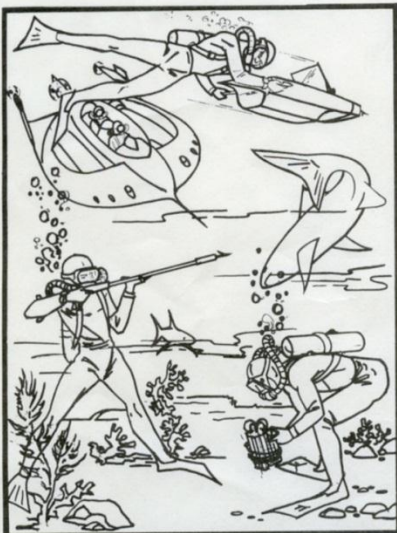
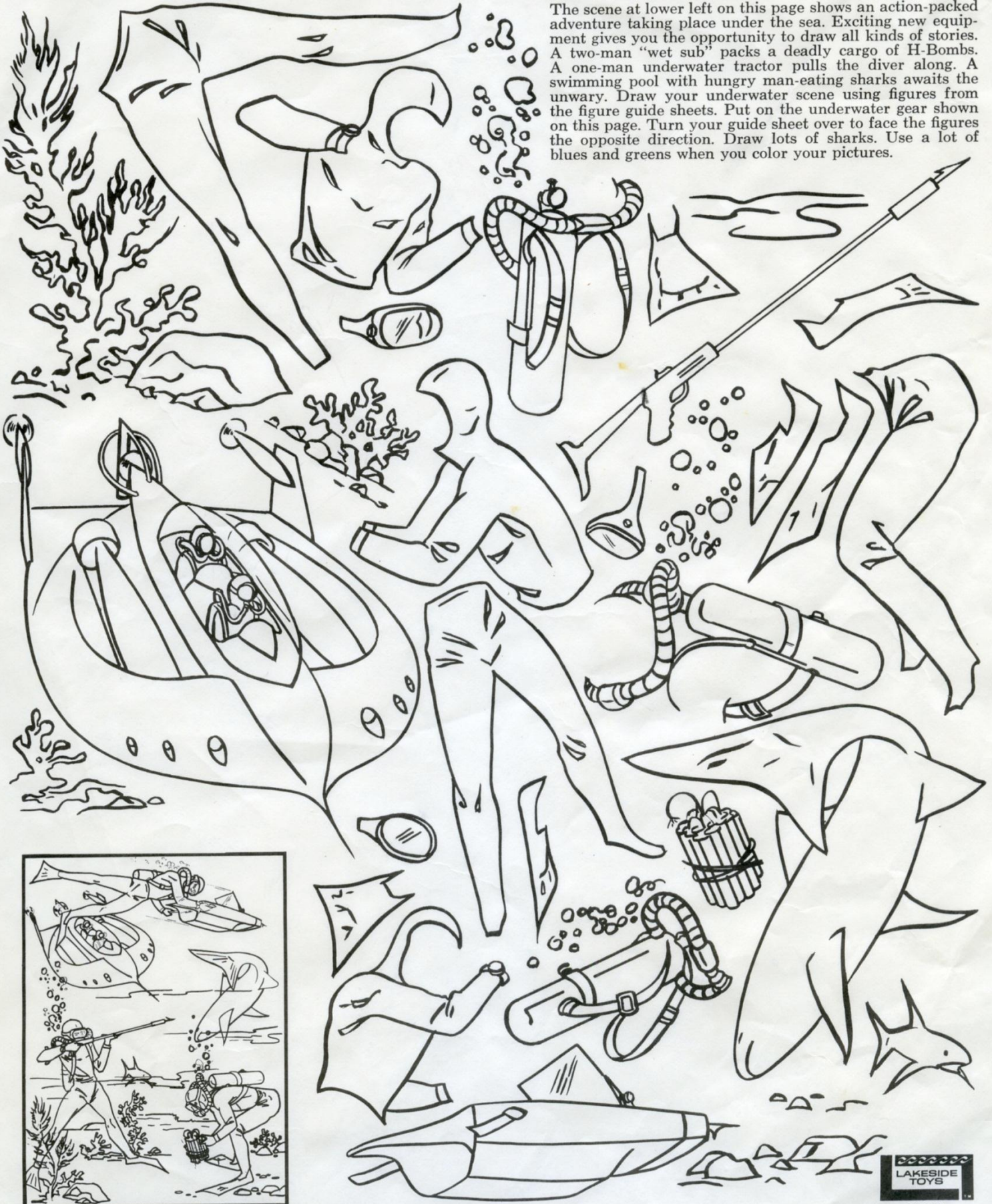


