



# Square Dungeon Tiles

# Tips & Guidelines

## Square Tiles?

We are aware of the large number of tile products available on the market for tabletop gaming, so we thank you for choosing to download this particular set. Until now Inked Adventures have produced modular dungeon sections of customised, irregular shapes. Whilst for some players modular cut-up sections, as opposed to tiles, can be more ideal for building a map matching their notes or pre-prepared scenario, there are many other players who prefer using solid tessellatory square tiles or “geomorphs”. We have received numerous requests from players (and publishers) for square dungeon tiles and felt that it was time to indulge this preference.

Players who already use the Inked Adventures Modular Cut-Up Sections (I refer mainly to the Basic Pack) will find both systems adapt well to each other. Both lines will be supported and gradually expanded upon in the future, pending poverty or Act of God/Troll/Bad Dice.

## Hand Drawn?

Most of the Inked Adventures accessories were created because of a personal preference for hand-drawn illustrations and maps – with ink lines and simple colours. They also take inspiration from floor plans and board games in 1980s. Older players may see it them as nostalgia products, and perhaps younger players will appreciated them as an alternative to the photo-realism, technical drawing and the textured look of some computerised designs.

Each tile and scenery pieces have been assembled on a computer using many hand-drawn elements. However, due to the nature of this process, some details are repeated, and there may be some inaccuracies in joins and dimensions which occur when scanned ink lines are used in printed products. There is a rugged charm in hand-drawn grids which can be hard to replicate on a PC. Where possible we have erred on aesthetic over exactitude.

## *May your dungeons be beautiful!*

### Scale

Suitable for use with  
25mm/28mm/30mm figures  
where 25mm/1 inch square equals  
5ft on the game map (appx).

*As with many game aids, a referee should always explain to the players that the tiles, doors and scenery are “representational” only. The type of material a chest is made of is up to the referee. The height, shape and quality of a door should also not be based entirely upon the appearance of the door on the table.*



# Printing the Tiles

PDFs are provided in A4 and (US) Letter size pages.

If your printer gives you the option, try to always print at 100% scale. Before you print anything (or take the file to a copy-shop) be careful in choosing which tiles you want to print and *how many copies* of each tile. Many of the tiles will reproduce well in both colour or grayscale on a standard home ink-jet printer.

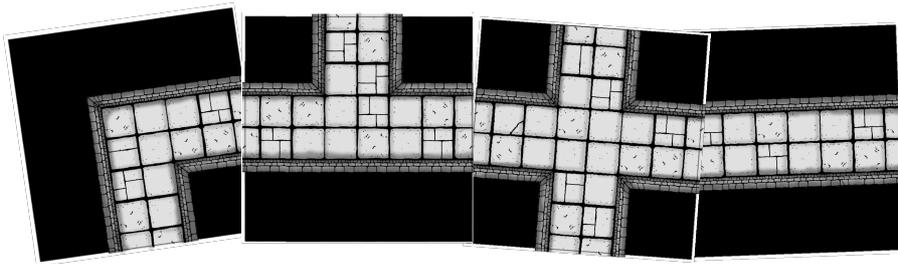
Printing card or heavy photo paper or card is recommended, mounting or laminating is optional. The PDFs do not employ layers (as a result they should be viewable on in many browsers and platforms), so the option of different backgrounds (or “filler” colour) is presented as separate files, white and black. We strongly recommend using the white background for early experiments and quick fun prints. The black tiles are more satisfying to behold and compare well to pre-printed tile products, but they are less “printer friendly” when it comes to ink cartridge consumption.

**Multiples- *Don't Print One Copy of Everything!***

In random or pre-prepared play, we recommend that you print multiple copies of the corridor and stairs tiles (pages 10-15). Also consider either ignoring the Long and Massive Room tiles (27-31), or printing at least 2x Long Room Ends (with maybe 1x Long Room Middle), 4x Massive Room Corners, 4x Massive Rooms Edges and 1x Massive Room Center.

The square room tile with four exits (18) is the core tile of the set – an endless labyrinthine dungeon can be created using that one tile alone!

Plan ahead and you *will* be rewarded!



