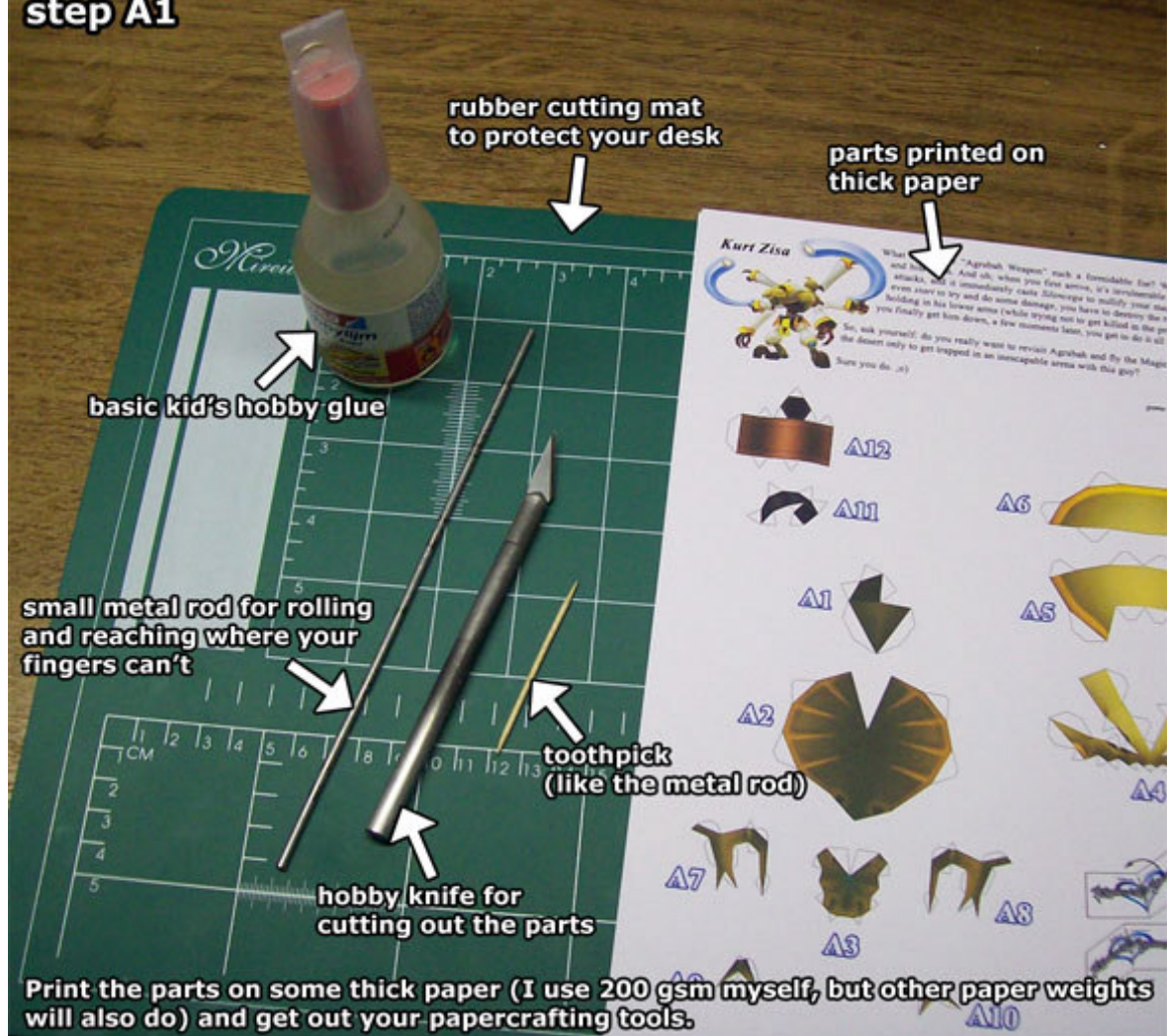


# Kurt Zisa assembly

## A) Head

### step A1

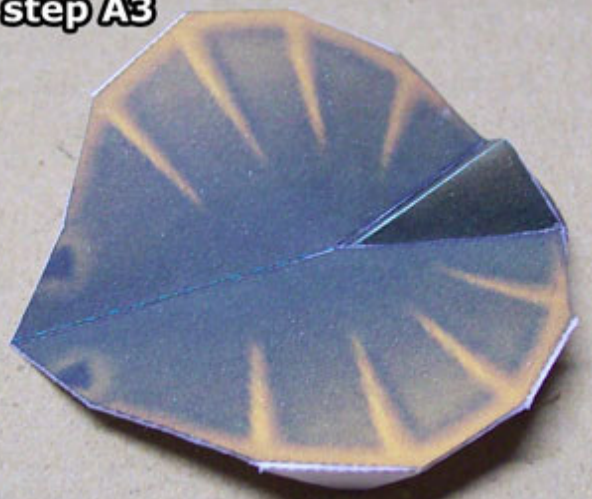


### step A2



Let's start with the most difficult part first: the head. Well, part 1 is actually pretty easy (see pic).

### step A3



Glueing on part 2 is pretty simple as well.

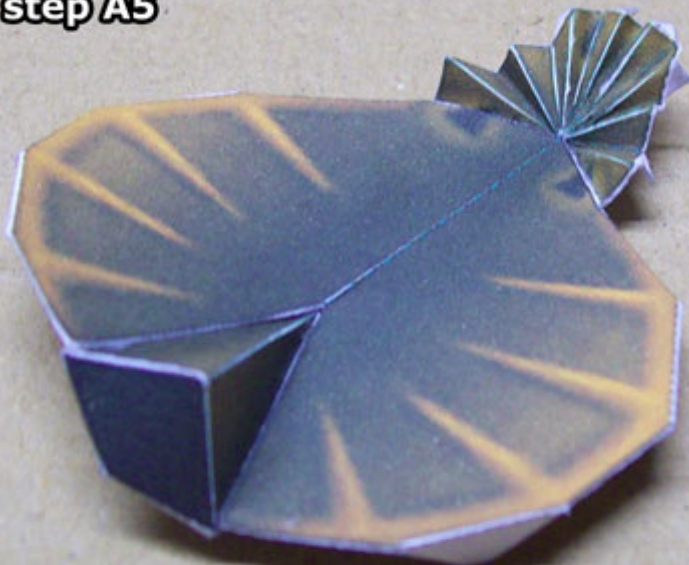
### step A4



Part 3 is probably the hardest part, because you need to make several small folds (like a harmonica).

If you score the fold lines with a dead ballpoint or lightly with a knife first, it will be much easier (and don't worry if it's not perfect, it's just paper, you can always cheat a little ;o)

### step A5



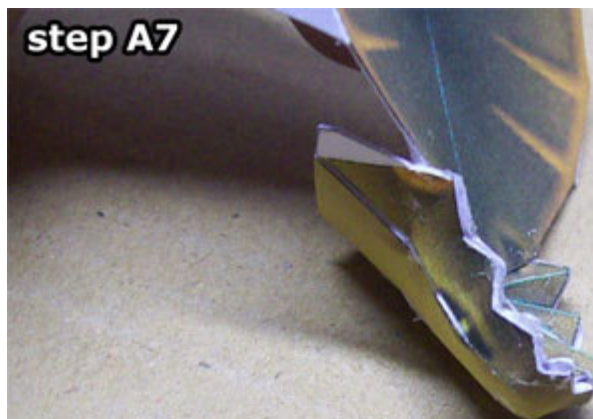
Now glue it to the front of part 2 as shown here.

