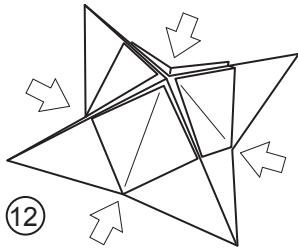
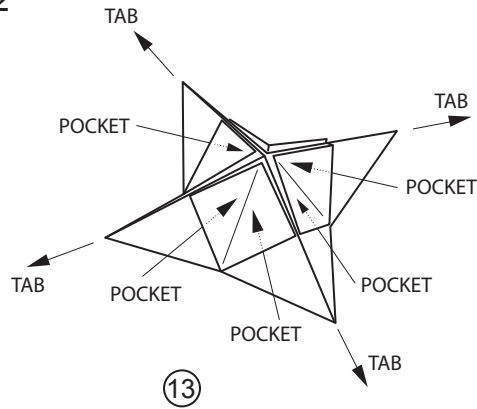


# SPIKE BALL MODULE

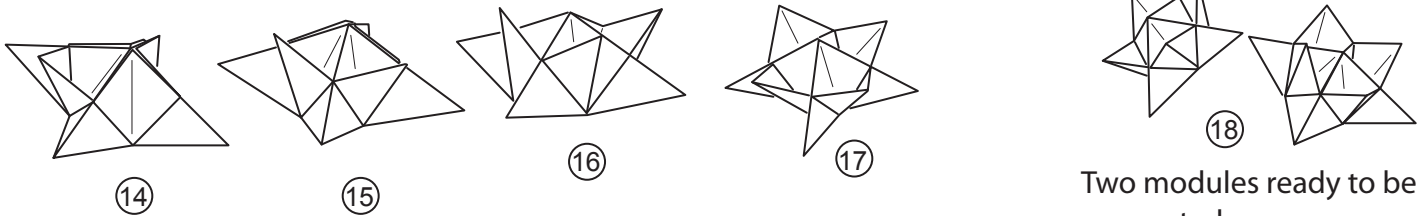
Page 2



Form the model into a waterbomb base shape by pushing in to make valley creases along existing creases.

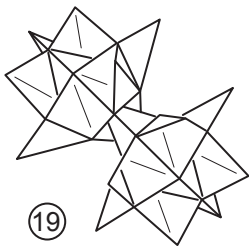


The module is not yet finished. It will be finished when the four spikes have been opened.

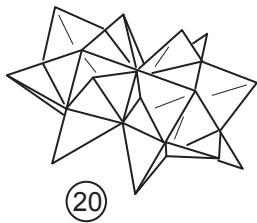


Pull the four points at the center out away from the center to open each spike.

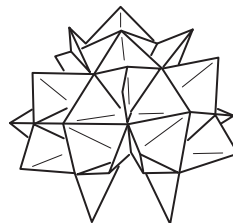
Two modules ready to be connected.



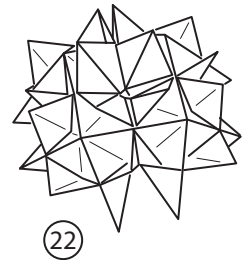
Note that the entering tab straddles the receiving tab. Push the modules together until the spikes touch.



Two modules connected.



Three modules connected. This is one of the two types of connections used to make balls.



Four modules connected, surrounding a small open space. This is the only other kind of connection used to make spike balls.

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**12-piece balls:** Each module is part of two 3-piece connections opposite each other, and part of two 4-piece connections opposite each other. Every 3-piece connection is surrounded by 4-piece connections. Every 4-piece connection is surrounded by 3-piece connections. The mountain creases of the waterbomb bases form a cuboctahedron.

**24-piece balls:** Make eight sets of 3-module connections. When two sets are joined a 4-piece connection will separate the two 3-piece connections. The eight 3-piece sets correspond to the corners of a cube. The mountain creases of the waterbomb bases form a rhombicuboctahedron.

**54-piece balls:** Make eight sets of 3-module connections. All other connections are 4-piece connections. Two 4-piece connections separate the 3-piece connections. The mountain creases of the waterbomb bases form a truncated cube with chamfered edges. Each face of the cube has nine modules arranged in a 3x3 tessellation. Each 3-piece connection corresponds to a corner of the cube.