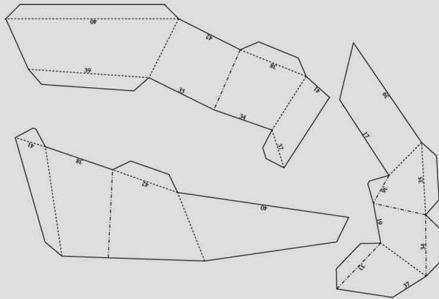


Instructions

1 *Cut along the solid lines*



2 *Use bone folder or scorer to score the dotted edges*

.....

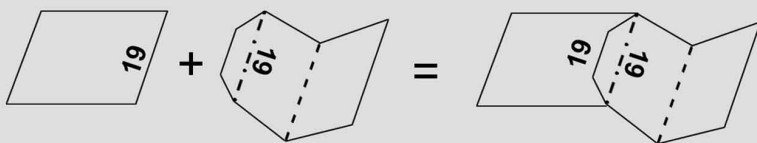


MOUNTAIN FOLD



VALLEY FOLD

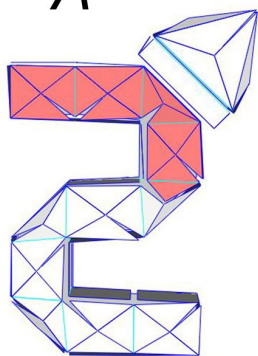
3 *Match the flap ids & paste together*



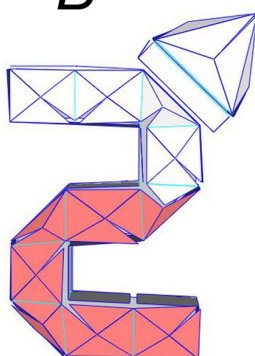
(make sure your model's outer surface will be clean & all dotted lines comes inside)

STEPS

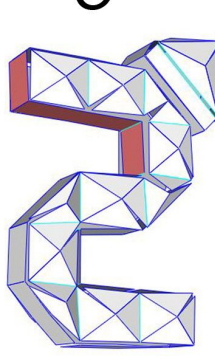
A



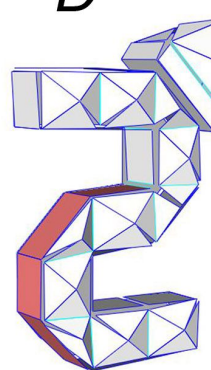
B



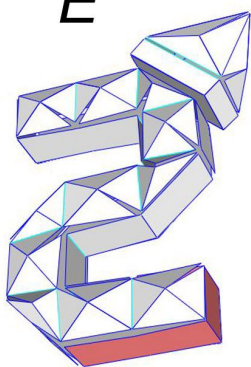
C



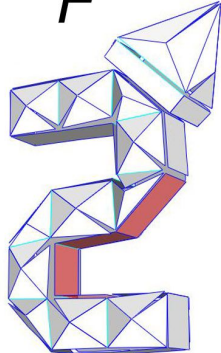
D



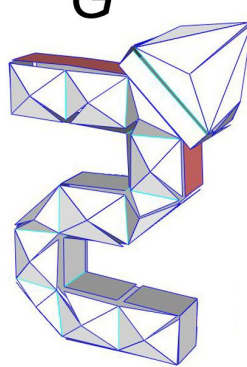
E



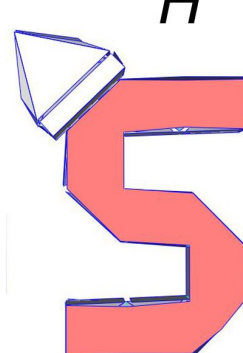
F



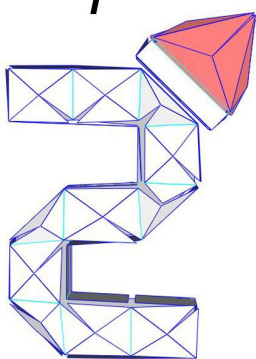
G



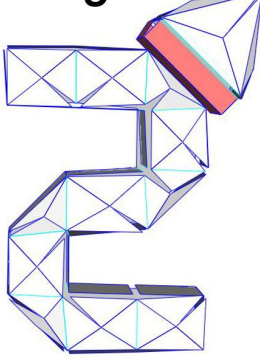
H



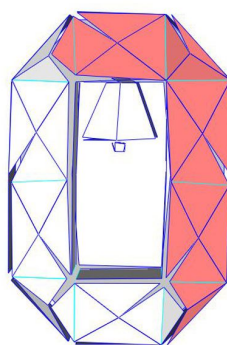
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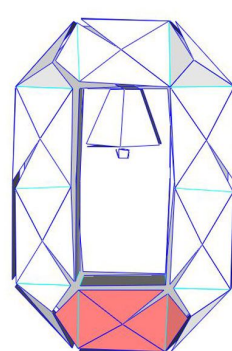
J