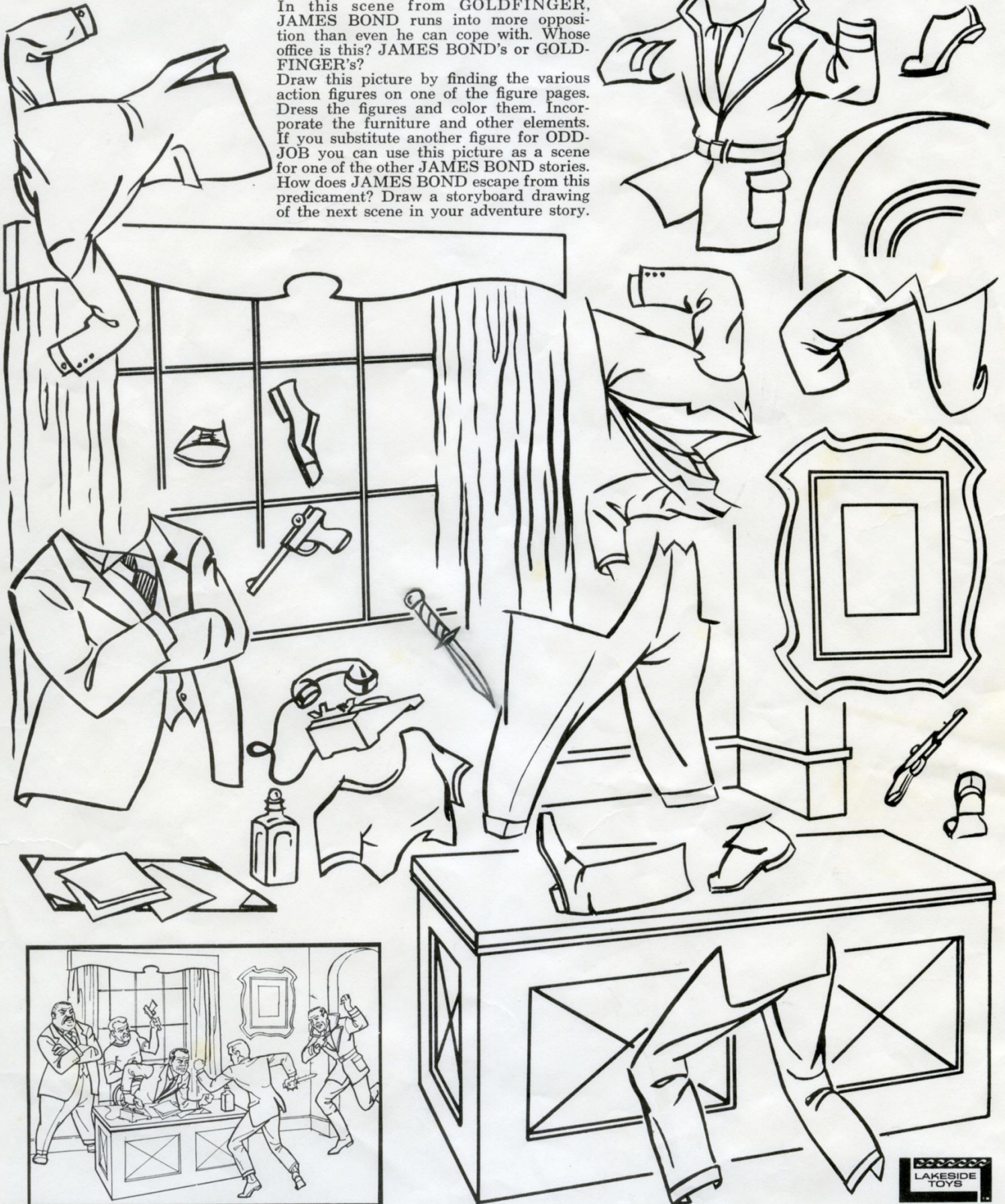
UNDERWATER WITH 007 JAMES BOND

The scene at lower left on this page shows an action-packed adventure taking place under the sea. Exciting new equipment gives you the opportunity to draw all kinds of stories. A two-man "wet sub" packs a deadly cargo of H-Bombs. A one-man underwater tractor pulls the diver along. A swimming pool with hungry man-eating sharks awaits the unwary. Draw your underwater scene using figures from the figure guide sheets. Put on the underwater gear shown on this page. Turn your guide sheet over to face the figures the opposite direction. Draw lots of sharks. Use a lot of blues and greens when you color your pictures.



