This model is a very vanilla paper version of the Leviathan Crusader resin model from www.dreamforge-games.com.

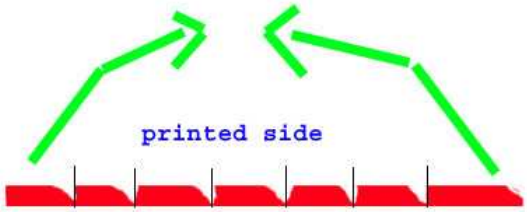
WARNING: These instructions may contain humor! But read everything first if you want the best chances of succeeding, at least at building this model.

Recommended item list:

- Lots of regular paper for printing (this will end up in the garbage)
- Spray adhesive (you want to buy the crappy stuff that doesn't stick overly well, you'll see why later -OR- you can buy the REALLY good stuff and pray it does stick really well)
- Lots of cardstock of about 1-1.5mm (not sure if a cereal box will cut it, but if you laminate 2 cereal boxes that should be good enough)
- Some thinner cardstock for doing roves and the like, 1mm maybe. (The turret roves tend to have more detail and are more complex I did them in thinner stock to make it easier)
- Lots of glue (I like tacky glue because it's thick and flexible when dry)
- Lots of sharp cutting blades (I used the snap-off-able small box cutter blade)
- Dull scoring blade (I used a pretty dull blade to score 75-85% of the way through on fold lines)
- 4 halves of ping-pong balls (I cut 2 balls in half successfully)
- 4 metal washers of 1 7/8" outer and 1" inner and about 1mm thick (I happened to have these laying about in the garage)
- Polyurethane glue (this worked best for me after trial and error)
- A number of rubber bands, prefers the ones that are about ¼" wide and maybe 3-4" long. (I needed quite few as mine kept breaking due to age. So remember kids always use your rubber bands or they might break and go limp with age and lack of use!)
- Free time (I'm still looking for the store that I can buy more of it)

To start, I used cardstock that is about 1.5mm thick and lots of tacky glue. There will be a few pieces that may not fit 100% but that is where a little extra tacky glue saves the day. This model is for the most part made of mostly simple geometric shapes. Ideally you will build each shape of a section first and then test fit and then finally glue. Most folds will be and outer score. There will be a few places that would require an inner scoring, and I would recommend that you instead do a beveled edge to the score line on the outside face. As well, there are some parts with numbers. These numbers correspond to the same number on another part. The number represents a solid object that had to be separated onto 2 or more sheets of printed-paper. When the pieces are cut out the numbered sides should be glued together. Another thing I ran into is that if I left he printed paper on the cardstock; the moisture from the tacky glue would be enough to make the paper peel away from the cardstock. So I decided that from that point on I only lightly apply the spray adhesive and then peel off the paper after cutting and scoring. This should all make sense in time…

I started from the bottom up (by sections), but it really doesn't matter just as long as you do one section at a time.

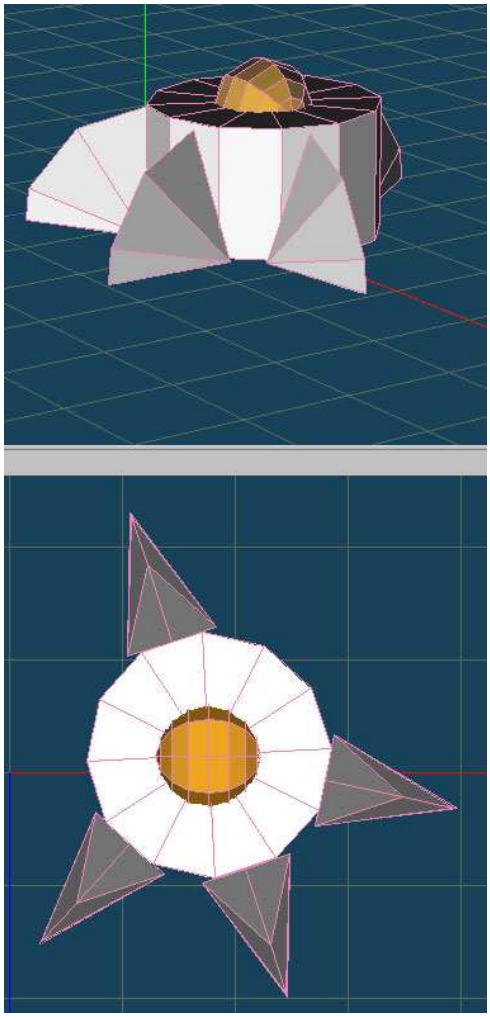


Legs: Special instructions

- **Print leg set twice** (once for each leg)
- Special instructions for upper leg cylinder construction
    1. For the 3 small cylinders; score and bevel the fold lines and fold each inside out so that the scores/bevels are on the inside (see image Leg_1.1) The red is the cardstock, the black lines are the score lines and the white cutouts are the bevels that were cut in to be able to fold the side in on itself.
    2. The end circles should be the same diameter as the cylinder when glued on
- Construct each piece before any assembly

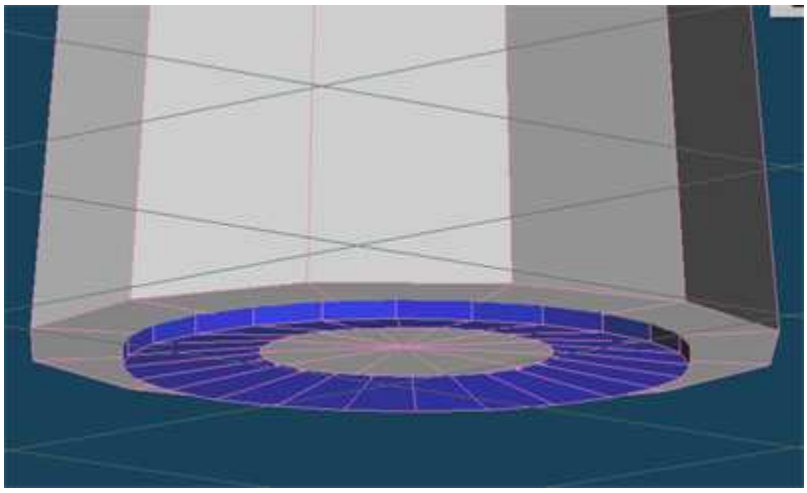
The foot is comprised of a squat cylinder, 4 toe bits and a ping-pong ball half. (see image Leg_1.2)

- Glue the 4 toes as indicated by the image.
- Glue a ping-pong ball half to the center of the top of the foot, indicated in orange in the image. I used polyurethane glue for this.



The shin part is really just a conical cylinder and the outer armor bit is an upside down cup.

