

# FAT DRAGON GAMES



## BEGINNERS GUIDE to CARD MODELING

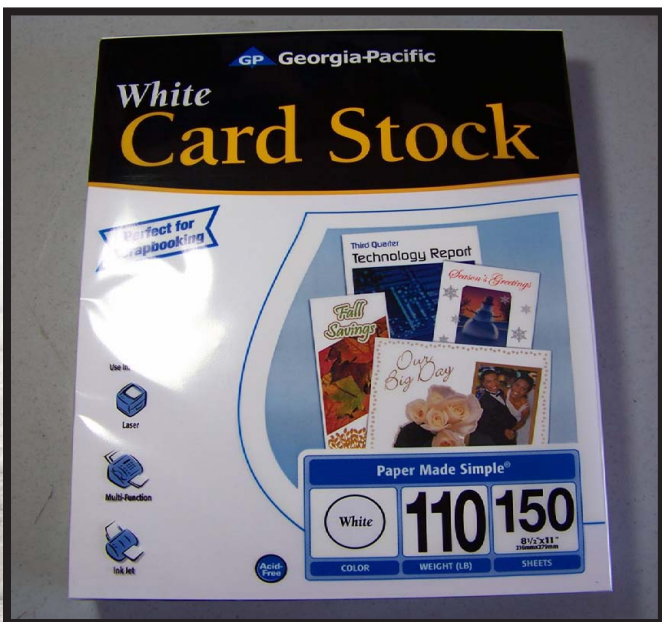


## Welcome to the E-Z line of card models from Fat Dragon Games!

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. Elmers makes a paper glue pen that works well and is inexpensive, Aleens Tacky Glue is also a good choice (both can be found at Wal Mart, etc.) 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

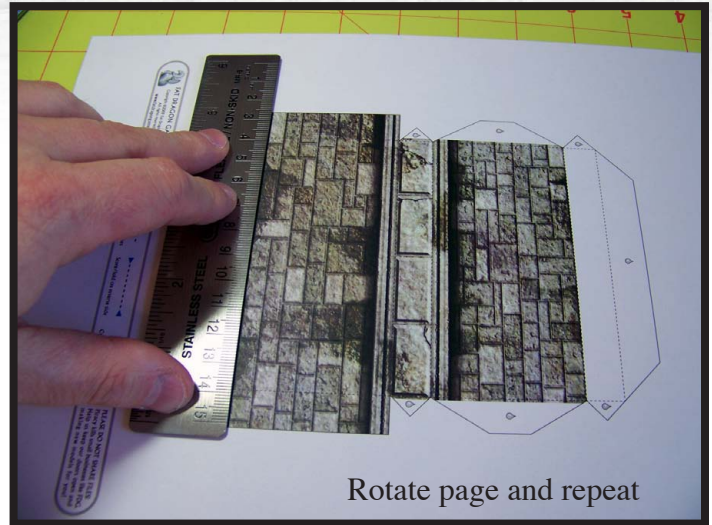
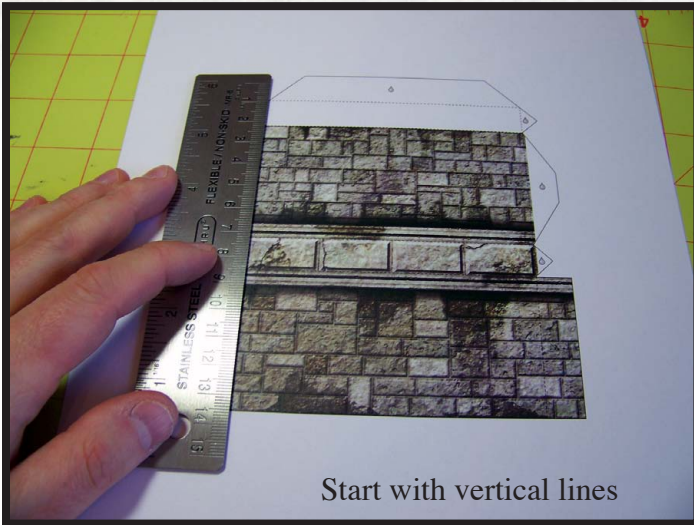
## DISCLAIMER

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.

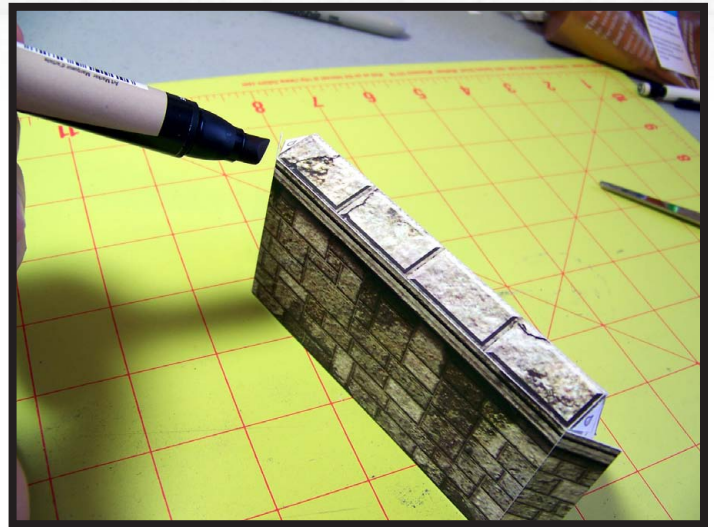
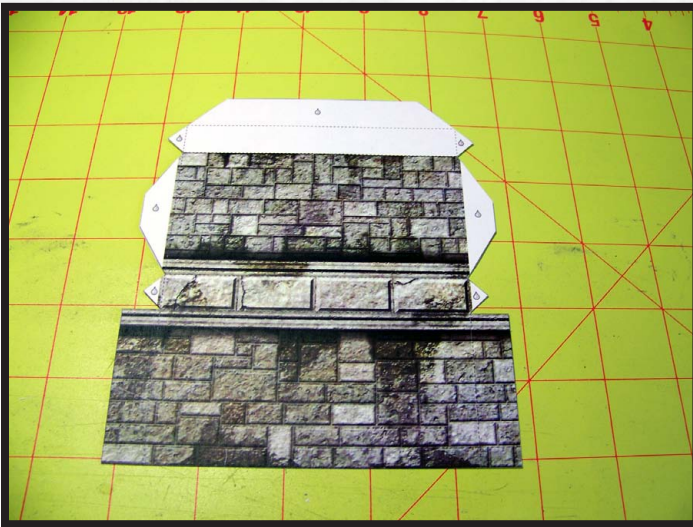
### Cutting

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.

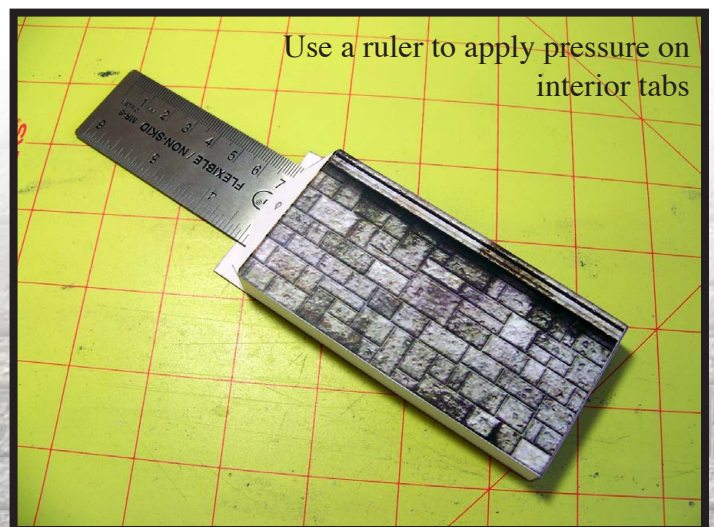
## EDGING

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 the 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.)

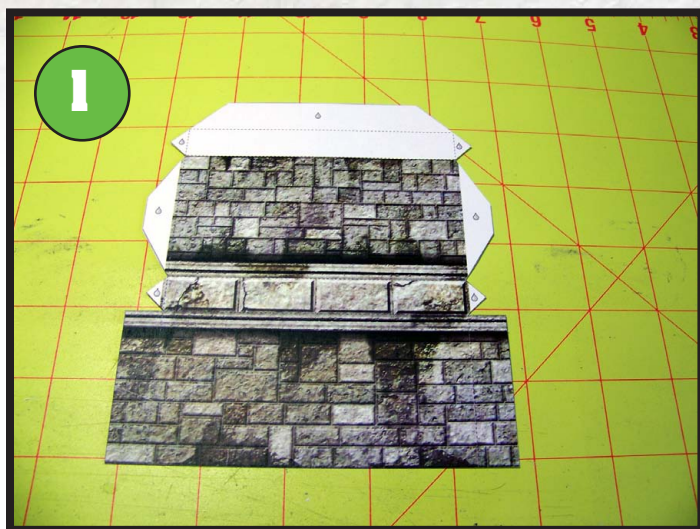


# COMMON CONSTRUCTION TECHNIQUES

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)

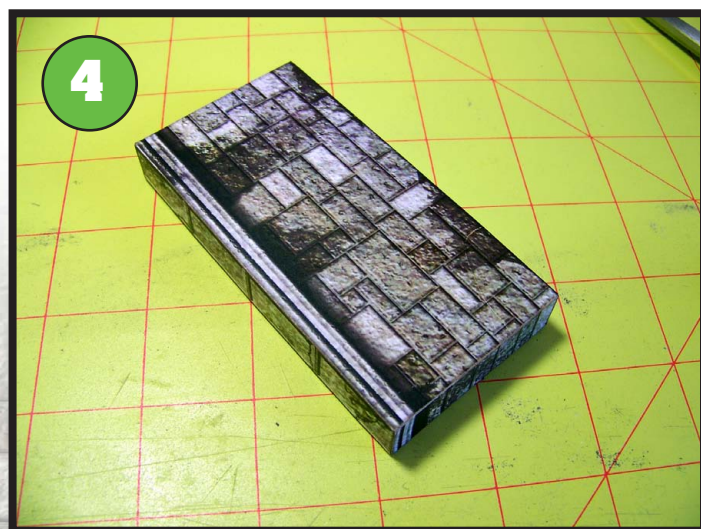


1: Score, cut and test fold the model as shown above.

