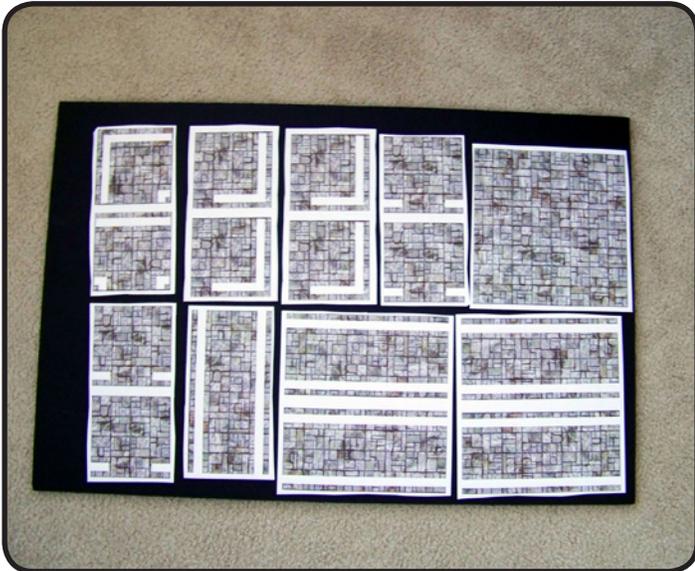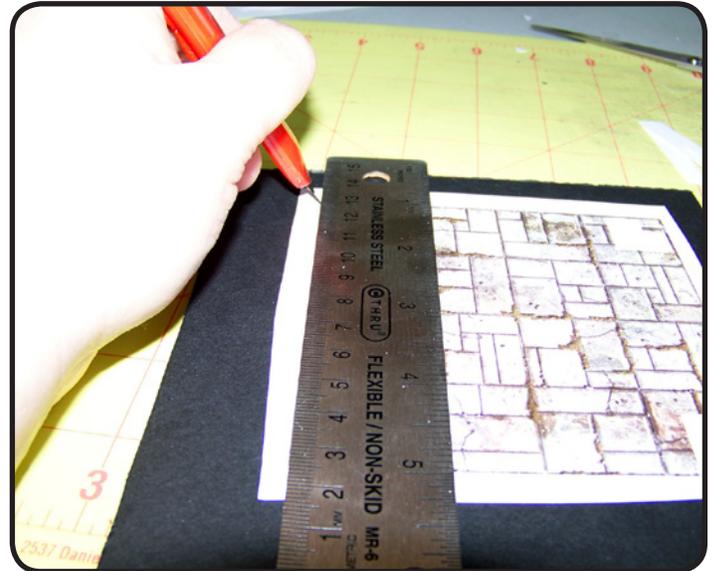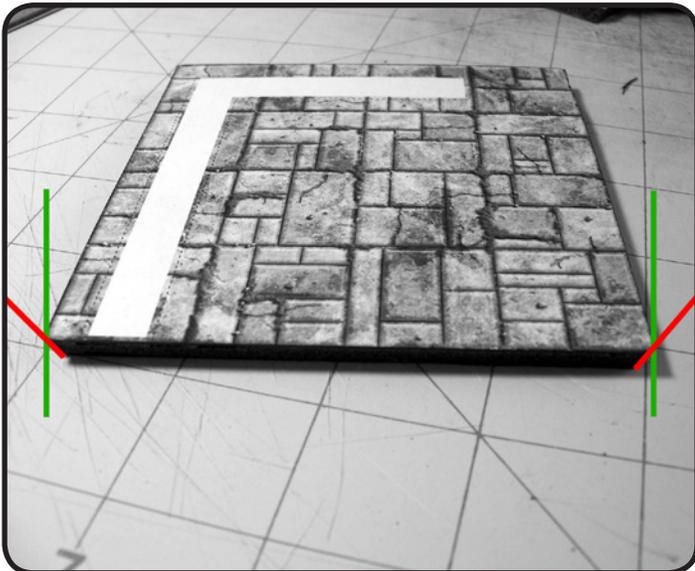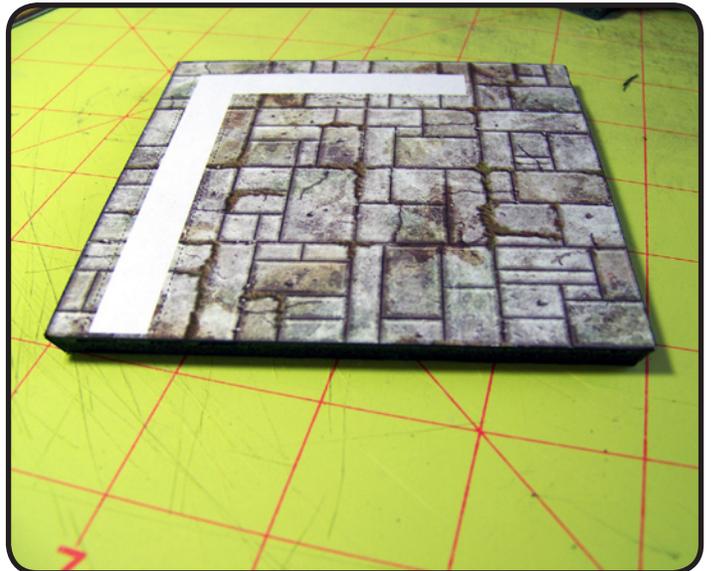# Mounting on Foam core

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.
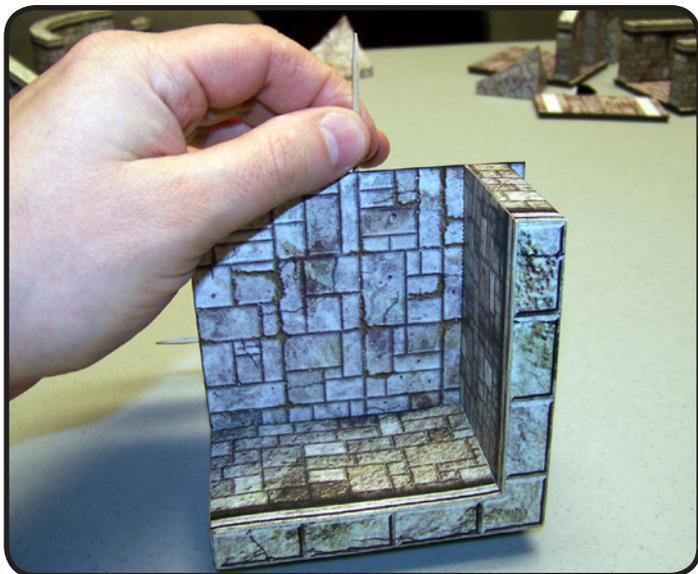

