

## BUILDING EXPANSION SET I

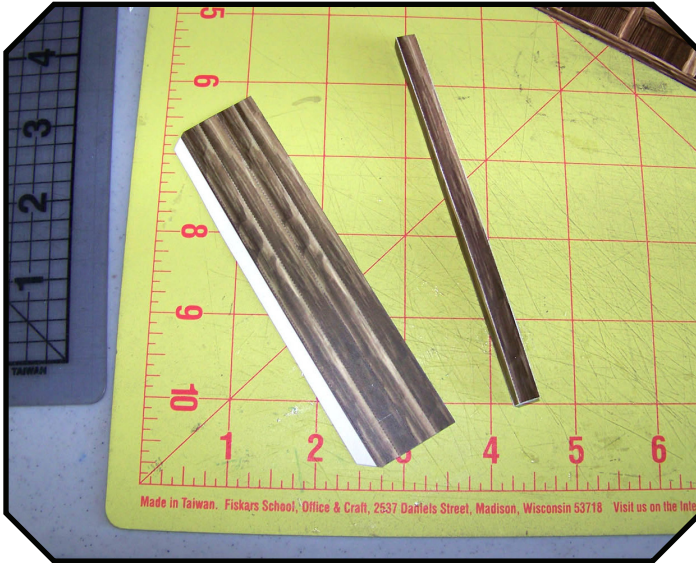


FAT DRAGON GAMES

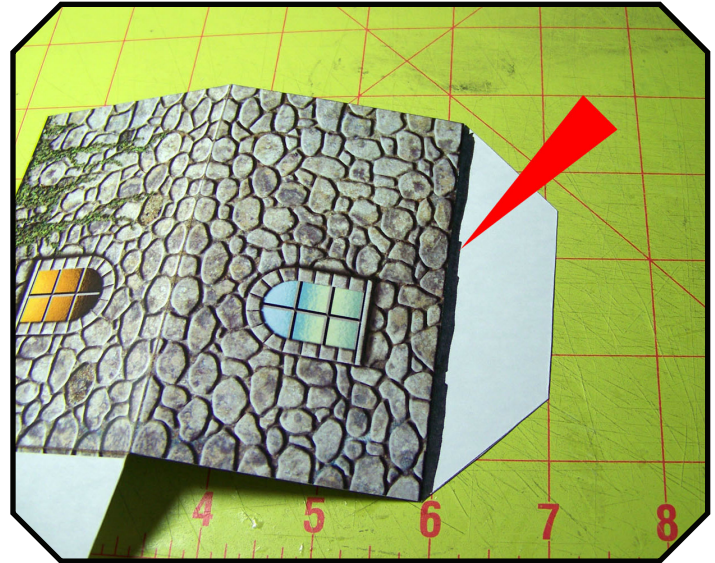




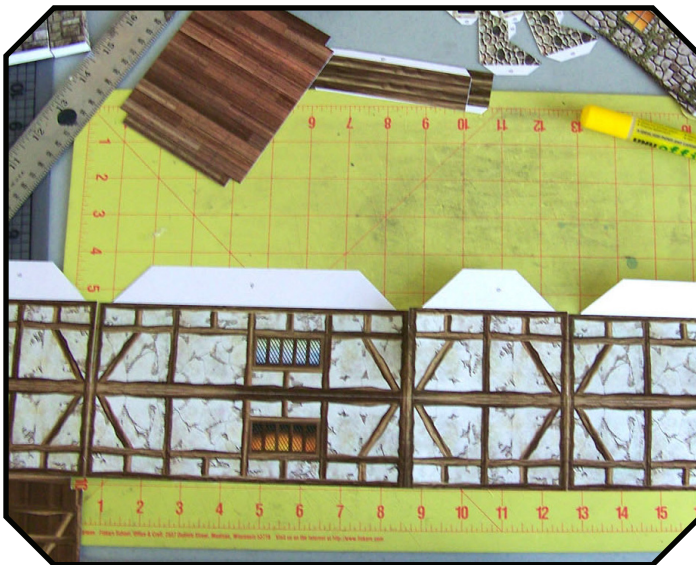
## GROUND AND UPPER FLOORS



1: Cut, score and test fold the four support beam pieces as shown above. Glue together and set aside until the upper floor is finished.



2: On all wall pieces, after cutting and scoring the wall section, we recommend you use a black marker to edge along the inner edge of the flap as shown.

