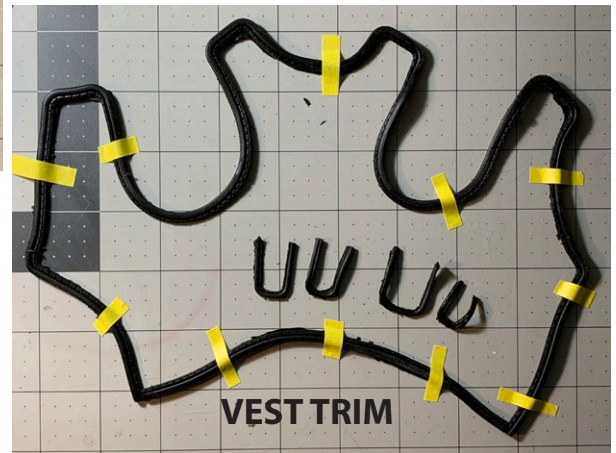


# INSTRUCTIONS



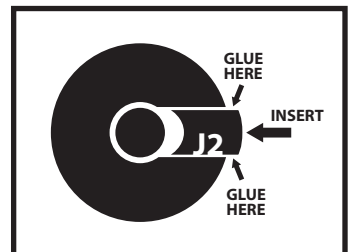
## SUPPLIES NEEDED

|  |                                      |
|--|--------------------------------------|
| Hob-E-Lube Dry White Lubricant with Teflon (or comparable product) | E6000 Glue                           |
| Sandpaper  | Rustoleum Warm Caramel Satin #334083 |
| Spot filler putty  | Spray Gloss Black                    |
| 2-Part epoxy   | Semi-gloss Black enamel model paint  |
| CA Glue ("Super glue")   | White enamel model paint             |
|  | Light Green enamel model paint       |

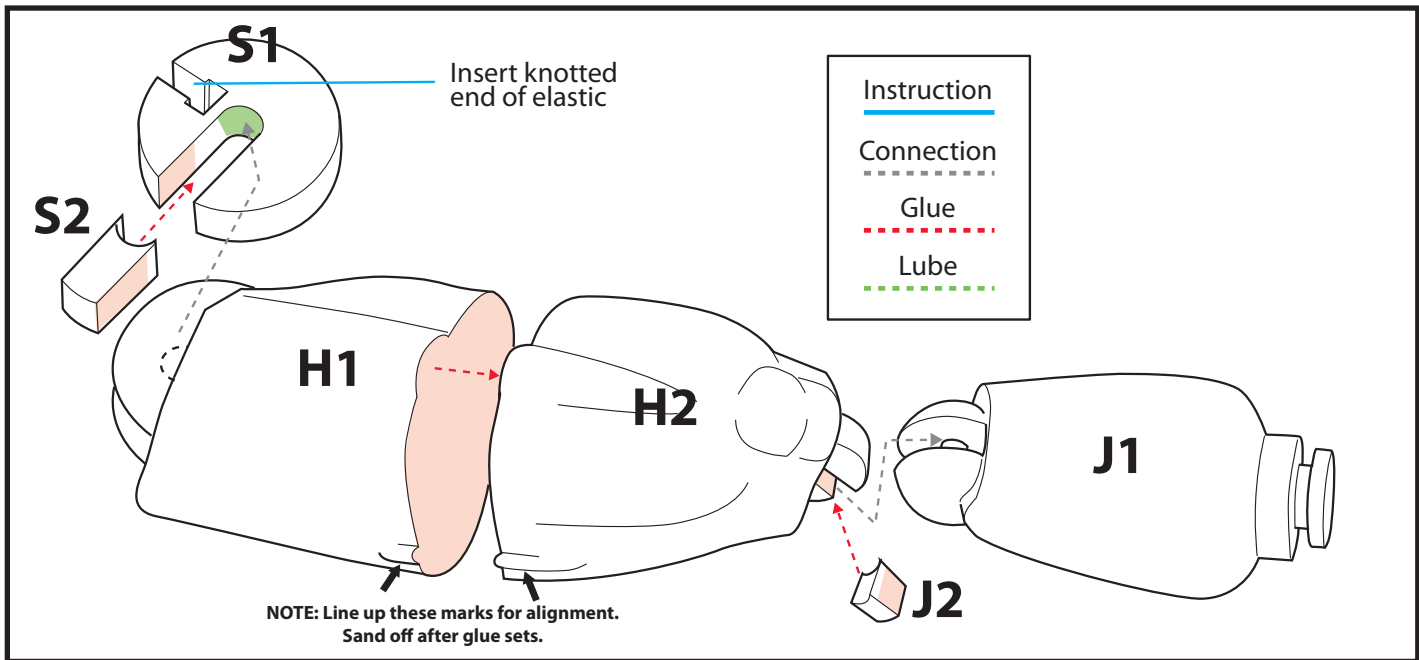
**NOTE:** I mold all parts in the approximate color to make painting easier. Getting an exact match is difficult and inconsistent so the kit is intended to be painted.

