

# SHUFFLER

## MODERN AND SCI-FI SET MAP CREATOR

# GUIDE



Dear customer,  
my compliments for your purchase.

Please read these few notes before going to the next page and enjoying your new model.

#### MISSION

We at **Paper Make iT!** have the Mission to product Models and Figures for tabletop gamers. This means that these accessories must be easy and fast to be built and ready to be used in games in just minutes after printing them. The present Guide will draw you to final steps in a visual way so to be readable by everyone in every language worldwide.

#### CONTACT US

We have always paid attention to customer needs. If you have any comments, suggestions, claims, about this product or needs on future products, don't hesitate to get in contact with us writing to: [info@papermakeit.com](mailto:info@papermakeit.com)

#### COPYRIGHT

The item you purchased is copyrighted by **Paper Make iT!** who reserved all rights. You can copy the file and print as many copies you want only for personal use. Any other purposes, free or commercial ones (for example, but not limited to, sharing, reselling or redistribution), is allowed only under explicit permission. Piracy kills little businesses like ours: help us to stay alive!

#### AFFILIATE PROGRAM

If you like this product, you can support us by drawing by yourself new Textures or producing new models with the same Textures or even creating brand new models. Your items will be sold within the official channels after our explicit agreement and evaluation. Your effort will be compensated by a regular fee, giving you the right credit on the items themselves. Contact us for more detail or visit [www.papermakeit.com](http://www.papermakeit.com).

#### PRINTING TIPS

- Check [www.papermakeit.com](http://www.papermakeit.com) Tutorial Section.
- Print only ONE sheet and check that the design has the right features (dimensions and colors).
- Printers tend to resize the sheet, ruining the right dimensions of each part. Set the printer to print the normal size, without fitting to the paper size.
- Printers tend to automate the color management. Set the printer in custom mode and select the best combination of colors (photo or graph), lightness and intensity in order to match your attended result. Take note of those settings and repeat the same for each sheet. In this way the final model will have the same look in each part.
- Set the right paper type you are printing on for the best result.
- All present drawings have been produced within 8" x 11", so that they can be printed on Letter or A4 paper size without any resize from user side.
- A heavy cardstock is suggested to build a strong structure with more than one floor or dedicated to metal miniatures. A white glue will help in this way as well.
- If printed map is just out of the printable area, try to change the sheet orientation on your printer.

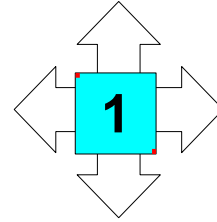
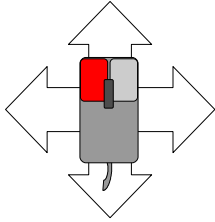
Thank you for your patience,  
Claudio Pieroni, Rome – ITALY

**...AND NOW, WE ARE PROUD TO INTRODUCE:**

# SHUFFLER MAP CREATOR MODERN AND SCI-FI SET

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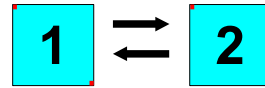
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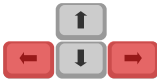
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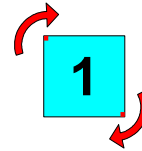
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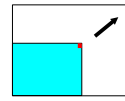
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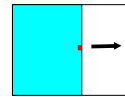
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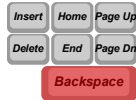
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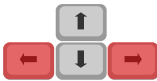
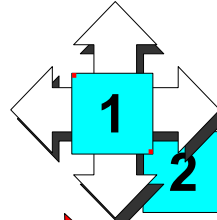
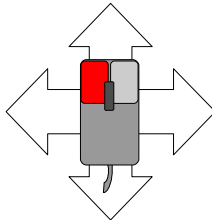
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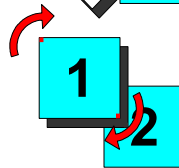
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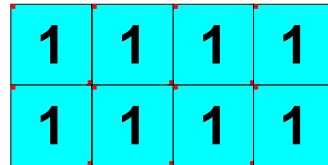


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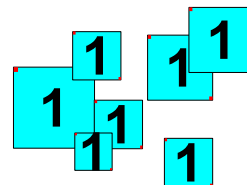
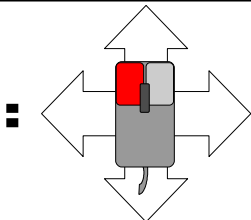


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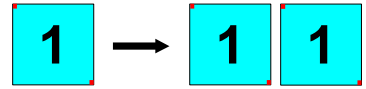


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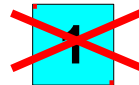


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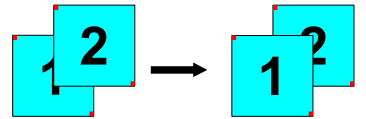
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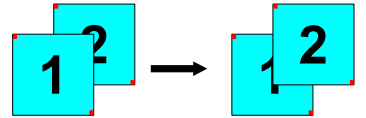
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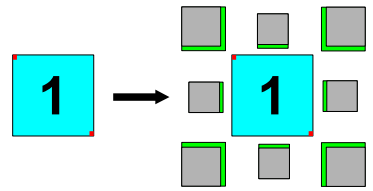
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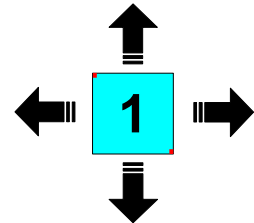
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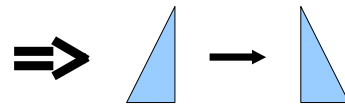


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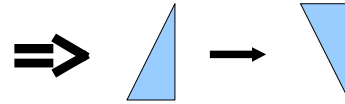


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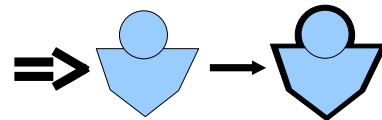
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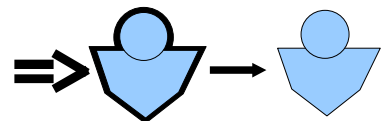
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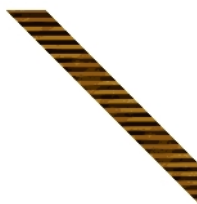
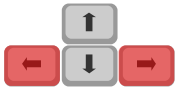


# FLOORS

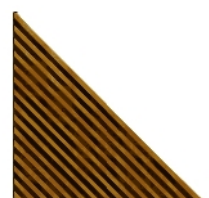
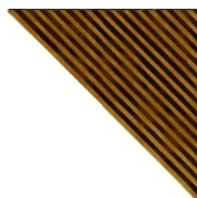
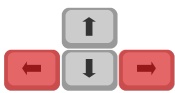
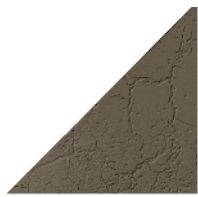
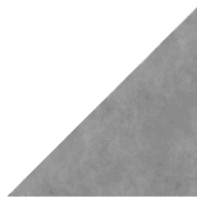
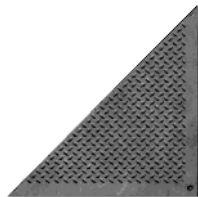
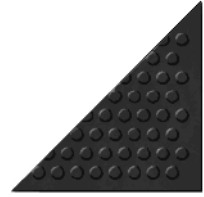
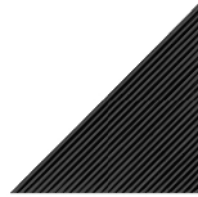
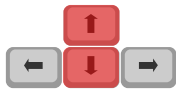
## Warning Lines



## Warning Lines for Triangles

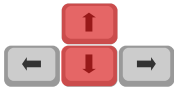


## Triangles

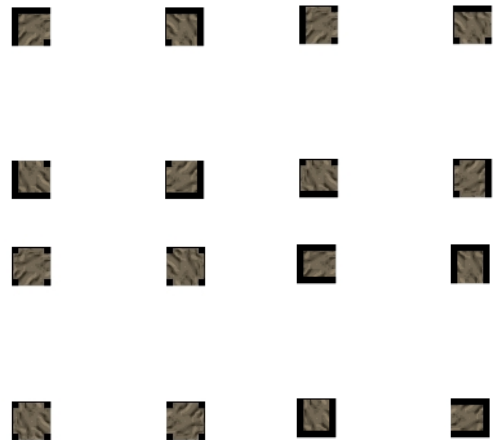
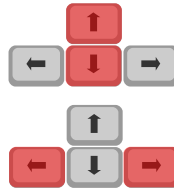
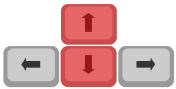


# FLOORS

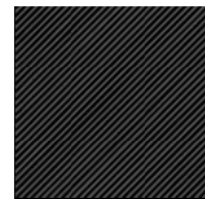
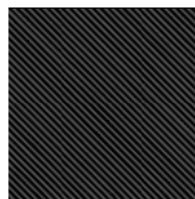
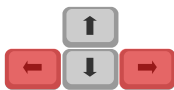
## Concrete



## Concrete – Wall Sections

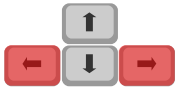
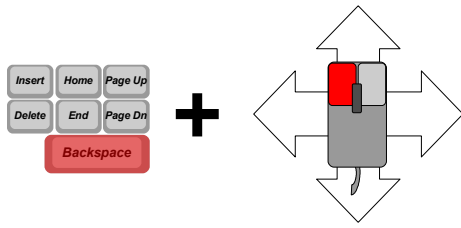


## No Slip Stripes

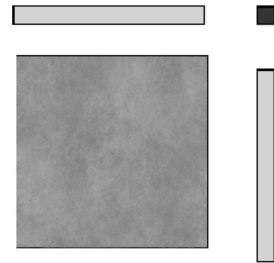
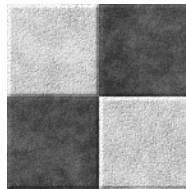
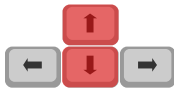


# FLOORS

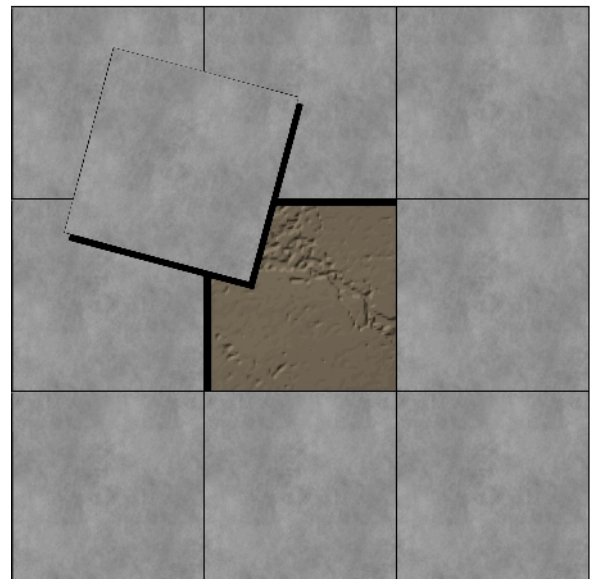
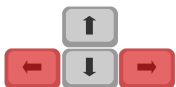
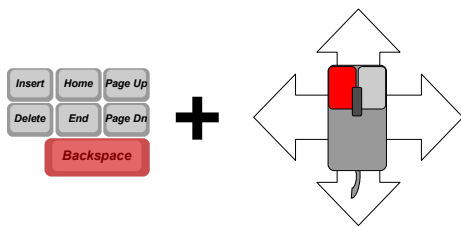
## No Slip Stripes - Wow!



## Gres – Panel Sections

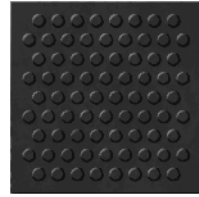


## Gres - Wow!

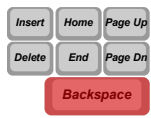


## FLOORS

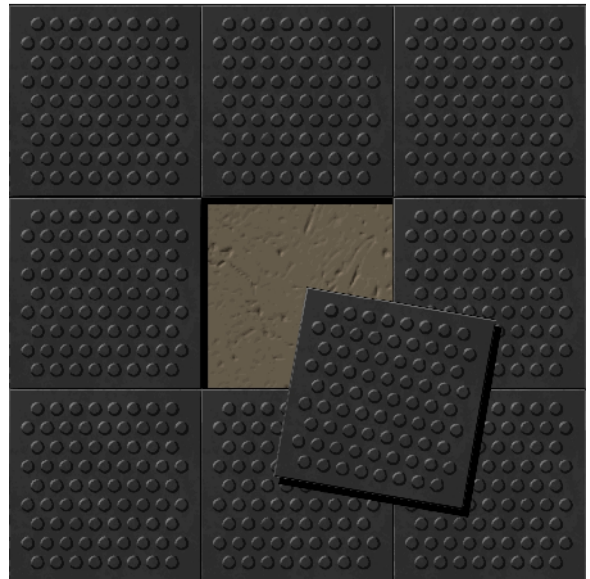
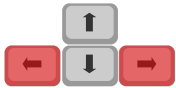
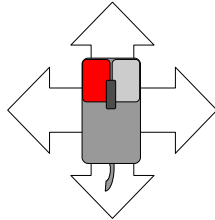
### No Slip Bubbles



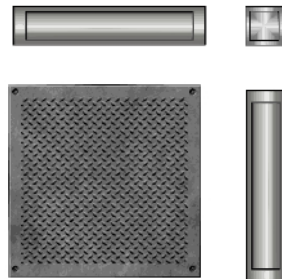
### No Slip Bubbles - Wow!



