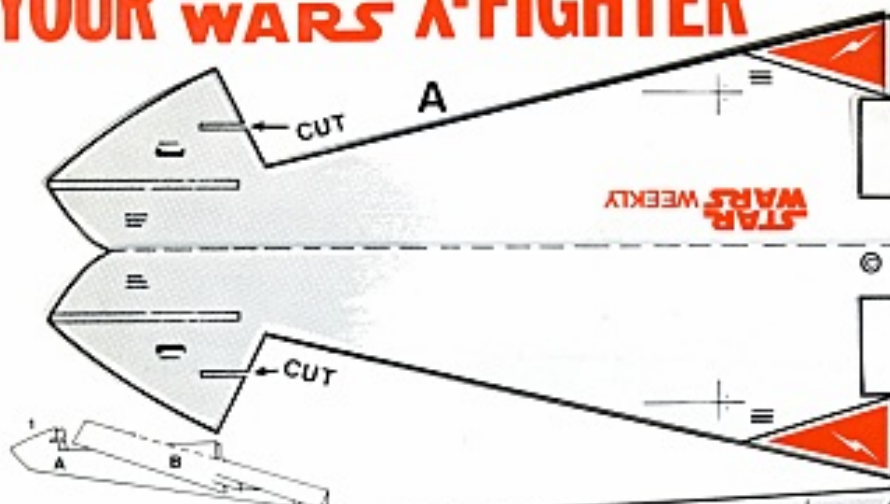
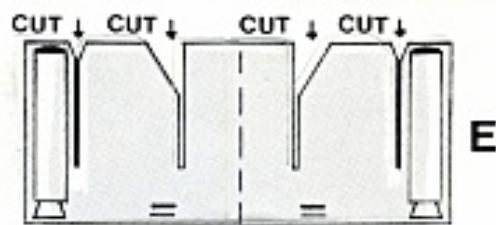
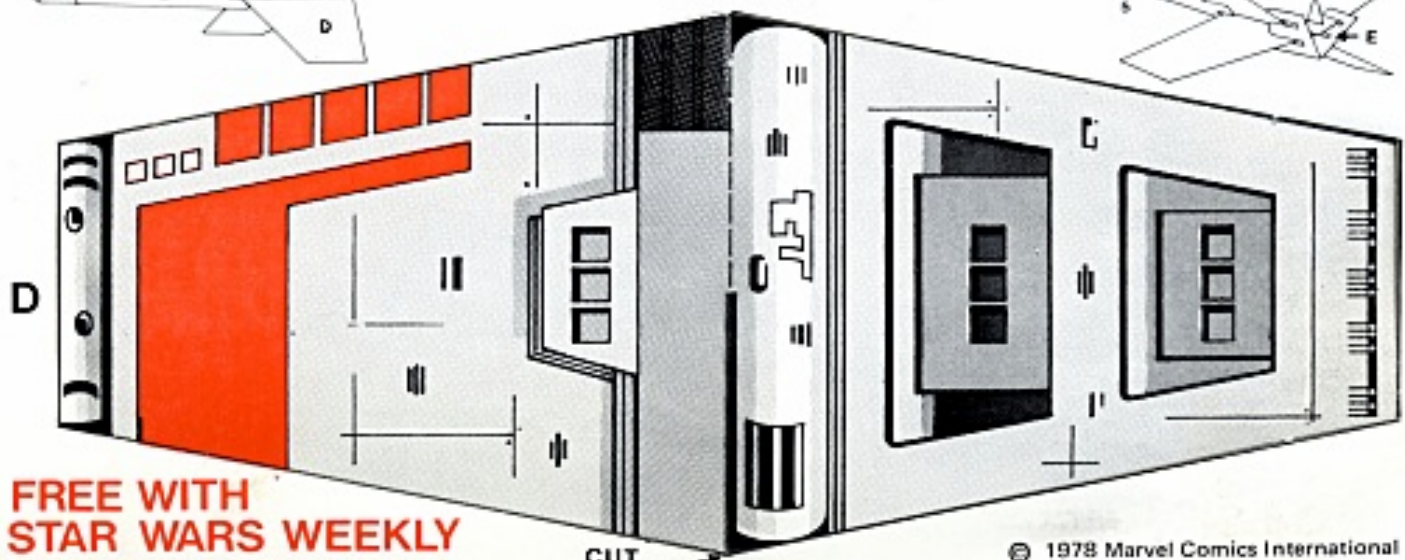
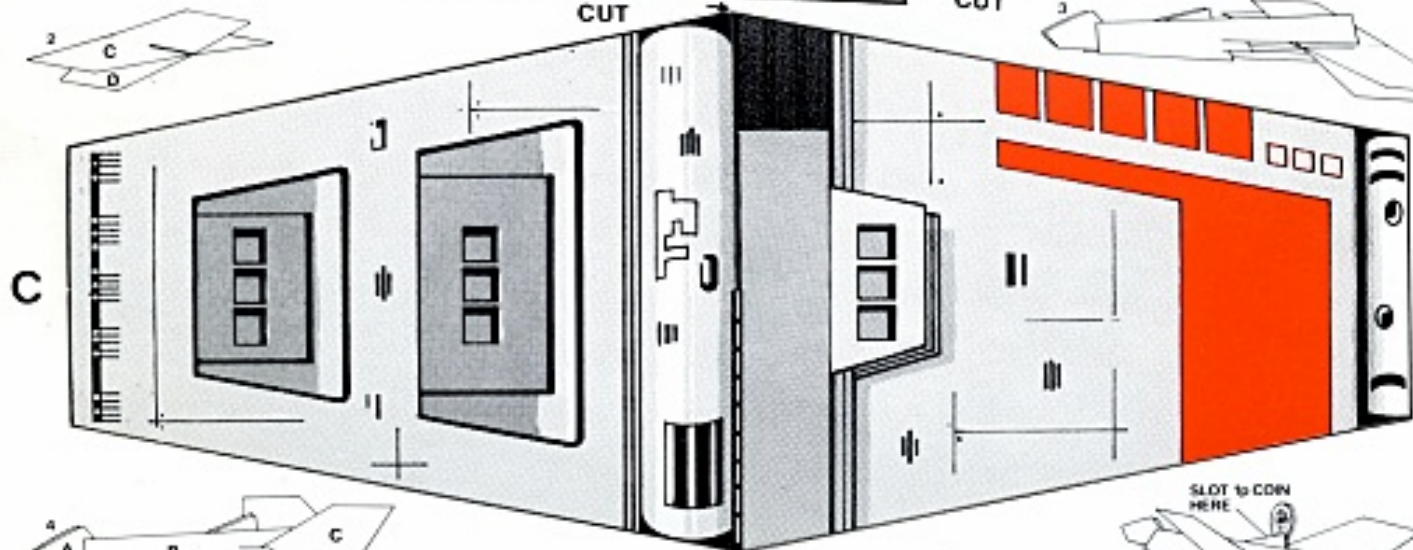
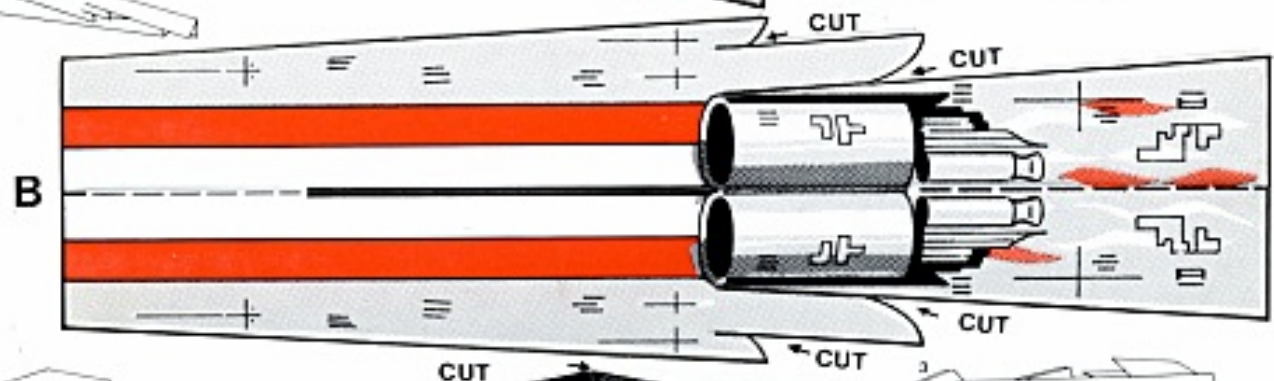
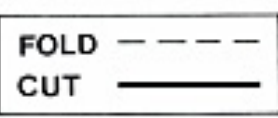


YOUR STAR WARS X-FIGHTER

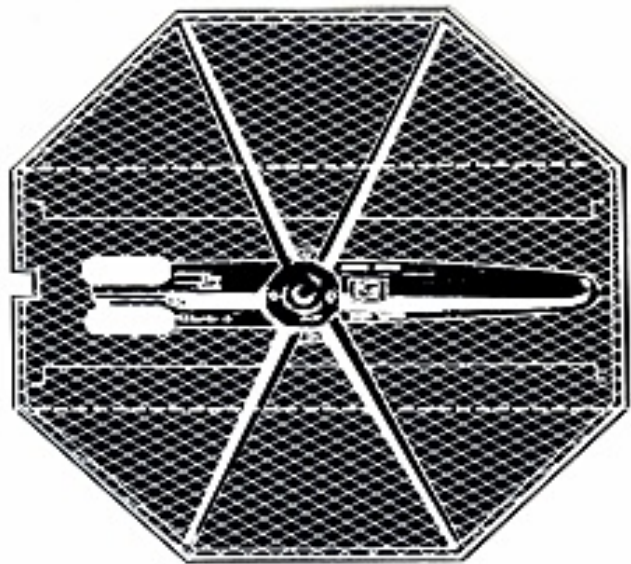
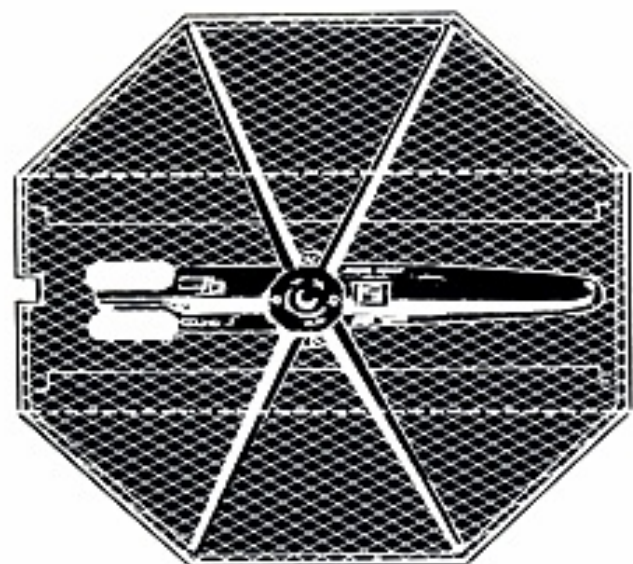


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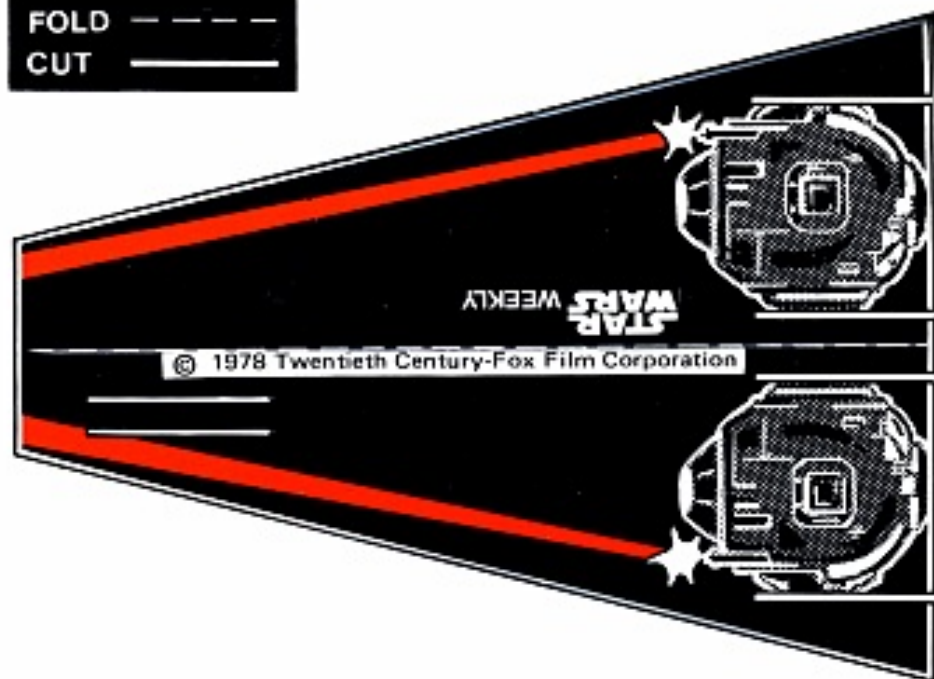
FREE WITH STAR WARS WEEKLY

