

TERRAIN AND
VEHICLE TILES
1"X1" GRID



DOG HOUSE RULES PRESENTS

TRAILER PARK

Shark Attack



DHR3002SW

NO
VACANCY

PRINTING INSTRUCTIONS

The Dog House Gang has provided the maps and accessories needed for use in **TPSA!** The GM can print out and assemble the main flood water map, trailer roof tops, debris and more – with or without a grid. For GMs that prefer a virtual tabletop game experience, we have included maps and accessories in jpg format.

Please refer to the [TPSA_SW_Checklist.pdf](#) for a full list of all the maps and map accessory documents.

Debris, Tree and Vehicle Tiles:

This document contains tiles for use on the Flood Water map, from tree tops, to various debris and vehicle tiles. Pick and choose the tiles you want to use.

- [TPSA_Tiles_GRID.pdf](#) - Suitable for printing for tabletop gaming, with a grid.
- [TPSA_Tiles_NO_GRID.pdf](#) - Suitable for printing for tabletop gaming, without a grid.
- [TPSA_Tiles_GRID*.jpg](#) – Suitable for use in VTT gaming environment, with a grid.
- [TPSA_Tiles_NO_GRID*.jpg](#) – Suitable for use in VTT gaming environment, without a grid.

How to Print

The **TPSA!** maps and accessories pdfs are built in layers, allowing the GM to print the cards in different ways, with a simple toggle to include or remove elements on the page before clicking that alluring print button.

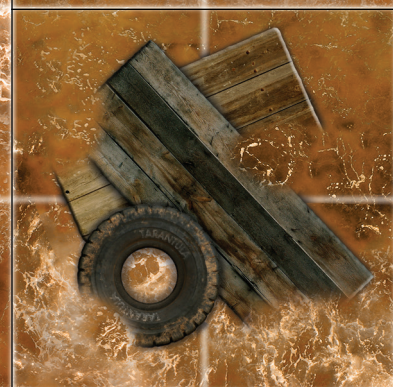
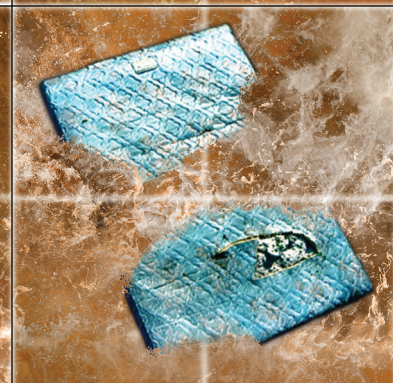
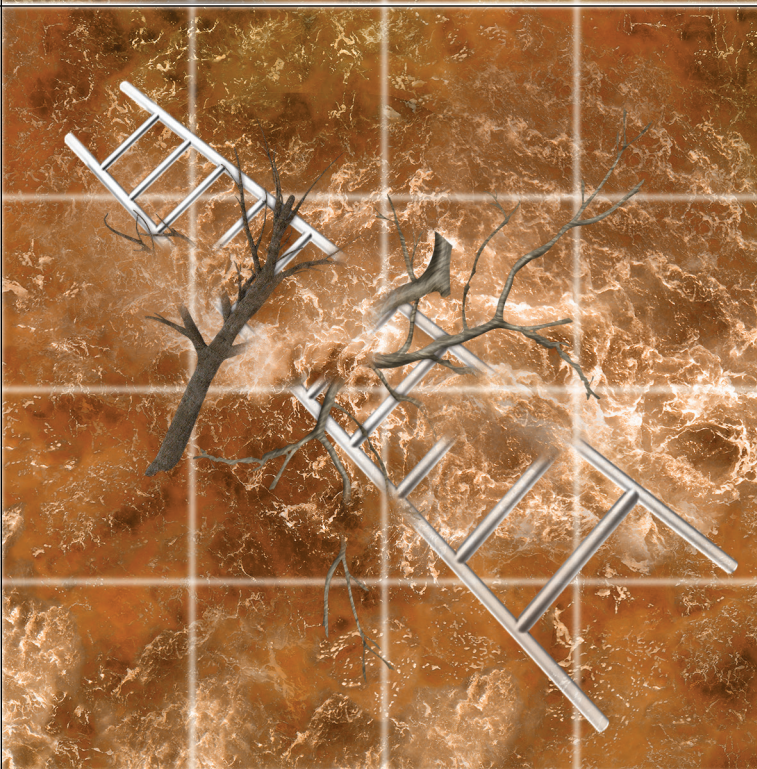
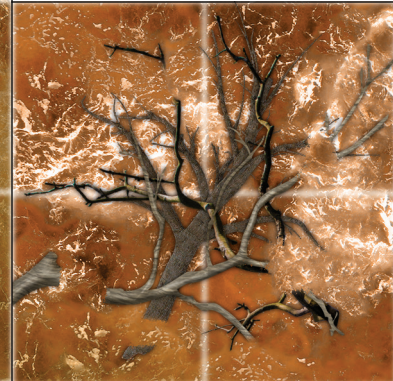
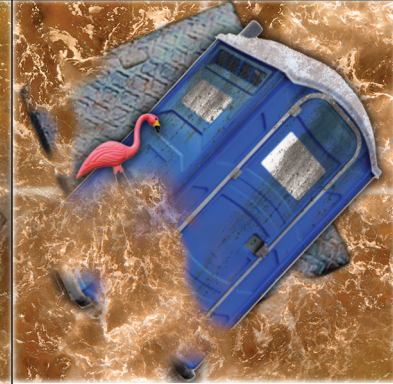
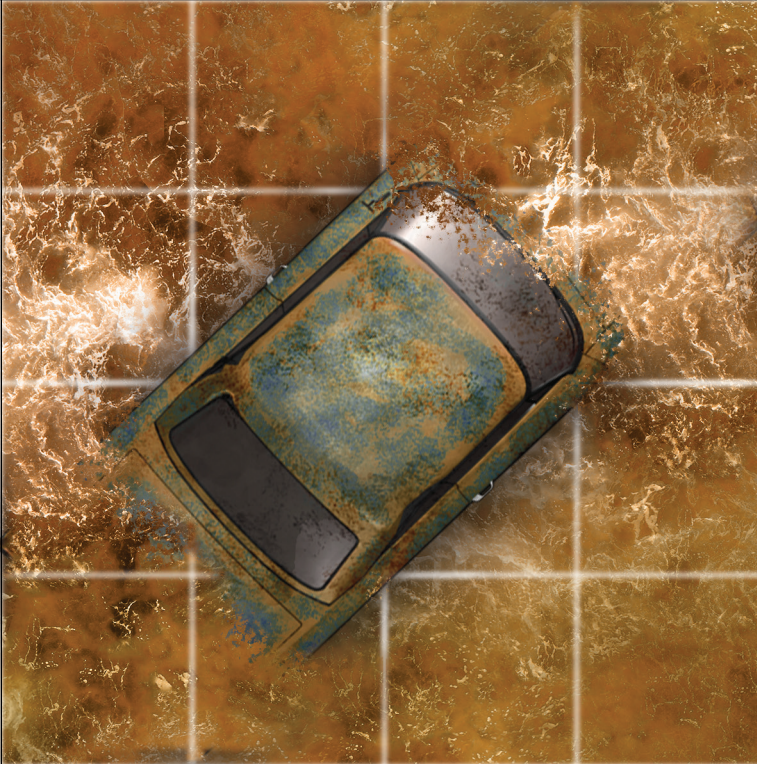
- Background layer – toggle off to remove page borders and background color.
- Text layer – toggle off to remove all text from display.
- Maps layer – toggle off to remove maps from the pages (*Ed. note: hmmm.*)

