Sample Layouts and Attachment Techniques

The following two pages show how to make a variety of room shapes from basic subsections. We recommend you build several 4x4, 4x8 and 8x8 corner and wall sections as shown below. These subsections will allow you to lay out rooms during play quickly and easily. Pages three and four show tips on basing and attaching wall sections.
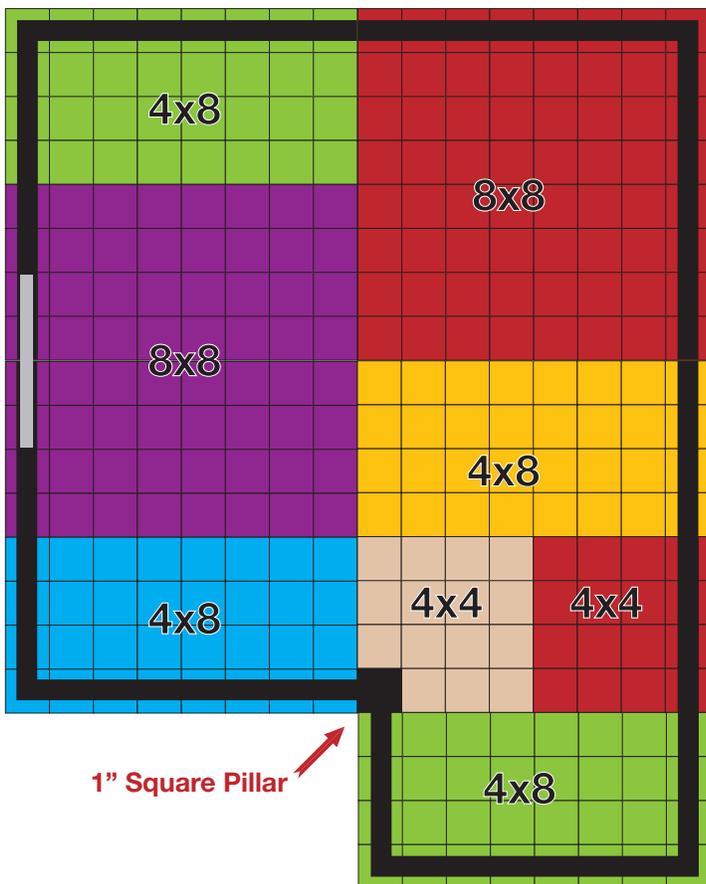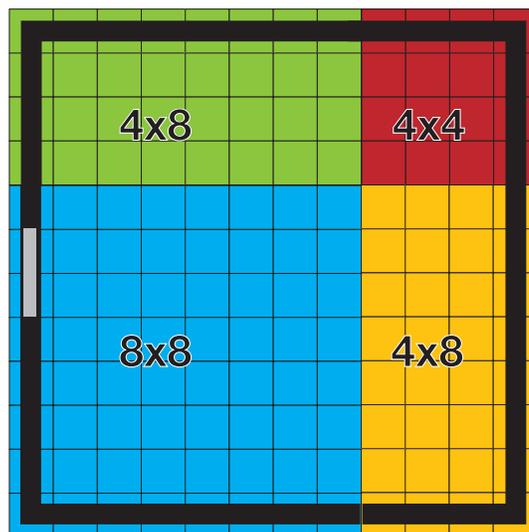
Layout 1:
- 4x8
- 8x8
- 8x8
- 8x8
- 4x8

