

# Quake 1 Player Build Instructions

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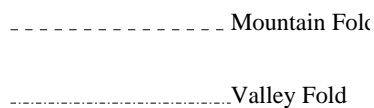
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## 1 Introduction

The Quake 1 Player model (Ranger) is for intermediate- to advanced- level of experience paper model builders. Because the model is based on the original geometry, some model components are tricky to assemble. On top of the right materials, you'll only need a bit of patience to get this done right.



(a)



(b)

Figure 1: The basics: (a) Required materials, (b) Fold types

First off, materials (see fig. 1(a)):

- Metal Ruler
- Craft Glue
- Hobby Knife
- Player Model (printed on heavy paper - *not* card)
- Weights to put in feet (possibly cut up bits of fridge magnet)

I won't go into the specifics of paper model building, as there are many good tutorials available online on this topic. In general terms, you'll need to know that an edge marked with a dashed line is a mountain fold (i.e. with the paper facing upwards, you push either side of the edge down), and a dashed-dotted line is a valley fold (opposite of previous) - see fig. 1(b).

I'd highly recommend cutting out all of the pieces before you start, and gently scoring along the edges with a blunt knife. Don't use a gluestick as it won't hold the paper together very well; use a liquid craft adhesive (but superglue or epoxy is overkill!). Typically, you'd pour a small dab of it on to a sheet, wait a minute or two for it to become tacky, then apply liberally to the paper. Hold the two edges of the join together for a minute or two, and you should have a nice, clean join.

Edge flaps and edges are *not* numbered. However, you can easily just test the edges against each other to see how they fit. This shouldn't provide too many hassles; however, if it is a problem for a lot of people, I shall re-do the model with join numbers indicated.

## 2 Arms

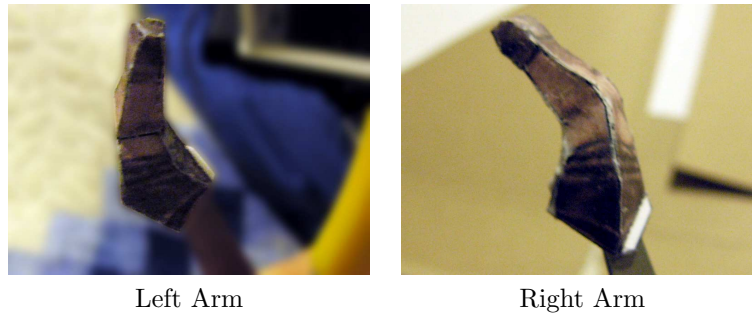


Figure 2: Arms

The left and right arms of this model are both single pieces, and relatively simple to assemble. Note that the arms are not straight, but have a gentle curve in them.

## 3 Legs



Figure 3: Legs

The legs of the model are assembled as one piece each (see fig. 3). You will probably want to drop some weights into the feet cavity, as the centre of gravity of the model is a bit weird and won't stand up properly on its own. I'd suggest dropping in a pile of washers, or even cut up bits of fridge magnet.

## 4 Head and Upper body



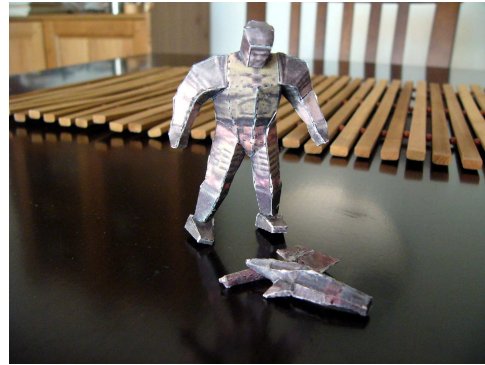
Figure 4: Head and torso assembly

Assemble the head first - again, it's from one piece. When the glue has dried, only then do you attach it to the torso. A good way to go is to attach the front first, then the rear. Using this same technique (front first, then rear), attach both arms.

## 5 Final steps



Weapons



Done

Figure 5: Done!

The player weapons are a bit of a pain to assemble. The only advice I can give (until I come up with a better unfolding) is to examine the picture in figure 5(a), remember what the weapons *should* look like and coordinate your unfolding so that they are correct. Figure 5(b) shows a completed model - I hope you've had fun making it!