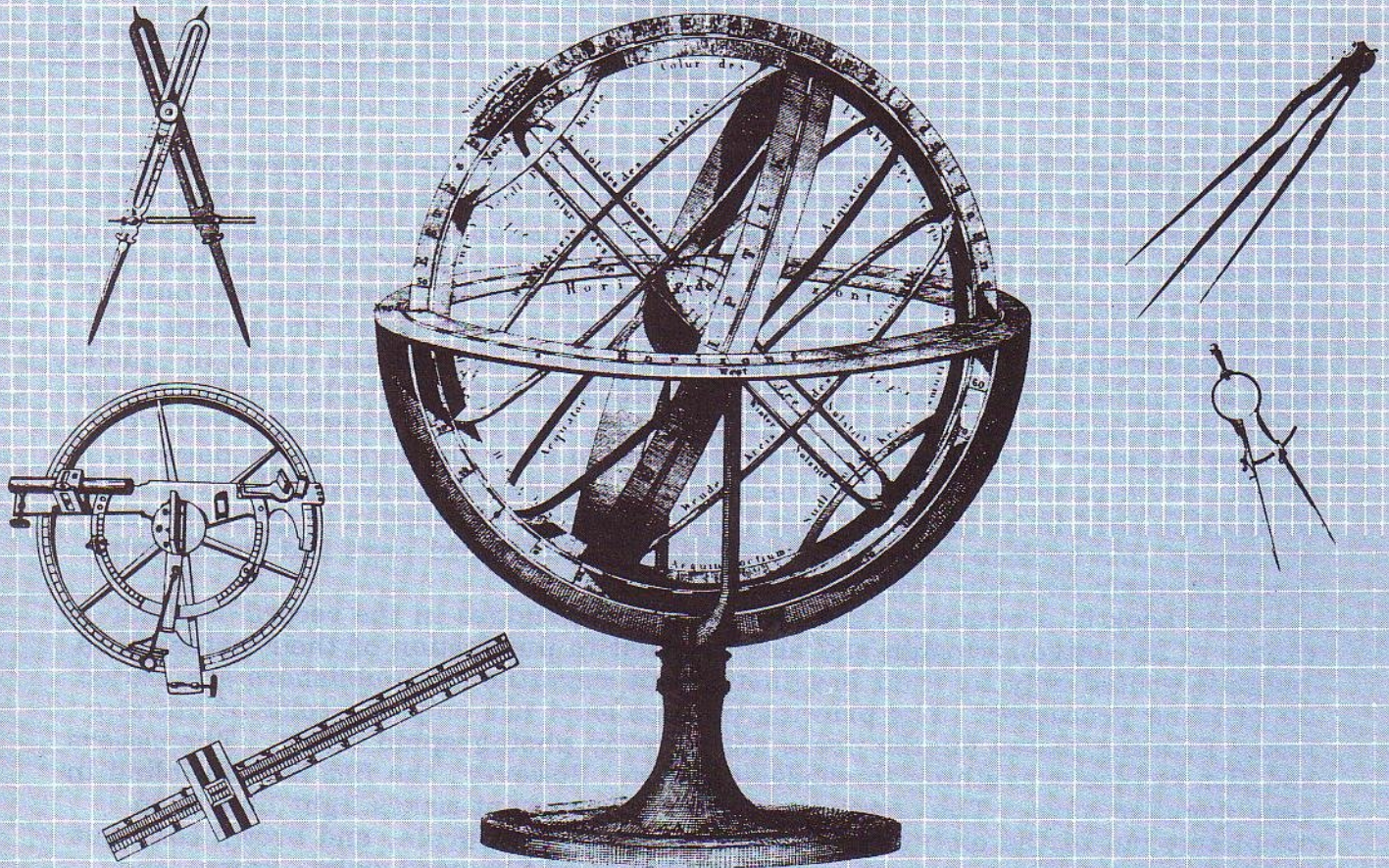


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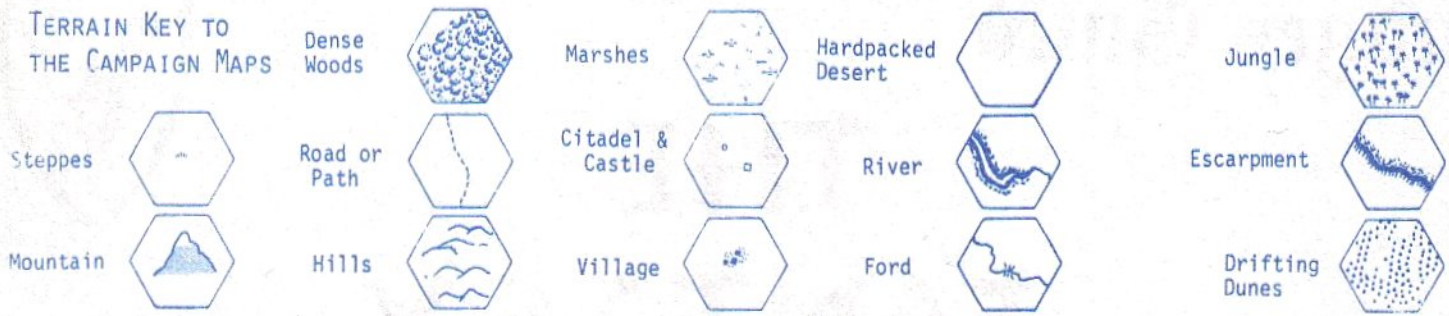
THE FANTASY CARTOGRAPHER'S FIELD BOOK



240

COMPLETE FANTASY MAPPING SYSTEM
FOUR DIFFERENT MAPPING GRIDS
SPECIAL MAP KEY & RECORD PAGES

\$3.98



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The Fantasy Cartographer's Fieldbook is the Judges Guild solution to many of the Fantasy Role Playing mapping problems. Here in is provided a set of comprehensive mapping symbols which singly or in combination can mark all features and encounters. Three separate types of mapping grid are provided so that the Fantasy Judge may choose the one most suited to his or her needs. Note that the bulk of the pages have been printed in a light blue color, a shade which the camera and the copy machine do not pick up. This is to make it easy for the Judge to quickly draw out the plan or map by following the grid lines but to be able to make copies of the drawing without the lines coming through to spoil the drawing. However, in some instances the Judge may want the grid to show through, so on pages 8, 9, 16, 81, 88, & 89 we have printed the Map Key and Record page and the four styles of Mapping Grid in black ink so that they will copy. Permission is given to purchasers of this book to reproduce the Map Key and Record page and the Mapping Grids for their own non-commercial use.

This book is produced to aid Fantasy Gaming Judges in the record-keeping chores of an active campaign and also to assist in publication of their material. A Judge is limited only by their imagination but magazine and publishers are limited by printing processes. The printing process must use only one color of ink at a time. Printing plates for the