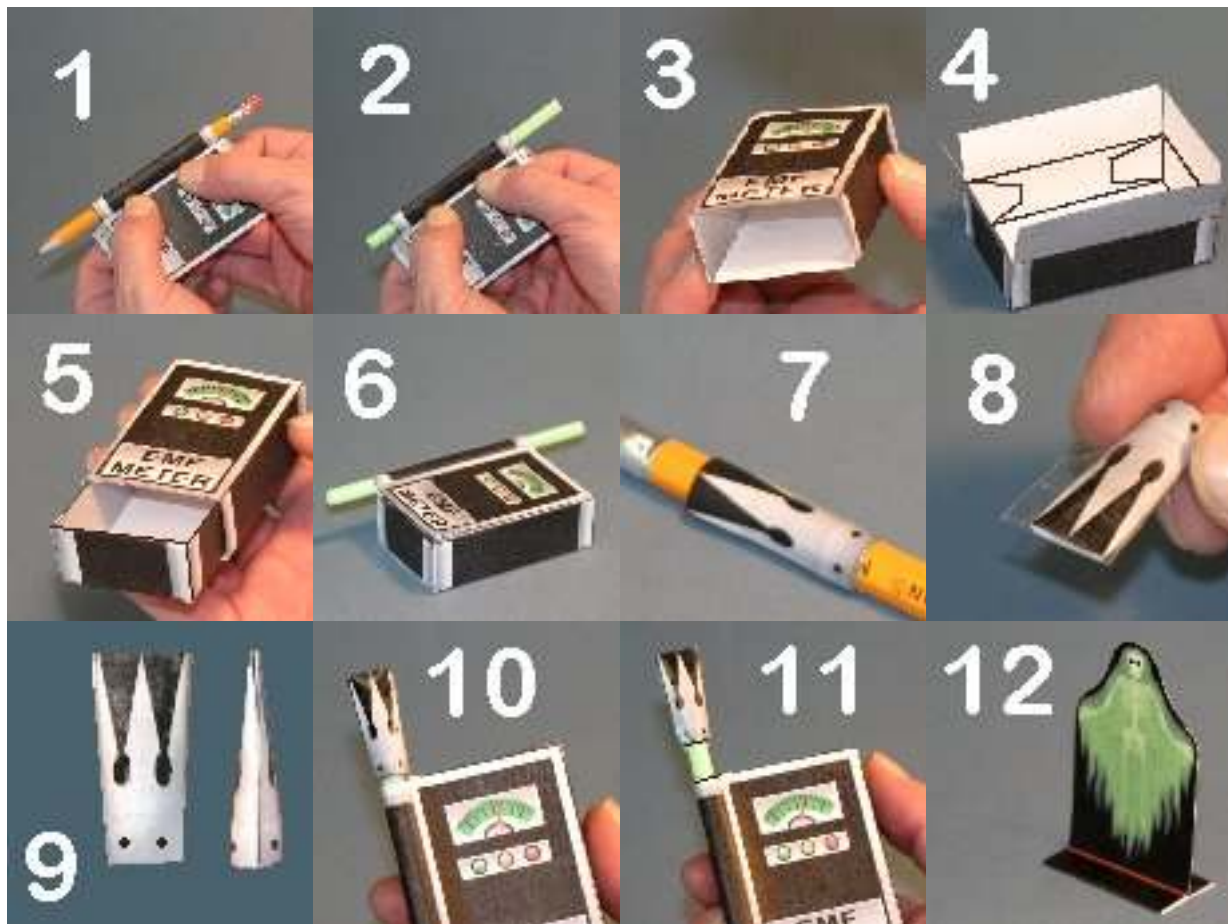


**BLOWGUN EMF METER – ASSEMBLY INSTRUCTIONS** page 1.



NOTE: This model should be printed on heavy card stock.

**WHAT YOU'LL NEED:** a plastic drinking straw, a pencil, scissors, Elmer's glue (or a glue stick), transparent tape, and a ruler or other straight-edge.

**ASSEMBLY:**

For this project, you'll need a plastic drinking straw that's slightly narrower than a pencil. We'll be using the pencil to form the darts, so the pencil should be a little wider than the straw. (If the pencil will NOT fit into the straw then the straw is the right size.)

Begin by cutting out the FRONT PLATE on parts page 1. Fold the three silver tabs DOWNWARD. The center panel has a blue line on either side. Fold UPWARD along both blue lines.

Curve the center panel around a pencil as shown in Figure 1 and then remove the pencil.

