DRAGONSHIRE

FAT DRAGON GAMES



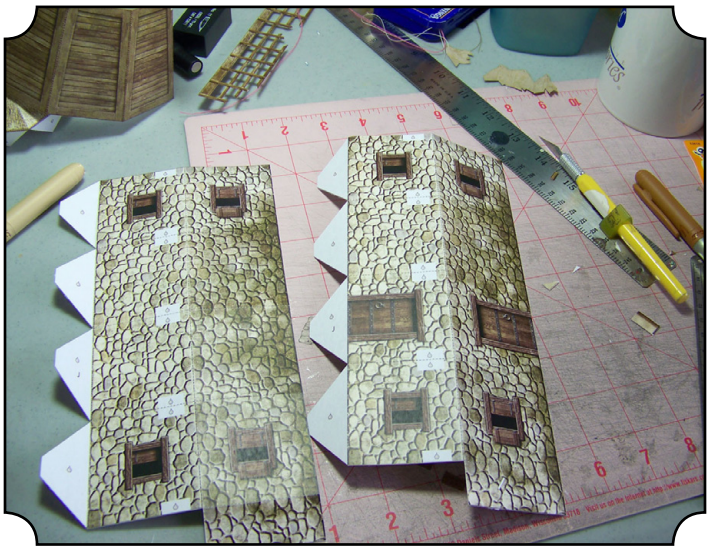
WINDMILL & COTTAGE

FAT DRAGON GAMES

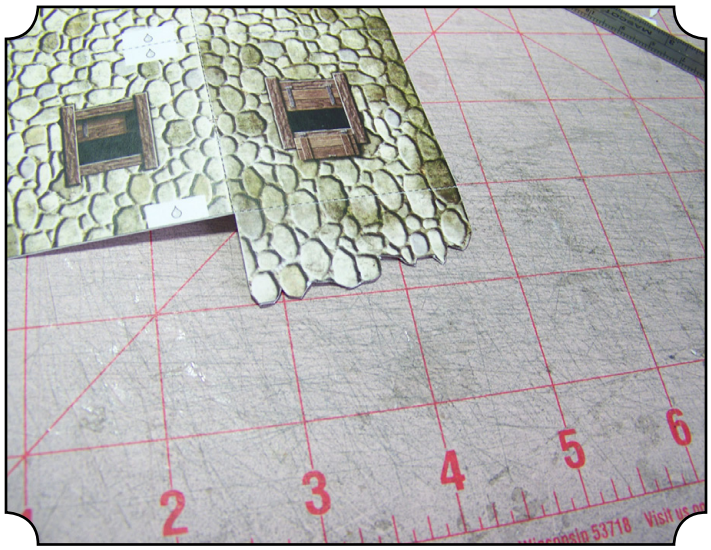
www.fatdragongames.com

Note: Before proceeding with these instructions, please read the beginners guide PDF document included with this model which includes a complete list of necessary materials to construct this model. We recommend that you browse all the way through this set of instructions before beginning. Customers with CRAFTROBO and SILHOUETTE SD autocutters can download free GSD cut files for this set at the FDG website.

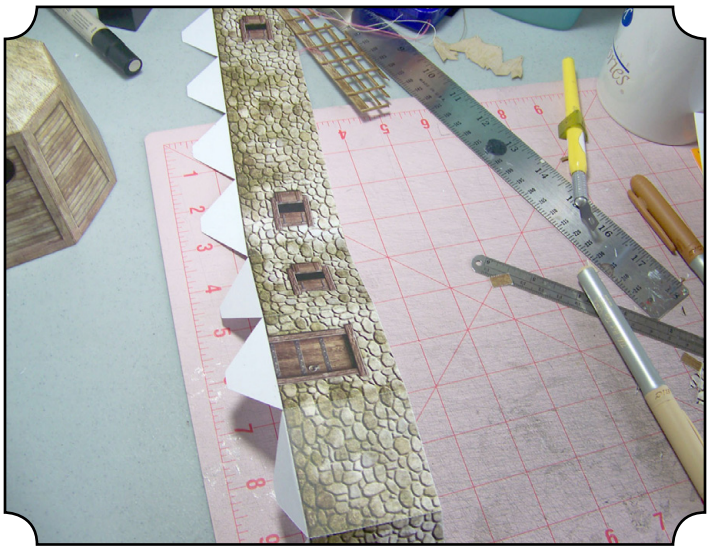
FIRST & SECOND FLOOR



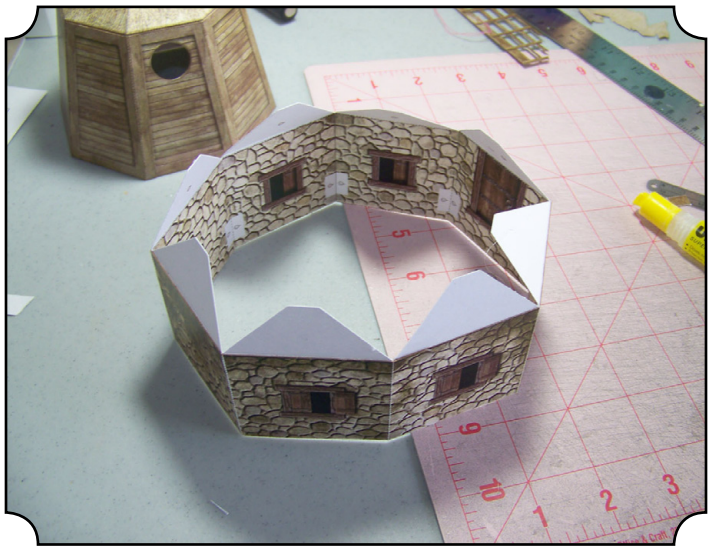
1: Cut and test fold the wall pieces (part J printed twice, once with door and once without, unless you want two doors) as shown.



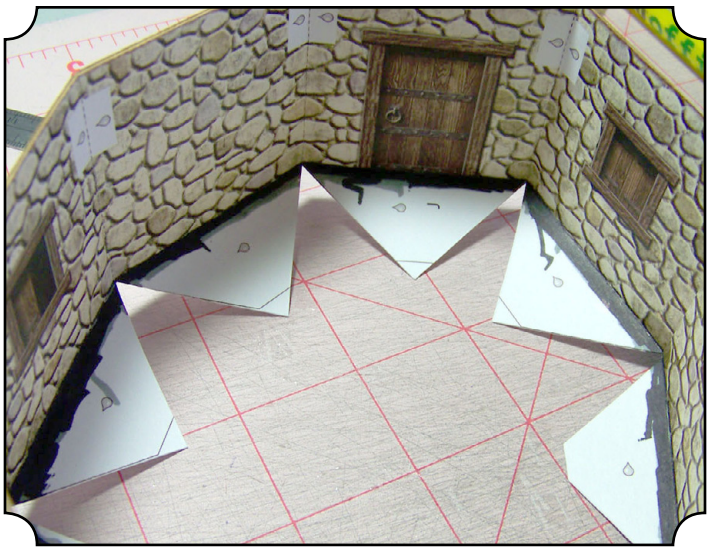
2: Trim the end tab in a random pattern. This will hide the edges when glued to adjoining wall sections.



3: Fold the wall in half and glue. Once dry, glue the two wall sections together into one long strip.



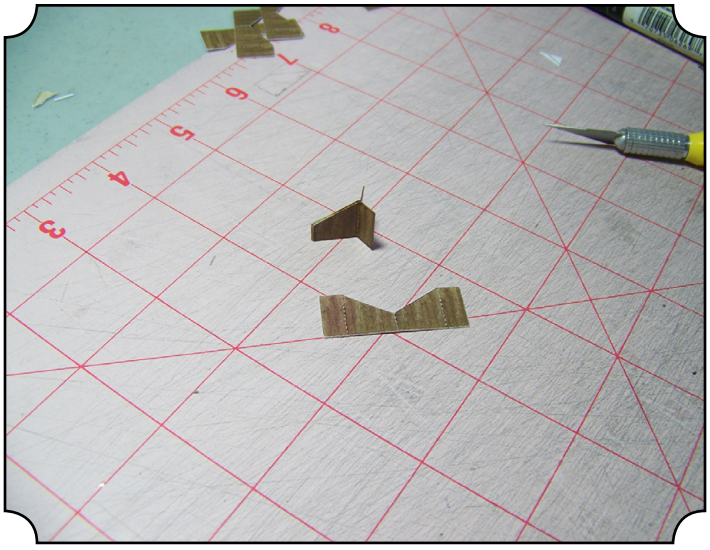
4: Glue into a ring as shown.



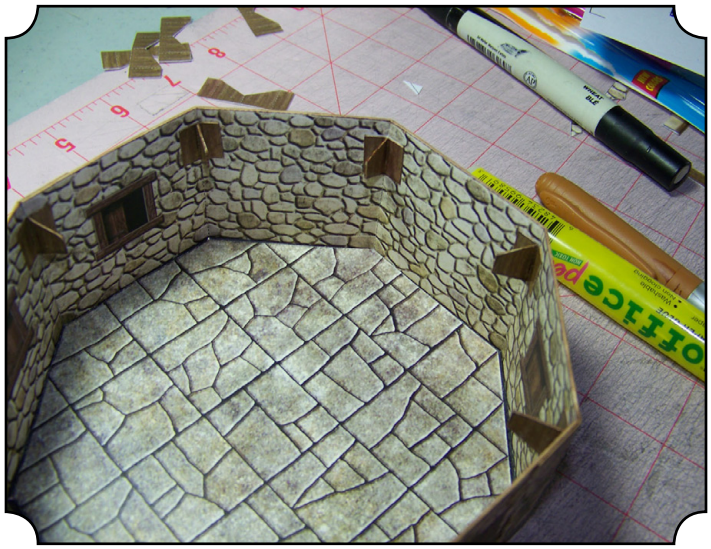
5: Fold the bottom tabs inward. Color the inner edge of the tabs black or gray as shown. This will eliminate any white showing through if your floor section is slightly off.



6: Insert the floor (W) and glue as shown.

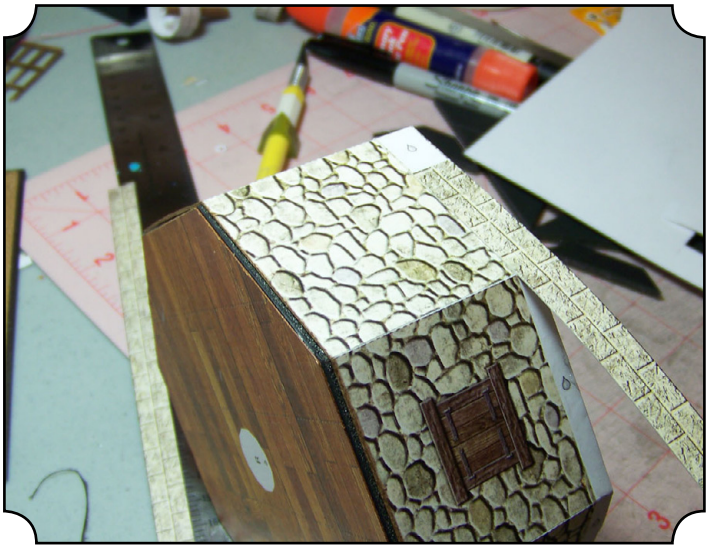


7: Cut, score and glue the upper floor tabs (Q) as shown.

