

MEXICA MUSEUM
PRINT AND PLAY ASSEMBLY GUIDE

Thank you for purchasing MEXICA MUSEUM, and supporting independent development of new board games. :) Here's a guide for assembling all the game's components, so you can start your adventures ASAP!

REQUIRED MATERIALS:


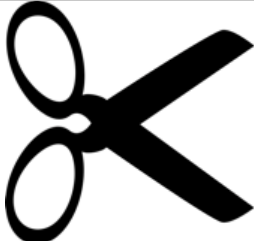

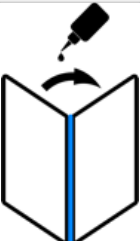


- Printer
- Regular printer Paper and Cardstock Paper, letter size
- Scissors
- Utility knife and/or *X-Acto* Blade
- Glue
- Ruler
- *Scotch* tape
- Brass paper fastener for GAME CLOCK (page 3)

OPTIONAL MATERIALS:

- Guillotine/ cutting board for greater precision while cutting some pieces.
- Chip board as a more resistant rigid material for some components.

GLOSSARY OF INSTRUCTIONAL ICONS

Every time you see any of this icons, the corresponding action should be taken:

		
<p>Add GLUE on indicated areas marked in YELLOW to join parts and components</p>	<p>Cut along the red lines.</p>	<p>Cut with utility knife along the red lines.</p>
		
<p>Paste Two sheets/ Fold a sheet and glue both sides together. if it's single folded sheet, the fold is marked with a solid blue line.</p>	<p>Use utility knife to GENTLY score (in order to make folding easier). This is indicated by a blue dotted line " - - - "</p>	<p>Join any parts marked with a green line with tape.</p>

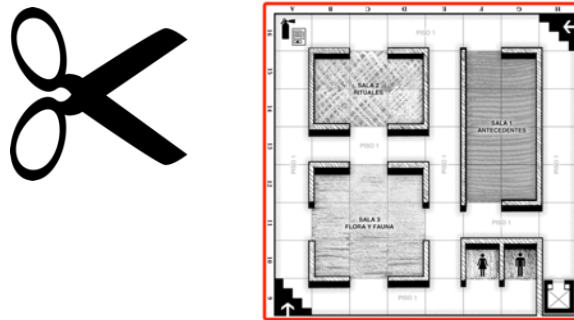
Next, let's see how to print and assemble each component of the game starting with:

1. BOARD

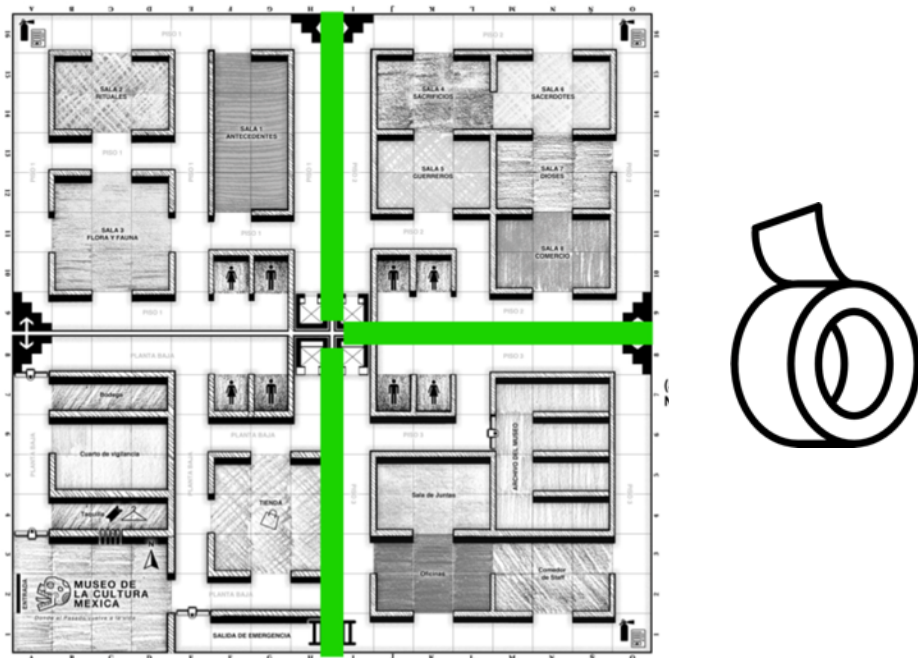
PRINTING SPECIFICATIONS: 4 letter size Cardstock Paper sheets, Black & White ink

