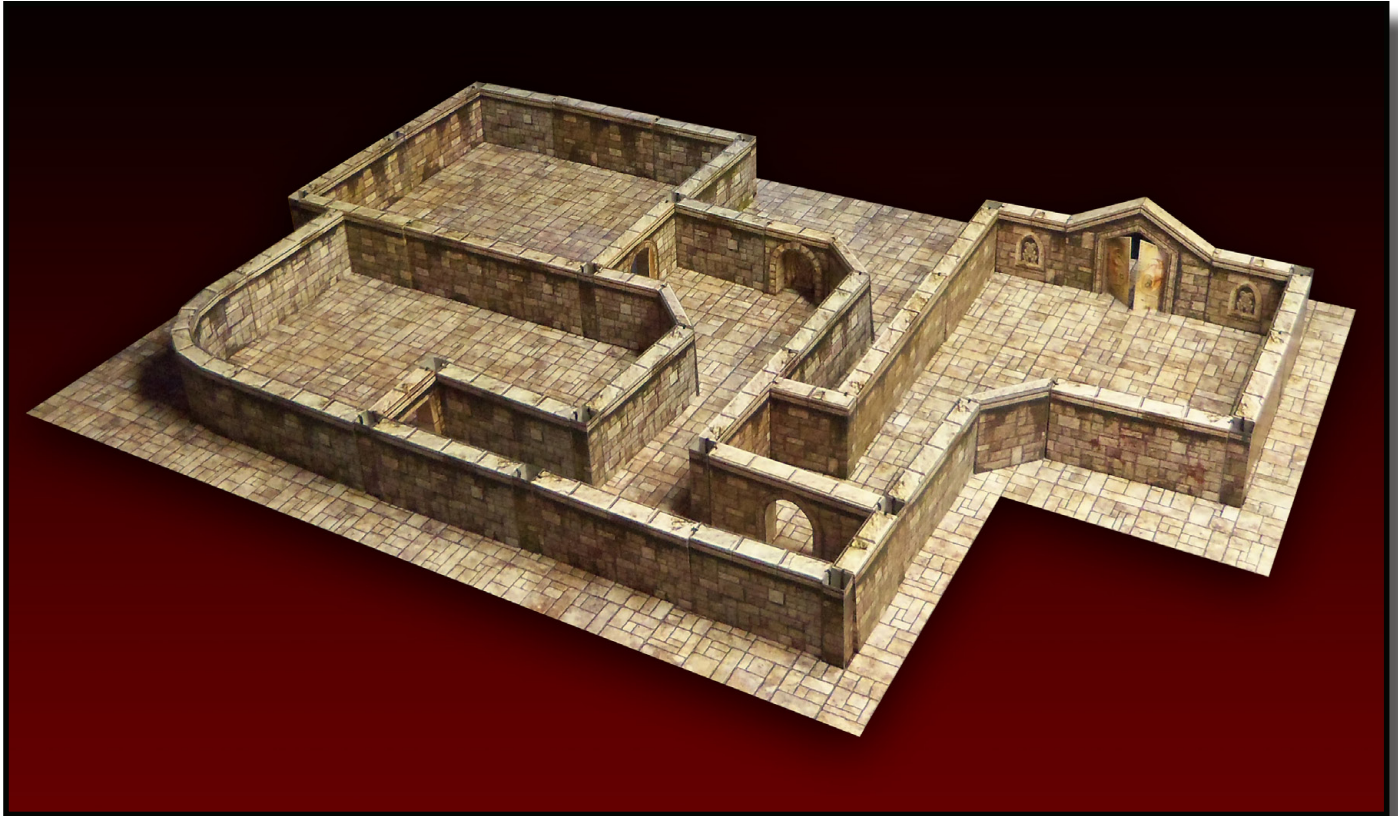


# E-Z LOCK

## MODULAR TERRAIN SYSTEM

### Basic Instructions

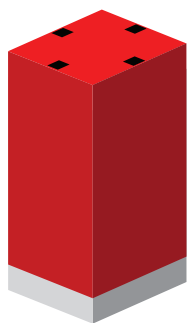


Before proceeding with this document, make sure you have read the beginners guide to card modeling included with this model set!