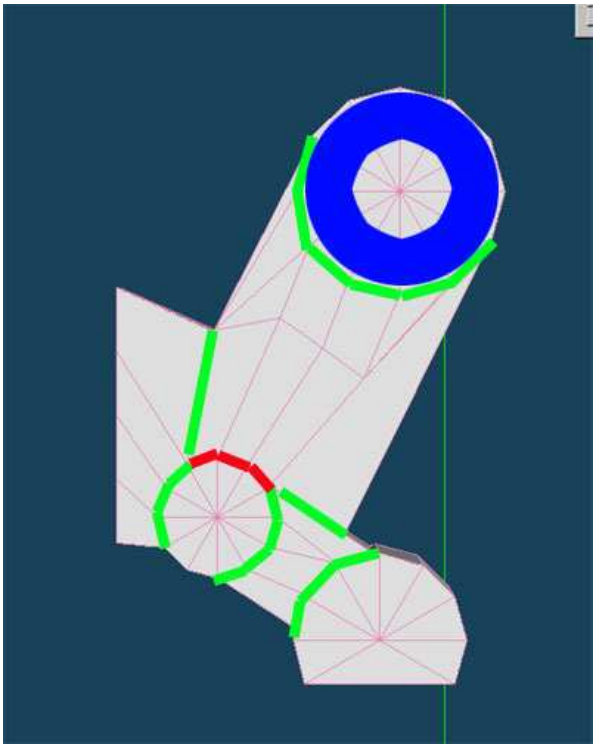
- Take the larger side of the inner shin cylinder and mount the metal washer to the middle of the face. (see image Leg_1.3) The blue represents the washer.



- Once dry cut out the cardstock from the middle of the washer to make a 1” hole.
- Now glue the small end of the cylinder into the center of the shin armor.

The upper leg will be the least fitting part of the entire model, I think. With the inside-out cylinders and the alignment issues, it should be fun! (see image Leg_1.4)

- The green lines indicate a flush glued surface
- The red lines indicate a surface that is not so flush (this is where feeding extra glue can help)
- You will also mount a washer to the face of the topmost cylinder in the same method as the shin, removing the center when dry represented in blue.



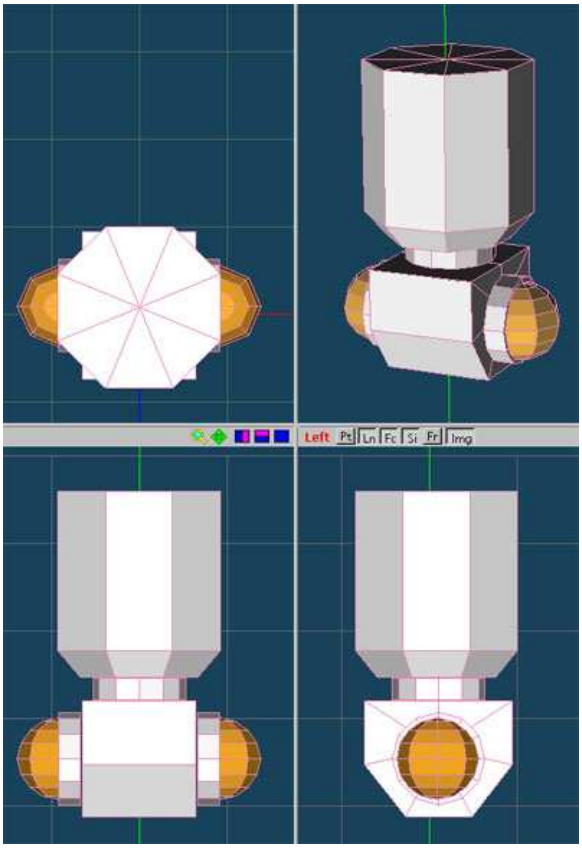
Okay first leg done. DO NOT GLUE THE ANKLE JOINT YET! Repeat all steps for the other leg but put the washer at the top of the leg on the other side.

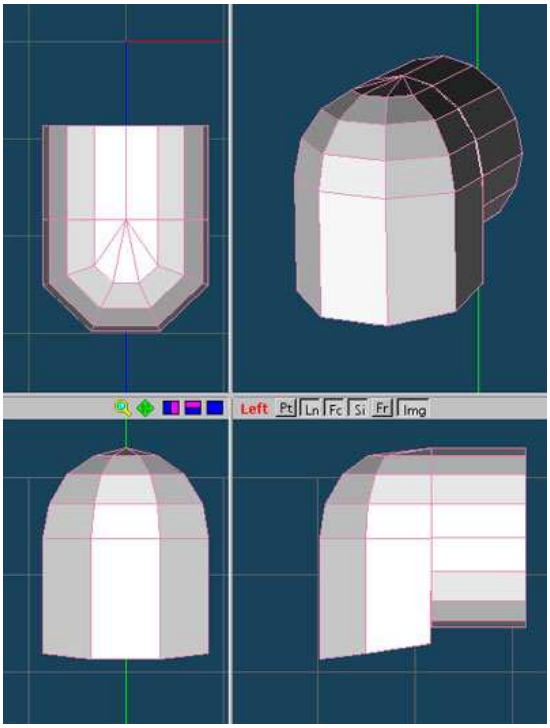
Core: Special instructions:

- Nothing too special, move along...
- …I said move along…

Central Core. Basic shapes. Glue the ones together shown in image in fashion shown. (see image Core_1.1) The orange are the other 2 ping-pong ball halves. As well this is one of the highest points of stress in the entire model. Make sure to seal every score line and joint with lots of glue to make sure that the cardstock does not un-laminate itself from the weight/stress!

The head is a little more fun/complex shape but pretty simple if you take your time. (see image Core_1.2) Glue the head and neck pieces together and set aside.