### step A6



Assembling part 4 isn't really difficult again I think.

### step A7

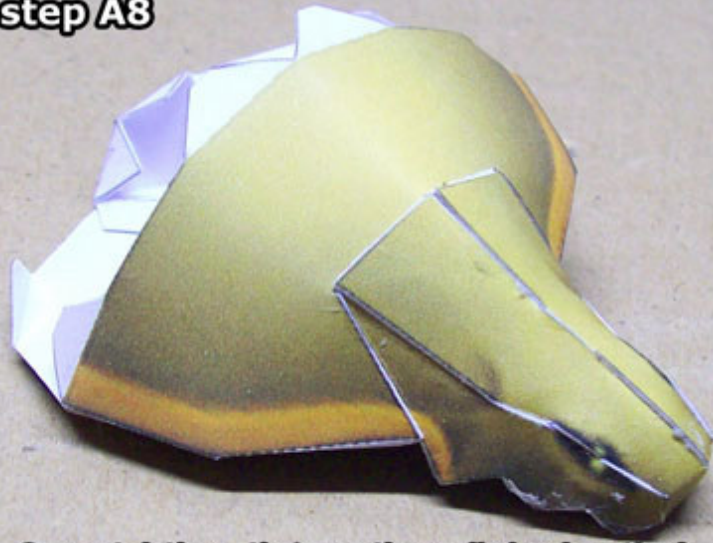


Glueing it to part 3 probably is, because you need to follow all the little harmonica folds.

A toothpick will come in handy, but the real secret is just to take your time, and patiently tug each glue tab into place with the tootpick until you're happy with how it looks.



### step A8



Congratulations, that was the really hard part! ;o)  
Glueing on part 5 is much easier again.

### step A9



For part 6, begin at the front, and close the top by applying glue to the back glue tabs, and then pressing down and holding until the glue dries (don't use too much, just "tacky" is perfect ;o)

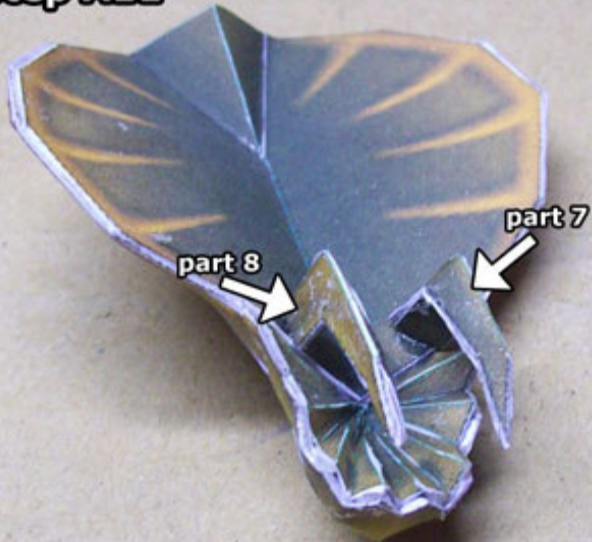
### step A10



To create the big fangs (parts 7 and 8), score the fold lines and then bring together the three pointy tips and back, and the part will start to shape itself.

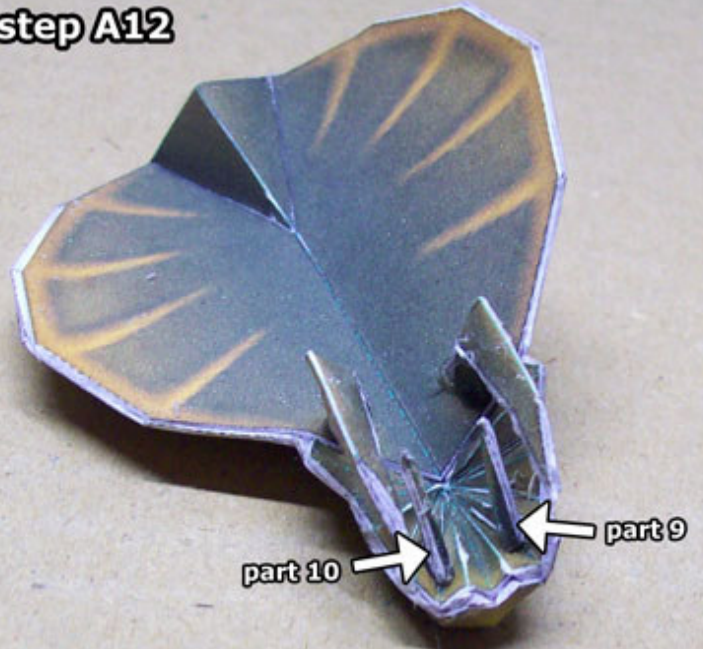
Make sure the glue tabs are tugged properly underneath the parts, and then press it between your fingers (at least that's how I did it ;o)

### step A11



Now glue the big fangs underneath what I can only guess is kinda his mouth..? ;o)  
(you'll see two dark spots on the template)

### step A12



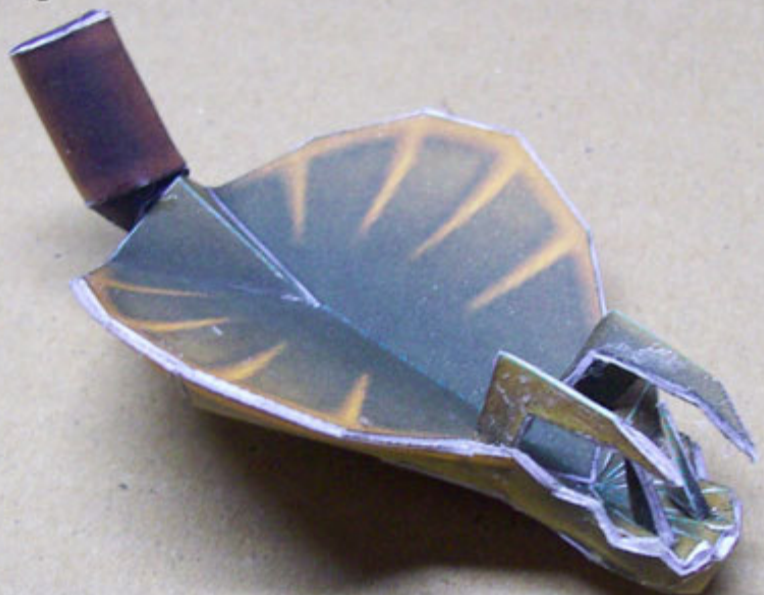
Do the same for the smaller fangs (parts 9 and 10).

### step A13



Next, cut out and glue together parts 11 and 12 as shown here.

