

## AUTOBOT

## CLIFFJUMPER

Revision 1.1

STRENGTH	INTELLIGENCE	SPEED	ENDURANCE	RANK	COURAGE	FIREPOWER	SKILL
4	4	7	4	5	10	7	5

**Motto:** "Strike first, strike fast, strike hard!"

**Function:** Warrior

**Class:** Minibot

**Profile:** Eager and daring, determined to take down the Decepticons. Acts first, doesn't usually bother with asking questions. Very maneuverable when on the road, but rough terrain causes him some problems. Carries glass gas which makes enemy armor brittle as glass. His recklessness often causes him mechanical failure or places him into dangerous situations that he can't handle.

**Weapons:** Laser Pistol.

## INSTRUCTIONS

## CLIFFJUMPER

**Setting Up:** Print out the parts page and be sure to let the ink completely dry. Get out some white glue and a decent pair of scissors.

**Head Assembly:** Cut out head and head brace pieces. Fold head into box and glue into shape. Fold brace into a prism and glue into shape. Glue head onto brace where indicated.

Cut out head lock piece. Fold into box. Before gluing into shape, insert head assembly into head lock so that the head swings 90 degrees from back to top. Carefully glue head lock into place, making sure not to glue it to the assembly. Allow to dry.

**Arm Assembly:** Cut out shoulders, fold and glue into open boxes. Cut out arm locks, folding and gluing into open boxes of their own. Take one shoulder and glue it to the marked area on an arm block. Repeat for other shoulder.

Cut out arms, folding and gluing into a 'rear fender' shape. Glue shoulder to marked area on its matching arm, then repeat for other arm. Allow each arm assembly to dry.

**Torso Assembly:** Cut out torso, fold and glue the sides and bottom into a box, but leave the top free. Insert arm locks into sides of torso. Glue down top torso flap, securing arms in place. Arms should slide within the torso freely but snugly.

Glue the head assembly to the top of the torso so that the head rotates on top and in front. Allow to dry.

Cut out canopy and, as usual, fold and glue into shape. Glue canopy to the front part of the torso, so that the head will tuck into the back of the canopy. Allow to dry.

**Leg Assembly:** Cut out upper legs. Fold and glue into boxes. Cut out leg brace, folding and gluing into a triangular prism. Glue leg brace to the bottom of the upper legs, on the outside of the brace, leaving a small area in the middle. Allow to dry.

Cut out hood piece, fold into a box. Before gluing down, insert leg assembly into the hood.

When glued, the upper legs should slide freely within the hood. Glue exposed part of upper legs to the bottom of the torso.

Cut out front fenders and fold and glue into shape. Glue to sides of the hood. Allow to dry.

Cut out two heel pieces, fold into small boxes and glue into shape. Use heels to balance figure in robot mode, gluing to the back of the hood as needed.

**Vehicle Finish:** Cut out all four tire pieces and fold into shape. Each tire will have a full 'outside' face, and a half 'inside' facing. Glue tires onto the fenders and hood piece where needed. Use the 'I-shape' made by the back of the outside face to secure tires onto the figure. Let assembly dry.

**Transformation:** To Transform into robot mode, slide down hood to form robot legs. Extend arms from sides. Rotate head out of canopy. To return to vehicle mode, reverse the order of these instructions.

---

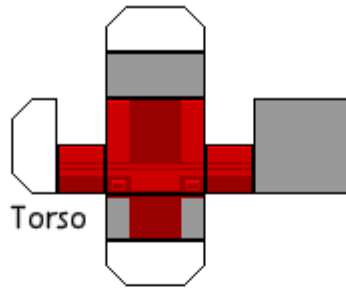
Paperformers (c)2003-2010 Neale Davidson

This is not a product officially created or maintained by Hasbro, Inc. Transformers™ and all related works are trademarks of Hasbro, Inc, Pawtucket, RI 02862, USA. All Rights Reserved. This guide is not intended to infringe upon these property rights of Hasbro, Inc, and has been established for entertainment purposes only.

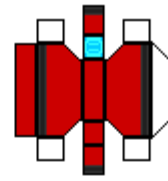
Shoulders



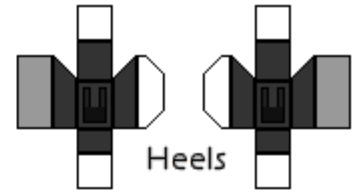
Arm Locks



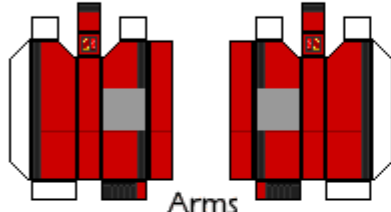
Torso



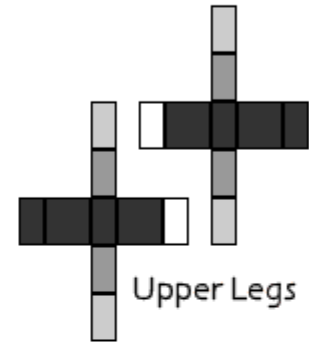
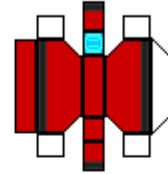
Fenders



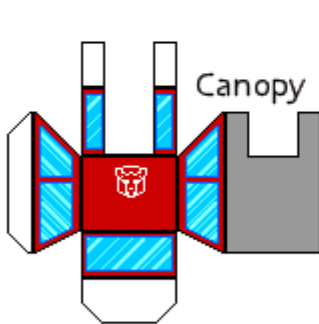
Heels



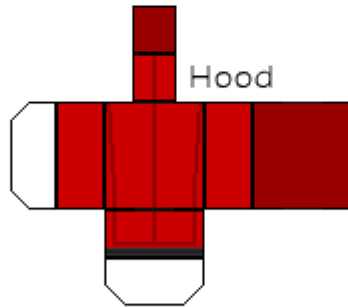
Arms



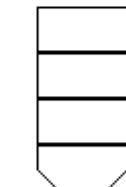
Upper Legs



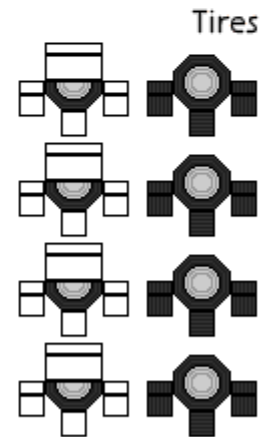
Canopy



Hood



Leg Brace

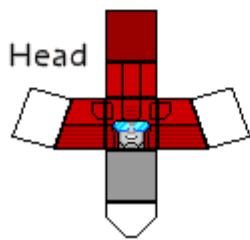


Tires

Head Brace



Head



Head Lock