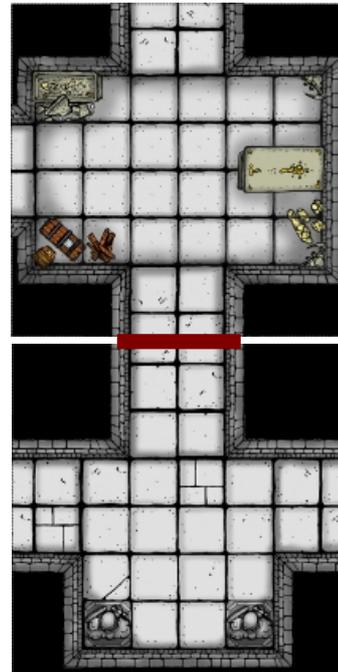
*Consider printing multiple corridors!*

### 3D wall effect, half-squares and exits

Nearly all of the corridors and rooms in this pack have visible walls – which are intended to appear 3D as if looking from above. For technical reasons (and wanting to squeeze as much upon each tile as possible) the edges of the tiles have “half” squares – usually where they would join the next tile.

It is up to the referee of a game to decide if this should be used within the movement mechanics of monsters and characters. For example the half square is impassable until “explored” - i.e. when the next region becomes visible and a whole square becomes available when joined to the adjacent tile. The stand-up doors (see below) can also straddle two tiles in these half-spaces.

With random play in mind -where one tile is laid after another, filling the gaming area until there are no tiles left- nearly all of the tiles have been created with a *minimum of two doorways* (mainly referred neutrally as “exits”, and not “entrances”). As with other tile systems, where an exit meets the edge of the gaming area (or there are no more tiles left to place) that exit becomes an empty wall alcove or dead-end. However, we have also provided cut-out blocking pieces (“wall sections” in the *Doors and Scenery* PDF) which can be placed over unwanted or unsightly exits – especially useful when planning a dungeon layout. These pieces are completely optional (as are the other overlay pieces in that booklet).

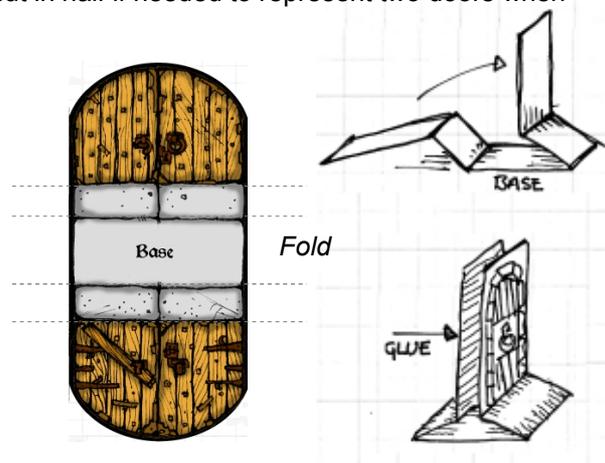


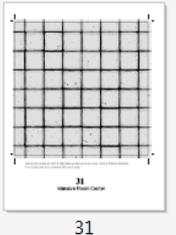
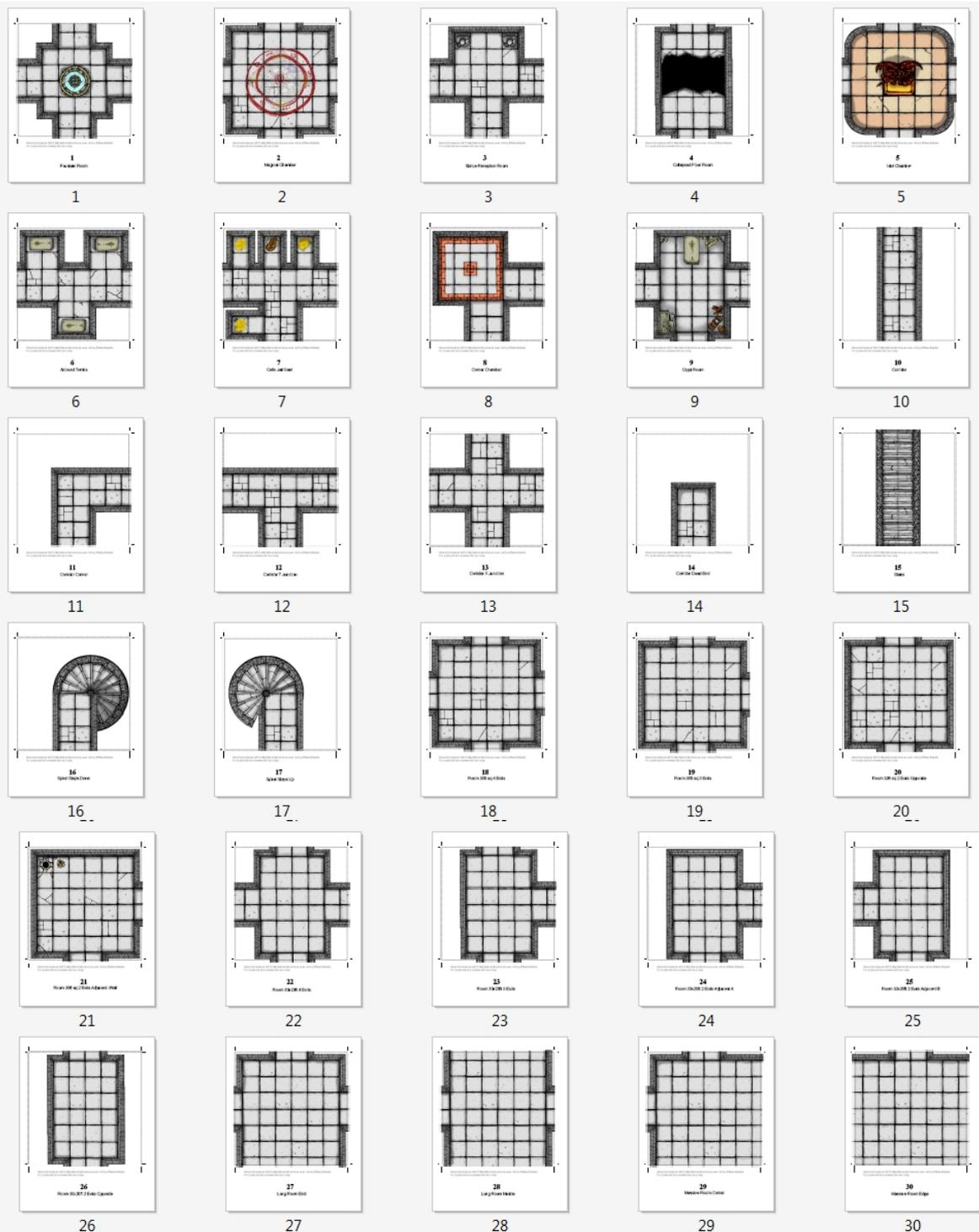
### Cutting and assembly

