LEGENDARY BIRD
ARTICUNO, ZAPDOS, & MOLTRES
POKEMON PLUSH

a free sewing pattern by

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LEGENDARY BIRD POKEMON PLUSH

These instructions will go over how to make a cute a chubby version of the first three legendary birds from Pokémon: Articuno, Zapdos, and Moltres. These elemental-themed birds have round little bodies, tiny feet, big posable wings, and distinctive details that take after each element.

DIFFICULTY:

■■■■■□□□□□

The main body of the plush is fairly straightforward. However the tiny details require some extra time. For example the spiky wings, tail, and face on Zapdos, the detailed flame shapes on Moltres, or the headpiece for Articuno.

SKILLS USED:

- Fusible web applique
- Curved sewing
- Ladder stitch
- Sewing small pieces
- Matching notches and points
- Basting
- Darts
- Gathering; gathering stitch
- Using wire

MAKES:

ONE PLUSH:
About 7" tall from bottom of body to top of head (or about 9" if you include headpiece)
About 5" wide from each side of body (or about 15" if you include wings)
About 7" long from front of face to back of body (or about 13" if you include beak and tail)
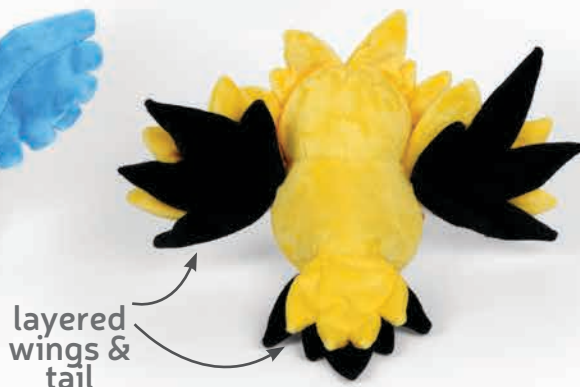
ARTICUNO

headpiece attached by hand

ZAPDOS

separate face piece

MOLTRES

wired posable wings

layered wings & tail

headpiece attached by hand

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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)
- poly pellets
- funnel for filling poly pellets

- 5" x 8" of scrap fabric for poly pellet pouch
- **FOR WIRED WINGS (SEE MORE INFO ON PAGE 5):**
  - 15"-17" of 12-18 gauge jewelry wire (see exact amount for each bird below)
  - scrap fabric for covering jewelry wire
  - hot glue

ARTICUNO

- ⅓ yd. of blue fabric for main body
- ⅛ yd. (or 15" x 5") of gray fabric for beak and feet
- ¼ yd. (or 19" x 9") of darker blue fabric for tail and headpiece
- ⅛ yd. (or 5" x 5") of light blue fabric for chest
- 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 eye highlights
- 3" x 3" of black applique fabric for eyelids
- 5" x 5" of light or heavy duty fusible web
- 17" of jewelry wire

ZAPDOS

- ½ yd. of yellow fabric for main body
- **OPTIONAL:** ¼ yd. (or 13" x 9") of scrap fluffy fabric for inside of face (see more info on page 8)
- ⅛ yd. (or 15" x 5") of orange fabric for beak and feet
- ¼ 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 eye 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

MOLTRES

- ¼ yd. of yellow fabric for main body
- ⅛ yd. (or 15" x 5") 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 eye 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

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fabric comparison:

felt   cotton   jersey   fleece   minky

long pile minky

minky

cuddle fleece

micro fleece

anti-pill fleece

fleece

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
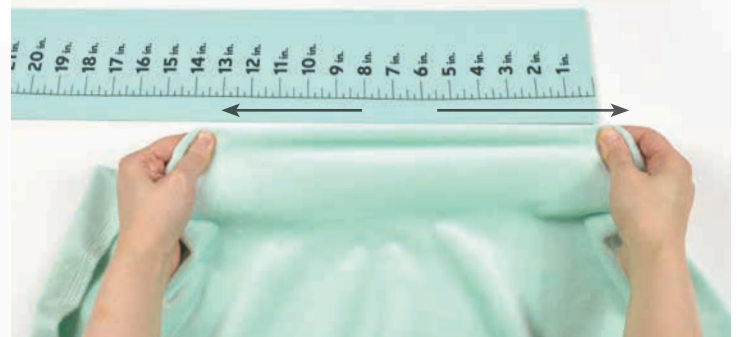
MINKY   VS.   FELT

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JEWELRY WIRE FOR WINGS:

- For the best results, use 12 to 18 gauge jewelry wire.
- Jewelry wire is a good medium-strength wire that will give your wings support and make them posable.
- To bend and cut the wire, you'll need a pair of pliers (jewelry pliers from your craft store will work fine). Many of these pliers come with a wire cutter built in, so there's no need to buy a separate wire cutter.
- Don't try to cut the wire with regular craft or fabric scissors or it could seriously damage the blades.
- To make the ends of wire safe, they're bent over and then the whole piece of wire is wrapped in scrap fabric (see step 42).
- Pipe cleaners can also work in a pinch. For better results, you may want to double the wire by twisting two pipe cleaners together.

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.

lightweight fusible

heavyweight fusible

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.
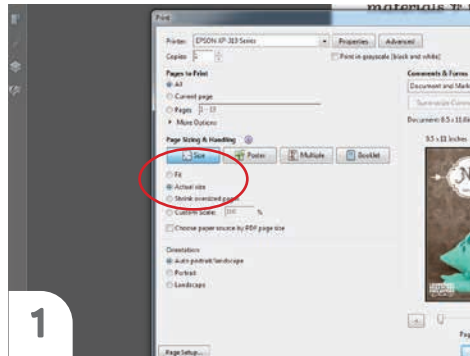- **Flannel** is used in the example instructions (page 9).

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PRINTING THE PATTERN:

Set your computer to print **PAGES 35-46.**
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.
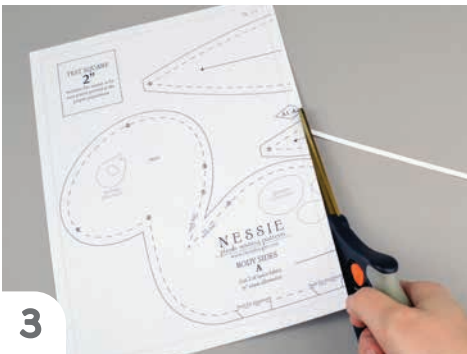
1

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.
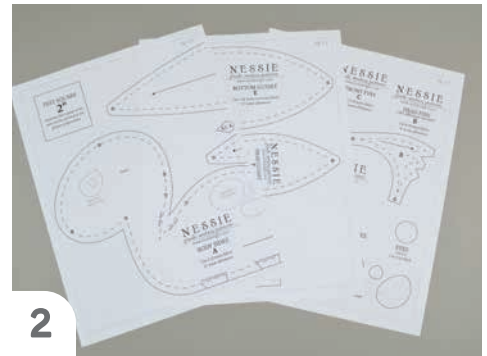
2

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.
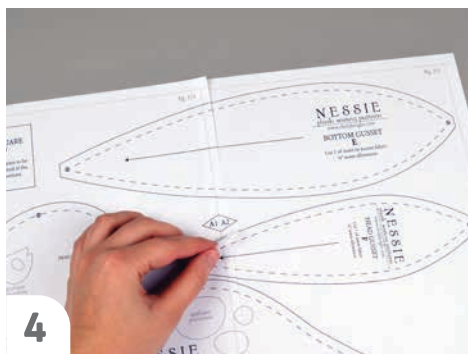
4

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.
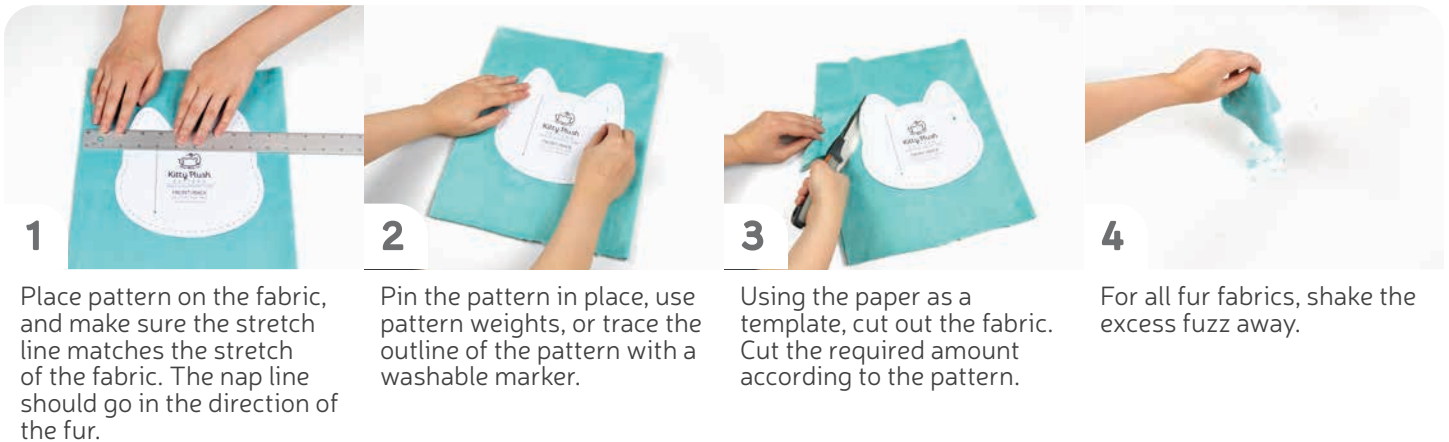
5

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.

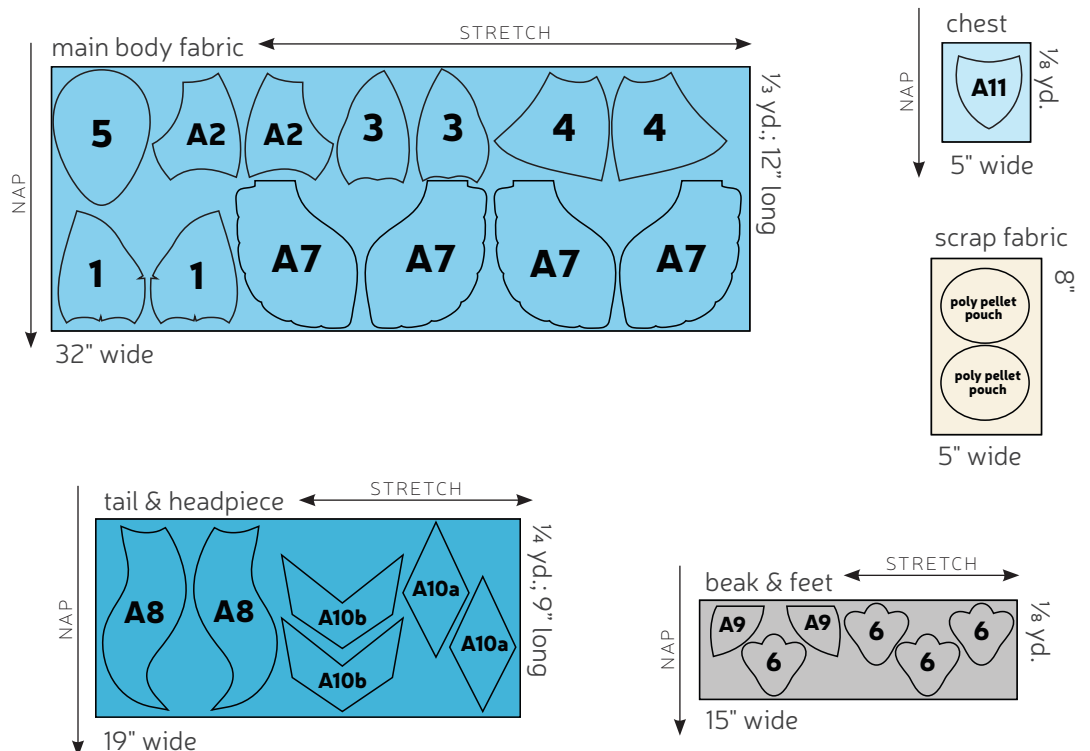## sew desu ne?

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CUTTING THE FABRIC:

1 Place pattern on the fabric, and make sure the stretch line matches the stretch of the fabric. The nap line should go in the direction of the fur.

