

WOW! A Golden Age

The BLACK CANARY



BASED ON THE CHARACTERS AND STORIES
CREATED BY Robert Kanigher & Carmine Infantino

POSABLE MODEL CHARACTER TOY
of YOUR VERY OWN!

DESIGNED BY THE PROFESSOR ON A BRAND NEW TEMPLATE

Wow! A folding paper "Black Canary" action figure of your very own! How cool is that? It's a brand new model by the Professor. I hope you'll think it's "fabulous!" It looks just like Dinah Drake, the "Blonde Bombshell" detective from the Golden Age of Comics in the late 1930s and early 1940s. This model is for entertainment purposes only, and it must not be used commercially in any way!!! Now that the legal stuff is out of the way, get your tools ready, and let's get started!

STEP ONE: Study all the text instructions and building diagrams, and test fit parts before gluing together. Cut parts out along the dark colored outlines, and use a scoring tool like an empty ballpoint pen, or a dull old butter knife. This will help create clean, sharp, folds. Most of all, take your time and have fun!

STEP TWO: First, we will build the arms and legs of our paper superheroine. Roll pieces 1-8 around a pencil or other cylindrical object to get the proper curl. Glue them together to form tapered tubes. If you plan to use the folding spring joints, cut and fold the tabs into the center and simply glue the tube ends closed. If you are planning to string your model together with yarn, or make it posable with wire or pipe cleaners, you will need to punch holes in the flaps at the ends of each tube before gluing them closed. Then, either fold up all of the spring joints, 9-16, and attach them to the tubes following the instruction diagrams on page 2, or roll up the beads on page 3, and "string up" the pieces, with a bead at each joint.

STEP THREE: Next, fold up the torso assembly 17. Begin with the tapered hips



section, then the more complex shape of the chest. To string or wire the limbs, you will need to punch holes at the shoulder and hips and run the wires through before closing off the assembly. Reinforce the areas around the holes with thin cardboard. To make the head turn, don't close up the shoulder flap yet. Wrap the belt 18 around the waist and glue in place. Assemble bolero jacket 19-20 and glue at shoulders.

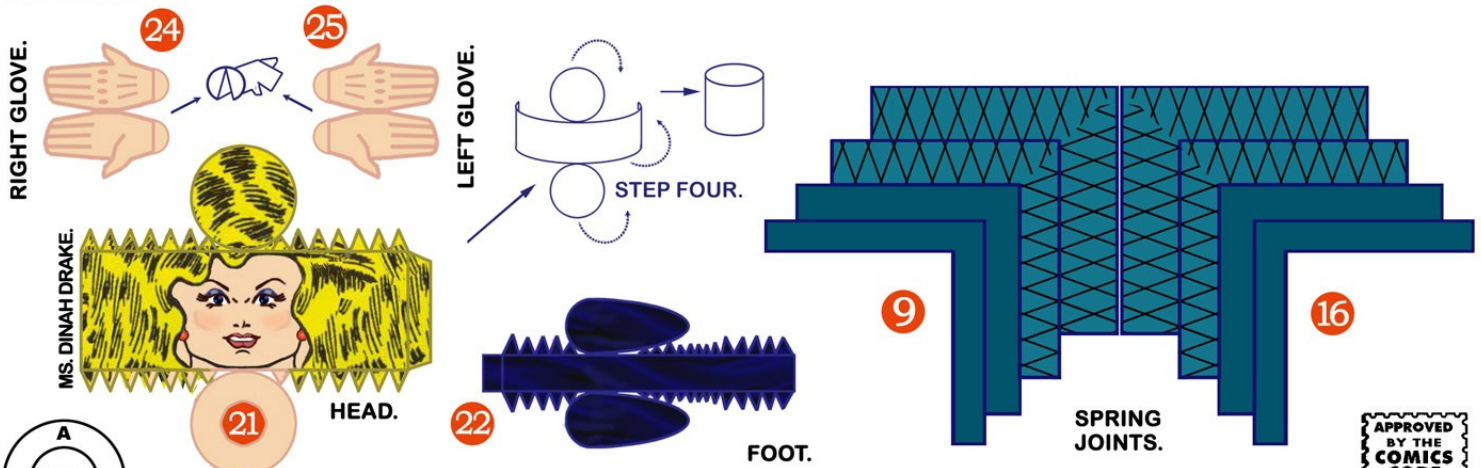
STEP FOUR: Next, roll up Dinah's head 21, and glue down the top flap. If you want the head to turn, you can create a neck pin (see special instructions below & diagram on pg. 3).

STEP FIVE: Now assemble the boot units 22-23 and glue them to the ends of the shin units. Then fold up the hands 24-25 and glue them to the ends of the arm units. Glue the boot cuffs 26-27, to their reverse sides 28-29, wrap them around the shins and glue them in place.

