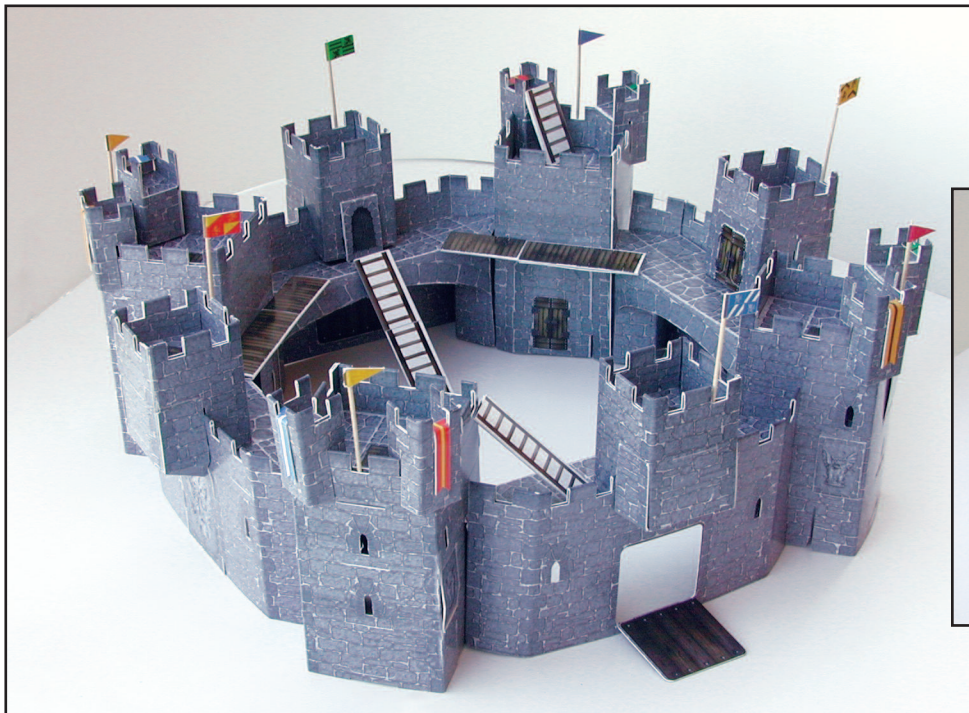CARDBOARD HEROES

CASTLES WALLS AND TOWERS

20 assorted building pieces, plus dozens of accessories.

Easy to assemble.

Fold them flat, store them safely, and set them up again for the next game!

These castles are heavy cardstock, die-cut and pre-scored to make them easy to build. They're designed to fold and unfold without damage, so they're totally portable, and store in a very small space. When the game's over, just fold 'em up and go!

This set continues the *Cardboard Heroes* tradition of great miniatures and accessories at a low price. The buildings in this package will create one square castle or two smaller strongpoints. And you can add sets to make your fortress the envy of the surrounding kingdoms!

CREATE THE CASTLE YOU WANT
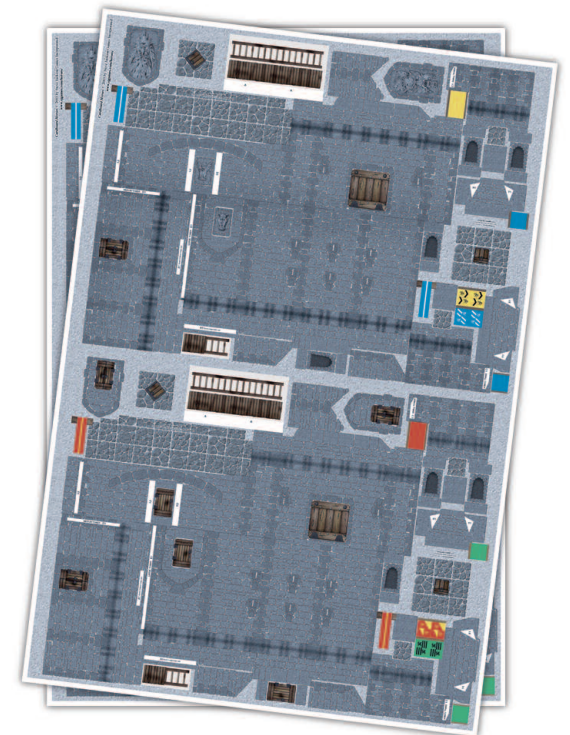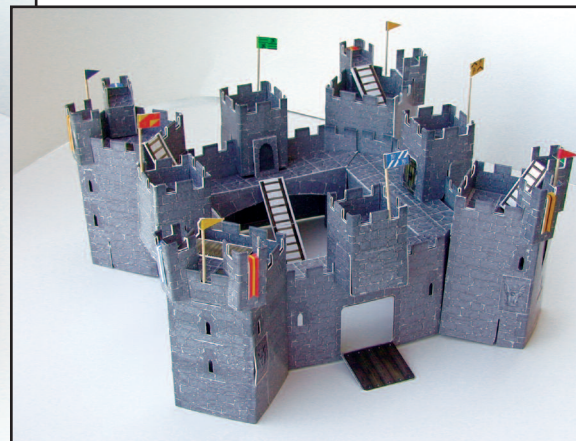
STEVE JACKSON GAMES

