

Cartographers Game Stamps

Basic Set

This is the Basic Set for the Cartographers Edition of Game Stamps. It can be used with the board-game *Cartographers* or as a map-making tool for other games. The Campaign Set (sold separately) adds many additional designs, extending the collection so it can be used to create maps for role-playing games.

If you have questions or comments, please contact me at brendan@gamestamps.com. You can also find more information at www.gamestamps.com.

USING THE STAMPS

Keep a piece of scrap paper nearby so you can test the stamps before making permanent marks on your map or game sheet. Before using a stamp, make a few impressions on the scrap paper – this will clean the rubber and help you decide how much pressure to apply.

Inking the Stamp

Hold the stamp level and press it firmly into the ink pad. Don't tilt the stamp or rock it back and forth, or else you might get ink on the outer edge of the rubber.

Stamping the Image

Before stamping an image on the paper, check which way the stamp is pointed to make sure it's right way up.

Hold the stamp level and press it straight down onto the paper, applying firm and even pressure.

Don't tilt the stamp or rock it back and forth. Doing so could create small lines or marks, if the outer edge of the rubber touched the ink pad and the paper. If you see those marks, clean the rubber and be sure to hold the stamp level when you ink it again.



If a design has a lot of solid areas, you may need to apply more pressure or hold the stamp in place for longer. Other designs benefit from a lighter touch.

More Pressure:



Less Pressure:



CLEANING THE STAMPS

Cleaning the stamps will remove dust and the residue of dry ink, resulting in a sharper image. I recommend cleaning them at the start or end of each game session, especially if you use more than one color of ink pad.

The quickest way to clean a stamp is to tap it on a piece of scrap paper, removing excess ink before it can dry. To clean the stamps more thoroughly, use a damp cloth or alcohol-free baby wipe and then tap the stamp to dry it.

It's natural for the rubber to become stained, so don't worry if it turns black over time. You don't need to remove all traces of color. The goal is just to remove any dry residue of ink that might prevent the rubber from making a clean impression on the paper.

If the stamp has a lot of intricate details, some parts may become clogged with ink over time. If that happens, use an old toothbrush to gently scrape off the dry ink, using the bristles to reach areas you might not otherwise be able

to access. This can be especially helpful for stamps like the *Forest*, and *Village* where ink may collect inside the hollows of the tiny leaves and windows.

Avoid rubbing alcohol and cleaning products which contain alcohol, which may damage the rubber over time. Never submerge the stamp in water or hold it under a faucet, because this could damage the wood or weaken the adhesive.

USING THE STAMPS DURING A GAME

If more than one person will be using the same set of stamps, store them on a piece of scrap paper and slide it around the table. This is a lot faster than taking the stamps in and out of the box and handing it from person to person. You can also test the stamps on the scrap paper before making permanent marks on your map or game sheet.

Place the ink pad in the center of the table, where everyone can reach it. If you're using more than one color, keep the ink pads far enough apart that you won't confuse them, and turn the lids face up so you see tell them apart. Close any ink pads you aren't using, both to keep them from drying out and to reduce the likelihood that someone will ink a stamp using the wrong color.

Be sure to clean any stamp which you use with different colors, especially if you're switching from a darker color to a lighter one. For example, if you stamped a skull in black and then decide to switch to red, be sure to wipe away the black ink first, or you'll muddy your red ink pad with it.

INK PADS

I recommend using dye-based ink pads, such as those sold by Ranger Arts. Dye ink dries rapidly, which makes it ideal for use in a game.

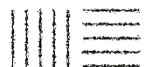
I don't recommend using pigment-based ink pads, because pigment inks take longer to dry and are susceptible to smudging. A notable exception is Tsukineko Versafine, a fast-drying pigment ink which reproduces fine details very well.

DESIGN NOTES



There are two stamps for the village. I recommend switching between these stamps at random, to add some variety to your towns.

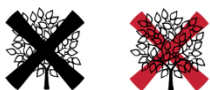
Two versions of the Farmland stamp are available. The diagonal furrows more closely resemble the art from the board-game, whereas the straight furrows can be rotated 90 to create patchwork fields.



The Flaming Sword represents a Hero, and the circle of sparks represents their attack pattern. If a Hero slays a monster, stamp the circle of sparks around the skull to show that the monster has been defeated.



You can also stamp the circle of sparks in an empty square to show that the Hero is guarding it. If you need to add terrain there later, just stamp over the circle.



Use the "X" stamp to mark terrain that has been destroyed by a monster or a natural event. This helps you differentiate between terrain that has been destroyed (marked with the "X") and terrain that is guarded by the hero (marked with the circle of sparks).