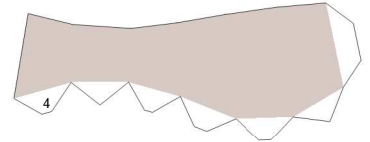
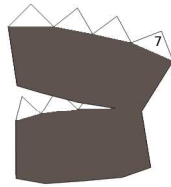
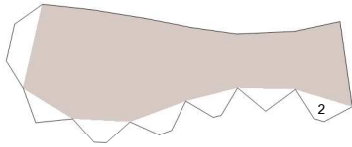
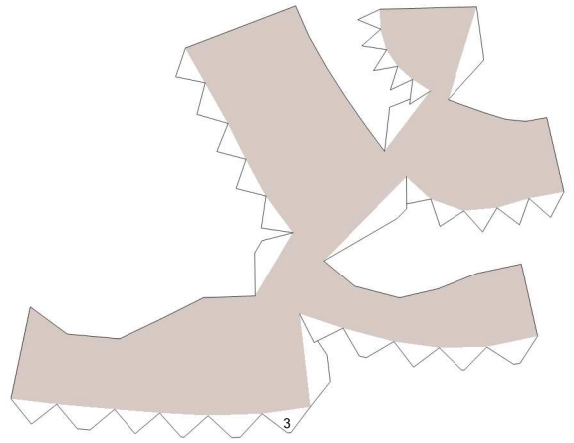
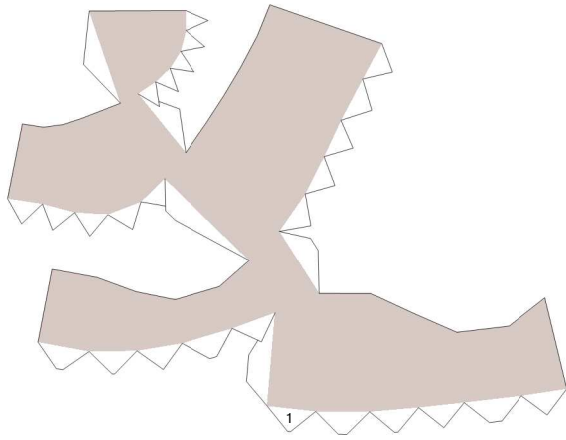




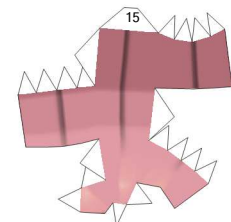
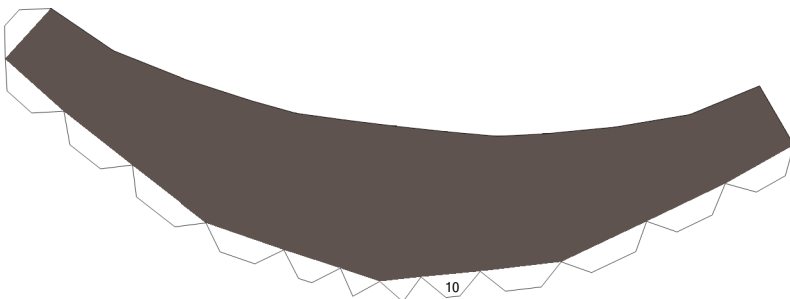
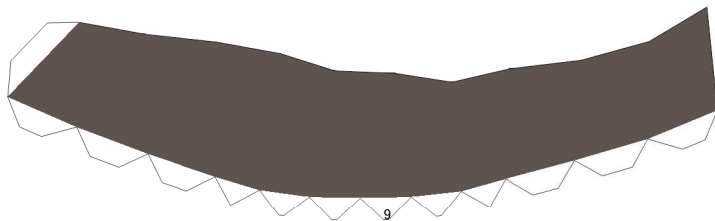
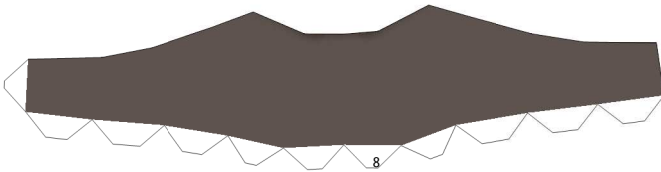
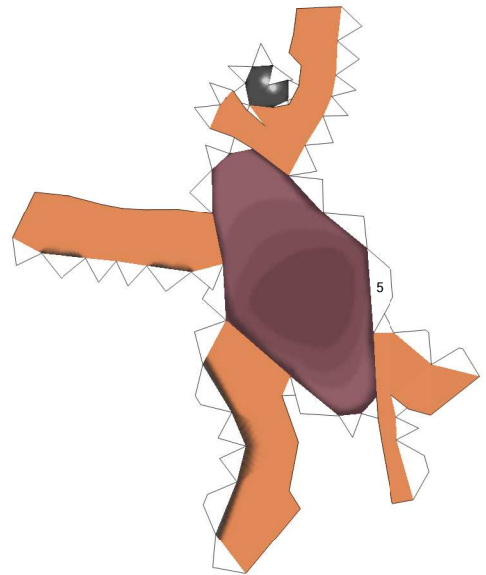
Mega Houndoom