Instructions for the PDF Version

Thank you for purchasing this digital version of *Cardboard Heroes Castles: Walls and Towers.* The instructions beginning on the next page were for the print version of this product, but they're still vital for this project. However, here are some additional tips for printing and assembling this at home. **Because the pages are oversized, this PDF set is *not* for the faint of heart!**

PRINTING

The *Cardboard Heroes Castles* pages were all originally double-sided on oversized sheets. Unless you have access to an oversized printer, you'll need to print and assemble these in pieces. The easiest method is to print them onto cardstock using the Poster printing method (in Adobe Acrobat Reader), under Page Size & Handling. This will result in pages that need to be connected – ideally with clear tape – to form larger sheets. Alternatively, you may print on regular or photo paper and attach them to larger sheets of poster board or cardstock.

Although the sheets were double-sided, that may not be strictly necessary depending on your needs. If you *do* want the double-sided artwork on your pieces, beware that most home printers aren't accurate enough to line up printed sheets. One possibility is to print out the second side on shipping labels, which are available as two labels per sheet or even one label per sheet. Then you can stick the backside to the cardstock you printed. If you want to line it up more accurately, you can use a light table (or even a tablet computer with the brightness turned up) to shine through the cardstock and give you an idea where to put the sticker sheet.

As a final idea, it's possible to print out sheets piecemeal. Our files are not copy-protected, so you can extract images or copy/paste as you would find useful in your own software suite. However, as an option that's freely available for many computers, you can take a snapshot of the piece you want to print, then print that. In Adobe Acrobat Reader, select Edit > Take A Snapshot; then select File > Print and choose the layout option you want. Note that you may still need to use the Poster feature of printing if the piece is larger than a single sheet of paper.

CUTTING

The original print version of this item was die cut and scored. Unfortunately, you'll need to do that yourself. Fortunately, it's not as complicated as printing!

All the **black lines** are cut marks. Use scissors or a sharp utility knife to cut the cardstock completely.

