

LEGENDARY BIRD POKEMON

PET BIRD PLUSH SEWING PATTERN HACK



a free sewing pattern by



LEGENDARY BIRD POKEMON PATTERN HACK

This pattern hack is meant to work alongside my **PET BIRD PLUSH SEWING PATTERN**. It is a set of extra templates that replaces the tail, beak, and wings from the pattern while adding some new headpieces. With those together you can create the three epic legendary Pokemon birds: **ARTICUNO, ZAPDOS, AND MOLTRES!**

In these instructions you'll find a guide for sewing the eyes, wings, beaks, tail, and headpieces and how they're incorporated into the original design.



ARTICUNO



NEW:
wings

ZAPDOS



wired
feet for
standing

MOLTRES



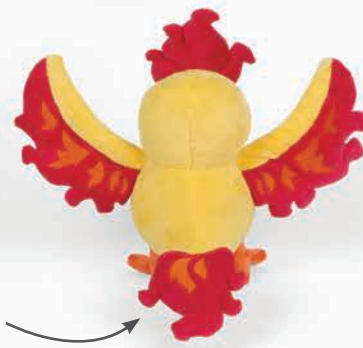
NEW:
beaks



wired wings
for posability



NEW:
tails



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DIFFICULTY:



This version of the pattern is a little more difficult than the original. These legendary birds have extra head pieces and the wings are a bit more detailed. So give yourself time for more hand sewing and adding extra details.

MAKES:

ONE PLUSH: About 10" tall from bottom of feet to top of head (or 9" tall if made to sit). About 7" long from front of face to back of body.
About 5" wide from each side of body or 14" wide if you include wingspan.

SKILLS USED:

- Fusible web applique
- Curved sewing
- Ladder stitch
- Sewing small pieces
- Matching notches and points
- Darts
- Basting



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MATERIALS & TOOLS:

- sewing thread to match main fabric and applique fabrics
- poly-fil stuffing
- basic sewing tools (sewing machine, scissors, iron, needles, pins, fabric marker, seam ripper)
- **FOR WIRED WINGS & FEET**
 - 15"-17" of 12-18 gauge jewelry wire for wings (see exact amount for each bird below)
 - 15" of 12-18 gauge jewelry wire for feet
 - scrap fabric for covering jewelry wire
 - hot glue

SEE PAGE 7 FOR MORE INFORMATION ON FABRICS



ARTICUNO

- 1/3 yd. of blue fabric for main body
- 1/3 yd. of darker blue fabric for tail and headpieces
- 1/8 yd. (or 5" x 5") of lighter blue fabric for chest
- 1/8 yd. of gray fabric for feet
- 3" x 3" of white applique fabric for eye whites and eye shines
- 3" x 3" of dark red applique fabric for eyes
- 2" x 2" of red applique fabric for iris highlights
- 3" x 3" of black applique fabric for eyelids
- 5" x 5" of light or heavy duty fusible web
- 17" of jewelry wire for wings



ZAPDOS

- 1/2 yd. of yellow fabric for main body
- **OPTIONAL:** 1/4 yd. (or 13" x 9") of scrap fluffy fabric for inside of face (such as fleece, felt, or flannel)
- 1/8 yd. of orange fabric for beak and feet
- 1/4 yd. of black fabric for accent tail and wings
- 3" x 3" of white applique fabric for eye whites and eye shines
- 2" x 2" of gray applique fabric for iris highlights
- 4" x 4" of black applique fabric for outer eyes, eyelids, and irises
- 5" x 5" of light or heavy duty fusible web
- 15" of jewelry wire for wings

SEE PAGE 18, STEP 18 TO SEE HOW THE SCRAP FABRIC IS USED

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MOLTRES

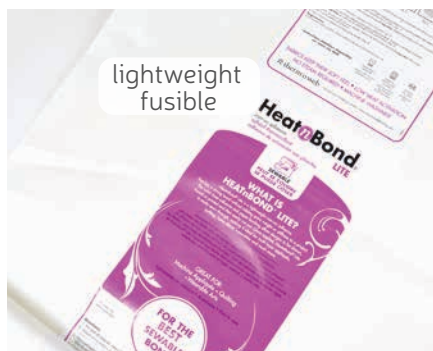
- ½ yd. of yellow fabric for main body
- ⅛ yd. of orange fabric for beak and feet
- ¼ yd. of red fabric for accent tail, wings, and headpiece
- 3" x 3" of white applique fabric for eye whites and eye shines
- 3" x 3" of dark red applique fabric for eyes
- 2" x 2" of red applique fabric for iris highlights
- 3" x 3" of black applique fabric for eyelids
- 8" x 8" of orange fabric for flame details
- 10" x 10" of light or heavy duty fusible web
- 16" of jewelry wire for wings

FUSIBLE WEB:

- Fusible web adhesive is a sheet of adhesive with a paper backing.
Not to be confused with fusible interfacing, which is adhesive attached to a fabric/fiber backing.
- Some common brands are **Pellon & HeatnBond**
- In countries outside the US, it may also be known as **bondaweb**
- It comes in **light** and **heavy duty** varieties. Lightweight strength is meant for applique you intend to sew later. Heavy duty versions are for a no-sew bond. If you try to sew them later your machine might have trouble penetrating the glue.

APPLIQUE FABRICS:

- Good applique fabrics include **flannel, cotton, felt, minky, and fleece**.
- Flannel and cotton are best for detailed applique with a lot of layers because they're thinner. Meanwhile felt, minky, and fleece are better for simpler applique like body markings.
- **Flannel** is used in the example instructions (page 9).



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FABRIC CUTTING GUIDE:

Follow the cutting guide below for what colors to cut from the pattern pieces from the **PET BIRD PLUSH PATTERN**. Above are the original pieces and below are new pattern hack pieces for the new beak, wings, tail, and headpieces. Follow the columns for each bird. The new pieces have the same letter as the original, but a new prefix: **A, Z, or M FOR ARTICUNO, ZAPDOS, AND MOLTRES**. For example the **WINGS (P)** have been changed to **A-P FOR ARTICUNO**.

ARTICUNO			ZAPDOS			MOLTRES		
LABEL	NAME	COLOR	LABEL	NAME	COLOR	LABEL	NAME	COLOR
ORIGINAL PATTERN								
A	HEAD SIDE	BLUE	A	HEAD SIDE	YELLOW	A	HEAD SIDE	YELLOW
B1	BASIC HEAD BACK	BLUE	B1	BASIC HEAD BACK	YELLOW	B1	BASIC HEAD BACK	YELLOW
D1	BASIC BODY	BLUE	D1	BASIC BODY	YELLOW	D1	BASIC BODY	YELLOW
E2	CONTRAST CHEST BELLY	BLUE	D2	BASIC BELLY	YELLOW	D2	BASIC BELLY	YELLOW
E3	CONTRAST CHEST	LIGHT BLUE						
M	LEG	GRAY	M	LEG	ORANGE	M	LEG	ORANGE
O1	FOOT TOP	GRAY	O1	FOOT TOP	ORANGE	O1	FOOT TOP	ORANGE
O2	FOOT BOTTOM	GRAY	O2	FOOT BOTTOM	ORANGE	O2	FOOT BOTTOM	ORANGE
PATTERN HACK PIECES								
A-P	WINGS	BLUE	Z-P1	FRONT WING	YELLOW	M-P1	WING EDGE	YELLOW
			Z-P2	BACK WING	BLACK	M-P2	WING FLAME	RED
A-G	TAIL	DARK BLUE	Z-G1	FRONT TAIL	YELLOW	M-G	TAIL	RED
			Z-G2	BACK TAIL	BLACK			
A1	BEAK	GRAY	Z1	BEAK	ORANGE	M1	BEAK	ORANGE
A2	UPPER HEAD PIECE	DARK BLUE	Z2	FACE	YELLOW	M2	HEADPIECE	RED
A3	LOWER HEAD PIECE	DARK BLUE						

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fabric comparison:



SUGGESTED MAIN FABRICS:

MINKY OR FLEECE

Medium weight, plush fabrics with about 20%-30% stretch along the crosswise grain work best for this project. The varieties shown to the left are some good options and names to look for. Try to avoid heavyweight versions of fleece that are intended for outdoor apparel or they may cause trouble for the detailed areas.

You can also use non-stretch fabrics (such as felt), but be aware that the curves will be more difficult to sew and the result will look different. The plush will become more elongated and the edges will look sharper.

10" of minky stretches to 13"
= 30% stretch



MINKY

VS.

FELT



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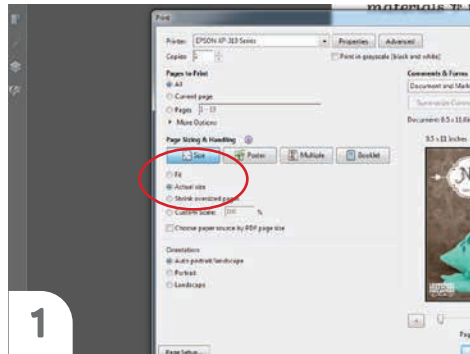
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PRINTING THE PATTERN:

Set your computer to print **PAGE 27-36.**

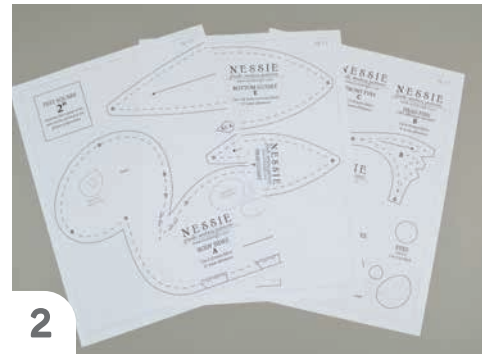
If you're unfamiliar with printing and assembling a .pdf pattern, read the steps to follow.

For the best results, use a .pdf reader like **ADOBE READER**. That's what is shown here and will give you the most control over the settings.



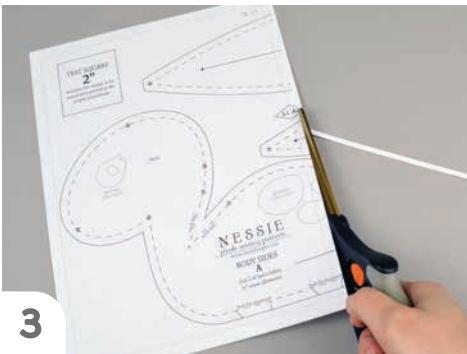
1

At the print dialog box, check the box that says print at "Actual Size" or 100%. Any other selection (such as "Fit to page") will distort the pattern so it's slightly larger or smaller and we don't want that.



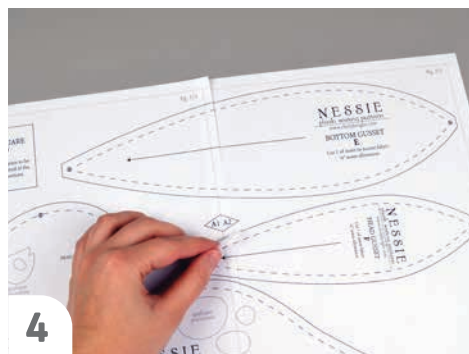
2

Print the pages needed for the file. You might have one or more. Either way, be sure you have the full collection by noting the page numbers in the corner.



3

It's likely your printer will have a margin that ensures your image doesn't print to the very edge. Assembly will be easier if you trim off this blank margin edge. This will give you pages that overlap slightly during assembly. If you trim across the gray outline boxes, this will give you pages that don't overlap but rather butt against each other.



