

WOW! A Golden Age

GREEN ARROW'S Sidekick

SPEEDY



BASED ON THE CHARACTERS AND STORIES
CREATED BY *Mort Weisinger & George Papp*

POSABLE MODEL CHARACTER TOY
of YOUR VERY OWN!

DESIGNED BY THE PROFESSOR ON CHRIS WARE'S TEMPLATE

Wow! A paper "Speedy" action figure of your very own! What could be cooler? It's a new model based on artist Chris Ware's fun toy. I hope it "hits the mark!" It looks like young Roy Harper, Jr., "Green Arrow's" sidekick during the Golden Age of Comics in the late 1930s and early 1940s. This model is for entertainment 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 text instructions and diagrams, and test fit all parts before gluing them together. Cut parts out along the dark heavy outlines, and use a scoring tool like an empty ballpoint pen, or a dull old butter knife. This will help to 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. 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 "sardine can" of the hip assembly. Then, glue

together 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 the belt 19 around the waist and glue into place. Glue part 17a inside tunic.

STEP FOUR: Next, roll up Speedy's 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).

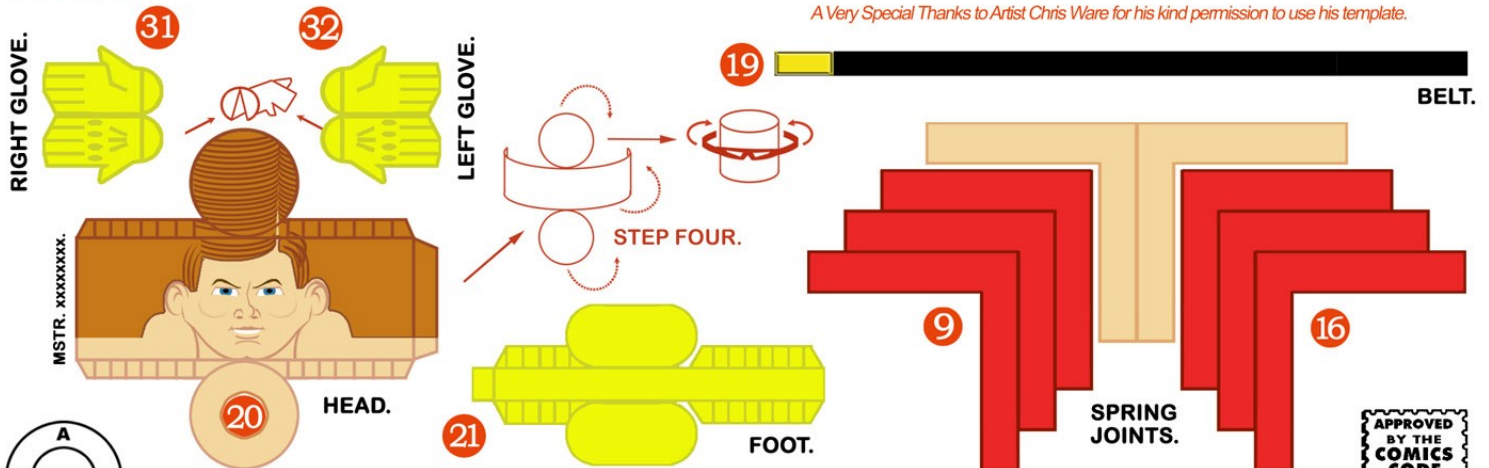
STEP FIVE: Now roll up the fluted boot tops 23-24 and their reverse sides 25-26, assemble the "sardine can" feet 21-22, and glue them all to the ends of the shin units. Fold up and glue down the glove sleeves 27-30, then fold up and glue the hands 31-32 to the ends of the arms.

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: Follow the diagrams to assemble the bow 33-35, quiver 36-38, and arrow 39-41. Finally, wrap and glue the mask 42. Assemble the hat 43-47, place it on Speedy's head, and then it's "ready...aim...fire!"

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).

