

SNOWMAN

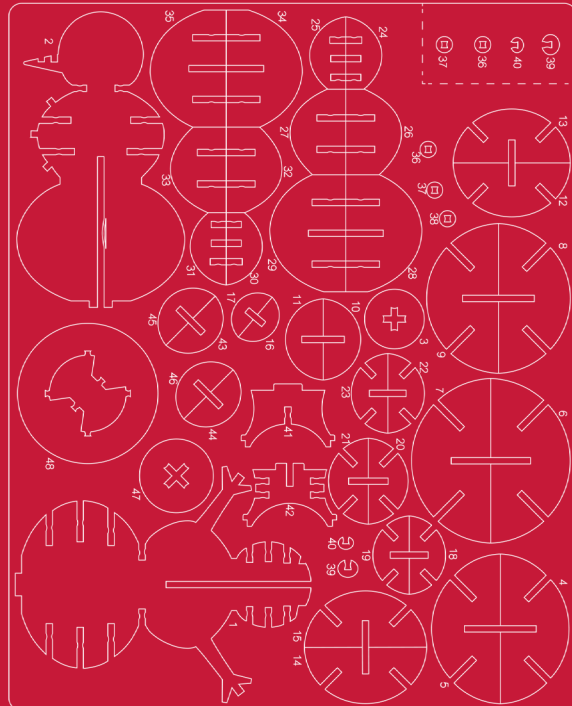
BUILDING INSTRUCTIONS



READ BEFORE ASSEMBLING:

- Go through the instructions one step at a time.
- Don't punch out all of the pre-cut parts at once.
- Plywood thickness and color may vary.
- While not necessary, glue may be applied if desired.
- If you have trouble punching out the small pieces from the board, use tweezers or a toothpick to help.
- Adult supervision recommended.

WARNING: CHOKING HAZARD - CONTAINS SMALL PARTS. NOT FOR CHILDREN UNDER 3 YRS.



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Manufactured in Shaoguan, China 56072017

MAKE IT YOUR OWN

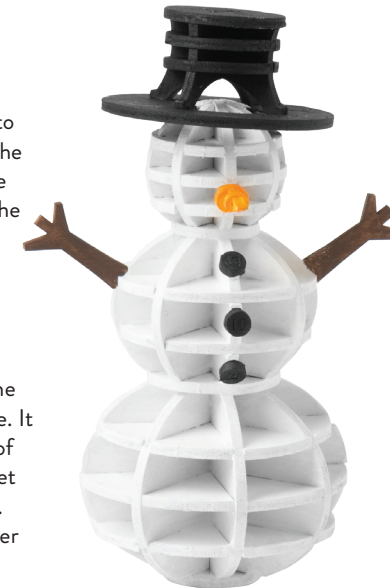
Before you start building and decorating your model, make a plan. Do you want to make a replica of the project below or create something of your own design? Anything goes!

PLAN

For this project, you will want to paint the hat separately from the model. Make sure you keep the coat of paint thin, though, so the hat will still attach to the head when it's done.

TECHNIQUE

Paint the model—except for the arms, nose, and buttons—white. It may take more than one coat of paint. Use a smaller brush to get into all the nooks and crannies. Paint the arms brown or another color of your choice.

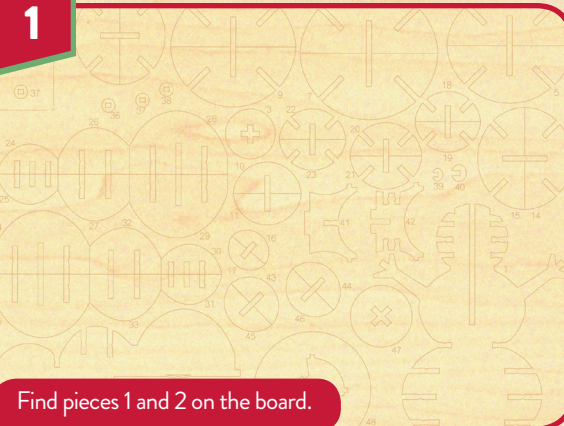


ACCESSORIZE

With a small detail brush, paint the nose orange and the buttons black. Feel free to play around with other materials like glitter and rhinestones to add extra pizzazz to your snowman.

