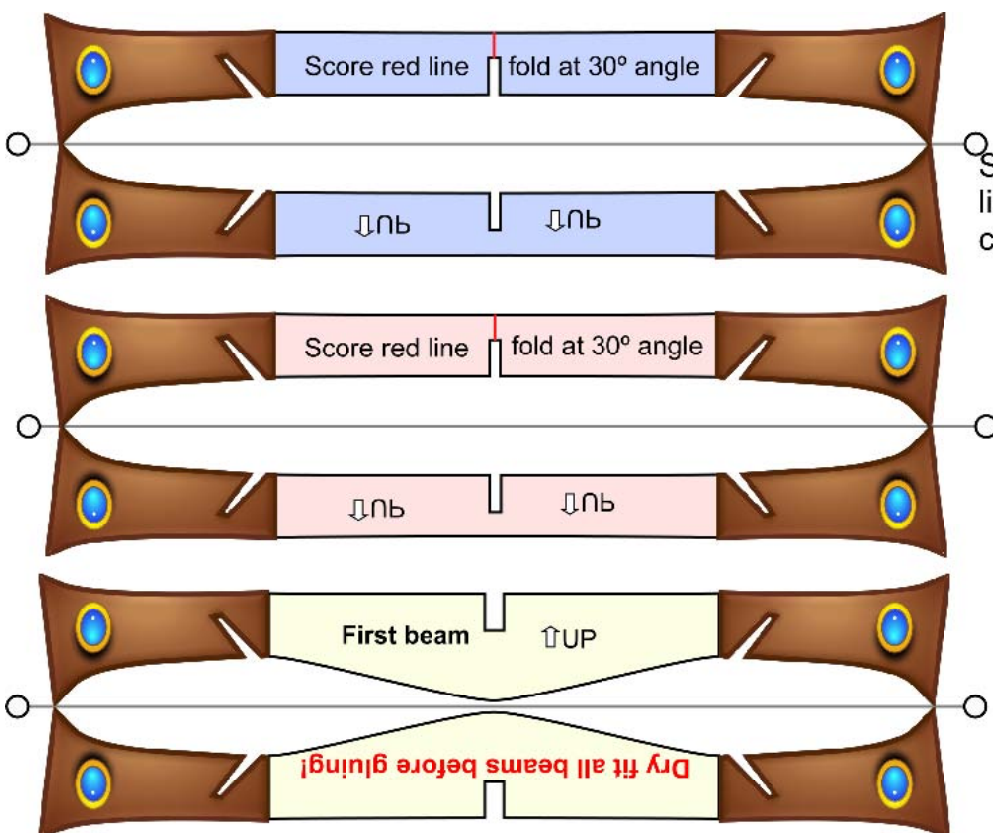


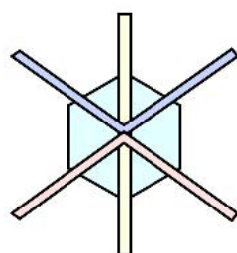
A regular hexagon is shown, divided into six congruent triangles by three lines connecting opposite vertices. The triangles are arranged in a circular pattern around a central point.

Tab 2. Fold in and glue all tabs behind adjacent part.

Tower Base



High Elf Tower Beams
Score on the white dotted lines. Glue back to back, cut out all notches.

