

**FAITHFUL "TONTO" FIGURE GUIDE SHEET**

This figure guide sheet shows Tonto in many poses that are needed to make your story ideas come to life. The various picture action sheets show situations that make interesting scenes . . . or make up your own. You will see many different heads on this sheet. Use them on various bodies to make "good guys," "bad guys," "Indians" and . . . you name them.

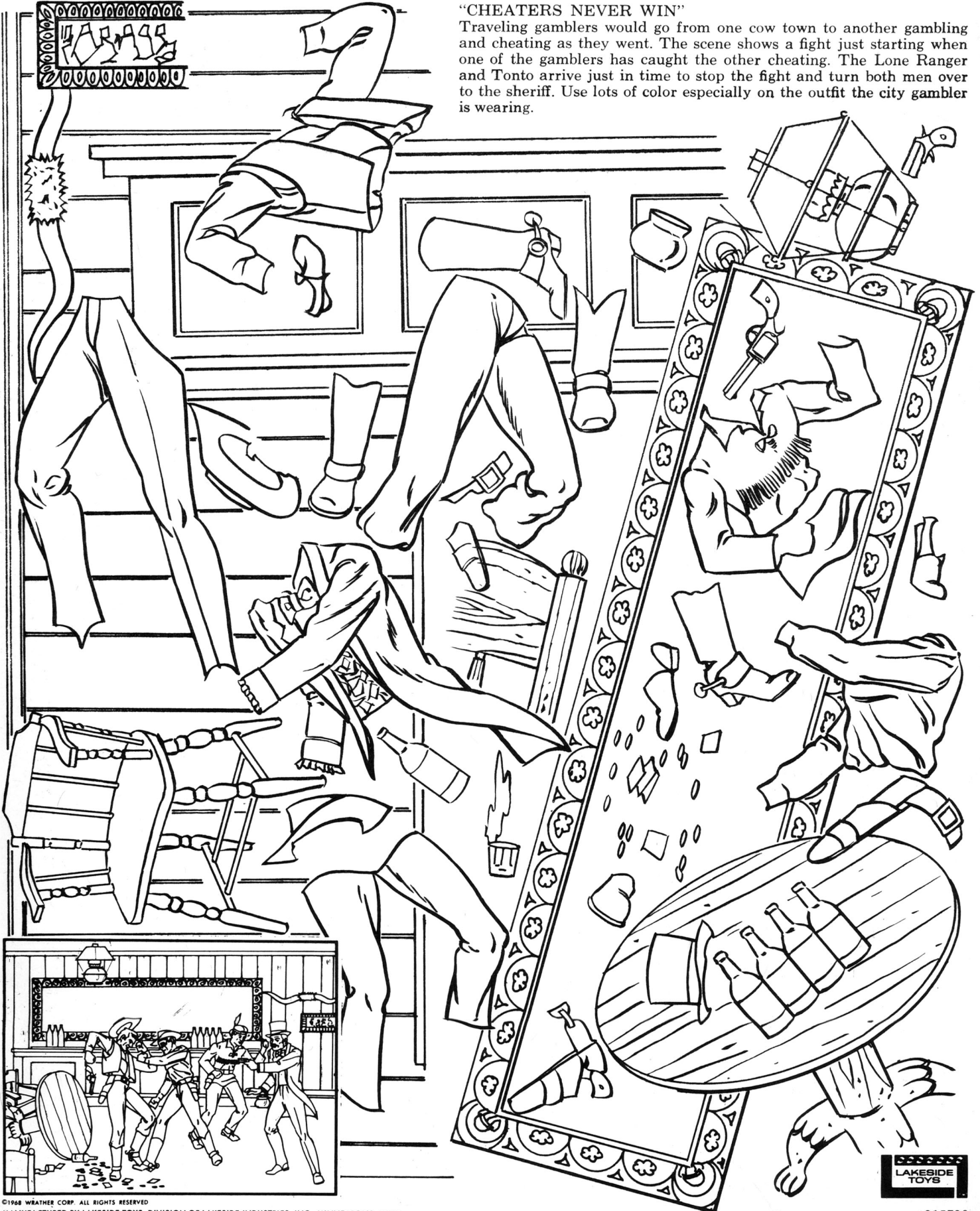






### "CHEATERS NEVER WIN"

Traveling gamblers would go from one cow town to another gambling and cheating as they went. The scene shows a fight just starting when one of the gamblers has caught the other cheating. The Lone Ranger and Tonto arrive just in time to stop the fight and turn both men over to the sheriff. Use lots of color especially on the outfit the city gambler is wearing.