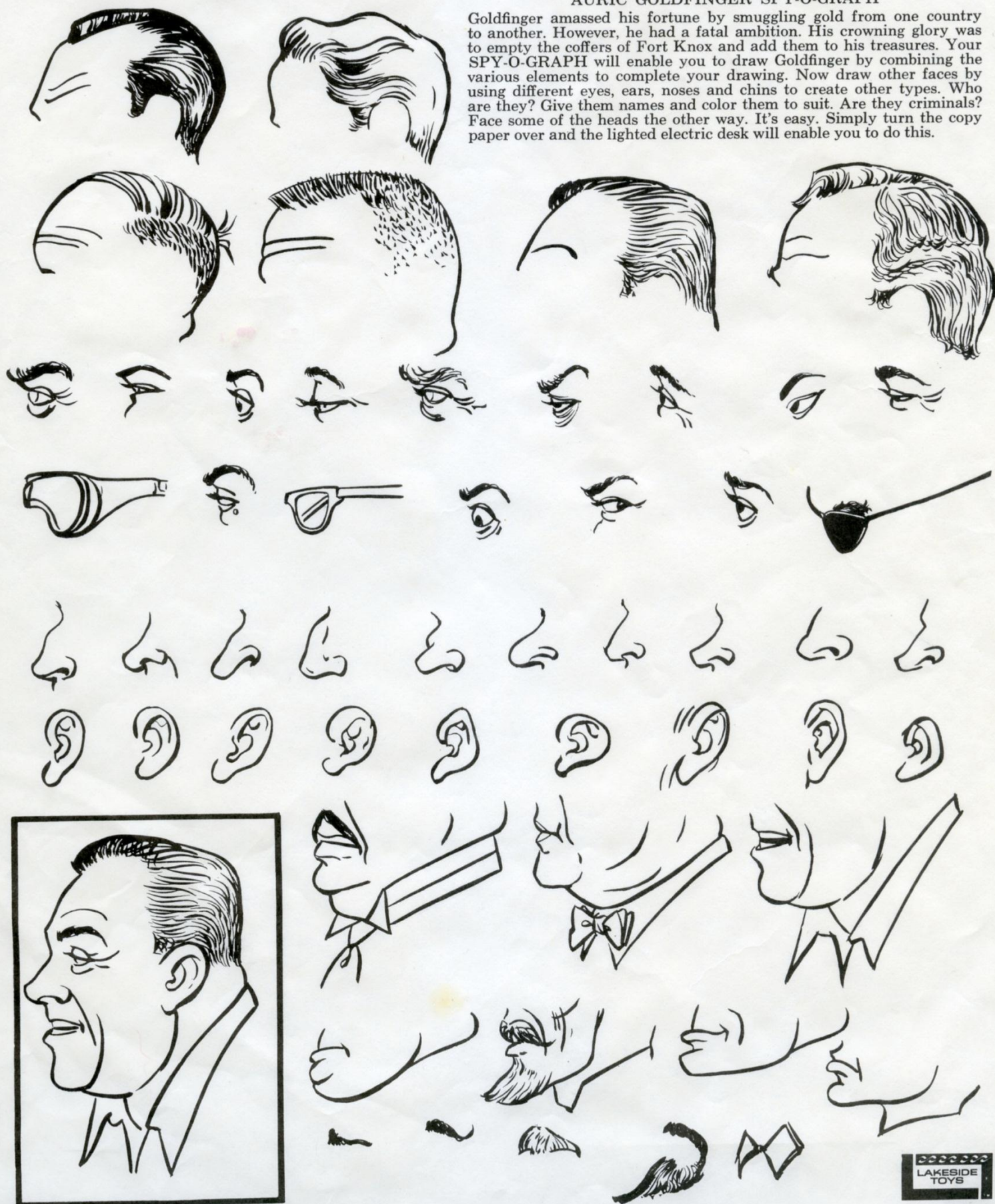
JAMES BOND IS OUTNUMBERED
In this scene from **GOLDFINGER**, JAMES BOND runs into more opposition than even he can cope with. Whose office is this? JAMES BOND's or GOLD-FINGER's?

Draw this picture by finding the various action figures on one of the figure pages. Dress the figures and color them. Incorporate the furniture and other elements. If you substitute another figure for ODD-JOB you can use this picture as a scene for one of the other JAMES BOND stories. How does JAMES BOND escape from this predicament? Draw a storyboard drawing of the next scene in your adventure story.



