Log into the Trello Builder’s Board:

<https://trello.com/b/xOjCl0hC/luminari-builders>

Under References Column, look for the Wilderness Map Card:

<https://trello.com/c/5sbBrktg>

Look for the most recent date folder to find the most up to date map, then open to view contents

Download either the .pdn file (Paint.NET source file) or the .png - the web-friendly image

(Instructions will be for PC Paint program downloading the .png)

Right-click, then select ‘edit’ on the .png file

On the very bottom left it will show you the pixel location

Pick a location, write down the pixel location of that spot

Open the Main Zone Document in Trello:

<https://trello.com/c/cGNoX1Ea>

You can use the coordinate conversion cells to use the pixel location on the map OR just use the wilderness coordinates.

Find the entrance room

Move one space in any cardinal direction

Buildwalk (turn it on)

Move back to the original room (“paint” a single room over the wilderness)

Buildwalk (turn it off)

Then edit that created room to connect to your zone, make sure there is a way to get back to the wilderness as well from the zone.

Make sure to add the zone to the wilderness map

(wilderness map images on trello)

<https://trello.com/c/5sbBrktg>

Make sure to add the zone to the Main Zone Document found in Trello:

<https://trello.com/c/cGNoX1Ea>

Make sure to type in game:

Change <insert your message about your zone here>