## Design Master Tiles Quickstart Guide

Start here to learn the basics of using your Rugged Hills modular tiles!

## I. Default Arrangement for Modules

The underside of each tile contains several pieces of identifying information, including a tile placement grid that shows where the tile is placed in its module's default arrangement. For example, the diagram below shows that Tile A from the Rocky Valley module goes in the top left corner. Note that to orient the tiles correctly, when looking at the bottom of a tile, flip it over vertically (as if flipping the page on a note pad).


Use this engraved information on each tile to complete the steps in this Quickstart Guide.
First, using the tile placement grid on the underside of each tile, assemble one or more of your Rugged Hills modules in its default arrangement.

## II. Basic 6x4 Arrangement Example

Now that you know how to arrange modules in their default arrangement, here's how to make a basic $6^{\prime} \times 4^{\prime}$ layout. Use the diagram below to arrange the various modules and single tiles. If you aren't using a full $6 \times 4$ set of tiles, use the diagram as a guide to create a similar arrangement with the tiles that you have. Note that in the diagram, all six modules are in their default arrangement, which means that they can be placed next to any other tile or module from the Rugged Hills set.


## Rocky Valley

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## III. Modulated 6x4 Arrangement Examples

Next, try breaking up the individual modules and rearranging them in various ways. You can use the diagram below as a guide, or feel free to experiment! If you aren't using a full $6 \times 4$ set of tiles, use the diagram as a guide to create a similar arrangement or experiment with the tiles that you have.


## IV. Adapter Tiles

Adapter tiles can be used to make non-standard size playing surfaces for popular games ( $44^{\prime \prime} \times 60^{\prime \prime}, 44^{\prime \prime}$ $x 90^{\prime \prime}, 22^{\prime \prime} \times 30^{\prime \prime}, 3^{\prime} \times 3^{\prime}$, etc.). There are three different sizes of adapters: $6^{\prime \prime} \times 6^{\prime \prime}, 4^{\prime \prime} \times 6^{\prime \prime}$, and $4^{\prime \prime} \times 8^{\prime \prime}$. The diagrams below show one way to use adapter tiles to make $44^{\prime \prime} \times 60^{\prime \prime}$ and $22^{\prime \prime} \times 30^{\prime \prime}$ playing surfaces. Use the diagrams or experiment to make a $44^{\prime \prime} \times \mathbf{6 0 \prime}$ or $\mathbf{2 2 \prime} \times \mathbf{3 0 \prime}$ playing surface. The adapters do not have to be placed around the edge of the layout - they can be mixed in with the rest of the tiles but placing them around the edge is the easiest way to get started.


This guide is only a sample of the many ways that Design Master Tiles can be arranged. Experimentation will help you develop new ideas for arrangements and learn little tricks and shortcuts to make using them even more enjoyable!