Layout 2:
- 4x4
- 4x4
- 4x4
- 2x2
- 2x8
- 2x2
- 4x4
- 4x4
- 4x4

Layout 3:
- 4x4
- 4x4
- 4x8
- 8x8
- 8x8

Layout 4:
- 4x8
- 8x8
- 4x8
- 8x8

8x8

8x8

8x8

8x8

8x8

4x4

2x2

2x8

2x2

8x8

4x4

4x8

4x4

8x8

4x8

4x8

8x8

8x8

4x8

8x8

4x4

4x4

4x8

1" Square Pillar

4x4

4x4

4x4

2x2

2x8

2x2

4x4

4x4

4x4
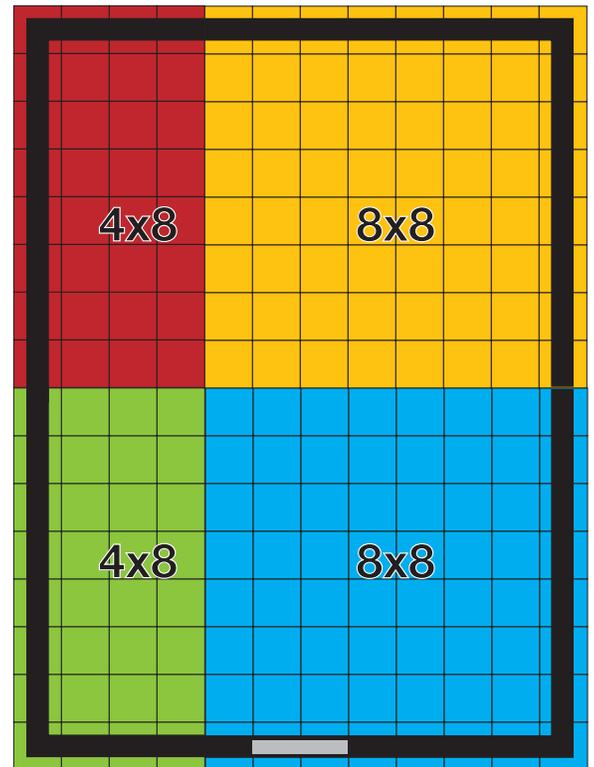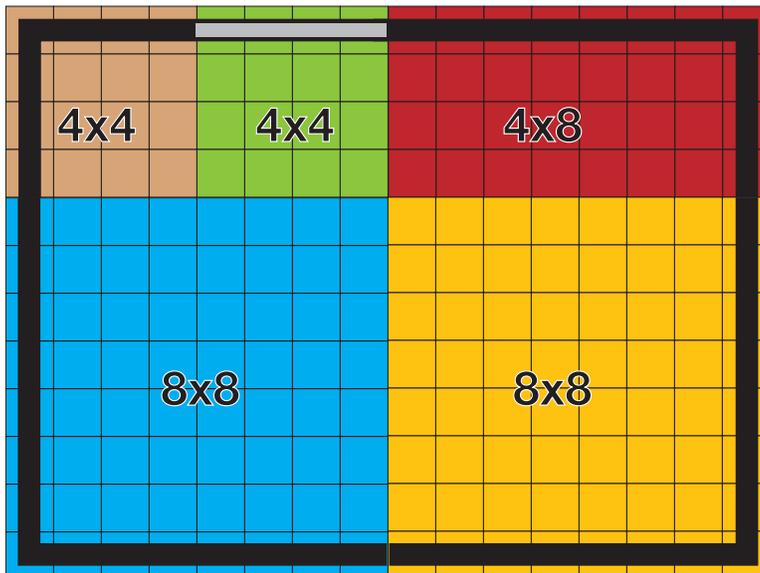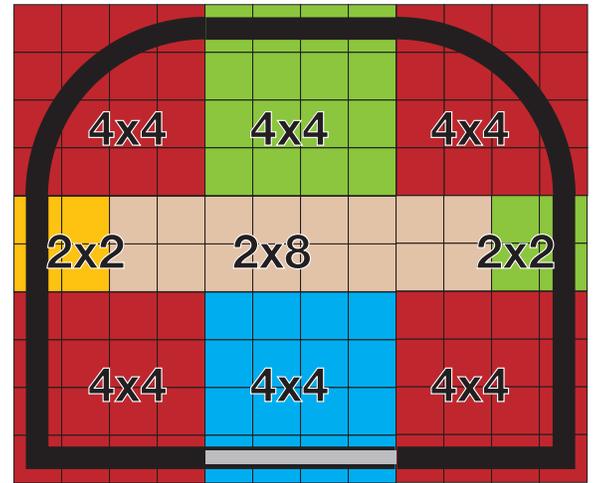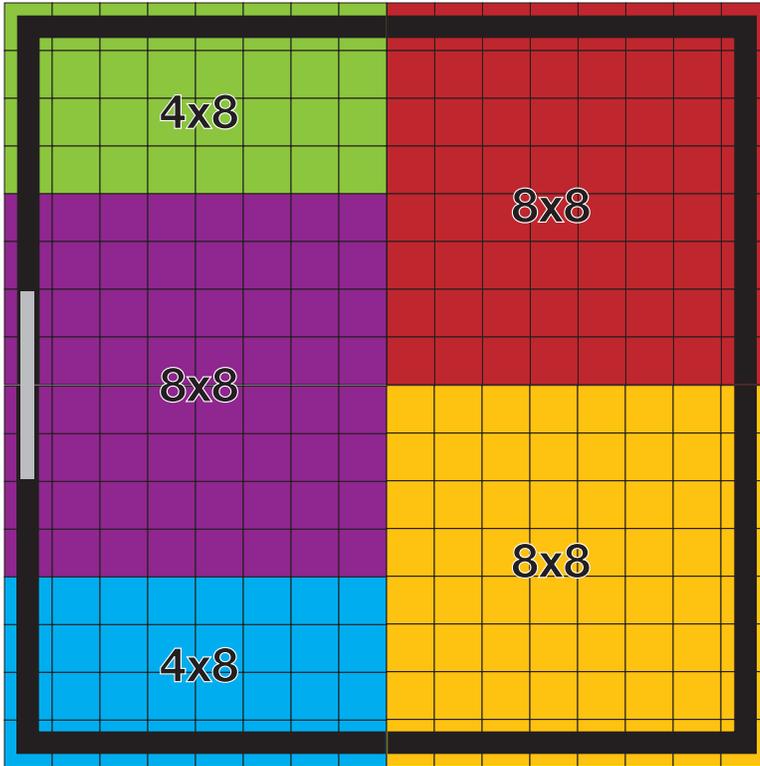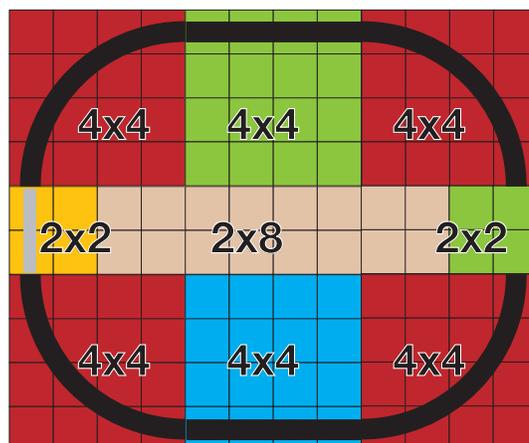