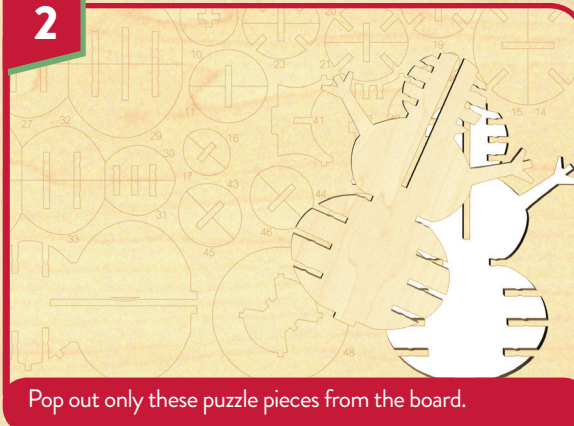


1



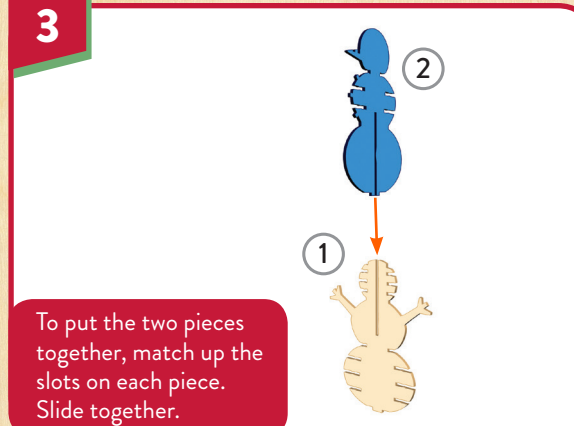
Find pieces 1 and 2 on the board.

2



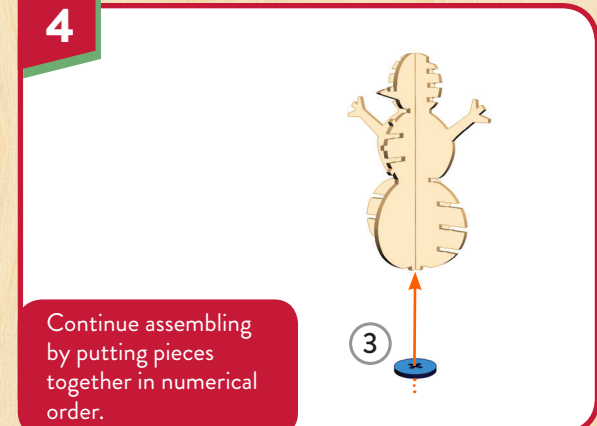
Pop out only these puzzle pieces from the board.

3



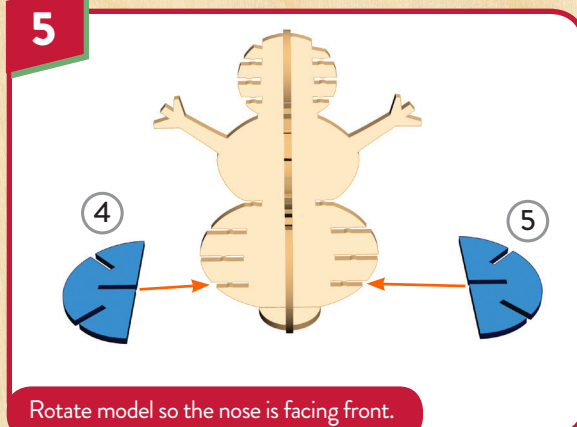
To put the two pieces together, match up the slots on each piece. Slide together.

4



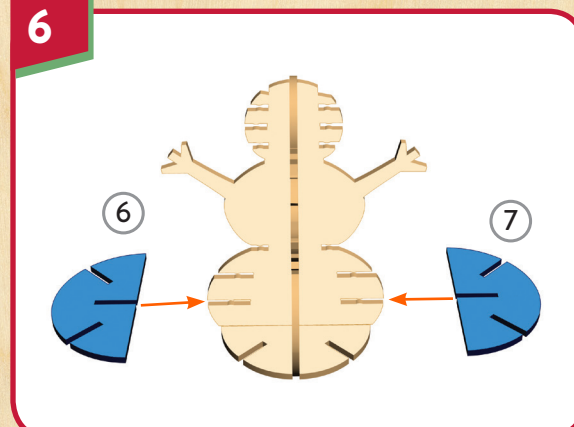
Continue assembling by putting pieces together in numerical order.

5

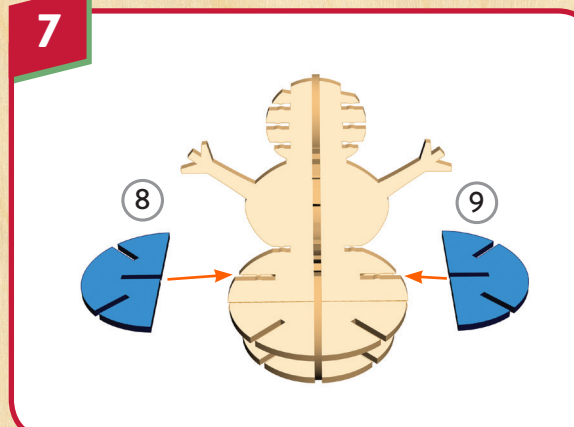


Rotate model so the nose is facing front.