All the **dark-gray lines** are score marks. Using a ruler as a guide (if possible), lightly press grooves along those lines using a narrow, dull object (such as a ballpoint pen that's run out of ink) to make the cardstock bend at those parts.
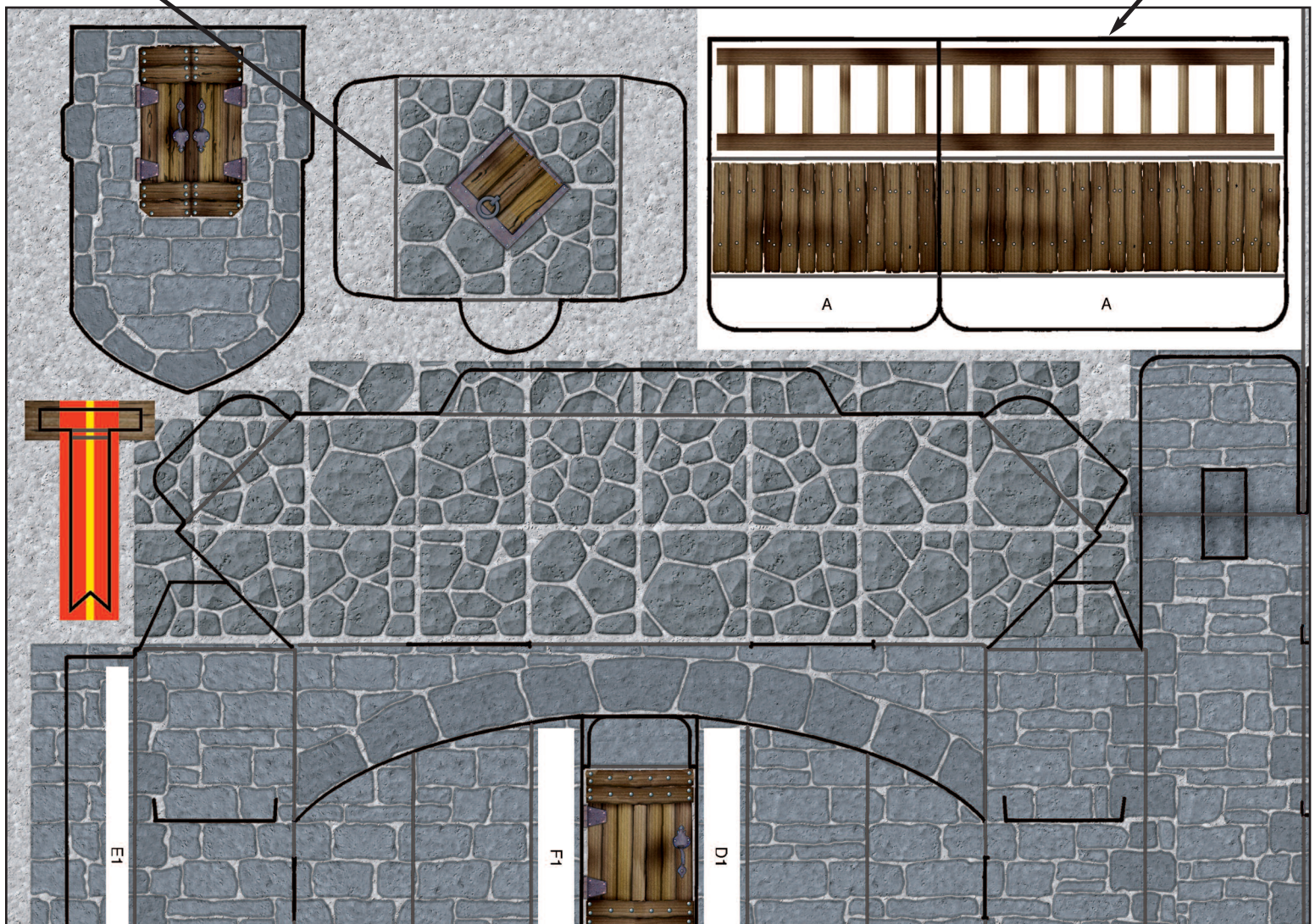
ASSEMBLY

Once you have your pieces cut out and scored, putting it all together should be straightforward. Just follow the original instructions, which begin on the next page.

Good luck; your castle awaits!

Dark-Gray Fold Line

Black Cut Line

Instructions

If you can bring yourself to read all the way through the instructions before you even start to punch out the pieces, you will build a better castle . . .

And if you go to **sjgames.com/heroes/castles/st_tips.html** and read the assembly tips, it will help even more!

PREPARATION

Everything here can be done by one person. Having said that: It's more fun with family or friends.

Tools and Supplies

You'll need glue. We recommend plain white glue. It's also good to have tissues or a damp sponge ready, in case of spills or excess glue.

You don't need scissors. All the pieces are die-cut and have the fold lines already in place. However, a metal straightedge is useful for starting the folds, and a hobby knife may be useful to cleanly separate pieces from the cardboard sheet.

Punch the pieces out carefully so you don't accidentally start a tear. As you punch out each piece, you should fold the fold lines gently both ways. This will help keep the paper from tearing later.

We suggest you do one building at a time until you get the feel of it, and that you start with a small tower and work up to the big ones.

Glue Is the Mortar for Your Castle Walls

Areas to be glued are white, and have matching letters – so, for instance, you will start each building by folding and gluing A to A1. Do the letters in order for each building.

Do not overglue! Put glue only on the white areas. There are places where cardboard touches cardboard but should NOT be glued together . . . so use glue sparingly and only where indicated. (The rectangular bits of cardboard that are punched out of the castle crenelations are good tools for spreading glue thinly.)

The less glue you use, the quicker it will dry.

The more precisely you glue your buildings together, the better they will look and the better they will fold and unfold. This project is not rocket science . . . but if you are careful, you'll like the results more.