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

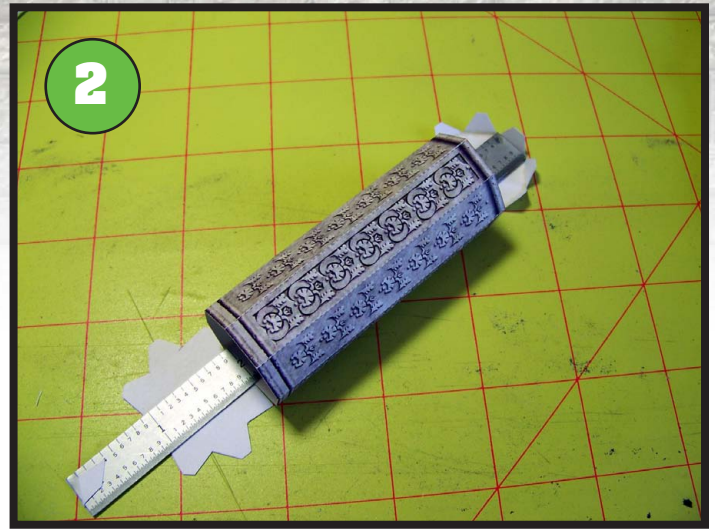
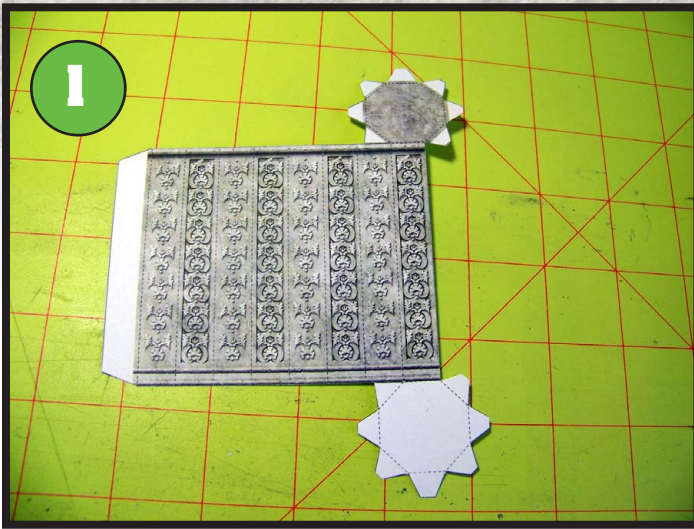
3: Use a ruler or pencil to apply pressure from the interior if you cannot reach tab with your fingers.

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)

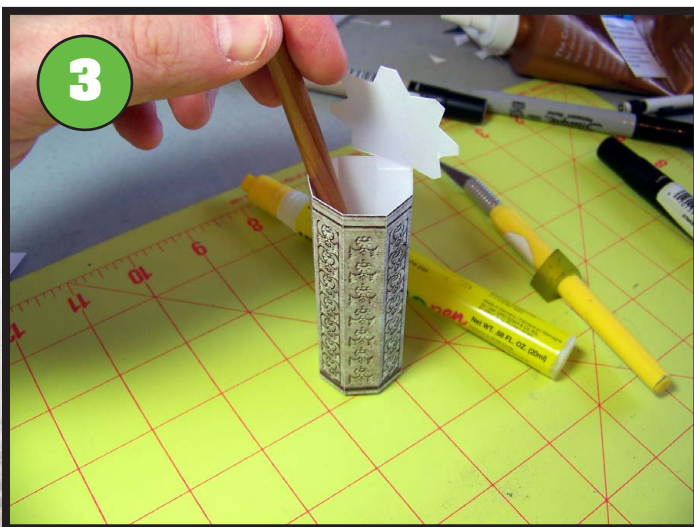


1: Score, cut and test fold as shown above.

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

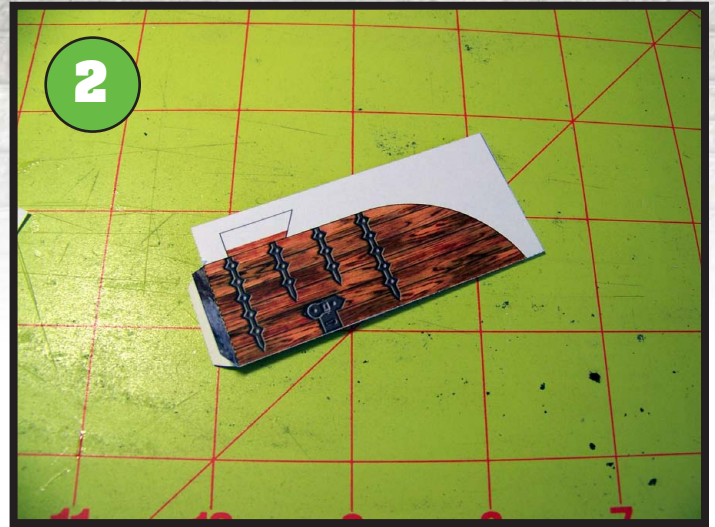
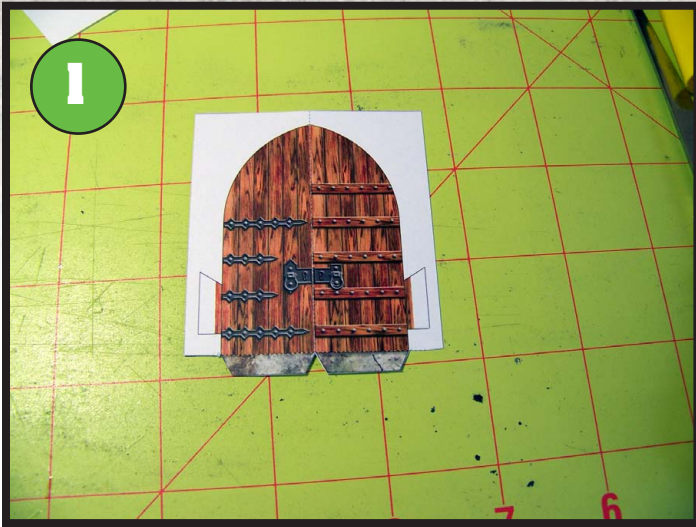
3: If one side will be more readily visible when the model is done, glue this side first (in the case of this pillar we'll glue the top flap first.) This is done so that a straight edge can be employed through the interior to ensure a flush fit of the flap. After applying glue to the necessary tabs, 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.

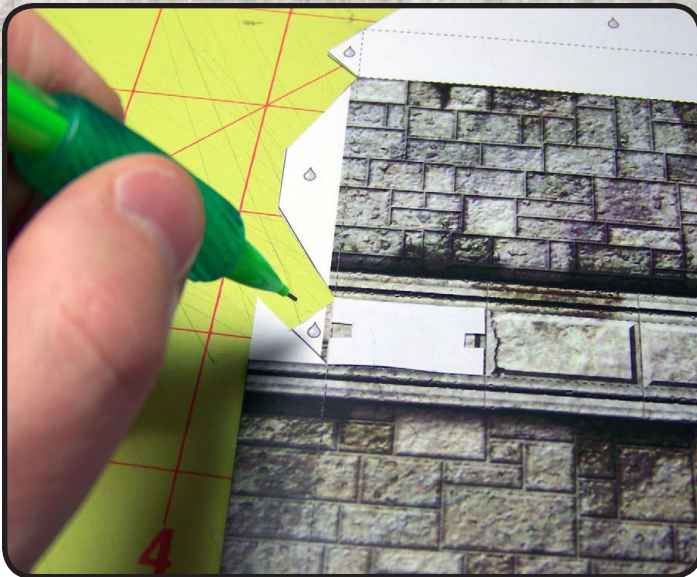
3: You can use an actual purpose-built roller/burnisher, or you can be cheap like me and use a round instrument like a marker body to roll over the model and evenly distribute the glue.

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.