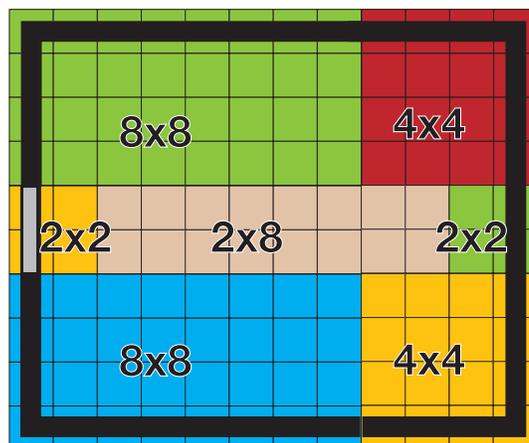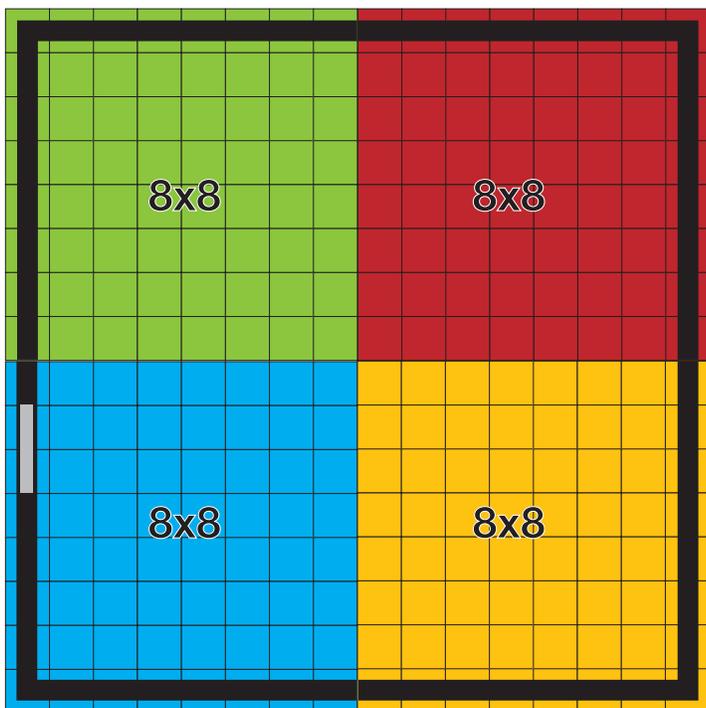
Mounting on Foam core
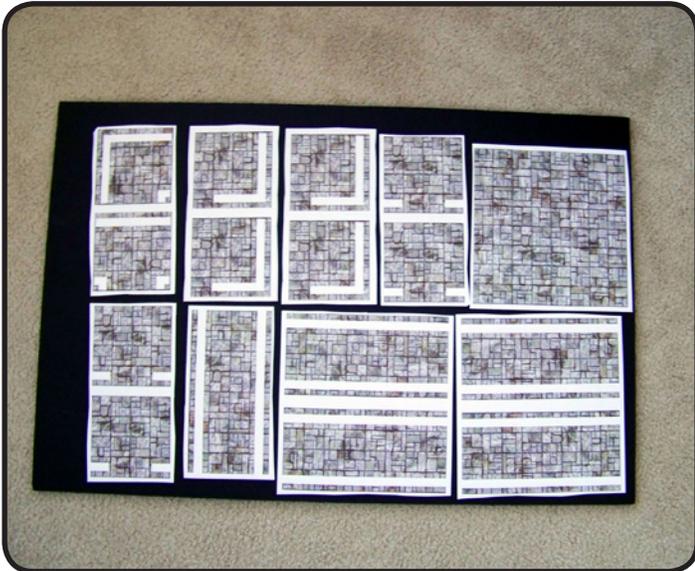
Mount your floor tile sections to foam core. This will give your models a greater amount of structural integrity.

