



DRAGONSHIRE

FAT DRAGON GAMES

CITY INTERIORS



Before starting construction, please read the 'Introduction to Card Modeling' instructions provided in this set. The 'Basing and Layouts' instructions describe how to mount your wall models to bases and to each other. This document has instructions for model shapes not covered in the beginners guide. All other models can be assembled using those instructions with the exception of the 'T', 'X' and 'L' wall intersections. See the PDF file 'Wall Intersection Instructions' for these pieces.

FAT DRAGON GAMES
www.fatdragongames.com



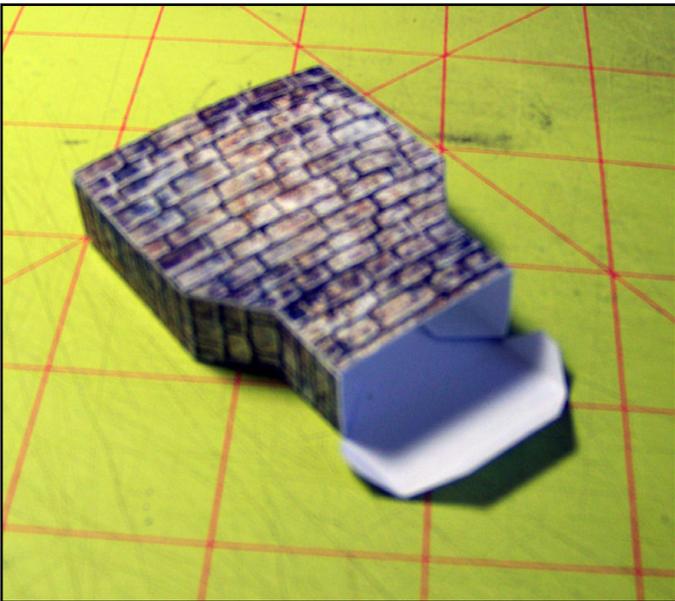
FIREPLACE



1: Cut, score and test fold the model. Glue into a basic rectangular shape and allow to dry.



2: Begin gluing the two side sections as shown. Do this before gluing the top flap so you can easily reach inside to hold the interior glue tabs in place.

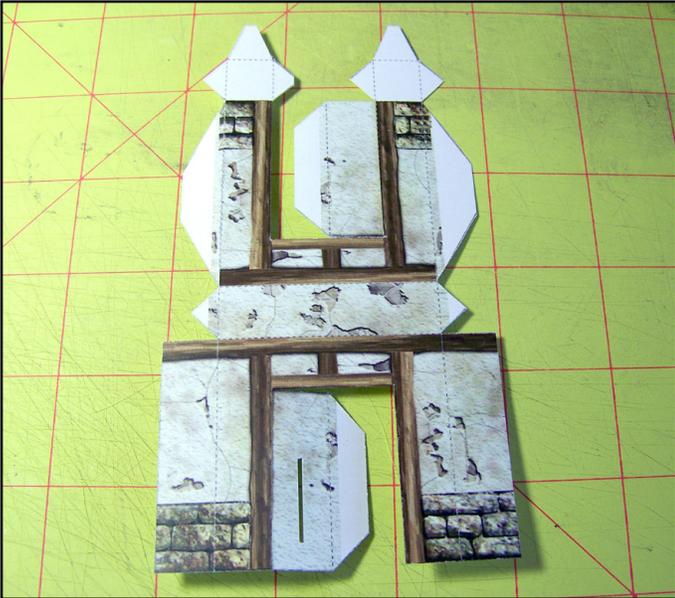


3: After the sides are dry, you can proceed to glue the top flap into place. You can insert a pencil or straight edge through the bottom to apply pressure to the glue tabs while drying.

