

# E-Z DUNGEONS

## EXPANSION SET 3



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

# FAT DRAGON GAMES



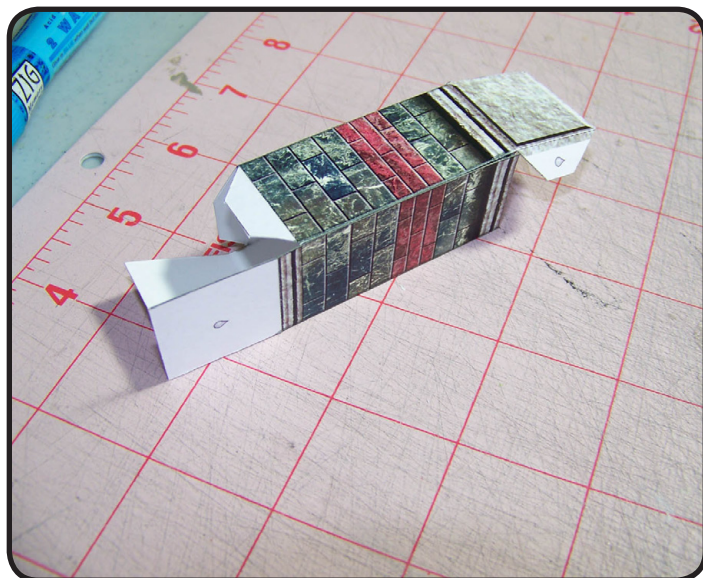
# E-Z DUNGEONS

## E-Z LOCK Pillars (Tier 2)

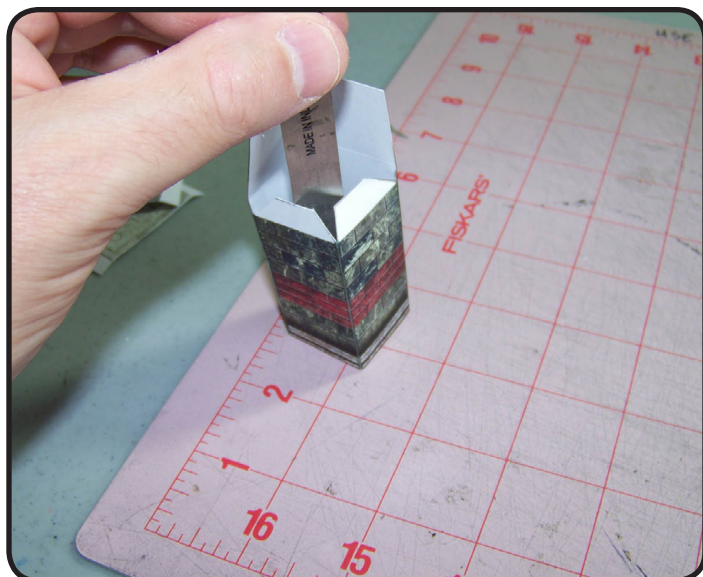
Refer to the included Beginners Guide for a description of how the E-Z LOCK system works. The new E-Z LOCK Tier 1 & 2 pillars included in this set allow you to add multiple levels to your dungeon designs. The Tier 1 pillars assemble just like the standard E-Z LOCK pillars.



1: Cut and score the piece you are building as shown.



2: Glue the long side first and allow to dry.



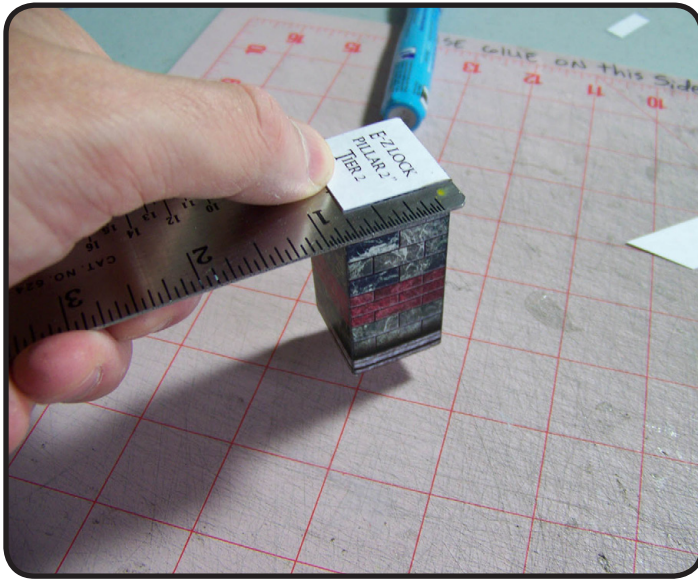
3: Glue the top face, flipping it upside down against the table to ensure it dries flush, you can even insert a ruler or other small object through the open bottom to apply pressure to the inner tabs.



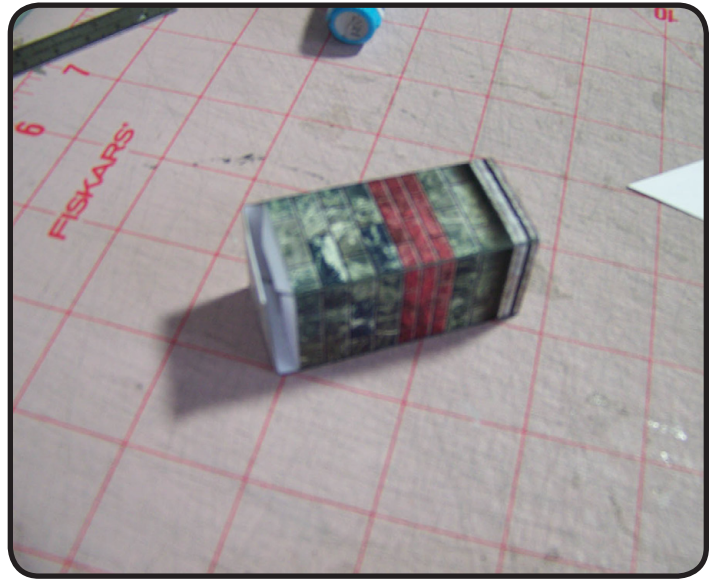
4: Fold the two small tabs inward 90 degrees as shown. These will keep the lower lip of the two wall faces from warping later.