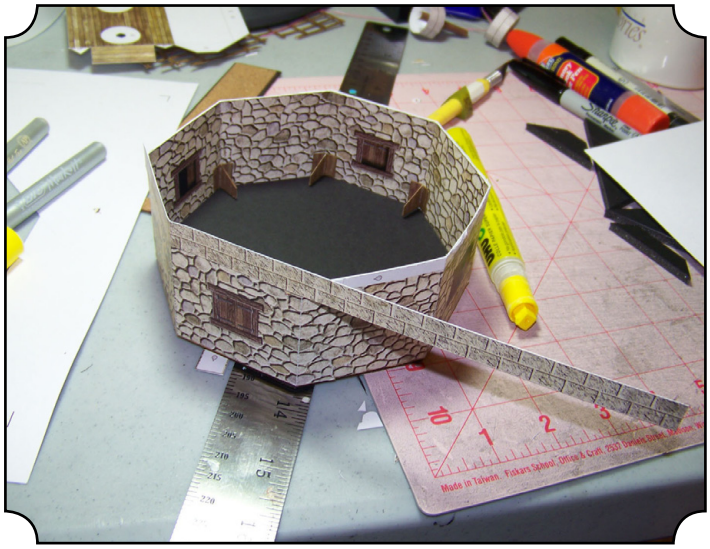


8: Glue all 8 tabs as shown around the inner circumference of the walls as shown above.

Second floor

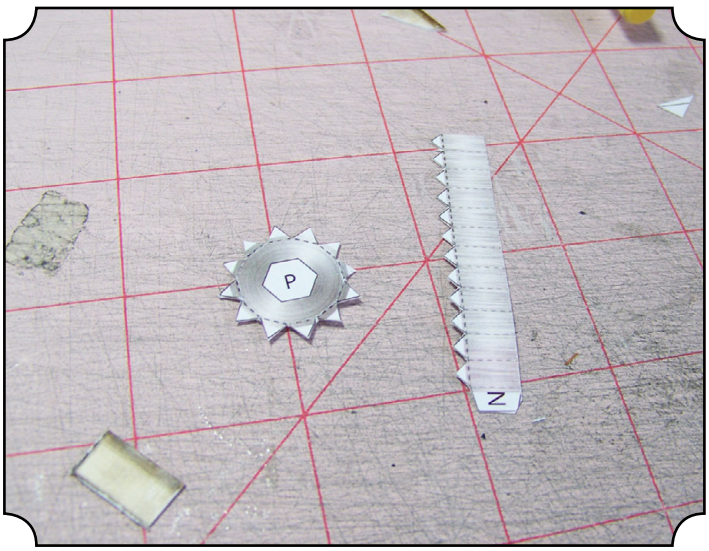


1: The second floor (K) assembles exactly like the first floor except there is no permanently attached floor. There is a new component, an edge strip (L) that glues around the bottom edge of the outer wall. This strip is what 'grips' the lower floor and keeps the second floor in place.

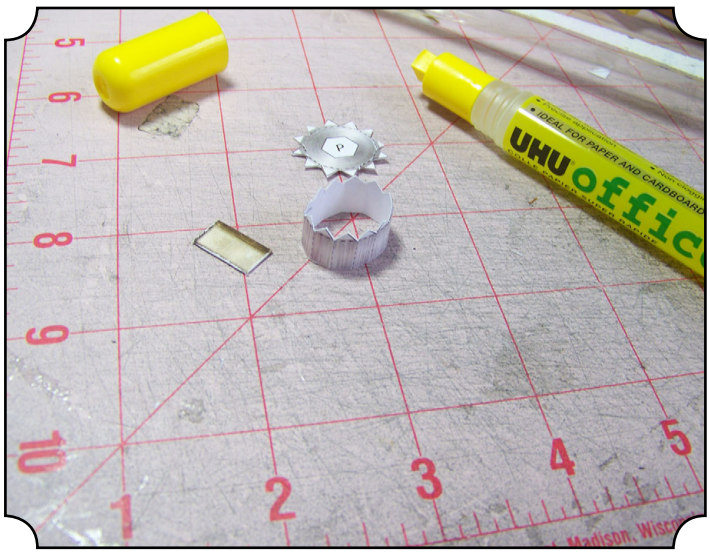


2: Begin gluing one strip as shown, working one facet at a time. When you have finished gluing one strip, continue with the second strip and trim to fit the length required. If your edge strip ends up being too tight to fit over the upper wall edge of the first floor, just cut a small slit in one or two corners of the strip to allow it to expand as required. If you do it where there is a break between 'bricks' the slit will be virtually invisible.

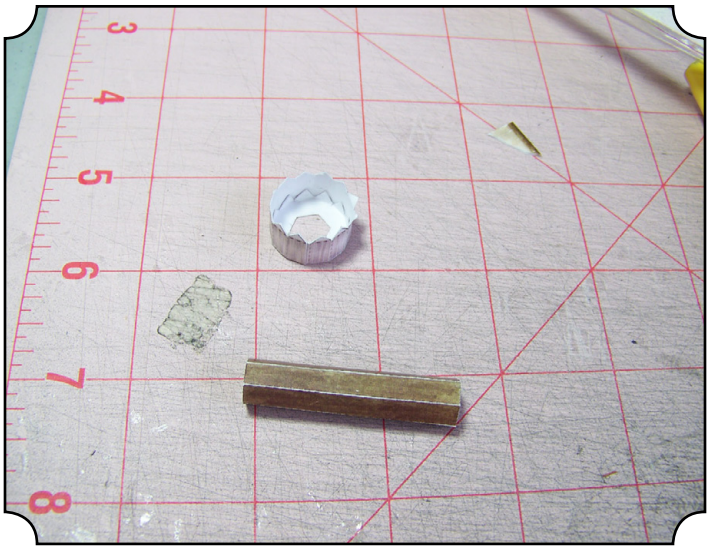
Interior parts



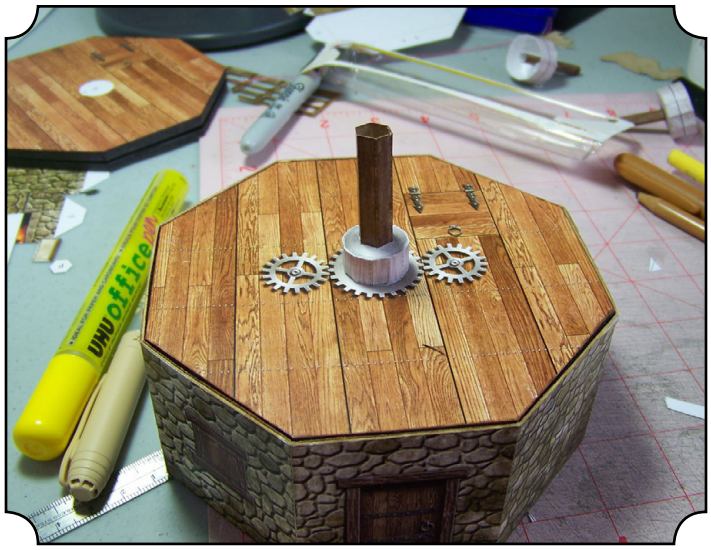
1: The interior mill components can be printed in wood texture (typical for a medieval mill) or a metal texture (more steampunk or modern.) Cut and score as shown above (N, O & P).



2: Glue part N into a ring and allow to dry.



3: Insert part P through the bottom of completed part N, glue and allow to dry. Fold the drive shaft (O) into a tube and glue.



4: The completed drive shafts glue to the floor pieces (M & R).



5: The third floor piece (R) needs to be mounted on TWO pieces of foamcore to make the structure assemble properly. You can try gluing the foamcore together first and then cutting to shape, but this will be difficult and we opted to cut one piece, glue to a second section, and use the first as a cutting guide so only one section of foamcore had to be cut at a time.

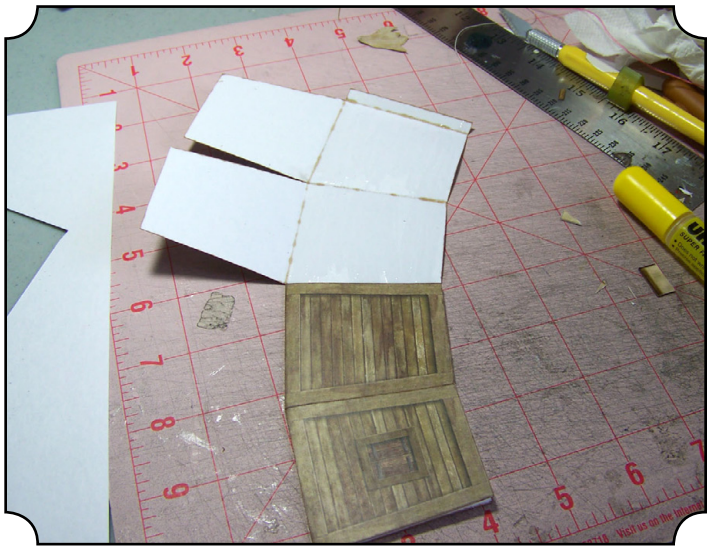


6: Glue the drive shaft as shown.

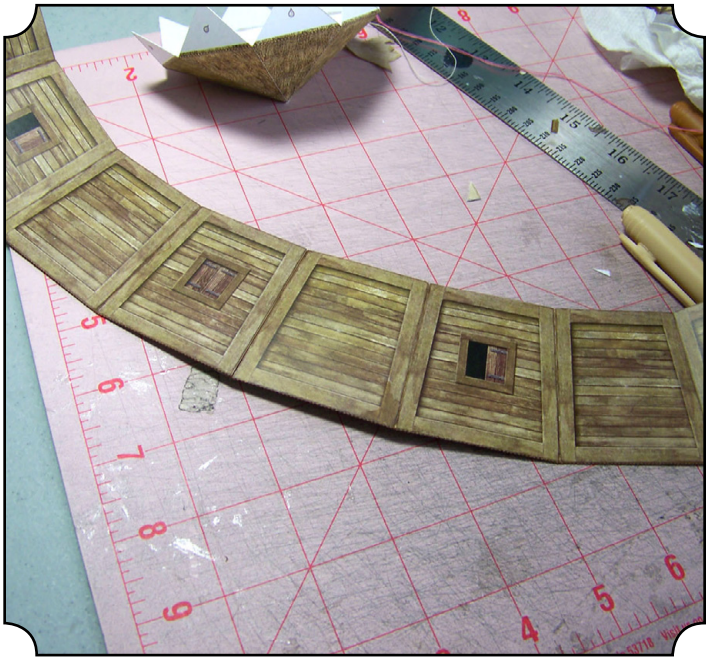
Third floor



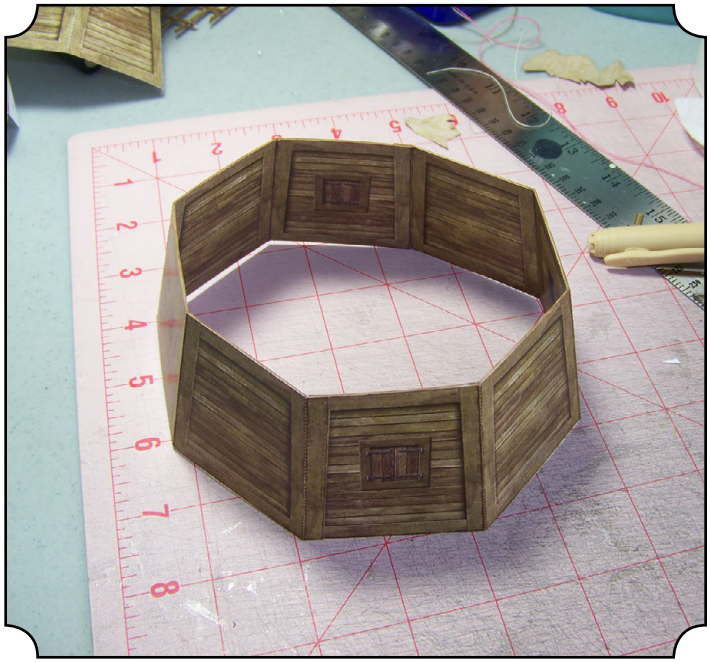
1: The third floor is constructed from part I printed twice. As with other pieces you can select open or closed windows before printing.



2: Fold the inner walls over and glue into place as shown.