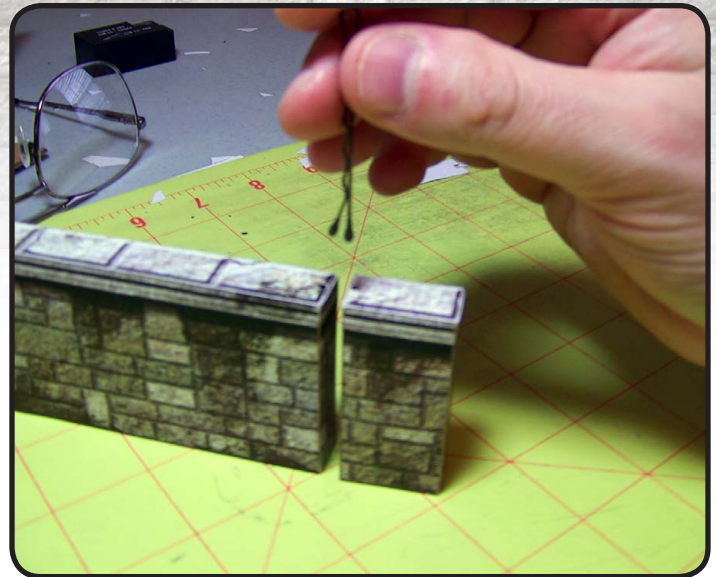




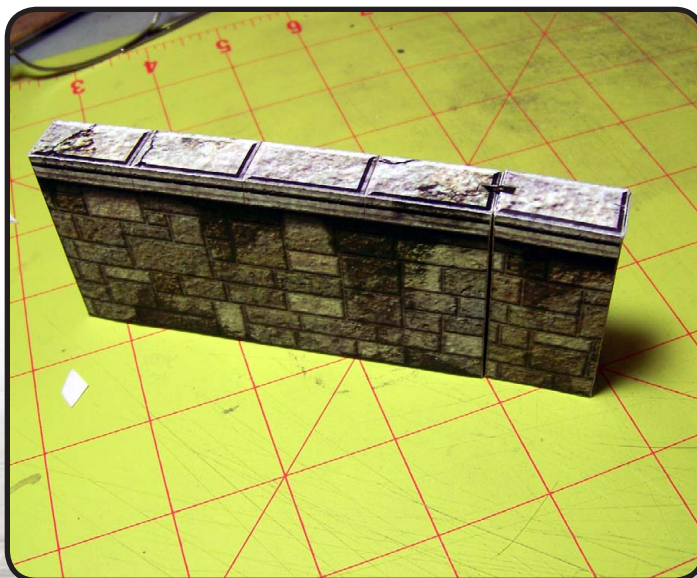
## ATTACHING WALL SECTIONS WITH BOBBY PINS



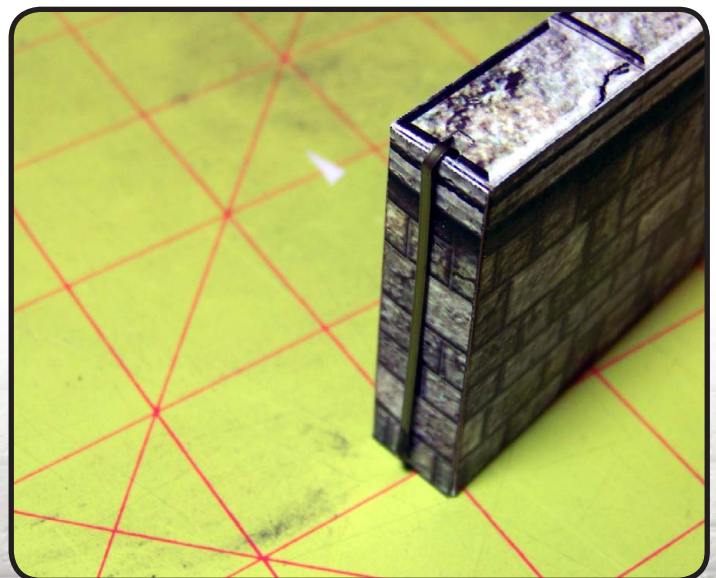
Print and cut out an E-Z CLIP template as shown. Align the template with each end of the piece you're working on, using a pencil to trace the opening outline. Cut the two side lines and the line closest to the end of the model (you have cut a 'U' shape that flaps open.) You can even do this after a model has been built using a sharp X-Acto blade.



Insert a bobby pin to attach any two adjacent wall pieces. You can choose to use this technique to attach free-floating wall sections as shown, or wall sections mounted to foam core (your choice.) If you use the former technique, just make a main tile board with a 20"x30" piece of foam core and multiple 8x10 tile sections to place these free floating wall sections on for play. If you use the hex tiles this is your only option.)



When done correctly, the bobby pin is almost completely hidden.

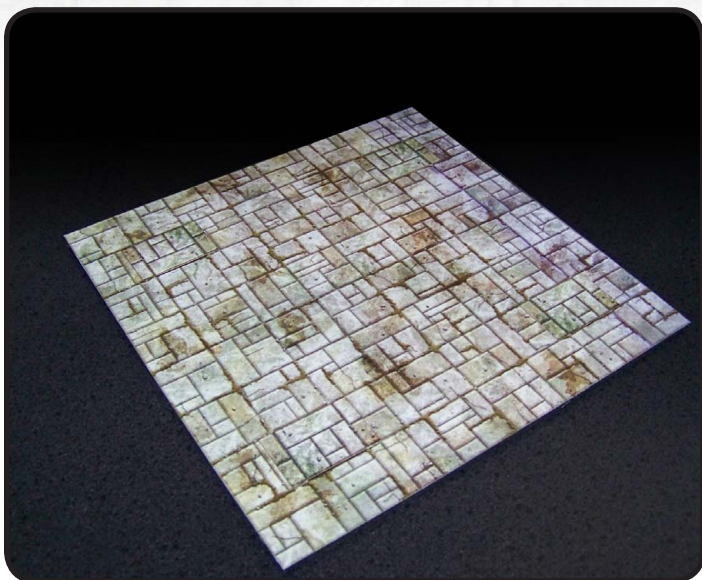


Close up of the bobby pin position on a single wall section.

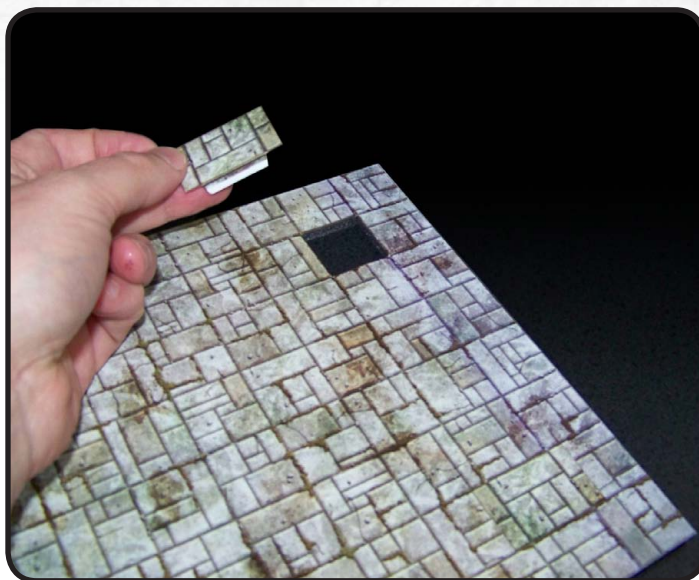
## USING THE 'E-Z LOCK' SYSTEM

The E-Z LOCK system represents the core philosophy of Fat Dragon Games terrain design... KEEP IT SIMPLE AND EASY TO BUILD! By using a few E-Z LOCK pillars throughout your layout, your design will be secure and virtually bump proof. Please note that you DO NOT need an E-Z LOCK pillar at every intersection, just use them as required (6-8 in an entire dungeon is a good start) to secure your dungeon to the base board or tile.

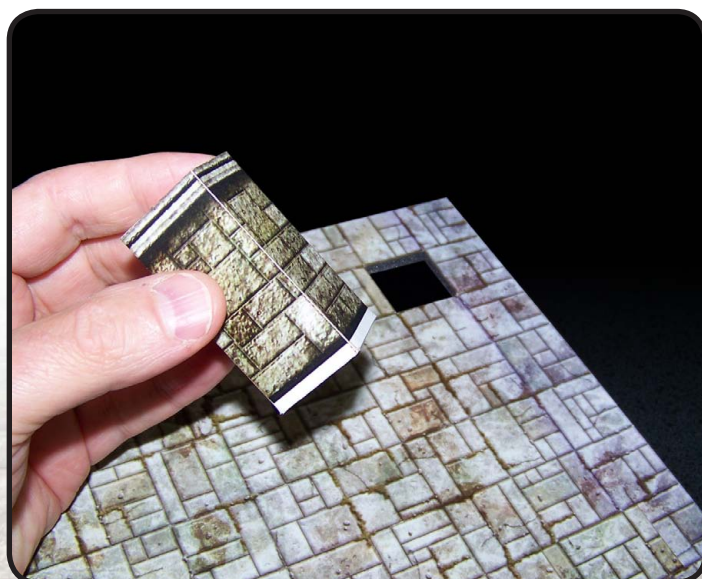
Perhaps the best thing about the new E-Z LOCK system (besides being free) is that it is compatible with your previous Fat Dragon Games terrain set purchases, thus preserving your investment in our products. Your support over the last five years is greatly appreciated and we wanted to return the favor!



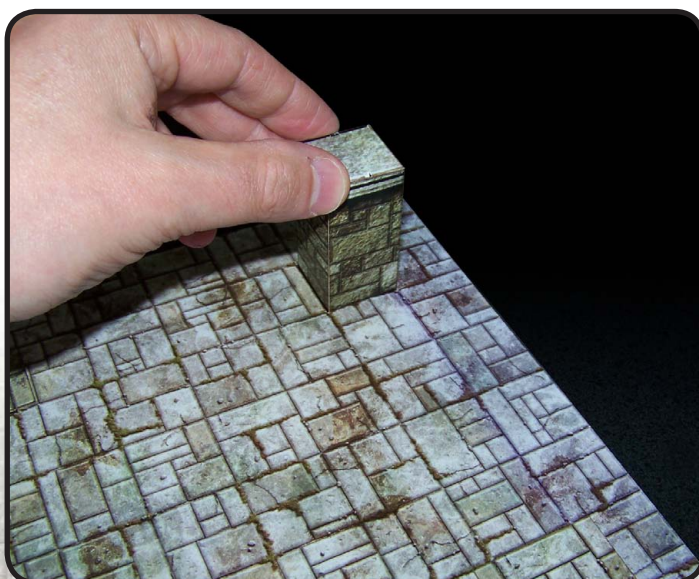
Shown above is an 8x8 tile with the virtually invisible E-Z LOCK covers in place. These covers fit flush with the tile, do not interfere with miniature movement, and will not rip your tile surface if snagged.