We are hoping that the tiles are presented in such a way that trimming is self-evident. The final tiles should be square (cut to the dotted edge, not the line of the walls) and the exits on adjacent tiles should line up, at least roughly.

Scenery counters in the *Doors and Scenery* booklet are presented on a flagstone grid so that they can be cut out in squares and lined up with the flagstones in the tiles. Scenery counters includes pillars, pit traps, piles of gold, tables, chests and so on. Many of these pieces have been duplicated from other Inked Adventures packs – primarily the Basic Pack, which contains several more pages of props and scenery, compatible with this set.

Stand-up wooden doors have been included in the *Doors and Scenery* booklet. When folded correctly – as an inverted “T”- they have a base roughly one/two squares wide. Darker shadows on the flagstones of the tiles have been added to suggest possible places for doors – again this would up to the referee. (More stand-up and flat door counters are available in other Inked Adventures downloads) Before trimming and gluing the doors perhaps add a coin onto the base (or inside) as a weight – this may prevent breeze/sneeze/wind damage to the doors in play! Wooden doors are also easy to adapt to figure or boardgame slot bases. Double doors can also be cut in half if needed to represent two doors when one is stuck or damaged.

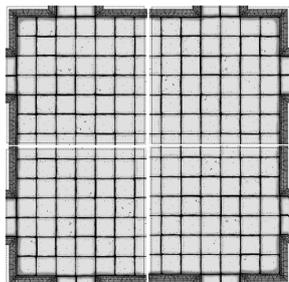




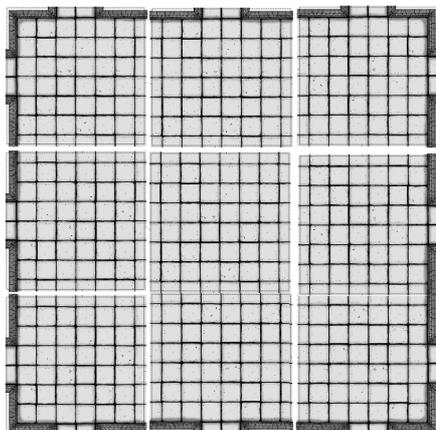
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|-------------------------|-------------------------|--|
| 1 Fountain Room         | 10 Corridor             | 19 Room 30ft sq 3 Exits                      |
| 2 Magical Chamber       | 11 Corridor Corner      | 20 Room 30ft sq 2 Exits Opposite             |
| 3 Statue Reception Room | 12 Corridor T-Junction  | 21 Room 30ft sq 2 Exits Adjacent (inc. Well) |
| 4 Collapsed Floor Room  | 13 Corridor X-Junction  | 22 Room 30x20ft 4 Exits                      |
| 5 Idol Chamber          | 14 Corridor X-Junction  | 23 Room 30x20ft 3 Exits                      |
| 6 Alcoved Tombs         | 15 Stairs               | 24 Room 30x20ft 2 Exits Adjacent A           |
| 7 Cells Jail Gaol       | 16 Spiral Steps Down    | 25 Room 30x20ft 2 Exits Adjacent B           |
| 8 Corner Chamber        | 17 Spiral Steps Up      | 26 Room 30x20ft 2 Exits Opposite             |
| 9 Crypt Room            | 18 Room 30ft sq 4 Exits | 27 Long Room End                             |
|                         |                         | 28 Long Room Middle                          |
|                         |                         | 29 Massive Room Corner                       |
|                         |                         | 30 Massive Room Edge                         |
|                         |                         | 31 Massive Room Centre                       |

