

E-Z DUNGEONS

EXPANSION SET 6

"IT'S A TRAP!"

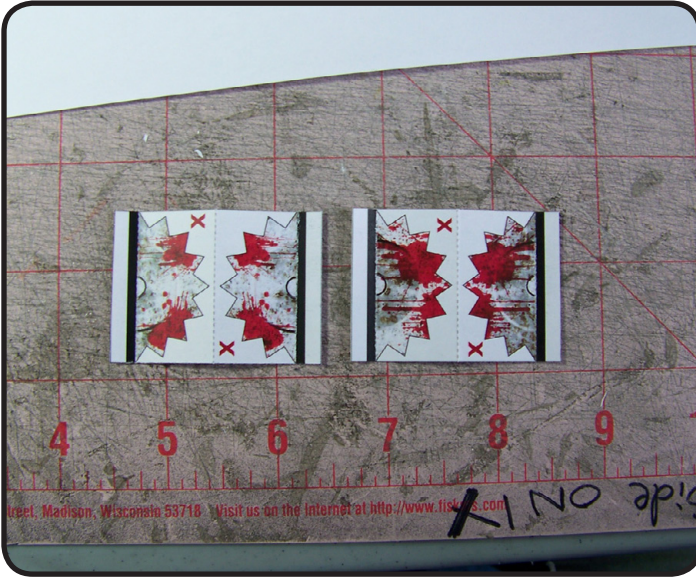


Before proceeding with this document, make sure you have read the beginners guide to card modeling included with this model set!

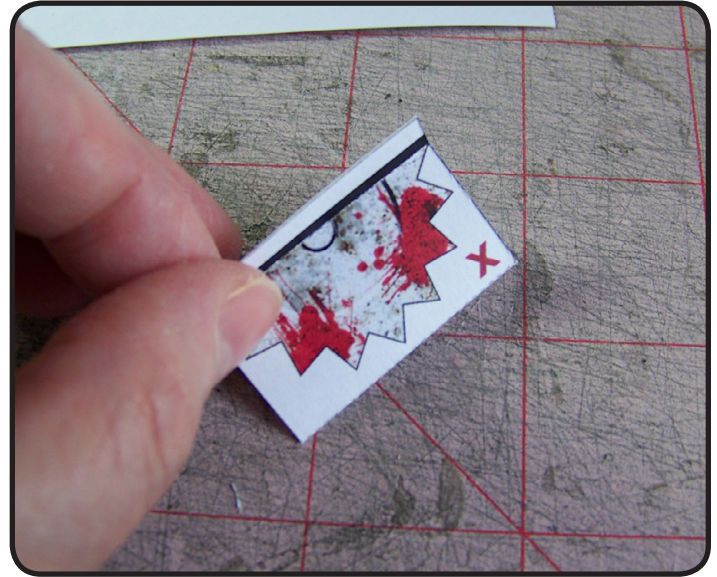
FAT DRAGON GAMES

E-Z DUNGEONS

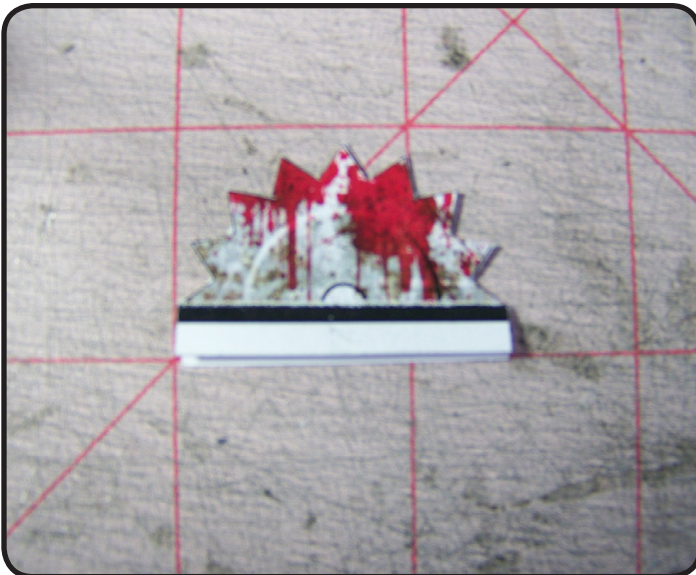
Tilting Saw Trap



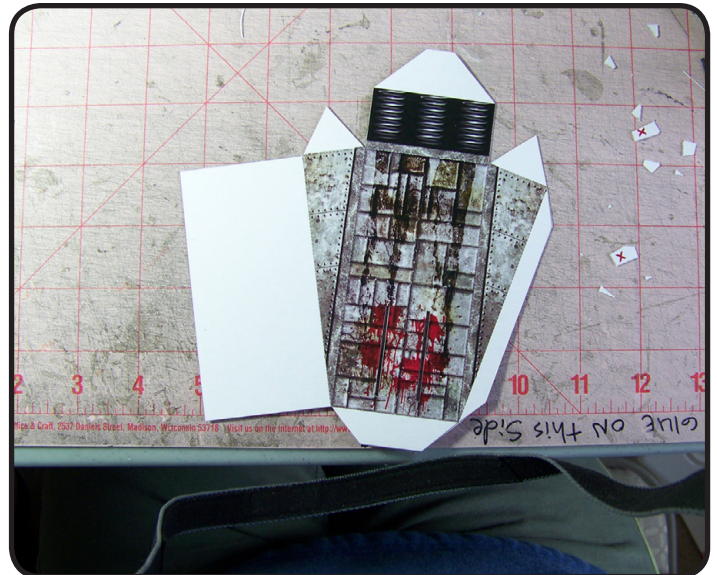
1: Cut, score and test fold the saw blades as shown.



2: Glue the blades in half, making sure the lower flaps are folded outward and not glued together.