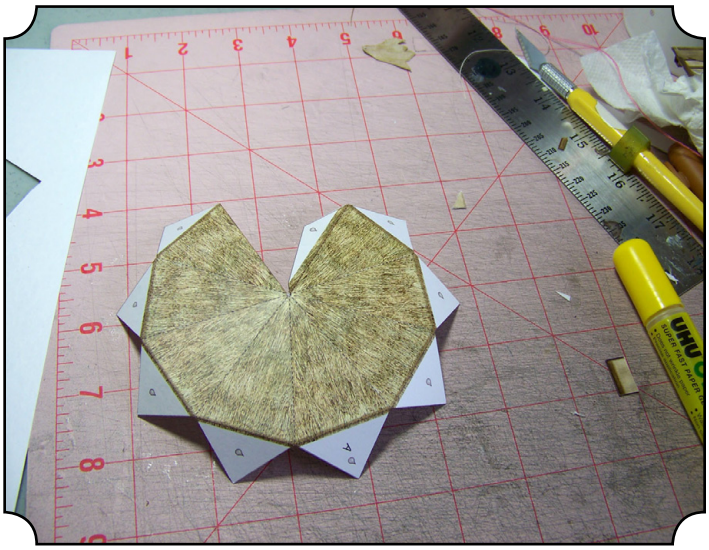


3: Glue the two wall strips into one long section as shown and allow to fully dry before proceeding.



4: Glue the completed strip into a ring as shown.

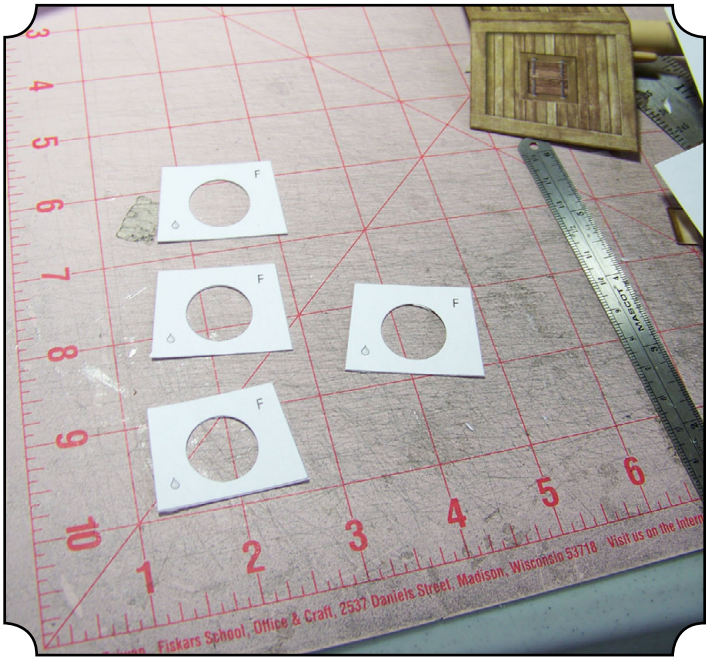
FOURTH FLOOR



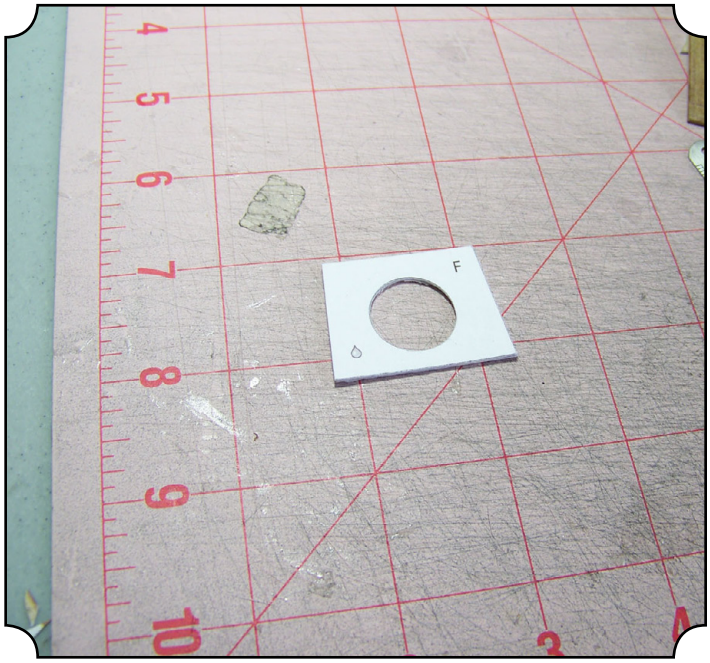
1: Cut and score the roof section (A) as shown.



2: Glue into a ring as shown and allow to fully dry.

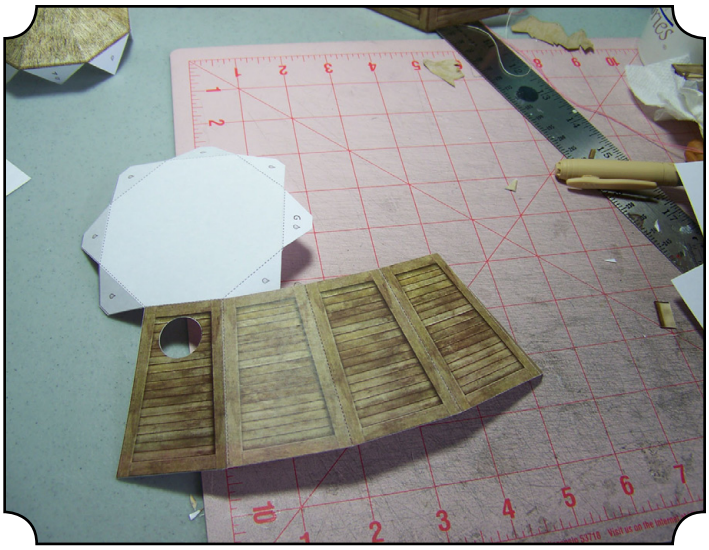


3: Cut the four axle reinforcement pieces (F) as shown.

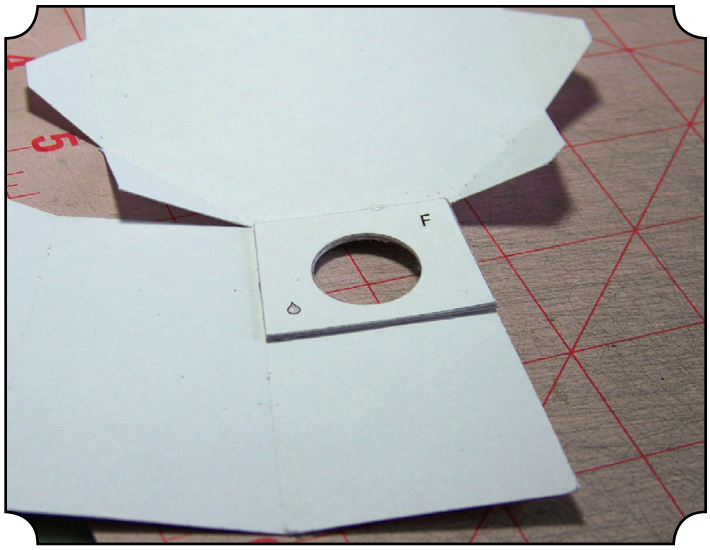


4: Glue all four piece F sections together as shown above. You need all four to make the structure strong enough to tolerate a rotating blade assembly.

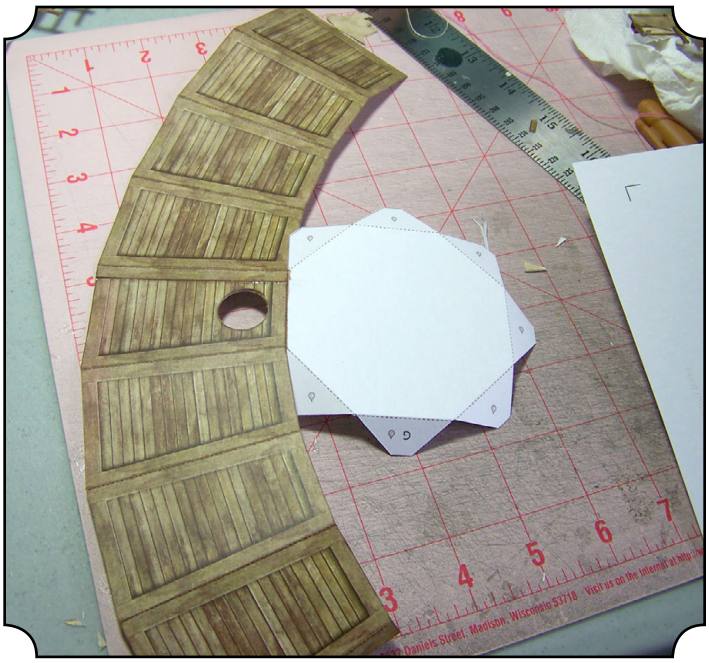
Damaged Roof



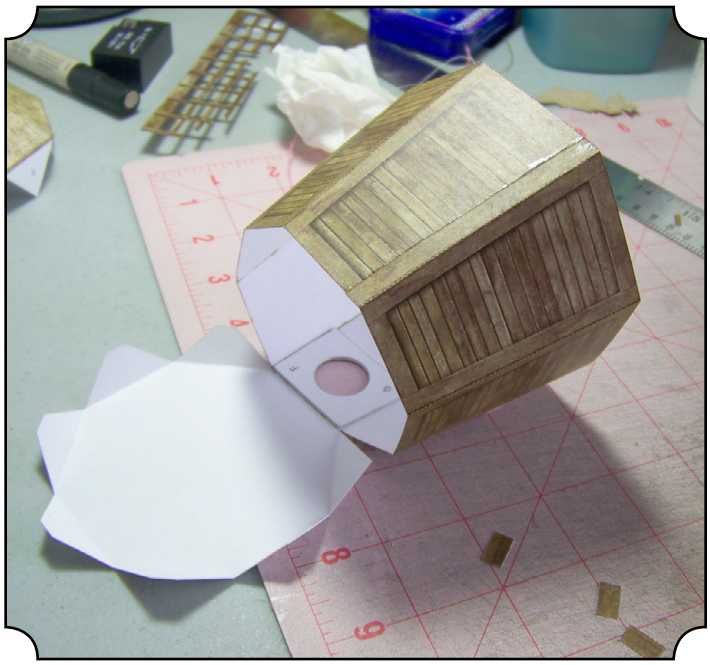
5: Cut and score piece G as shown.



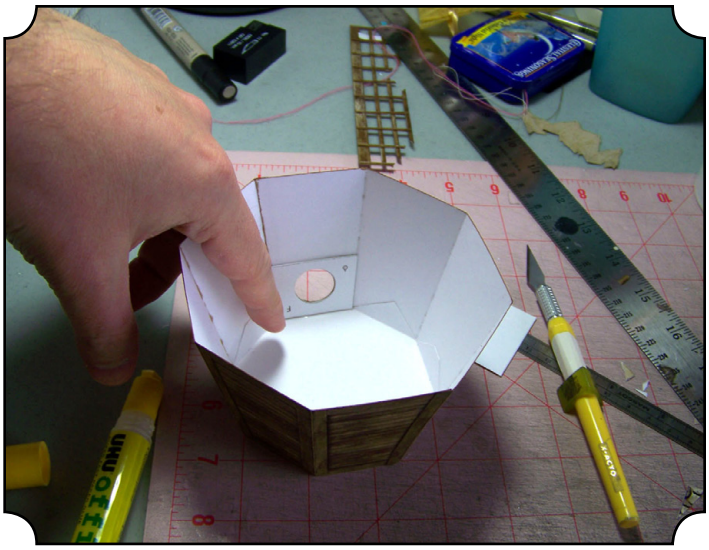
2: Glue the sandwiched piece F to the inside of piece G as shown above.



