

# FAT DRAGON GAMES

Making Fantasy Fantastic



**Welcome to the E-Z line of card models from Fat Dragon Games!**

First and foremost, I wish to thank you for purchasing this set. Without your support, Fat Dragon Games would not be in business. Our web site [www.fatdragongames.com](http://www.fatdragongames.com) features built up photos of our model sets, special free downloads and an excellent user forum where you can post any questions you may have regarding our products. I personally monitor the forum daily and welcome any questions, comments or suggestions for future sets you may have. I sincerely hope this model set brings you and your gaming group many hours of enjoyment.

**Tom Tullis**  
**President**  
**Fat Dragon Games**

Now, on to the modeling...

We have made every attempt to design the models you have purchased to be as easy as possible to assemble. Yes, we realize there may be more efficient ways of designing several of these pieces, but ease of assembly for the novice card modeler was our primary concern. Before you can construct your model, you will need some basic supplies:

**Glue:** While white school glue (Elmers) will work on these models, this type of glue contains too much water to make really nice looking models (it warps the paper). We recommend a good quality glue stick or even better a liquid paper glue pen. We use UHU OFFICE PENS for our models-the applicator puts a small amount exactly where you want it and it has a non clog tip. You can get these from [www.saunders-usa.com](http://www.saunders-usa.com)

**Base material (optional):** All of the models shown in our photos have been mounted on black foam-core. This is cheap (about \$2.50 for a 20x30" sheet at discount stores). This will weight your pieces down so they don't easily move if the table is bumped.

**Card stock:** You will need a supply of white letter size card stock. This is available at any office supply or discount store in the school/office supply section.

**Tooth picks:** These come in handy to apply glue to small areas.

**Wet paper towels or hand wipes:** Very useful to clean your fingers off whenever you get glue on them. This will keep you from getting excess glue on your models.

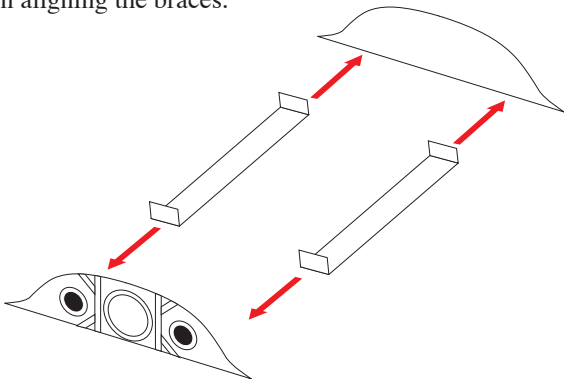
**Colored markers:** A black, gray and brown marker is useful to touch up white edges on your finished model.

**Acrylic Paints:** Common acrylic paints can also be used to touch up edges on your finished model.

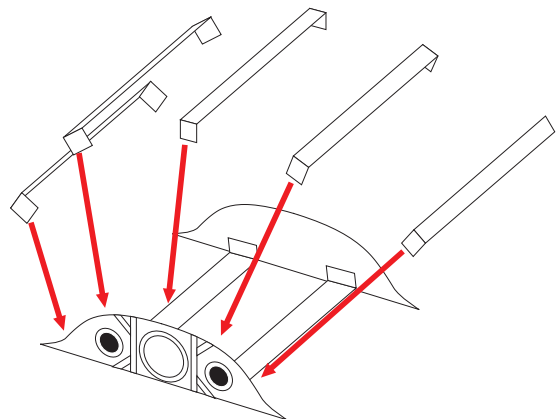
**DISCLAIMER:** Fat Dragon Games urges our customers to exercise extreme caution when cutting . Hobby knives (should you use them) are extremely sharp and must be used with the utmost care and caution and should never be used by children. Fat Dragon Games is not liable for misuse or accidents.

Before cutting each piece from the page, we recommend you first score all of your fold lines (dashed lines) by lightly dragging the knife across them. Do not apply pressure and just let the weight of the knife break the surface of the paper without cutting completely through it. Any fold lines that require rear scoring are designated by small blue arrows at the score points. Simple cut a small 'tic' mark at each edge of the dotted line so you can see it from the back and then score the line.