INSTRUCTIONS:

- Cut the edges of each part of the board as indicated below:



- Join three of the edges of the sheets, as indicated on the next page, with tape. Try to use three separate pieces of tape, tailored to each individual sheet (20cm), so that it is easy to fold the board, for storage. NOTE: do this on the back side, so that it is not visible or obtrusive when playing.

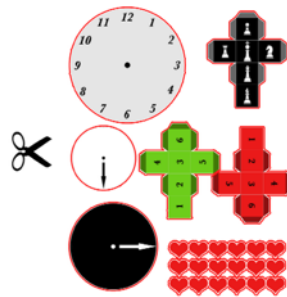


2. COMPONENTS SHEET

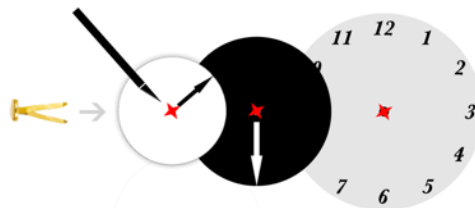
PRINTING SPECIFICATIONS: one letter size Cardstock Paper sheet, Color ink.

INSTRUCTIONS:

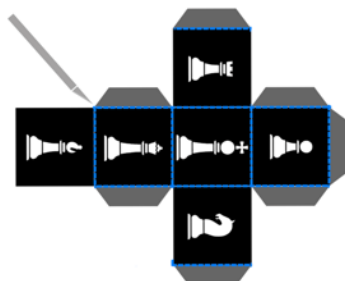
- Cut out each of the components, leaving no white edges. When you're done, you'll have:
 - 18 small HEART-SHAPED TOKENS to use as HEALTH POINTS (12 + 6 extra tokens)
 - 3 circular shapes to build the GAME CLOCK (pieces marked "1.1-1", "1.1-2", and "1.1-3")
 - a cross shape to make a RED DIE
 - another cross shape to make a GREEN DIE
 - a cross shape to make a CHESS DIE ("GHOST DIE")



- To assemble the GAME CLOCK, punch a small hole in the center of the 3 circular pieces, with the help of the utility knife, and then, pierce the 3 pieces with a PAPER FASTENER (easy to purchase at any stationery store) from smallest to largest, and finish closing the FASTENER.

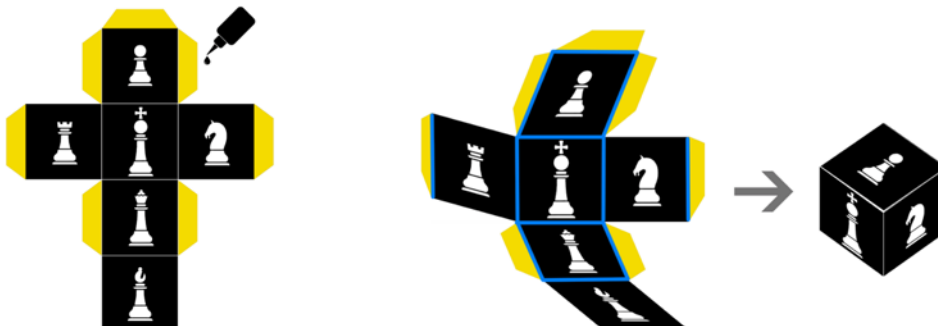


- To assemble any of the DICE* it is necessary to follow these steps. First, make a soft line mark with the utility knife, just enough to mark the folds of the die and make it easier to fold.



