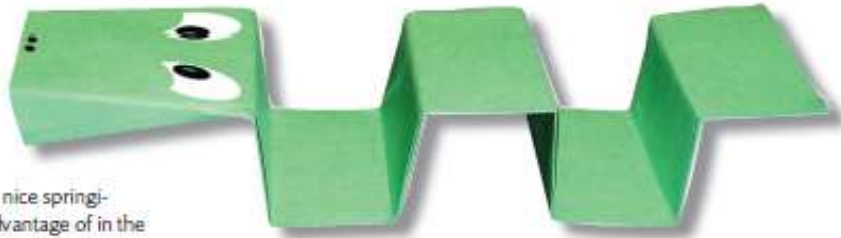
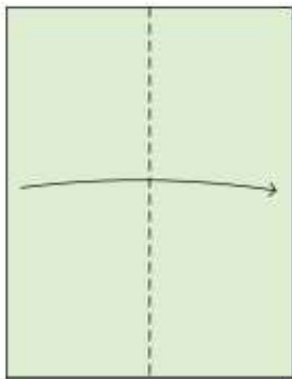


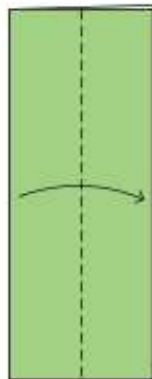
# Dragon



The Dragon has a nice springiness that I took advantage of in the games "Fill 'er Up" (page 70) and "Snap Dragon" (page 86). You'll have to use a little extra effort to fold the model in step 8, where it's particularly thick.



**1** Fold the left edge to the right.



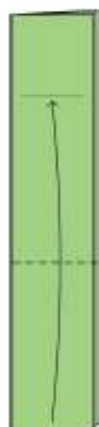
**2** Fold the left edge to the right again.



**3** Bring the right corner down so that it lies along the left edge, then make a pinch where the crease meets the right edge. Unfold.



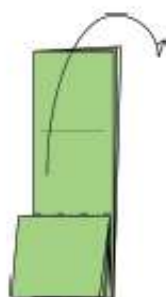
**4** Fold the top edge down along a line that meets the pinch you made in step 3 (down to the dotted guide line). Then unfold.



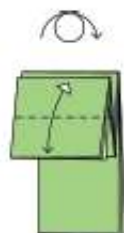
**5** Fold the bottom edge to meet the crease you made in step 4.



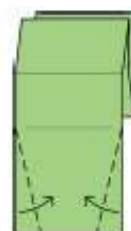
**6** Fold the top edge of the new flap down to the bottom.



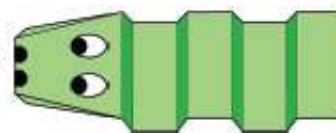
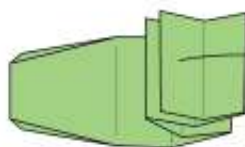
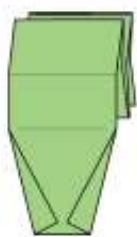
**7** Mountain-fold the top portion of the model behind along a crease that coincides with the top of the small flap nearest the front.



**8** Fold and unfold the top edges (all thicknesses) to meet the bottom edge of the topmost flap. Turn the model over.



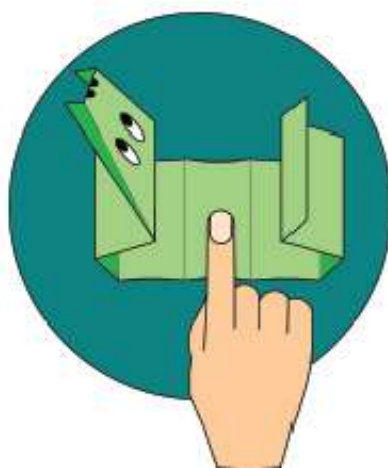
**9** Fold the lower corners inward a little, beginning at the crease nearest the bottom edge. These will be the dragon's fangs.



**10** Here is the result. Turn the model over, and rotate it  $1/4$  turn.

**11** Pull the model open.

**12** Reinforce all creases between the segments. Draw on eyes and nostrils if you like.



The Dragon. Pressing down in the middle of the body causes the front and back to snap up.