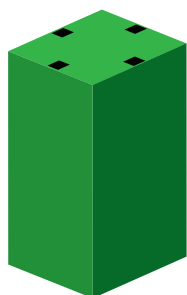


# FAT DRAGON GAMES

## E-Z Lock Parts



E-Z Lock  
Pillar



Standard  
Pillar



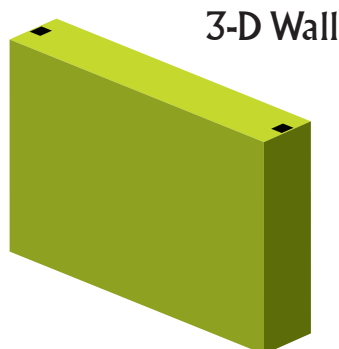
E-Z Lock  
Connector



Connector



Connector  
Link



3-D Wall



E-Z Lock  
Cover



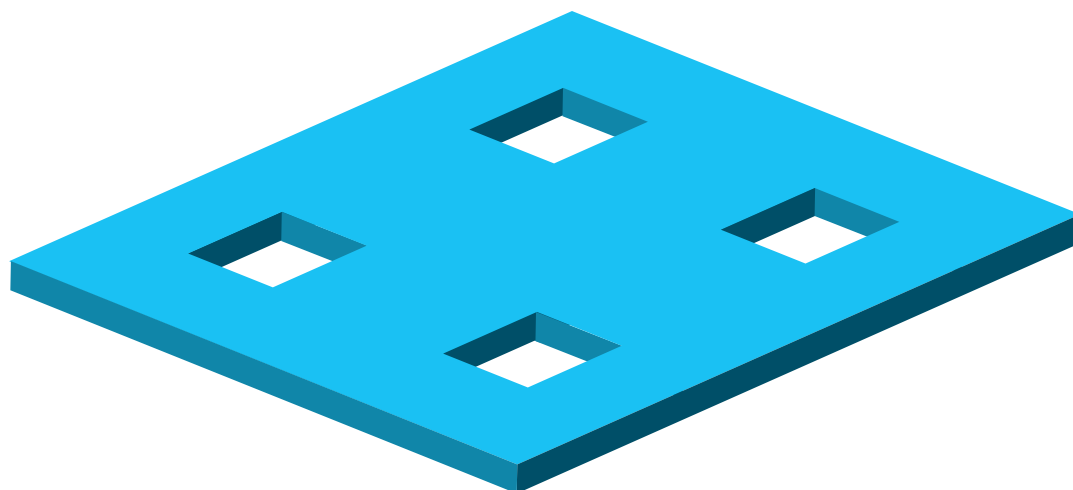
Bobby Pin/  
Hair pin



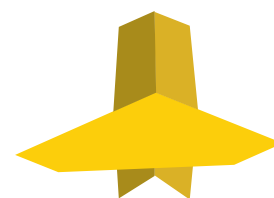
Connector  
Base  
(Corner)



Connector  
Base  
(Center)