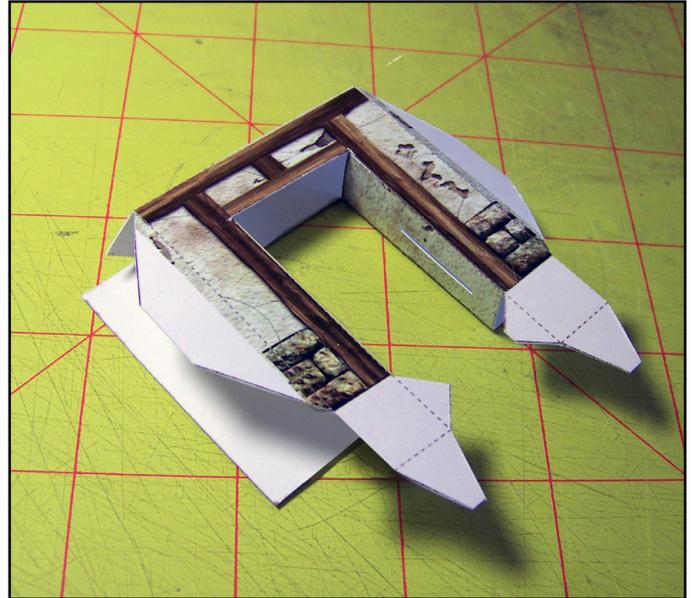


4: Glue the bottom flap into place and allow to dry.

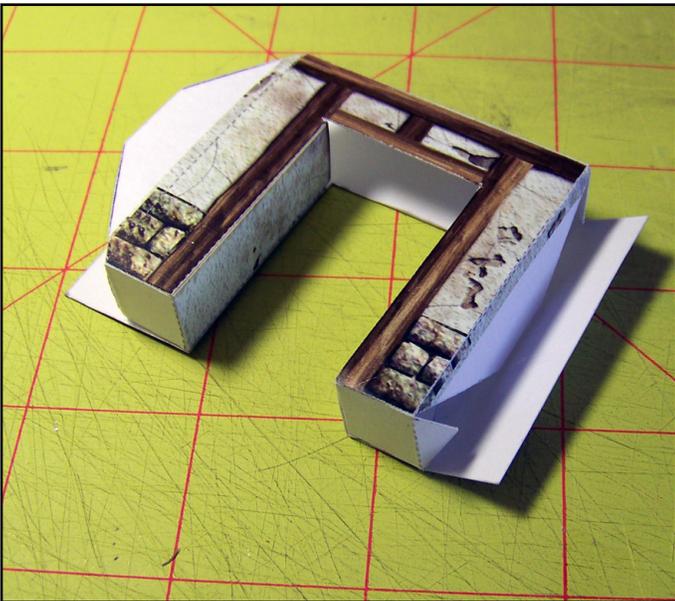
DOOR FRAMES



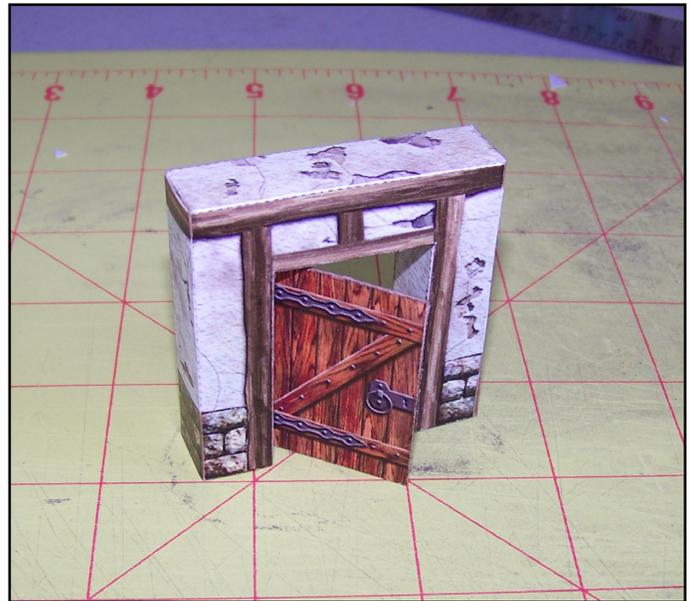
1: Cut, score and test fold the model. Make sure you have cut out the slot for the door hinge.



2: Glue the two inner sides of the door frame as shown and allow to dry.