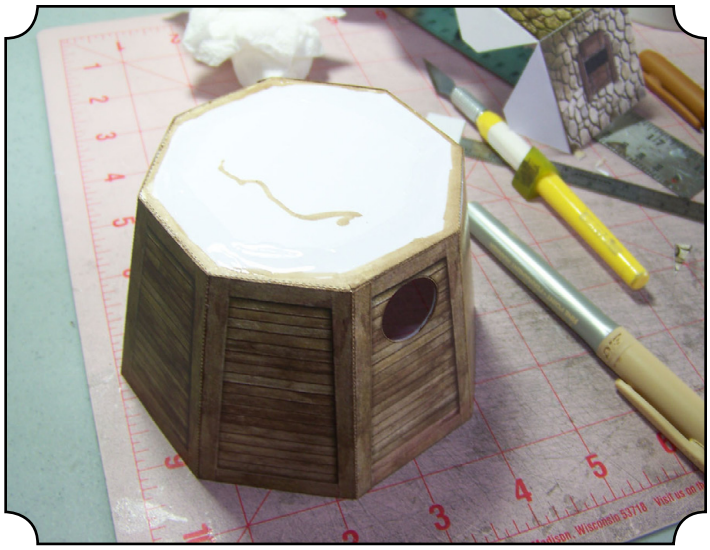
3: Glue piece H to piece G as shown above and allow to fully dry.



4: Glue into a ring as shown.



5: Fold in the top flap and glue as shown. Flip upside down on a flat surface to allow access to the interior flaps to apply pressure while gluing and to ensure the top flap is flush with the top edges of the side walls.



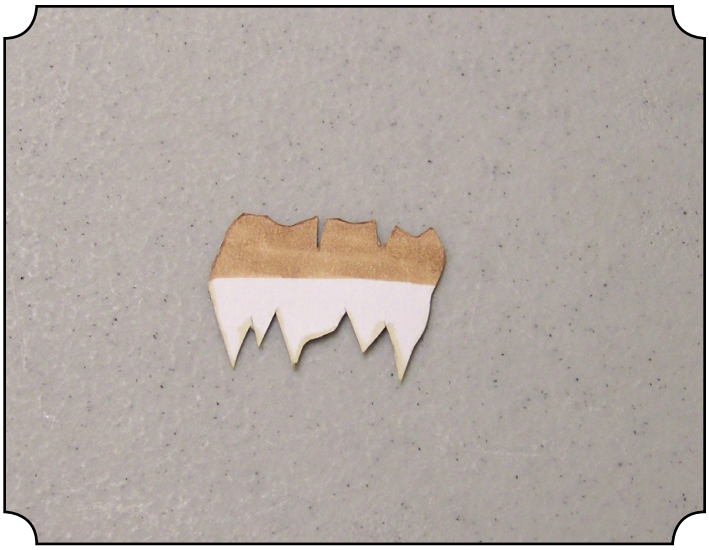
6: Edge the outer edges with a brown or tan marker if desired.



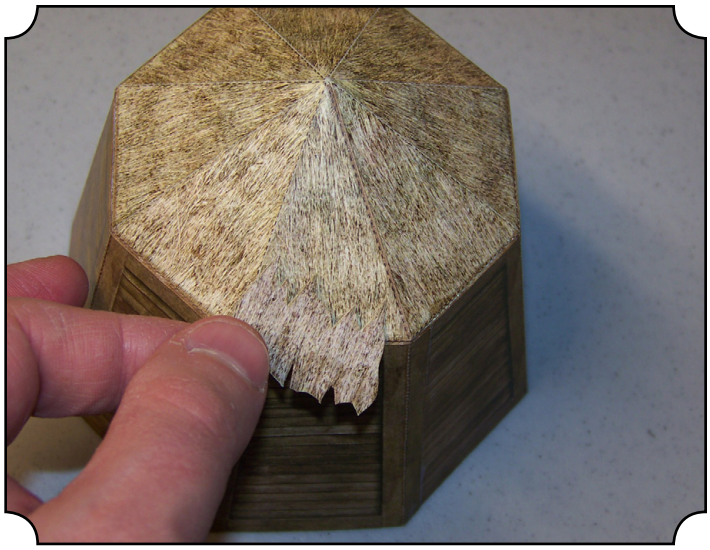
7: Glue the completed roof section to the fourth floor walls as shown.



8: OPTIONAL: For a more realistic thatched roof effect, cut six of the extra thatch rectangles from the roof page as shown above.



9: Color the back with a brown marker.

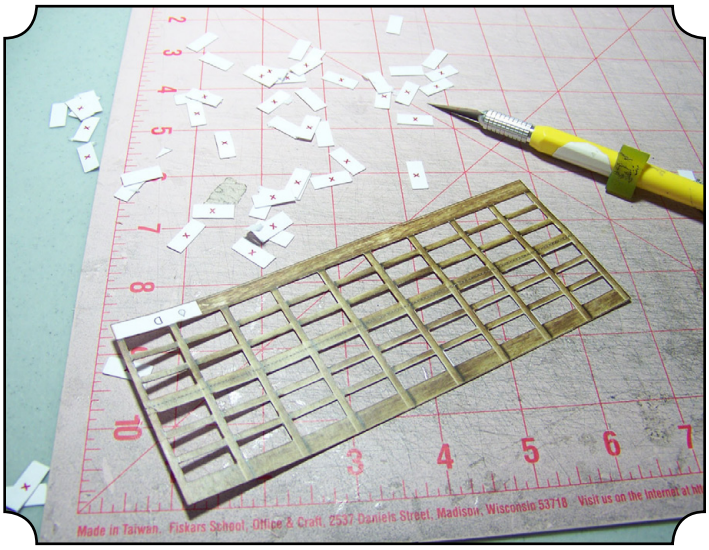


10: Glue to the edges of the roof as shown above, folding the new piece over the edge.

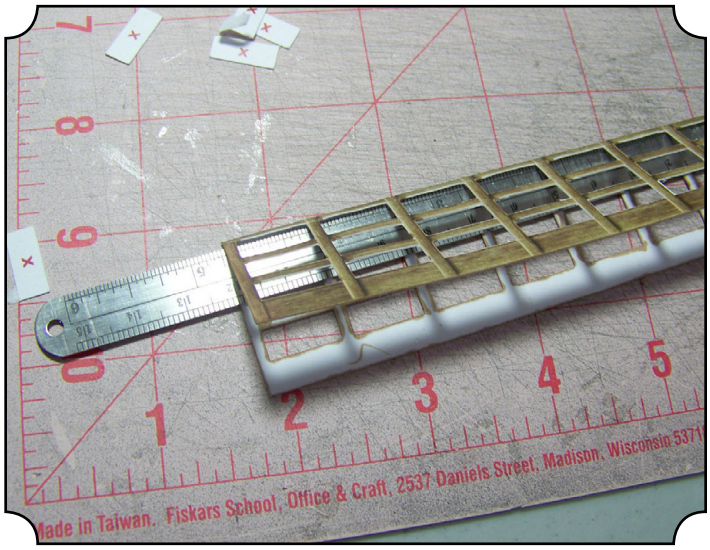


11: Once dry you can apply pressure to the end of the piece to create a realistic drape over the edge.

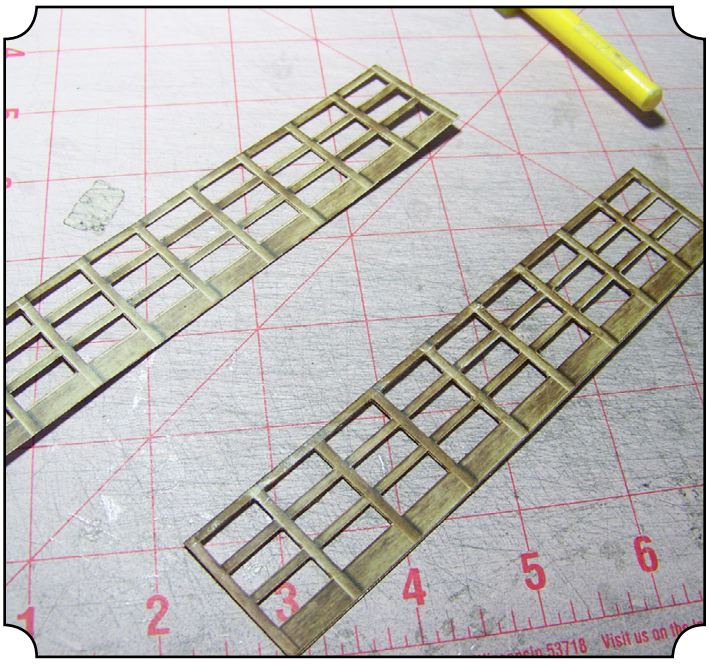
Windmill Sails



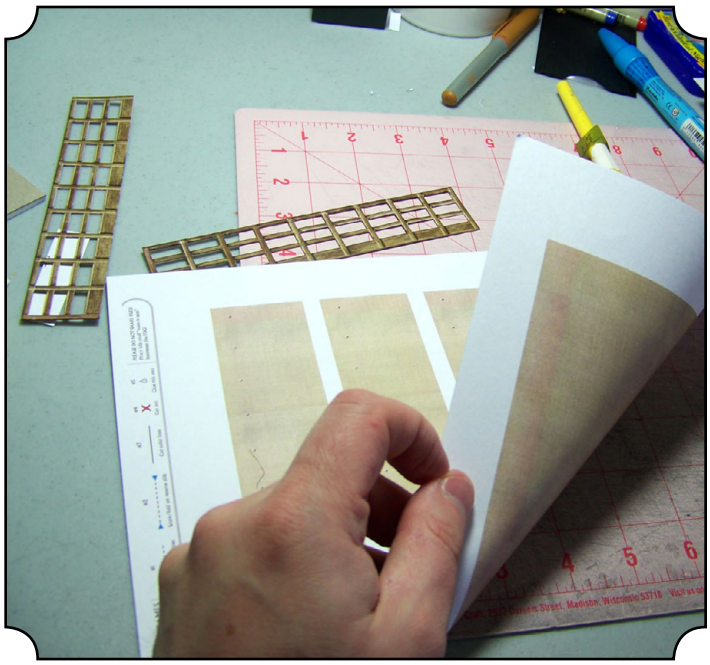
1: You have three options for the sail pieces in this set. A complex build version with all of the frame cut out (shown above). A simulated damage version with 'phantom' tears (easy to build with damage, but not entirely accurate, but who cares, it's a fantasy windmill, right?) And finally, an easy build, brand new version with fresh canvas sails. Above is the complex, skeletonized version. Cut and score piece D as shown.



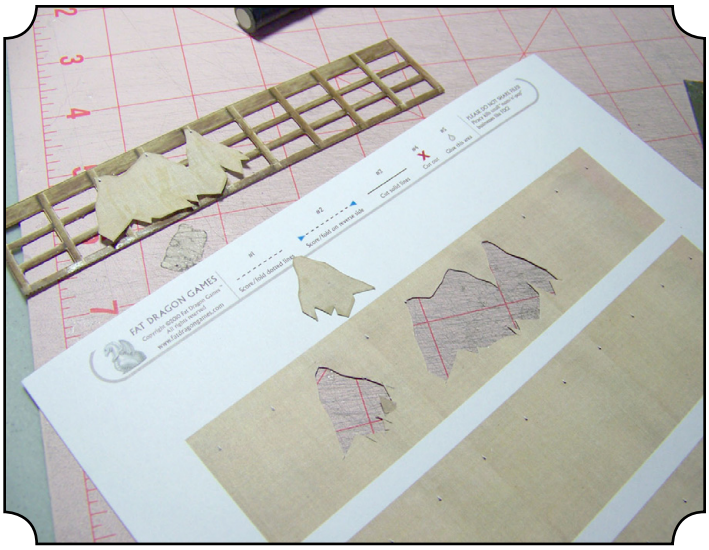
2: Here I am using a straightedge to aid in folding the piece. In retrospect, I think it would have been easier to have first folded the piece before cutting out the interior rectangles.