by LuIS

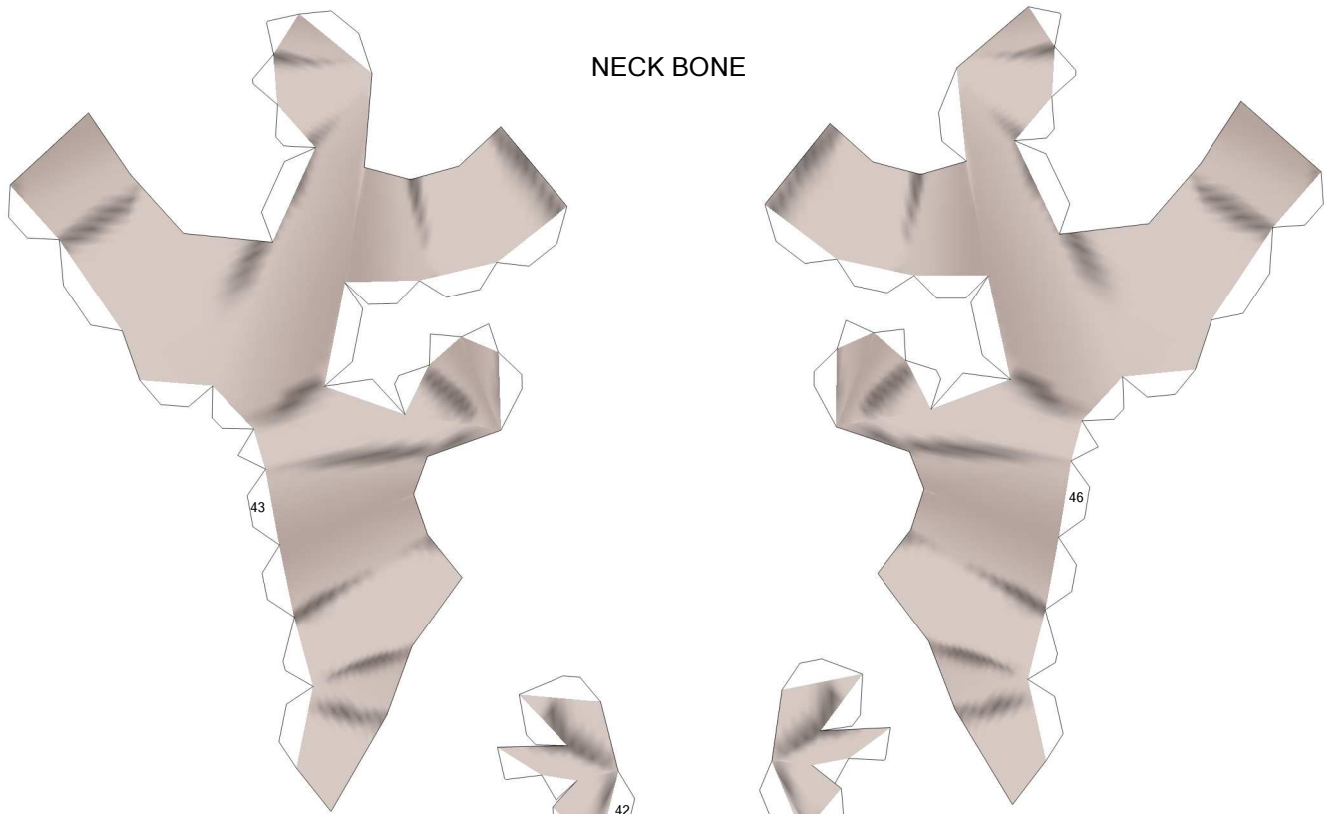
Paper Pokés
www.pokemonpapercraft.net



