

# FAT DRAGON GAMES



## BEGINNERS GUIDE to CARD MODELING

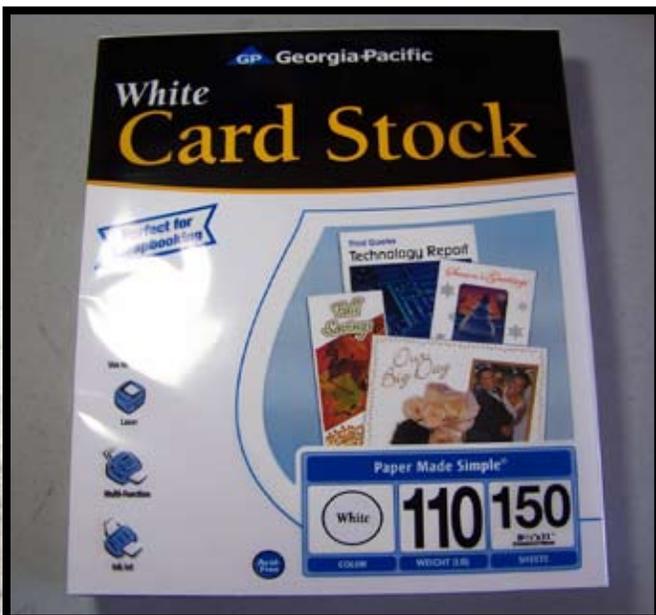


## Welcome to the E-Z line of card models from Fat Dragon Games!

First and foremost, I wish to thank you for purchasing this set. Without your support, Fat Dragon Games would not be in business. Our web site [www.fatdragongames.com](http://www.fatdragongames.com) features built up photos of our model sets, special free downloads and an excellent user forum where you can post any questions you may have regarding our products. I personally monitor the forum daily and welcome any questions, comments or suggestions for future sets you may have. I sincerely hope this model set brings you and your gaming group many hours of enjoyment.

Tom Tullis  
President  
Fat Dragon Games

Now, on to the modeling...



## GETTING STARTED

We have made every attempt to design the models you have purchased to be as easy as possible to assemble. Yes, we realize there may be more efficient ways of designing several of these pieces, but ease of assembly for the novice card modeler was our primary concern. Before you can construct your model, you will need some basic supplies:

**Glue:** While white school glue (Elmers) will work on these models, this type of glue contains too much water to make really nice looking models (it warps the paper). We recommend a good quality paper glue or even better a liquid paper glue pen (check your local craft store.) We use UHU OFFICE PENS for our models-the applicator puts a small amount exactly where you want it and it has a non clog tip. You can get these from [www.saunders-usa.com](http://www.saunders-usa.com) or your local craft or scrapbooking store. Glue sticks usually do not work very well for this type of modeling.

**Foam core (optional):** I mount all of my model's bases on foam core. This is cheap (about \$2.50 for a 20x30" sheet at discount stores). This will weight your pieces down so they don't easily move if the table is bumped.

**Card stock:** You will need a supply of white letter size card stock. This is available at any office supply or discount store in the school/office supply section. We use 110lb. Weight, the most common variety found in school supply aisles at places like Wal Mart.

**Tooth picks:** These come in handy to apply glue to small areas.



**Wet paper towels or baby wipes:** Very useful to clean your fingers off whenever you get glue on them. This will keep you from getting excess glue on your models.

**Colored markers:** A black, gray and brown marker is useful to touch up white edges on your finished model.

**Ruler:** A good straight edge is essential for card modeling. While I prefer a metal one (it will not get dings from the hobby knife) a wooden ruler will work in a pinch. I usually find good metal rulers with a cork backing (keeps them from scratching your prints) at any hobby shop, craft store or hardware store.

**Cutting mat/pad:** While you can use a scrap piece of cardboard, an inexpensive self-healing cutting pad will be one of the best investments you make in this hobby. Not only does it make cutting much easier, it will prolong the life of your knife blade.

**Hobby knife:** A must for this hobby. We use two types here, an inexpensive retractable blade hobby knife (the type that the blades snap off) and an X-Acto knife with #11 blades (these are great for very tiny details, but aren't essential.)

