



Cartographic Collection

Installation Guide for Campaign Cartographer™ 3+ Version 1.1



Compatible with the Dungeons Daring™ Role-Playing Game
and the JÖRÐGARÐ™ Campaign Setting



Vintyri Cartographic Collection
Installation Guide
for Campaign Cartographer™ 3+
Version 1.1

Product Code: VCC_IG_1-1000

**Authored by the Vintyri™ Project
in Cooperation with Remy Monsen
Slate Roofing by Evil Empryss, Wood Shingles by Constantin Malkov**

All artwork and photographs not designated specifically as Open Game Content are Product Identity of Steigerwald EDV™ Verlag. The terms *Vintyri™*, *Dungeons Daring™*, *Jörðgarð™*, *Joerdhgardh™* and *Steigerwald EDV™* and the graphical logos *Vintyri*, *Dungeons Daring*, *Jörðgarð*, and *Steigerwald EDV* are Trademarks and Product Identity of Steigerwald EDV Verlag. Photographs identified as Product Identity are **not** Open Game Content. All maps and diagrams are Open Game Content unless they are specifically identified as Product Identity. All other elements of this publication are Open Game Content. The *Vintyri™ Cartographic Catalog* is produced under the Open Game License 1.0a. The use and distribution of this product are restricted by the conditions of this license.

- *Dungeons Daring™*, the *Dungeons Daring™* graphical logo, *Vintyri™*, the *Vintyri Project*, the *Vintyri* graphical logo, *Jörðgarð™*, *Steigerwald EDV™ Verlag* and the *Steigerwald EDV* graphical logo are trademarks owned by *Steigerwald EDV™ Verlag*.
- *Campaign Cartographer™* and *City Designer™* are trademarks of *ProFantasy Ltd*.
- *Fractal Mapper™* is a trademark of *NBOS Software*.
- *Dundjinni™* is a trademark of *Dundjinni Enterprises*.

Technical Data:

- The graphical content of all symbols was created with *Fractal Mapper 8* from *NBOS Software*.
- Alpha transparency was added with *The GIMP* from Spencer Kimball, Peter Mattis and the *GIMP Development Team*.
- MAP files were created with *The GIMP* and *Paint.net* from *dotPDN.LLC*.
- CC3+, CC3 and CD3 files were created with *Campaign Cartographer 3* and *Campaign Cartographer 3+*.

The front and back covers are Product Identity

Front cover picture: Cartographical collection of building, external and part symbols
Rear cover pictures: Rödelsee Gate in Northern Bavarian Iphofen.



Open Game Content

All of this publication that is not listed as Product Identity is Open Game Content. Product Identity includes:

- The trademarked graphical logo for the *Vintyri Project* - shown at the top of this page.
- All photographs and graphics in this publication that are marked as Product Identity.
- The words and word combinations *Vintyri*, *Dungeons Daring Jörðgarð* and *Steigerwald EDV*.
- The trademarked graphical logo for Steigerwald EDV, found on the rear cover.

These are the sole extent of content that *does not* qualify as Open Game Content. All other material *is* Open Game Content.

This product is the creation of the *Vintyri Project*. The sole copyright holder and intellectual property owner is:

Steigerwald EDV™ Verlag, Am Hasenlöhle 12, 91481 Münchsteinach, Germany

E-Mail: info@vintyri.org

Internet: <http://www.vintyri.org/>

Photocopying:

The printing and photocopying pages of this book for use by the game master and players of this game are explicitly permitted.

Impressum:

The *Vintyri™ Cartographic Collection* is published in the Federal Republic of Germany. The following information is required under German law.

Herausgeber: Oliva Steigerwald EDV™ Verlag

Der Steigerwald EDV Verlag ist ein nicht gewerblicher, nicht gewinnerzielender Dienst.

Verantwortlich für Inhalt: Mark E. Oliva

Am Hasenlöhle 12

Ortsteil Altershausen

91481 Münchsteinach

Deutschland/Germany/Allemagne

USt-ID-Nr.: Keine - nicht gewerblich

Telefon: +49-9166-995410

Internet: <http://www.steigerwaldedv.de>

E-Mail: info@steigerwaldedv.de

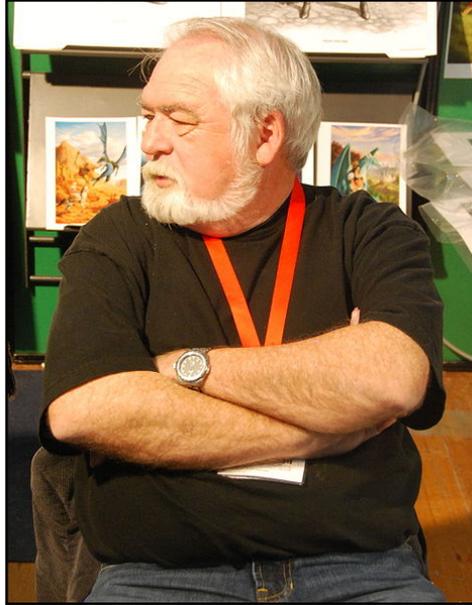
Gesamtinhalt: Copyright © 1995-2016, Steigerwald EDV™ Verlag, alle Rechte vorbehalten