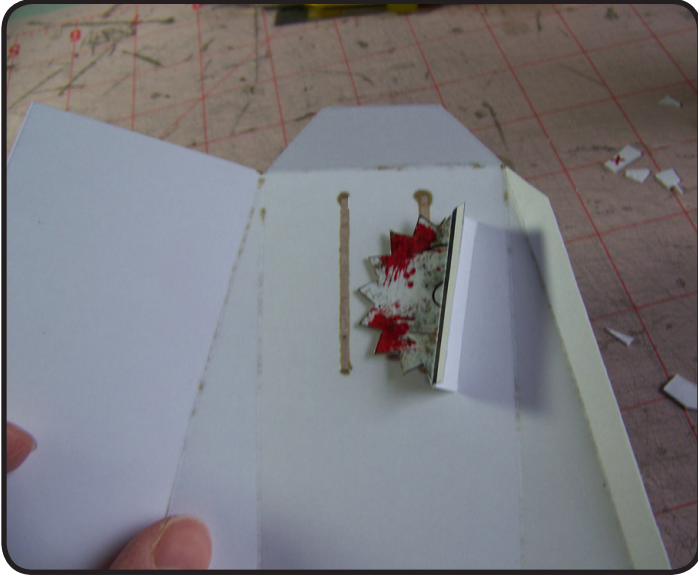
3: Cut away excess white areas.



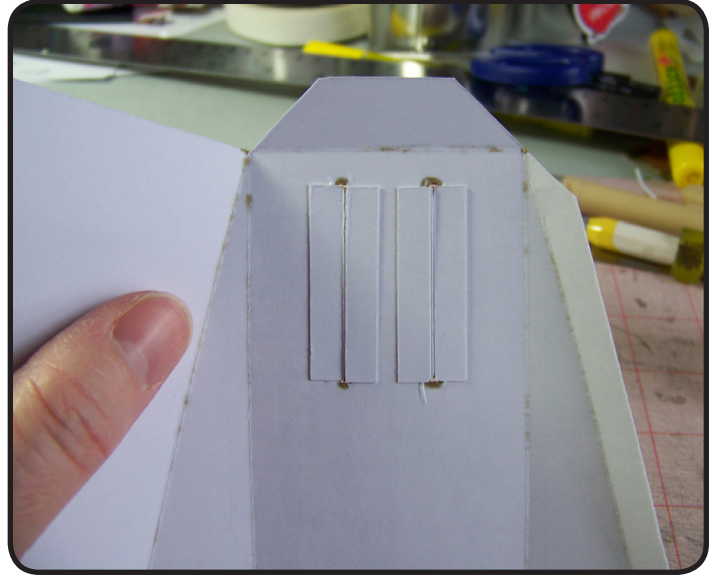
4: Cut and score the main piece.

FAT DRAGON GAMES

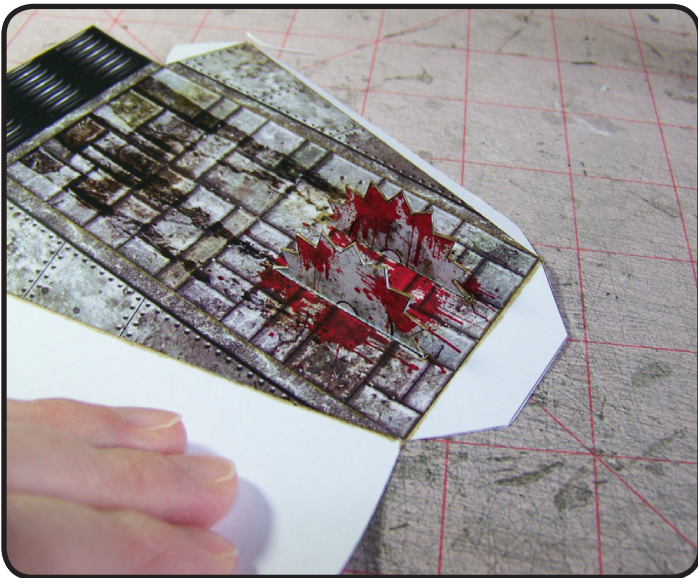
E-Z DUNGEONS



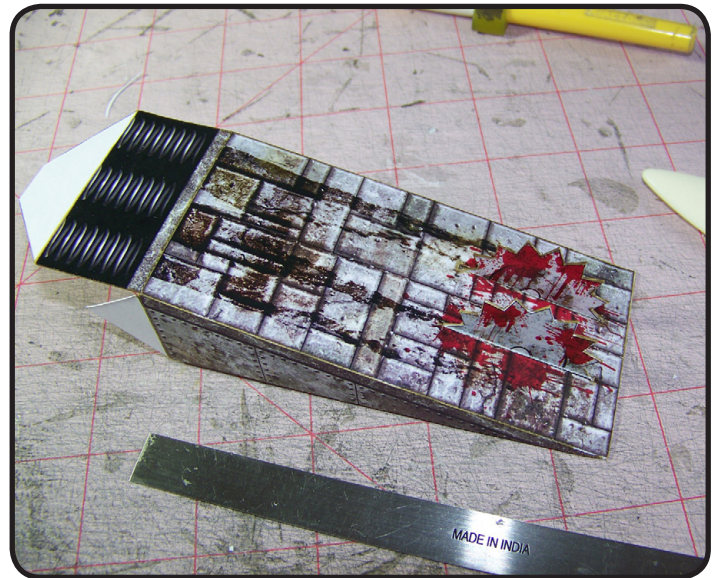
5: Insert the finished saw blades through the bottom of the main model.



6: Glue the flaps as shown.

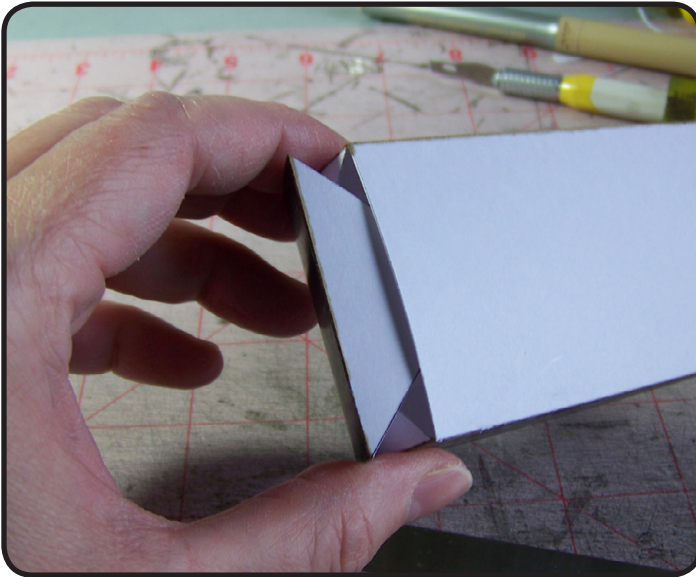


7: The blades should look like this once glued into place.