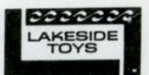
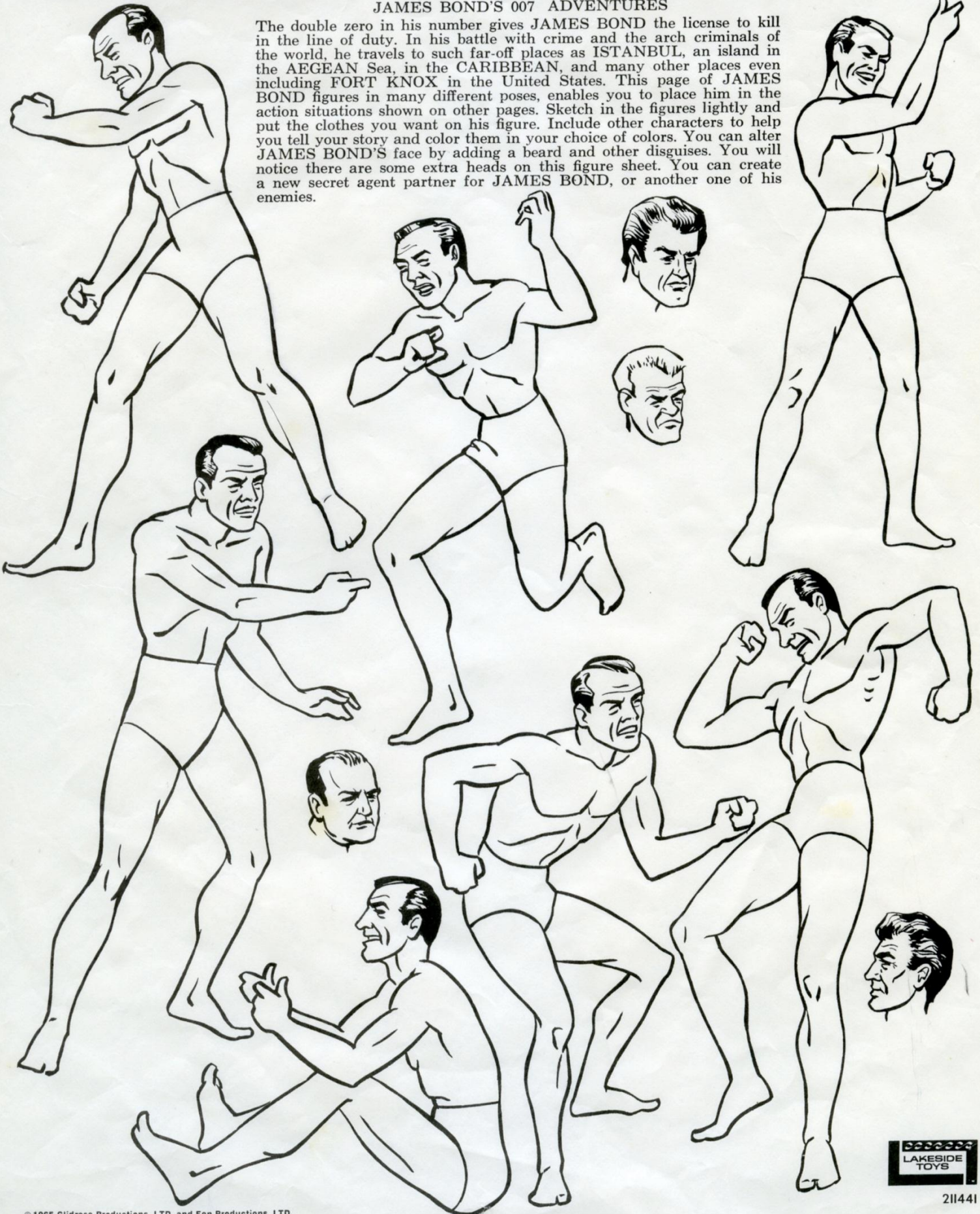
AURIC GOLDFINGER SPY-O-GRAPH

Goldfinger amassed his fortune by smuggling gold from one country to another. However, he had a fatal ambition. His crowning glory was to empty the coffers of Fort Knox and add them to his treasures. Your SPY-O-GRAPH will enable you to draw Goldfinger by combining the various elements to complete your drawing. Now draw other faces by using different eyes, ears, noses and chins to create other types. Who are they? Give them names and color them to suit. Are they criminals? Face some of the heads the other way. It's easy. Simply turn the copy paper over and the lighted electric desk will enable you to do this.



