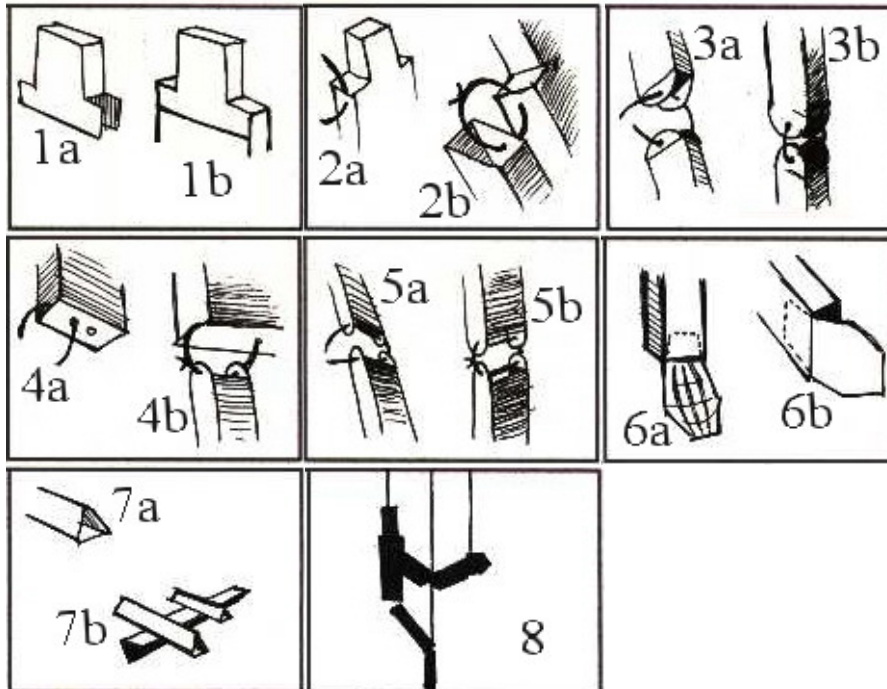


DANCING SKELETON MARIONETTE-ASSEMBLY INSTRUCTIONS-



WHAT YOU'LL NEED: A needle, thread, scissors, Elmer's glue (or glue sticks) and a straight-edge (ruler).

HELPFUL HINTS: You can make an extra-fancy version of this puppet by gluing parts pages two and three to black construction paper before cutting out the parts. This will make the insides of the parts, where visible, black to match the outsides. As with most of the toys, this puppet should be printed on heavy card stock. Start by cutting out the general area of the piece you're working on, so you won't have extra paper flopping around. Then carefully cut out the object itself (being careful not to cut off any of the tabs). Once the item is cut out, you'll want to fold everywhere that needs folding before taping or gluing anything. The fast easy way to make folds is to fold the paper over the edge of a ruler or other straight-edge. Once the shape is folded properly you may then tape or glue everything in place.

DANCING SKELETON MARIONETTE ASSEMBLY: Begin by cutting out the body piece on Page 1. Fold down the blue panel, and then fold down along all seven blue lines. Glue the blue panel to the back of the front panel, forming a rectangular box. Glue the end tab with the bones over the printed bones on the back panel, closing the bottom of the box. Next fold the blank black tab over the back panel and glue it down, closing the top of the box. It's a little tricky to glue the black tab down without crushing the box, so press lightly and use plenty of glue. Since we'll be covering the top of this piece later, it's ok to poke a toothpick through the center of the top panel, if needed, so you can push the tab down against the inserted toothpick's sides. Once the body is finished, set it aside and cut out the head piece on Page 1. Cut along all eight red lines to separate the black side tabs. There are four red lines at the tops of the black tabs (beside the blue sections) and four very short red lines on the bottoms of the black tabs. After cutting the red lines, fold down the two blue panels, fold down the four black tabs, and then fold down the front and back panels. Now fold the black panels over the top of the blue

DANCING SKELETON MARIONETTE Parts Page 2.

panels and glue them in place. This should form a box like the one shown in Figure 1a. Place the head over the body as shown in Figure 1b and glue the bottoms of the front and back panels to the body.

