## Doodlebug - Yami Yamauchi

Diagramed By Colin Rowe April 2000
The model can be squeezed down to $3^{\prime \prime}$ long and it can be expandedto $15^{\prime \prime}$ long with 6 cards used.
It wiggles, doodles, twists bends left, right, up and down. It also jumps, rattles, etc.
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Happiness is doodling!

Materials: $3 \times 5$ "" index cards, 6 to 12 or more!

1). Take two of the index cards, place them at right angles and align one corner. Valley fold the narrow edge for one card to the edge of the other card.

2). Slot one card in to the fold of the other, aligning the corner. Valley fold long edge against the card. Unfold.

4).Valley fold the raw edge to the horizontal crease.

8). Add two further valley folds.

5). Complete the grid with valley folds. Fold all the other index cards the same way. Turn
over.

9).Mountain fold the vertical creases to $90^{\circ}$, and sink the two water bomb bases...

6).Valley fold, creasing only where indicated.

7). Valley fold the next square in a similar way.

10). ... to form this. Crease well and then outside reverse fold as indicated. Fold all the units in the same way.

Folding the Head and Tail Units.
Head
(1)

11). Unfold completely and turn over. Crease as shown. Refold in the order 1; 2; 3; 4, and reinstate the sinks.

12A \&B). Details of head. Diagonally valley fold the sides, and fold the top corner down. Squash the triangles of paper at the front to form the "eyes."

14). Bisect angles as above and reform unit using new creases as shown in next diagram.

15). Completed tail
13). Unfold another unit. Valley fold two edges in as shown

16). Assembly: Insert tail of one unit into the head of next unit. Valley fold both corners, half to two-thirds along to lock the units.


