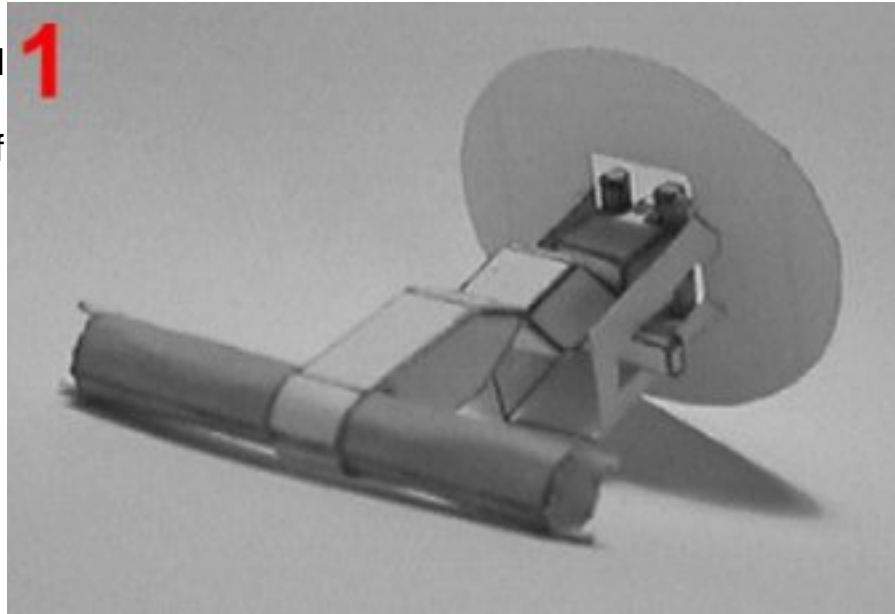


# R2-D2 Instructions

**Although** there are of course parts for which it doesn't matter much in which order they are assembled, because of the moving parts in some cases the order does matter. Therefore it is recommended to build R2-D2 as described in these instructions. It is also recommended to completely read the instructions once before starting. Some parts have holes through which other parts are supposed to slide. If these holes appear too small, then keep cutting them slightly larger until everything fits smoothly.

**Start** with parts 1 through 8. Part 1 has two red lines; cut these through. Now fold (or roll) all parts and glue them into shape. Refer to picture 1 for the shapes if necessary. Don't glue together the tabs at the end of part 3 (where there is a hole) yet though, because they might need to be adjusted a bit. Now attach part 2 to part 3, then glue part 4 onto the small yellow strip located where part 2 connects to part 3. Part 3 should have a thin side, which includes a hole, and a wider side. Glue parts 5 and 6 on the thin side, and against the wider side. This way they end up right above the middle foot, as seen (although not too clearly) in picture 4 below.



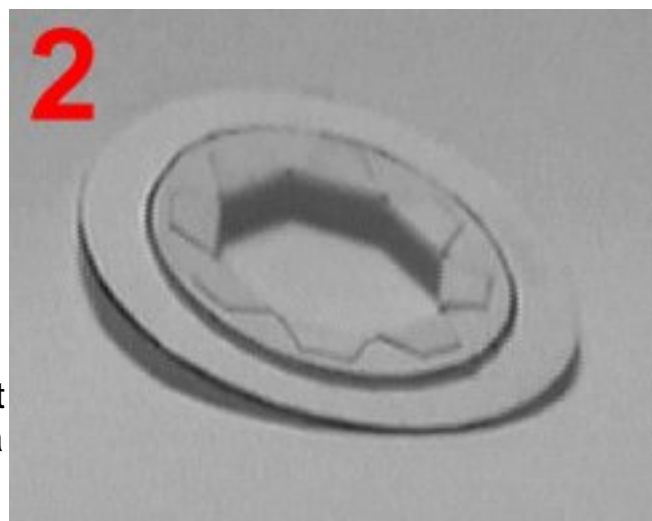
**Now** comes a tricky part. Slide part 8 over part 3 from the direction of 2 until it is stopped by part 4, and glue it to part 7, aligning it in such a way that when part 3 is slid through part 7, it goes exactly through the center. To ensure correct alignment of the flaps at the end of part 1, the two small lips at the so far unattached end of part 2 go through the cut through red lines of part 1, but this still leaves 2 possibilities. This is solved as follows. Part 2 can bend where it is attached to part 3, and at a point closer to the middle. Bend part 2 so that in the middle it points to what is UP in picture 1. (Note: bend it farther than it's bent in picture 1.) Now if the four flaps at the ends of part 1 form a plane that is parallel to part 7, then part 1 is attached correctly. Otherwise, it should be turned around.