2 Pin the pattern in place, use pattern weights, or trace the outline of the pattern with a washable marker.

3 Using the paper as a template, cut out the fabric. Cut the required amount according to the pattern.

4 For all fur fabrics, shake the excess fuzz away.

CUTTING LAYOUT: ARTICUNO

Template checklist:

MAIN BODY:
- ☐ 1 – Head front
- ☐ 3 – Head back
- ☐ 4 – Body back
- ☐ 5 – Body bottom
- ☐ 6 – Foot
- ☐ Poly pellet pouch

ARTICUNO PIECES (A):
- ☐ A2 – Belly
- ☐ A7 – Wings
- ☐ A8 – Tail
- ☐ A9 – Beak
- ☐ A10a – Upper headpiece
- ☐ A10b – Lower headpiece
- ☐ A11 – Chest

main body fabric — STRETCH — ⅓ yd.; 12" long — NAP — 32" wide

Pieces: 5, A2, A2, 3, 3, 4, 4, 1, 1, A7, A7, A7, A7

chest — NAP — A11 — ⅛ yd. — 5" wide

scrap fabric — poly pellet pouch, poly pellet pouch — 8" — 5" wide

tail & headpiece — STRETCH — ¼ yd.; 9" long — NAP — 19" wide

Pieces: A8, A8, A10b, A10b, A10a, A10a

beak & feet — STRETCH — ⅛ yd. — NAP — 15" wide

Pieces: A9, A9, 6, 6, 6, 6, 6

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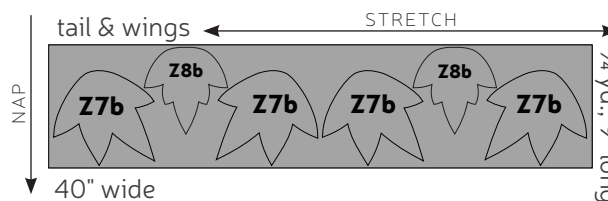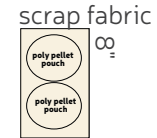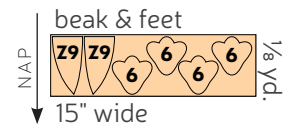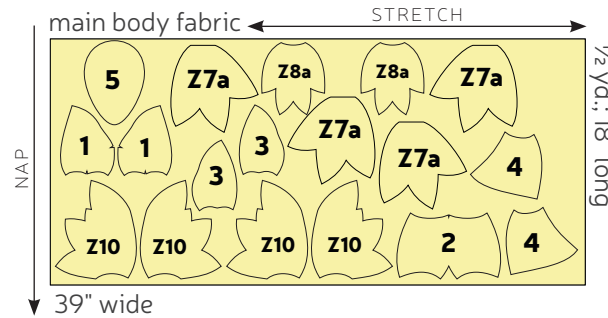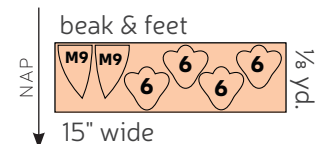| WWW.CHOLYKNIGHT.COM |

CUTTING LAYOUT: ZAPDOS

Template checklist:

Main body:
- ☐ 1 - Head front
- ☐ 2 - Belly
- ☐ 3 - Head back
- ☐ 4 - Body back
- ☐ 5 - Body bottom
- ☐ 6 - Foot
- ☐ Poly pellet pouch

Zapdos Pieces (Z):
- ☐ Z7a - Front wings
- ☐ Z7b - Back wings
- ☐ Z8a - Front tail
- ☐ Z8b - Back tail
- ☐ Z9 - Beak
- ☐ Z10 - Face

main body fabric — STRETCH — ½ yd.; 18" long — NAP — 39" wide

(pieces: 5, Z7a, Z8a, Z8a, Z7a, 1, 1, 3, Z7a, Z7a, 4, 3, Z10, Z10, Z10, Z10, 2, 4)

tail & wings — STRETCH — ¼ yd.; 9" long — NAP — 40" wide

(pieces: Z7b, Z8b, Z7b, Z7b, Z8b, Z7b)

beak & feet — NAP — ⅛ yd. — 15" wide

(pieces: Z9, Z9, 6, 6, 6)

scrap fabric — 8" — 5" wide

(pieces: poly pellet pouch, poly pellet pouch)

scrap fluffy fabric — ¼ yd. — NAP — 13" wide

(pieces: Z10, Z10)
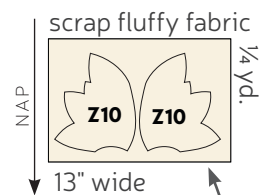
Optional:

This is used to make it easier to attach the Zapdos face. You can see it in action on page 25, step 31.

Fabric options:
- Scrap fleece
- Scrap felt
- Scrap flannel

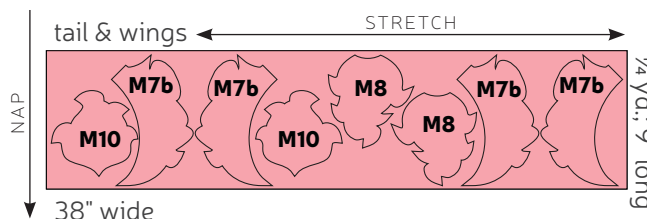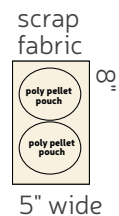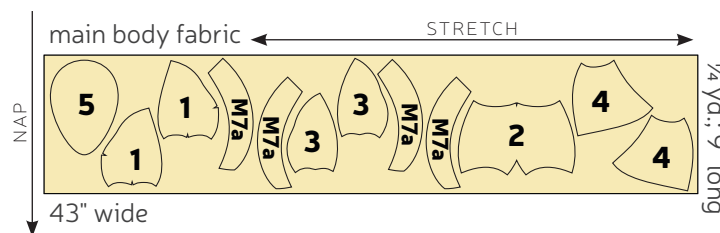## CUTTING LAYOUT: MOLTRES

Template checklist:

Main body:
- ☐ 1 - Head front
- ☐ 2 - Belly
- ☐ 3 - Head back
- ☐ 4 - Body back
- ☐ 5 - Body bottom
- ☐ 6 - Foot
- ☐ Poly pellet pouch

Moltres Pieces (M):
- ☐ M7a - Wing edge
- ☐ M7b - Wing flames
- ☐ M8 - Tail
- ☐ M9 - Beak
- ☐ M10 - Headpiece

main body fabric — STRETCH — ¼ yd.; 9" long — NAP — 43" wide

(pieces: 5, 1, M7a, 1, M7a, 3, 3, M7a, M7a, 2, 4, 4)

scrap fabric — 8" — 5" wide

(pieces: poly pellet pouch, poly pellet pouch)

tail & wings — STRETCH — ¼ yd.; 9" long — NAP — 38" wide

(pieces: M7b, M7b, M8, M7b, M7b, M10, M10, M8)

beak & feet — NAP — ⅛ yd. — 15" wide

(pieces: M9, M9, 6, 6, 6)

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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.

1. FUSE THE EYE APPLIQUE

trace onto paper side
a.

fuse to applique fabric
b.

hold applique while pulling paper away
c.

a. 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)
- *irises* (2, dark red)
- *eyelids* (2, black)
- *iris highlights* (2, red)
- *eye shines* (2, white)

b. Fuse the bumpy (adhesive) side of the fusible web onto the applique fabrics.

c. Cut out your applique pieces and grab your **HEAD FRONT** pieces (1). Note that for **ZAPDOS**, you'll be using the **FACE** piece (Z10) instead. Grab the *eye white* applique piece. Set your paper pattern on top of the head front 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.

d. 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.

add eye whites first
d.

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add irises

add eye highlights

add eye shines & eyelids

2. SEW THE EYE APPLIQUE

a. Add the *irises* pieces next. Use the paper pattern and photos as a placement guide.

b. Next add the *iris highlights* on top of the *irises*.

c. Lastly add the tiny *eye shines* on top of the *iris highlights*. Then add the eyelids around the edge.

ZAPDOS:

eyes are on **FACE** piece

add flames to wings

add flames to tail & headpiece

3. ADD THE REMAINING APPLIQUE

a. If you're making **ZAPDOS**, be sure that you're fusing the eyes to the **FACE** (Z10). The **HEAD FRONT** piece will remain blank.

b. You'll also want to take this time to add the *flames* to your **MOLTRES WINGS, TAIL,** and **HEADPIECE** **(M7, M8, & M10)**.

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.*

straight stitch; great for felt

applique whipstitch
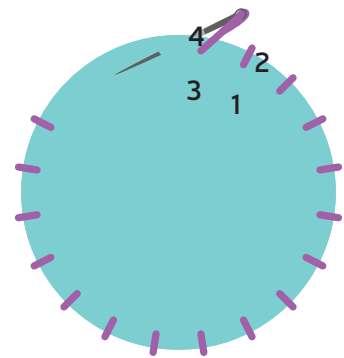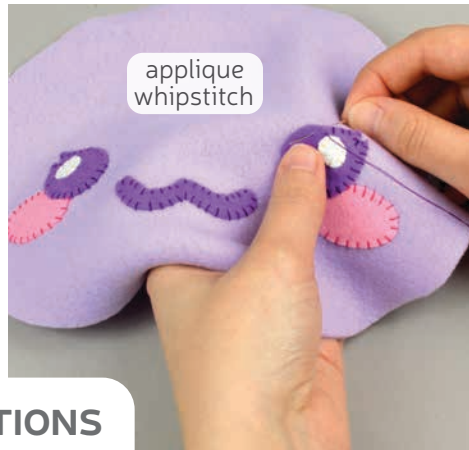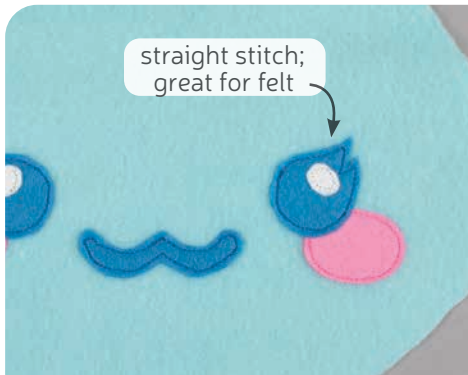
4. OTHER APPLIQUE OPTIONS

a. 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.

b. 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.

c. 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.

fold along point of dart

blend stitching into fold

repeat for all darts
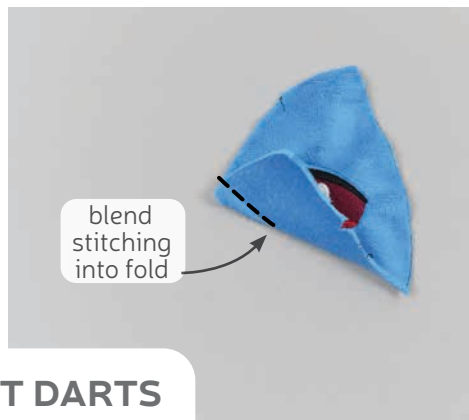
5. SEW THE HEAD FRONT DARTS

a. Grab your two **HEAD FRONT** pieces (1). These pieces have *darts* along the bottom and side. These are the small wedge shapes found labeled on the paper pattern. To sew them, start by folding the fabric along the point of the *dart* so the slanted edges match up. Make sure right sides are facing and pin the fabrics together.

b. Sew from the opening of the *dart* into the fold of the fabric. Try to blend your stitching into the fold for a smooth transition and a rounder finish to the plush.

c. Repeat this with both *darts* on the head front piece. There is one at the neck and one on the cheek. Then repeat once more with your other head front piece for four *darts* total.

DARTS:
A wedge-shaped gap found in a pattern. When sewn in fabric, it creates a tuck in the fabric and develops a 3D shape. The diagonal sides of the wedge are the **LEGS**; these are matched up and sewn to the **POINT** of the dart.
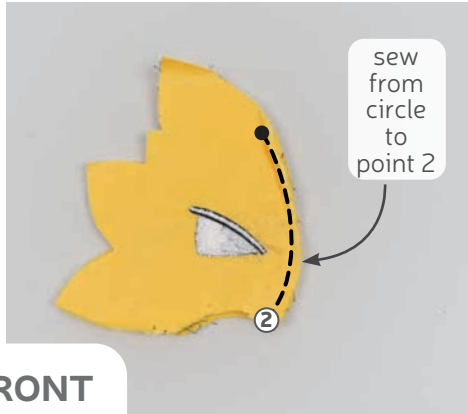
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6. SEW THE HEAD FRONT

a. Grab both of your **HEAD FRONT** pieces (1) and align them 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 *point 1 to 2* on the paper pattern.

b. Sew the head front pieces together from *point 1 to 2*.

c. Open up the pieces when complete.

d. Note that for **ZAPDOS** the head front will be blank. We're going to sew the pieces with the eyes next.

a.

b. sew from point 1 to 2

c.
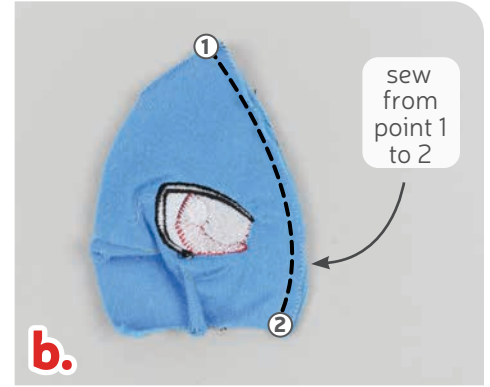
d. ZAPDOS:

*For **ZAPDOS**: continue below for the **FACE** (Z10)*
*For **MOLTRES**: skip ahead to step 11 for the belly*
*For **ARTICUNO**: skip ahead to step 12 for the chest*

sew from circle to point 2

7. SEW ZAPDOS' FACE FRONT

a. Grab your **ZAPDOS FACE** pieces (Z10). Take the two with the eyes appliqued 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 2* on the paper pattern.

b. Sew the face pieces together from the *circle marking* to *point 2*.