### step A14



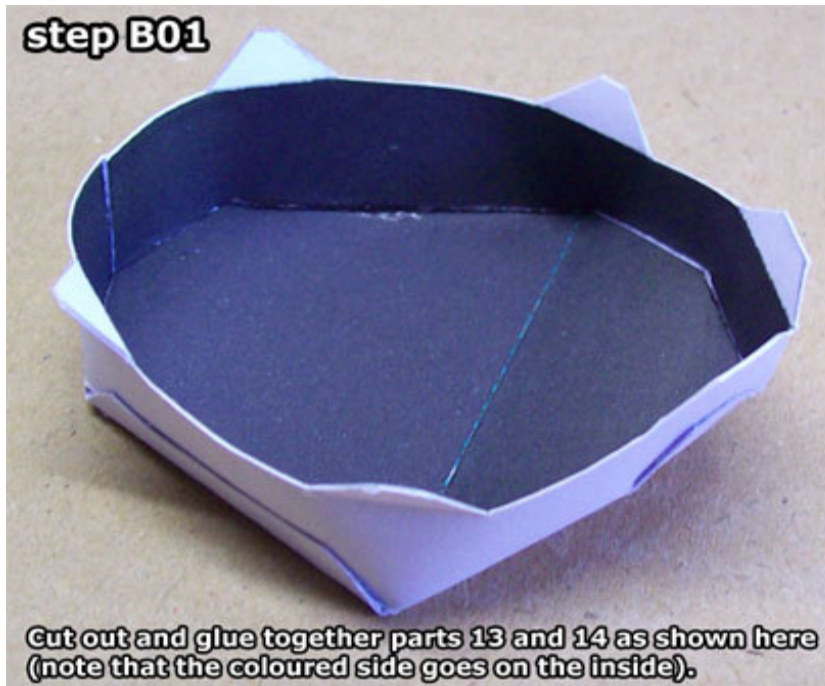
If you already know what position you want the head to be in, you can glue the neck to the head already.  
Otherwise it's best to wait until you finished all the parts.



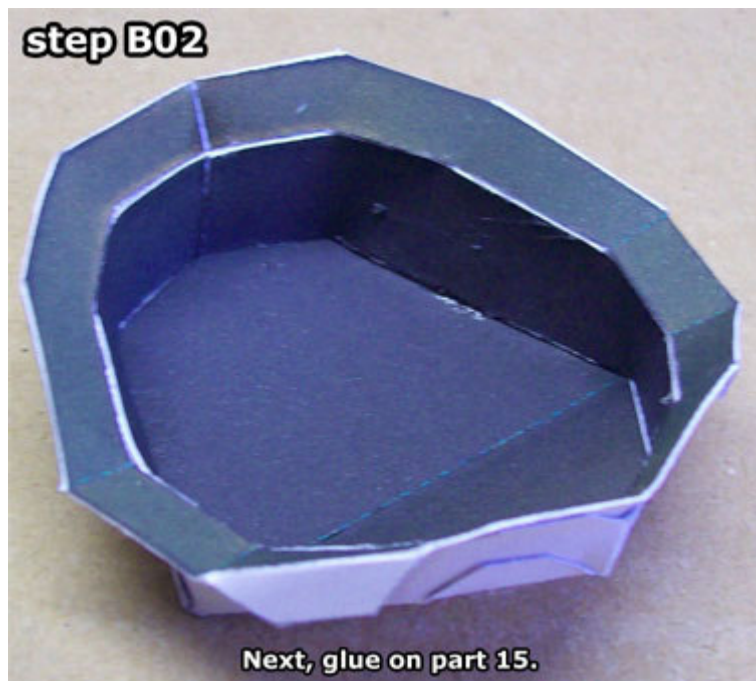
# Kurt Zisa assembly

## B) Body

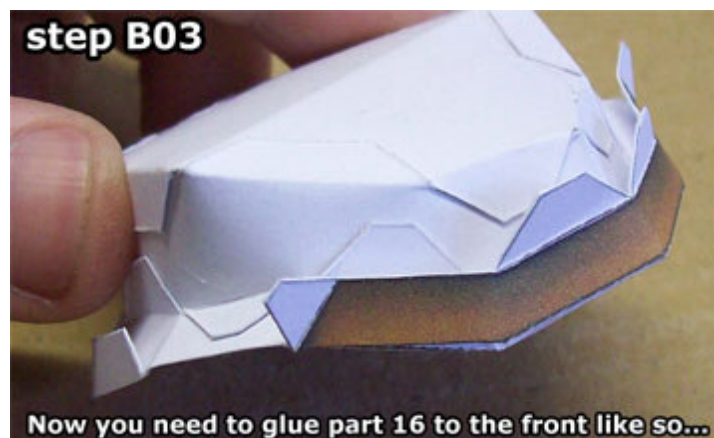
### step B01



### step B02



### step B03

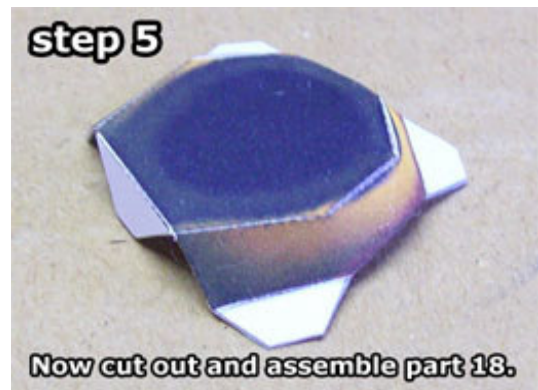


**step B04**



...and part 17 to the back like so.

**step 5**



Now cut out and assemble part 18.

**step B06**



Do the same for part 19, and then glue both parts to the rest of the body as shown here.

**step B07**



Cut out and glue on part 20. There are quite a lot of glue tabs to glue into place, so take your time.

**step B08**



Cut out and glue together parts 21 and 22 (the coloured side goes on the inside again).

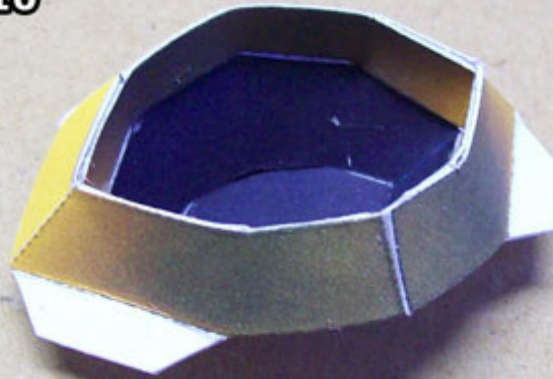
**step B09**



Add the next ring (part 23, still with the coloured side in)...