ACKNOWLEDGEMENTS:

This symbol set would not have been possible without the invaluable help of (alphabetically listed by last name) Remy Monsen, Simon Rogers and Ralf Schemmann,

Special thanks for contributions and ideas to Steven K. Allen, Adaen of Bridgewater, Bernd Bartelt, April Bennett, Jim Butler, Dalton Calford, Brian D., Robert J. Defendi, Ed Diana, Bill Dunn, Randall Eicher, Bruce Gulke, Gordon *Druzzil* Gurray, Jens Heilmann, Stephan Horn, Linda Kekumu, Maya Deva Kniese, Jim Laubacker, C.J. LeBlanc, Arne Lehmeyer, Matthias Lösch, Mike Lüders, Matthew Lynn, Jose Luis Martin, Claus Mertenbacher, Peter Oliva, Mike Oliver, Keith Persons, Thomas Raab, Eva Rosenbauer, Brad Samek, Steven E. Schend, Shadowblade, Joseph Elric Smith, Dr. Erin D. Smale, Keith Theobald, Trinixx of Westmarch, Rob Vaughn and Jens Wunder.

For our cartographic work, special thanks to Cecil Solomon for the CSUAC mapping library, to Greg Taylor and his contributors at *Greytale's Nook*, to the members of RPGMapShare for their contributions and to Robbie Powell and all of the contributors at the Cartographers Guild. Thanks to all of the artists who contributed their work to the CSUAC, RPGMapShare, *Greytale's Nook* and the Cartographers Guild, especially Aegean, Alynalizza, Ancalimothar, Ardak2000, Benway, Bludragn, Bogie, CDenham, Dmitriy Chugai (texturelib.com), Cisticola, CoyoteMax, Cyrogenes, DaraLynx, Darkness, Dark_Shadow, Dblade, Deltrax, Digger Dan, Dm142, Dorpond, Dracorat, Dragonlair, Dragonwolf, Dudyst, Englishkid, EvilEmpryss, Falcon, ForumLurker, Futureboy, GreyTale, Gtech_1, Halebop, Hawkmoon, Heruca, Hurltim, Iron Dwarf, JDale, JGovernale, JohnBS9999, Kazerath, Linda Kekumu, Kepli, LancerX, Lingster, Lord Callubonn, Lupha, MacLaird, Constantin Malkov, Maugan22, McGarnagle, Mercurio, Metajock, Mike Blackney, MonkeyQueen, Montagne, Nidae213, Oistene, Pedrov, Phergus, PokerPhaze, Ravells, Raven Starhawke, Renzel, Rhenton, R-Kellegg, RobaA, Sonnenfalke, Steel Rat, Supercaptain, Surfboored, Szass, Terratism, Tintagel, Tls:56, Torq, Totte, Ursus, B. (Varl) Smith, Venger, Wayne Francis, Wolfboy, Yog Sottho, Xath.



*Photo by Jaqen
This photo is not Open Game Content. See below.*

The Vintyri Cartographic Collection
is dedicated to

Larry Elmore
1948-

*Larry Elmore is the man who first made it possible
for us to see our paper RPG adventures*

Photo: Larry Elmore at Lucca Comics and Games, 2008

Copyright © 2008, Jaqen, all rights reserved

This file is licensed under the [Creative Commons Attribution ShareAlike 3.0 License](https://creativecommons.org/licenses/by-sa/3.0/).

*In short: you are free to share and make derivative works of the file under
the conditions that you appropriately attribute it, and that you distribute it only under a license identical to this one.*

I. Installing the *Vintyri* Collection

Required Software

- **Campaign Cartographer 3+** from *ProFantasy Ltd.* with **Update 8** or higher.
- **An operating system** that supports CC3+.

Strongly recommended:

- **City Designer 3 for CC3+** from *ProFantasy Ltd.*

CC3+ users who do not have *City Designer 3* can install this package, but some tools will not be available.

This package **is not** compatible with *Campaign Cartographer 3*. It works **only** with *Campaign Cartographer 3+*.

Avoid Problems *Before* You Install!



