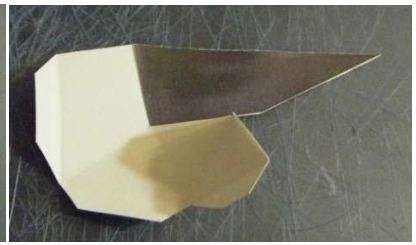
THE FEET AND LEGS







Build the right foot(RF1-RF8), and build up from the foot to the ankle, then up half of the calf (RF13) Double side the calf spike (rf14 and the other piece on the bottom of the page) and fold over to create the spike.



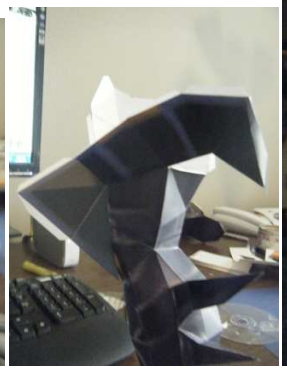
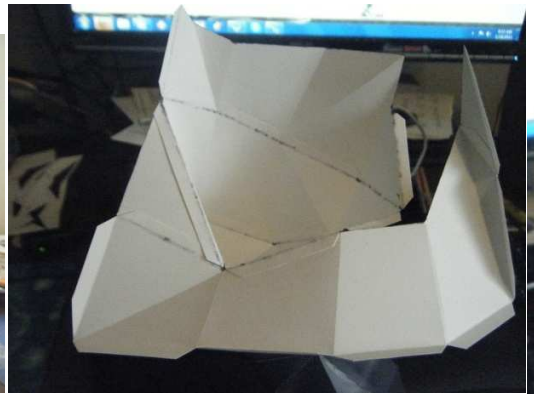
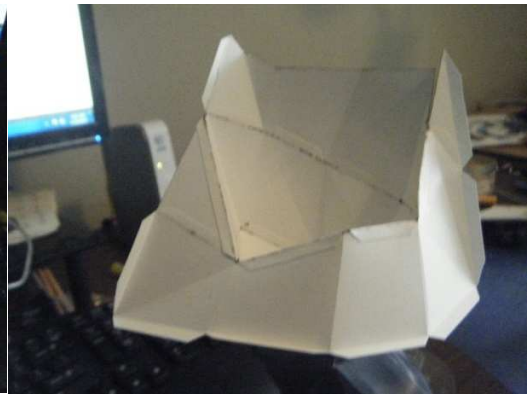




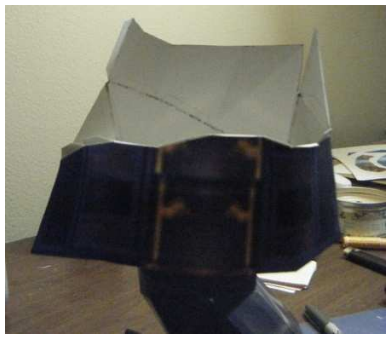

Create the other calf spike(RF15). Build up around the calf, but leave the top(I suppose the knee open, this'll make it easier to fit the spikes in) and put the spikes in place. Then continue building up the leg all the way up to (RF24). Repeat with the other leg. (LF1-LF24)

THE SKIRT AND WAIST

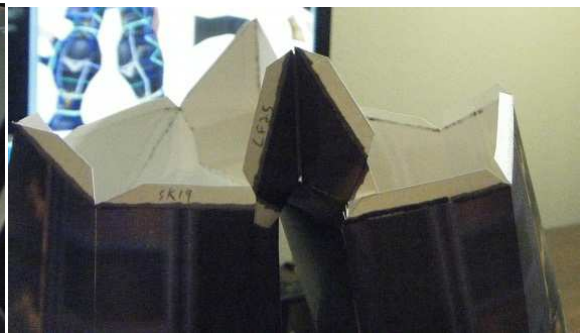


First assemble the inside part of the skirt(SK15,16,17), then attach it to the leg(Refer to PDO). Fold down and glue all parts of this "inside skirt portion" to the leg.