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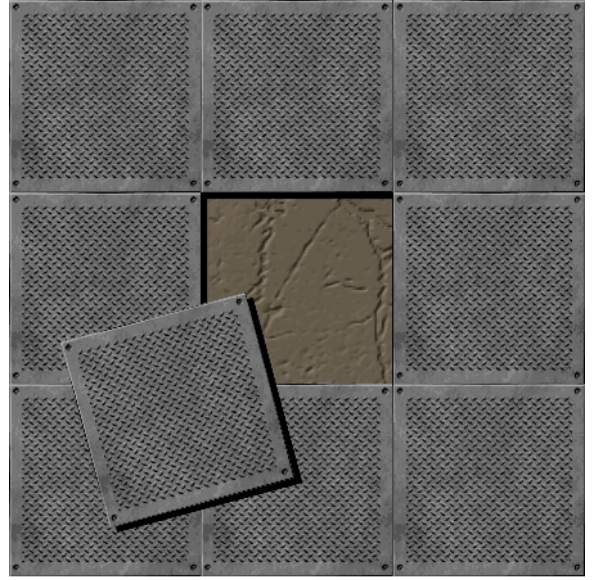
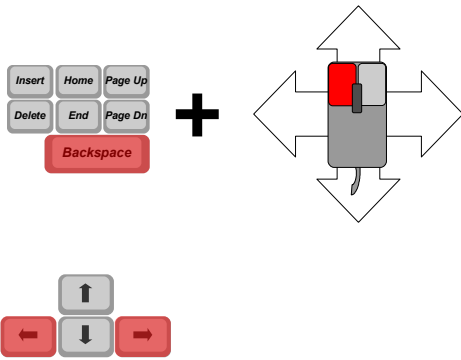


### Screwed Diamonds – Metal Wall Sections



# FLOORS

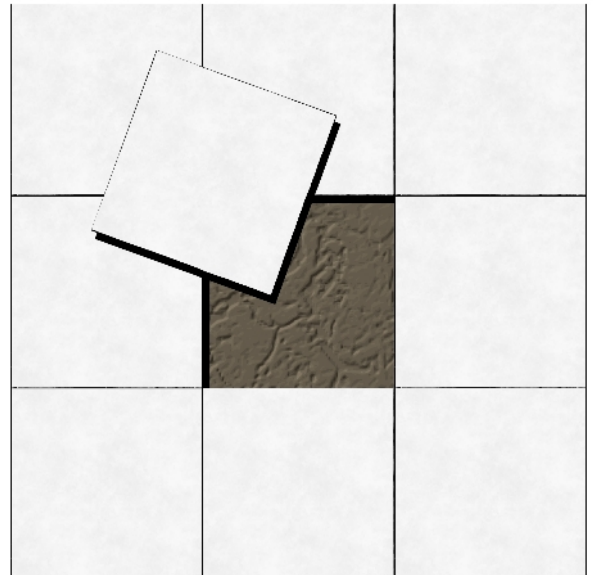
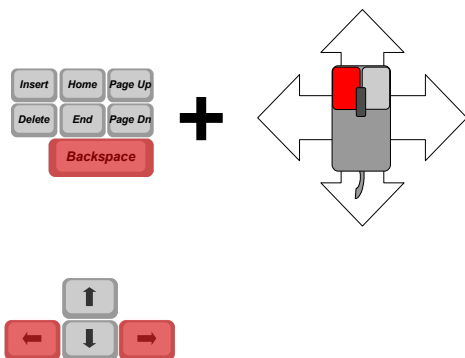
## Screwed Diamonds - Wow!



## White Floor

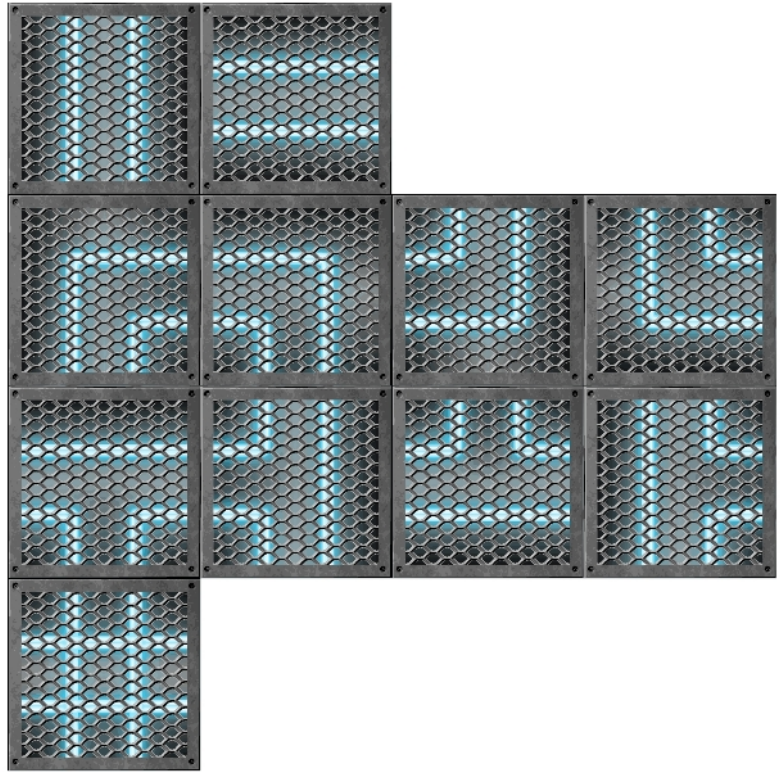
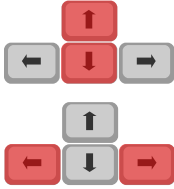


## White Floor - Wow!

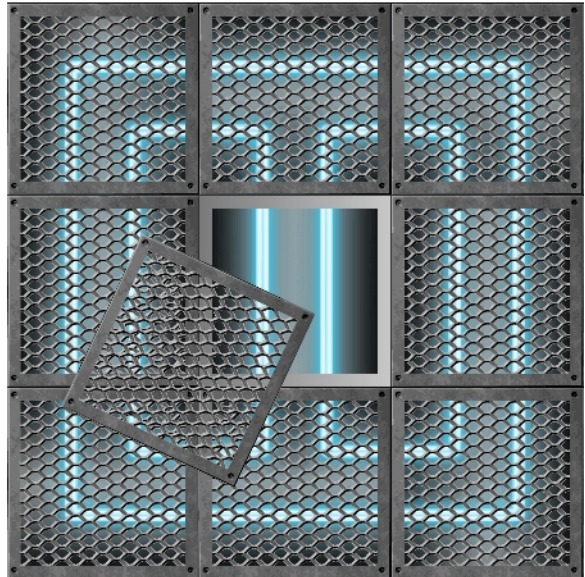
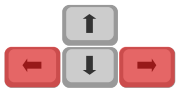
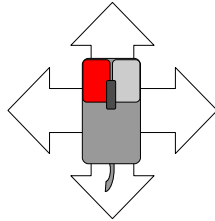
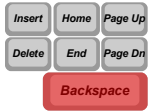


# FLOORS

## Laser Pipe under Floor

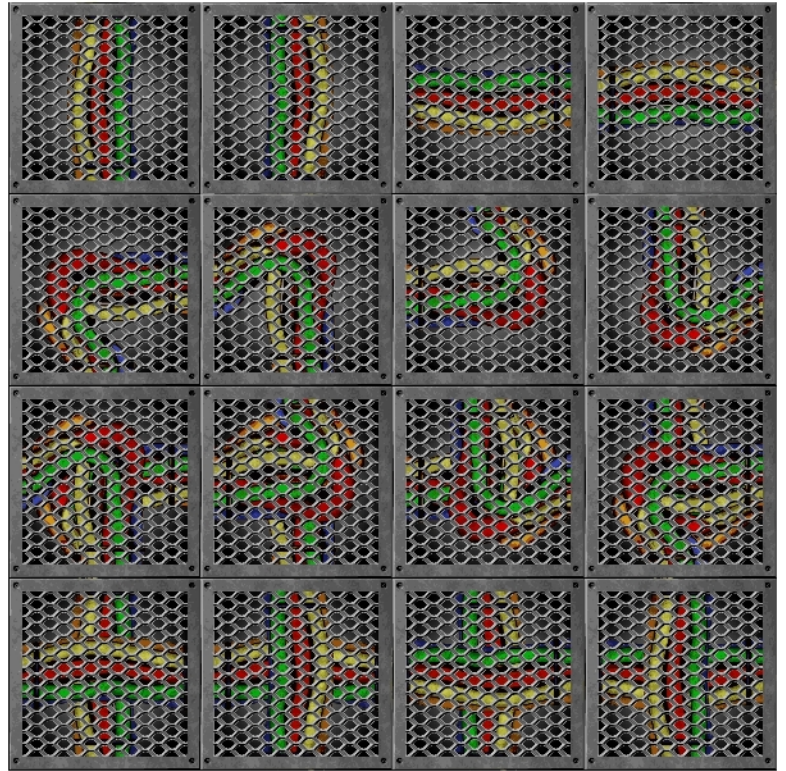
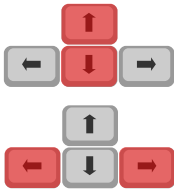


## Laser Pipe under Floor - Wow!

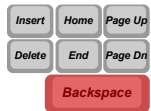


# FLOORS

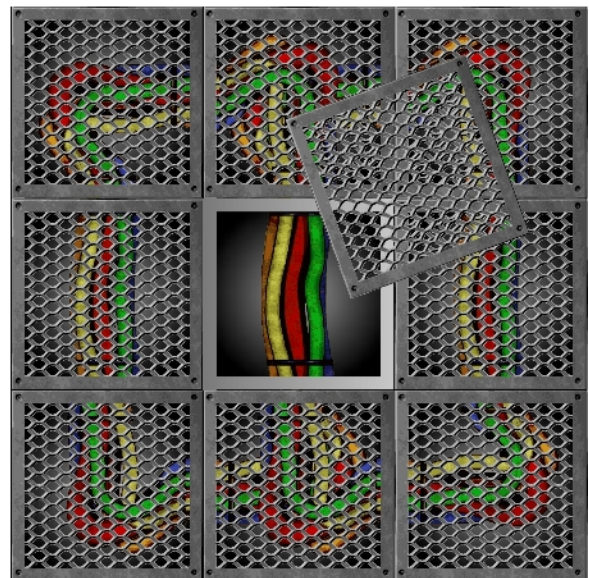
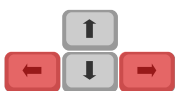
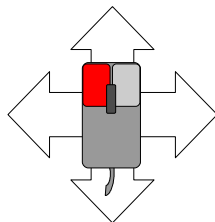
## Cables under Floor



## Cables under Floor - Wow!



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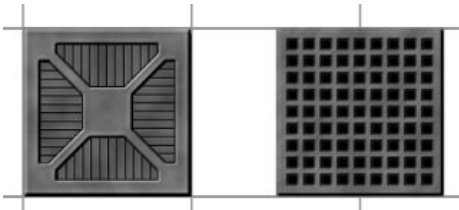


# FLOORS

## Wooden Floor



## Metal Plates

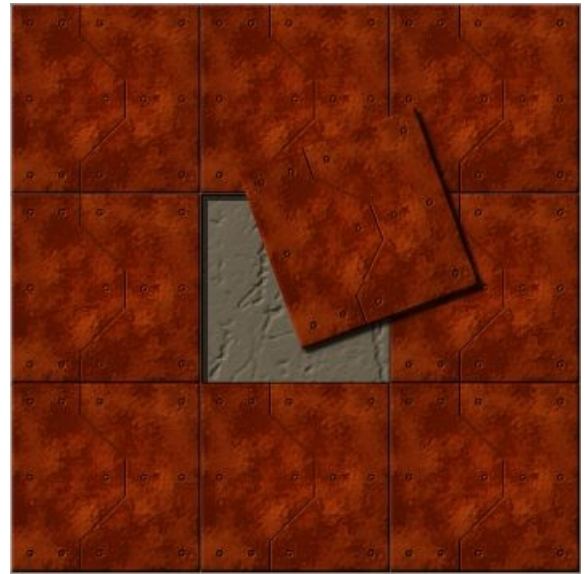
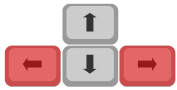
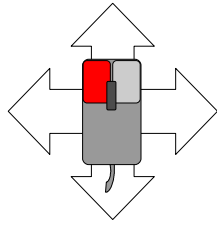
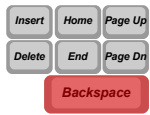


# FLOORS

## Rusty Plate



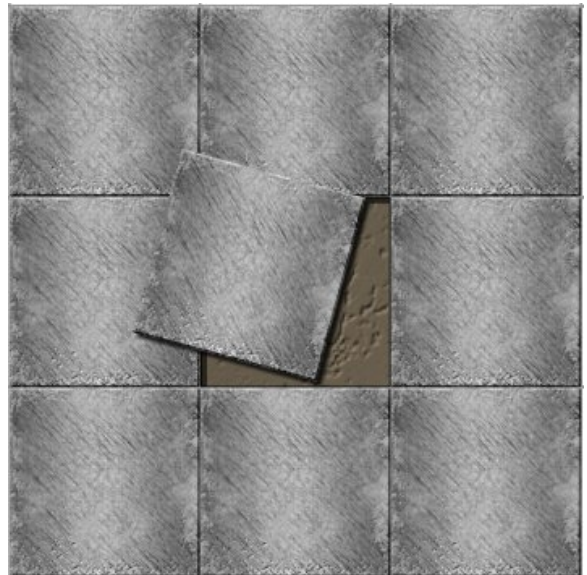
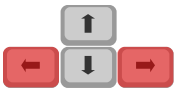
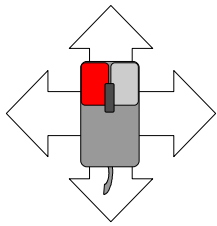
## Rusty Plate - Wow!



