

WOW! A Golden Age SANDMAN



BASED ON THE CHARACTERS, SITUATIONS, AND STORIES
 CREATED BY Gardner Fox & Ben Christman

POSSIBLE MODEL CHARACTER TOY of YOUR VERY OWN!

DESIGNED BY THE PROFESSOR ON CHRIS WARE'S TEMPLATE

Wow! A paper "Sandman" figure of your very own! How cool is that? It's a new model based on artist Chris Ware's fun toy. I hope you'll get a "bang" out of it! It looks just like Wesley Dodd "The Crooks' Nightmare" 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 cylinder shaped object to get the proper curl. Next, glue them together to form tubes. If you plan to use the 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 and glue together the torso assembly 17. Then glue



the coat inside piece 18 in place. Next, glue the "sardine can" hip piece 19. To string or wire the limbs, punch holes at the shoulder and hips and run the wires or strings through before closing the assembly. I also suggest reinforcing the areas around the holes with thin cardboard. If you want to make the head turn, don't close up the shoulder flap just yet.

STEP FOUR: Next, roll up Dodds' head 20, 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).

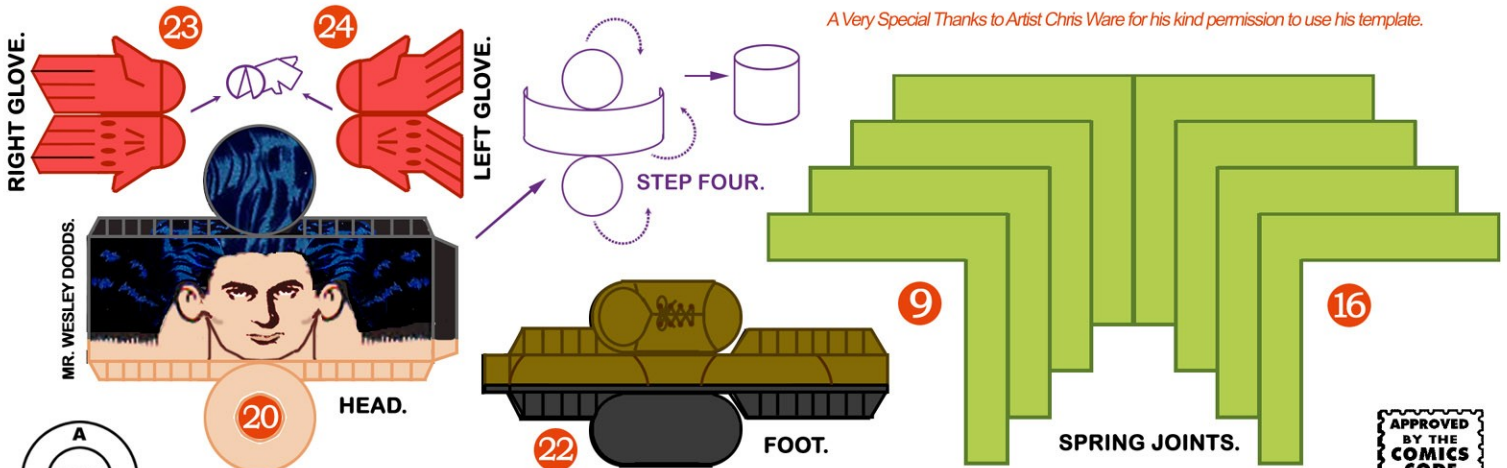
STEP FIVE: Roll up the "sardine can" feet 21-22, and glue them to the ends of the shin units. Fold up and glue the hands 23-24 to the ends of the arm units.

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: Glue the cape halves 25-26 together, fold and attach to the torso. Roll up the mask cylinder 27, making sure it fits over the head. Follow pg. 3 diagram to assemble the hat 28-30, and glue it to the mask. Finally, follow the pg. 3 diagram to assemble the gas gun 31-36, place it in his hand, and he's ready to strike, because "crime never sleeps!"

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).

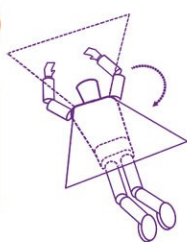
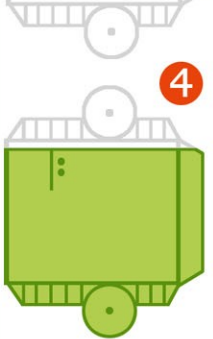
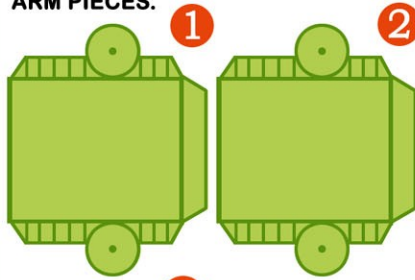
A Very Special Thanks to Artist Chris Ware for his kind permission to use his template.



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ARM PIECES.