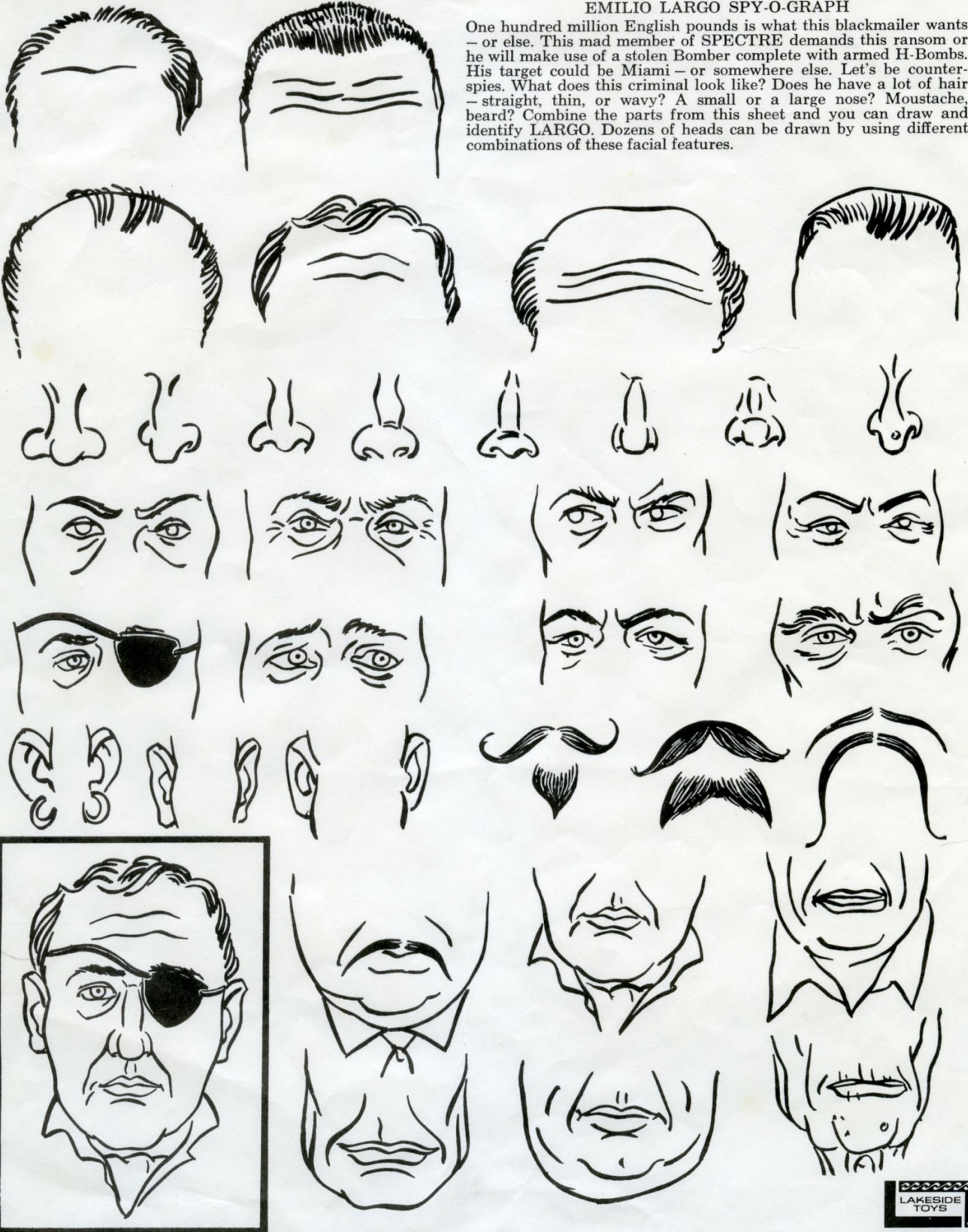
JAMES BOND'S 007 ADVENTURES

The double zero in his number gives JAMES BOND the license to kill in the line of duty. In his battle with crime and the arch criminals of the world, he travels to such far-off places as ISTANBUL, an island in the AEGEAN Sea, in the CARIBBEAN, and many other places even including FORT KNOX in the United States. This page of JAMES BOND figures in many different poses, enables you to place him in the action situations shown on other pages. Sketch in the figures lightly and put the clothes you want on his figure. Include other characters to help you tell your story and color them in your choice of colors. You can alter JAMES BOND'S face by adding a beard and other disguises. You will notice there are some extra heads on this figure sheet. You can create a new secret agent partner for JAMES BOND, or another one of his enemies.