We recommend using a common card stock – any typical card stock used for scrapbooking will do (such as 65 lb cover weight). But a 'Parker always has options: print on regular paper and then use cardboard from a pizza box, a twelve-pack carton, or other scraps you have laying around . . . just paste, staple or duct tape the printed paper to the cardboard pieces.

- Print out and cut up the tile pieces, as needed for the game scenario, at 100% each.

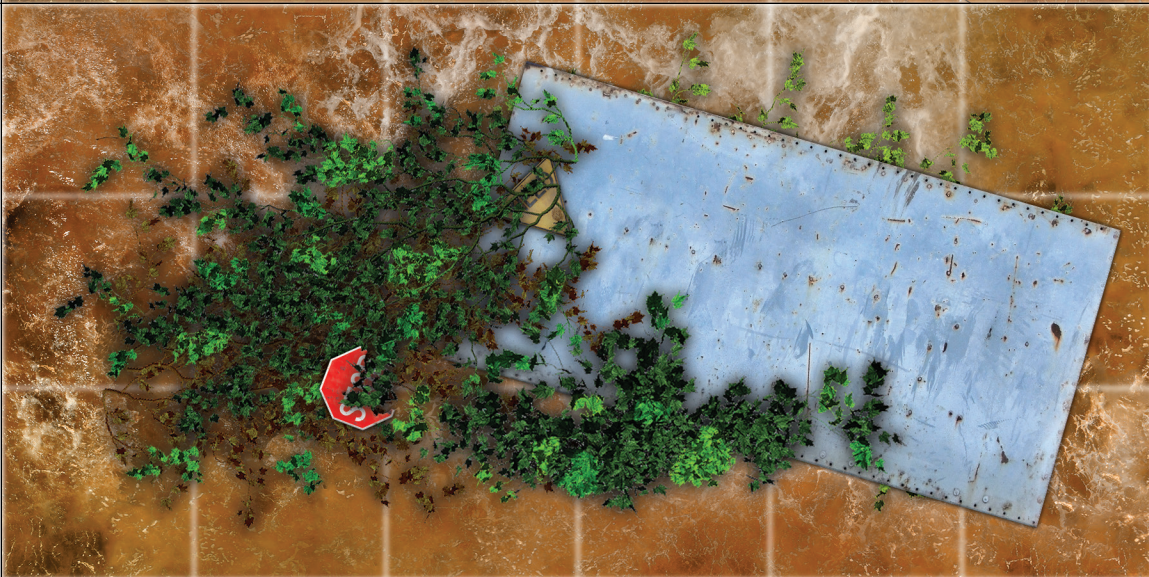
TRAILER PARK SHARK ATTACK!

