

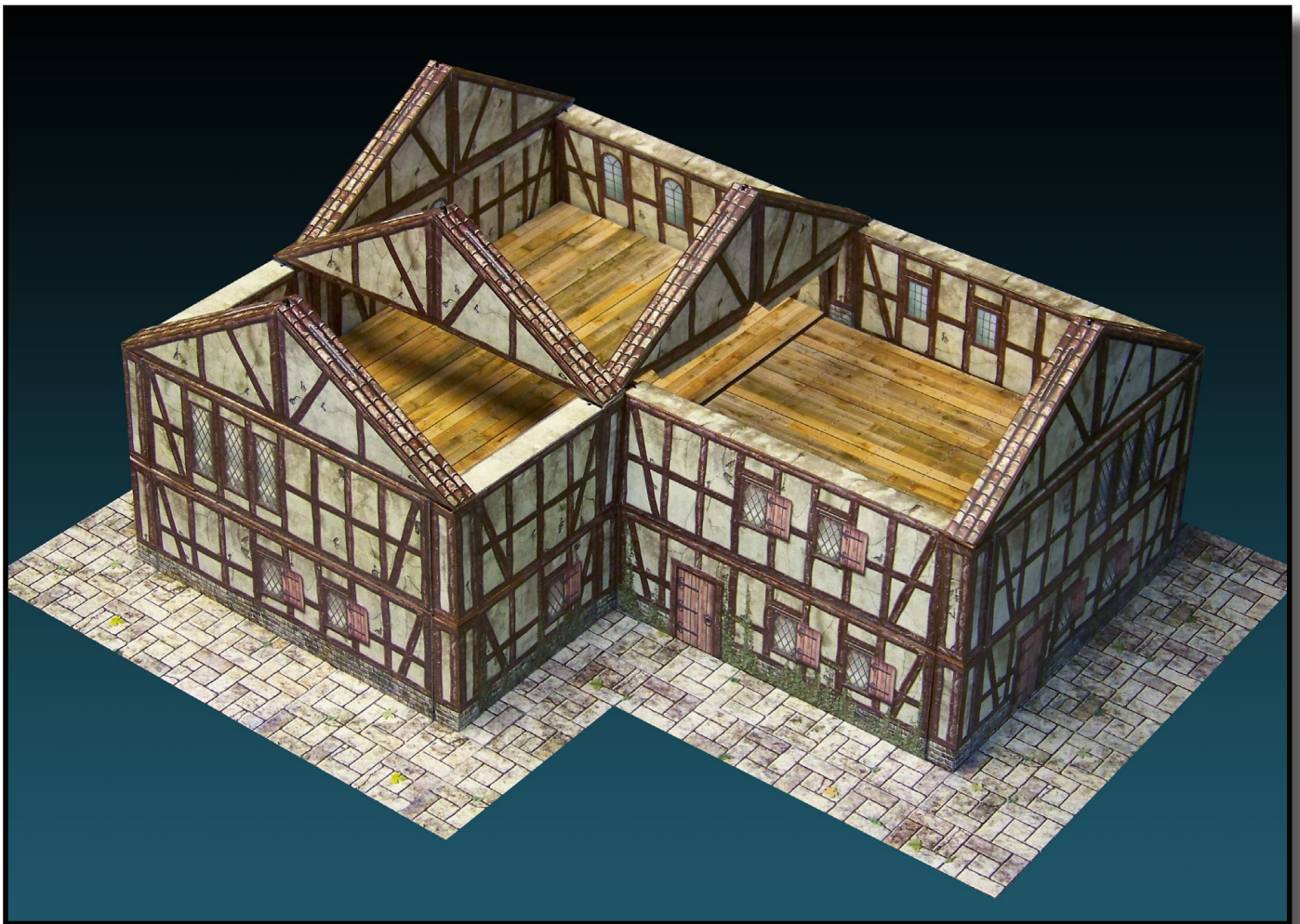
E-Z LOCK

MODULAR TERRAIN SYSTEM

PRODUCERS

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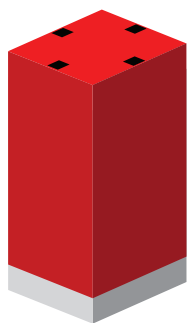
Basic Instructions



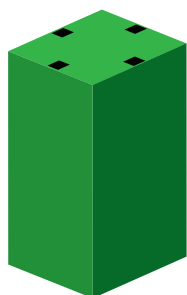
Before proceeding with this document, make sure you have read the beginners guide to card modeling included with this model set!

FAT DRAGON GAMES

E-Z Lock Parts



E-Z Lock
Pillar



Standard
Pillar



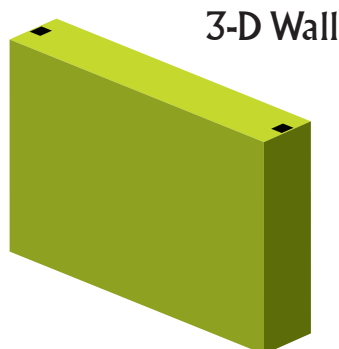
E-Z Lock
Connector



Connector



Connector
Link



3-D Wall



E-Z Lock
Cover



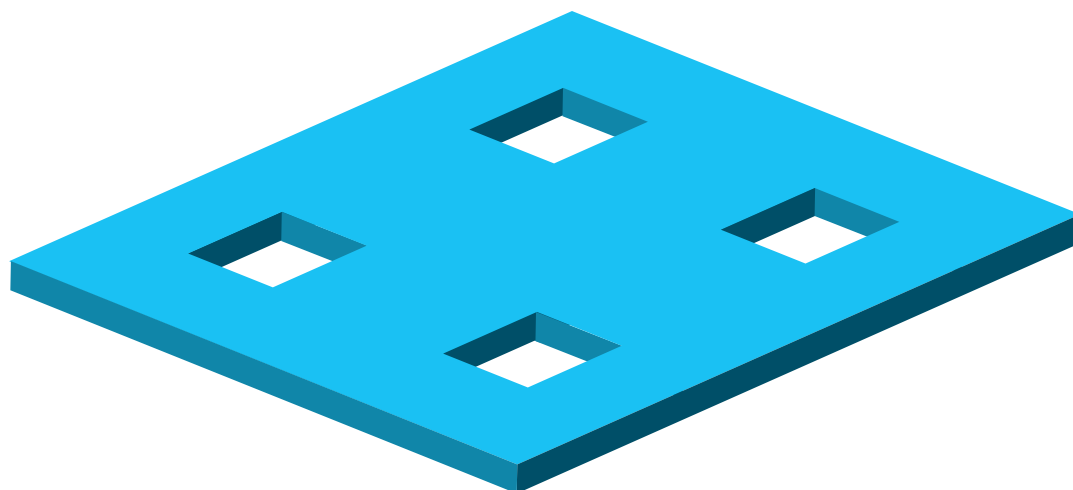
Bobby Pin/
Hair pin



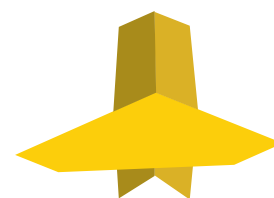
Connector
Base
(Corner)



Connector
Base
(Center)

