

WOW! A Golden Age HOURMAN



BASED ON THE CHARACTERS, SITUATIONS, AND STORIES
CREATED BY *Ken Fitch & Bernard Bailey*

POSABLE MODEL CHARACTER TOY
of YOUR VERY OWN!

DESIGNED BY THE PROFESSOR ON CHRIS WARE'S TEMPLATE

Wow! A paper "Hourman" action figure of your very own! Pretty great, huh? It's a new model based on artist Chris Ware's fun toy. I hope you'll find it "worth your time." It looks just like Rex Tyler "The 60 Minute Wonder" 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, just take your time and have fun!

STEP TWO: First, let's build the arms and legs of our paper superhero. Roll pieces 1-8 around a pencil or other cylindrical object to get the proper curl. Next, glue them together to form tubes. 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: Next, fold up the torso assembly 17. Begin by making the "sardine



can" shape of the torso, then the tapered shape of the chest. To string or wire the limbs, punch holes at the shoulder and hips and run 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 belt 18 around waist and glue into place.

STEP FOUR: Next, roll up Tyler'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).

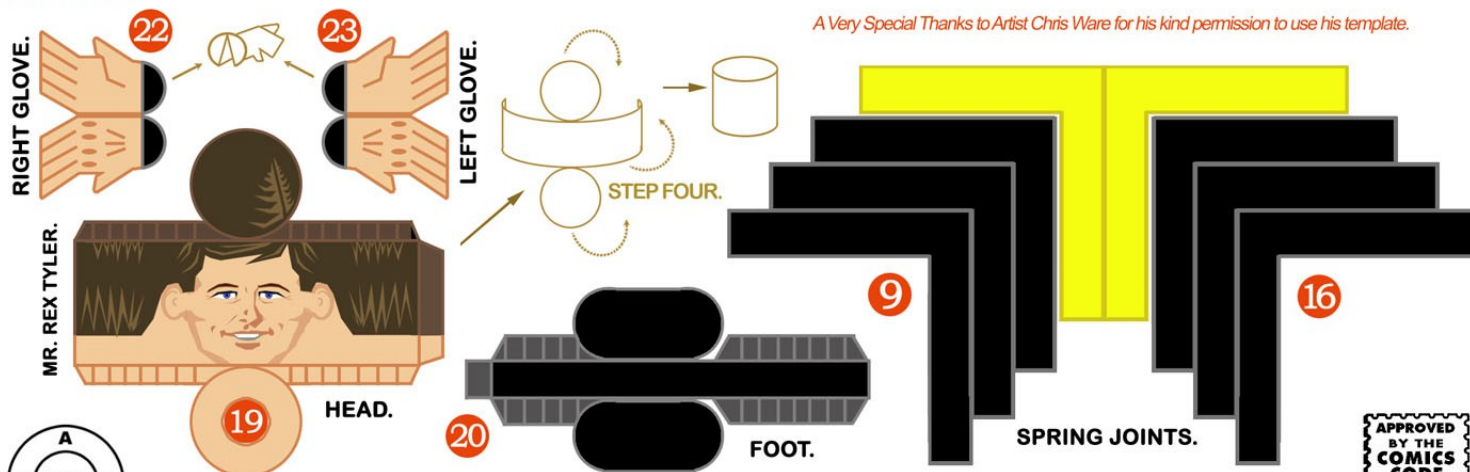
STEP FIVE: Next, assemble the "sardine can" feet 20-21 and fold up and glue together the hands 22-23, and glue them to the ends of the limbs. Follow the diagram to assemble the mask 24 and hood 25-26. Join collar halves 27-28, glue it between cape halves 29-30, and attach unit to the shoulders.

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. To use 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 hourglass pieces 29-35 together. Follow the assembly diagram, run a string through the top ring, and put it around Rex's neck, under the collar. *Criminals beware! Your hour has come!*

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).

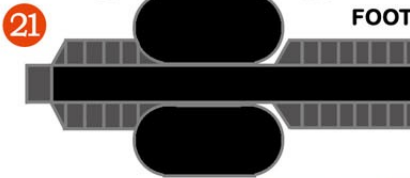
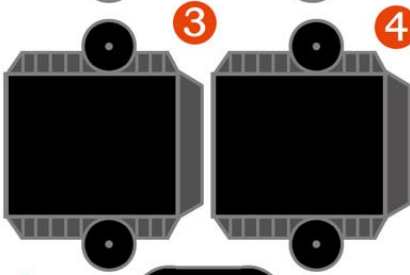
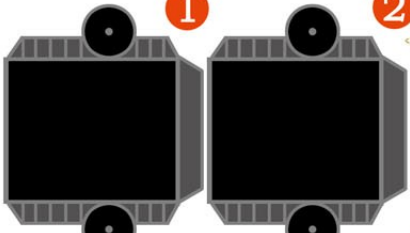
A Very Special Thanks to Artist Chris Ware for his kind permission to use his template.