DEBRIS TILES 1"X1" GRID



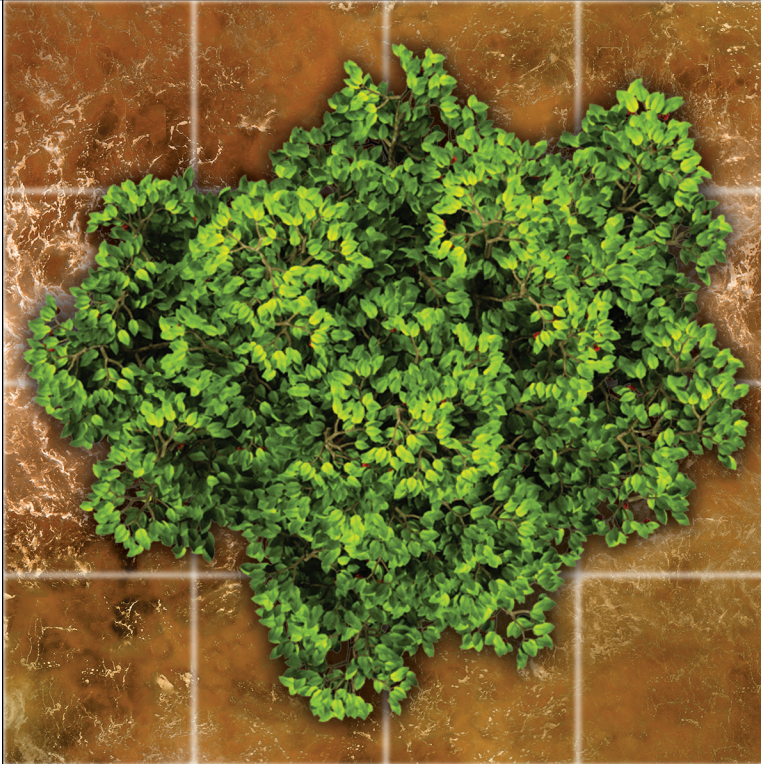
TRAILER PARK SHARK ATTACK!

DEBRIS TILES 1"X1" GRID



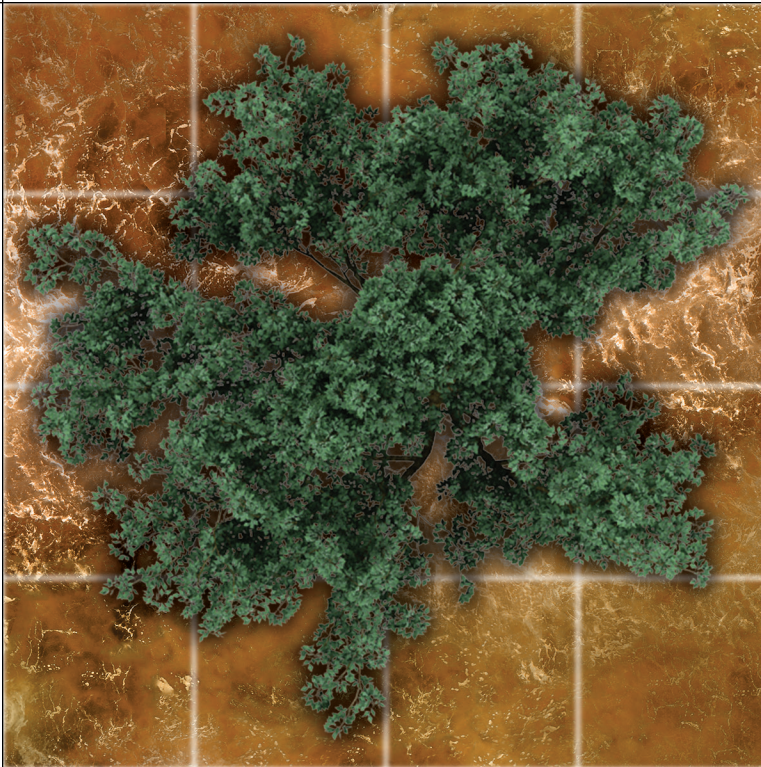
TRAILER PARK SHARK ATTACK!

TREE TILES 1"X1" GRID



TRAILER PARK SHARK ATTACK!

TREE TILES 1"X1" GRID



TRAILER PARK SHARK ATTACK!

VEHICLES 1"X1" GRID



TRAILER PARK SHARK ATTACK!

VEHICLES 1"X1" GRID



TRAILER PARK SHARK ATTACK!

VEHICLES 1"X1" GRID



TRAILER PARK SHARK ATTACK!

VEHICLES 1"X1" GRID