Weight and See

Remember: The finished buildings will fold completely flat. So at each stage in the gluing, you should be able to press the building flat under (for instance) a phone book while the glue dries . . . and we suggest that you do that, so the glue will hold well. This cardboard is strong, and you'll need serious weights to keep it folded flat while it glues. (If you happen to have non-marring hobby clamps, you can use them. Or you can use office binder clips and cloth padding. Don't use paper clips; they'll scratch and scar the slick surface.)

If you ever reach a stage where you can't make your building lie completely flat, something has gone wrong!

INITIAL ASSEMBLY

We **strongly** suggest that you do the pieces in order, starting with the small tower, which is easy. The wall would be hard if you started with it, but not very hard if you have worked up to it by doing the towers first.
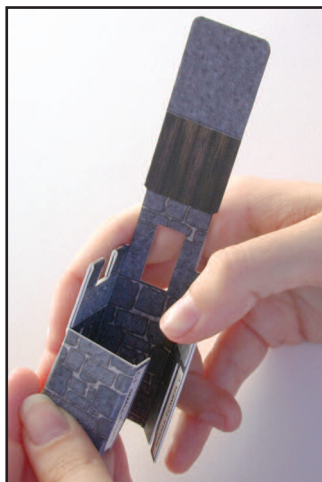
Small Tower Assembly

Punch out a small tower. It is a single piece. (The set includes eight small towers.)

Start by folding down the top of one wall and gluing A to A1. Repeat with the other wall top, gluing B to B1. Let these dry before proceeding.

Then place the tower so the folded-down wall sections are on the inside. When it's right side up, you will see a square of dark brown wood pattern in the middle of the tab at the top (this will become the inside of your roof).

Fold the whole tower in half, with the left half coming down onto the right half. If the C1 tab is folded under, it will match up with the white space marked C. Make sure that the bottom of the tower is a straight line, adjusting your fold as necessary, and glue C to C1.

Weight it well and and let it dry. Know how long your glue takes; don't rush it.

That's all the gluing you need to do. You've still got a tab sticking up at the top – see under *Setup*, below, for the next step, but wait until it dries!

Medium Tower Assembly

Punch out the medium tower. There are two pieces: the walls, and the roof. (The set includes four medium towers.)

Start by gluing the tower roof to the wall piece, matching A to A1. Be sure the edge of the roof lines up perfectly with the fold on the wall piece, and don't glue over the fold itself! Weight this and let it dry.

Now fold tabs B, C, and D down, and glue the three white spots to B1, C1, and D1, respectively. (Note that tab B is longer, and has a slot in it. NO GLUE goes on the bottom of that tab – put glue only on the white spaces. That slot will be what holds the roof in place when the tower is assembled!)

When B, C, and D are glued down, weight it and let it dry.

Now fold the tower around on the vertical folds so the base is square. The folded tabs should be inside. Glue E to E1. Be precise – match up the little "arrowhead" cutout at the top of the tab, and make sure the edges line up at the corner of your tower! Weight it well and let it dry. After it dries, you can set it up (see below).

Large Tower Assembly

Punch out the large tower. There are two pieces: the walls, and the roof. (The set includes four large towers.)

Now proceed as for the medium tower.

After the tower is assembled and has dried, fold back the pieces on either side of the doorway to suggest pillars.

Wall Assembly

Punch out the wall. Each wall is made from a single huge piece. (The set includes four walls.)

First, fold and glue the three tabs at the top of the tower: A, B, and C. Weight these and let them dry. These are big tabs, so you may have to allow longer for the glue to dry.

Next, set the wall piece so the inside of the wall faces up. (The inside of the roof is wood, and the outside is stone, so you should be able to see a big area of wood on the top right of the piece.) Fold the whole right half of the wall piece over so that D1 matches D. To make them match, you will also have to fold on the line that runs right between the second and third bricks in the arch. When you have them matching properly, glue D to D1. Weight this and let it dry. (After you've done this a couple of times, you can do this and the next two steps together.)

Next, fold E so it matches E1, glue, weight, and let dry.

Next, fold F around to match F1. This is the mirror image of what you built with D and D1. Glue, weight, and let dry. That's it.

Tower Support Assembly

There are two sizes of tower support: large and small. Only the bases are different; the "arms" are the same. Pick an X and Y arm and glue them to X1 and Y1 on the support base. That's it. There are four large supports and four small ones.

Ladder/Plank Assembly

These pieces show a ladder on one side and a plank on the other. Just fold them around and glue A to A1.

