GENERAL RULES

The solid black perimeter lines indicate where to cut the paper.

Fold the paper so 1 touches 1, 2 touches 2, 3 touches 3, et cetera. Occasionally numbers will be supplemented with letters (ex: 7a and 7b). These indicate multiple points that need to touch in a single fold (ex: 7a must touch 7a, and 7b must touch 7b simultaneously).
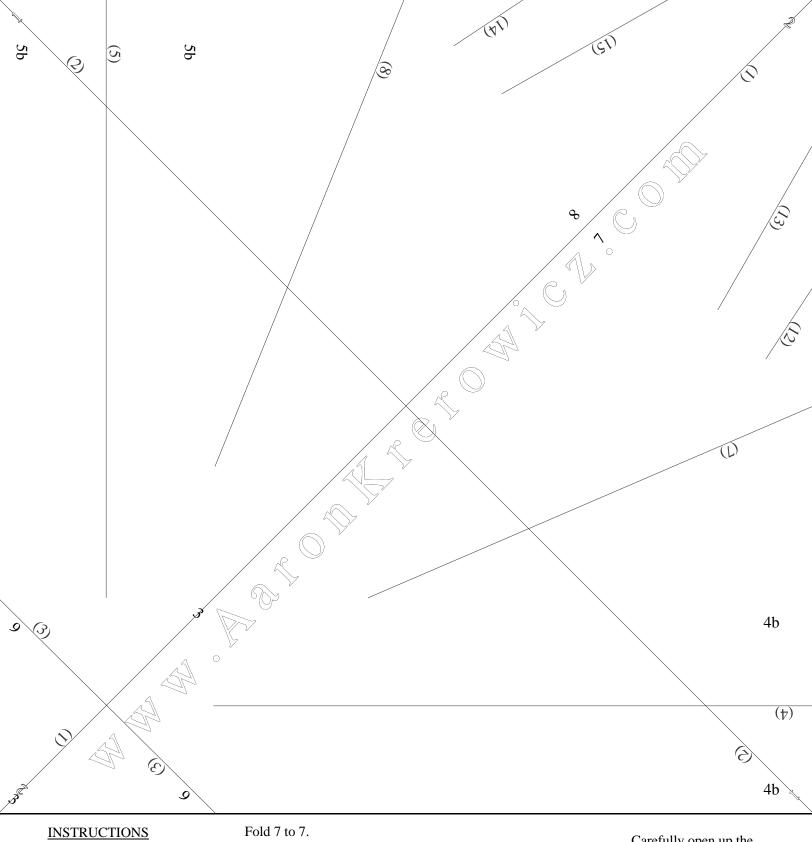
Outlined numbers (ex: $\mathbb{1}$) are to be folded, creased, and unfolded. Overlined numbders (ex: $\overline{1}$) indicate that only the top layer of paper (and not all layers) are to be folded.

The gray lines and accompanying numbers in parentheses illustrate where each fold should crease the paper. After making each fold, double check that you did it correctly by unfolding it and ensuring the crease is in the right place.

Catapult

Created by Aaron Krerowicz

5b (2) (5) 5b (14) (15) (8) 2 (1)

8

(13)

(12)

(7)

4b

6 (3) 3 (4)

4b

(1)

(3)

6

3½ 4b

(2)

www.AaronKrerowicz.com

INSTRUCTIONS
Fold 1 to 1, crease and unfold.
Fold 2 to 2, crease and unfold.
Fold 3 to 3.
Fold 4a to 4a, and 4b to 4b.
Fold 5a to 5a, and 5b to 5b.
Unfold completely.

This step is tricky: Re-fold 4b
to 4b, and 5b to 5b, while
simultaneously folding 6 to 6.
The result should be three-
dimensional.

Fold 7 to 7.
Fold 8 to 8.
To avoid confusion with an upside-down 6, there is no 9.
Fold 10* to 10.
Fold 11 to 11.

Tricky: Pull the pocket (the 4a/5a tip) til A touches one 11
and B touches the other 11.

Fold 12 to 12.
Fold 13 to 13.
Fold 14 to 14.
Fold 15 to 15.

Carefully open up the
pocket, then fold 10* to C.

To shoot, place ammunition
(a ball of paper works best)
in pocket, place a finger on
D to hold the body in place
(half unfold steps 12-15 to
use as feet for additional
support), then use other
hand to pull back the tip of
the pocket and release.