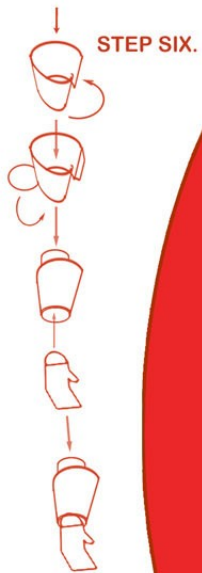
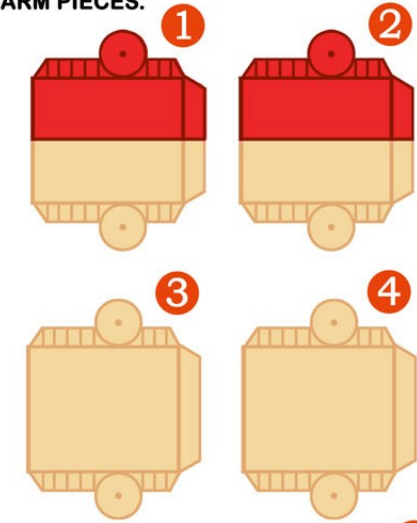
A Very Special Thanks to Artist Chris Ware for his kind permission to use his template.



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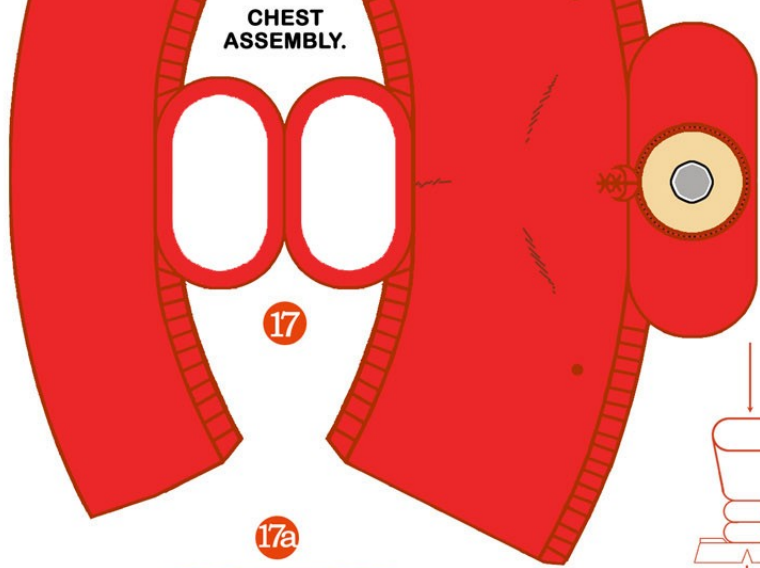
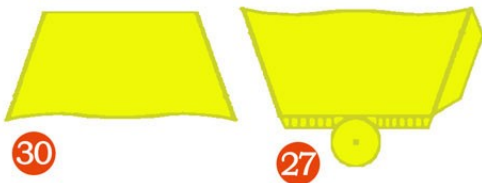
ARM PIECES.



STEP TWO.



GLOVE SLEEVES.

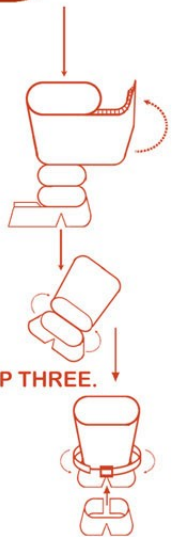


CHEST ASSEMBLY.

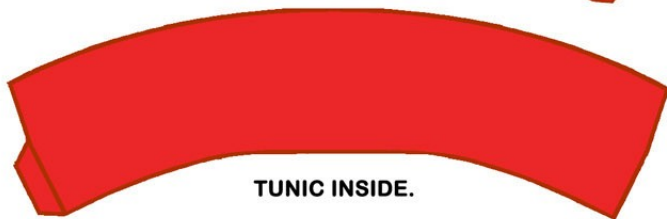
17

17a

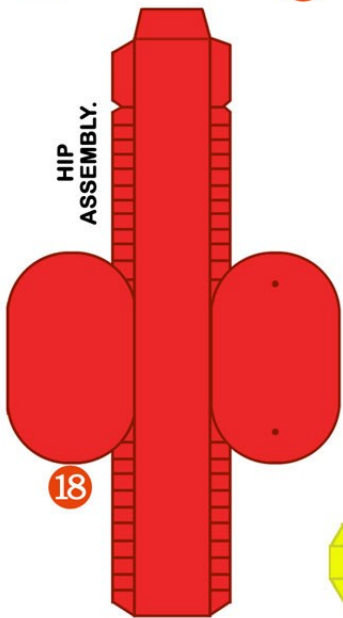
STEP THREE.