*It's possible to use two regular D6 dice you already have, to replace the green and red dice. We left these in the file to ensure no components are missing.

- Next, add glue to the tabs that will join the whole die, fold all the faces inwards, and glue the tabs on the inside.

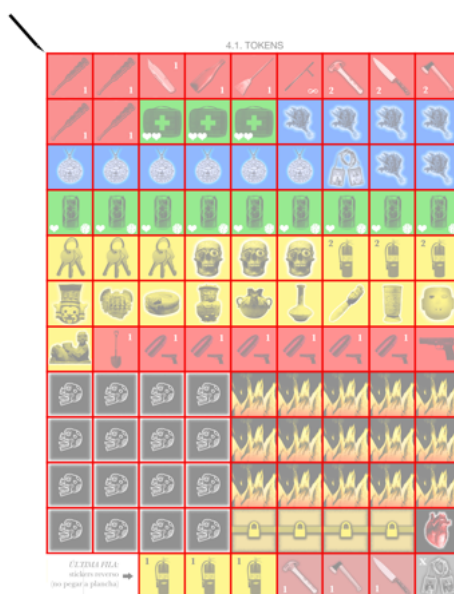


3. TOKENS

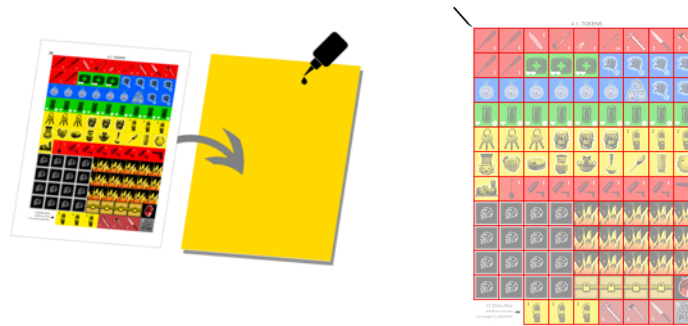
PRINTING SPECIFICATIONS: 1 letter size Cardstock Paper sheet, color ink.

There are two different options to make the game tokens based on the materials you have available. The first option is the simplest. For the second option we'll need a letter size sheet of chip board, more adhesive (a spray adhesive can be a good option) and, optionally, a guillotine.

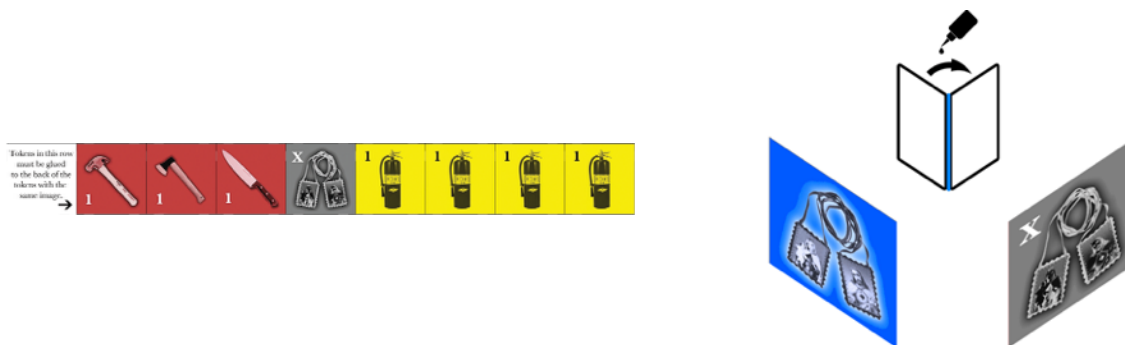
- Option 1: Print the sheet in cardstock paper, and separate each token by cutting with a utility knife (ideally, with the help of a ruler, to make straight lines) or a guillotine.