## Symbol Key

-  CUT ON THIS LINE
-  SCORE ON THIS SIDE
-  REVERSE SCORE
-  CUT OUT / REMOVE THIS AREA
-  GLUE HERE

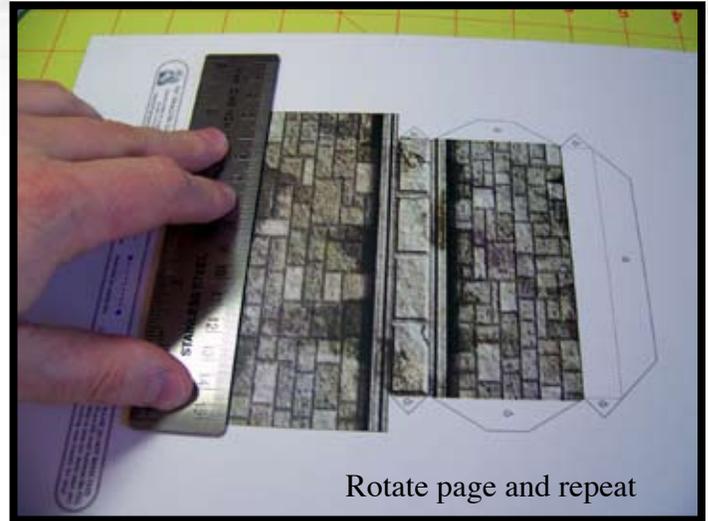
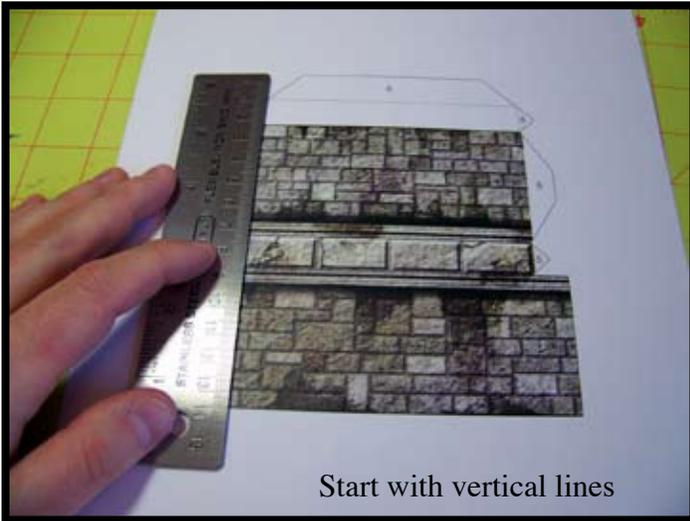
## DISCLAIMER

Fat Dragon Games urges our customers to exercise extreme caution when cutting card stock. Hobby knives (should you use them) are extremely sharp and must be used with the utmost care and caution, and should never be used by children. Fat Dragon Games is not liable for misuse or accidents.

## PRINTING

Just a few quick tips to keep in mind when printing your models. First, make sure **PAGE SCALING** is turned *OFF*. Second, it is probably a good idea to leave **AUTO ROTATE** and **CENTER PAGE OFF** as well unless you need them to print. Finally, do *NOT* select **CARD STOCK** under paper selection, leave this on **PLAIN PAPER** and you'll get better results.

## CUTTING & SCORING



### Front Scores

Before cutting each piece from the page, we recommend you first score all of your fold lines (dashed lines) by lightly dragging the knife across them. Apply just a slight amount of pressure and just let the weight of the knife break the surface of the paper without cutting completely through it. We recommend making all of your vertical scores first, then rotate the paper and score the horizontal lines next.

### Rear Scores

Any fold lines that require rear scoring are designated by small blue arrows at the score points. Simply cut a small 'tic' mark that cuts through the paper at each edge of the dotted line so you can see it from the back. Do this for each reverse score line on the sheet and then flip over. Cut a score line between all of the tic marks and then flip back over to begin cutting the models out.