Cut the drinking straw to the length shown on Parts Page 1 and then insert the straw into the sleeve we created with the pencil, as shown in Figure 2. Glue the front and back panels together and then glue the three silver tabs to the matching sections on the back panel. The straw should be snug so it won't fall out, but loose enough to slide back and forth. If it's too loose you can wrap it with a little transparent tape to make it thicker.

You now have a simple version of the EMF meter that can be used as a party favor. Make several, add a dart to each one, pass them out and take cover! For a nicer version of the EFM meter, continue as follows...

(CONTINUED ON NEXT PAGE)

## **BLOWGUN EMF METER - ASSEMBLY INSTRUCTIONS** page 2.

Cut out the METER BODY on parts page 1. Fold the grey tab DOWNWARD and then fold DOWNWARD between all four panels. Glue the grey panel to the back of the opposite panel, forming a box like the one shown in Figure 3. Cut out the AMMO TRAY on parts page 2. Fold the four grey tabs DOWNWARD and then fold the four blue tabs DOWNWARD. Fold the four side panels DOWNWARD and then glue the blue tabs to the back of the side panels as shown in Figure 4. Fold the grey tabs down and glue them to the back of the side panels. Slide the finished AMMO TRAY into the METER BODY as shown in Figure 5. You can now push the box open and closed.

Position the FRONT PLATE (which we assembled earlier) directly over the matching panel on the METER BODY and glue the two together, as shown in Figure 6. Your Meter is now equipped to hold the blowgun straw.

We'll want to have plenty of ammunition for our ghost hunting adventures, so cut out the three DARTS on parts page 1 and the nine DARTS on parts page 2. For each of the twelve darts: Wrap the dart around the pencil and place transparent tape around the bottom of the dart, as shown in Figure 7. Then flatten the front of the dart and fold a piece of transparent tape over the end as shown in Figure 8. Trim away the extra tape on either side, being careful not to cut the paper. Your dart should now resemble the one shown in Figure 9.

**DART usage:** Position the straw so the top extends 1.25 inches (the length of a dart). Slide the dart over the top of the straw and push the dart down firmly. The dart should now stay attached to the straw without falling off. This is the SAFETY POSITION (see figure 10). To fire the dart, place the dart only half way down on the straw, so it sits very loosely. This is the FIRING POSITION (see Figure 11). To fire the dart, place the half inch of straw at the bottom of the meter between your lips and blow quickly and forcefully. The harder you blow the more accurate the dart will be.

**Van Helsing Method:** place the straw between your lips, place your tongue over the end of the straw, and then blow forcefully while pulling your tongue back. With practice, this can be a very effective method of darting ghosts.

You can remove the straw from the sleeve, fold it in half and place it in the AMMO TRAY along with the twelve DARTS. To make this a complete portable dart game we'll just need to add a target. Cut out the MINI TARGET on parts page 3. Fold DOWNWARD along the two blue lines and then fold UPWARD along the red line. Glue the two narrow black panels to the back of the wider black panel, as shown in Figure 12, to form a T shaped base for the target. Place the target in the AMMO TRAY with the straw and DARTS and your portable game is complete.

To help you improve your ghost-busting skills, there are also three larger targets. Assemble them in the same manner as we did the MINI TARGET. Then set 'em up several feet away and see how many darts it takes to know 'em down.

### **TRINKET BOX EMF METER:**

You can also build a version of the EMF meter without the blowgun and use it as a trinket box or gift box. For this version, just assemble the METER BODY and AMMO TRAY, slide them together and fill with whatever you wish.

**CAUTION:** These paper darts have sharp corners and you actually COULD put somebody's eye out, so be very careful with them. Never point or fire the darts at any other living creature. (If the creature is undead or disincarnate then fire away.)

## Here are a few 2 player game ideas:

MARKSMAN - Set up 1, 2 or 3 targets. First player to knock down a target wins.

GUARDIAN - Set up 3 targets. Player who knocks over the most targets wins.

SURVIVOR - Set up 3 targets. Player who knocks over the last target wins.

HOSTAGE - Set up 3 targets with the blue ghost in the middle. The blue ghost is the hostage. Players must knock down the guards (red and green ghosts).

Player who knocks down the last of the two guards wins. If either player knocks down the blue ghost, that player loses the game.

SPY - Set up 3 targets with the red ghost in the middle. The red ghost is the spy. First player to knock down the red ghost wins. If either player knocks down the blue or green ghost, that player loses the game.

TOURNAMENT - Play all 5 games listed above. Player with the most wins... WINS!