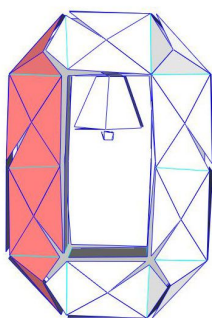
K



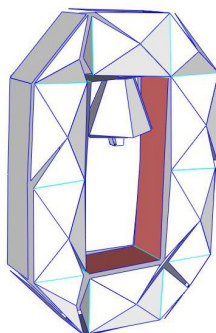
L



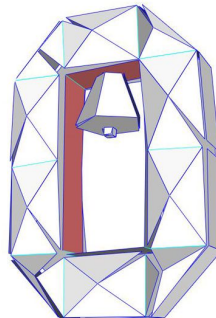
M



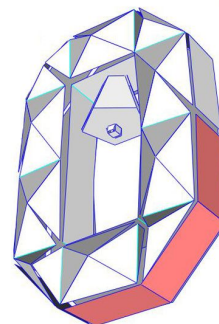
N



O

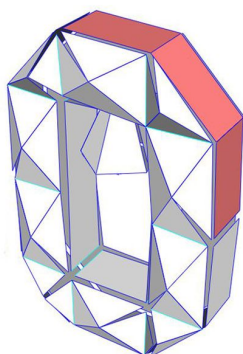


P

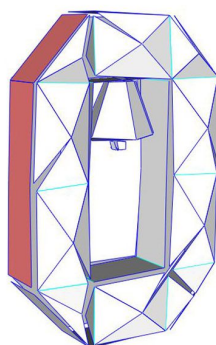


STEPS

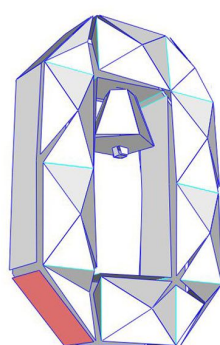
Q



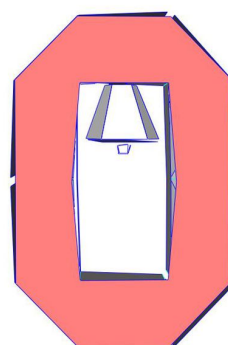
R



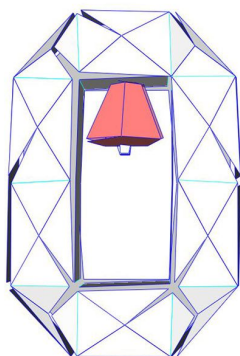
S



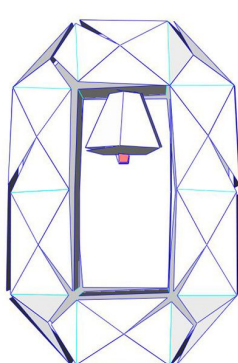
T



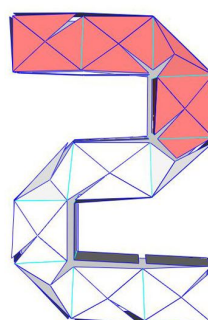
U



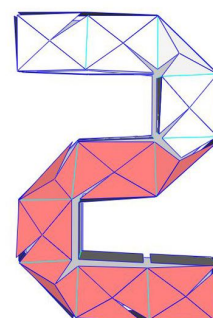
V



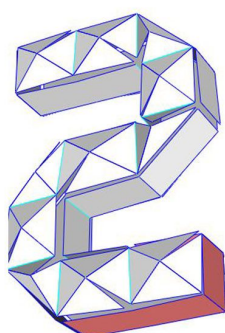
W



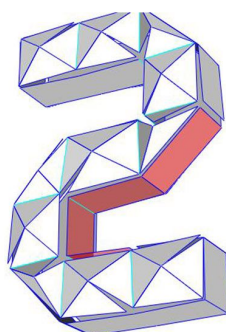
X



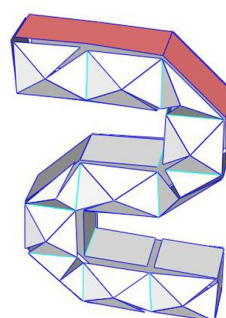