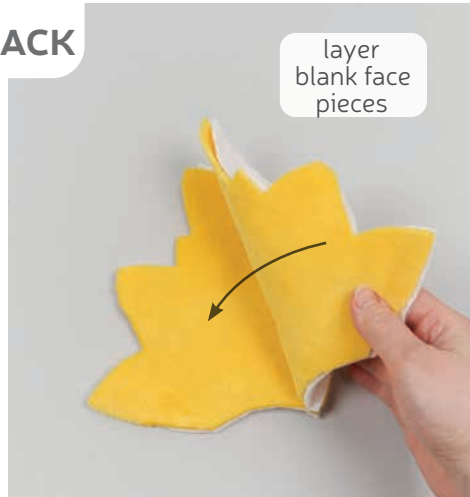**c.** Open up the pieces when complete.
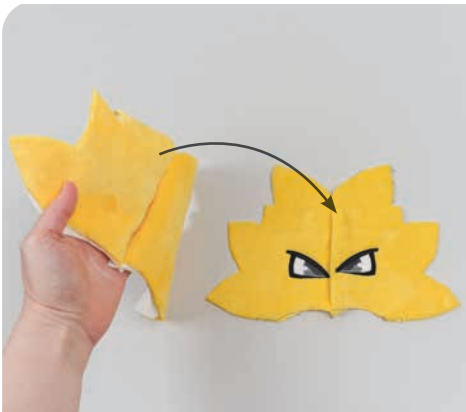
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8. SEW ZAPDOS' FACE BACK

a. Grab your **FACE** pieces (Z10) 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 2* as labeled on the paper pattern.

b. Sew the face pieces together from the *circle marking to point 2*.

layer blank face pieces

sew from circle to point 2

leave open for neck

trim seam allowance at corners

9. ATTACH ZAPDOS' FACE FRONT & BACK

a. Grab your sewn **FACE** pieces (Z10). 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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align face over head front

baste along neck edge

10. BASTE THE FACE TO THE HEAD FRONT

a. Turn your **FACE** piece (Z10) right side out through the opening in the neck. Define the points with a chopstick or similar turning tool.

b. Grab your **HEAD FRONT** piece (1) from before. Take your face piece and align it over the head front piece so **RIGHT SIDES ARE BOTH FACING UP** and the neck edges align. You can look for *point 2* at the center and line them up there. Make sure the raw edges are flush and pin the fabrics together.

c. 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).**


fold along point of dart

blend stitching into fold
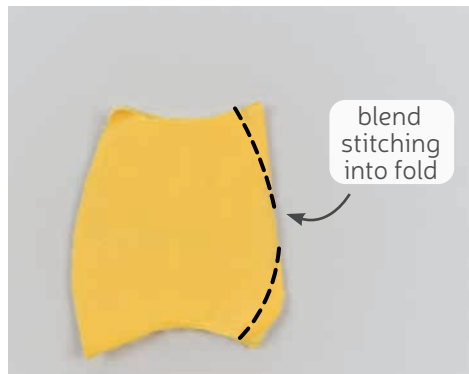
11. SEW THE BELLY DARTS

a. Grab your **BELLY** piece (2). This piece also has *darts* along the center top and bottom similar to the head front from before. We're going to sew it the same way, starting by folding the fabric along the point of the *darts*. Make sure right sides are facing, match up the slanted lines, and pin the fabrics together.

b. Sew from the opening of the *dart* into the fold of the fabric. Try to blend your stitching into the fold for a smooth transition and a rounder finish to the plush.

c. Repeat this for both the top and bottom *dart* so you have two darts total.

## Skip ahead to step 15 to attach the head front.

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belly will join to chest

line up points 8 & 9

sew from point 8 to 9
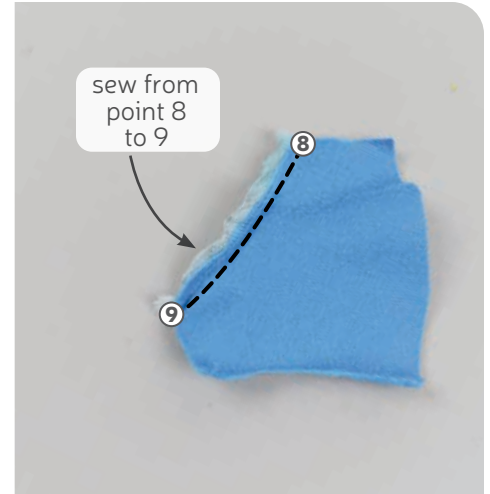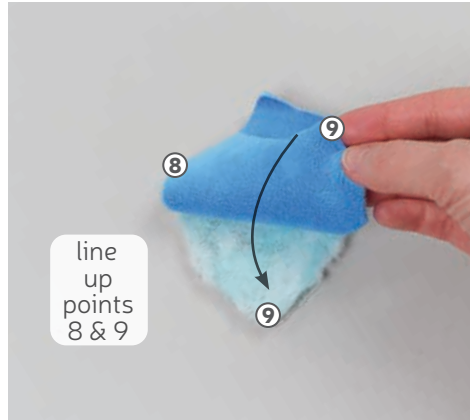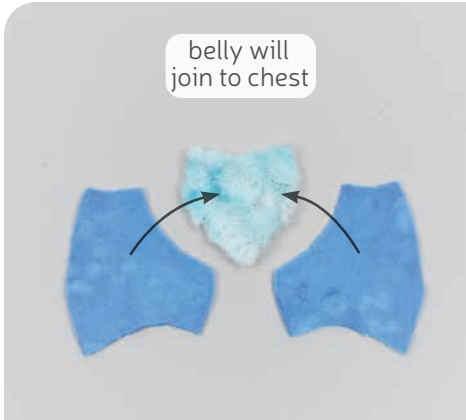
12. ATTACH ONE HALF OF THE CHEST

a. Grab your **ARTICUNO BELLY** (A2) and **CHEST** pieces (A11). These pieces are going to join together along the inner edges to create the full body front piece, but you can also look for the *numbered points* for help with alignment. Find *points 8, 9, and 5* on the paper pattern. We're going to join one section at a time to build up the entire piece.

b. Start by taking one of your belly pieces and align it with the chest so right sides are facing and *points 8 and 9* match up. Pin the fabrics together along this edge.

c. Sew the belly to the chest from *point 8 to 9*.

belly will join to chest

line up points 8 & 9

sew from point 8 to 9
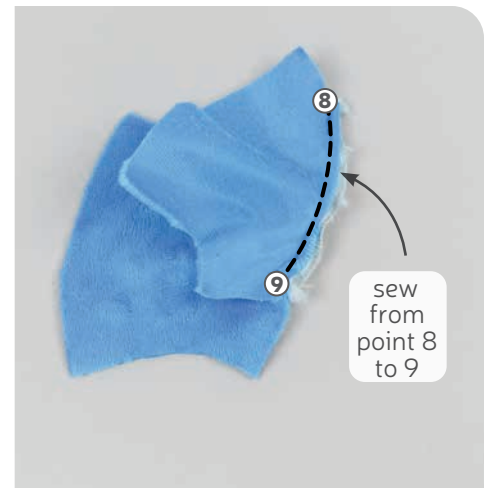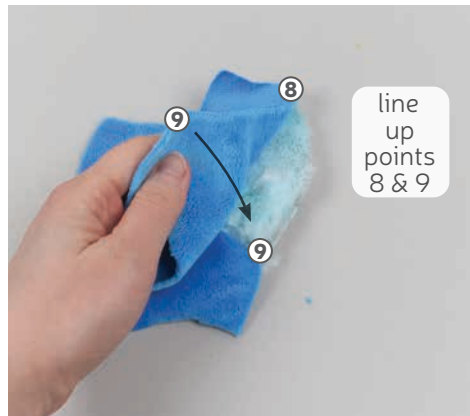
13. ATTACH THE OTHER HALF OF THE CHEST

a. When step 12 is complete, it should look something like the first photo.
Next we're going to attach the other **BELLY** piece to the other side of the **CHEST**.

b. Line up your other belly piece to the other side of the chest. Make sure right sides are facing and line up *points 8 and 9*. Pin the fabrics together.

c. Sew the belly to the chest from *point 8 to 9*.

sew desu ne?

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line up point 5
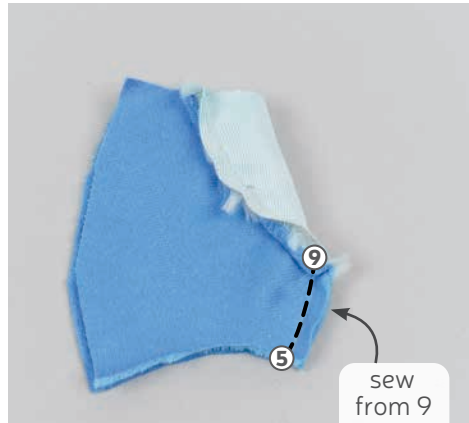
sew from 9 to 5

the complete body front

14. SEW THE CENTER BOTTOM

a. Lastly we're going to sew the **BELLY** pieces (A2) together at the edge below the chest. Line up the short edges found below the chest going from *point 9 to 5*. Make sure right sides are facing and pin the fabrics together.

b. Sew the belly pieces together from *point 9 to 5*.

c. Open up the pieces when complete, and this should create the full body front for Articuno.

ARTICUNO:

head will join to belly

ZAPDOS:

head will join to belly

line up neck edges

15. ALIGN THE HEAD AND BELLY

a. Grab your **HEAD FRONT** (1) and *belly* pieces (2 or A2/11). We're going to join the head to the belly along the neck edge, but you can also look for the *numbered points* if you need help with alignment. Find *points 2 and 3* on the paper pattern.

b. Flip over your head piece so it's now right sides facing with the body. Match up *point 2* at the center and *point 3* on each side. Line up the raw edges and pin them together.

sew desu ne?
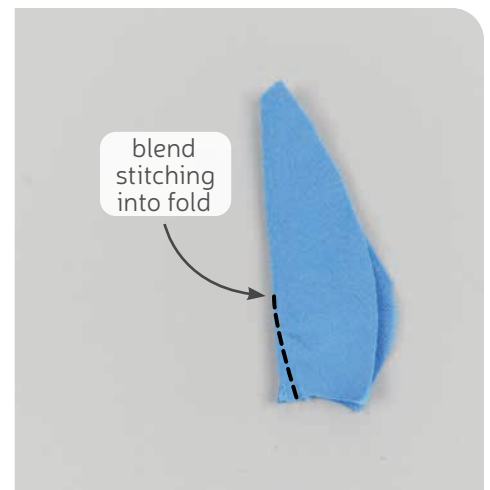
sew head to belly

ARTICUNO:

ZAPDOS:

16. ATTACH THE HEAD TO THE BELLY

a. Sew the **HEAD FRONT** (1) to the **BELLY** (2 or A2/11) along the neck edge. Sew from *point 3*, go through *point 2* at the center, and end at *point 3* on the other side.
Note that for **ZAPDOS** you'll be going through both the **HEAD FRONT** and **FACE** (Z10) layers.

b. Open up the head and belly and they should look something like the final two photos.
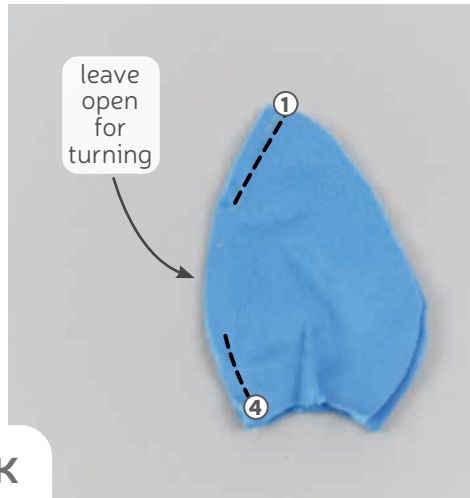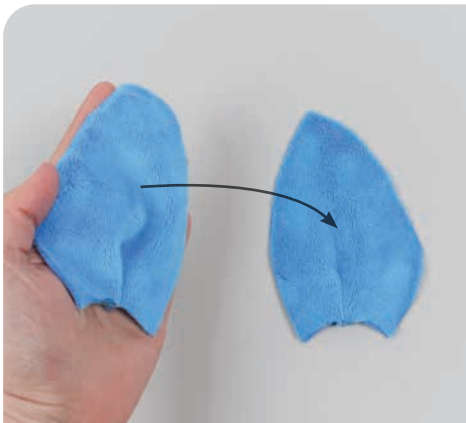
17. SEW THE HEAD BACK DARTS

a. Grab your **HEAD BACK** pieces (3). These pieces have some *darts* along the neck, just like the head front from before. They are a little smaller, but they are sewn the same way. Fold the fabric along the point of the *dart* so right sides are facing. Pin the fabrics together.

b. Sew from the opening of the *dart* into the fold of the fabric. Try to blend your stitching into the fold for a smooth transition and a rounder finish to the plush.

fold along point of dart

blend stitching into fold

sew desu ne?

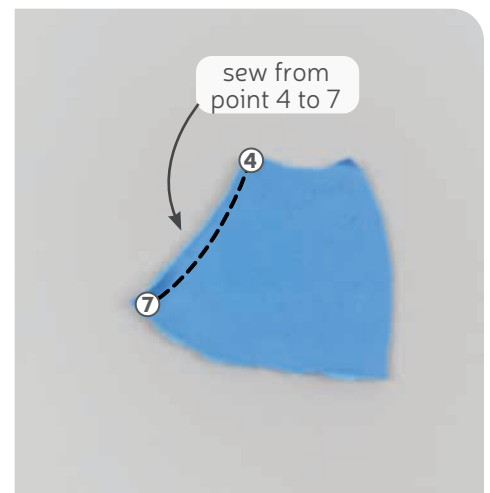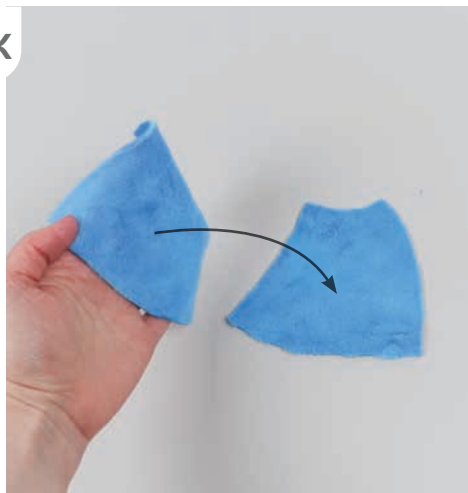| WWW.CHOLYKNIGHT.COM |

leave open for turning

18. SEW THE HEAD BACK

a. Grab your two **HEAD BACK** pieces (3) and align them with right sides facing and the raw edges matching up. Pin the pieces together along the center back edge; this is the edge going from *point 1 to point 4* on the paper pattern.

b. If you haven't already, note the *opening for turning markings* found on the paper pattern for the head back. Transfer these markings onto the wrong side of the fabrics you've just pinned. Sew the pieces together along this edge going from *point 1 to 4*, but skip over the *opening for turning* that you marked.

c. Open up the pieces when complete.

