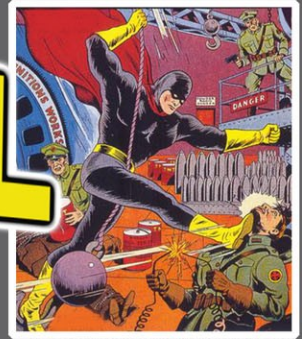


WOW! A Golden Age

The Black MARVEL

POSABLE MODEL CHARACTER TOY of YOUR VERY OWN!



BASED ON THE CHARACTER AND STORIES CREATED BY Stan Lee & Al Gabriele

DESIGNED BY THE PROFESSOR ON CHRIS WARE'S TEMPLATE

A Very Special Thanks to Artist Chris Ware for his kind permission to use his template.

Wow! A paper "Black Marvel" figure of your very own! What could be cooler? It's a new model based on artist Chris Ware's fun toy. I hope you'll get a "kick" out of it! It looks just like Dan Lyons, "The Master of All" during the Golden Age of Comics in the early 1940s. At this point, I must insist that this model is only for entertainment purposes, and 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 hero. Roll pieces 1-8 around a pencil or other cylindrical shaped object to get the proper curl. Glue them together to form tubes. If you plan to use the original paper spring joints, simply cut and fold the tabs into the center and 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 by making the "sardine

can" shape of the torso, then the tapered shape of the chest. If you plan to string or wire the limbs, you will need to punch holes at the shoulder and hips and run the wires or strings through before closing off the assembly. I also suggest reinforcing the areas around the holes with thin cardboard. To make the head turn, don't close up the shoulder flap just yet. Wrap and glue belt 18 around waist.

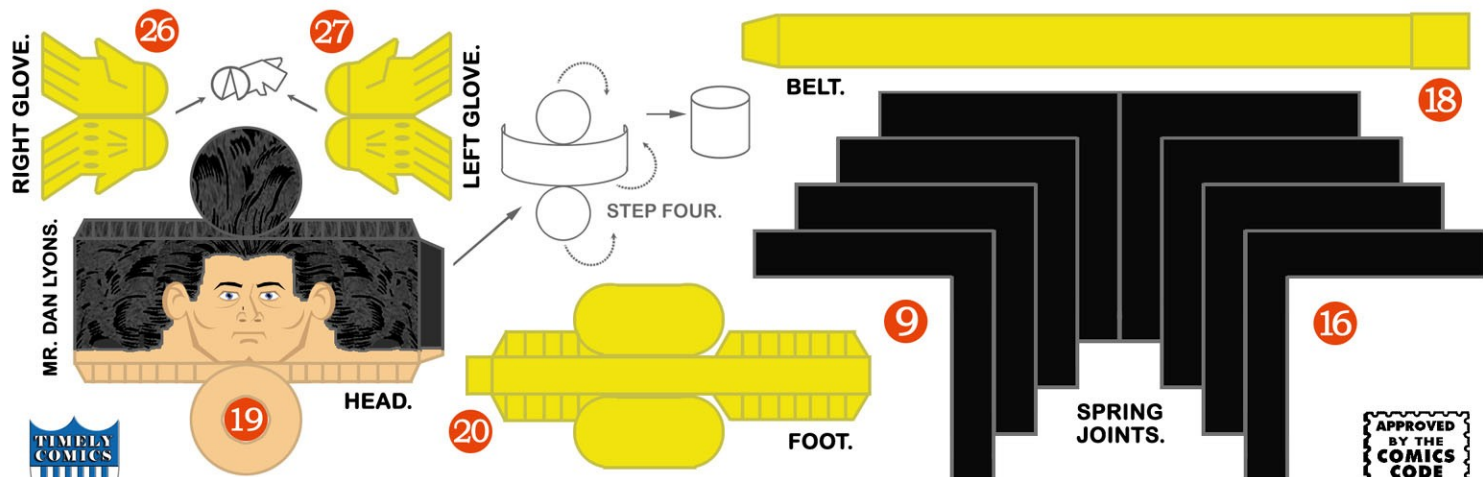
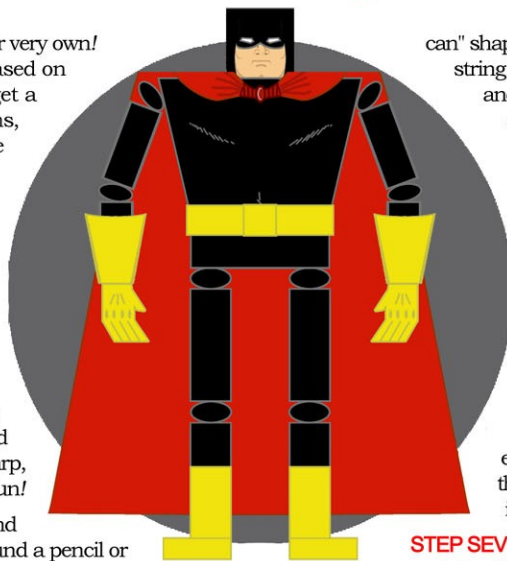
STEP FOUR: Next, roll up Flash's head 19, and glue down the top flap. If you want the head to turn, you can create a neck pin (see special instructions below & diagram on pg. 3).