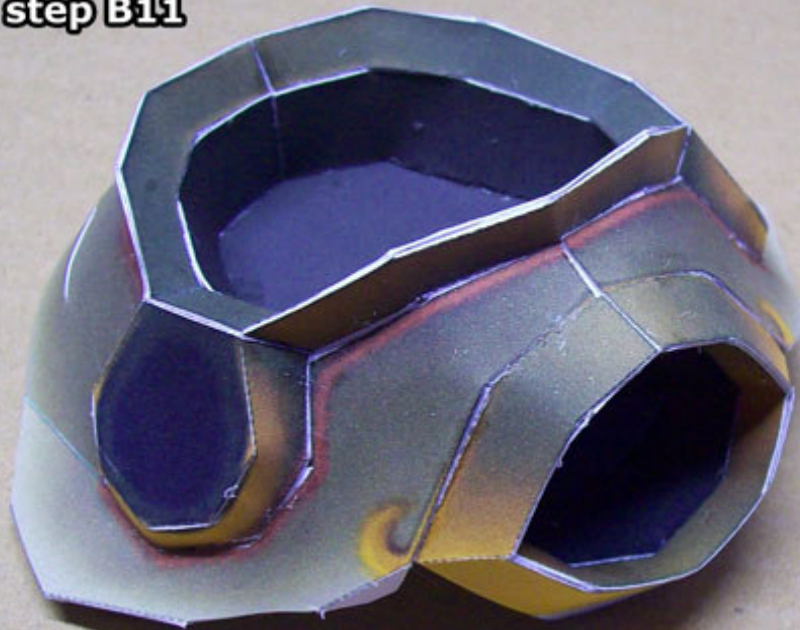


### step B10



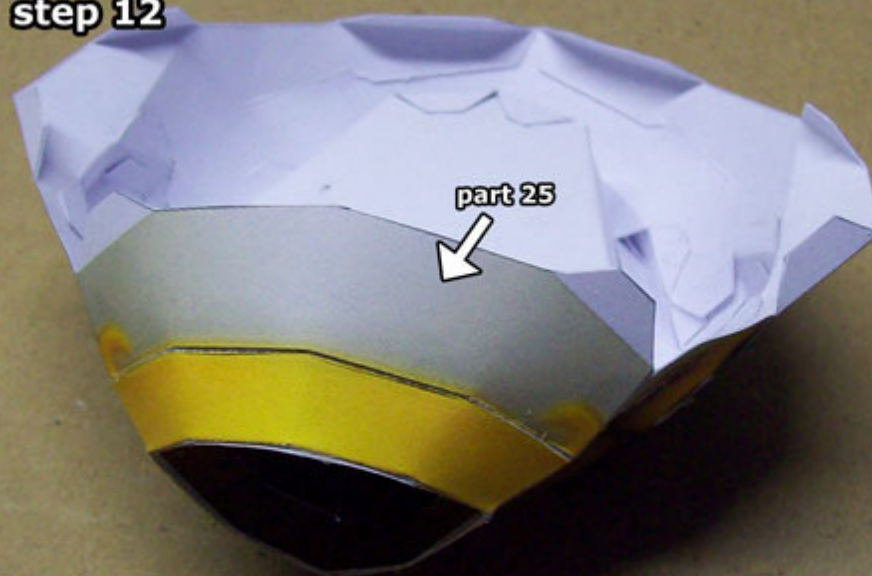
...and then part 24, this time with the coloured side out.

### step B11



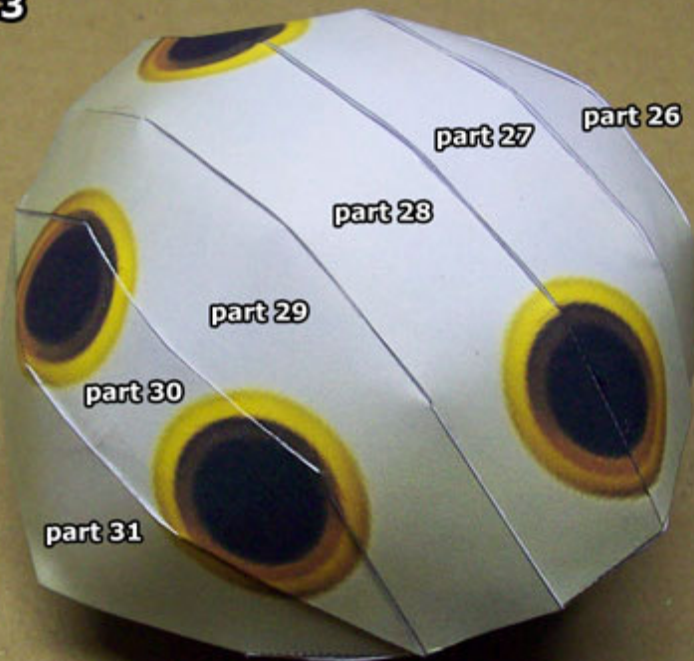
There's a nice spot at the front to glue these parts to. ;o)

### step 12



Now you need to close the top by basically adding on the strips (parts 25-31) one at a time.

### step B13



Glueing the last piece (part 31) can be difficult again, but as usual, just taking your time and not getting angry will allow you to succeed. ;o)

Or, alternatively, you can try cutting a hole in part 13 so you can reach it from the inside (part 13 is going to be covered up anyway, and now that the body is basically all but assembled, you can get away with weakening it a bit, and the body will still hold its shape ;o)

### step B14



As with the neck and the head, you can choose to glue the head to the body now, or wait until the model is completely finished, so you can work out a nice position better. ;o)

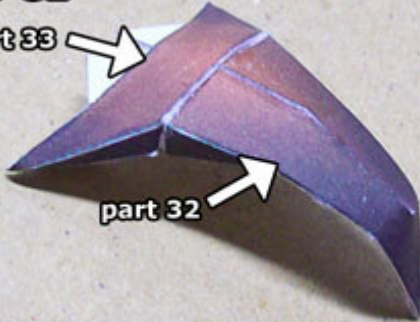


# Kurt Zisa assembly

## C) Spine

### step C1

part 33



Start by glueing together parts 32 and 33.

### step C2



Then glue on part 34.

### step C3



Be sure to glue on part 35 properly, so none of it is sticking out.

### step C4



Now continue with glueing on part 36...

### step C5

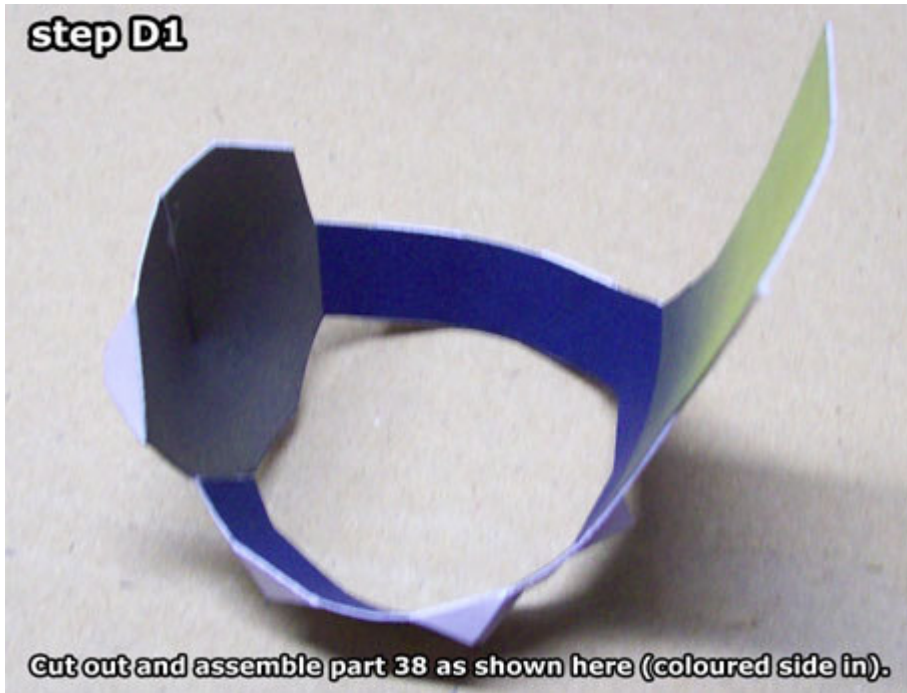


...and finally part 37.

# Kurt Zisa assembly

## D) Belt

### step D1



### step D2



### step D3





### step D4



Glue together parts 41-44 as shown here...

### step D5



...and then glue it to the back of the belt. There will be some tension in the side straps (with them being curved and all) so take your time to ensure they're glued properly at the back.