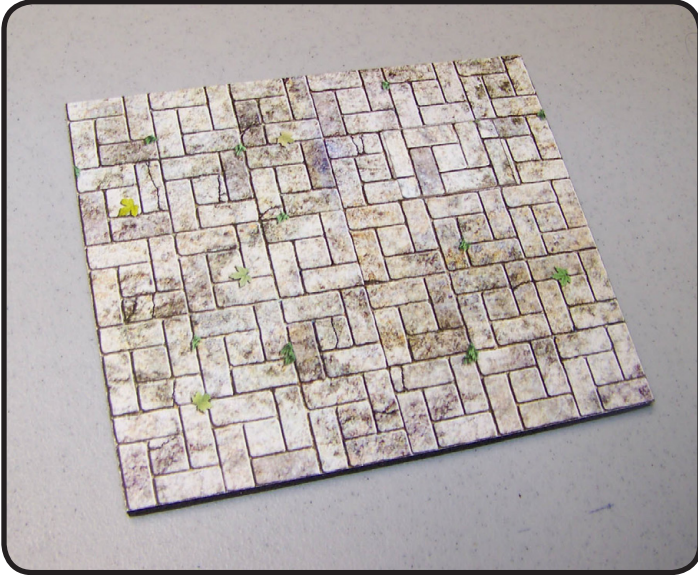


E-Z Lock Tile

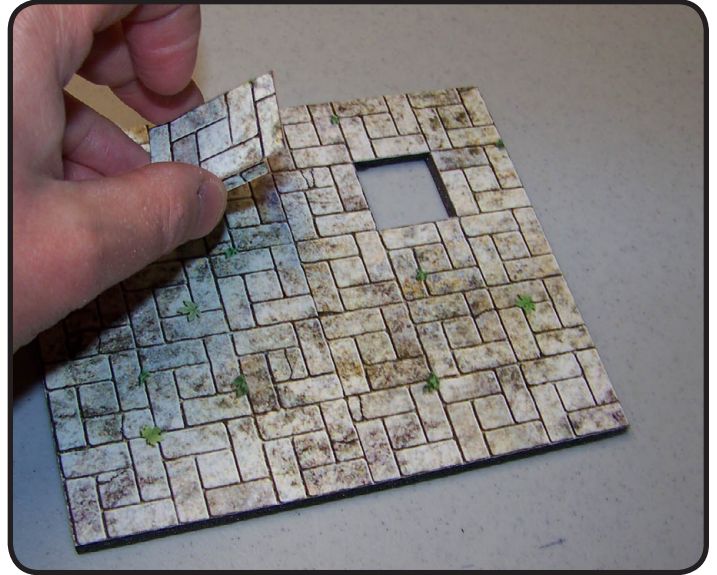


E-Z Lock
Support

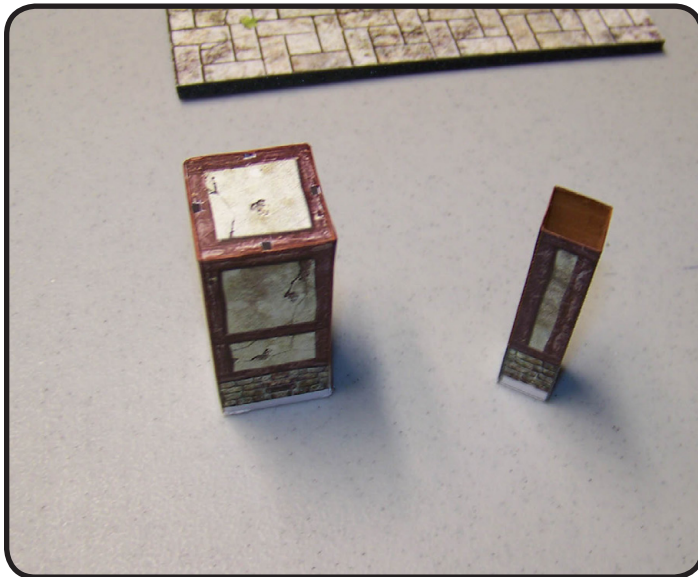
Step by step...



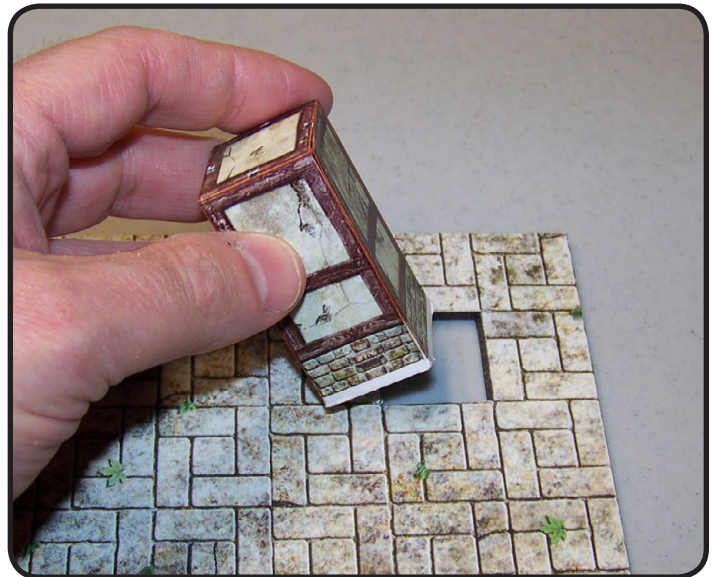
1: Mount the tile sections to pieces of foam core. These can be connected to each other with toothpicks or simply pieces of tape along the bottom.



2: E-Z LOCK COVERS are used to hide any holes you cut in the tiles.



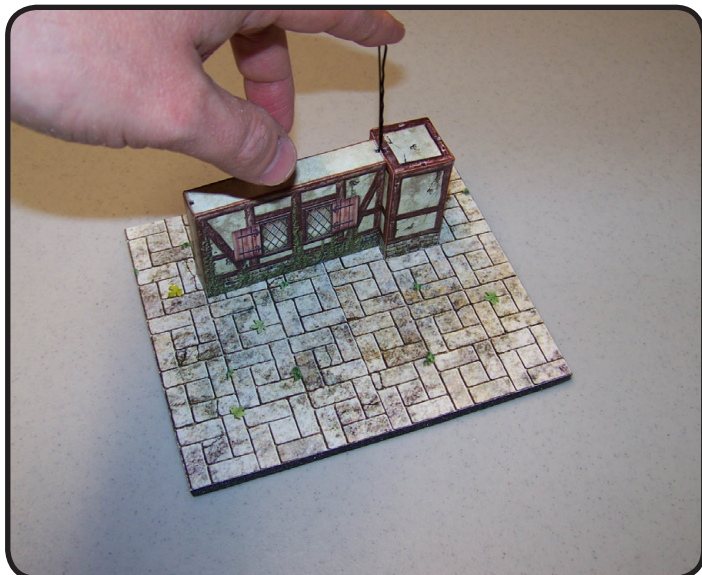
3: E-Z LOCK PILLARS and E-Z LOCK CONNECTORS are used to anchor your constructions to the base tiles.



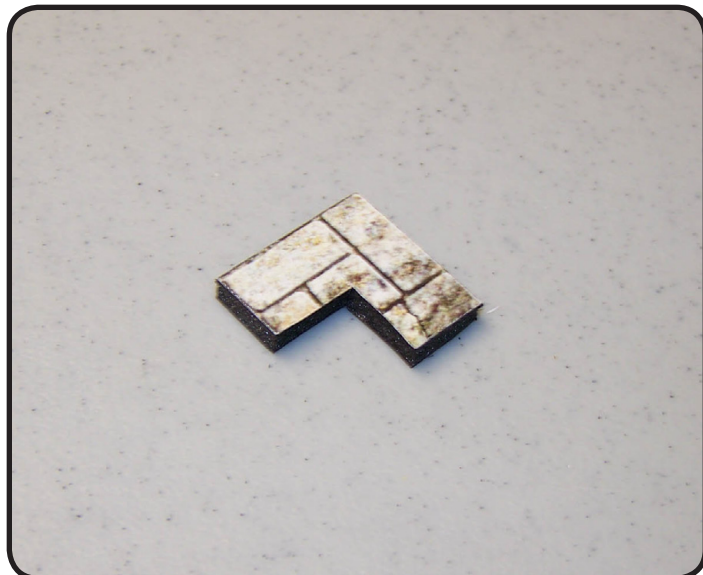
4: Simply insert the pillar into the hole as shown.