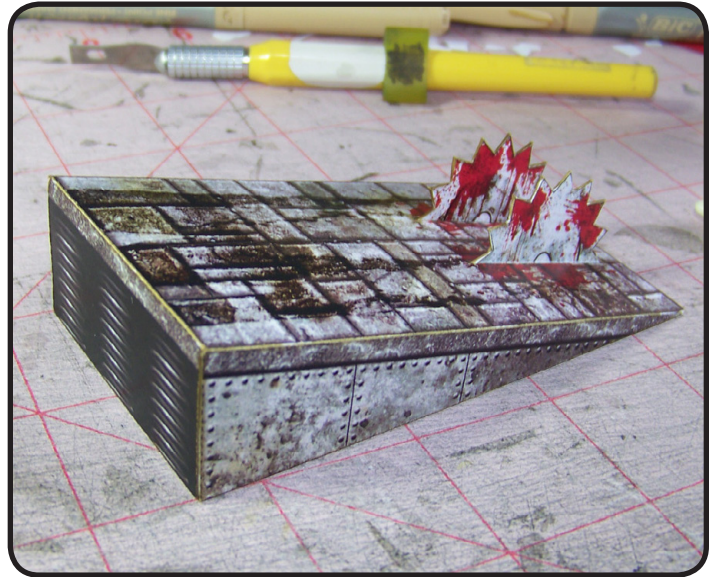


8: Next glue the long bottom seam.

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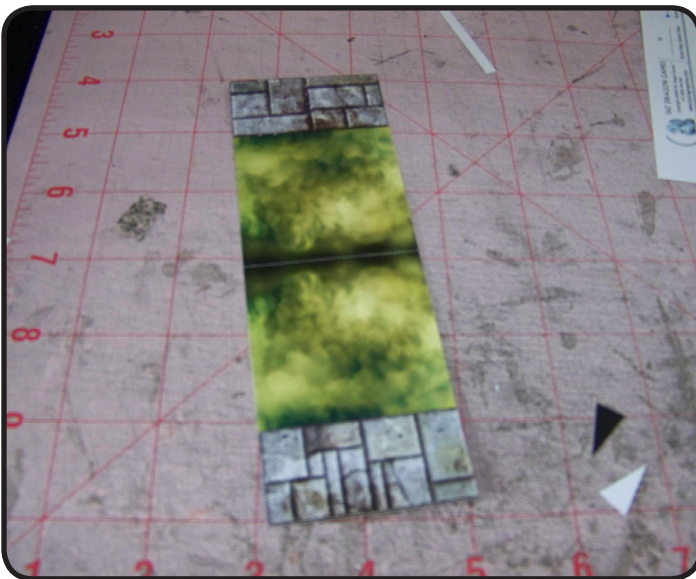


9: Glue the end flap into place.

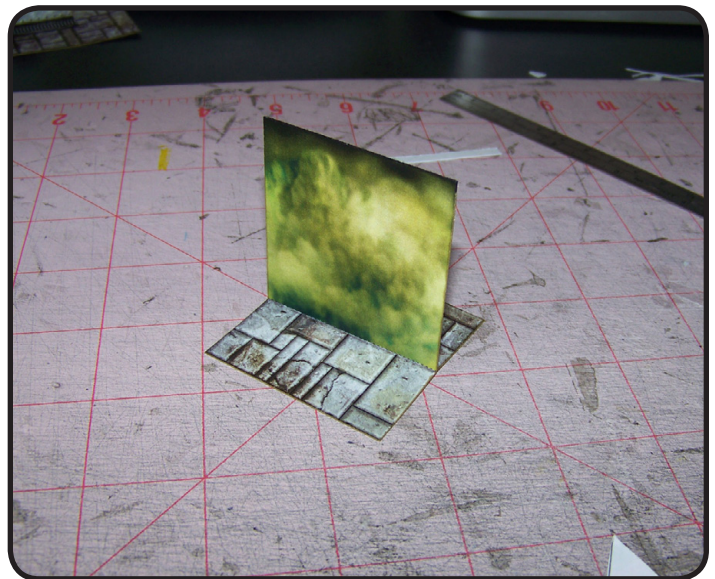


10: The finished tilting saw trap.

Poison Gas



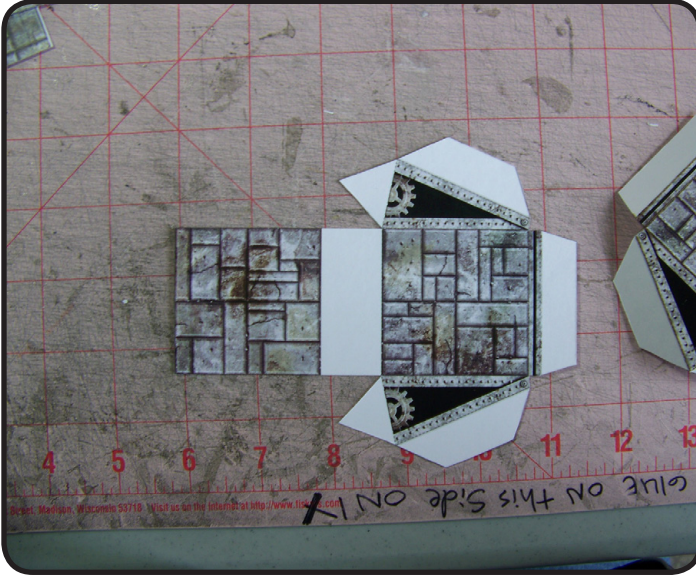
1: Cut and score the model.



