



HILL1L1 Level 1 hilltop for use with HEX1. Adds a third dimension to your playing field. Secured to a HEX1, and combined with three others just like it, you have instant hill, transportable to any point on the map. Combined with HILL2L1 and the rest of the hill family (3 through 5) any number of interesting effects can be achieved. This is not as useful for whacking your little brother as HEX1, but can be used in a pinch.

hexagon.freesevers.com



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Instructions:

1. Cut out hillside shapes being extremely careful to cut exactly along edge of shape.
2. Secure shape to foam using tape loops (we'll need to take it off after cutting).
3. Carefully mark off shape onto foam.
4. Cut out pieces, making sure to stay as close to lines as possible.
5. Cut top of hill shape (indicated by dark grey line) from hill side template.
6. Secure shape to corner of hill side shape previously cut.
7. Score along shape and cut to bottom corner. This cut must be at least at a 45° angle in order to look appropriate.
8. Sand lightly along top to ease the crest of the hill.

