

For any repeat customers out there, welcome back! And as for the newbies, greetings! These are the instructions for my Gregg the Grim Reaper model! In case you don't know, Gregg TGR is a character from the N64 and recently Xbox game, Conker's Bad Fur Day! (On a side note, there are two other models from this game, Conker and the Money Wad, both of which can be found on my website, listed at the end of these instructions).

All right! To start off, there are 5 total pages for this sucker, and he's a fair bit easier than the Conker model I made some time ago; so if you were able to complete him, then Gregg shouldn't be bad at all; and if not, well, hopefully you'll have better luck with this one! (I think Gregg is cooler anyway, so nuts to me ;))

**NOTE TO ALL:** Unfortunately, half way through building this model, I realized that I didn't design I'm to scale with my other Conker model. I could have changed the design, but I really didn't want to have to rewrite the instructions for the new piece layout (since everything would need to be changed to fit the paper) and build a new model to test that everything works. Sorry!

First, let's print page 1. This has all of Gregg's skull pieces, as well as his jaw, and arms. Cut-out and pre-fold the pieces labeled "Skull (1)" and "Skull (2)".

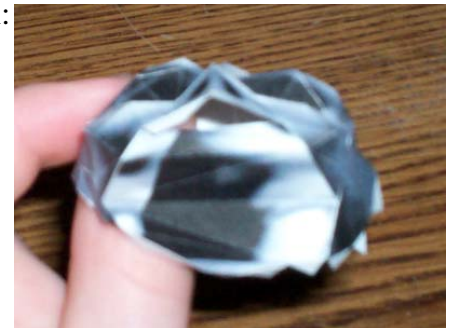
These are the left and right halves of the skull. After pre-folding each, start with the tab at the large black circle. This will form the indent of the eye (socket), and just work around the edges from there:



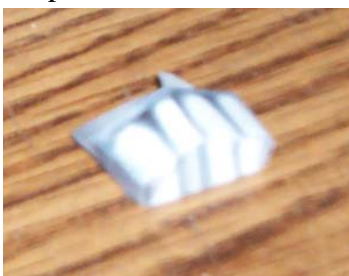
Now we'll connect them right down the middle of the above picture. Start with the biggest tab between the eyes then work to the top, then do the bottom half. The two tiny ones below that big middle tab are the trickiest; you may want to skip them and save them for last.



Next, cut-out and fold "Skull (3)". There are no connections to make on this piece, so we'll attach it directly to the combined (1) and (2). The little 'arm' coming off of it will run along the right side of his skull (your left), and the main circular piece will form the bottom of the skull:



Notice that the front little triangle is left open. Piece (3) doesn't attach anywhere in there, this is where the 4<sup>th</sup> piece comes in. "Skull (4)" is a simpler one: it forms the top jaw, and should be pretty simple to assemble:



It only connects by the two big tabs, one on the left of piece 4, and one of the right of combined pieces 1-3:



As you've probably noticed, there are a lot of excess tabs around the outer edge of the skull. These will connect the completed skull to the inside of the hood later on. Next, break out "Jaw (1)" and (2). Cut-out and pre-fold each. (1) looks a lot worse than it is, since there are really only a few connections to be made.

Note that the teeth are only attached to the jaw by the two sides that are already attached, no additional tabs are necessary there. Start with the tabs between the teeth, and then do the sides that make the teeth into a 'box'. It's



easier to do the tiny tabs along the rest of the jaw if the teeth are completed first.

For (2), there are no connections to be made before joining the two pieces, but make sure all the tabs are folded upwards (valley folds). They are marked incorrectly, indicating mountain (downwards) folds. The tabs of piece (1) should go on the underside of piece (2) (the non-textured side):

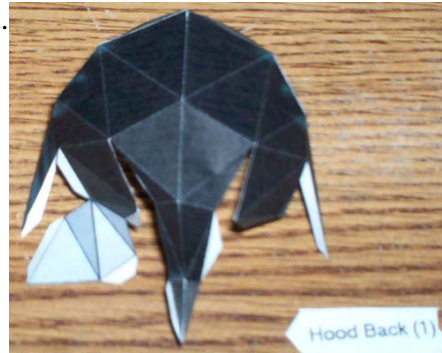


There isn't really an exact position to glue the completed jaw to the rest of the skull. Using the top teeth as a guide, try to align: the bottom row with the top as best you can with the top 5 tabs on the jaw:



All right! Done! For now, we're going to set aside the completed skull as well as the unused arm pieces. Print out page 2 and we'll begin on the hood.

We'll start with the piece labeled "Hood Back (1)". Cut-out and pre-fold, you know the drill. This one actually has several connecting adjacent pieces, so start with the long vertical one in the center, then the left and right flaps on each side. Make sure not to close the object (attach the grey section) yet, we'll want it open later:



Notice that the tabs at the center near the long skinny piece are missing; I wasn't paying attention and glued those edges together, so I had to cut them and will need to jerry-rig something in a moment.