4

To line up the pattern pages, match up the corresponding diamond shapes. Each diamond will have a letter, so it's simply a matter of matching A1 to A2, B3 to B4 and so on. The faint gray lines indicate the border of every page, you should be able to line those up as well. When the diamond goes together, tape it in place.

If you have many pages, it's easier to tape up the pages into rows first. Then tape the rows together into a full block.



5

You can trace the patterns onto a different paper, or you can also just cut them straight from the printer paper -- be sure that each piece is fully taped together along the joins so they don't fall apart when you cut them.

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BEFORE YOU BEGIN:

- Briefly read the project instructions so you know what to expect.
- If desired, mark the cut fabric pieces with the markings and symbols from the pattern. Or wait until the applicable step before transferring.
- Note that a ¼" seam allowance is used throughout the project, which is included in the pattern templates.



Use the new applique templates found on page 29 (**Articuno**), 32 (**Zapdos**), or 35 (**Moltres**) to replace the face from the original **PET BIRD PLUSH PATTERN**.

1. FUSE THE EYE APPLIQUE



- Grab your fusible web and applique templates. Trace the pieces for the eyes. Here we're making the eyes for **ARTICUNO**. You should have:
 - **eye whites** (2, white)
 - **eyelids** (2, black)
 - **eye shines** (2, white)
 - **irises** (2, dark red)
 - **iris highlights** (2, red)
- Fuse the bumpy (adhesive) side of the fusible web onto the applique fabrics.
- Cut out your applique pieces and grab your **HEAD SIDE** pieces (A). For **ZAPDOS**, you'll be using the **FACE** piece (Z2). Grab the **eye white** applique piece. Set your paper pattern on top of the head side piece. Align the applique piece on top where the placement markings are. Next, carefully pull the paper pattern away while holding the applique piece in place.
- Fuse the applique pieces with your iron. Use a press cloth, such as a scrap piece of cotton. This will help protect any polyester or fuzzy fabrics from melting or scorching.



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2. SEW THE EYE APPLIQUE

- Add the **irises** pieces next. Use the paper pattern and photos as a placement guide.
- Next add the **iris highlights** on top of the **irises**.
- Lastly add the tiny **eye shines** on top of the **iris highlights**. Then add the eyelids around the edge.



3. ADD THE REMAINING APPLIQUE

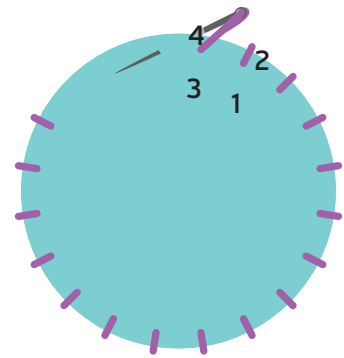
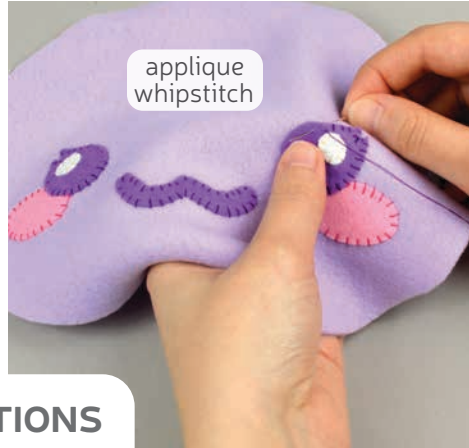
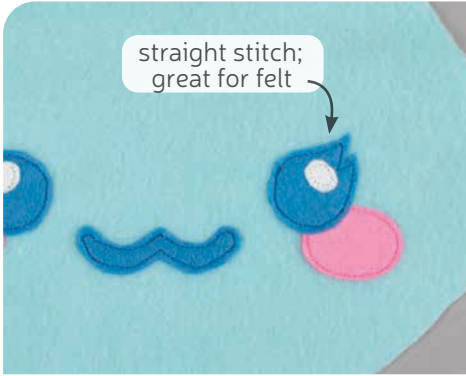
- If you're making **ZAPDOS**, be sure that you're fusing the eyes to the **FACE (Z2)**. The **HEAD SIDE** pieces will remain blank.
- You'll also want to take this time to add the **flames** to your **MOLTRES WINGS, TAIL, and HEADPIECE (M-P2, M-G, & M2)**.

If you used heavy duty fusible web, you can keep the pieces fused without sewing, or you can sew them in place a number of ways. I've used a zigzag stitch here.

→ Refer to the next step for some other applique options.

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4. OTHER APPLIQUE OPTIONS

- Other good options for applique include a straight stitch, which involves sewing around the edge of the applique pieces with a straight stitch using matching thread -- about 1/8" in from the edge.
- You can also applique by hand; I prefer a whipstitch. Thread a hand-sewing needle with some matching thread and knot it. Bring the thread up from the back of the project; about 1/8" in from the edge of the applique shape. Bring it down perpendicular from the curve, just outside of the applique shape. This completes one stitch.
- For the next stitch, bring the needle back up about 1/8" away from the previous stitch and 1/8" in from the edge just as in the first stitch. Once again, bring it down just outside the applique shape. Continue this way until you've sewn around the shape.



Refer to step 5 from the original **PET BIRD PLUSH PATTERN** to sew the darts for the **HEAD SIDE (A)** and **HEAD BACK (B1)**. Refer to the original for more detailed instructions, but there is a brief overview below.

5. SEW THE HEAD DARTS

- Sew the two **darts** on the **HEAD SIDE** pieces (A) for four darts total.
- Sew the two **darts** on the **HEAD BACK** pieces (B1) for four darts total.



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Refer to step 10-12 from the original **PET BIRD PLUSH PATTERN** to sew the head for the plush. Refer to the original for more detailed instructions, but there is a brief overview below.

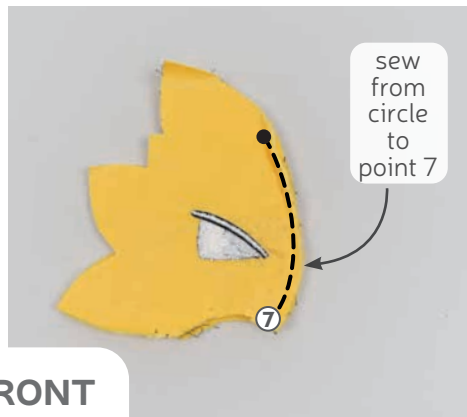
6. SEW THE HEAD

- Sew the **HEAD SIDE** pieces (A) at the center front.
- Sew the **HEAD BACK** pieces (B1) together from the top down to the **opening for turning**.
- Sew the front to the back around the top and sides. Leave the bottom edge open for the neck later.
- Note that for **ZAPDOS** the head will be blank. The eyes are on the **FACE** piece which is sewn onto the head later.



FOR ZAPDOS: CONTINUE BELOW FOR THE FACE (Z2)

FOR MOLTRES OR ARTICUNO: SKIP AHEAD TO STEP 11 FOR THE BODY



7. SEW ZAPDOS' FACE FRONT

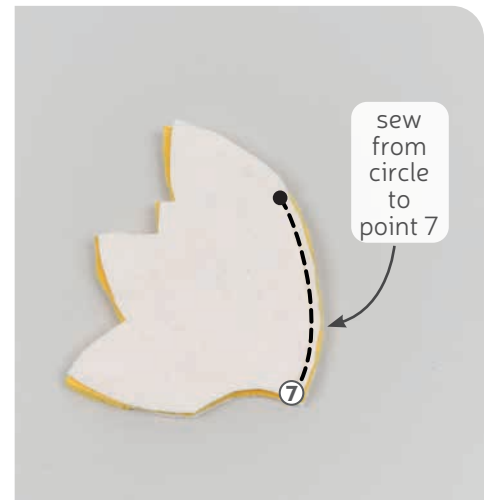
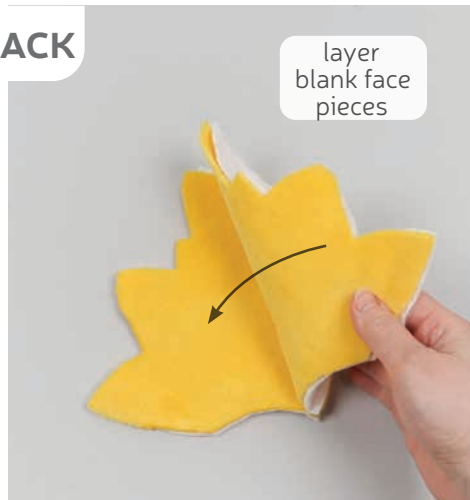
- Grab your **ZAPDOS FACE** pieces (Z2). Take the two with the eyes applied and align them with right sides facing and the raw edges matching up. Pin them together along the center front edge. This is the edge going from the **circle marking** to **point 7** on the paper pattern.
- Sew the face pieces together from the **circle marking** to **point 7**.
- Open up the pieces when complete.

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8. SEW ZAPDOS' FACE BACK

- a.** Grab your **FACE** pieces (Z2) from your blank fabric and from your scrap fabric (if using). Layer your face pieces over your scrap fabric with right sides up, then treat them as one piece for the next steps. Layer your face pieces together with right sides facing and the raw edges matching up. Pin the fabrics together along the center front edge. This is the edge going from the **circle marking to point 7** as labeled on the paper pattern.
- b.** Sew the face pieces together from the **circle marking to point 7**.

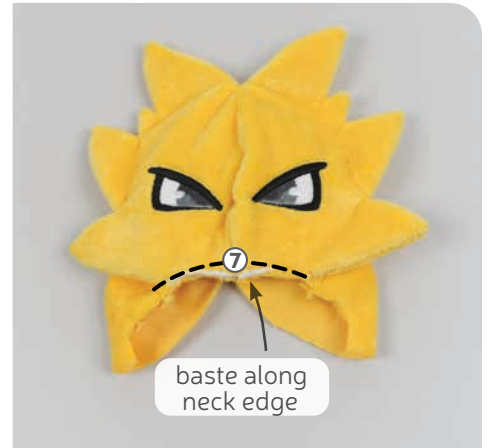


9. ATTACH ZAPDOS' FACE FRONT & BACK

- a.** Grab your sewn **FACE** pieces (Z2). Take the blank one and align it with the appliqued one so right sides are facing and the raw edges match up. Pin the fabrics together.
- b.** Sew the pieces together along the pointed edge. Leave the slightly curved edge at the bottom free for turning the piece right side out later.
- c.** Trim the excess seam allowance round the spikes. Try to cut as close as you can into the inner corners without actually cutting your thread. This will help the points turn more cleanly and not look puckered. Trim the seam allowance around the outer corners so it reduces bulk and the points don't look rounded and lumpy.

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10. BASTE THE FACE TO THE HEAD FRONT

- Turn your **FACE** piece (Z2) right side out through the opening in the neck. Define the points with a chopstick or similar turning tool.
- Grab your **HEAD** piece so far. Take your face piece and align it over the head front so **right sides are both facing up** and the neck edges align. You can look for **point 7** at the center and line them up there. Make sure the raw edges are flush and pin the fabrics together.
- Baste the face to the head front along the neck edge. This will help hold the piece in place while we sew the rest of the plush.

