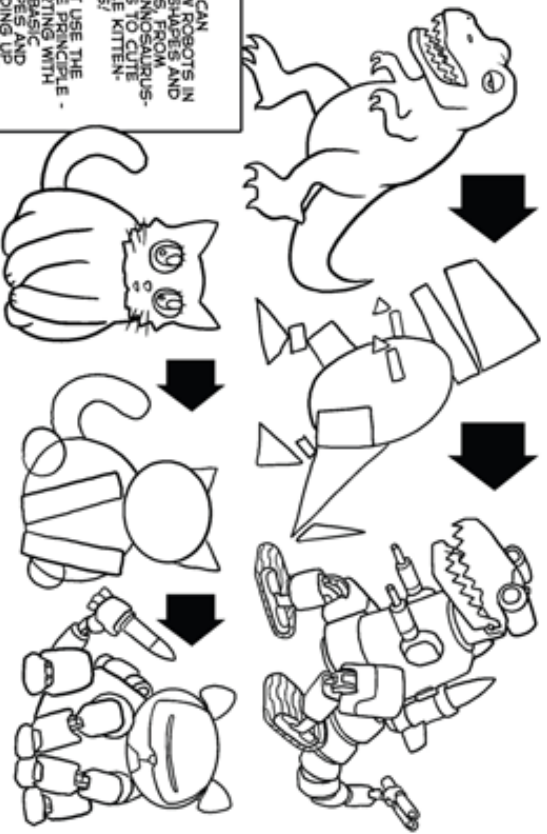


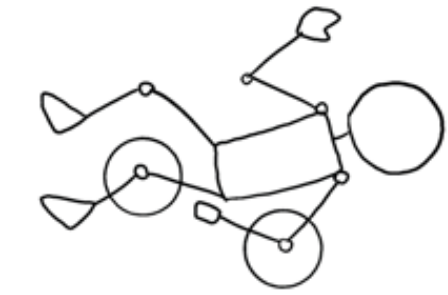
YOU CAN DRAW ROBOTS IN ALL SIZES AND SHAPES, FROM TIRANNOSAURUS-BOTS TO CUTE LITTLE KITEN-BOTS!

JUST USE THE SAME PRINCIPLES - STARTING WITH THE BASIC SHAPES AND BUILDING UP FROM THERE!

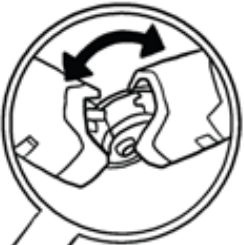


JOINTS!

EVERYWHERE THAT TWO BITS OF YOUR ROBOT MEET, ONLY THESE CAN WORK IN SEVERAL WAYS...



BALL & SOCKET
SOCKET (E.G. SHOULDER, HIP) - MOVE IN ALL DIRECTIONS



HINGED JOINTS
(ELBOWS, KNEES) - MOVE IN ONE DIRECTION



OR, HEY! THEY'RE ROBOTS - THEY'VE GOT PIPES IN THEIR BODIES, WHATEVER YOU WANT!



FEET!

SURE YOU COULD GIVE YOUR ROBOT REGULAR FOOT-SHAPED FEET AND GET THE ROBOT'S THING COOLER? FOR EXAMPLE!



CATERPILLAR TRACKS!

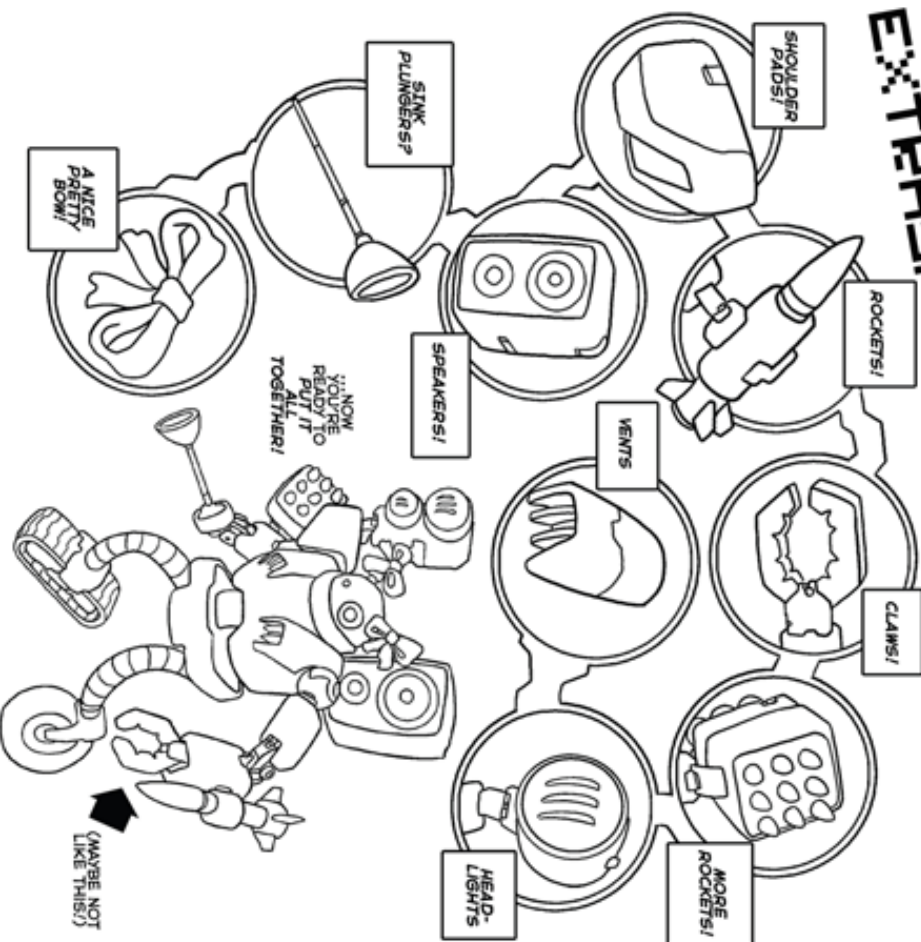


WHEELS!



JETS!

EXTRAS!



SHOULDER PADS!

ROCKETS!

VENTS

CLAMS!

MORE ROCKETS!

HEAD-LIGHTS

SPEAKERS!

SINK PLUNGERS?

A NICE PARTY BOWL!

NOW YOU'RE READY TO PUT IT ALL TOGETHER!

(MAYBE NOT LIKE THIS!)