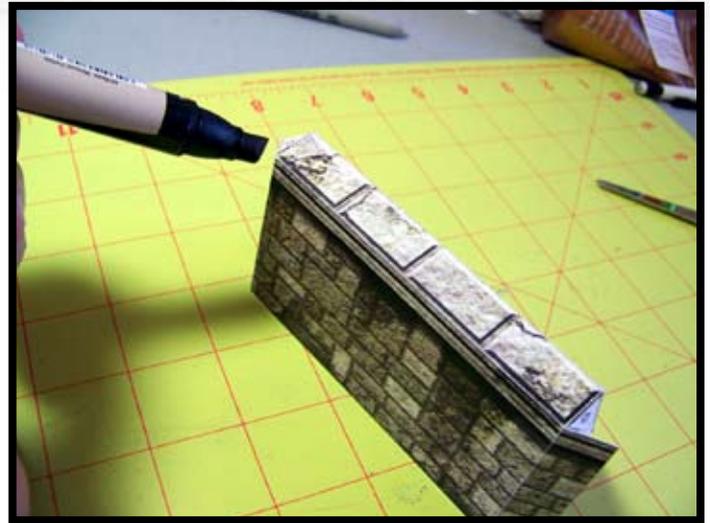
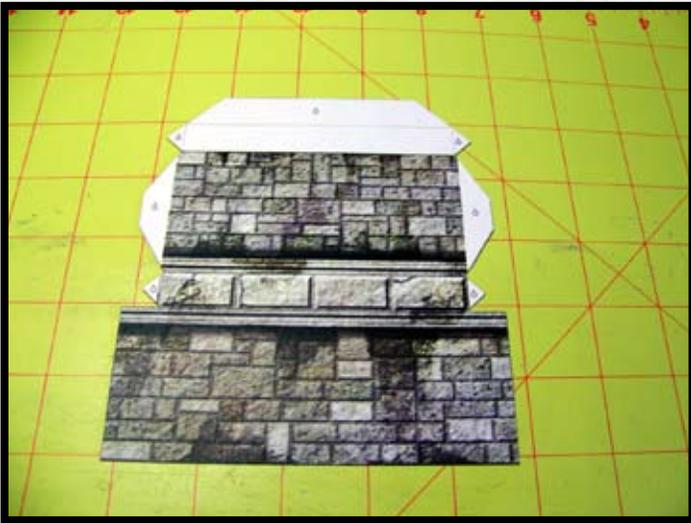
### Cutting

Hold the ruler down as shown, applying slight downward pressure to keep it in place. A sharp knife blade will cut through 110lb. card stock without a great deal of pressure. Take your time and **BE CAREFUL!** As with scoring, we recommend cutting all vertical lines, then rotating your paper and doing the horizontal cuts.

Now that your part is completely cut out, test fold it to make sure everything lines up before proceeding to glue it together.

## EDGING

Edging is what makes an ordinary card model into a work of art. Simply select a felt tipped marker (usually a black or gray one, but browns come in handy, too) and color the white edges from cut and score lines. In many cases, this can be done before your model is glued together (you'll quickly develop a feel for the best time to do this,) but you can wait until the model is done in most cases. While water based markers from the school supply aisle work, my absolute favorites are a SHARPIE brand black marker (get several tip sizes if you can) and a couple of PRISMACOLOR gray and brown markers (found in most craft/hobby stores.) The latter are a little expensive (about \$3 each) but they last a very long time and the results are stunning. My favorites are a 40% gray, 70% gray and Light Mocha (I use this last one for everything from dungeons to spacecraft!)



## GLUING

When applying glue, less is truly more in the case of card modeling. Apply a thin layer and press the two sections together applying pressure (if you cannot reach a section being glued, such as the interior of a 3D wall section, simply insert a ruler or pencil inside of the model to apply pressure from within.)

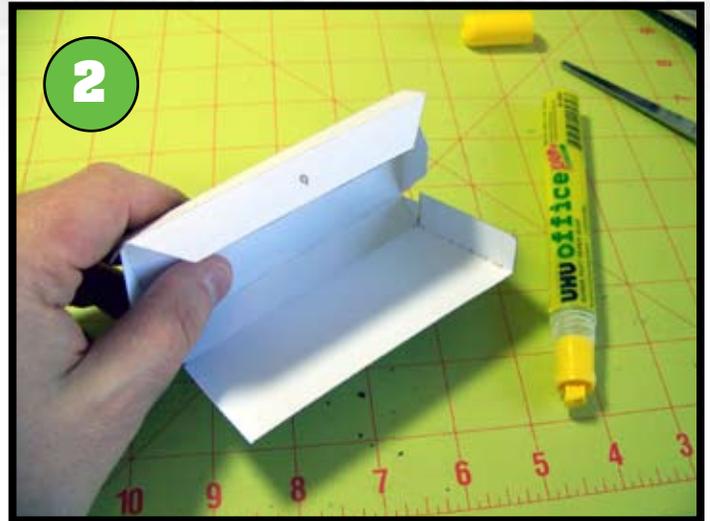


# COMMON CONSTRUCTION TECHNIQUES

Just about all of our card models are constructed using three basic shape designs, a box, a tube or a flat-fold. Below are examples of how to best assemble each one.