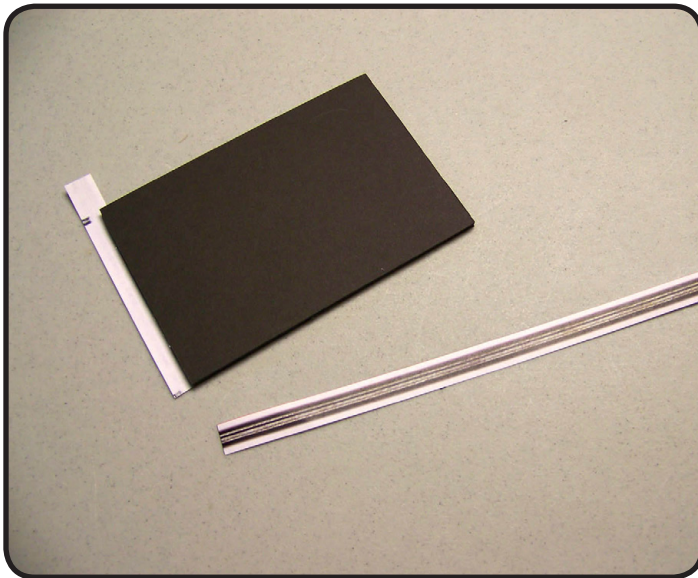
# E-Z DUNGEONS



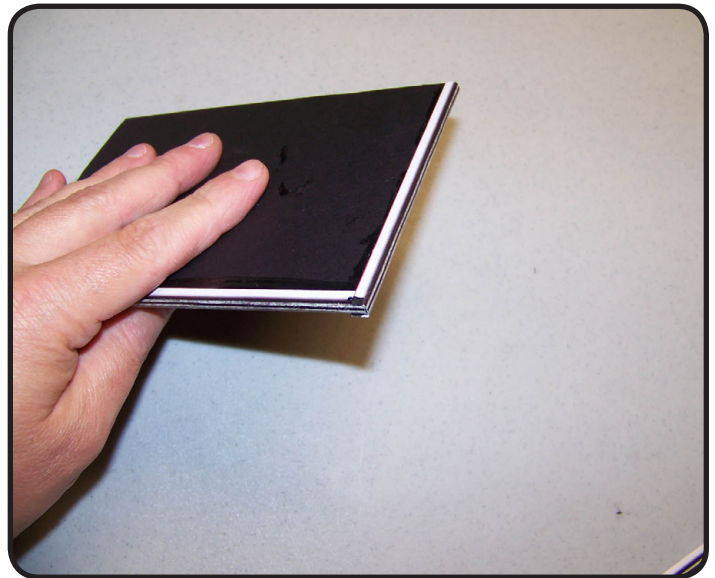
5: Fold one of the bottom flaps over on top of the other and glue. You can insert a ruler beneath the flaps to apply pressure to them while they dry.



6: The finished Tier 2 pillar will have a gap on two sides at the bottom the exact thickness of a piece of 3/16 foamcore. If you are using 1/4" foamcore simply score the lower two tabs lower than they are so they fold 1/4" under the gap opening top edge.



7: If you want the tiles for the upper levels to have textured sides, just glue the supplied strips to the tile, starting with one side as shown.

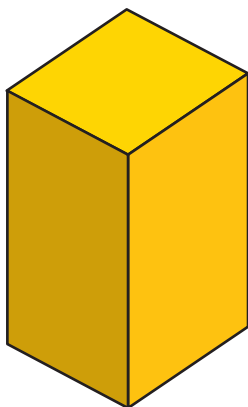


8: Once one side of the strip is dry, fold over the edge and glue to the opposite of the tile. Once all four sides are done, glue the floor texture piece to the top. Another option is to simply cut your floor texture piece bigger on each dimension, and wrap the overage over the sides and around to the bottom and glue.