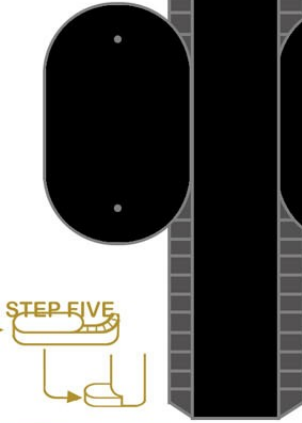
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ARM PIECES.



STEP SEVEN.



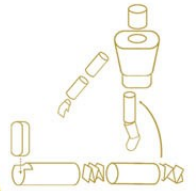
STEP TWO.



17 CHEST ASSEMBLY.



STEP THREE.

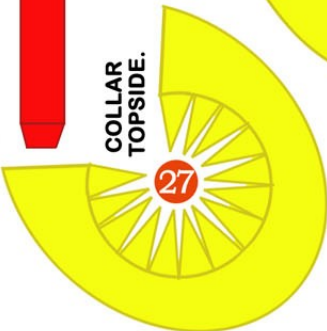


STEP SIX.

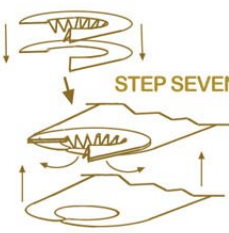


CAPE INSIDE

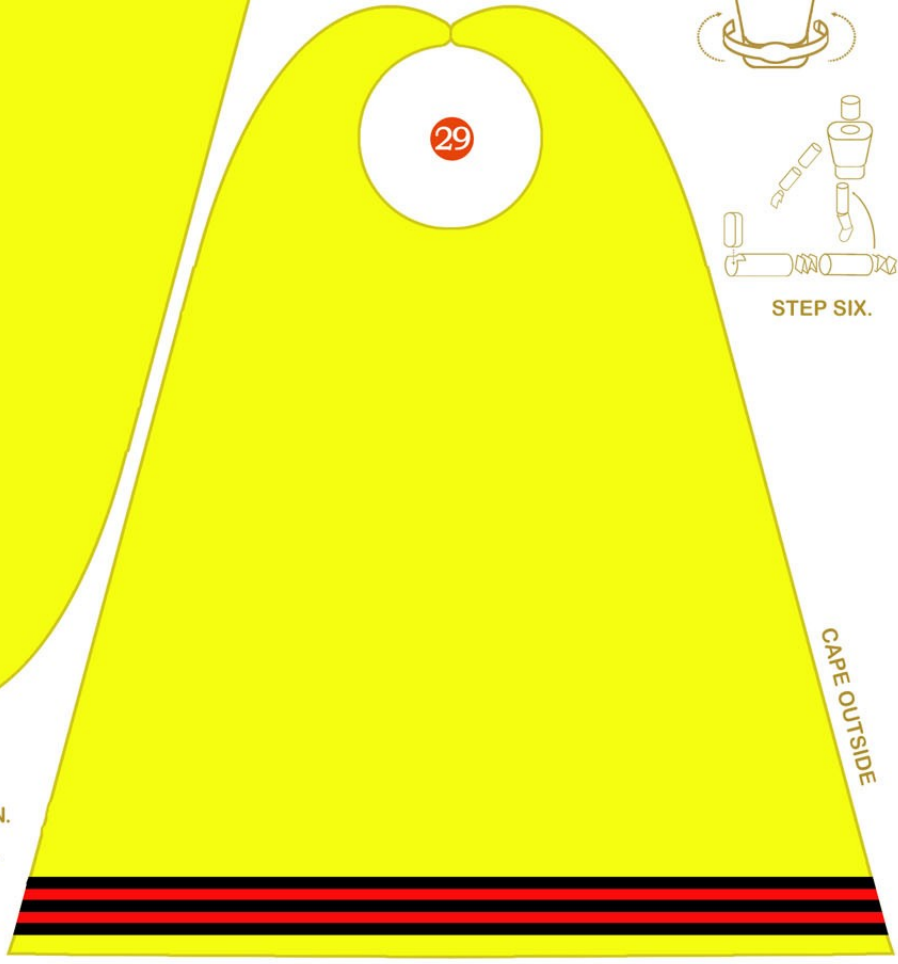
BELT.



COLLAR TOPSIDE.