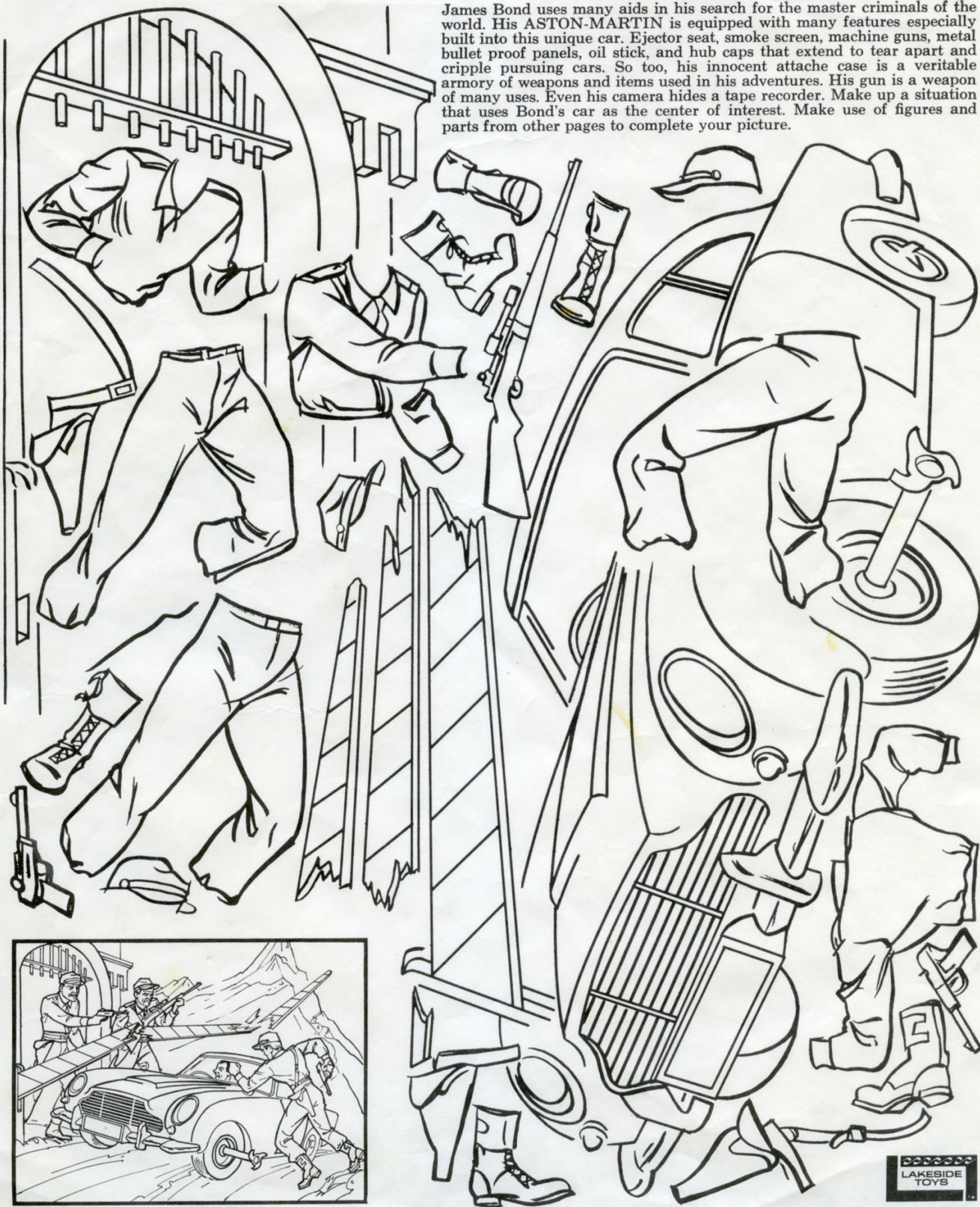
EMILIO LARGO SPY-O-GRAPH

One hundred million English pounds is what this blackmailer wants – or else. This mad member of SPECTRE demands this ransom or he will make use of a stolen Bomber complete with armed H-Bombs. His target could be Miami – or somewhere else. Let's be counter-spies. What does this criminal look like? Does he have a lot of hair – straight, thin, or wavy? A small or a large nose? Moustache, beard? Combine the parts from this sheet and you can draw and identify LARGO. Dozens of heads can be drawn by using different combinations of these facial features.