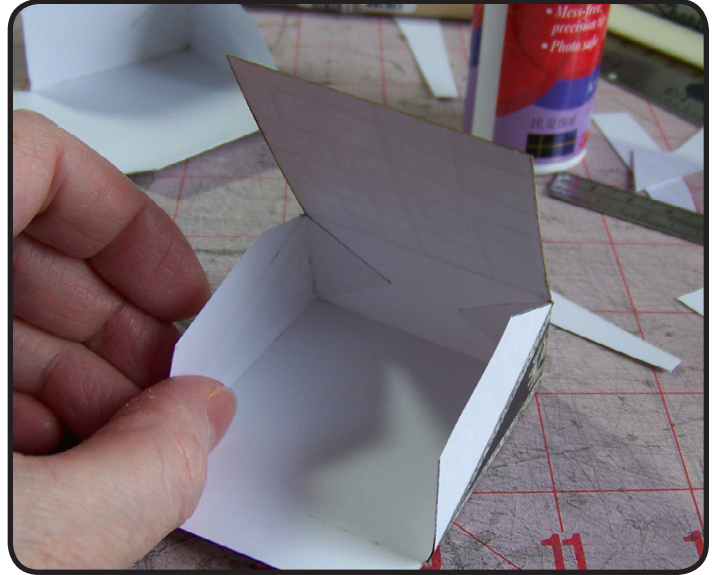
2: Fold and glue in half, making sure the bottom flaps do not get glued together.

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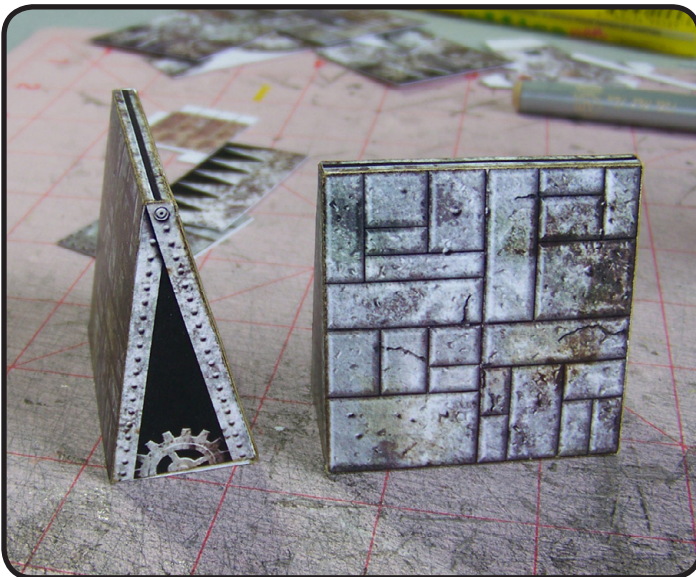
Folding Floor



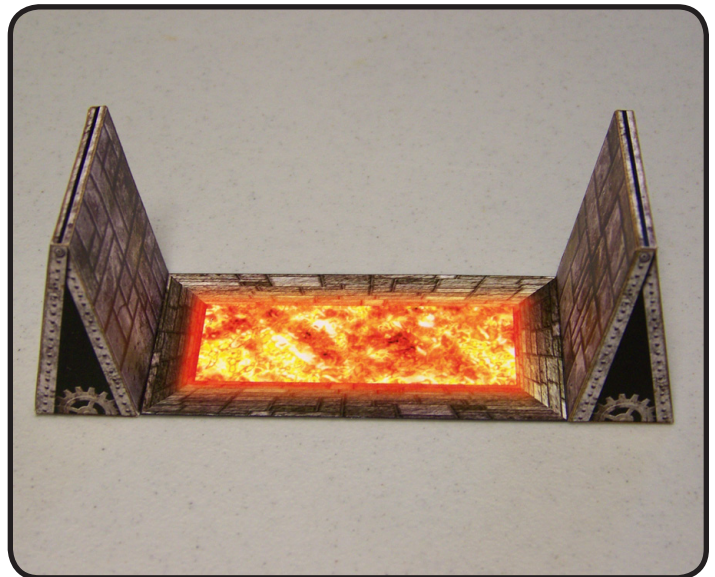
1: Cut, score and test fold the folding floor as shown.



2: Glue the small tabs at the bottom of the model first.



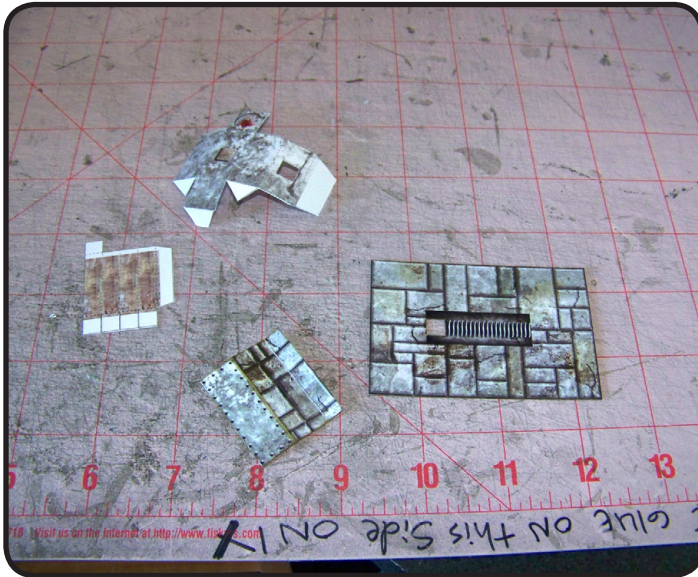
3: Finish by gluing the large remaining side into place.



