

# JUNGLE

## instruction



cardboard model for  
s-f, modern, ww2, fantasy  
tabletop games

# AN EXAMPLE OF HOW TO PERFORM THE MODEL

All models are included here in a design very similar to each other. The recommended way of gluing will be based on the parts of example B-4, which will be the same (similar) to the other parts.

To print parts of the model to use paper with a weight of  $200\text{g/m}^2$ , the model has been designed for such paper. You can experiment to use weights from  $160.. 250\text{g/m}^2$ . The use of paper that is too thin causes the module will be too flabby, while too thick paper will be that the parts can be too difficult to assembly and can not fit together.

To glue model glue is best to use *White Glue* or *PVA* and *Glue Sticks*. Where you have to use a *Glue Stick*, I have given in the text, while in other cases, use the *White Glue* or *PVA*. Kits according to the way the model is one of many possible. Before gluing, parts need to try on. In some cases, some parts need to be more trim.

The model can be retouched. Retouch done before gluing parts.

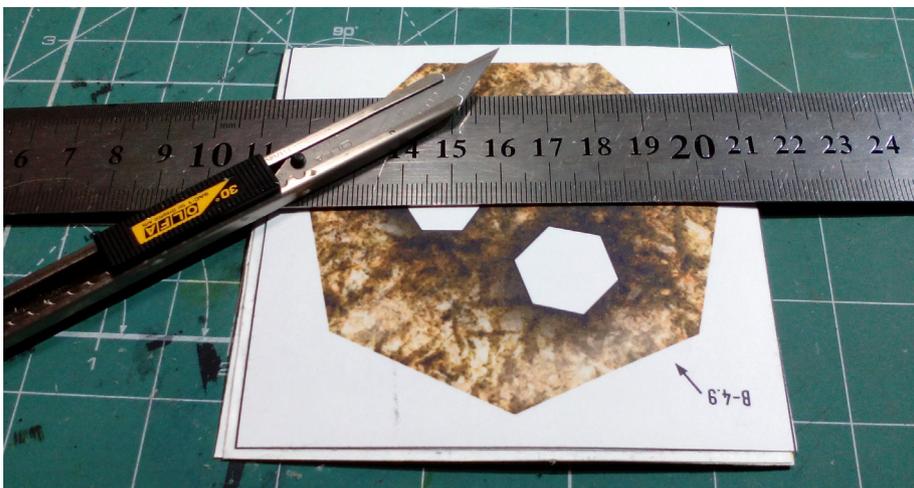
# 2

## Part B-4.9

The best start gluing stand B-4.9. After the routing bends inwards parts of B-4.9 paste Glue Stick part B-4.10. Then glued part of the press rubber roller and al-



low to dry. During the drying control to stand flat. After drying, the base will be thick and stiff.



Then cut base.

## Part B-4.3, 4.1

Part B-4.3 fold to iron before cutting, after forming part of the glue PVA or White Glue. Inside part of B-4.3 paste parts B-4.2.



# 3

In part the B-4.1 to iron bend and form, then glue.



Glued parts of B-4.3-BU 4.1 taped together, applying glue to the inside parts of B-4.1.

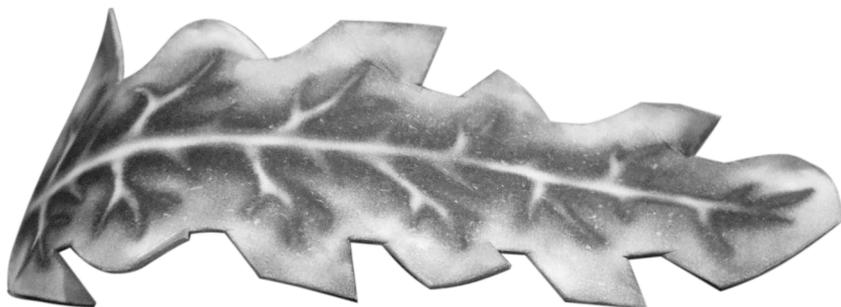
4



The resulting portion of the trunk stick to the base.

## Part B-4.11 - 4.16

Print parts of B-4.11 - B-4.16 (note: this page must also be printed on the back), and cut. These parts can be formed freely, an exemplary method is shown in Pic. 1, and stick to the trunks.



Pic. 1.



*If you have any problems with the model, suggestions or other questions please write by my blog:*

*[www.darekpages.blogspot.com](http://www.darekpages.blogspot.com)*

*Show the completed model images of model in your game!*

*It is possible to adapt the model to the specific needs.*