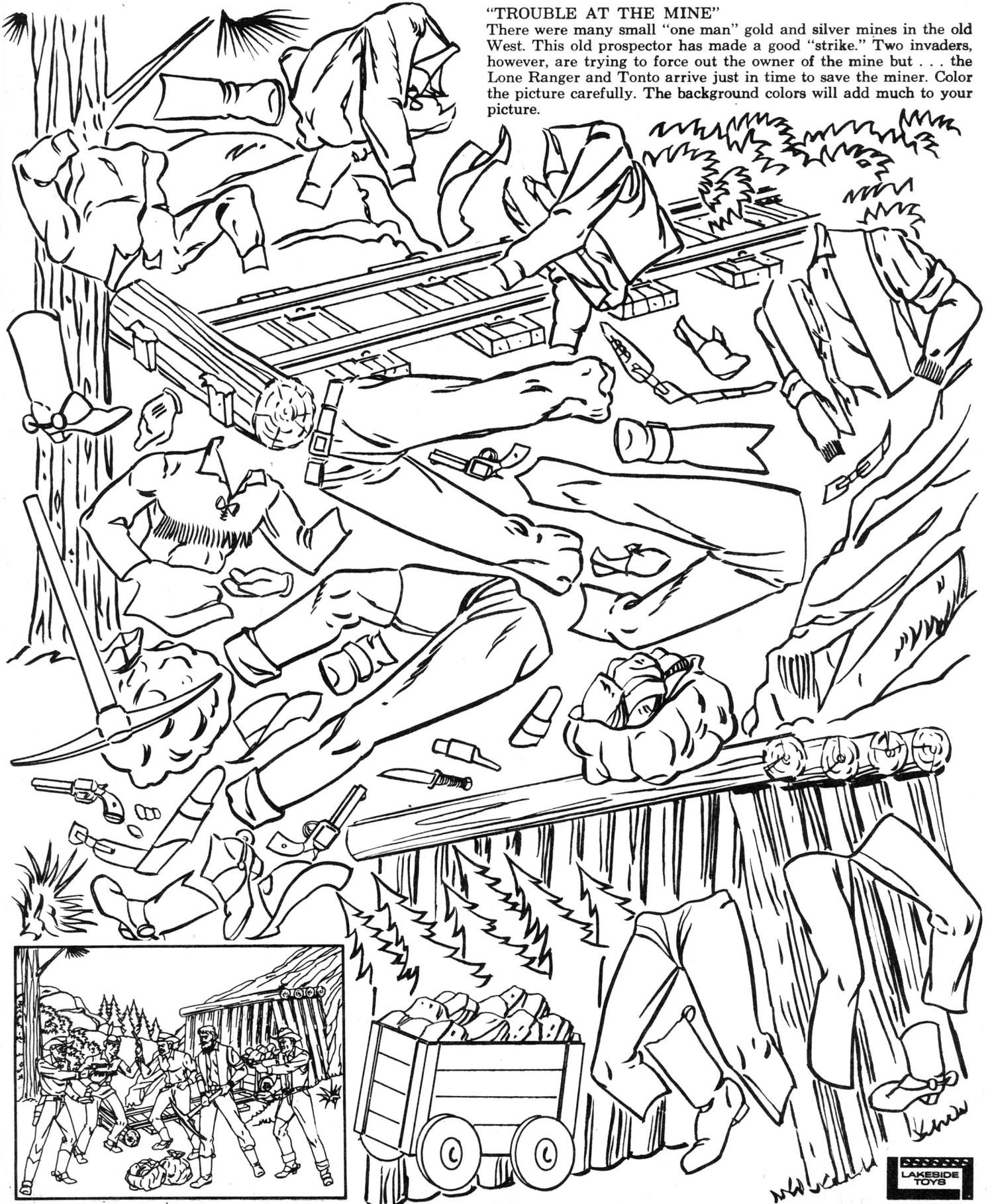






**"TROUBLE AT THE MINE"**

There were many small "one man" gold and silver mines in the old West. This old prospector has made a good "strike." Two invaders, however, are trying to force out the owner of the mine but . . . the Lone Ranger and Tonto arrive just in time to save the miner. Color the picture carefully. The background colors will add much to your picture.