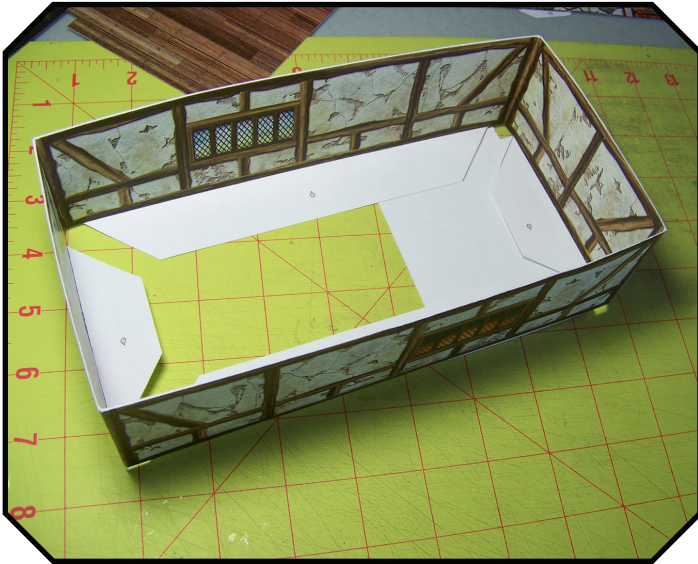


3: Glue the four wall sections as shown above (alternate wall lengths; 4"-8"-4"-8"). Do this for both floors.

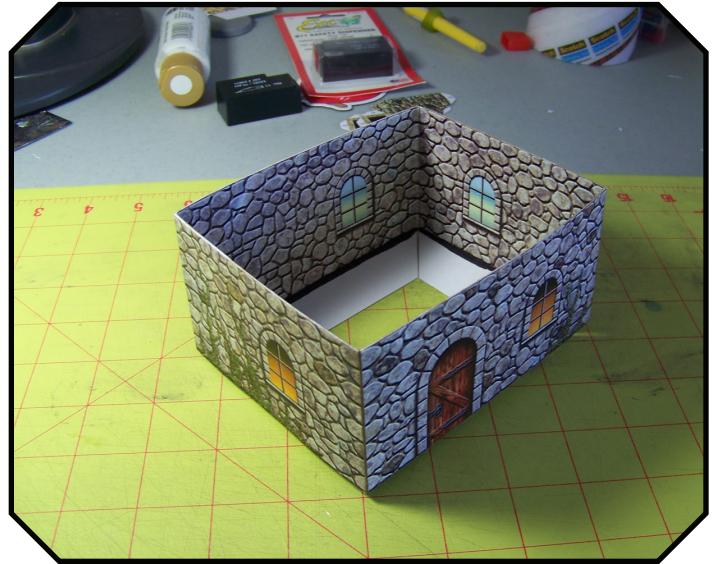


4: Glue the wall sections into a square shape as shown above.