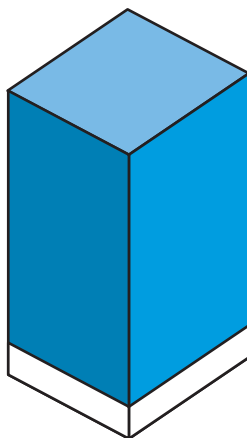


# E-Z DUNGEONS

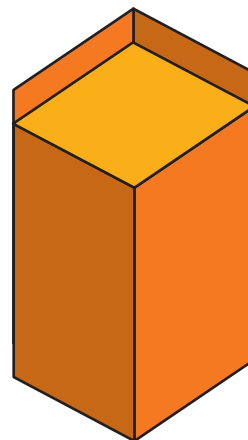
## E-Z LOCK Tier 1 & 2 usage



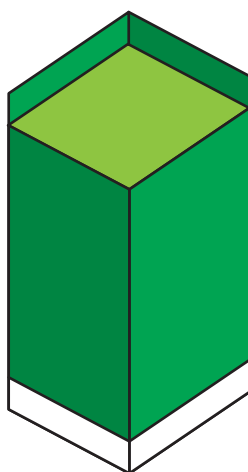
STANDARD  
SQUARE PILLAR



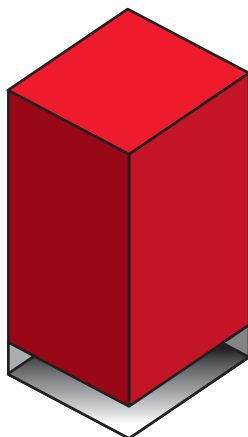
E-Z LOCK  
PILLAR



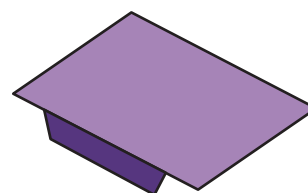
STANDARD  
SQUARE PILLAR  
TIER 1



E-Z LOCK  
PILLAR  
TIER 1



E-Z LOCK  
PILLAR  
TIER 2

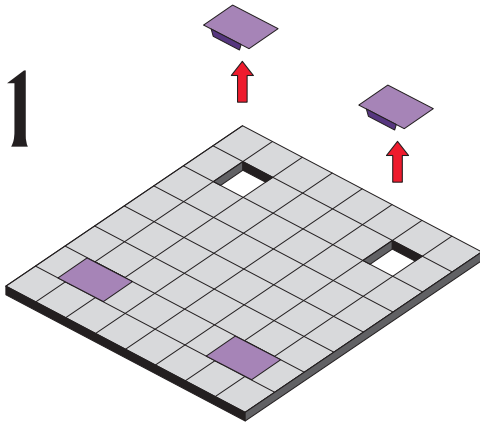


E-Z LOCK  
COVER

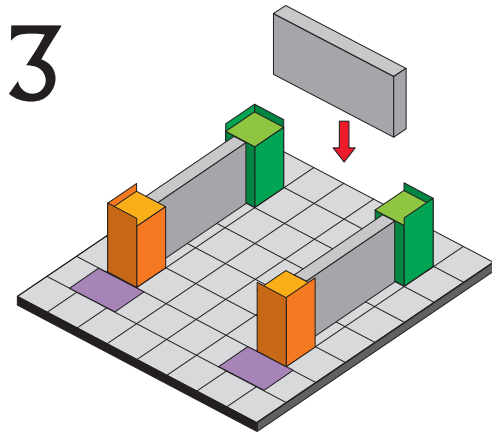
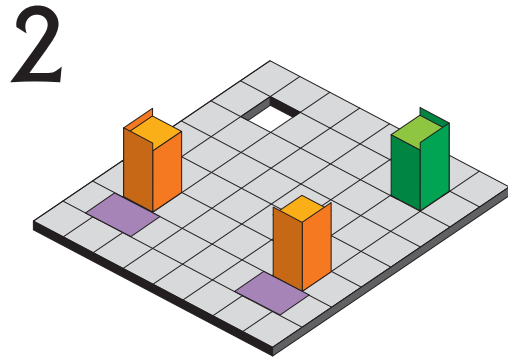


# E-Z DUNGEONS

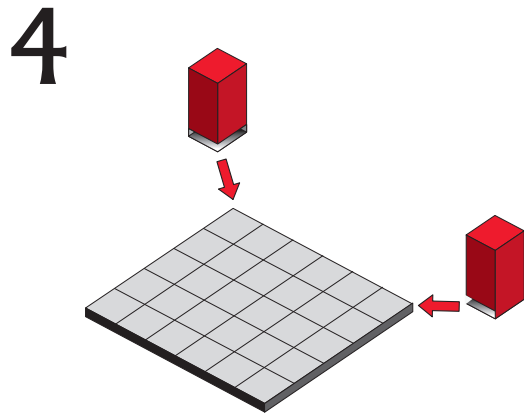
1: Upper level tiers are best built using at least two E-Z LOCK TIER 1 pillars in addition to two standard Tier 1 pillars. Remove two E-Z LOCK covers (purple) as shown below.



2: This example is shown using two E-Z LOCK Tier 1 pillars (green) and two standard pillar E-Z LOCK pieces (orange). You could also use four E-Z LOCK Tier 1 pillars if you wanted your second floor to align with where you had E-Z LOCK holes cut into the tile.



3: Insert walls for the lower level before adding the upper tiers.

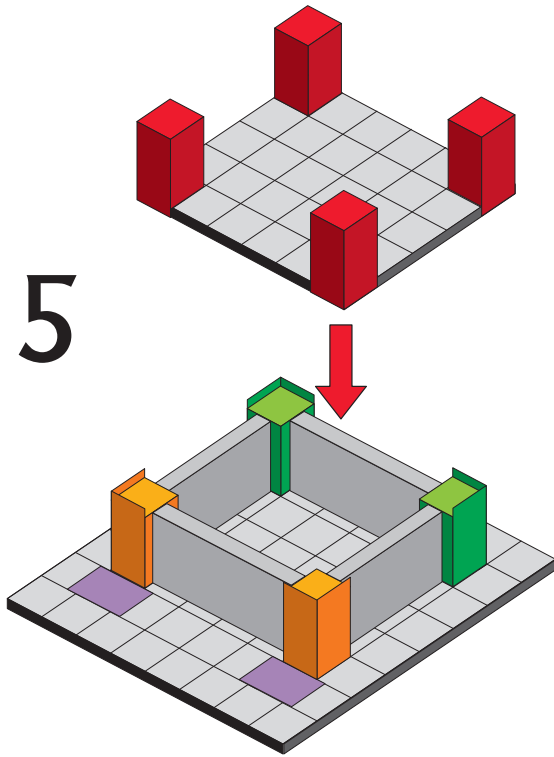


4: Begin your second level by adding Tier 2 pillars to the outer corners. You can make 'L' shaped (or other shaped) upper levels by connecting the tiles using toothpicks as described in the Beginners Guide. Go wild with your designs!

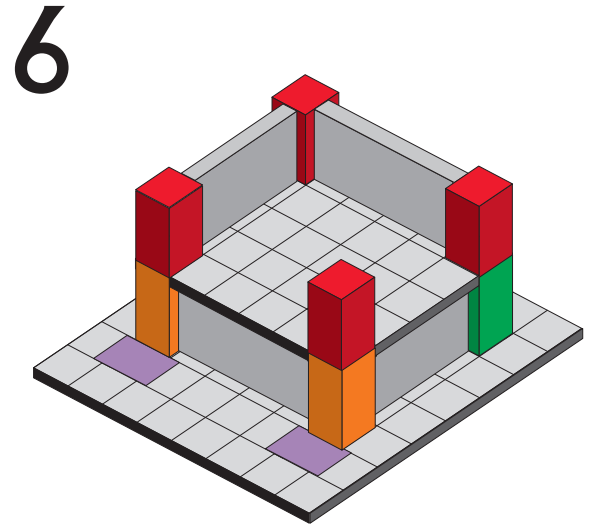


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5: Add your new level on top of the Tier 1 pillars as shown.



6: You can now start inserting walls to the Tier 2 pillars.