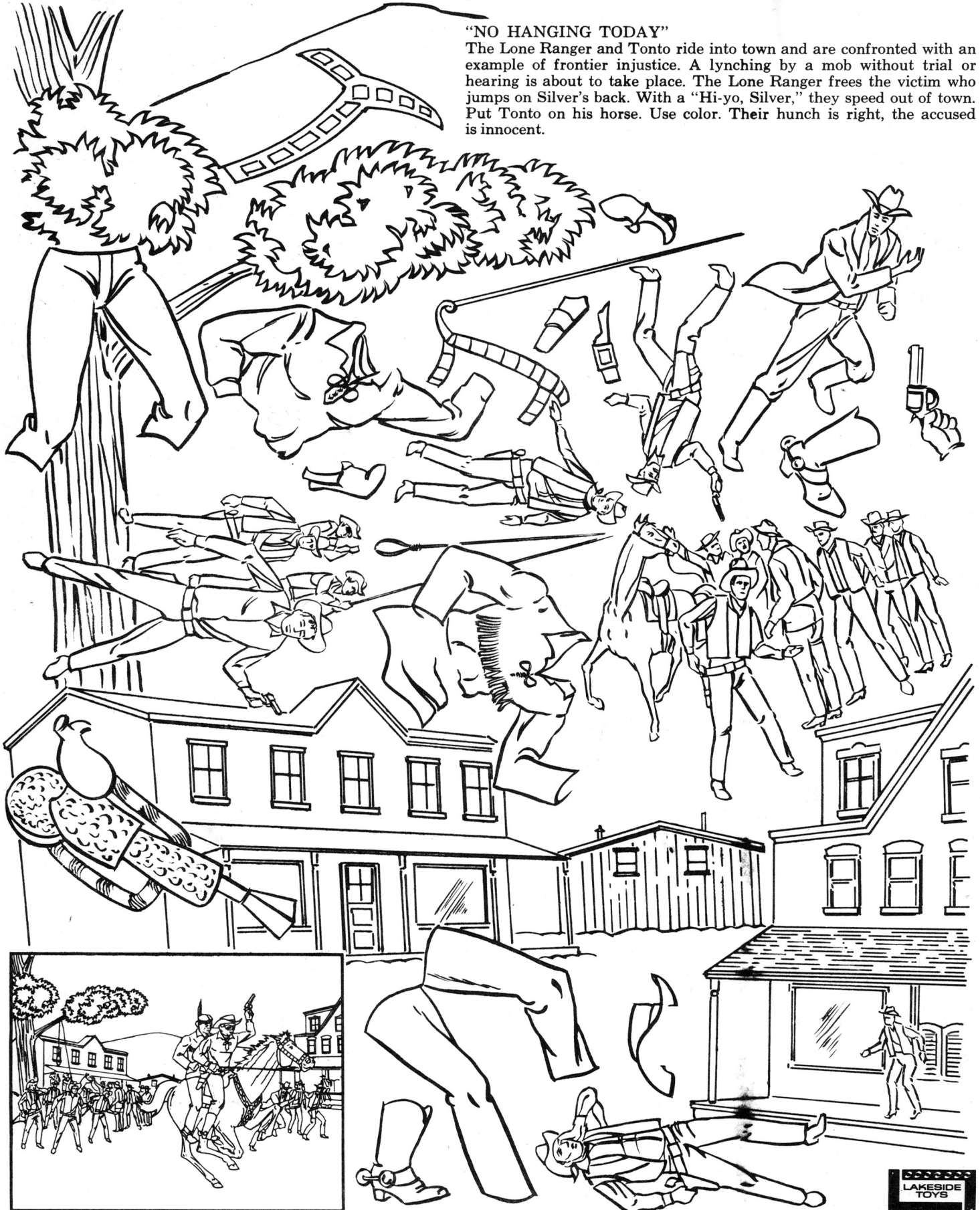






### "NO HANGING TODAY"

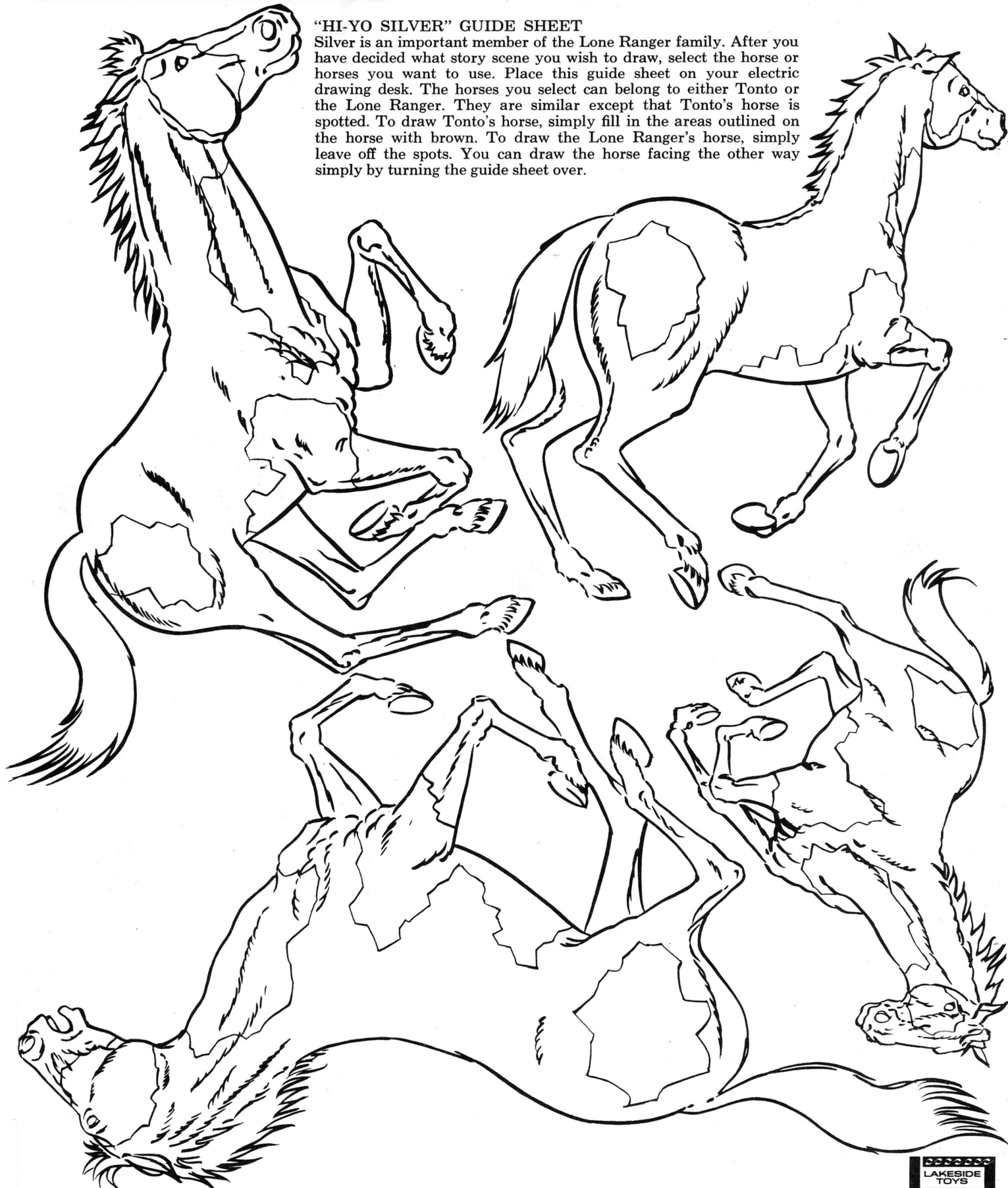
The Lone Ranger and Tonto ride into town and are confronted with an example of frontier injustice. A lynching by a mob without trial or hearing is about to take place. The Lone Ranger frees the victim who jumps on Silver's back. With a "Hi-yo, Silver," they speed out of town. Put Tonto on his horse. Use color. Their hunch is right, the accused is innocent.