19. SEW THE BODY BACK

a. Grab your **BODY BACK** pieces (4). Align them with right sides facing and the raw edges matching up. Pin the pieces together along the center back edge, this is the edge going from *point 4 to 7* on the paper pattern.

b. Sew the body back pieces together going from *point 4 to 7*.

sew from point 4 to 7

sew desu ne?

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20. SEW THE BACK NECK

a. *head will join to body*

b. *line up points 3 & 4* — 3 · 4 · 3

c. *sew along neck edge* — 3 · 4 · 3

d.

a. Grab both your **HEAD BACK** (3) and **BODY BACK** pieces (4). These pieces will join together at the neck curves, but you can also look out for the *numbered points* for help with alignment. Find *points 3 and 4*.

b. Align the head back with the body back along the neck edge. Line up *points 3 and 4*. Make sure right sides are facing and pin the fabrics together.

c. Sew the head back to the body back from *point 3*, going through *point 4* in the middle, and ending at the other *point 3*.

d. Open up the pieces when complete.

ARTICUNO: *leave open for turning*

ZAPDOS: *leave open for turning*

21. SEW THE TAIL

a. Grab your **TAIL** pieces (A8, Z8a/b, or M8). Align them with right sides facing and the raw edges matching up.

b. Sew the tail pieces together along the long pointed edge, but leave the slightly curved edge free for turning the piece right side out.

c. For **ZAPDOS**, sew the **BACK TAIL** pieces (Z8b) together all the way around the edge, but leave a small *opening for turning* near the bottom as marked on the paper pattern.

sew desu ne?

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22. TURN THE TAIL

a. Trim the excess seam allowance around the tips of the tail. Clip as close as you can into any inner corners but without actually cutting your thread. This will help the corners turn more cleanly later.
Turn the pieces right side out through the opening and define the points with a chopstick or similar turning tool.

ARTICUNO:

ZAPDOS:

23. BASTE THE TAIL

a. Grab your body back piece so far as well as your **TAIL** (A8, Z8a, or M8). The tail will be basted to the center back of the body. You can use the *center back seam at point 7* for help with placement.

b. Take your tail and flip it so now the raw edges are matching up at the *center back seam*. Line up the raw edges and pin the fabrics together.

c. Baste the tail to the back of the body along the edge. This will hold it in place for future steps.

d. For **ZAPDOS**: just baste the **FRONT TAIL** (Z8a). Hold onto the **BACK TAIL** (Z8b) for later.

a. tail will join to body

b. line up tail at center back

ARTICUNO:
c. baste tail to center back

ZAPDOS:
d. baste tail to center back

sew desu ne?

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24. SEW THE FRONT TO THE BACK

body front will join to back

a.

sew from point 6 to 3

③

⑥

b.

line up head

c.

a. Grab your body front and back so far. We're going to join them together all around the head and sides. You can use the *numbered points* along the way for help with alignment. Look for *points 1, 3, and 6* on the paper pattern. Experts can sew this all in one go, but we're going to break it down point by point for beginners.

b. Line up one side of the body. Match up the body front to the back along one side of the body going from *point 6 to 3*. Make sure right sides are facing and pin the fabrics together. Sew the body front to the back from *point 6 to 3*.

c. Line up the head next. Match up the head front to the back all around the outside edge of the head. *Point 1* will match up at the center top and *point 3* will match up at the other side of the neck. Make sure right sides are facing and pin the fabrics together.

①

③

③

sew from point 3 to 3

d.

line up point 6

⑥

⑥

e.

sew from point 3 to 6

③

⑥

bottom is open

f.

d. Sew the head pieces together from *point 3*, through *point 1*, and to the other *point 3*. For **Zapdos**, be sure to tuck the **face** piece out of the way so it doesn't accidentally get caught in your stitching.

e. Lastly line up the other side of the body. Match up *point 6* at the lower corner. Make sure right sides are facing and pin the fabrics together.

f. Sew the other body side from *point 6 to 3*. This should leave an opening along the bottom.
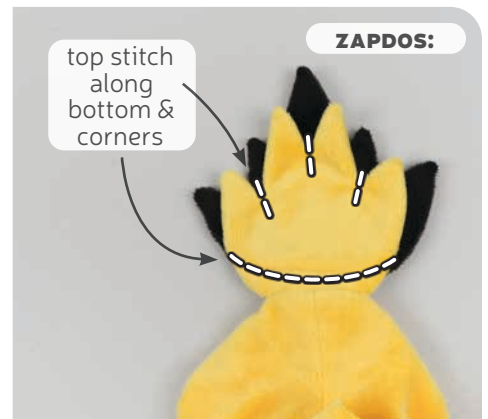
sew desu ne?

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line up top
with bottom

sew
around
bottom
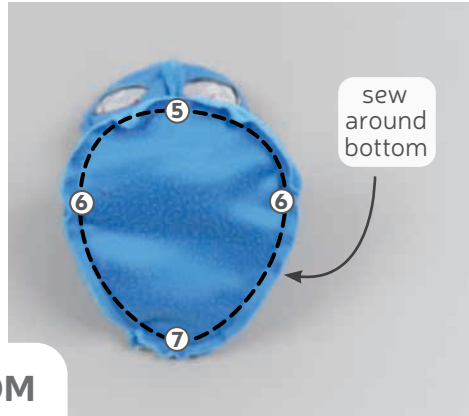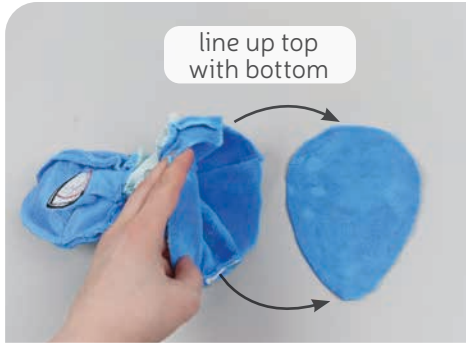
25. ATTACH THE BOTTOM

a. Grab your body so far and find the opening along the bottom. Grab your **BODY BOTTOM** piece (5). The body opening will join to the bottom piece all the way around the shape.
You can also use the *numbered points* for help with alignment. *Point 5* will match up at the center front, *point 6* will match up at the sides, and *point 7* will match up at the center back. Make sure right sides are facing and pin the fabrics together all around the shape.

b. Sew the body to the bottom all the way around the shape.

c. Turn the body right side out through the opening for turning in the back of the head.

For **ARTICUNO** *or* **ZAPDOS***: continue ahead with step 26.*
For **MOLTRES***: skip ahead to step 27.*

ARTICUNO:

top
stitch
down
the tail

ZAPDOS:

layer
front tail
over back

ZAPDOS:

top stitch
along
bottom &
corners

26. ADD THE TAIL DETAILS

➔ *Both* **ARTICUNO** *and* **ZAPDOS** *have some extra tail details. We'll cover them now before the plush is stuffed.*

a. 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.

b. 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. The bottom edges will be about flush with each other.

c. 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.

sew desu ne?

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leave open for filling

fill about halfway

hand sew closed
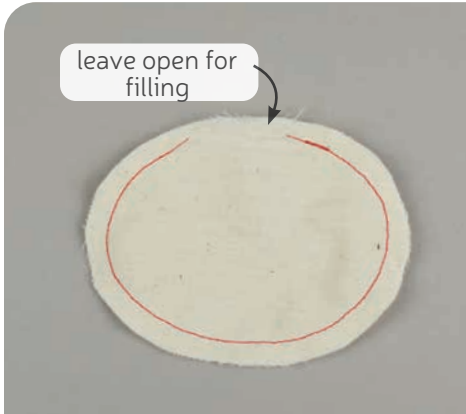
27. SEW THE POLY PELLET POUCH

a. Grab your **POLY PELLET POUCH** pieces. If you haven't already, transfer the opening for filling markings found on the paper pattern for the pellet pouch.
Take two matching pieces and align them together (either way facing; doesn't matter). Sew around the perimeter of the piece, leaving an opening as indicated by the markings.

b. Fill the pouch with poly pellets. I like to use a spoon for this, but some people prefer a funnel.

c. Once you've finished, thread a hand sewing needle and stitch the opening closed with a whip stitch or back stitch. You can also sew it by machine, but go very slowly or just use the hand wheel. Sewing over a pellet will very likely break a needle.


insert pellet pouch

nestle at back near tail

stuff face and belly firmly

28. STUFF THE BODY

a. Grab your **POLY PELLET POUCH** and insert it into the body of your plush through the *opening for turning*.

b. Nestle the pellet pouch near the center back of the plush close to the tail.

c. Begin stuffing your plush. Start by getting plenty of fabric in the body so there are no wrinkles near the darts or seams. Do this with the head as well so the face looks full and round.
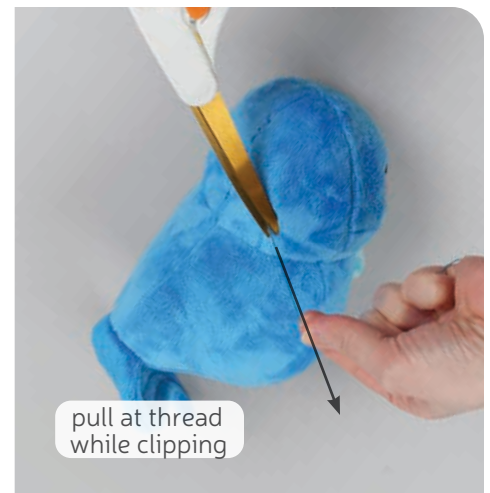
sew desu ne?

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stuff rest of body

bring needle out near one edge of opening

ladder stitch closed
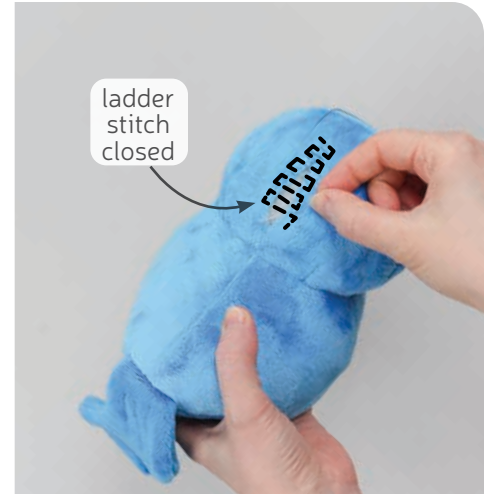
29. CLOSE UP THE BODY

a. Stuff the rest of the body firmly with stuffing until you reach the opening.

b. Once the head is stuffed, make sure the seam allowances in the opening are tucked inside and prepare to ladder stitch it closed. Thread a hand-sewing needle and knot it at the end. Insert the needle from the inside of the opening and out of the plush near one edge of the opening. This will leave the knot inside the plush.

c. Ladder stitch the head closed. Take a 1/8" stitch into the fold of one side of the opening, then go across and take another. Keep going down the opening until you reach the end.

seam allowance (folded inside)
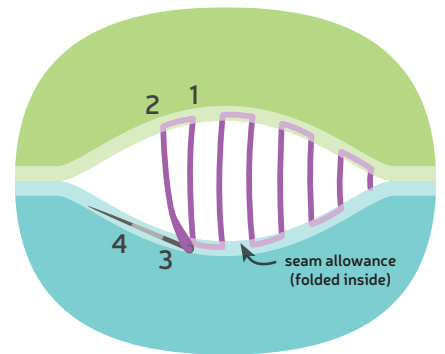
30. TRIM THE THREADS

a. When you're finished, stitch a knot into the end of the seam. Then insert the needle near the finished knot. Bring the needle out about 1-2" away and pull it through.

b. Pull the thread taut while snipping the thread. The excess thread should sink back inside the plush -- all hidden!

bring needle out 1-2" away

pull at thread while clipping

*For **Zapdos**: continue ahead with step 31.*
*For **Articuno** or **Moltres**: skip ahead to step 32.*

sew desu ne?

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spread face over head front

transfer stitching guides onto back of face

stitch from the center to the neck

31. SECURE ZAPDOS' FACE

a. **ZAPDOS' FACE** (Z10) 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.

b. If you need extra help, transfer over the *stitching guides* from the head and face paper patterns. 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.

c. 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 ¼" 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.

ARTICUNO:

ZAPDOS:

leave open for turning

leave open for turning
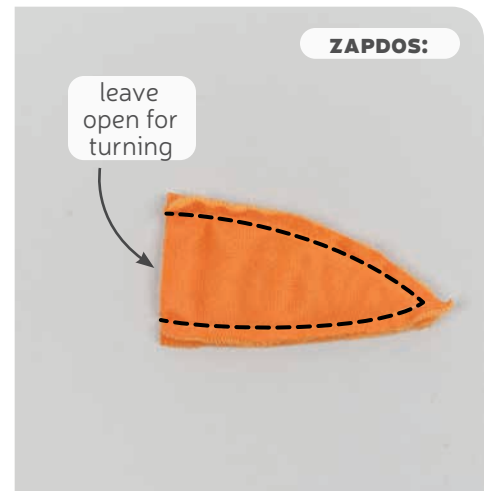
32. SEW THE BEAK

a. Grab your **BEAK** pieces (A9, Z9, or M9). Align them with right sides facing and the raw edges matching up.

b. 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.

sew desu ne?

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33. STUFF THE BEAK

a. Turn the **BEAK** (A9, Z9, or M9) right side out and define the points with a chopstick or similar turning tool.

b. 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.

c. Grab a hand sewing needle and thread it. Sew a gathering stitch around the opening of the beak, about ¼" away from the raw edge.

GATHERING:
The process of shortening the length of a piece of fabric by sewing long stitches through it. When the thread is pulled, it forms small folds that ruffle the fabric.