© 1978 Marvel Comics International Ltd

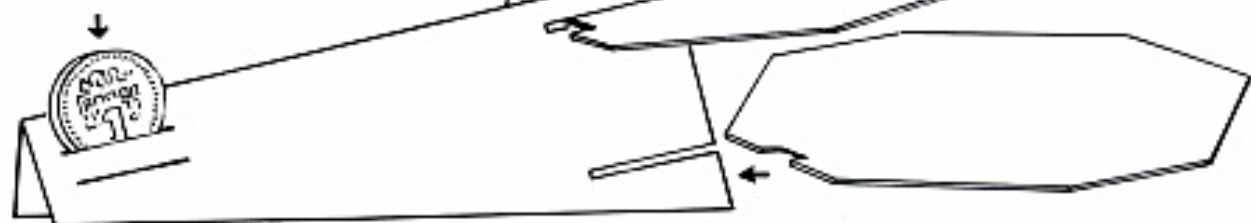


FOLD - - - -
CUT _____

YOUR STAR WARS T.I.E. FIGHTER



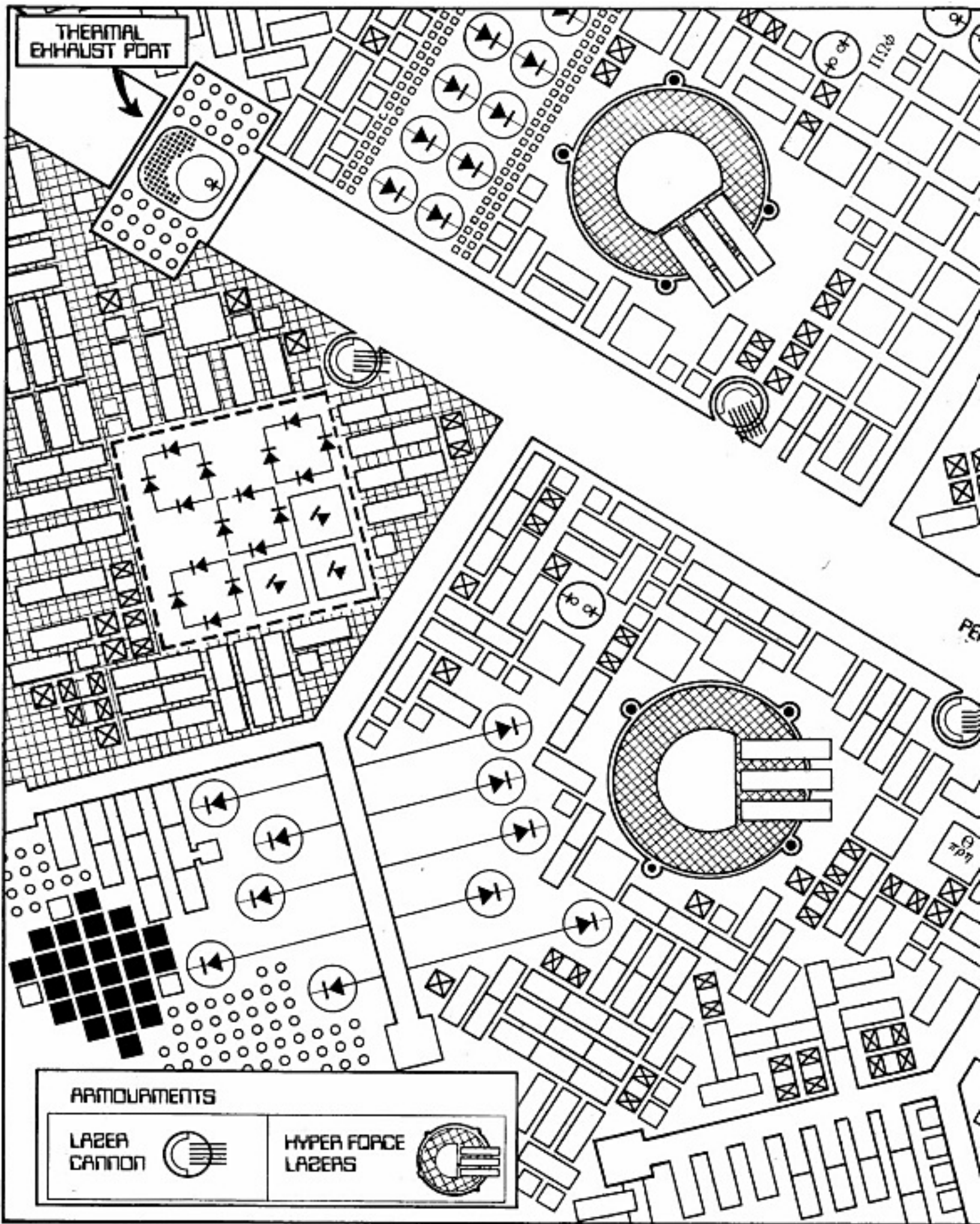
SLOT 1p COIN
HERE



FREE WITH STAR WARS WEEKLY

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THERMAL EXHAUST PORT

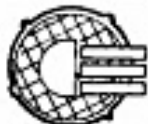


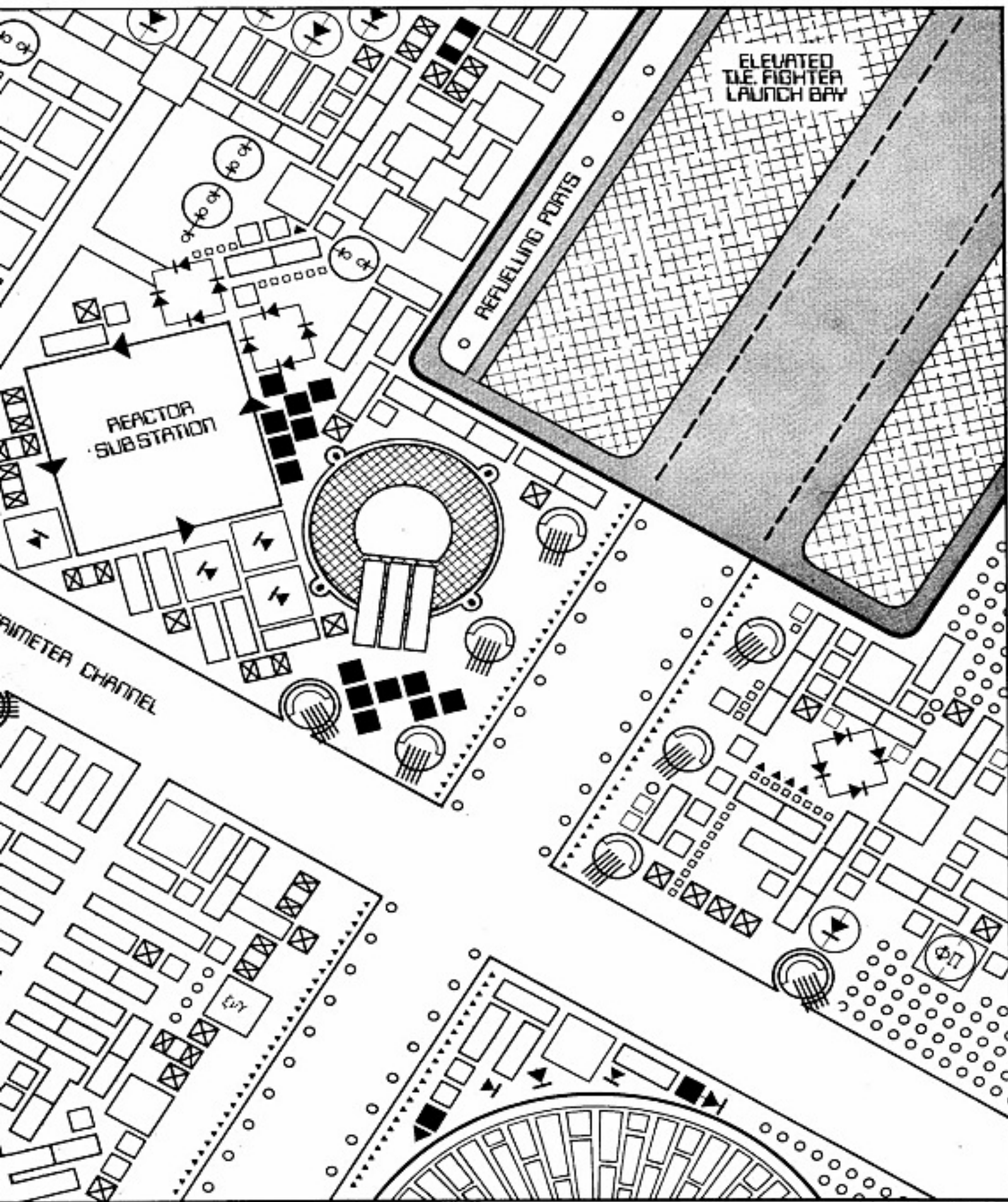
ARMOURMENTS

LASER
CANNON



HYPER FORCE
LASERS

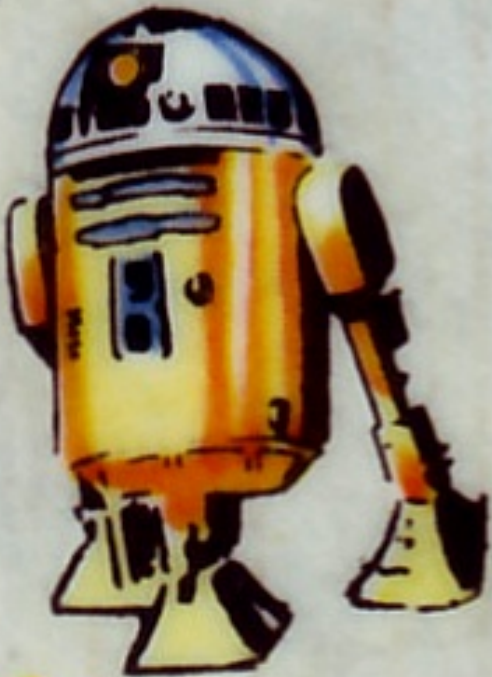




DEATH STAR OUTER HULL SECTION

DAGOBAH BOG PLANET

©LFL 1980 LP123



310



Printed in Italy by Letraset for Kraft Foods Ltd.

**MAY THE
FORCE
BE WITH YOU**

III

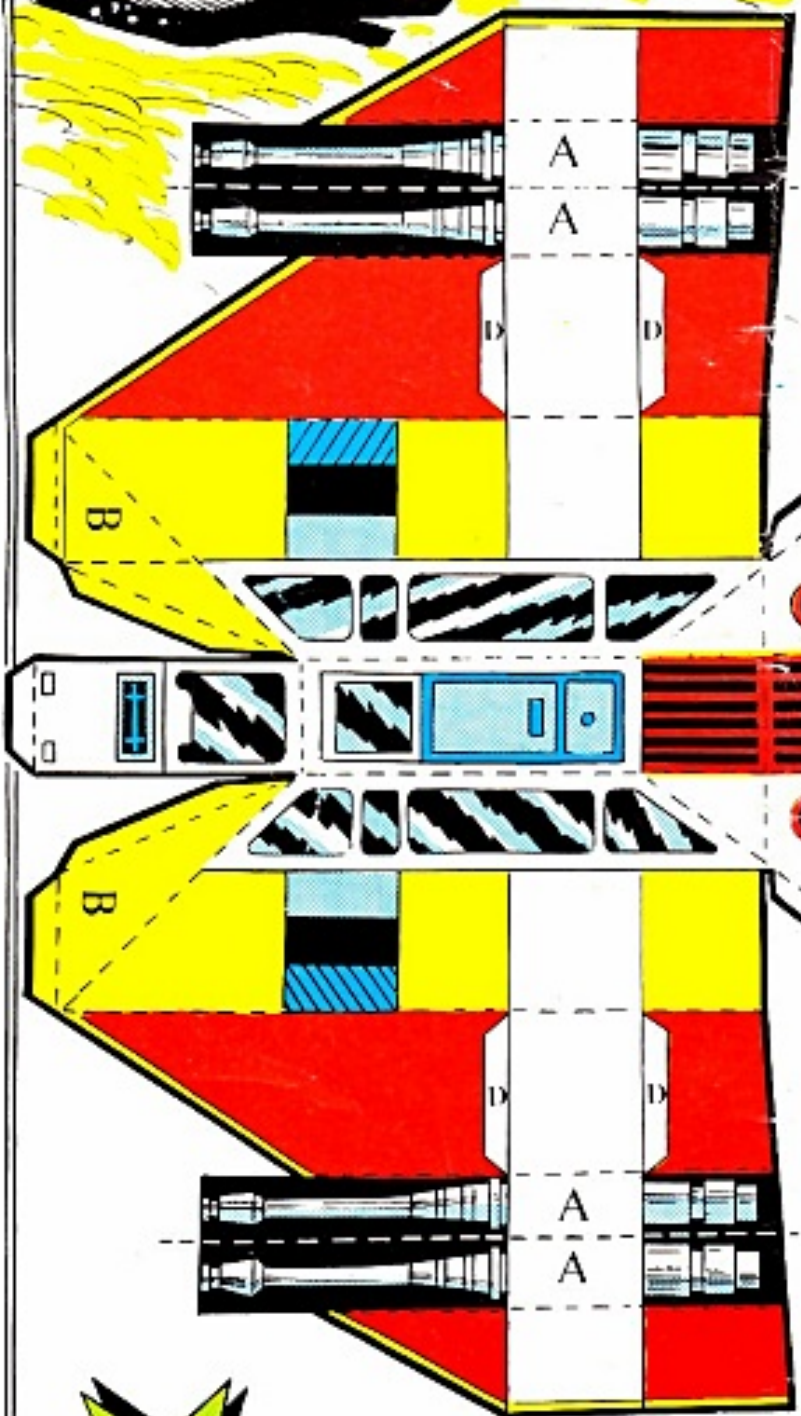
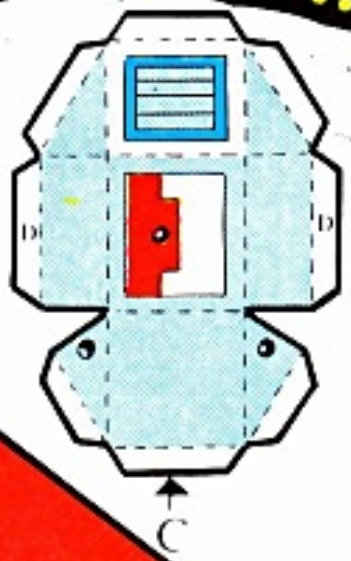
III

III

Build the MOON SPEEDER



THE ALLIANCE MOON-RACER IS ALWAYS ON HI ALERT—READY TO STREAK OFF TO ANY BLEAK PART OF THE GALAXY!



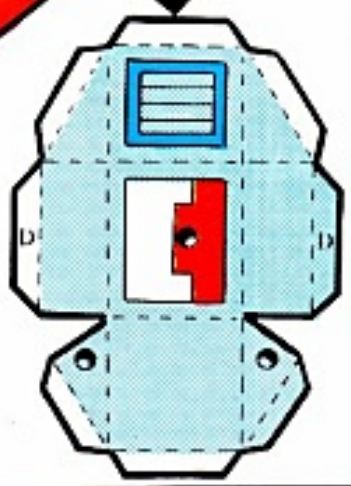
FOLD BASE PLATE UNDERNEATH

CUT OUT THE THREE PARTS OF THE MODEL AND FOLD AT THE DOTTED LINES. (SEE PIC ABOVE FOR GUIDE)

BEND BASE PLATE UNDERNEATH NOW FOLD UPWARDS AND GLUE BACK-TO-BACK

FOLD FRONT ANGLED PANELS B INWARD. GLUE TABS AND "WING" TO BASE PLATE MAKE UP BLASTERTUBE HOUSINGS C AND GLUE IT IN PLACE EITHER SIDE OF BLASTER TUBES. ALL TABS INSIDE EXCEPT D'S

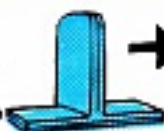
Base Plate



NEXT WEEK: A GALACTIC GAME!

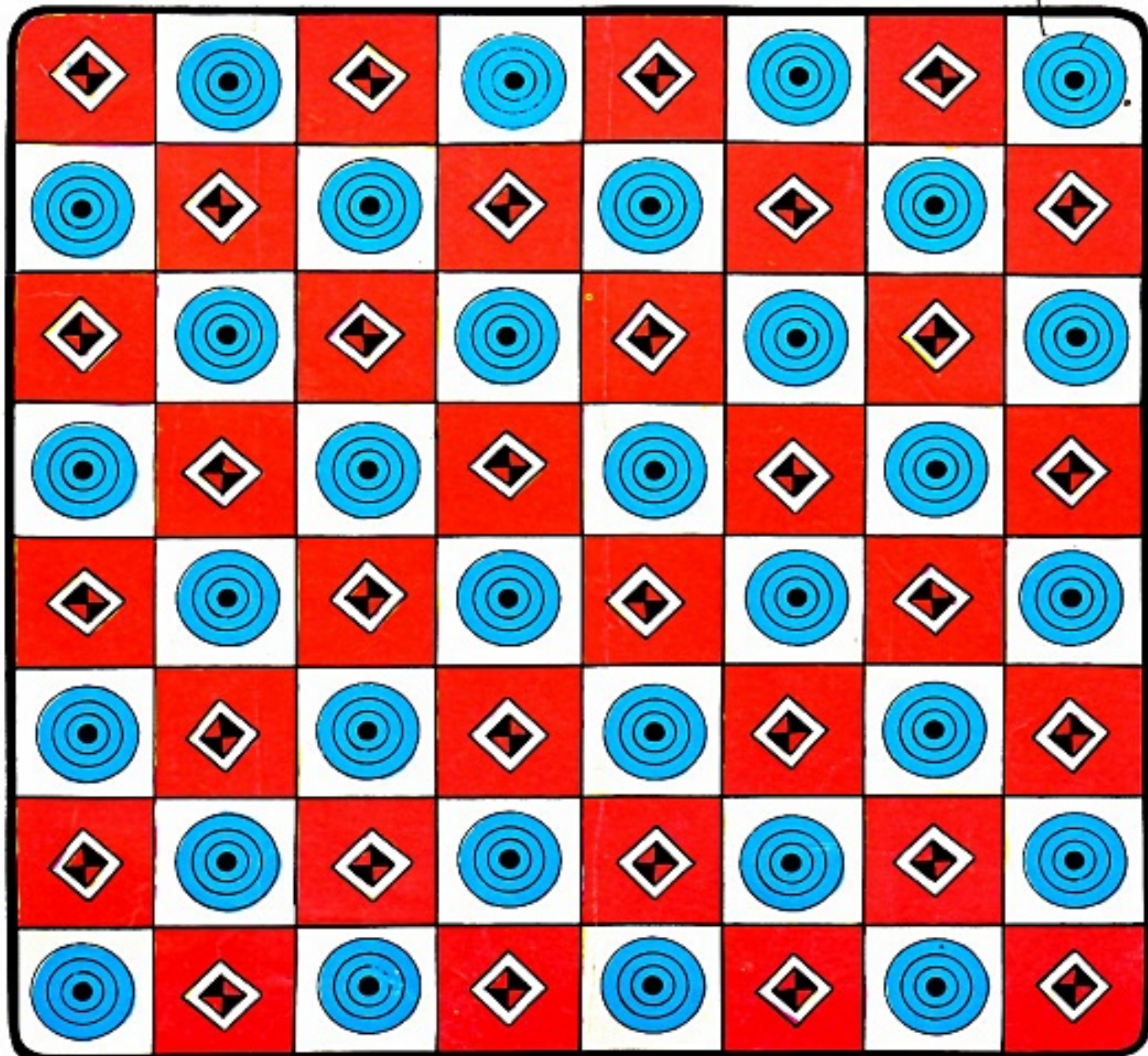
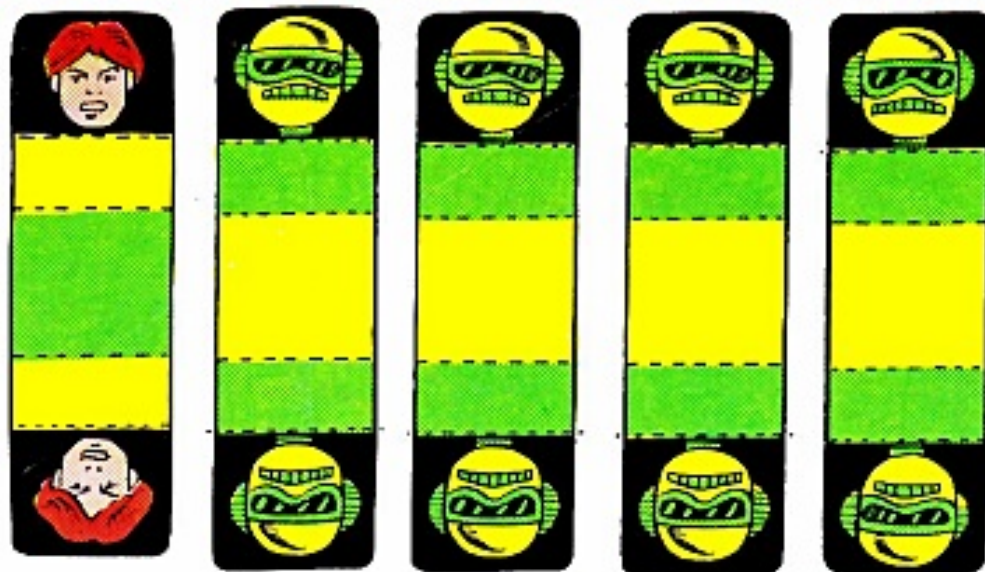
THE GALACTIC CHASE!