The red lines show the inward slope of the sides of the foam core base after it has been cut (green lines show vertical.)
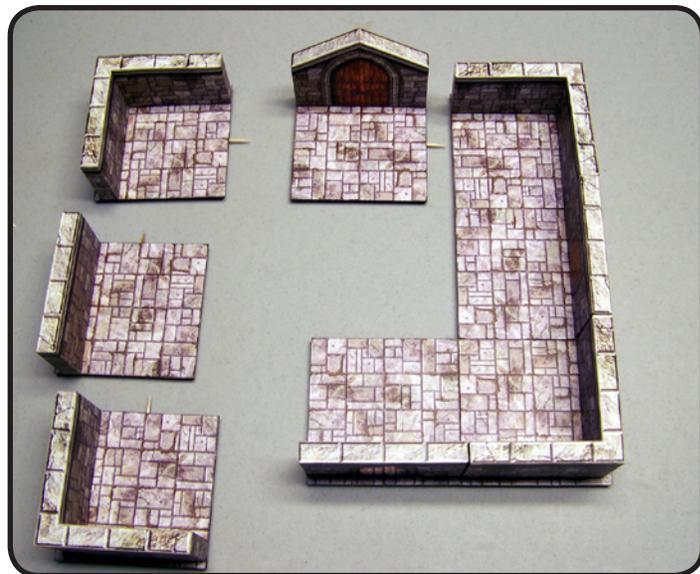

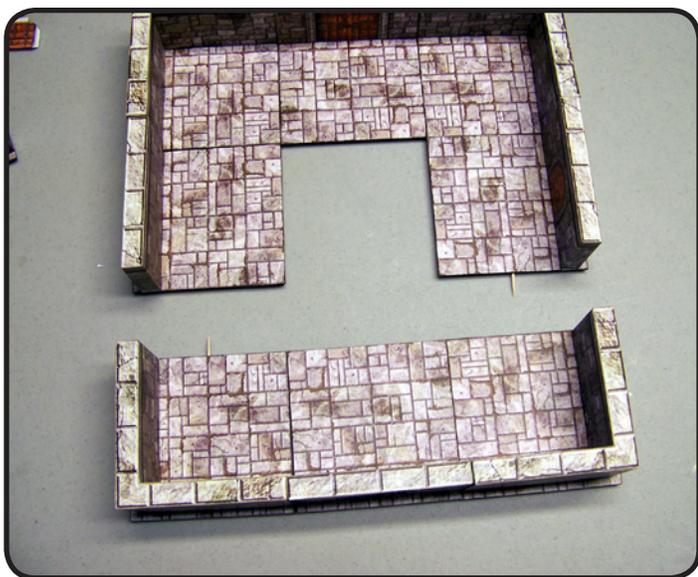The finished base piece with angled edges.

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!**