STEP SIX: If you are using the spring joints, attach them to the ends of the arm and leg assemblies and glue them to the torso at the shoulders and pelvis. If you are using string or wire, see the special instructions below and the diagram on pg. 3 before moving on.

STEP SEVEN: The last step is to glue the hair pieces 30-31 together and glue the "wig" to the head. (If you choose the optional domino mask 32, glue it to her face first!). Pose her for action and send her into the fray!!!

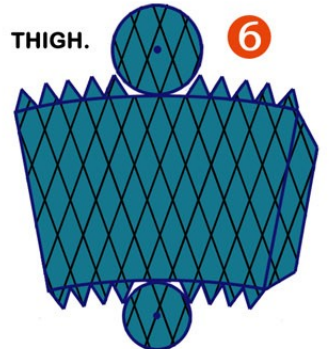
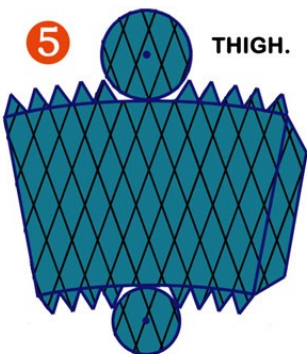
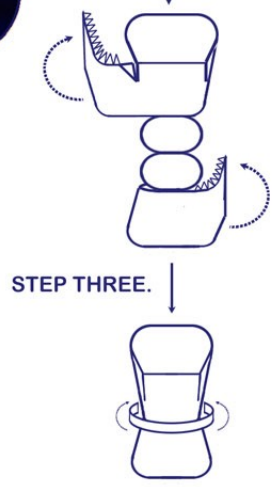
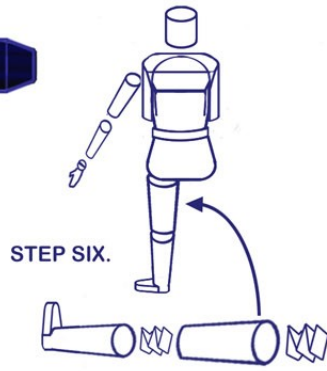
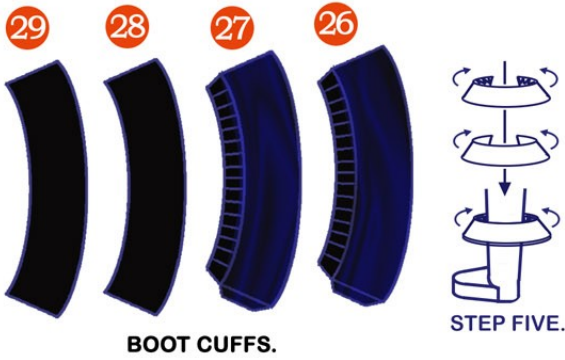
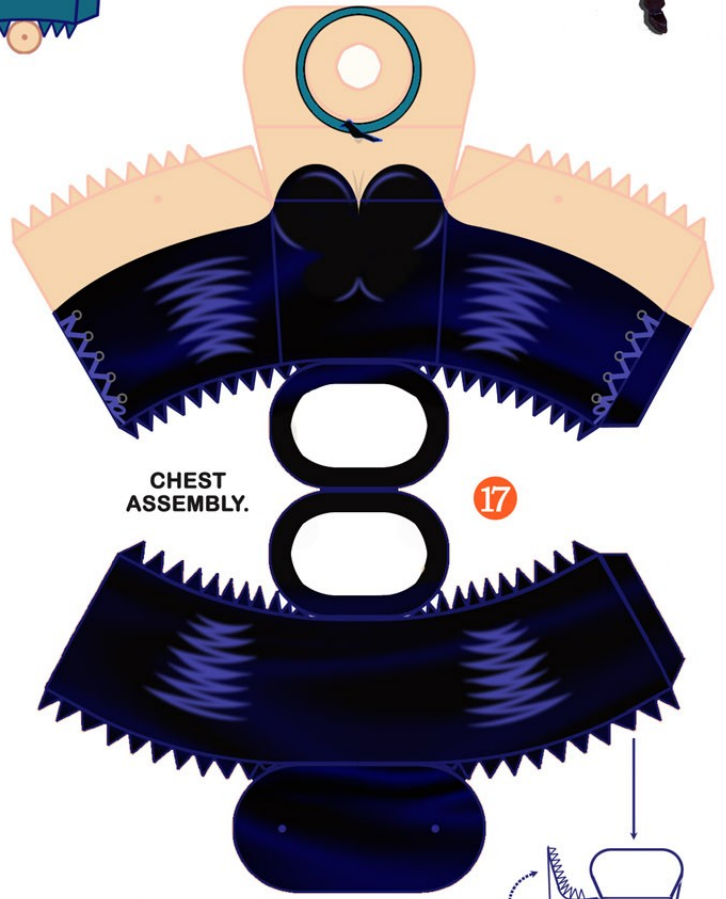
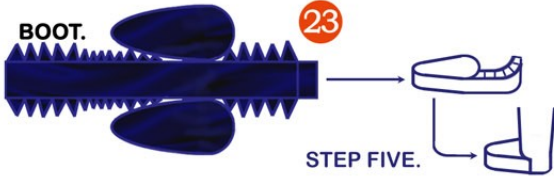
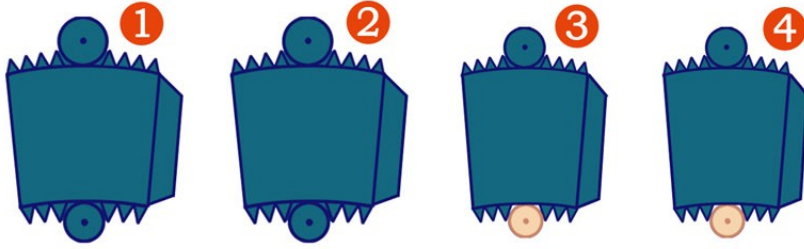
SPECIAL INSTRUCTIONS: If you decide to use string or wire to hold your model together, I suggest you strengthen the model by rolling strips of paper around a toothpick and inserting them into the arm and leg tubes before gluing them shut. This will make them "solid" while still leaving a hole to pass the string or wire through. The head can be made solid in a similar fashion, and if the paper strips are wrapped around a pencil, a large enough hole will be left to allow an axle of paper to be rolled up, inserted into the head, passed through the shoulder plate, and fixed in place with a thin strip wrapped around the end (see pg.3).