**You** should now have reached the point where what you have put together so far is shown in picture 1. Now continue with parts 9 and 10. Glue part 9 into a cylinder. Now glue the hole of part 3 closed in such a way that part 9 fits through it exactly and can still be turned around. Now fold part 10, but don't glue it together yet. Stick part 3 through part 10 from the outside to the inside. Then slide part 9 through the hole in part 3, which is now located inside part 10. Refer to picture 3 below, which shows how this works (it shows parts of the right leg, but the system is the same). Now glue parts 9 and 10 to each other, and then finish glueing part 10 together.

**Cut** out part 11, fold and glue it into shape, then slide it over part 10 and attach it to part 7. Cut out part 12. Now roll it around what you have made so far, sticking the ends of part 1 through

the holes, and glue it into a cylinder. Keep in mind that part 2 has to bend forward (it bends up as positioned in picture 1). now attach part 7 to the bottom of part 12.

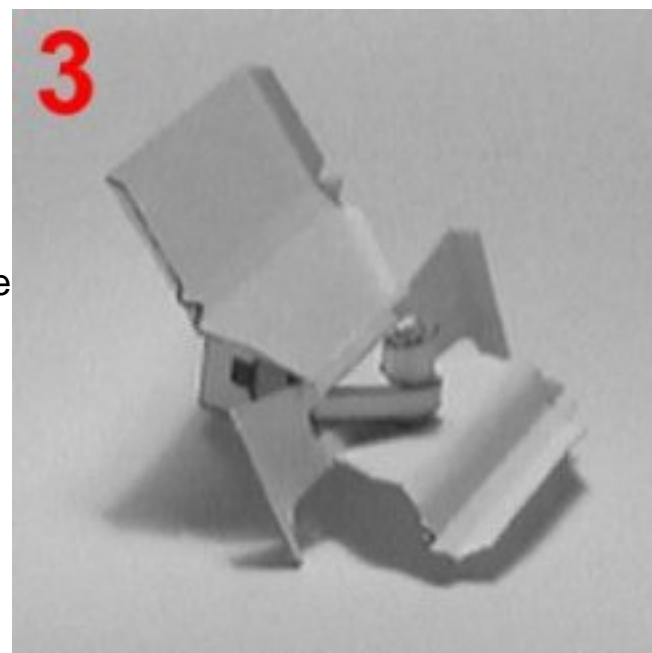
**For** now put the parts you finished aside and continue with parts 13 through 16. Lay part 15 on top of part 13, and part 14 on top of that. Now fold the flaps in the middle of part 13 through the holes of parts 14 and 15, and glue them on top of part 14. The result of this is seen in picture 2. Now glue part 16 on top of part 14 as well, to keep the flaps from coming loose. Now put this part away for now as well.



**Now** cut out parts 17 through 26. Glue part 17 into a flat cone, parts 18 through 21 each into the bottom part of a cone, which is steeper for each part, and part 22 into a cylinder. Now attach these part to eachother in order, starting with part 17, and making sure the seems are aligned. Now the head of artoo is already almost done. Glue part 23 into shape nad attach it to the head at the only place marked with a lightyellow colour where it fits. Glue part 24 into shape and attach it to the head at the yellow marking almost on top. Glue parts 25 and 2 otni 6shape and then glue them over the white circles at the side of the head.

**Take** the part consisting of parts 13 through 16 and glue one side under the head. Glue the other side onto part 12. You can now see that the head, which is now attached to the body, can actually turn.

**Now** put the body aside again, and cut out parts 27R through 35R. Not that the white part of part 35R should be cut out, even though it isn't marked \*. Cut through the red ilnes of part 27R. Now fold and glue parts 27R, 28R and 29R into shape, and then glue them together to form the upper part of the right leg. Now glue part 30R into shape, but like with part 3, leave the tabs at the end near the hole loose for now. Glue part 31R into shape and attach it to part 30R right under the blue marking on the side. Glue part 32R into a cylinder, then fit it through the hole of part 30R and glue the hole closed. Remove part 32R again. Fold part 33R, then slide part 30R though it, and reinsert part 32R into the hole. This is shown in picture 3. Now glue parts 32R and 33R together and finish glueing part 33R into shape. Glue part 34R into shape and attach it to the side of part 33R marked lightyellow. Now attach part 35R to parts 33R and 34R at the lightyellow markings. Now glue the bottom and top parts of the right leg together.