## Heavy Metal

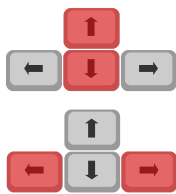


## Heavy Metal - Wow!

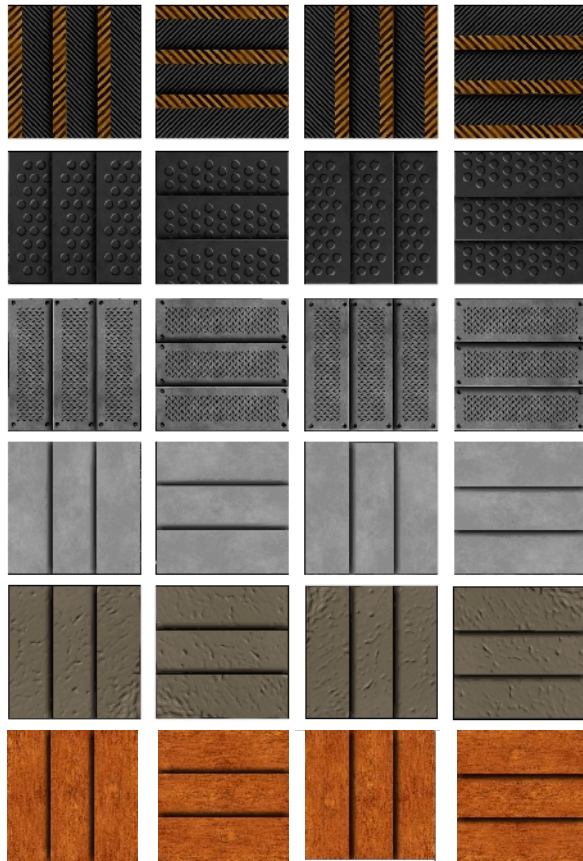


# ACCESS POINTS

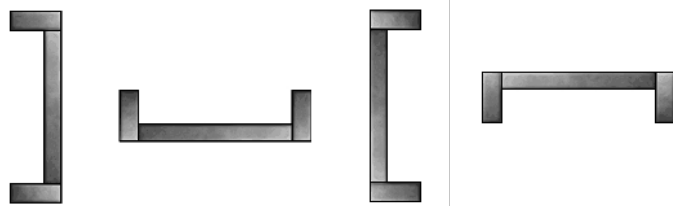
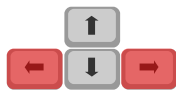
## Stairs



7 kind of wood

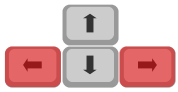
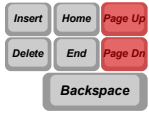
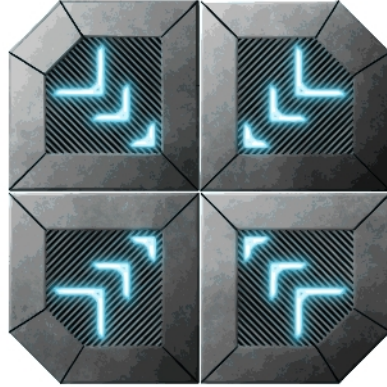
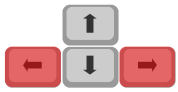
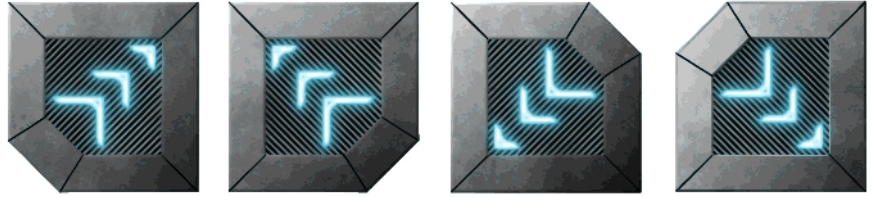
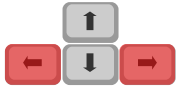


## Protection Rails

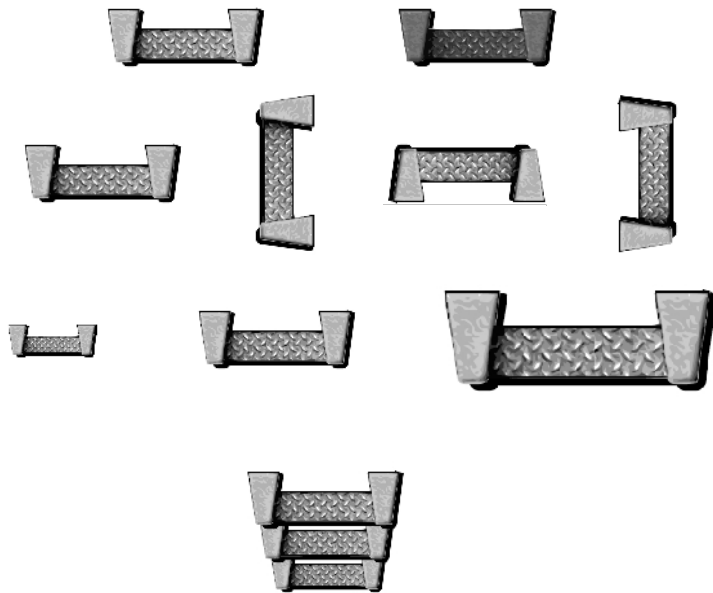
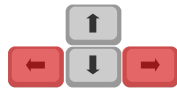
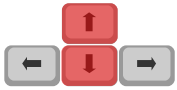


# ACCESS POINTS

## Elevator

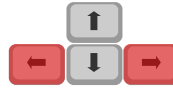
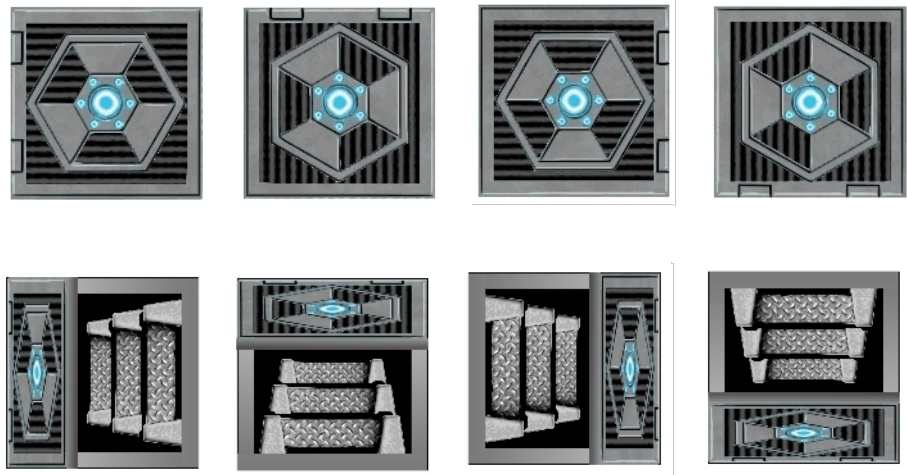
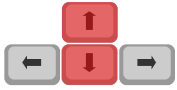


## Ladder (Light and Dark)

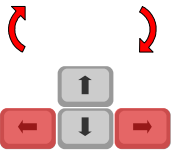


# ACCESS POINTS

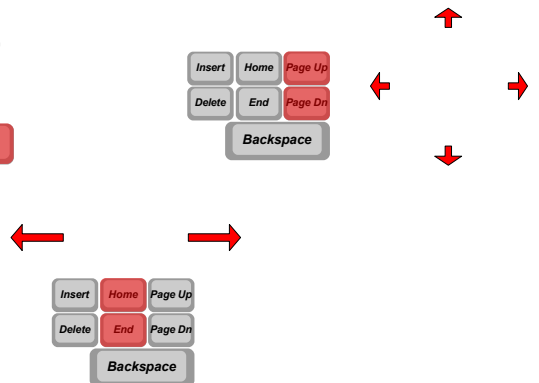
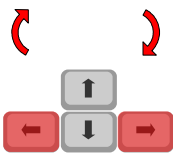
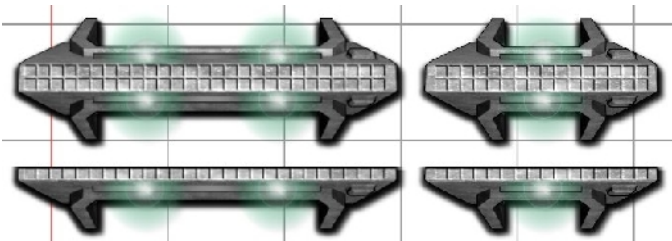
## Trapdoor