press are made by photographic means. The camera and film reduce everything to shades of grey. However, the film is color-blind in very peculiar ways. The chemistry of film development makes light blue drop completely out of the picture but makes red, orange, purple, and brown come out as black. Depending upon the particular brand of film used violet, green, and yellow may come out black or may not come out at all. Gamers have sent some magnificent pieces of art into Judges Guild, but because of the colors used to draw them, these masterpieces could only be hung on the wall and admired, never published. Maps and plans drawn on these forms in black are certain to meet printer's requirements. Gamers are sure to find this book useful for record keeping and mapping their own campaigns. The increasing number of gamers who are writing magazine articles, designing products, and submitting contest adventure scenarios will find this book invaluable.

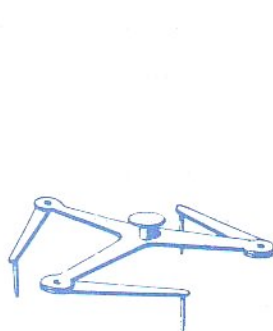
HOW TO USE

The Mapping Grids are supplied in four styles. The first style is a 5mm (one fifth inch) hexagonal grid, generally useful for outdoor and large scale maps although some game systems utilize it for all scales of encounters. The second style is 10 squares to the inch rectangular grid, often used for city mapping and extensive underground complexes. The third style is 5 squares to the inch rectangular grid, the commonly used pattern for mapping underground complexes and buildings. The fourth style is the special Judges Guild Numbered Hex Grid from the Campaign Hexagon System, with its universal application to all scales of mapping. At the bottom of each Mapping Grid is a line where the particular scale being utilized on this drawing should be recorded.