When cutting out the individual floor tiles, hold your knife at an angle as shown, so the sides slope inward when finished.
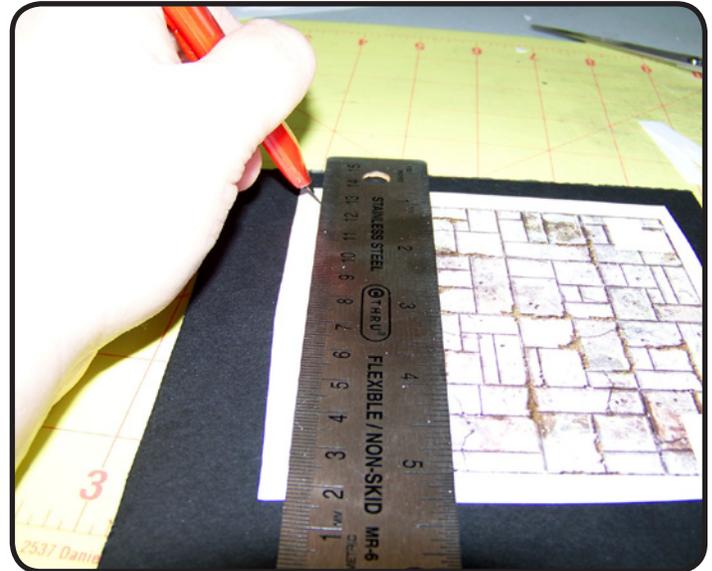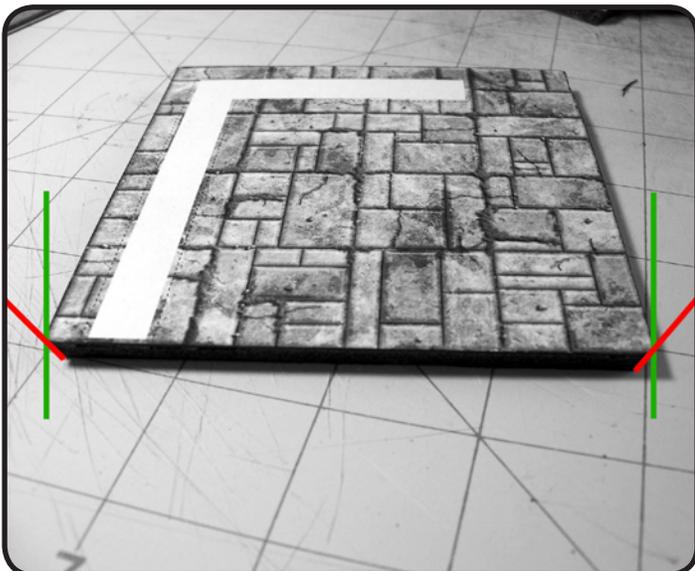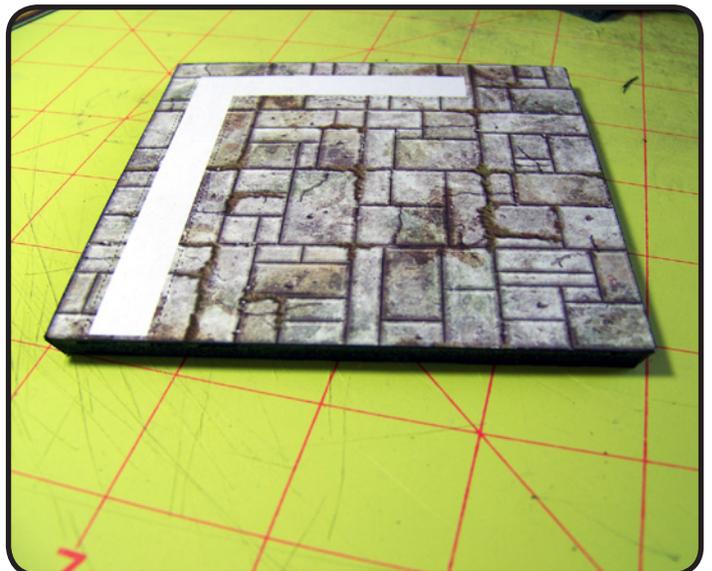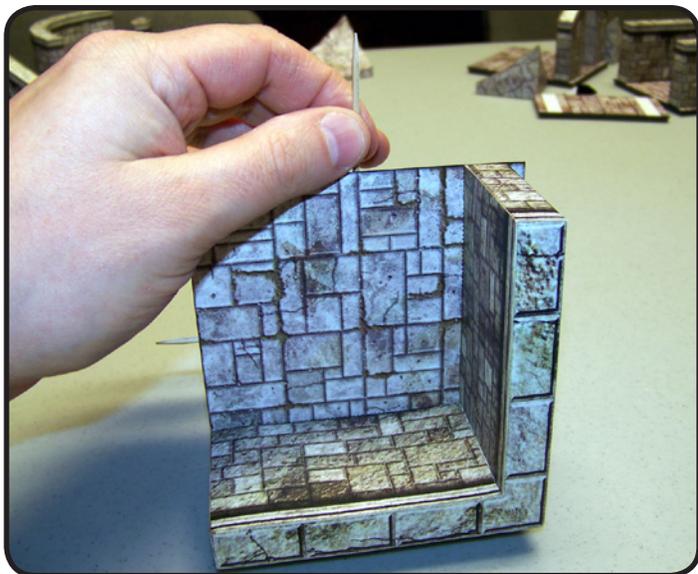

