## ieree M

### The Rule the Dungeon<sup>®</sup> Feature

This Øone's exclusive feature allows you to customize the look of your map by adding the furniture, toggle the grid, hide the room numbers and much more.

On the Referee poster map and on each single map, you will find a big "Rule the Dungeon" button.

This button will not be printed, so, don't mind if it overlaps something on the map. By clicking on this button some options will be shown, as detailed below. A checkmark will appear beside the options active.

- Text: toggle room numbers.
- Rooftops: toggle Rooftops
- Furniture: toggle furniture
- **Doors:** toggle doors
- Square Grid: toggle square grid
- Hex Grid: toggle standard hexagonal grid
- Hex Grid 1 inch: toggle 1 inch hexagonal grid
- Black Fill: toggle the black in the walls
- Grey Fill: toggle the grey fill in the walls
- No Fill: toggle the white fill in the walls
- All: toggle default state/empty state (with just the walls)

Note that the Rule the Dungeon button controls all the maps at once.

## **How to Use This Product**

Click on the big button of the Referee Map to customize your maps. Once you have obtained the desired appearance simply choose "Print" from the Acrobat menu.

#### **Tips for Printing**

be sure to check the option "fit to page" before printing the poster map (this will shrink your map in a single page) and before printing the individual parts (this will give you margins to cut and assemble the large map)





**Øone Roleplaying Games** 

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Øone's Black & White: Heavenring Village - Virtual Boxed Set®

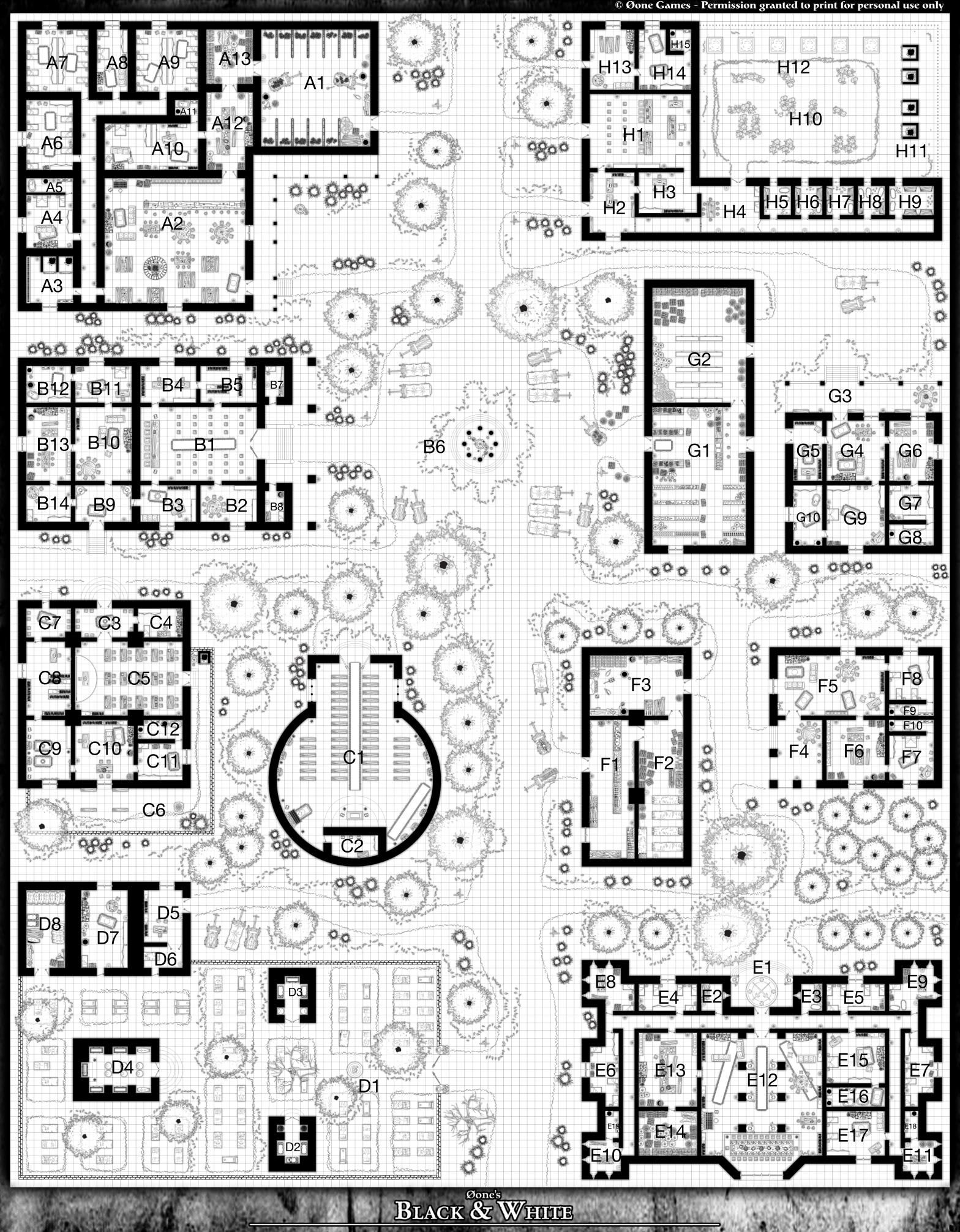
Product Code: bew013. First edition 05/2010 Design: Mario Barbati 2D drawings: Mario Barbati Graphics: O'Bully Software Engineer: Anna Fava