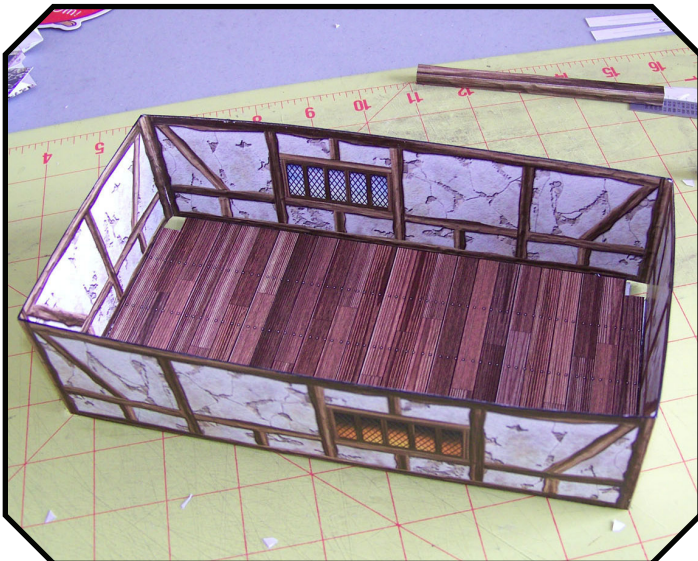




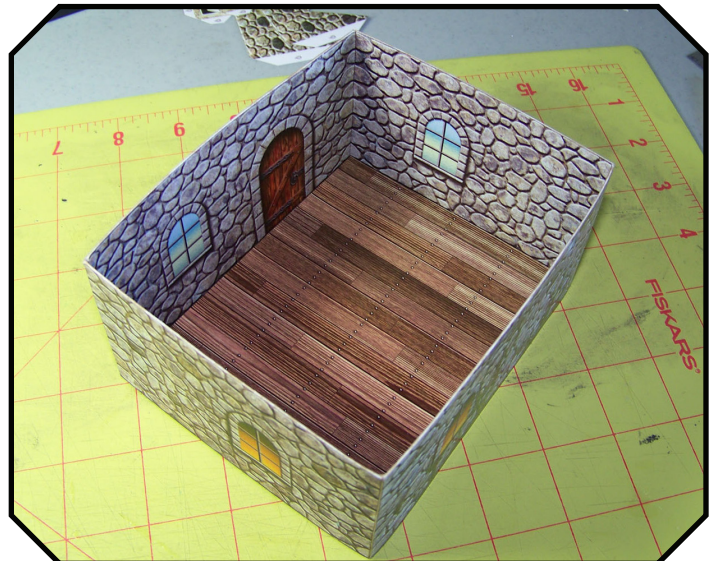
5: Fold the inner wall sections over and glue into place. Note that the upper floor has an additional flap on the extended side that must glue beneath the four standard inner tabs as shown above.



6: The bottom floor glues in exactly the same fashion.



7: Once the inner walls are dry, insert and glue the floor into place. The upper floors need to have the four corner squares cut out first. For the upper floor, before gluing the piece into place, cut out a 1x2 square section wherever you want the opening for the stairs to be (make sure it's over the first floor area and not the extension.)

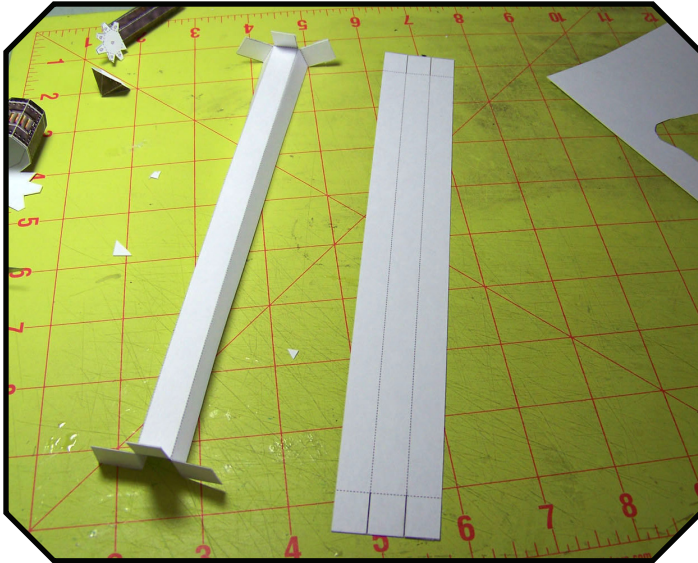


8: The bottom floor has no squares to cut out in the corners.