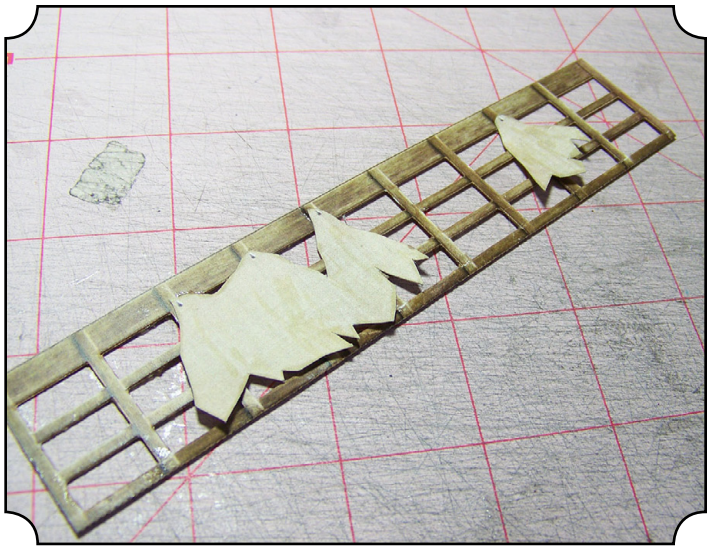
3: Fold in half and glue as shown.



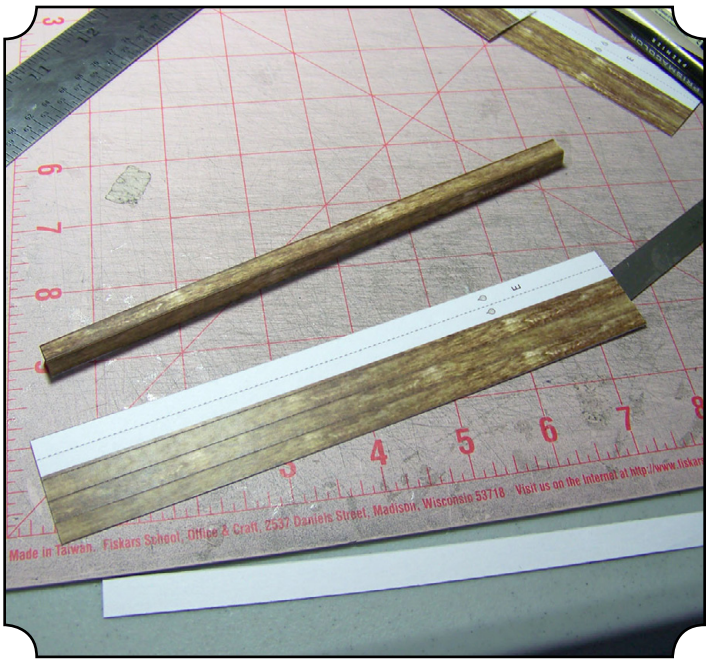
4: If you want torn canvas sections, print the two sail cloth pages as shown (two sided on one piece of cardstock.)



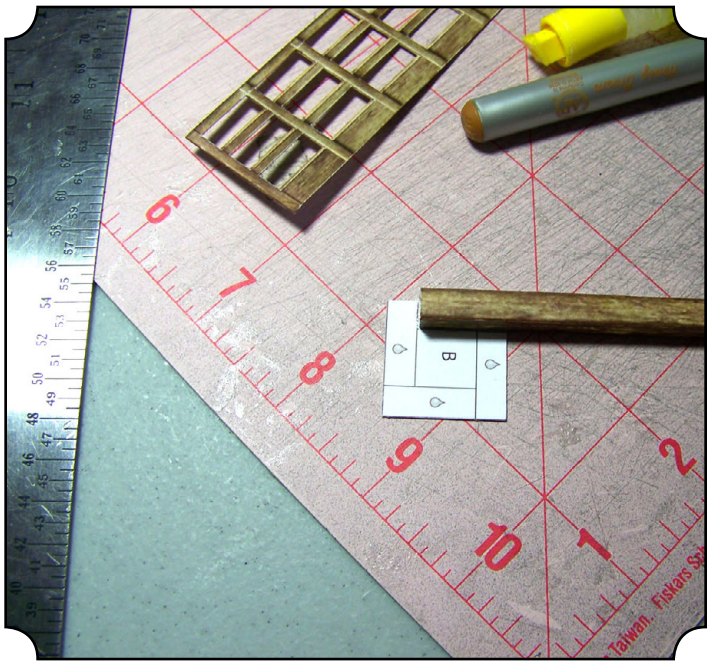
5: Cut out ragged sections as shown above.



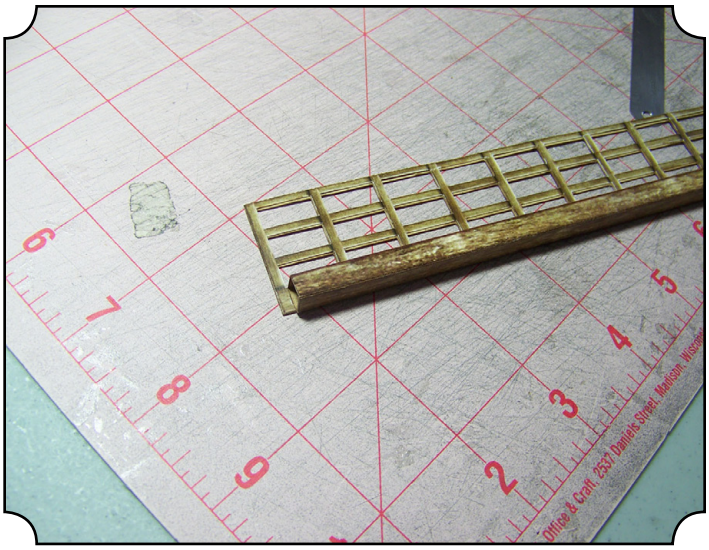
6: Glue to the skeletonized framework sail as shown.



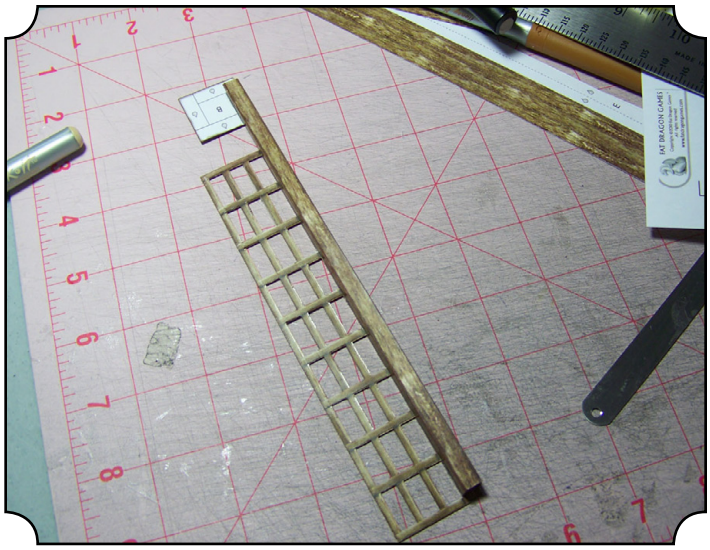
7: Cut, score and glue four of piece E as shown above.



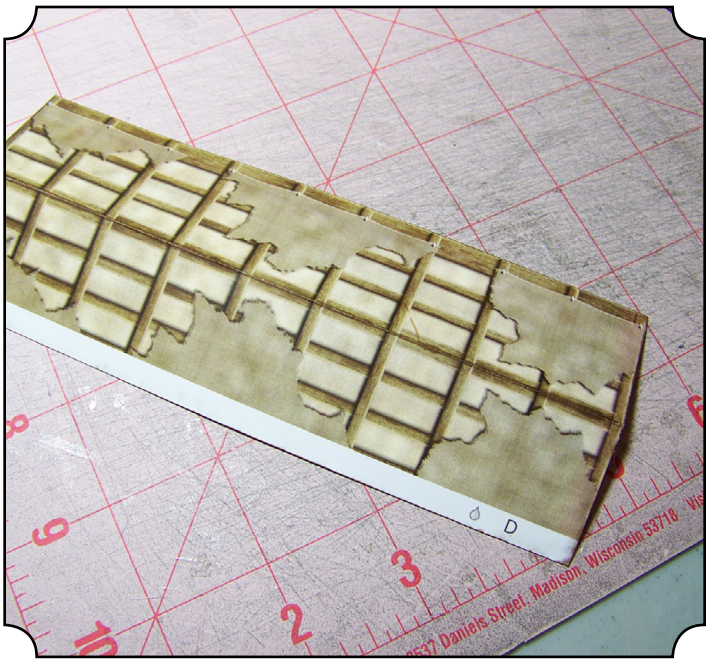
8: Fold piece B in half and glue. The completed piece E's will be glued to this along the alignment lines as shown.



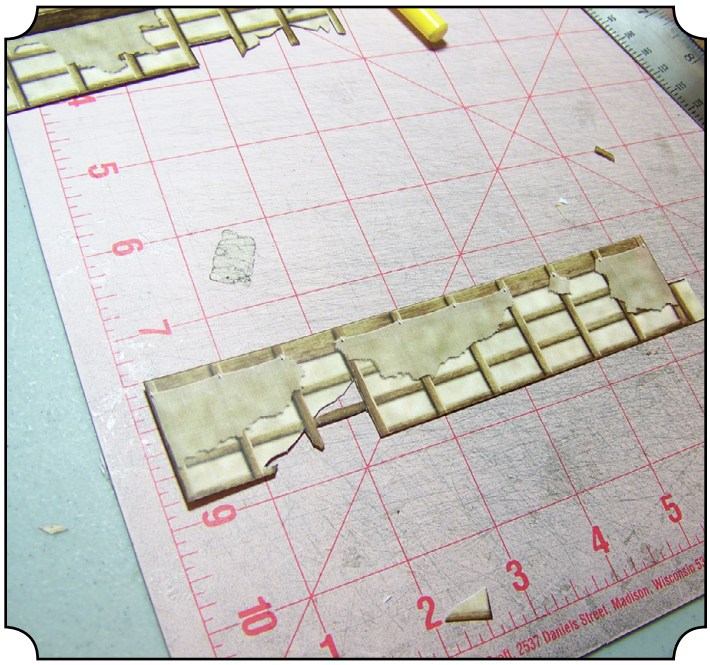
9: When you glue piece E to the completed piece D (sails), you will glue them just short of the end edge of the sail as shown (where the white ends.)



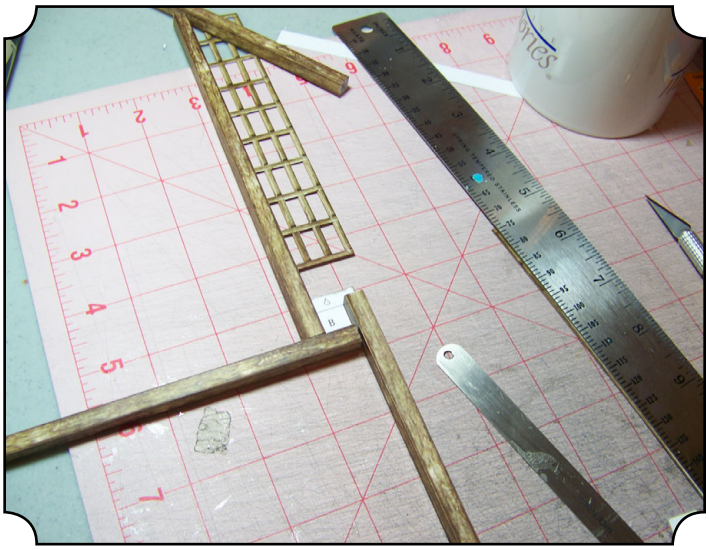
10: This is how a completed sail section should look when glued to the center cap piece (B).