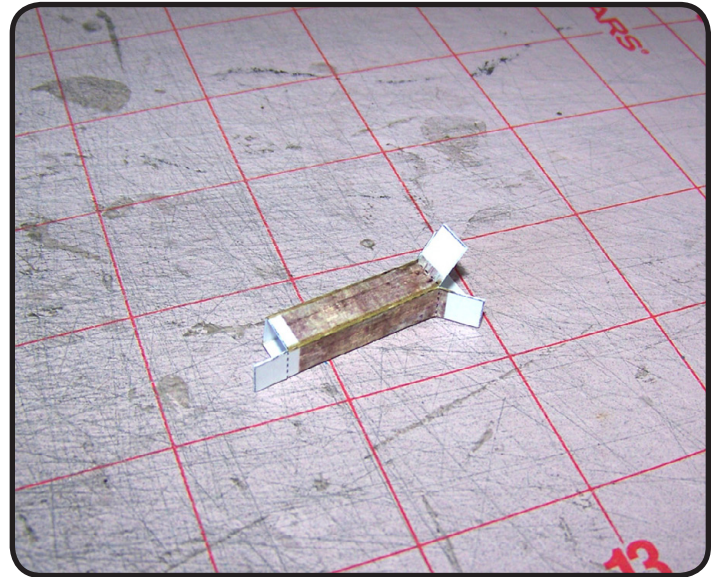
4: Place these on opposite sides of a pit trap to simulate the floor folding up under the adventurers.

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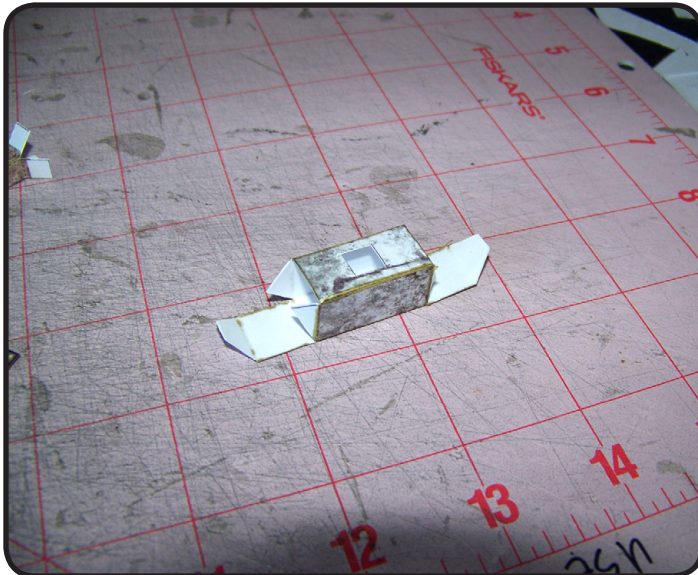
Hammer Trap



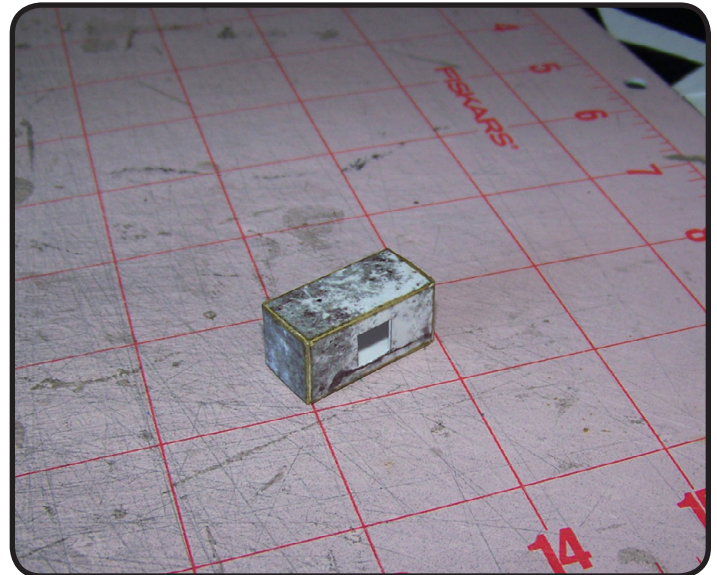
1: Cut, score and test fold the pieces.



2: Fold and glue the hammer post.

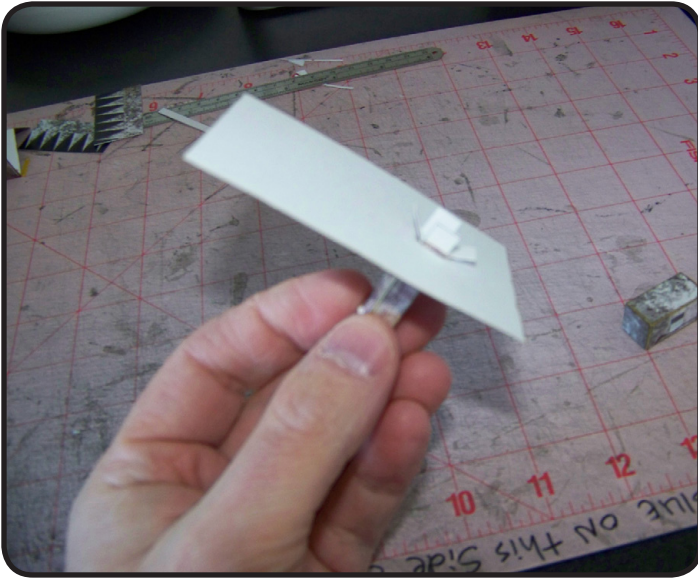


3: Glue the long seam on the hammer head first.

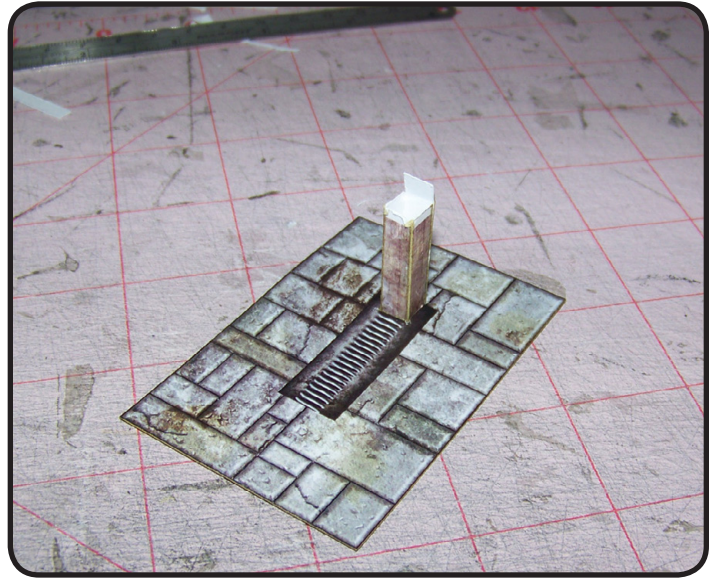


4: Glue the end flaps.