BASTING:

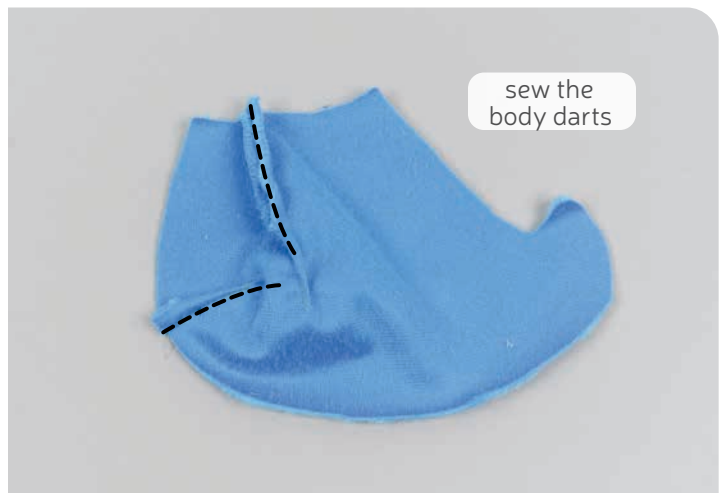
A form of temporary sewing meant to hold pieces in place. A long stitch length is often used for this reason. The finished result is not meant to be seen and sometimes is even removed later (depending on your project).



Refer to steps 13-14 from the original **PET BIRD PLUSH PATTERN** to sew the body darts. Refer to the original for more detailed instructions, but there is a brief overview below:

11. SEW THE BODY DARTS

- Sew the side and corner body **darts**. Repeat for both body pieces for four **darts** total.



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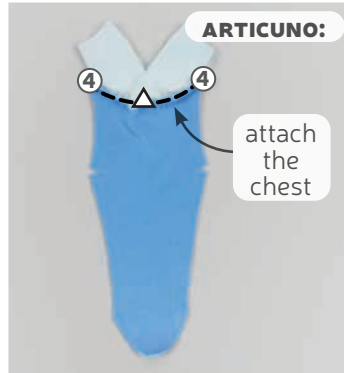
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Refer to steps 19-20 from the original **PET BIRD PLUSH PATTERN** to sew the contrast chest and belly darts. Refer to the original for more detailed instructions, but there is a brief overview below:

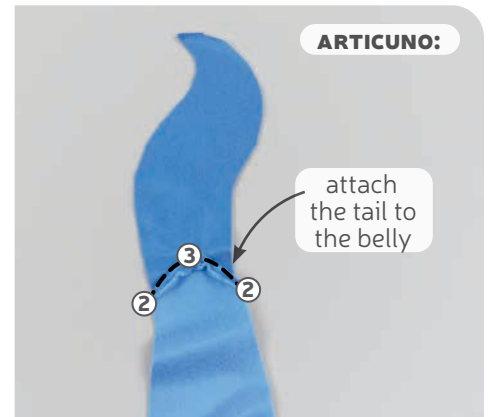
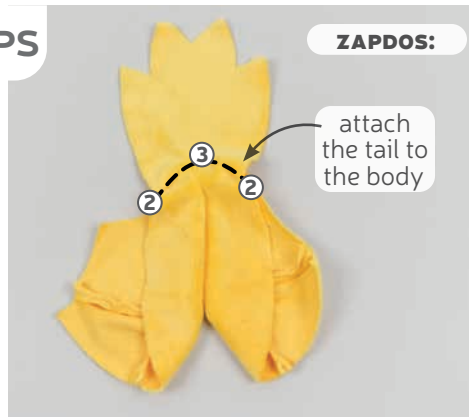
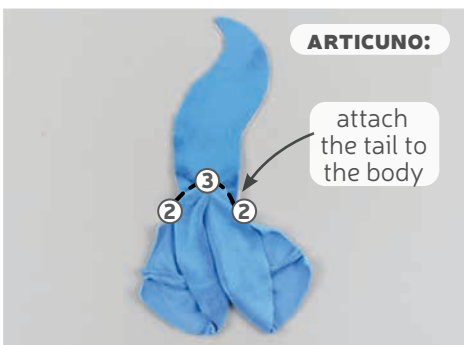
12. SEW THE CONTRAST CHEST & BELLY DARTS

- Attach your **CONTRAST CHEST** piece (E2) to the **BELLY** (E1) along the edge with the **center notch** and **point 4** on each side.
- Sew the top center **dart** at the neck and the side **darts**. There should be three darts total.



Refer to steps 15-18 and 21-22 from the original **PET BIRD PLUSH PATTERN** to sew the new tail tips to the body and belly. Refer to the original for more detailed instructions, but there is a brief overview below:

13. ATTACH THE TAIL TIPS



- Sew the **BODY** pieces (D1) together at the tail end. Attach the **TAIL** pieces (A-G, Z-G1, or M-G) to this new tail end. This should line up **point 3** at the center and **point 2** at the corner ends.
- Note that for **ZAPDOS**: you're only attaching the **FRONT TAIL** (Z-G1). Save the **BACK TAIL** for later.
- Attach the tail pieces to the **BELLY** (D2 or E2) in the same manner. This should line up **point 3** at the center and **point 2** at the corner ends.

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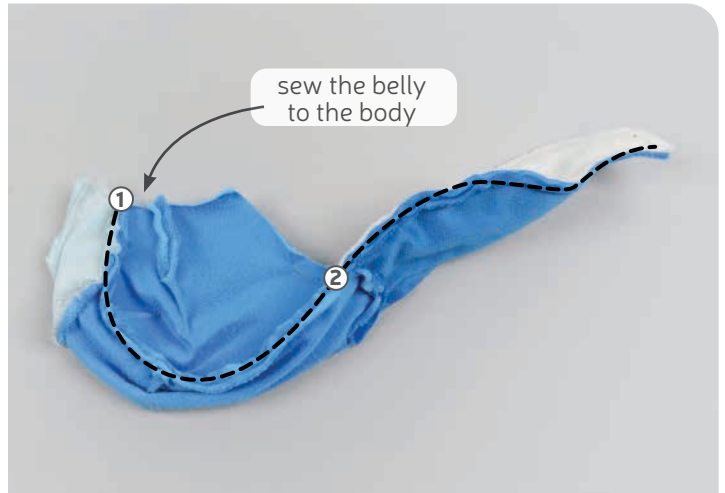
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Refer to steps 24-25 from the original **PET BIRD PLUSH PATTERN** to attach the belly to the body. Refer to the original for more detailed instructions, but there is a brief overview below:

14. SEW THE BELLY TO THE BODY

- a. Align and sew the belly to the body. Start at the tail tip and work your way down the tail and through **point 2** at the tail seam and **point 1** at the top of the neck. Repeat on both sides.



Refer to steps 29-31 from the original **PET BIRD PLUSH PATTERN** to attach the head and turn the plush. Refer to the original for more detailed instructions, but there is a brief overview below:

15. FINISH THE BODY & TURN THE PLUSH



- a. Attach the head to the body at the neck edge. This should line up **points 7 and 8**.
- b. Sew the back edge. This will leave an **opening for turning** in the back of the head and join up with the body seam from before.
- c. Trim the excess seam allowance and turn the plush right side out.

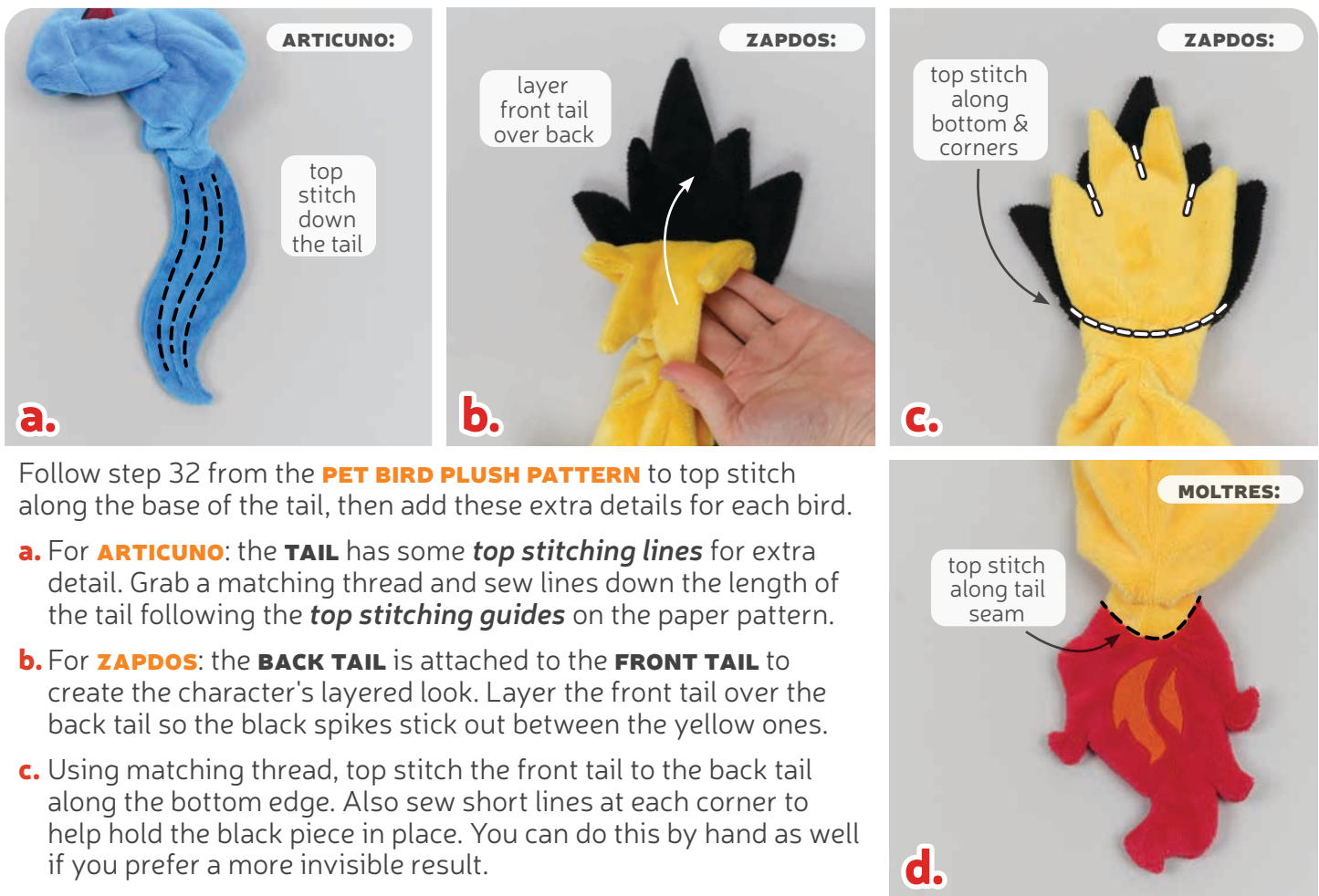
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Refer to step 32 from the original **PET BIRD PLUSH PATTERN** to top stitch the tail. The Legendary Birds have a few more details than the original to achieve the look of their character.

16. ADD THE TAIL DETAILS



Follow step 32 from the **PET BIRD PLUSH PATTERN** to top stitch along the base of the tail, then add these extra details for each bird.

- For **ARTICUNO**: the **TAIL** has some **top stitching lines** for extra detail. Grab a matching thread and sew lines down the length of the tail following the **top stitching guides** on the paper pattern.
- For **ZAPDOS**: the **BACK TAIL** is attached to the **FRONT TAIL** to create the character's layered look. Layer the front tail over the back tail so the black spikes stick out between the yellow ones.
- Using matching thread, top stitch the front tail to the back tail along the bottom edge. Also sew short lines at each corner to help hold the black piece in place. You can do this by hand as well if you prefer a more invisible result.
- For **MOLTRES**: also top stitch along the tail seam.