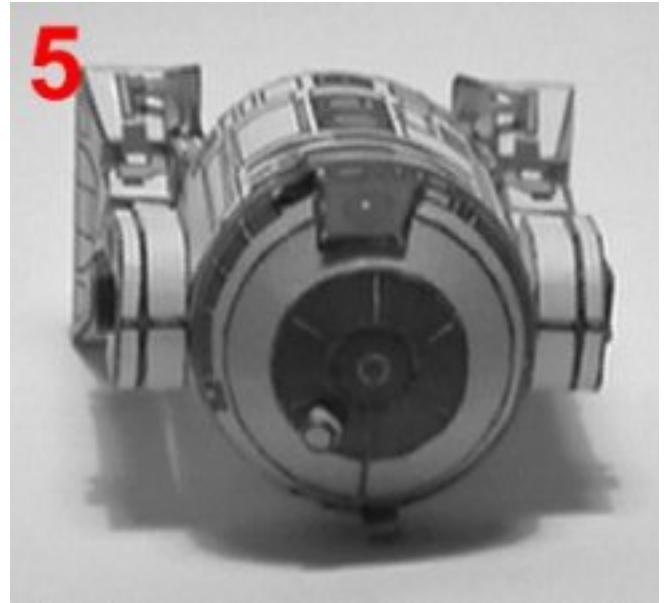
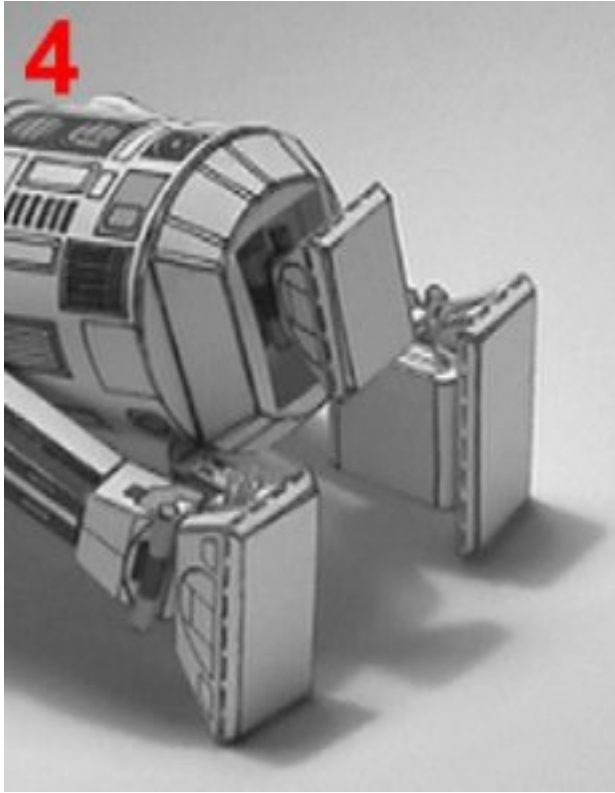


**Repeat** the instructions for the right leg to make the left leg out of parts 27L through 35L. Now attach the legs to the body, making sure that the flaps at the ends of parts one go through the

