

WOW! A Golden Age **BLUE BEETLE**

POSABLE MODEL CHARACTER TOY of YOUR VERY OWN!

DESIGNED BY THE PROFESSOR ON CHRIS WARE'S TEMPLATE



BASED ON THE CHARACTERS AND STORIES CREATED BY Will Eisner & Charles Nicholas

Wow! A paper "Blue Beetle" 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 Garret, "The Foe of the Underworld" during 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 heavy black 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 superhero. 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 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: Assemble the tapered torso assembly 17. Then roll up and glue

the tunic inside piece 18 in place. Next, glue the "sardine can" hip piece 20. To string or wire the limbs, punch holes at the shoulder and hips and run the wires or strings through before closing the assembly. If you want to make the head turn, don't close up the shoulder flap just yet. Wrap and glue belt 19 around waist.

STEP FOUR: Next, roll up Blue'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).

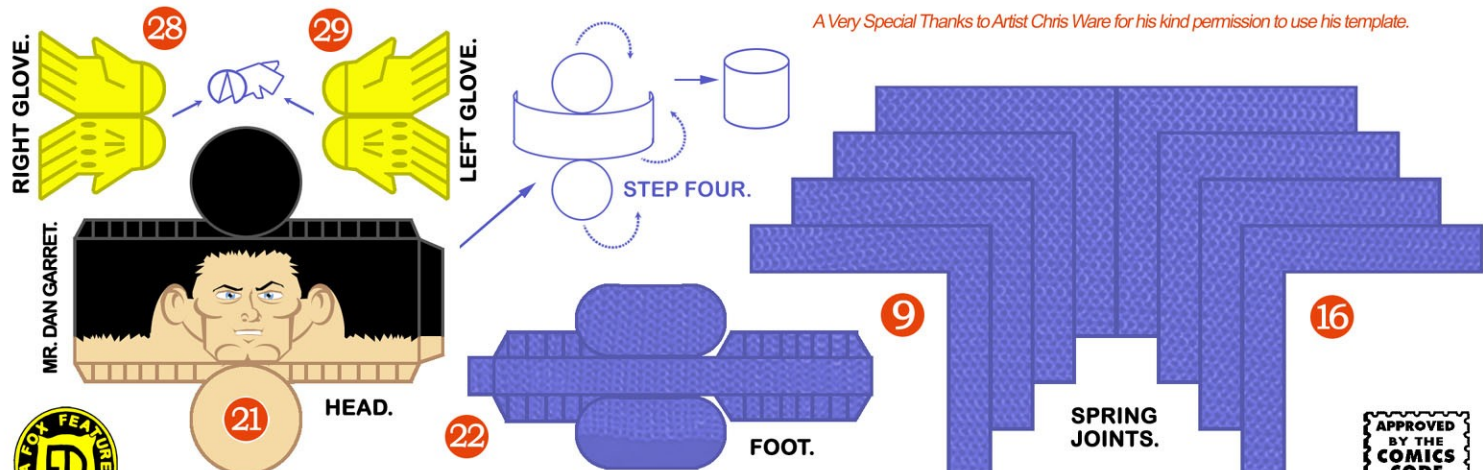
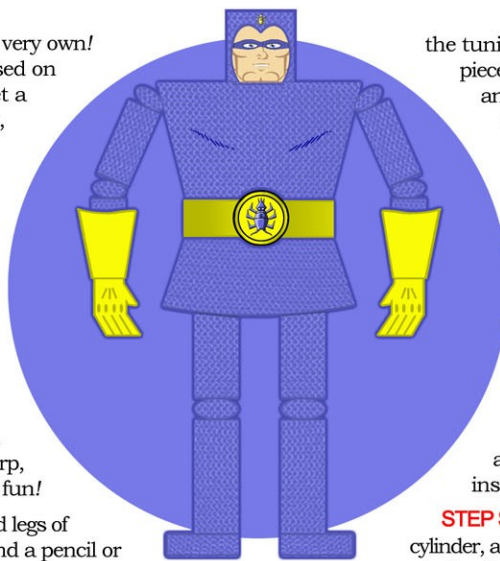
STEP FIVE: Roll up the "sardine can" feet 22-23, and glue them to the ends of the shin units. Roll up the glove tops 24-25 and their insides 26-27, glue them to the arms, fold and attach hands 28-29. You have a number of color options for the gloves and belt.