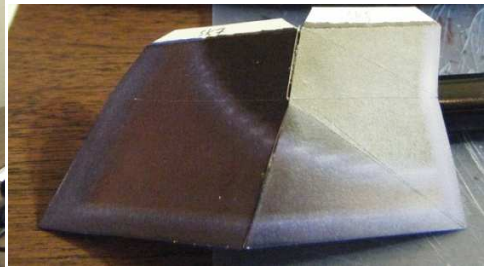




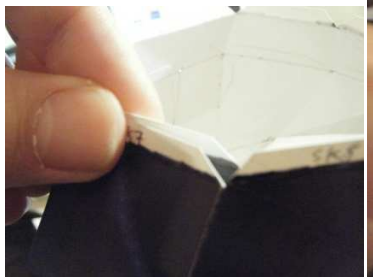
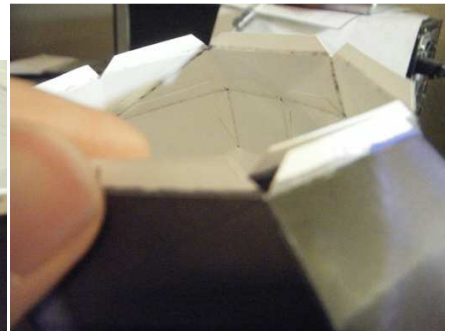
Then you can start building up the outside part of the skirt starting with SK18. Refer to the PDO to see how the other pieces fall into place. Repeat this process for the other leg. Assemble the crotch connecting piece for the front, and back, glue both the legs to the connector pieces. (LF25,LF26,RF25,RF26)





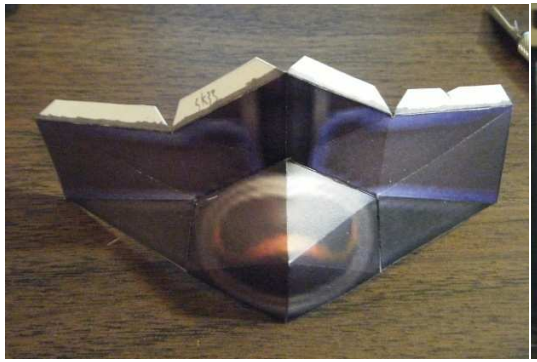
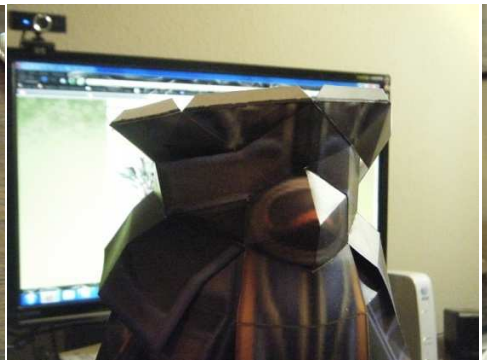


From there you'll want to start building around the butt. Pay attention to this area, because you'll need to insert the "back skirt"(SK5-SK6) as pictured. Create the side skirts (SK7,8,9,1; SK11,12,13,14).

After you have created the side skirts place the flaps back to back with the torso (see picture) and glue in this manner. Don't fold them over otherwise you'll have a hard time attaching the torso.

THE BELT AND TORSO

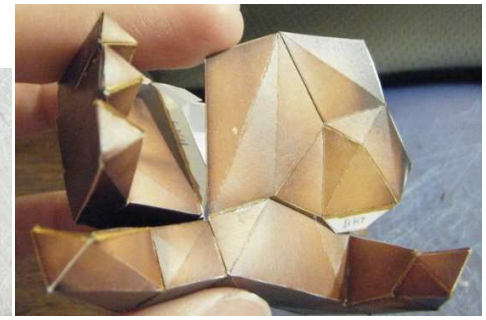


Build the belt area(SK32,33), and attach it to the bottom half of the body, placing the front skirt(SK1,2,3,4) in place first, keep building up the torso with pieces(T1-T9) you should keep building up till your model looks like the last picture.