Please do not skip this step! (See the screen shot below.) If you have them, make copies of these four important files, which you'll find in **(Data folders)\ProFantasy\CC3Plus**, and keep the copies in a non-CC3+ folder:

- **city.mnu** – This file contains the toolbar for *CD3*. If you do not have *CD3*, you may not have this file.
- **dungeon.mnu** – This file contains the toolbar for *DD3*. If you do not have *DD3*, you may not have this file.
- **fcw32.imn** – You do not necessarily have this file either. If you do, it contains the toolbar for the *CSUAC* and/or other custom toolbar elements not made by *ProFantasy*.
- **fcw32.mnu** – All systems have this file. It defines the CC3+ overland toolbar that is available in all CC3+ installations.

Name	Date modified	Type	Size
city.mnu	02.07.2016 07:05	MNU File	16 KB
DD3PlusCfg.xml	24.02.2015 10:24	XML File	1 KB
dungeon.mnu	02.07.2016 07:05	MNU File	15 KB
FANCY.FNT	05.04.1988 06:26	FNT File	6 KB
fcad32.chm	07.01.2015 09:14	Compiled HTML H...	4,544 KB
FCAD32.chw	24.08.2015 14:10	CHW File	424 KB
fcw32.imn	02.07.2016 14:30	IMN File	1 KB
Fcw32.mac	23.03.2015 15:21	MAC File	25 KB
FCW32.MNU	02.07.2016 07:05	MNU File	15 KB
finish_vp.bat	02.07.2016 07:03	Windows Batch File	1 KB

Erasing the Competition

If you did find the file **fcw32.imn**, please erase it in your CC3+ data folder **after backing it up**. If this file is present, it is for the *CSUAC* or was made by some other third party. This file can under certain circumstances conflict with the new toolbar system and may cause CC3+ to crash. However, the elements that it contains can be restored in the new toolbars and will be restored automatically in the case of the *CSUAC*.



Recovering after a Bad Installation

If you have problems with CC3+ after this installation that you cannot resolve and you want to return to the pre-installation status, simply copy the files that you secured (previous page) back into (*Data folders*)\ProFantasy\CC3Plus and confirm that you want to overwrite the new files. Restart CC3+ and you'll return to where you were before.

Knowing Where Your Data Folders Are



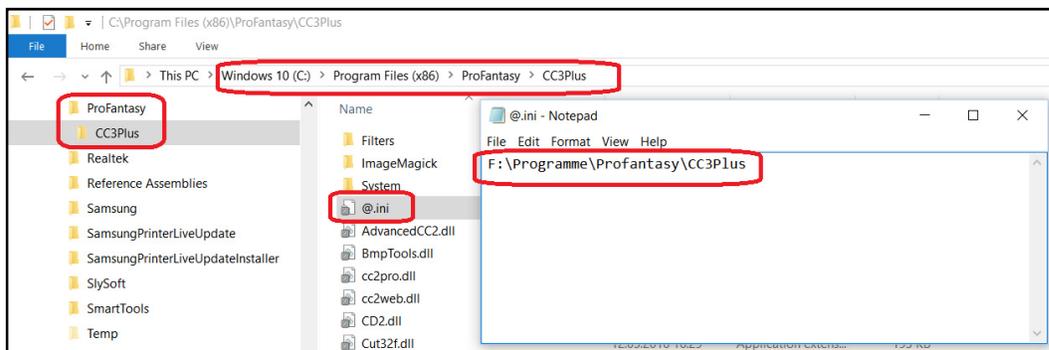
During the installation of the *Vintyri Cartographic Collection*, you will have to direct the Setup program to the location of your CC3+ data folders and unzip the graphics to that location. CC3+ installs into two separate locations, one for the *program* files and one for the *data* files. The **program files** usually are in *C:\Program Files (x86)*. This is the **wrong location** for this installation!

You need to install in the data folders file. If you installed in the CC3+ default location, your installation goal is:

C:\ProgramData\ProFantasy\CC3Plus

However, *ProFantasy* gives users the option of installing the CC3+ data into a folder of their choice. If you used that option, you need to tell setup what that location is. If you have forgotten where you installed the CC3+ data files, do the following:

- 1. Open the *Windows File Explorer*, in some lingual versions simply called the *Explorer*.
- 2. Open the folder *C:\Program Files (x86)\ProFantasy\CC3Plus*.
- 3. Locate the file named *@.ini*.
- 4. With the left mouse key, make a double click on the symbol to the left of the file name *@.ini*.
- 5. That will open the *Windows Notepad* and it will show you the location where you installed the CC3+ data folders. This also is the location where you need to install the *Vintyri Cartographic Collection*. See the screen shot on the following page.