### step D6



The 6 pommels (parts 45-50) aren't very hard to make; the most difficult part is probably the top, but I'm sure you'll figure out how to glue that together as well. ;o)

### step D7



You can glue them to the belt right now, but chances are they'll just be in the way, so I'm saving them for later. ;o)

# Kurt Zisa assembly

## E) Hips

### step E1



Cut out and assemble part 51...

### step E2



...then glue on part 52 as shown here...

### step E3



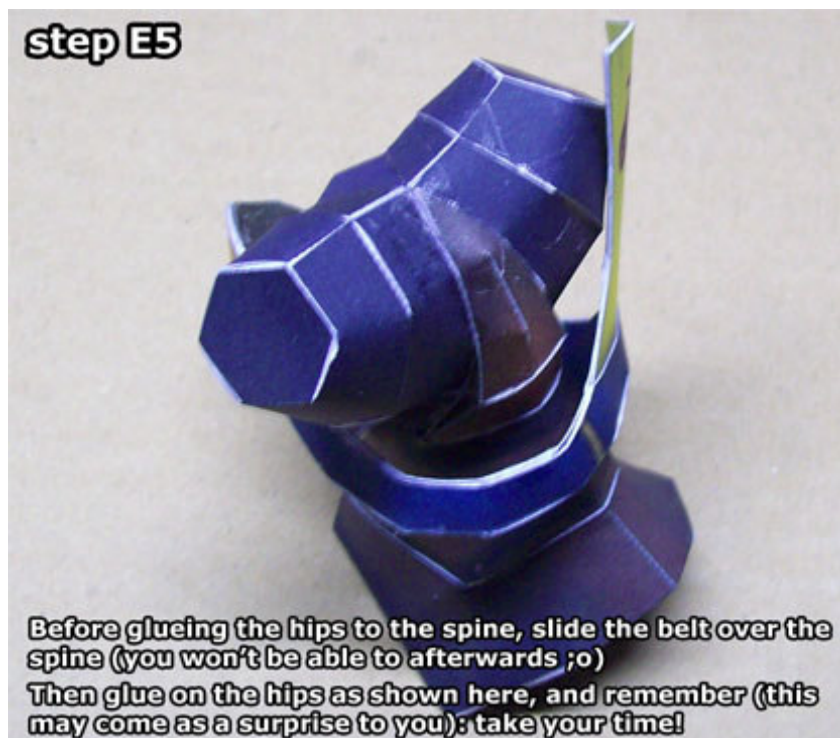
...and then part 53.

### step E4



Do the same for parts 54 and 55 on the other side.

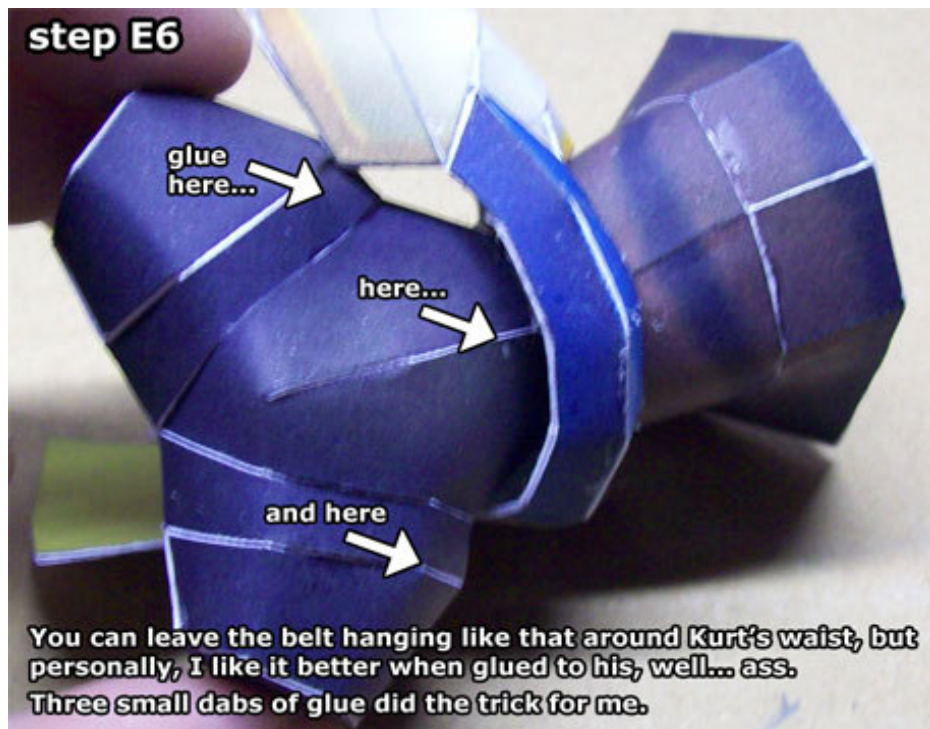
### step E5



Before glueing the hips to the spine, slide the belt over the spine (you won't be able to afterwards ;o)  
Then glue on the hips as shown here, and remember (this may come as a surprise to you): take your time!



### step E6



You can leave the belt hanging like that around Kurt's waist, but personally, I like it better when glued to his, well... ass. Three small dabs of glue did the trick for me.

### step E7



Now simply glue the spine inside the body.

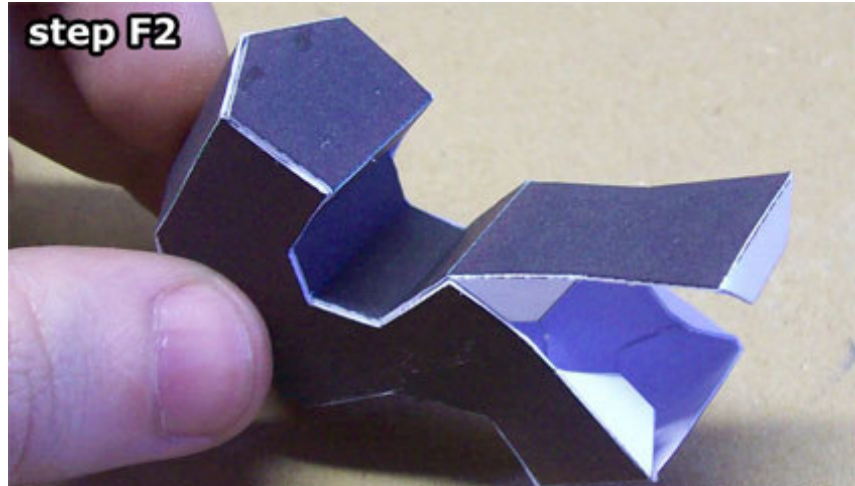
# **Kurt Zisa assembly** **F) R-Leg**

## **step F1**



Cut out and assemble part 56 as shown here.

## **step F2**



Then cut out and glue on part 57, after making all the folds (pre-shaping it) first of course.

I found it easiest to first do the middle part, then the front, and then the back.

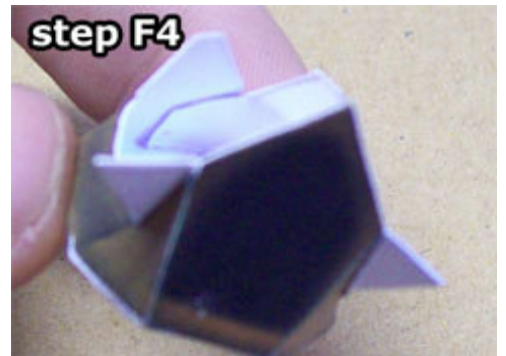
## **step F3**



Part 58 is basically just a simple box, and needs to be glued to the back of the foot.

