

WOW! A Golden Age BATMAN

POSSIBLE MODEL CHARACTER TOY OF YOUR VERY OWN!

DESIGNED BY THE PROFESSOR ON CHRIS WARE'S TEMPLATE

Wow! A paper "Batman" figure of your very own! How cool is that? It's a new version of Chris Ware's cool toy. It looks like Bruce Wayne, "The Caped Crusader" as he appeared in the pages of "Batman Magazine" during the 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 dark colored outlines, and use a scoring tool like an empty ballpoint pen, or a dull old butter knife. This will help create sharp, clean folds. Most important 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 just the proper curl. 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 possible 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. To make the head turn, don't close up the shoulder flap just yet. Wrap both 18 around waist and glue down.

STEP FOUR: Next, roll up Batman'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).

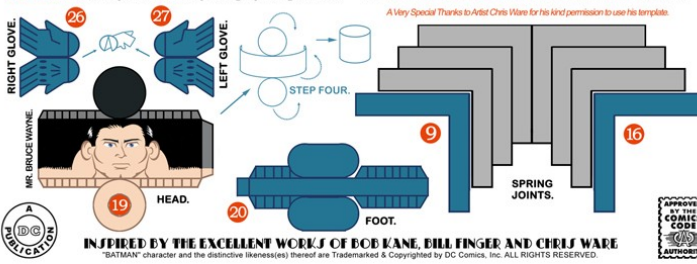
STEP FIVE: Now, assemble the "sardine can" feet 20-21, and glue them to the ends of the shin units. Roll up the glove tops 22-23, and insert and glue in reverse sides 24-25. Then fold up and glue the hands 26-27 to the ends of the gloves, and glue entire assemblies to the ends of the arms.

STEP SIX: To use the spring joints, follow the fold diagram, attach them to the ends of the limb 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.

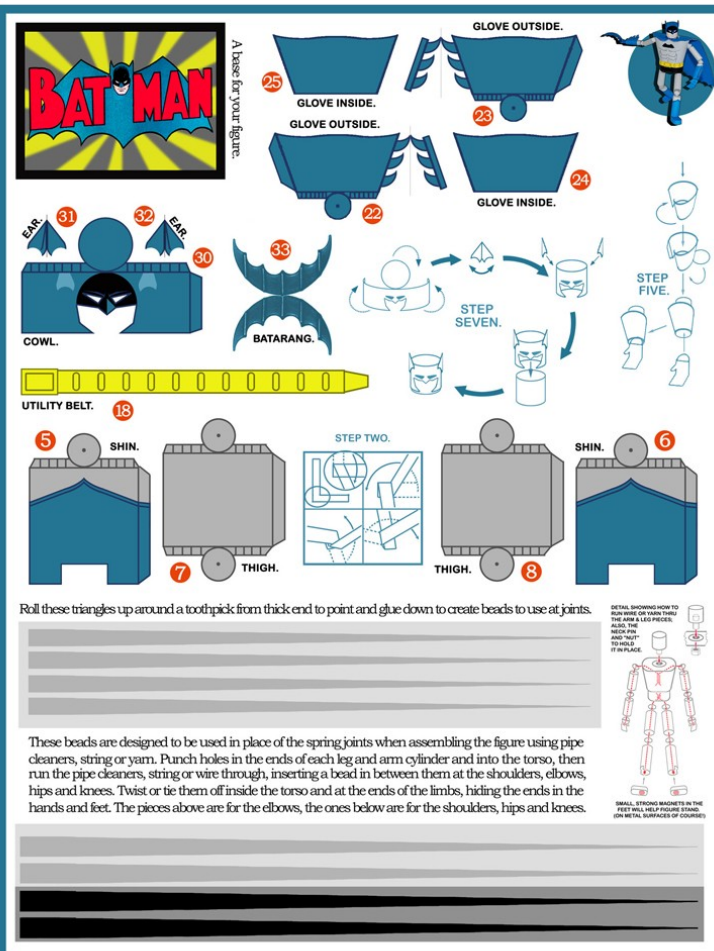
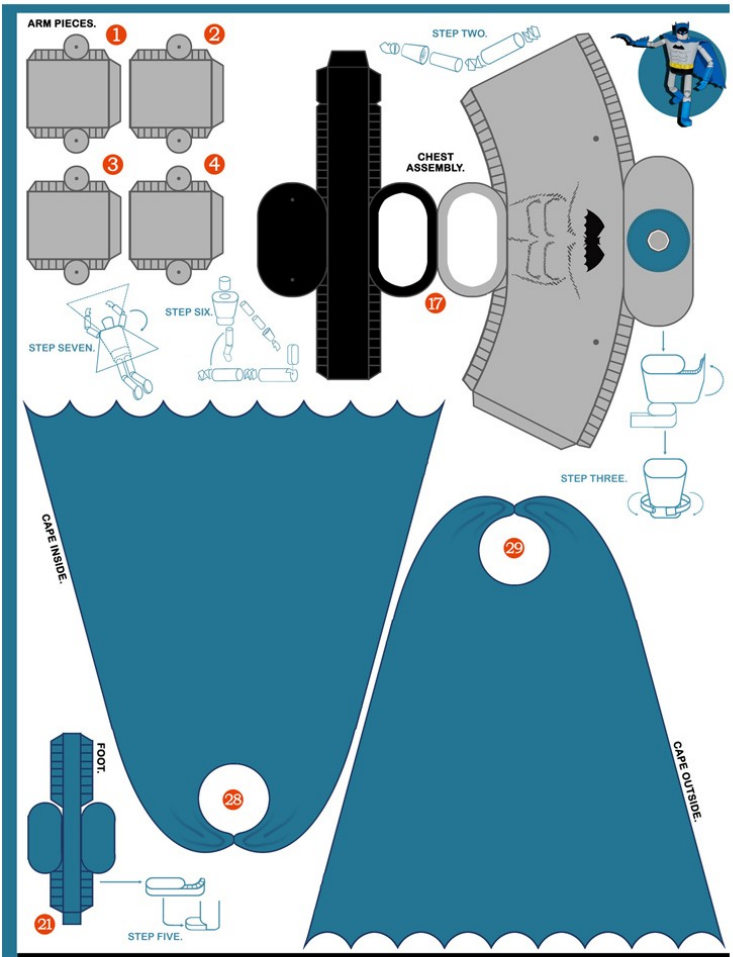
STEP SEVEN: Glue the cape pieces 28-29 together and then glue it down at the shoulders. Roll up and glue coat 30, add the ears 31-32, and slip it over the head. Glue together bataring 33, place in Bruce's hand, and glue Gotham City!

