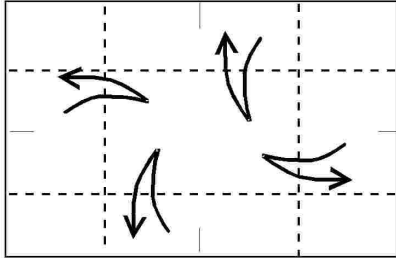
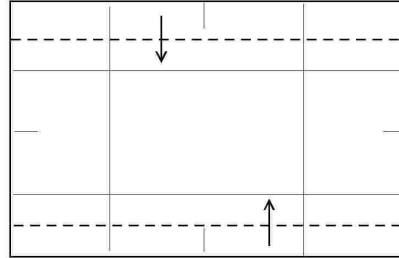


PC - Base Unit

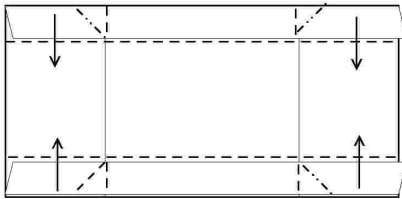
1. Valley fold all 4 sides to the centre and unfold.



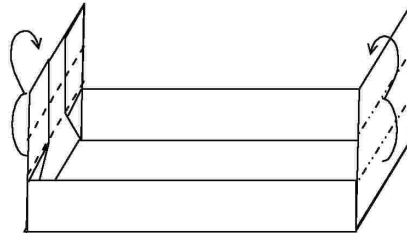
2. Valley fold top and bottom edges to first crease line.



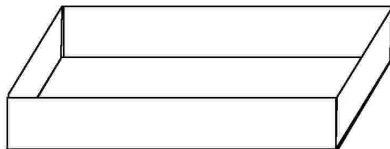
3. Fold in top and bottom edges, making pleat as shown. This forms 3D box shape.



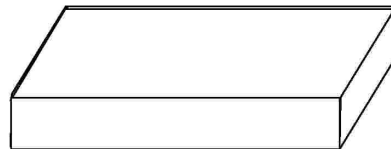
4. Fold ends over & over to lock inside box.



5. Box looks like this. Turn over.



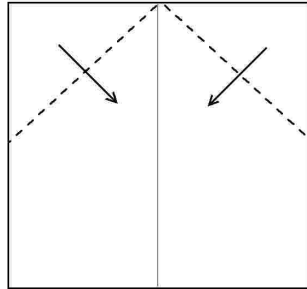
6 Completed Base unit



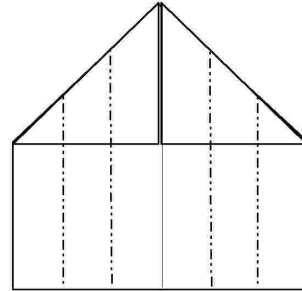
PC - Mouse

Start with a square cut from an A5 sheet of paper (15 cm x 15cm approx).
Coloured side up to start

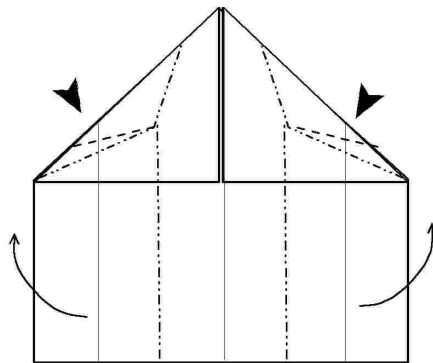
1. Valley top corners to the centre



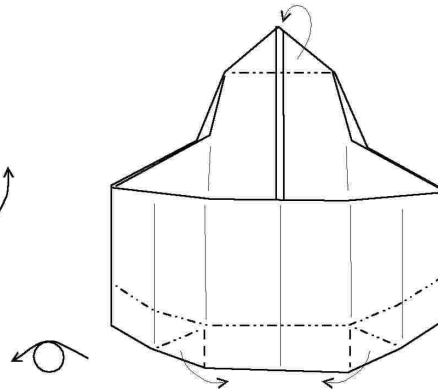
2. Crease into 1/3's on each side.



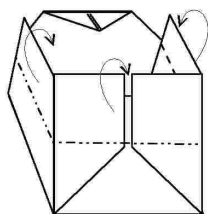
3. Make 3D shape, with pleat at each side



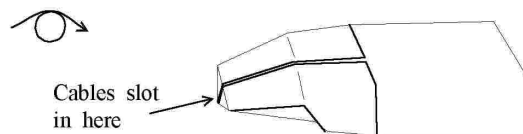
4. Fold tip down at 90 degree angle.
Form back of mouse with pleats. Turn over.



5. Fold in flaps round side
to lock model. Turn back
over.



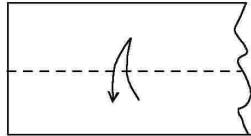
6. Completed Mouse



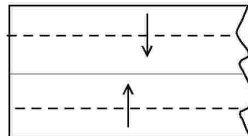
PC - Cables

For these you will need 2 strips of paper cut from an A3 sheet of paper (2.75cm x 42cm approx). CWhite side up to start

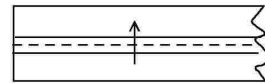
1. Valley strip in half & unfold. Only one end of strip is shown in diagram.



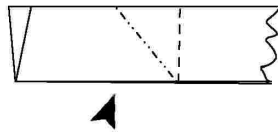
2. Valley in edges to centre of strip



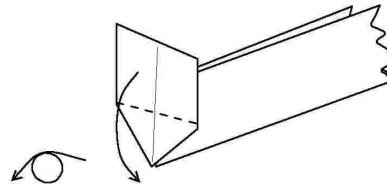
3. Valley fold strip in half upwards.



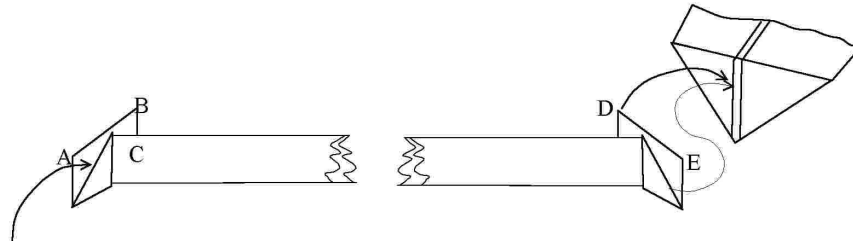
4. Squash each end of strip like this



5. Fold down end flap, Turn over.



6. Cable completed. The edge of the PC unit sits in the gap between tabs A-B and cable C. At the other end, tabs A & B slot into nose of mouse. The keyboard is attached to PC unit in a similar way.



Edge of PC unit sits in here