But if it's your first time building this model and you don't know how to balance the legs yet exactly, it would be wise to do this after you made all the other parts first.

## **step F4**



Continue by assembling part 59.



**step F5**



Glue on part 60...

**step F6**



...part 61...

**step F7**



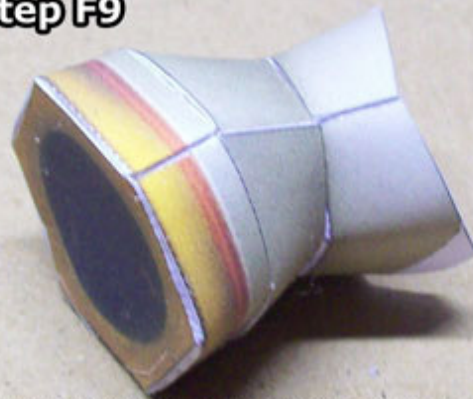
...and then part 62 (leave the top for last).

**step F8**



Part 63 will make the knee joint.

**step F9**



The next step is to build the upper leg: start by glueing together parts 64-66.

**step F10**



And then parts 67 and 68.

**step F11**



And let's not forget part 69.



### step F12



Close the bottom by glueing on part 70 like so.

## Kurt Zisa assembly

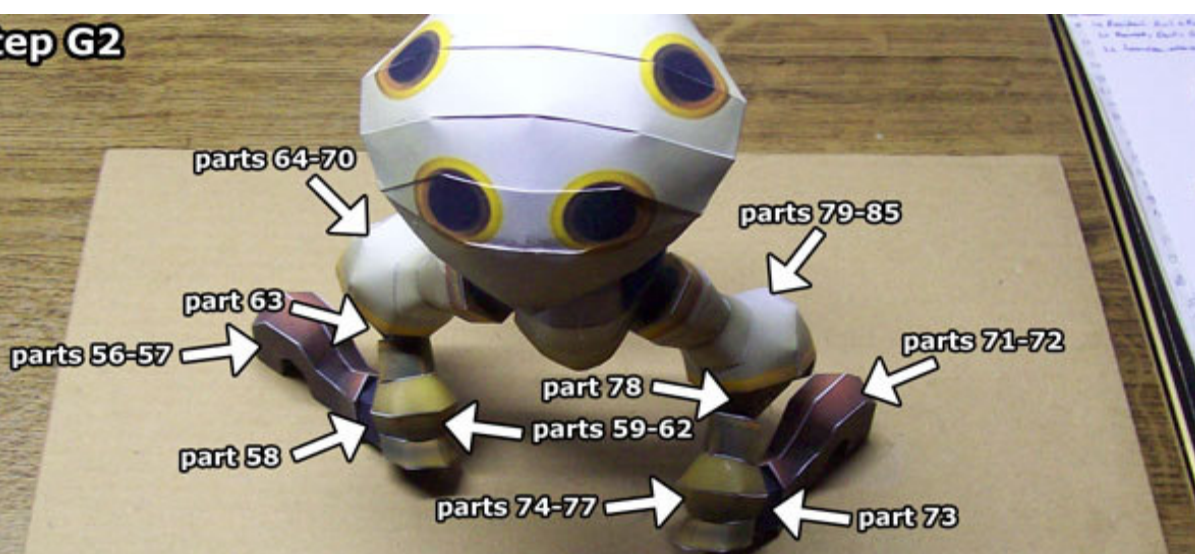
### G) L-Leg

### step G1



So uhm... Basically do everything you did for parts 56-70 for parts 71-85 as well. ;o)

### step G2



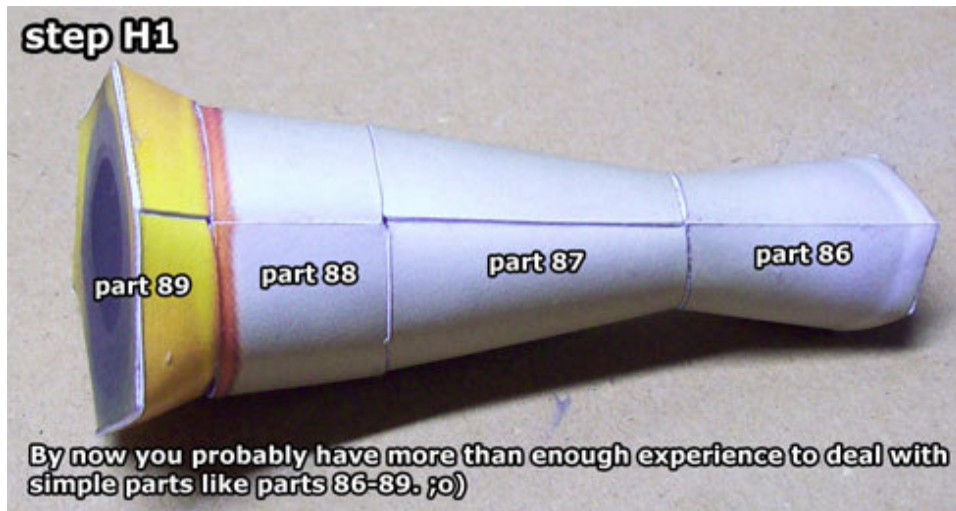
Now you can work out how to balance the legs. What I did, was keep the vertical seam between the parts of the upper legs, knees and lower legs aligned at the back, and then I glued on the black ankle parts. Then I glued the legs to the hips, still keeping the seam at the back. Then I kinda "rotated" the feet against the black ankle parts until the feet stood flat on the surface.



# Kurt Zisa assembly

## H) R-Arm front

### step H1



### step H2



### step H3



On parts like part 91, I usually just pre-shape the part, and then start at the top (or bottom ;o) and glue the strips into place one by one.

### step H4



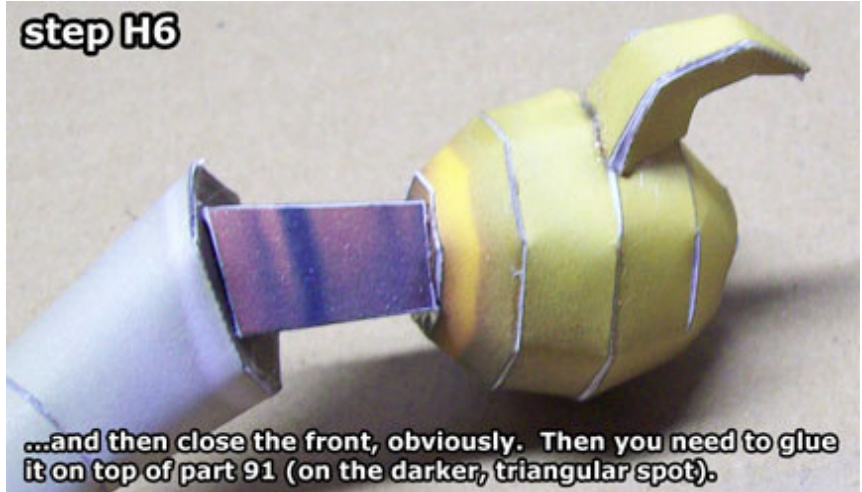
After it's finished, you can glue it to the arm with the smallest of the flat surfaces.