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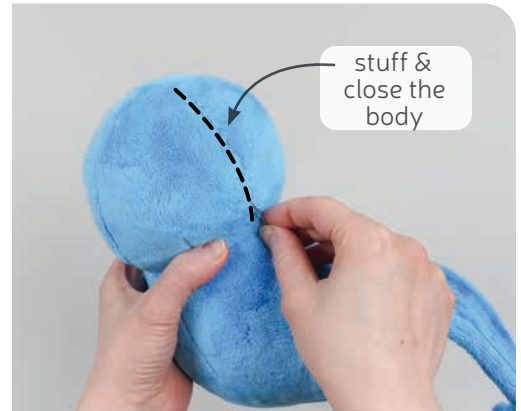


Refer to steps 34-36 from the original **PET BIRD PLUSH PATTERN** to stuff and close the plush. Refer to the original for more detailed instructions, but there is a brief overview below:

17. STUFF & CLOSE THE BODY

- Stuff the body firmly with stuffing.
- Tuck in the seam allowances at the back of the head, then ladder stitch the head closed.

FOR ZAPDOS: CONTINUE AHEAD WITH STEP 18.
FOR ARTICUNO OR MOLTRES: SKIP AHEAD TO STEP 19.



18. SECURE ZAPDOS' FACE

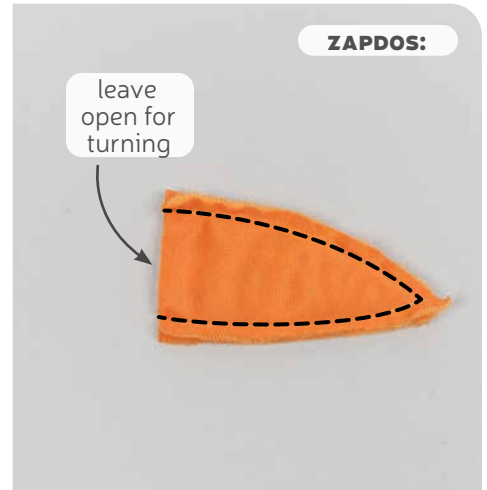
- ZAPDOS' FACE** (Z2) will be attached at the neck only, but now we can attach it to the head. Pull it up and allow it to spread over the front of the head to create the new face. Keep the face flush with the head by taking pins and sticking them down through the face and into the head.
- If you need extra help, transfer over the **stitching guides** from the face paper pattern. Use this guide while stitching the face to the head front. Following this guide will ensure that the pointed tips of the face remain free and stick out.
- It helps to start at the center top (at the **circle marking**) and stitch down one side using a long basting stitch. Take a stitch into the face fabric along the **stitching guide**, then take another stitch along the head about 1/4" in from the head seam. Stitch down the other side starting at the center. Check that you like the result of the face and it's not twisted or puckered. If you like how it looks, you can stitch along this area once more with tinier, neater stitches to secure it.

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These following steps 19-21 will replace steps 37-40 from the original **PET BIRD PLUSH PATTERN** using the new beak pieces.



19. SEW THE BEAK

- Grab your **BEAK** pieces (A2, Z2, or M2). Align them with right sides facing and the raw edges matching up.
- Sew the pieces together along the pointed edge. Leave the straight edge free for turning the piece right side out later. Trim the excess seam allowance at the tip of the beak to reduce bulk.



20. STUFF THE BEAK

- Turn the **BEAK** (A2, Z2, or M2) right side out and define the points with a chopstick or similar turning tool.
- Stuff the beak semi-firmly with stuffing. Be sure to get a small bit in the tip of the beak so it stays looking pointy and doesn't flatten over time.
- Grab a hand sewing needle and thread it. Sew a gathering stitch around the opening of the beak, about 1/4" away from the raw edge.

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21. ATTACH THE BEAK

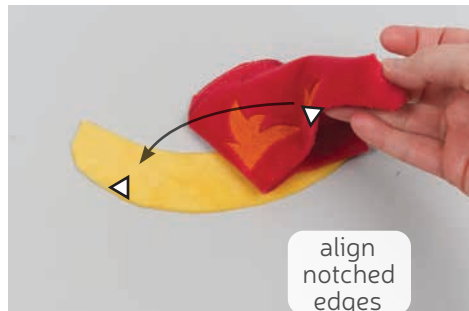
- Pull at the gathering thread to cinch the beak closed. Sew a few knots into the center to hold it closed.
- Take your beak and align it onto the center front of the face. Align it onto the center front seam, around the bottom edge of the eyes. Make sure the cinched end is facing the plush. Ladder stitch the beak to the face. Sew around the base where it touches the face.



FOR MOLTRES: CONTINUE AHEAD WITH STEP 22.
FOR ARTICUNO OR ZAPDOS: SKIP AHEAD TO STEP 23.



These following steps 22-26 will replace steps 62-63 from the original **PET BIRD PLUSH PATTERN** using the new wing pieces.



22. SEW THE MOLTRES WING EDGE

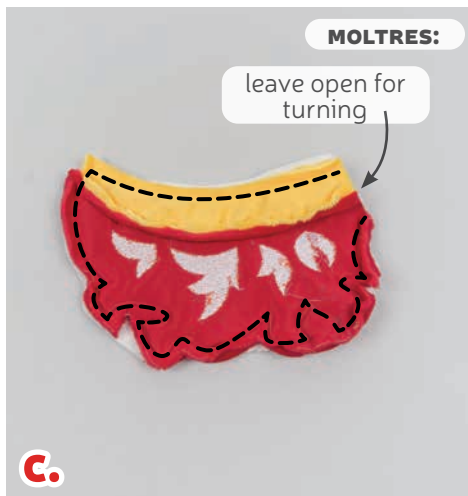
- Grab your **MOLTRES WING EDGE** and **FLAME** (M-P1 & M-P2). These pieces will join together along the inner edge, but you can also find the **notch markings** for help with alignment.
- Take your flame piece and flip it over so it's now right sides facing with the edge piece. Align the edge with the **single notches**. Make sure right sides are facing and pin the fabrics together.
- Sew the wing flame to the edge along the **single notched edge**. Repeat this three more times with your remaining wing pieces for four sewn pieces total.

sew desu ne?

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23. SEW THE WINGS

- a. Grab your two **WING** pieces (A-P, Z-P1/P2, or M-P). Take two matching ones and align them with right sides facing.
- b. Pieces like the **ARTICUNO** and **MOLTRES** wings are a little detailed, so it helps to trace the seam line from the paper pattern. Cut away the seam allowance from the paper pattern and use it as a tracing template on the wrong side of the fabrics you've just aligned.



- c. Sew the wings together along the traced line. Leave the short straight edge open for turning the piece later.
- d. For **ZAPDOS**: also sew the back wing pieces together. Be sure to leave an **opening for turning** as marked on the paper pattern for turning the piece later.

sew desu ne?

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24. CLIP & TURN THE WINGS

- a. Take your sewn **WINGS** (A-P, Z-P1/P2, or M-P) and trim the seam allowance around all the tight corners and curves.
At the inner corners, try to clip as close as you can to the stitching without actually cutting the thread.
At the outer corners, trim the seam allowance to reduce bulk.
This will help the pieces turn more cleanly.
- b. Turn the wings right side out through the openings that you left. Define the points with a chopstick or similar turning tool.
Repeat steps 23-24 once more for two wings total.

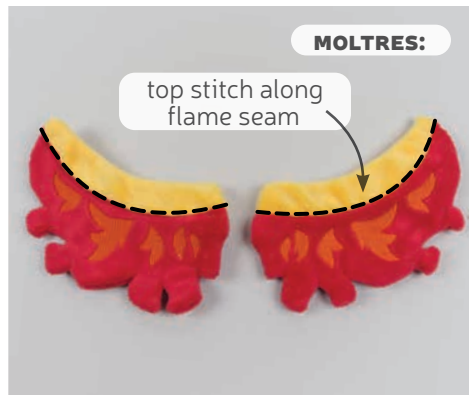
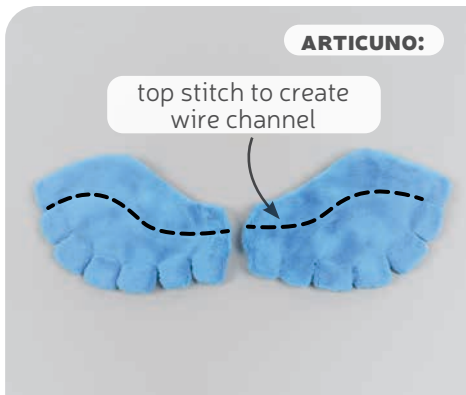


25. PREP THE WINGS FOR TOP STITCHING

- a. Grab your turned **WINGS** (A-P, Z-P1, or M-P) and fold in the seam allowance along the opening by about 1/4".
- b. For **ZAPDOS**: take your turned **BACK WING** (Z-P2) and tuck in the seam allowance. Then ladder stitch the opening closed.
- c. The **FRONT WING** (Z-P1) is attached to the back wing to create the character's layered look. Layer the front wing over the back wing so the black spikes stick out between the yellow ones.

sew desu ne?

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26. TOP STITCH THE WINGS

- Grab some thread that matches your **WINGS** (P). Top stitch the wings starting at the fold and going towards the opposite edge of the wing. Use the **stitching guide** found on the paper pattern for the top stitching. This will create the wire channel for wiring the wings later.
- For **MOLTRES**: use the edge seam as the stitching guide.
- For **ZAPDOS**: top stitch through both wing layers while sewing this step. Also sew short lines at each corner to help hold the black piece in place. You can do this by hand as well if you prefer a more invisible result.



Refer to steps 52 (for the wire wrapping), then 64-66 from the original **PET BIRD PLUSH PATTERN** to attach the new wings. Refer to the original for more detailed instructions, but here is a brief overview:

27. ATTACH THE WINGS

- Wrap your jewelry wire in scrap fabric for safety.
- Cut holes into the sides of your bird's body, then pull the wire through the holes.
- Slide the wings over the wire through the channels you stitched.
- Hold the wings flush against the body of the bird, then ladder stitch the folded edges to the bird on each side. Repeat for both wings.



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Refer to steps 43-48 and 53-58 from the original **PET BIRD PLUSH PATTERN** to sew and attach the feet. Refer to the original for more detailed instructions, but here is a brief overview:

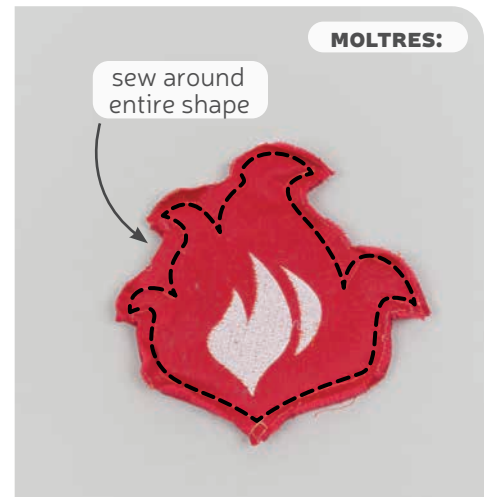
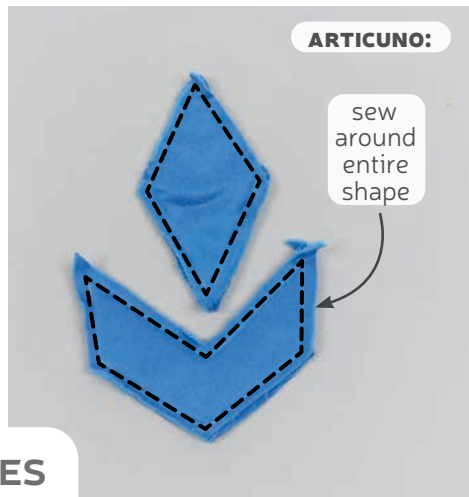
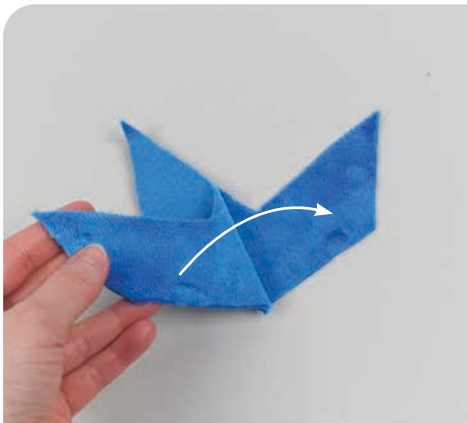
28. SEW & ATTACH THE FEET

- Sew the feet by attaching the legs to the foot tops, then attaching the foot bottoms.
- Insert wire into the bottom of the bird.
- Insert the wire into the feet, then stuff the feet around the wire.
- Attach the feet to the bottom of the bird.