### "HI-YO SILVER" GUIDE SHEET

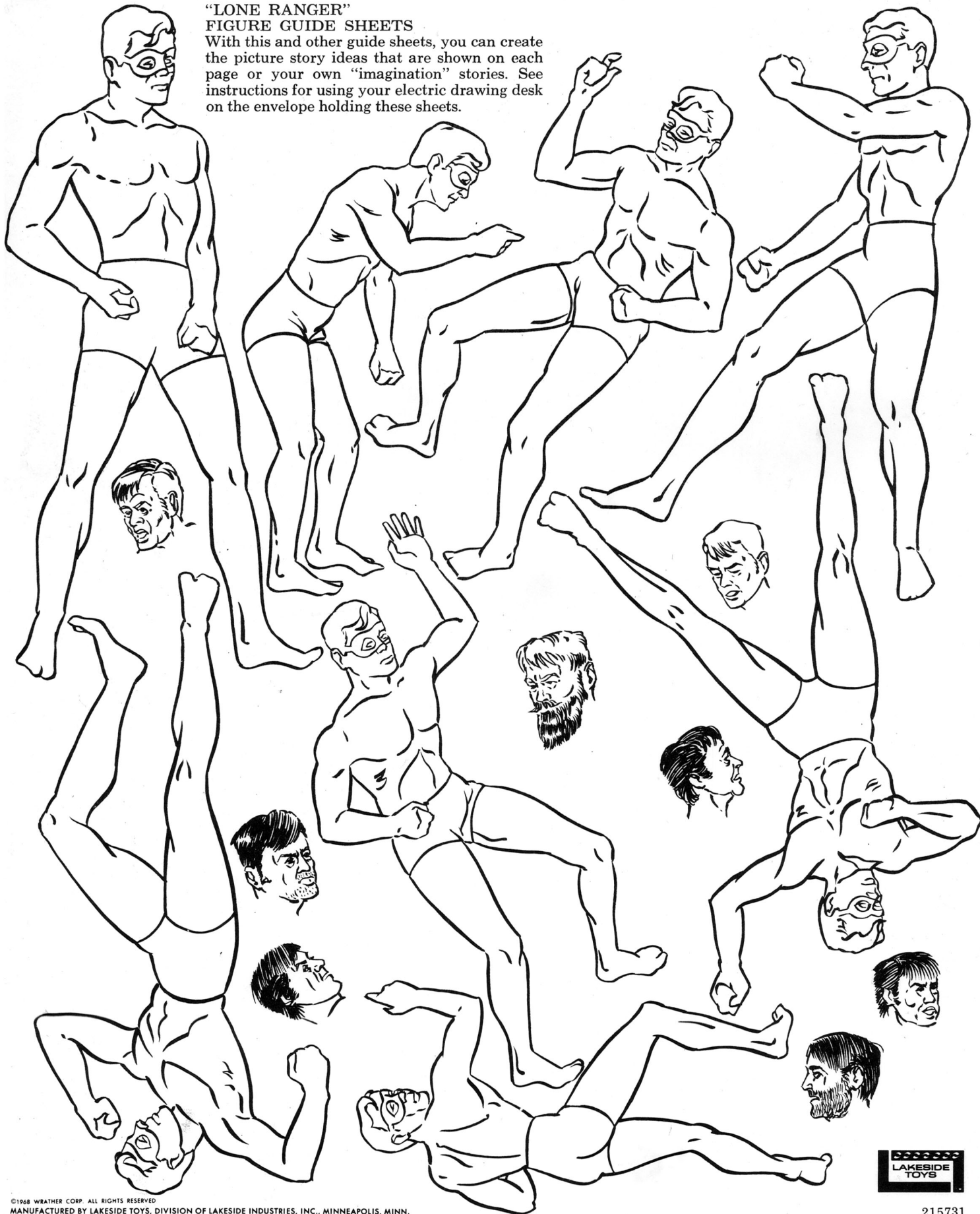
Silver is an important member of the Lone Ranger family. After you have decided what story scene you wish to draw, select the horse or horses you want to use. Place this guide sheet on your electric drawing desk. The horses you select can belong to either Tonto or the Lone Ranger. They are similar except that Tonto's horse is spotted. To draw Tonto's horse, simply fill in the areas outlined on the horse with brown. To draw the Lone Ranger's horse, simply leave off the spots. You can draw the horse facing the other way simply by turning the guide sheet over.