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# E-Z DUNGEONS

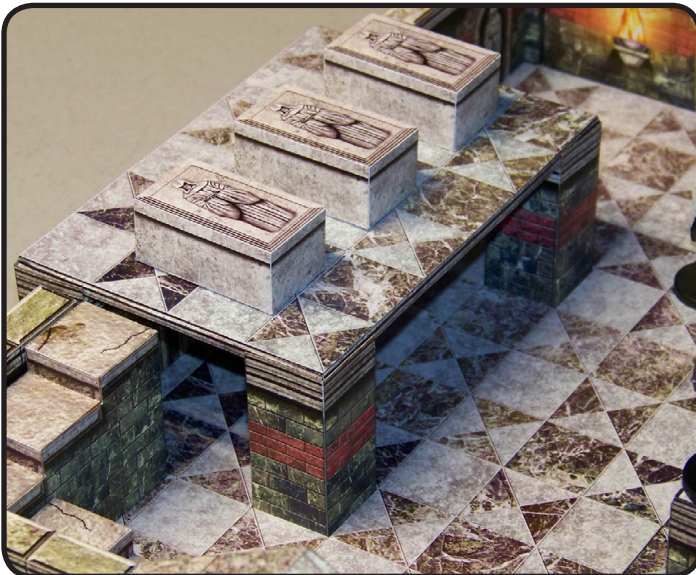
## E-Z LOCK in action



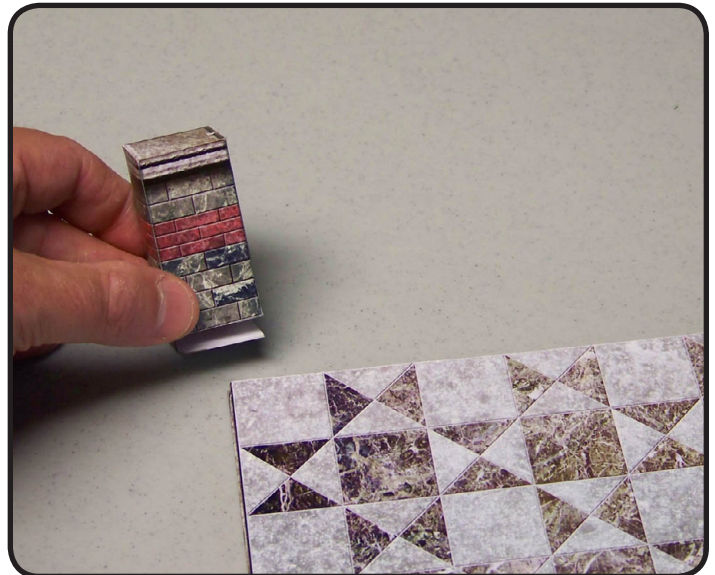
1: Insert an E-Z LOCK Tier 1 pillar as shown.



2: The small extended 'lips' need to be positioned to the outer edges to accommodate the next level tile.



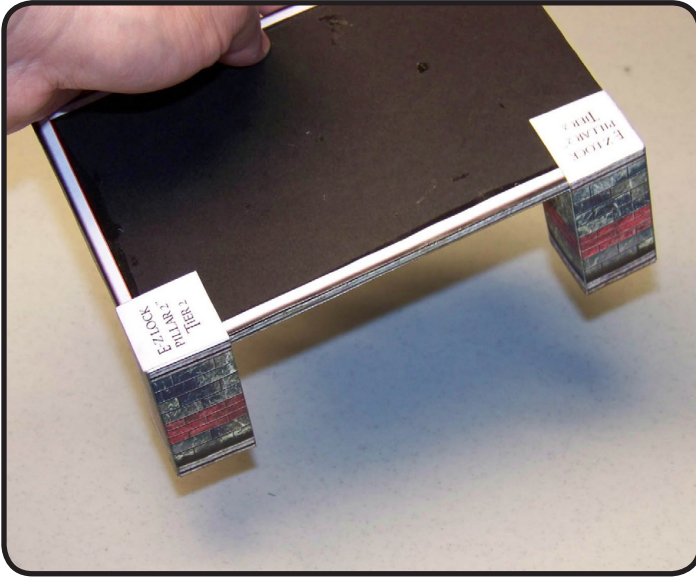
3: The second level is now bump proof and will not shift.



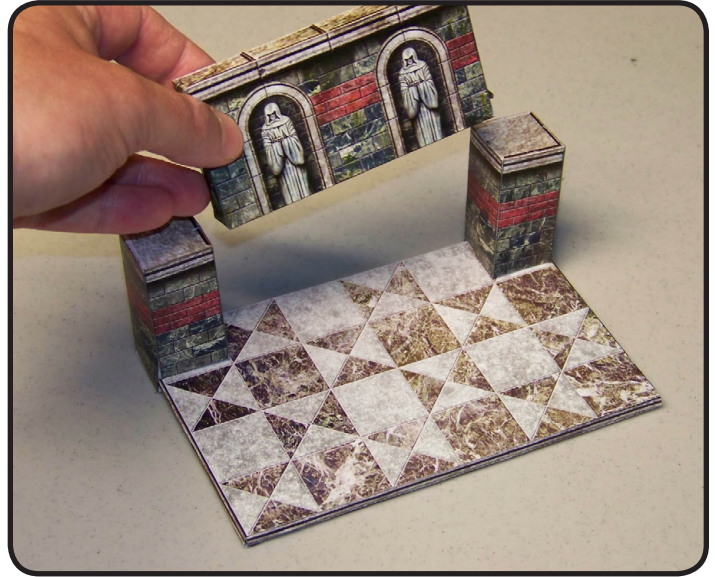
4: If you need walls for your upper level simple use the Tier 2 pillars, inserting them onto the corners of the tile as shown.



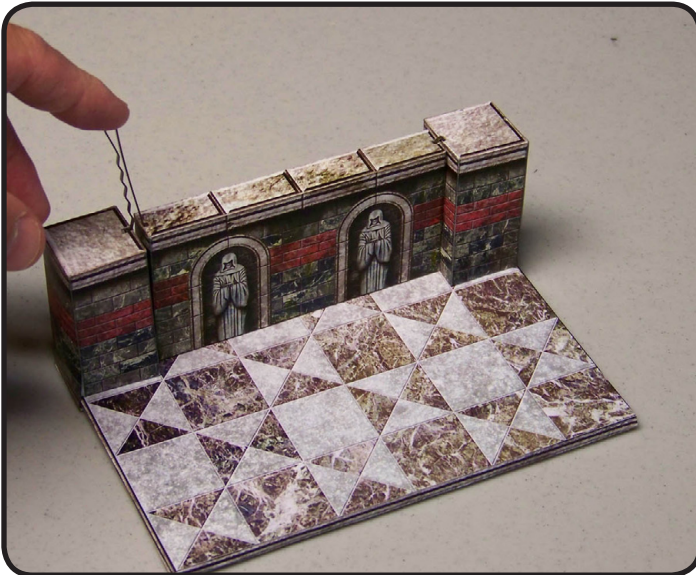
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5: The bottom flaps should fit tightly to your foamcore base.



6: Once at least two pillars are in place you can add a wall to secure them.



7: Common bobby pins secure all sections together.