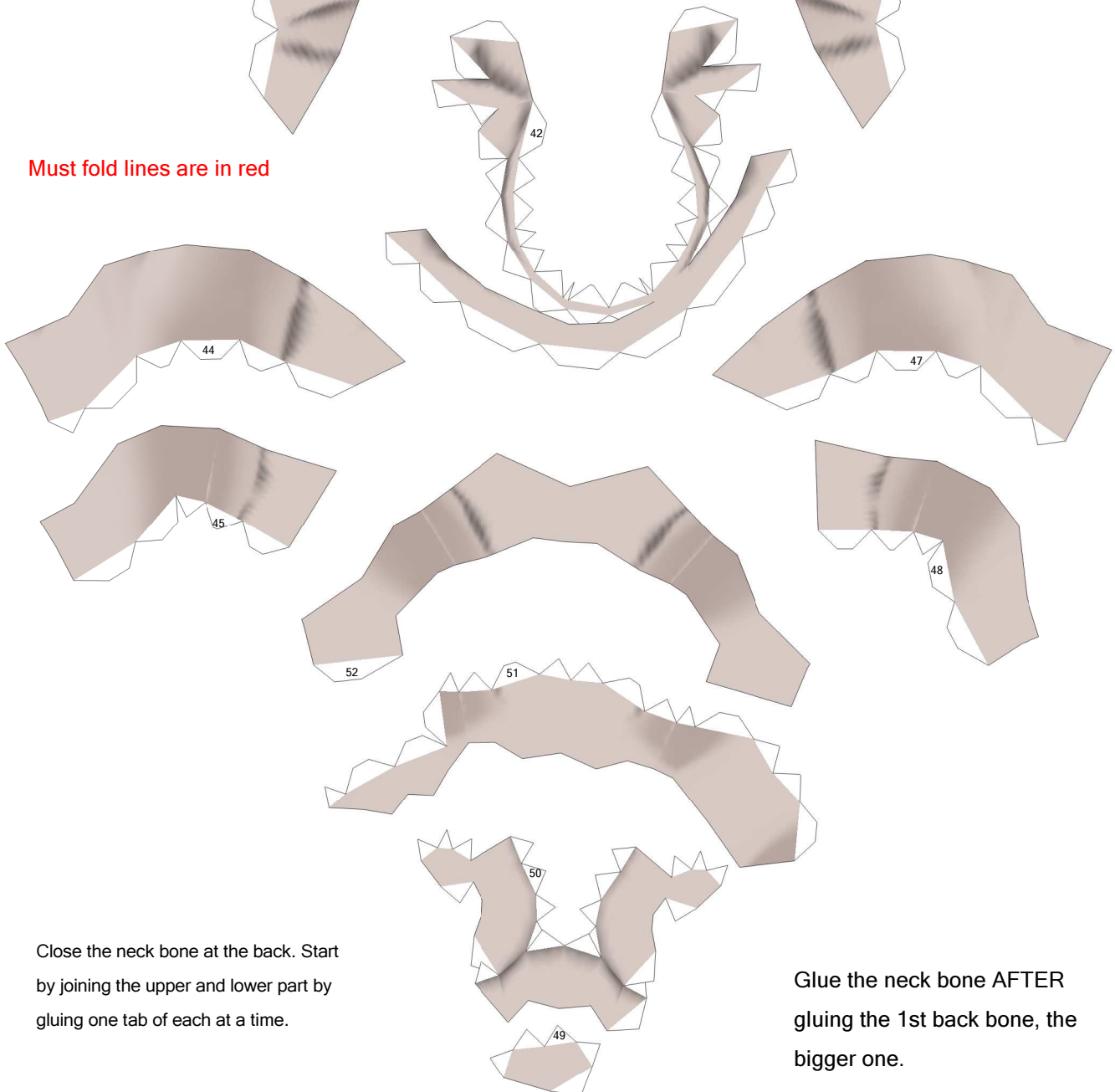
Join the horns and
piece 7 to
piece 6 before
closing the back of it.



