



## **BLASTER**

Allegiance: Autobot

Function: Communications Commander

Quote: "When the music is rocking, I'm rolling!"

Biography: Enjoys all music, but seems to be unable to function unless he's playing rock-and-roll through his impressive speaker system. Brave, charismatic, in tune with human popular culture. Acts as the Autobot communications center, coordinating radio traffic between his comrades, and eavesdropping on and deciphering Decepticon signals. Carries electro-scrambler that disrupts the balance centers of enemies, blaster rifle. Often prone to boredom if he can't 'crank it up'.

Strength								8		
Intelligence								8		
Speed		2								
Endurance								8		
Rank							7			
Courage									9	
Firepower							7			
Skill									9	

### **INSTRUCTIONS**

Supplies: To create these Paperformers, you will need white glue, and scissors. If you're confident in your skills, a ruler and exacto knife can be used to cut out the edges of the parts.

**CHANGE!** Head Assembly: Cut out the parts labeled 'head', 'head brace', and 'chest cog'. Fold the head into a box and glue into shape. Fold the head brace piece into a triangular crossbar and glue. Glue the back of the head piece onto the center of one of the crossbar's sides.

Fold the chest cog into a box and glue all the sides except the small tabs on top. Let dry. Slide head piece into to the chest and then glue down the tabs to secure the head piece in place. The head should be able to slide into and out of the chest freely.

**CHANGE!** Cassette Holder: Cut out the 'hatch', and 'chest' pieces. For the hatch piece, cut and fold into a box with a large hole facing the front. Glue the head assembly onto the back of the hatch piece so that the face faces the same direction as the hole.

Fold the chest piece so that it creates a 'holder' for cassette figures. Glue into shape and let drive. Insert the chest piece into the hatch piece.

Cut out the hatch joint piece, fold into a box with holes on each end. Glue into shape and then onto the underside of the chest, in the space made by the hatch. Cut out the 'hatch socket' piece and feed it through the hatch joint before gluing it into another open box. The hatch joint and socket should move freely inside one another.

Cut out the two 'hip' pieces and glue into boxes. Glue to the underside of the hatch piece and to either side of the hatch socket. The hatch socket and joint should still move freely.

Cut out the torso piece and fold into a box, gluing it into shape. Glue torso behind the hatch and under the chest cog piece. Let assembly dry.

**CHANGE!** Arms: Cut out the two shoulder and arm joint pieces. Fold the arm joint pieces into a box and glue them to either side of the

upper chest cog so that the holes of the box face up and down. Leaf in the arm joint pieces and glue them into shape, being sure that the shoulders slide back and forth freely.

Cut out the arm pieces and fold and glue them into boxes. Glue each arm to the underside of its matching arm joint. Arms should still slide freely.

Cut out the 'back' piece, folding it into a box and gluing it into shape. Glue it vertically to the back of the assembly. Arms should be slightly secured when tucked into the body.

**CHANGE!** Legs: Cut out the four thigh pieces. Fold two of them into boxes and glue into shape. Glue the two boxes under the 'hip' pieces with the holes facing forward and back.

Cut out the two 'upper leg' pieces. Leaf through the attached thigh pieces and glue into shape. Thigh and leg pieces should slide freely.

Leaf the remaining two thigh pieces through the upper leg pieces. Glue into shape. As before, make sure the pieces move freely.

Cut out the two leg pieces. Glue one to each loose thigh piece. Legs should be able to swing freely, with the front of each leg lined up to the front of the chest assembly.

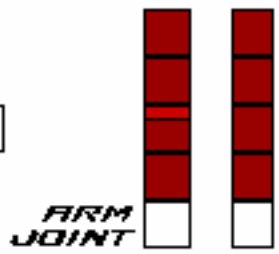
Cut out 'cod piece' and fold into a box. Glue to the bottom of the hatch joint, making sure that the piece swings freely with cassette door. Let Assembly dry.

Cut out leg cowls and wrap them around the upper leg and thigh pieces. Glue only to the upper legs. The legs should swing around freely.

**TRANSFORM!** To form condor mode, extend head and arms from body. Swing legs down from sides. To return to cassette player mode, reverse order of instructions. Cassettes can be held in chest.