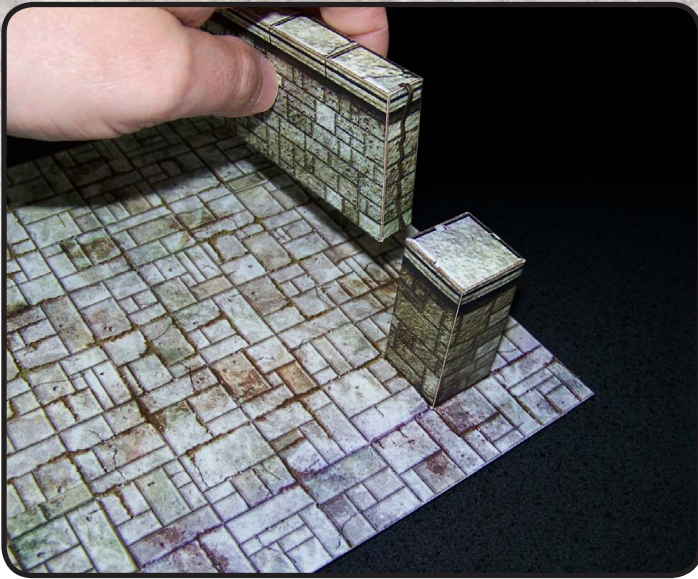
The E-Z LOCK covers lift easily to reveal an E-Z LOCK opening.



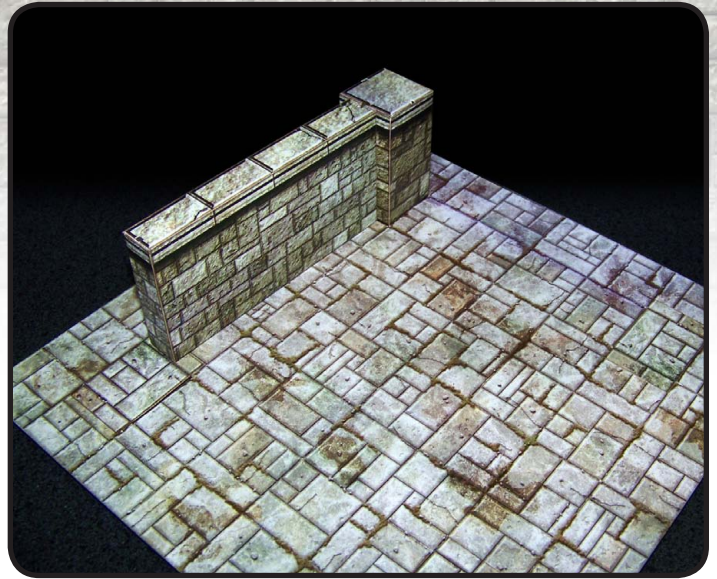
E-Z LOCK pillars are longer than standard 1" square pillars, and are easily identified by the white stripe around the lower edge of the pillar and the label 'E-Z LOCK PILLAR' on the bottom face.



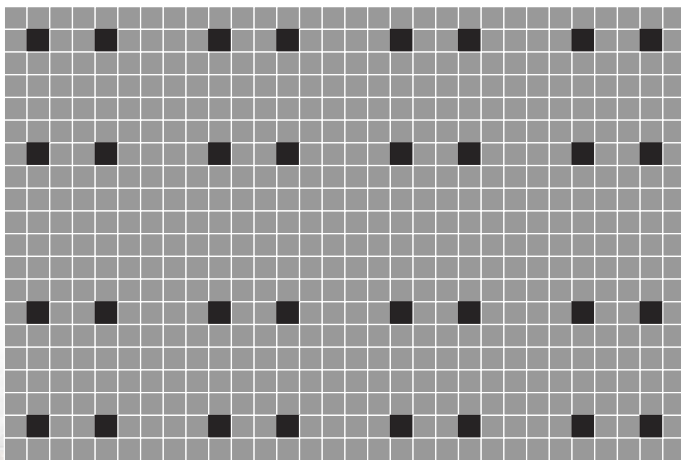
Insert the E-Z LOCK pillar into the opening and gently press down until fully inserted.



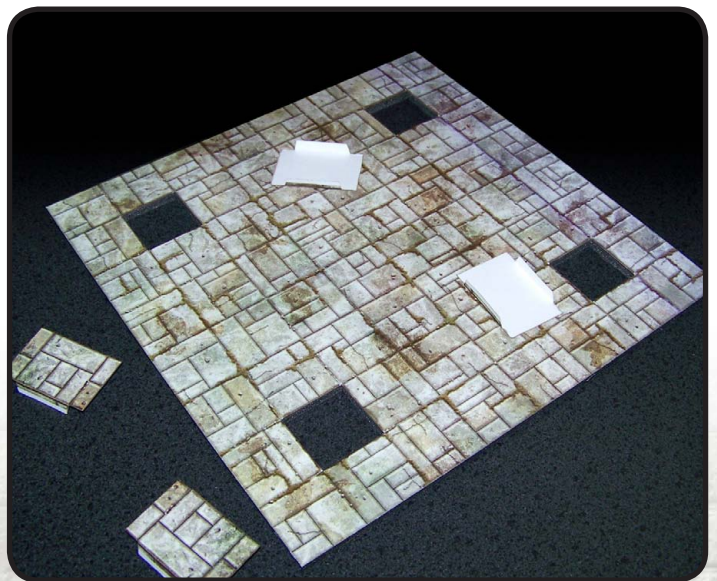
Wall sections, corner pieces and doorways can now be added by using the bobby pin attachment method.



Note that you do NOT need to have an E-Z LOCK pillar at every corner. Use standard pillars and 'L' corners as desired. You only need to use 4-6 E-Z LOCK pillars throughout the entire dungeon layout to ensure it is bump proof and stable.



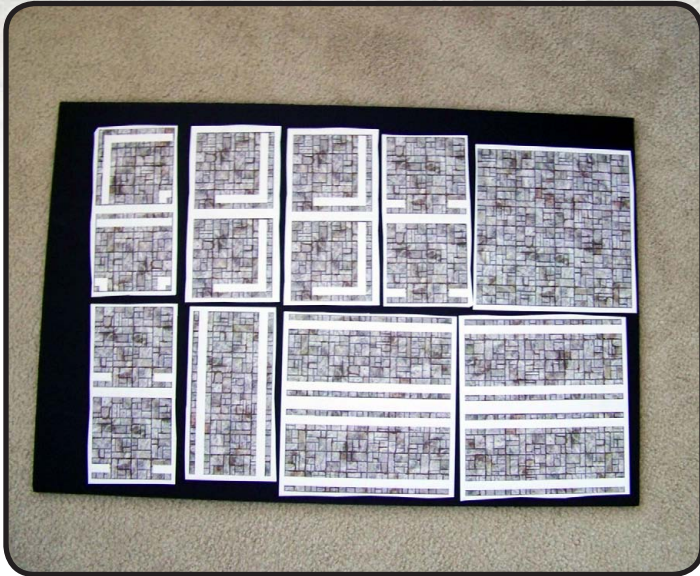
Foam core is available in 20x30" sheets, and by gluing multiple tiles to it you can make a base dungeon floor with E-Z LOCK openings cut as shown above. You can always cut additional holes wherever you like. **SAVE YOUR CUT OUT FOAM CORE SQUARES!** These can be glued to the bottom of other dungeon items and terrain pieces to lock them down and prevent shifting.



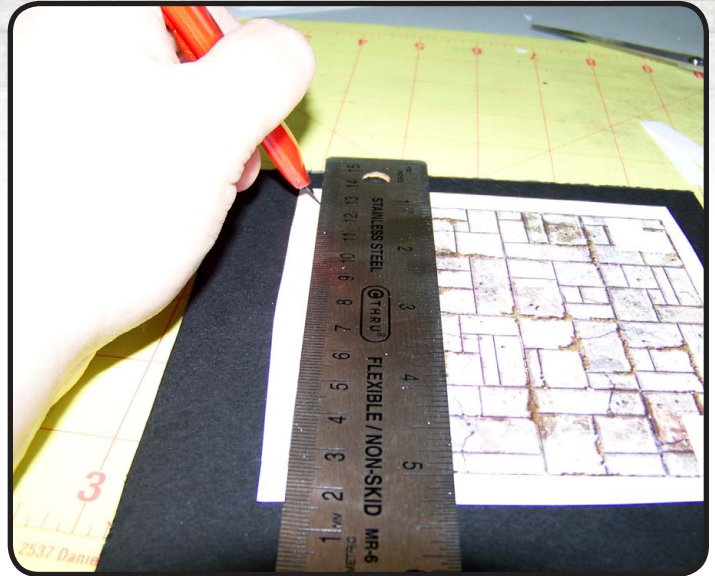
If 8x8 tiles are used instead of a 20x30 base board, we recommend adding E-Z LOCK openings in these four positions on each tile. When tiles are put together this creates rows of E-Z LOCK holes in alternating 2 and 4 space lines.