STICK THIS PAGE ONTO CARD AND THEN CUT OUT THE BOARD AND PLAYERS. BEND PLAYERS ON DOTTED LINES AND GLUE EACH TO MAKE AN UPSIDE DOWN 'T' SHAPE.



HOW TO PLAY (TWO PLAYERS)

THE OBJECT OF THE GAME IS FOR THE REBEL CONTROLLER (1st PLAYER) TO MOVE THROUGH A LINE OF ROBOTS (2nd PLAYER) PLACE THE 4 ROBOTS ON THE FIRST LINE OF RED SQUARES. PLACE R.C. ON THE OTHER END OF THE BOARD ON ANY OF THE RED SQUARES. EACH PLAYER MAY MOVE ONE SQUARE AT A TIME BUT ONLY ON THE RED SQUARES. THE ROBOTS CAN ONLY MOVE FORWARDS - R.C. IN ANY DIRECTION.



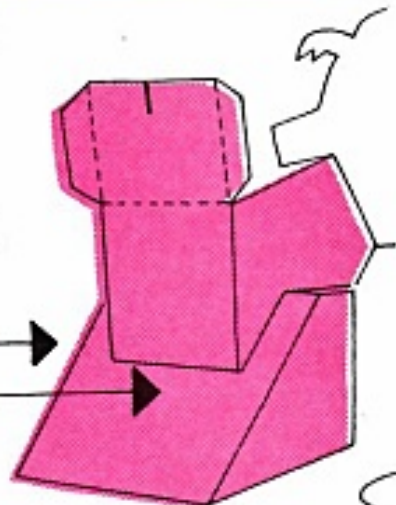
Build this super

stand-up model

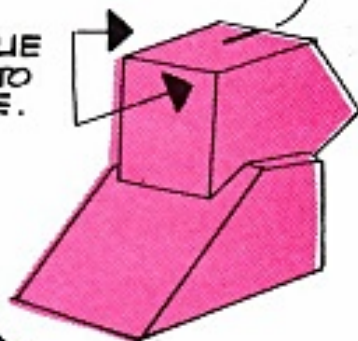


YES, IT'S A REBEL PATROLLER WITH HIS TRUSTY SAND HOPPER ON THE DESERT PLANET, SARINA. THIS MODEL IS EASY-TO-MAKE WITH ONLY TWO TABS TO STICK - THE REST SLOT TOGETHER!

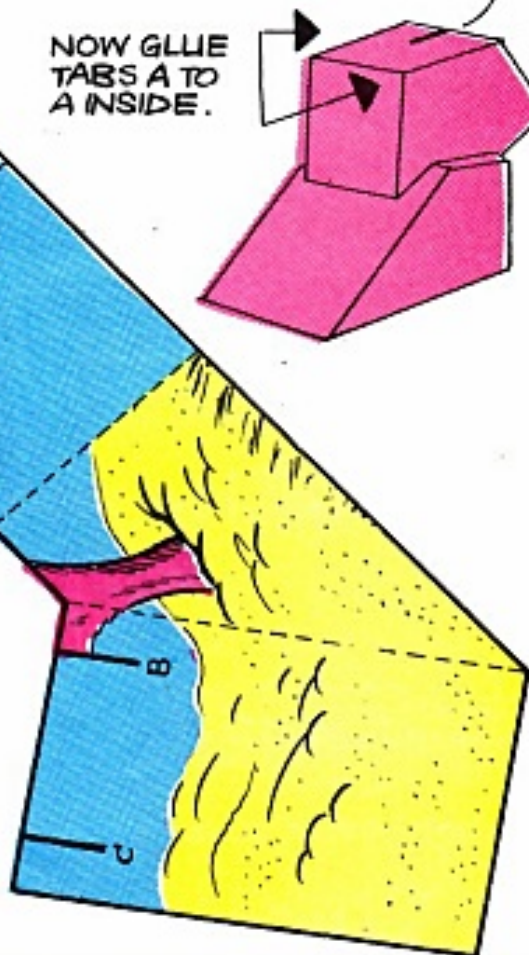
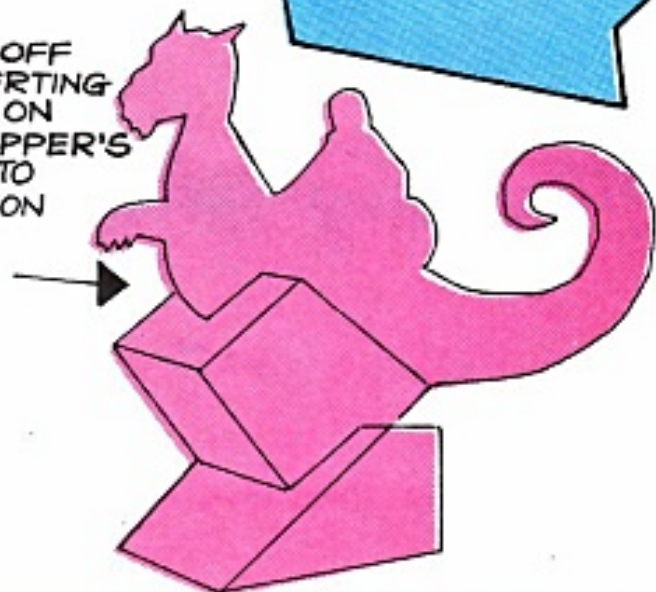
FIRST STICK THE SHAPE ONTO CARD. CUT OUT CAREFULLY. CUT SLOTS SHOWN AS THICKER BLACK LINES. LIGHTLY SCORE AND BEND DOTTED LINES AND INSERT B & C SLOTS IN PLACE.



NOW GLUE TABS A TO A INSIDE.



FINISH OFF BY INSERTING SLOT 'D' ON SANDHOPPER'S BODY INTO SLOT 'D' ON FLAT.



CYRIL SAYS...

You can make a PUPPET out of me ... from an EGGBOX!



And all you need is an empty polystyrene eggbox, some pipe cleaners, Glue, black thread and paint and two lolly sticks. But study drawings carefully to start with!



Use 'catch' part of box for this.

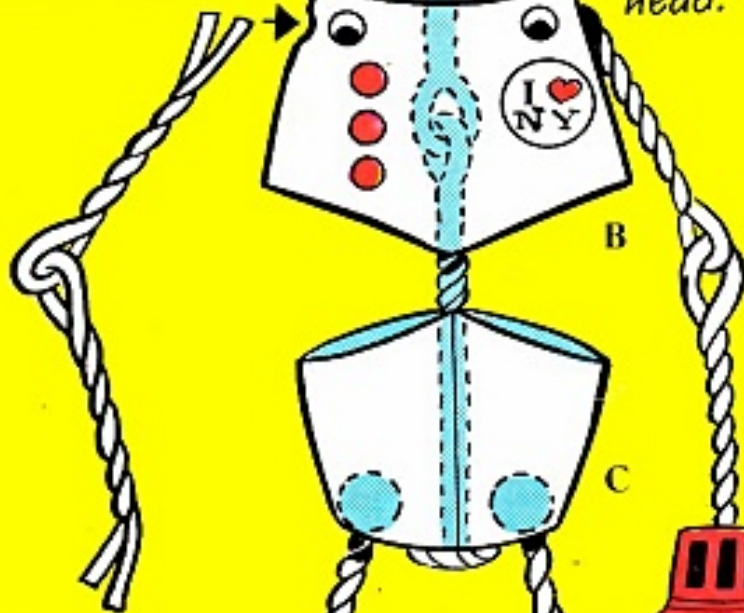
A First cut four 'domes' from the bottom of eggbox. Cut to shape as shown and glue 'head' parts together and cut ear parts from box and glue to side of head.



Bend pipe cleaners in half and twist. (use pencil to make loop at elbows and knees etc.) Make holes in body and head by pushing sharp pencil through. Insert arms, legs, spine. Make 'ball' at end to hold in place.



Side view of body.



Make up feet from eggbox. Glue together, insert legs and glue in place.



Cap brim

Cut out hands and glue to arms. Also eyes and chest decorations.

★ If you want to paint the cap with water colours, it's a good tip to mix a little

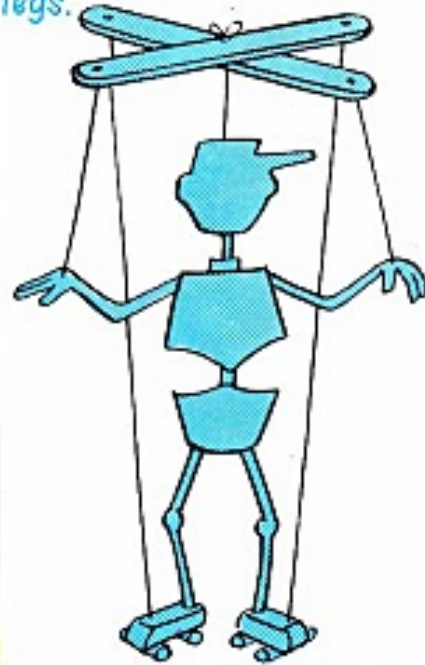


Roller skates made from pieces of pencil.



washing up liquid with it so that it will take.

Glue lolly sticks together in form of cross. Fasten black threads to arms and legs.



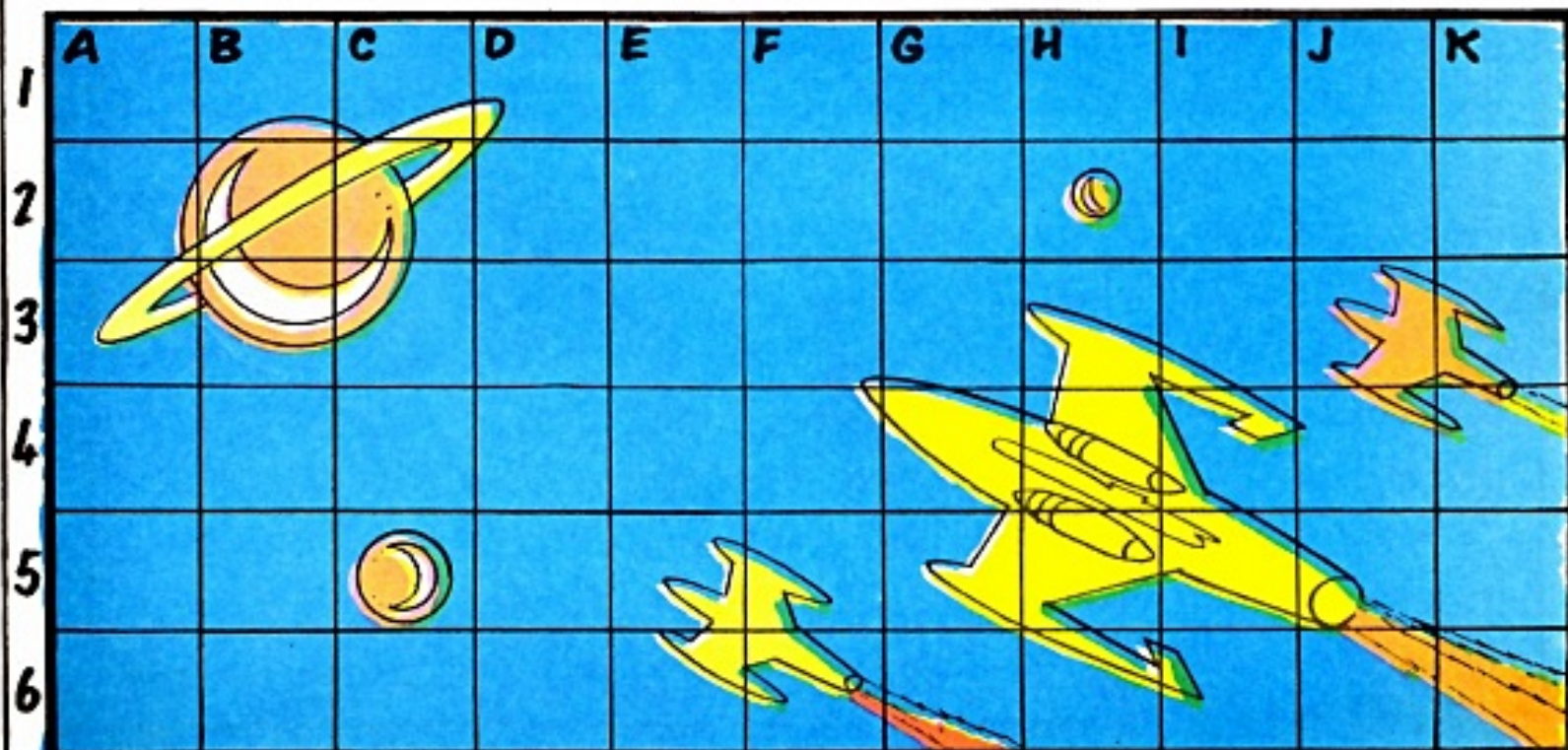
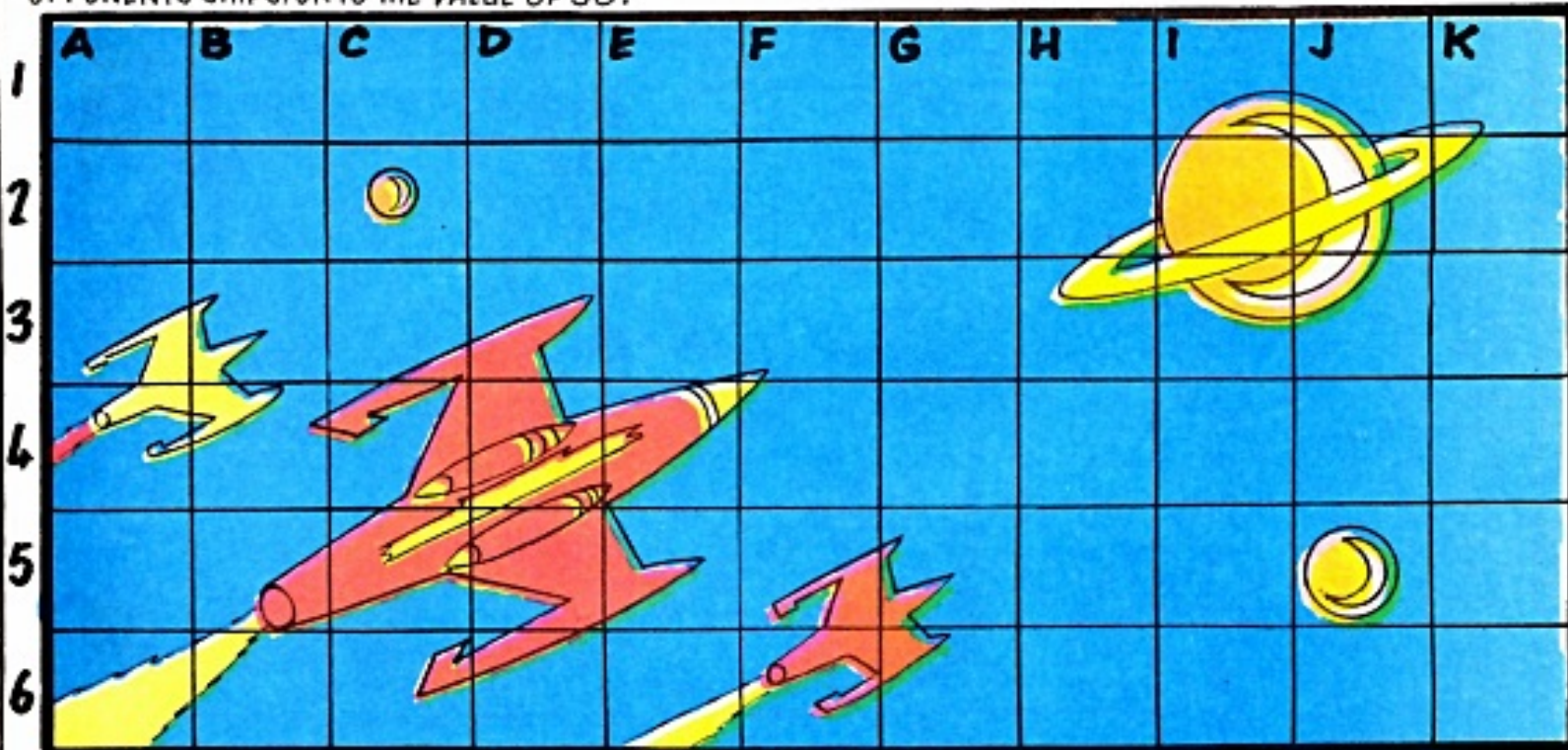
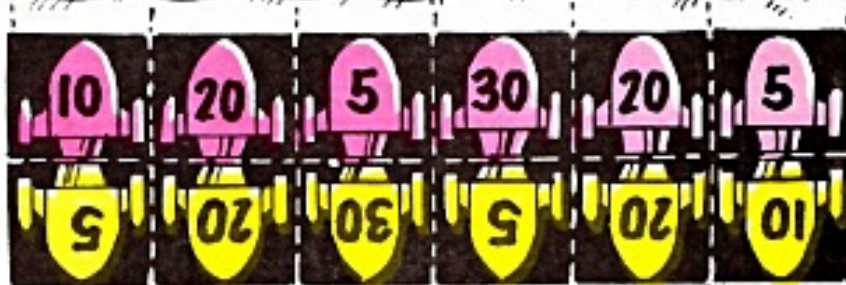
CYRIL SAYS...