GATHERING STITCH:
A long version of the running stitch, which is a stitch done by weaving the needle in and out of a length of fabric going along a line. The long stitches (about ¼"-½" long) gather the fabric when pulled later.
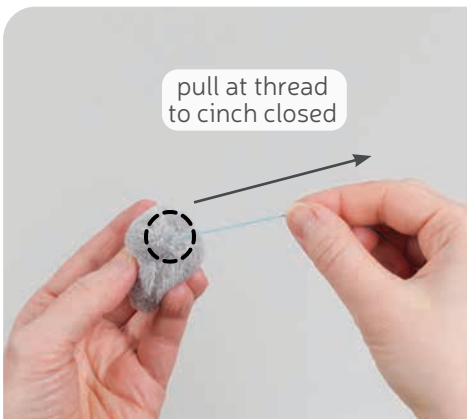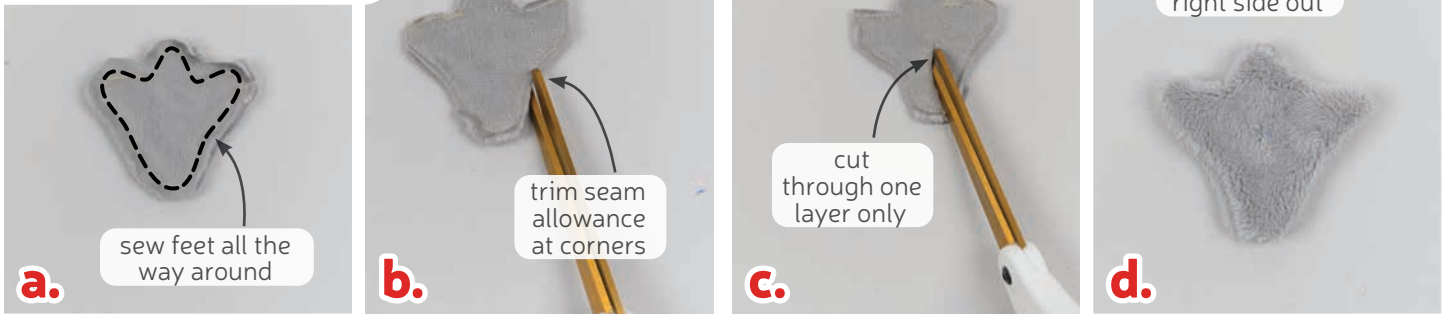

34. ATTACH THE BEAK

a. Pull at the gathering thread to cinch the beak closed. Sew a few knots into the center to hold it closed.

b. 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.

c. Ladder stitch the beak to the face. Sew around the base where it touches the face.

sew desu ne?

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35. SEW THE FEET

a. sew feet all the way around

b. trim seam allowance at corners

c. cut through one layer only

d. turn feet right side out

a. Grab your **FEET** pieces (6). Take two of them and align them with right sides facing and the raw edges matching up. Sew the pieces together all the way around the shape.

b. Trim the excess seam allowance around the toes and other corners. This will help reduce bulk and increase flexibility so the piece turns more cleanly.

c. To turn the foot right side out, cut a short slit into one layer of the fabric only. Make the cut centered near the bottom, but you can also use the *cutting guide* on the paper pattern for extra help.

d. Turn the foot right side out through the opening you've cut. Define the toes with a chopstick or similar turning tool. Repeat this with your other feet pieces for two feet total.

stuff lightly

align along bottom of belly

ladder stitch around cut

36. ATTACH THE FEET

a. Stuff the **FEET** (6) lightly with stuffing. Be sure to get small bits in the toes so they keep their shape and don't flatten over time.

b. Take your stuffed foot and align it onto the bottom front of your plush so far. Make sure the cut side is facing the plush and center it near the bottom edge of the **BELLY** (2 or A2). It will be in the middle of the side seam and center dart. But you can also use the *placement guide* found on the paper pattern for extra help.

c. Ladder stitch the foot to the body by sewing around the cut that you made earlier.
Repeat this for the other foot for two feet total.

For **MOLTRES***: continue ahead with step 37.*
For **ARTICUNO** *or* **ZAPDOS***: skip ahead to step 38.*

sew desu ne?

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wing flames will join to edge

align notched edges

sew along notched edge
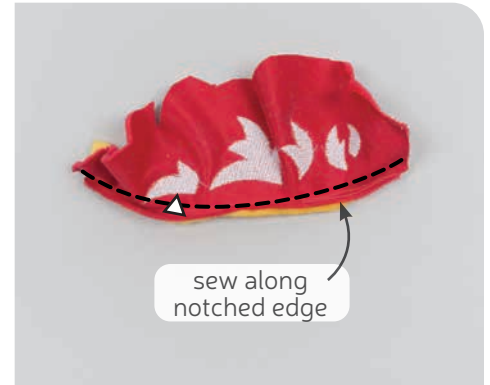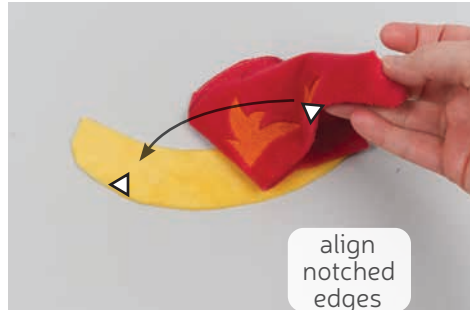
37. SEW THE MOLTRES WING EDGE

a. Grab your **MOLTRES WING EDGE** and **FLAME** (M7a & M7b). These pieces will join together along the inner edge, but you can also find the *notch markings* for help with alignment.

b. 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.

c. 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.

38. SEW THE WINGS

a.

b. trace seam line from paper pattern

c. ARTICUNO: leave open for turning
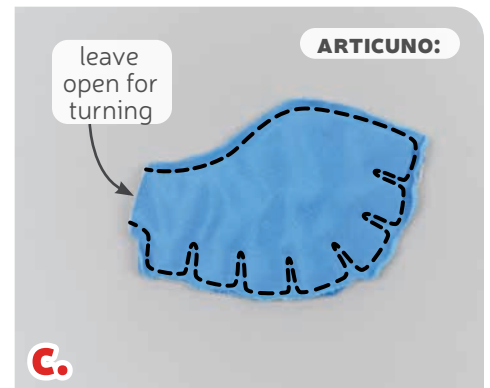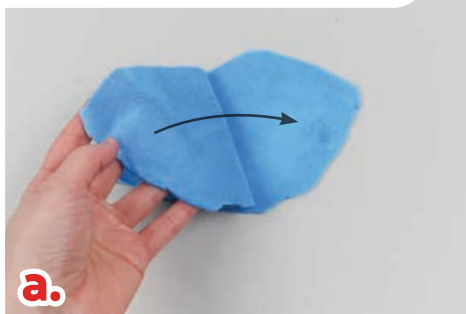
a. Grab your two **WING** pieces (A7, Z7a/b, or M7a/b). Take two matching ones and align them with right sides facing.

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. MOLTRES: leave open for turning

d. ZAPDOS: leave open for turning
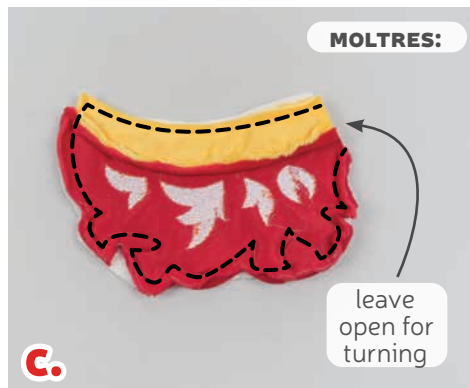
c. Sew the wings together along the traced line. Leave the short straight edge open for turning the piece later.

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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39. CLIP & TURN THE WINGS

a. Take your sewn **WINGS** (A7, Z7a/b, or M7a/b) 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 38-39 once more for two wings total.

ARTICUNO:

trim seam allowance at corners

a.

b.

ZAPDOS:

b.

MOLTRES:

b.

turn in seam allowance by ¼"

ZAPDOS:

ladder stitch back wings closed

ZAPDOS:

layer front wings over back wings

40. PREP THE WINGS FOR TOP STITCHING

a. Grab your turned **WINGS** (A7, Z7a, or M7) and fold in the seam allowance along the opening by about ¼".

b. For **ZAPDOS**: take your turned **BACK WING** (Z7b) and tuck in the seam allowance. Then ladder stitch the opening closed.

c. The **FRONT WING** (Z7a) is attached to the back wing to create the character's layered look. This is similar to the tail from before. Layer the front wing over the back wing so the black spikes stick out between the yellow ones.
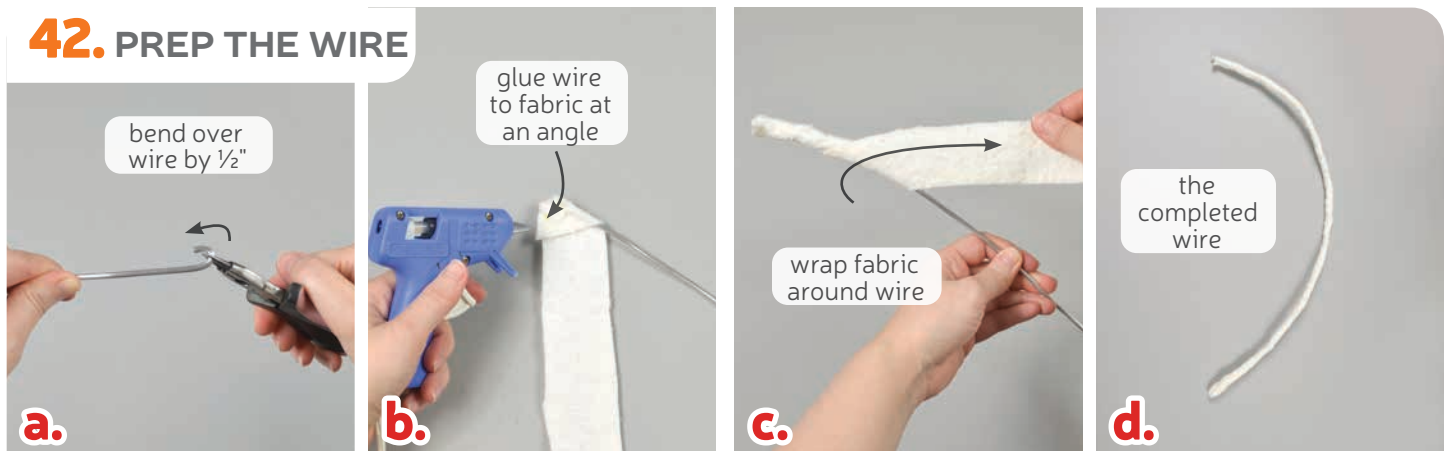
sew desu ne?

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ARTICUNO: top stitch to create wire channel

MOLTRES: top stitch along flame seam

ZAPDOS: top stitch wire channel & corners

41. TOP STITCH THE WINGS

a. Grab some thread that matches your **WINGS** (7). 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.

b. For **MOLTRES**: use the edge seam as the stitching guide.

c. 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.

42. PREP THE WIRE

bend over wire by ½"

glue wire to fabric at an angle

wrap fabric around wire

the completed wire

a. If you're using jewelry wire for the wings, take this time to prep it now. Grab your wire, your jewelry pliers, your hot glue gun, and the strip of scrap fabric.
Begin by bending over the ends of the wire with the pliers to eliminate the sharp ends. Bend the wire onto itself by about ½" on both ends.

b. Next, use the hot glue to wrap the fabric around the wire. Begin with a dollop of glue on the end of the fabric. Then press the wire into the glue so the strip is at an angle as shown. Fold the ends of the fabric over the end of the wire. **WARNING:** the fabric will get hot from the glue.

c. From there, cover sections of the fabric in glue, then carefully wrap it around the wire. Keep the fabric strip at an angle so it wraps down the length of the wire.

d. Continue wrapping the wire until it's entirely covered. Then fold over the ends of the fabric and secure them with more glue as necessary.

sew desu ne?

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43. PREP THE WING OPENING

a. To insert the wire, we're going to make some small holes in the side of the bird. Begin by transferring the *wing placement guides* from the paper pattern for the holes. The holes for the wings are about ¼" below the neck seam and ¼" to the front of the side seam.

b. Using the tip of your sharpest, smallest scissors, poke a small hole into the *wing placement guides* on each side.

mark placement guides

make a small cut into the side

reach in with hemostats

grab wire from other side

pull wire through and even out the ends

44. INSERT THE WIRE

a. Use these holes to insert your wire through the body. If you have hemostats it makes the process much easier. Insert the hemostats through both holes, in one hole and out the other. If the hemostats don't fit, you can cut the hole larger, but only 1-2 millimeters. The fabric will quickly spread out from even the smallest cut.

➔ *If you cut a hole that's too big, you can cinch it closed again with a gathering stitch.*

b. Grab your wrapped wire from the other side of the body.
Use your hemostats to pull the wire through both sides.

c. Pull the wire through so it's even on both sides.

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slide wings onto wire

ladder stitch wings to body

repeat on other side

45. ATTACH THE WINGS

a. Slide the **WINGS** onto the wire using the channels you stitched in step 41.

b. Align the wings so they're flush against the side of the bird's body. Ladder stitch the folded edge of the wing to the body of your bird.

c. Go around to the other side so you've ladder stitched all the way around. Repeat for both wings.