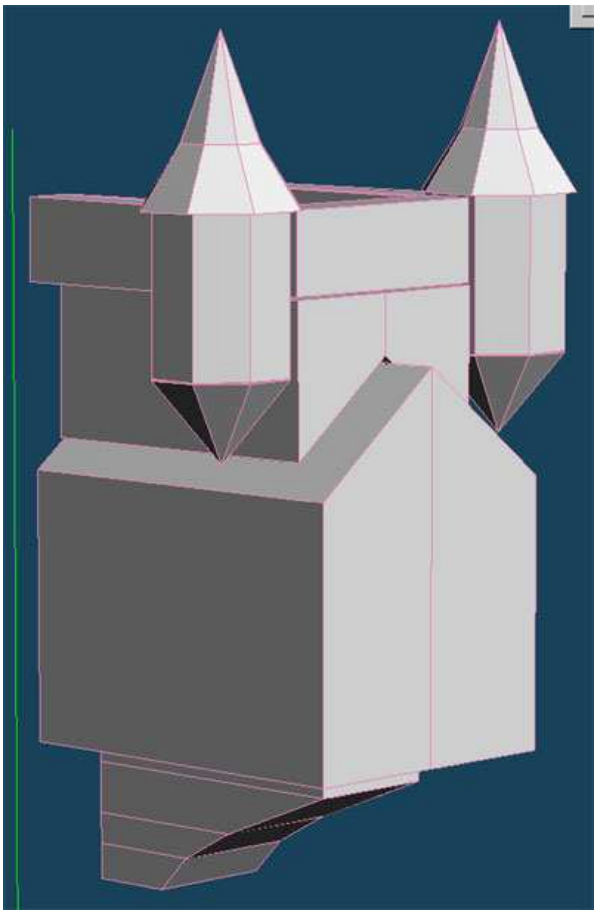


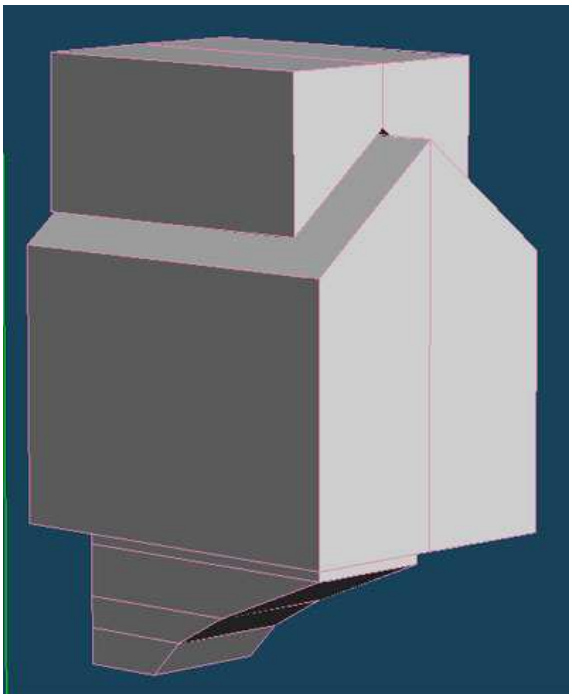


Church: Special instructions

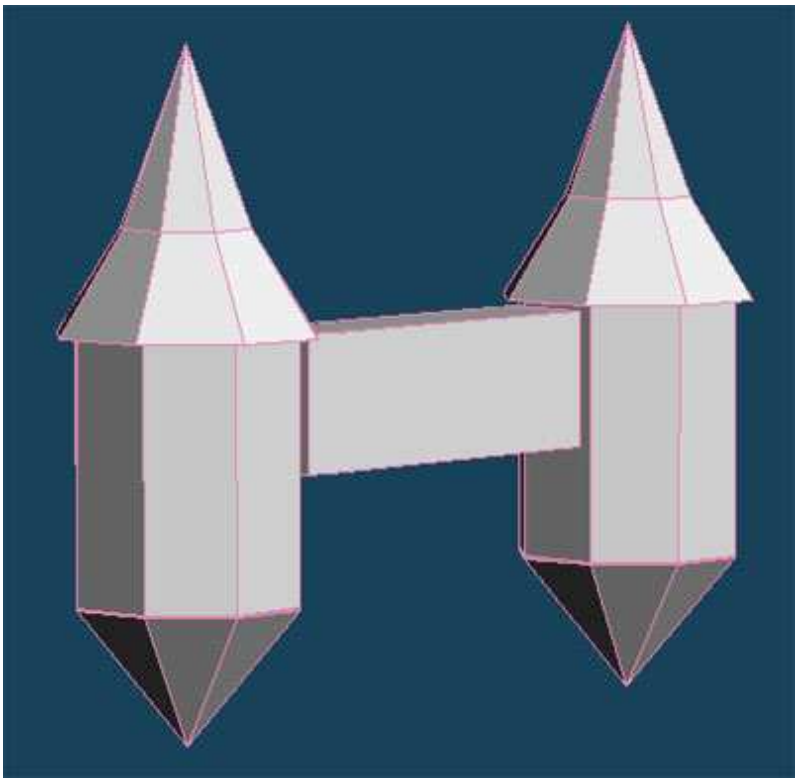
- Build each piece first!
- The bit that is the rear balcony and goes on top of the chapel part requires a bevel score cut.
- A note

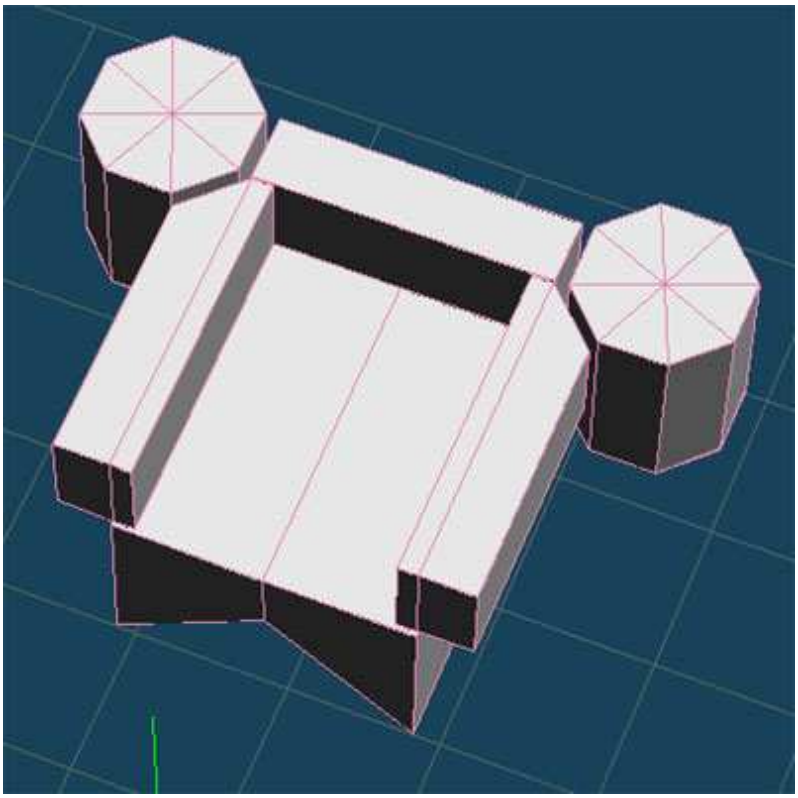
The chapel or rear structure is a, little interesting. (see image Church_1.1) The turrets should be put together first, roof cylinder and bottom pointy thing, and set aside to dry. Then glue the balcony to the top of the chapel and the arch support to the bottom of the chapel. (see image Church_1.2)