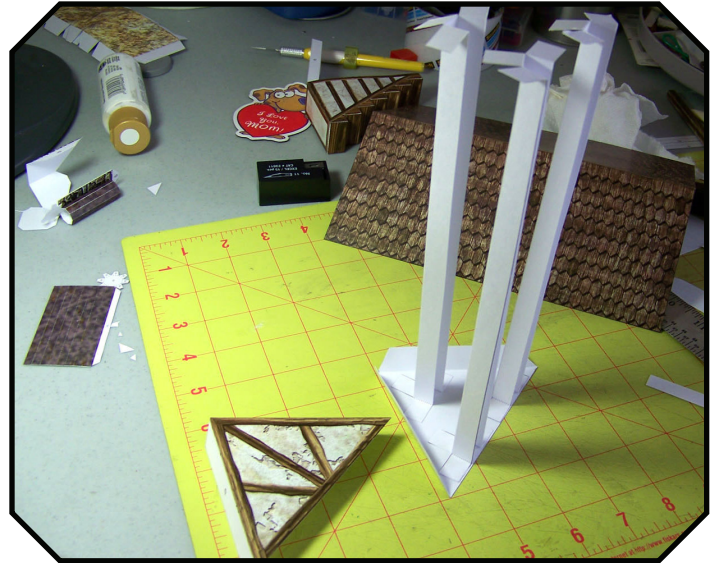




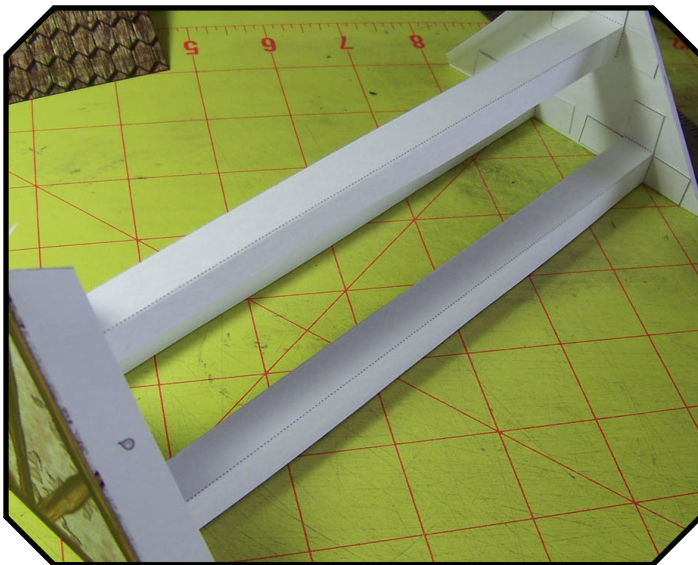
## ROOF



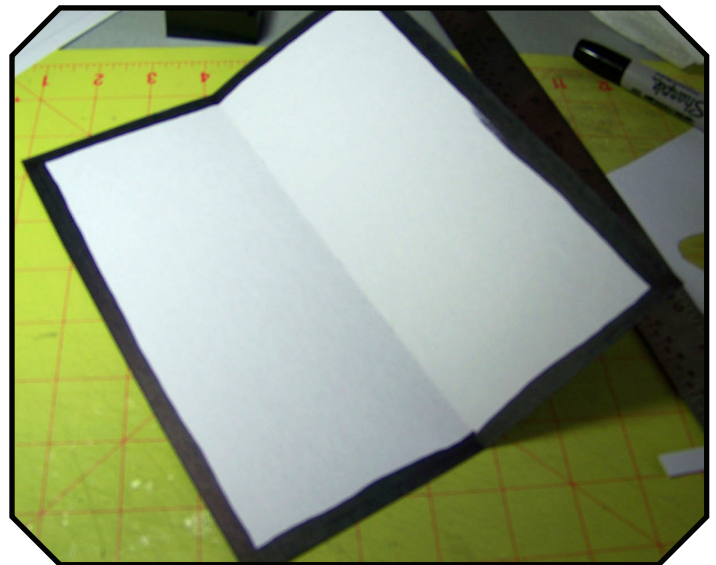
1: Cut, score and test fold the roof support pieces as shown above.



2: Glue the three support beams to the inside of a roof end as shown above.

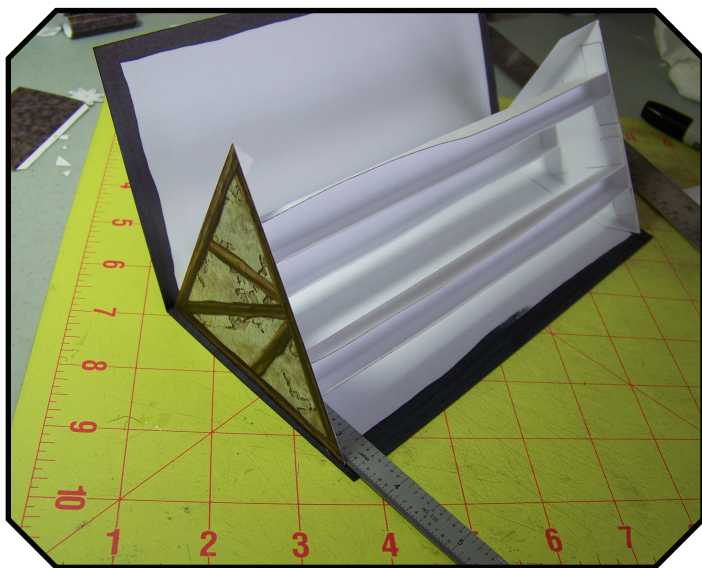


3: Repeat for the opposite end and allow to fully dry.

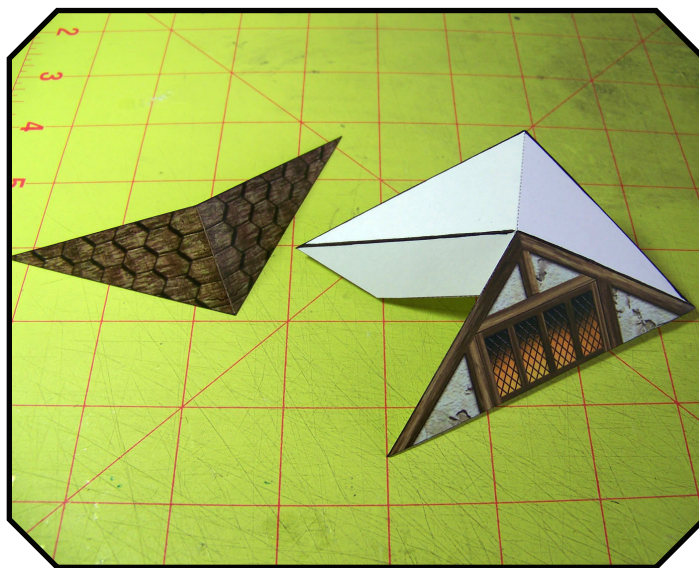


4: Cut and score the roof section as shown. Make sure you color the edges of the reverse side with a dark gray or black marker.