THE HANDS AND ARMS

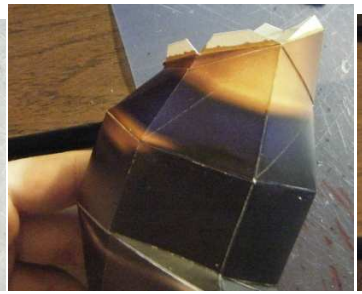
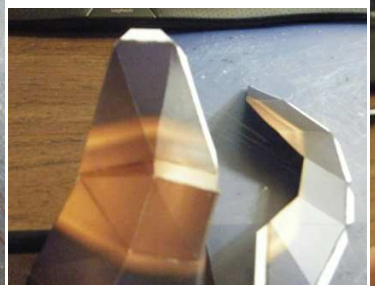






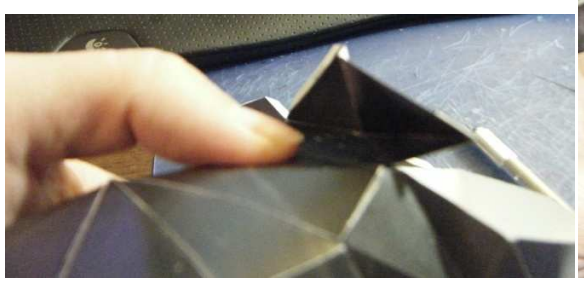
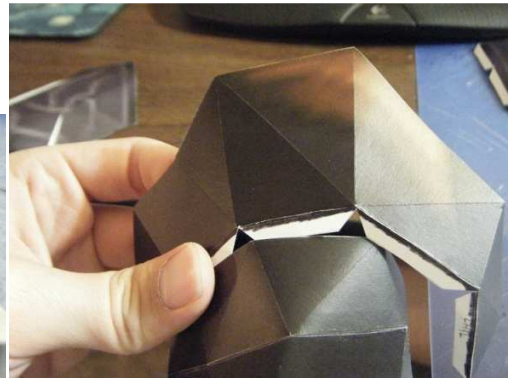
Layout the hands(this is for the left hand…I forgot to take pictures of the left hand, but they're both the pretty much the same), and build from the fingertips until you have used all the pieces on the page.




Build up the wrist, and forearm. Continue up the elbow, and up to the shoulder.



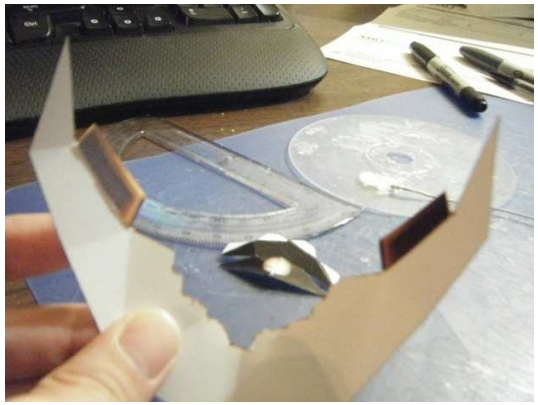
Build the armpit pieces, and then attach the shoulder parts. Refer to the PDO.

Do the same thing for the other hand/arm.




Next attach the arm and the back (T11, T12), and do this for the other part of the back and the other arm.

THE NECK AND THE HEAD

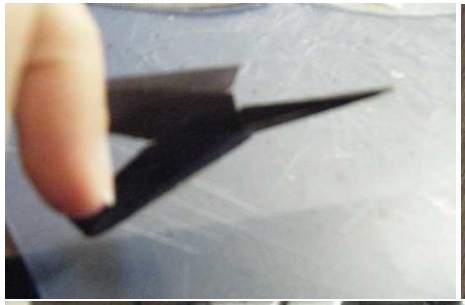
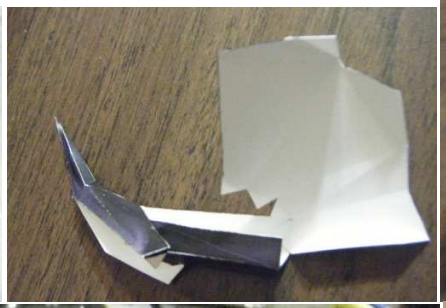




Create the outside of the neck guard(H33, H34). Notice the “collar” portion is folded over. Next double side the inside of the neck guard. Then attach it to the torso portion of the neck with the neck guard (H32).