E-Z Lock Tile

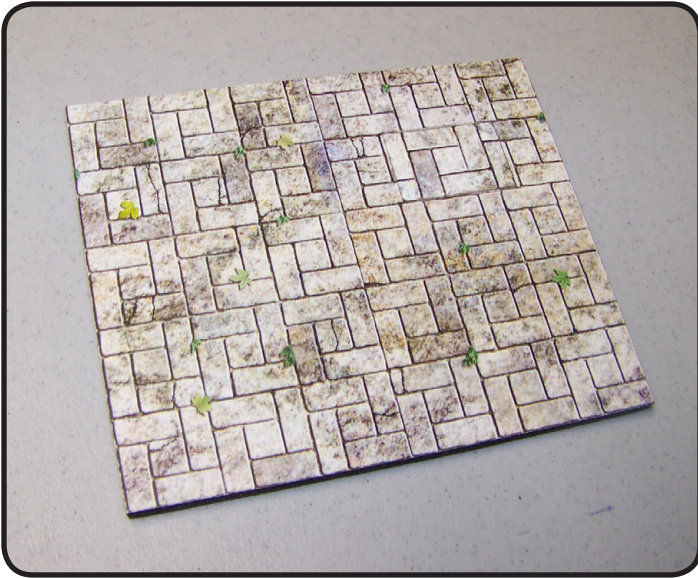


E-Z Lock  
Support

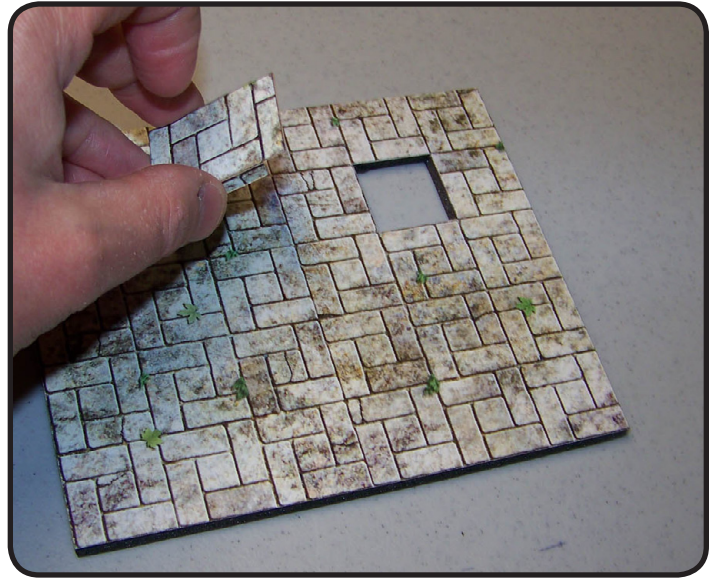


## How it all works....

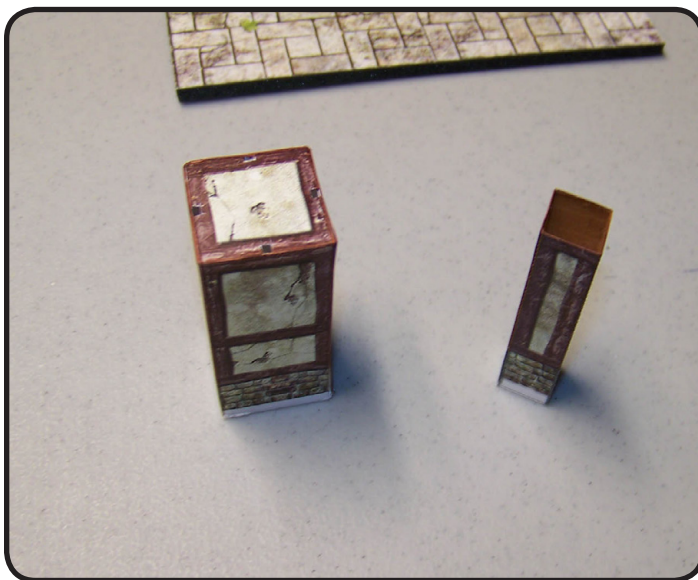
Please note that the following photos utilize parts from different Fat Dragon Games terrain sets. The physical parts are identical between sets, the only difference is the texture graphics. All parts assemble the exact same way.



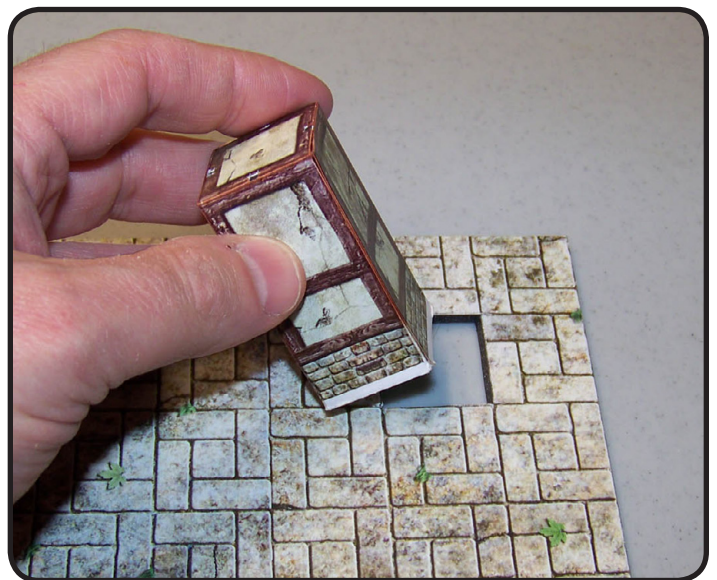
1: Mount the tile sections to pieces of foam core. These can be connected to each other with toothpicks or simply pieces of tape along the bottom.



