



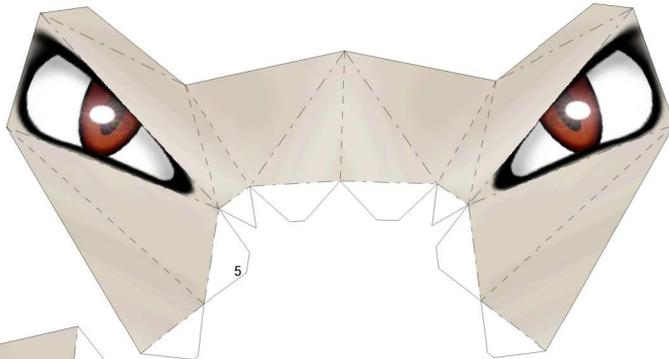
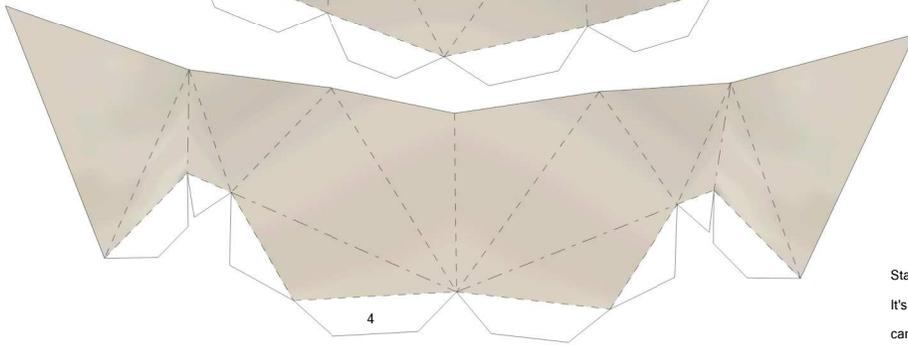
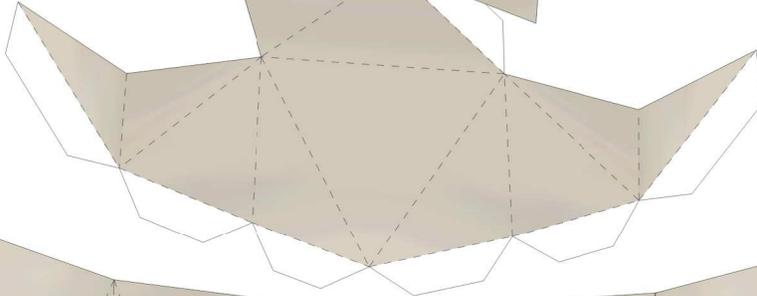
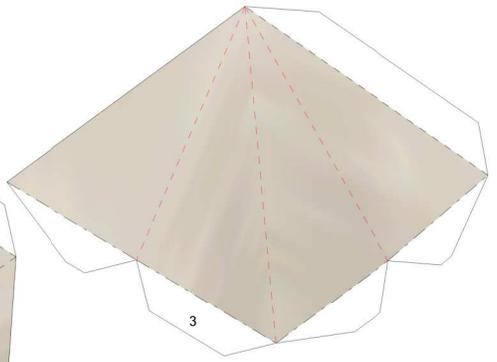
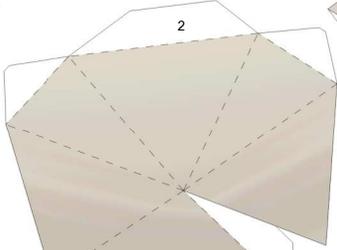
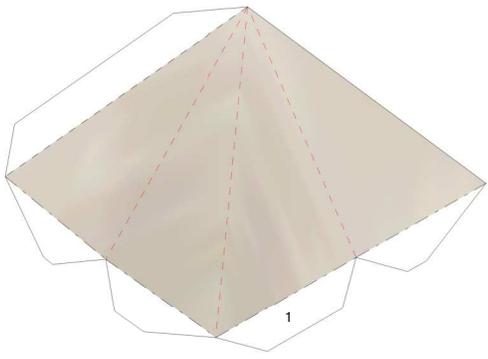
Marowak