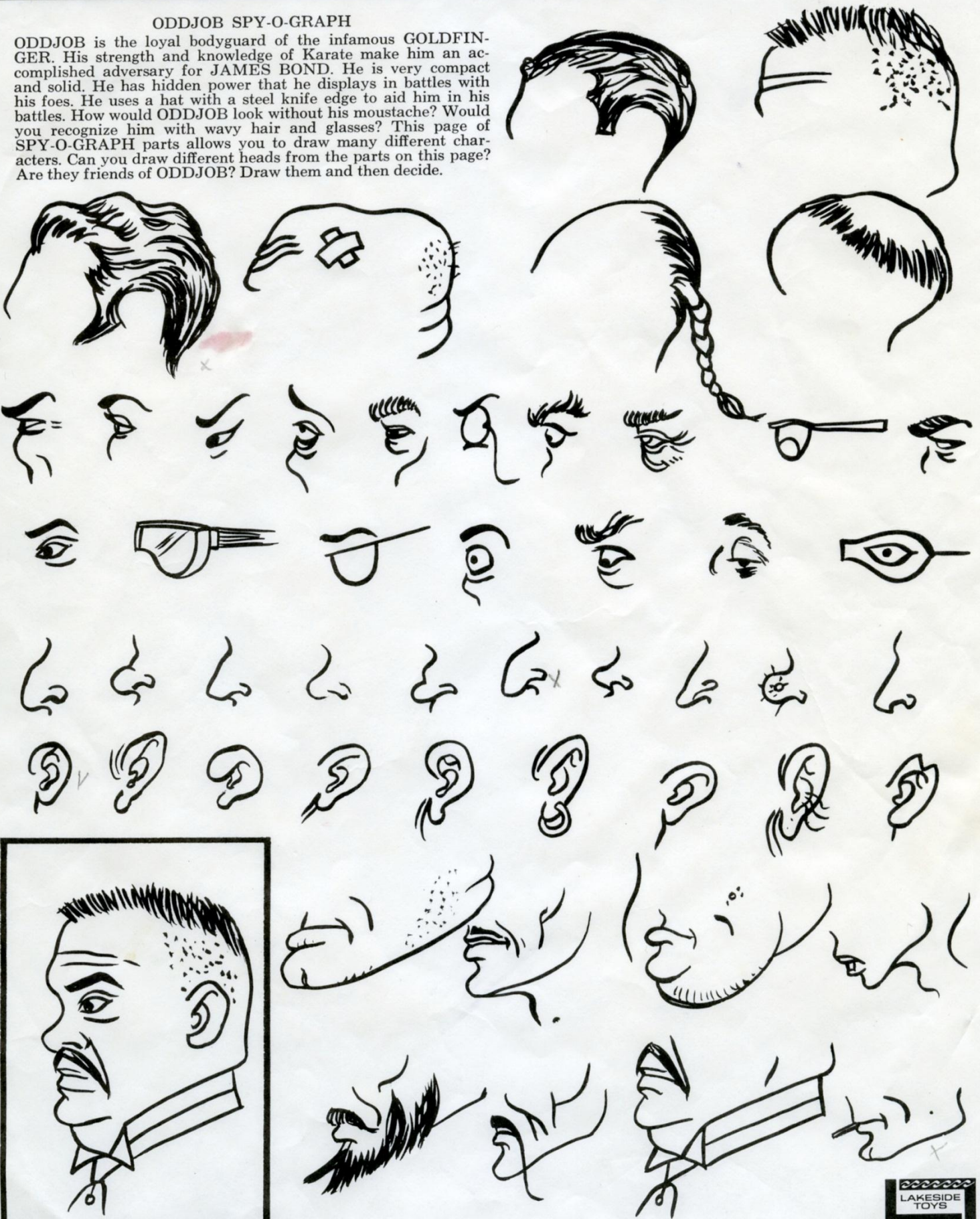
THE ASTON-MARTIN DB-5

James Bond uses many aids in his search for the master criminals of the world. His ASTON-MARTIN is equipped with many features especially built into this unique car. Ejector seat, smoke screen, machine guns, metal bullet proof panels, oil stick, and hub caps that extend to tear apart and cripple pursuing cars. So too, his innocent attache case is a veritable armory of weapons and items used in his adventures. His gun is a weapon of many uses. Even his camera hides a tape recorder. Make up a situation that uses Bond's car as the center of interest. Make use of figures and parts from other pages to complete your picture.



ODDJOB SPY-O-GRAPH

ODDJOB is the loyal bodyguard of the infamous GOLDFINGER. His strength and knowledge of Karate make him an accomplished adversary for JAMES BOND. He is very compact and solid. He has hidden power that he displays in battles with his foes. He uses a hat with a steel knife edge to aid him in his battles. How would ODDJOB look without his moustache? Would you recognize him with wavy hair and glasses? This page of SPY-O-GRAPH parts allows you to draw many different characters. Can you draw different heads from the parts on this page? Are they friends of ODDJOB? Draw them and then decide.