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.

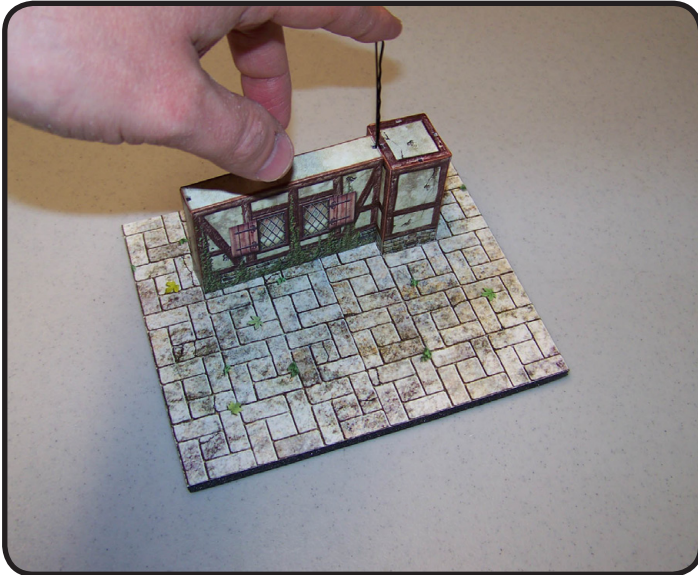


4: Simply insert the pillar into the hole as shown.

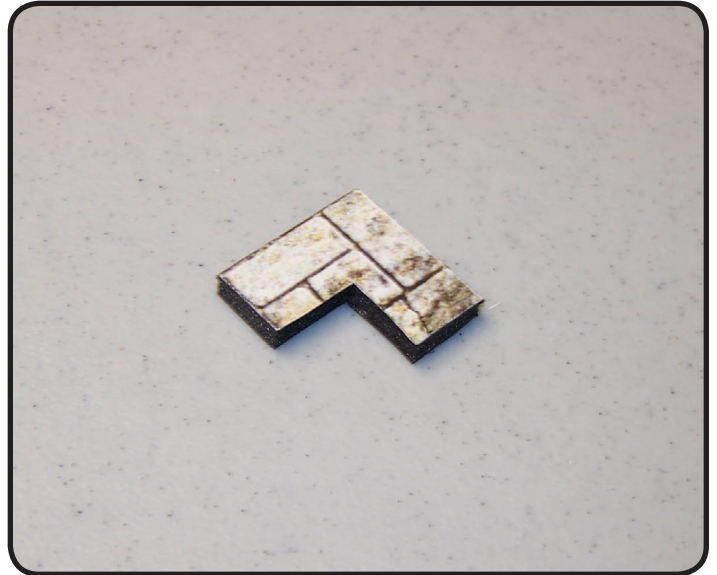


# E-Z LOCK

MODULAR TERRAIN SYSTEM



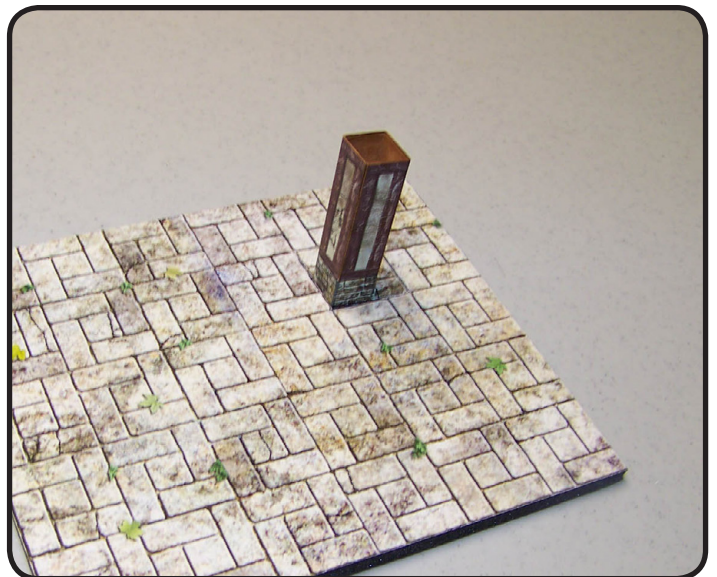
5: Simply insert the bobby pin into the holes you have cut in each piece.