Mac and LINUX Users



We learned during beta testing that *Apple Mac* and *LINUX* users who run *Campaign Cartographer 3+* over a *Windows* emulation cannot run the *ProFantasy* file named *CC3MenuConfig.exe* successfully. This file is necessary to set up the new toolbar system. To resolve this problem, *Mac* and *LINUX* users must use the patch file *LinuxMacPatch.zip* (650 KB). You can download this file here:

<http://www.vintyri.org/downloads/linuxmacpatch.zip> (650 KB)-

Vintyri Cartographic Collection – Installation Guide

When installing, do the following:

- On the last page of the Setup program (see Page 14 of this booklet), unclick the check box named *Launch Vintyri Cartographic Collection for CC3+ (App)*.
- **Do not start CC3+.**
- Unzip the file *linuxmacpatch.zip* into *(Data Folders)\ProFantasy\CC3Plus*.
- Start CC3+.

Downloading the Installation Files

The *Vintyri Cartographic Collection* includes an application (app) and a total of 4.4 GB of PNG graphical files in all four CC3+ resolutions (VH, HI, LO, VL). To spare users problems downloading gigantic files, we have split them up into 14 separate ZIPs. All 14 ZIP files are needed for a full installation. For it, you must download all of the ZIP files shown on the following page.



You can download the necessary files here: http://www.vintyri.org/vintyri/vccindex_cc3p.htm.

Installing the Downloaded Files

Full Installation (+4 GB)

Once you've finished downloading, you should have 14 ZIP files. There are 13 files containing the symbols and fill styles and an additional file containing the application setup. Proceed as follows:

- Unzip the app file *vcc_cc3plus.zip* into a temporary, non-*CC3Plus* folder of your choice.
- Unzip all of the 13 remaining download ZIP files into *(Data Folders)\ProFantasy\CC3Plus*.

After unzipping *vcc_cc3plus.zip* into a temporary folder, you will find a new file named *vccsetup.exe*. Run this file according to the instructions that follow and **only after** securing your .mnu and .imn files, as explained above.

Update Installation (168 MB)

You do not need to update if you have installed *Bogie's Mapping Objects 1.0* or higher. The *Vintyri Cartographic Collection* update is included there. Otherwise, to update from Version 1.0 to Version 1.1:

- Unzip the app file *vcc_cc3plus.zip* into a temporary, non-*CC3Plus* folder of your choice. You do not need to download or install the remaining 13 ZIP files with symbols and fill styles! The symbols and fill styles require no updating.

Installing the App – Full and Update Installations

- Close CC3+ if it is open.
- It also is recommended that you temporarily turn off your anti-virus software.
- Open the *File Explorer* of Windows to the folder that contains the setup file named *vccsetup.exe*.
- Using the screen shot below as a guideline, take these steps in the *File Explorer*:

Why Pay to Play?™



The Vintyri Project™
More than 20 Years of
RPG Freeware

The Vintyri™ Cartographic Collection

Free, open RPG symbols and fill styles for use
with Campaign Cartographer™ 3+

Current: August 1, 2016



**Vintyri Cartographic Collection Installation Guide
for Campaign Cartographer™ 3+**

Version 1.0 (Released January 2016)

To avoid problems with the installation of this product, we strongly urge you to download this free installation guide *before* you begin downloading or installing!

Download the installation guide: Click here:

http://www.vintyri.org/downloads/vccp_install_guide.pdf (11 MB – 10.505 KB)

The installation guide is a bookmarked PDF file that will take you step-for-step through the installation of the cartographic collection with screen shots that illustrate all of the important steps. Using it will help you avoid having to reinstall the collection or possibly even CC3+ and the add-ons. Be smart! Get this free installation manual and use it!



**Vintyri Cartographic Collection
App for Campaign Cartographer 3+**

Version 1.1 (Released August 2016)

The following installation file is necessary for the cartographic collection to work properly in *Campaign Cartographer 3+*. See the installation guide for more information.

Download the CC3+ app. [Click here!](#)

File: vcc_cc3plus.zip (168 MB – 159.052 KB)



**Vintyri Cartographic Collection
Symbols and Fill Styles for CC3+**

Version 1.0 (Released January 2016)

ALL of the following ZIP files are required for the cartographic collection app to work correctly!

http://www.vintyri.org/downloads/vss_ft_4_2_fill_styles.zip (60 MB – 59.351 KB)

http://www.vintyri.org/downloads/vss1_1_symbols.zip (256 MB – 255.469 kb)

http://www.vintyri.org/downloads/vss2_1_1_symbols_01.zip (1.2 GB – 1.150.636 KB)

http://www.vintyri.org/downloads/vss2_1_1_symbols_02.zip (1.25 GB – 1.214.500 KB)

http://www.vintyri.org/downloads/vss3_1_symbols_01.zip (540 MB – 539.074 KB)

http://www.vintyri.org/downloads/vss3_1_symbols_02.zip (375 MB – 374.924 KB)

http://www.vintyri.org/downloads/vss4_1_symbols_01.zip (496 MB – 495,972 KB)

http://www.vintyri.org/downloads/vss4_1_symbols_02.zip (510 MB – 509,121 KB)

http://www.vintyri.org/downloads/vss4_1_symbols_03.zip (324 MB – 323,609 KB)

http://www.vintyri.org/downloads/vss4_1_symbols_04.zip (352 MB – 351,055 KB)

http://www.vintyri.org/downloads/vss5_1_symbols_01.zip (462 MB – 461,757 KB)

http://www.vintyri.org/downloads/vss5_1_symbols_02.zip (546 MB – 545,627 KB)

