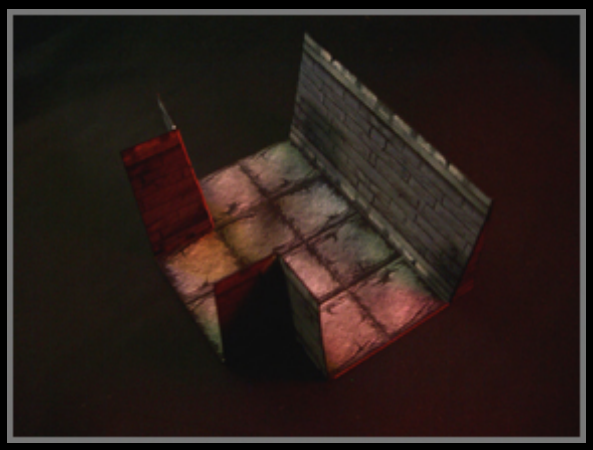
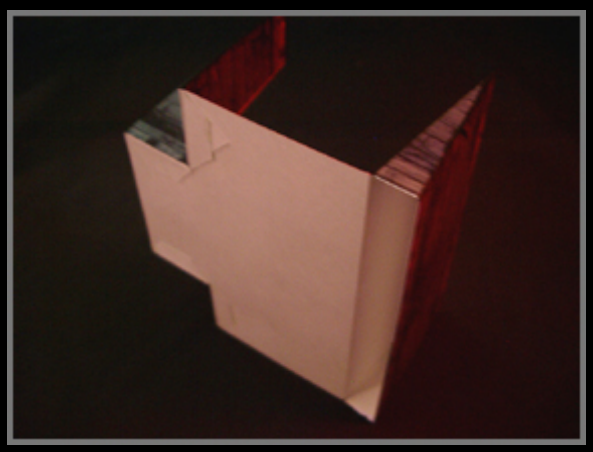
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# T-INTERSECTION





**Difficulty Rating (Out of 10): 6** (The T-Intersection is really a very simple model. It's only complexity lies in the number of cuts and scores you must make to free the model from its paper prison.)

**Recommended Duplications: 4-6** (Unless you want a really boring dungeon devoid of any branching turns you should create at least four copies of the T-Intersection)

**Steps:**

- Cut and score where marked. Pay careful attention to the three score sections that require reverse side scoring. Two are at the base tabs of the corner wall joints and the final is at the base of the main T-Intersection.
- Remove the model sections marked "fold as one piece" and fold along the score line AS ONE PIECE creating a sandwich. Be sure that the fold is lined up properly and that no white space is sticking out on either side..
- Once you are sure of your alignment glue the two halves together and let dry for two minutes. Once dry you may now cut the remaining white space out of the model. You should wind up with to separate halves. Fold where you have previously scored and set to the side. When placed together these halves will form the inside corner wall joints for this corridor piece. Repeat this process with the other corner wall joint. In the end you should have four wall pieces. Two without flaps and two with. Set these pieces aside
- Now fold the large corridor section as noted on the fold sheet. Use the above photos

for reference if you are lost.

- Glue the beige tabs (glue tabs) to the inside of the wall sections. IMPORTANT: As with most of the models in this set it is important that you use the Wooden Ruler Technique as noted in the beginners guide. It is impossible to get a good bond with your fingers alone on this model. When done properly the walls should form a sturdy, self-supporting triangular shape.

- Take the two "flapless" pieces you set aside earlier and separate them from the others. These pieces should have one side with a straight vertical and the other with a slight angle. Start by gluing this sections tab to the underside of one of the inner notches of the interchange. It is important that the straight vertical edge of the wall is facing outward and the angle is facing inward. Rotate the T-Intersection and repeat the process with the remaining wall sections.

- Take the final pieces with the flaps and glue their tabs to the underside of the remaining inner notches. You should be left with four floppy walls. Glue the remaining tabs to the outside of the "flapless" pieces. When done properly you should have two slightly angled inner corner sections and your model is complete.