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.

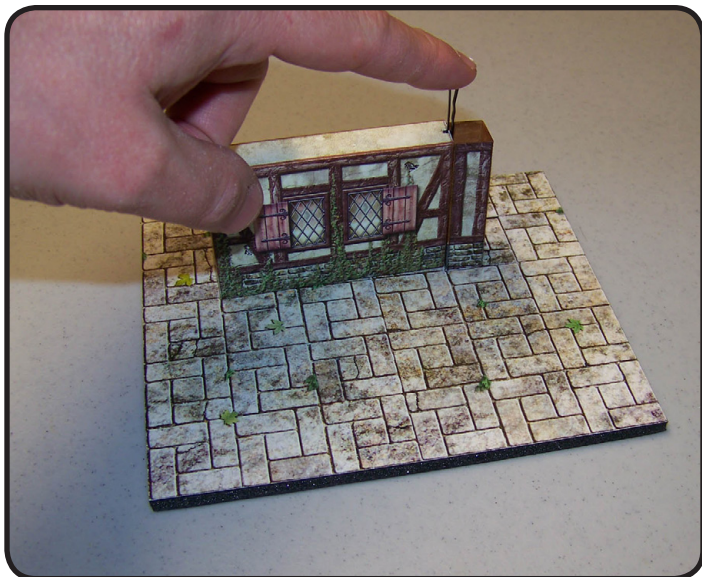


8: Insert the E-Z LOCK connector into the tile opening. You do not need the connector to fit too tightly into the base, its main function is to make your construction bump proof.