Now it's time to start adding limbs. We'll begin with the upper arms. Cut out both upper arm pieces, fold down the blue tabs, and then fold down the four side panels along the blue lines. Glue the blue panel to the back of the bone panel opposite, forming a rectangular box with open ends. Locate the red dot at the FLAT end of the box (not the end with rounded black tabs). The red dot at the flat end goes towards the body, at the top of the upper arm. Run some thread through the red dot on the side of the body and pull it out through the gap in the top corner of the body, as shown in Figure 2a. Then run it through the red dot in the upper arm (from the inside out) and tie a loop as shown in Figure 2b. This loop should be loose enough to allow the arm to swing forward freely. After completing both upper arms, snip out the lower arms. Fold the blue sections down, and fold down all four sides along the blue lines. Glue the blue panel to the back of the opposite bone panel, forming a rectangular box. Position the lower arm so that the red dot at the end of the blank black panel is forward and at the bottom (where your wrist would be). Run thread through the red dots on the curved tabs of the upper arms, and through the curved tabs on the lower arm pieces, as shown in Figure 3a. Tie the ends to form a loose loop. The round tabs of the upper and lower arm should nearly touch, but should not be tied tightly enough to overlap, as shown in Figure 3b. The hands are on page 3, so we'll get to them later. Attach both lower arms and then cut out the upper leg pieces. Fold them in the same manner as the arm sections. The blue tabs and all sides should be folded down, and then the blue section should be glued to the back of the opposite panel, forming a rectangular box. Run thread into one of the red dots on the bottom of the body piece, and then run the thread out the bottom corner gap on that side, as shown in Figure 4a. Locate the red dot on the end of the bone panel of the upper leg (NOT the round tabs at the ends of the blank panels). Position the upper leg under the body with the red dot on the bottom, facing forward (where your knees would be). Run the thread through the red dots in the rounded upper leg tabs and tie it loosely as shown in Figure 4b. Complete both upper legs and then cut out the lower leg pieces. Fold them the way we did the others, folding down the blue panel and all four sides. Glue the blue panel to the back of the opposite bone panel to form a box. Run thread through the red dots in the bottom round tabs of the upper leg and through the red dots in the round tabs of the lower legs as shown in Figure 5a. Tie loosely so the lower leg hangs as shown in Figure 5b. Complete both lower legs. To finish the legs, cut out the two foot pieces. Don't cut out the foot shapes yet, just snip out the entire rectangle the part is in. Fold the piece in half along the blue line and glue the two sides together. After it's glued, cut out the foot shape by removing all of the white areas. Glue the feet to the inside bottom of the lower leg pieces and then bend them forward as shown in Figure 6a.

To complete the arms, cut out the two hand pieces on Page 3. Cut out the entire rectangle first, fold it in half along the blue line, and glue the two halves together. Then cut out the hand shape by removing the white area. Glue the hands to the inside of the lower arms as shown in Figure 6b. Fold the hands inward slightly and the arm is finished. Complete both arms and we have a finished skeleton figure.

DANCING SKELETON MARIONETTE Parts Page 3.

Now it's time to build the control handle. Begin by cutting out the handle piece and the arm and leg sticks on page 3. Fold down the blue panels, and then fold down the side panels along the blue lines. Glue the blue panels to the backs of the panels opposite, forming triangular sticks like the one shown in Figure 7a. Glue the green square on the leg stick to the green square on the handle, and glue the purple square on the arm stick to the purple square on the handle. You should now have a handle that resembles the one shown in Figure 7b.

To connect the puppet to the control handle, we'll begin by attaching the head. Start with a length of string at least a foot long. Run thread into one of the red dots on top of the head, and then lay the inserted needle flat and bend the paper enough to run the needle out through the other red dot in the top of the head. Tie a knot so the head can hang from the remaining length of thread. Now we'll run the thread into the set of red dots in the bottom of the handle (the top sections of the handle have bones and the bottom sections are black). Use the set of holes that are about a third of the way in (between the two top bones), NOT the set of red dots at the back end of the handle. Run the thread into one dot and out the other. Then tie it off so the head of the puppet hangs about 8 inches from the handle.

Now start with another foot of thread and run it through the red dot in the knee (at the bottom of the upper leg piece). Tie securely and run the remainder of the thread up to the leg stick. Run the thread into the red dot and out the open end of the stick. Tie it so the leg bends forward slightly on the puppet when the control handle is held level, as shown in Figure 8. Use another length of thread to finish the other leg in the same manner. Once both legs are tied securely, prepare another foot of thread and run it through the red dot in the wrist of the lower arm section. Tie securely and run the remainder up to the arm stick. Run the thread through the red dot in the bottom of the arm stick and out the open end. Tie the arm so it hangs at about chest height on the puppet when the control stick is held level. Repeat this process for both arms.

To finish the marionette, run a small loop of thread through the two red dots at the rear of the handle and tie the loop securely so the marionette can be hung on a wall by the loop. We're now finished creating our project! Time to grasp the control handle firmly, crank up your favorite music, and boogie DOWN!