FOR **ZAPDOS**: YOU'RE ALL DONE!

FOR **ARTICUNO** OR **MOLTRES**: CONTINUE NEXT FOR THE HEADPIECES.



29. SEW THE HEADPIECES

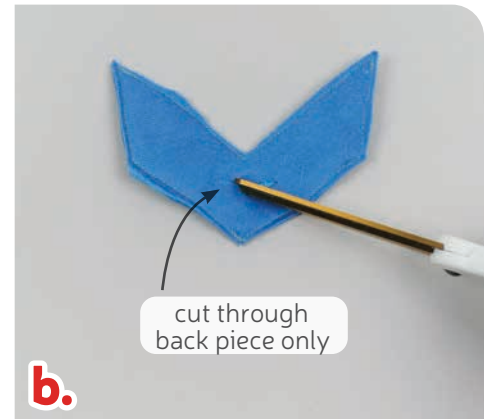
- Grab your **HEADPIECE** pieces (A2/3 or M2). Take two matching ones and align them with right sides facing and the raw edges matching up.
- Sew the pieces together all around the shape.

sew desu ne?

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30. CLIP & TURN THE HEADPIECES

- Trim the excess seam allowance around the corners and curves of the **HEADPIECES** (A2/3 or M2). This will help reduce bulk and increase flexibility when the piece is turned later.
- To turn the piece right side out, cut a short slit through the back piece only. Center it near the base. But you can also refer to the **cutting guides** on the paper pattern if you need extra help. For **MOLTRES**: be sure you're cutting the blank side without the flame applique.
- Turn the pieces right side out and define the corners with a chopstick or similar turning tool.



31. ATTACH THE HEADPIECE

- Grab your **HEADPIECE** (A2/3 or M2) and stuff it lightly with stuffing. It doesn't need much; just enough to make it puff up a little. Also stuff little bits into the tips so they don't flatten later with use.
- Take your stuffed headpiece (either A2 or M2) and align it onto the forehead of your plush. Center it onto the center front head seam so it's about 1/4"-1/2" above the beak.
- Ladder stitch the headpiece to the forehead around the cut that you made. Keep the tips of the headpiece free so they stick out from the head.

sew desu ne?

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32. ADD ARTICUNO'S UPPER HEAD PIECE

- For **ARTICUNO**, it still needs the **UPPER HEADPIECE** (A3). Align this second headpiece over the first so the bottom corners match up and the cut end is facing the plush.
- Ladder stitch the upper headpiece to the bottom headpiece around the outer edge.
- When you get towards the top, you'll need to bend the headpiece back and stitch underneath around the cut that you made.



CONGRATS!
This completes your plush! Now go on a Pokemon adventure!

sew desu ne?

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TEST SQUARE 2"

measure this square to
be sure you've printed
at the proper
proportions

ARTICUNO PIECES

**ARTICUNO
UPPER HEAD
PIECE (A2)**
Cut 2 from dark blue fabric
1/4" seam allowance included

STRETCH

NAP

cutting guide

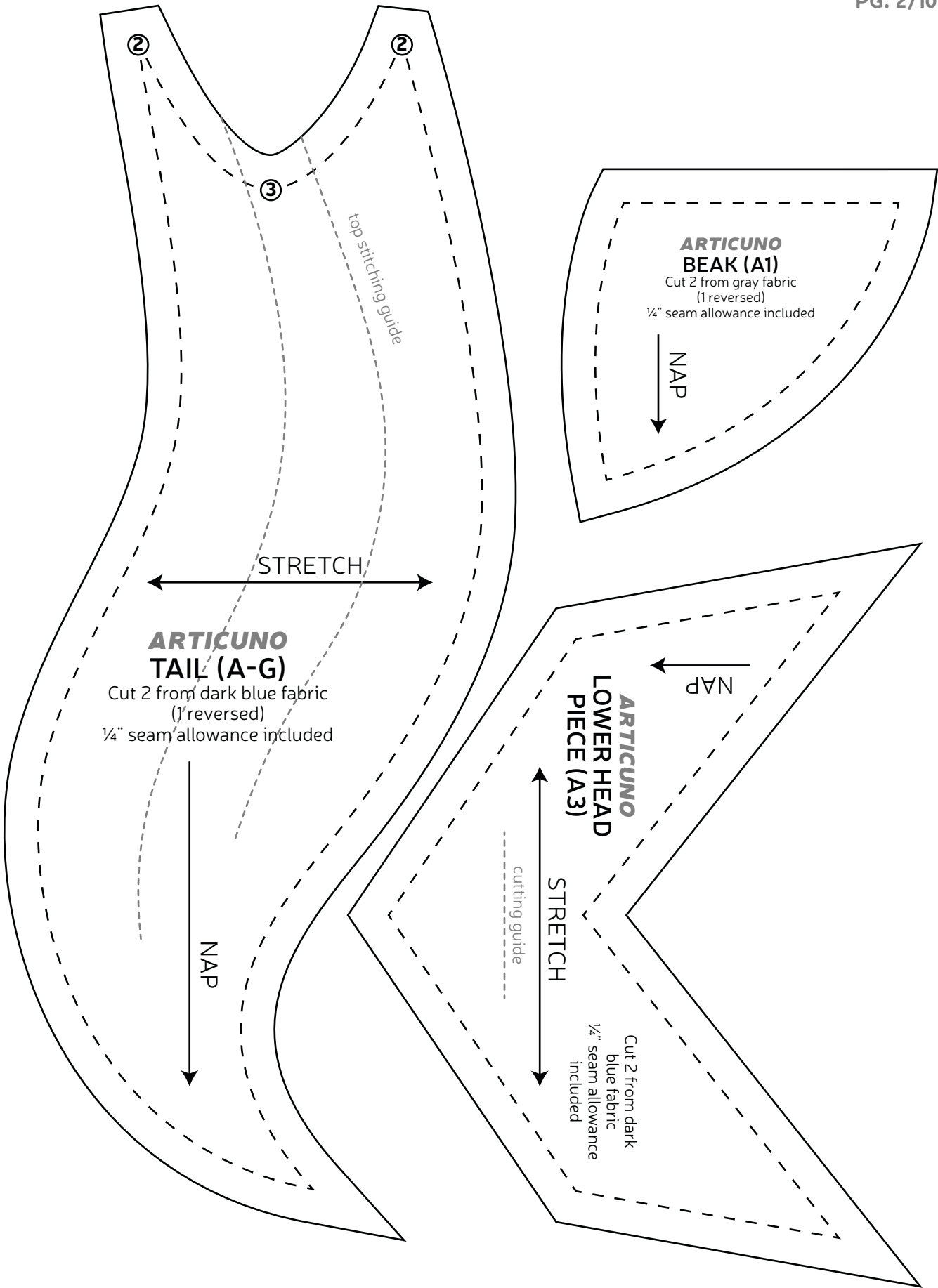
top stitching guide

STRETCH

**ARTICUNO
WINGS (A-P)**

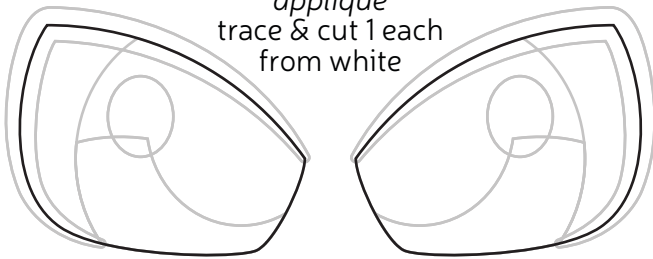
Cut 4 from blue fabric
(2 reversed)
1/4" seam allowance included