Flag Assembly

Toothpicks, florist wire, very thin dowels . . . they'll all do for flagpoles. Glue the flags to the poles, let them dry, and then stick the flagpoles into any appropriate fold on a wall or tower. Flags are provided in four different colors; pick the ones you like.
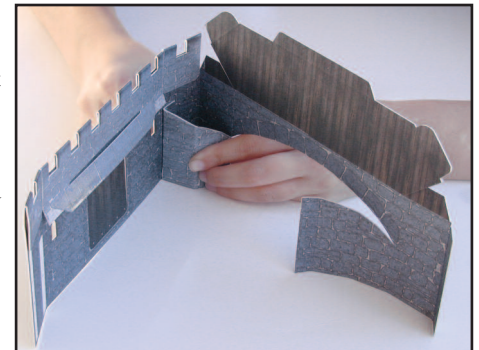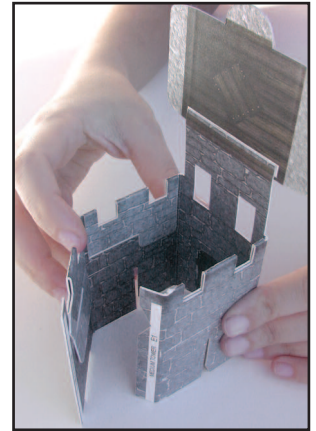
SETUP AND TAKEDOWN

You've finished the steps above, and given the glue time to dry. Now you can assemble your castle!

To Set Up Walls and Towers

(1) Open up the base. The towers have a square "footprint," while the walls are very, very flattened hexagons, 6" on the long sides.

(2) Fold the roof down. On all buildings except the small tower, the roof piece has a tab that fits into a slot on the opposite wall, making it strong enough that you can deploy miniature figures on top. On the small towers, the roof tab just goes all the way to the tower floor and braces it that way.

To Take Down Small Towers

(1) Push down on the roof until the roof piece lies flat against the inside wall.

(2) Gently "squash" the tower flat.

To Take Down Other Towers and Walls

(1) Take the roof tab out of the slot and unfold the roof.

(2) Gently "squash" the building flat. With the roof unfolded, this should be easy, but make sure you're not accidentally catching part of the roof as you squash the walls.

Note also: When you fold a tower, you should fold it so that the glued corner is folded flat, rather then ending up at an edge. That makes your tower less likely to pop apart.

Storage

We suggest storing the flat walls and towers in a box or heavy envelope, and using a smaller envelope or a ziplock bag to hold all the doors, flags, and other bits.

CASTLE DESIGN

The walls and towers will fit together in many different ways. Here are a few basic suggestions.
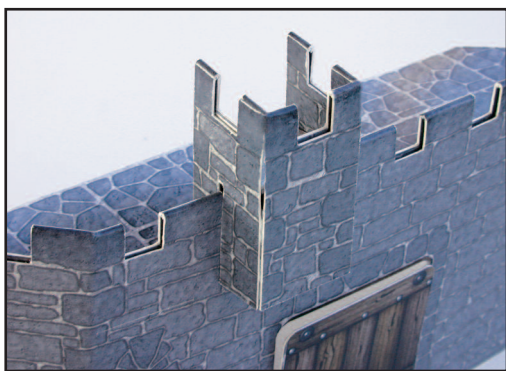
2 Sets

½ Set
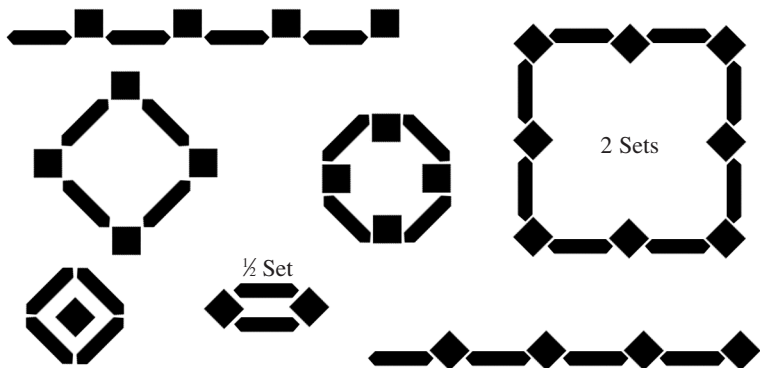
Stacking the Towers

All the towers are notched, so they can be placed atop other buildings, fitting over the crenelated wall.