STEP FIVE: Now roll up the fluted glove tops 22-24 and their reverse sides 23-25, then glue them and the hands 26-27 to the ends of the arm units. Next, fold up and assemble the "sardine can" feet 20-21, and glue them to the ends of the shins. The optional boot tops 31-34 can now be assembled and glued down.

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 cape halves 28-29 together, and glue it to the shoulders. Finally, roll and glue together the cowl 30, and slide it over Dan's head, and "Merchants of Evil, Beware! The Black Marvel Strikes!"

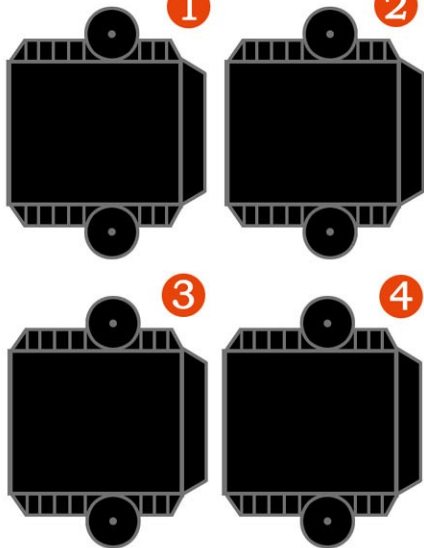
SPECIAL INSTRUCTIONS: If you decide to use string or wire to hold your model together, I suggest you strengthen the model by rolling strips of paper around a toothpick and inserting them into the arm and leg tubes before gluing them shut. This will make them "solid" while still leaving a hole to pass 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).