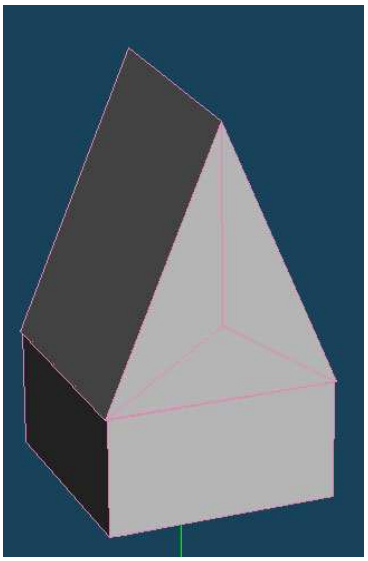




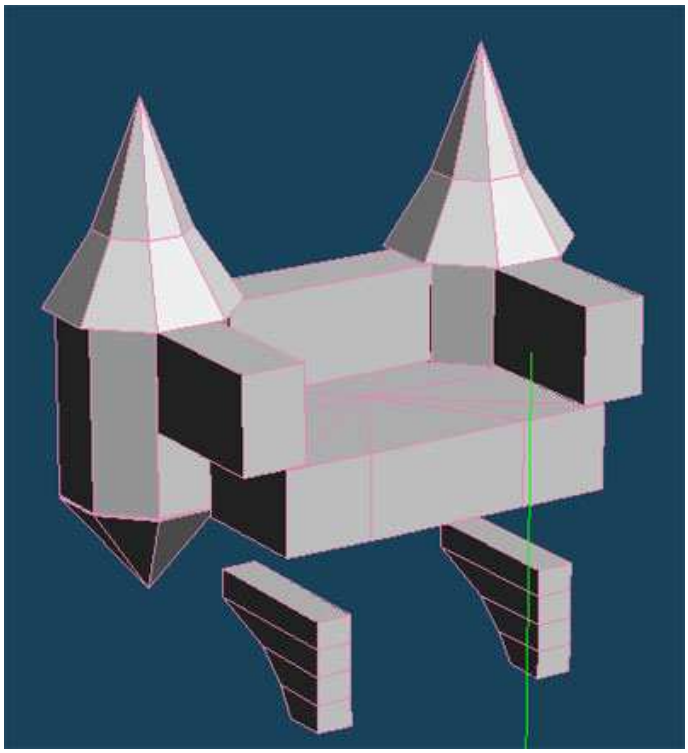
Then glue the front rail to the turrets. (see image Church_1.3) Once that's dry glue the turrets/rail to the balcony and side rails in the configuration seen in the next image. Note: some parts not shown for position clarification. (see image Church_1.4)



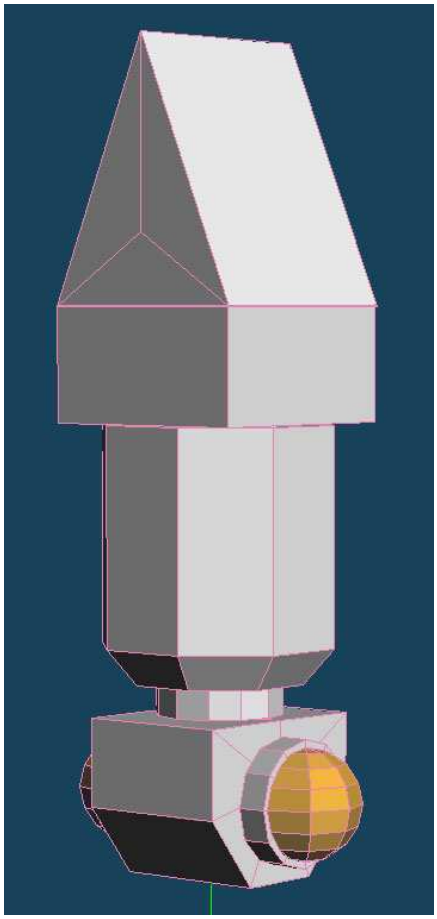




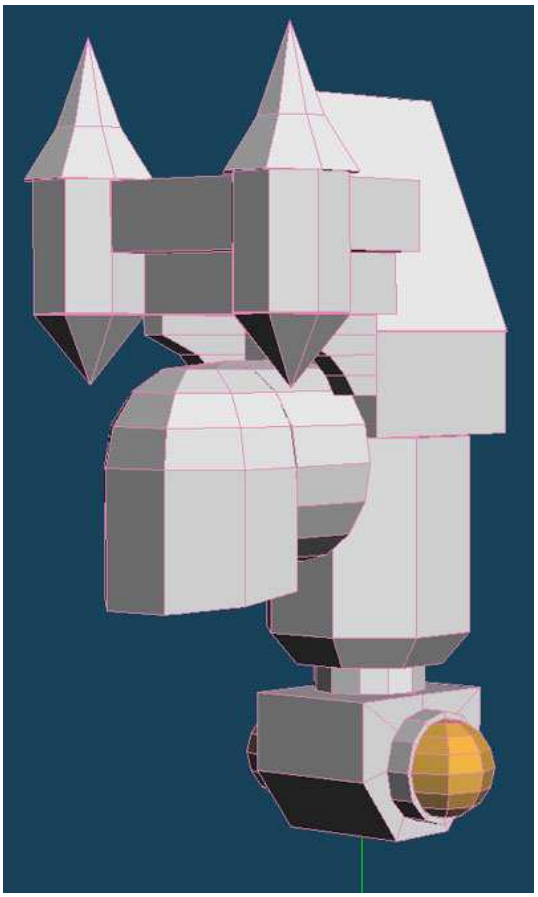
The center high pitched roof and central block are pretty straight forward and should be glued together and set aside. (see image Church_1.5) The front balcony will be similar to rear balcony. (see image Church_1.6) For now only assemble turrets, rails and balcony to each other. Set aside the arch supports until later.



Now that every thing is dry we will assemble the church and the core elements.

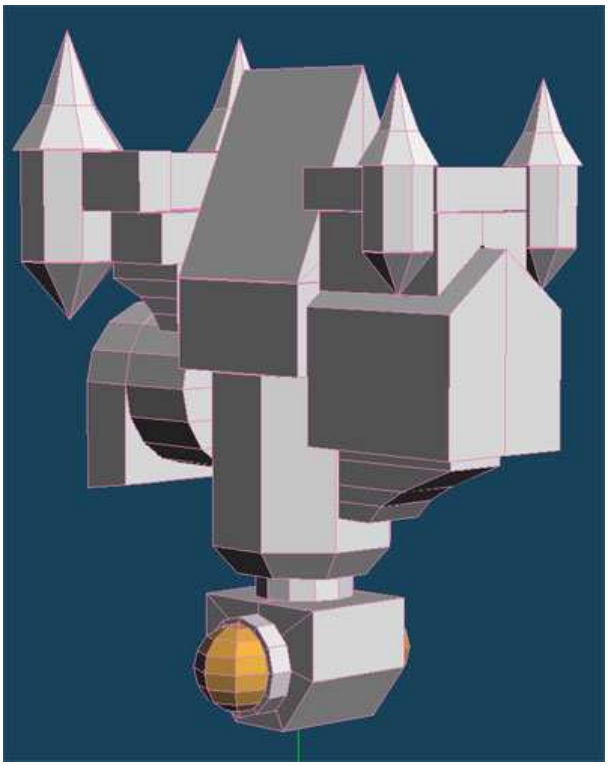


Glue the central church to the central core. (see image Church_1.7)



Then glue head, front balcony and arch supports in place. This is a little free form but try and line up similar to the image. (see image Church_1.8)

Then to the back chapel. (see image Church_1.9)