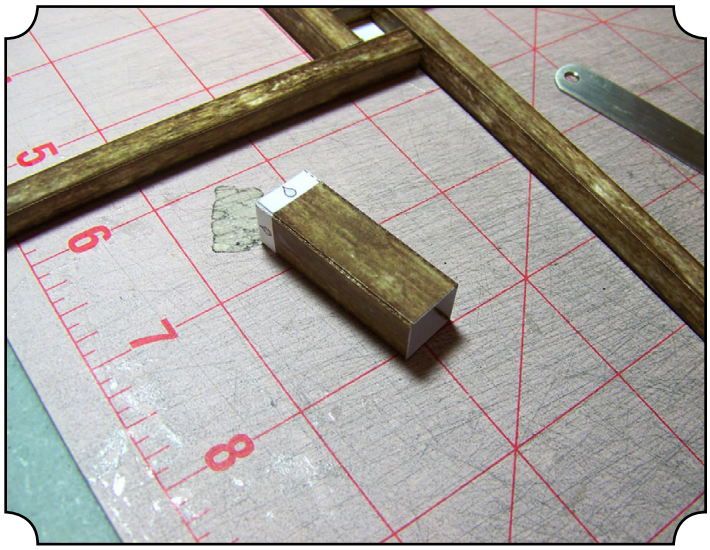
11: The 'easy build' sail sections just fold in half as shown.



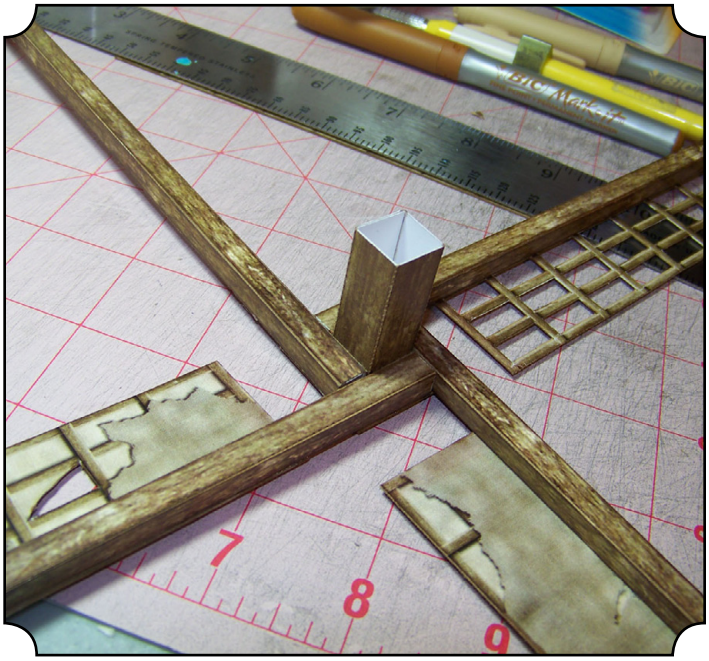
12: To create a more realistic and visually interesting easy-build damaged sail, cut away a few sections as shown above, creating the illusion of a skeletonized sail.



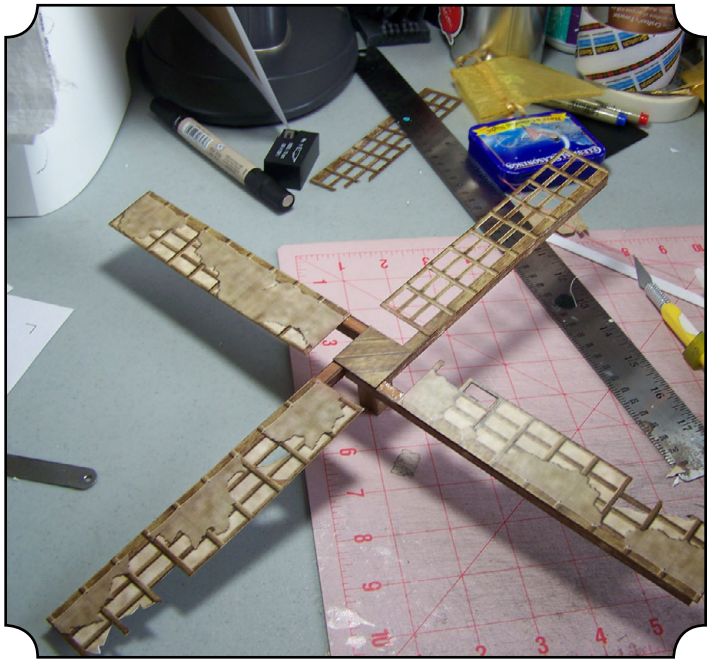
13: When gluing the four sail sections to the center hub, it will help a great deal to do so over a gridded surface like a cutting mat (shown). You can them ensure that the four arms are at 90 degree angles to each other.



14: The center axel (C) folds and glues into a tube as shown above.

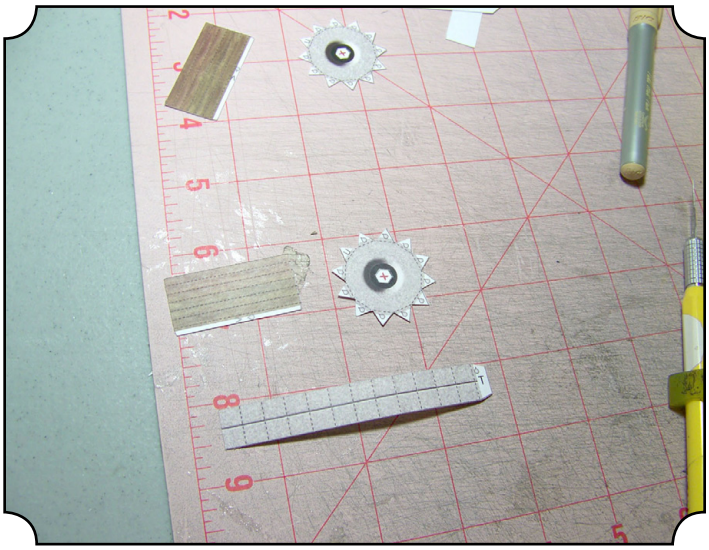


15: Glue the axel into the completed sail hub as shown above.

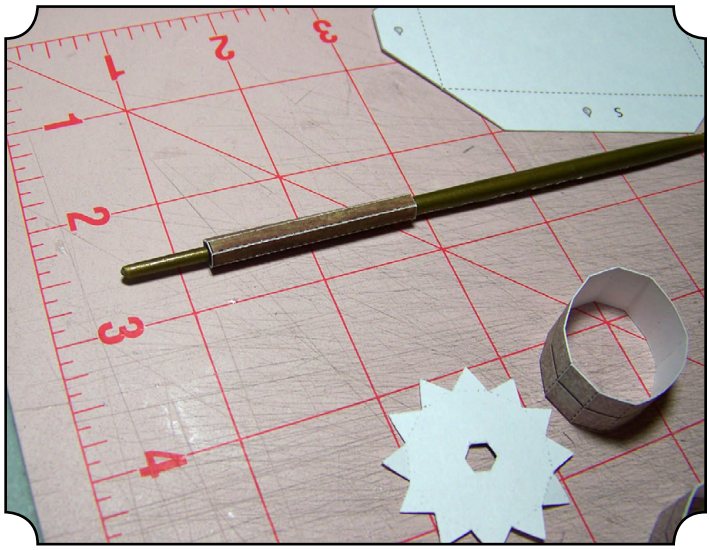


16: The completed sails shown above uses three of the easy-build sail sections and a single difficult-build skeletonized version. Just one of these is really enough to pull off the full effect without having to build four of them (they are REALLY tough to do, but they do look wonderful!)

Mill Pieces



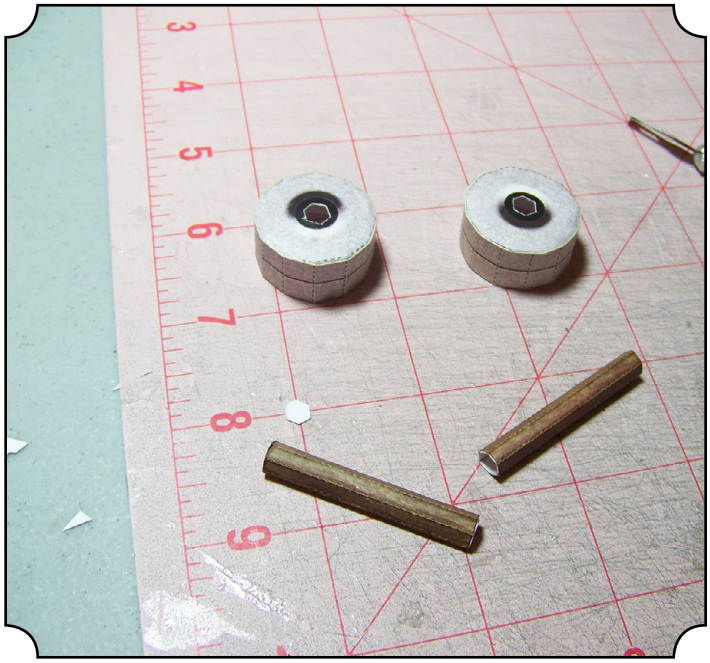
1: Cut and score pieces S, T, U & V as shown.



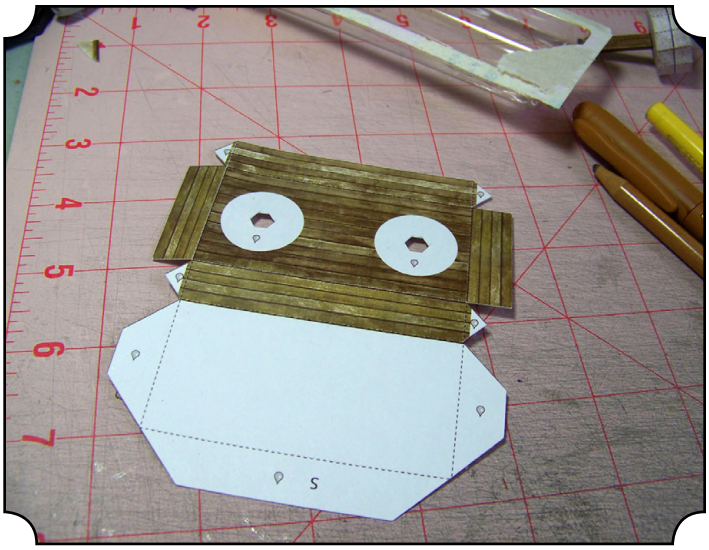
2: Piece V is far easier to build if you use something thin to wrap it around while gluing (like a paintbrush handle.) Glue piece T into a ring as shown.



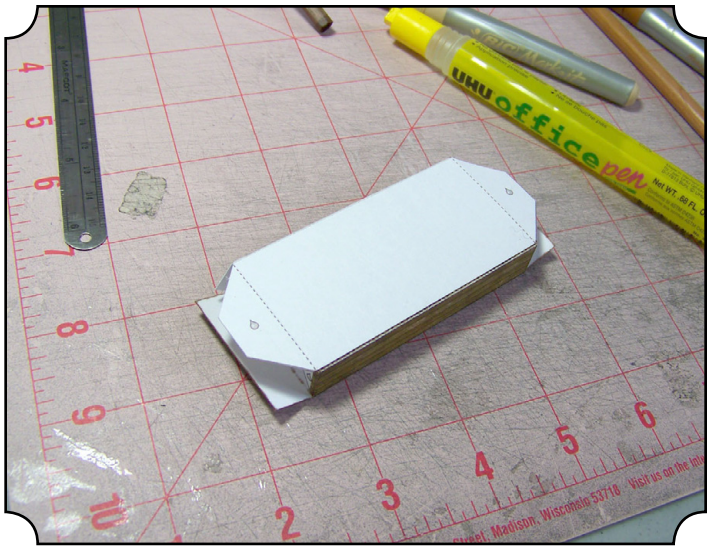
3: Insert and glue piece U into the completed ring T and allow to dry.