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ARM PIECES.

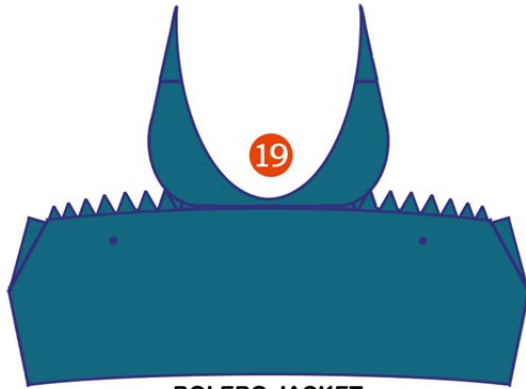




A base for your figure.



STEP SEVEN.



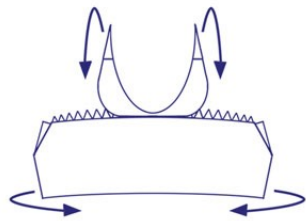
19

BOLERO JACKET.

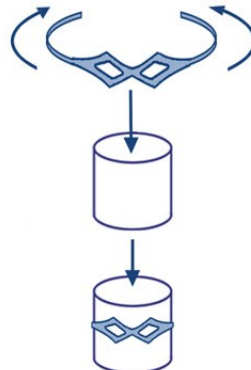
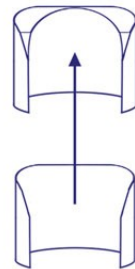


20

BOLERO JACKET LINER.



STEP THREE.



STEP SEVEN.



30

HAIR TOP LAYER.

HAIR INSIDE LAYER.



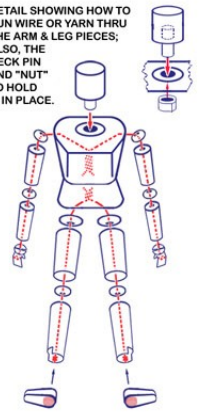
31

32



MASK.
(OPTIONAL)

DETAIL SHOWING HOW TO RUN WIRE OR YARN THRU THE ARM & LEG PIECES; ALSO, THE NECK PIN AND "NUT" TO HOLD IT IN PLACE.



SMALL, STRONG MAGNETS IN THE FEET WILL HELP FIGURE STAND. (ON METAL SURFACES OF COURSE!)

Roll these triangles up around a toothpick from thick end to point and glue down to create beads to use at joints.



These beads are designed to be used in place of the spring joints when assembling the figure using pipe cleaners, string or yarn. Punch holes in the ends of each leg and arm cylinder and into the torso, then run the pipe cleaners, string or wire through, inserting a bead in between them at the shoulders, elbows, hips and knees. Twist or tie them off inside the torso and at the ends of the limbs, hiding the ends in the hands and feet. Use the pieces above for the shoulders and elbows; the ones at left for the hips, and below for the knees.