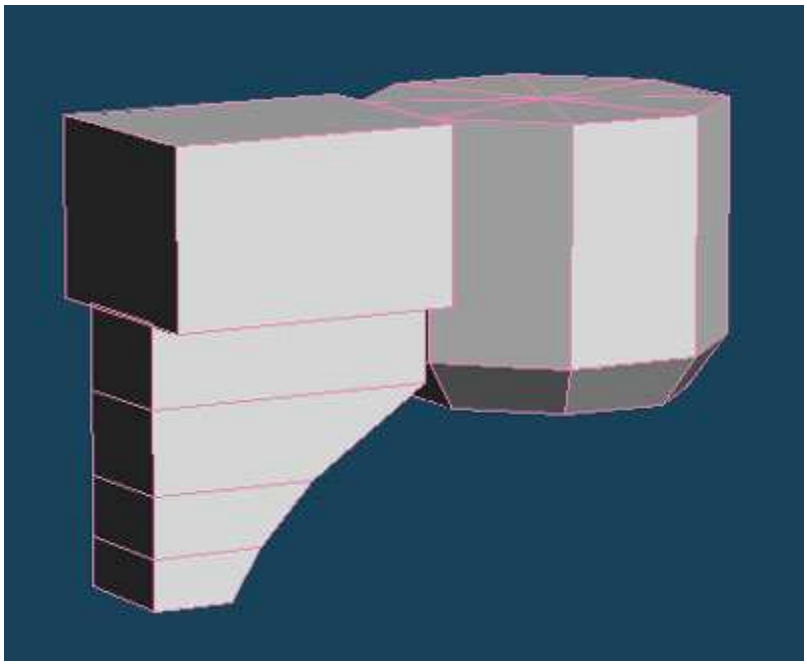


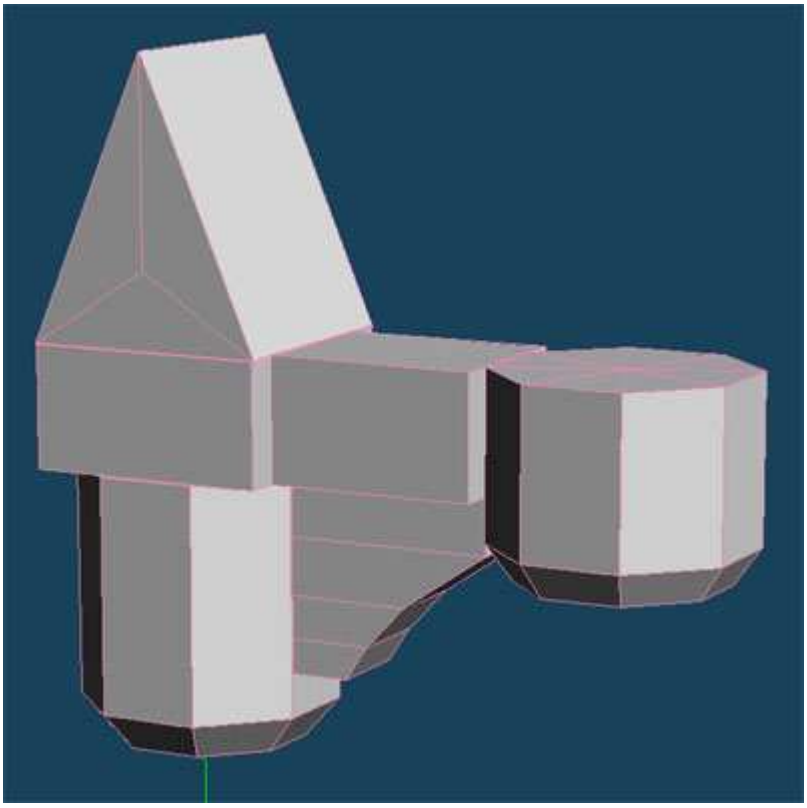
Now the Core and the Church sections are done! On to the shoulders….

Shoulders: Special instructions

- Pay better attention while assembling than I did! (compare images of my finished version to the 3-D ones and see if you can spot my error. If you can you don't win anything but bragging rights. Maybe the first person to say something to me might possibly get to choose what color I paint this big guy…maybe…)
- Both shoulders are the same document, so only print once.

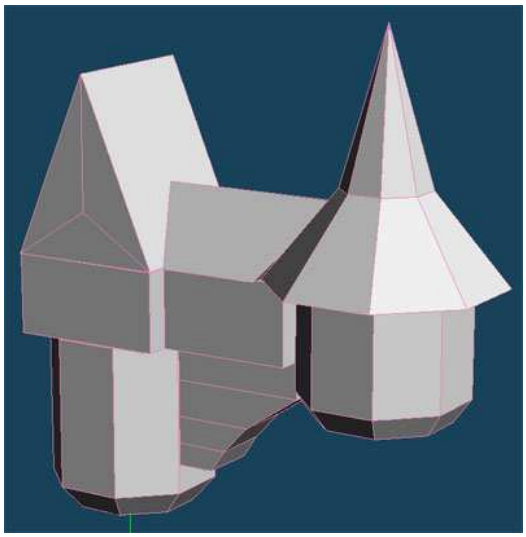
Assemble the support, box and cylinder thing per the image, twice. (see image Shoulder_1.1).



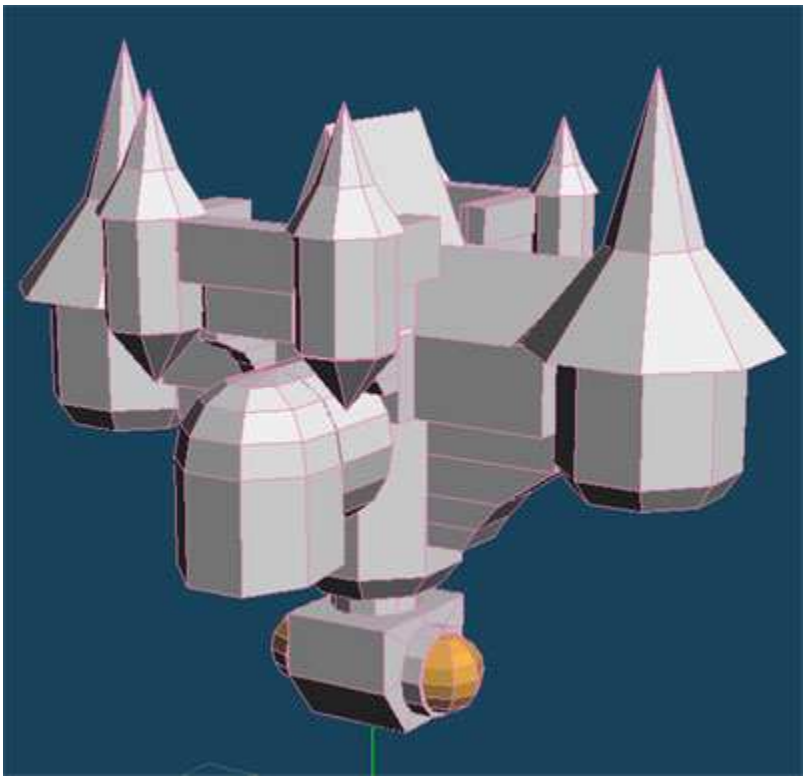


Then glue those to the central unit. Note: once again some parts not shown for position clarification. (see image Shoulder_1.2)

Then the roof bits. (see image Shoulder_1.3)