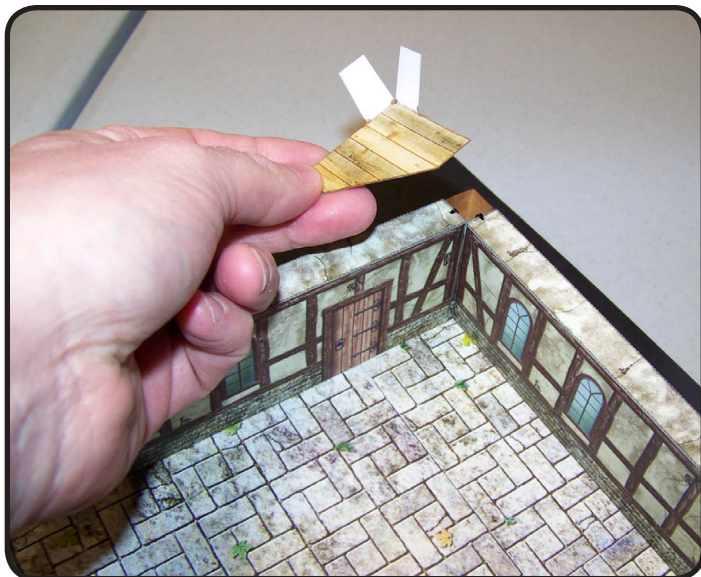


# E-Z LOCK

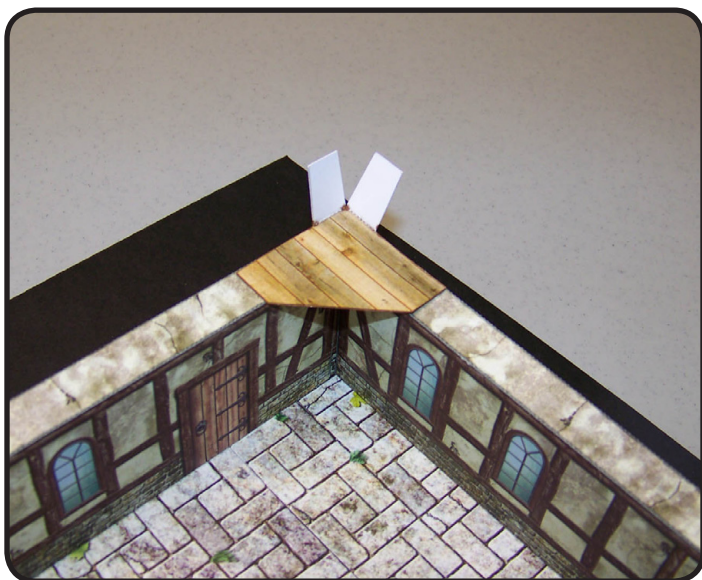
MODULAR TERRAIN SYSTEM



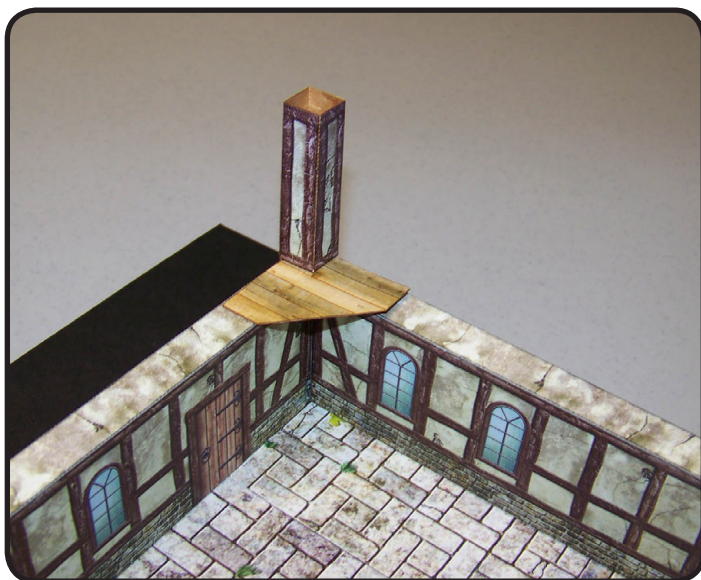
9: Use standard bobby pins to connect wall sections to the connector post.



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.

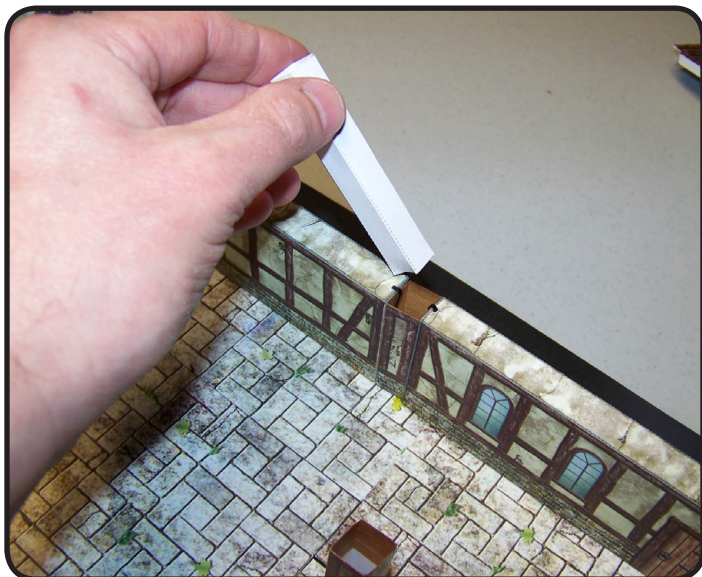


12: Insert a connector pillar as shown.