Y



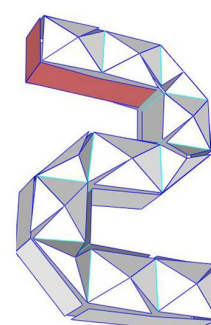
Z



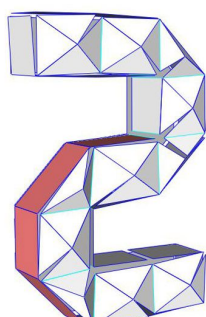
A1



B1



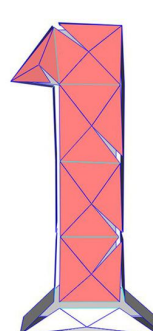
C1



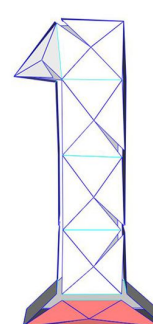
D1



E1

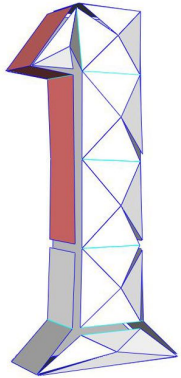


F1

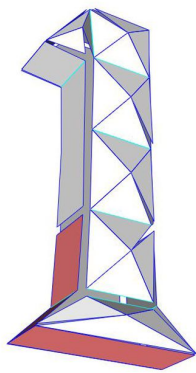


STEPS

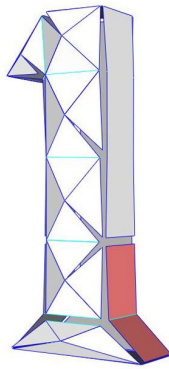
G1



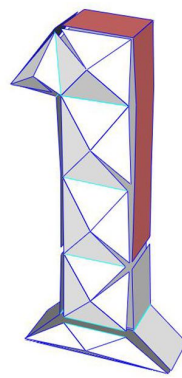
H1



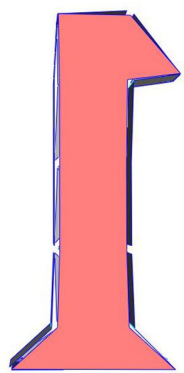
I1



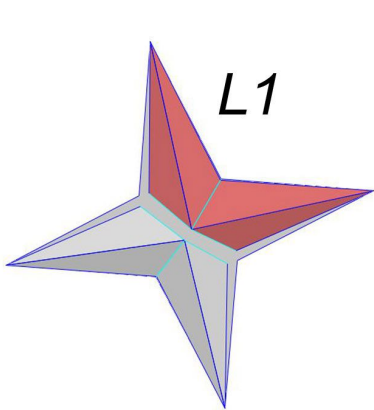
J1



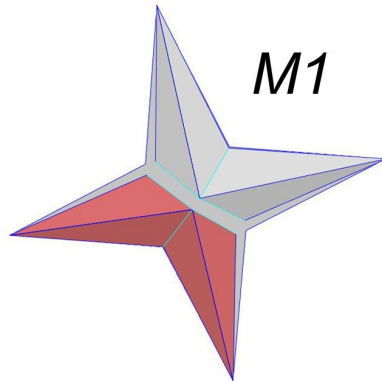
K1



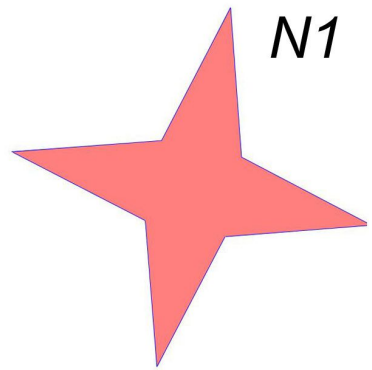
L1



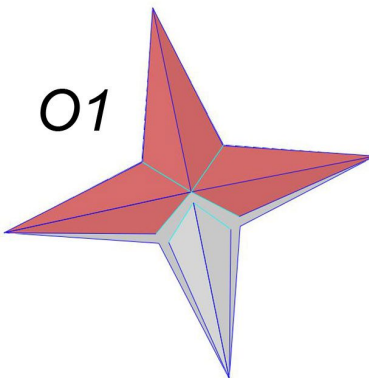
M1



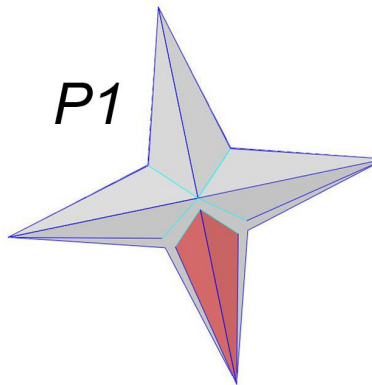
N1



O1



P1



Q1