E-Z LOCK

MODULAR TERRAIN SYSTEM



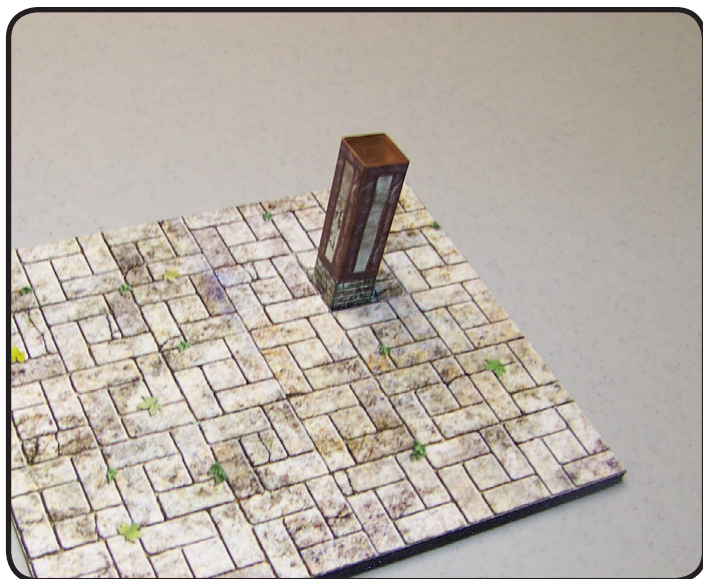
5: Simply insert the bobby pin into the holes you have cut in each piece.



6: The connector base allows you to use a E-Z LOCK Connector post in the standard 1" openings.



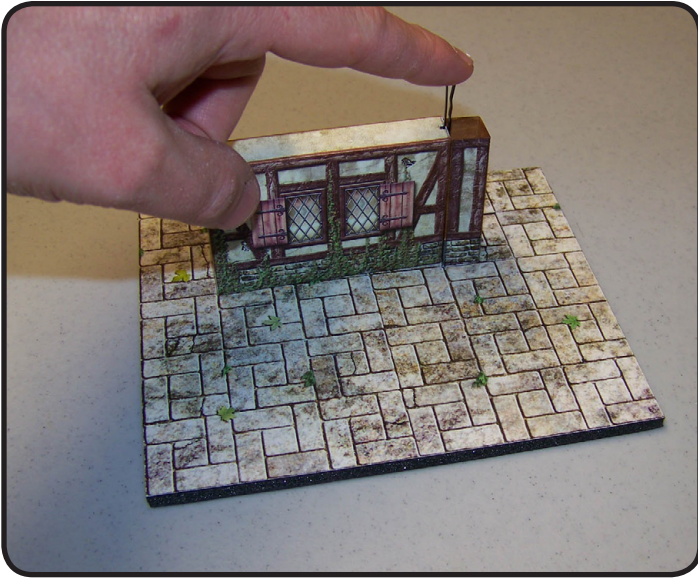
7: The connector base inserted into the hole.



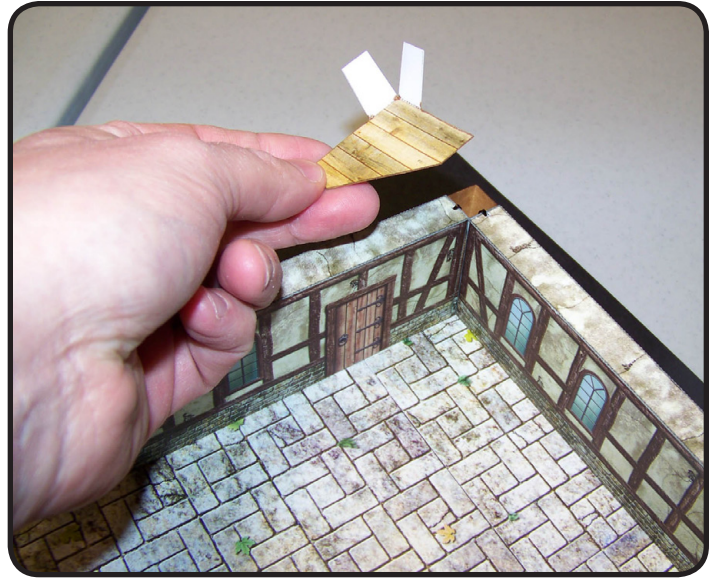
8: Insert the E-Z LOCK connector into the tile opening. You do not need the connector to fit too tightly into the base, its main function is to make your construction bump proof.

E-Z LOCK

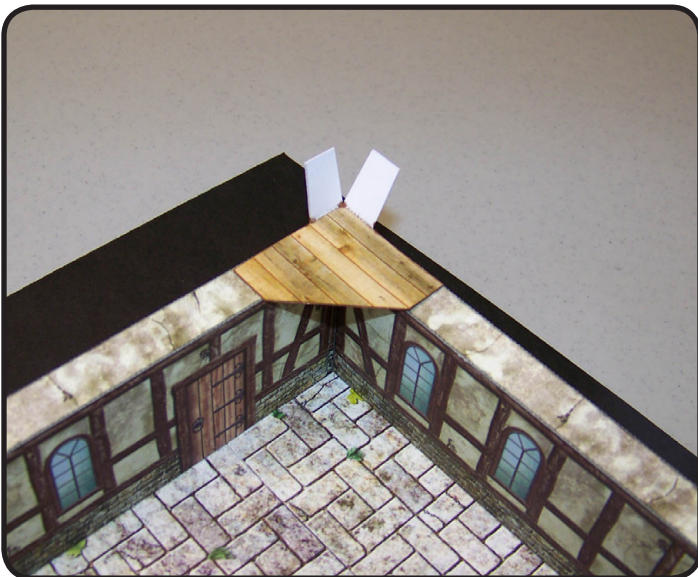
MODULAR TERRAIN SYSTEM



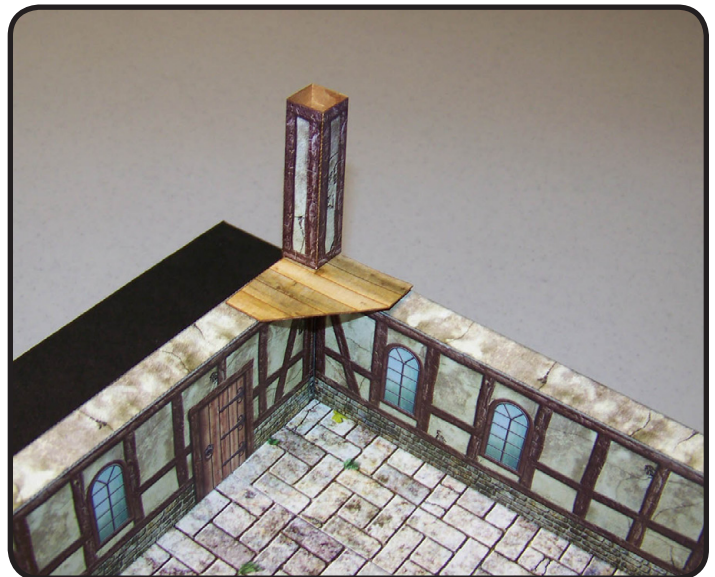
9: Use standard bobby pins to connect wall sections to the connector post.



10: Use the E-Z LOCK support piece to add a second level to your building. While it isn't clear in this photo, the support piece is comprised of two pieces glued together, so you have two tabs pointing up, and two tabs pointing down.