"LONE RANGER"  
FIGURE GUIDE SHEETS

With this and other guide sheets, you can create the picture story ideas that are shown on each page or your own "imagination" stories. See instructions for using your electric drawing desk on the envelope holding these sheets.





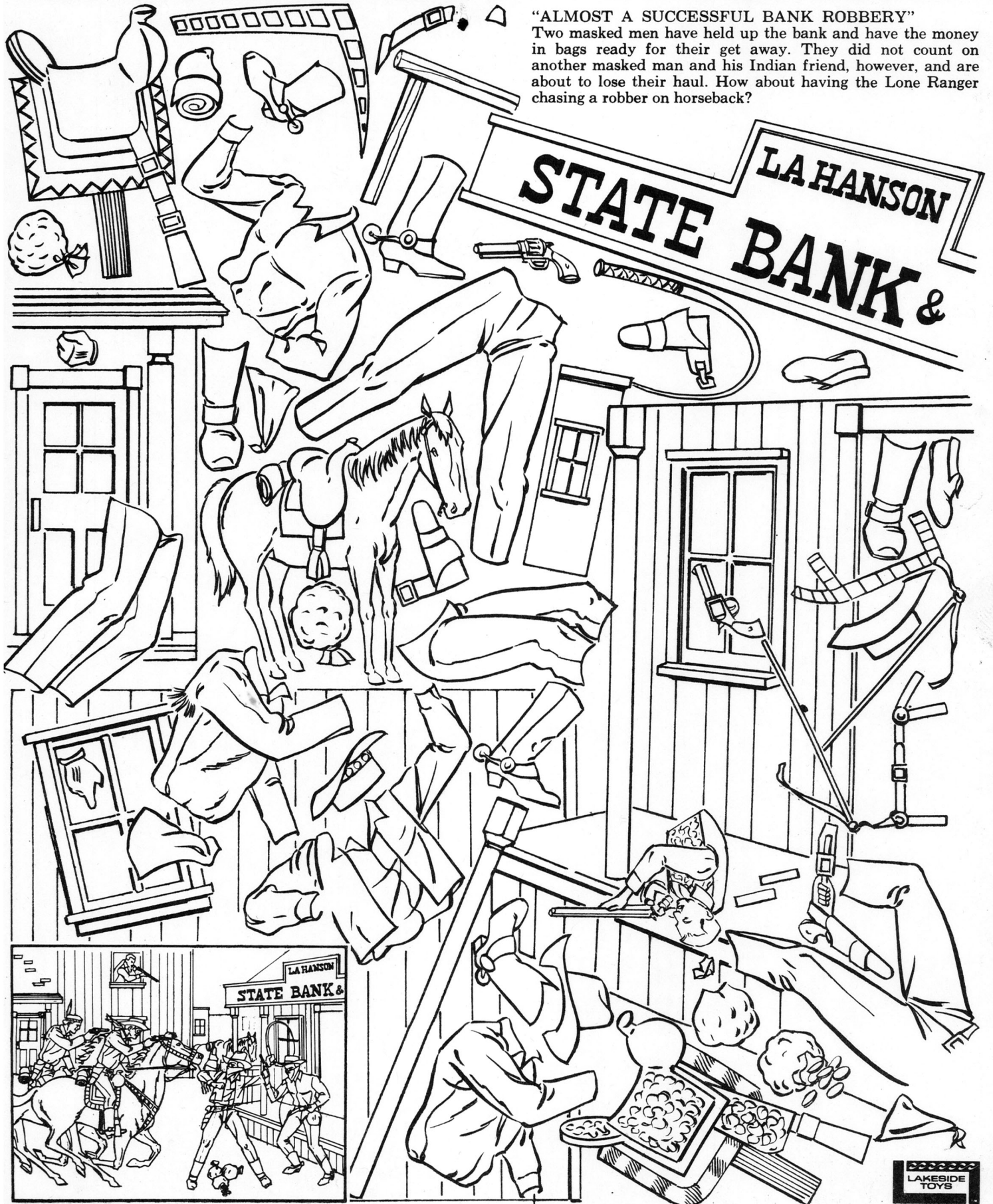


### "INDIAN RAID"

A scourge of the early settlers was the Indian raid. The nearest neighbor was possibly miles away. Some renegade Indian band would surround a lone settler and burn or force their way into the settler's cabin. The Lone Ranger breaks up this raid. Use your pencil with light strokes to give tints of the various colors.