INSPIRED BY THE WORKS OF STAN LEE & AL GABRIELE, AND CHRIS WARE
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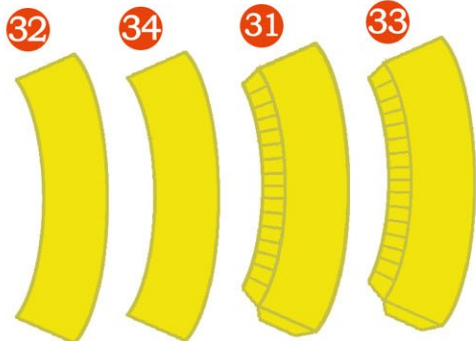
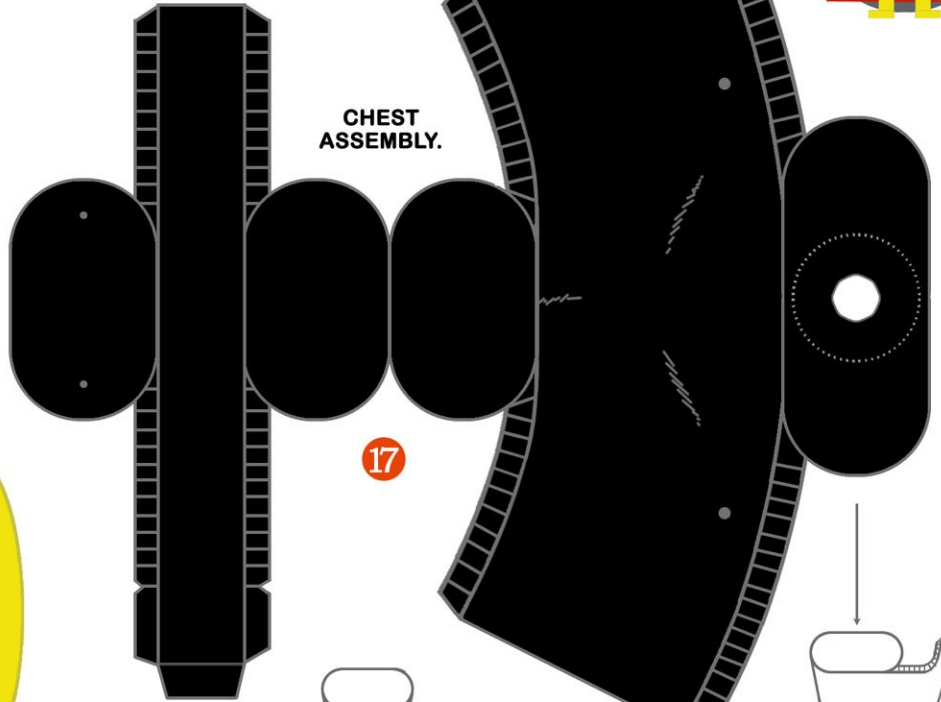
ARM PIECES.



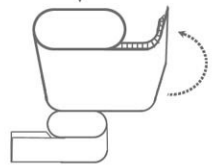
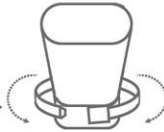
STEP TWO.



CHEST ASSEMBLY.

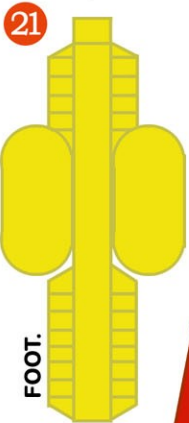
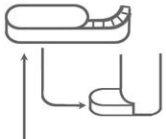


STEP THREE.

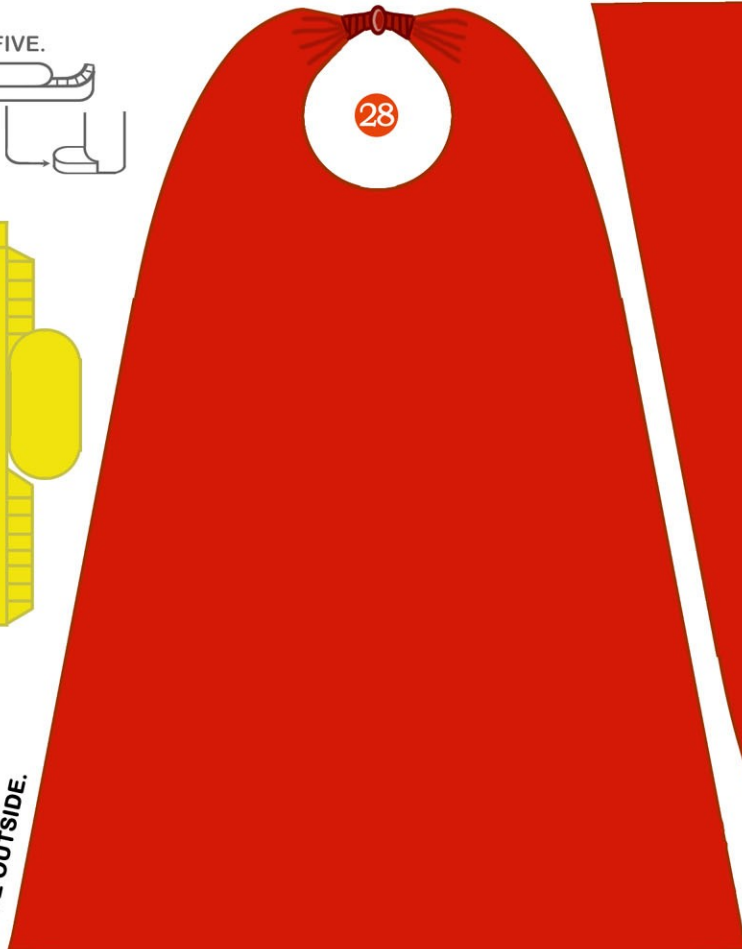


BOOT TOPS. (OPTIONAL)