For **ZAPDOS***: You're all done!*
For **ARTICUNO** *or* **MOLTRES***: continue next for the headpieces.*

ARTICUNO:

sew around entire shape

MOLTRES:

sew around entire shape
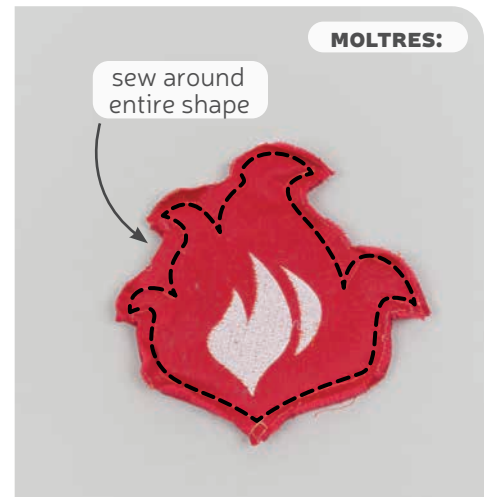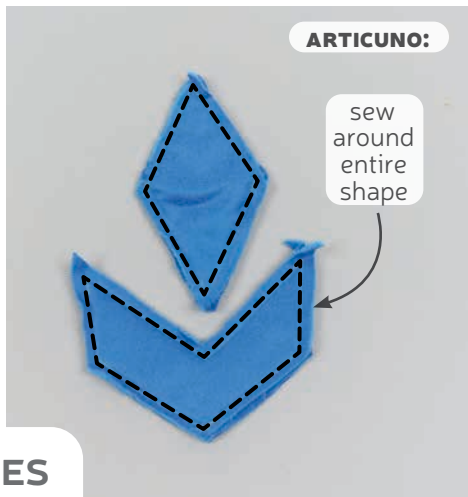
46. SEW THE HEADPIECES

a. Grab your **HEADPIECE** pieces (A10a/b or M10). Take two matching ones and align them with right sides facing and the raw edges matching up.
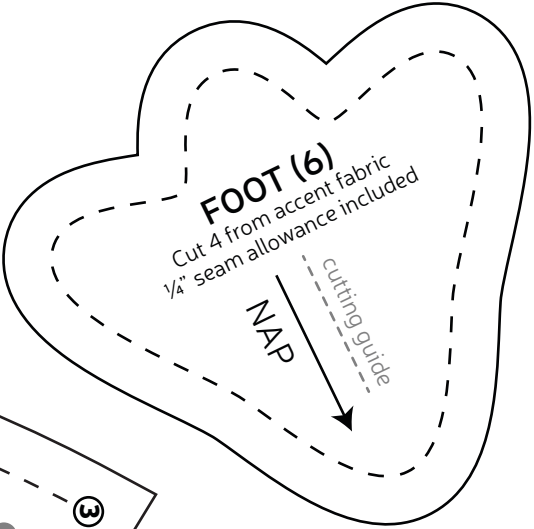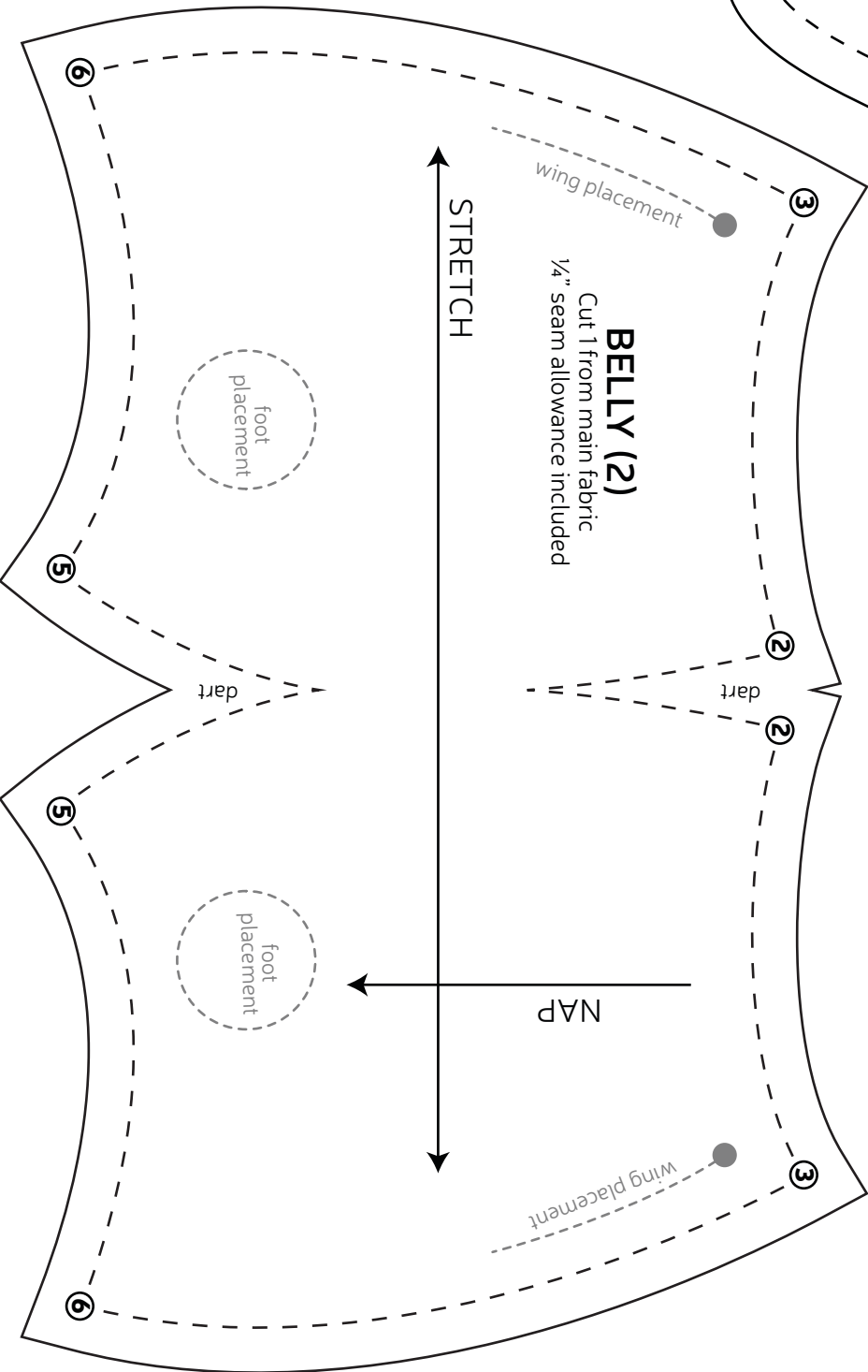
b. Sew the pieces together all around the shape.

sew desu ne?

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47. CLIP & TURN THE HEADPIECES

a. Trim the excess seam allowance around the corners and curves of the **HEADPIECES** (A10a/b or M10). This will help reduce bulk and increase flexibilty when the piece is turned later.

b. 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*.

c. Turn the pieces right side out and define the corners with a chopstick or similar turning tool.

trim seam allowance at corners

a.

cut through back piece only

b.

ARTICUNO:

c.

MOLTRES:

d.

stuff lightly

align onto forehead

ladder stitch around cut
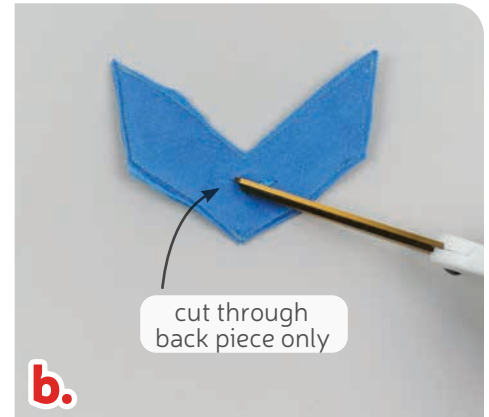
48. ATTACH THE HEADPIECE

a. Grab your **HEADPIECE** (A10a/b or M10) 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.

b. Take your stuffed headpiece (either A10b or M10) and align it onto the forehead of your plush. Center it onto the center front head seam so it's about ¼" above the beak.

c. 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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center onto first headpiece

ladder stitch around edge

flip up & stitch underneath
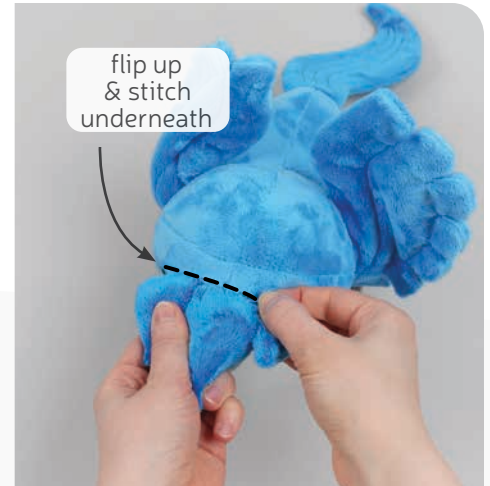
49. ADD ARTICUNO'S UPPER HEAD PIECE

a. For **ARTICUNO**, it still needs the **UPPER HEADPIECE** (A10a). Align this second headpiece over the first so the bottom corners match up and the cut end is facing the plush.

b. Ladder stitch the upper headpiece to the bottom headpiece around the outer edge.

c. 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!

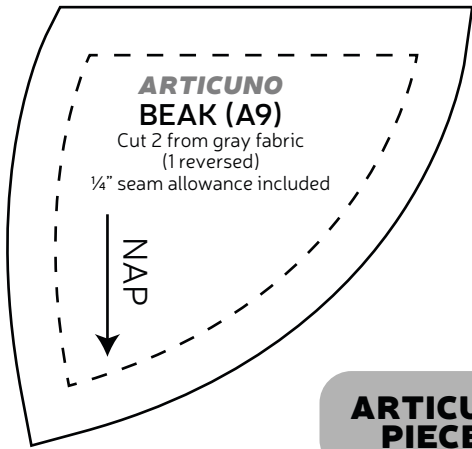## sew desu ne?