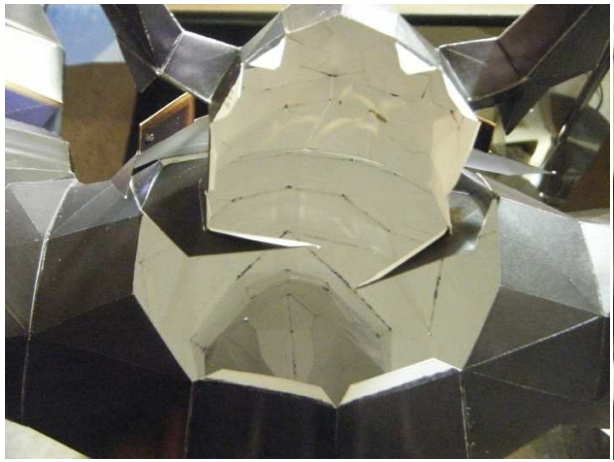
Build up from the neck piece and create half way up the head.(H1-H5)

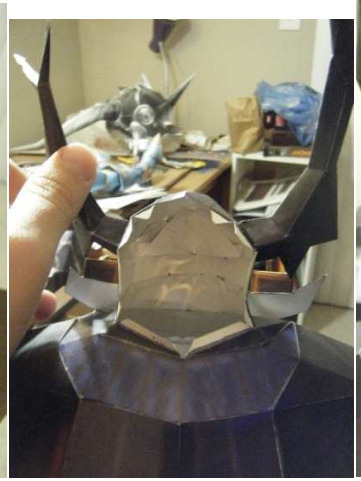







Create the horns(H15-H10), and attach them to the top part of the head(H8)glue H7 to the top part of the head as well. Attach the other horn (H17-H26) and then glue the top portion onto the head. Be careful when you're doing this. Pay attention to the PDO to see where you need to glue the top and the bottom part of the head together.

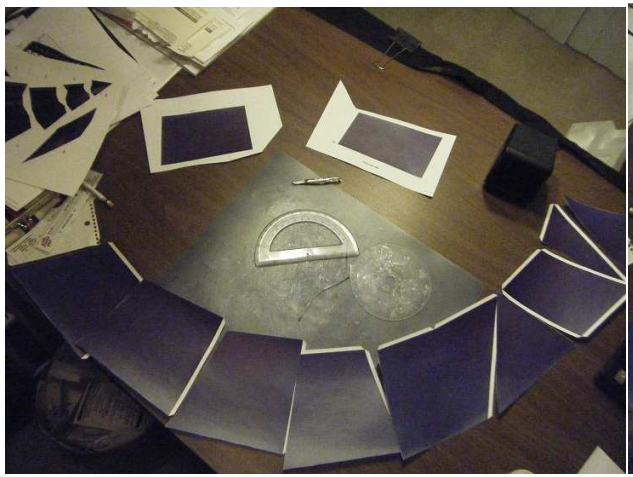
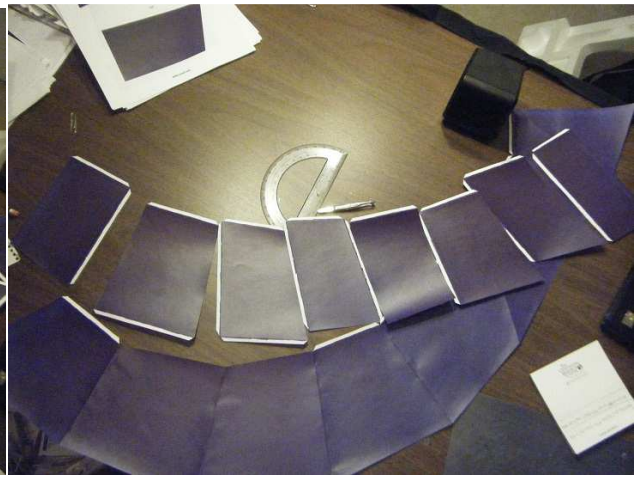
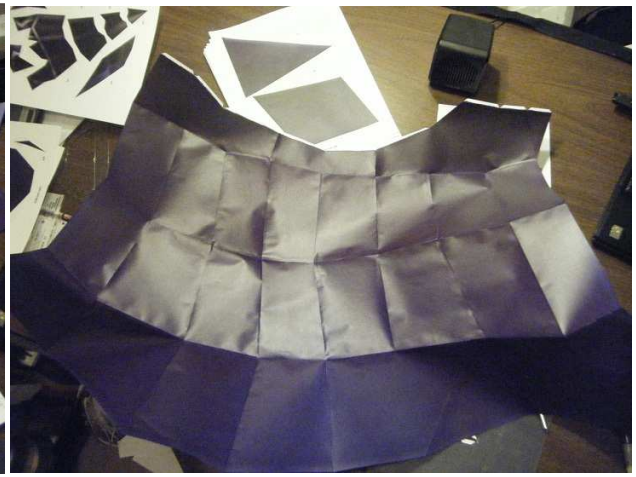





