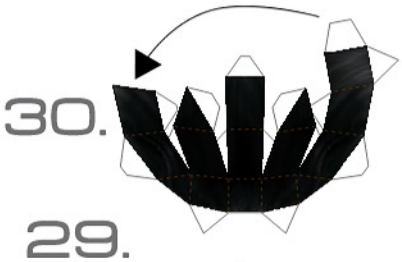
J.C. Denton

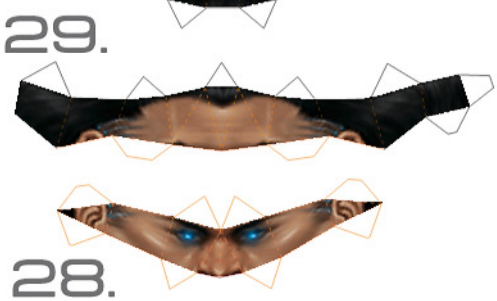
Instead of creating a new game engine, **ION STORM** decided to use the 1998 **UNREAL ENGINE** for their ambitious vision of **DELIS EX**, even if the first person shooter engine needed tweaking and a whole new **conversation system** to create an immersive **roleplaying** and **choice-driven** gameplay experience.

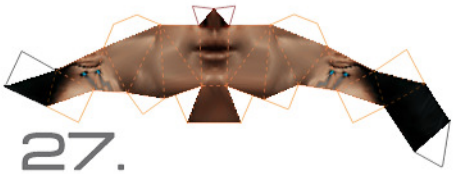
Even though much of the time saved using an existing engine was spent learning to use it, ION STORM's 2000 **DELIS EX** became a much celebrated **genre-busting game**!

