

WOW! A Universal Pictures

# FRANKENSTEIN

POSABLE MODEL CHARACTER TOY  
of YOUR VERY OWN!



BASED ON THE CHARACTER AND IMAGES  
CREATED BY *Mary Shelley*  
& *Jack Pierce*

DESIGNED BY THE PROFESSOR ON CHRIS WARE'S TEMPLATE

Wow! A paper "Frankenstein" 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 "thrill" out of it! It's designed to look a bit like Boris Karloff as the mad doctor's monster from the classic 1931 Universal Pictures movie. 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, 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. 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:** 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. If you want to make the head turn, don't close up the shoulder flap just yet.

**STEP FOUR:** Next, roll up Flash's head 18, 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).

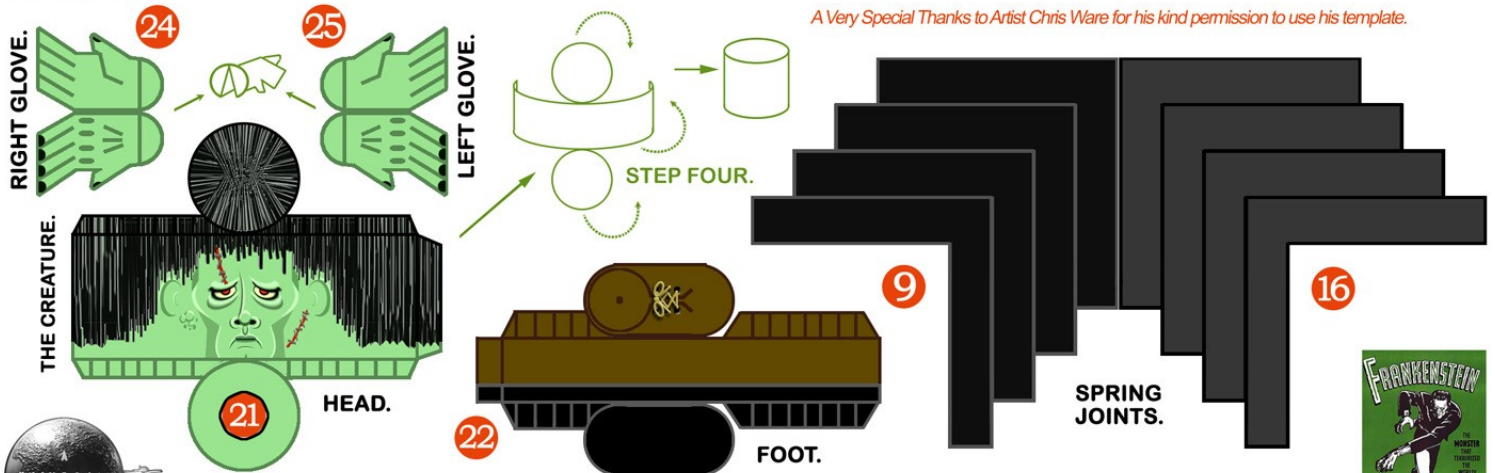
**STEP FIVE:** Now roll up the fluted boot tops 19-20 and their reverse sides 21-22, assemble the "sardine can" feet 23-24, and glue them all to the ends of the shin units. Fold up and glue down the boot wings 25-26, then fold up and glue the hands 27-28 to the ends of the arms.

**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. 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 hat pieces 29-33 together. Start from the top and work down. Finally, fold up and glue on the hat wings 34-35, place the helmet on Jay's handsome head, and "voila!" - he's ready to run!

**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).

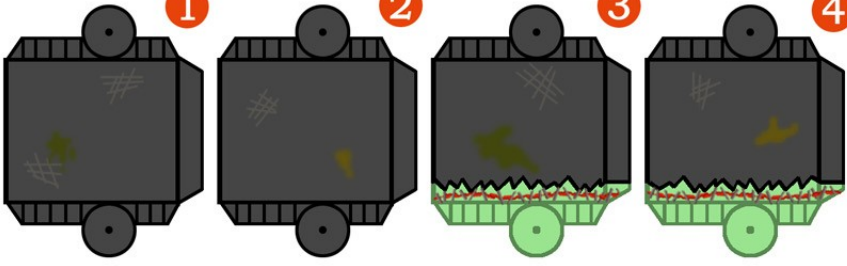
A Very Special Thanks to Artist Chris Ware for his kind permission to use his template.