- 2nd option: Glue the whole sheet of tokens (except the last row, as explained later) to a chip board sheet. Once the glue is dry, cut out each individual token. As explained before: this will make them more rigid.



- Finally it's important to point out that the last row of the token sheet is meant to be glued to the back of tokens with the same image (as shown below) to make double sided tokens:

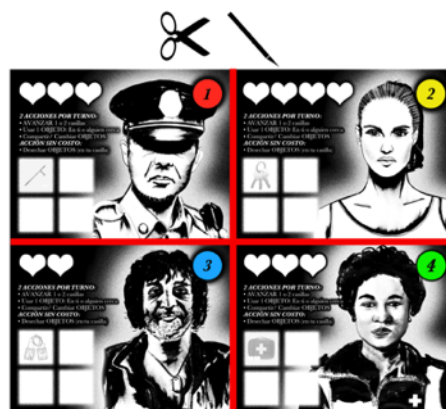


4. CHARACTER CARDS

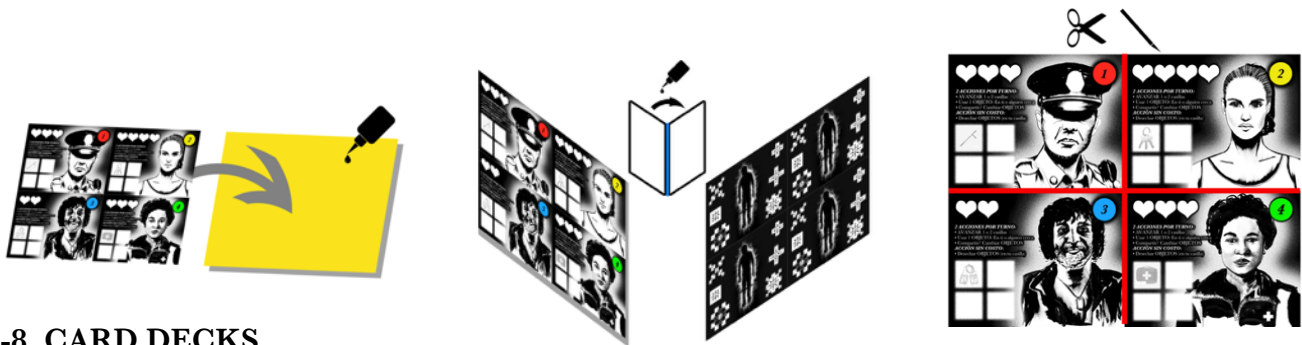
PRINTING SPECIFICATIONS: 1 letter size Cardstock Paper sheets, Color ink.

Similar to tokens, you have the same 2 options:

OPTION 1: Print both sides on a single Cardstock paper sheet and cut out each card.



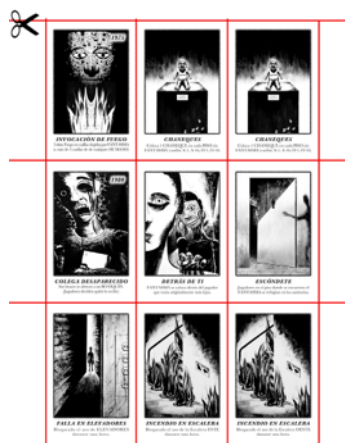
OPTION 2: Print each page of the file on 2 separate sheets, then glue both sides to a chip board plate, for more rigid and durable CHARACTER CARDS.



5-8. CARD DECKS

PRINTING SPECIFICATIONS: 5 letter size Cardstock Paper sheets, BW/ Color ink (optional).
 PRINTER CONFIG. Print on both sides

INSTRUCTIONS: Cut out each card.