### step H5



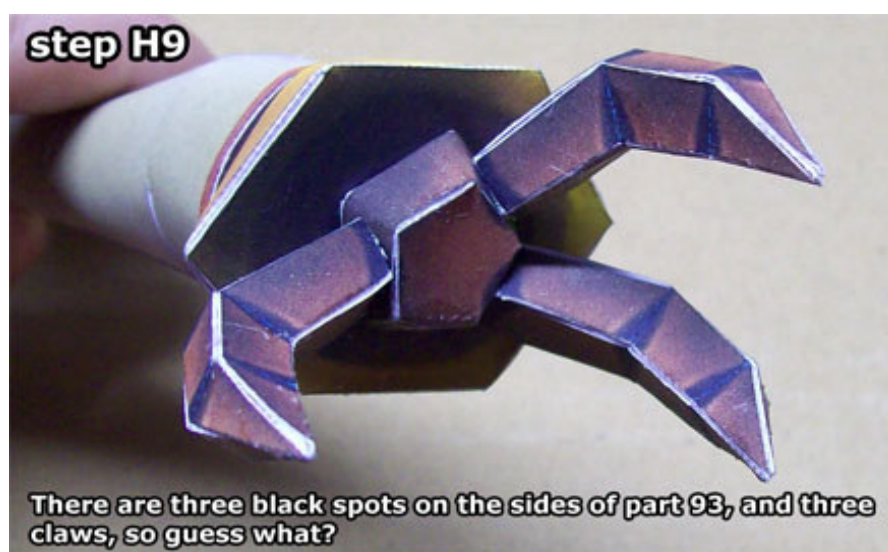
On part 92, score the glue tabs and bring together the back (you will automatically get the curve you need)...

### step H6



...and then close the front, obviously. Then you need to glue it on top of part 91 (on the darker, triangular spot).





### step H10



Now use the flat surface on the "shoulder" to glue the arm to the body (this is the right front arm).

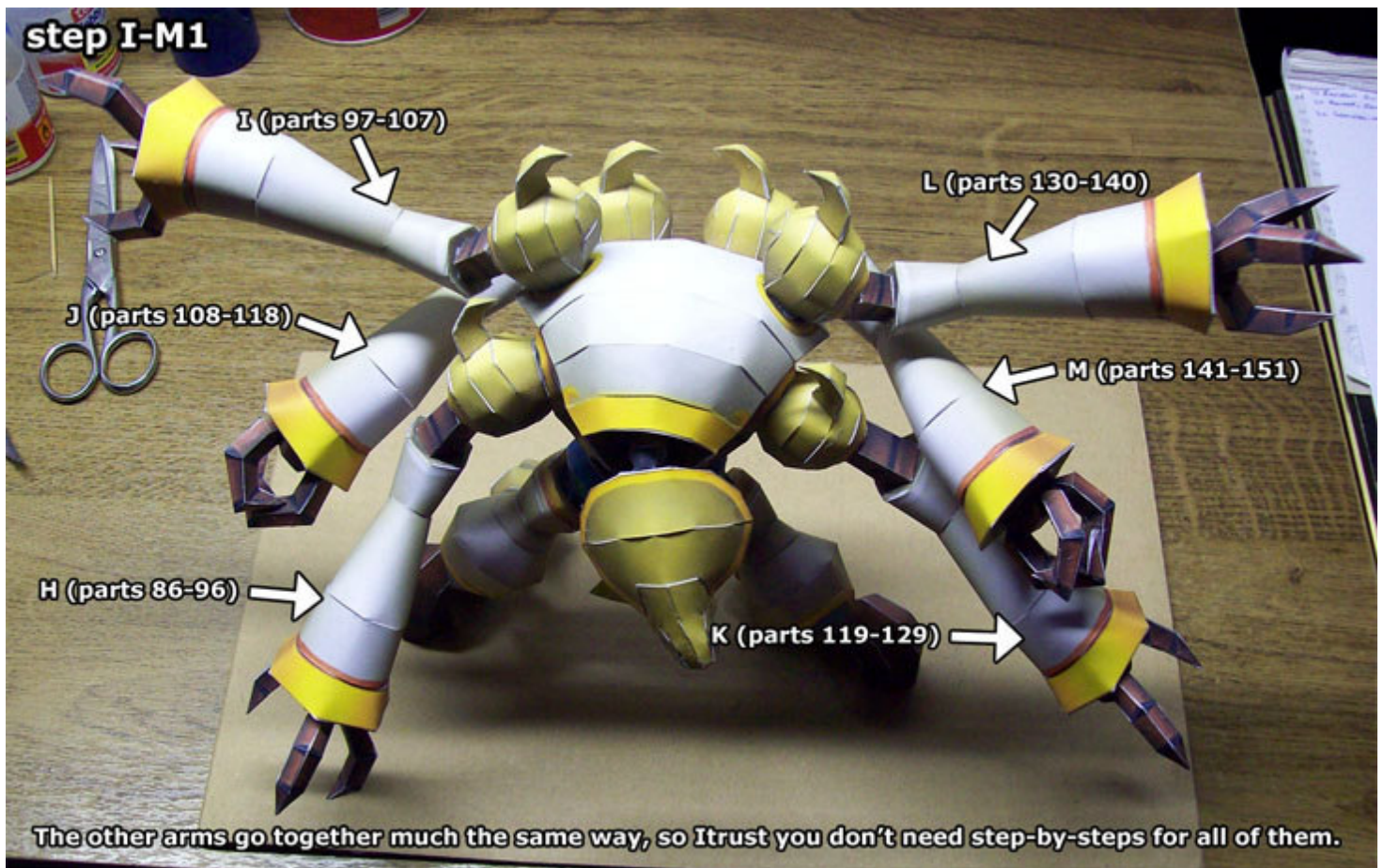
Although he doesn't look it, Kurt is much stabler than you think and shouldn't fall over with the weight of the arm. If you're not sure, wait until you built \*all\* the arms.