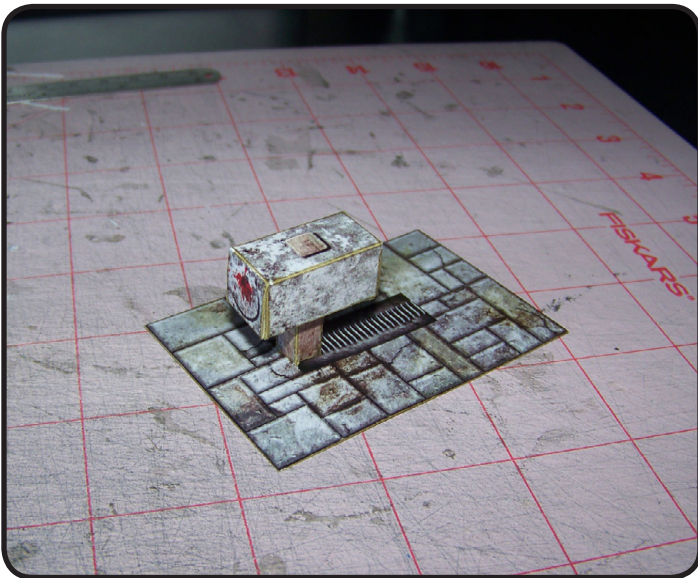
E-Z DUNGEONS



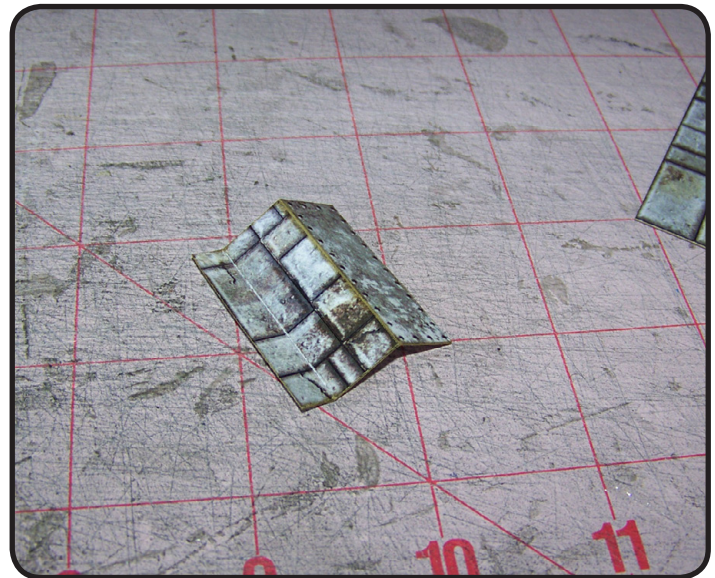
5: Insert the hammer post through the bottom of the floor as depicted above. Glue the four tabs to the bottom of the floor.



6: This is what the post should look like in position.

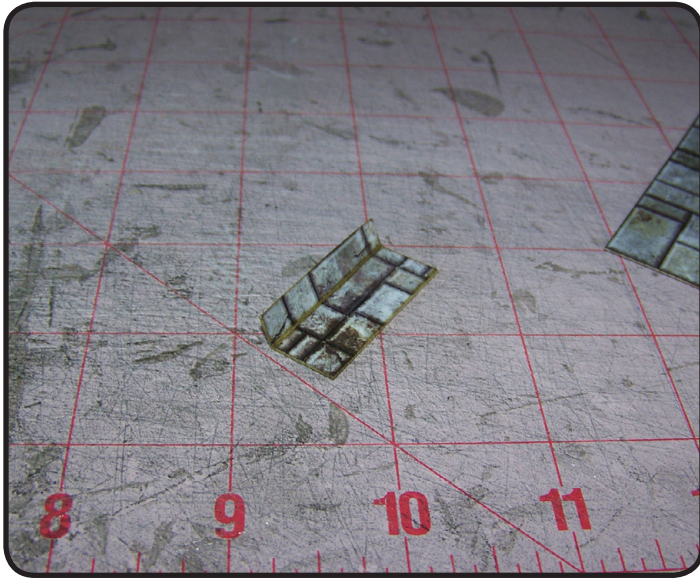


7: Insert the hammer head on top of the post.

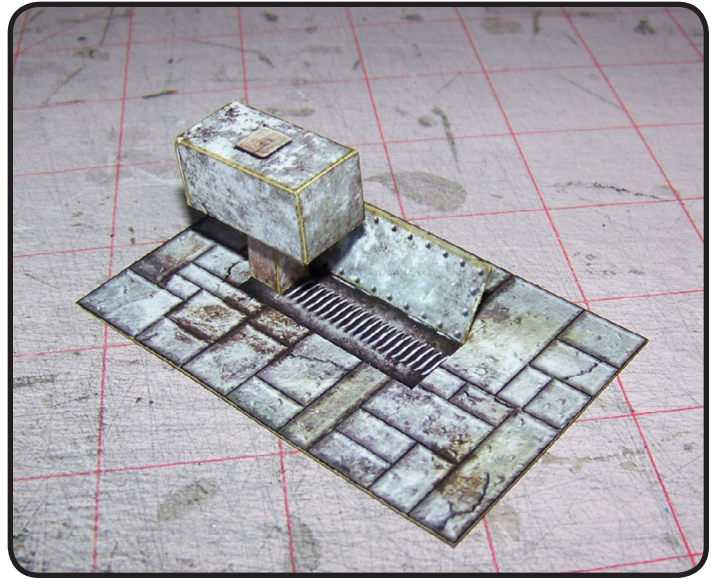


8: Cut and test fold the door piece.