So, for instance, any tower can be placed on a castle wall, or small towers can sit atop large ones. You can use a tower to lock two wall sections together.

The small towers look especially good on the corners of the large towers.

Tower Support Pieces

There are separate tower support pieces for the large and medium towers, to be used when the tower is placed atop another piece. In a real building they might be structurally necessary, but here they are mostly for looks and
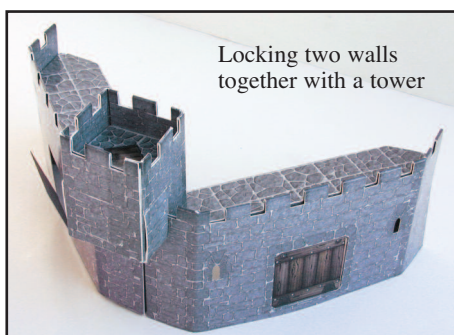

Locking two walls together with a tower

you can omit them if you like. Here are pictures of medium towers with the support pieces.

Put the support on the bottom of the tower *before* folding the tower roof down. Then place the tower atop another piece. The support goes on the side of the tower opposite the door, unless you mean to have a door that leads into thin air.

To use the support, fold its base into a U shape. The small tabs on the base will go inside the tower. The "arms" of the support go outside the tower and fit into the slots.
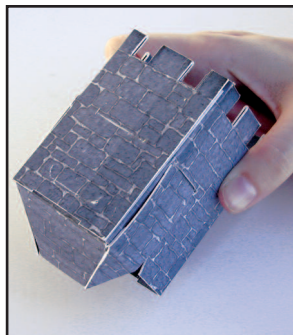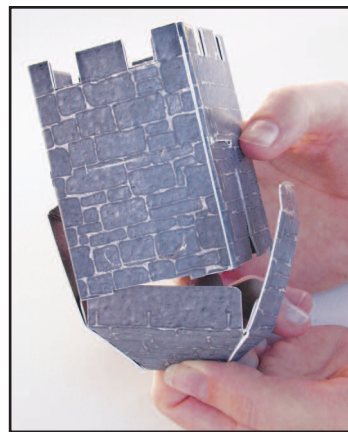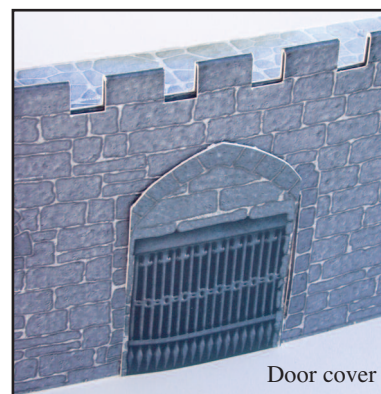

Door Covers

The door covers are the large arch-shaped pieces with two tabs on the sides. They can be used to cover the archways on the large towers and the drawbridges on the walls (after all, not every section of wall needs a drawbridge). You can choose door covers that depict a smaller door, an iron portcullis, a carved gargoyle, or a blank wall.

Window Covers

The window covers are the 1" by 2 3/8" pieces with tabs at top and bottom. They can be used to cover the buildings' arrow slits to change their appearance; just put the tabs through the slits. Some show blank walls; others show larger windows, gargoyles, and doors.

These can also be used on the ground floors of the walls and large towers. To attach them there, fold the bottom tab *under* the building through the notch at the base of the wall, and put the top tab through the upper slit.


Door cover

Ladders and Planks

These two-sided pieces can be used in different ways. Lean a ladder against a wall to give access to the battlements, for instance. Use a plank to bridge a gap between the tops of wall sections, as shown on the floor plans above.

Note the small round-cornered square piece that shows a plank on one side and a ladder on the other. This "plank tab" can go between two plank pieces to attach them together. The plank tab has a fold line in the middle. If the fold line is parallel to the plank, the assembled plank will be rigid. If it's crosswise to the plank, the assembled plank will bend there.
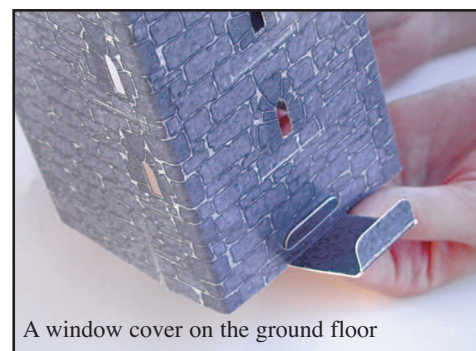
A window cover on the ground floor

Banners

The banner piece is meant to be folded and draped over the battlements. The banner itself goes between the crenelations, while the "stick" goes on the inside and holds it in place. Banners are two-sided – fold each one to show the colors you choose.