Next attach the head to the torso, you'll need to put in piece T10 first. Next glue the front part of the head first and follow through towards the back part. Then glue piece T13. This way I'll end up with a hole in the back of head as my "closing point". By doing this I avoid any weird holes that might show up in the front of the model from my amateur building ability. Next build the spike/sun looking thing on the top of the head(H29-H31) and attach it to H9, glue this to the top of the helm. Assemble the back part of the head(H27,28), and glue it onto the flaps to close the head.

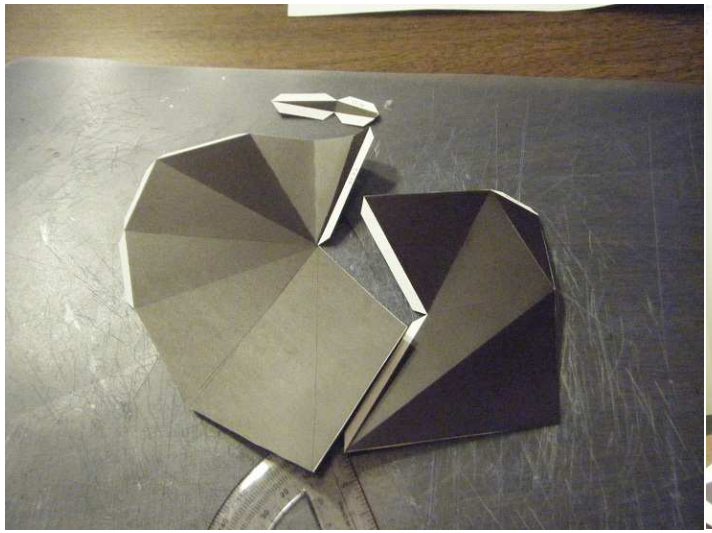

You should have something along the lines like this now. CONGRATULATIONS you've built most of the model