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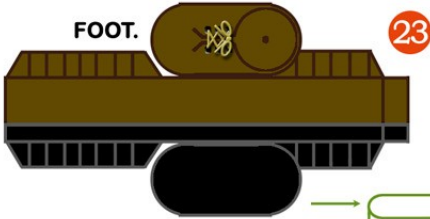
ARM PIECES.



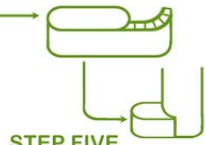
STEP TWO.



FOOT.

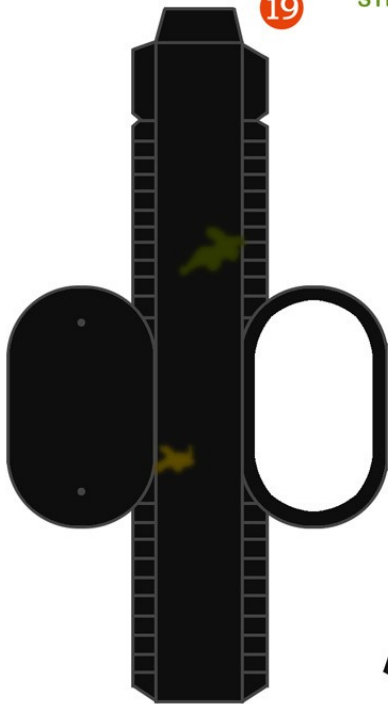


23



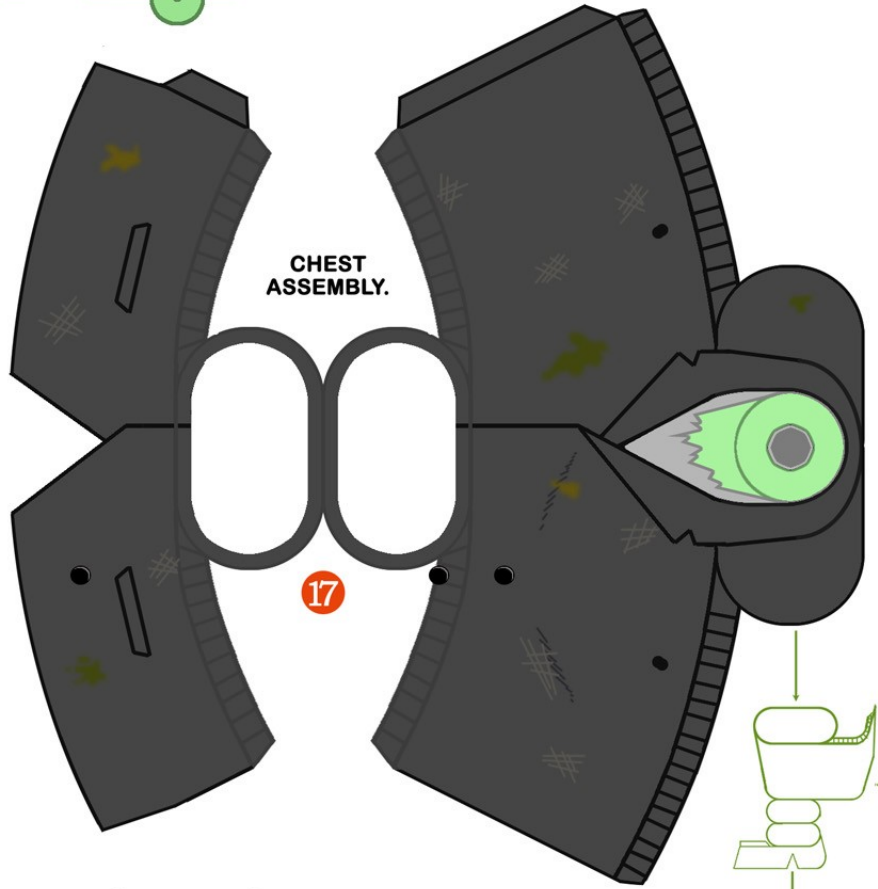
STEP FIVE.