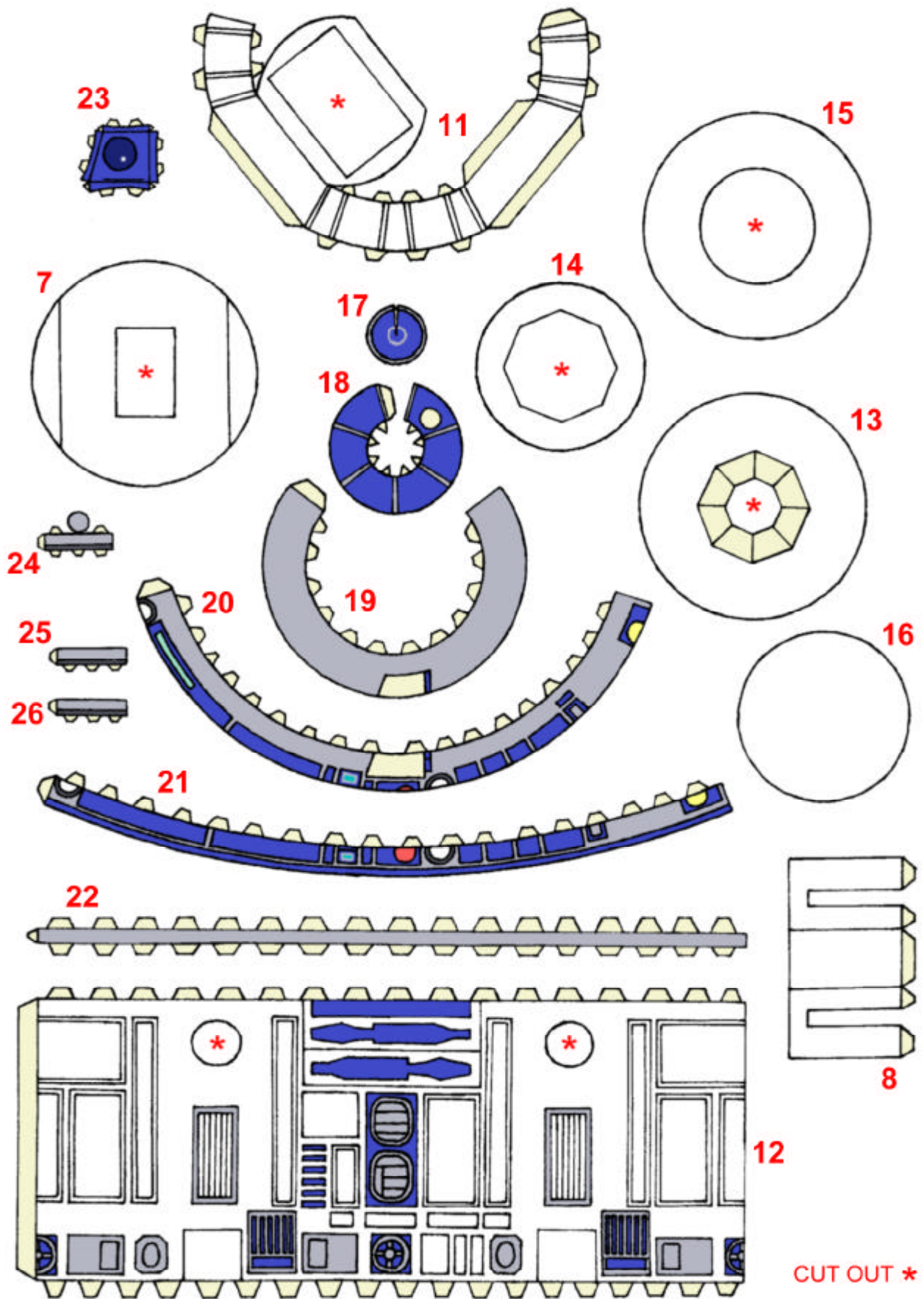
cut through red lines of parts 27R and 27L. R2-D2 is now finished.

**When** you move the legs backwards to get Artoo into his riding position, the third middle leg should come out automatically. It will also be retracted again when you move back the side legs.