## Box Construction

(E-Z DUNGEONS: Deluxe Edition dungeon wall model shown)



1: Score, cut and test fold the model as shown above.

2: Usually you will want to glue along the longest seam first (this makes alignment much easier.)

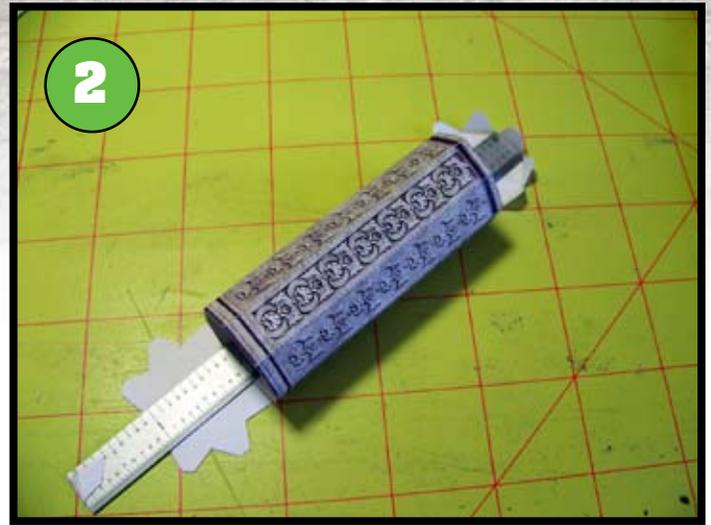
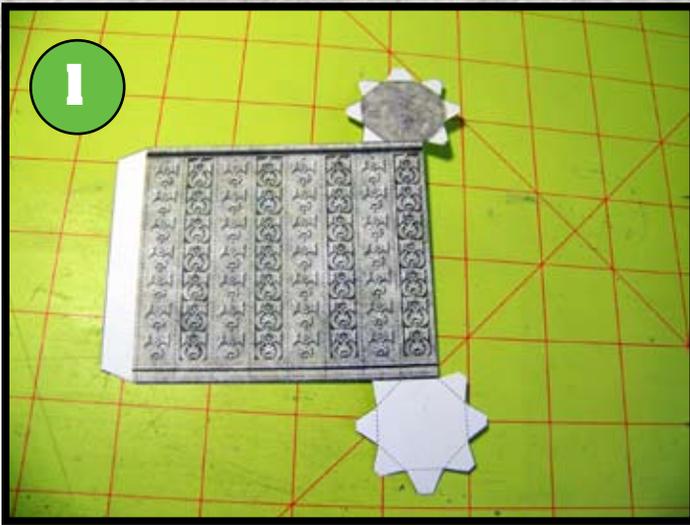
3: Use a ruler or pencil to apply pressure from the interior if you cannot reach tab with your fingers.

4: Apply a small amount of glue to the tabs on one end and glue the end flap in place. It will help to place this end against a flat surface. Once dry, repeat for the opposite side.



## Tube Construction

(E-Z DUNGEONS: Deluxe Edition dungeon pillar model shown)

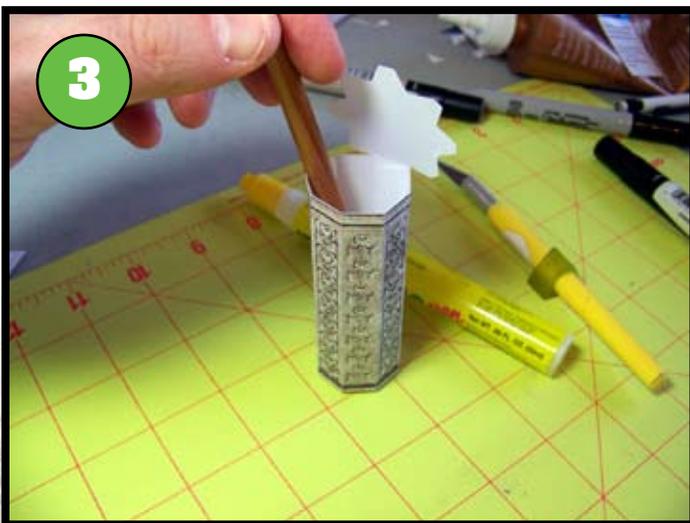


1: Score, cut and test fold as shown above.

