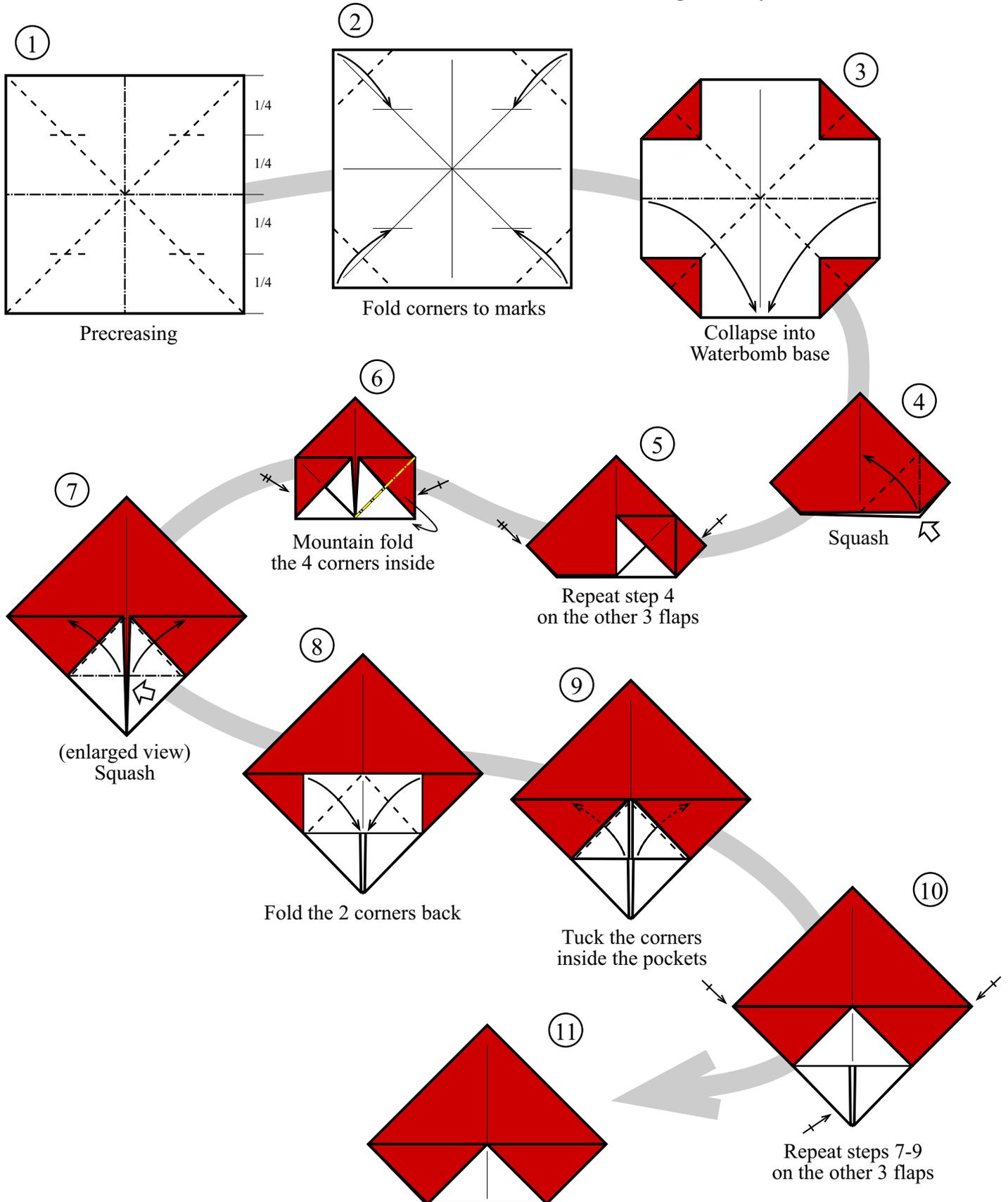


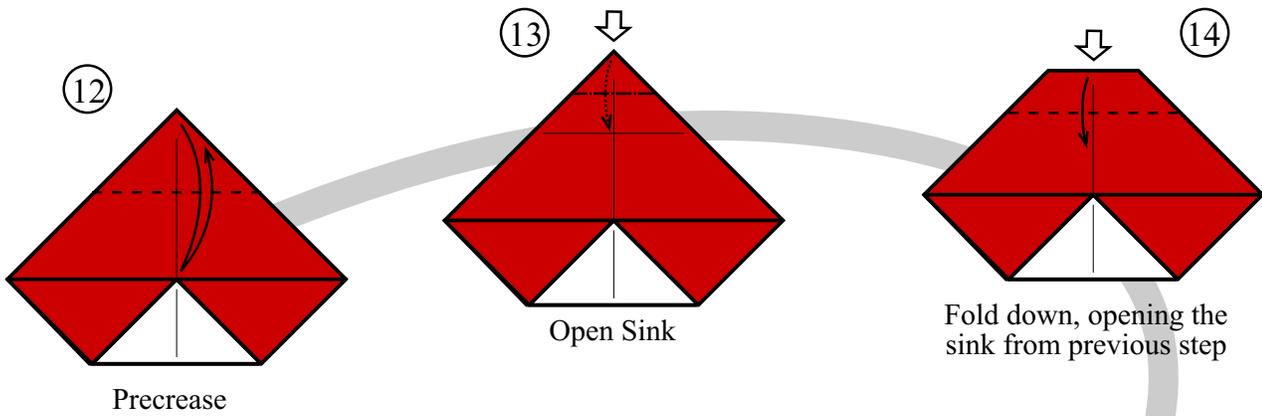
# Diamondrose Squarejumper

designed and diagrammed by Gerwin Sturm (2005)  
based on Diamond designed by Caroline Cermak