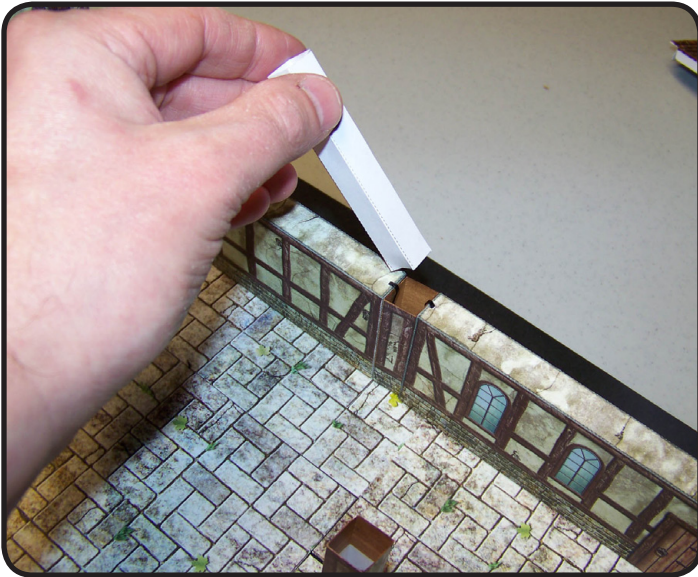
11: Here is the support inserted into the lower connector pillar. The support piece will allow a second pillar to be added above it, and to support a floor section when added.



12: Insert a connector pillar as shown.

E-Z LOCK

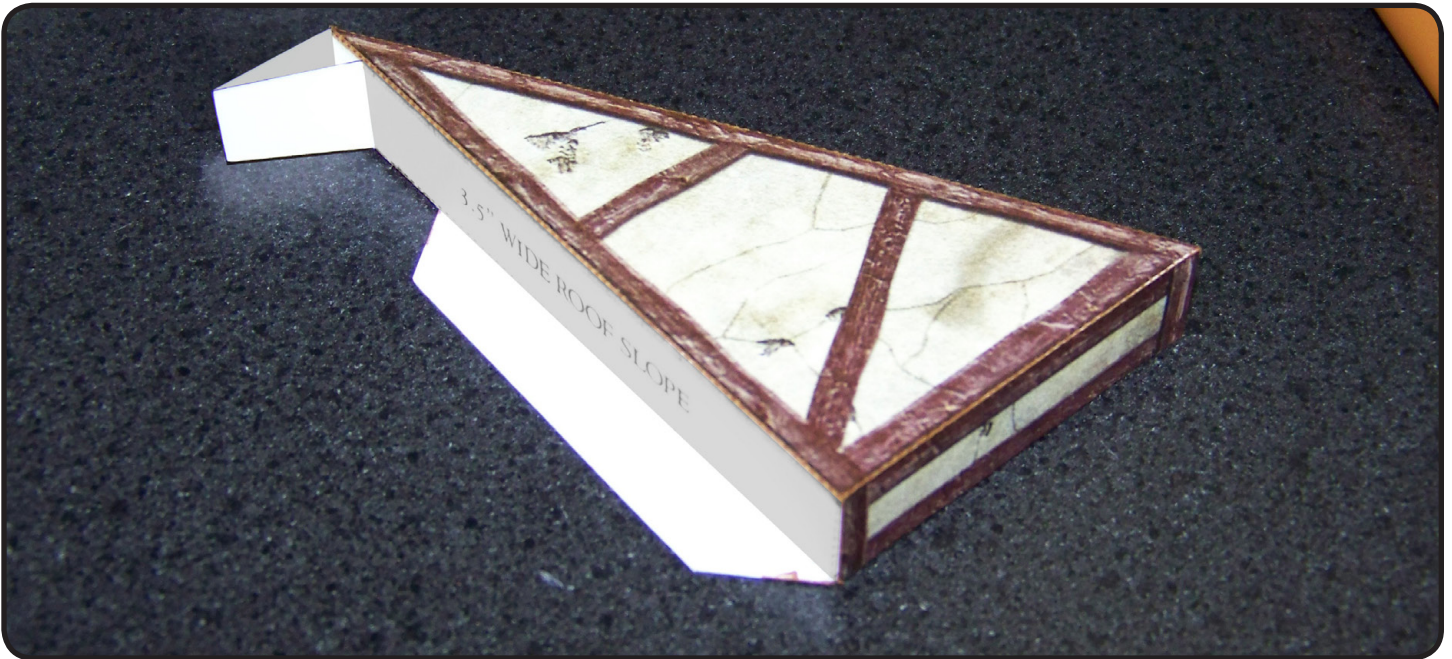
MODULAR TERRAIN SYSTEM



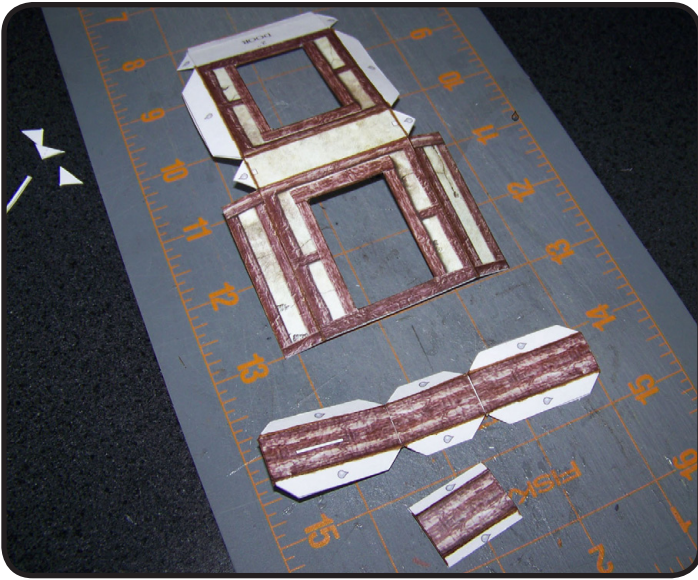
13: For connectors that will not have a support piece inserted into them, you can use a connector link piece to connect the upper and lower connector pillars.



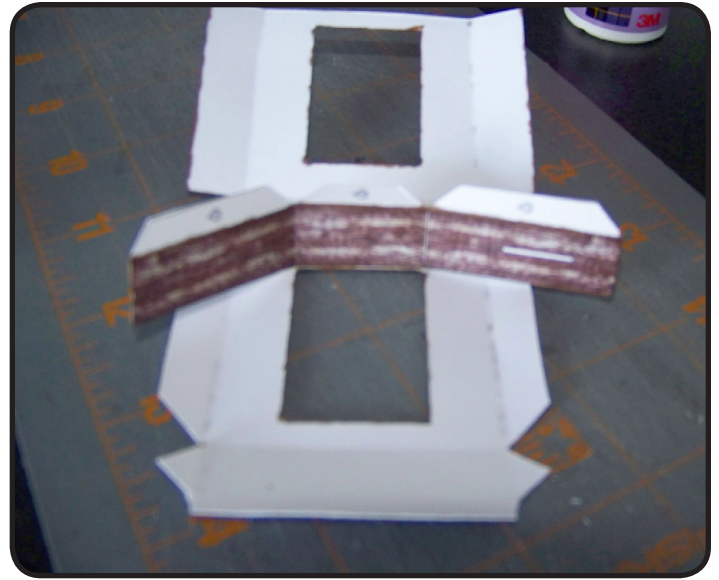
14: Here is the link inserted into the lower connector pillar.