CUSTOMIZING AND FINISHING TOUCHES

If the white color of the exposed cardboard edges displeases you, use a gray marker, or the side of a pencil lead, to turn these edges gray.

Trace the outline of a window cover onto white cardboard and you can make your own covers. You can show battle damage, your favorite character looking through the window, or whatever you like.

Create your own flags to match the banners and livery of your own miniatures army.

The stone pattern on the building roofs matches the pattern of the *Cardboard Heroes Dungeon Floors*. This is not a coincidence. Have fun!

Send Us a Picture!

If you have an amazing castle layout, or a great new floor plan, send us a picture! We'll post the best ones on our web pages.

TROUBLESHOOTING

The top layer of the cardboard is splitting at the corner of a tower!
Immediate fix: Pencil lead or gray marker will hide it.
To keep it from happening again: Fold gently but firmly on all the score lines before you start gluing things together, to make the cardboard more flexible.

The walls and towers are falling over when bumped!
Obviously you've already thought of "quit bumping them" and "don't make top-heavy buildings." If you're still having problems, a couple of large paper clips down at the bottom to attach ground-floor walls and towers to their neighbors, will create a wide and stable base.

The glue popped loose!
This may be caused by weak glue, by using too much glue, or by insufficient drying time. It can also happen if, when you fold a building for storage, you fold on the glued corner. It's better to leave the glued corner flat.

Castle Glossary

arrow slit: A narrow "window," wider on the inside of the wall, through which defenders could shoot.
bailey: An open area inside the walls, also called a courtyard or ward.
ballista: A siege machine (often in the form of a large crossbow) designed to throw very large arrows.
barbican: An outward extension of a gate; a gatehouse.
belfry: A tall wooden tower on rollers or wheels, designed to be rolled up against a wall during a siege.
berm: The flat space between the base of a curtain wall and the edge of a ditch.
bore: A heavy pole with a pointed iron head, used to drill into the base of a wall.
catapult: A siege machine designed to throw stones.
corbel: A load-bearing projection from a wall.
crenelation: An opening in the upper part of a parapet.
curtain: Short for curtain wall, a wall surrounding a courtyard.
courtyard: Another term for "bailey" (above).
ditch: A linear excavation around the outside of a curtain wall, designed to prevent siege engines from approaching the base of the wall. When filled with water, the ditch was sometimes called a moat.
donjon: The great tower or keep. The innermost strongpoint of a castle, where the garrison retreats when the outer fortifications fall. It is usually where the masters of the castle have their living quarters.
dungeon: This term originated from the word "donjon," but it has come to mean a place where prisoners are kept.
drawbridge: A wooden bridge, which can be raised by a windlass in the gatehouse and chains or ropes attached to its outer end. Earlier drawbridges were simply a few boards used to bridge a gap, and were "drawn" in when danger threatened.
embrasure: An opening in a parapet wall, between merlons.
forebuilding: A smaller building built against the side of a keep, sometimes containing the stairway to the door or a chapel.
garderobe: A latrine.
hall: The principal room of a keep (or house).
hoards, hourds, hoardings: Temporary wooden structures added for defense. These could include wooden roofs for towers, or temporary wooden galleries similar to machicolations (see below).
keep: Another term for "donjon" (above).
machicolations: Permanent stone galleries atop a curtain wall, overhanging the outside. "Murder holes" in the floors allowed defenders to drop things on anyone approaching the wall.
mangonel: A siege machine designed to throw stones.
merlon: The portion of a parapet wall between the embrasures. Merlons sometimes had arrow slits in them.
mine: A tunnel or excavation designed to go under a wall or tower. Mines are braced with wooden timbers, which are set on fire to collapse the tunnel and (hopefully) the fortification above them.
moat: A water-filled ditch at the base of a curtain wall, usually only surrounding the outermost walls of a castle.
motte: A mound (natural or artificial) topped by a castle (usually applied to early castles).
murder hole: A small opening above an entryway, or in the floor of an overhanging structure such as a machicolation, through which stones, boiling pitch, or molten lead can be dropped on attackers. Murder holes might also be located in the walls so spears could be stabbed through at invaders.
parapet: The top of a curtain wall, designed to allow soldiers to shelter behind it.
pent, pentise, penthouse: A lean-to or roofed shelter designed to protect from dropped objects. Sometimes put on rollers or wheels to cover a ram or bore, or a party of men as they advance toward a wall.
portcullis: A heavy wooden grille (often covered in metal plates) lowered to block a gateway or passage.
postern: A smaller exit from the castle, sometimes leading to a wharf or pier . . . a back door.
ram: Short for battering ram. A thick log, often capped in metal and reinforced with metal bands, used to knock down walls, doors, and gates.
slit: A narrow opening in a wall, usually wider on the inside than on the outside, through which the defenders can shoot at the attackers.
solar: A sitting room, usually on the sunny side of the keep, on one of the upper stories.
trebuchet: A siege machine designed to throw very large stones.
ward: Another term for "bailey" (above).