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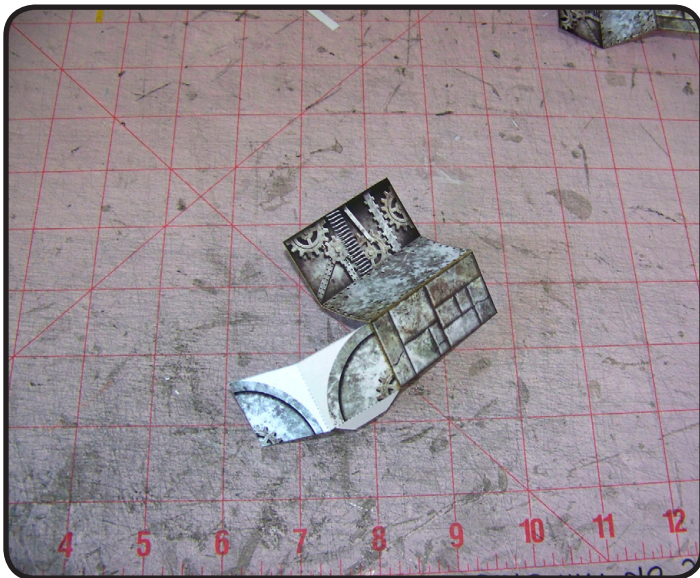


9: Fold in half and glue.

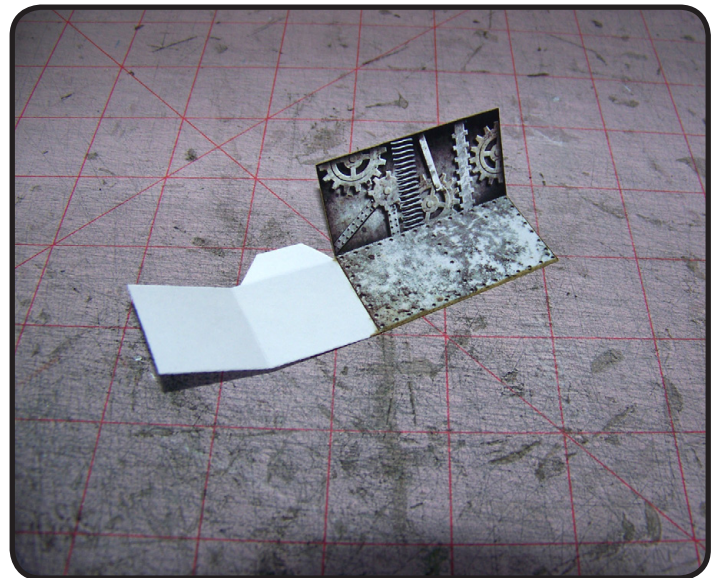


10: Glue to the floor as shown.

Floor Spikes



1: Cut, score and test fold the main model section.

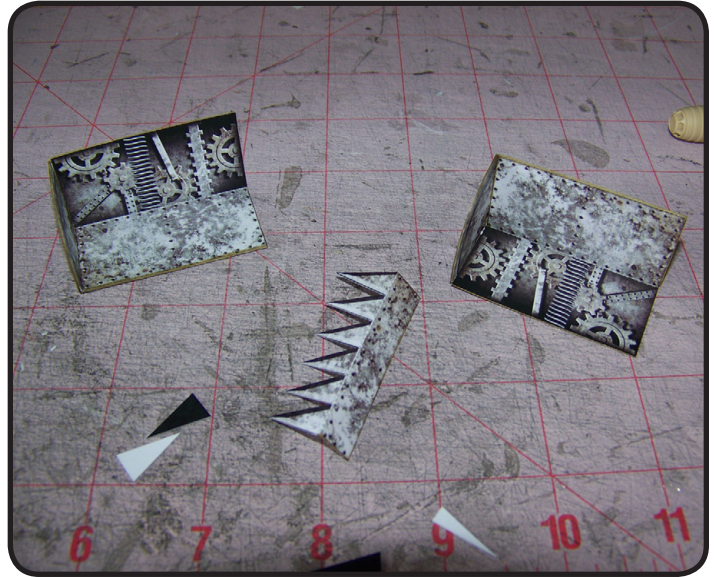


2: Glue the larger flap in half as shown.

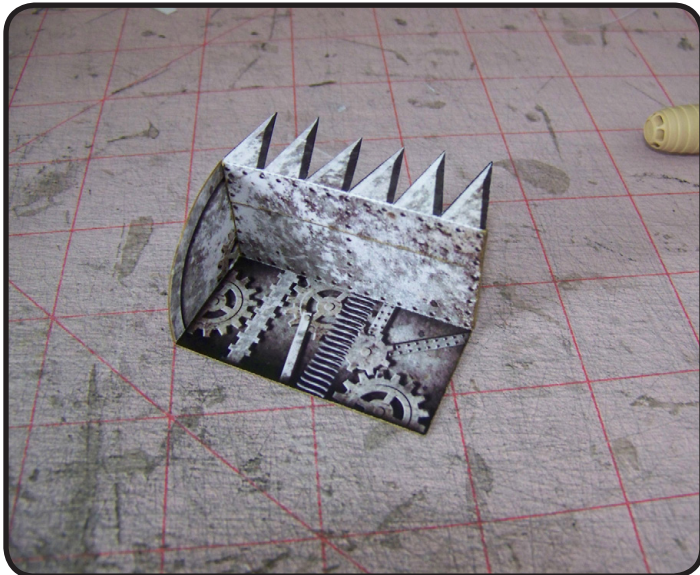
E-Z DUNGEONS



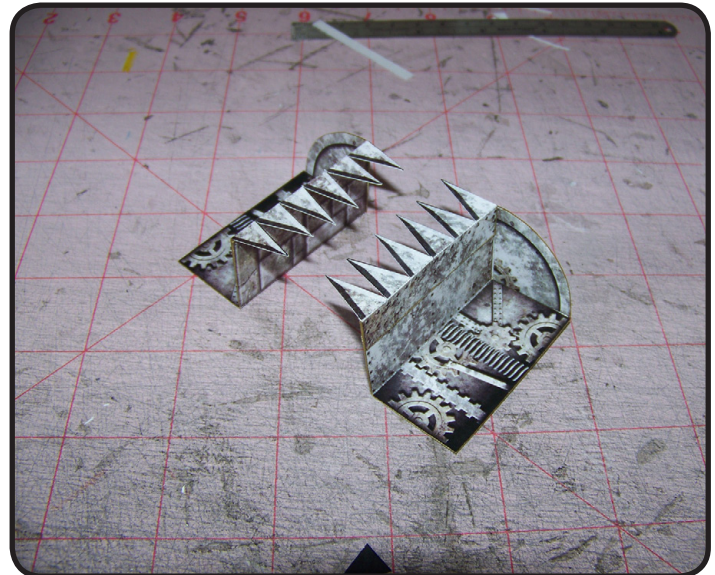
3: Glue the small outer flap next. Once dry, trim away the excess white area.