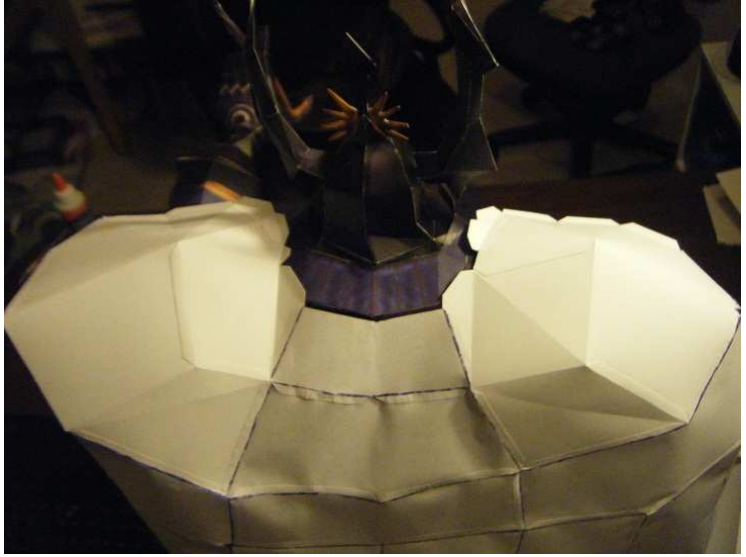
THE CAPE

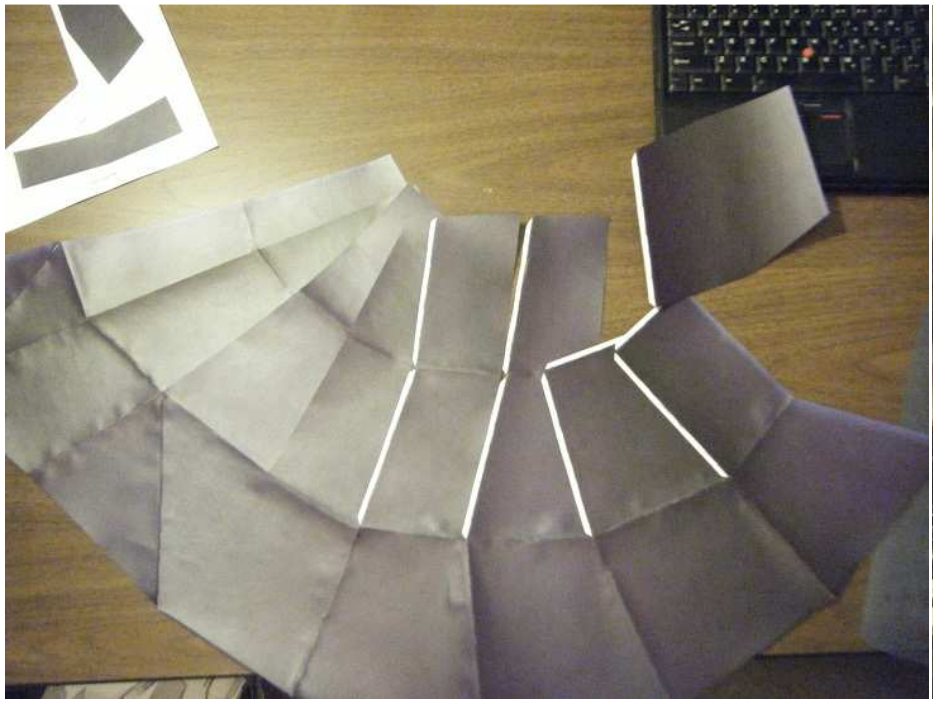
Start with the inside of the cape. Lay out the capes in the horizontal bands. Glue the bottom band together and then the second to bottom, repeat for four bands, and glue them all together. Below is a table to try to help you figure out which pieces are positioned where, as usual if you have trouble consult the PDO.

INSIDE PART OF CAPE	OUTSIDE PART OF CAPE
(IC35,36,37) (IC27,28) (IC32,33,34) (IC30,24,41,10) (IC20,19,23,22,21,26,25,29) (IC11,13,14,6,16,15,1,17) (IC2,3,5,7,9,1,12,4,8)	(OC26) (OC24)(OC18,20)(OC28) (OC19,22,21,25,24,23,27) (OC7,17,16,15,9,14,13,11) (OC1,4,2,6,3,5,8,10,12)