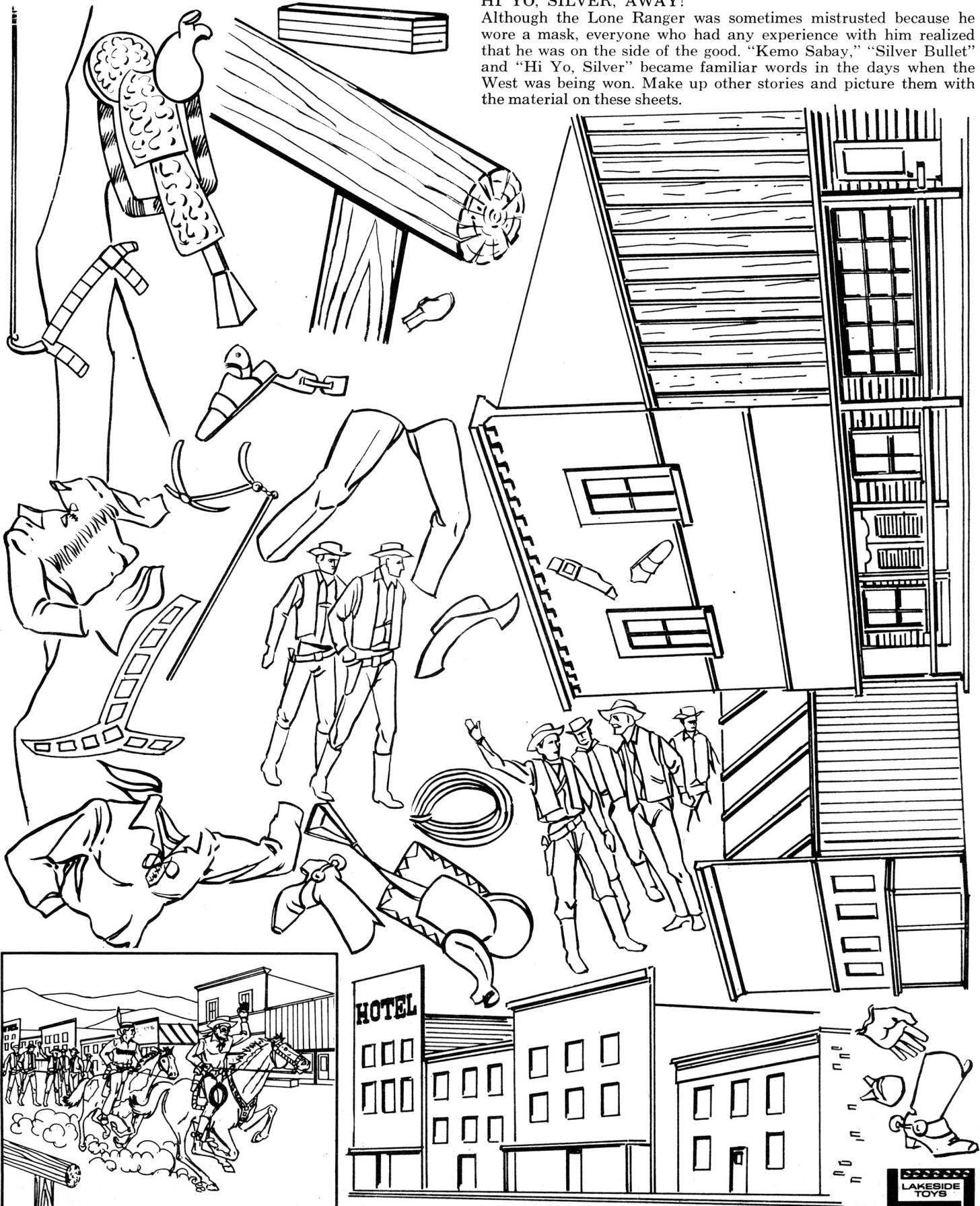
"ALMOST A SUCCESSFUL BANK ROBBERY"  
Two masked men have held up the bank and have the money in bags ready for their get away. They did not count on another masked man and his Indian friend, however, and are about to lose their haul. How about having the Lone Ranger chasing a robber on horseback?





HI YO, SILVER, AWAY!

Although the Lone Ranger was sometimes mistrusted because he wore a mask, everyone who had any experience with him realized that he was on the side of the good. "Kemo Sabay," "Silver Bullet" and "Hi Yo, Silver" became familiar words in the days when the West was being won. Make up other stories and picture them with the material on these sheets.

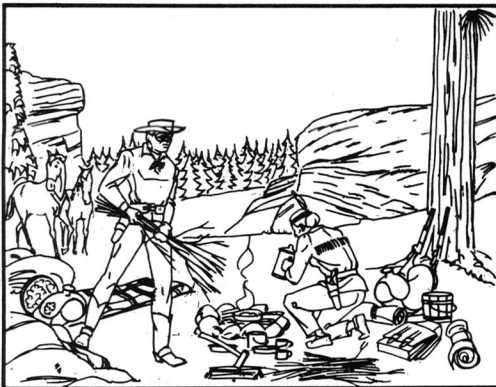






### "EVENING CAMPSITE"

Draw and color a peaceful sunset scene showing our friends preparing a campsite for the night. A bed roll and saddle make a cowboy's bed. His fire serves to cook his meals and also keep away marauding wolves. Here's your chance to color a vivid sky background and use lots of color in the foreground.





### "CATTLE RUSTLERS"

Cowboys on a cattle drive were exposed to many things . . . the weather . . . no water, but worst of all the Rustler. The Rustler would cut out part of the herd, change the brand and sell the cattle as their own. Here the Lone Ranger has come upon such a scene. Draw more cattle. Get Tonto into the story. Trace him from other sheets. What color are the cattle? You decide.