PLAY THE STARWAR'S 'CANCEL OUT' CONTEST!



CUT OUT THE TWO GRIDS AND GLUE TO CARD. SAME WITH THE ROCKET SHIPS. PLACE THEM ON THE GRID.

BUT DON'T LET YOUR OPPONENT SEE THEM. TAKE TURNS TO CALL OUT A GRID REFERENCE - A3, H5 AND SO ON. IF A SPACESHIP IS ON THAT SQUARE THE OWNER CALLS "HIT" AND REMOVES IT. IF NOT HE CALLS "MISS". KEEP A NOTE OF REFERENCES CALLED, SO YOU DON'T REPEAT THEM. THE WINNER IS THE ONE WHO KNOCKS OUT ALL HIS OPPONENTS SHIPS, OR TO THE VALUE OF 50.

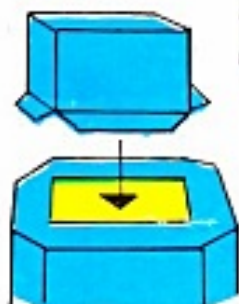
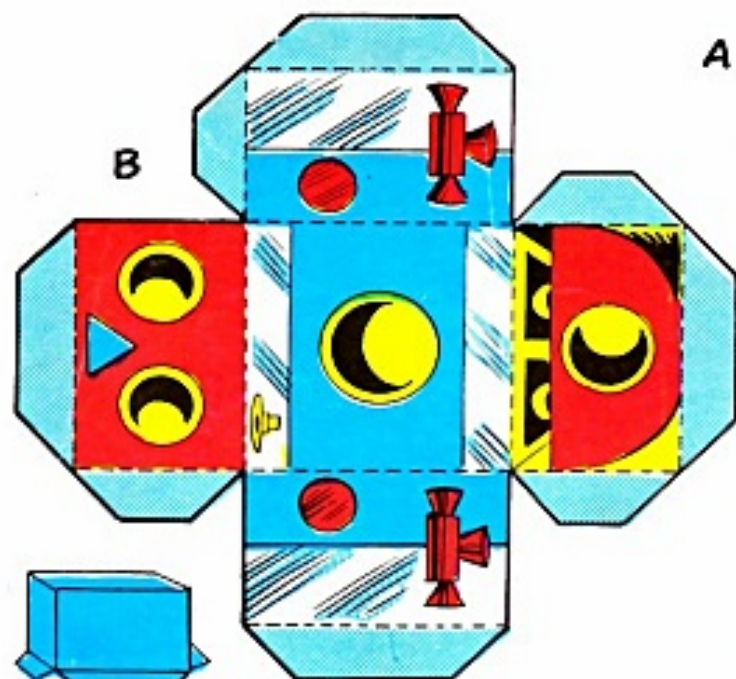


CYRIL SAYS...

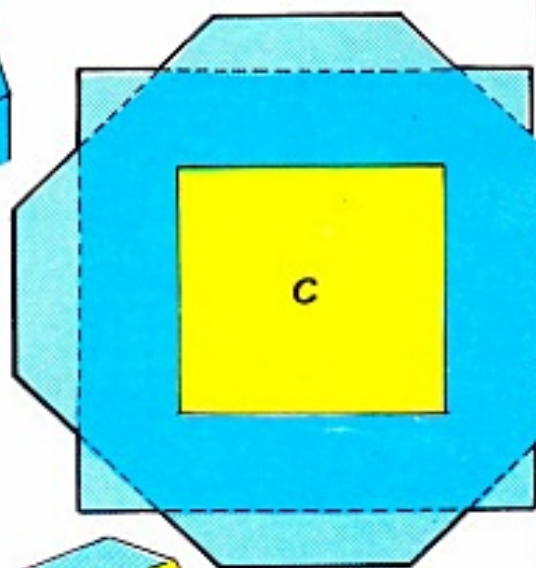


Build the ASTRAL EXPLORER MODULE!

IT'S SIMPLE TO MAKE - JUST GLUE TO THIN CARD - CUT OUT THE VARIOUS PARTS AND BEND AT DOTTED LINES - THEN GLUE BODY 'A' TOGETHER. (DON'T STICK BASE IN PLACE UNTIL YOU HAVE STUCK CABIN 'B' IN HOLE 'C'. TABS INSIDE.) MAKE UP THE FOUR 'LEGS' AND GLUE TO SIDES, LIKEWISE WITH THRUSTER ROCKET.

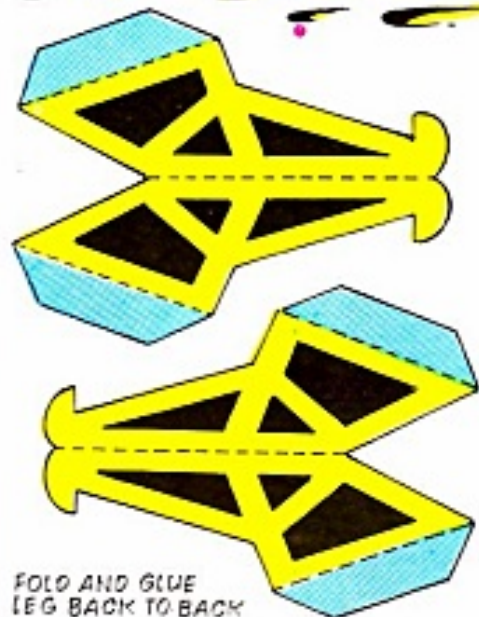


GLUE CONTROL CABIN IN PLACE AS THIS.

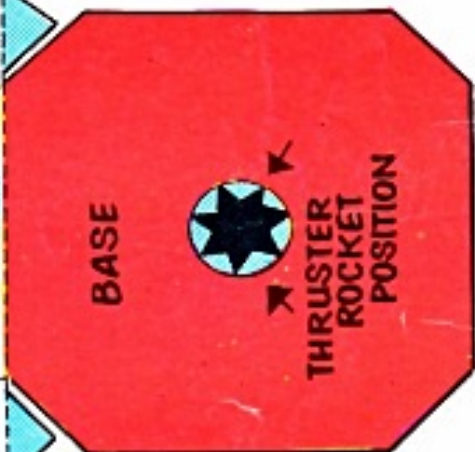


A

C

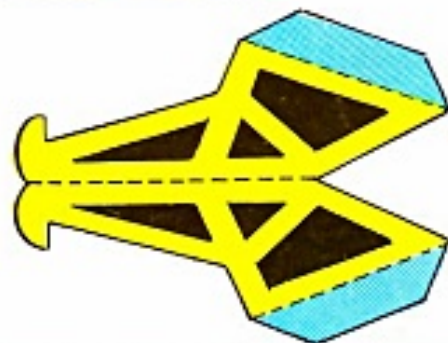
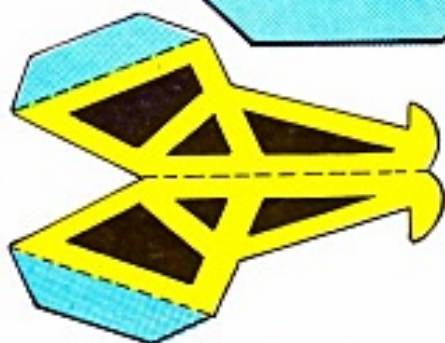


FOLD AND GLUE LEG BACK TO BACK AND MOUNT IN PLACE

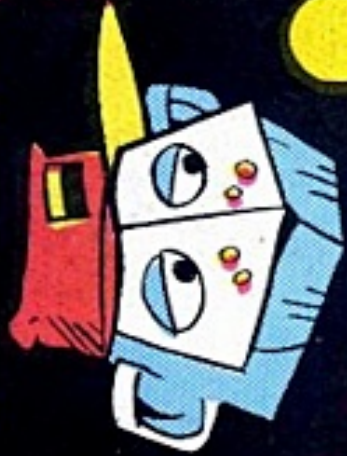


BASE

THRUSTER ROCKET POSITION



CYRIL SAYS...



Take off for GREEN PLANET PERIL!



12
13
14
15
16
17
18
19
20
21
22
23
24
25

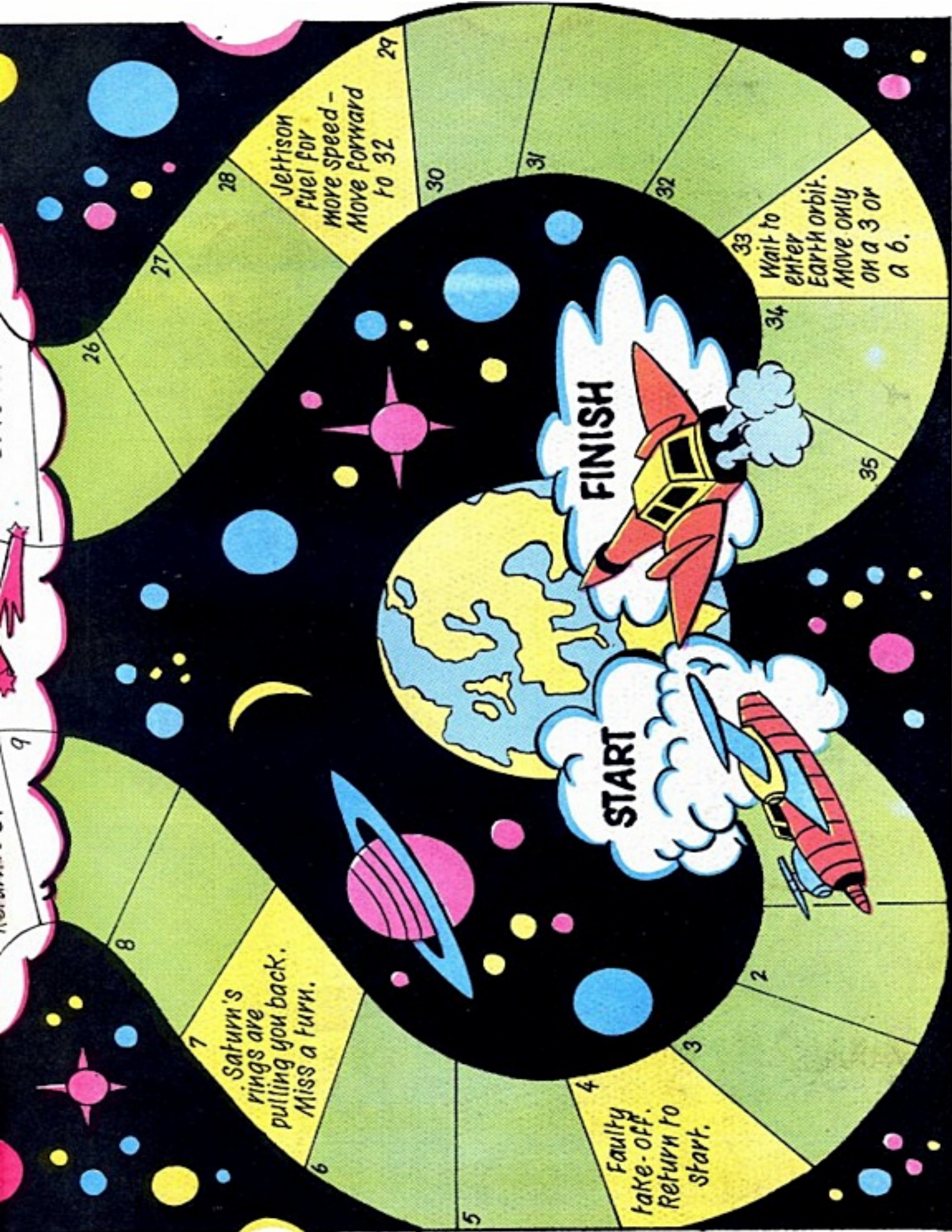
12
Pulled forward by magnetic force On to the Green Planet.

A spaceship has crash-landed on the Green Planet. Soon its acid fumes will eat through the hull and overcome the crew! So blast off from Earth and rescue them! First back to Earth with them is the winner. Any number can play, use buttons or coins for space ships, using a dice to play. But remember if you miss the Green Planet you have to go back to the square you came from and wait until you throw an even number before you go to the Green Planet.

21
Missed your orbit. Go back to Green Planet.

10
Meteorite Skaver Knocks out your instruments. Roll back to 5.

25
Meteorites affecting your Magno-compass. Go to 10.



9

8

7

Saturn's rings are pulling you back. Miss a turn.

6

5

4

Faulty take-off. Return to start.

3

2

START

FINISH

26

27

28

Jettison fuel for more speed - Move forward to 32

29

30

31

32

33

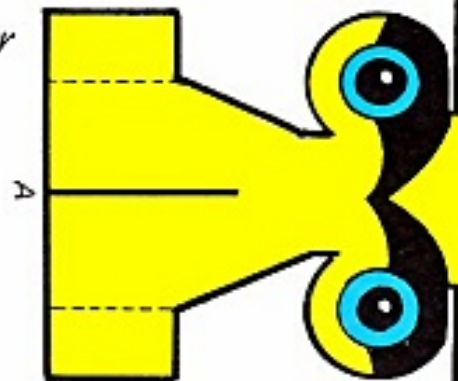
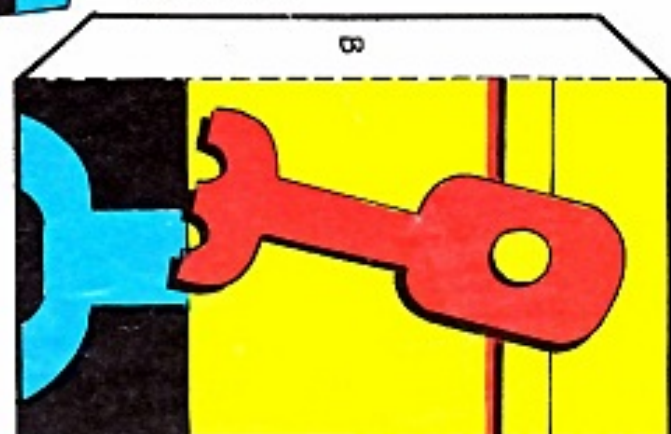
Wait to enter Earth orbit. Move only on a 3 or a 6.