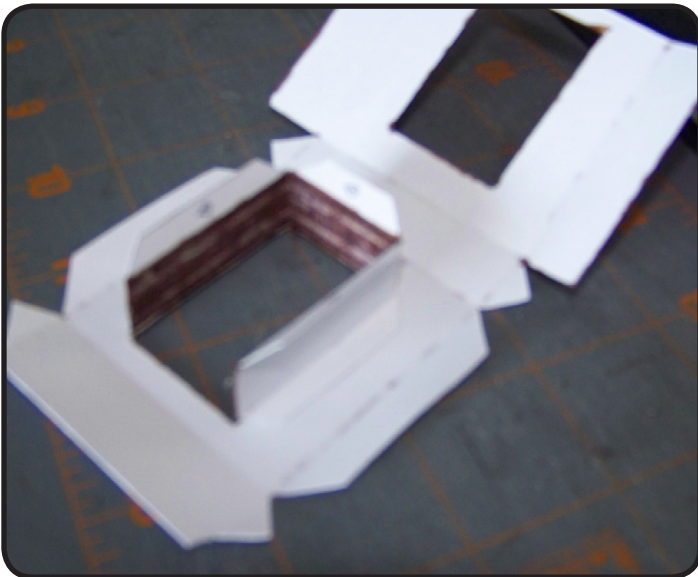
15: The completed roof ends look like this. Note that the tab on the end glues in a triangular shape for insertion into the post below it during building construction.



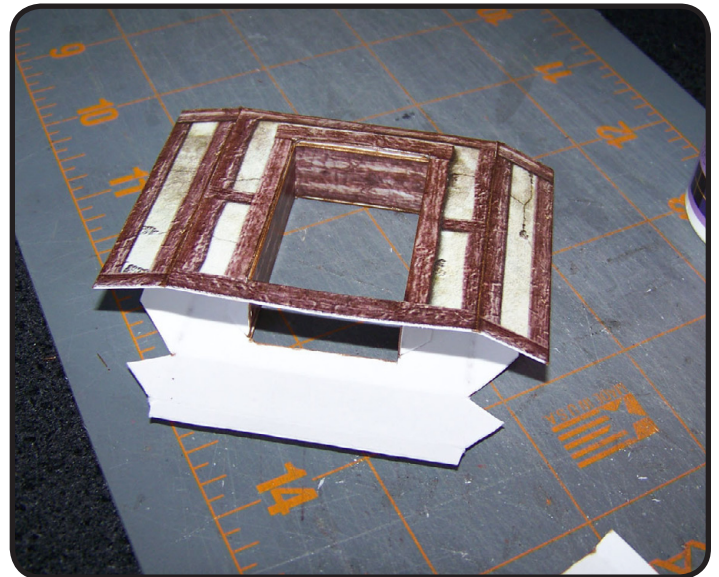
16: For opening doors on upper levels, you need to use the 'raised' version of the door frames to allow a foam-core tile to be placed against it and still have the door open. Cut, score and test fold the three pieces.



17: Begin by gluing the middle section of the door frame to the top of the interior face opening as shown above.



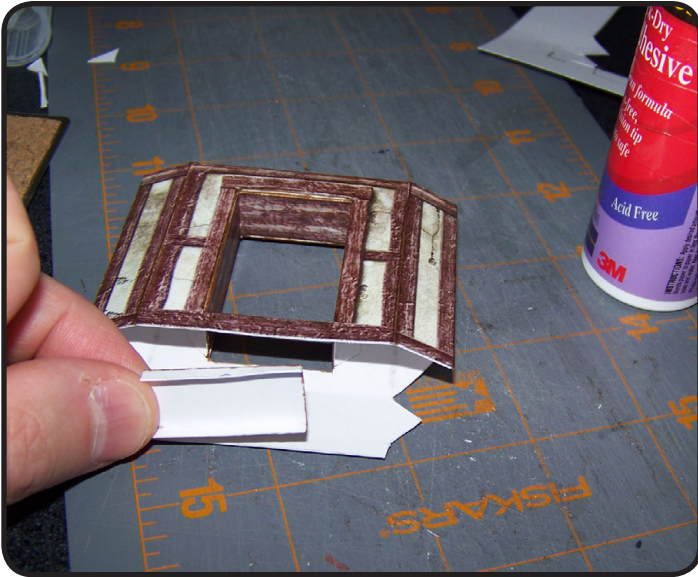
18: Now glue the sides.



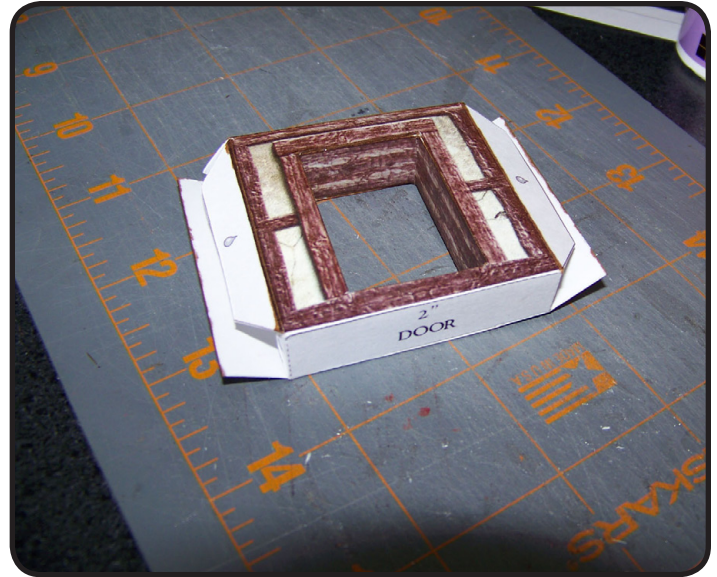
19: Flip the opposite exterior wall over and glue into place.

E-Z LOCK

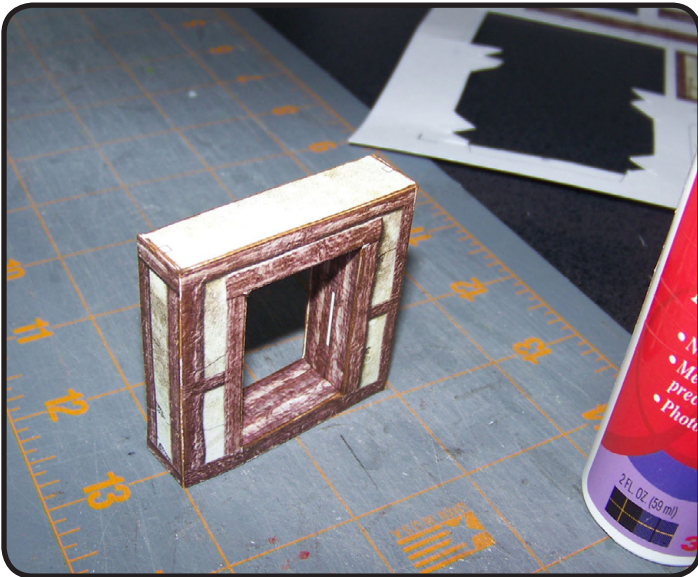
MODULAR TERRAIN SYSTEM



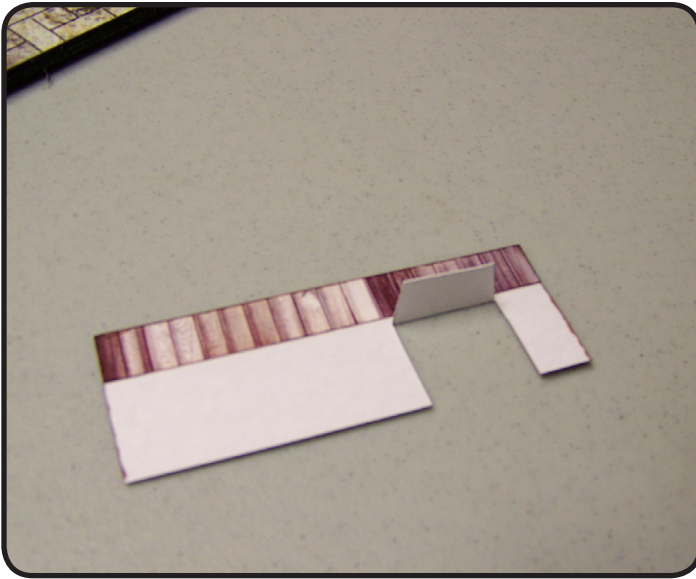
20: Insert and glue the lower interior piece in place.