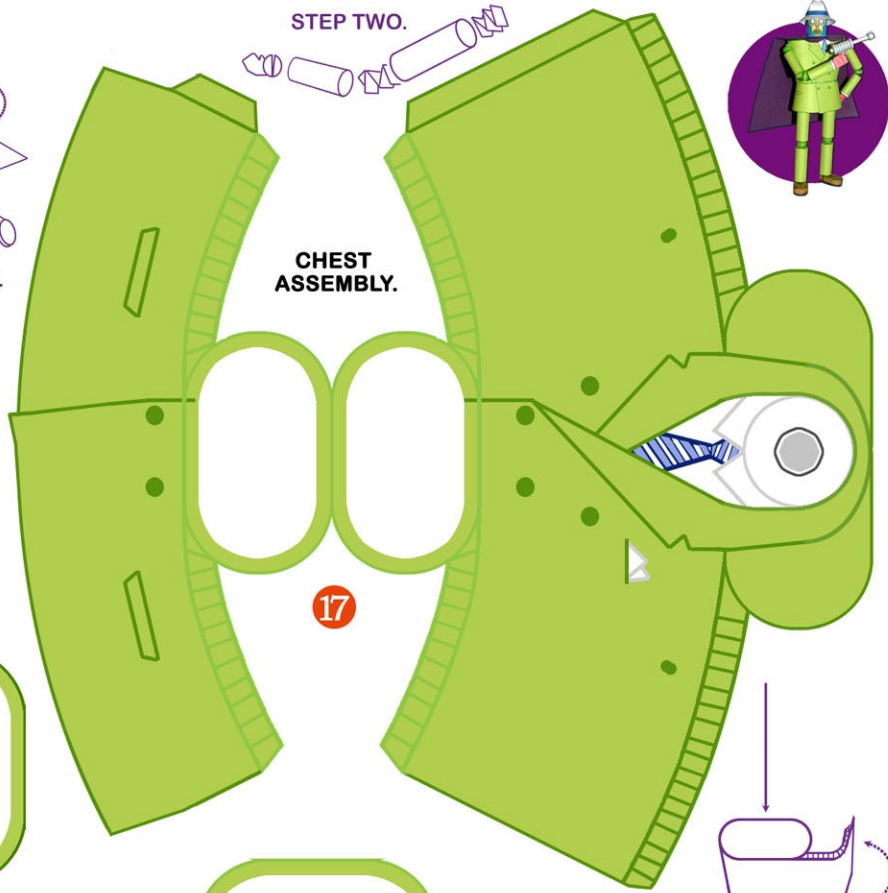


STEP SEVEN.

STEP TWO.



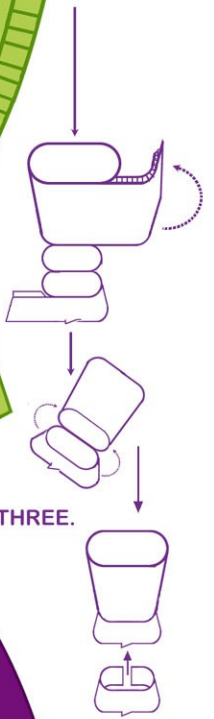
CHEST ASSEMBLY.



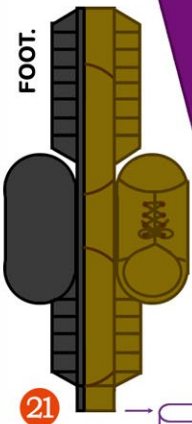
STEP SIX.