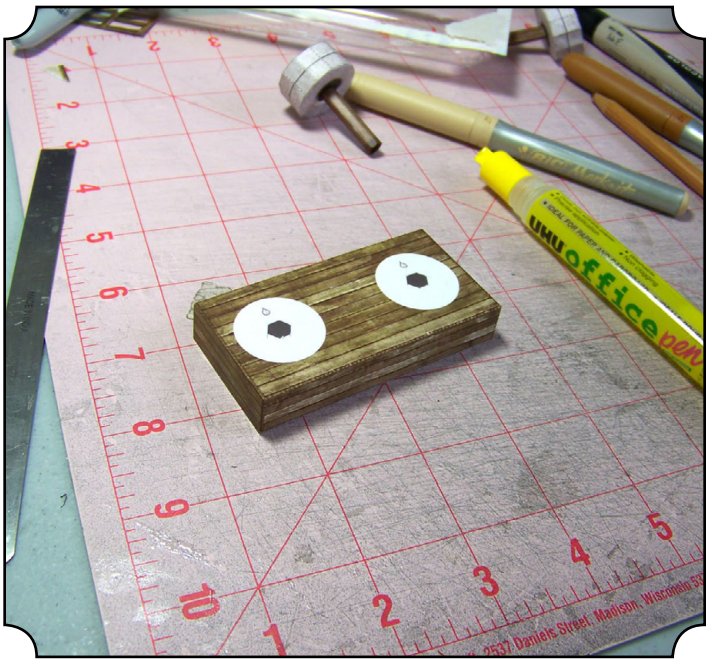
4: Repeat for the second millstone.



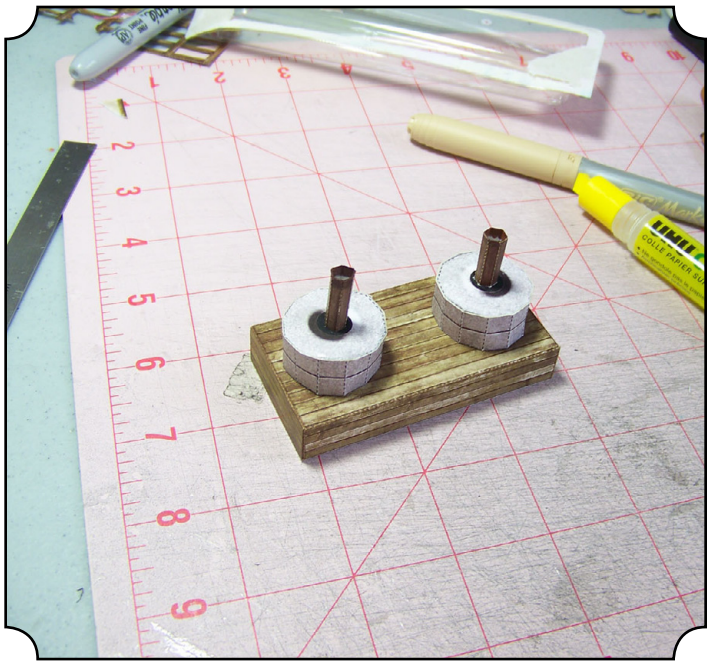
5: Cut and score piece S as shown.



6: Glue the long side tab first.



7: Finish by gluing the side flaps as shown.

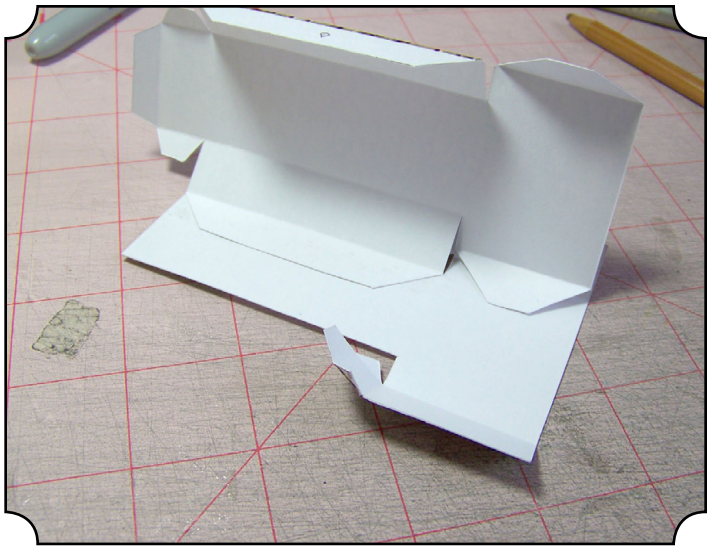


8: Insert the drive shafts through the stones and into the support structure as shown above.

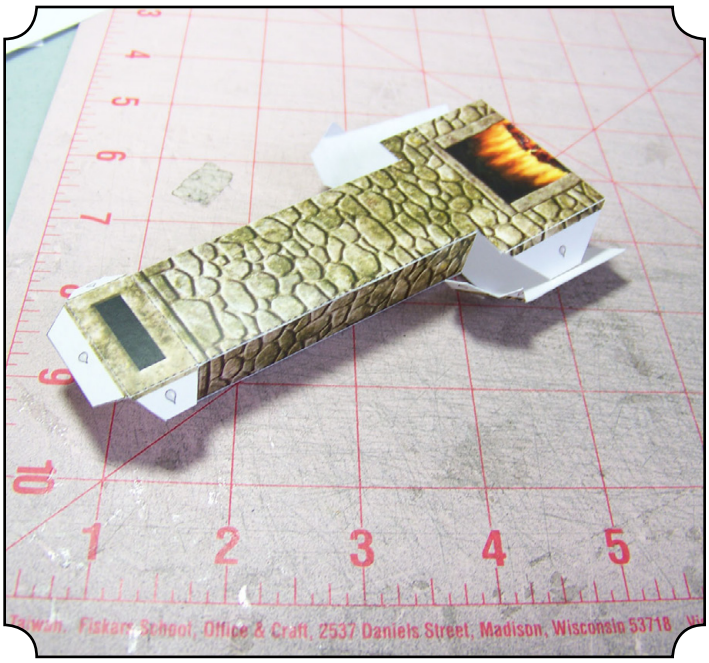
Cottage



1: The fireplace builds from two sections shown above.



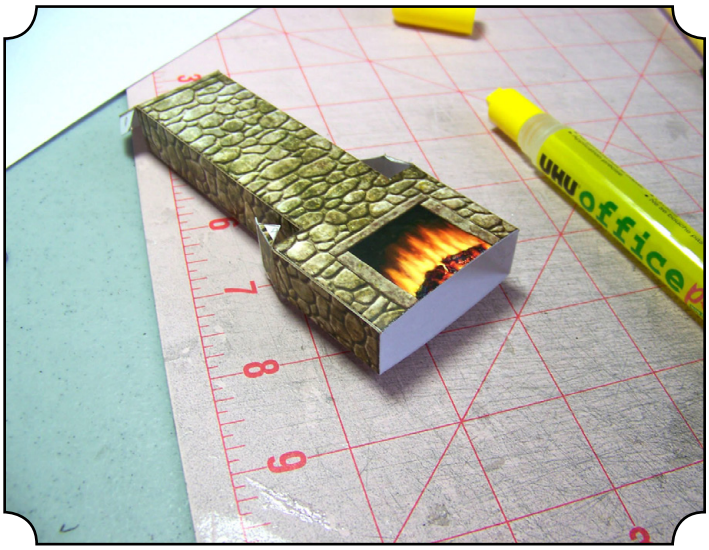
2: Glue the two halves together as shown along one long side tab.



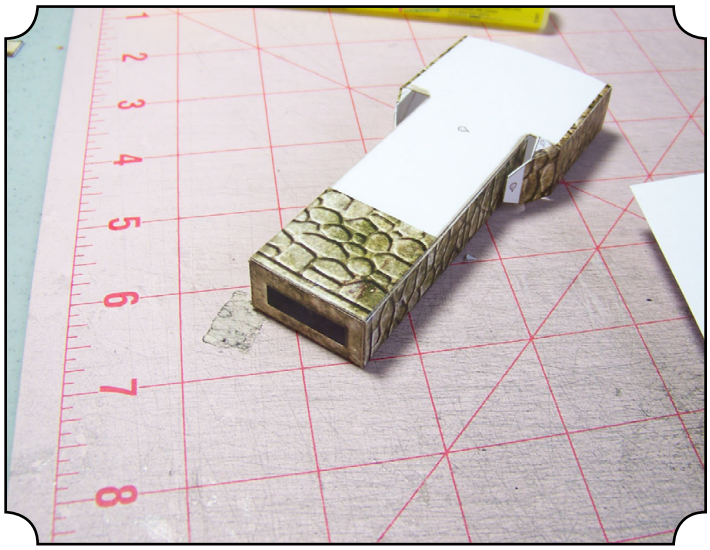
3: Glue the opposite side tab and allow to dry.



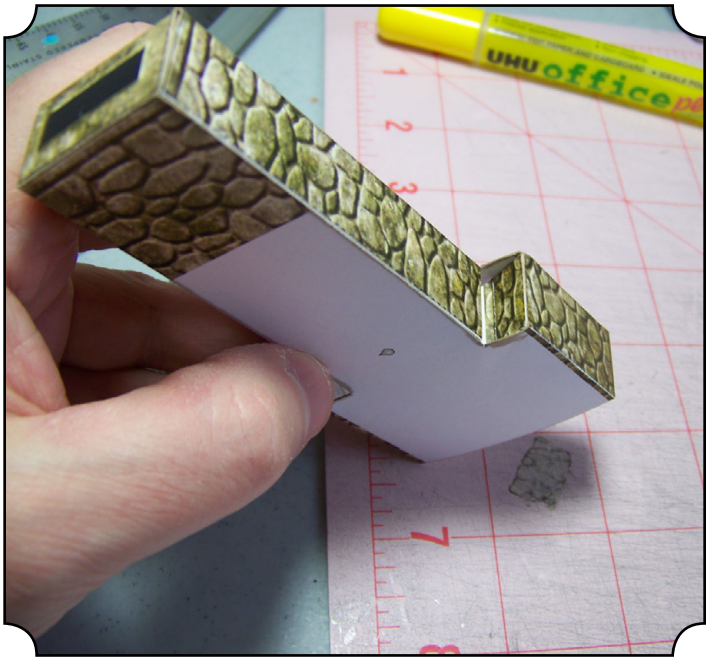
4: Glue one of the lower side tabs as shown.



5: Glue the remaining lower side tab as shown.



6: Glue the top flap.



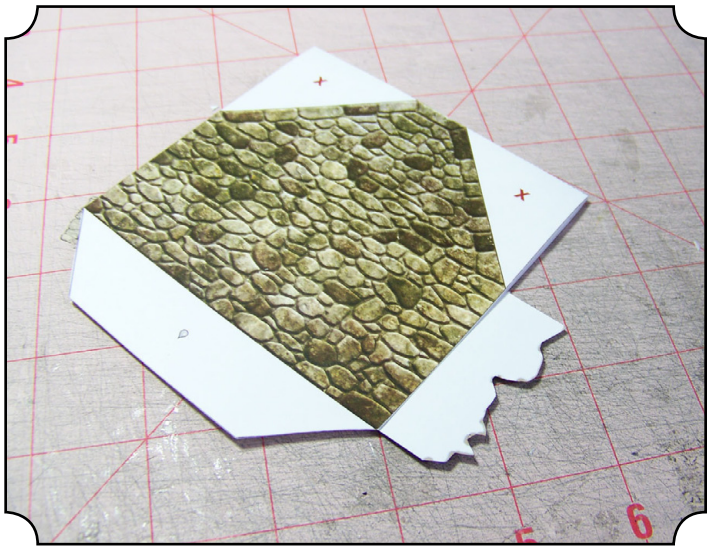
7: The two remaining flaps are a little tricky. They need to be pushed in as shown. Glue can be applied using a strip of scrap cardstock inserted through the bottom of the model and you can then reach through with a finger to apply pressure from the interior.