By PODragon

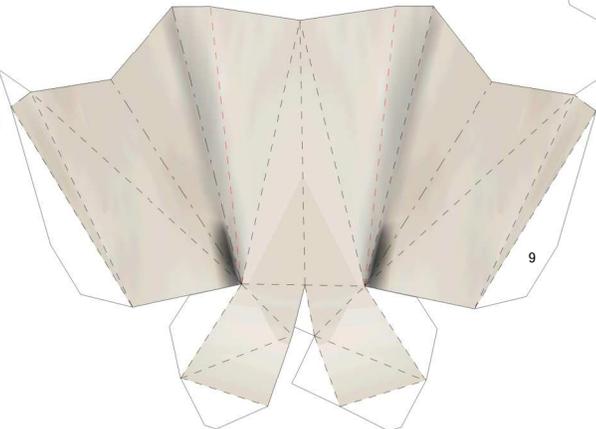
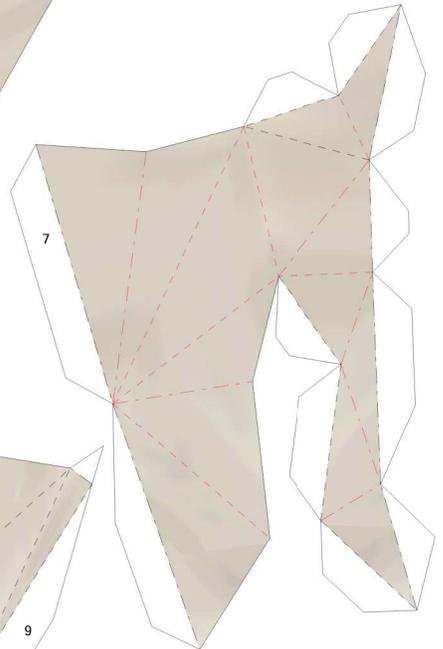
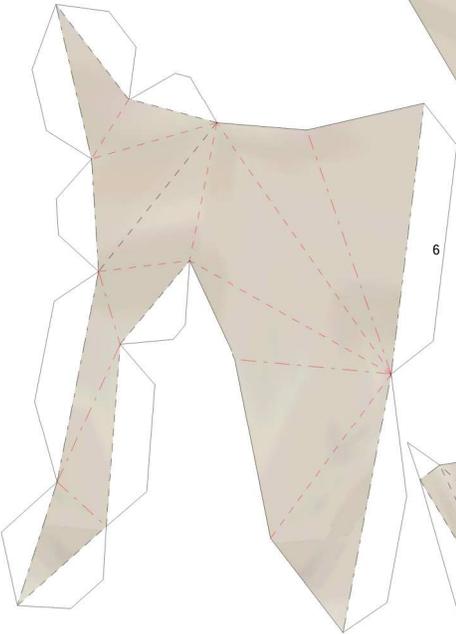
Build by LuIS