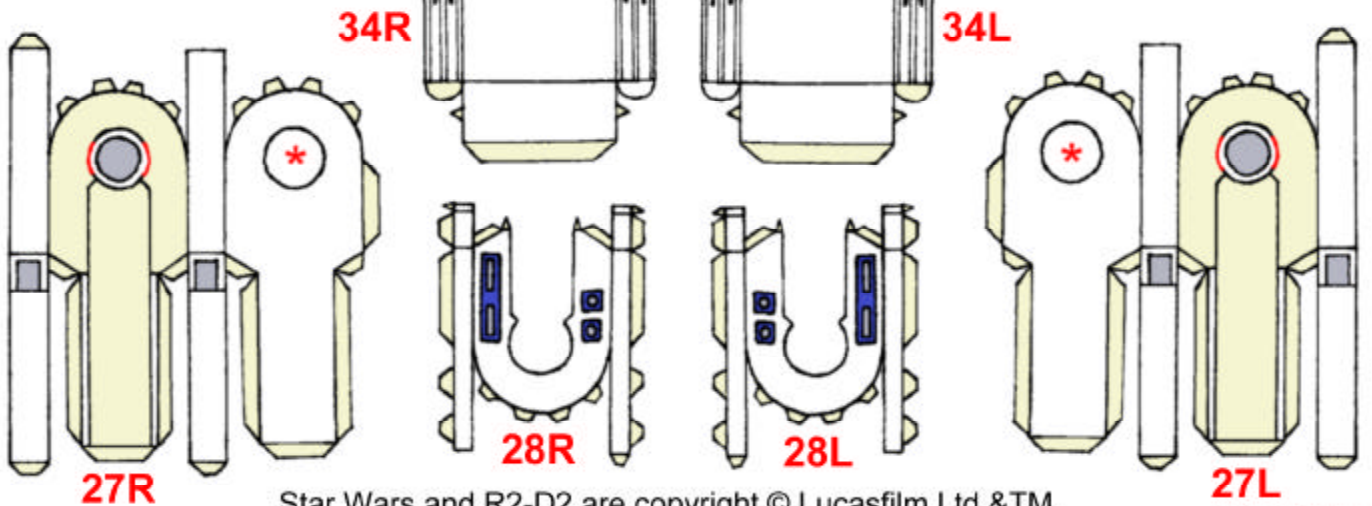
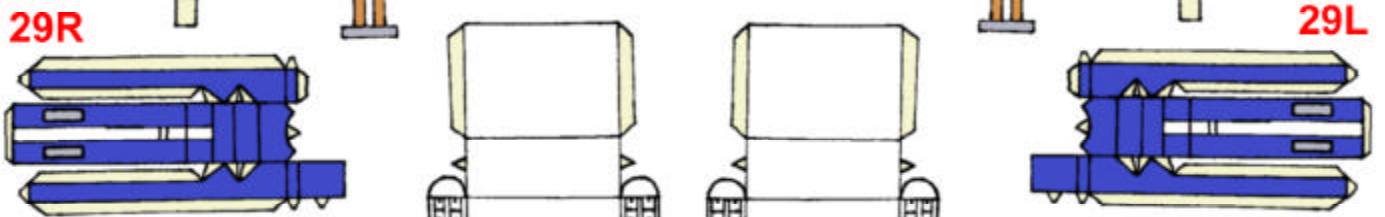
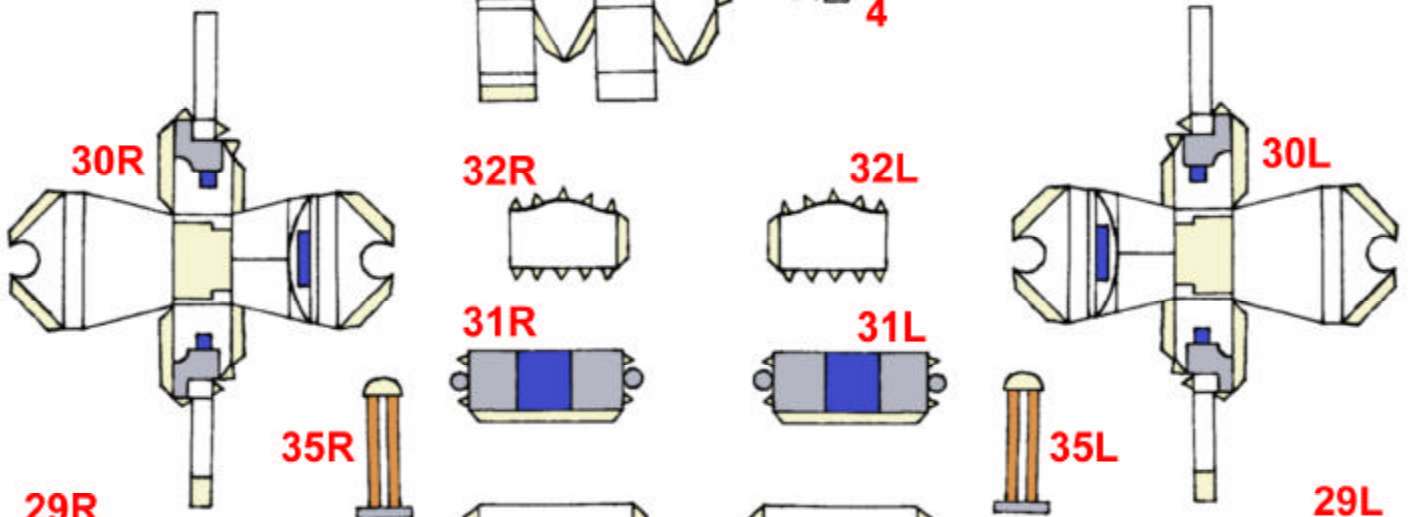
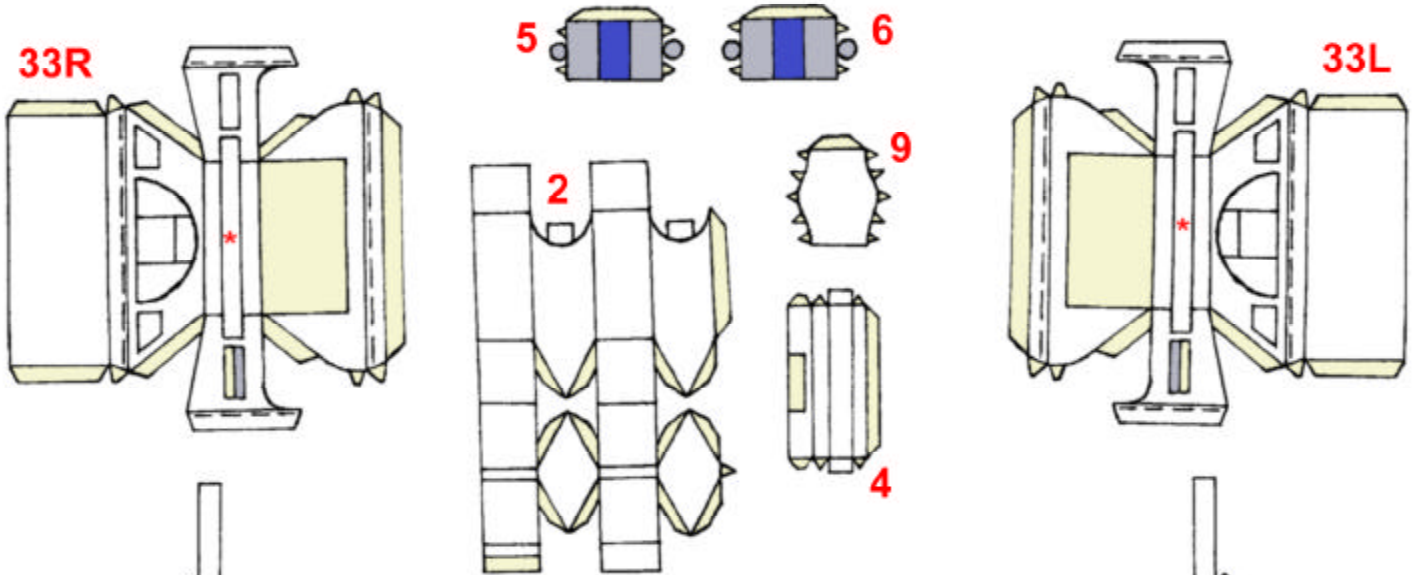
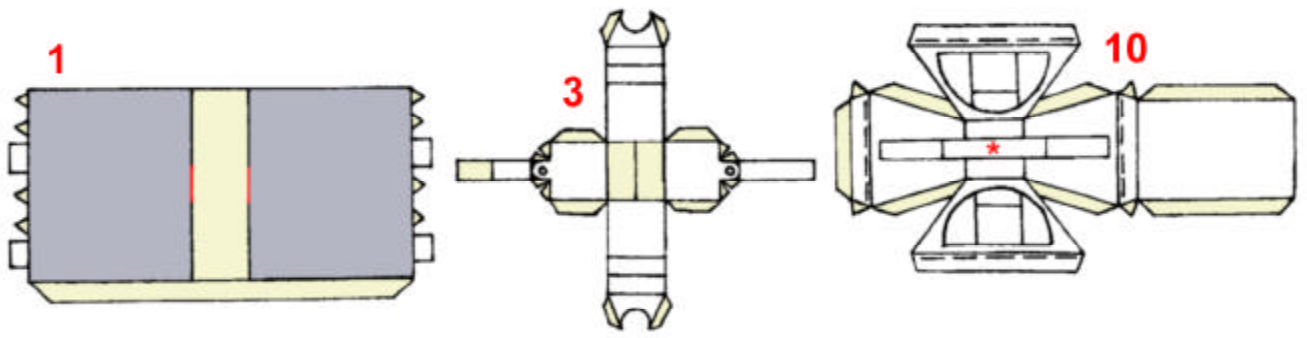
**Pictures** 4 and 5 are simply shots of a finished R2-D2 taken from another angle than those on the main R2-D2 page at Cut & Paste Sci-Fi. They can be used as a reference.



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**27L**  
**CUT OUT \***