NAP



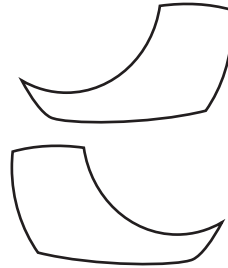
EYE WHITE

applique
trace & cut 1 each
from white



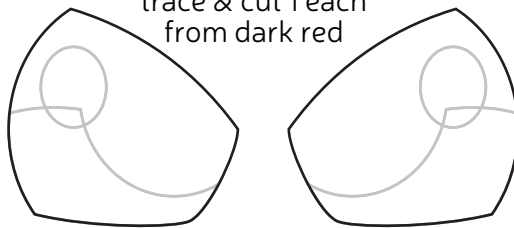
IRIS HIGHLIGHTS

applique
trace & cut 1 each
from red



IRISES

applique
trace & cut 1 each
from dark red

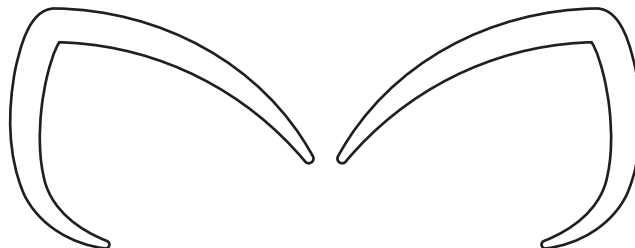


EYE SHINE

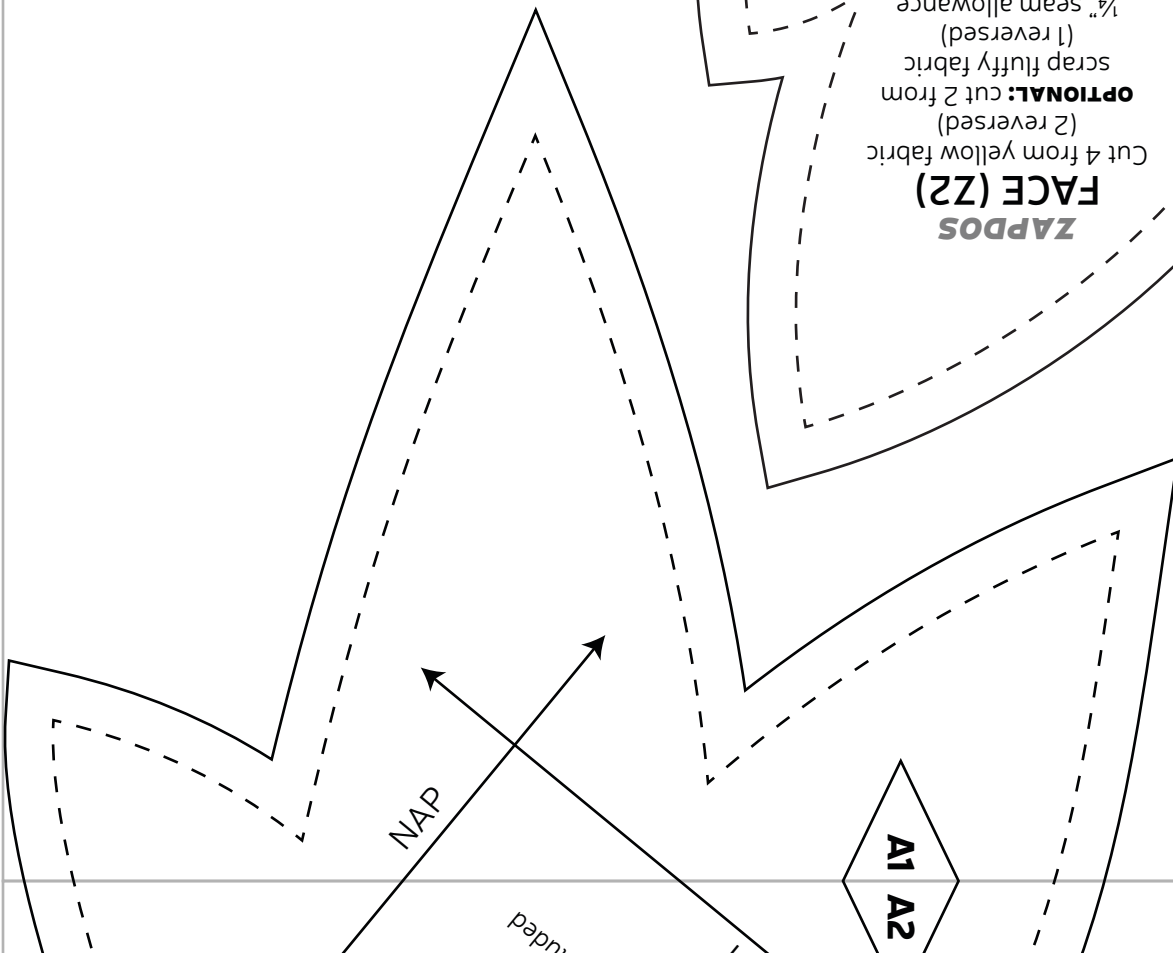
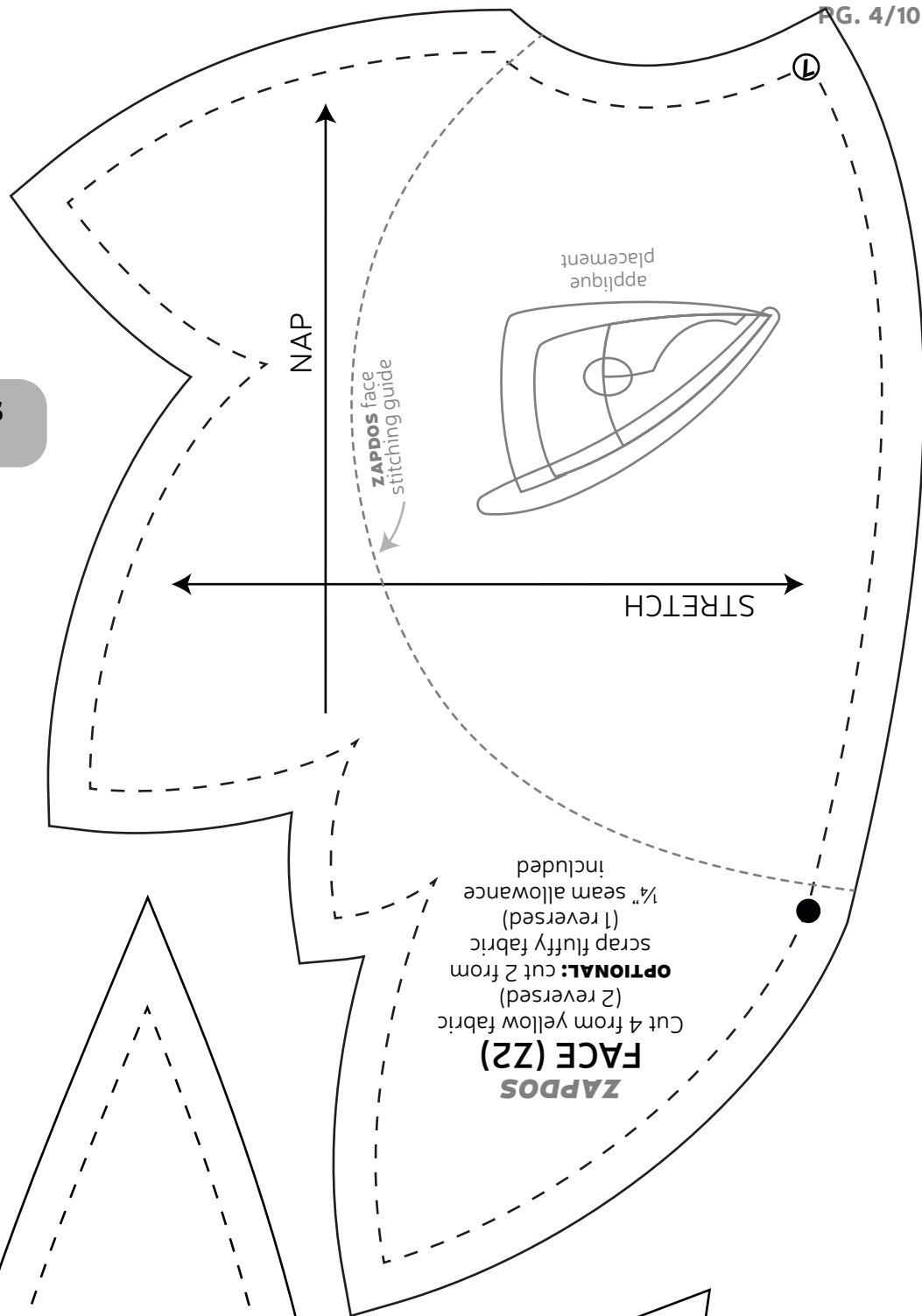
applique
trace & cut 2
from white