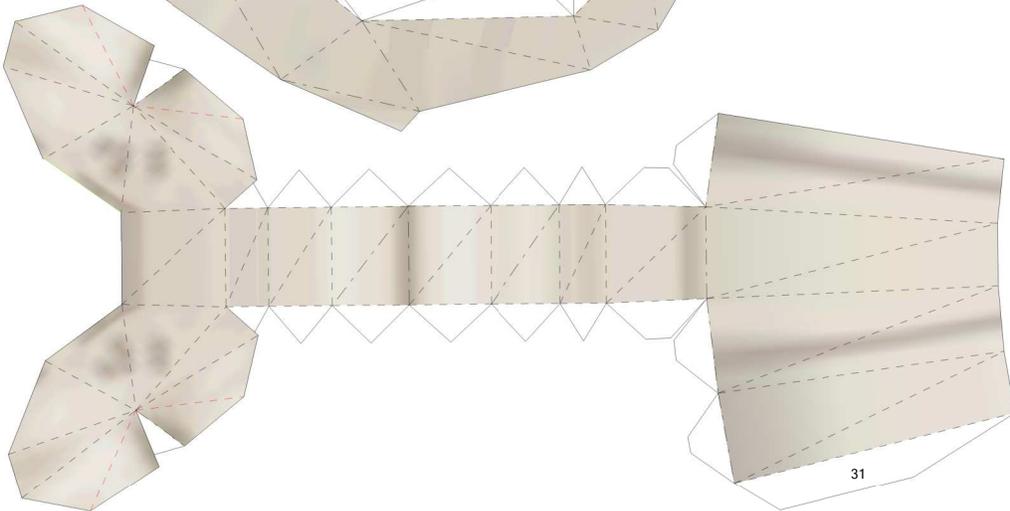
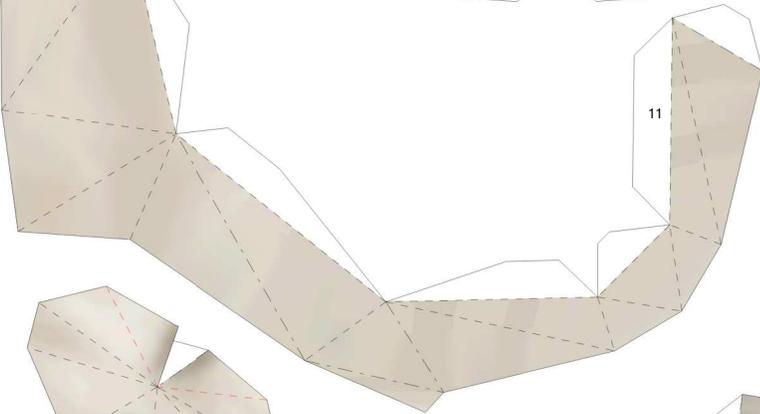
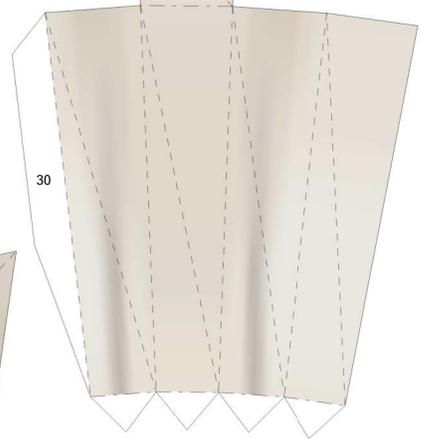
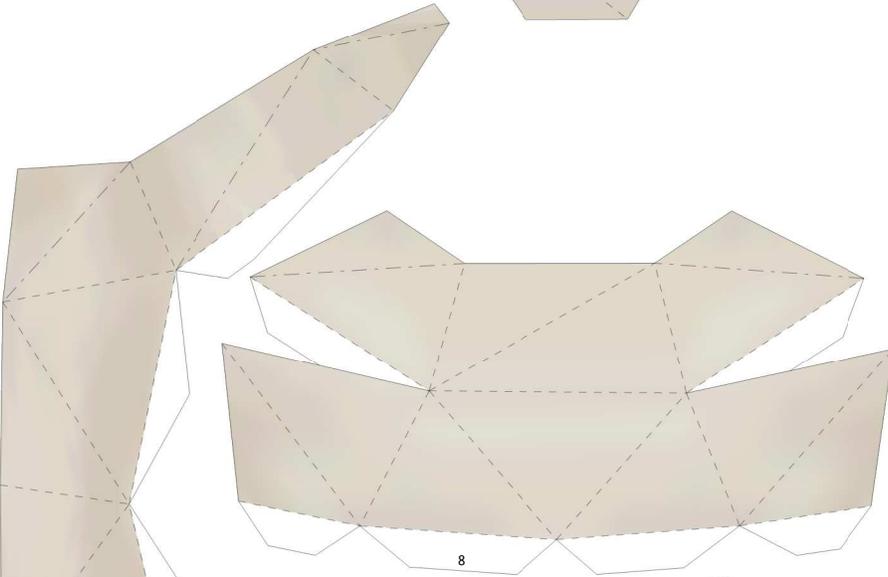
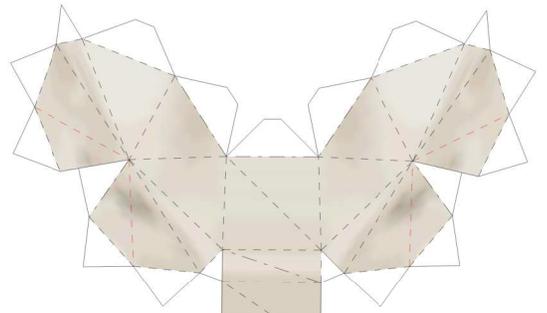
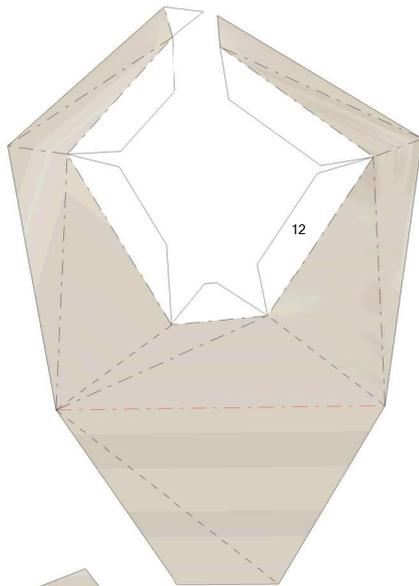
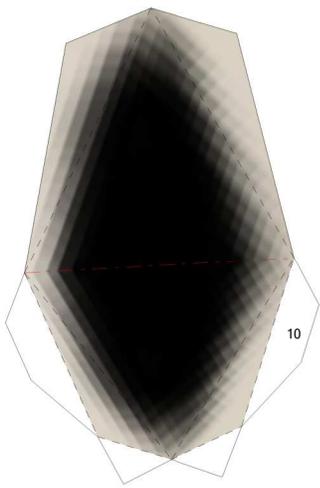
Paper Pokés
www.pokemonpapercraft.net

I suggest folding the lines indicated with a red color.