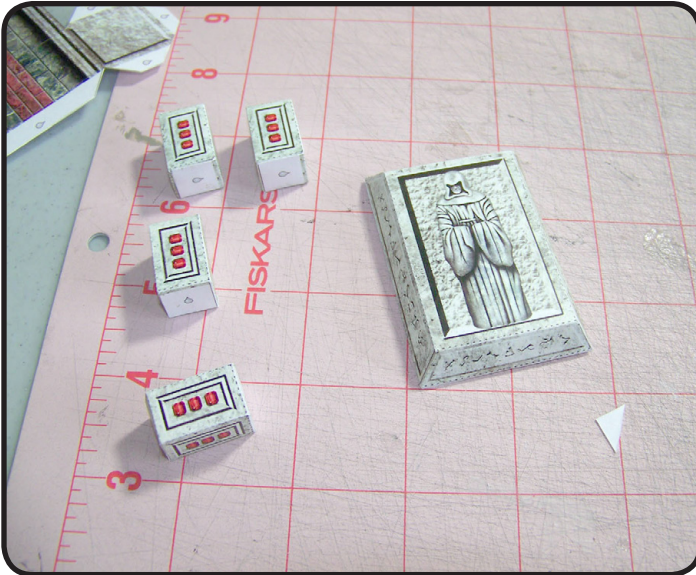


8: And you're done!

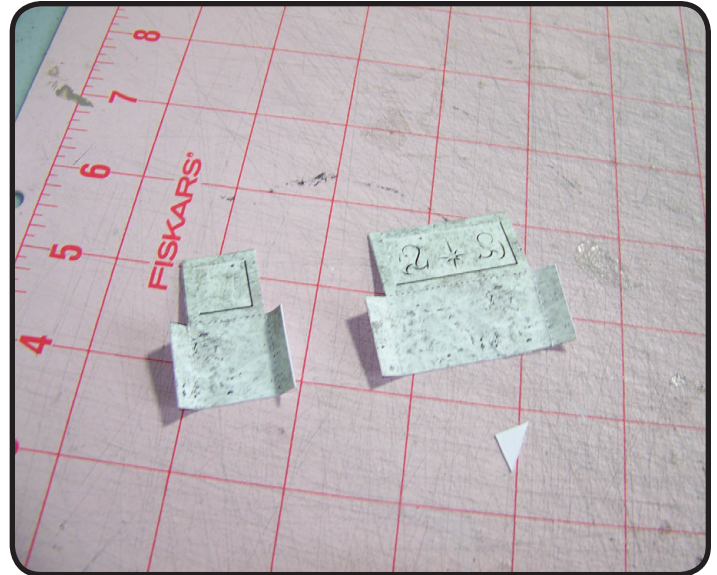


# E-Z DUNGEONS

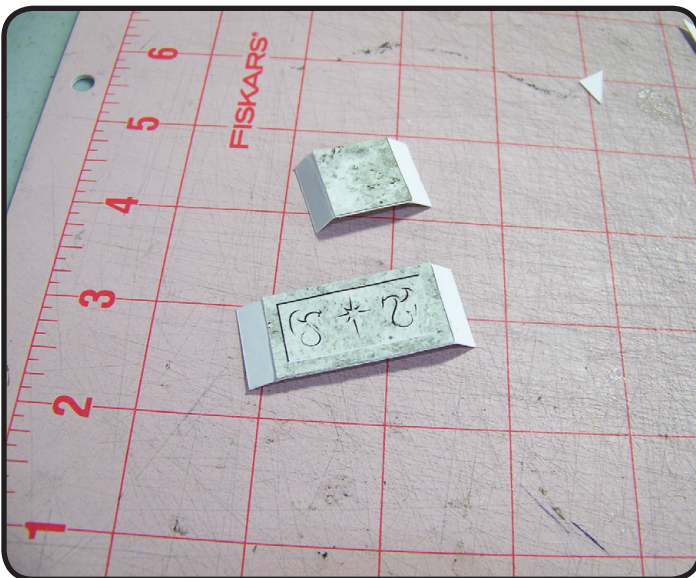
## Large Sarcophagus



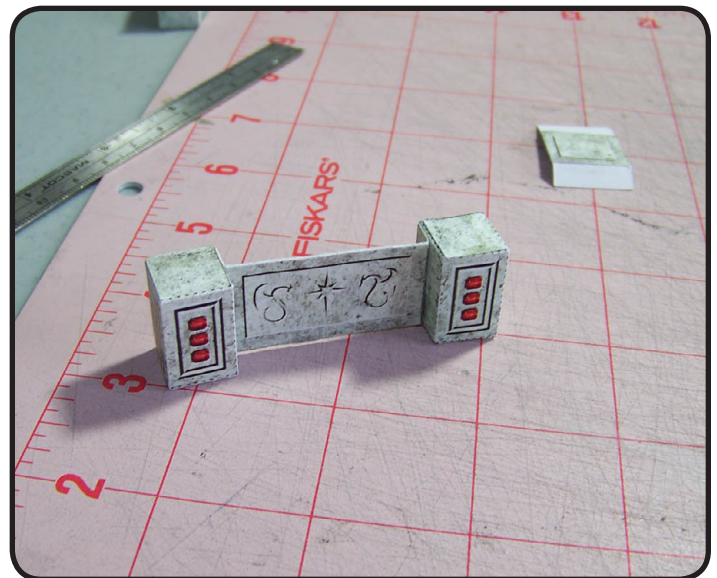
1: The '3D' components are all essentially box shapes and assemble as described in the beginners guide.



2: Cut and score the sides pieces as shown.



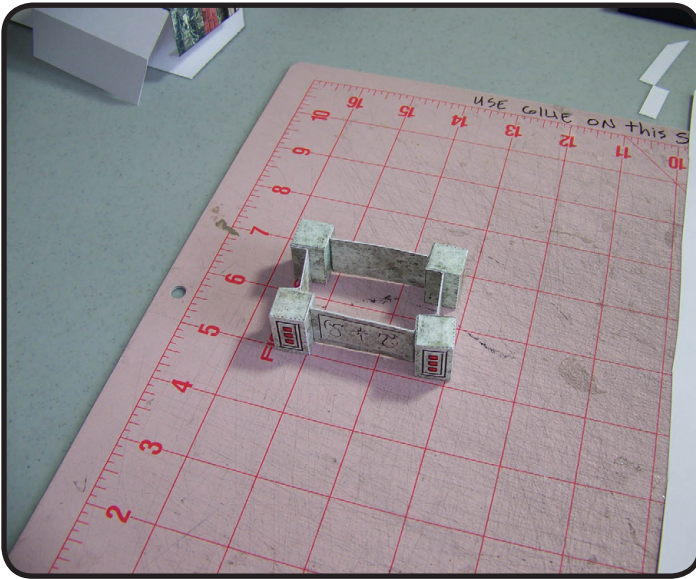
3: Fold the main flap over and glue.