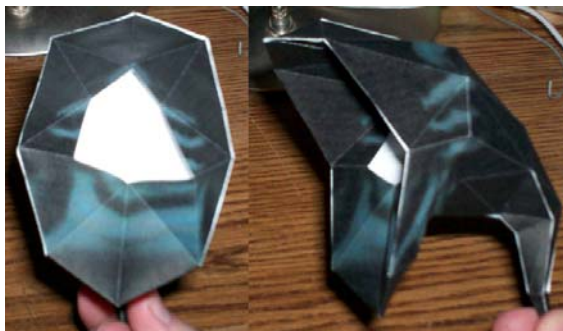
Next, take the two small pieces "Hood Back (2)" and (3). You can cut them out normally (I can't >\_>). They'll attach in those spaces along the long skinny piece (the same section I was talking about before). This forms the start of the 'tail' of the hood. In this picture, (3) goes on the left, and (2) goes on the right.

Notice that the tabs at the center near the long skinny piece are missing; I wasn't paying attention and glued those edges together, so I had to cut them and will need to jerry-rig something in a moment.



The two top flaps are going to connect to the bottom of the hood all around the 'neck', so flip this 180°. This part is a little tricky, starting with the two smaller flaps, connect them to the two square-ish pieces hanging off of the rest of the hood assembly, then close the bottom where the grey flap is. The rest of the "Front" should simply slide in to the hood:

Cut-out and pre-shape the other piece "Hood Front". The only assembly this piece needs is the one long tab at the bottom, joining the two large flaps together:



Now comes the interesting part: connecting the skull to the hood. I could (and should) have done this so much cleaner than I did, but I didn't, and I'm too lazy to re-do it (especially since the head is already built). Make sure all those little tabs on the skull's edges are folded inward nicely, not too far though. To see how well it's all going to connect, push the skull into the hood before applying any glue to see what tabs are going to contact well. You don't need to have every tab connected,

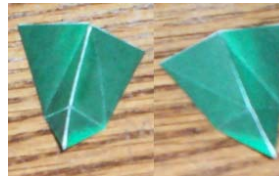
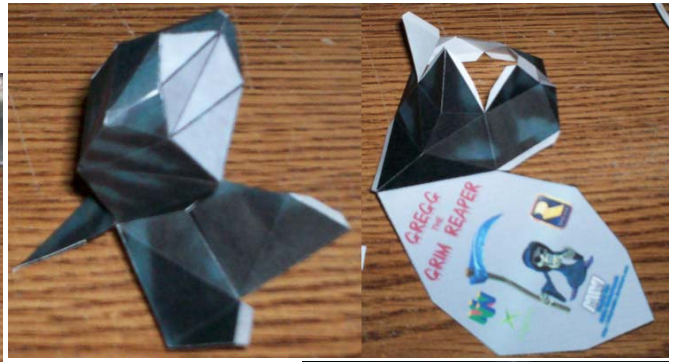


hell, even half of them is good enough, as long as u get most of the big ones to get a good hold. Do your best to keep it straight. The jaw should end up just toughing the inside of the hood, so you can use this as a guideline:

Connecting them should be simple, assuming you've done (1) correctly. I'm a bit ashamed to admit I screwed it up three times, and had to make several "replacement" tabs for areas that I glued together that weren't supposed to be glued together... anyway. I started with the two small flaps of piece (1), and just worked around in a circle till I hit the other side:

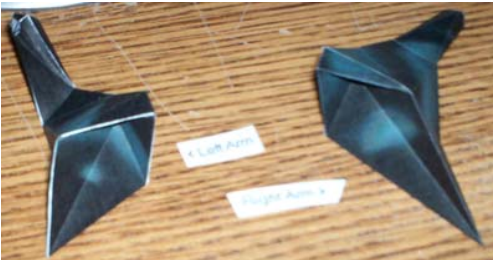


Set aside the remaining pieces for the feet, and print out page 3 with the body pieces on it. Working our way down, we'll cut-out and pre-fold the two pieces labeled "Body (1)" & "Body (2)". There's really not too much I can say about these two pieces, they're pretty straight forward. On piece (2), don't attach the grey bottom (the grey section of (1) is ok to attach, though), save that for last. It makes attaching the two pieces together much easier when you have the access from the bottom:



We might as well quick do the feet next, so go find those bright green pieces we set aside earlier. Cut 'em out and fold 'em up. These are very simple. Once done, they connect to the body with the grey-ish green faces. You may as well connect the head now too.

