

Building Instructions

This is an adventure pop-up RPG zine. Open it flat on your game table and surprise your players!

To build this pop-up zine you need:

- **2 sheets thick paper**, minimum 160gsm or 110 Text, maximum 210gsm or 146 Text
- **Scissors** or a **craft knife**
- **Glue** or **double-sided tape**. Solvent-based glue works best. Stick glue is okay, but the dried glue cracks after a while, causing the pop-up to fall apart.
- **Ruler**
- **Bonefolder** for scoring. Alternatively, you can use a ballpoint pen with no ink

1. Print the base sheet and the pop-up elements.
2. Cut the pop-up elements along the dotted lines, or the external lines. Find the little dotted line on the **Beam** flaps, and make a small cut.
3. Score the foldable parts along the solid lines -- **fold**.
4. Fold them thoroughly 2-3 times.
5. Score the base sheet and fold it in half a few times.
6. Assemble the house and glue it to the spot marked A-B. Match the letters on the base sheet and pop-up elements.
7. Stick the beam to the gable ends. The beam remains hidden.
8. Stick the roof to the beam.
9. Stick the L-shaped stables to the Inn wall, and to the ground sheet.
10. Lastly, glue the outside wall on the ground sheet.

Each time you glue a new component to the pop-up, allow the glue to dry a little and do a check fold by pressing gently on the folded paper before reopening the zine and moving on to the next element.

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Enjoy your game!