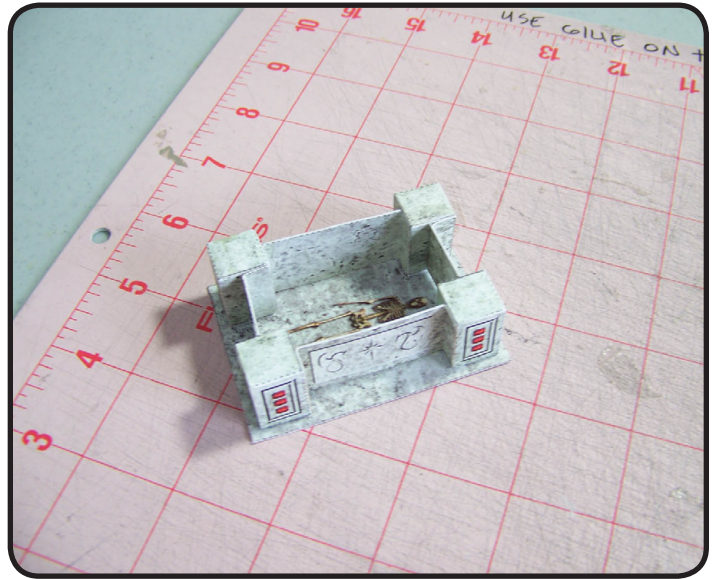
4: Glue the small side tabs on each wall to the four square pillars as shown above.



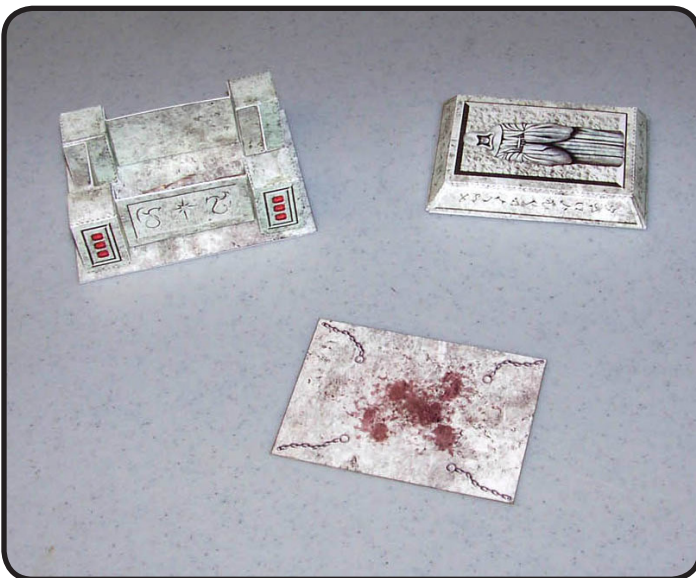
# E-Z DUNGEONS



5: Complete a 'square' shape for the main sarcophagus.



6: Glue the finished walls to the base as shown.



7: The model can be used as a sarcophagus or altar by simple swapping out the top pieces shown above.

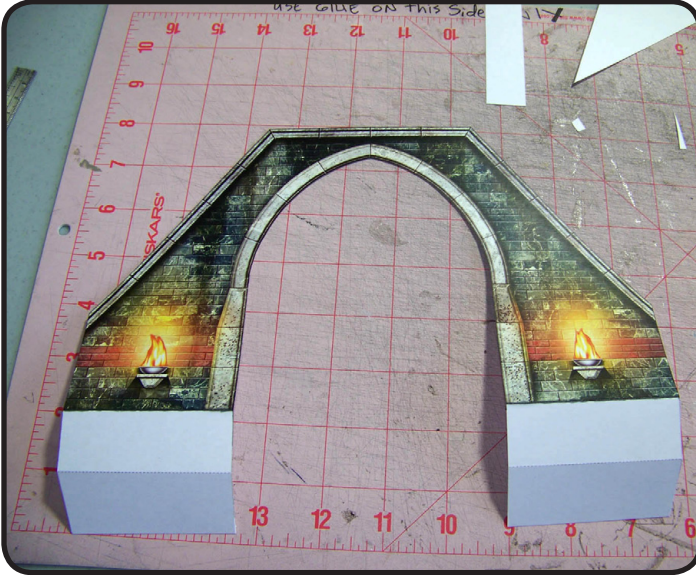


8: The finished model with sarcophagus lid.