# Kurt Zisa assembly

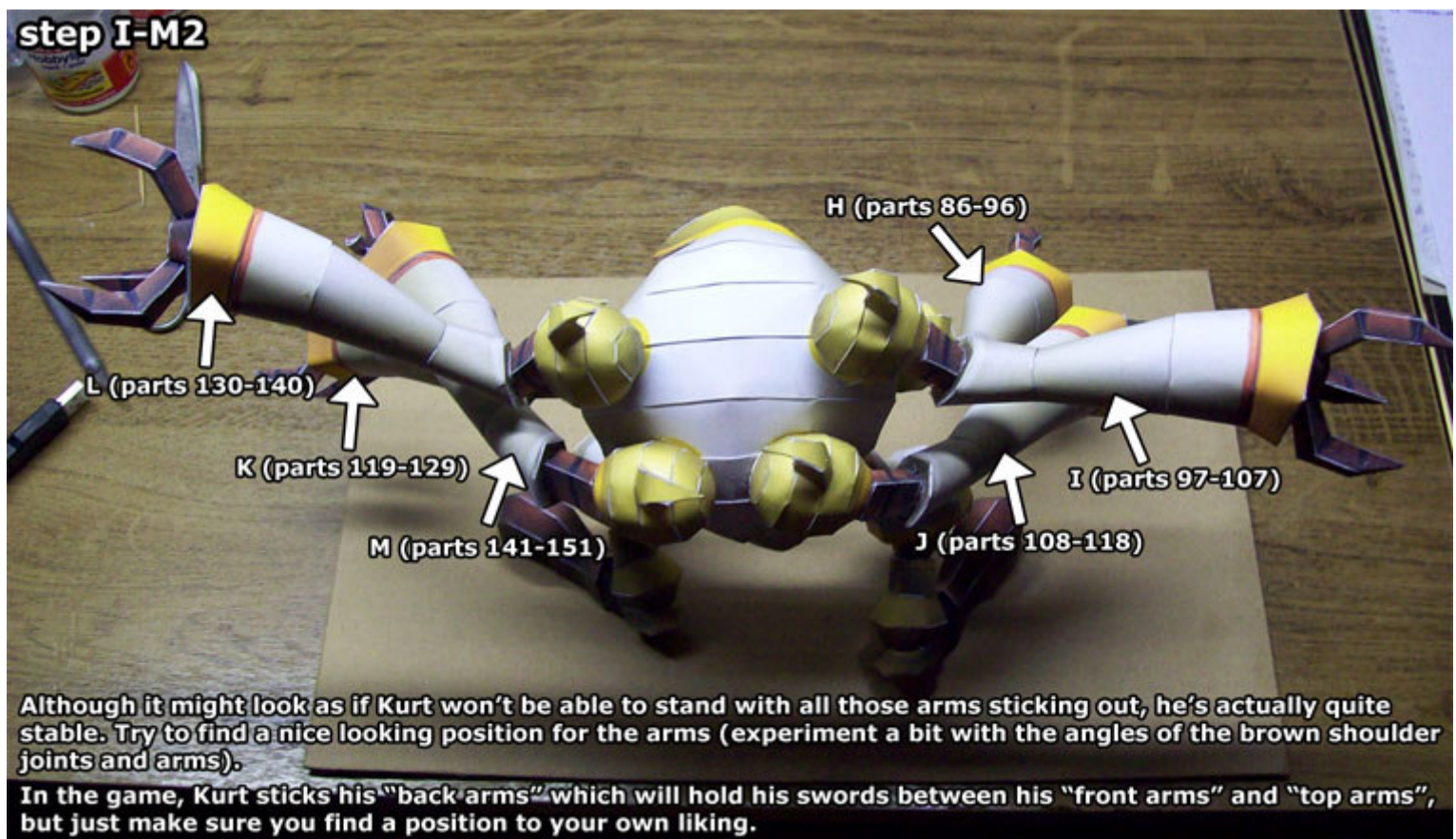
## I-M) Other arms

### step I-M1



The other arms go together much the same way, so I trust you don't need step-by-steps for all of them.

### step I-M2



Although it might look as if Kurt won't be able to stand with all those arms sticking out, he's actually quite stable. Try to find a nice looking position for the arms (experiment a bit with the angles of the brown shoulder joints and arms).

In the game, Kurt sticks his "back arms" which will hold his swords between his "front arms" and "top arms", but just make sure you find a position to your own liking.



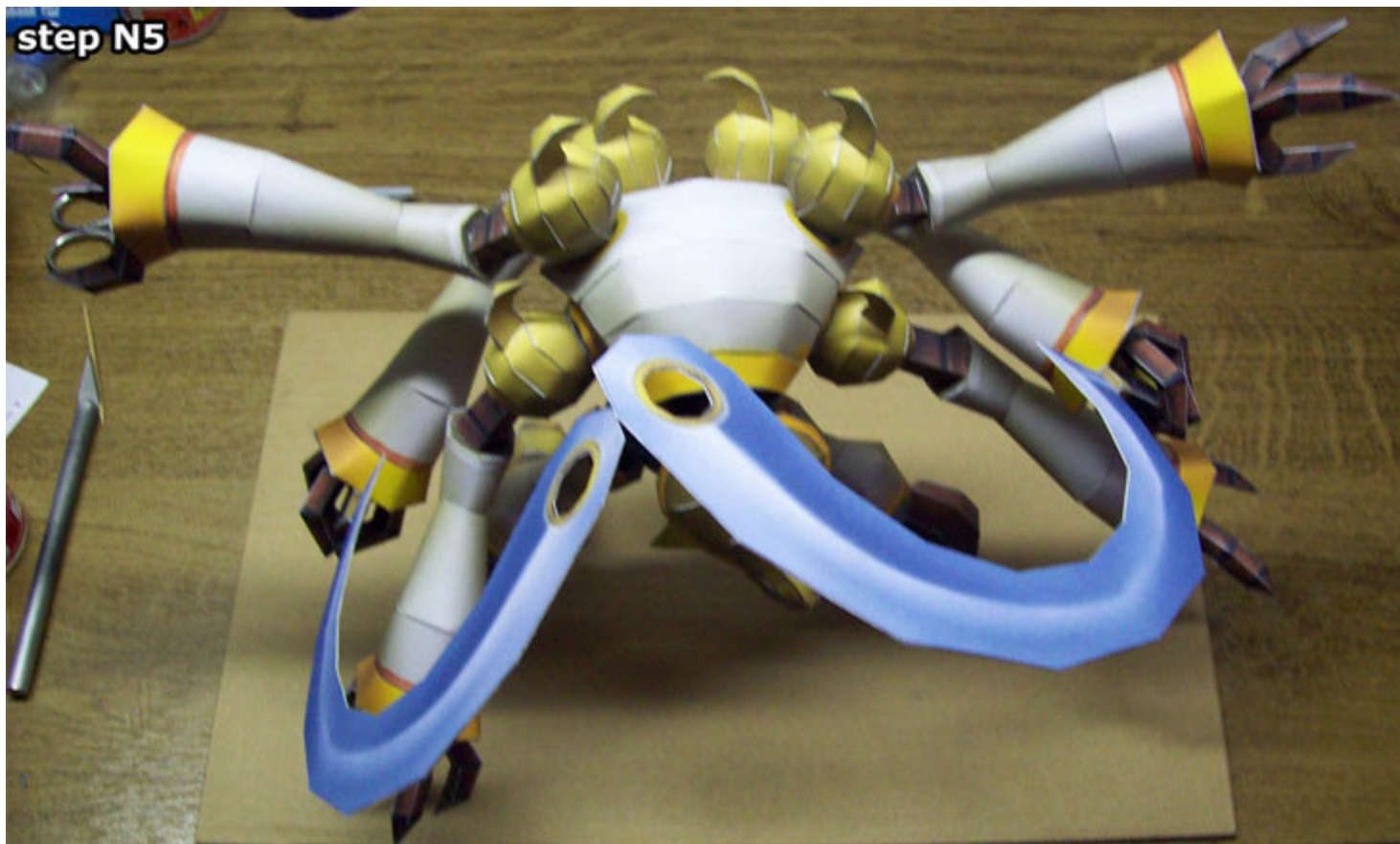
# Kurt Zisa assembly

## N) Swords





**step N5**



Do the same for parts 154 and 155 and then glue the two swords in Kurt's hands. If the blades aren't stiff enough, try glueing a piece of carton from a box of biscuits or something between the two halves.

## **Kurt Zisa assembly** O) I almost forgot

**step 01**



Oh yeah, I almost forgot: glue the six orange pommels to the belt.

Thank you for downloading and building a Ninjatoes' papercraft model!

[www.kickme.to/ninjatoes](http://www.kickme.to/ninjatoes)

[www.ninjatoes.blogspot.com](http://www.ninjatoes.blogspot.com)