The Judge has the choice of utilizing the facing page as the Map Key and Record for each map or using the reverse page as the key. In the latter case the map and its key can be removed from the book without disturbing other maps. In either case, a title block is provided at the top of the page to record the name of the specific Map or Adventure, the Level of the complex or building or the section or province, the Date of the adventure or the specific campaign date the map applies to, and a Location blank to record any other appropriate information. At the left of the title block is a compass rose where the appropriate directions may be filled in. A large block of lines is included where the Judge may record any other pertinent information such as room numbers and contents, political alignments of provinces, or the specific contents of some chamber.

The left column is a comprehensive set of symbols and indicators to be used for mapping buildings and underground complexes. Inside the front cover is a summary of some of the typical cartographic symbols as used on Topographic Maps. These are from the Judges Guild Campaign Hexagon System and conform to international standard mapping practice.

The symbols and indicators are meant to be used singly or in combination to record the precise location and nature of any item. For example: The symbol for Door may have ! added to it to indicate it is locked from one side. The side the symbol appears on would indicate which side the lock could be opened from. Placing !! by the door would mean it was locked on both sides. Placing M! by the door would indicate this particular door was Magic-Locked. The addition of ♦ or * would indicate that particular door was alarmed or trapped. A line under the identification number of a particular chamber would indicate that it is inhabited and that the Judge will need to refer to his or her room key to find the statistics of those inhabitants. At the bottom of the Key is listed a series of the more common colors along with a line to indicate the particular meaning of this color on this special map. (A reminder though that most of these colors photocopy as black and will be indistinguishable on the copy). A space is left at the bottom of the list for adding that special symbol to cover that neat new item that the Judge has just invented.