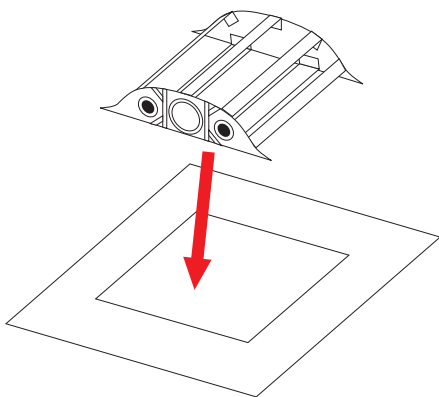
Step 1: After cutting and scoring the individual pieces, glue the two wide braces to the end pieces. Tip: Use the vertical braces printed on the outer faces as a point of reference when aligning the braces.



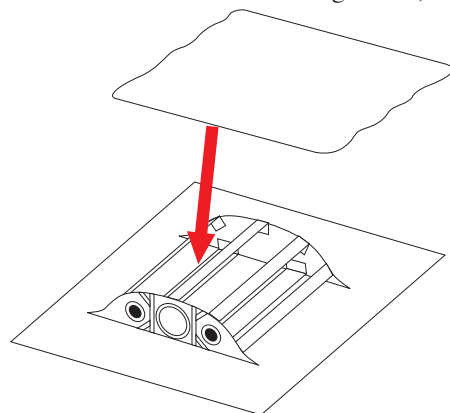
Step 2: Once the large braces are dry, glue the thin upper braces into place.



Step 3: Glue the finished frame assembly into place on the ground tile. We strongly recommend mounting the ground tile on cardboard or foam core PRIOR to this step.

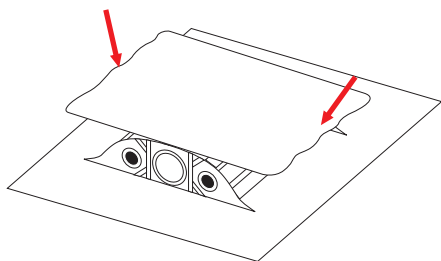


Step 4: Carefully align the roof section so that it is centered on the middle brace (measure it and put a small pencil tic mark on the underside first to aid in alignment.)

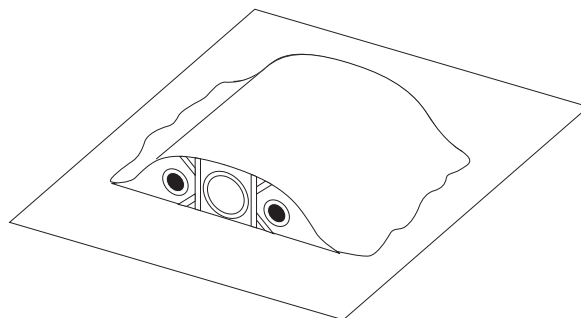




Step 5: Once the center is completely dry, begin gluing the roof to each lower frame section, working one frame at a time.

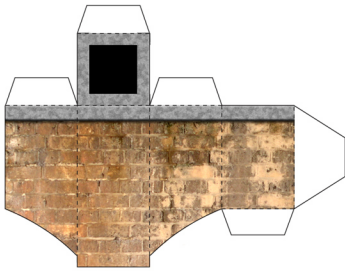


Step 6: After the roof is glued to all of the frames and everything is dry, glue the ends to the ground tile. We recommend weighting the ends down with a book while drying.



Now that your halfling has a home, why not send him into the dungeons...







