

♦R♦O♦O♦F♦ ♦O♦P♦T♦I♦O♦N♦S♦



HIMMELVEIL
HARBORMASTER
www.worldworksgames.com

'Himmelveil Harbormaster' and its logo are Trademarks of WorldWorks Games.
All materials Copyright WorldWorksGames www.worldworksgames.com 2006





The ship's wheel can be mounted in any handy location.

Cut it out roughly like this.



Glue half of the reverse side and fold flat, taking care not to get glue on either of the two lower flaps. Fold it flat and press hard until dry.

Once dry trim away the excess white card.

Tiny, ain't it?



Make sure and edge it up, then glue down like this.



The tower is a decorative element, with several optional pieces.

Glue the side flap on the tower base and form into a box.



On the tower middle, glue the four tabs and form into an open-sided box.





Cut and score the four side braces. Glue the reverse side but do **NOT** glue the areas shown in red.



Fold it flat and trim away the small semicircular area.



Now glue the two tabs and attach to each corner of the tower like this.



Glue the four top tabs on the base and set the middle level atop the base.

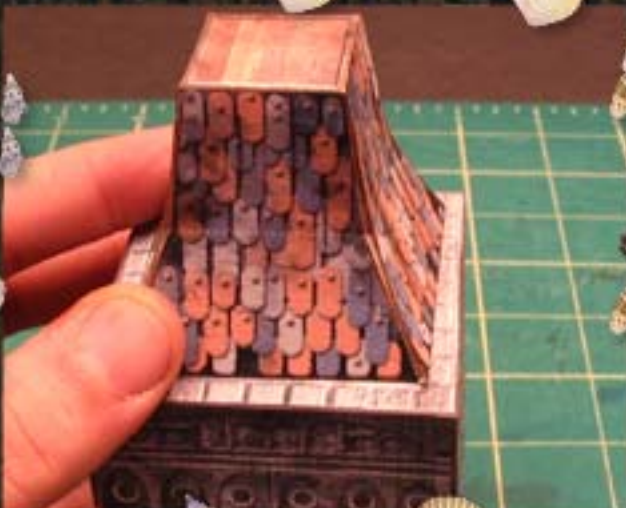


Glue the side tabs on the upper roof and fold inwards as shown. Press against a flat surface and hold until dry.



Glue the four bottom tabs and set onto the middle section, hold until dry.

That's the basic tower, next we'll look at a few ways to dress it up easily.



The roof hatch can fit atop the finished tower, or wherever you want roof access.

Cut and score, glue the reverse side of the hatch. Fold flat and press hard.

Edge with dark felts, glue the base to the desired surface.





Access to the roof is through the simple ladder.
Cut and fold as shown.

To attach, glue the two tabs and affix to the wall.

I suggest this location, but you can place it
anywhere you need. Just remember to attach a
corresponding roof hatch.



The hatch itself is in the tower pdf. Glue to the
location above the ladder.





The optional spikes will help keep the dragons off.

Cut and score, then colour in the upper part of the reverse side with a dark felt.

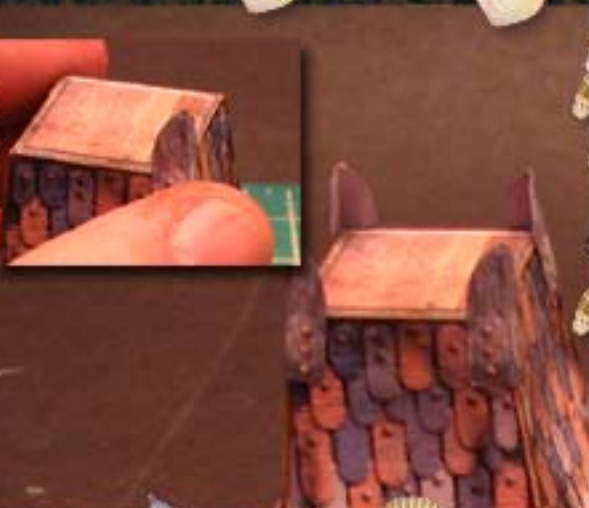


Put a dot of glue on the remaining white card....



...and press onto the upper part of the roof.
Hold until dry.

You can add them to the mansard roof section too!



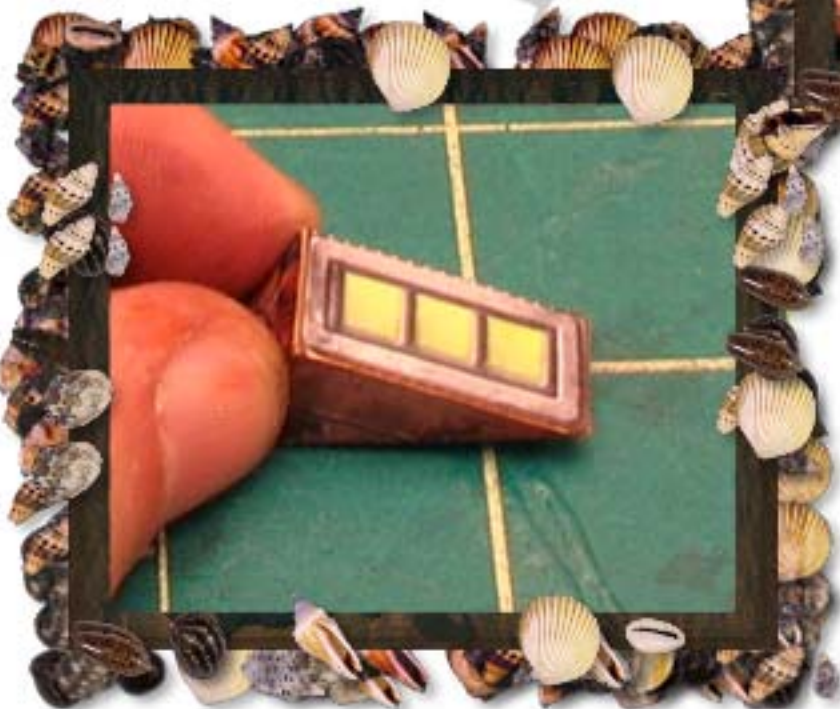


The broken clockface is built by first gluing the two triangular tabs and folding the roof tiles down onto them.

To attach, glue the four rear tabs and press onto the lower part of the roof.



There's a small window that is built up and attached the same way.



The flagpole is a straight adaptation of the , mast from my Skull Cove set. Why re-invent the wheel?

Begin by gluing the long tab and folding the pole into a box shape. Do the same with the angled top piece.



See those wee, tiny tabs between the angled and straight sections? Glue them and tuck them into the straight part. Glue the square flap atop the pole closed too.



Finish the pole by gluing the bottom square tabs, and by adding the small brace piece. Glue the reverse and apply.



The base is a simple box. Make sure you cut out the white "H" shape in the center of the box.



Glue the bottom of the pole and insert into the base. Hold until dry.

Next we'll look at something to do with this flagpole, namely signal flags.





The flags can be used to show messages and were cheerfully ripped off from old Royal Navy signal flags.

Print the signal flags onto regular typing paper. Cut out the flags you desire...

Glue the reverse and fold them over a piece of thread.



Tie them to a flagpole or tower and display.