## Tiles Thumbnails & List

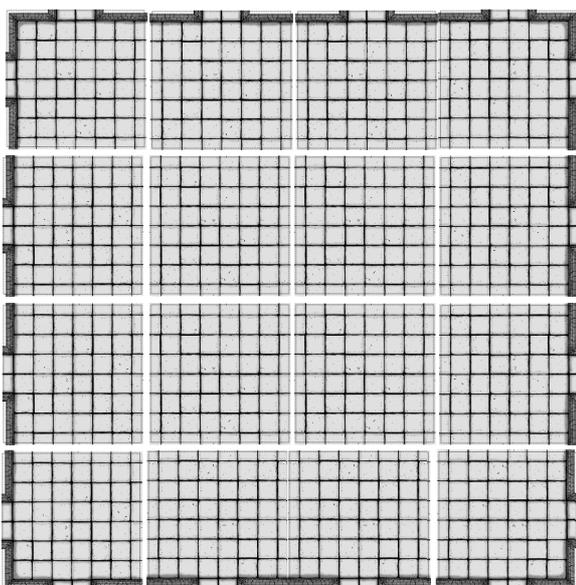
## Creating large square areas with the Massive Room tiles



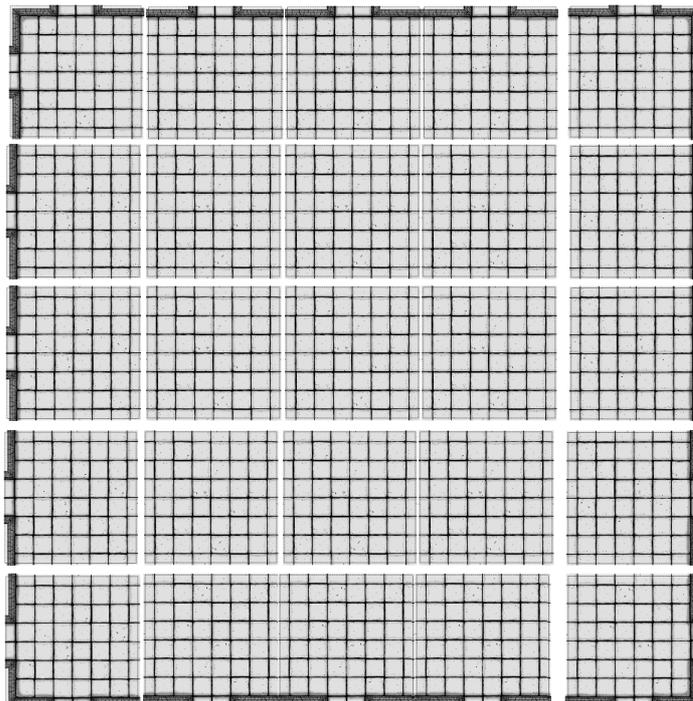
A



B



C



D



<http://inkedadventures.com>

Email:

[inkedadventures@yahoo.co.uk](mailto:inkedadventures@yahoo.co.uk)

Store on DTRPG:

<http://bit.ly/IAstore>

### Key

A. 2x2 tiles : 4xCorner : 13x13 squares, 65x65ft

B. 3x3 tiles : 4xCorner, 4xEdge, 1xCentre : 20x20 squares, 100x100ft

C. 4x4 tiles : 4xCorner, 8xEdge, 4xCentre : 27x27 squares, 135x135ft

D. 5x5 tiles : 4xCorner, 9xEdge, 9xCentre : 34x34 squares, 170x170ft

### Squares and dimensions per tile (within room)

Massive Room Corner:  $6\frac{1}{2} \times 6\frac{1}{2}$  squares -  $32\frac{1}{2} \times 32\frac{1}{2}$ ft

Massive Room Edge:  $6\frac{1}{2} \times 7$  squares (inc. halves) -  $32\frac{1}{2} \times 35$ ft

Massive Room Centre:  $7 \times 7$  squares (inc. halves) -  $35 \times 35$ ft