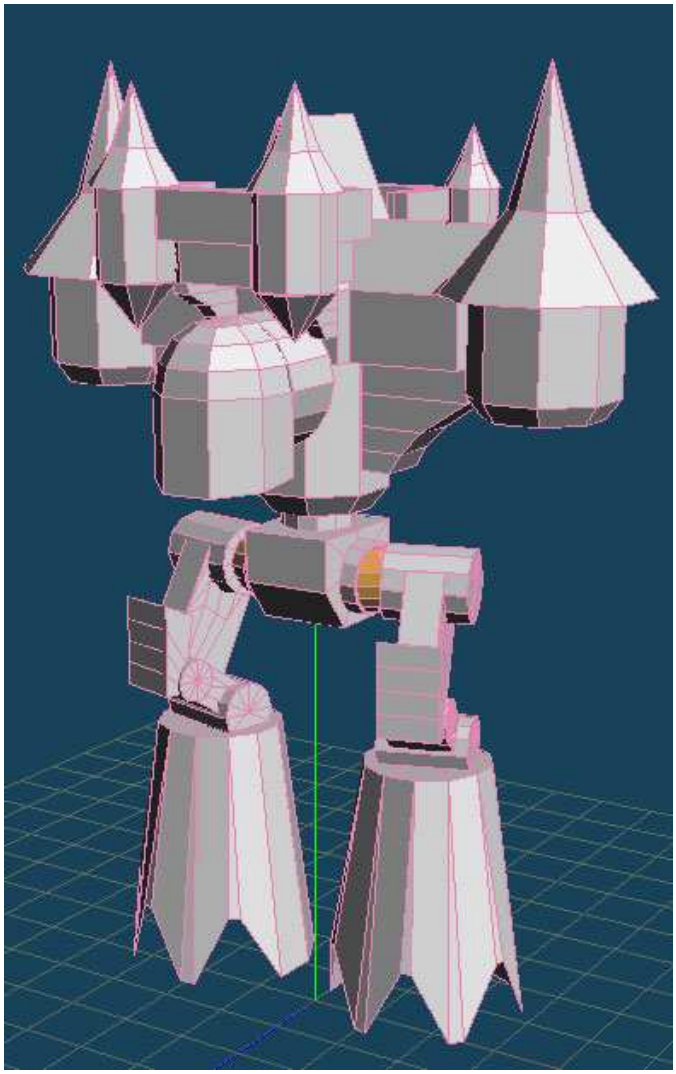
And then to sum up you should now have (see image So_far_1.1)



So how are you at balance grasshopper? And do you have a few rubber bands handy? After the fact I determined that his would be the best time to glue the legs to the body. This will be fun, I promise. (To demonstrate the future fun, I will be leaving the normal useful format of instructions and just letting it rip in some sort of stream of consciousness format with a few capital letters and periods…)

Whip out the polyurethane glue and some stuff to lean the big guy against. Basically you need to, all ion one fell gesture, set the legs on the feet (do not glue yet!), then apply a fairly wide/thin bead of glue to the outermost part of the ping-pong balls on the hips (where the washer will contact), and then put the legs on the core and put a bunch of rubber bands around the hips to keep things together and still give you freedom to position the way to want. Now here is where it gets funnier!

You need to have ahead of time (remember when I said to read everything first?) been doing this somewhere that you will be able to lean stuff at various spots on the big guy to keep him from rotating for several hours until the stuff thoroughly sets up. So with dripping mess and a few hundred curse words and a few hours later you should roughly have the following image as a single solid item. (see image So_far_1.2)



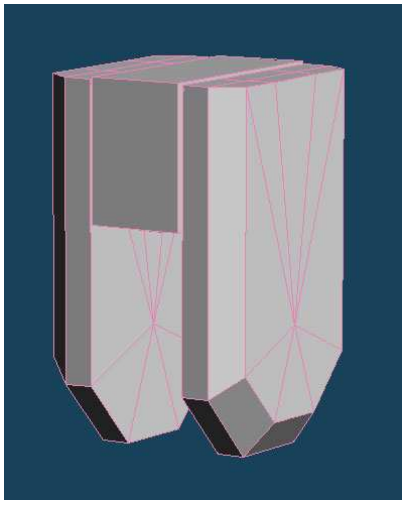
Excited yet? Once that is all dried up you can now glue the feet on. The reason I did them separate is that this gives you a chance to correct any angle errors that may have been present at the hip gluing. And just so you know if this guy is off balance and/or leaning forward or backward, it's not the joints them selves you have to worry about…It's the cardstock. Mine leans and I will have to be doing some various fortifications to keep it from ripping itself apart over time…

Onto even more fun: Upper appendages…

The Hand Arm: Special instructions

- The 5 fingertips require a few score/bevel cuts each, so if you haven't gotten the hang of it yet you might want to print a couple copies…

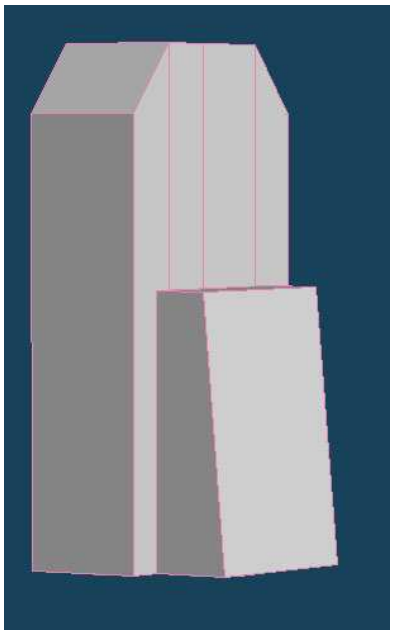
So even though you are in the home stretch you must still glue each individual piece together before moving on!

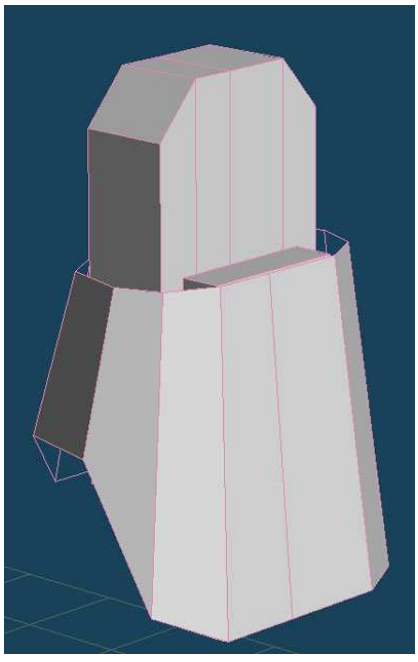


The upper arm is pretty basic. Glue together the pieces in the image and set aside for later. (see image Hand_1.1)