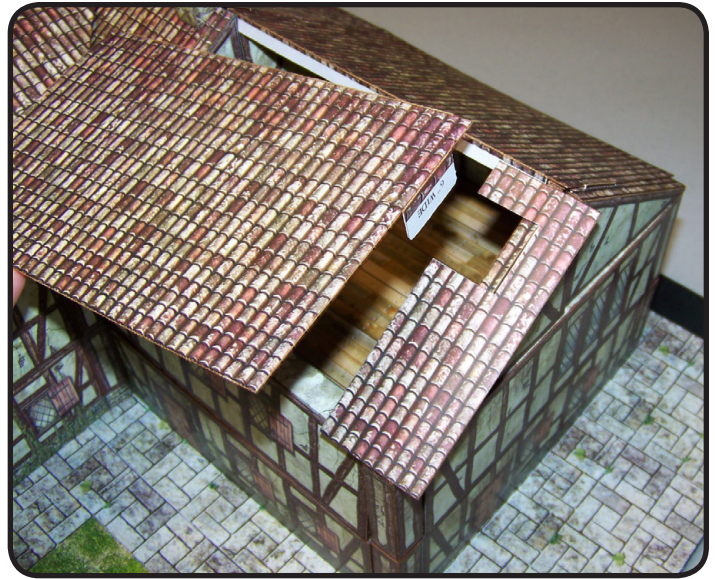
21: Now glue the bottom flap of the wall section.



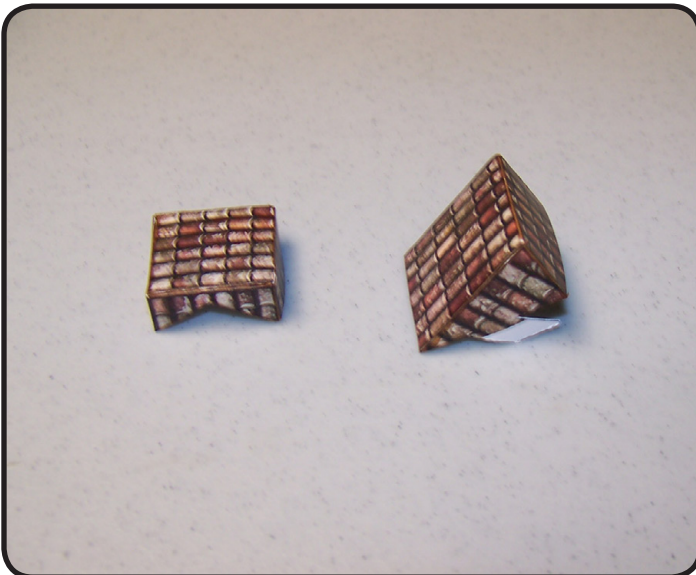
22: Finish by gluing the side flaps shut. The raised opening allows the door to still open while the frame is adjacent to a foamcore tile on upper levels.



23: If you want your roofs to extend beyond the sides of the building you simple add a roof extension piece to each end. Assemble as depicted above.



24: Insert the extension piece first, then add your roof panel (you can always opt to glue the extension into place permanently.)



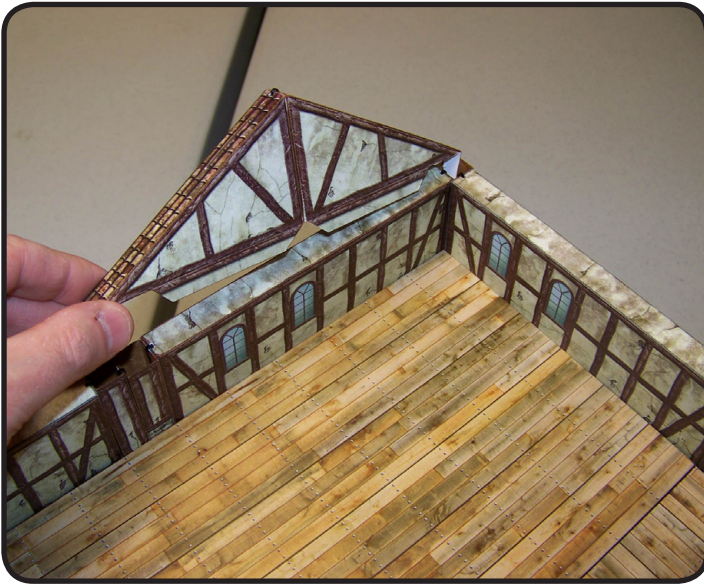
25: The roof adapters can be used to place miniatures on the roof sections (you need to have the attachment slots cut on the roof panels first.)



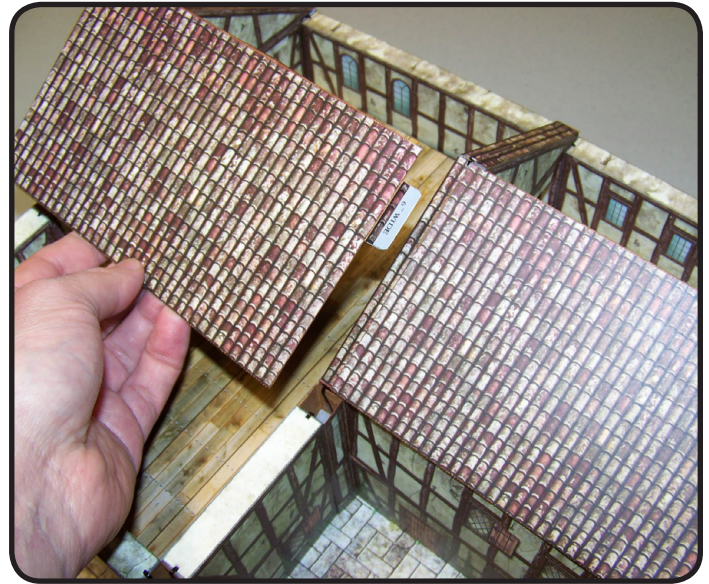
26: Adapters in place.