## Window and Door

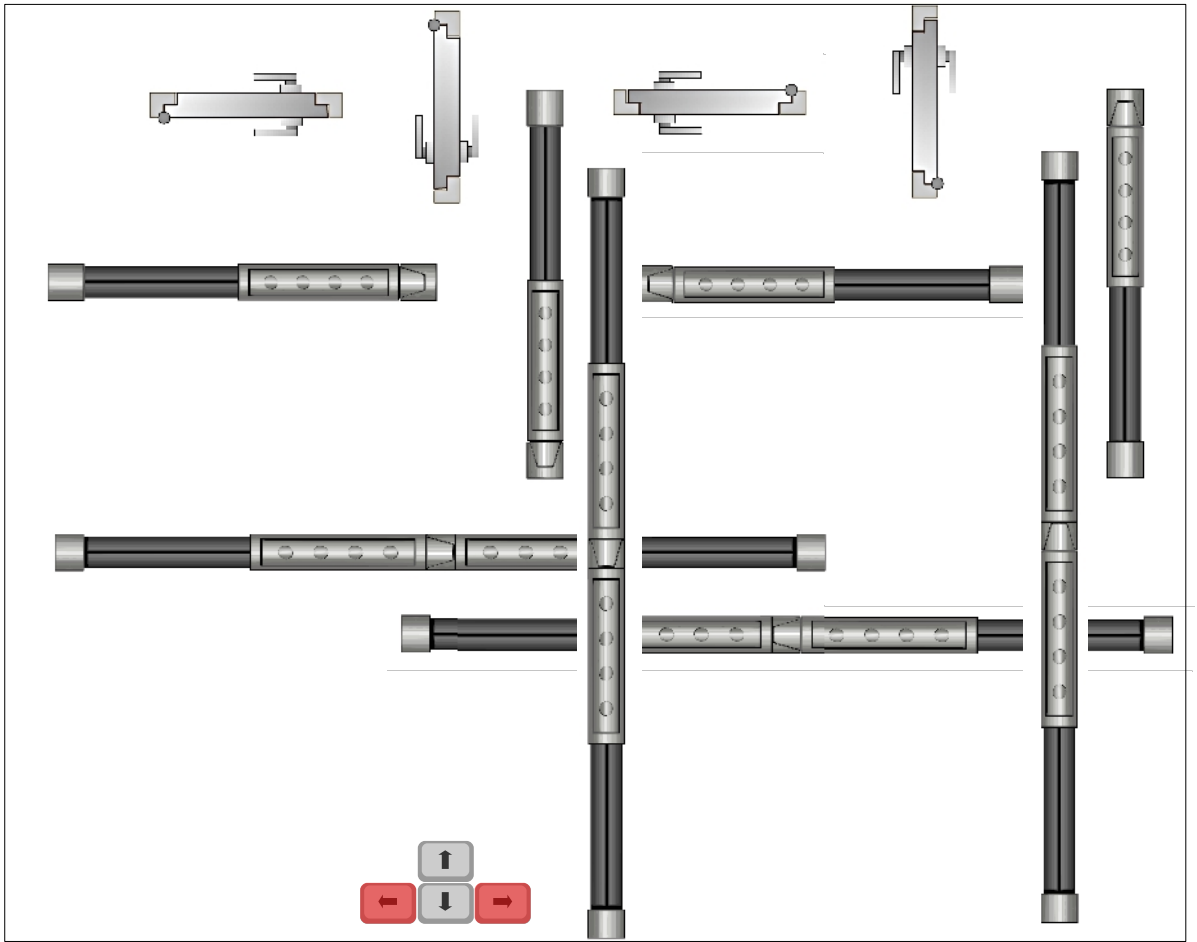


## Sci-Fi Doors

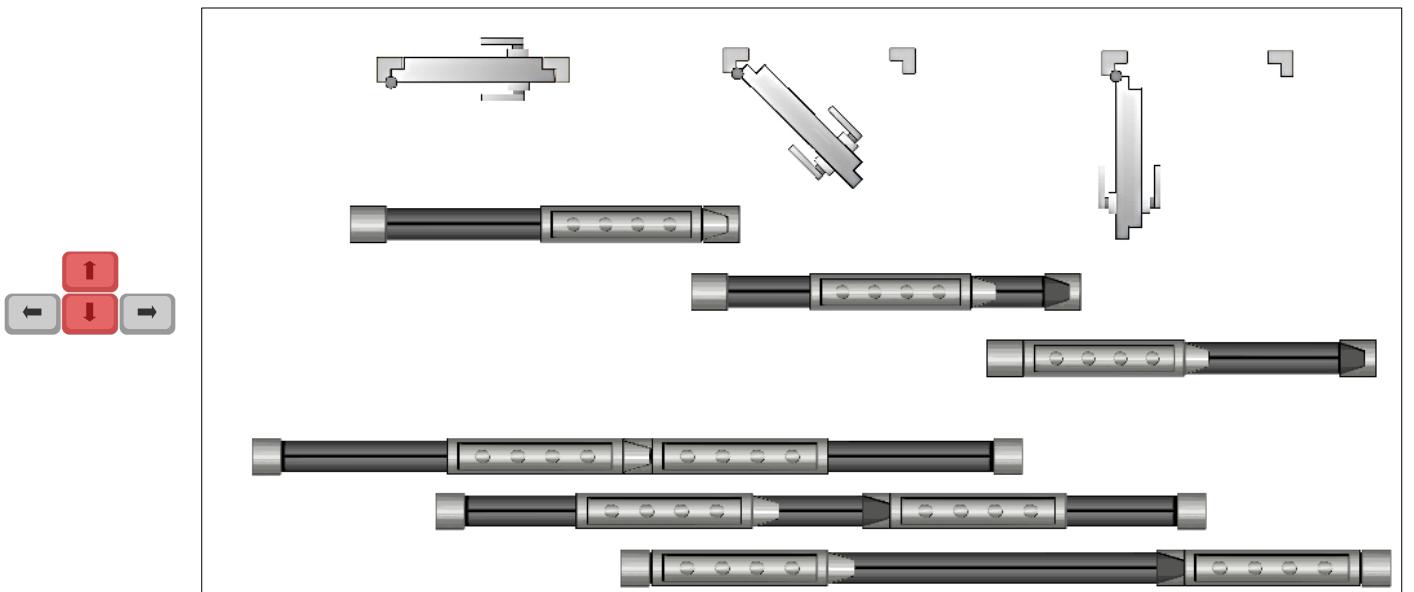


# ACCESS POINTS

## Doors

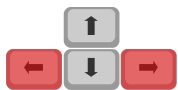
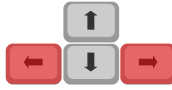
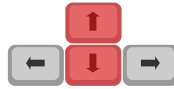
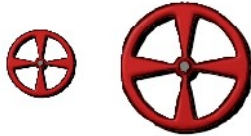
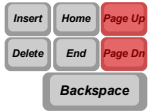
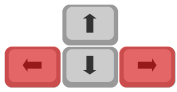


## Doors

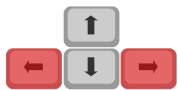


# EXTRAS

## Pipe line

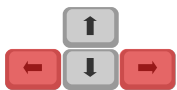


## Computer Console



# EXTRAS

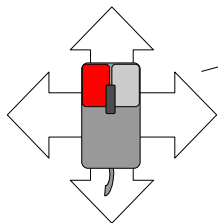
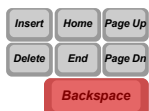
## Dynamic Text



TEXT TEXT



TEXT TEXT TEXT



TEXT

0xff9900  
Hexadecimal (0xRRGGBB)

100  
Alpha (0 - 100%)

Overlay  On  Off

16 Million Colors!

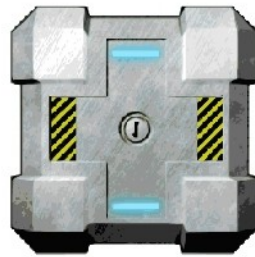
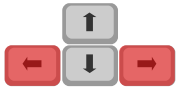
Copy and Paste



Enter

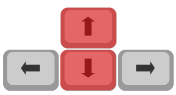
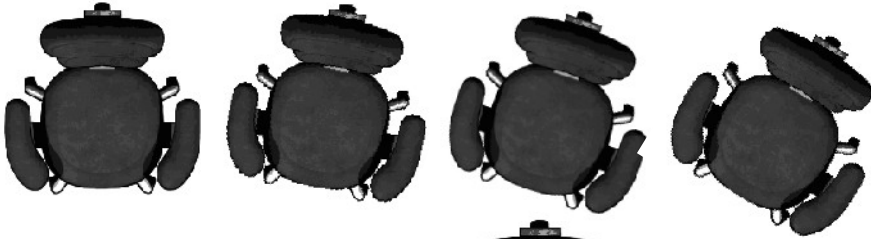
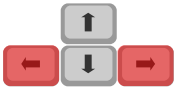
# EXTRAS

## Metal and Wooden Crates

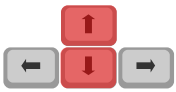
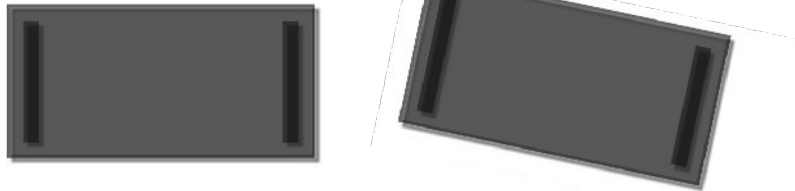
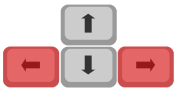


# EXTRAS

## Chairs

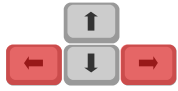
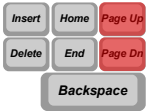
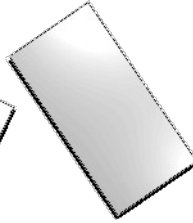
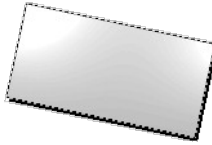
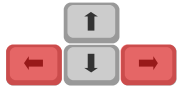
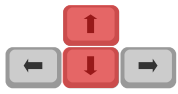


## Tables



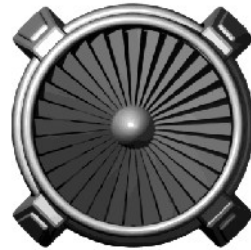
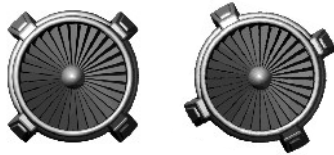
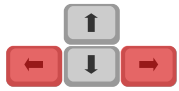
# EXTRAS

## Office Desk

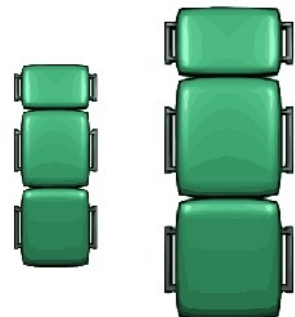
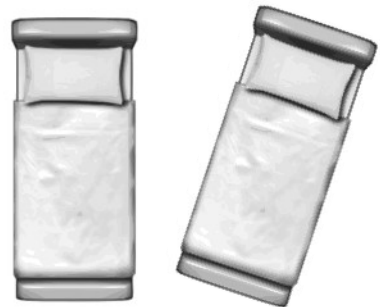
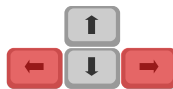
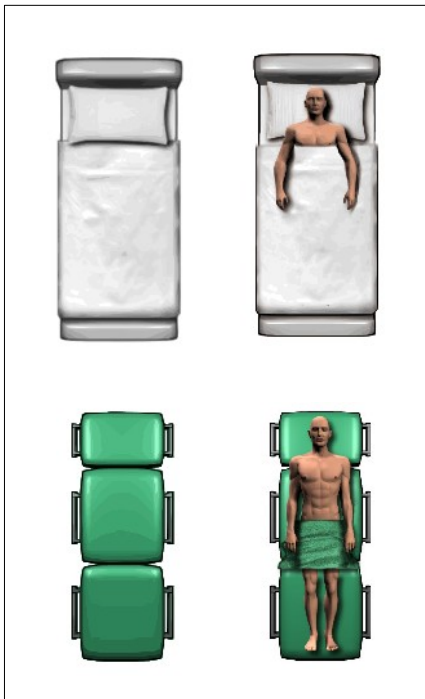
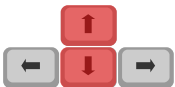


# EXTRAS

## Air Extractor

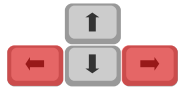


## Bed and Surgery Bed

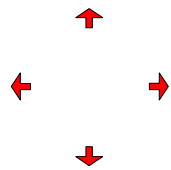
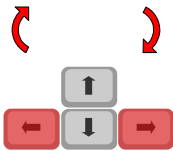


# EXTRAS

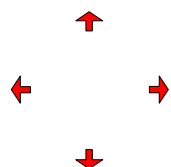
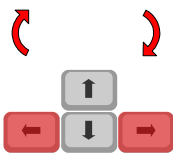
## Plants