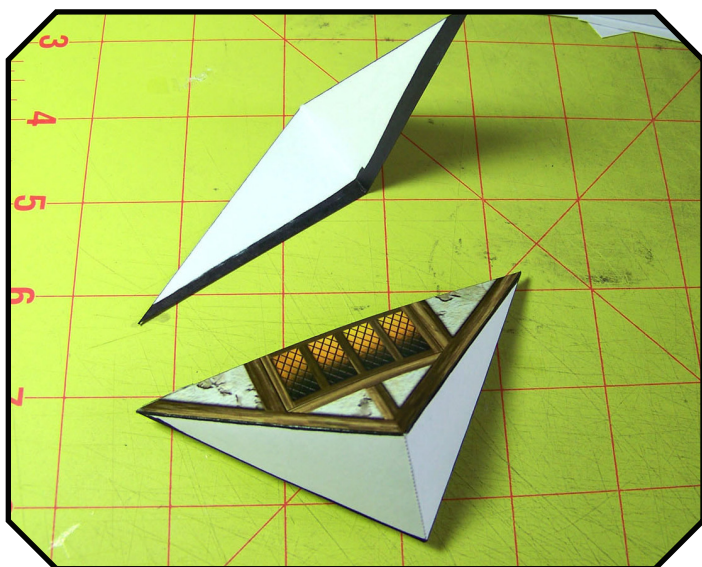




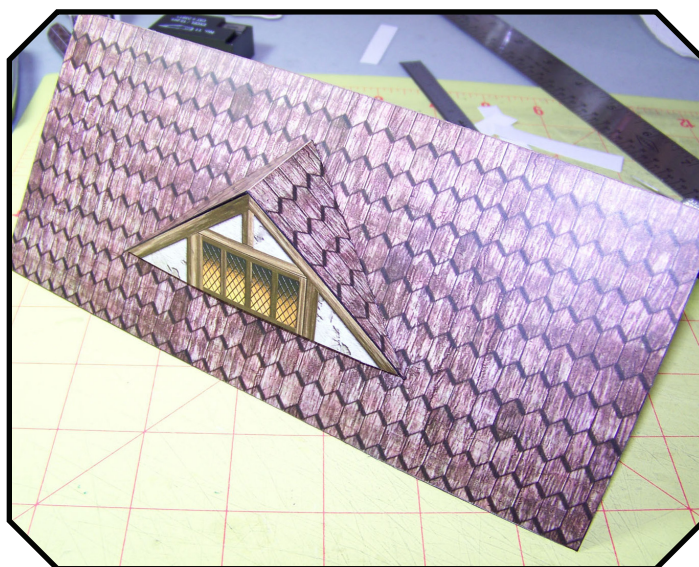
5: Begin gluing the end sections to the main roof by laying on a flat surface and applying pressure with a straight edge as shown. Glue one flap at a time and allow to fully dry before proceeding to the next.



6: Cut and score the roof dormer as shown.



7: Edge the bottom of the dormer roof as shown. Glue the main dormer piece into its final shape and allow to dry.

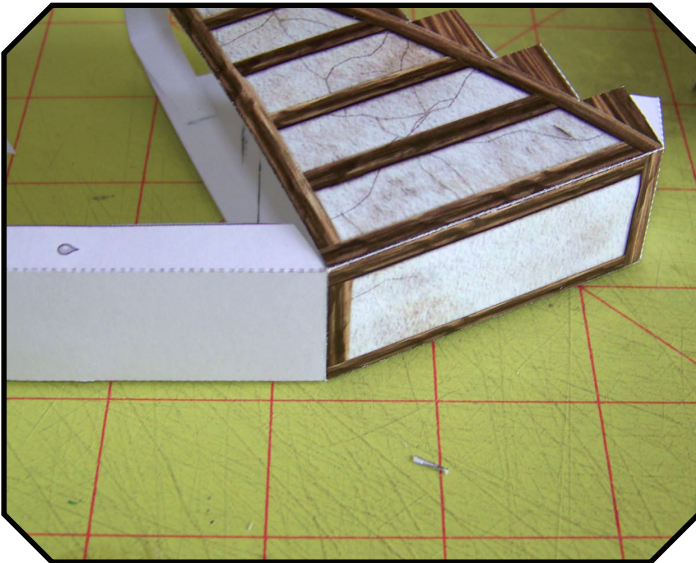


8: Glue the roof to the main dormer piece and then glue to the main roof as shown. Repeat for the opposite side if two dormers are desired.