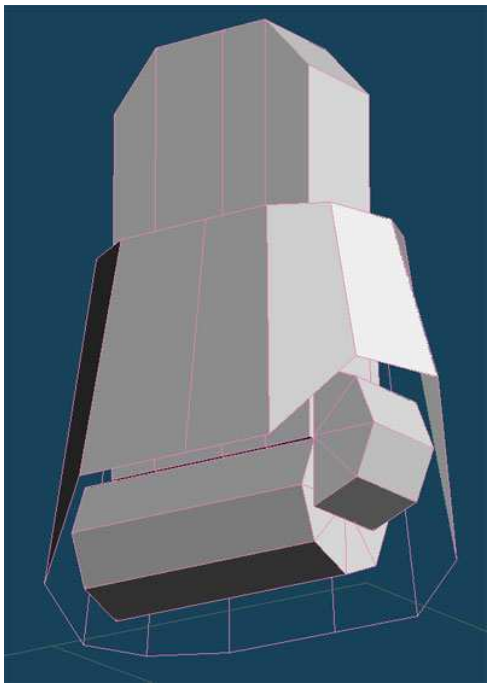
I think that I will basically just do the next set of instruction as a set of images:

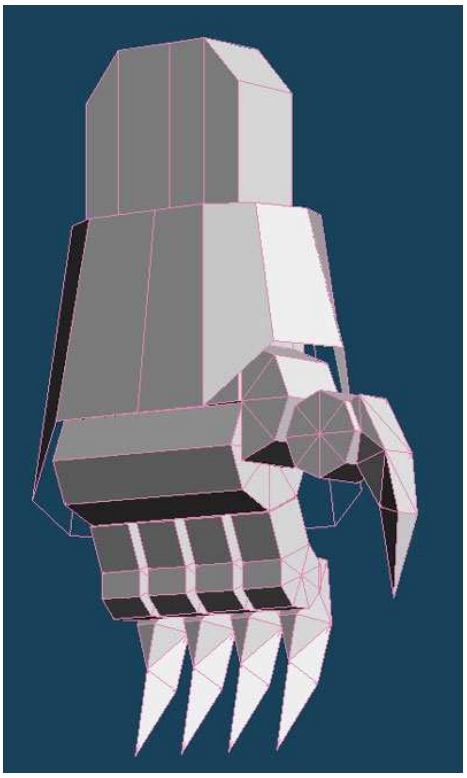
- Hand_1.2
- Hand_1.3

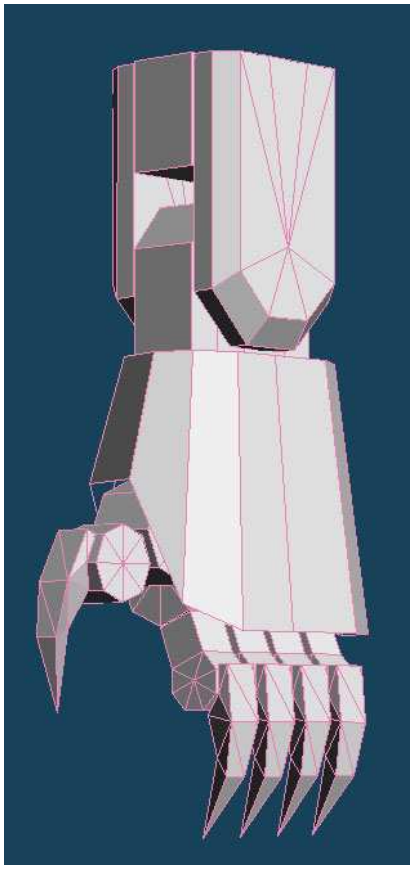




- Hand_1.4
- Hand_1.5 (at this point you can glue the fingers together in any position you little heart desires)

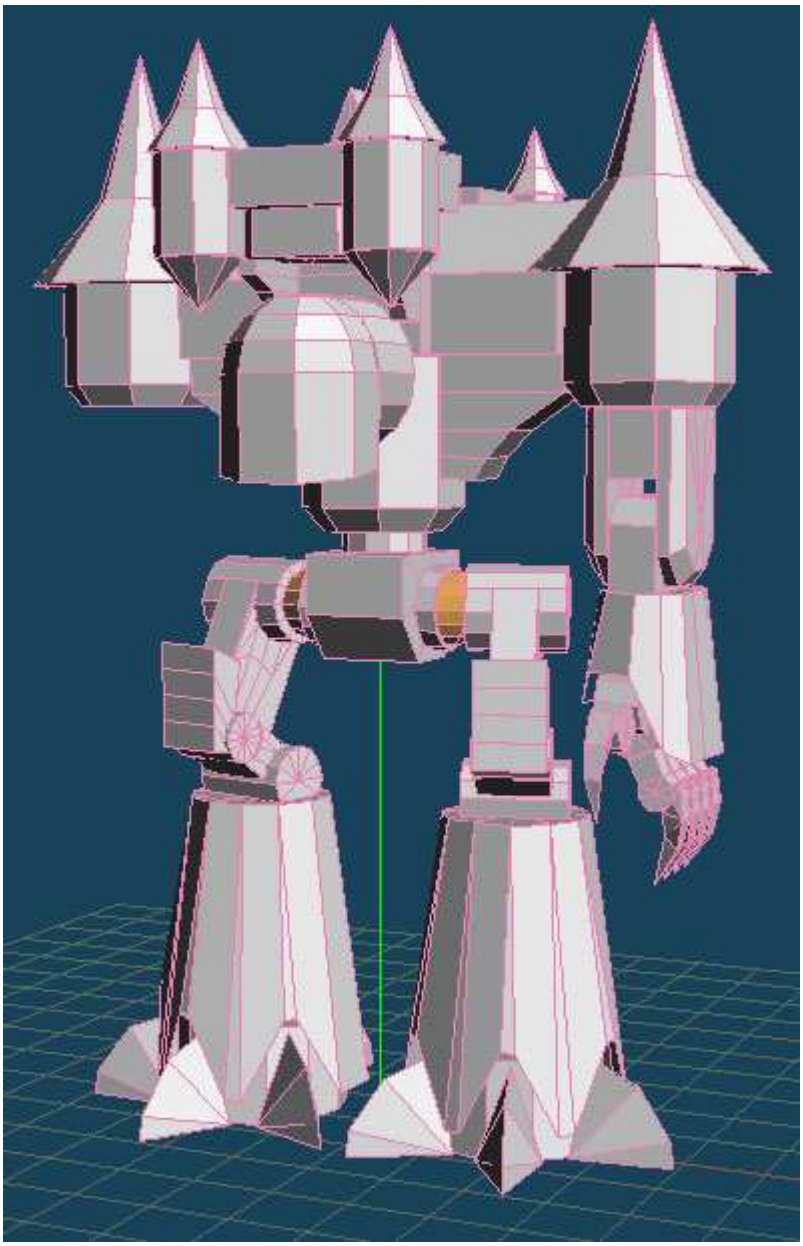






And now you can glue the hand to the upper arm. (see image Hand_1.6)