34

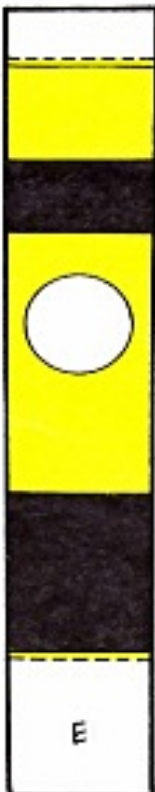
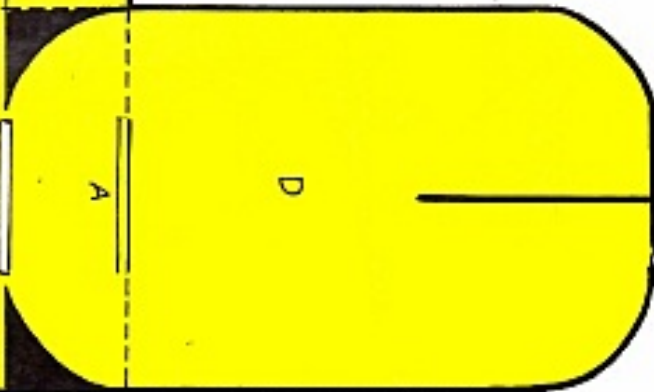
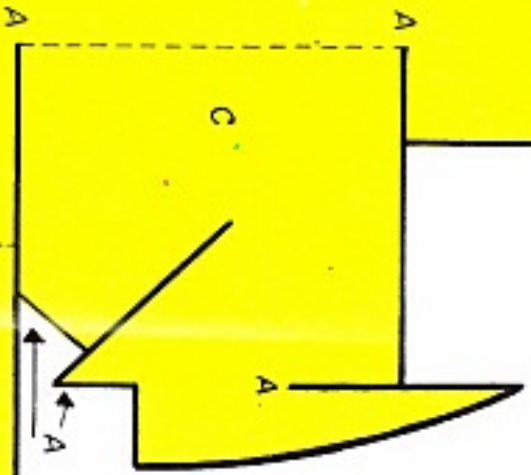
35

Make a model of me — BOSCO the COSMIC ROBOT!

I'm easy to make (Only two tabs to stick!) Just glue to thin card, cut out — also cut along slots 'A' and hole 'A'. Bend at dotted lines. Glue tabs 'B'. (B.B. together!) Bend 'C' forward and 'D' backward, slot together, then slot nose in place. Finish off by inserting speech strip in front through slots at top (E. bend finisher up inside.)

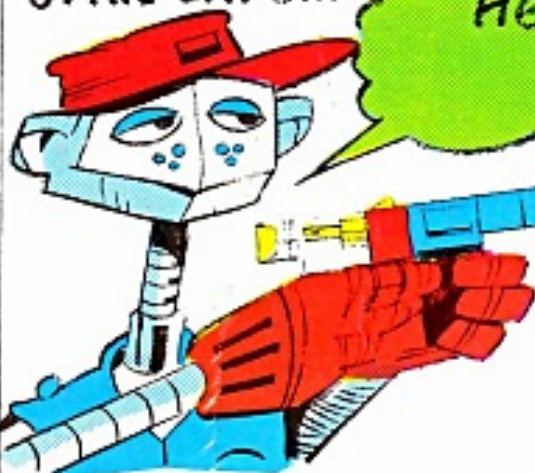


You can have fun by moving speech strip up and down. You'll have to provide voice yourself. (Deep mechanical voice!)



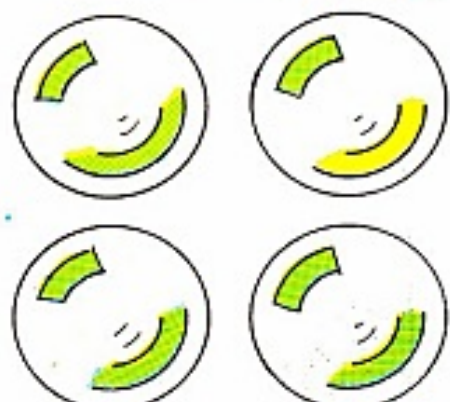
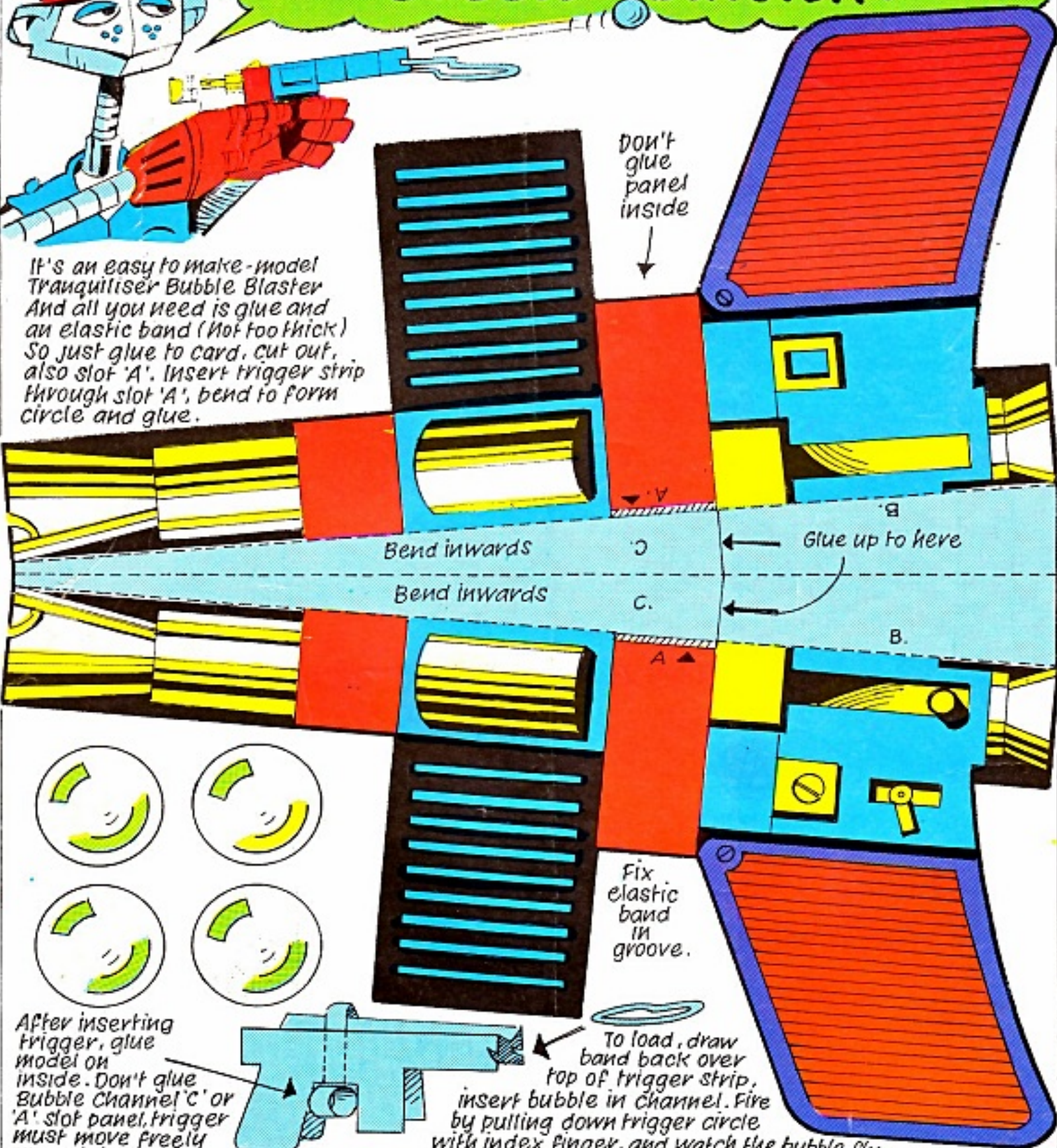
CYRIL SAYS...

Here's a super BUBBLE BLASTER!



It's an easy to make - model
Tranquilliser Bubble Blaster
And all you need is glue and
an elastic band (Not too thick)
So just glue to card, cut out,
also slot 'A'. Insert trigger strip
through slot 'A', bend to form
circle and glue.

Don't
glue
panel
inside



After inserting
trigger, glue
model on
inside. Don't glue
Bubble Channel 'C' or
'A' slot panel, trigger
must move freely
up and down.

Fix
elastic
band
in
groove.

To load, draw
band back over
top of trigger strip,
insert bubble in channel. Fire
by pulling down trigger circle
with index finger, and watch the bubble fly.

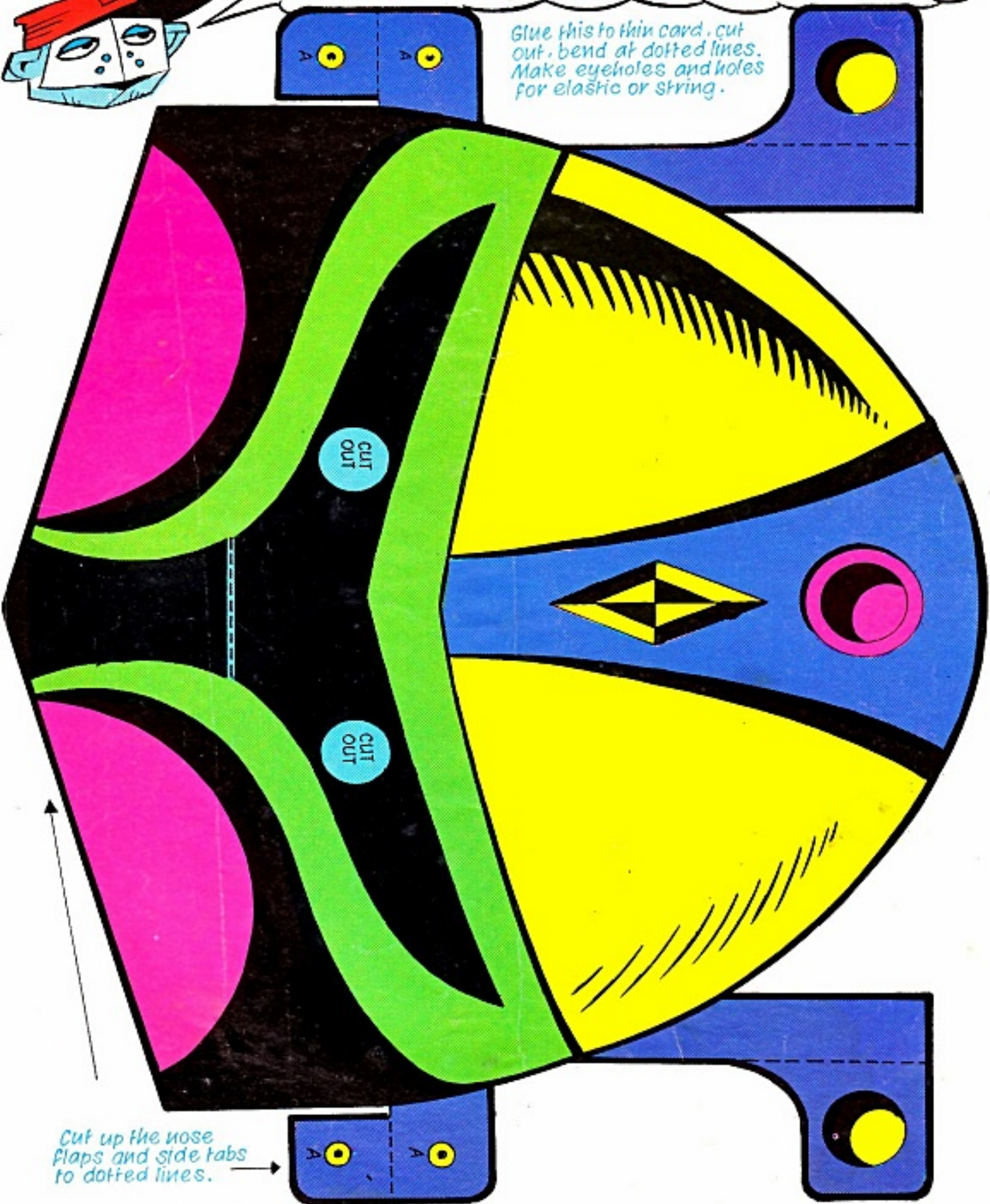


CYRIL SAYS ...

Make this super **MAGNA MASK!**



Glue this to thin card, cut out, bend at dotted lines. Make eyeholes and holes for elastic or string.



Cut up the nose flaps and side tabs to dotted lines.

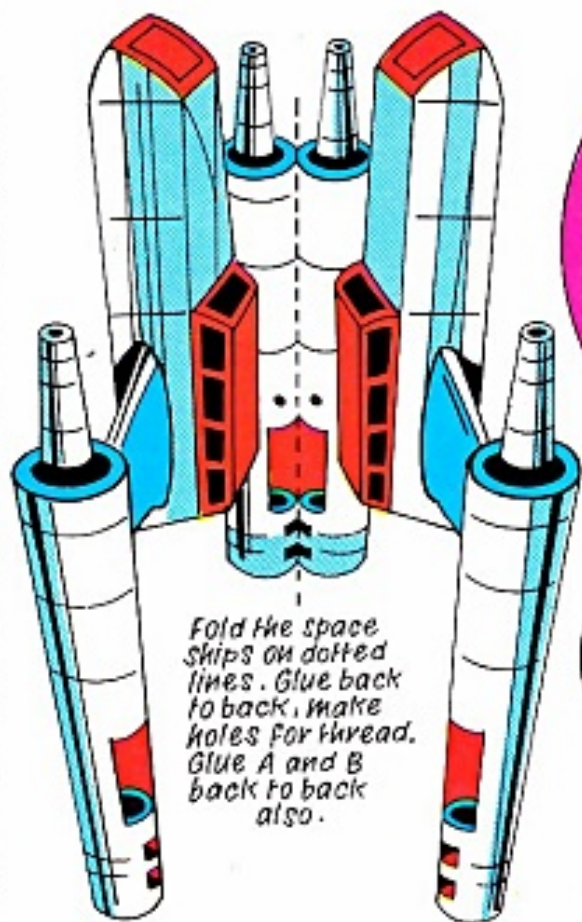
MAKE A COLOURFUL SPACE MOBILE!



You can decorate your room with this stunning twirling mobile! It's easy to make and all you need is glue, two plastic drinking straws and some black thread (Ask Mum). Just assemble it as shown and, when the deep space wind blows it will twirl!



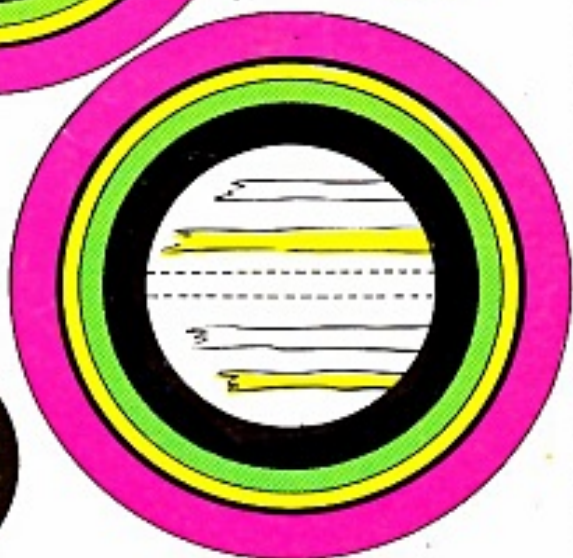
Cut around the planet up to the dotted lines, bend one part up, the other down - Glue the two sides back to back.



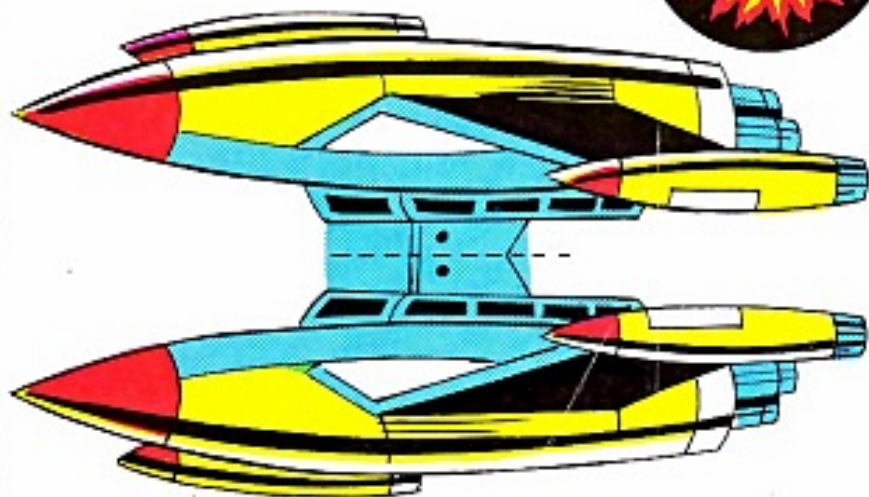
Fold the space ships on dotted lines. Glue back to back, make holes for thread. Glue A and B back to back also.



