



**NOTE: These are made from the single texture sets. Only the single textures come in FP through the marketplace. You can purchase these textures individually at AJ's Texture Gallery. See Below**

**Plank and end textures for different number of boards are sold separately. Basic table planks are 2-wide, 4-wide and 8-wide.**

## FEATURES

- PNG format textures
- Planks at 1024x1024 pixels`
- Ends at 1024x256 pixels.
- 40 textures

## FYI

These textures can be purchased individually at AJ's Texture Gallery in Akhsharumova. You can view and purchase them individually or at a discount of all items per vendor. If you'd like to have a customs collection set at a discount, send me a notecard of the items you'd like packaged together.

## TOS

Please do not resale these textures and patterns by themselves in Second Life or other Virtual Worlds. Do not use them in RL products. Contact me in SL for any other SL or RL use. In SL, they must be part of a build and not as Full Permissions (FP). Refer to the Second Life Terms of Service

<https://www.lindenlab.com/legal/second-life-terms-and-conditions>



## UNPACKING CASPERVEND

CasperVend items come in a box and will probably show up in your Objects Folder. You'll need to rez or wear the box to open it and copy to your inventory.

## UNPACKING SL MARKETPLACE

Marketplace purchases most likely will not be boxed and can be viewed in the contents tab on the product page. Those items will go to your Received Items Folder in your Inventory. Items with no copy permissions, will move in and out of inventory as you rez them and take them back. There may be a boxed copy of the product with the items.

## ADDITIONAL INFORMATION

The TCGWS project homepage is <https://thunderchild.net>

## AVAILABILITY

Much of the artwork and textures that are available in Second Life are also available or similar products and textiles in Real Life. Find more information at <http://thunderchild.net> or grab the product "business & Artist Information" from the SL MP or CasperVend in-World.