## Mutant Plants

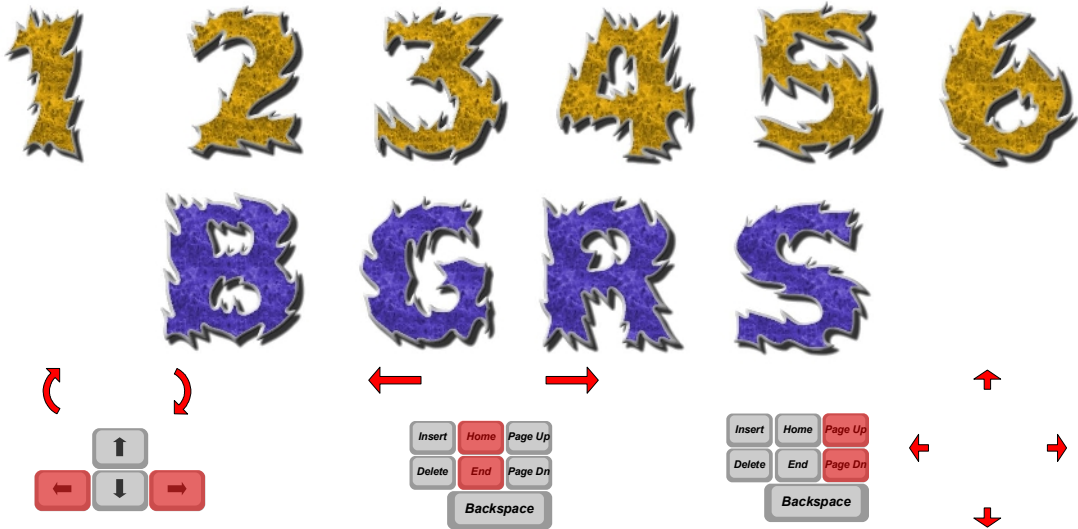


## Rubble

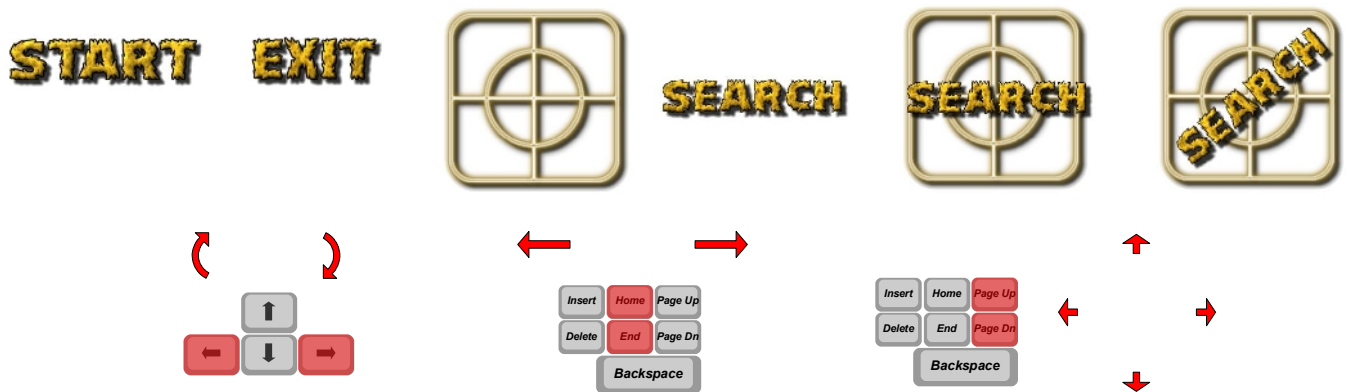


# EXTRAS

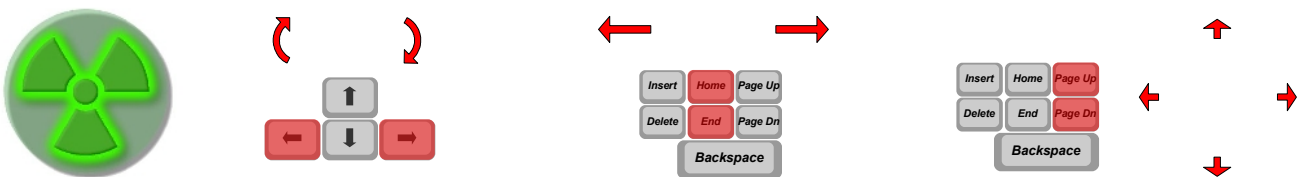
## Flame Font Symbols



## Target Symbols

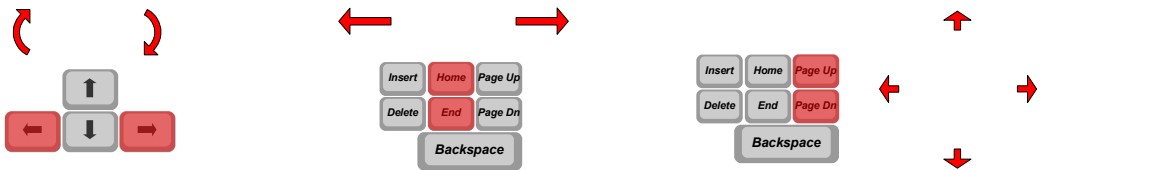
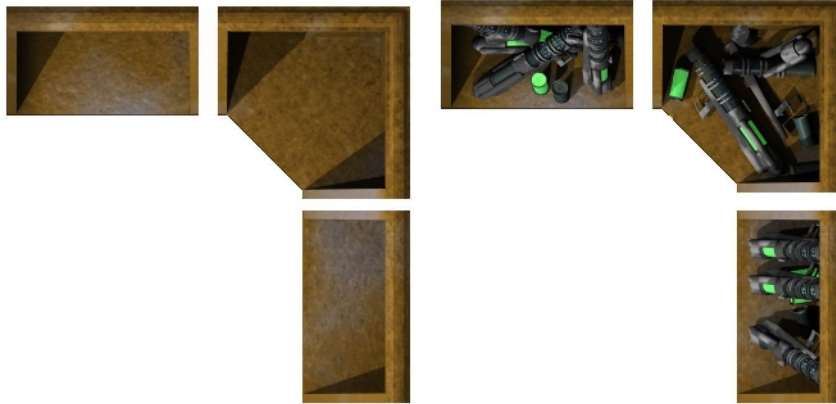


## Radiation

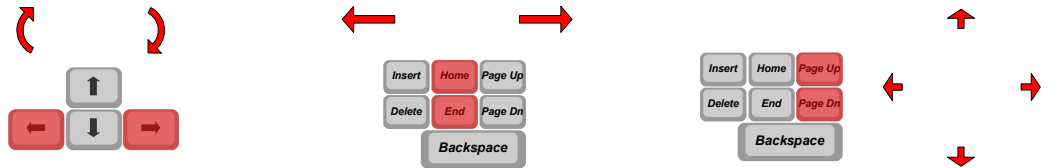


# EXTRAS

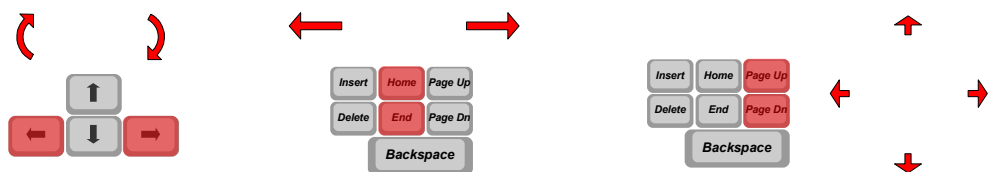
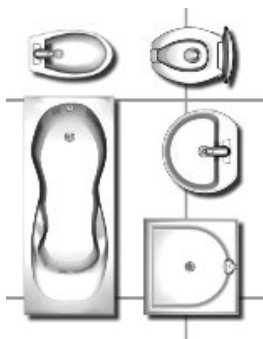
## Armory



## Bomb

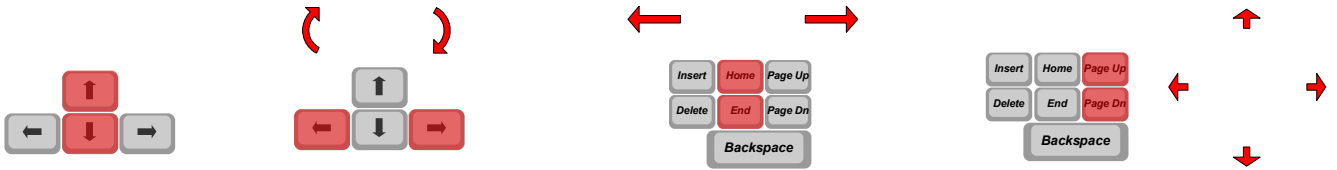


## Bathroom

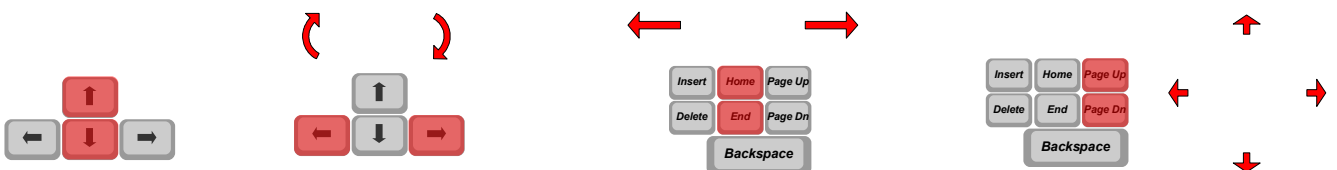


# EXTRAS

## Rugs

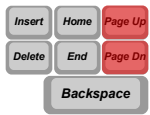
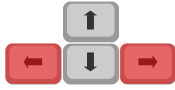
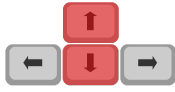


## Sofas and Armchairs

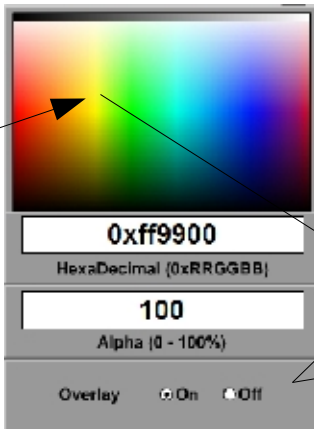
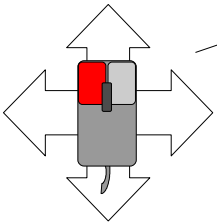


# FX (Effects)

## Scientist



## Fluids



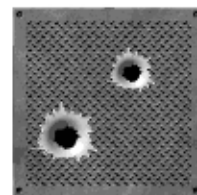
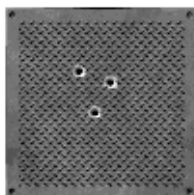
Overlay ON



Overlay OFF

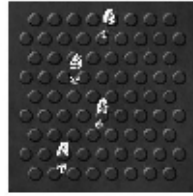


## Bullet Holes

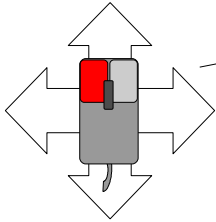
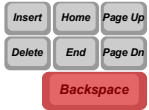


# FX (Effects)

## Boots Prints

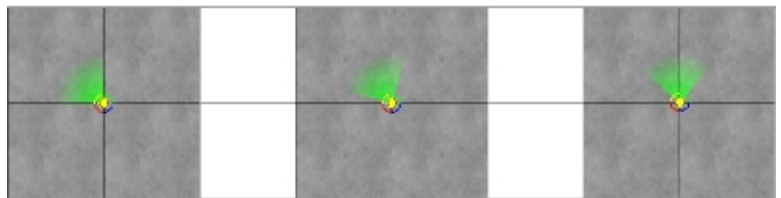
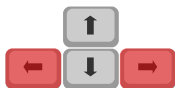
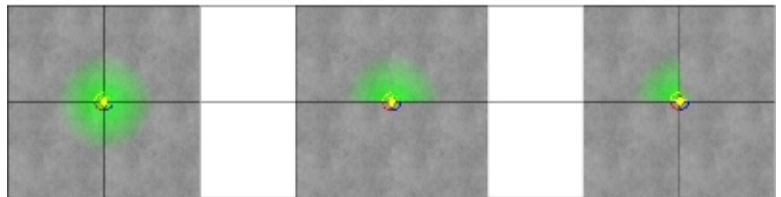
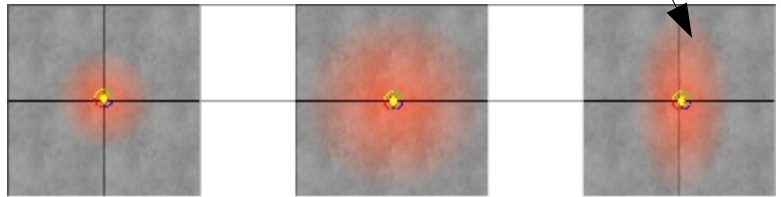
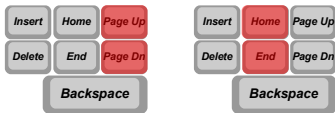
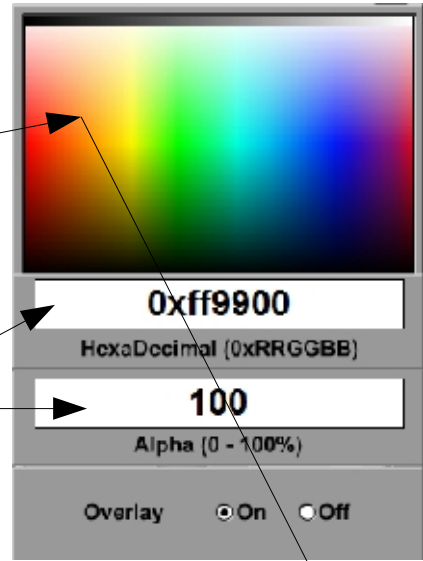