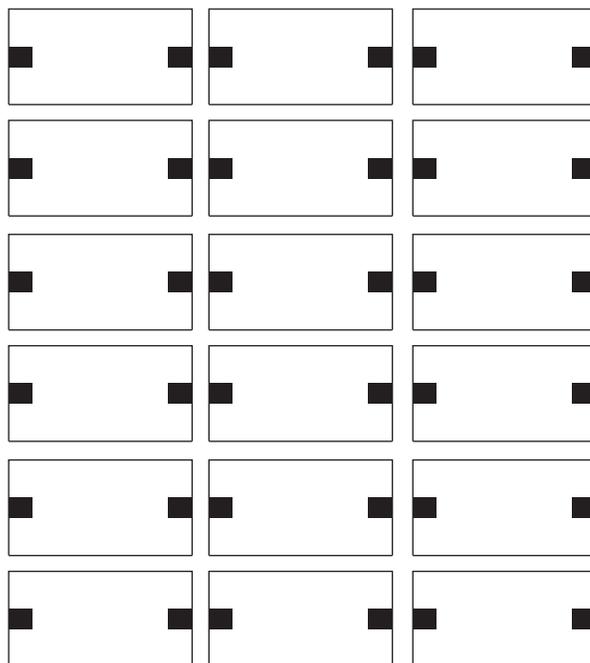
When assembling a room with this technique, each piece needs to attach to one adjacent piece (with the exception of the center piece which will be locked in place by surrounding sections.)
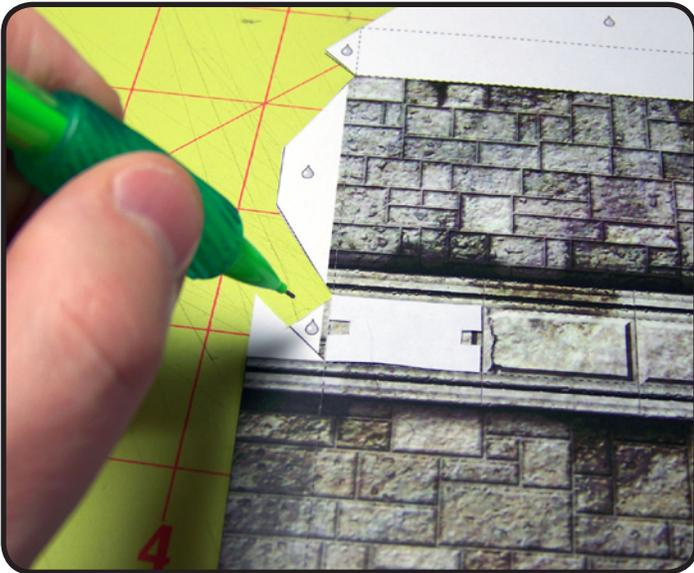