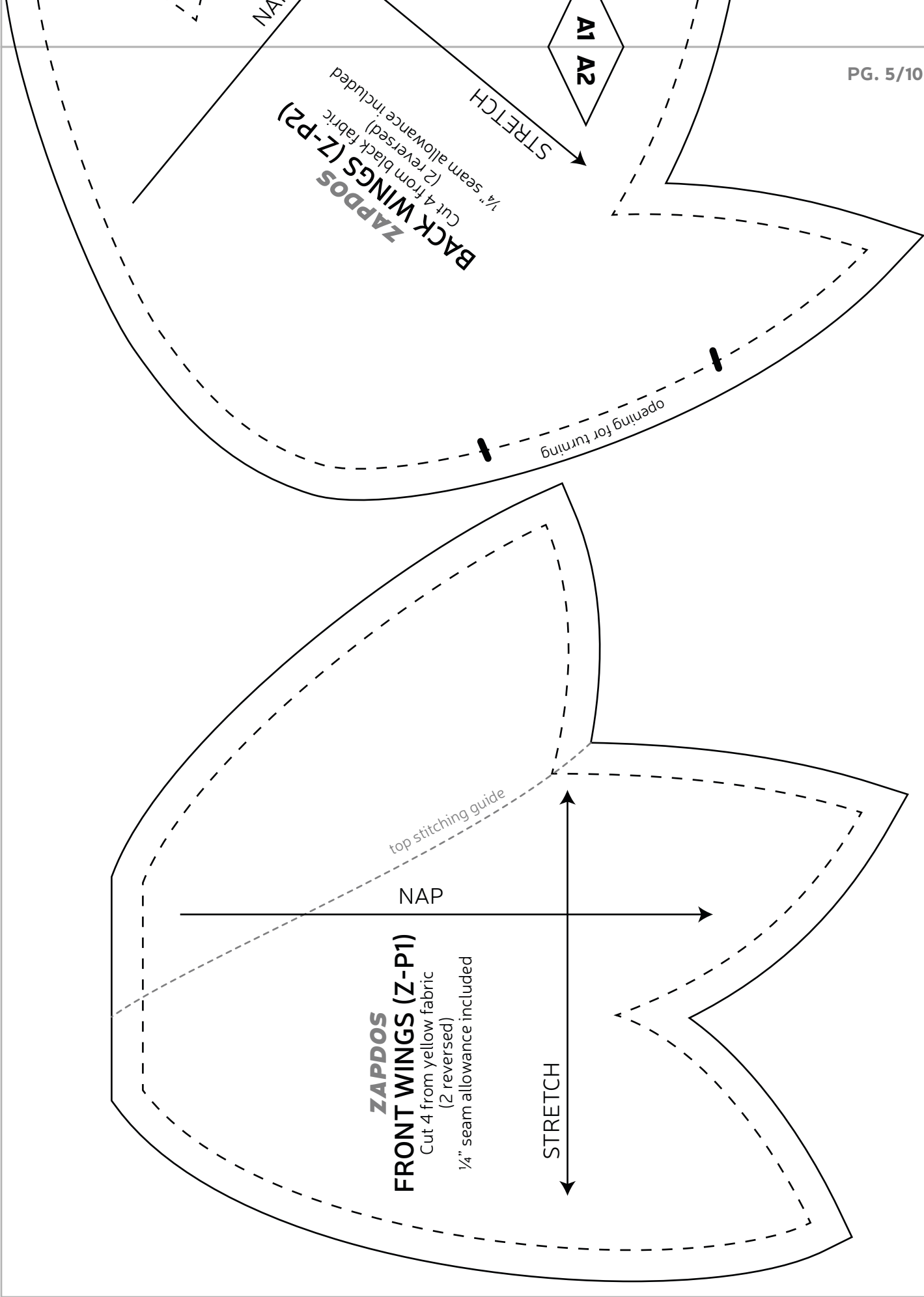


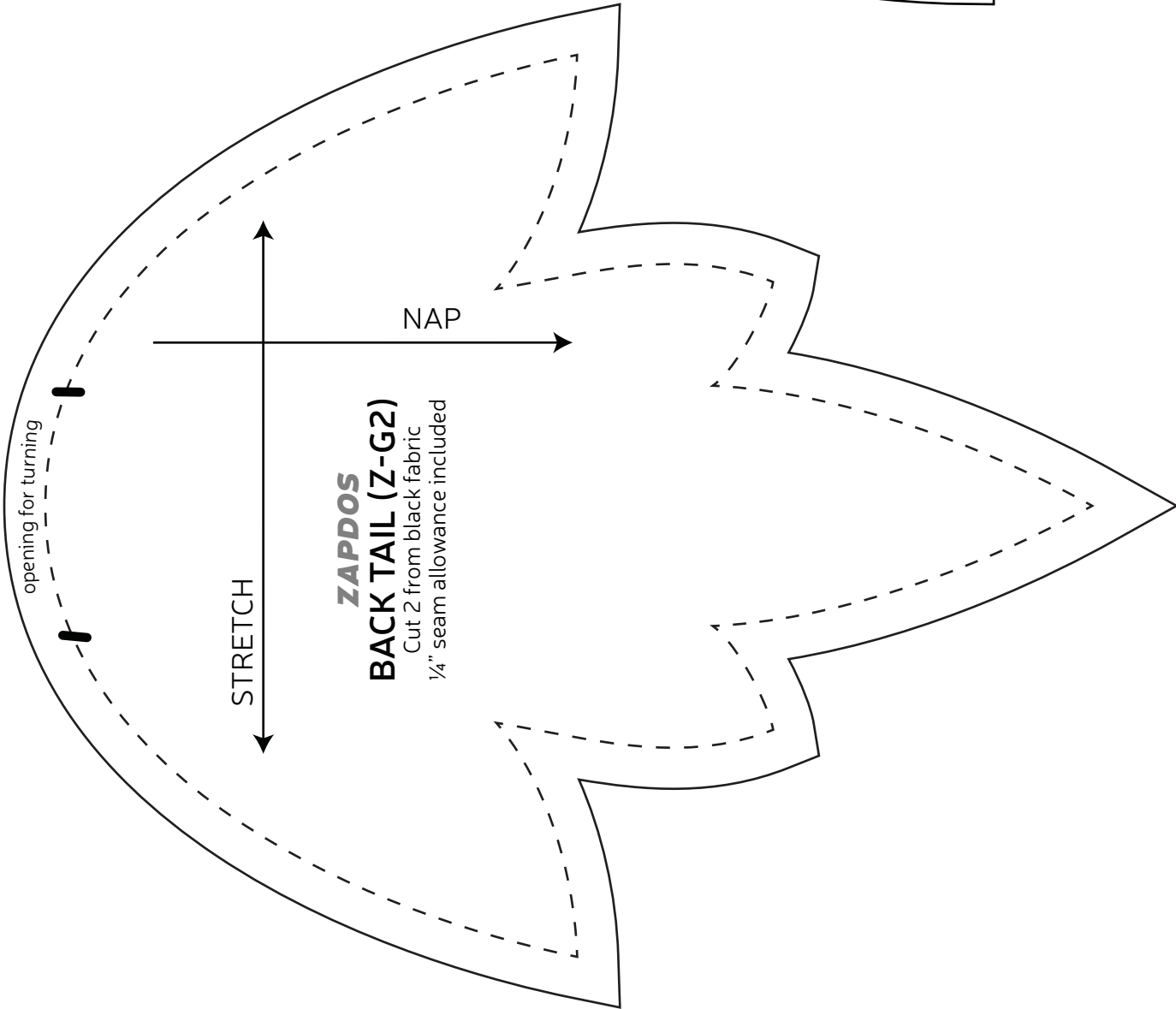
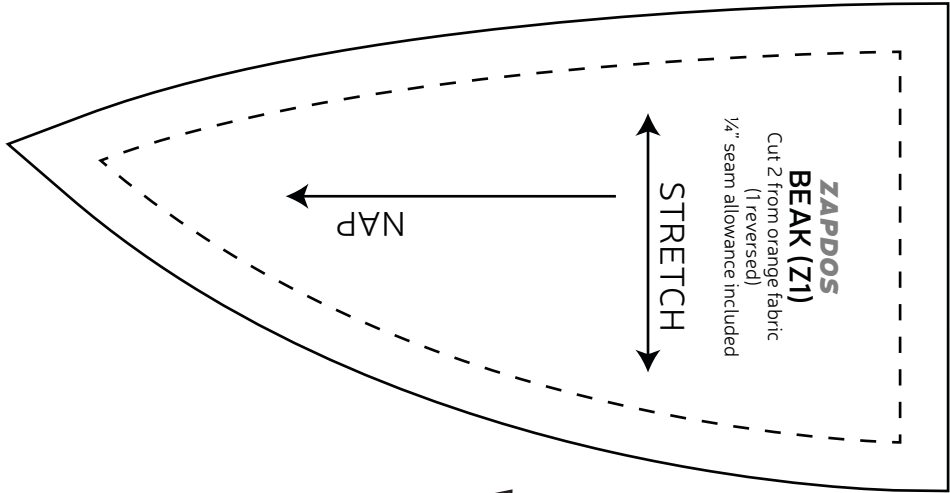
EYELIDS
applique
trace & cut 1 each
from black

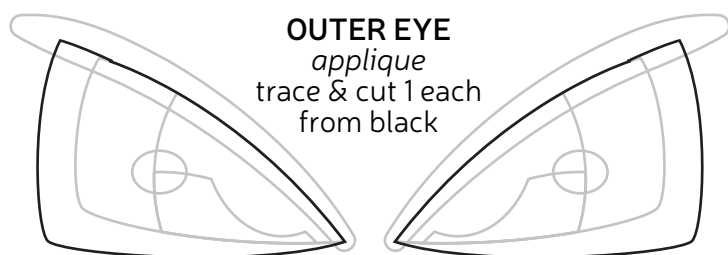
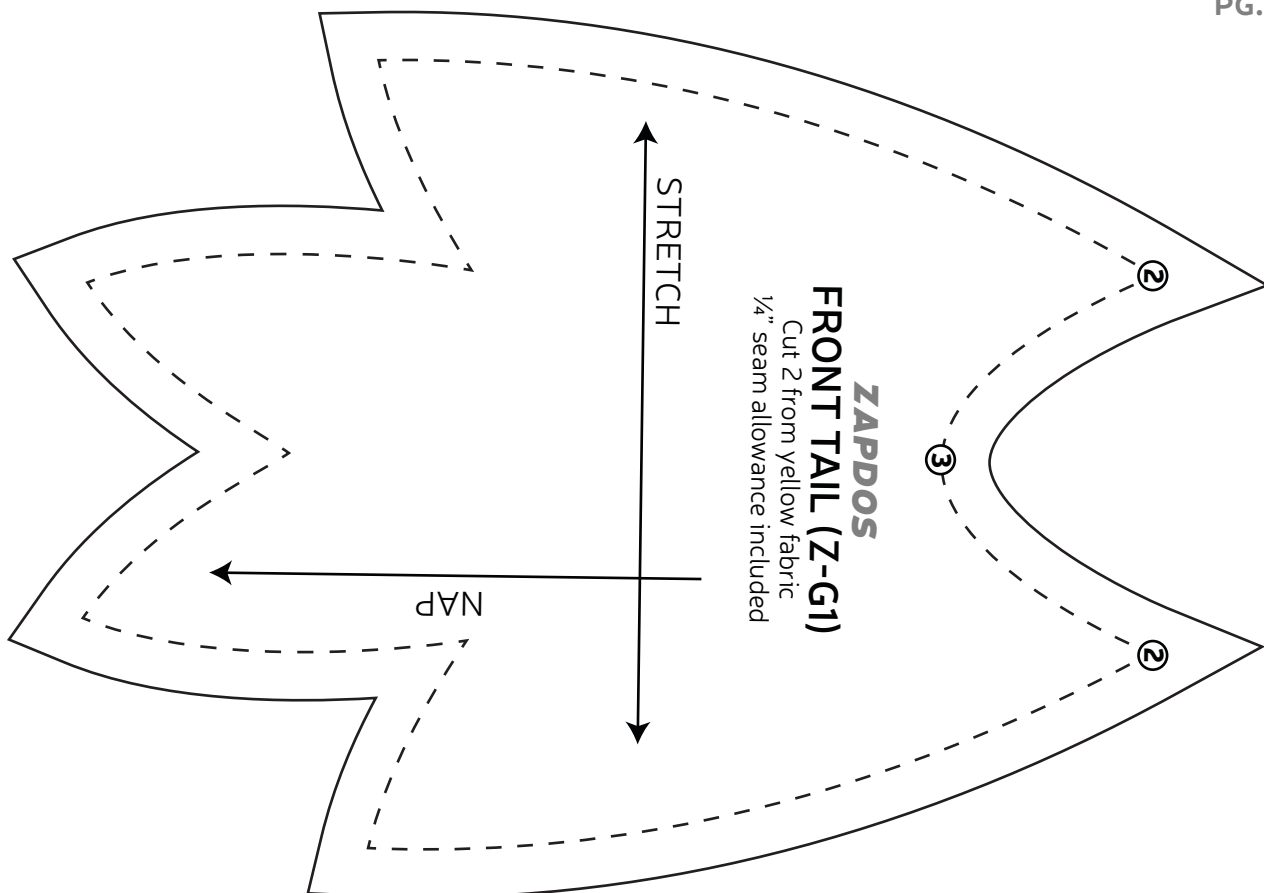


**ZAPDOS
PIECES**

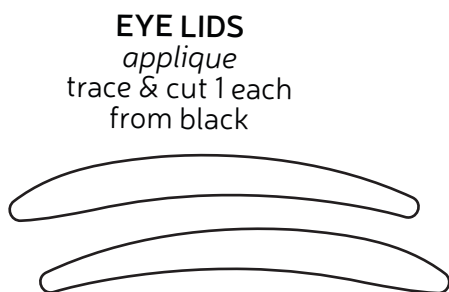
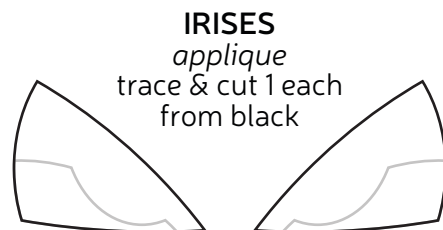
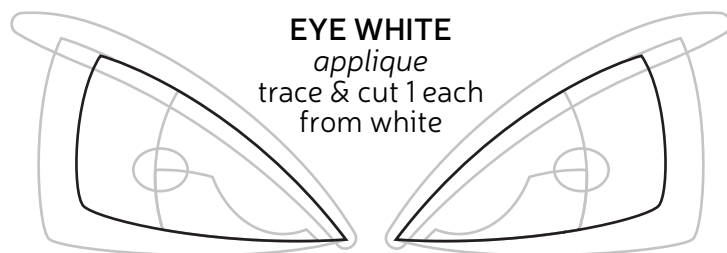
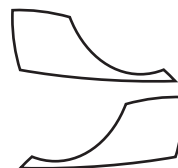








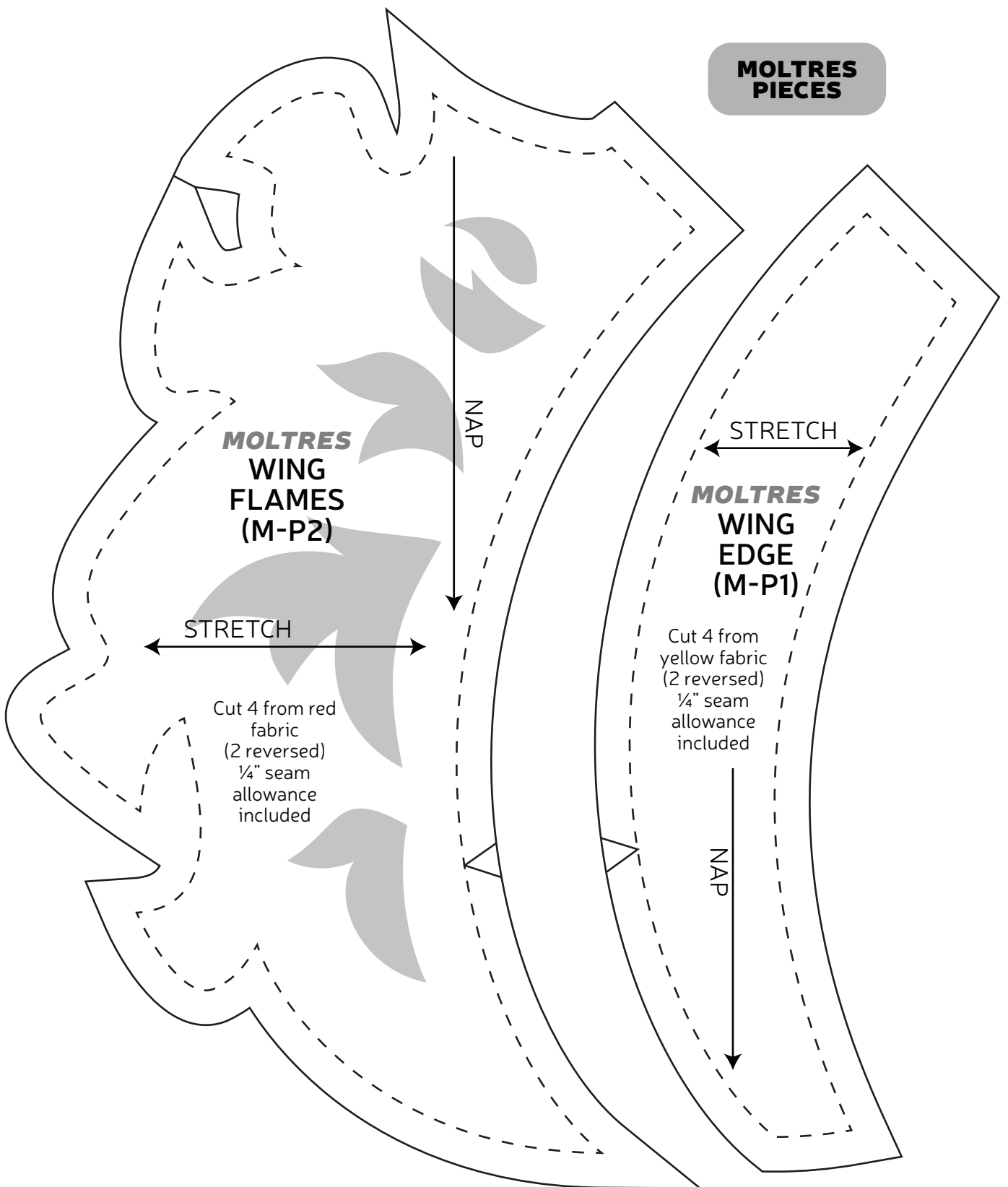
IRIS HIGHLIGHTS
applique
 trace & cut 1 each
 from dark gray