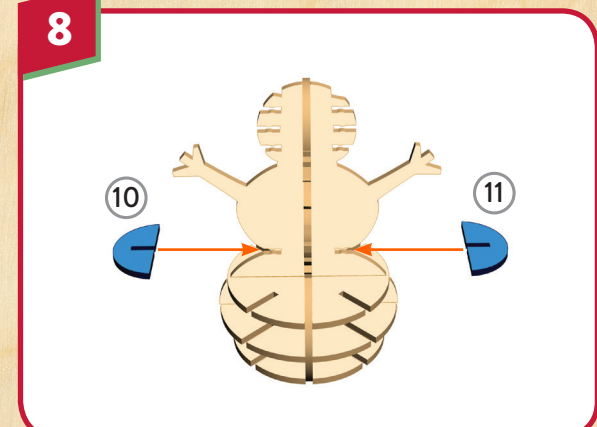
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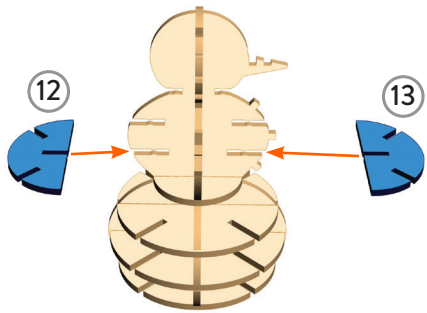
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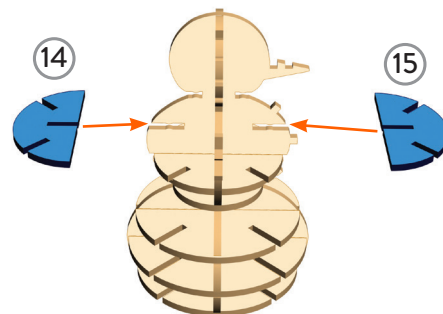


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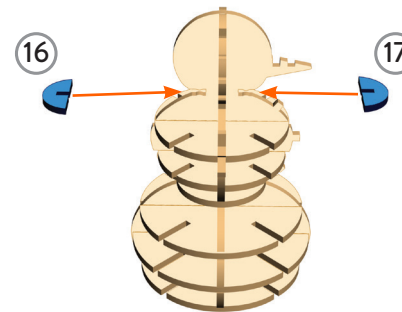


Rotate model 90 degrees to the right.

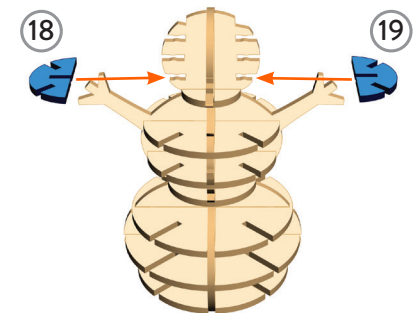
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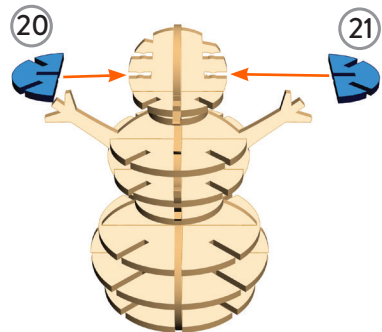


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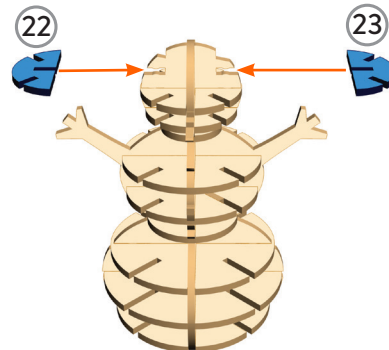


Rotate model so the nose is facing back to the front.