INDEX

. NUMBERED HEX GRID

.. PLAIN HEX GRID

* FIVE LINE GRID

** TEN LINE GRID

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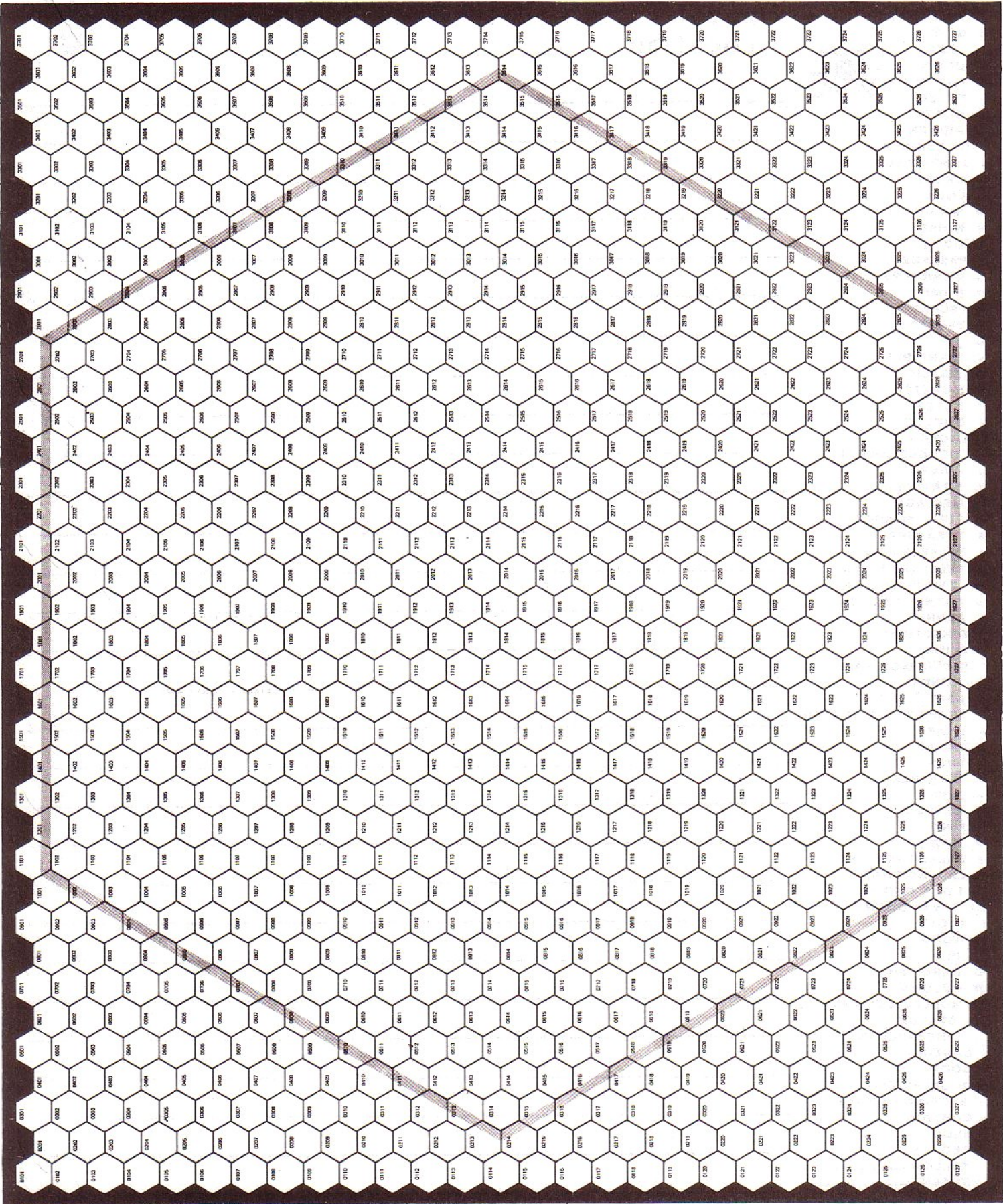