**KEY**

Cut

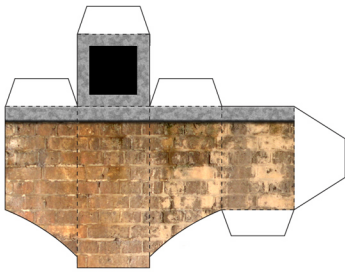
Score


Score on back



	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Bottom Brace	
	Bottom Brace	







**FAT DRAGON**  
© 2007 Fat Dragon Games

**KEY**

— Cut —

--- Score ---

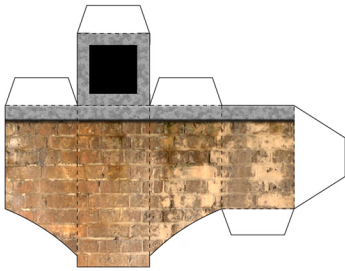
• Score on back •



	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Bottom Brace	
	Bottom Brace	







**FAT DRAGON**  
© 2007 Fat Dragon Games

**KEY**

— Cut —

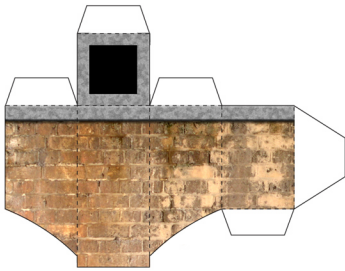
--- Score ---

• Score on back •



	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Bottom Brace	
	Bottom Brace	





**FAT DRAGON**  
© 2007 Fat Dragon Games

**KEY**

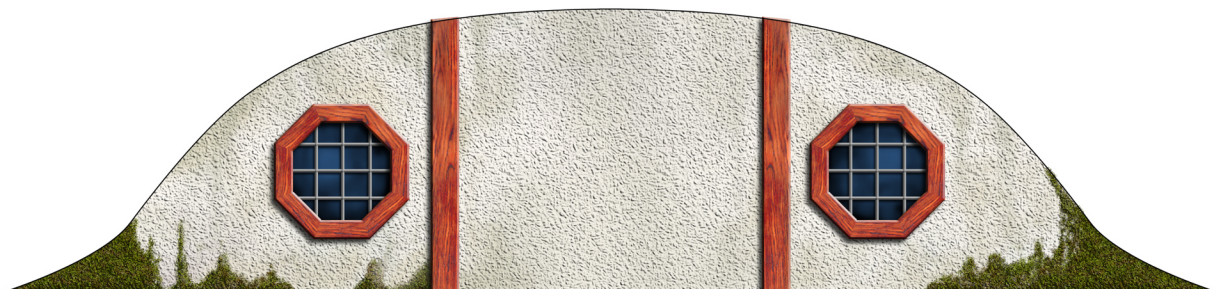
— Cut —

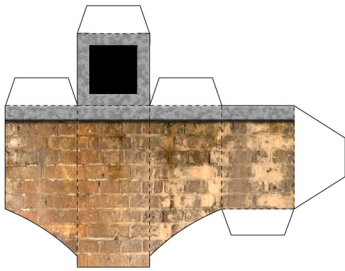
--- Score ---


• Score on back •



	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Bottom Brace	
	Bottom Brace	







**FAT DRAGON**  
© 2007 Fat Dragon Games

**KEY**

— Cut —