## Colored Lights



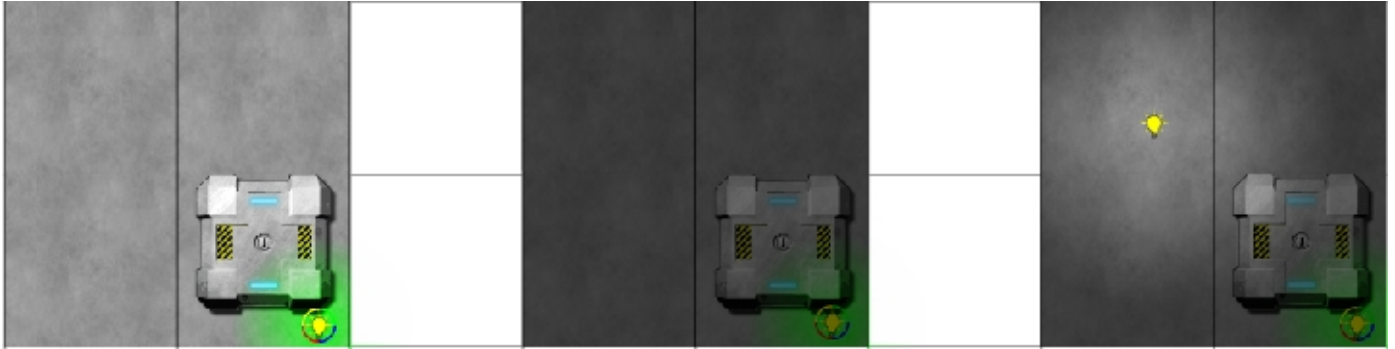
Copy and Paste

+



# FX (Effects)

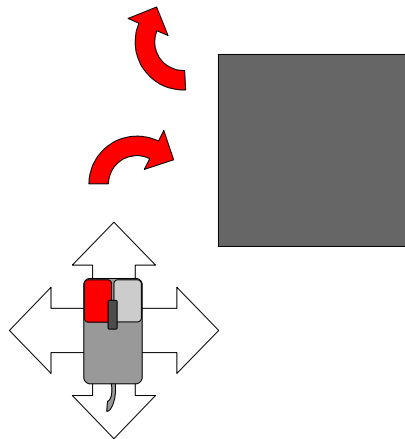
## Natural Lights



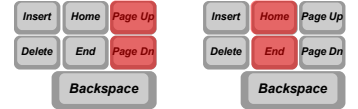
**1  
ADD TILES AND  
COLORED LIGHTS**

**2  
ADD DARKNESS**

**3  
ADD  
NATURAL LIGHTS**



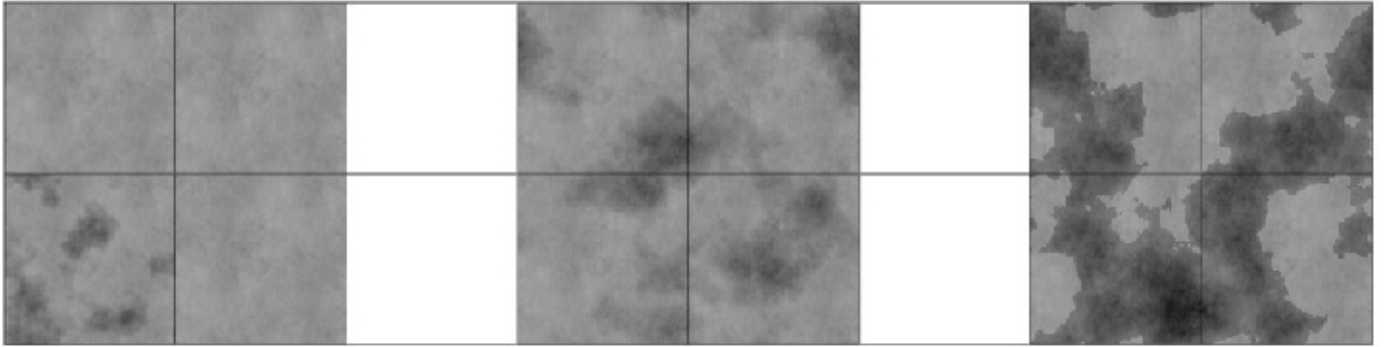
**4  
SCALE  
NATURAL LIGHTS**



**FX LAYERS LAYER CAN BE MOVED FORWARD (H) OR BACKWARD (B) SIMILARLY TO EVERY ELEMENTS**

# FX (Effects)

## Dirt



**1**  
**ADD TILES AND**  
**1"x1" DIRT**

**2**  
**SCALE**  
**DIRT TO FIT TILES**

**3**  
**INCREASE OR**  
**DECREASE DIRT**



## Fog



**1**  
**ADD TILES AND**  
**1"x1" FOG**

**2**  
**SCALE**  
**FOG TO FIT TILES**

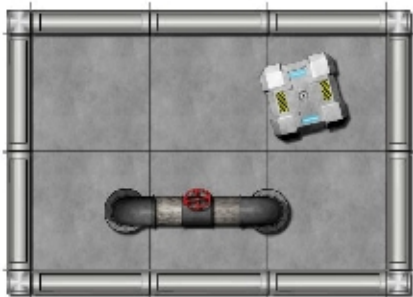
**3**  
**INCREASE OR**  
**DECREASE FOG**



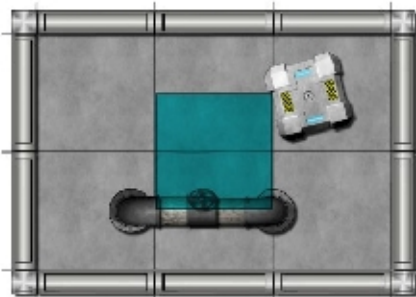
# FX (Effects)

## Deep Water

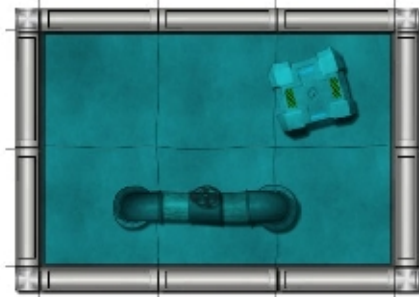
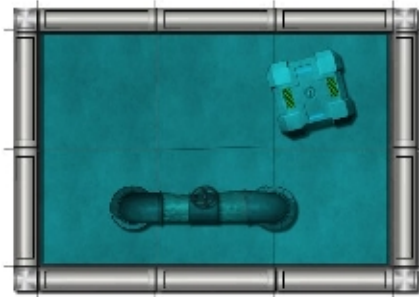
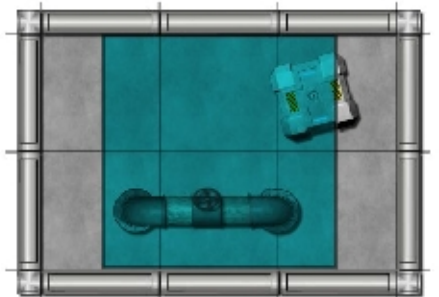
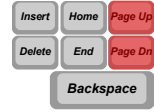
**1  
ADD TILES**



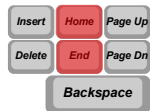
**2  
ADD 1''X1''  
WATER TILE**



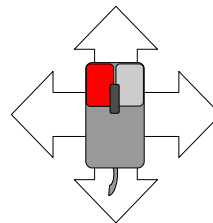
**3  
SCALE WATER  
TO FIT TILES**



**4  
SCALE WATER  
TO FIT TILES**

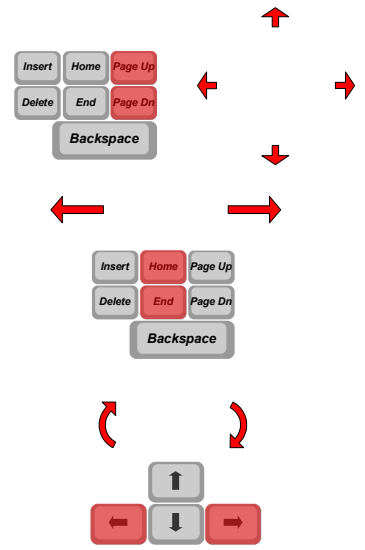
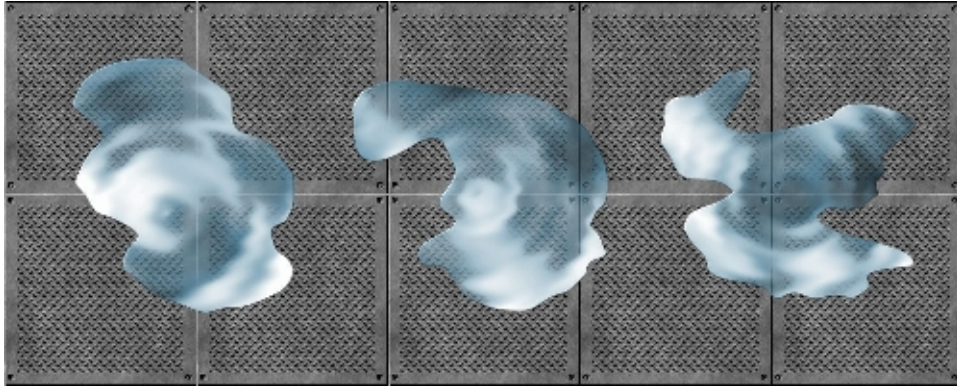


**5  
ACTIVATE FILTER**

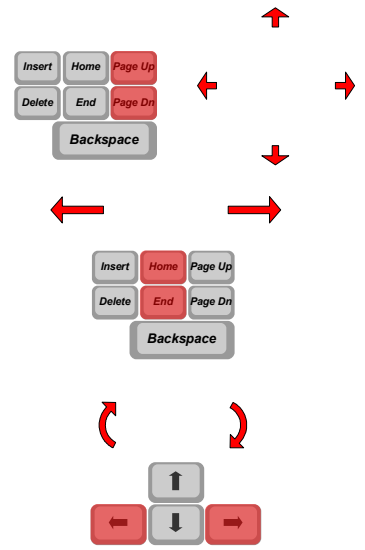
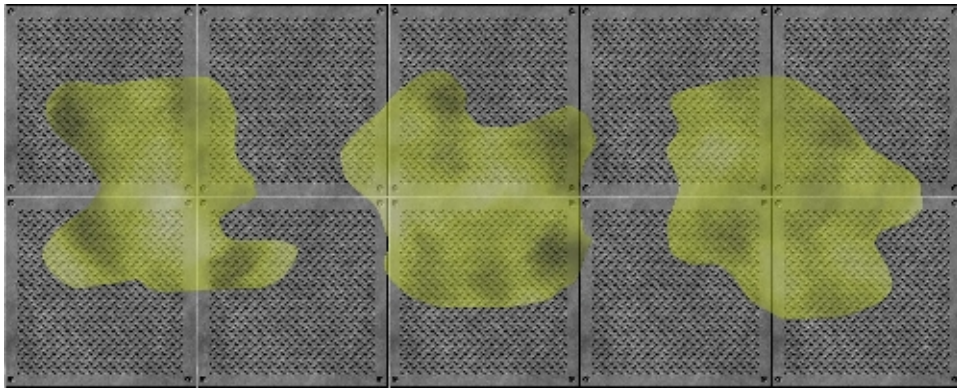


# FX (Effects)

## Water Puddle

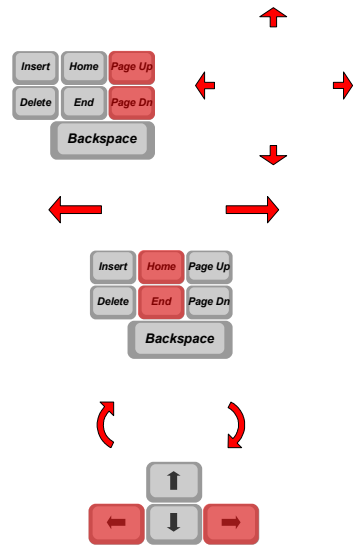


## Acid Puddle

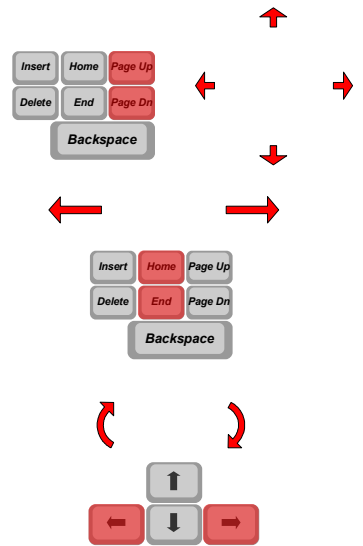


# FX (Effects)

## Rat

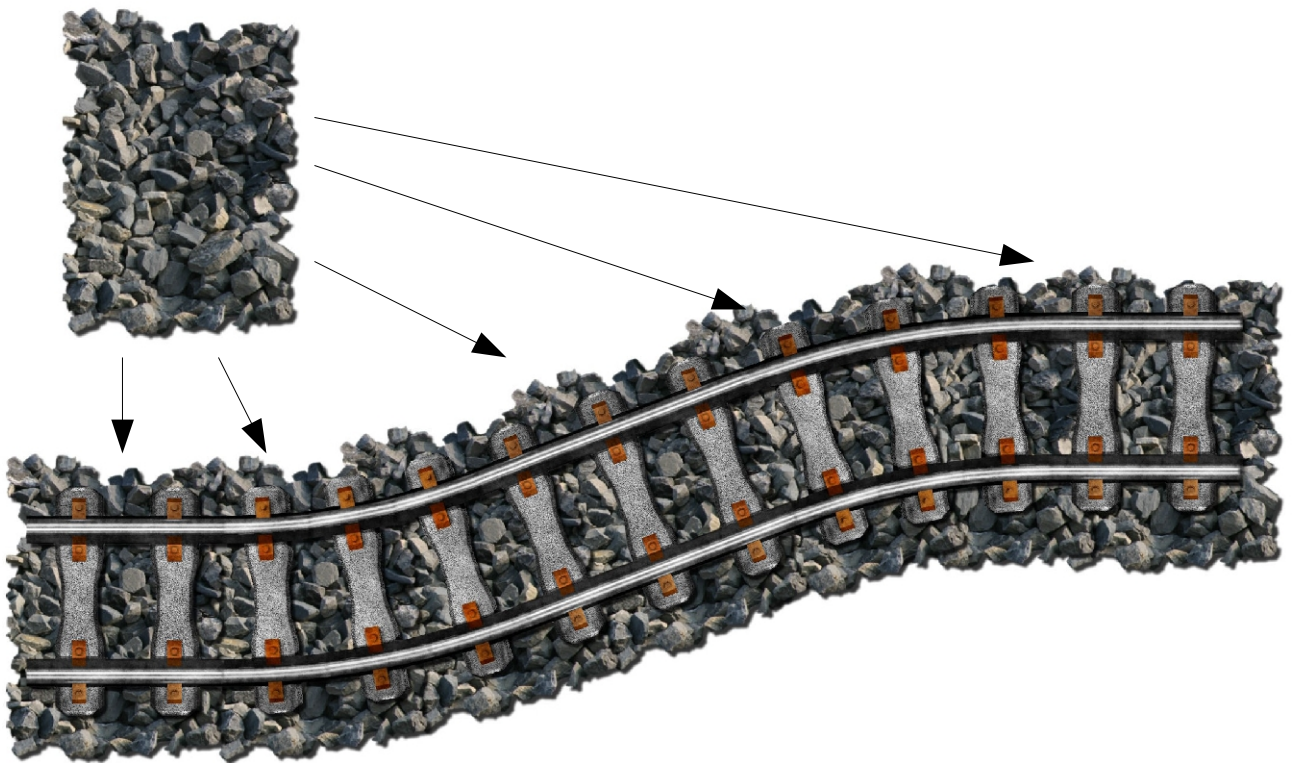
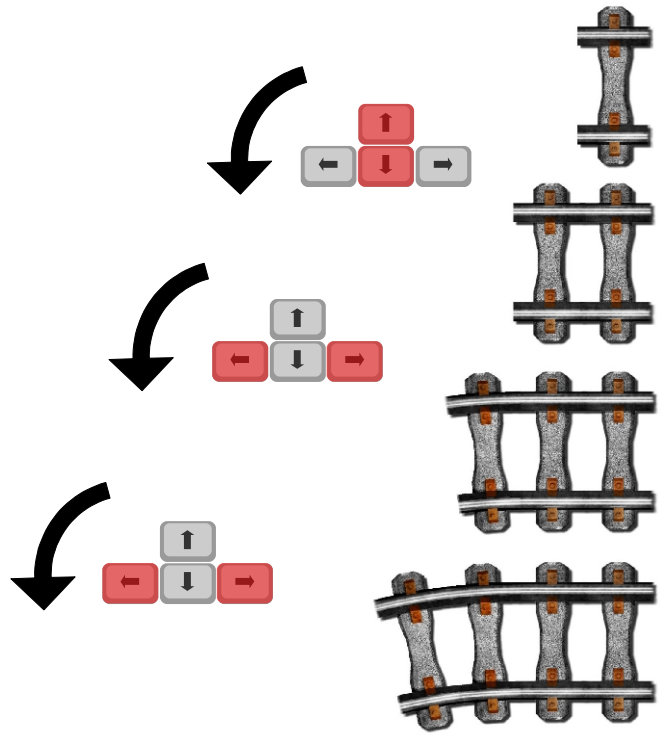