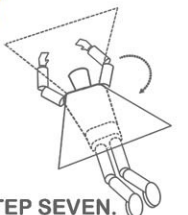
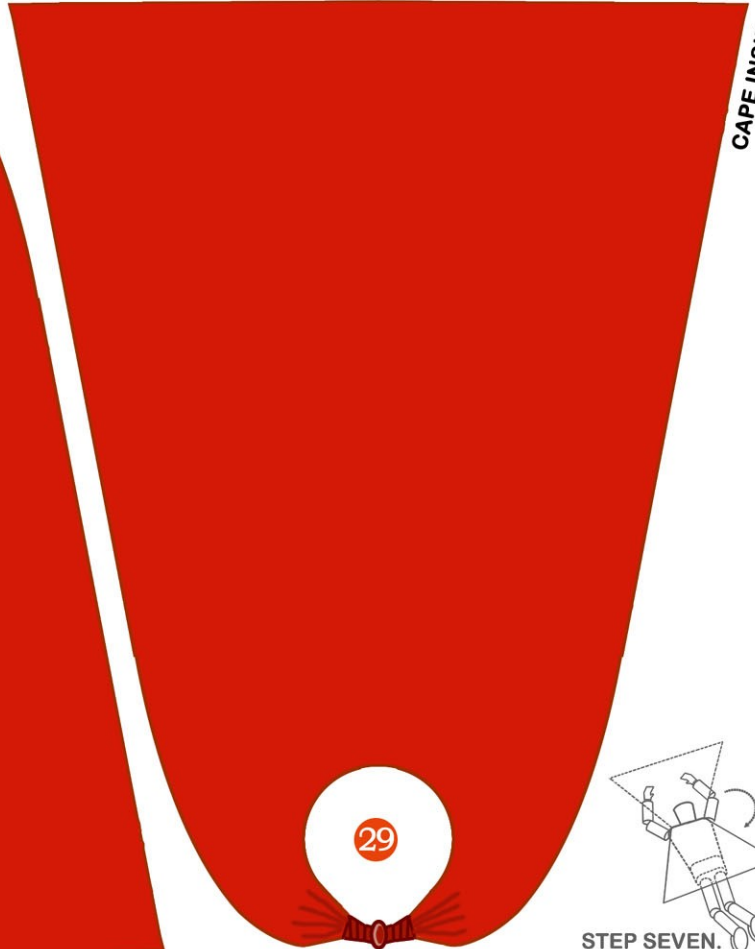
STEP FIVE.



CAPE OUTSIDE.



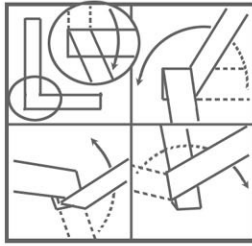
CAPE INSIDE.