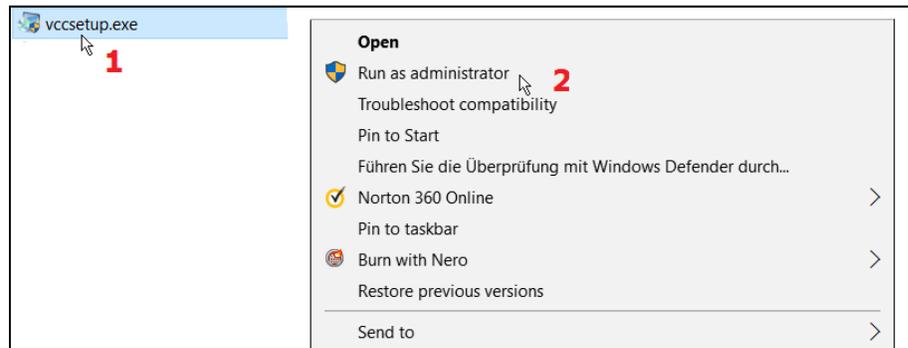
http://www.vintyri.org/downloads/vss5_1_symbols_03.zip (426 MB – 426,186 KB)

[Click here for more information about CC3+!](#)

Vintyri Cartographic Collection – Installation Guide

- ◆ 1. Click the symbol for the file *vccsetup.exe* with the left mouse key to mark it and then with the right mouse key to open the context menu.
- ◆ 2. Pick the menu option *Run as Administrator*.

NOTE: Under certain circumstances, modern *Windows* versions will refuse to run this installation if it is done without administrator privileges active. It is better to take these steps and to avoid such problems.

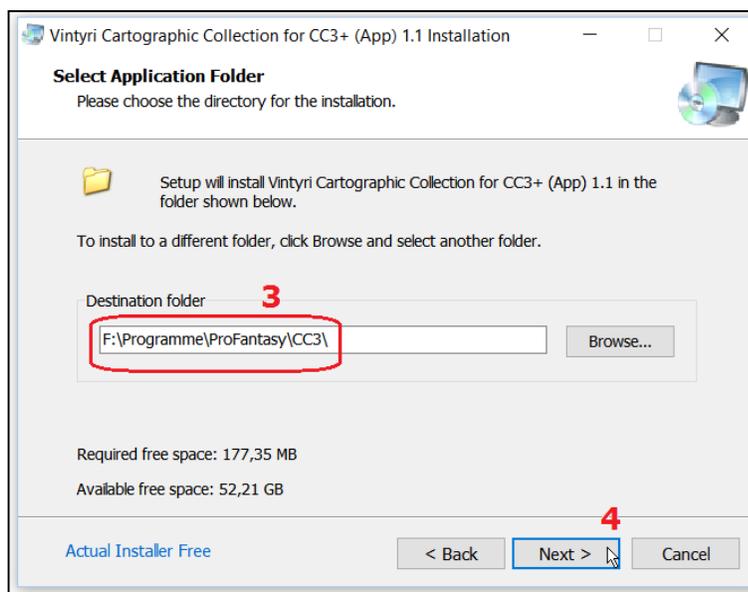
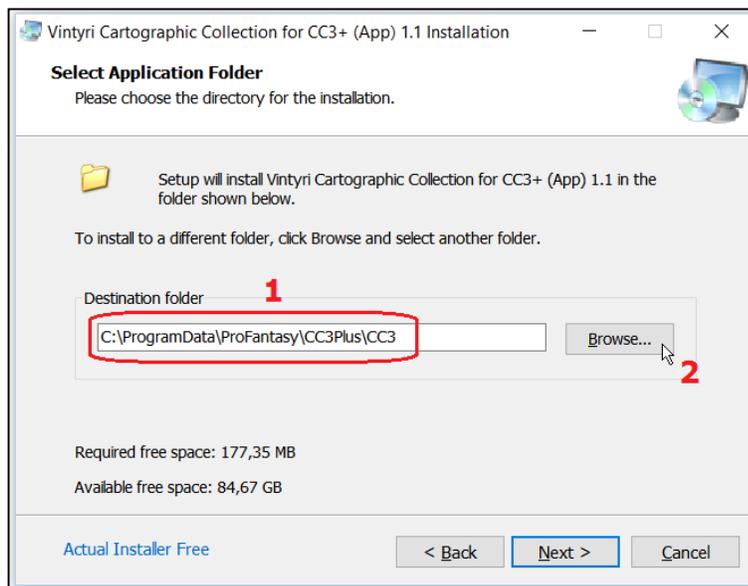
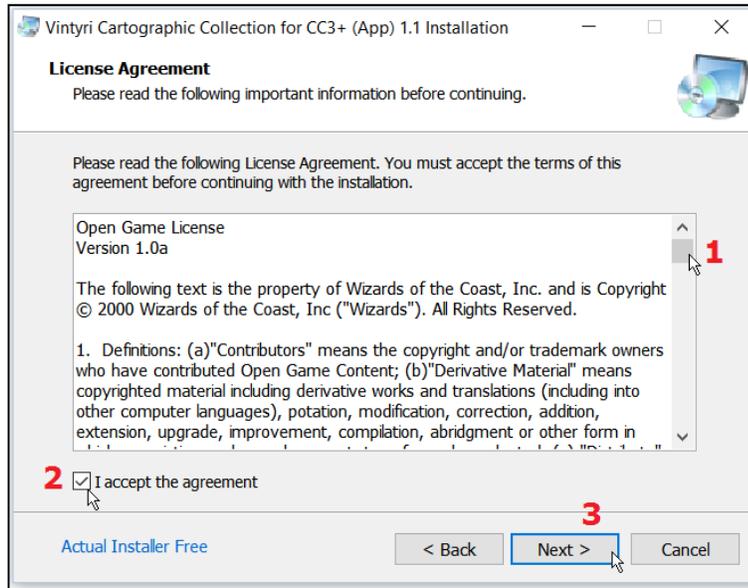