## MOUNTING WALLS ON FOAM CORE BASES

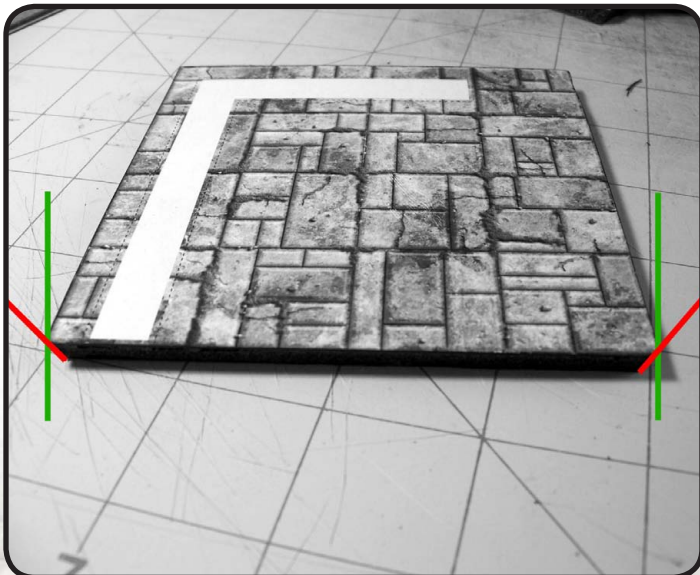
Wall pieces can be mounted on individual base sections. This technique makes the models extremely rigid and durable. These can be linked with bobby pins, toothpicks or free floating with shelf liner (all described on following pages.)



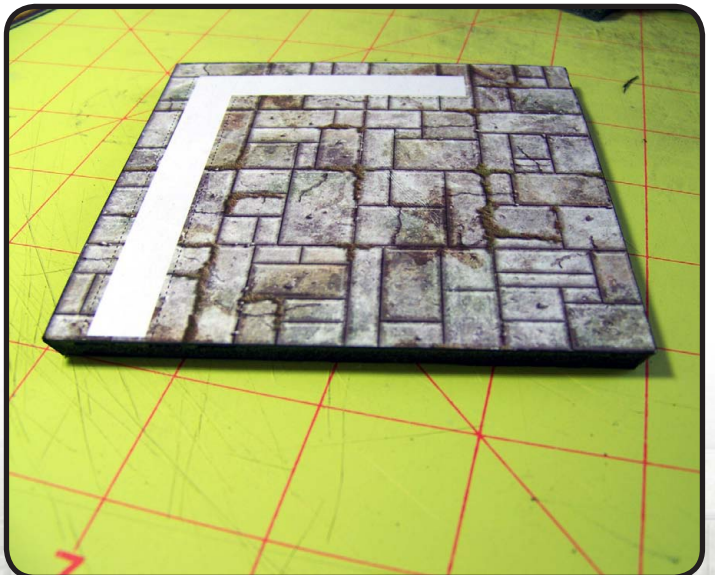
Mount your floor tile sections to foam core. This will give your models a greater amount of structural integrity.



When cutting out the individual floor tiles, hold your knife at an angle as shown, so the sides slope inward when finished.

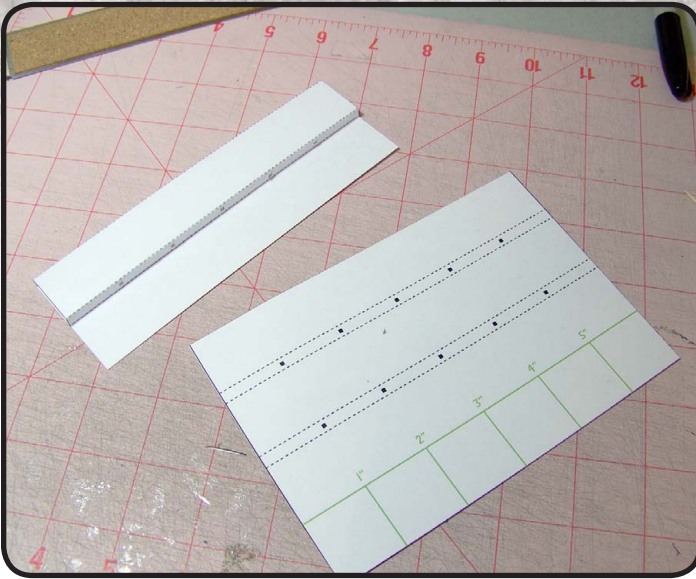


The red lines show the inward slope of the sides of the foam core base after it has been cut (green lines show vertical.)

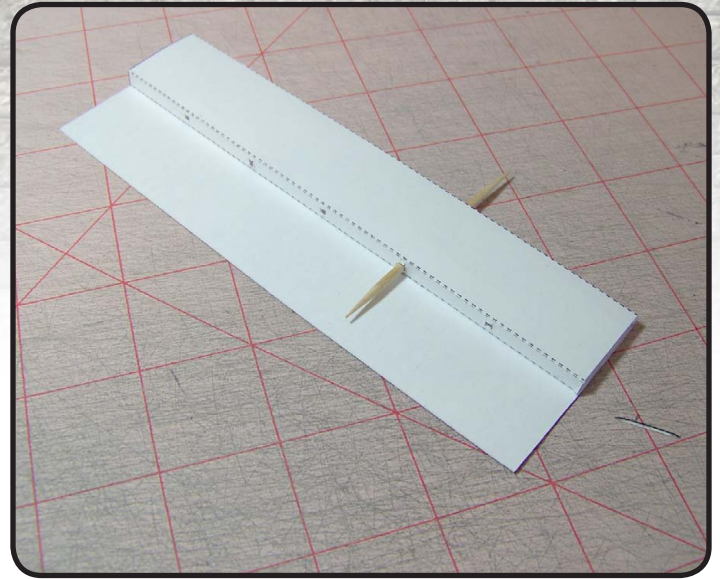


The finished base piece with angled edges.

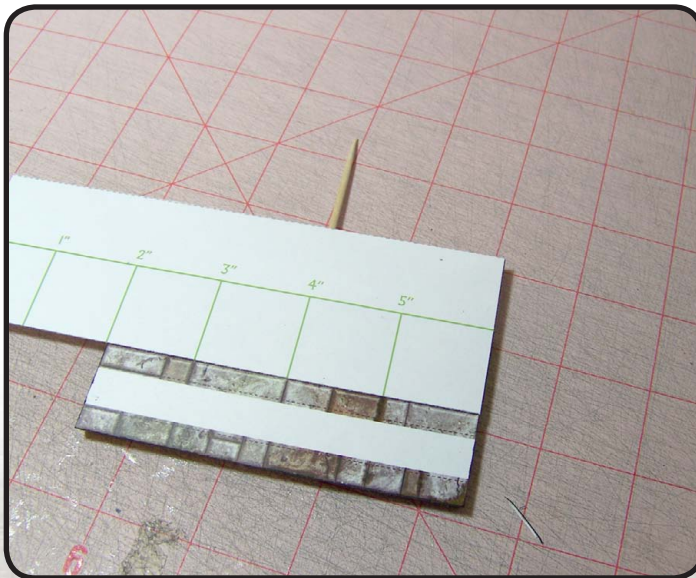
## Attaching base sections with toothpicks



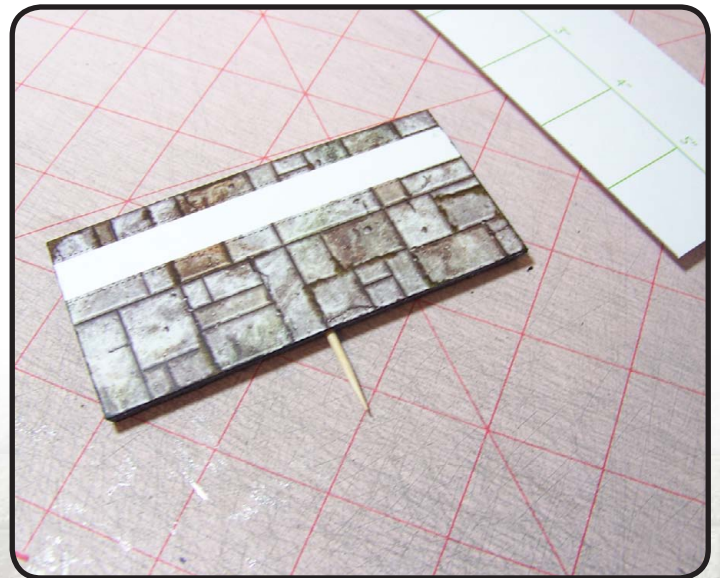
Proper alignment is critical to using the toothpick method of linking your base sections together. To facilitate this, we have included a jig to positioning your toothpicks the first time you insert them into a foam core base. The jig simply folds over to create a box shape with an overhang as shown. Make sure you cut out the small holes in it before gluing.



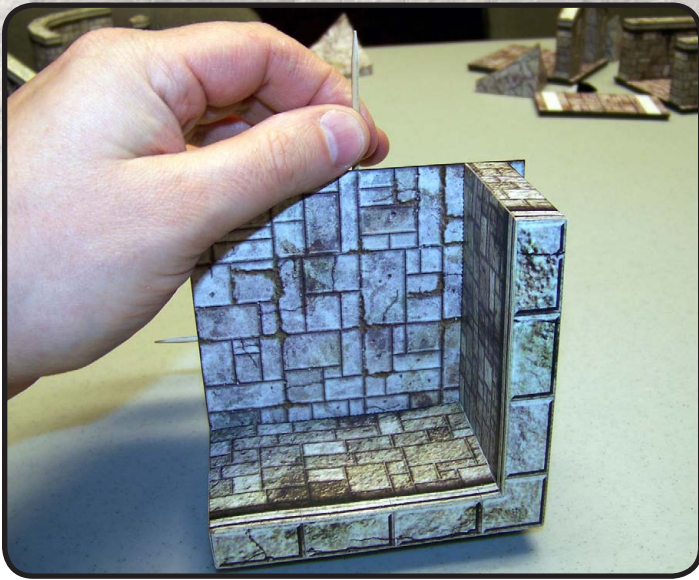
A toothpick can then be inserted through the front and rear holes, keeping it straight and level.