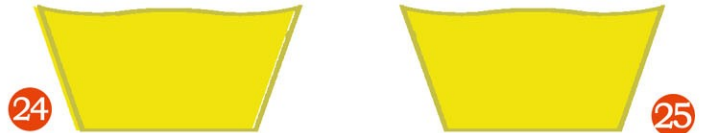
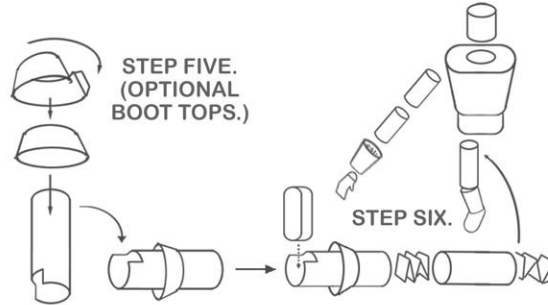
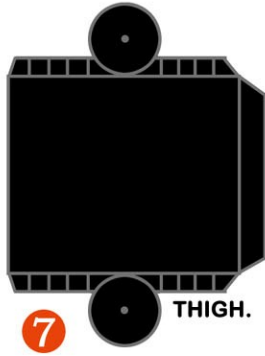
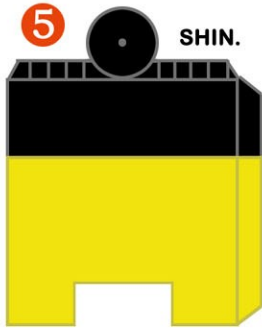
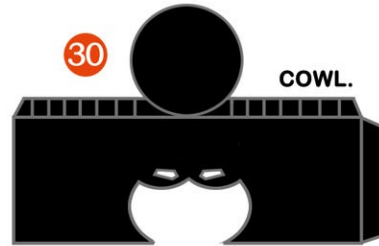
STEP SEVEN.



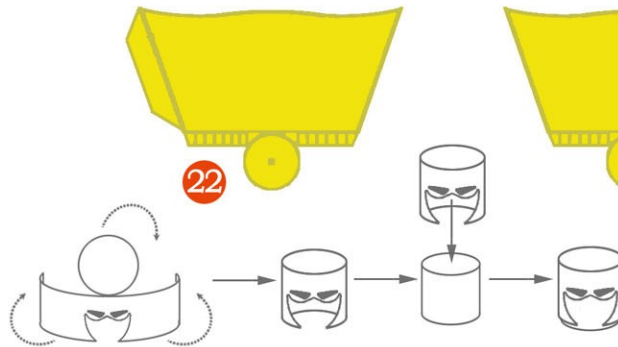
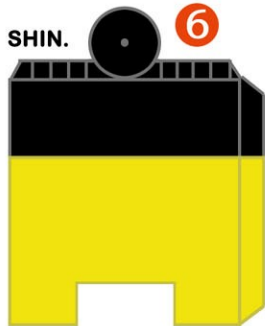
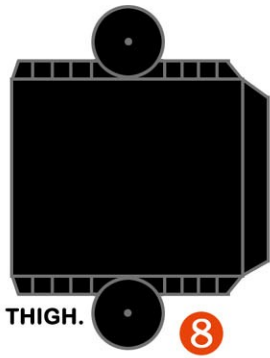
A base for your figure.



STEP TWO.

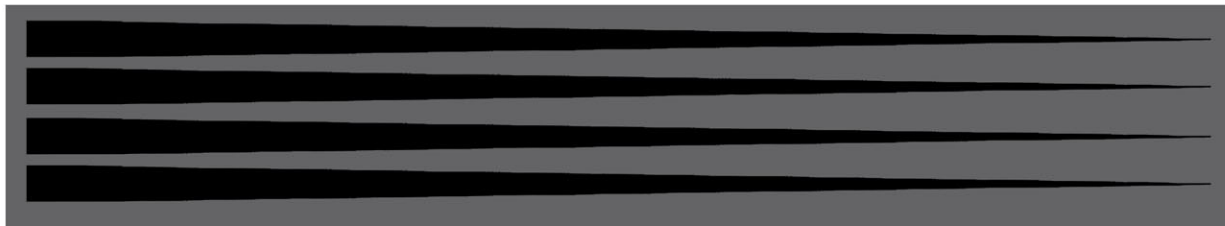


GLOVE TOPS.

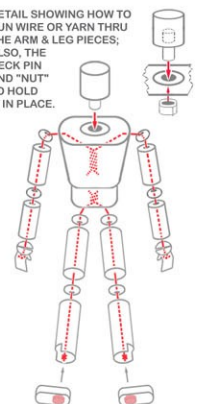


STEP SEVEN

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



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!)

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. The pieces above are for the elbows, the ones below are for the shoulders, hips and knees.