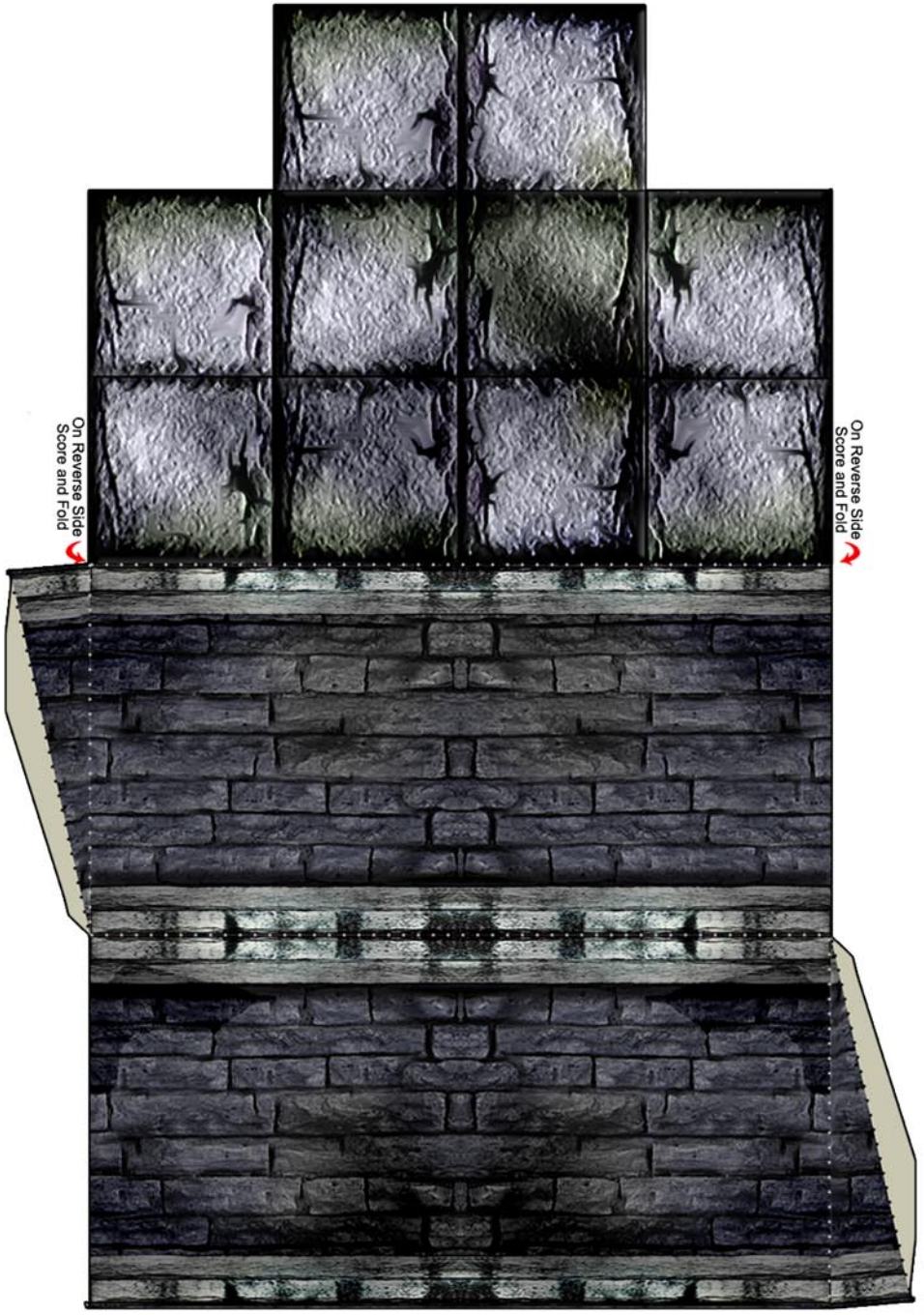
This model is more difficult to explain than it is to actually build so don't get too caught up in the explanation. The pieces only work one way! Just go for it! If all else fails refer to the above photos for a better sense of the models construction.

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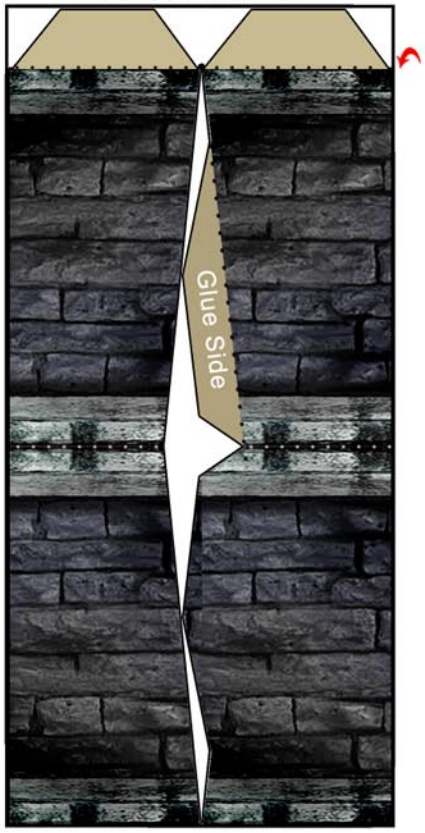
Cut Through Black Lines and Borders

Score and Fold Along Dotted Lines

Score and Fold on Reverse Side




Cutout as One Piece




Cutout as One Piece