- After the installation program begins running, simply click the command button **Next >** on the first page of the Setup routine.

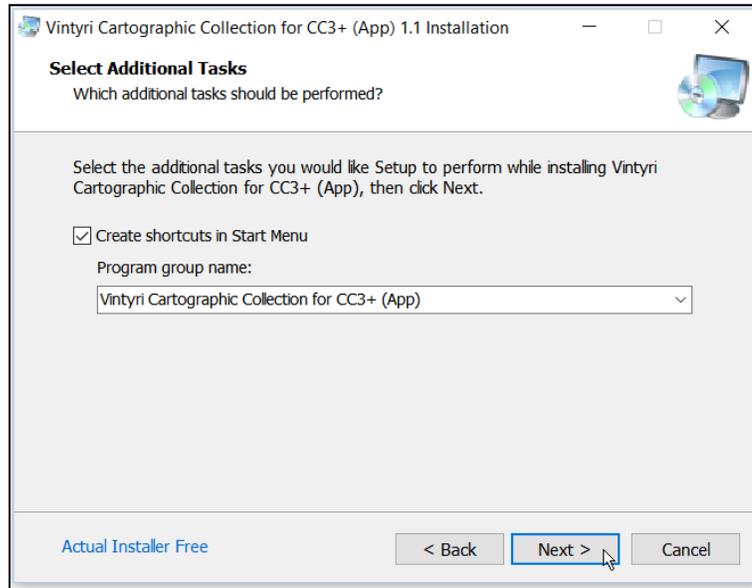


- On the second page (See the top screen shot on the following page.):
 - ◆ 1. Scroll through the *Open Game License*. This is a legally binding agreement. It is to your advantage to read it before you accept it.
 - ◆ 2. Click the check box *I accept the agreement*.
 - ◆ 3. Click the command button **Next >**.
- On the third setup page, use the middle screen shot on the following page as a guideline:
 - ◆ 1. You need to enter the path to your *CC3+* data folder installation in the text field named *Destination folder*. If the default value *C:\ProgramData\ProFantasy\CC3Plus* is not the correct path, erase it.