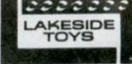
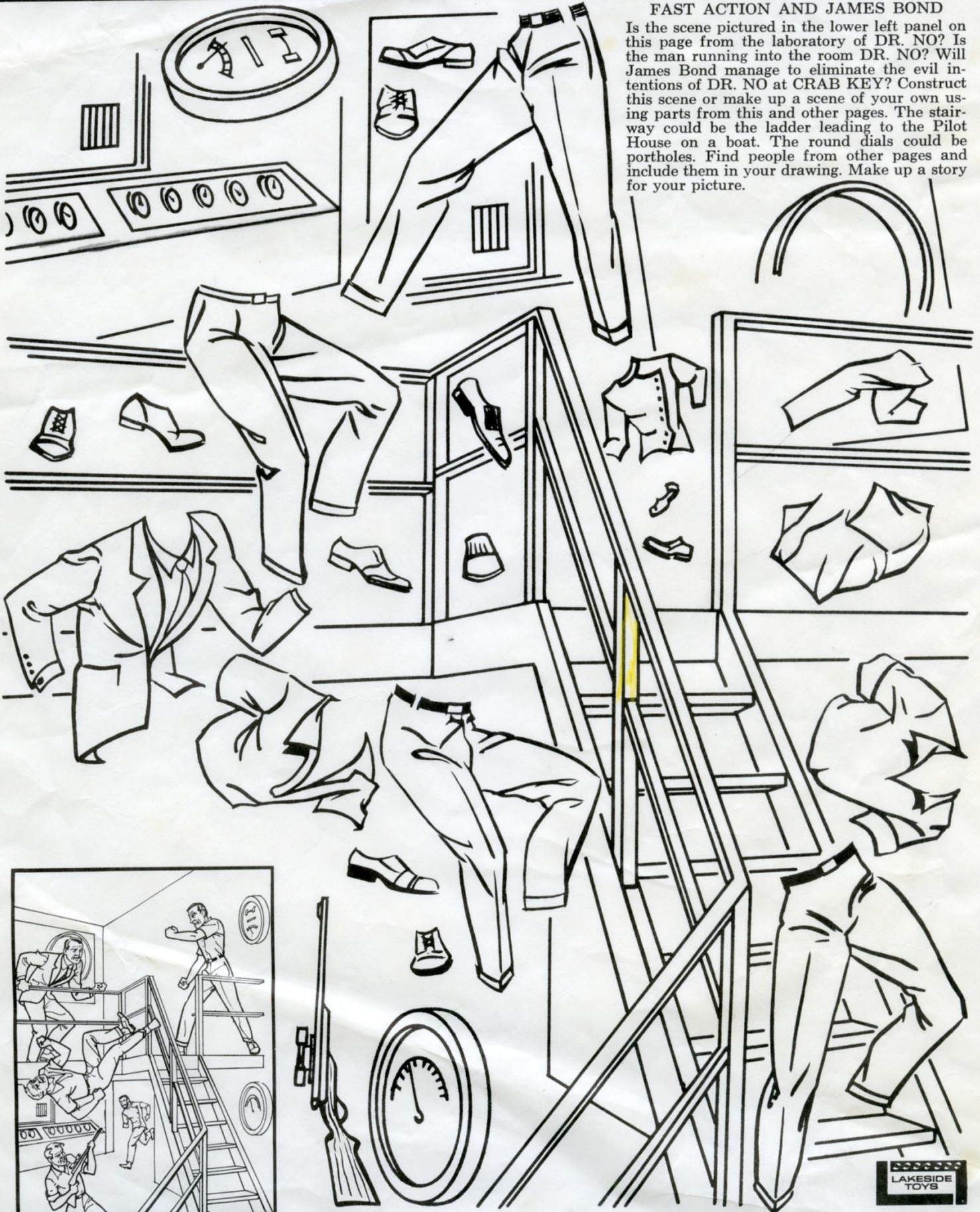
ENEMIES OF 007 JAMES BOND

Do you recognize these names? GOLDFINGER, DR. NO, ODDJOB, KRILENCU, TATIANA, ROMANQUA, ROSA KLEBB, AND EMILO LARGO. They are some of the enemies of JAMES BOND. Some are members of the international gang of criminals in SPECTRE (special executive for terrorism, revenge, and extortion). Draw the figures of some of these criminals, and put appropriate clothes on them. Make up new enemies and draw a story based on the criminals you have invented. Sketch in the background for your story. Don't forget that you can turn this sheet over and face the characters the other way with your lighted electric drawing desk. Color your picture. ODDJOB can become GOLDFINGER by simply substituting GOLDFINGER'S head on this page for ODDJOB'S. Try it.



FAST ACTION AND JAMES BOND

Is the scene pictured in the lower left panel on this page from the laboratory of DR. NO? Is the man running into the room DR. NO? Will James Bond manage to eliminate the evil intentions of DR. NO at CRAB KEY? Construct this scene or make up a scene of your own using parts from this and other pages. The stairway could be the ladder leading to the Pilot House on a boat. The round dials could be portholes. Find people from other pages and include them in your drawing. Make up a story for your picture.



HYDROFOILS, HELICOPTERS AND HELPING TOOLS

A Yacht that normally goes 15 knots an hour becomes a hydrofoil that speeds along at 90 knots per hour when it separates into two vessels. Helicopters enable the operators to soar over house tops and trees. The JAMES BOND Adventures have them all. Use the attache case and short-wave walkie-talkie in your picture. This page enables you to incorporate many things from different stories into an adventure tale you make up. Why not invent other tools and equipment for JAMES BOND's use? Adventure and action can be pictured with the use of various parts taken from other pages. Color your finished picture.