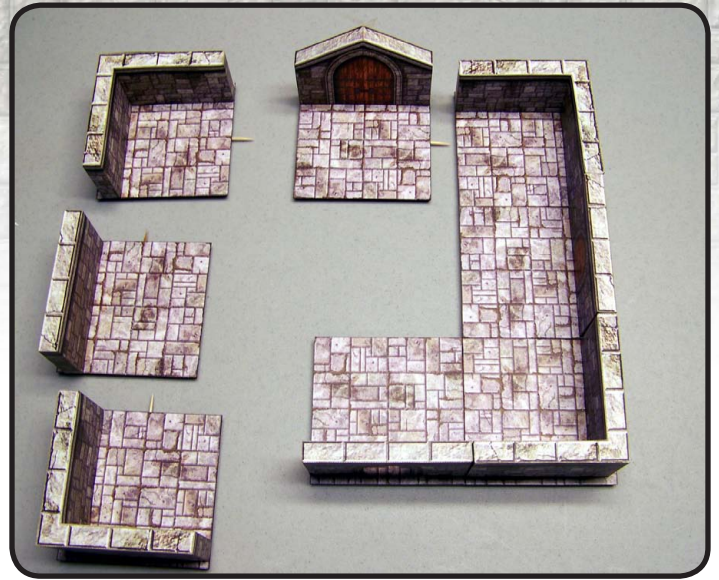
Use the green alignment marks to properly match the jig to your base piece. Insert the toothpick by gripping the SIDES of it, being careful not to get your fingers or hand in front of the point in case you slip. **FAT DRAGON GAMES IS NOT RESPONSIBLE FOR ACCIDENTS- EXERCISE EXTREME CAUTION!**



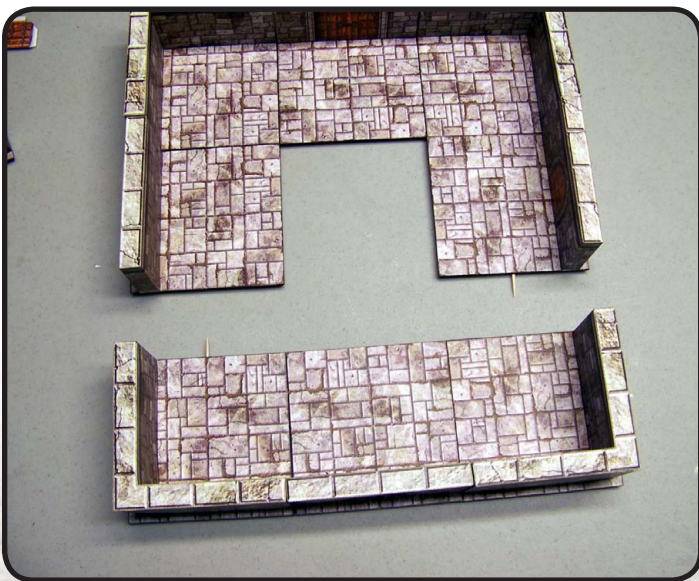
Leave about half of the toothpick hanging out, though this may vary depending on the piece.



Toothpicks can be removed or added as required. If a hold ever becomes too loose to properly hold the toothpick, a little rubber cement or modeling clay can be inserted into the hole to fill it up/tighten things slightly.



When assembling a room with this technique, each piece needs to attach to one adjacent piece (with the exception of the center piece which will be locked in place by surrounding sections).

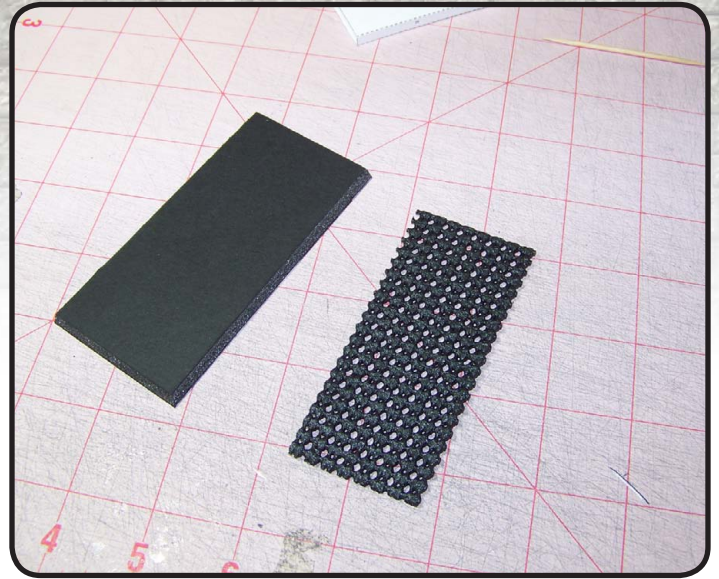


Link rows first, then attach rows to each other as shown.

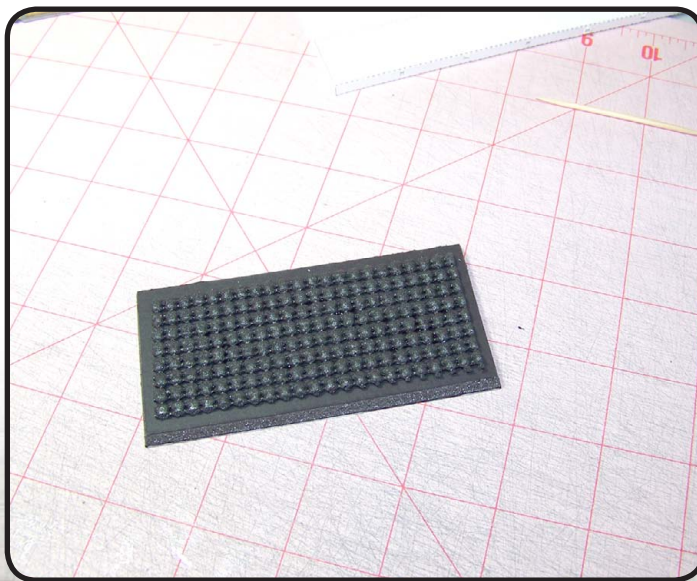
## Using Rubber Shelf Liner



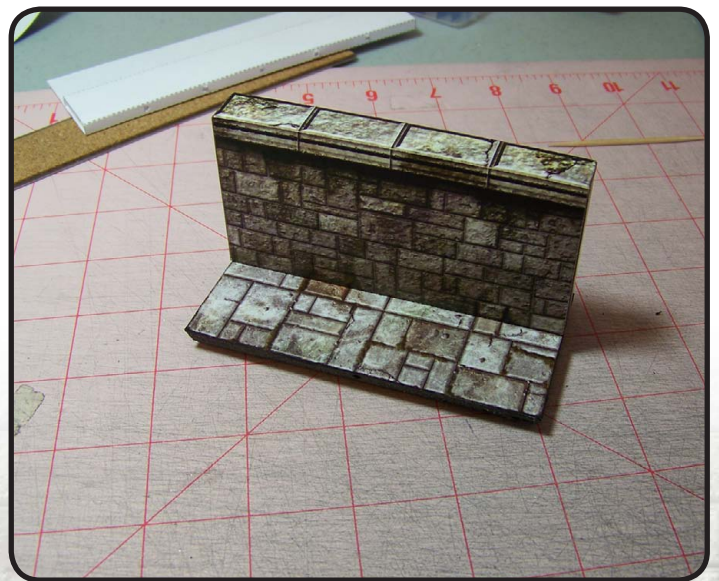
A third option to keep your individual pieces from moving on the table is simply using non-skid shelf liner on the bottom of each piece. A large roll can be purchased very cheaply at Wal Mart or similar store, and will last you a long time.



Cut a piece slightly smaller than the base section you are applying it to (for a 4"x2" base I cut it approximately 1.5"x3.5")



Center and glue to the bottom of the base as shown.

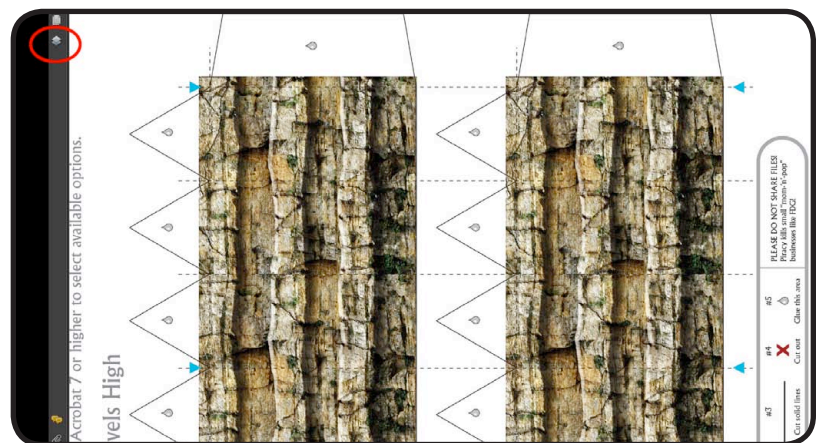


This will keep your pieces from shifting if the table is bumped without using toothpicks or bobby pins.