NECK BONE



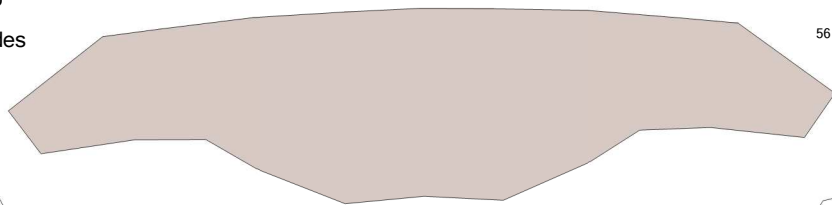
Must fold lines are in red



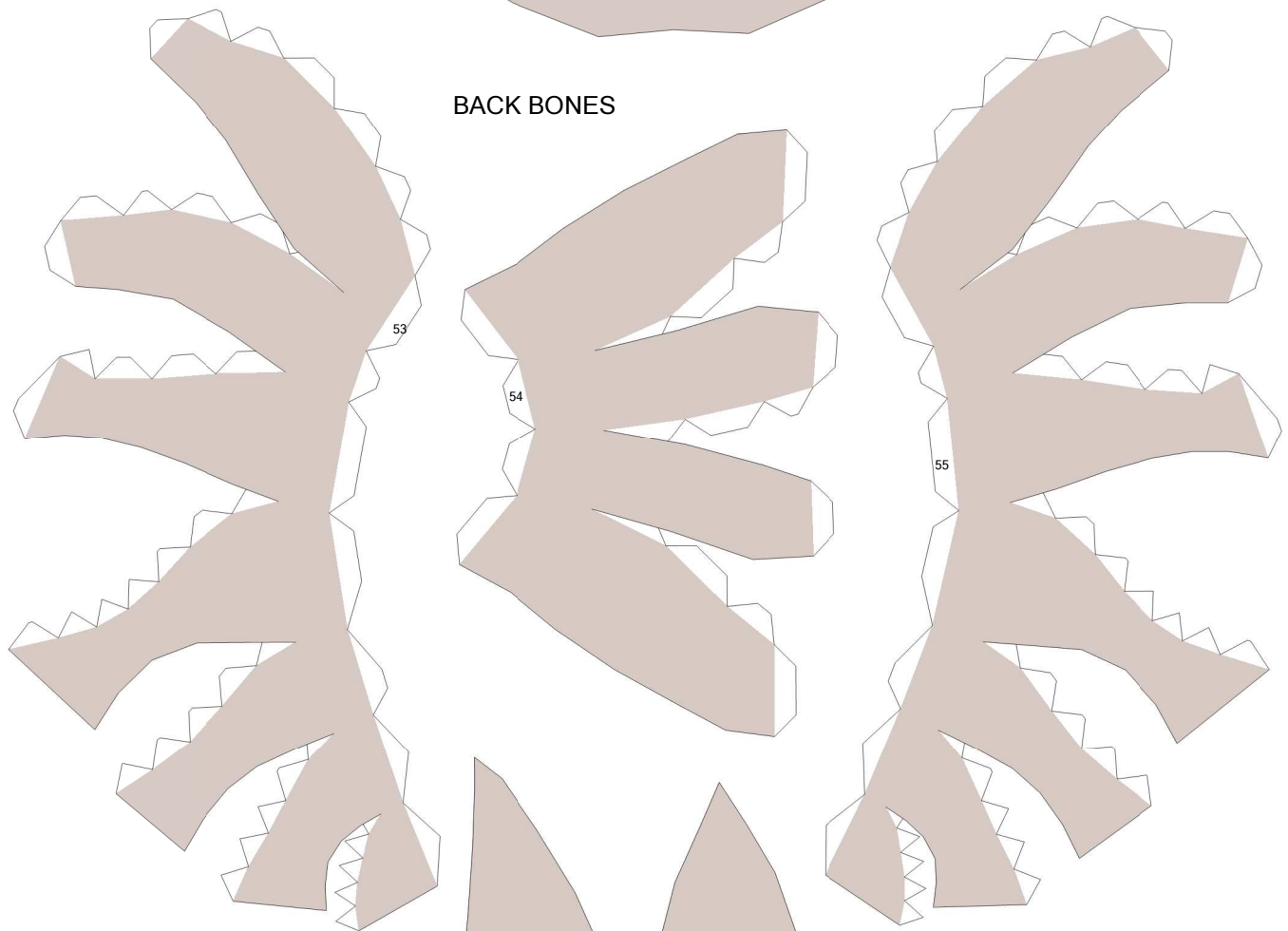
Close the neck bone at the back. Start by joining the upper and lower part by gluing one tab of each at a time.