Start the model at the head.
It's not a hard part, just be careful with the last piece of the head. Some lines should be folded, they are indicated with a red line.
Start at the ears, build the top of the head, build the back and then the bottom of the skull.





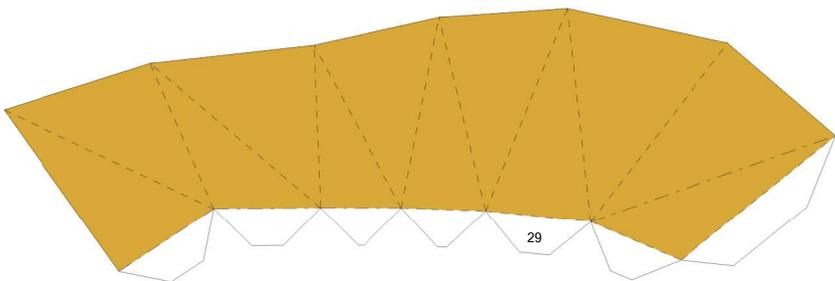
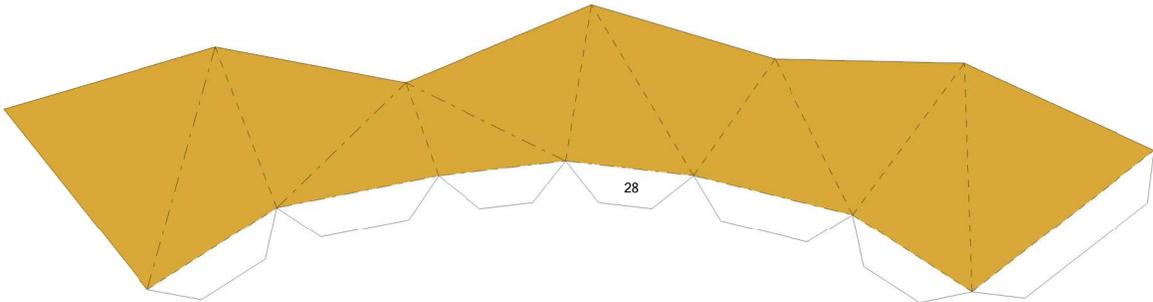
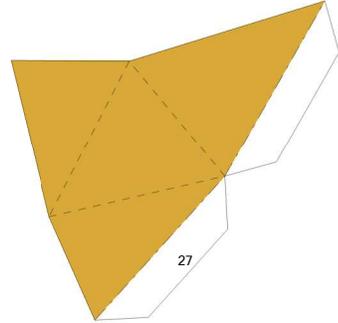
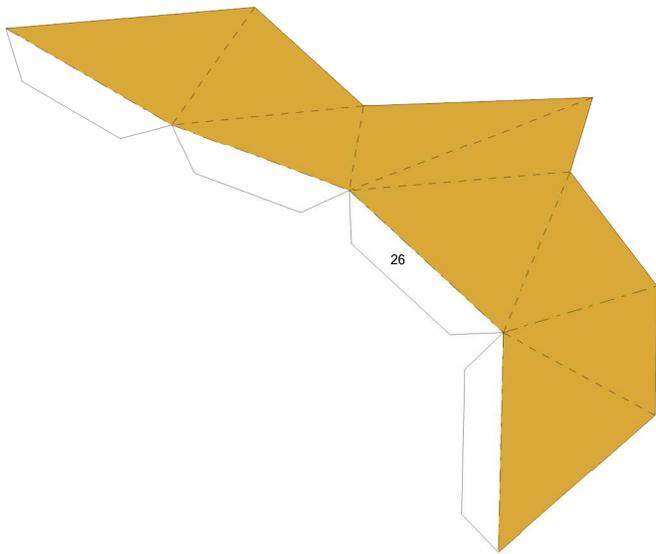
Build the bone starting at the top and close at the bottom. It's not an easy part. Close with the part indicated by the green line.



Build the arms from the hands up. Take your time with the hands and use the pdo as a reference. Also, for a perfect placement of the bone I suggest using magnets in the right hand and in the bone. Place the magnets in the place where both of the bone pieces connect and on the back of the hand.



Build the legs from the feet up. They are pretty simple. Join both the legs and piece 21 and join the entire set to the part of the body already built.



Close the model at the tail and glue piece 34 after it's closed. Also, keep in mind that it don't stand on it's own. You'll need some coins in the tail, just add some coins before closing untill it stands, and after closing, make the coins go to the tail by carefully moving the body. Don't forget to place the bone before counterweighting.