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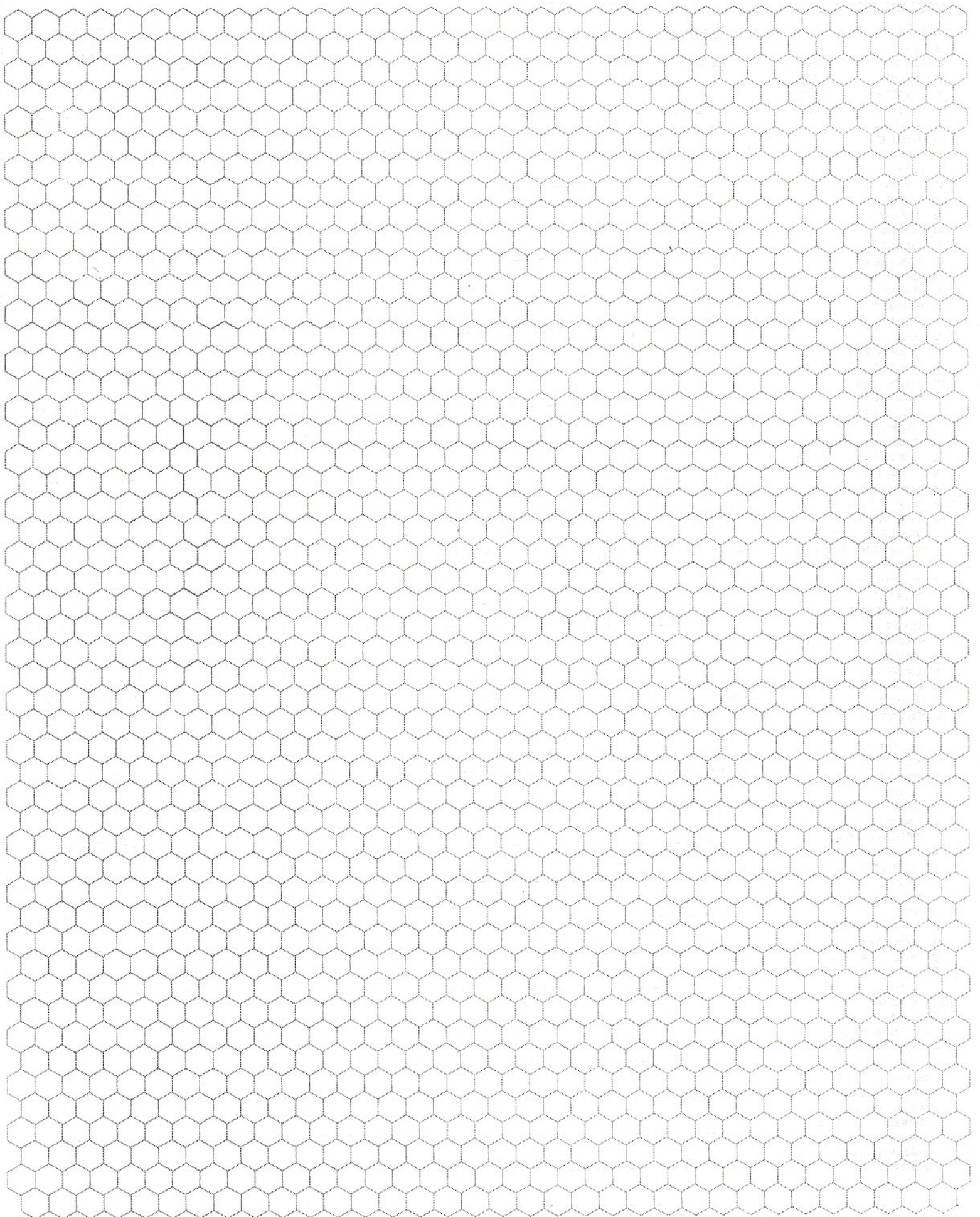
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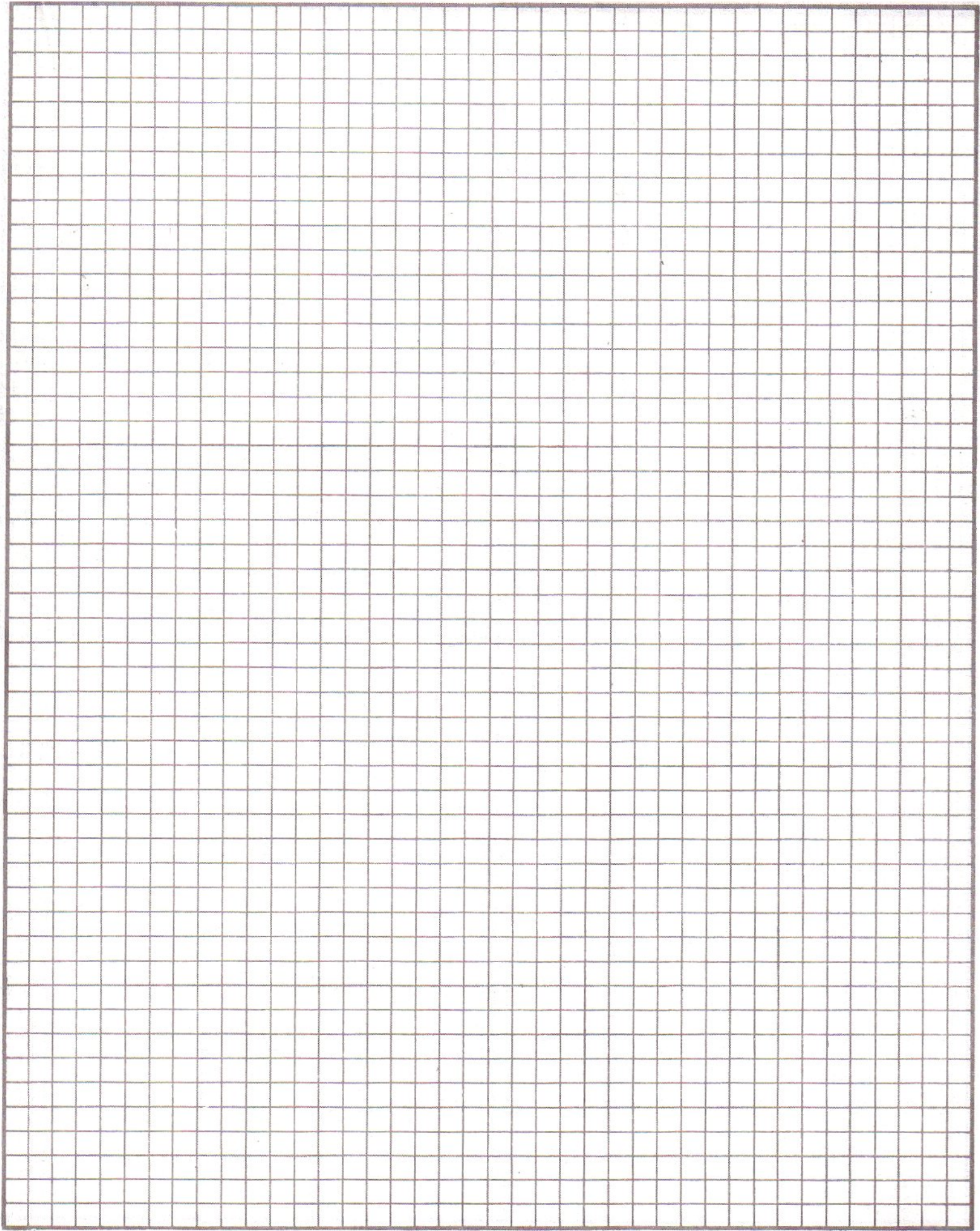