The red lines show the inward slope of the sides of the foam core base after it has been cut (green lines show vertical.)


The finished base piece with angled edges.

Attaching Dungeon Pieces with Toothpicks

Insert a round wooden toothpick in the center of the foam core base, aligning it with the center tile line (this way all toothpicks and subsequent holes will always line up over repeated use.) Place piece vertically on a tabletop and insert toothpick as shown, being careful not to get your fingers or hand on top of the point in case you slip. **FAT DRAGON GAMES IS NOT RESPONSIBLE FOR ACCIDENTS- EXERCISE EXTREME CAUTION!**
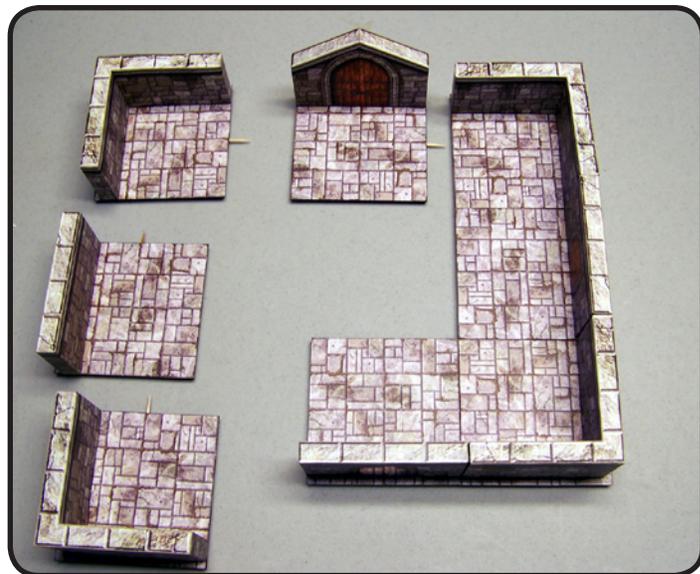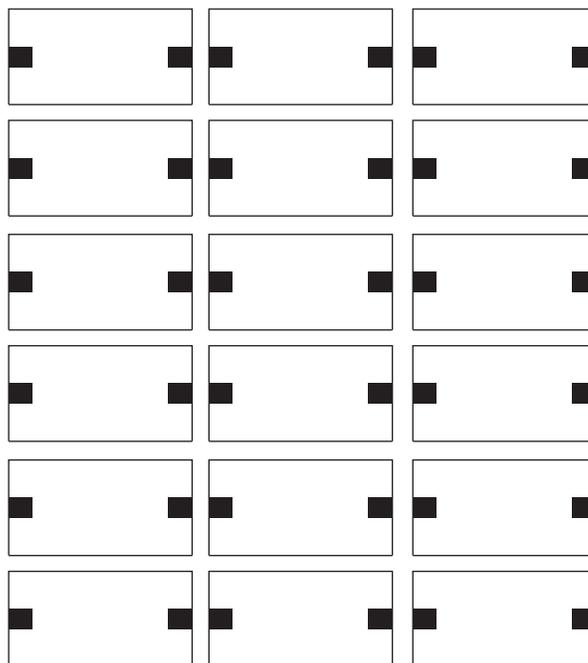
When assembling a room with this technique, each piece needs to attach to one adjacent piece (with the exception of the center piece which will be locked in place by surrounding sections.
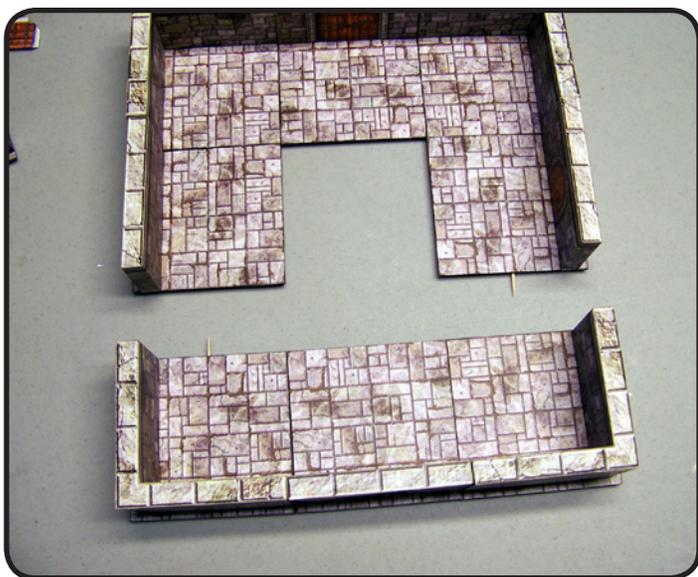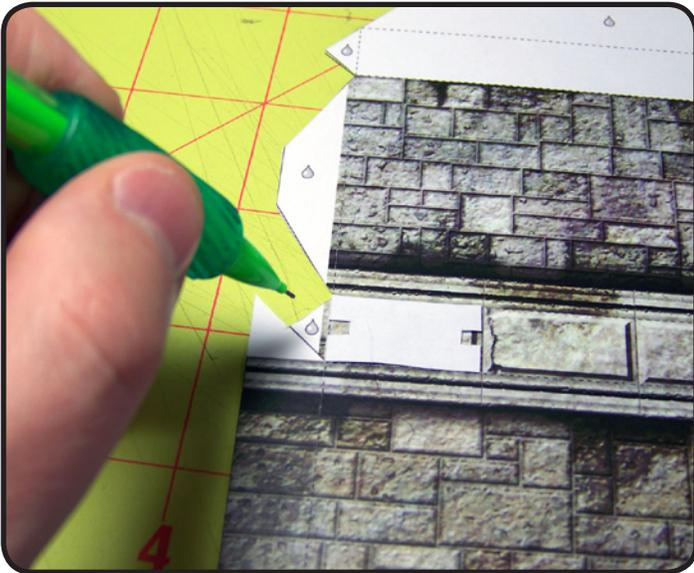
E-Z CLIP Templates


Link rows first, then attach rows to each other as shown.