TUNIC INSIDE.

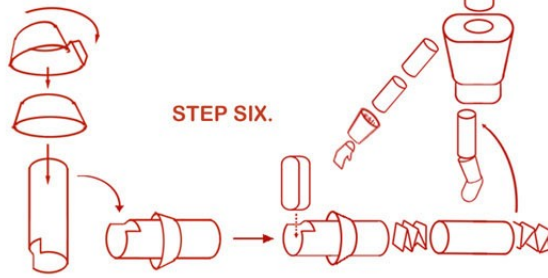


HIP ASSEMBLY.

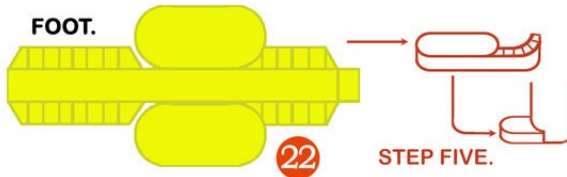


18

STEP SIX.



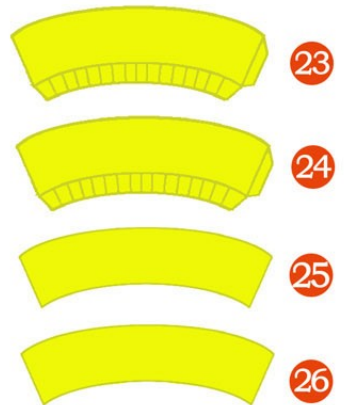
FOOT.



22

STEP FIVE.

BOOT TOPS.



23

24

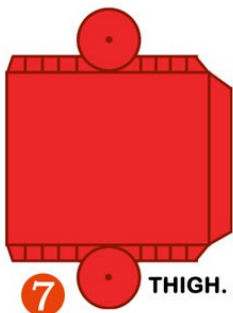
25

26



5

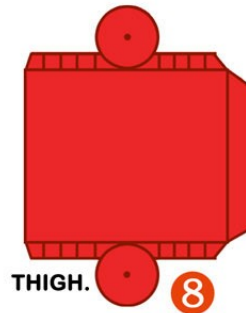
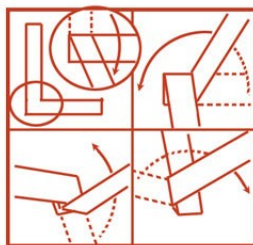
SHIN.



7

THIGH.

STEP TWO.

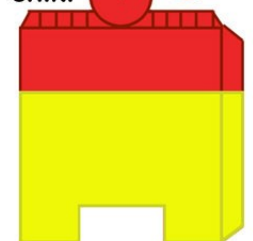


THIGH.

8

SHIN.

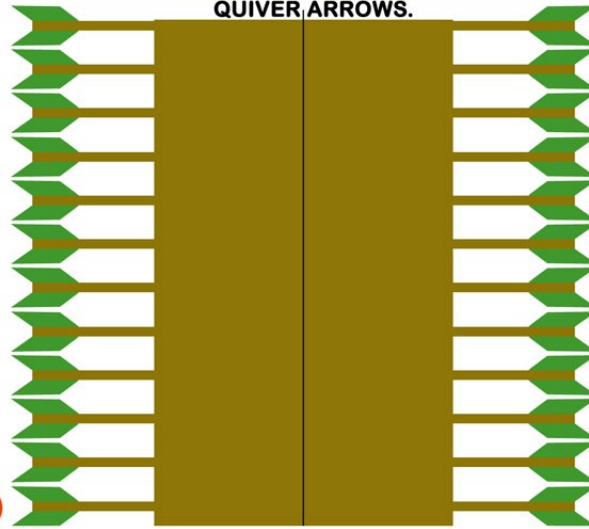
6





A base for your figure.