A



A



B



TIPS! Make sure that heavy space ships counter balance each other - And to get thread through straws it's an idea to thread needle and drop it through straw!

ACTIVATE THE SENSOR SCANNERS



A strange Starship appears on your scanner. So activate the penetrater to find out who is at it's controls - Is it a friend or foe?



TAB B.

All you need to make the Scanscope is a paper fastener, glue and thin card (cereal packet).



Cut out the disc and panel, glue them to card, cut out holes and slots. Now insert Tab 'B' into slit on panel, and fasten paper fastener from front. To activate, just rotate control button 'C'



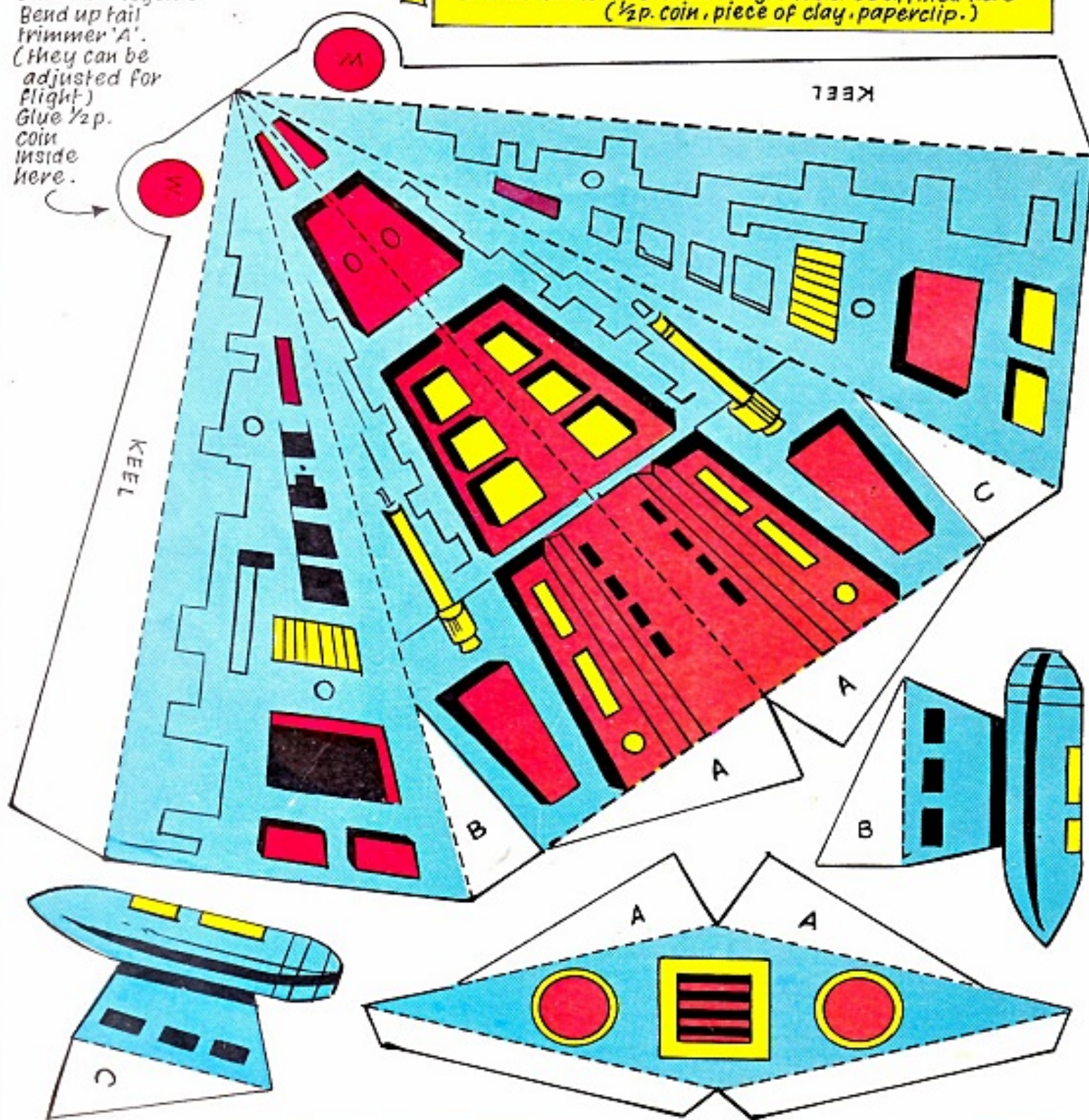
MAKE A HIGH-FLYER GALACTIC CRUISER!



It's an easy-to-make model and it flies! Just cut out the parts, bend at the dotted lines. Glue keel together. Bend up tail trimmer 'A'. (They can be adjusted for flight.) Glue 1/2p. coin inside here.

Now glue back Rocket plate lower tabs inside, then stick tail trimmer 'A' back to back. Mount steering rockets 'B' and 'C' in place.

IMPORTANT. A counterweight must be affixed here (1/2p. coin, piece of clay, paperclip.)



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STAR WARS™

RETURN OF THE JEDI™

DARTH VADER™

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STAR WARS™

RETURN OF THE JEDI™

YODA™
THE JEDI MASTER™



STAR WARS

RETURN OF THE JEDI

R2-D2™



STAR WARS

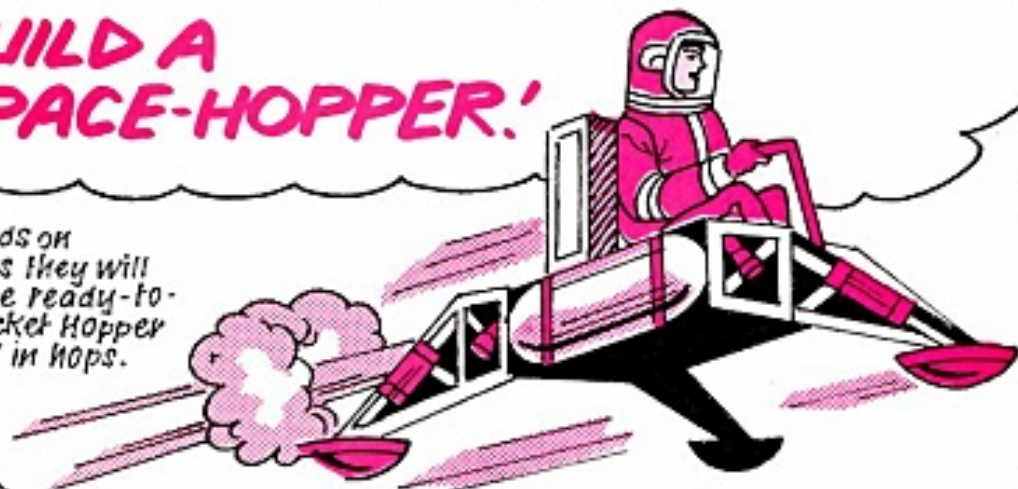
RETURN OF THE JEDI

CHEWBACCA™

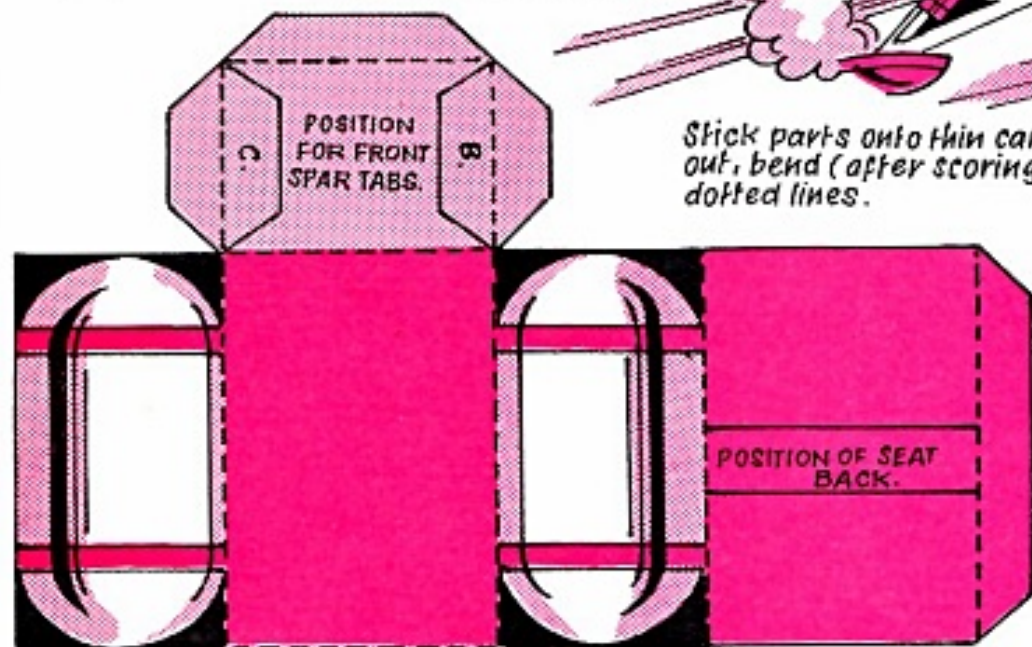
BUILD A SPACE-HOPPER!



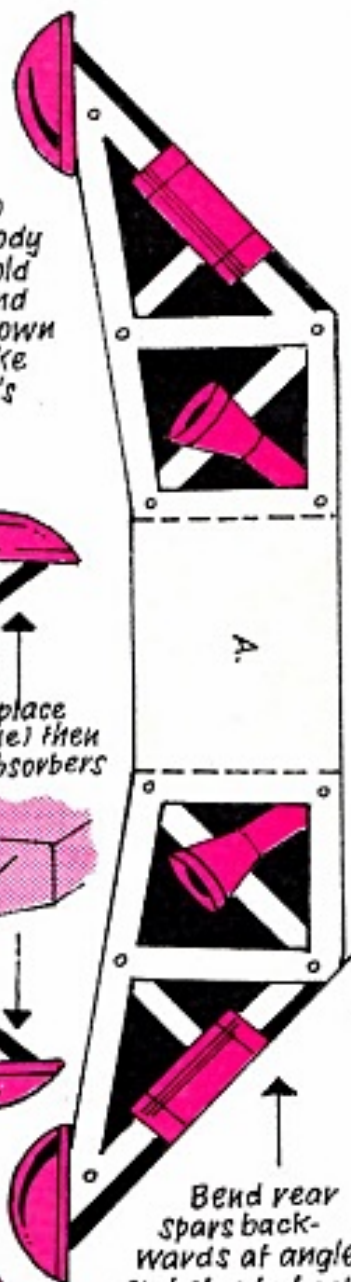
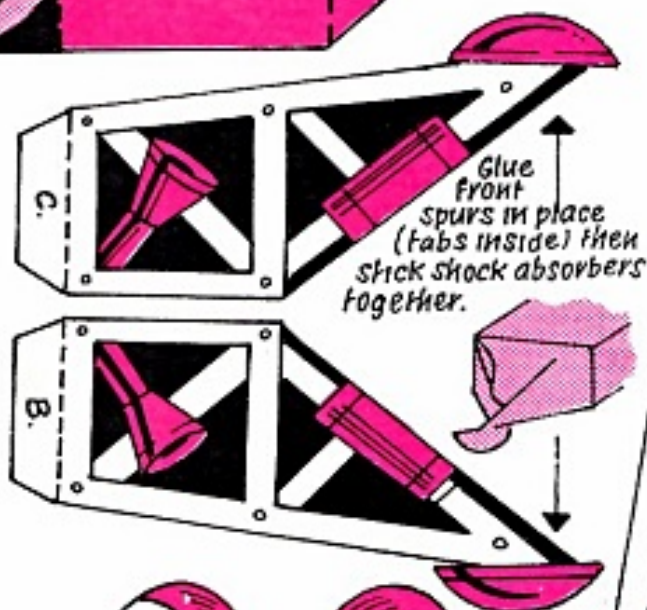
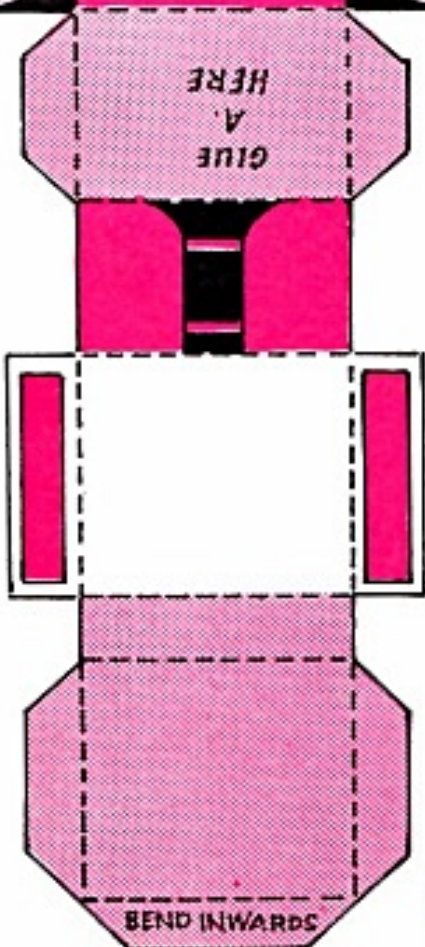
When man lands on the planet Mars they will take with them the ready-to-be-assembled short range Rocket Hopper which can zoom off the ground in hops.



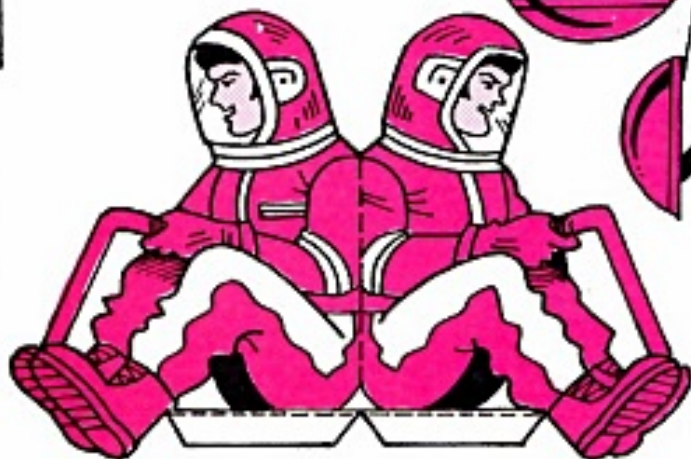
Stick parts onto thin card, cut out, bend (after scoring) at dotted lines.



Glue to form body then fold over and stick down to make driver's seat.



Bend rear spars backwards at angle and glue to back of rocket body. Complete by bending driver and glueing back to back. stick in place.