## Skeleton



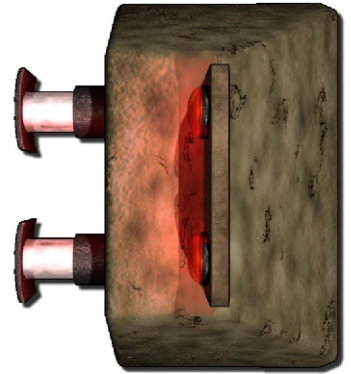
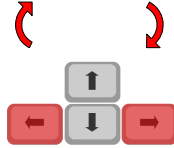
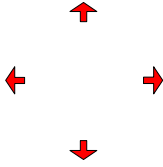
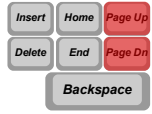
# TRAIN SYSTEM

## Rails



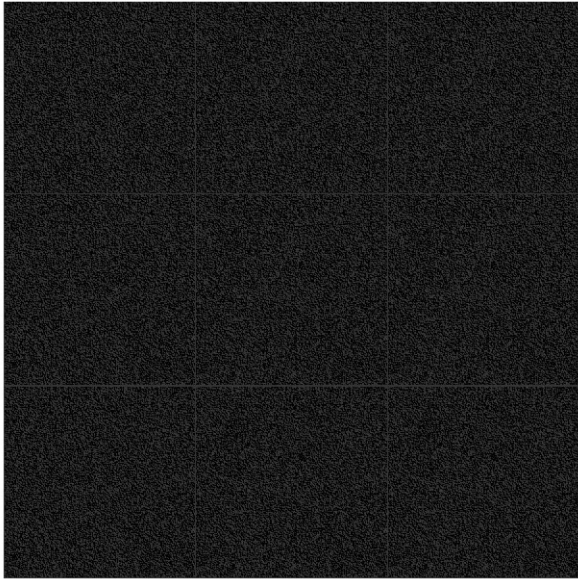
# TRAIN SYSTEM

## Head Rails

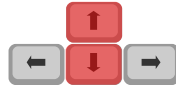


# OUTDOOR

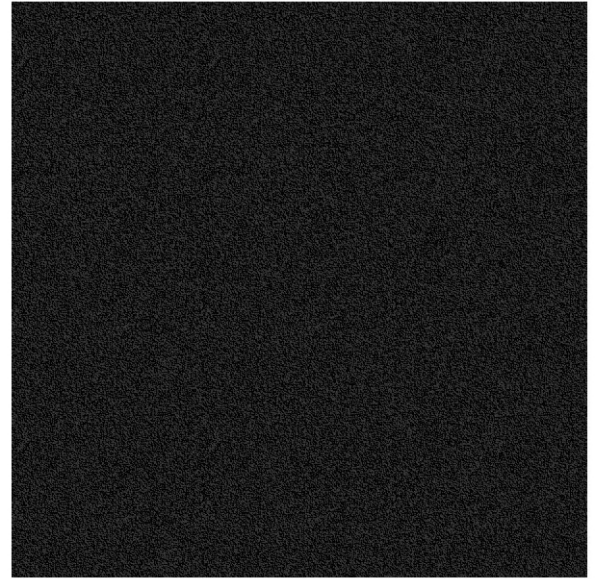
## Asphalt



With Grid

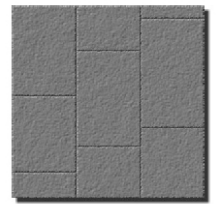
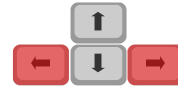
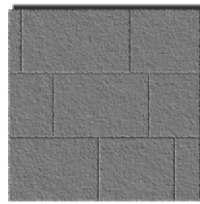
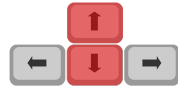
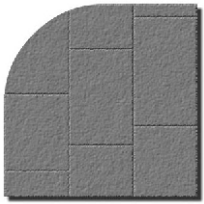


With or Without grid

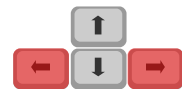
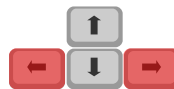
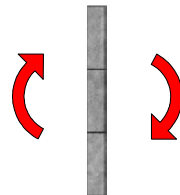
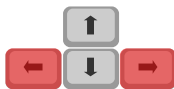
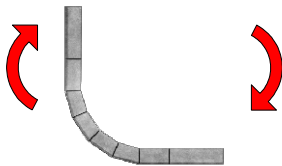


Without Grid

## Large Gres Pavement

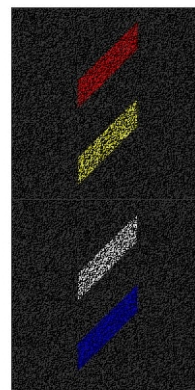
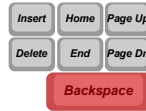
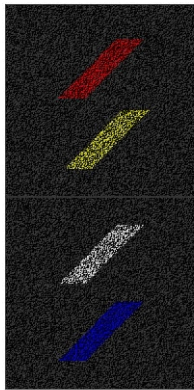
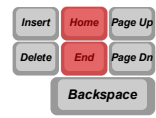
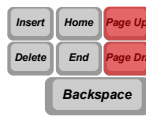
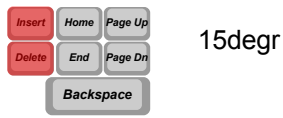
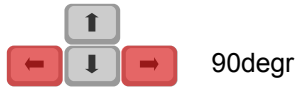
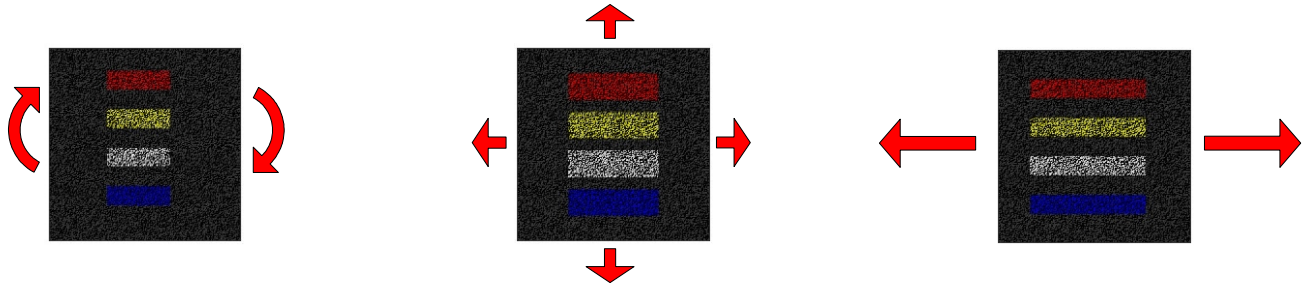