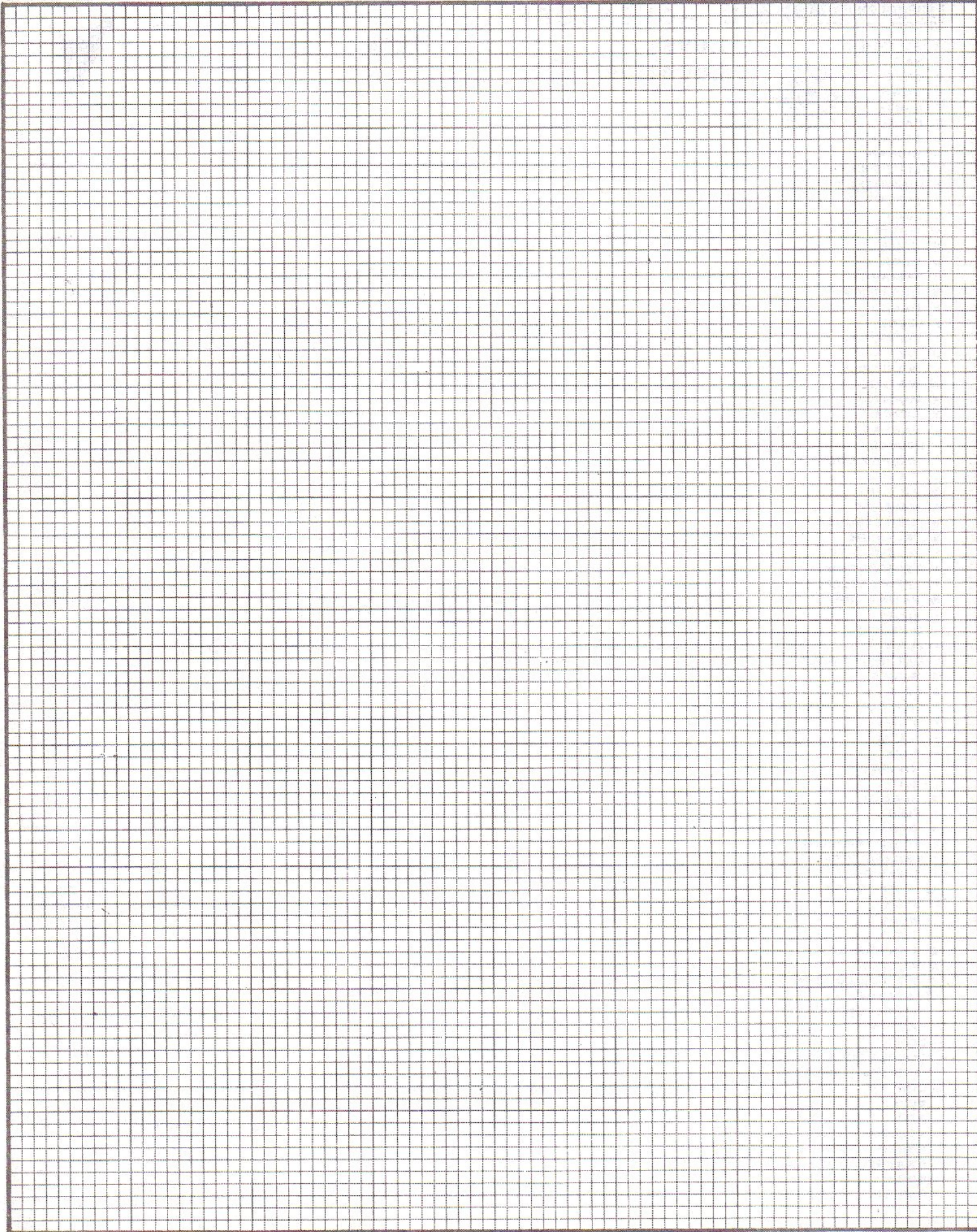
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