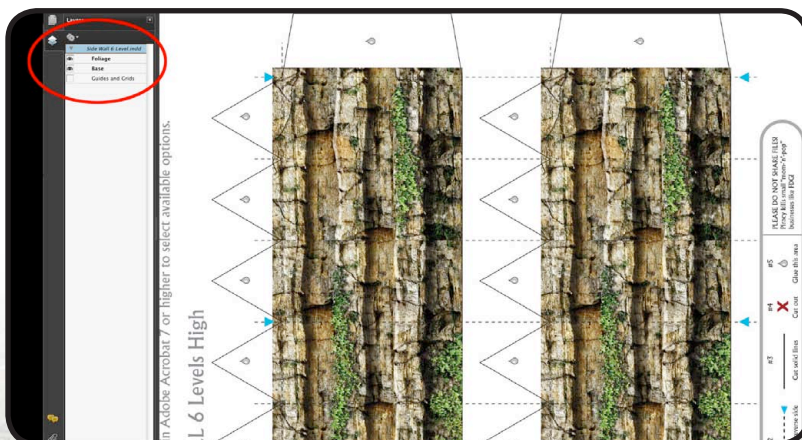
# USING DRAGON LAYERS



Fat Dragon Games gives you the ability to customize your models with DRAGON LAYERS. Terrain sets that carry this logo feature models that are user customizable through the layers function of Adobe Acrobat Reader.



In the upper left hand corner of Adobe Acrobat Reader (free from [www.adobe.com](http://www.adobe.com)) is the icon for the layers palette. Click this to open the palette.




Pages that are marked as having layers will have a corresponding layer folder in this palette. Simply click the available options on or off to customize your model before printing.

[www.fatdragongames.com](http://www.fatdragongames.com)



# TEMPLATES



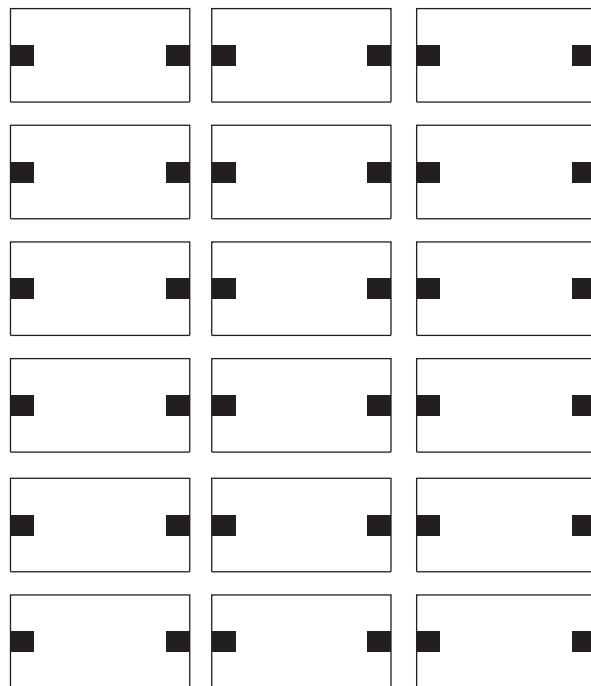
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[www.fatdragongames.com](http://www.fatdragongames.com)

Use the green alignment marks to properly match the jig to your base piece. Insert the toothpick by gripping the **SIDES** of it, being careful not to get your fingers or hand in front of the point in case you slip.  
**FAT DRAGON GAMES IS NOT RESPONSIBLE FOR ACCIDENTS- EXERCISE EXTREME CAUTION!**

1"	2"	3"	4"	5"

Toothpick alignment jig

## E-Z CLIP Templates





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#1

Score/fold dotted lines

#2

Score/fold on reverse side

#3

Cut solid lines

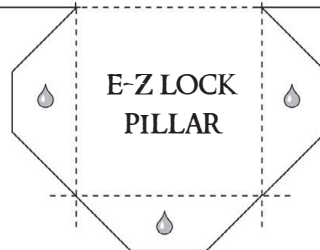
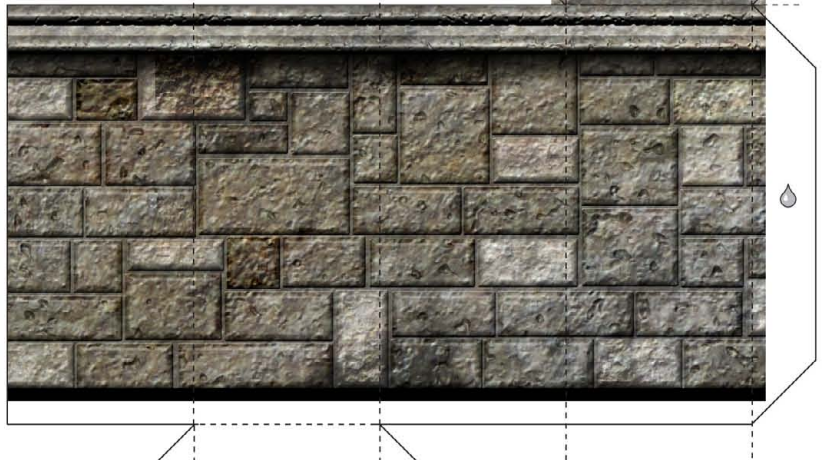
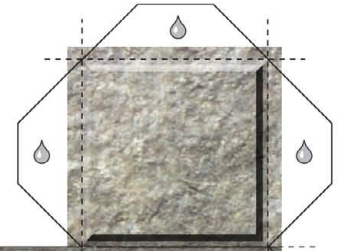
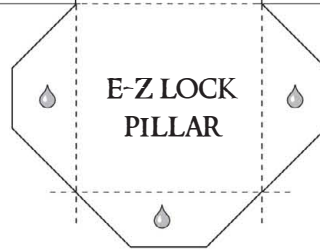
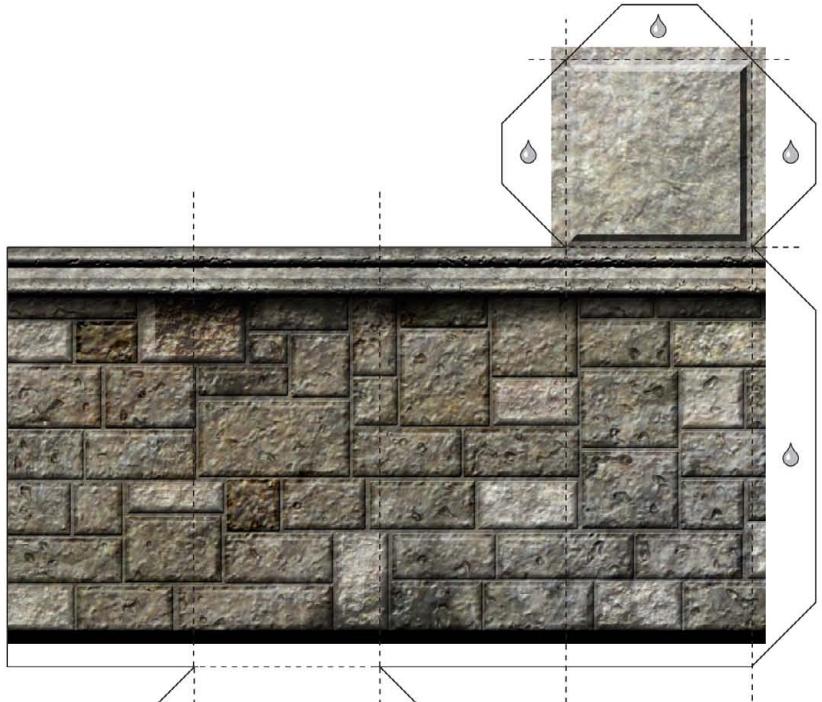
#4

Cut out

#5

Glue this area

PLEASE DO NOT SHARE FILES!  
Piracy kills small "mom-n'-pop"  
businesses like FDG!