Attaching Dungeon Pieces with Hairpins

Print and cut out an E-Z CLIP template as shown. Align the template with each end of the piece you're working on, using a pencil to trace the opening outline. Cut the two side lines and the line closest to the end of the model (you have cut a 'U' shape that flaps open.) You can even do this after a model has been built using a sharp X-Acto blade.
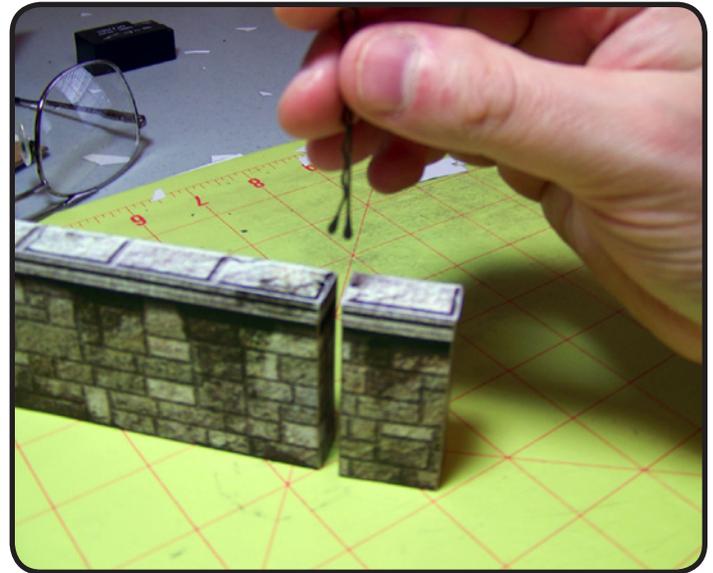
Insert a hairpin to attach any two adjacent wall pieces. You can choose to use this technique to attach free-floating wall sections as shown, or wall sections mounted to foam core (your choice.) If you use the former technique, just make a master tile board with a 20"x30" piece of foam core and multiple 8x10 tile sections to place these free floating wall sections on for play. If you use the hex tiles this is your only option.)
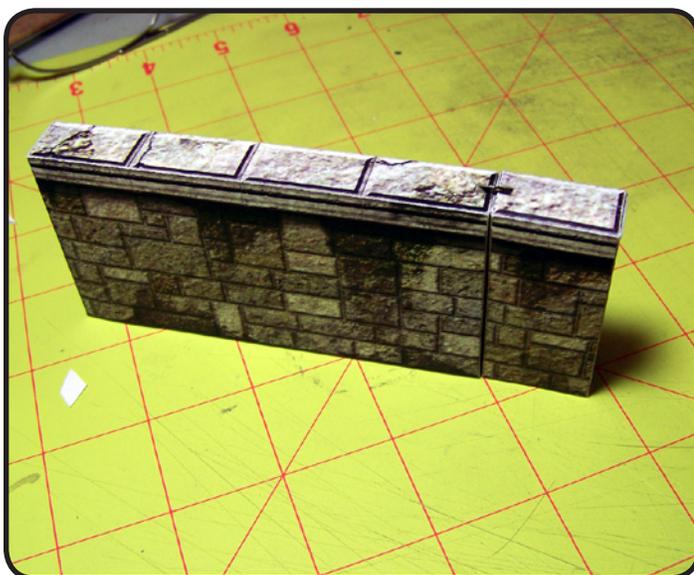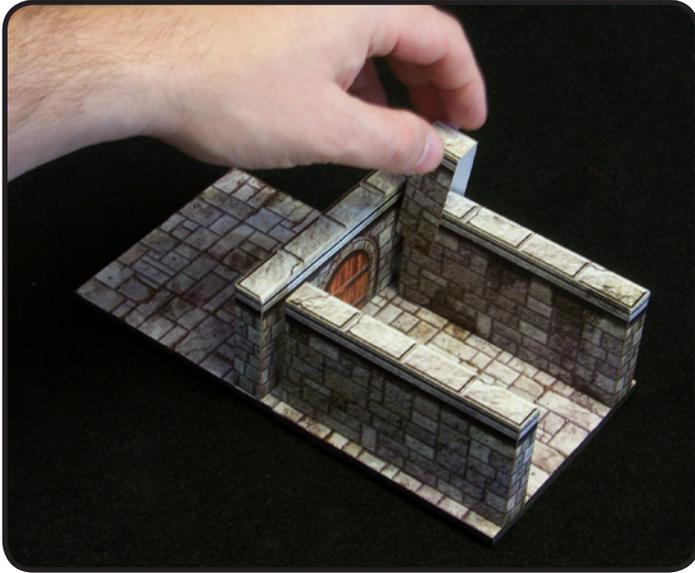