19



HIPS.

CHEST ASSEMBLY.



17



STEP THREE.

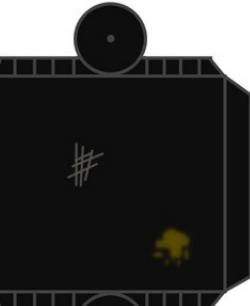
COAT INSIDE.



18

5

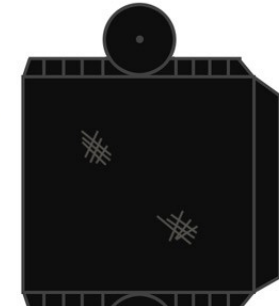
SHIN.



7

THIGH.

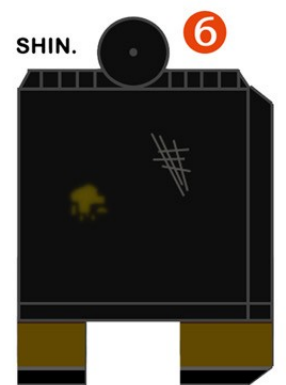
STEP TWO.



THIGH.

8

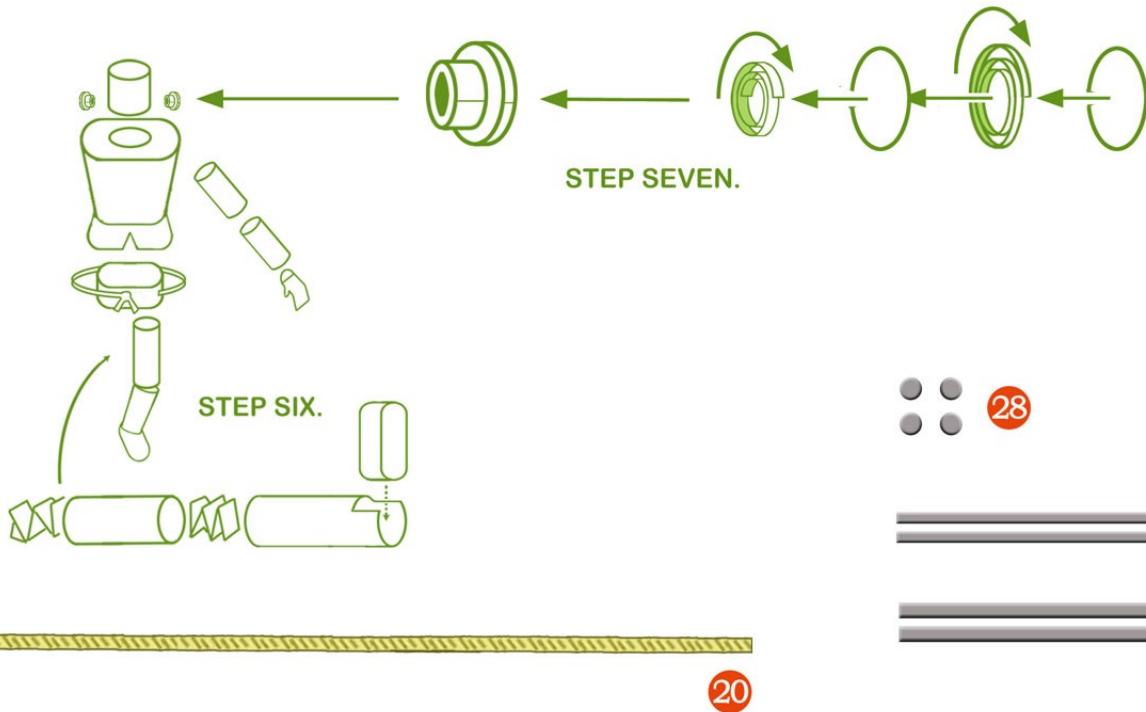
SHIN.



6



Choose 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.



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. Use the pieces above for the shoulders and elbows; the ones below for the hips and knees.