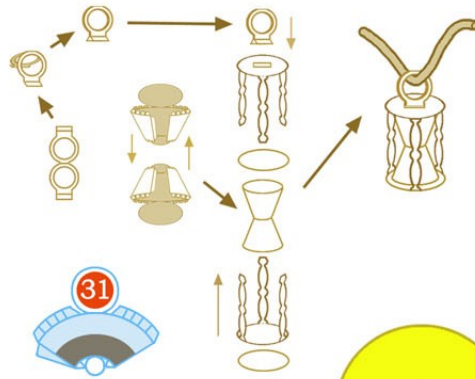
STEP SEVEN.



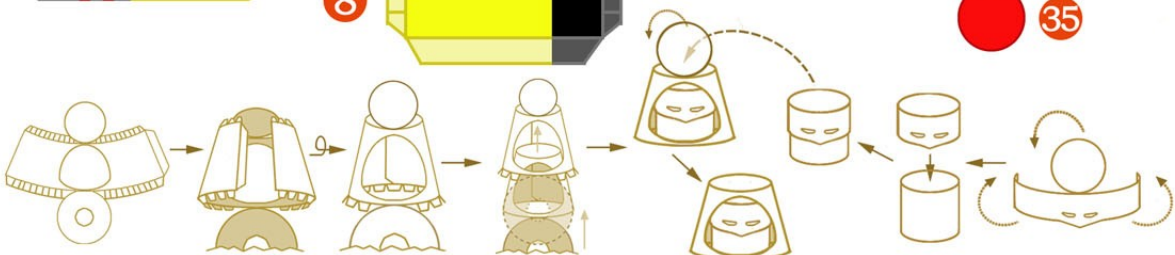
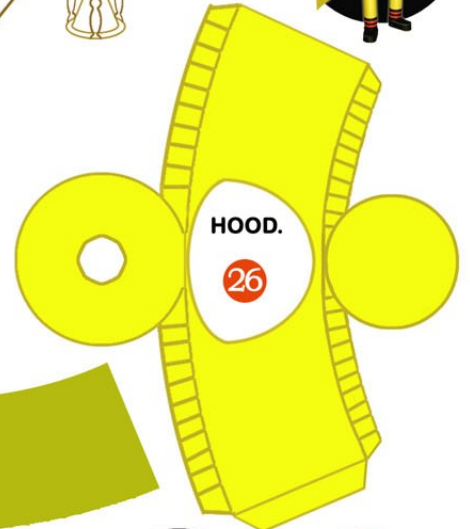
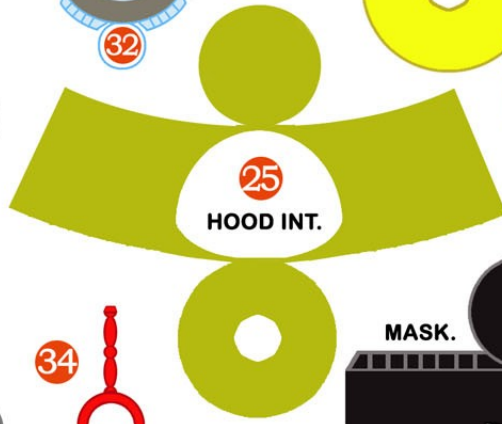
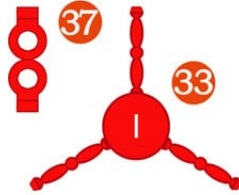
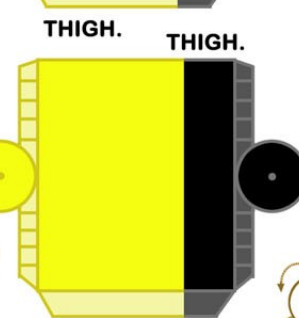
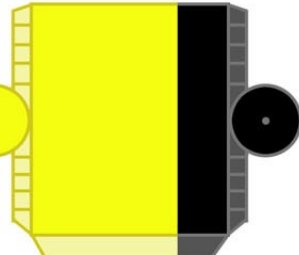
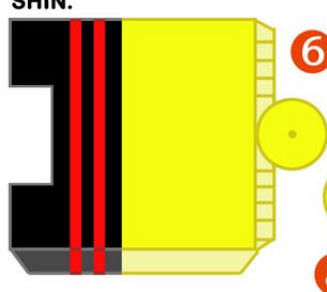
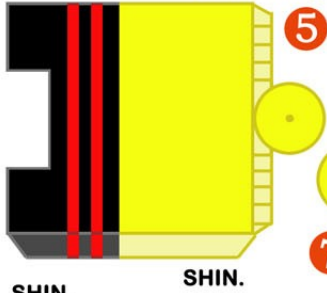
CAPE OUTSIDE



STEP TWO.



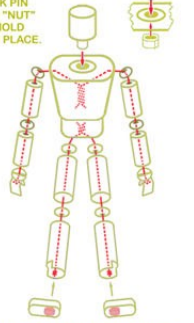
A base for your figure.



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.