QUIVER, ARROWS.



BOW.



FEATHER.

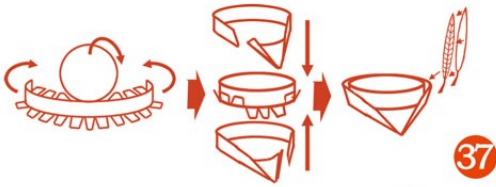
GRIP.

35

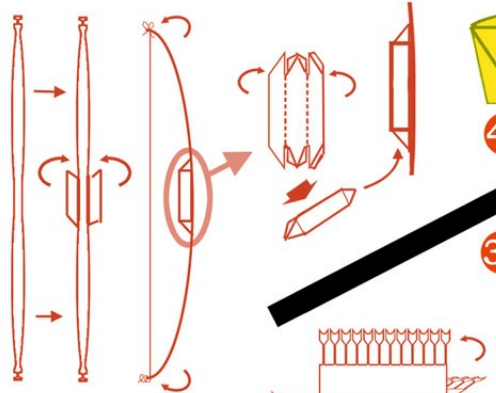
46

FLIGHTS.

40

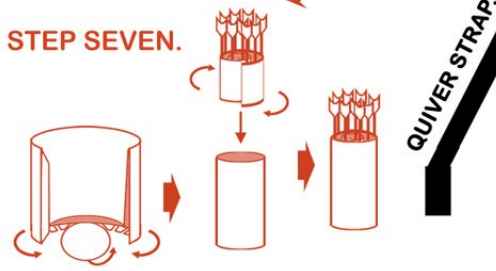


37



38

STEP SEVEN.



QUIVER STRAP.

39



HAT BRIM.

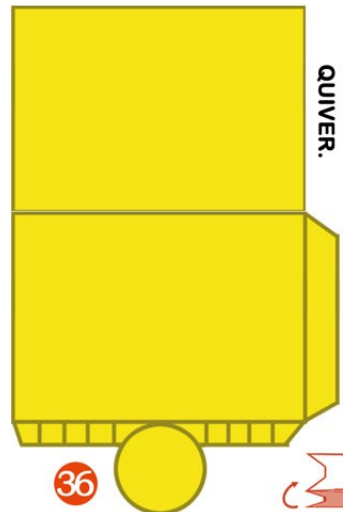
43

MASK.

42

HAT BRIM.

44



QUIVER.

36

FEATHER.

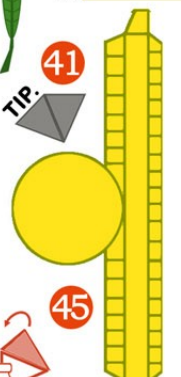
47

SHAFT.

41

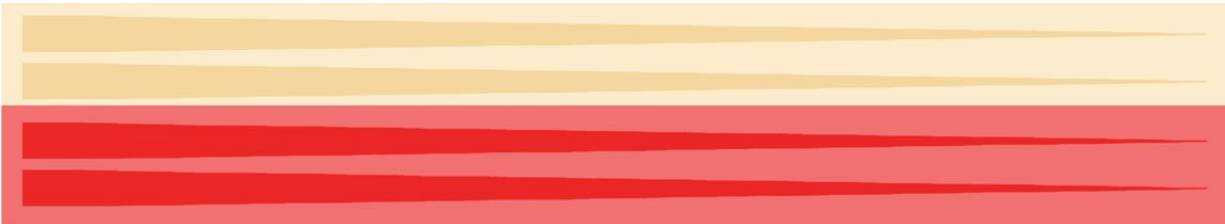
TIP.

45

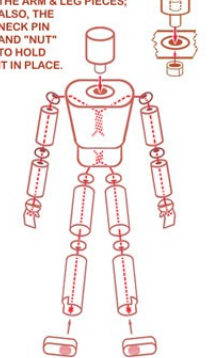


HAT.

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.