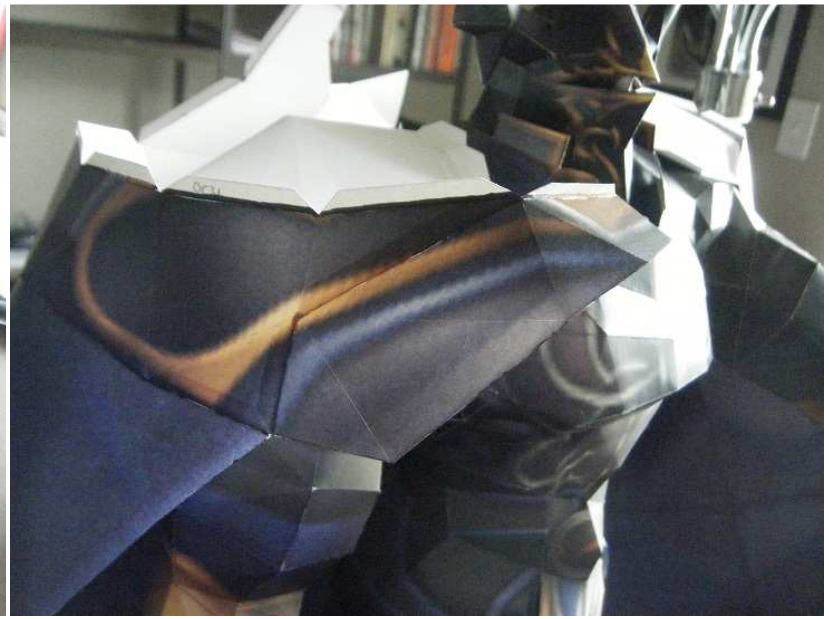


Create the inside pauldron parts. For both sides, and attach to the cape. For now you can just rest the cape on the model. We'll glue it on in the end. By not gluing it on to the torsO now it makes it easier to maneuver when attaching the outside part of the cape/pauldrons.

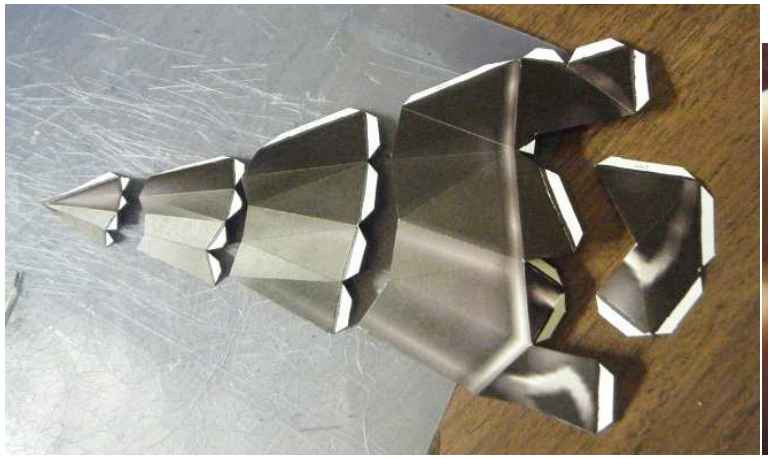



Repeat the process for the outside part of the cape, and attach both inside and outside part of the cape. You can choose how you want to glue the two together, but I suggest just gluing along the edge all the way around, this way you'll avoid any akward glue placement lines in the middle of the cape, and avoids wrinkling. But like I said it's up to you.

THE PAULDRONS

Build the right pauldron upwards





Build the horn for the right pauldron, and attach it to the horizontal band.





Now add this to the part you started before. Topi it off, and you should have the right pauldron completed





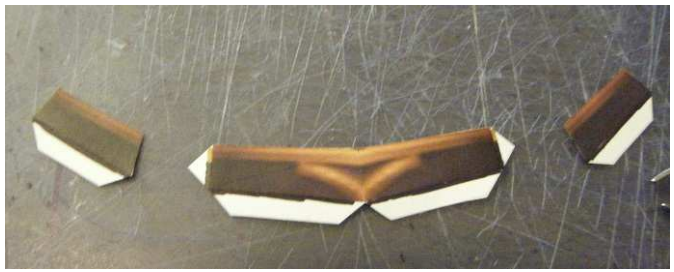

Build upward on the left pauldron. Doubleside the left pauldron spike, and trim the excess, then attach it to the “base”



Then fold over the base part to complete it.

Finish building up on the left pauldron, and glue the pauldron spike on top of it.

THE COLLAR





Glue the collar together and attach it to the neck guard so that he has a collar that seemingly goes around his neck.

THE FINAL STEP



If you have done as I suggested before, and your cape was just resting on the model, then at this point you need to line up the marks on the cape with the lines on golbez' upper back and glue them together.



Golbez at last