With this step we have reached Caroline Cermak's Diamond (hence the first part of the name). Continue on the next page to discover the rest of the name ^ \_ ^

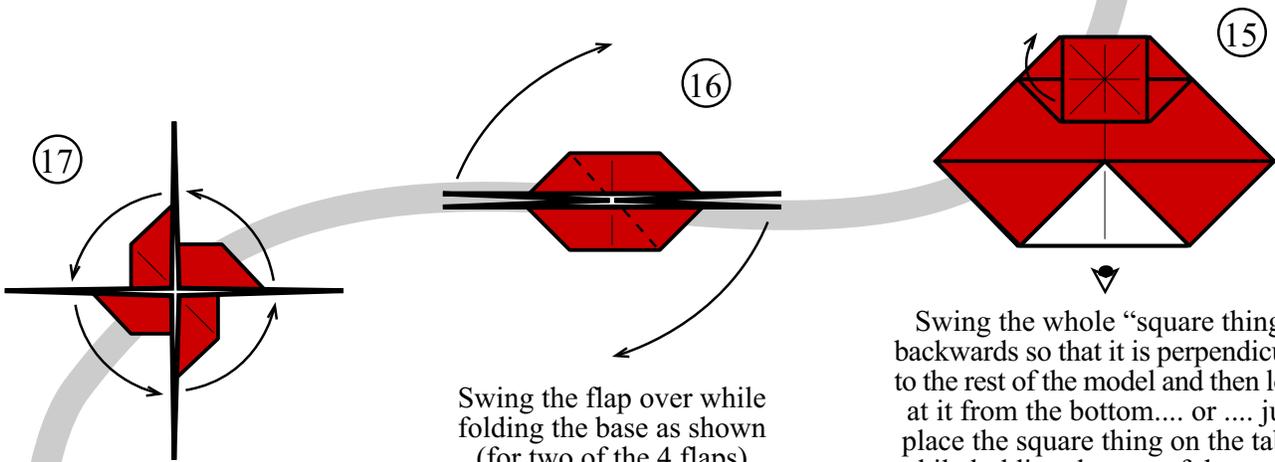
# Diamondrose Squarejumper



Precrease

Open Sink

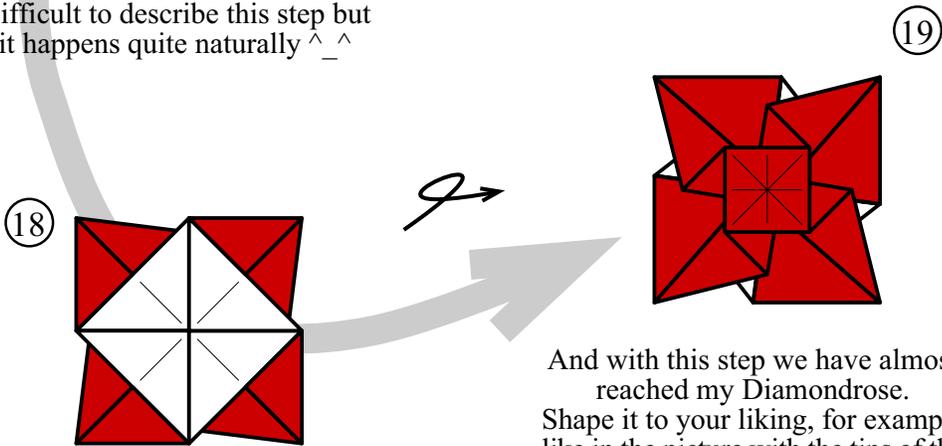
Fold down, opening the sink from previous step



Swing the whole "square thing" backwards so that it is perpendicular to the rest of the model and then look at it from the bottom.... or .... just place the square thing on the table while holding the rest of the model and then look at it from above.

Swing the flap over while folding the base as shown (for two of the 4 flaps)

Open the model in the middle while twisting the flaps downwards and counter-clockwise for about 90°. Difficult to describe this step but it happens quite naturally ^\_^



Result of step 17  
Turn the model over.

And with this step we have almost reached my Diamondrose. Shape it to your liking, for example like in the picture with the tips of the petals folded backwards and the center rebuilt to its "sink state" after step 13 and twisted a bit more. Or... you can continue on the next page for the rest of the name and some more fun ^\_^



Note 1:

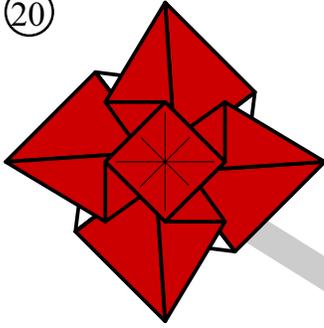
The next steps won't work that well after too much shaping.

Note 2:

By doing steps 16 and 17 in the other direction you can get the rose twisted the other way round.

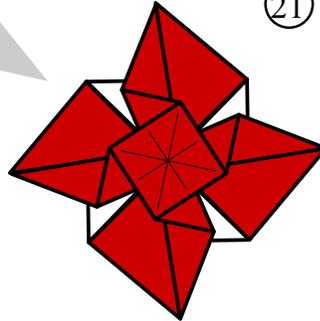
# Diamondrose Squarejumper

20



Hold the model on one of the petals and push in the bottom. This causes the center to pop up and untwist a bit.

21



Et voila! We just transformed the Diamondrose into a Squarejumper. You can always return to the rose by pushing the square down.

There are two ways to make it jump:

1. Put it down on the white square, slightly push down two opposite petal tips and let go.
2. Put it on the red square, slightly push down two opposite corners of the white square and let go.

This way you can keep on making it jump no matter on why side it lands.  
Have fun trying to make it do saltos, flips and high jumps ^\_^