E-Z LOCK

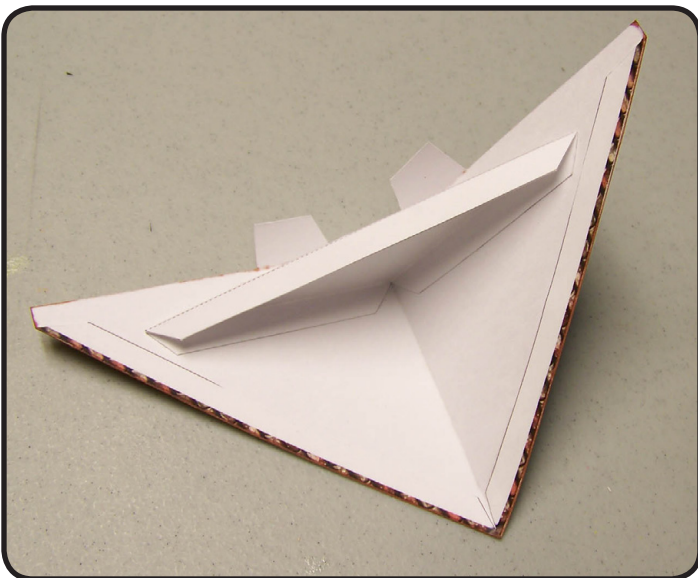
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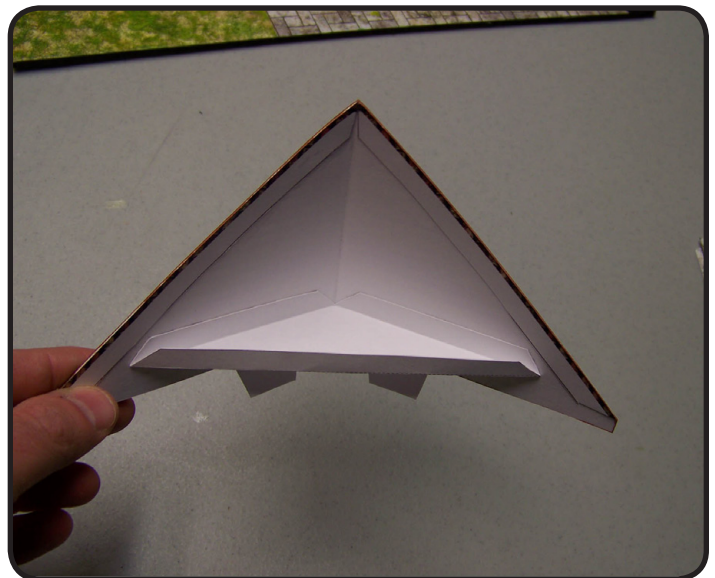
27: To add a roof, add roof ends as shown by inserting the end tabs into the connector pillars.



28: Roof sections simply fit into the slots on each end section.



29: To have roofs that have sections adjoining at right angles ('T' sections), you will need to construct this adaptor piece. Simply fold it along the ridge, fold and glue the edge flaps inward to reinforce the edges, and glue the brace into place as shown.



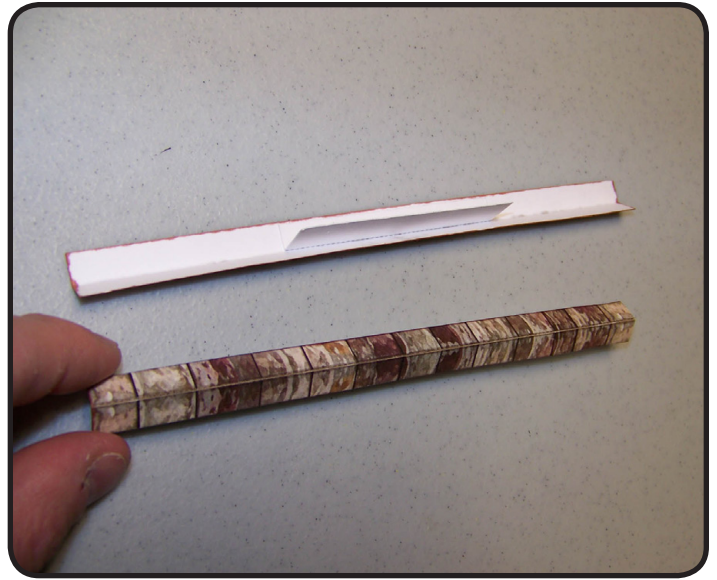
30: Here is another view of the finished piece. Note the brace has a small edge flap that needs to be folded inward to keep it from flexing.

E-Z LOCK

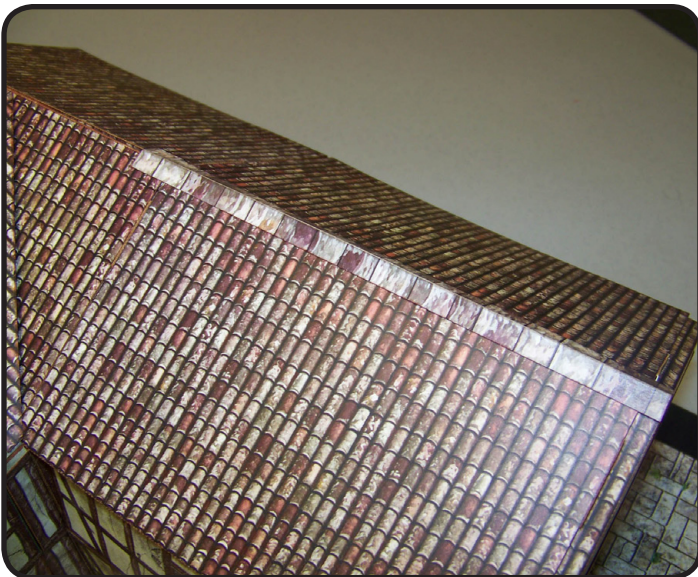
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31: Here is the adaptor put in place.



32: If you find there is too much gap at the roof peaks, you can make these small covers to put over the gaps until a roof section needs to be removed. Just fold the main section and glue the small tab piece near the center as shown.

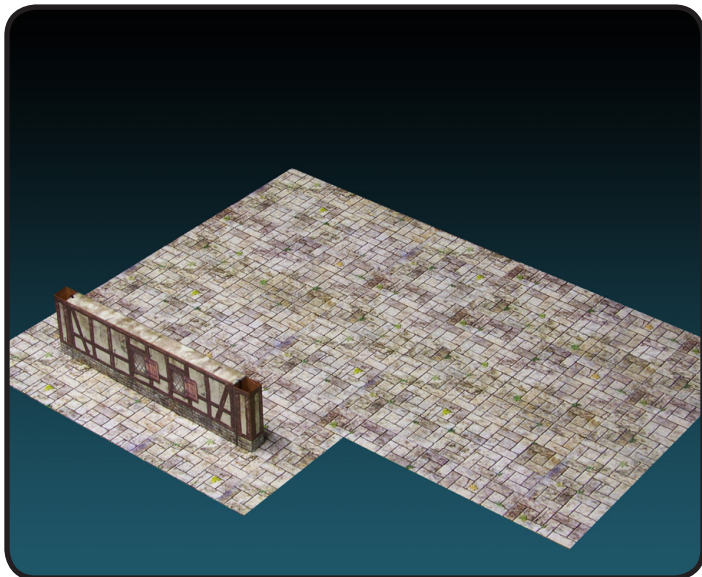


33: Just insert the tab between the roof sections to hold the cover in place.

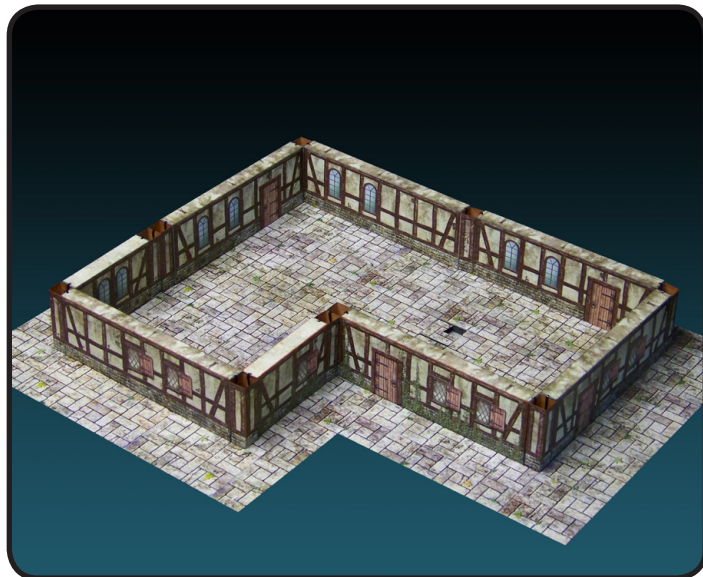


34: Roof sections can be removed a necessary during play to allow access to the interior of your building.