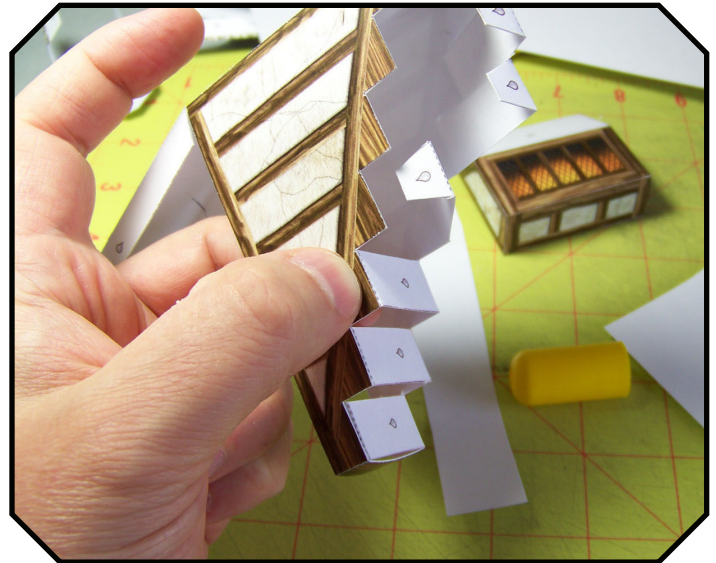




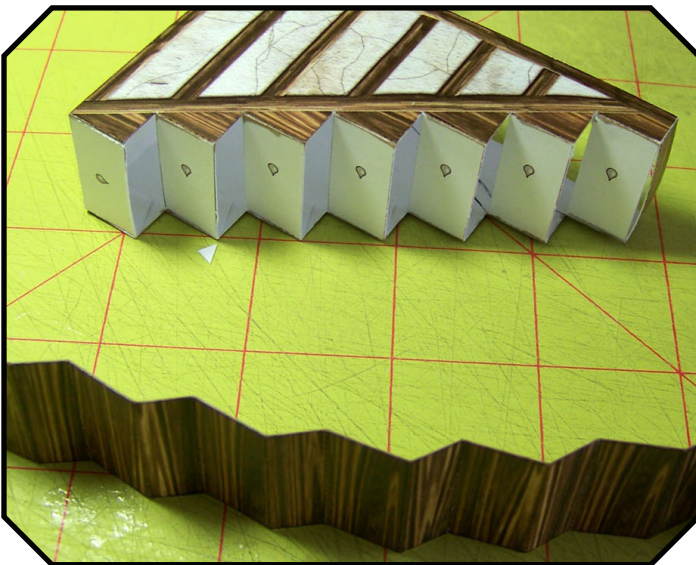
## STAIRS



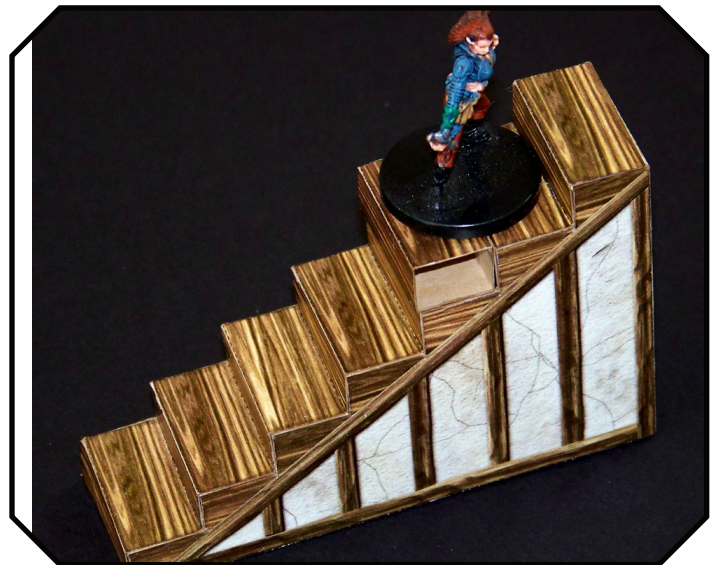
1: Glue the stair base section to the back of the main section as shown above.



2: Begin gluing the cross sections for the tread as shown, working one tab at a time.



