ASSEMBLY INSTRUCTIONS

PLEASE CAREFULLY READ THE INSTRUCTIONS BEFORE YOU ATTEMPT TO BUILD THE MODEL!

CONCEPT: This replica model construction is based on cutting-up the parts by using scissors or cutters, and bending and gluing them step-by-step using appropriate paper glue.

TOOLS AND MATERIALS: Sheet of paper with parts layout, scissors, tweezers, wires, paper glue, clear varnish, and black paint or black marker.

PHOTOCOPY:. If this is your first model of this type, we suggest you to first use a photocopy avoiding this way damages to the original model sheet. You can simulate in this way the construction of the model, using photocopies, while shortening your learning curve for the original one. Please study carefully the drawings and the instructions, and try to understand every part's location on the finished model. For a better understanding of the model, we strongly recommend you to study pictures of the real plane, using specialized aviation magazines or the Internet.

CLEAR VARNISH. The model does not require a paint job or decals, but in order to protect it and for a better look, we do suggest you to cover it with clear varnish. **BE CAREFUL!** Apply the varnish *before* you add the transparent canopy!

DISPLAY STAND. For beginners, we suggest you to build the model without wheels and display the model using a thick wire, in flight position.

WHEELS. Construction of wheels require painting of the parts with any black paint and use of parts that are not included in our kit – i.e. wires and needles. In order to build the wheels, cut the parts and overlap them. To obtain a well-centered wheel, you can use a needle to drill the center of each part. To build the landing gear you will need a piece of wire or a needle covered with paper. Paint it using black paint or a black marker.

GLUE. Before starting to glue the model, test the adhesive to see if it does not affect the colors of the model. Apply the glue using a very thin stick of wood or a sharp toothpick.

DECOUPAGE. Cut out the parts one-by-one, glue and assemble them step-by-step. Cutting of each part must be done strictly following the contour of the part. Any error in cutting the parts with precision will cause an inappropriate fit, parts being drawn with extremely accuracy. If you do not follow this rule, the quality of the finished model will be low.

PART NUMBER. Each part is identified by a unique part number, using a combination of numbers and letters. The part number attached to a part by a continuous line between the code and the part. A part number looks like that: **numberr(l)c**

The explanation of the part number is as follows:

1. **number** represents the identification of the main part.

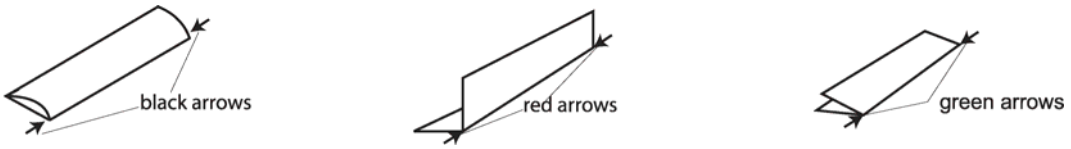
2. **r** stands for **r**ight, and **l** stands for **l**eft. The right side is the same as our right hand when we look from the tail to the nose of the plane .

3. **c** means that this part will always be glued first, over a piece of cardboard.

TECHNIQUE. Most of the parts require to bend them or even close them. We suggest you to use for this purpose not your hand but a pen, a needle or other cylindrical objects .

You will notice some special parts between two black arrows, red arrows or green arrows. This means you must fold the part across an imaginary line between the two arrows. You will bend

the part at 180 degrees if the arrows are black, at 90 degrees if the arrows are red, or at other angular values if the arrows are green (as construction requires).



The most important step in building the model, is the fuselage. The fuselage parts are attached one by another using parts like *a-a* or *a-a-b*. Each part number indicates the parts that shall be joined and the order in which they will be joined. For instance, part *a-a-b* means that part *a* is joined with itself and afterwards with part identified as *b*. A *a-a* part number means that *a* stripe joins with itself. Using this example, the construction technique is the following:

Step 1: Cut part *a*.

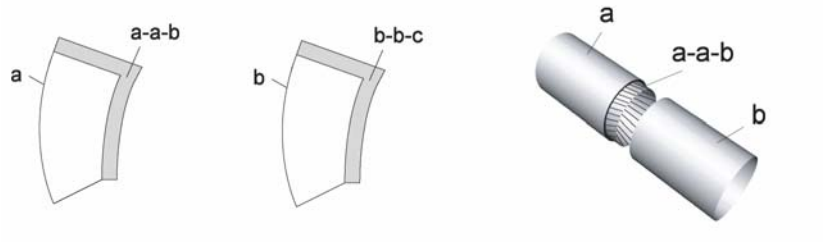
Step 2: Cut part *a-a-b*.

Step 3: Glue part *a-a-b* under part *a* .

Step 4: Roll and close part *a*.

Step 5: Make small cuts in part *a-a-b*, so you can easily bend this part .

Step 6: Join part *a* and part *b* (for part *b* proceed the same way as you did for part *a*).



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