Vintyri Cartographic Collection – Installation Guide



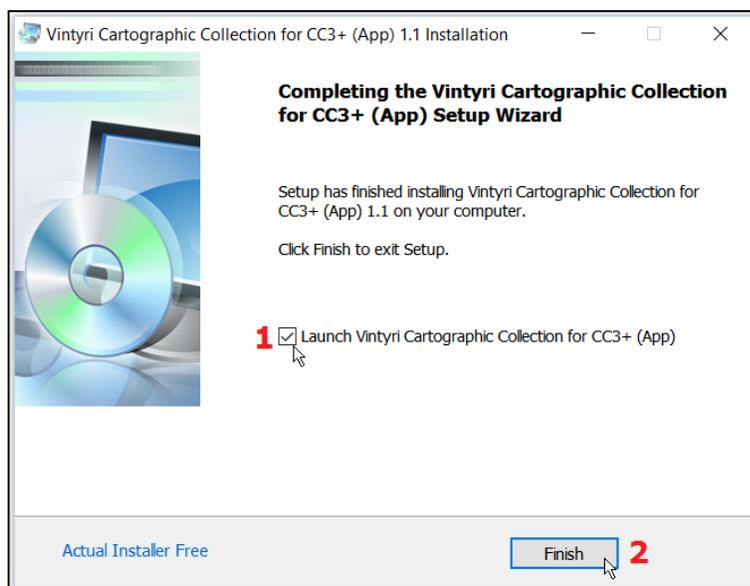
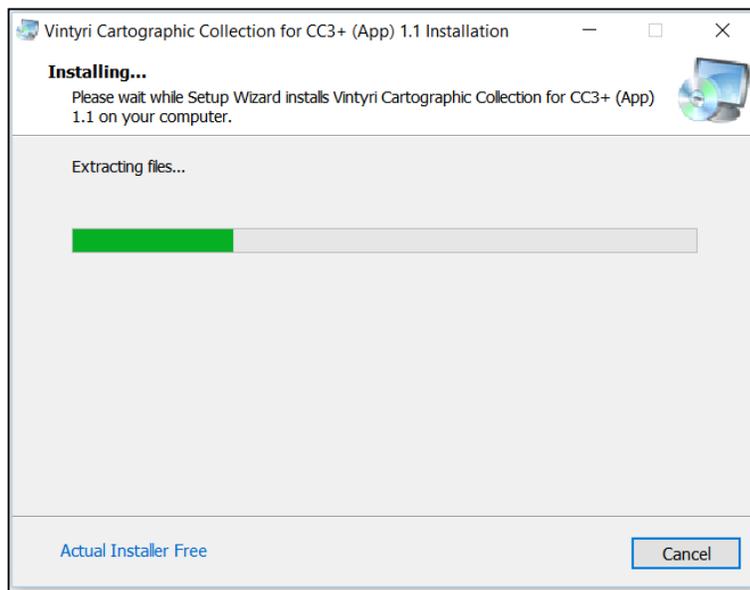
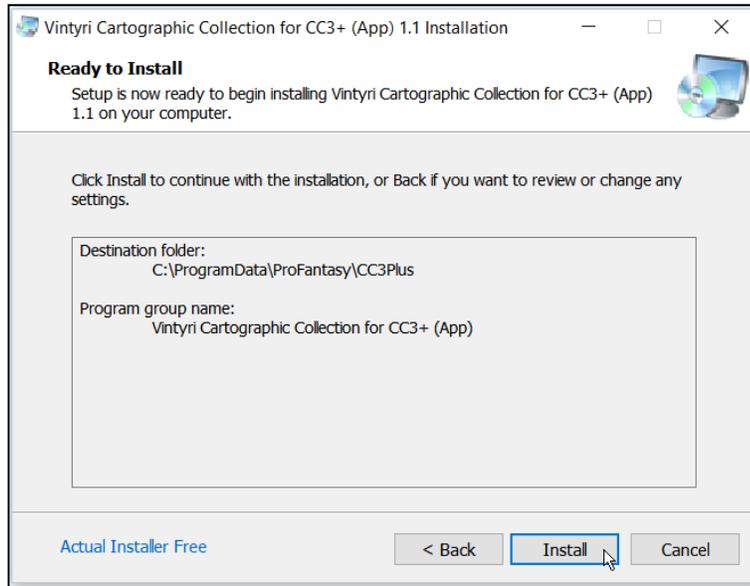
Vintyri Cartographic Collection – Installation Guide



- ◆ 2. Then click the command button **Browse**.
- ◆ 3. Select the folder that holds your *CC3+* data installation. This is the folder that contains the location that you chose for the data and learned to find on Page 8. The example shown in the bottom screen shot on the previous page – *F:\Programme \ProFantasy\CC3Plus* - is only an example. You need the folder that contains *your CC3+* data files.
- ◆ 4. Click the command button **Next >**
- Although it's not clear from the info text, the next page sets up an *Uninstall*-routine, in case you want to remove the art pack at some future time. Using the screen shot above as a guideline, we recommend that you:
 - ◆ 1. Click the check box named *Create shortcuts in Start Menu*
 - ◆ 2. Click the command button **Next >**.
- The next page (upper screen shot on the following page) lets you review the settings that you've made. Once you've done that, click the command button **Install**.
- The setup program now shows you the status of the running installation. (See the middle screen shot on the following page). You need do nothing.
- The final page of the setup program (lower screen shot on the following page) reports that the installation is finished. If you:
 - ◆ 1. Click the check box named *Launch Vintyri Cartographic Collection for CC3+ (App)* if you are installing on a *Windows* computer. **Do not** click a check mark into the box if you are installing for a *Mac* or *LINUX* system.
 - ◆ 2. Click the command button **Finish** ...