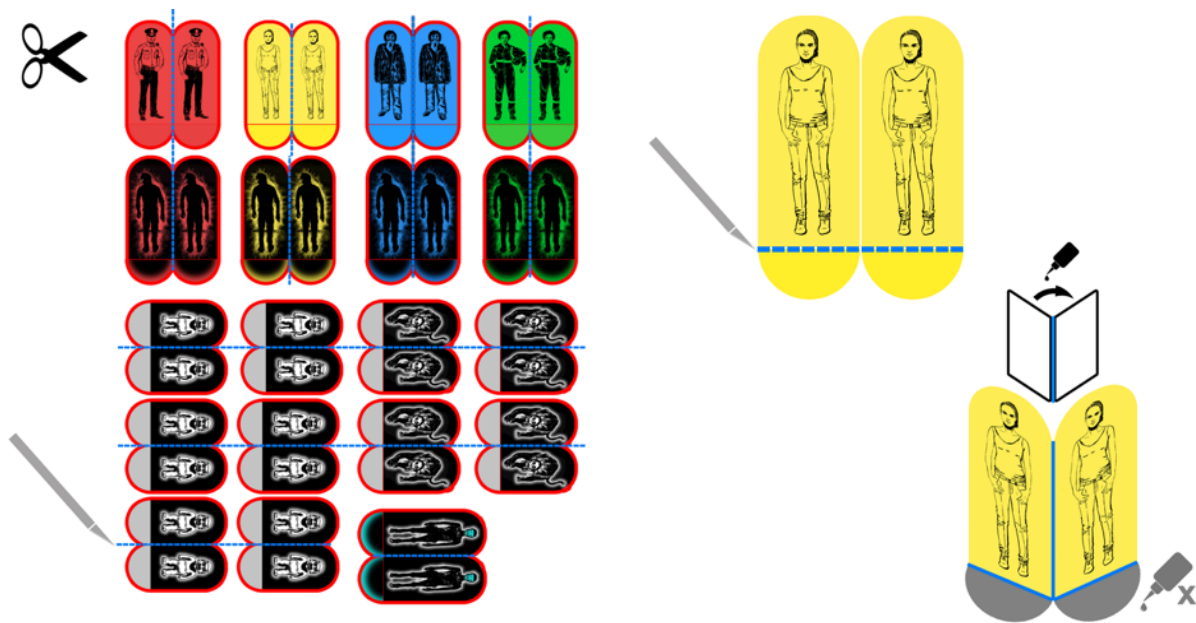


9. STANDEES

PRINTING SPECIFICATIONS: 1 letter size Cardstock Paper sheets, Color ink.

INSTRUCTIONS:

- Cut out each of the standees, leaving no white edges.
- Trace a light line with utility knife in the middle of each figure (blue dotted line). **next page, left image.**
- Draw a line with a cutter/x-acto on the horizontal line which forms a half circle on the bottom. This will be the standee's base. **next page, top right image.**
- Fold the center of the figure inward and join it with adhesive without gluing the base. **next page, bottom right image.**
- Fold the lower halfcircles outward to form the base of the standee.



10. GAME BOOKLETS

PRINTING SPECIFICATIONS: letter size printer paper, BW/ Color ink (optional).

PRINTER CONFIG. Print on both sides, IMAGE CENTERED AND IN THE SAME ORIENTATION (to avoid offset between front and back side of the print).

INSTRUCTIONS:

- Print and fold the entire set of sheets in half. The page numbering will tell you which way to fold the page: the smallest number on each page is always on the outside. (In this example image: “1” is on the outside).



- The first page of each set will be set aside while the rest must be arranged following the numbering, folded one under the other, to form the booklet's content.



1st sheet (cover) | rest of the sheets (content)

- Use the first sheet of the printing set (previously left aside) as the booklet's cover, tucking the rest of the set sheets inside of it.
- NOTE. If by chance the edges of the inner sheets stick out when forming the booklet, cut off the excess with a utility knife (pair with a ruler to guarantee you'll get a straight edge.)

Those are all the steps to build your game's components. Now that you're done...

We hope you'll enjoy playing MEXICA MUSEUM! :)