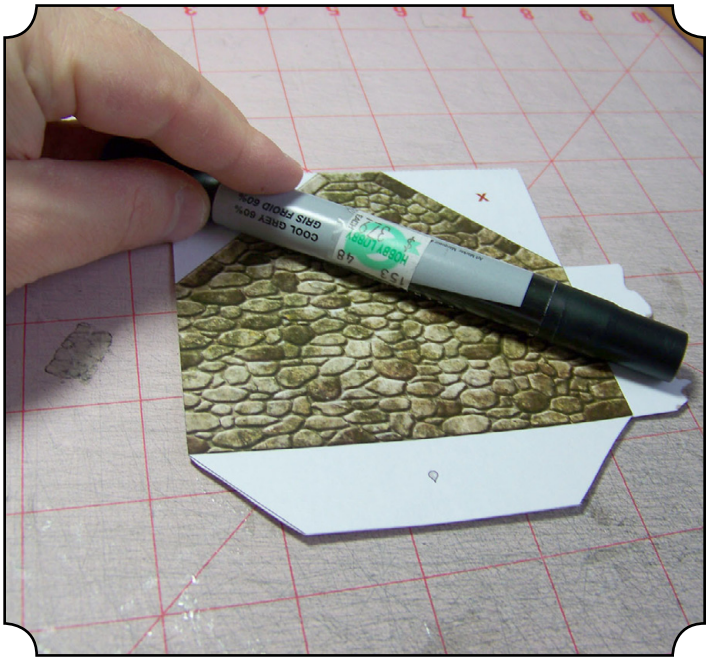
8: Finish the opposite side as shown.



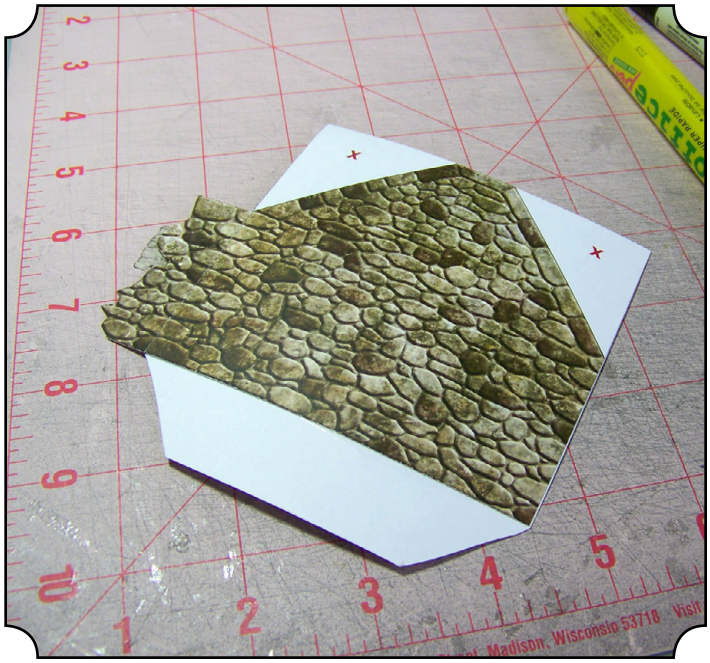
9: Cut and score the cottage walls as shown above.



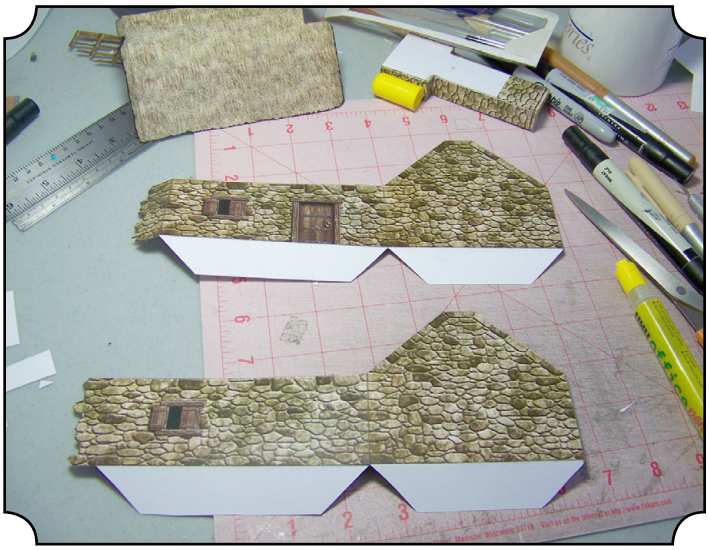
10: Fold and glue the interior and exterior walls as shown.



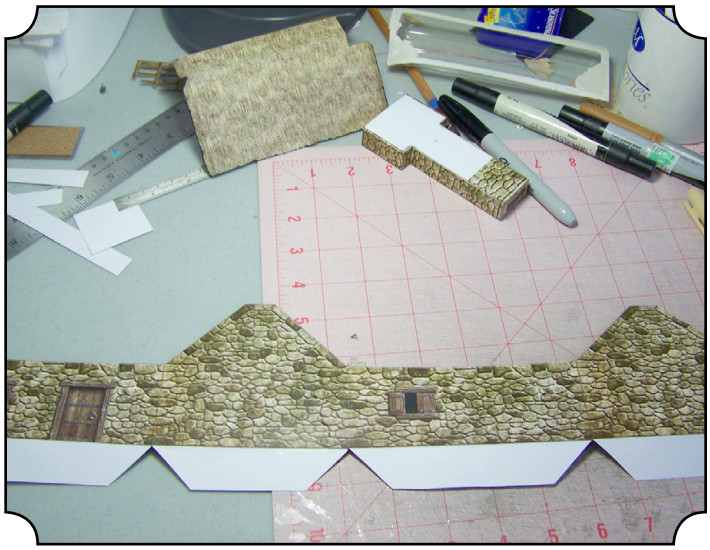
11: You can use a purpose build burnisher/roller, or if you're cheap like me, a marker body will do just fine to roll out any air bubbles. Allow to fully dry before proceeding (it will help to put under a book or mug to press flat and prevent curling while drying.)



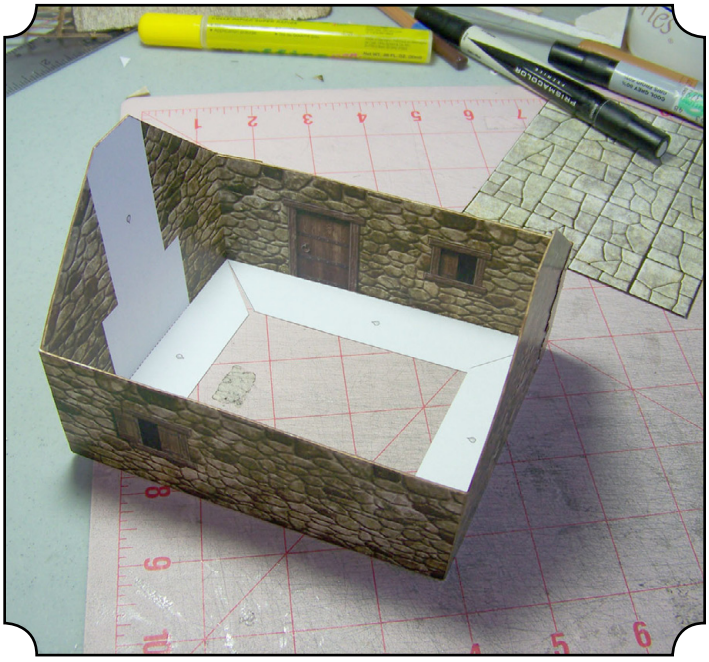
12: Note that the glue flap has had a random edge cut into it to aid in hiding it on the finished model.



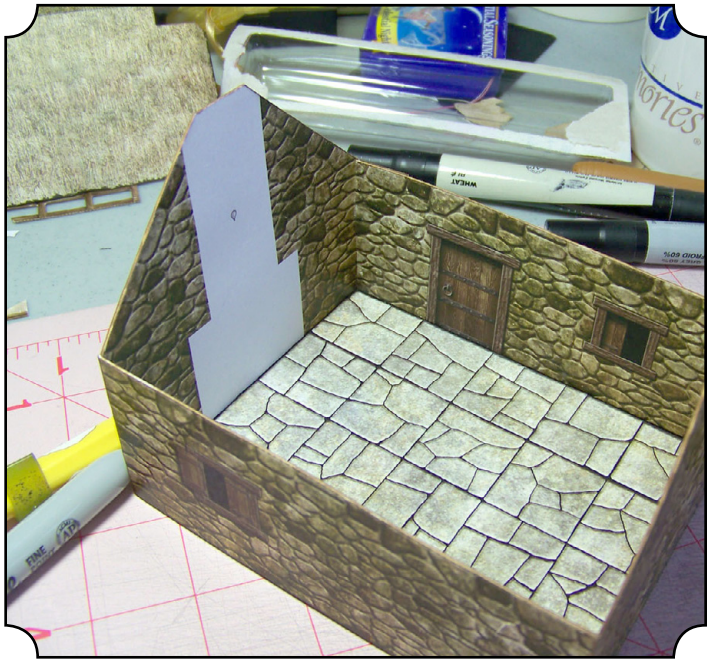
13: Glue each wall ‘end’ to a ‘front’ or ‘back’ piece as shown above.



14: Glue those wall sections into a single strip as shown.



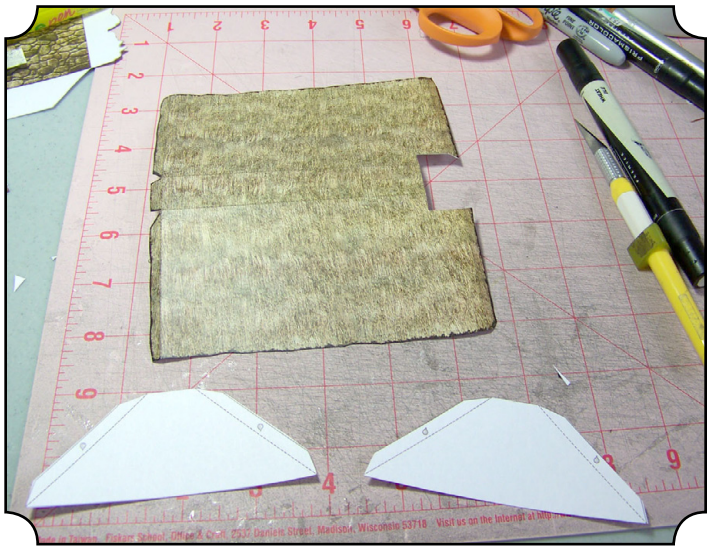
15: Glue into a square as shown.



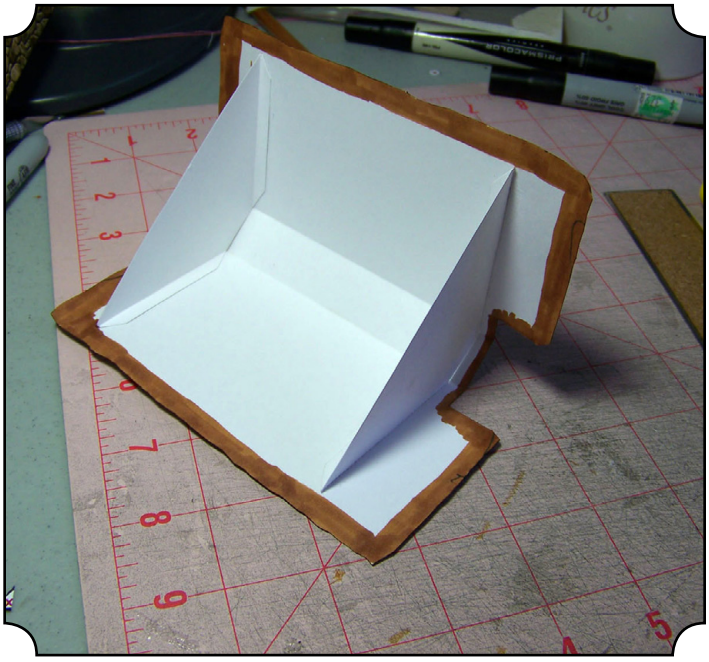
16: Insert and glue the floor into place as shown.



17: Glue the fireplace to the interior end wall as shown.



18: Cut and score the roof pieces as shown. Remember to fold down the ends of the roof as shown before proceeding to step 19.



19: Glue the two brace pieces as shown above. Color the outer underside edges brown or gray as shown above.



20. Set on top of finished cottage model as shown above.

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FAT DRAGON GAMES



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