# E-Z LOCK

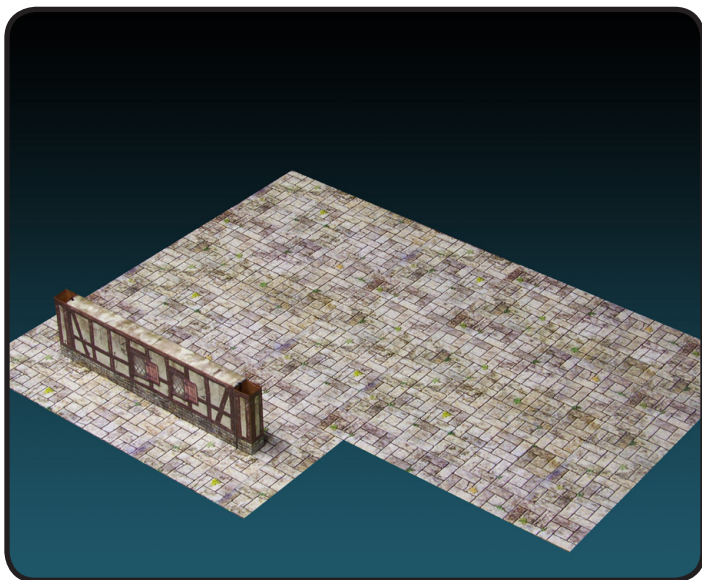
MODULAR TERRAIN SYSTEM



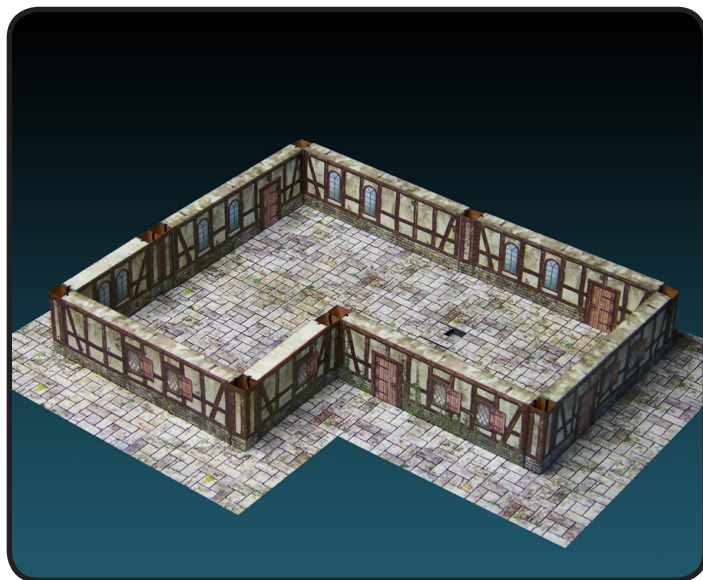
13: For multi-level designs, connectors that will not have a support piece inserted into them can have a connector link piece to connect the upper and lower connector pillars (this keeps them aligned and rigid, but is purely optional.)



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



15: 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.)

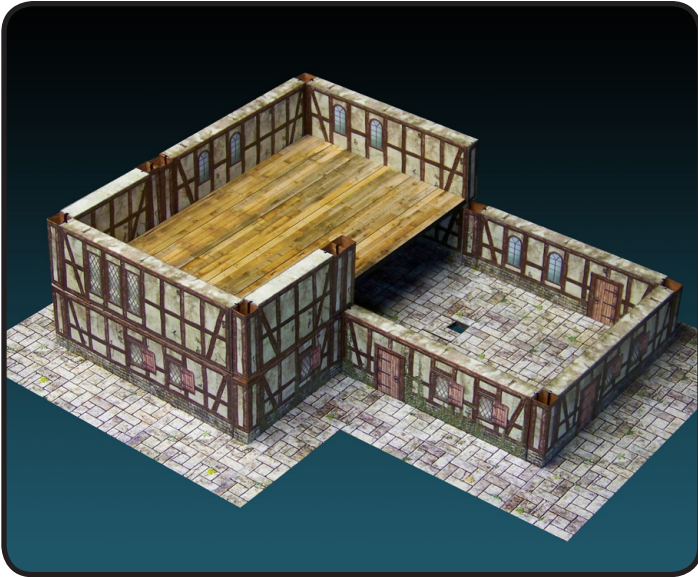


16: Finish your first floor layout.