3: Finish gluing the tread tabs into place, and test fold the main tread strip as shown. Make sure you edge this and the main stair section before gluing the two together.

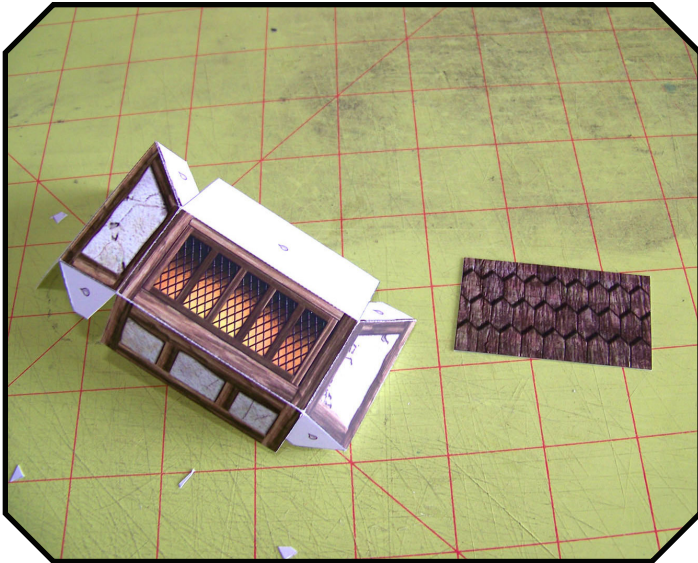


4: Glue the main stair tread strip as shown. Glue the figure support adapter into a rectangle. Use this to help support figures standing on the stairs if necessary (the side flaps are optional, you can quick build the adapter without them if desired.)