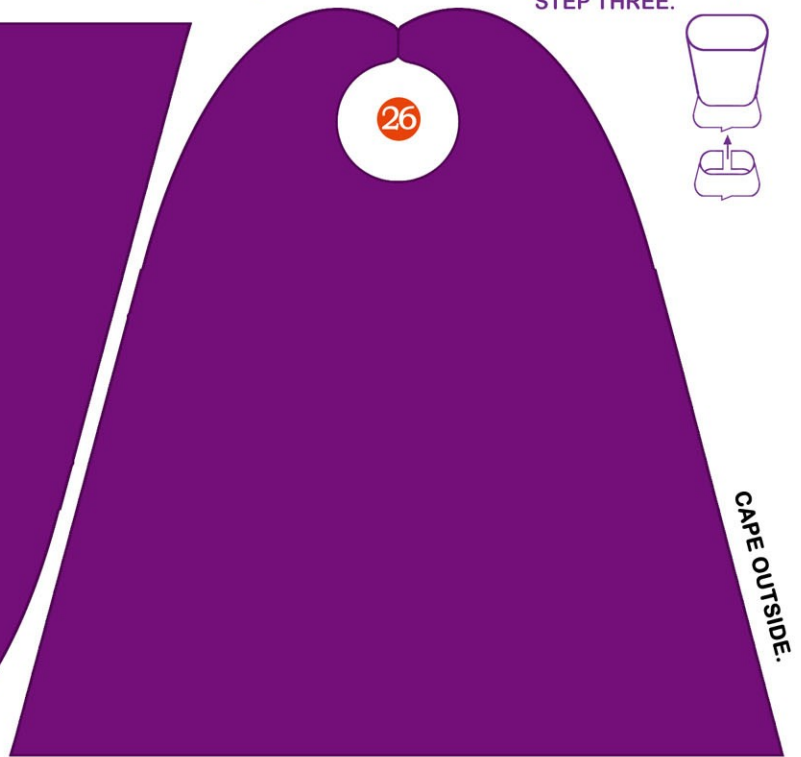
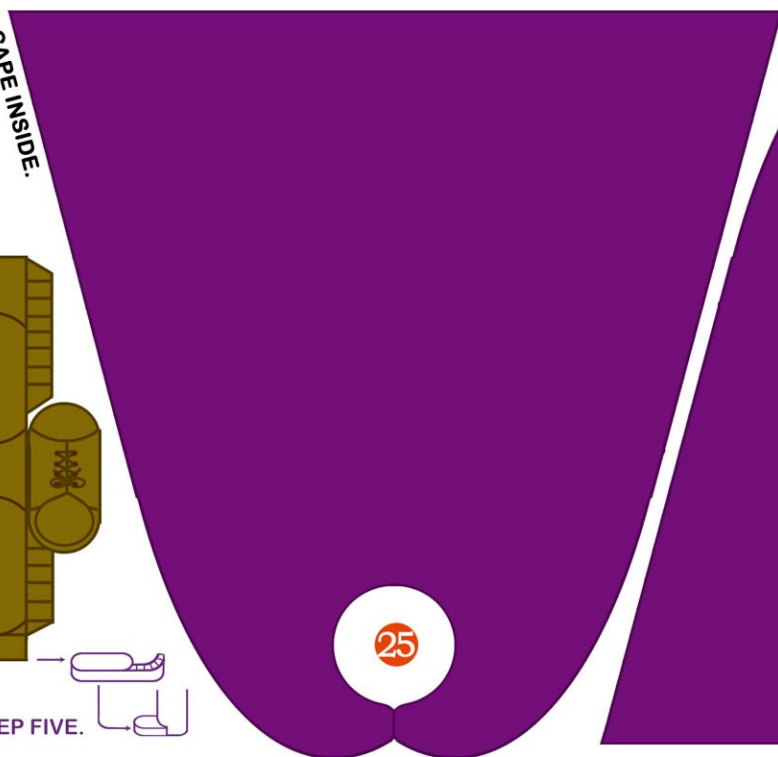
STEP THREE.



CAPE INSIDE.

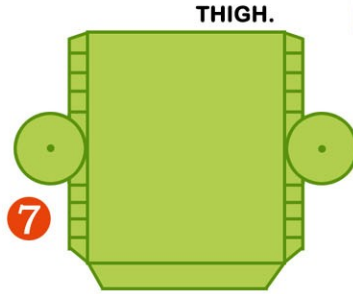
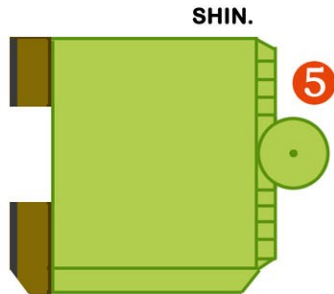
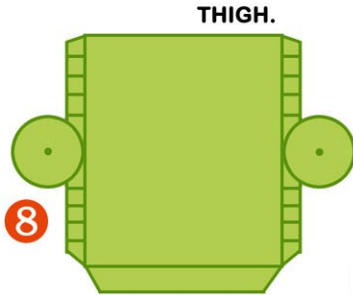
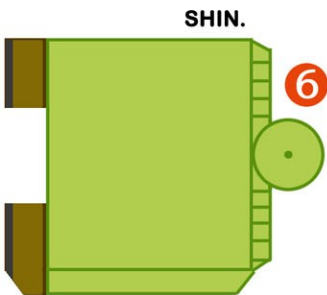
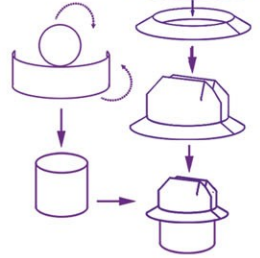
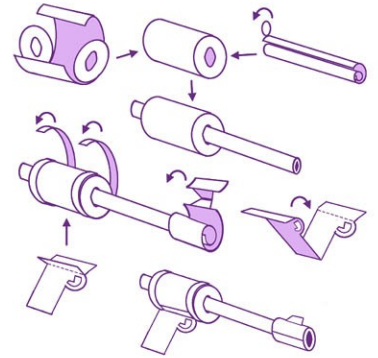
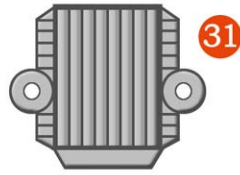
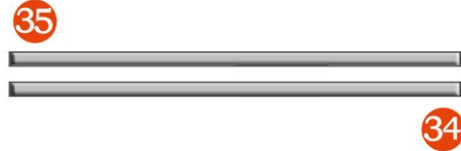


STEP FIVE.



SANDMAN

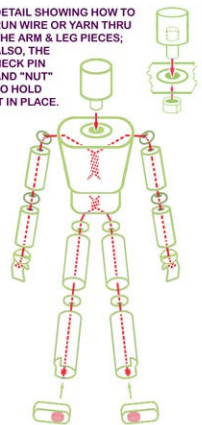
A base for your figure.



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.



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.



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