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TEST SQUARE
2"
measure this square to be sure you've printed at the proper proportions
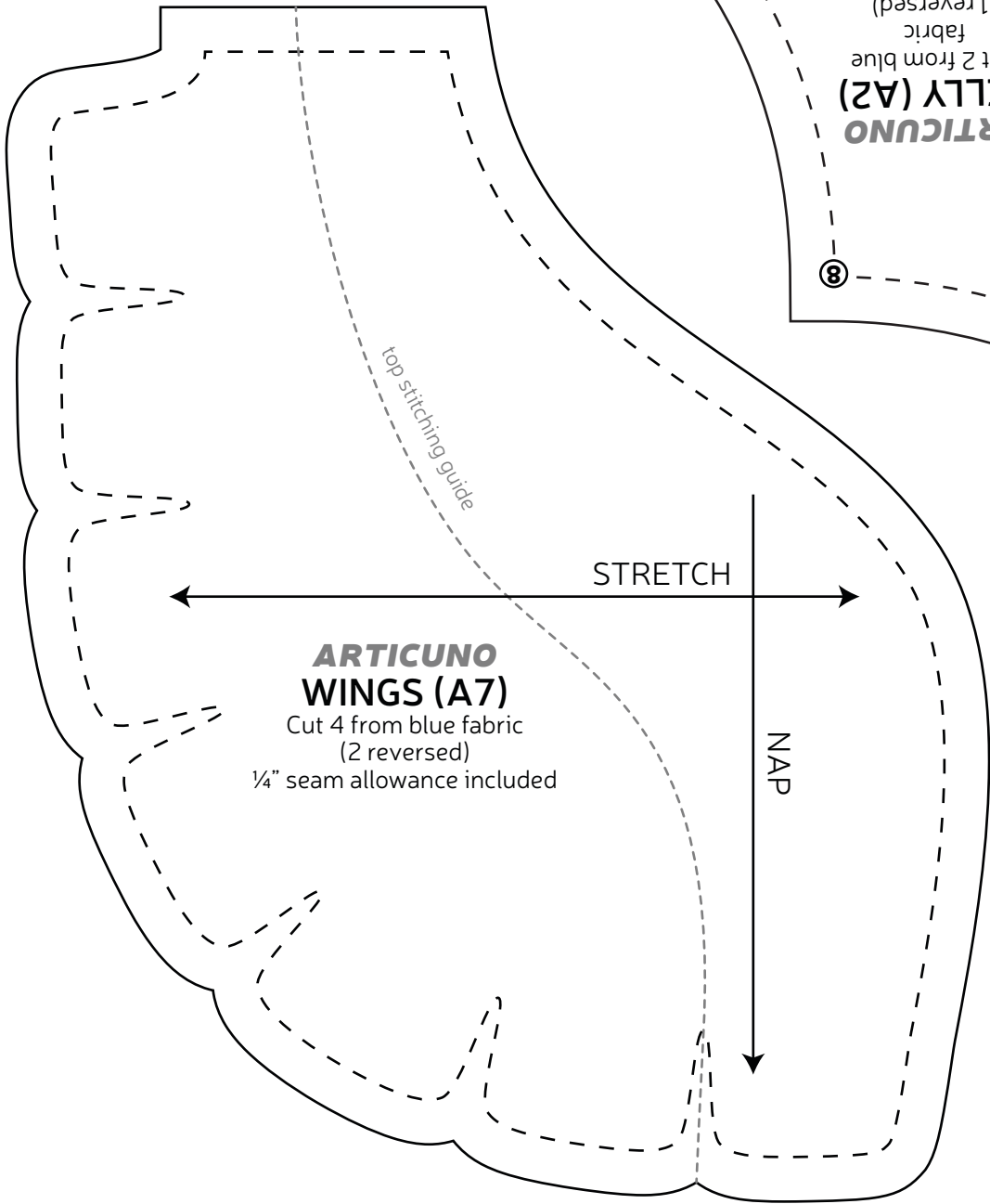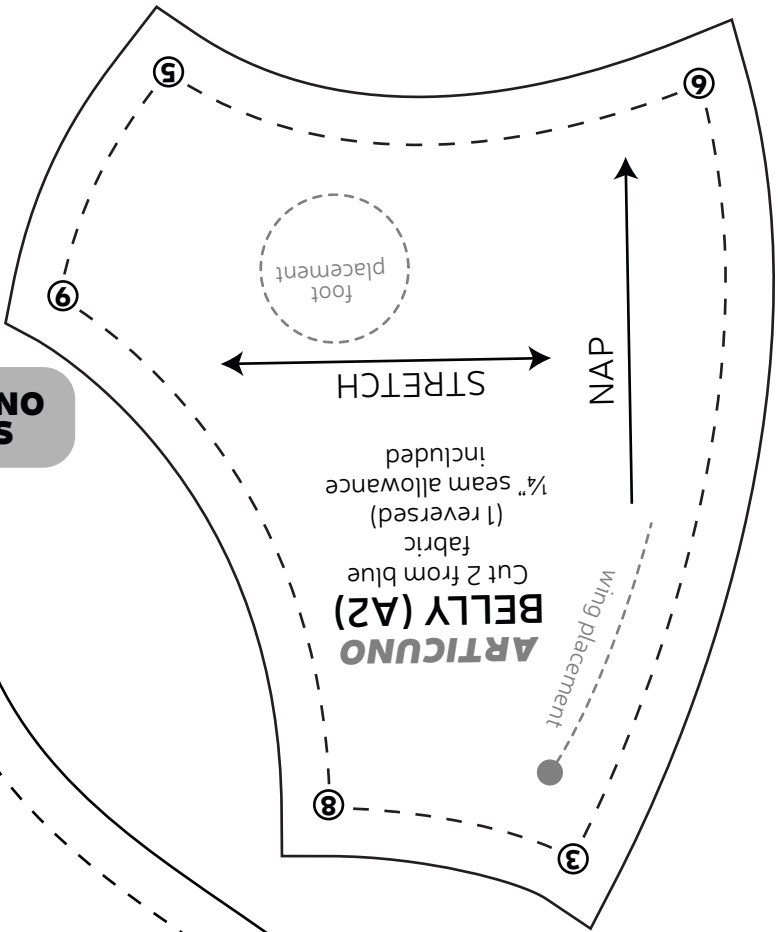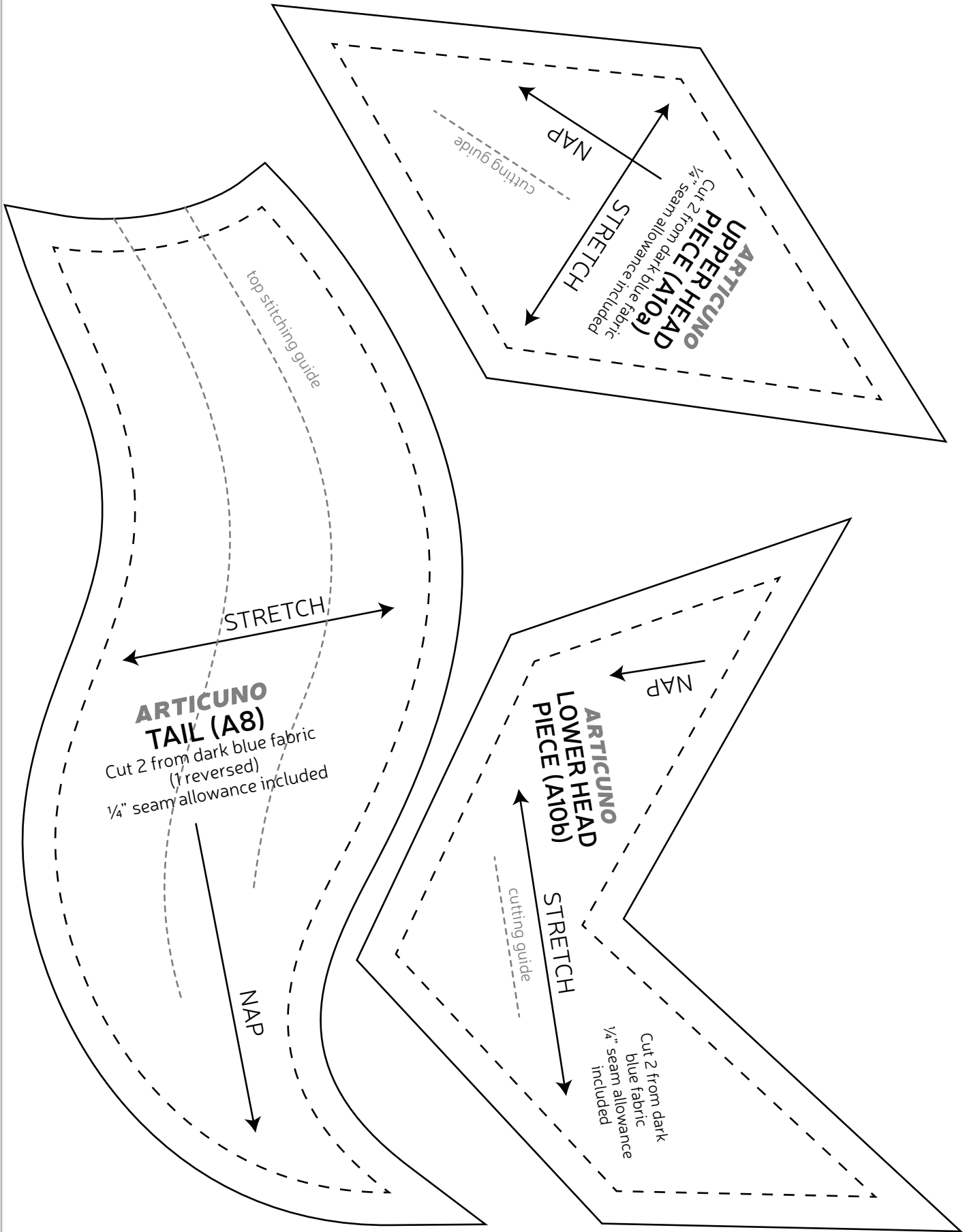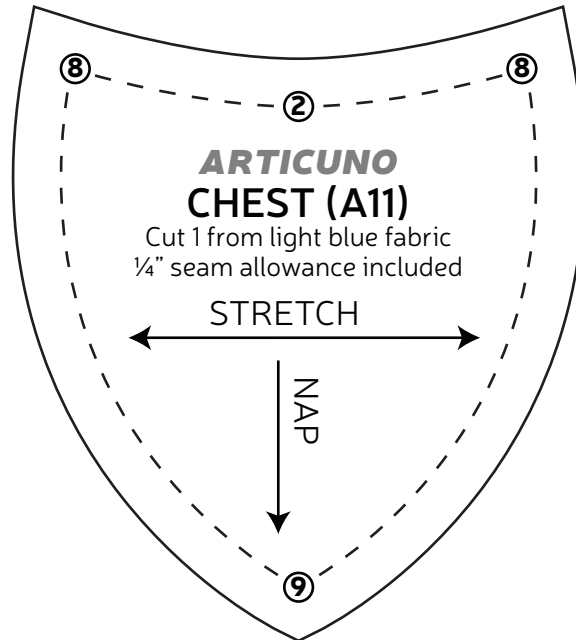
MAIN BODY PIECES

FOOT (6)
Cut 4 from accent fabric
¼" seam allowance included

NAP

cutting guide

STRETCH

BELLY (2)
Cut 1 from main fabric
¼" seam allowance included

wing placement

foot placement

dart

dart

foot placement

NAP

wing placement

BODY BACK (4)
Cut 2 from main fabric
(1 reversed)
¼" seam allowance included

③

④

STRETCH

NAP

①

⑥

BODY BOTTOM (5)
Cut 1 from main fabric
¼" seam allowance included

⑥

NAP

STRETCH

⑦

⑤

⑥

HEAD FRONT (1)
Cut 2 from main fabric
(1 reversed)
¼" seam allowance included

NAP

applique placement

STRETCH

dart

dart

ZAPPOS face stitching guide

② ① ③

POLY PELLET POUCH
Cut 2 from scrap fabric
¼" seam allowance

opening for filling

HEAD BACK (3)
Cut 2 from main fabric
(1 reversed)
¼" seam allowance included

STRETCH

NAP

opening for turning

dart

① ③ ④

ARTICUNO
BEAK (A9)
Cut 2 from gray fabric
(1 reversed)
¼" seam allowance included

NAP

ARTICUNO
PIECES

⑤ ⑨

⑥

foot placement

STRETCH

NAP

⑧

③

wing placement

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

BELLY (A2)
ARTICUNO

top stitching guide

STRETCH

ARTICUNO
WINGS (A7)
Cut 4 from blue fabric
(2 reversed)
¼" seam allowance included

NAP

ARTICUNO
UPPER HEAD
PIECE (A10a)
Cut 2 from dark blue fabric
¼" seam allowance included

NAP

STRETCH

cutting guide

ARTICUNO
TAIL (A8)
Cut 2 from dark blue fabric
(1 reversed)
¼" seam allowance included

top stitching guide

STRETCH

NAP

ARTICUNO
LOWER HEAD
PIECE (A10b)
Cut 2 from dark
blue fabric
¼" seam allowance
included

NAP

STRETCH

cutting guide

ARTICUNO
CHEST (A11)
Cut 1 from light blue fabric
¼" seam allowance included

STRETCH

NAP

⑧ ② ⑧

⑨

EYE WHITE
applique
trace & cut 1 each
from white

IRIS HIGHLIGHTS
applique
trace & cut 1 each
from red
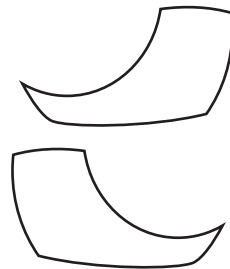
IRISES
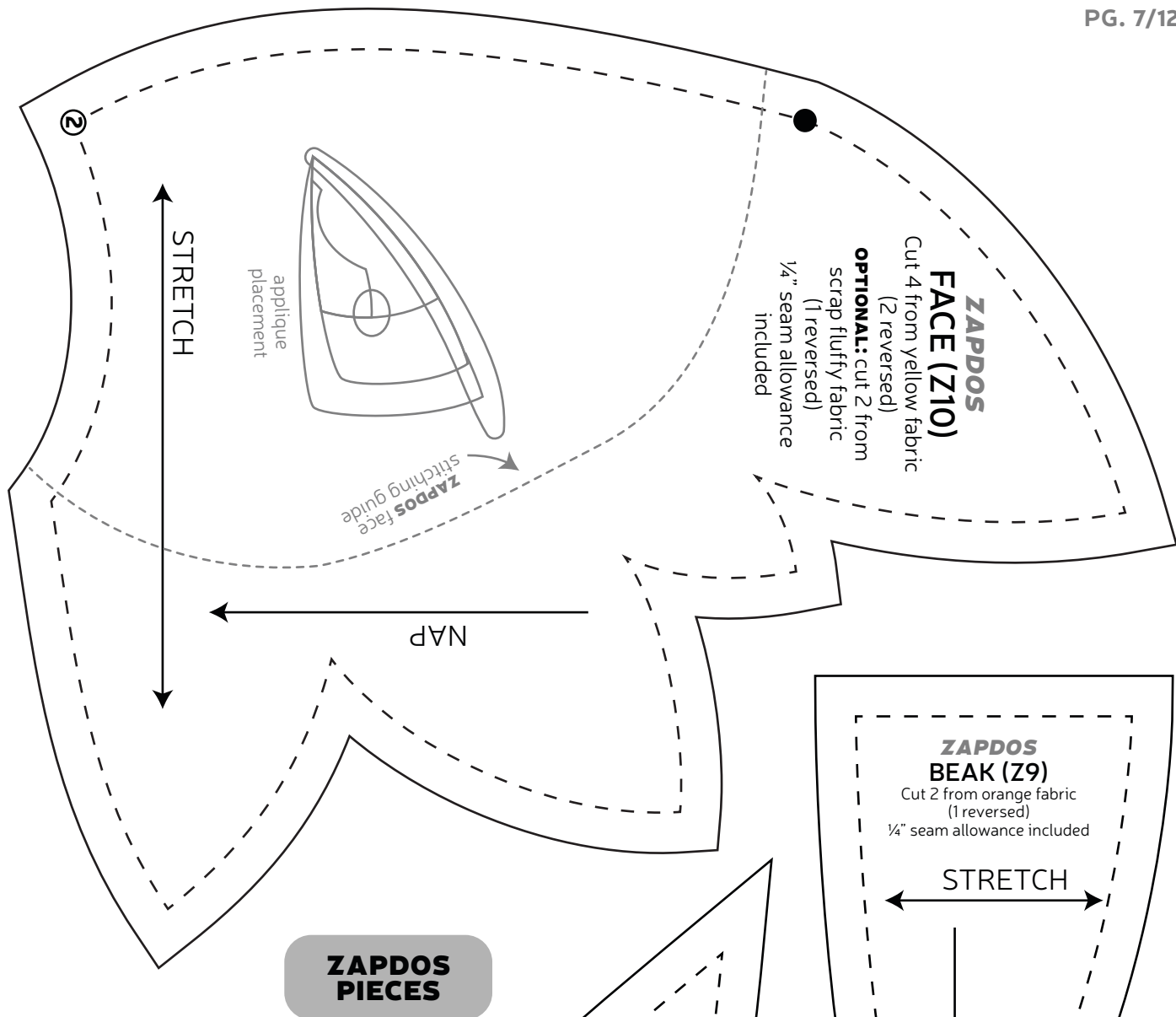*applique*
trace & cut 1 each
from dark red
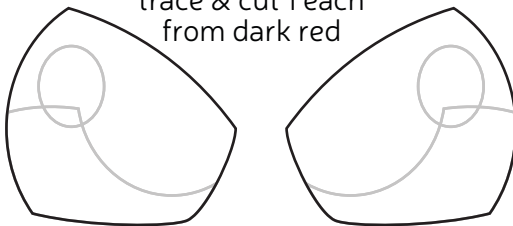
EYE SHINE
applique
trace & cut 2
from white