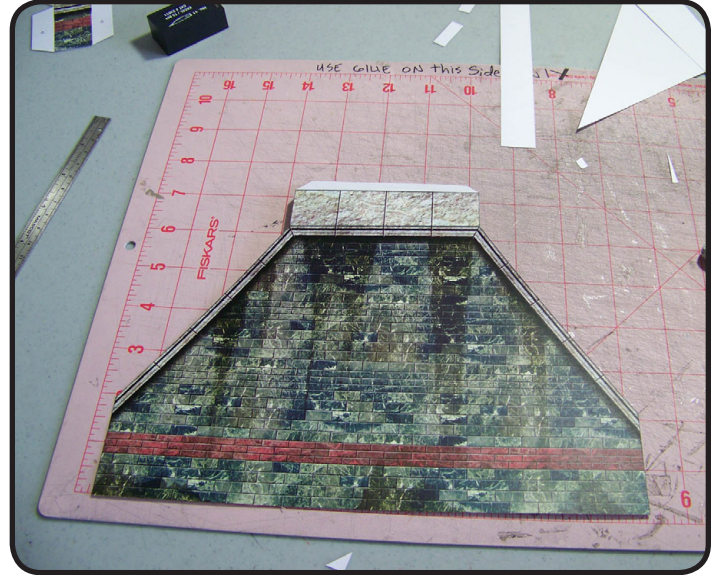


# E-Z DUNGEONS

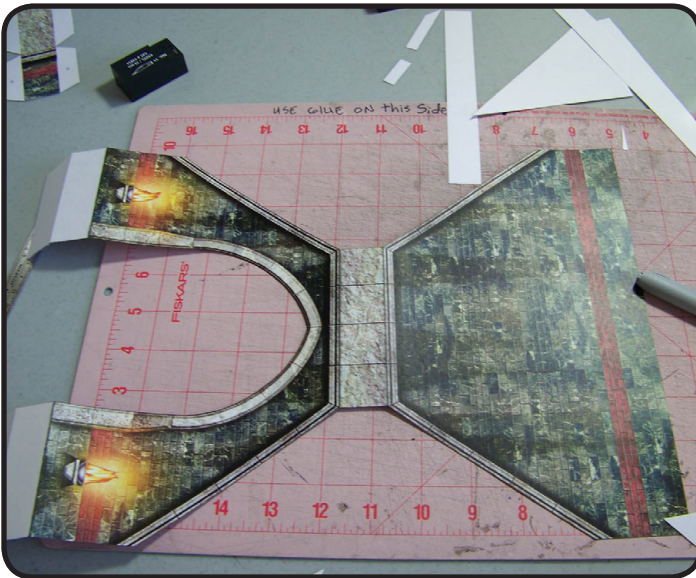
## Main wall with idol



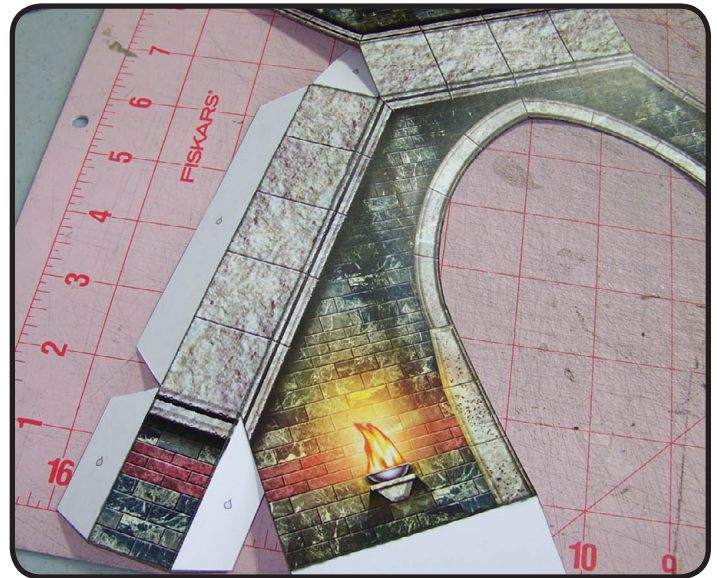
1: Cut, score and test fold the front wall.



2: Do the same with the back wall.



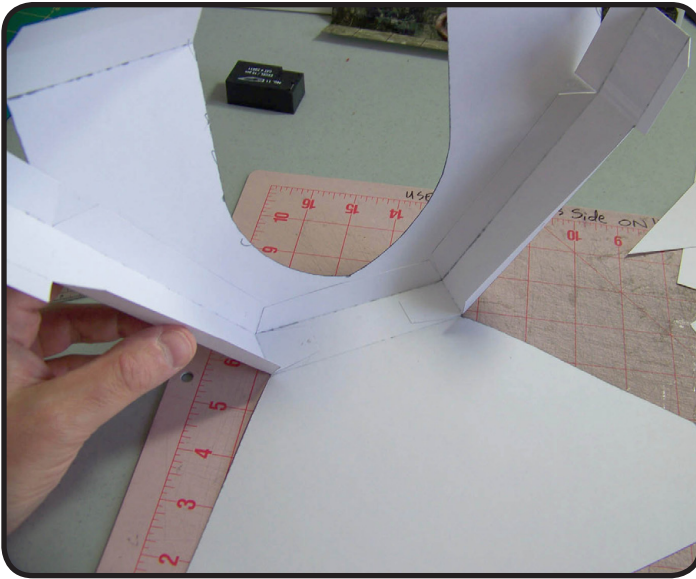
3: Glue the front and rear walls together as shown.



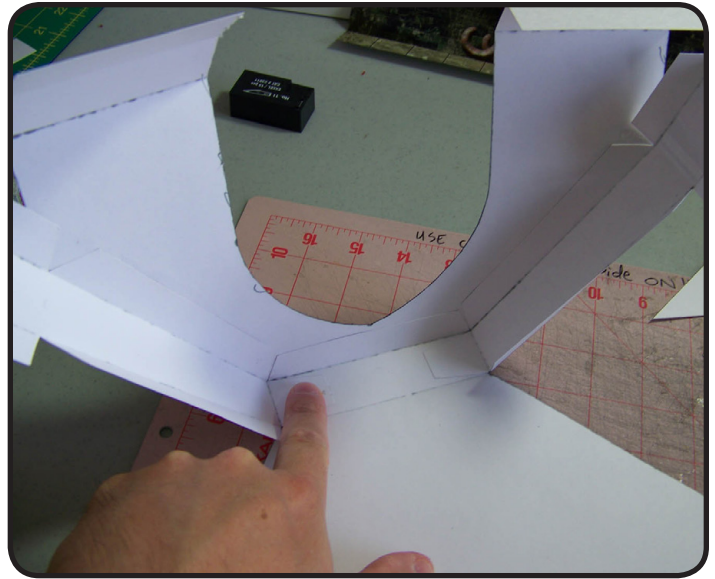
4: Glue the side panels to the front wall piece as shown, starting with the LONGEST section first.