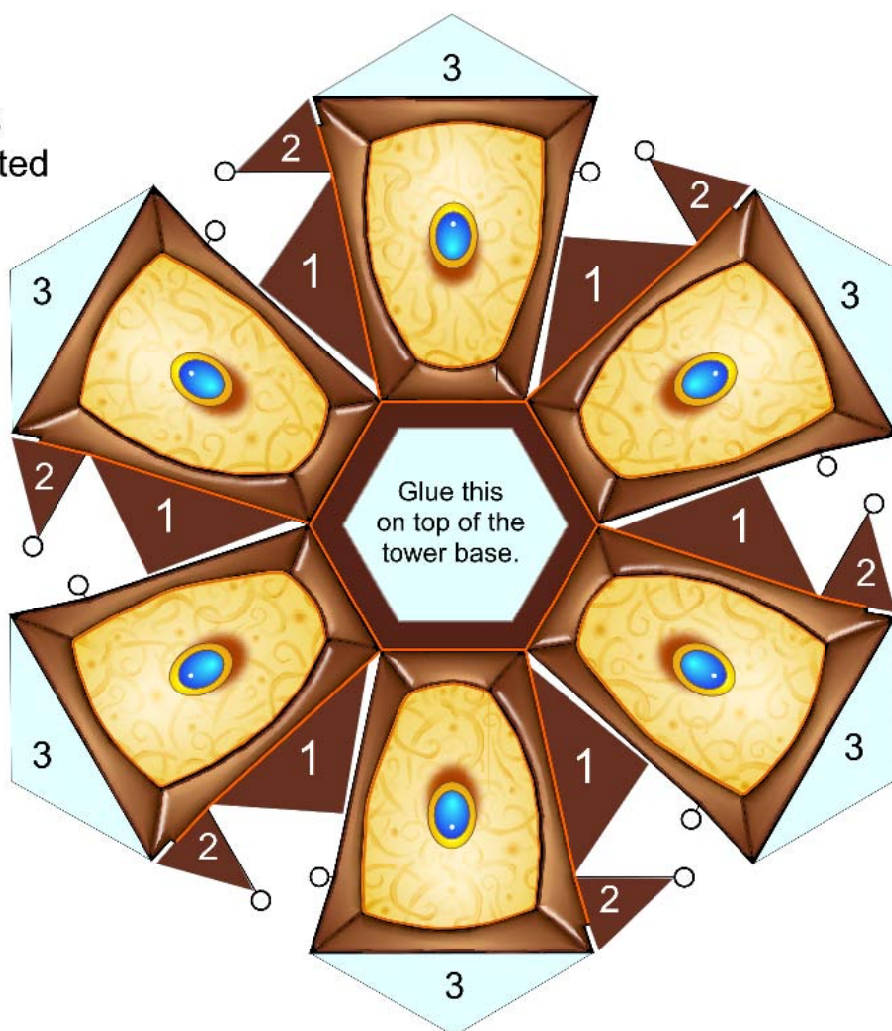


High Elf Tower Riser
Score on **ORANGE** lines
and across the white dotted
lines. Pre-fold all parts.

Tab 1. Fold in and glue
all tabs behind adjacent
part.

Tab 2. Fold in and glue
all tabs behind adjacent
part. Be sure to keep
the slot on top open for
the beams.

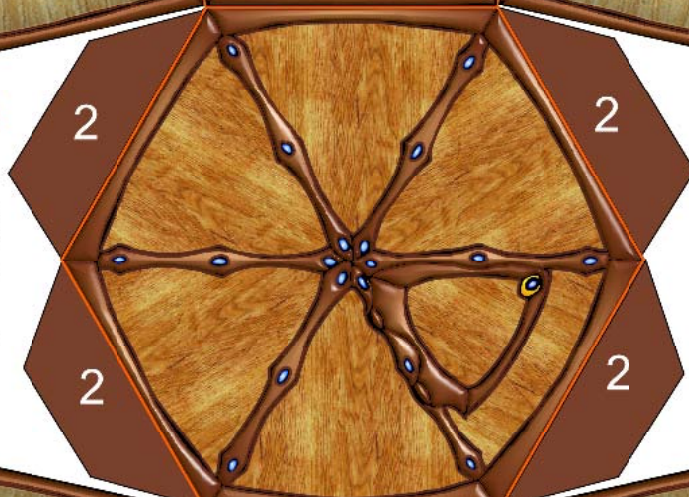
Tab 3. Fold flat with the
top of the part, the
tower room will be
glued to these.





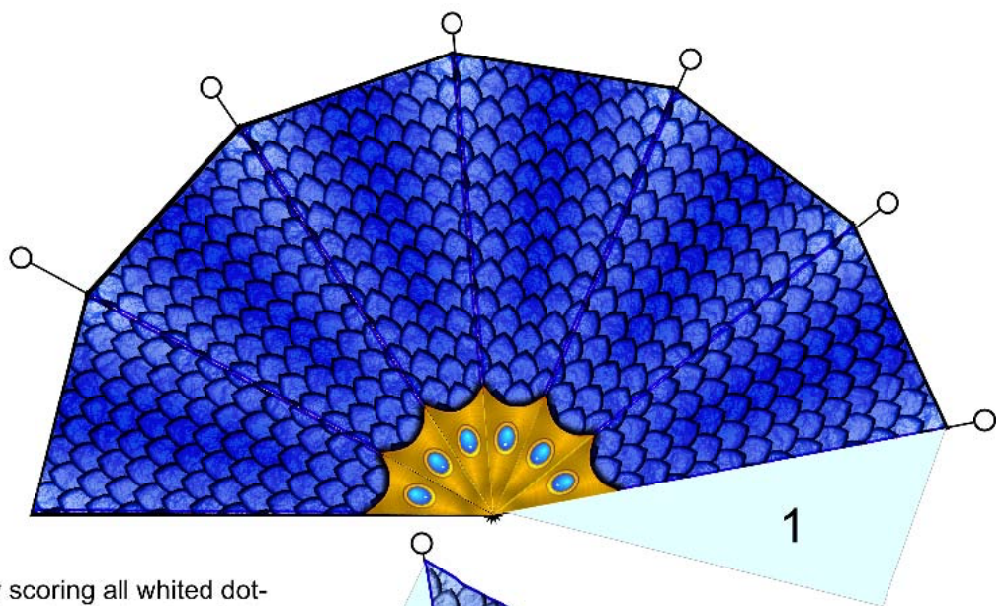
Tower room

Score all of the **ORANGE** lines and cut out the rest. If you want to open the windows, cut them out but leave a little on the side to hinge. Glue all the tabs in order, be sure to pre-fold all of the scored lines, this will make assembly easier.