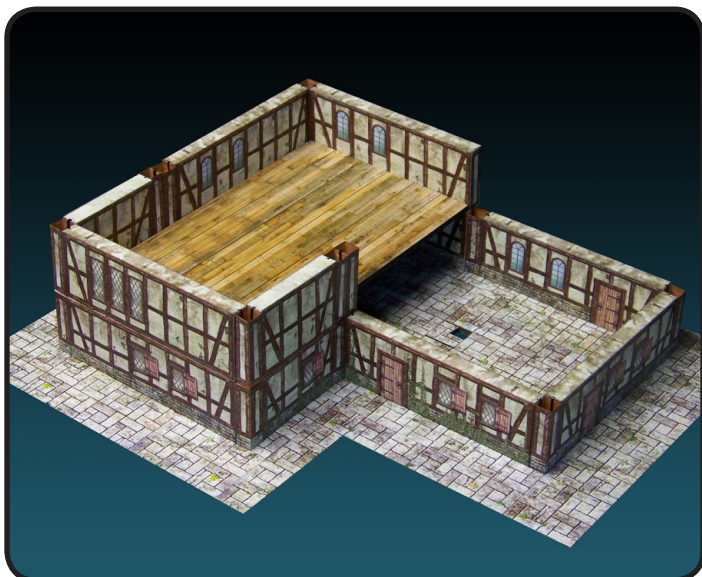
Putting it all together...



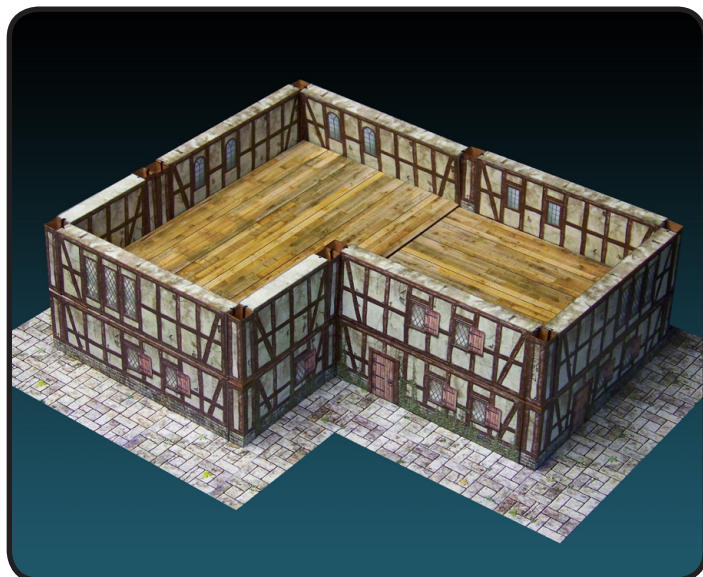
1: Start with anchoring a corner with an E-Z LOCK connector pillar and add walls. You only need 2-3 E-Z LOCK connector pillars to keep the building bump proof, all other corners can use standard connectors (do not lock into the base tile.)



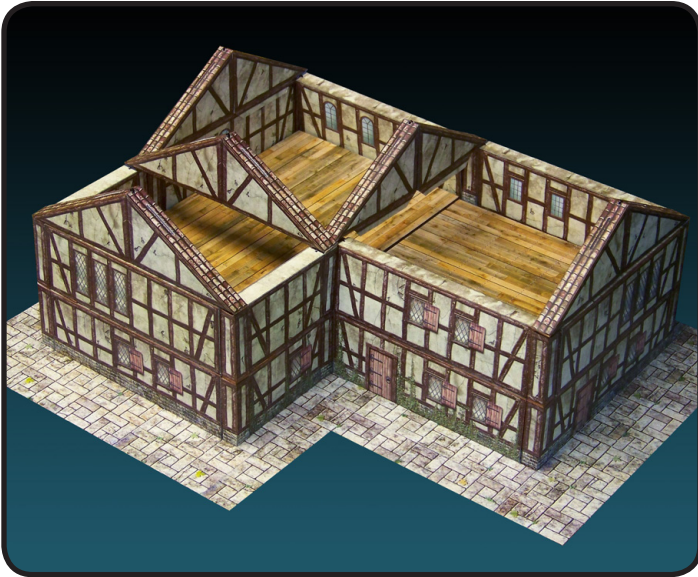
2: Finish your first floor layout.



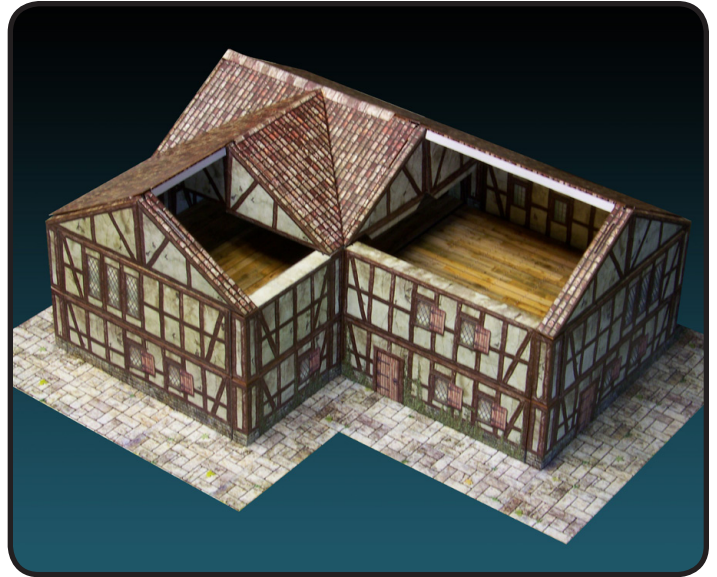
3: Add support pieces at all corners and begin your second level.



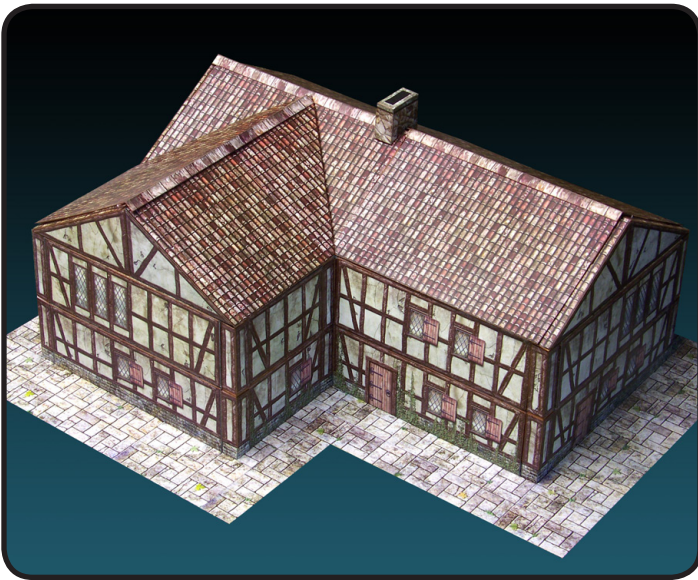
4: The finished second level. We used a standard pillar on the first floor in the middle to help support the upper floor when in place.



5: Add roof ends.



6: Add your roof adaptor and start adding roof sections.



7: Add roof peak covers and a chimney and you are finished!





Project Patrons

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Chris Baldi "The Healer"
John Hume
Grant Lindsay
Brian Wilk
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Thomas Putney
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Dwain Thola
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Andy Tepper
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