4: Glue the small lower tab on the main model, forcing the structure into a right angle. Cut out the spikes as shown.



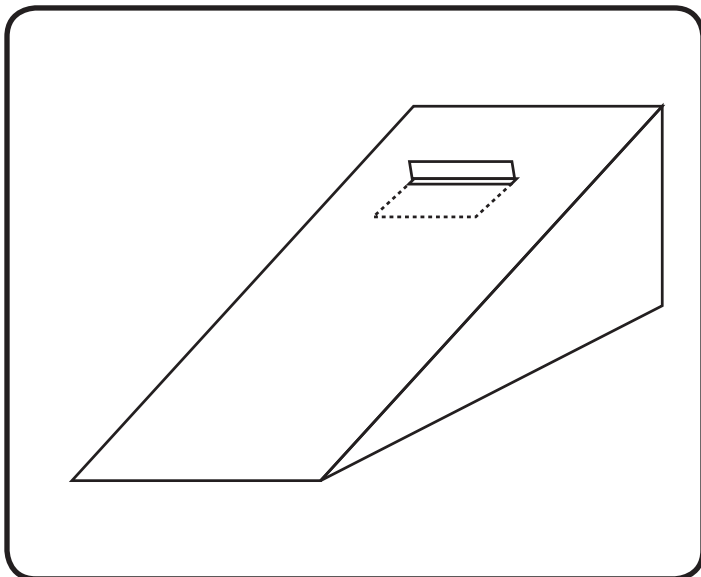
5: Glue the spike piece to the main model.



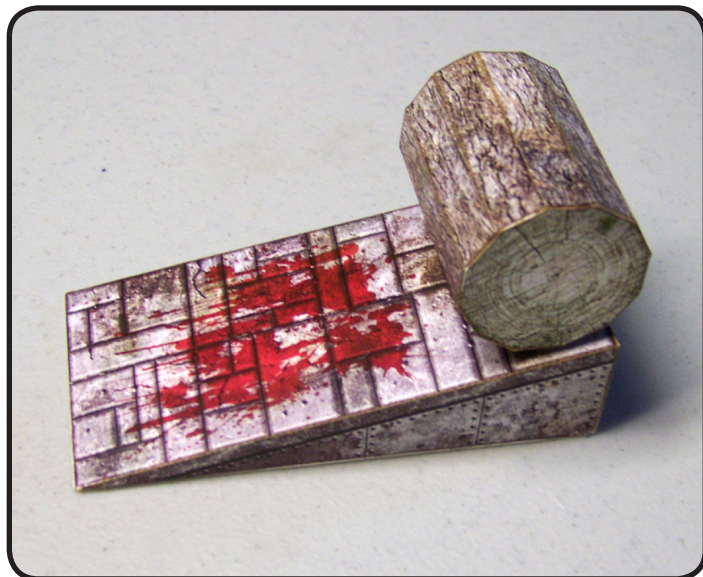
6: This trap can be used as a single piece or two opposing pieces (like a bear trap.)

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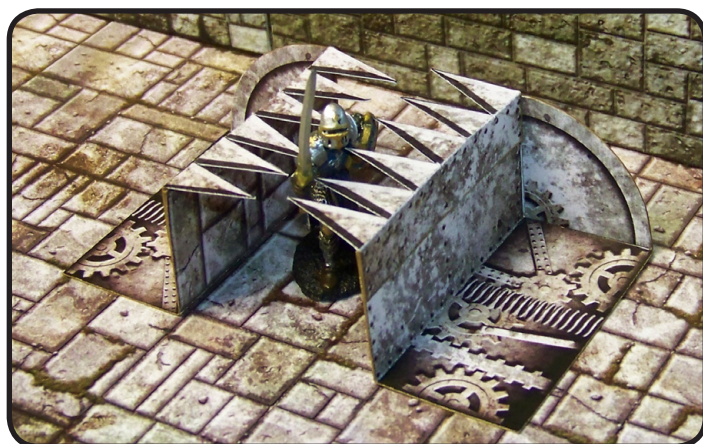
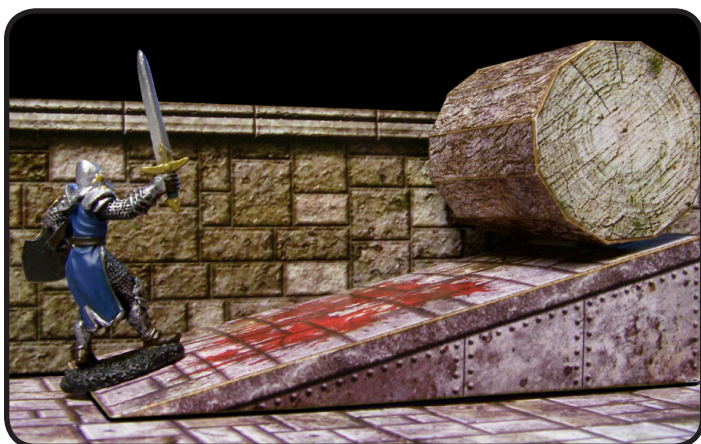
Rolling Log Trap



1: The main model assembles just like the tilting saw trap, except for the retainer piece that gets inserted from below to act as a stop for the log when positioned at the top of the incline.



2: This trap can be used two ways. First, the players can be walking down a hallway with a log at the end. When they get to the middle of the hall the floor springs up rolling the log over them. The other method is an open hall that when sprung, tilts upward and the log drops down from the ceiling.



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