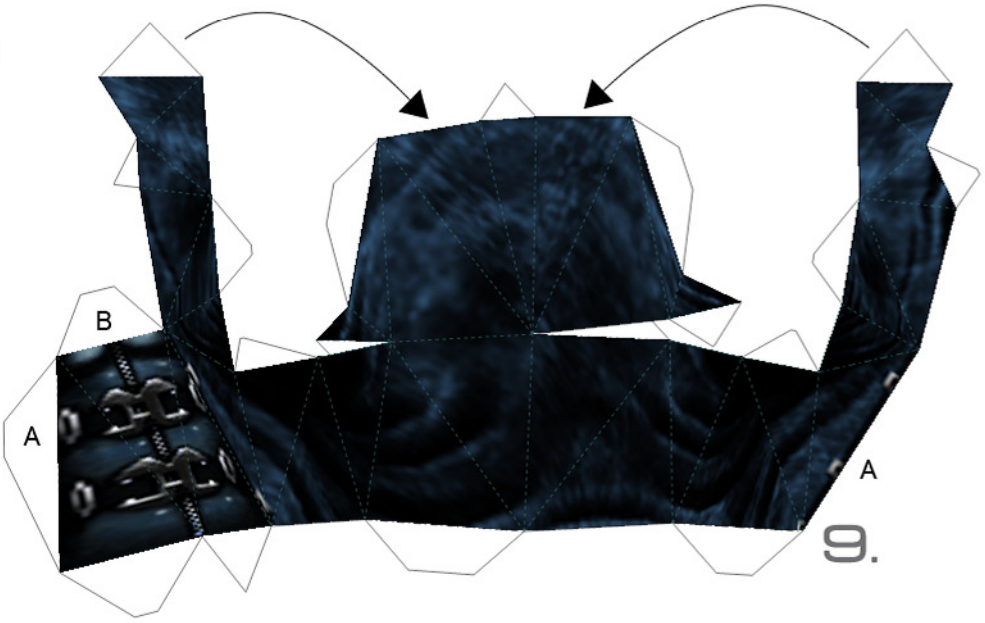


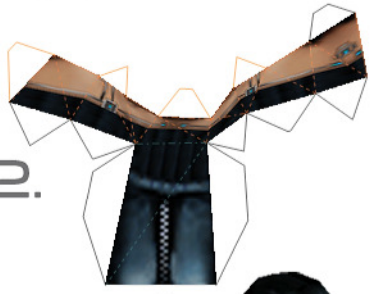




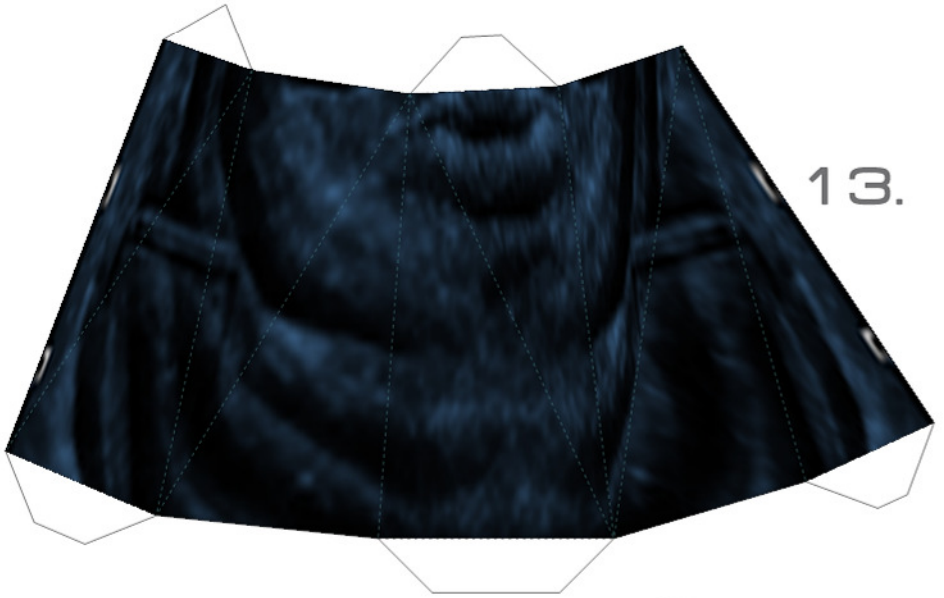


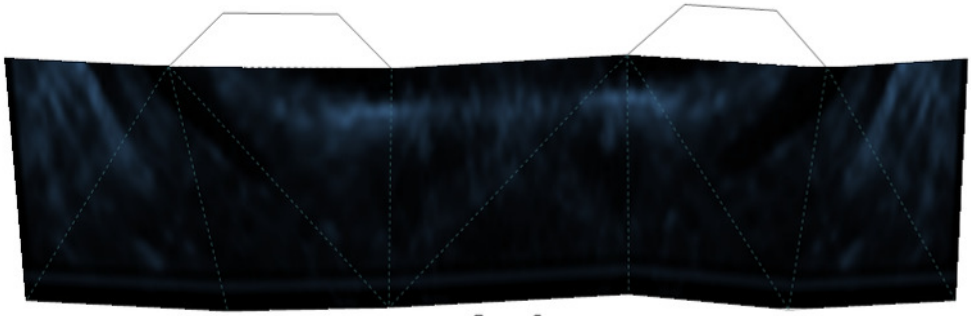






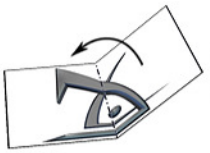






P.1

This is a free papercraft model from www.ninjatoes.wordpress.com. If you paid for this, you got ripped off.



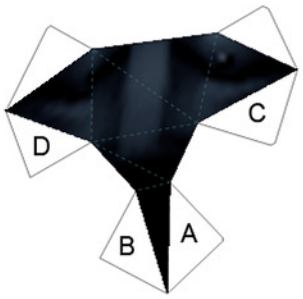
dot-dash lines:
fold up (valley fold)



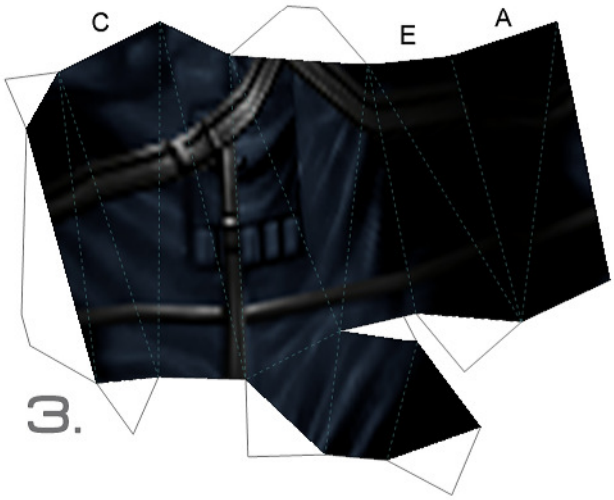
dashed lines:
fold down (mountain fold)



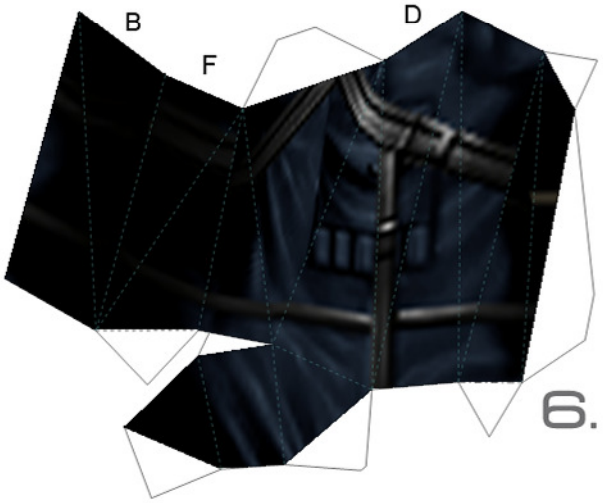
8.



7.



3.