2: When building a tube, always glue along the long edge into a tube shape before gluing end flaps into place.

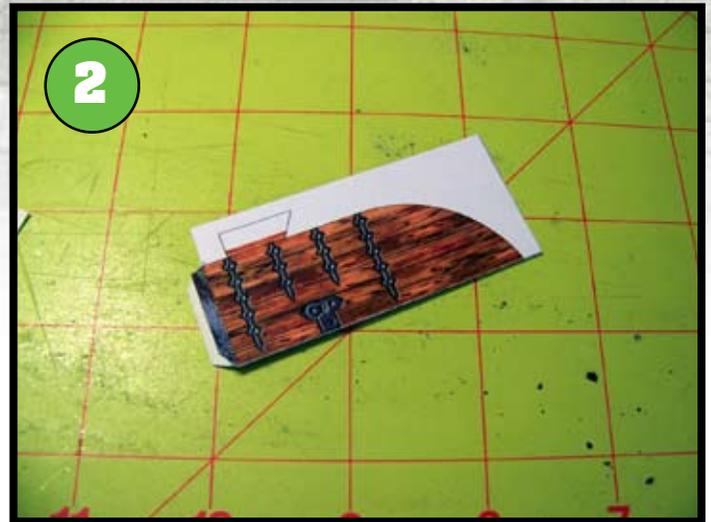
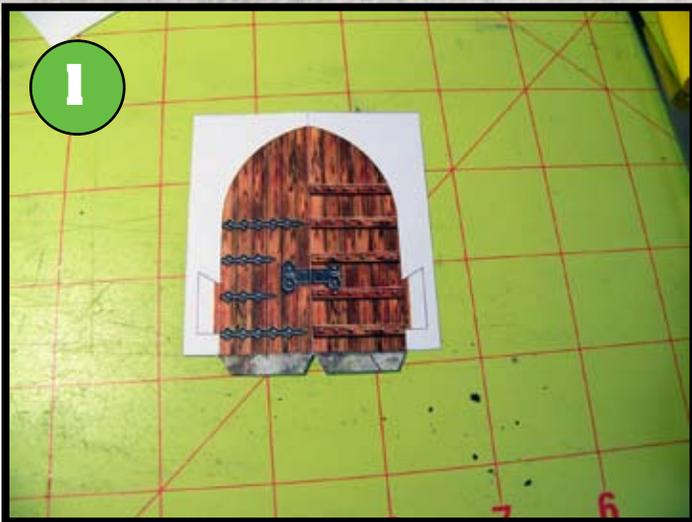
3: If one side will be more readily visible when the model is done, glue this side first (in the case of this pillar we'll glue the top flap first.) This is done so that a straight edge can be employed through the interior to ensure a flush fit of the flap. After applying glue to the necessary tabs, turn the model upside down and press against a flat surface to ensure the end flap is flush with the sides of the tube. Use a pencil or other long object to make sure the interior tabs glue properly.

4: Once the first flap is dry, flip the model and glue the remaining flap.



# Flat Fold Construction

(E-Z DUNGEONS: Deluxe Edition dungeon door model shown)



1: Score, cut and test fold as shown above.

2: Some flat fold models simply glue in half and are then trimmed as necessary. A slightly more complex version involves the use of non-gluing tabs as on this dungeon door. Apply glue to the back of one side of the main wall piece being careful not to apply glue to the lower outward-folding tabs. Fold flat (again, keeping tabs free of glue) and burnish.

3: You can use an actual purpose-built roller/burnisher, or you can be cheap like me and use a round instrument like a marker body to roll over the model and evenly distribute the glue.

4: Once dry, proceed to trim away excess card stock as required. For curved areas, a small pair of scissors can sometimes produce better results than a knife.



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