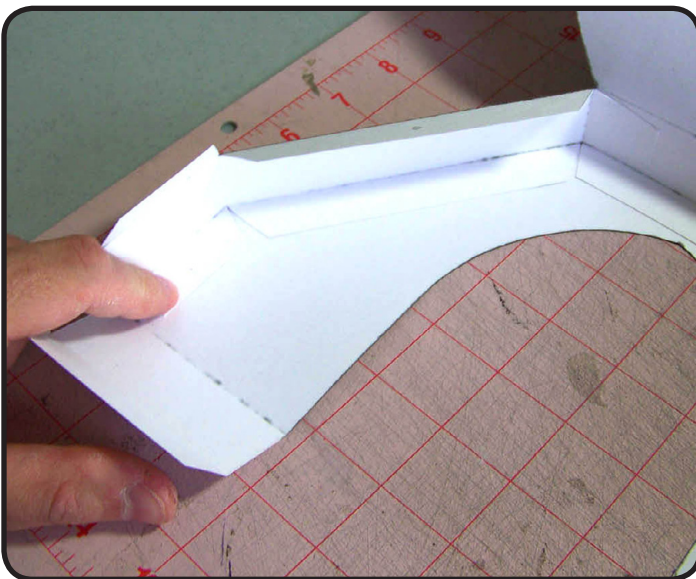
# E-Z DUNGEONS



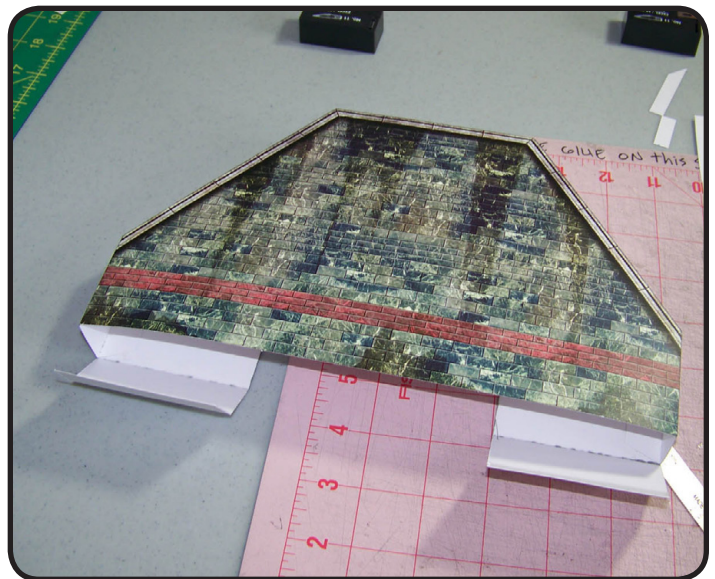
5: Next glue the top side tabs to the top panel as shown on each side.



6: At this stage you can easily reach inside to apply pressure to tabs to ensure a tight bond.



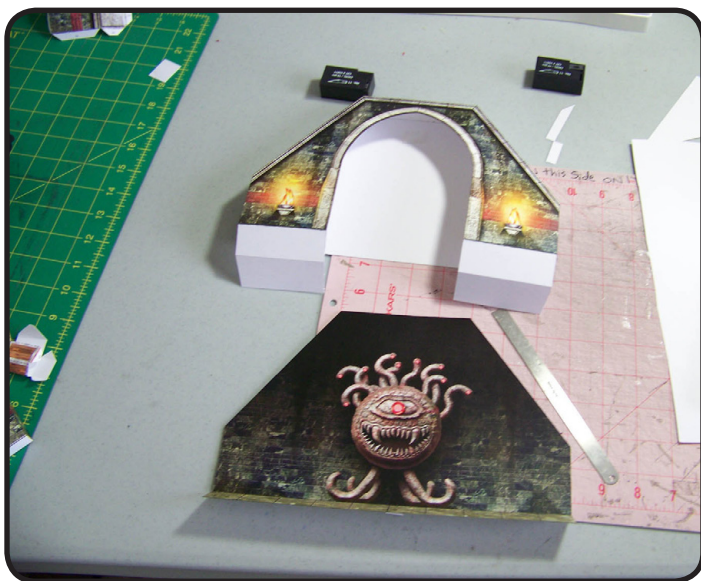
7: Now glue the short side tabs to the front wall interior as shown above.



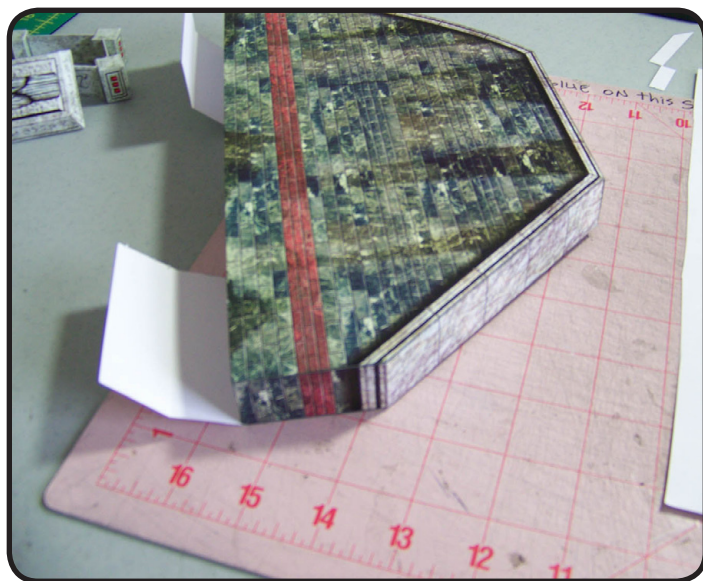
8: Fold the rear wall into place and glue. **DO NOT GLUE THE BOTTOM FLAPS!**



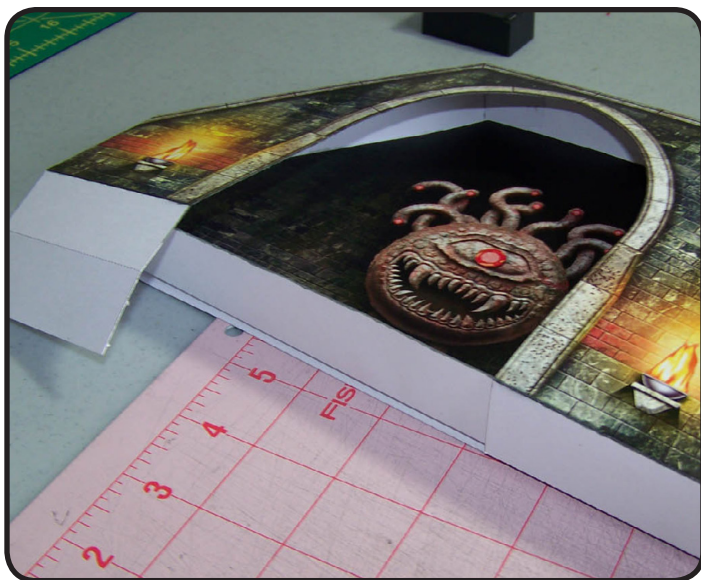
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9: This model is designed so that you can swap out the interior idol image for different encounters. Choose the idol you want in the layers palette, print, and insert into the all model as shown (this is why you do not glue the bottom flaps!)



10: The bottom flaps simply fold up and BEHIND the idol piece between it and the real wall.



11: If your idol upper edge flips forward, simply roll up a small piece of tape and tack it to the interior back wall.



12: The finished piece.

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