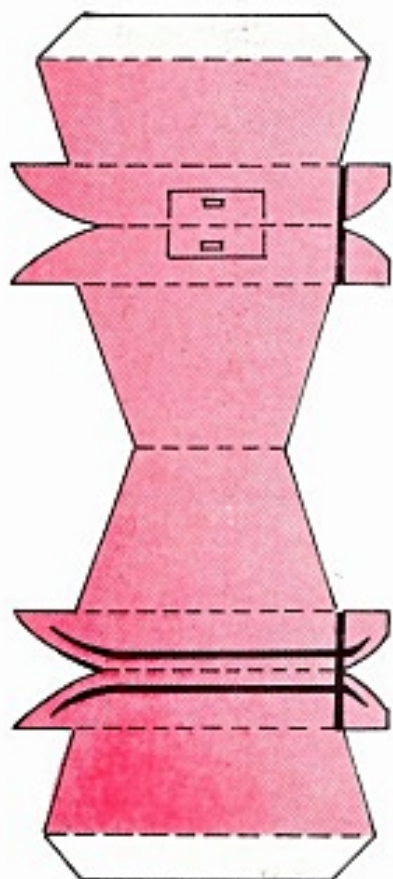




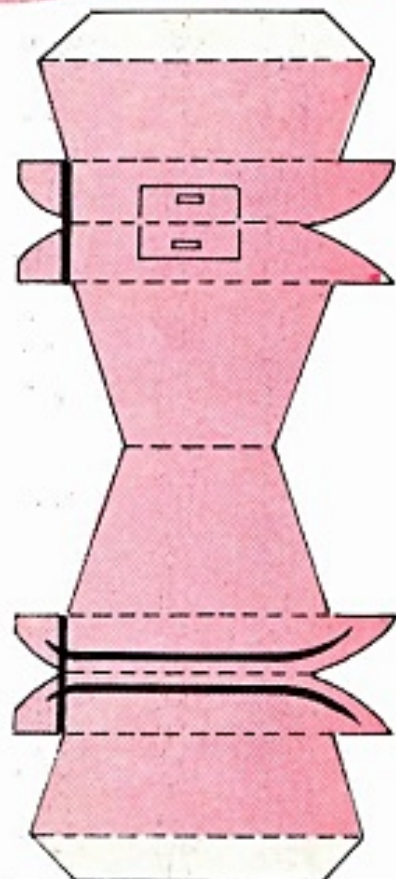
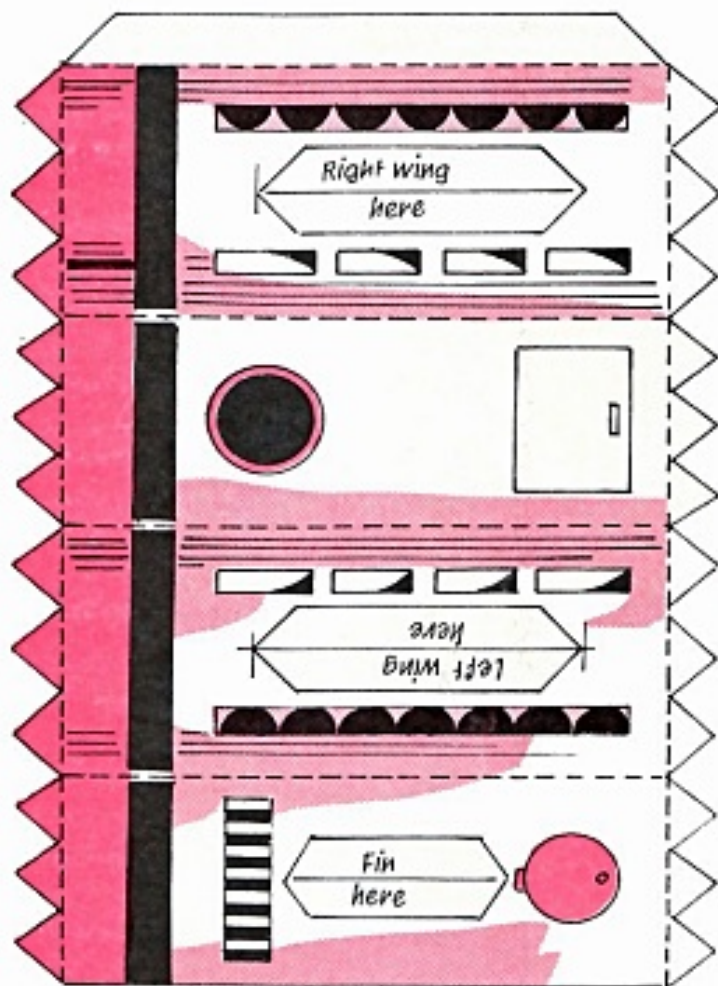
IT'S THE RETRO-ROCKET SPEEDER!



Just glue to thin card, cut out the various parts. Bend at dotted lines. Assemble body first, then glue cabin in front. Now fold wings and stick in position, complete with fin and pilot.



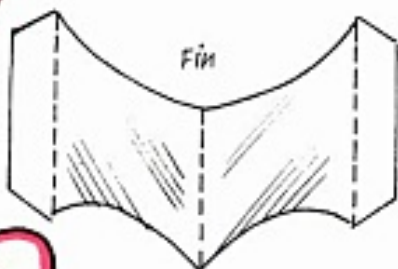
Right wing



Left wing



Rear



Fin

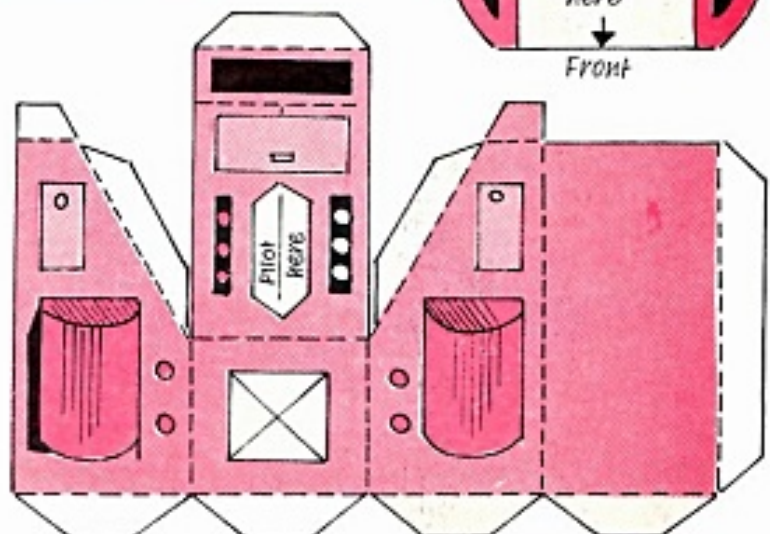


Front

Fold wing as this and fold.



Next week—
Look out for
a **SUPER
BACKDROP**
for your
models!

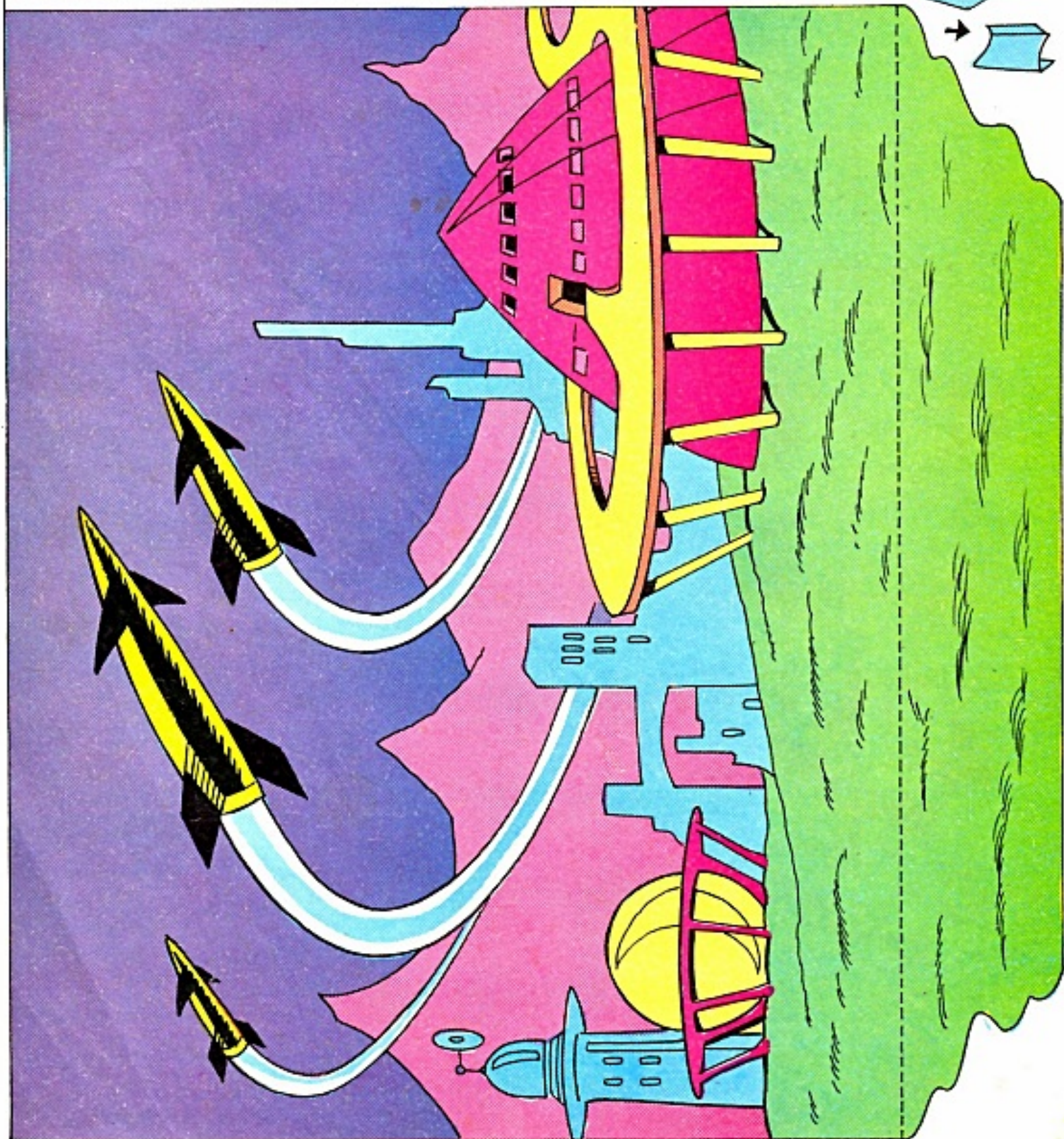


CYRIL SAYS:-



Here's a **SUPER BACKDROP** for your models!

Just cut out, bend forward at dotted line and glue to side and bottom of an empty cereal box. Make stand for model as small pic on right.



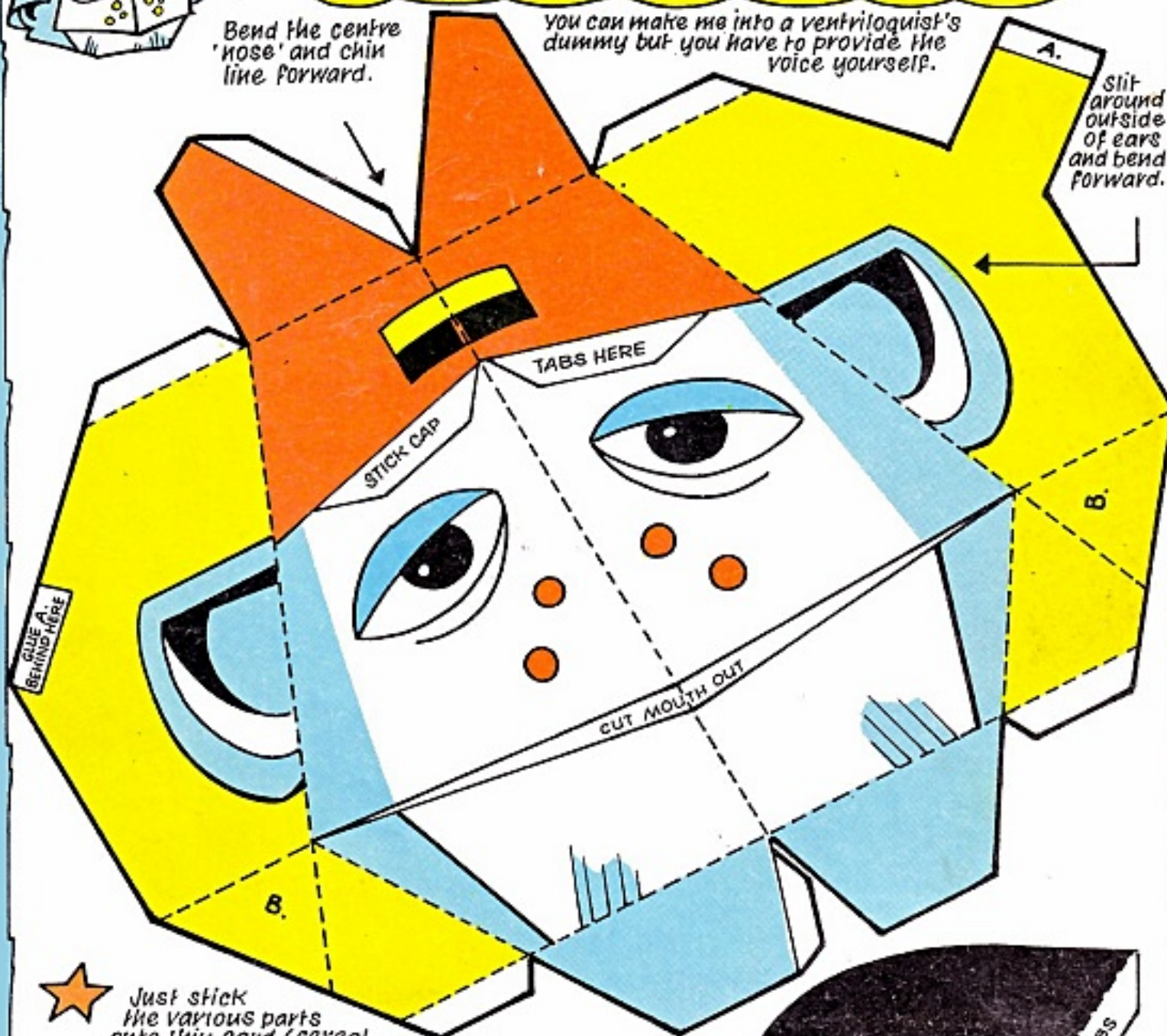
WHO'S MAKING A DUMMY OUT OF ME!



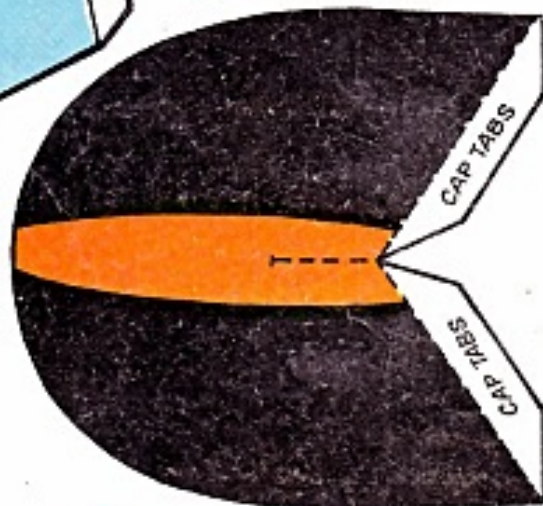
Bend the centre 'nose' and chin line forward.

You can make me into a ventriloquist's dummy but you have to provide the voice yourself.

Slit around outside of ears and bend forward.



Just stick the various parts onto thin card (cereal box) cut out and bend at dotted lines backwards and glue together. Bend ears forward, stick cap brim in place. Now glue strip 'B' in place at back. To actuate mouth, manipulate strip 'B' up and down.



HERE'S A SUPER OCTOHEDRON SPACE SPINNER!



It's an eight-sided diamond shape - just hang it up on black thread and let it twirl, or put it on the mantelpiece as a fun object.



Glue the shape onto thin card (cereal box), cut out and bend on the dotted lines. Glue sides, side 'A' last. Then thread a needle with black cotton, push through at top of 'head' side. Remove needle, knot and hang-up! Have fun!



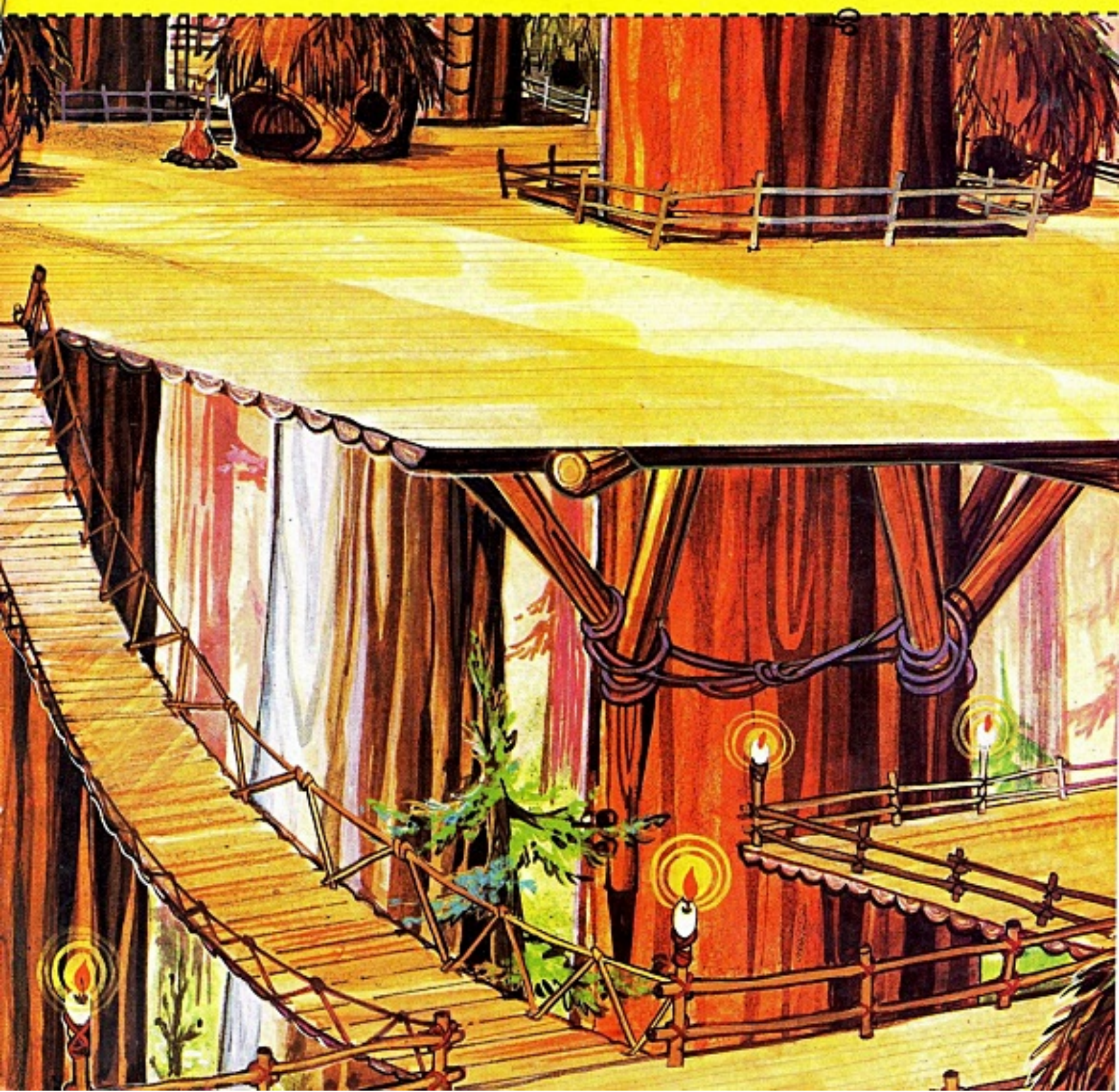
Hi folks! How do you like your free Ewok transfers? We couldn't think of a more perfect background for them, than this Ewok village on Endor, the Ewoks' home planet.