EYE SHINE
applique
 trace & cut 2
 from white



**MOLTRES
PIECES**



**MOLTRES
BEAK (M1)**

Cut 2 from orange fabric
(1 reversed)
¼" seam allowance included

STRETCH

NAP

**MOLTRES
HEADPIECE (M2)**

Cut 2 from red fabric
(1 reversed)
¼" seam allowance included

NAP

STRETCH

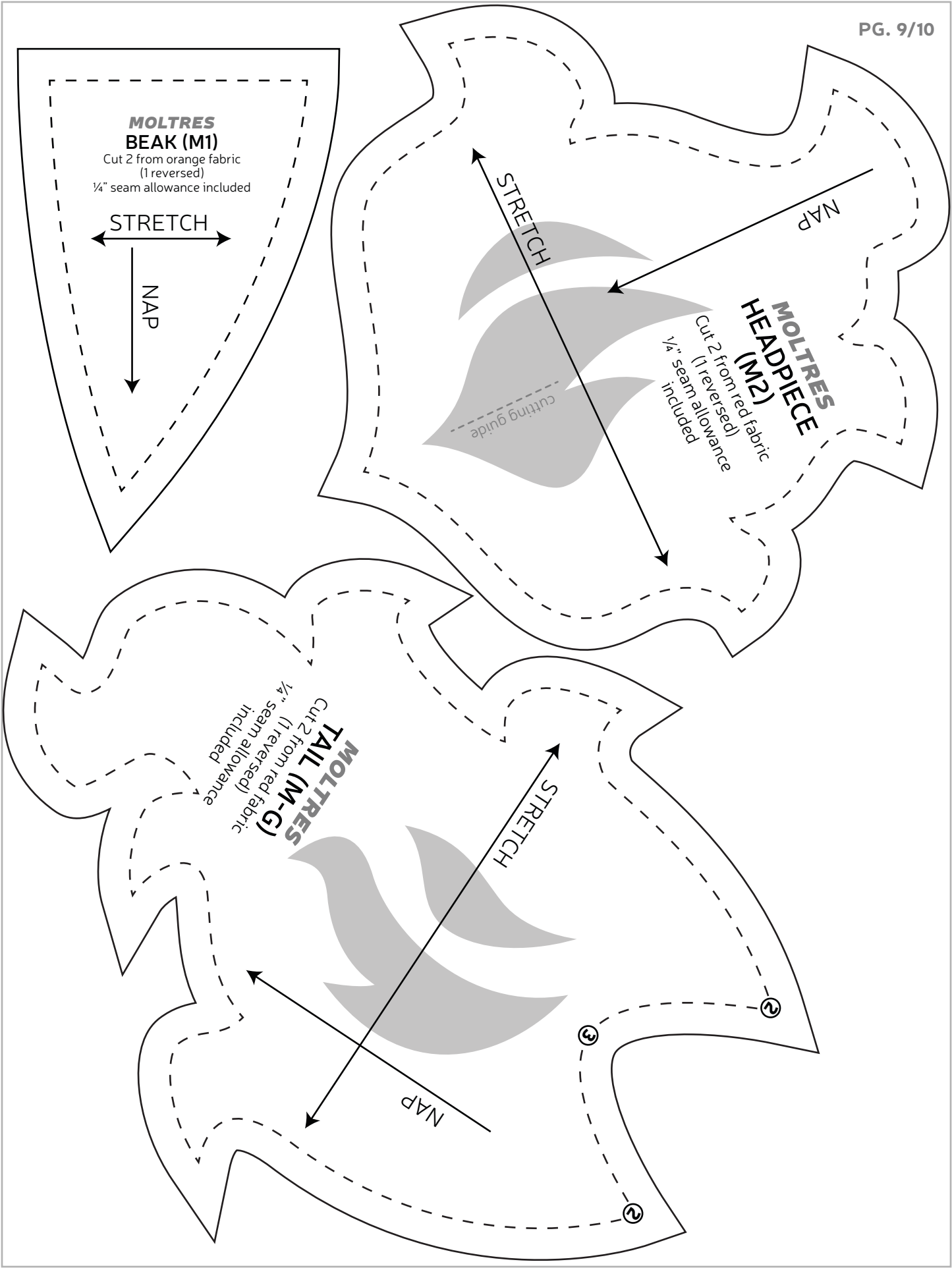
cutting guide

**MOLTRES
TAIL (M-G)**

Cut 2 from red fabric
(1 reversed)
¼" seam allowance included

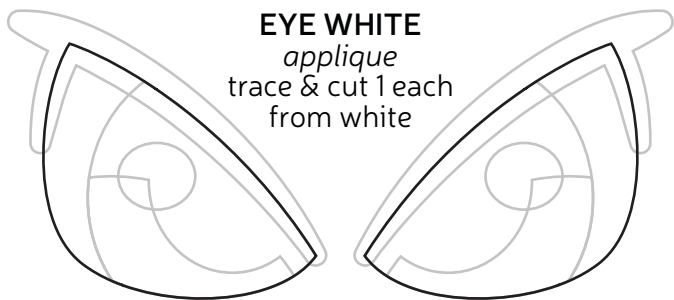
STRETCH

NAP

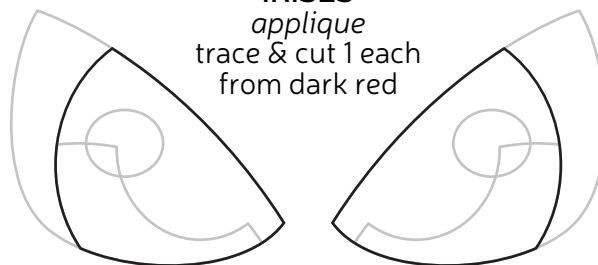


EYE WHITE

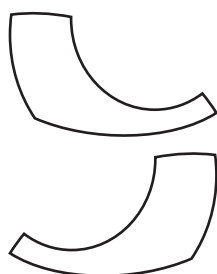
applique
trace & cut 1 each
from white

**IRISES**

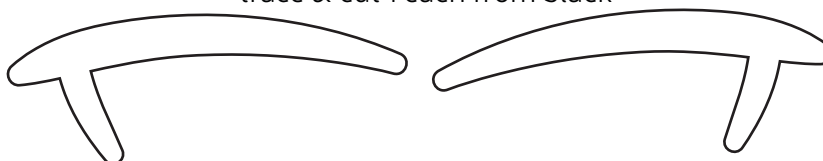
applique
trace & cut 1 each
from dark red

**IRIS HIGHLIGHTS**

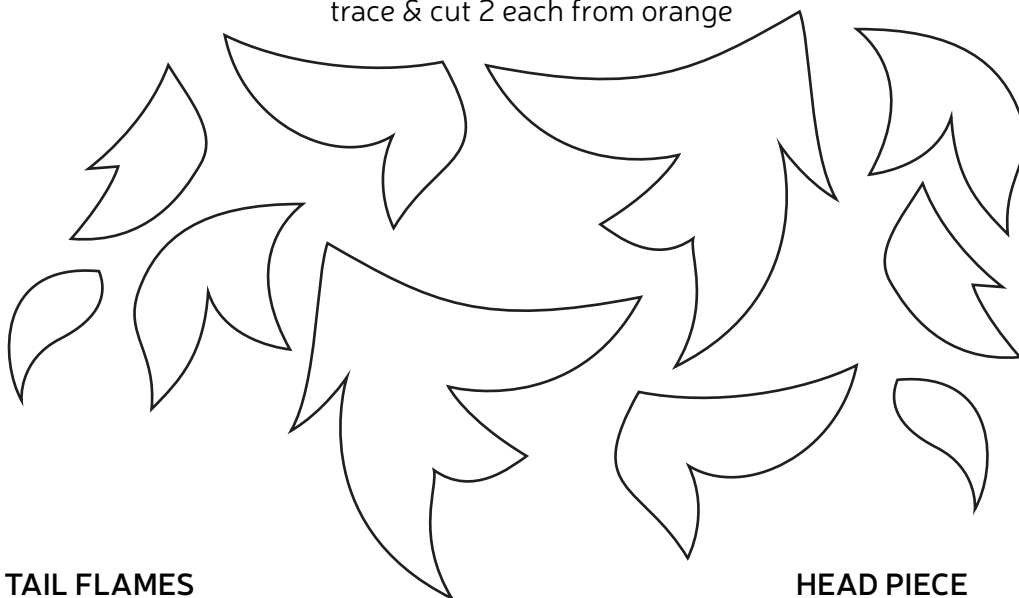
applique
trace & cut 1 each
from red

**EYELIDS**

applique
trace & cut 1 each from black

**WING PIECE FLAMES**

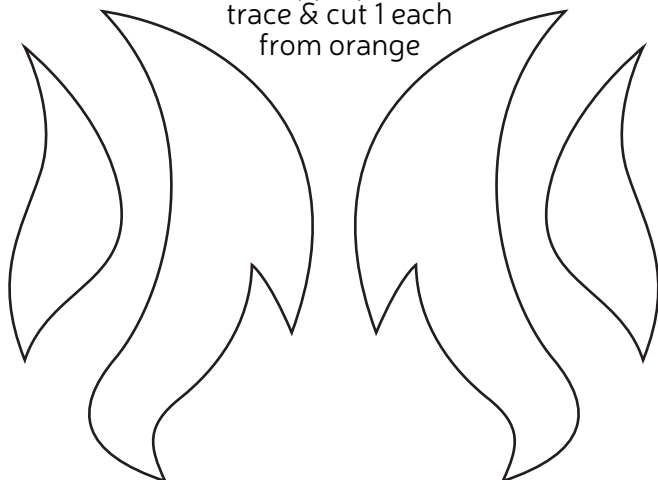
applique
trace & cut 2 each from orange

**EYE SHINE**

applique
trace & cut 2
from white

**TAIL FLAMES**

applique
trace & cut 1 each
from orange

**HEAD PIECE FLAMES**

applique
trace & cut 1 each
from orange