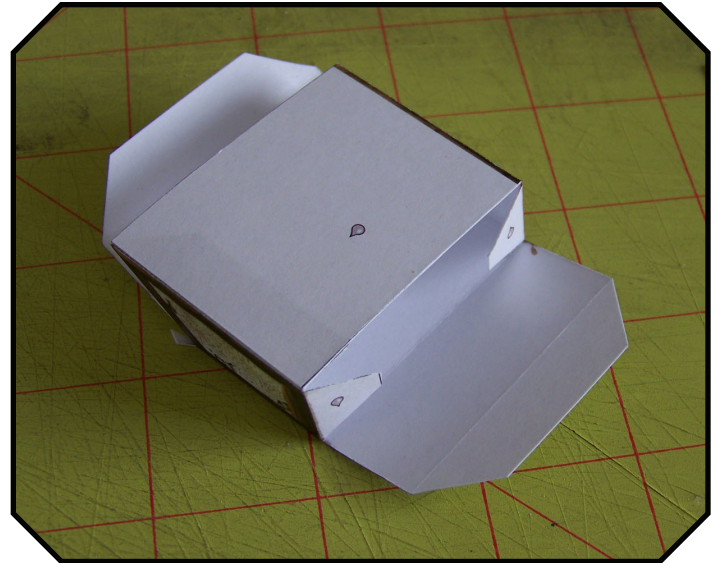




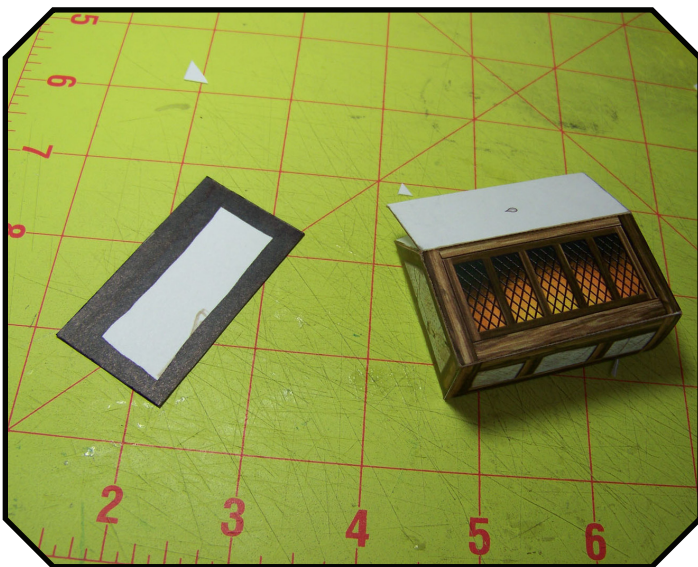
## OPTIONAL PROTRUDING WINDOW BOX



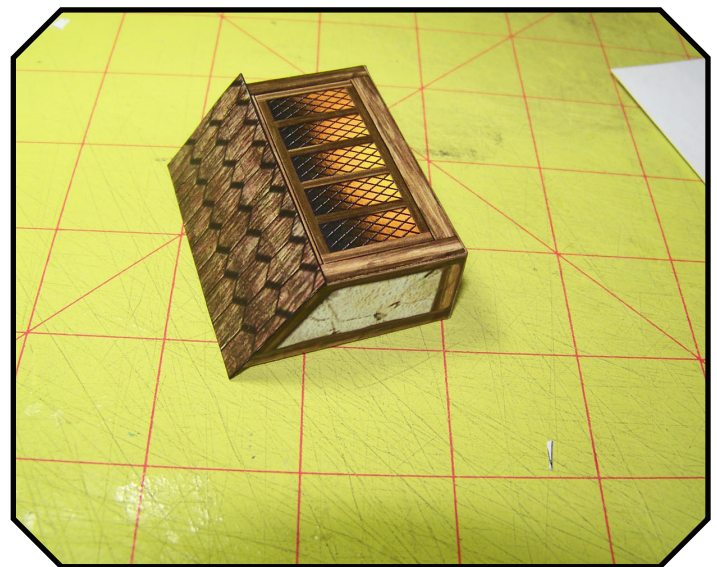
1: Cut, score and test fold the extended window as shown above.



2: Glue the back flap first.



3: Glue the top and bottom flaps and allow to dry. Edge the bottom edges of the roof piece as shown.



4: Glue the roof section to the top of the window model and allow to dry.

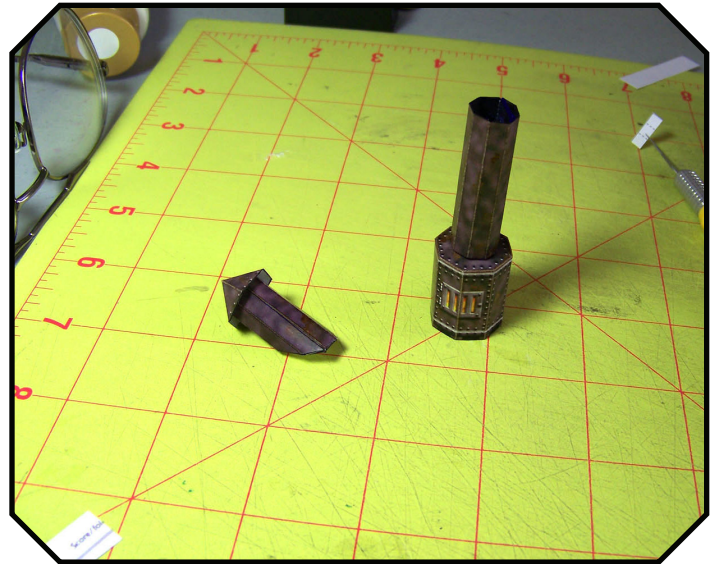




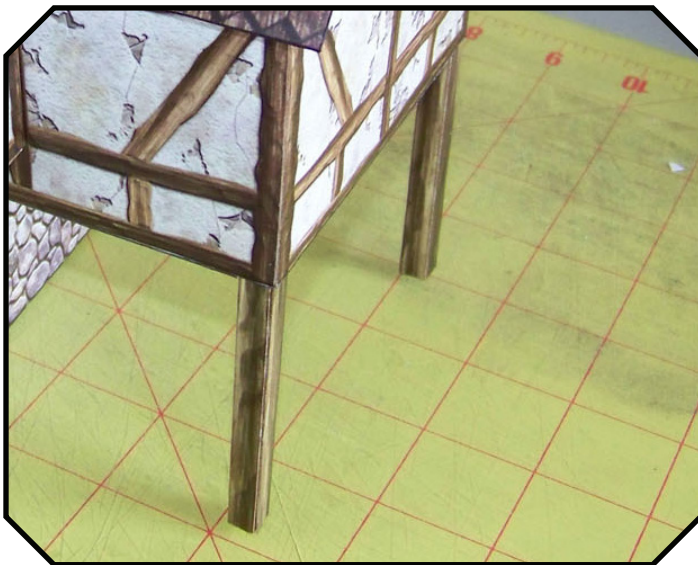
## FINISHING TOUCHES



1: Cut, score and test fold the pieces as shown above. Glue into tube shapes and allow to dry.



2: Glue the upper exhaust pipe to the stove as shown (two lengths provided). Glue the cap piece to the roof pipe and allow to dry. This can then be glued to the top of your completed roof wherever desired.



3: Glue the four main support beams into the four corners of the upper floor as shown. The tops of the beams should align with the top edge of the walls.



4: Put the sections together as shown. An alternate upper floor is also included allowing you to build the structure with no overhang.