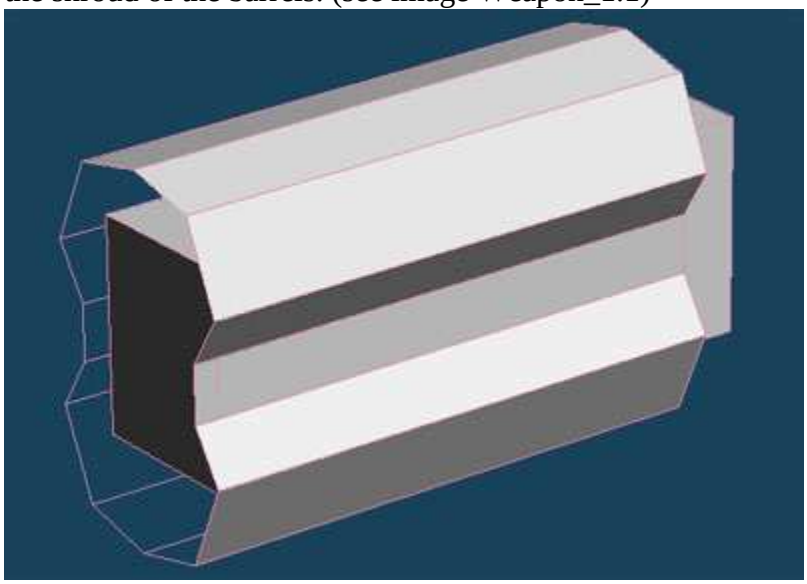
For another example of position please refer to the picture of the final model. Glue arm to the rest of the model. (see image So_far_1.3)



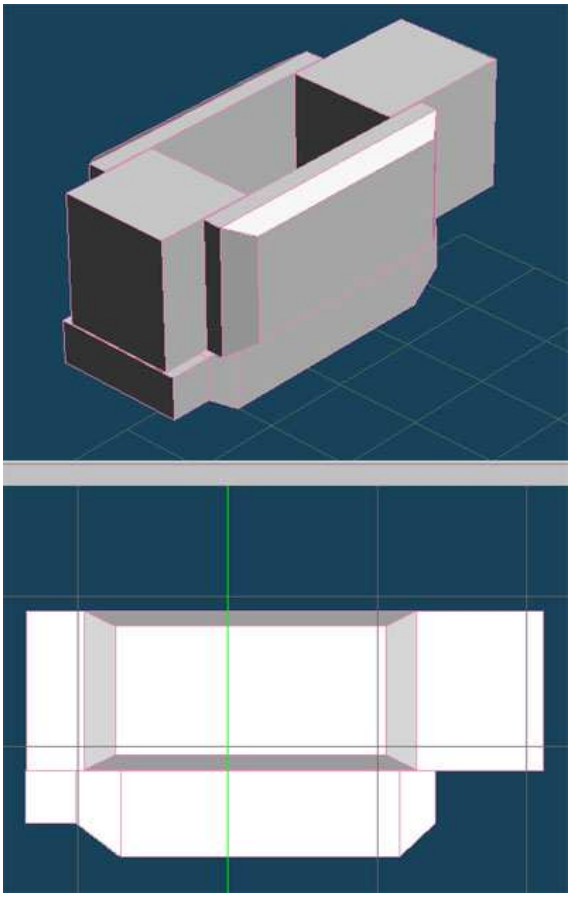
The Weapon Arm: Special instructions

- I screwed this put the first time I put it together, you've been warned…
- Look at the pictures. You've been warned again!
- Late in the game but a note on mounting flush side of a non-solid shape: I use a strip of 110lb cardstock to back the joint.

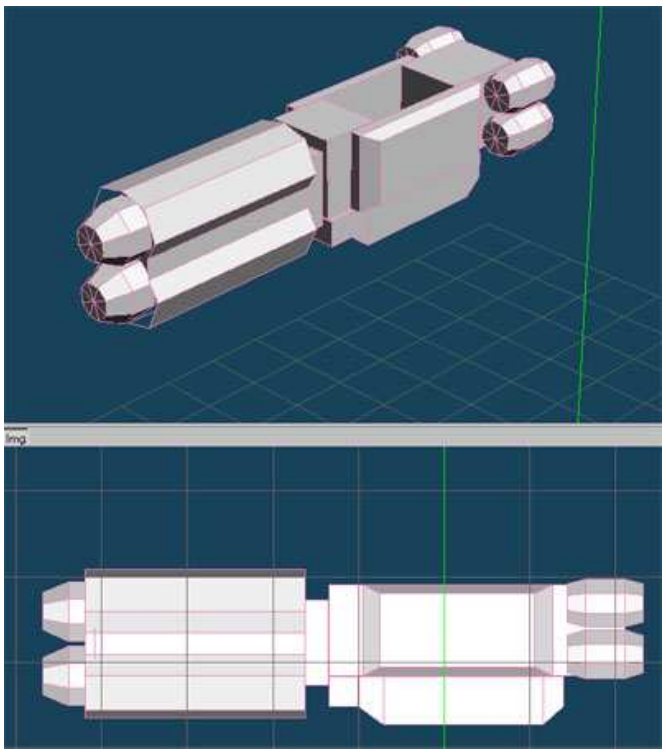
I started with the shroud of the barrels. (see image Weapon_1.1)



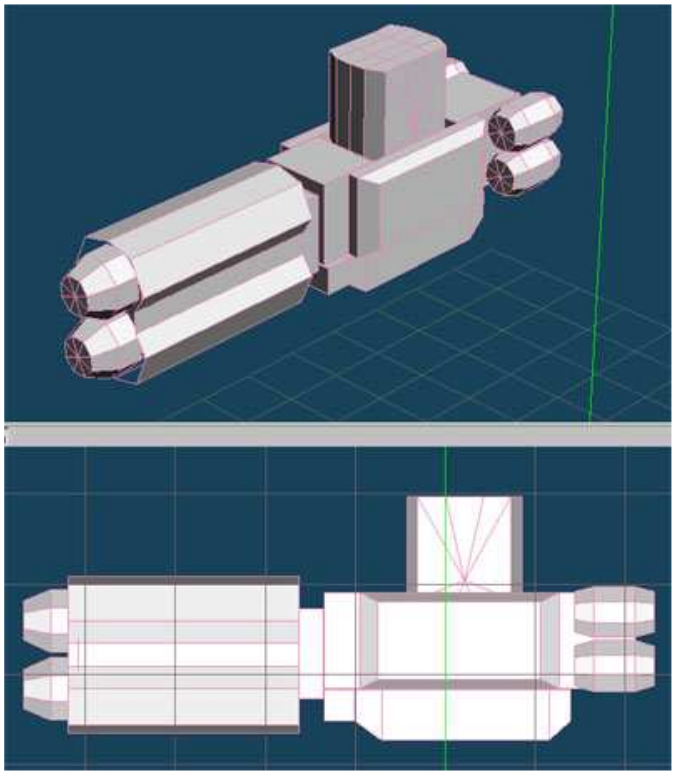
Next assemble the central gun parts as seen in the image. (see image Weapon_1.2) The created hole should be at least big enough to put the upper arm bit into at the final position you want.



Now glue on the barrels, tips and rear accessories. (see image Weapon_1.3)



Glue in the upper are in desired position. (see image Weapon_1.4)



Glue that bad boy to the other shoulder and ta-da: (see image So_far_1.4)