Glue the neck bone AFTER gluing the 1st back bone, the bigger one.

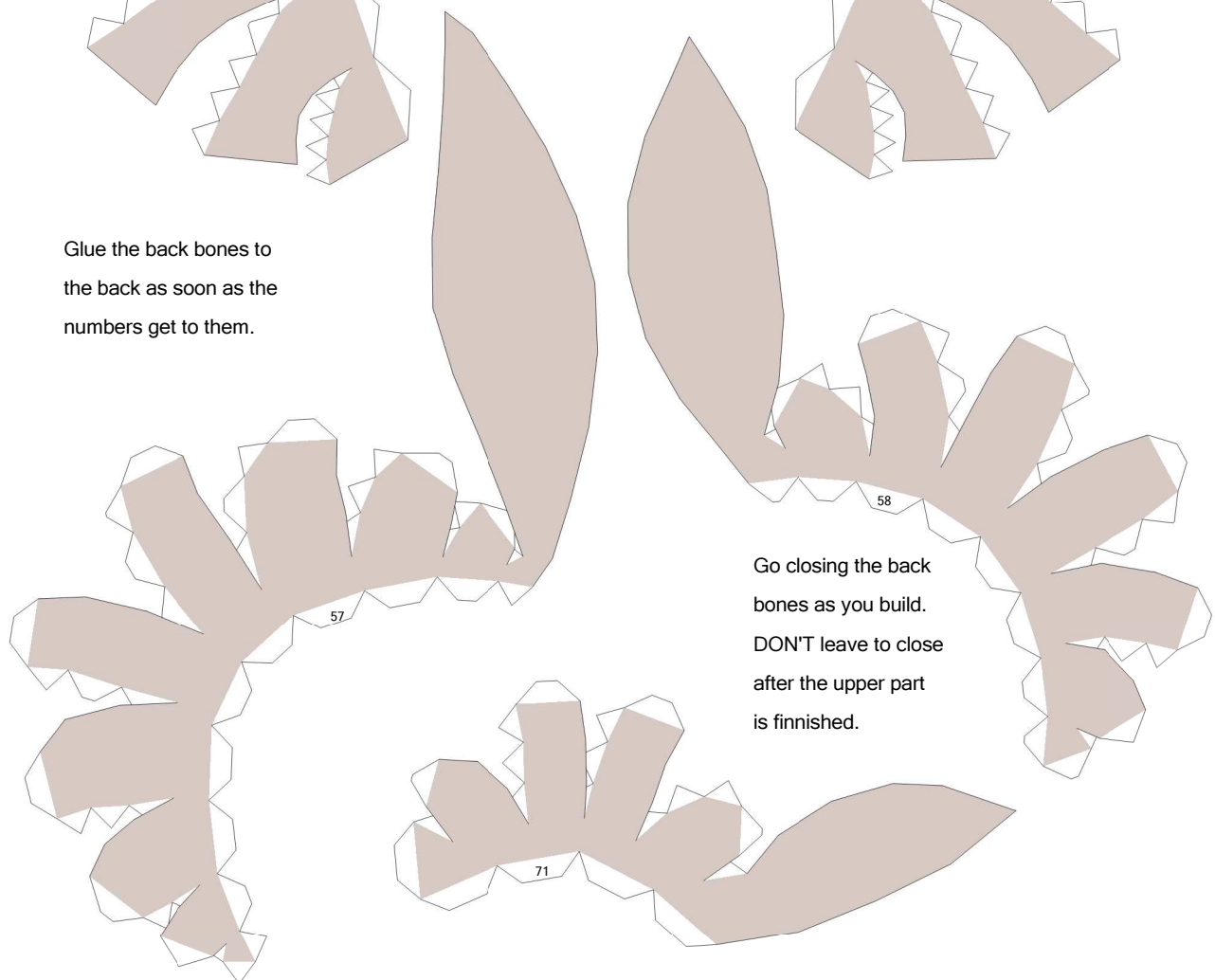
The bone that goes from 53 to 56 is closed only after both sides are joined with the middle.