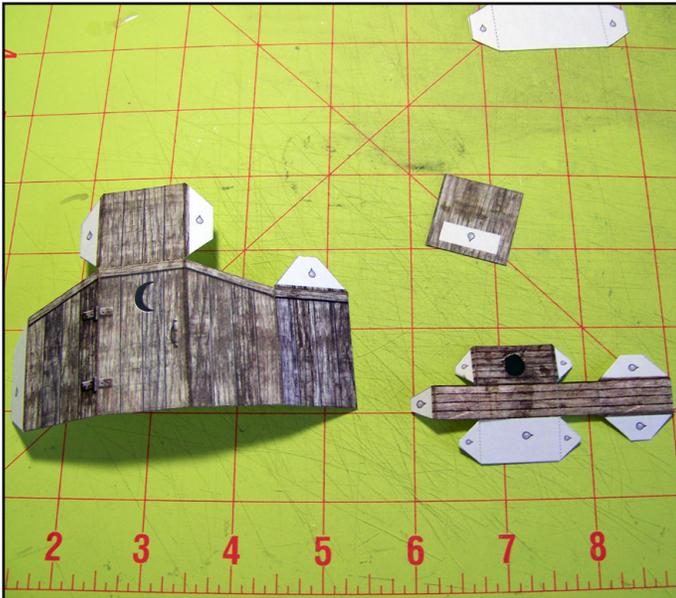


3: Glue the two bottom flap into place.

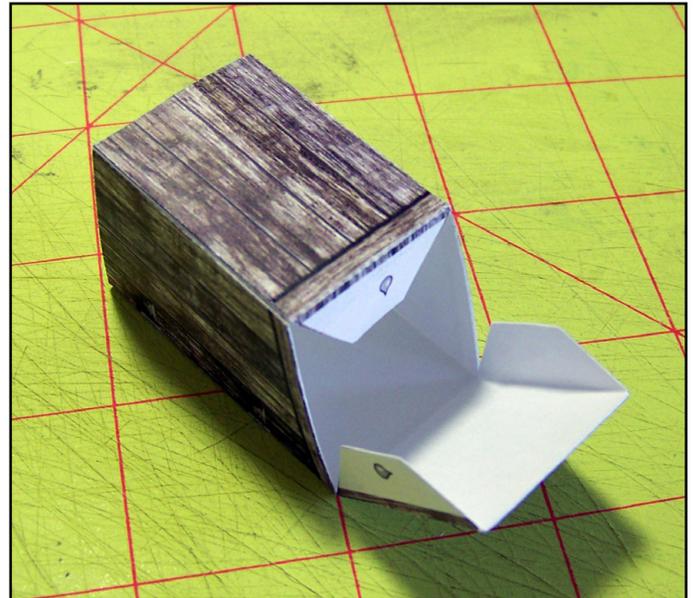


4: Glue the two outer sides of the wall in place and insert the finished door hinge into the slot in the door frame as shown.

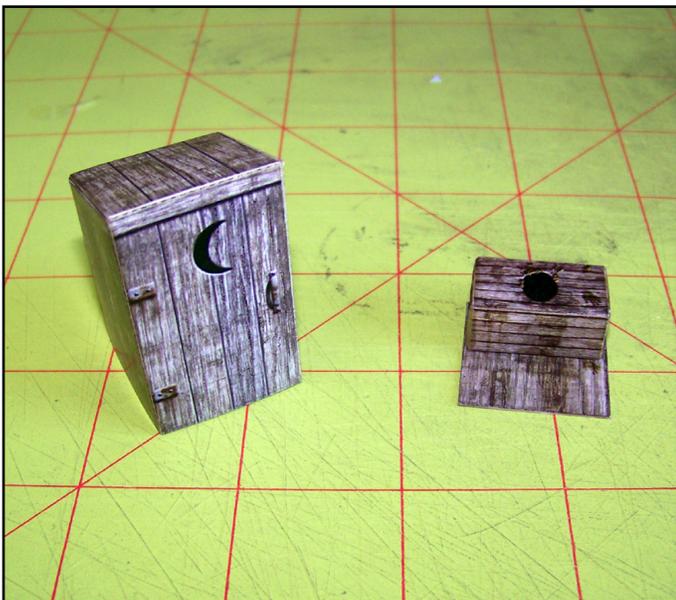
OUTHOUSE



1: Cut, score and test fold the models as shown.