--- Score ---

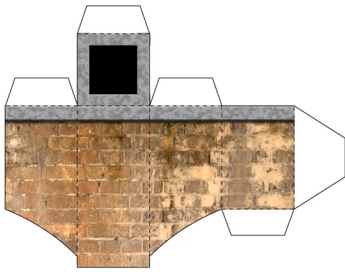
• Score on back •




	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Bottom Brace	
	Bottom Brace	









**FAT DRAGON**  
© 2007 Fat Dragon Games

**KEY**

— Cut —

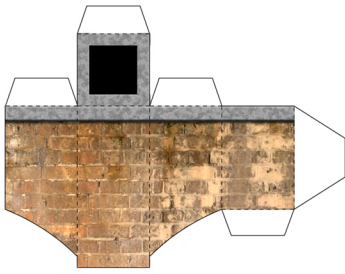
--- Score ---


• Score on back •



	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Bottom Brace	
	Bottom Brace	







**FAT DRAGON**  
© 2007 Fat Dragon Games

**KEY**

— Cut —

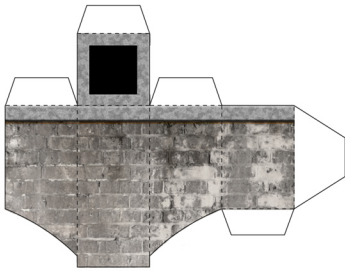
--- Score ---

• Score on back •



	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Bottom Brace	
	Bottom Brace	





**KEY**

Cut

Score

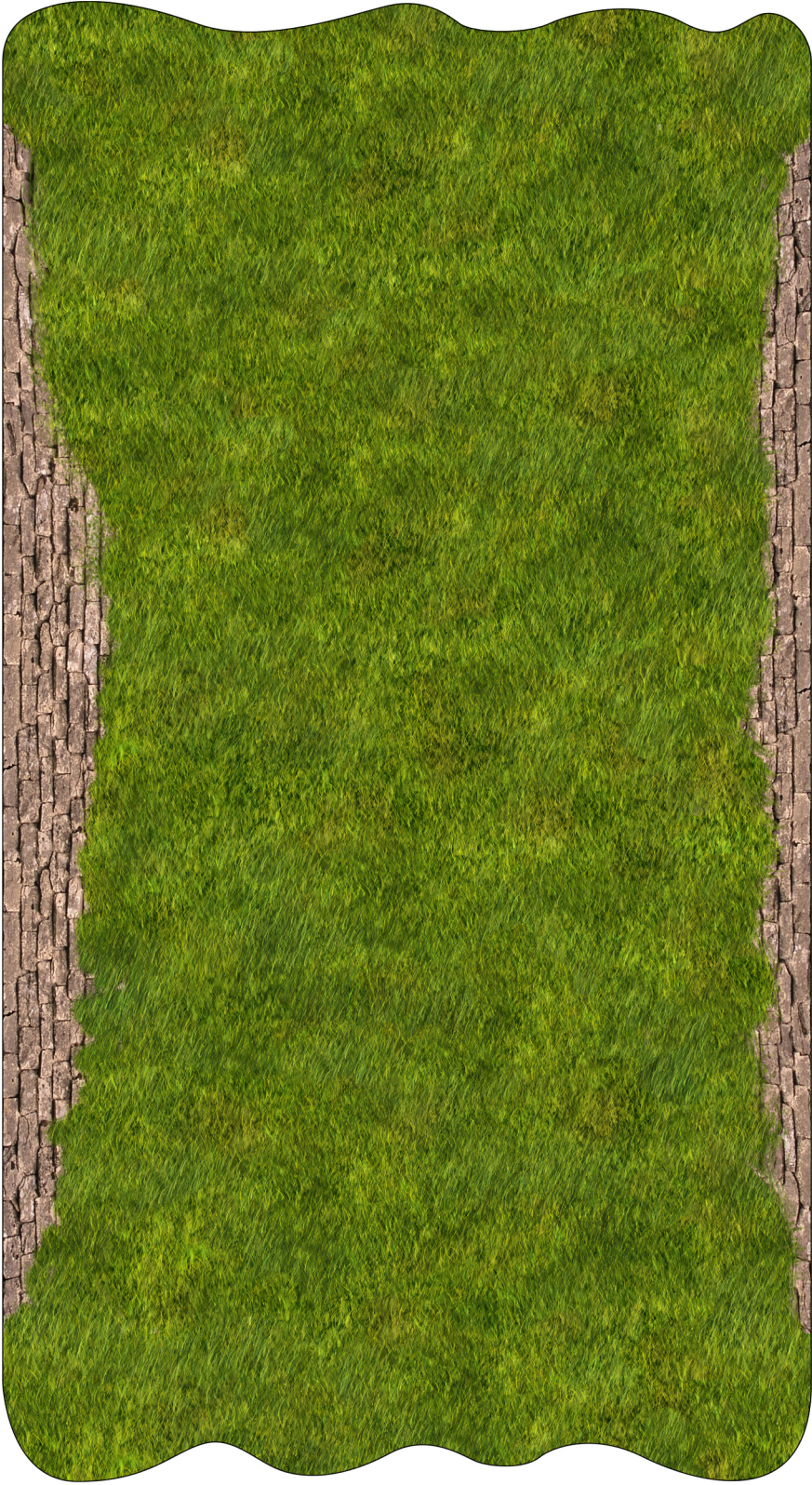
Score on back




	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Top Brace	
	Bottom Brace	
	Bottom Brace	









**FAT DRAGON**  
© 2007 Fat Dragon Games

**KEY**

----- Score -----  
----- Cut -----

Score on back





KEY

Cut

Score

Score on back