1 2 3 4 5 6 7 8 9 10

Check out the other *Cardboard Heroes* sets:
Cardboard Heroes Fantasy Miniatures: over 400 cardboard stand-up figures in 25mm scale. No painting . . . use them instantly!
Cardboard Heroes Dungeon Floors: 107 rooms and corridors for fantasy adventures, with squares on one side and hexes on the other. The stone pattern matches the castles in this set.

Cardboard Heroes Cavern Floors: 83 caverns and tunnels for underground excitement. And they link to the Dungeon Floors! And coming soon:
Cardboard Heroes Modern Miniatures . . . and more *Cardboard Heroes Castles* sets!
Visit warehouse23.com

---

This Set Includes:

- Four wall sections
- Four large towers
- Four medium towers
- Eight small towers
- 20" of plank/ladder pieces
- And dozens of flags, alternate doors and windows, and other pieces to let you customize your castle!

Die-cut and scored for easy assembly. For ages 12 and up.

With a single set, you can build:
- A complete square castle, or
- Two opposing mini-castles, or
- *Three linear feet* of walls and towers!

With multiple sets, you can create the mightiest fortress you can imagine . . . The *Keep* set is also available for even more variety!
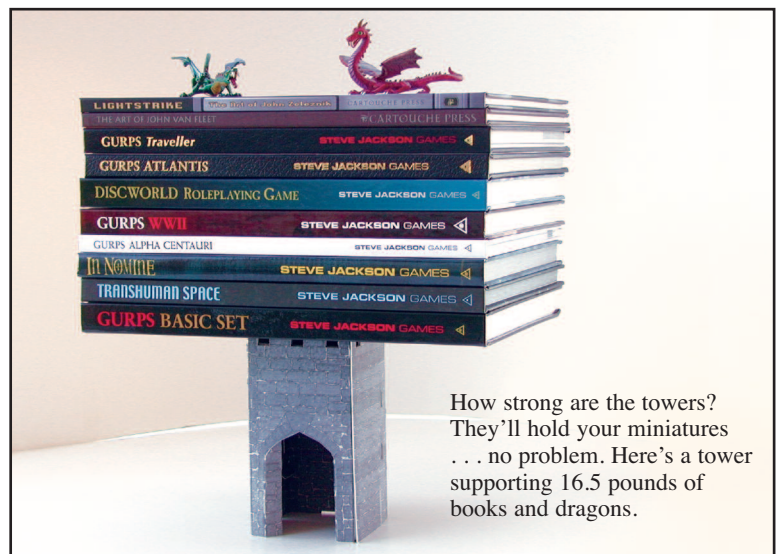
How strong are the towers? They'll hold your miniatures . . . no problem. Here's a tower supporting 16.5 pounds of books and dragons.

Concept and Design: John Hollis
Graphics: Alex Fernandez
Documentation: Steve Jackson
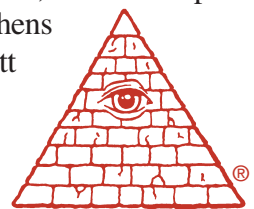**Playtesting:** Michelle Barrett, Kimara Bernard, Steve Jackson, Mia Sherman, Monica Stephens
Print Buying: Monica Stephens
Photography: Justin De Witt
Glossary: Loren Wiseman

For more photos, including assembly tips from John Hollis, visit the Castles website at sjgames.com/heroes/castles/.

STEVE JACKSON GAMES
www.sjgames.com