STEP SIX: To use 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 instructions below and the diagram on pg. 3 before moving on.

STEP SEVEN: Finally, select the cowl 30 that you like, roll it up into a cylinder, and slide it over Dan Garret's handsome head. Again, you have a choice for the color of the forehead scarab. Once you've made your choice, he's ready to "do battle with the underworld!"

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).

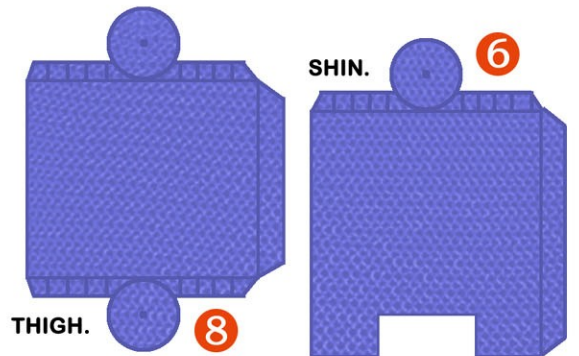
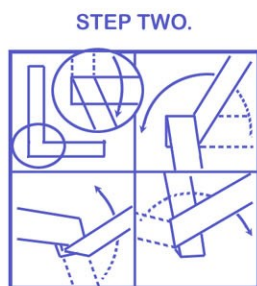
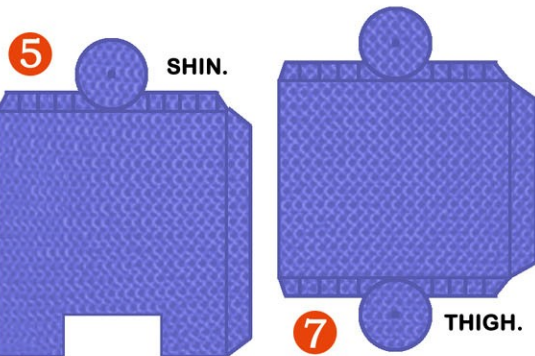
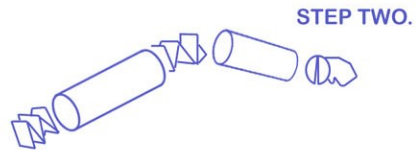
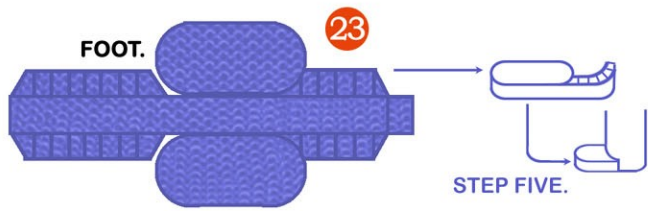
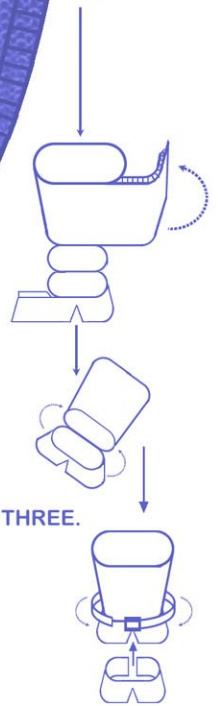
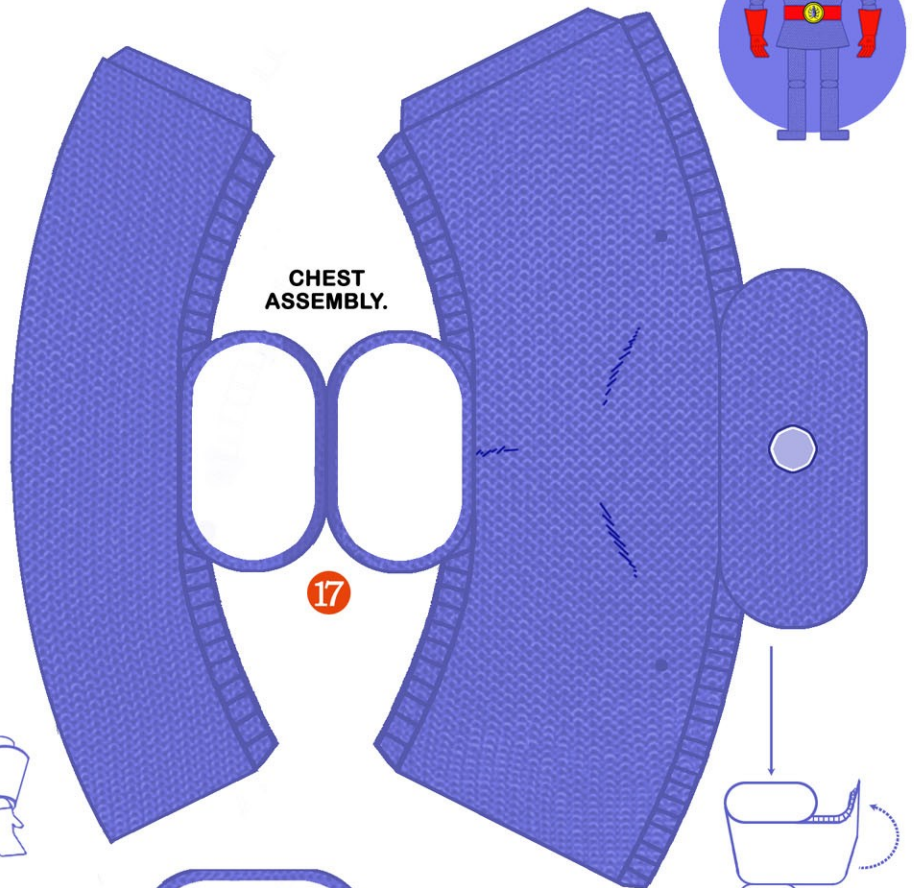
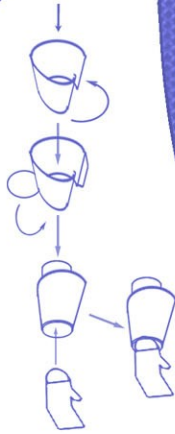
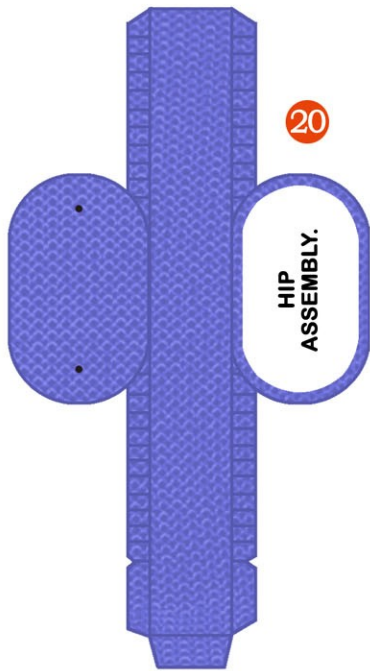
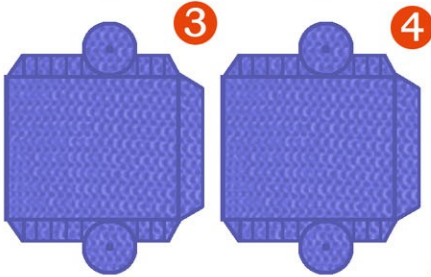
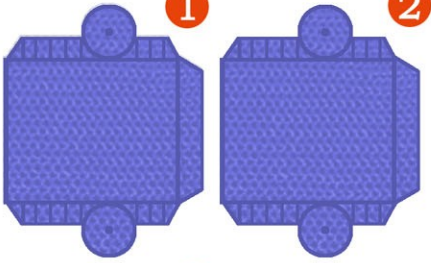
A Very Special Thanks to Artist Chris Ware for his kind permission to use his template.