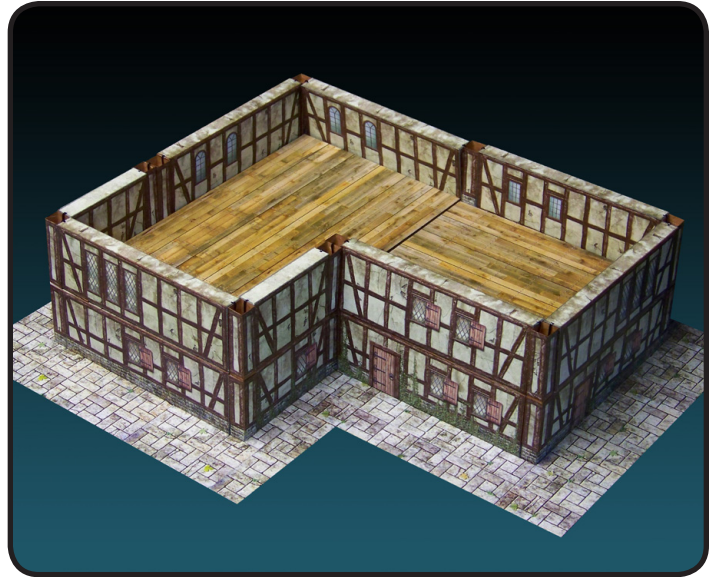


# E-Z LOCK

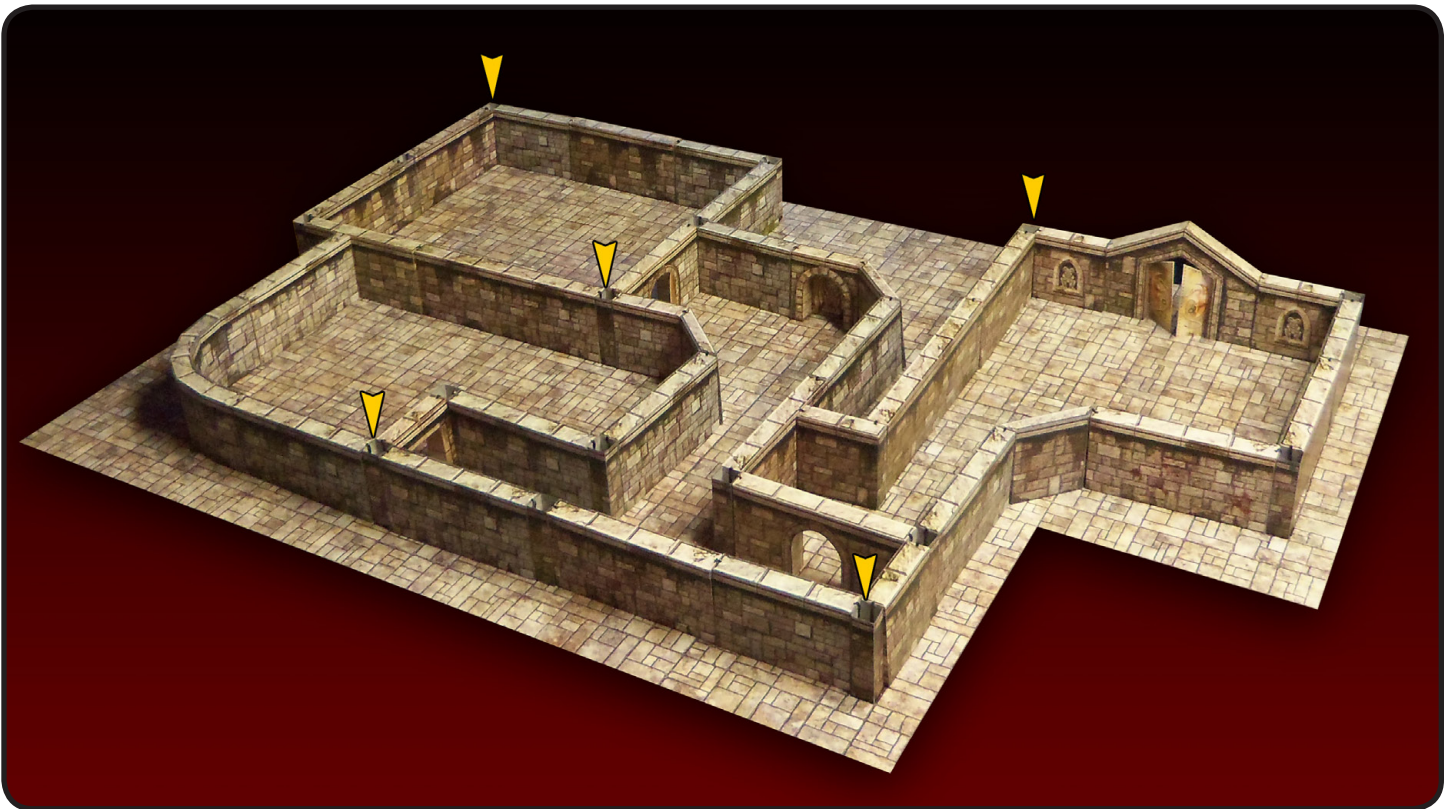
MODULAR TERRAIN SYSTEM



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



18: 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.



19: Here is a typical dungeon level. The yellow arrows show where recessed E-Z LOCK connectors were used to keep the structure from shifting. All other connectors are free-floating.