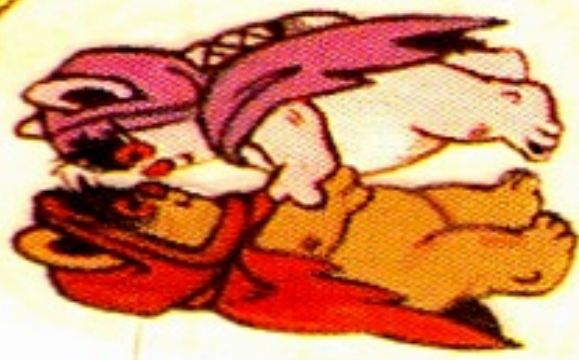
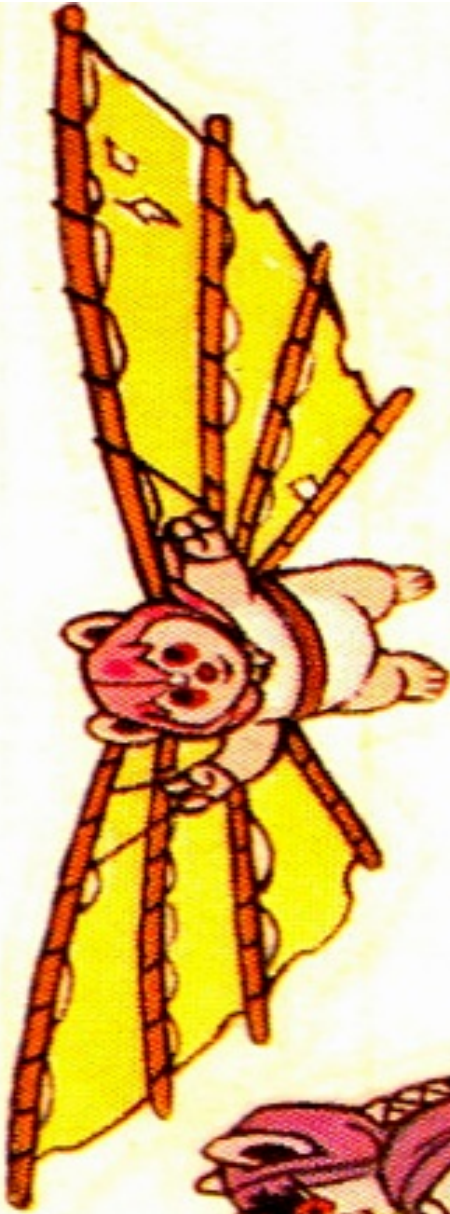
Cut along the dotted line and then stick your background scene to card. Rub the back of your transfer evenly with a pencil or ball-point pen, and *hey presto!* your transfer will have become part of the background scene!

Don't forget to leave some room on your background, as there will be more Ewok transfers, free with the next two issues of *Return of the Jedi*, so place your order now!

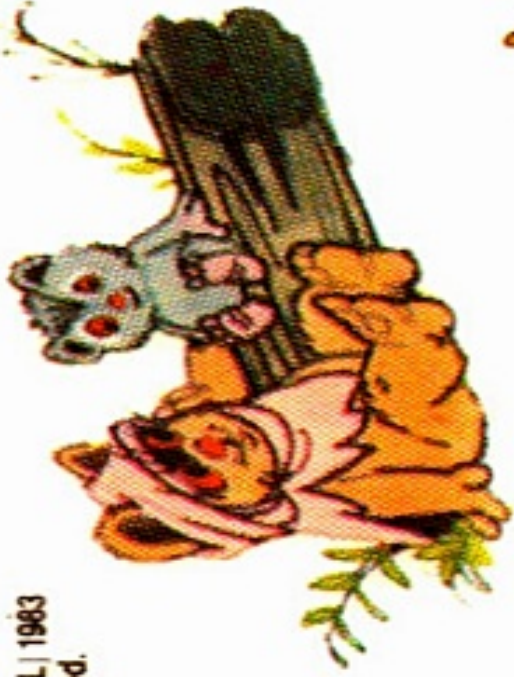
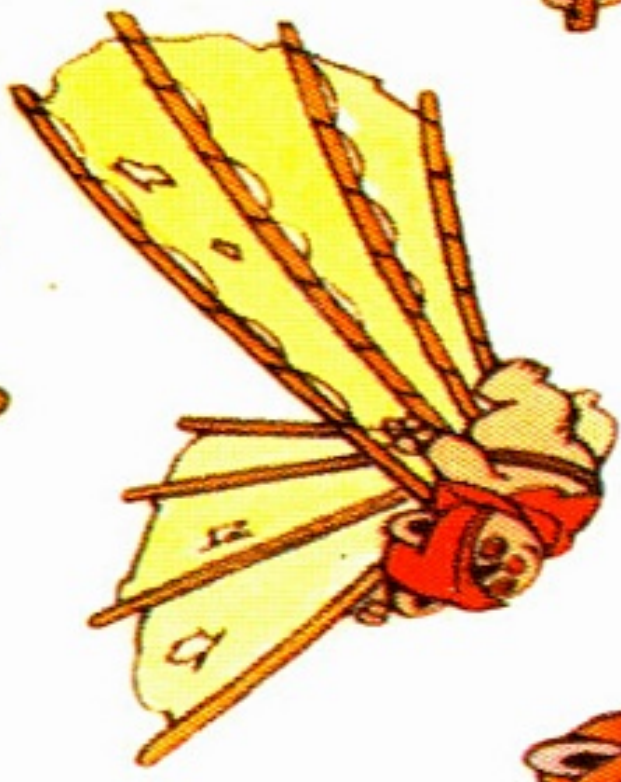


EWOK VILLAGE BACKGROUND SCENE!





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207 R2

Printed in Italy

JOIN THE
EWOKS IN

100 STEPS

THIS 100TH ISSUE GAME IS A REAL SIZZLER, TEEBO!



To cross the Gorge of Fire, you have to throw an even number.

Whoops! You're sliding backwards four squares!

The tail of Sabroc knocks you forward six squares!

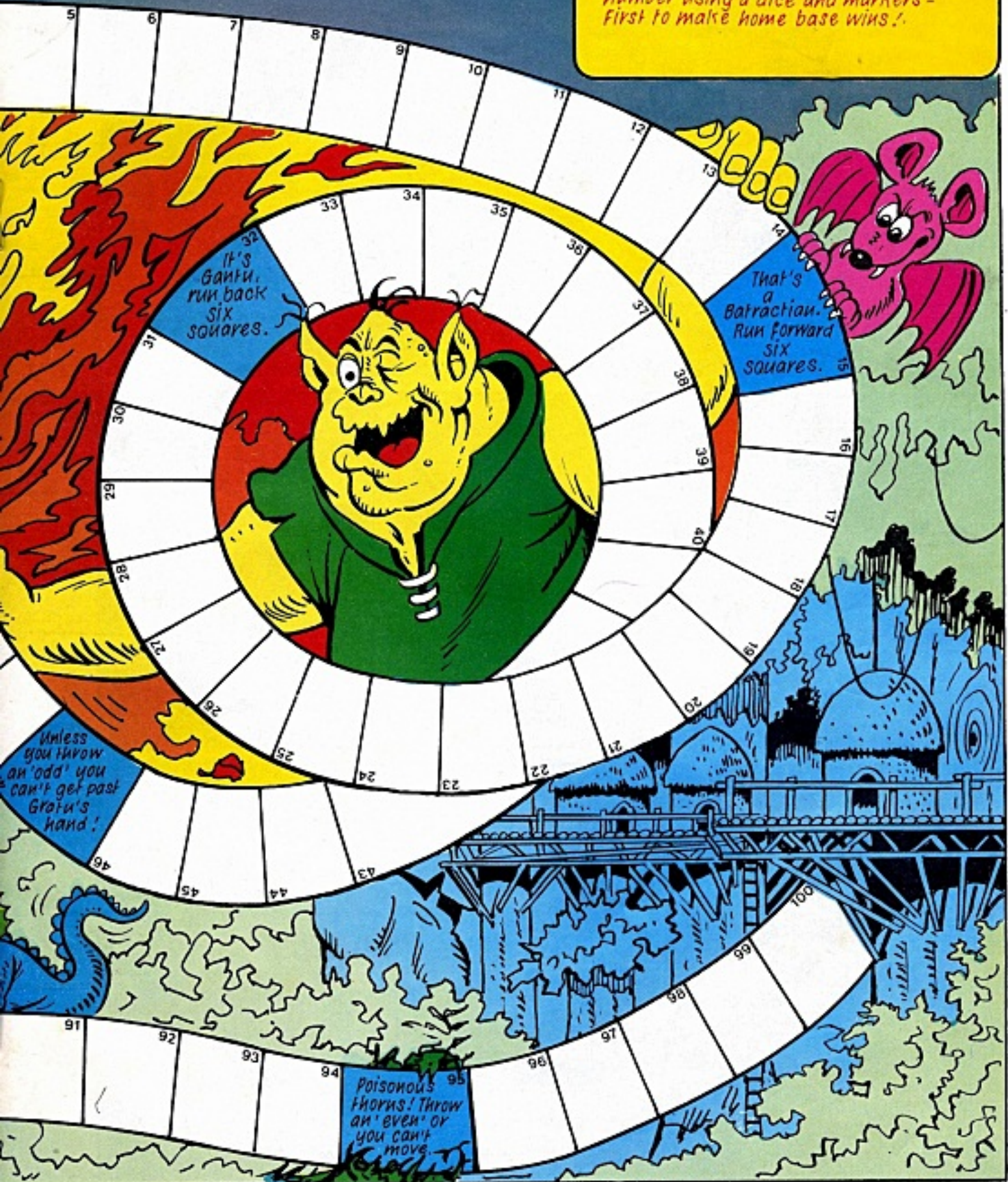
Those are Sabrocs. Hide and miss one throw.

Miss a throw while you dodge that Hopterra!

Three Squamata overhead! Go back five squares!

TO SAFETY!

Teebo and Wicket are returning from a scouting trip in the forest on Endor but they have many perils to face before they reach their village! It's a fun game for any number using a dice and markers - First to make home base wins!



32
It's Gantu, run back six squares.

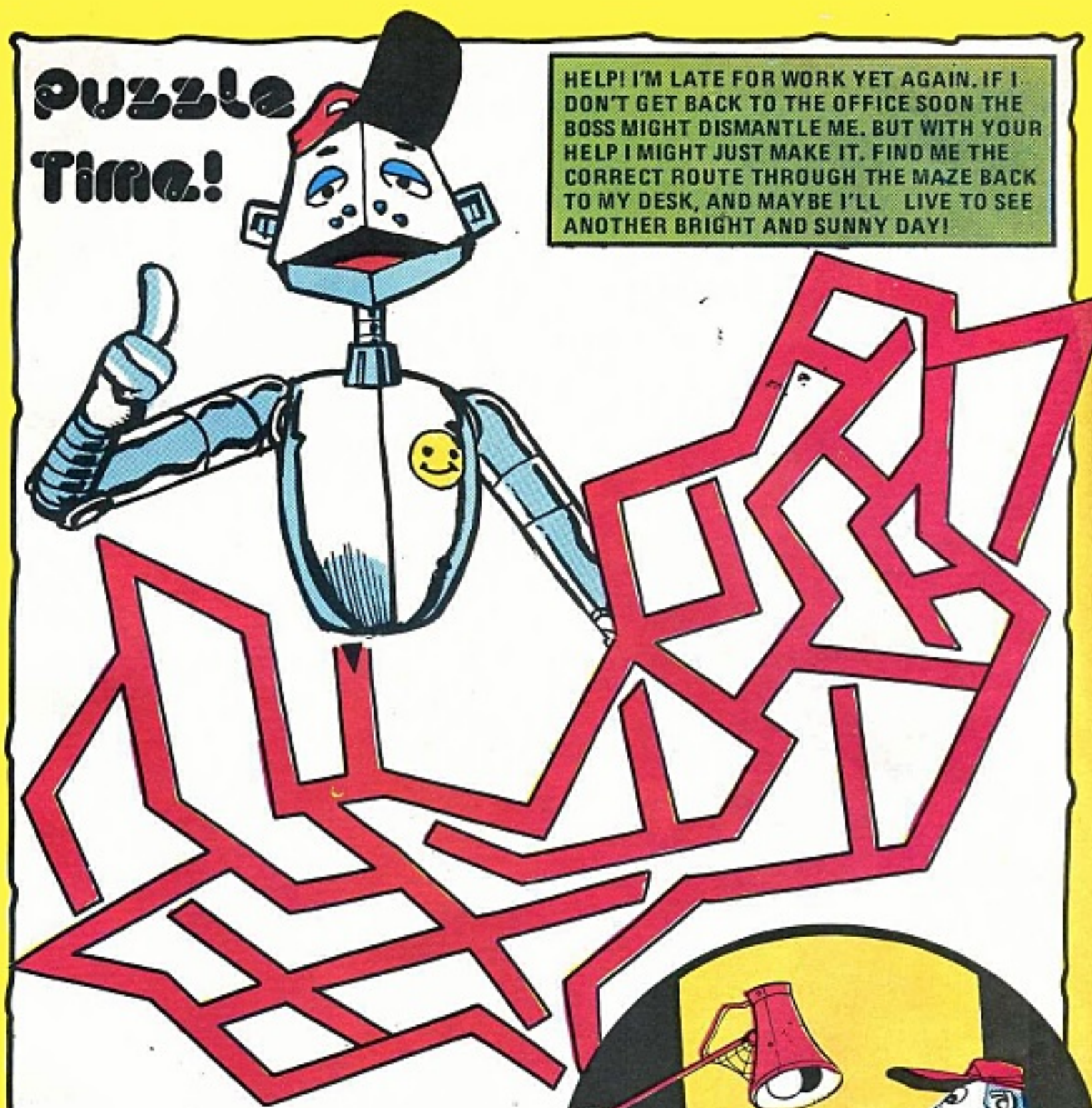
14
That's a Batraction. Run forward six squares.

46
Unless you throw an 'odd' you can't get past Grotu's hand!

94
Poisonous thorns! Throw an 'even' or you can't move.

Puzzle Time!

HELP! I'M LATE FOR WORK YET AGAIN. IF I DON'T GET BACK TO THE OFFICE SOON THE BOSS MIGHT DISMANTLE ME. BUT WITH YOUR HELP I MIGHT JUST MAKE IT. FIND ME THE CORRECT ROUTE THROUGH THE MAZE BACK TO MY DESK, AND MAYBE I'LL LIVE TO SEE ANOTHER BRIGHT AND SUNNY DAY!



PHEW! THANKS FOLKS, I ONLY JUST MADE IT. PERHAPS IF I SIT QUIETLY AND GET ON WITH MY WORK, NOBODY WILL NOTICE THAT I'M OUT OF BREATH!