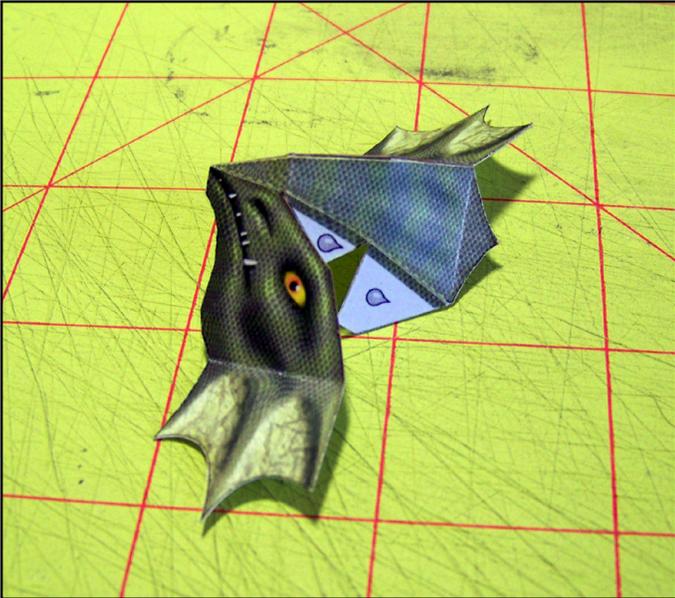


2: Glue into a box shape along the side tab as shown above.

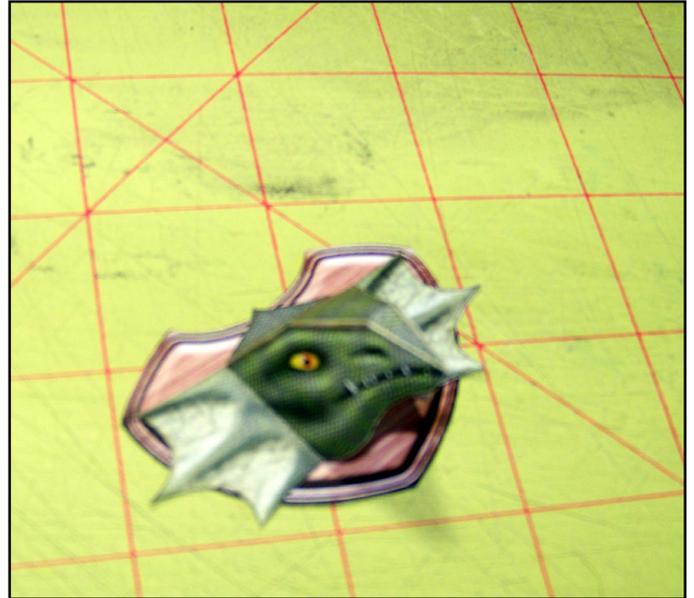


3: Glue the roof into place, and glue the toilet into a basic box shape and attach to the floor piece as shown.

DRAGONS HEAD



1: Cut, score and test fold the model. Before gluing we recommend edging with a brown or green marker, or even a fine brush with acrylic paint.

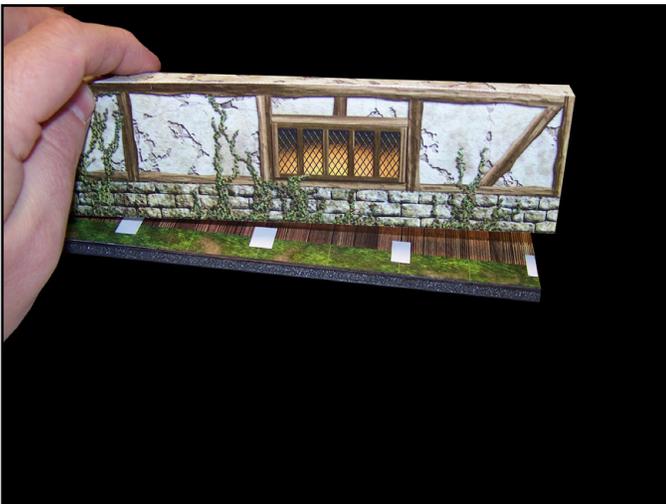


2: Glue the two sides of the head to the top section and allow to dry. Glue the completed head to the plaque as shown and attach to a wall section.



LAYING OUT YOUR BUILDING

You have three options for assembling your building model. First, you can create individual wall and corner sections as outlined in our E-Z Dungeons instructions with each wall section glued to its own base. These bases can then be attached to each other using the toothpick method or hairpin links described in the basing instructions. You can also make permanent models by gluing the necessary tiles to one sheet of foamcore, and then gluing the completed wall sections into place.



The pre designed tile sections have white guides for gluing your wall sections in place, ensuring proper alignment between tiles. The gaps between white areas are to allow open door frames to be used where desired with no white showing beneath them.

Below is a sample layout using thirteen wall sections and an 8x8" floor tile. The wall and corner sections can be combined into a virtually infinite number of designs. Interior walls can be attached using the hairpin method or even double sided tape (though we recommend using hairpins.)