EYELIDS
applique
trace & cut 1 each
from black

②

STRETCH

applique
placement

ZAPDOS face
stitching guide

ZAPDOS
FACE (Z10)
Cut 4 from yellow fabric
(2 reversed)
OPTIONAL: cut 2 from
scrap fluffy fabric
(1 reversed)
¼" seam allowance
included

NAP

**ZAPDOS
PIECES**

ZAPDOS
BEAK (Z9)
Cut 2 from orange fabric
(1 reversed)
¼" seam allowance included

STRETCH

NAP

NAP

A1 A2

ZAPDOS S...(Z7b)
...ack fabric
...ersed)
...ance included
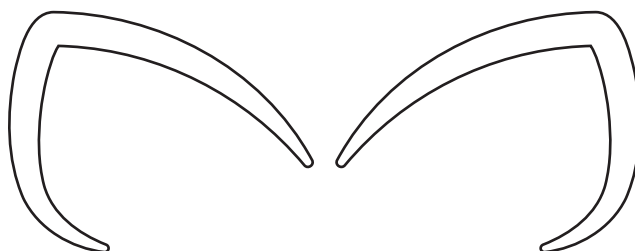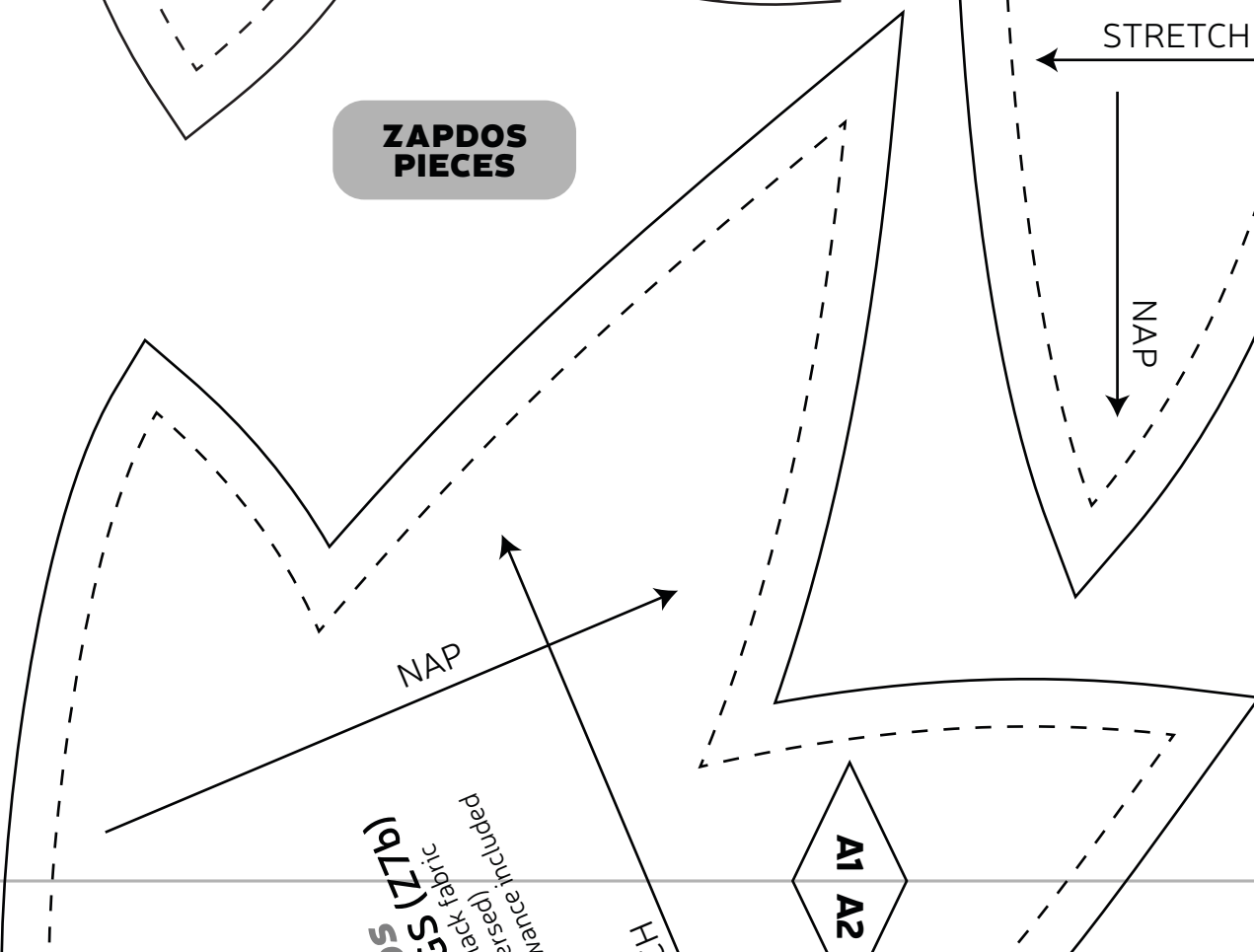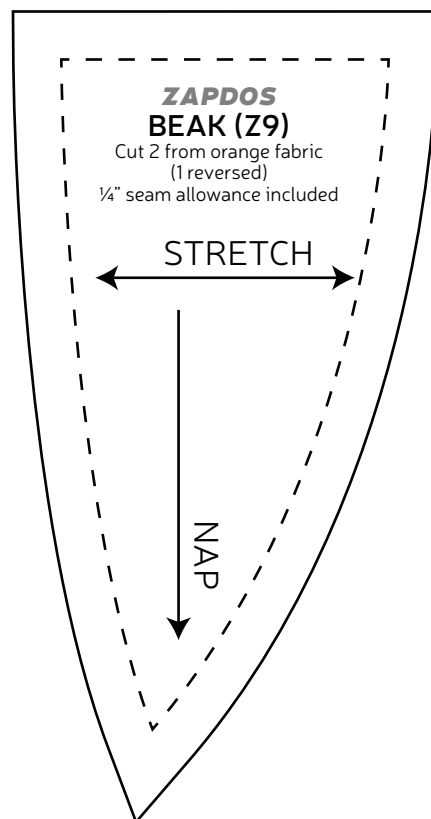
ZAPDOS (Z7b)
BACK WINGS
Cut 4 from black fabric
(2 reversed) included
1/4" seam allowance included

STRETCH

A1 A2

opening for turning

OUTER EYE
applique
trace & cut 1 each
from black
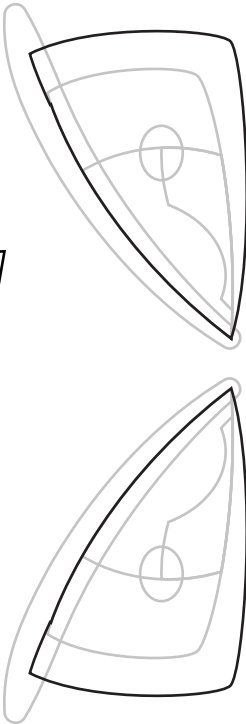
top stitching guide

NAP

ZAPDOS (Z7a)
FRONT WINGS
Cut 4 from yellow fabric
(2 reversed)
1/4" seam allowance included

STRETCH

IRIS HIGHLIGHTS
applique
trace & cut 1 each
from dark gray

EYE SHINE
applique
trace & cut 2
from white

EYE LIDS
applique
trace & cut 1 each
from black

IRISES
applique
trace & cut 1 each
from black

EYE WHITE
applique
trace & cut 1 each
from white

ZAPDOS
FRONT TAIL (Z8a)
Cut 2 from yellow fabric
¼" seam allowance included

STRETCH

NAP

ZAPDOS
BACK TAIL (Z8b)
Cut 2 from black fabric
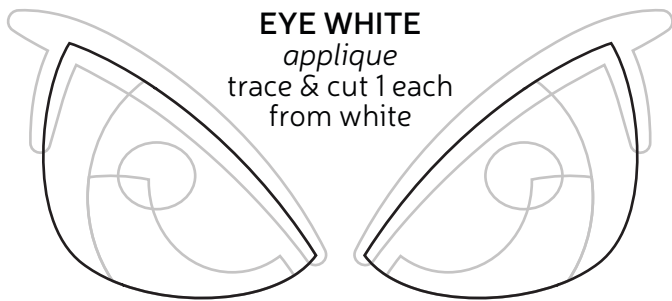¼" seam allowance included

STRETCH

NAP

opening for turning

MOLTRES PIECES

MOLTRES
WING
FLAMES
(M7b)

NAP

STRETCH

Cut 4 from red
fabric
(2 reversed)
¼" seam
allowance
included

STRETCH

MOLTRES
WING
EDGE
(M7a)

Cut 4 from
yellow fabric
(2 reversed)
¼" seam
allowance
included

NAP

MOLTRES
BEAK (M9)
Cut 2 from orange fabric
(1 reversed)
¼" seam allowance included

STRETCH

NAP

MOLTRES
HEADPIECE (M10)
Cut 2 from red fabric
(1 reversed)
¼" seam allowance
included

NAP

cutting guide

STRETCH

MOLTRES
TAIL (M8)
Cut 2 from red fabric
(1 reversed)
¼" seam allowance
included

STRETCH

NAP

EYE WHITE
applique
trace & cut 1 each
from white

IRISES
applique
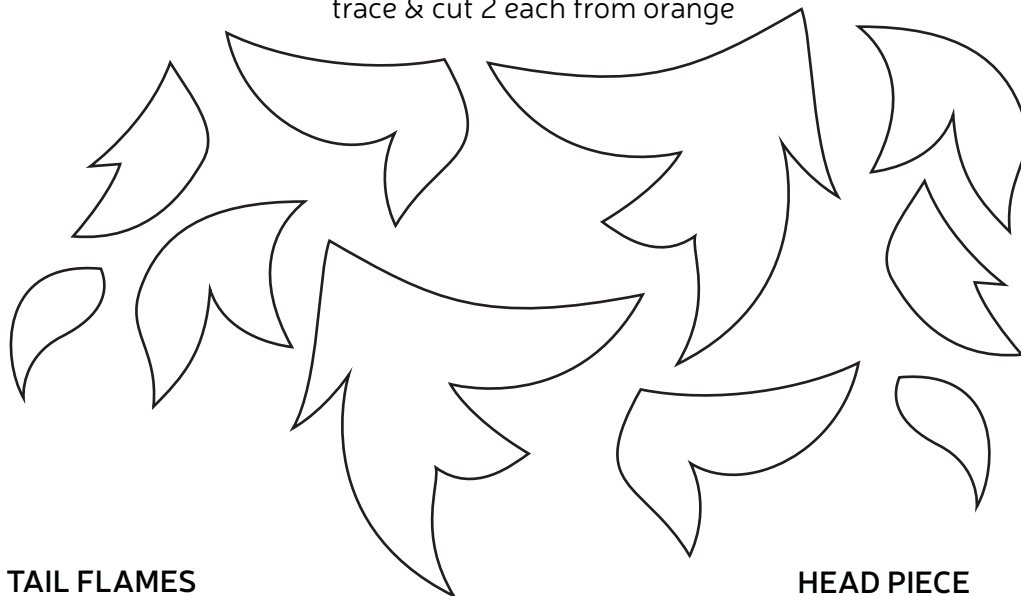trace & cut 1 each
from dark red
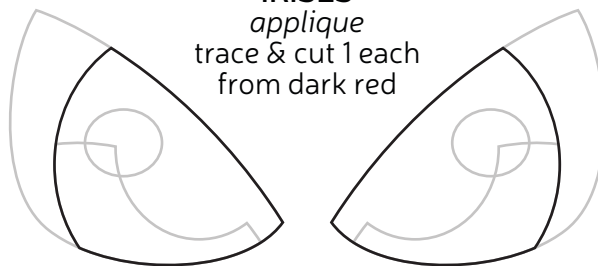
IRIS HIGHLIGHTS
applique
trace & cut 1 each
from red
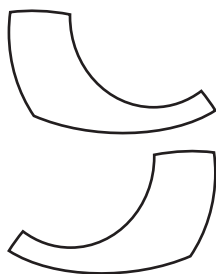
EYELIDS
applique
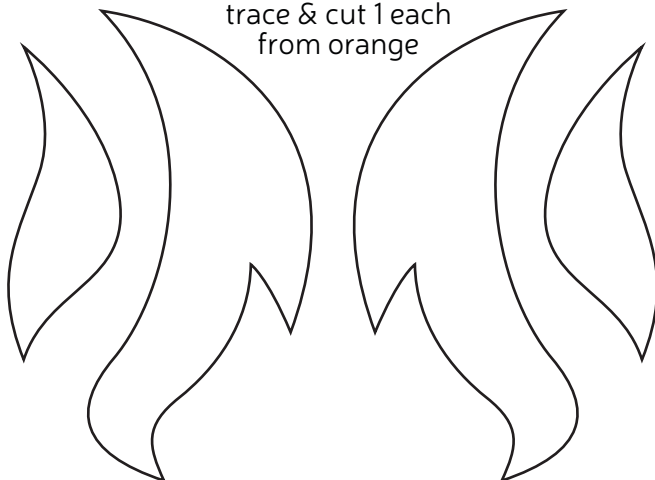trace & cut 1 each from black
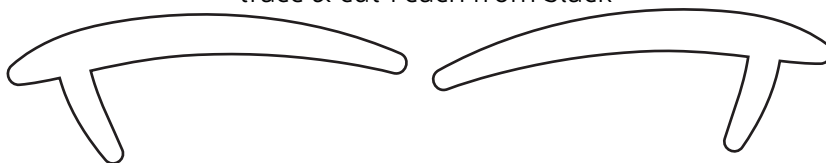
WING PIECE FLAMES
applique
trace & cut 2 each from orange

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