E-Z CLIP Templates
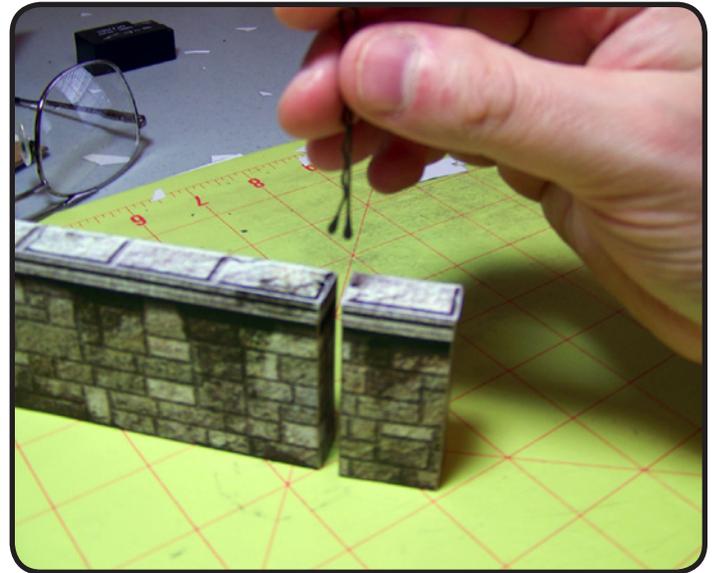

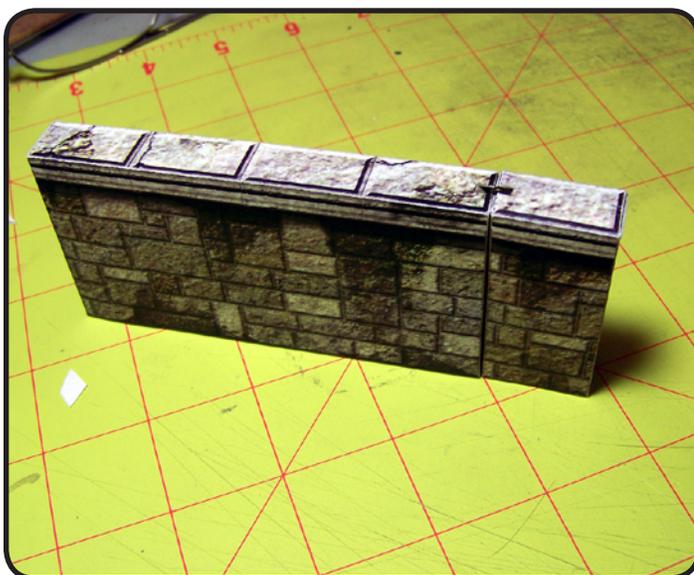Link rows first, then attach rows to each other as shown.
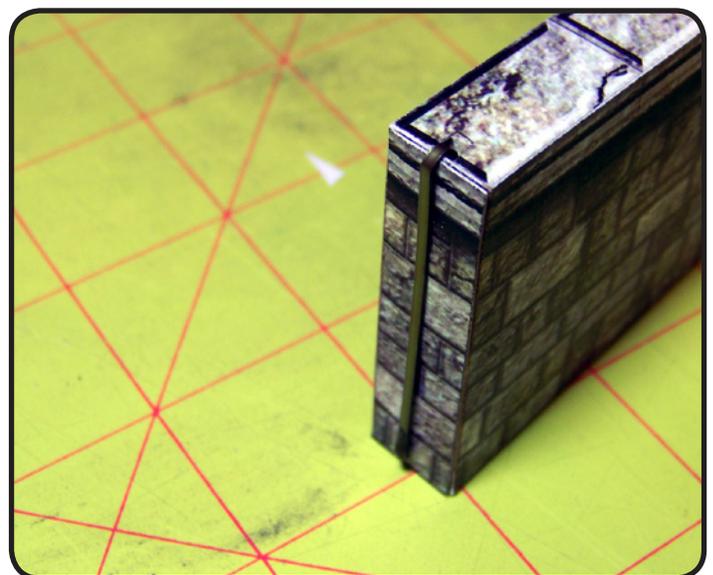
Attaching Dungeon Pieces with Hairpins

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.