## Riddles



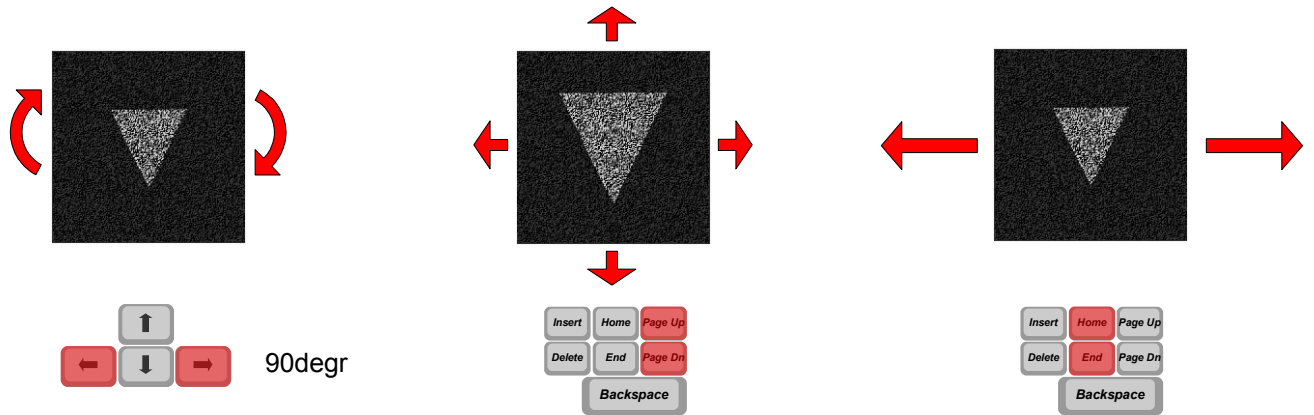
# OUTDOOR

## Road Lines

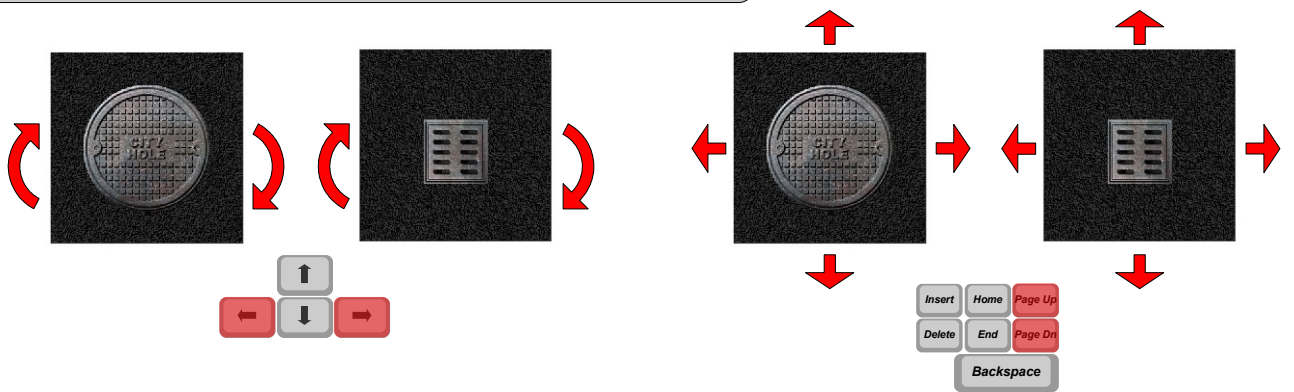


# OUTDOOR

## Triangle

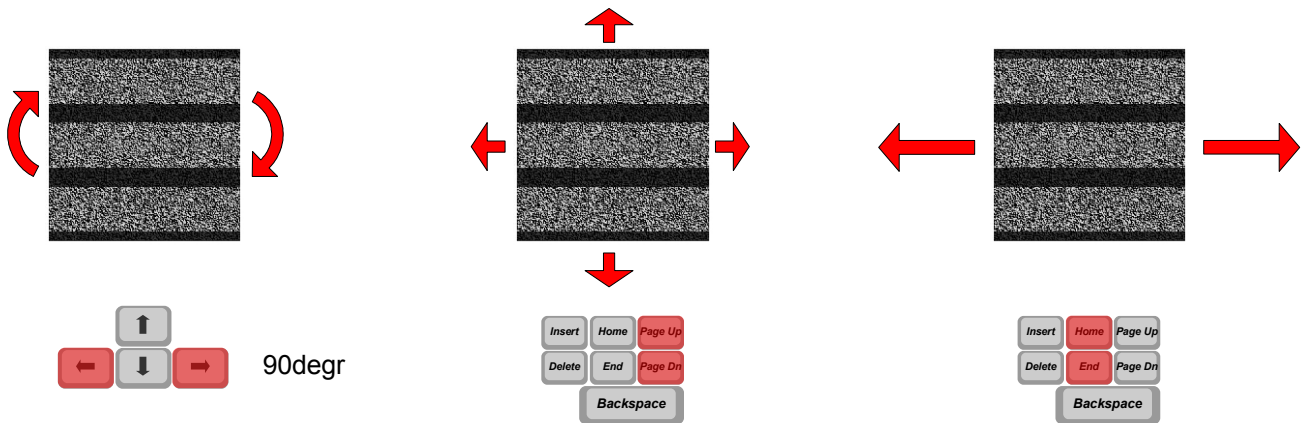


## Manhole Cover and Sewer Grate

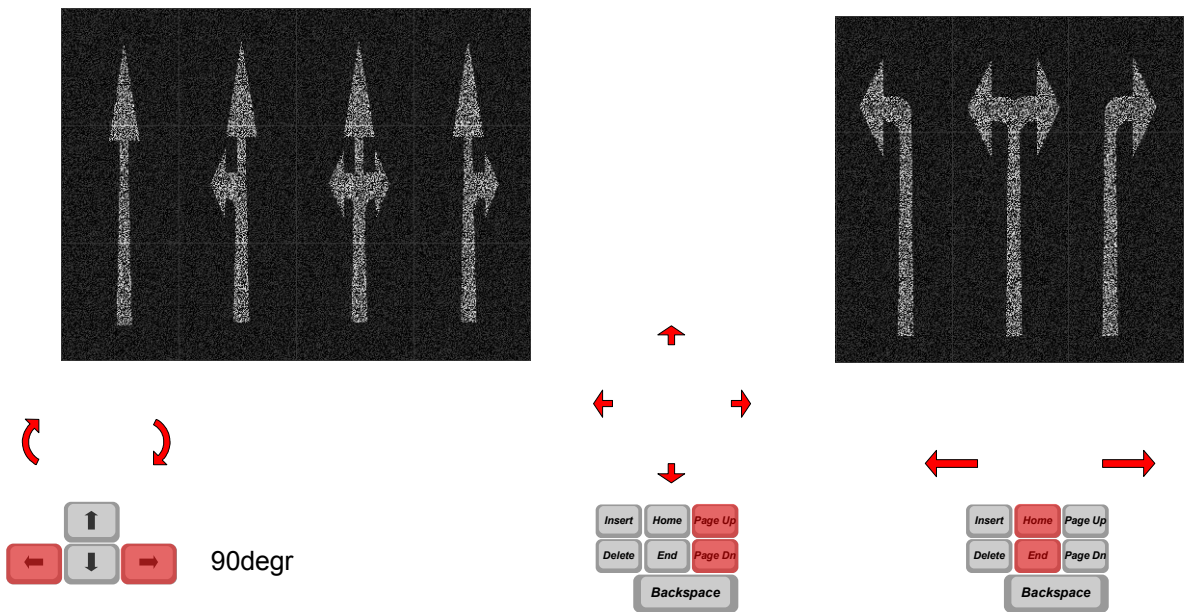


# OUTDOOR

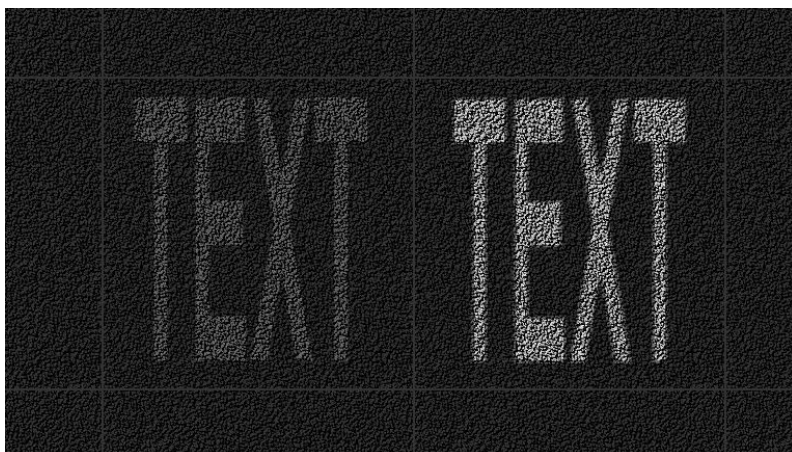
## Cross Lines



## Road Arrows



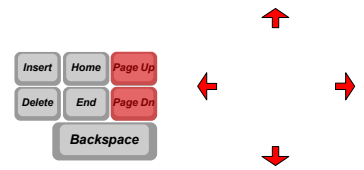
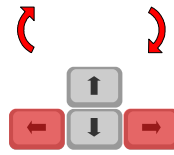
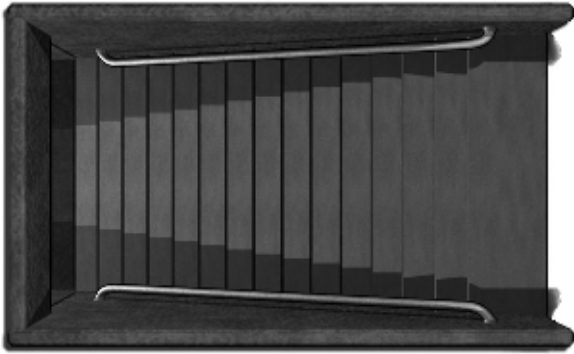
## Text on Asphalt



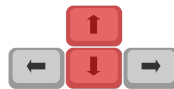
See Text commands in Extra Section.  
Note: overlapping two texts the color is highlighted.

# OUTDOOR

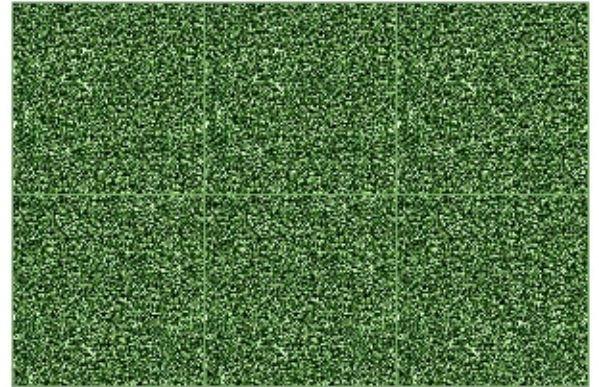
## Subway Entrance



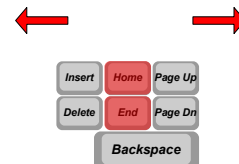
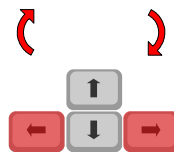
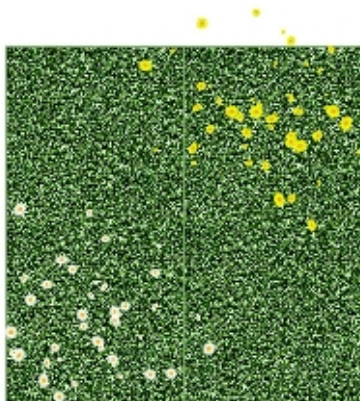
## Garden Grass



With or Without grid

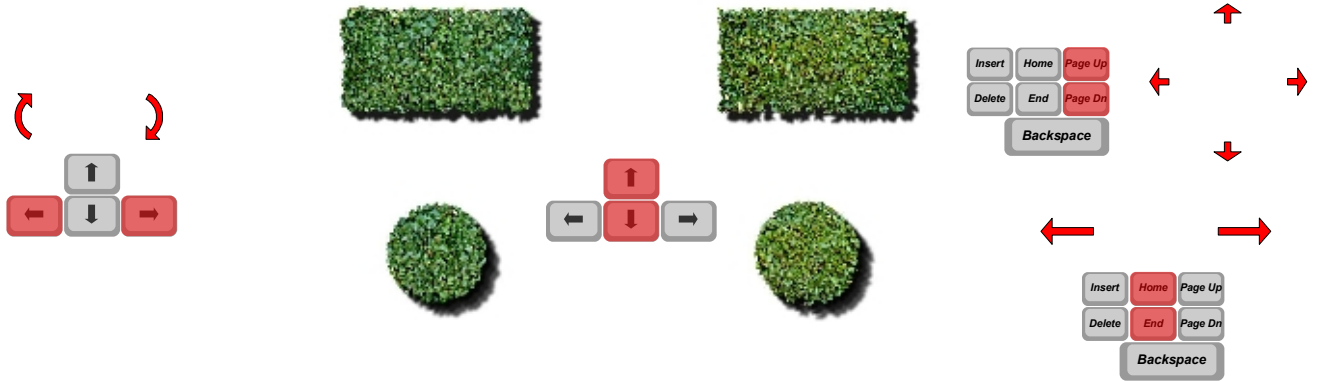


## Flowers

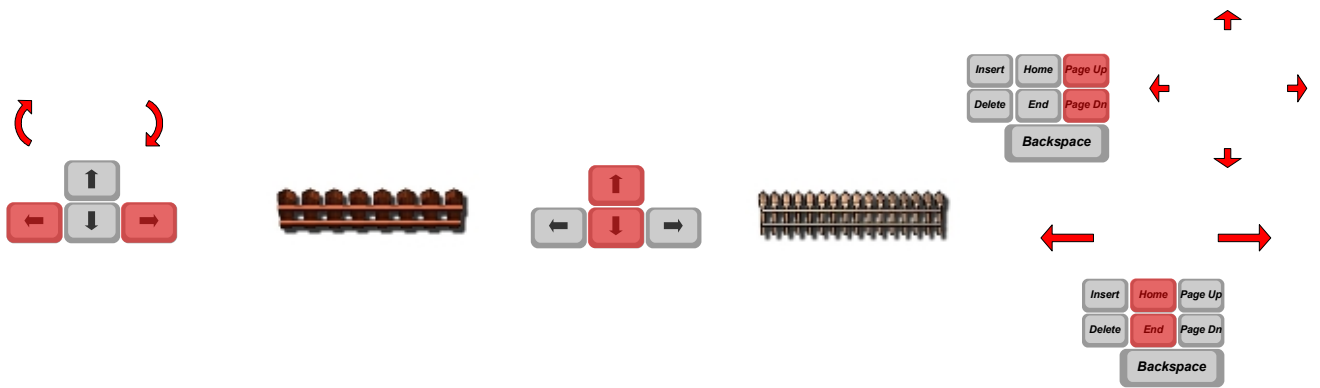


# OUTDOOR

## Garden Bushes

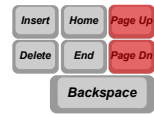
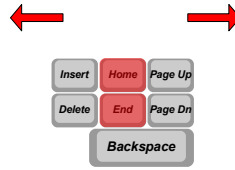
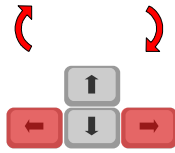


## Garden Fences

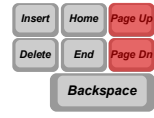
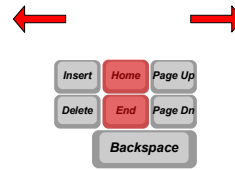
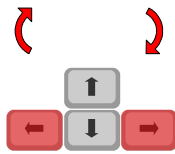


# OUTDOOR

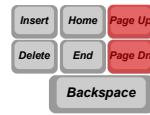
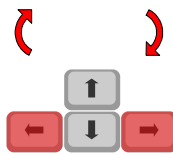
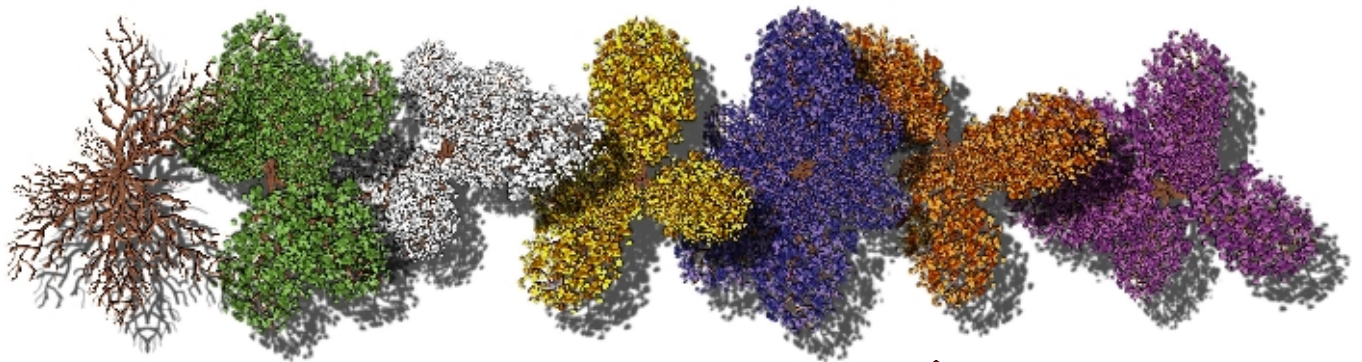
## Bench



## Tree Base



## Trees



## Fallen Leaves

