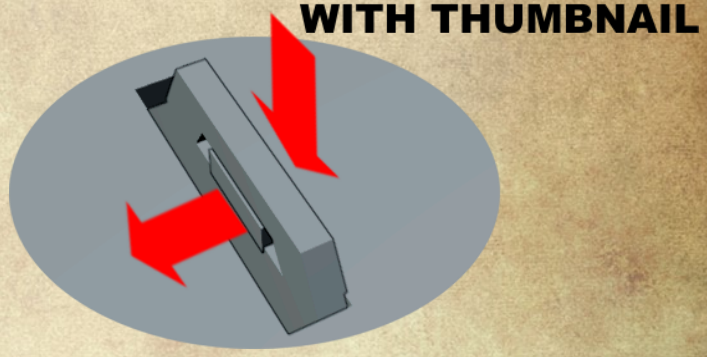
We recommend that you unwrap the punchboards and let them "breathe" for at least 24 hours to release excess moisture before beginning assembly.

LOCKING TABS

The interior walls of buildings have multiple locking tabs that slide into the slots in the floor and are then pressed in alternating directions to firmly seat the locking tabs in place.

Slide the interior walls down into the receiving slots on the side walls until all the tabs rest on the floor. Then press each tab forward/backward to start the tabs into the slots. When all tabs have been started, press the wall gently down until the tabs lock into place.

Note that the laminated surface of the small tab in the floor slot may try and peel away when pushing the wall tabs into the floor slots, which can cause it to "bind up" and keep the tab from seating correctly. This is easily corrected by turning the building over and using your thumbnail to press down and slide the tab into place.



USING GLUE

The buildings are very sturdy and rigid after assembly and do not require gluing. It is a good idea run a small bead of glue along the corners on the underside of the buildings to ensure that they stay firm with repeated use.

The small pieces of terrain (barrels, cacti, fences, etc.) interlock with "serrated" slots that supply enough tension to hold the pieces together, but we recommend that you place a small drop of glue on the intersections to make sure they remain in place with repeated handling.

"If at first you don't succeed,
get a bigger hammer."
Alan Lewis

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