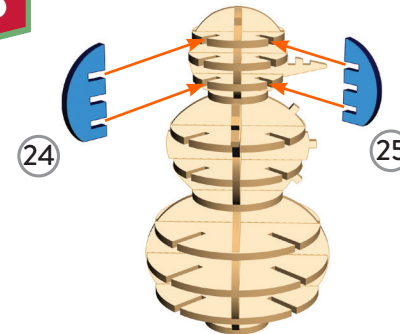
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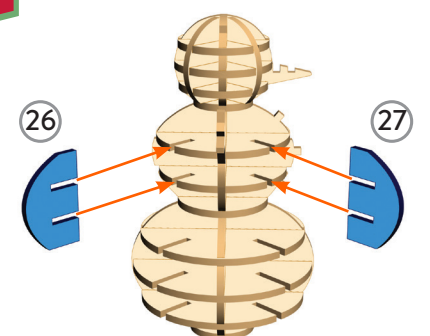


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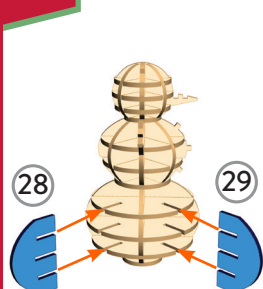


Rotate model 90 degrees to the right.

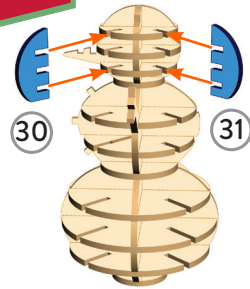
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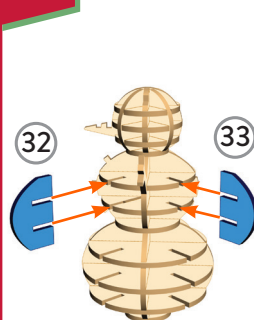


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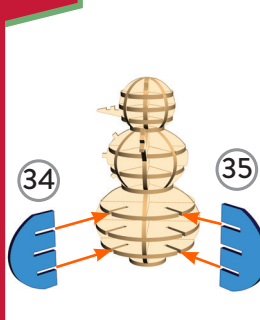


Rotate model so the nose is pointed towards the left.

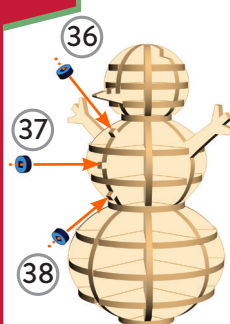
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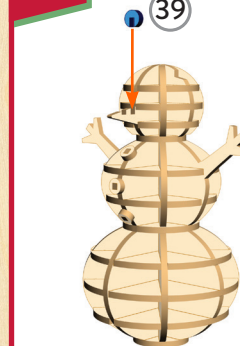
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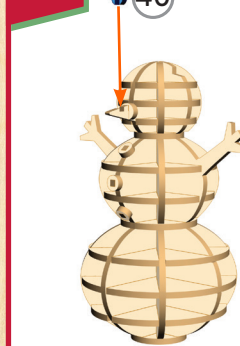
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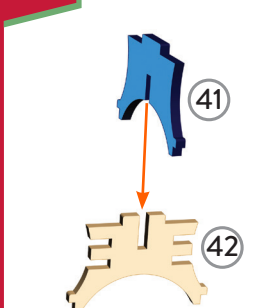
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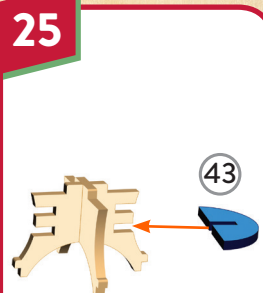
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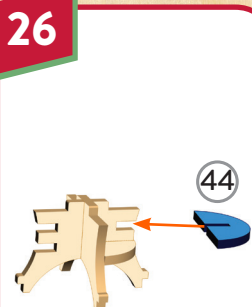
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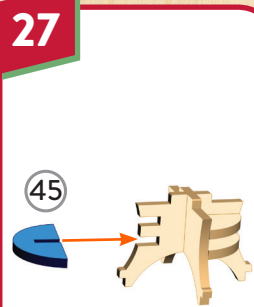
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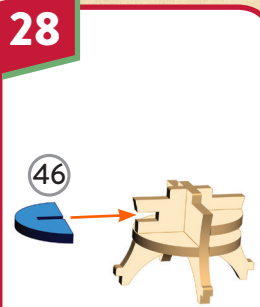
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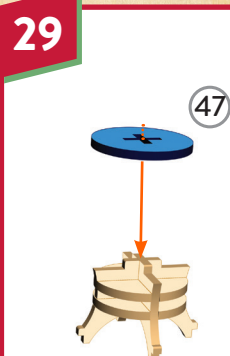
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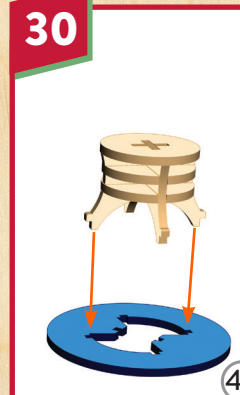
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