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).

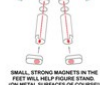
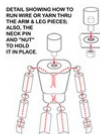
A Very Special Thanks to Artist Chris Ware for his kind permission to use his template.



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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.

WOW! A Golden Age ROBIN

POSABLE MODEL CHARACTER TOY OF YOUR VERY OWN!

DESIGNED BY THE PROFESSOR ON CHRIS WARE'S TEMPLATE

Wow! A paper "Robin" 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 you'll get a "charge" out of it! It looks like Dick Grayson, "The Boy 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 tool instructions and building diagrams, and test fit parts before gluing together. Cut parts out along the dark colored 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 sardine! Roll pieces 1-8 around a pencil or other cylinder-shaped object to get the proper curve. 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 possible 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: Fold up and glue the chest assembly 17. Then, make the "sardine"

car" shape of the hip assembly 18, and glue to the chest unit. 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. To make the head turn, don't close up the shoulder flap yet. Wrap both 19 around waist and glue down.

STEP FOUR: Next, roll up Robin'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 21-22 and their reverse sides 23-24, assemble the "sardine car" feet 25-26, and glue them all to the ends of the shin units. Roll up and glue the glove top insides 27-28, into the outsides 29-30, fold up and glue the glove 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. If you are using string or wire, see the special instructions below and the diagram on pg. 3 before moving on.

STEP SEVEN: Finally, glue the cape pieces 33-34 together and attach to the shoulders. Place collar 35 on top before attaching head. Wrap and glue mask 36 around head, and "Holy Smokes, Batman! It's on!"

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).

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RIGHT GLOVE. 31
LEFT GLOVE. 32
DICK GRAYSON HEAD. 20
HEAD. 20
FOOT. 25
SPRING JOINTS. 9, 16
MASK. 36

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APPROVED BY THE COMICS CODE AUTHORITY

ARM PIECES. 1, 2, 3, 4
STEP TWO.
FOOT. 26
COLLAR. 35
HIPS. 18
CHEST ASSEMBLY. 17
BELT. 19
CAPE OUTSIDE. 33
CAPE INSIDE. 34
STEP THREE.
STEP SEVEN.

SHIN. 5, 6
THIGH. 7, 8
BOOT TOPS INSIDES. 24, 23
BOOT TOPS OUTSIDES. 22, 21
GLOVE TOPS INSIDES. 27, 28
GLOVE TOPS OUTSIDES. 29, 30
STEP SIX.
STEP TWO.
DETAIL SHOWING HOW TO USE THE BEADS IN THE ARM & LEG PIECES.
BEAD SPRING MECHANISM IN THE FEET WILL HELP FIGURE STAND ON BEAD SURFACES OF SHOES.

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.

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