## ASSEMBLY

1. Wash resin parts in water with a mild dish soap like Dawn. Use a toothbrush to get in all the small areas.
2. All joint parts contain an axle with a thin plastic wall under it (necessary for molding). You'll have to remove this wall before assembling. Make sure to run a strip of sandpaper UNDER the axle to clear any excess plastic. The **SHINS (J1)** are the first part where you'll experience this. Once you clear the axle, test fit it into the hook at the narrow end of **THIGH H2 (or U2)**. Shins are universal but thighs are not (more on that later). This is the knee joint and should move like a knee. Once

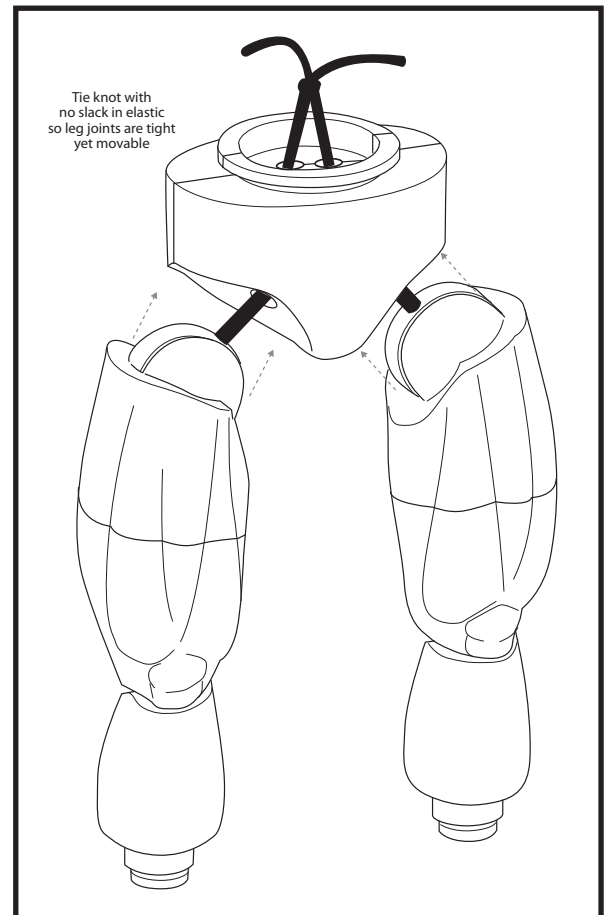


# Legs

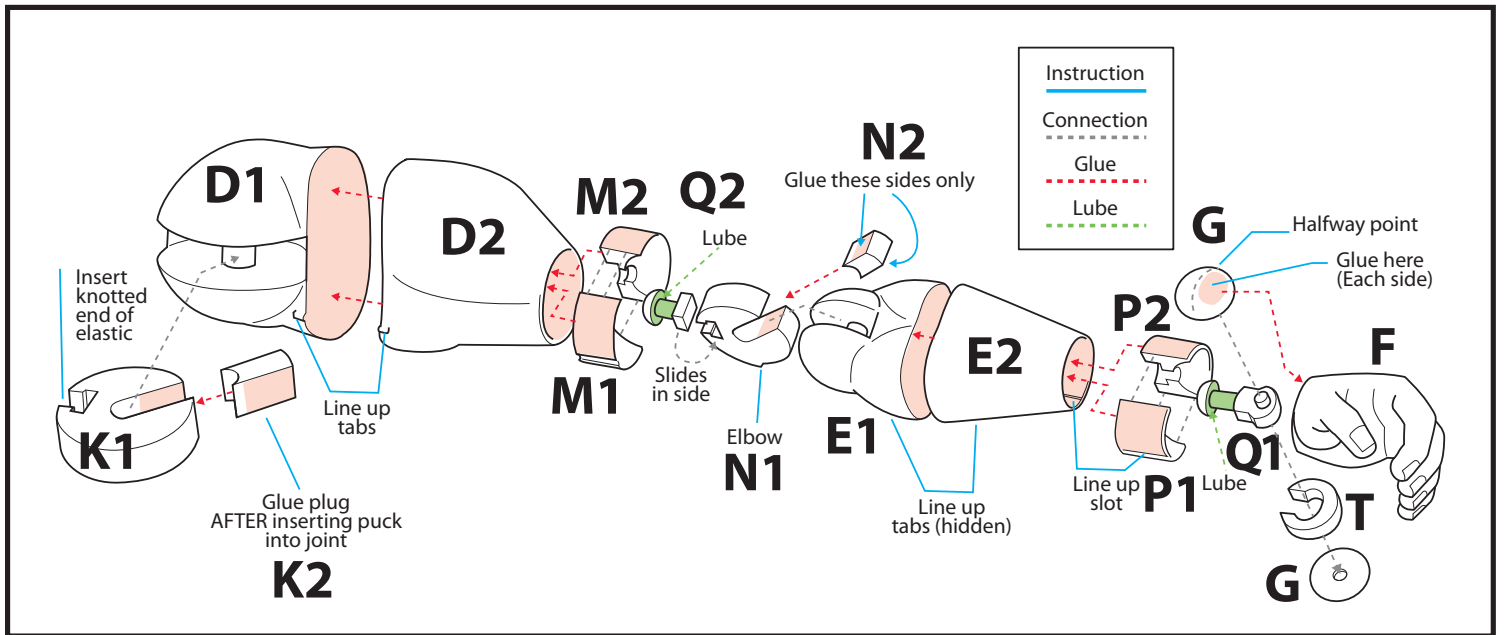


you're satisfied with ease and range of motion, glue the **PLUG J2** into the opening of the thigh hook. Be careful not to get glue on the moving parts.

3. Glue **THIGH H1** to **THIGH H2** and **THIGH U1** to **THIGH U2**. Note the raised mark on the **OUTSIDE** of the thigh parts. Parts H and U are not interchangeable so test fit to make sure you have the right pair. You can putty up the seam but since it will be covered by his trousers, there's really no point.
4. Glue **PELVIS C1** to **PELVIS C2** with care taken to make sure top rail is aligned. Note that the C2 is wider at the leg holes and is his butt.
5. Knot one end of the supplied elastic pieces, pull the knot as tight as you can (pliers help) and insert the knot into the square hole **DISK S1**. Make sure the knot is completely contained in the hole.
6. Slide **DISKS S1** onto the axles of the **THIGH H** and **THIGH U**. It should rotate with only a little effort. If not, sanding under the axle is probably the culprit. Apply white lubricant if necessary. Glue in **PLUGS S2**.
7. Feed the elastic for each leg through the hole in each side of the **PELVIS C** up to the waist. **IMPORTANT! Alignment mark on each thigh should be on the OUTSIDE of each leg.** If it isn't, you have the legs in the wrong holes and Carl will not be able to join the military. Take up the slack and tie the elastic tightly.
8. Now is a good time to paint what you have so far. Paint the legs Warm Caramel and the pelvis any color you want. I molded it in black but feel free to give Carl white with red polka dot underwear. Who's going to make fun of him?!?