BACK BONES

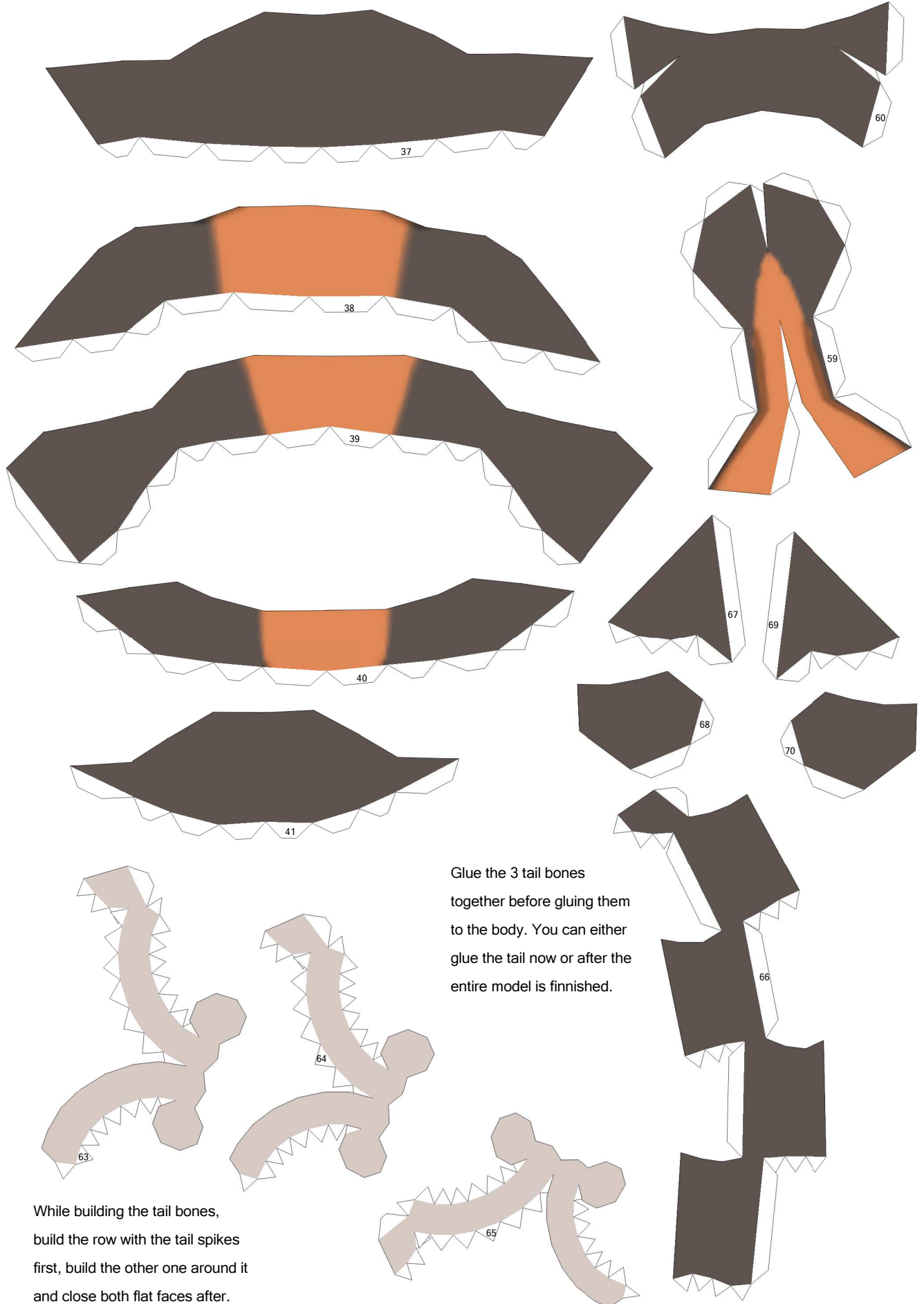


Glue the back bones to the back as soon as the numbers get to them.



Go closing the back bones as you build. DON'T leave to close after the upper part is finished.





Glue the 3 tail bones together before gluing them to the body. You can either glue the tail now or after the entire model is finished.

While building the tail bones, build the row with the tail spikes first, build the other one around it and close both flat faces after.



Close the model at the bottom of the feet.
Glue the toes tabs BEFORE closing it at the
flat of the feet.

Glue the nails as you go.