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ARM PIECES.





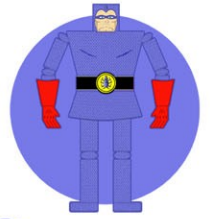
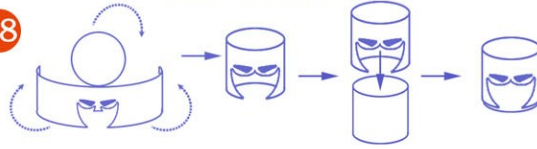
A base for your figure.
OPTIONAL GLOVES.



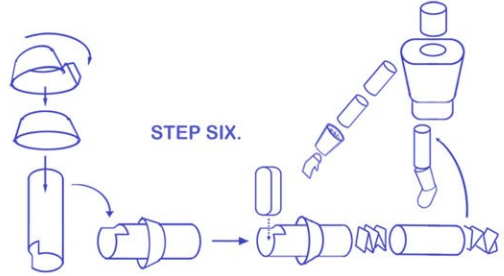
28

29

STEP SEVEN.



STEP SIX.



27



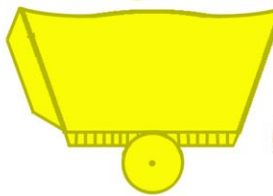
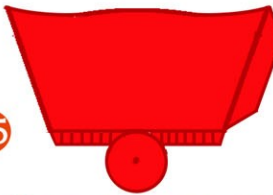
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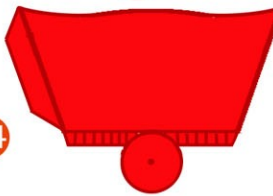
GLOVE SLEEVES.



25



24



BELT.



19

BELT.



19

BELT.



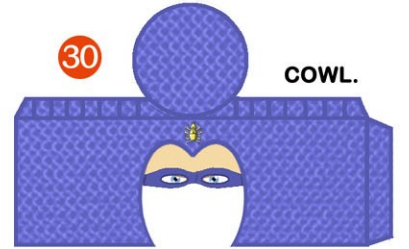
30

COWL.

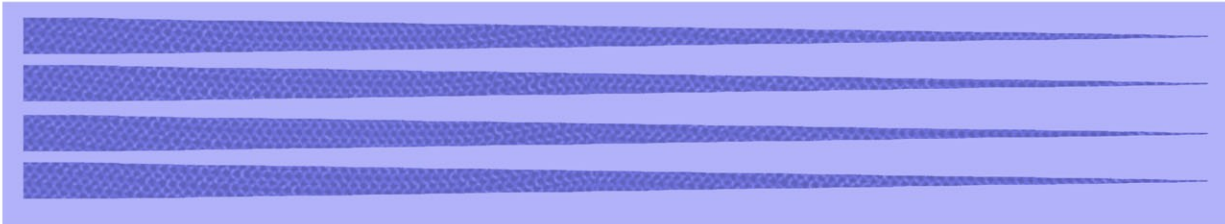


30

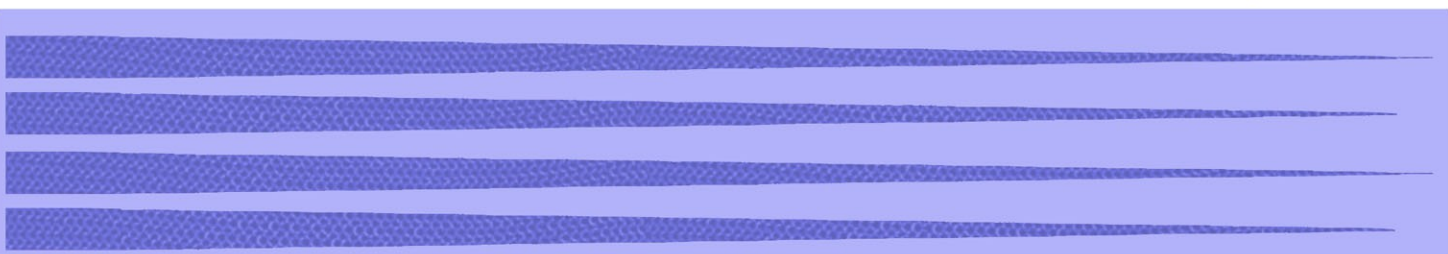
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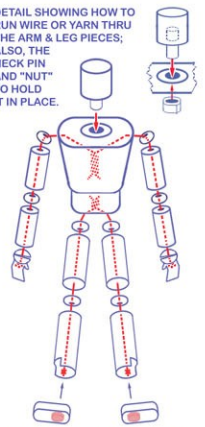
Roll these triangles up around a toothpick from thick end to point and glue down to create beads to use at joints.



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



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)