Ok! Next up, I suppose we'll do the arms, since they're already printed. Dig those out and cut them both out. Pre-folding is a bit tricky since the top of the arms (where they join at the shoulders) are quite complex. Pay careful attention there since we'll want it to be as close as possible to get a good connection later:



If you want to, you can glue the left arm on to the body as well. For this arm, try to align the bottom point of his sleeve so it's resting on the arch of his shoe (this will give that arm support so it doesn't sag or bend the torso). Don't do the right now, since its weight will be supported by the sickle and hand, and since we haven't built them yet... yea, you get the idea:

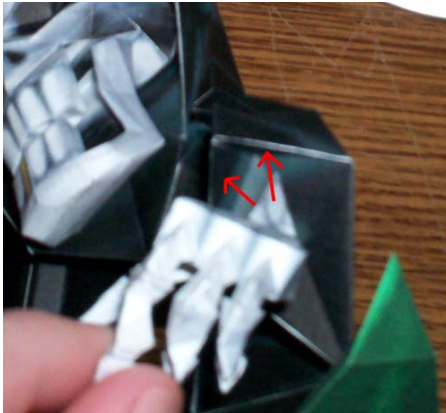
Ok! We're out of pieces! Next up come the hands, and boy are you going to hate me after this! Print out both pages 4 and 5, and we'll begin. What you'll want to do first is cut-out, pre-fold, and build the hands (on page 5), and then sit them (as well as the rest of page 5) aside.

Each hand has 4 fingers, totaling to 11 pieces per hand, 2 for the thumb, and three per digit. Each piece is relatively simple (except for the base piece of each thumb, those are a bit tricky), but it's still a pain to have to make each one. You can arrange and assemble them however you want. What I chose to do was to cut-out all the pieces, then fold and assemble them in groups per finger. To start, I folded and built the 1<sup>st</sup> digit's pieces, then glued them all together, and finally glued the completed digit to the hand. This was repeated for the remaining 5 digits. The thumbs were built as well, just not attached yet. When gluing the sections of each finger



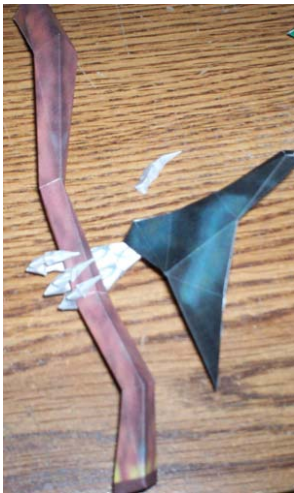
together, use the arrows on the connecting faces to align the pieces. If done correctly, the fingers will curve inward (except the thumbs, they're pretty straight).

**NOTE:** Do **NOT** attach the right hand thumb like I did in the picture; you won't be able to slide the staff into his grip. I had to rip his thumb off and reattach it after (you can attach the left now though).



Ok! Connecting the left hand to the arm is pretty easy; it's the right that is most likely going to give you a little trouble. For the left hand, use the picture as a guide for its orientation, the top two faces of the pointy forearm will fit snugly against the top of the inside of the sleeve, you should also connect the right hand to the detached right arm. The right hand's wrist will only connect by one face to the arm:

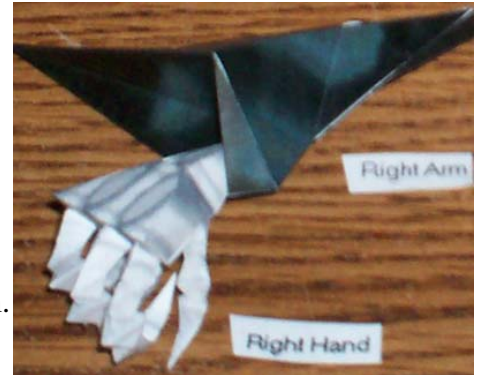
Next, we'll build the sickle. Since the sickle will be glued to the inside of the hand, and thus providing support to the arm so it doesn't cause the torso to sag, we'll need to eyeball how high to glue the hand to the staff to get a good fit. Cut-out the remaining pieces on page 5 and begin with the "Sickle Staff". Building the staff portion is fairly straight forward; it's just a long bendy tube. All those little tabs at the end are going to hold the blade on later. Now that the staff is done, we can now use it to attach the arm. If you've been following closely, you haven't attached the right thumb yet. Slide the staff in under his fingers from the side:



Next, glue the arm to the shoulder. Give it a few moments to dry, and then turn Gregg to face backwards. Position the staff so the bottom tip of the sleeve is about 1 cm above the table/ground (assuming you haven't scaled the model pieces). This will be the final height of the staff. Slide the hand back down and put a bit of glue on the side of the staff that will touch the palm. Move the hand back up over the glue and hold till dry:

Don't forget to attach the thumb! Reattach, in my case, but same difference. Now, to complete this monstrosity, cut-out and pre-fold the final two pieces: the blade and the top of the staff (both page 5). Both should be just as easy as the staff to build, so take your time and do a good job (or rush through because you can't wait to be done, either way). Connect the staff top to the blade when done:

And finally, let's attach the blade to the staff. Try to align the staff with the staff top to keep it from looking weird. You'll want to use a decent amount of glue to hold them together, since the blade will cause a bit of pull on the staff, twisting the arm a bit:



And you're done!



Thanks for downloading (and hopefully successfully building) my model of Gregg the Grim Reaper from the game *Conker's Bad Fur Day*! Please stop by from time to time to see what's new! I love feedback!

- Mike McDermott, "billybob884"

<http://billybob884.deviantart.com/>