Feed this end into cutter



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#1

Score/fold dotted lines

#2

Score/fold on reverse side

#3

Cut solid lines

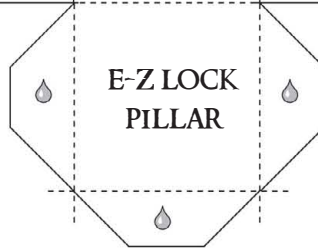
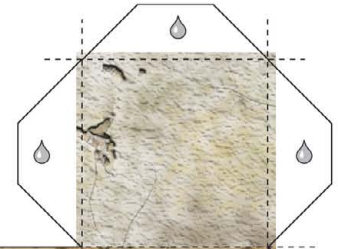
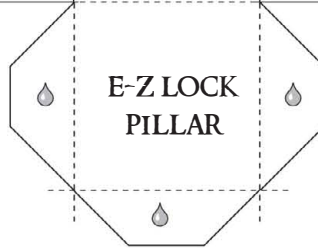
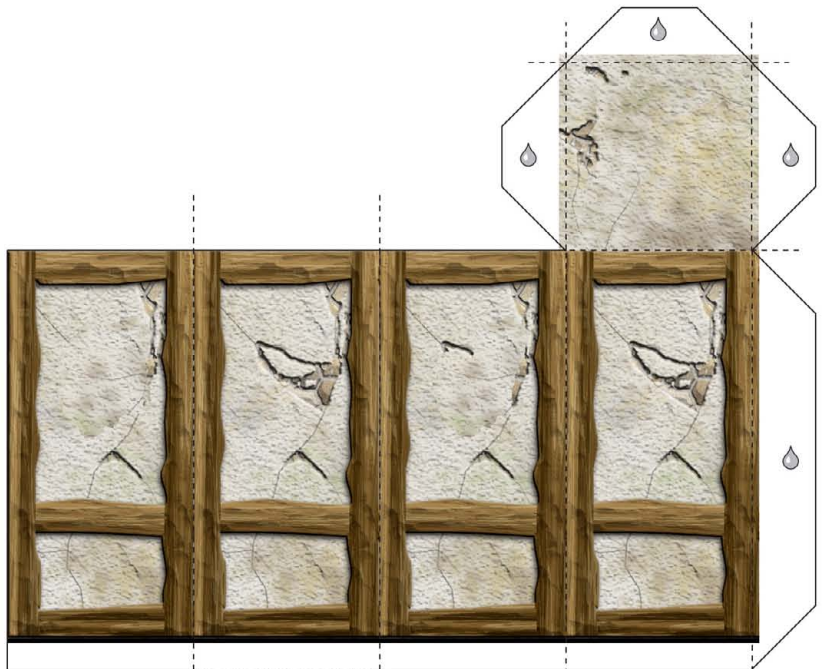
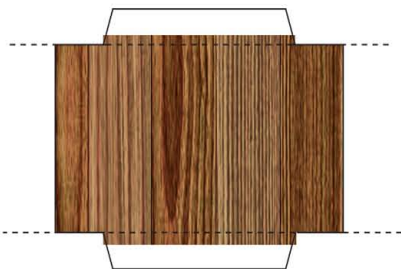
#4

Cut out

#5

Glue this area

PLEASE DO NOT SHARE FILES!  
Piracy kills small "mom-n'-pop"  
businesses like FDG!



Feed this end into cutter



FAT DRAGON GAMES

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#1

Score/fold dotted lines

#2

Score/fold on reverse side

#3

Cut solid lines

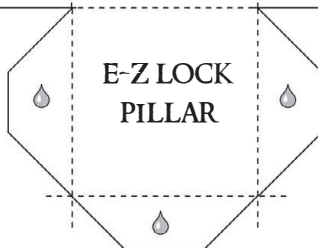
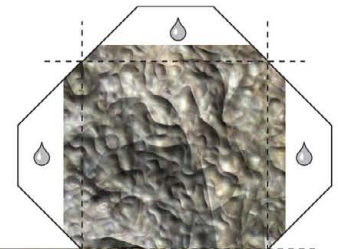
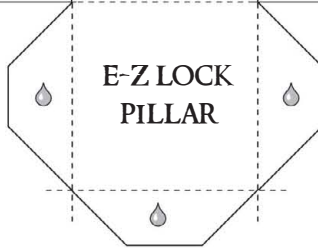
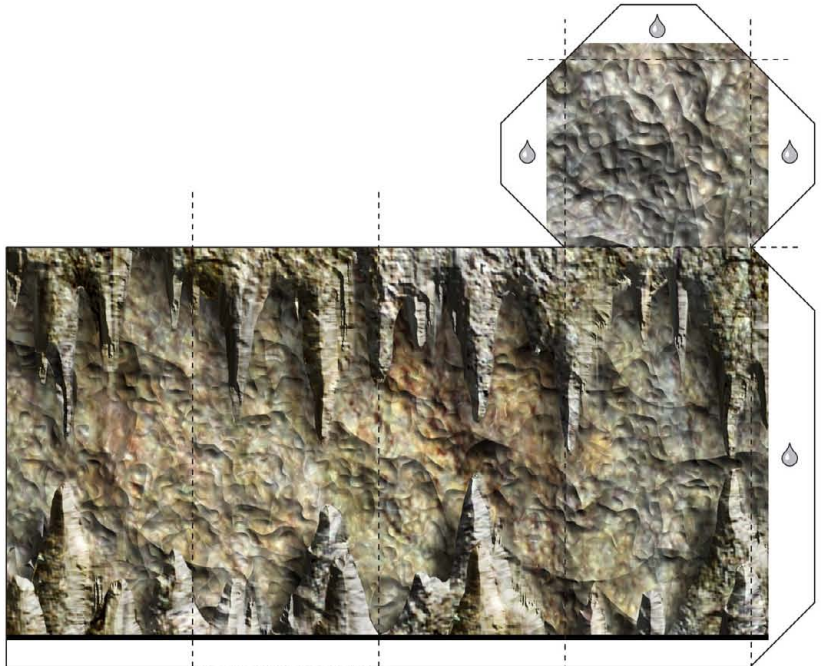
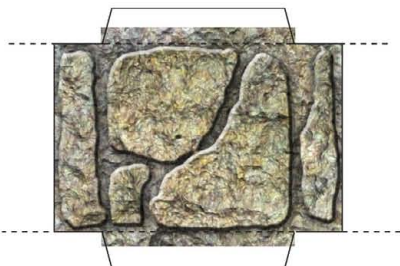
#4

Cut out

#5

Glue this area

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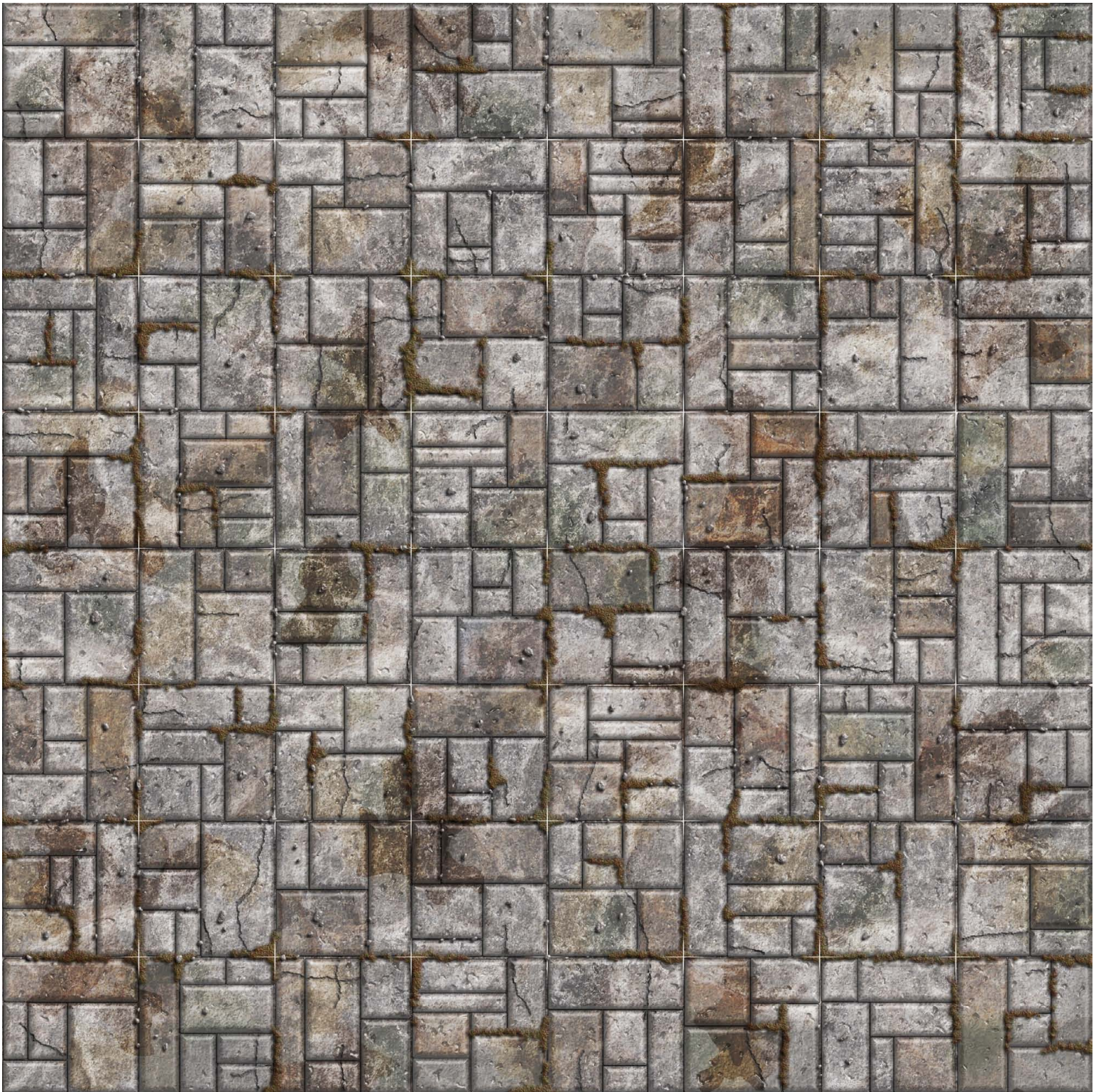


Feed this end into cutter

THE 'GRID' FOR THE CAVERNS SET IS INTENTIONALLY VARIED FOR A MORE ORGANIC FEEL. WE HAVE SUPPLIED A NEW TILE WITH PRECISE CROSSHAIRS AT 1 INCH INCREMENTS TO FACILITATE CUTTING 'E-Z LOCK' OPENINGS.



E-Z DUNGEONS MAIN TILE WITH CUTTING MARKS ADDED



FREE SAMPLE MODEL FROM THE E-Z DUNGEONS: DELUXE EDITION TERRAIN SET





ALL OF THESE MODELS AND MORE ARE AVAILABLE AT :  
[WWW.FATDRAGONGAMES.COM](http://WWW.FATDRAGONGAMES.COM)