In a *Windows* installation, *CC3+* will open a DOS-type window briefly to complete the installation and then automatically open *CC3+* to let you check if your installation was successful. **Do not close the DOS-type prompt while it still is active!**

Vintyri Cartographic Collection – Installation Guide



Installing the Graphical Files – Full Installation Only

See the third section of the Internet download page, depicted in the screen shot on Page 10 and entitled *Vintyri Cartographic Collection Symbols and Fill Styles for CC3+*. Unzip **each** of these 13 files into *(Data Folders)\ProFantasy\CC3Plus*. **Do not** unzip these files into *C:\Program Files (x86)\ProFantasy\CC3Plus*. That is the address for your program files, not for your data files!

Once you've complete this step, you can open *CC3+* and begin using the *Vintyri Cartographic Collection*.

Maintaining and Fixing Toolbars

CC3+ has a single custom toolbar. The *Vintyri Cartographic Collection* and other *Vintyri* add-ons make extensive use of that one custom toolbar. However, other third party creators of add-ons for *CC3+* also can program this toolbar to serve their applications.

This can lead to serious conflicts. The programming decisions of another third party vendor well might overwrite and therefore destroy the *Vintyri* toolbar system that is installed with this product. There also may be other things at times that lead to both your *Vintyri* and *CC3+* toolbars being damaged or disappearing.

If you have installed a third party add-on that causes a toolbar conflict, we suggest that you contact us at:

info@vintyri.org

For help in combining the conflicting toolbars into a working model.

Otherwise, in your *CC3+* data folder – *(Data Folders)\ProFantasy\CC3Plus)* – is a file named *VPToolbarFix.bat*. If you open the *CC3Plus* folder with your *Windows File Explorer* and make a double click with the left mouse key on this symbol's file, it should correct toolbar problems in most cases.



File Name	Date Modified	Type	Size
uucc3.mod	10.11.2009 11:26	Movie Clip	13 KB
VPToolbarFix.bat	04.07.2016 06:33	Windows Batch File	1 KB
welcomeca3.png	20.05.2016 06:27	PNG File	528 KB
xfcw32.imn	24.06.2016 08:53	IMN File	3 KB
youtube.png	04.10.2010 14:26	PNG File	123 KB

II. Legal Information

The *Vintyri Cartographic Collection* is released under the terms of the Open Gaming License Version 1.0a. You should read and understand the terms of this license before copying, modifying or distributing this material. The text of the Open Gaming License 1.0a is not Open Game Content. Instructions on using this license are provided within the license itself.

Open Game License

Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright © 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

(e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the enact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the enact tent of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

Vintyri Cartographic Collection – Installation Guide

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE
 - Open Game License v 1.0a, Copyright © 2000, Wizards of the Coast, Inc.
 - *Vintyri™ Cartographic Collection*, Copyright 2007-2016, Steigerwald EDV Verlag
 - *Vintyri™ Cartographic Collection Installation Guide*, Copyright 2016, Steigerwald EDV Verlag

END OF LICENSE

Open Game Content and Product Identity

Your right to use the Open Game Content within this product is contingent upon your agreement to abide by all of the provisions of the *Open Game License Version 1.0a* as found upon the preceding pages. We wish to draw your attention here to Section 7 of that license:

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

The following trademark symbols are Product Identity. Under the license terms, you may not use these trademark symbols in or in connection with any product you derive from the Open Game Content in this publication.

Vintyri Cartographic Collection – Installation Guide



The following trademarks and terms are Product Identity. Under the license terms, you may not use these trademarks and terms in or in connection with any product you derive from the Open Game Content in this publication.

Steigerwald EDV™
Jörðgarð™
Vintyri™

Dungeons Daring™
Joerdhgardh™

All artwork and photographs not designated specifically as Open Game Content or otherwise are Product Identity. Under the license terms, you may not use these artwork and photographs in any product you derive from the Open Game Content in this publication.

This original booklet in electronic PDF form contains product identity. Therefore, this electronic booklet, as issued, is not Open Game Content and may not be distributed by you in any form. That includes distribution by downloading in Internet.

If you have a need to use Product Identity contained in this original booklet and/or wish to distribute the original booklet, please contact us regarding a separate license. We will issue such licenses when legal and other conditions are fulfilled at no cost to the licensee.

3. Contact Information

Steigerwald EDV™ Verlag
Am Hasenloehle 12
91481 Altershausen
Federal Republic of Germany

Internet: <http://www.vintyri.com>

E-Mail: info@vintyri.com



JÖRÐGARÐ

A campaign setting for
Dungeons Daring and
OGL 3.5 Campaigns



OGL
3.5 SYSTEM COMPATIBLE