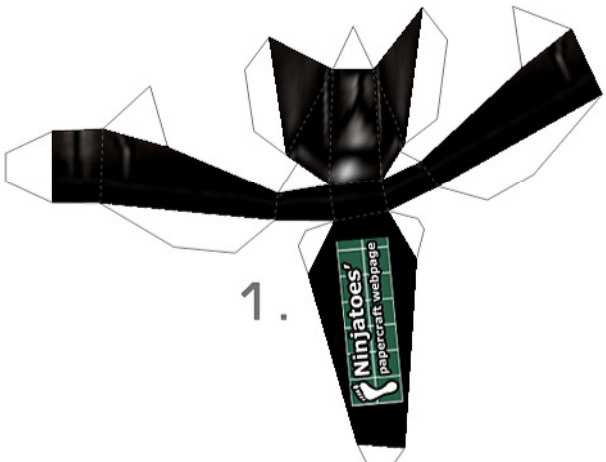
6.



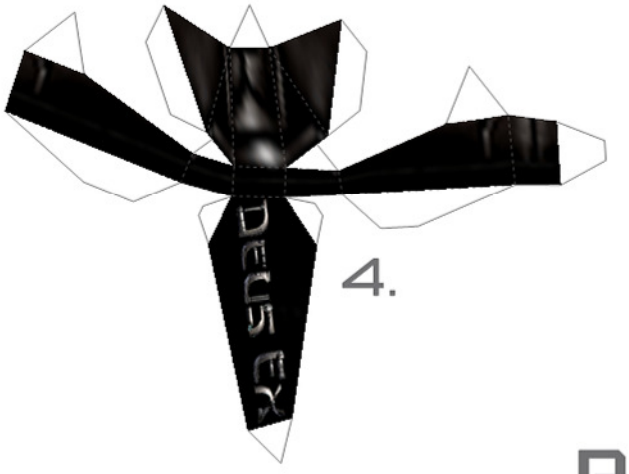
2.



5.



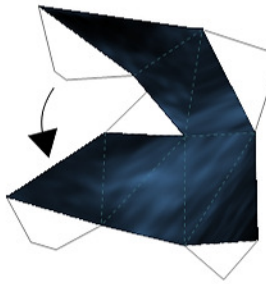
1.



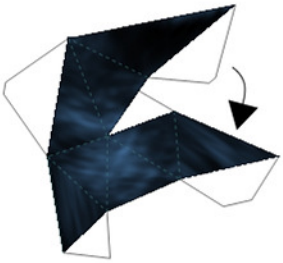
4.

This is a free papercraft model from www.ninjatoes.wordpress.com. If you paid for this, you got ripped off.

17.



22.





A

A

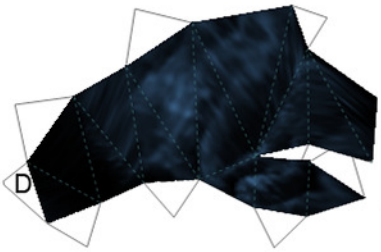
18.



D

D

23.



19.



24.



B

B

C



20.

21.

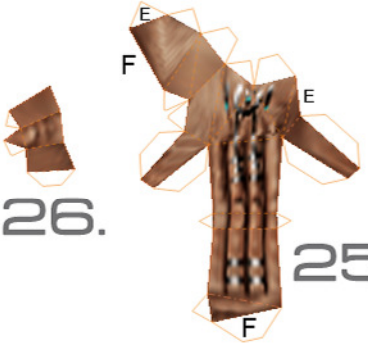


C

E

F

E

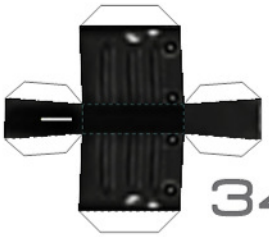


26.

F

25.

34.



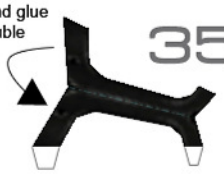
glue
back-to-back



33.

fold and glue
double

35.







36.

This is a free papercraft model from www.ninjatoes.wordpress.com. If you paid for this, you got ripped off.

Print these parts on **regular, thinner printer paper** to cover up the white backsides of their counterparts.

32.



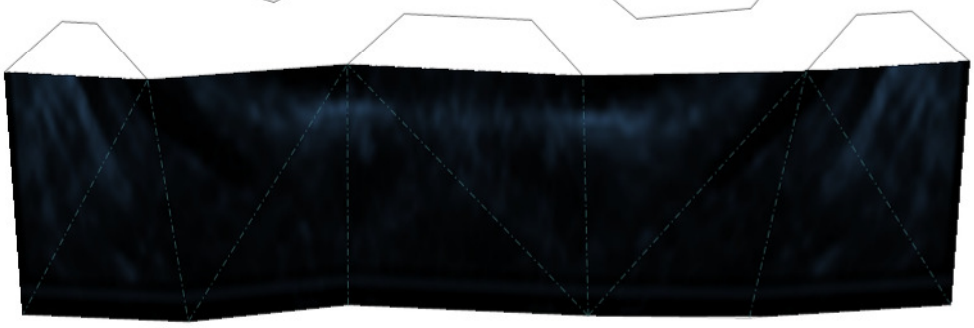
11.



15.



16.





This is a free papercraft model from www.ninjatoes.wordpress.com. If you paid for this, you got ripped off.