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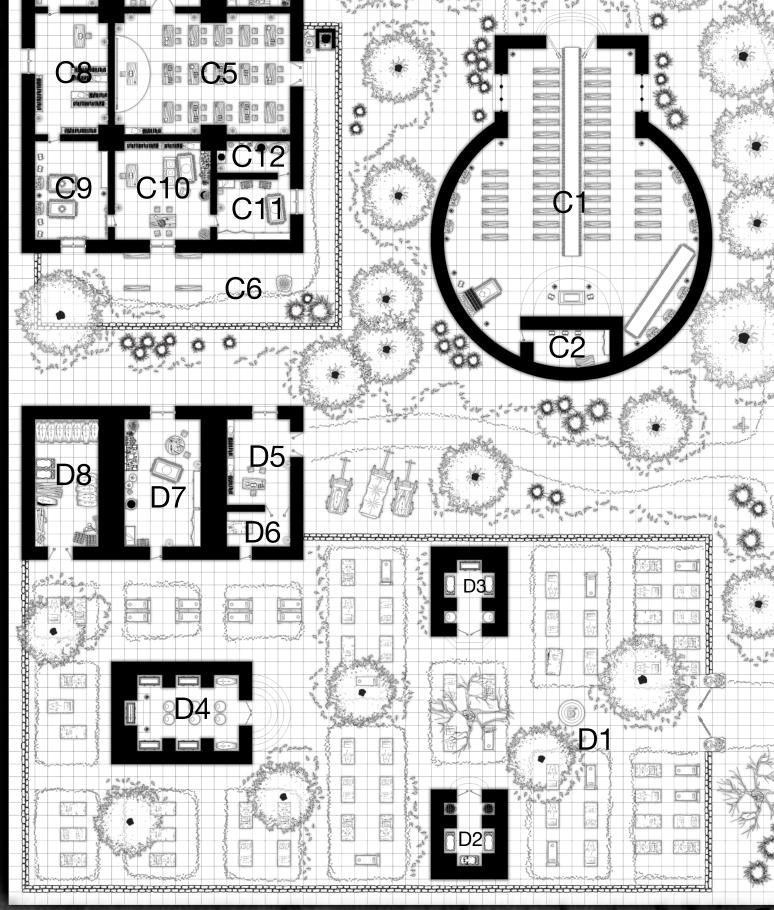
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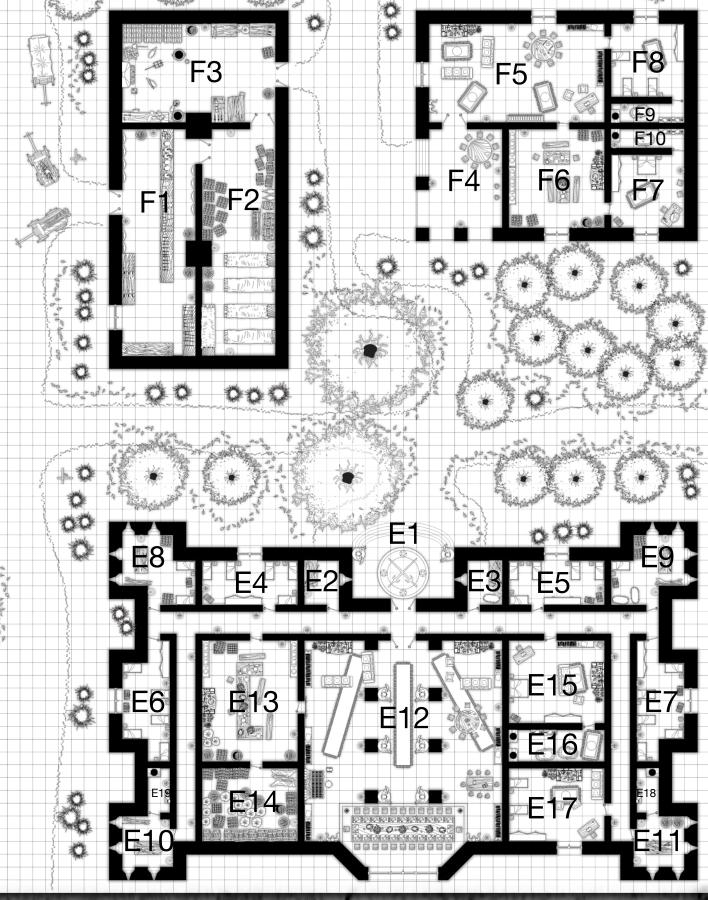
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