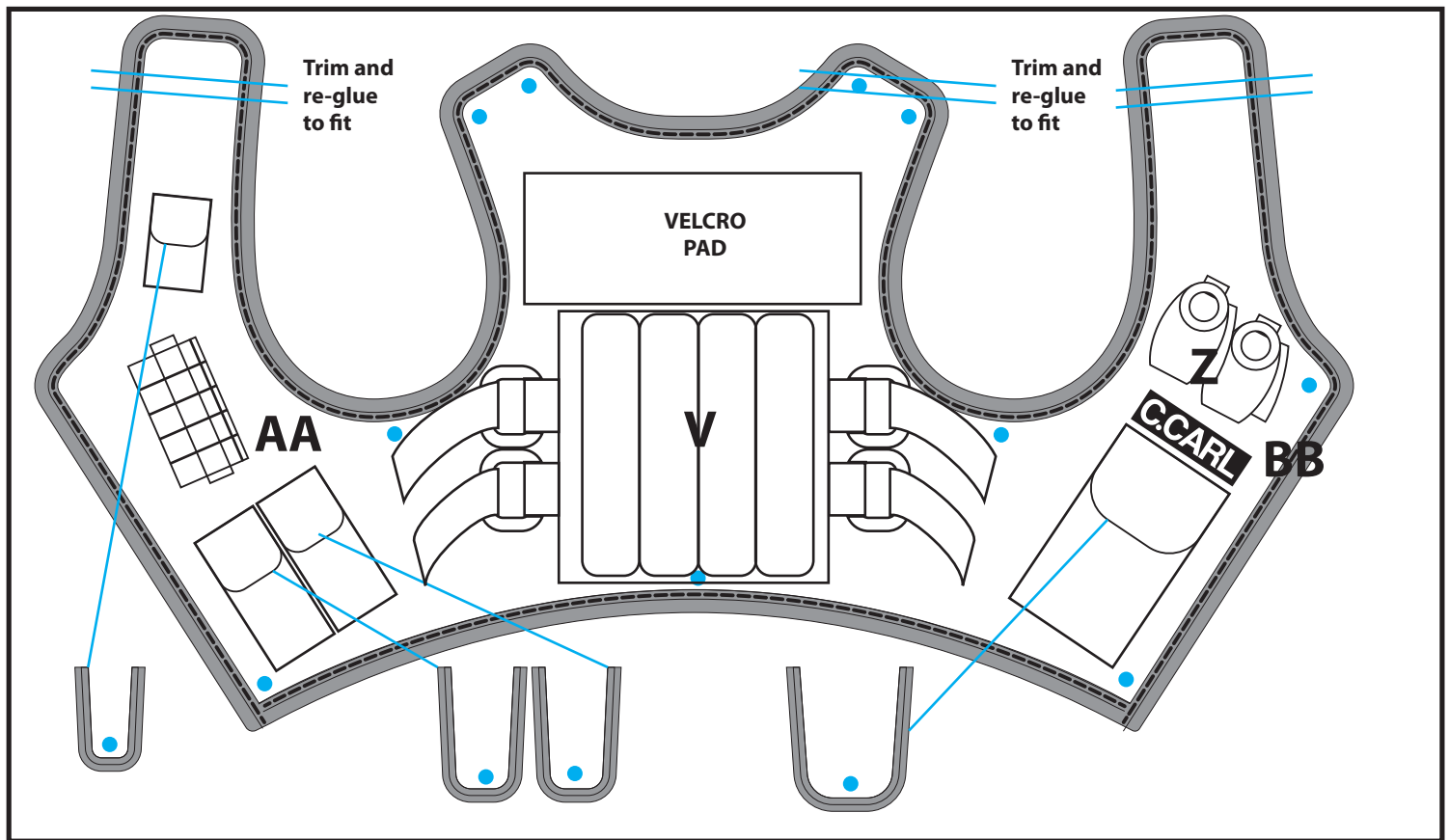


# Arms & Torso



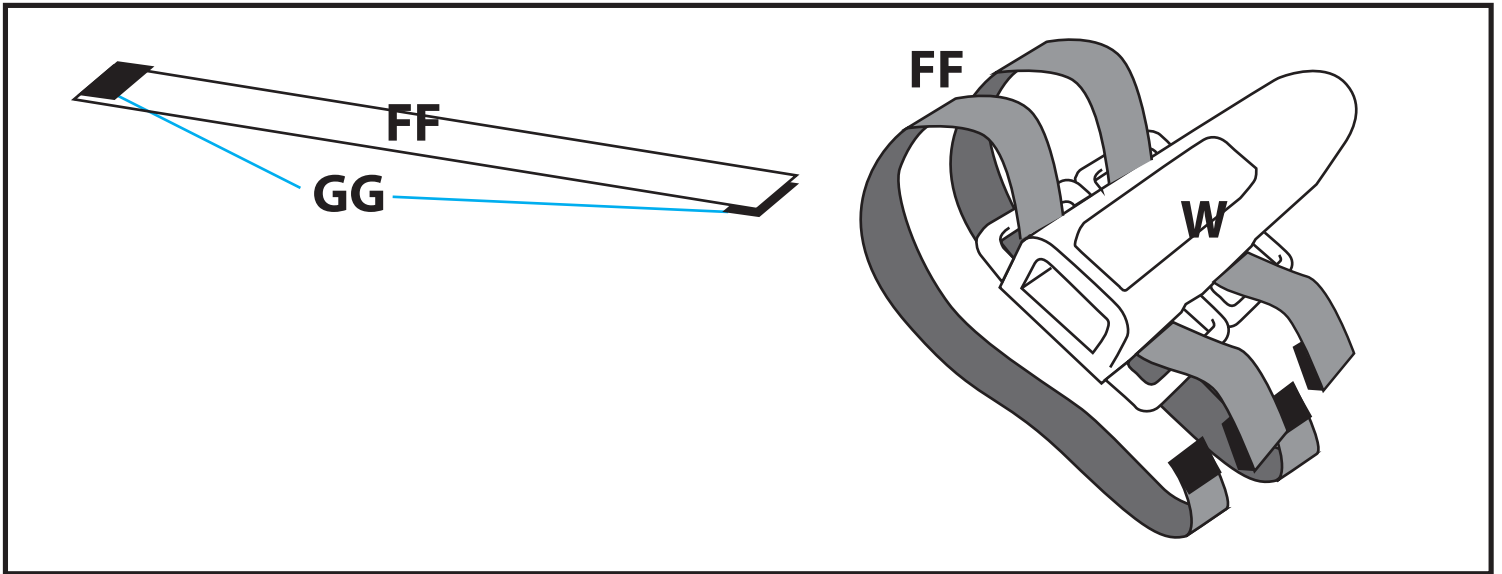
9. Glue **FOREARM E1** to **FOREARM E2**, aligning raised mark. Putty and sand seam.
  10. Glue **UPPER ARM D1** to **UPPER ARM D2**, aligning raised mark at seam. Putty and sand seam.
  11. Insert square tab of **POST Q2** into **ELBOW DISK N1**. Note that **ELBOW DISK N1** has a notch on one side that prevents the elbow from hyper-extending, causing Carl a lot of pain. Make sure sides of **ELBOW DISK N1** are flush and no part of the tab sticks out the side.
  12. Slide **ELBOW DISK N1** onto axle of **FOREARM E**. Make sure that when **ELBOW DISK N1** is inserted, **POST Q2** is in alignment with **FOREARM E** and raised notch locks at elbow. Test movement. **PLUG N2** can now be glued into hook of **ELBOW BISK N1**.
  13. Press **COLLAR M1** and **COLLAR M2** around **POST Q2**. Convex curve of collars will cover the elbow joint, if properly placed. Make sure **FOREARM E** rotates within collar. There is no need to glue the collar halves.
  14. **COLLAR M** can now slide into **UPPER ARM D2**. There is a slightly raised track on the collar and on the inside of **UPPER ARM D2** for alignment. Slide **COLLAR M** into the hole of **UPPER ARM D2**. Sand edges of **COLLAR M** as needed for fit. This should be a pressure fit, not needing glue.