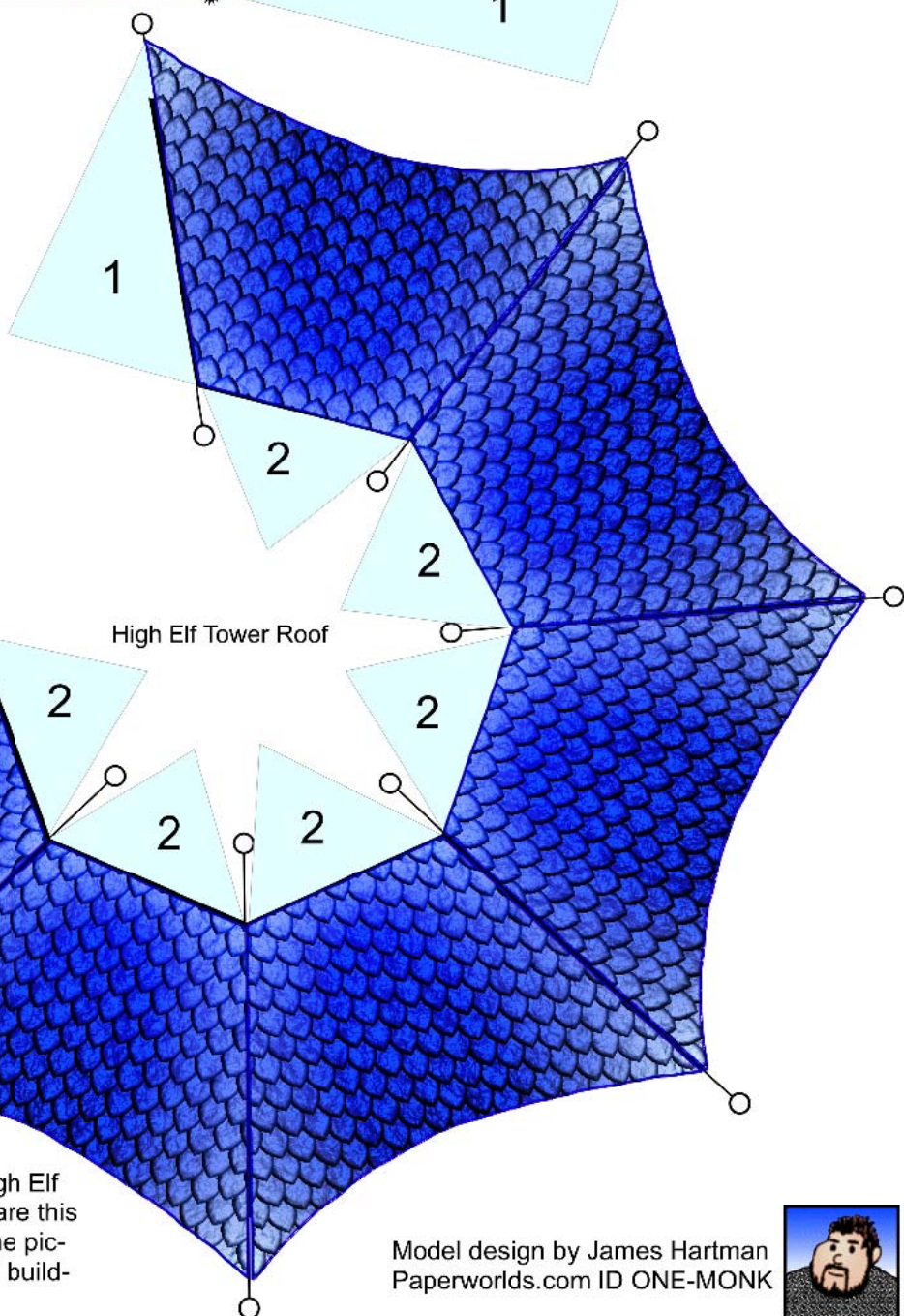
Begin assembly by folding the inner sides (the wood covered walls) up and in, and glue tabs #1 to the back sides. The one by one, glue all of the #2 tabs to bottoms of the inner walls. Then fold over outside wall with the #3 tabs and glue to the inner wall. Finally, follow the tab numbers to finish the rest of the outside walls.





Begin by scoring all white dotted lines, and all tabs. Pre-fold all folded edges. Simply wrap each part around and glue tab #1 under the opposing part. Next fold tabs #2 upward, apply glue to the inside of the upper roof part and place over tabs.

The roof is designed to just sit on top of the tower to allow easy access to the interior of the tower room. You can glue the roof down if you wish.



High Elf Tower Roof

I hope you enjoyed building my High Elf Watchtower, please feel free to share this file with your friends, and take some pictures to share with me of your final building. JIM

Model design by James Hartman
Paperworlds.com ID ONE-MONK