When done correctly, the hairpin is almost completely hidden.
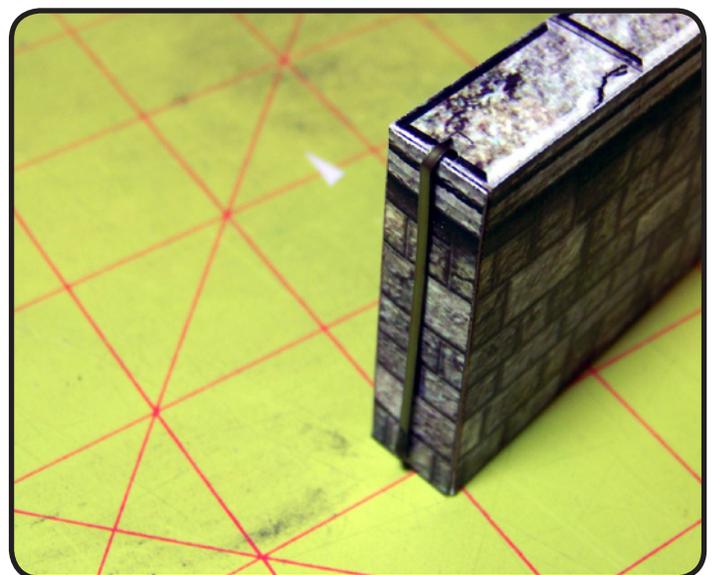
Close up of the hairpin position on a single wall section.

Helpful Hints

When you butt up a hallway section to a room wall, there will be a small gap. You can fill this small gap with one of the two styles of wall end cap filler pieces. One is a fully enclosed box that can even be glued to the wall section (that has the door) as a type of permanent adapter. The second style simply slips over the hallway wall ends as shown above.
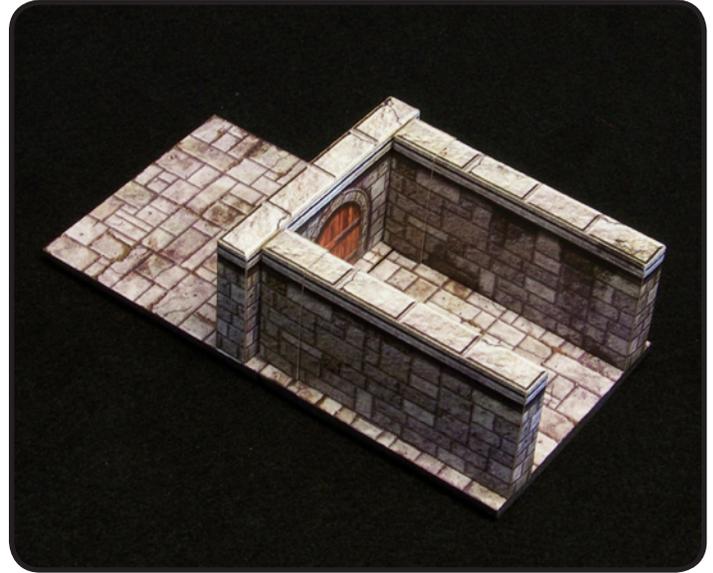
Either style will fill the small gap and make a perfectly flush fit.

The 'Hall' versions of the stairs are slightly wider than the true 1" wide versions. This allows you to entirely full the end of a hallway with stairs for going to another dungeon level.

By making a hall subassembly (4"x4") using two of the sloping broken walls, you create a perfect entrance to your dungeon. Add a rubble tile for maximum effect.