  15. The **WRIST** is much the same as the **ELBOW**. Slide **PIVOT COVER T** on to the axle end of **JOINT PIN Q1**. Place (no glue) **DOMES G** on either side of **JOINT PIN Q1**, sandwiching the **PIVOT COVER**. Add glue to the lower part of the dome as shown (stay away from joint edges.) and insert into hollow of **HAND F**. **PIVOT COVERS** should be perpendicular to the back of his hand for proper wrist movement.
- COOL IDEA:** For a Toy Story of Terror version of Carl, see step 34.
16. **WRIST COLLAR P1** and **P2** lock around **WRIST PIN Q1** and slide into **FOREARM**. **MAKE SURE YOU GLUE THE CORRECT HAND ONTO THE CORRECT ARM, FOR GLOB'S SAKE!**
  17. As in Step 5-6, knot elastic, insert into square hole of **DISK K1**. Slide **DISKS K1** onto the axles of the **UPPER ARM D**. It should rotate with only a little effort. If not, sanding under the axle is probably the culprit. Apply white lubricant if necessary. Glue in **PLUGS K2**.
  18. Now is a good time to paint the arms Warm Caramel.
  19. Apply lube to the track of **PELVIS C** and **HEAD A**. Apply 2-part epoxy to edges of one side of **TORSO B**, staying away from any joint. Join both halves of **TORSO**, trapping **PELVIS, ARMS**, and **HEAD**. Tape or clamp until dry.