HEAD



ARM JOINT

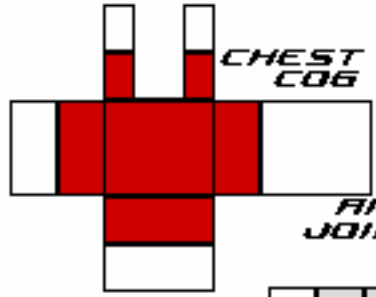


THIGH

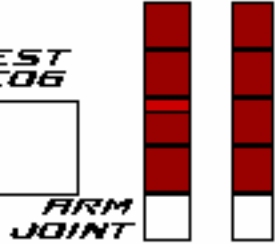


THIGH

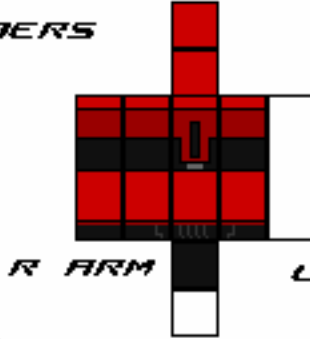
SHOULDERS



CHEST COG



ARM JOINT



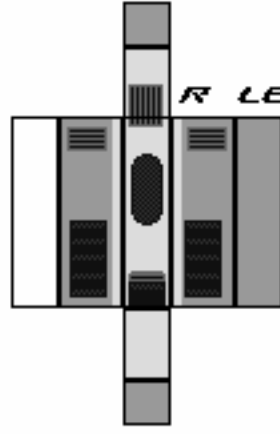
R ARM



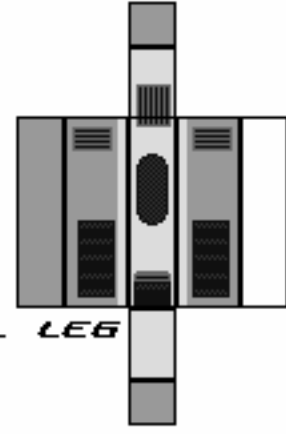
L ARM



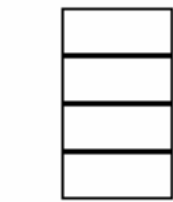
UPPER LEGS



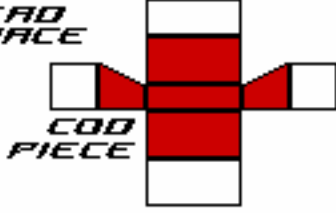
R LEG



L LEG

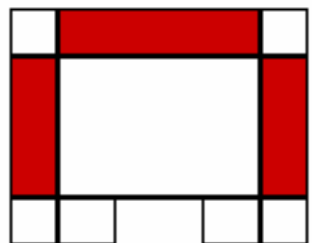


HEAD BRACE

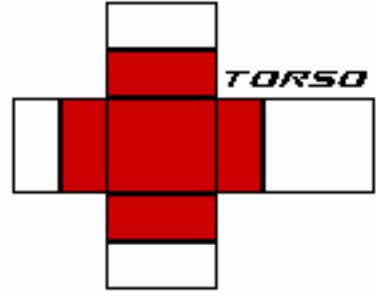


COG PIECE

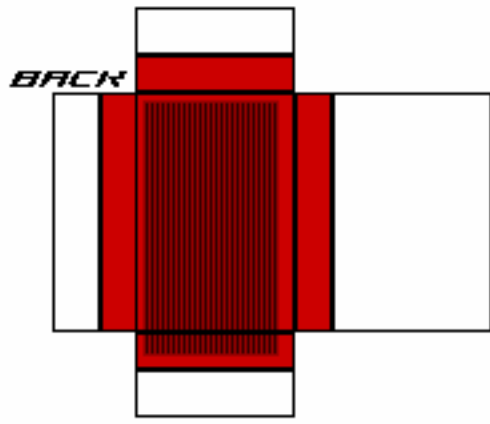
HATCH



CHEST



TORSO



BACK



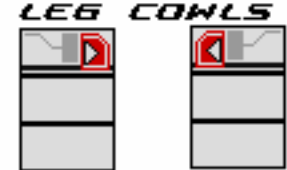
HATCH JOINT



HIP



HIP



LEG COWLS



HATCH SOCKET