# Uniform & Accessories

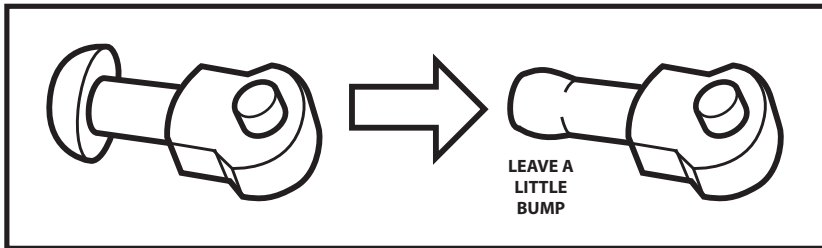


20. **OPTIONAL:** Once the epoxy has set, putty and sand away **TORSO** seams. Most will be covered by the vest and toys are supposed to have seams, right?
21. Loop one end of **RIBBON EE** through one end of **BUCKLE Y** 1/4". Glue end to the back (lines are on the front) of the belt with E6000. Clamp to dry. Repeat the process for the other end. Before you glue, check to make sure the glued belt will be 6.375" long (not including buckles).
22. Thread the belt through the belt loops of the pants. The end with the raised square tab will thread through (Carl's) right side to emerge from the left side. Put pants on. Carl that is, not you! Stitch or glue fly closed. I found that Carl doesn't have the hips to keep his pants up so I added a spot of E6000 at the back of the waist and the front behind the buckle. Clamp to dry.
23. Glue on **BOOTS R** and **BOOTS L**. **BOOT L** is Carl's left boot and is signified by a small drilled hole in front of the hole.
24. To glue on the trim, unzip the **VEST CC** and lay it flat as above. Lay out the trim over the vest. The stitching on the vest trim will be face up and facing the edge of the vest. Using CA glue (apply with tooth pick), glue the areas signified by the blue dots. NOTE: Trim overlaps edge of vest. Add glue to slowly work your way between each dot. Shoulder straps are last and depending on how much the rubber stretches, it may be necessary to trim out a section of the shoulder strap trim and then glue those pieces back together.
25. Add foam core blocks to pockets. Glue corresponding trim to pocket flaps. Start at the end of the flap and work your way to the seam. You WILL need to trim off excess.
26. Paint **SHELLS AA** Red. Center stripe is black and caps are brass (or gold). Use E6000 to glue shells to (Carl's) left lapel. Note that shell caps face to the arm hole.
27. Using E6000, glue the **BACK PAD V** below the Velcro pad. Once that's dried, loop the side straps through the buckles, fold the end under and glue. Trim off excess.

# Knife Sheath



28. Glue **GRENADES Z** to right label as shown.
29. Add **NAME TAG BB** above big pocket.
30. Cut out plastic inside opening of sheath so knife can be inserted. Paint **KNIFE SHEATH W** Semi-gloss Black.
31. Using E6000, glue a piece of **DOUBLE SIDED VELCRO GG** to **OPPOSITE** sides of each end of **SHEATH STRAPS FF**.
32. Slide **STRAPS FF** through both loops of the **KNIFE SHEATH W**.
33. Attach sheath to Carl's left thigh. Slide knife into sheath.
34. COOL IDEA! You can carve down the mushroom end of **JOINT PIN Q** of Carl's right hand so it can be removed and "lost"



**Thanks for purchasing this kit. If you have any problems or questions, feel free to give me a yell at [mike@blindsquirrelprops.com](mailto:mike@blindsquirrelprops.com)**

