A L I E N



Pack 02 BUILD INSTRUCTIONS

STAGE 05: THE SKULL & APPENDAGES (I)

STAGE 06: FRONT-LEFT SECTION OF THE HEAD

STAGE 07: CENTRE-LEFT SECTION OF THE HEAD

STAGE 08: FRONT-RIGHT SECTION OF THE HEAD STAGE 09: CENTRE-RIGHT SECTION OF THE HEAD

STAGE 10: THE HEAD & NECK

STAGE 11: THE NECK

STAGE 12: THE HEAD & SKULL (I)





© 2023 20th Century Studios

Before you start...

To help you get the best out of building the Xenomorph, we've prepared a modellers checklist with hints, tips and advice from our expert. The information below is aimed at making your build as enjoyable and professional as possible right from the start.

Make sure you have good ventilation when using adhesives and to replace caps firmly.

Always use the correct adhesives and always follow manufacturers guidance.

Apply glue sparingly and use a cocktail stick to apply so that you don't use too much nor apply the glue too heavily.

Work in a well lit area. Use an anglepoise lamp or similar on your work bench to ensure you have good light whenever you're at work.

Organise storage – stackable, labeled containers like old clean takeaway or ice-cream plastic tubs with lids are perfect. Small parts which may not be needed until a later stage should be kept in clear plastic and labeled bags.

Use masking tape to hold parts temporarily in place.

Only use the correct size screwdriver that fits the screw head firmly.

Cut parts from a sprue (framework) with side cutters or a craft knife. Side cutters tend to be easiest.

Use a magnet to help find screws that have fallen on the floor.

Leave parts in the paper bags supplied until they are needed. You can write a note of the stage and part on the paper bag too.

If a screw is tight, try turning a half turn forwards followed by a quarter turn backwards. Also, it can sometimes help to temporarily fit a screw into its hole before assembling the parts.

But most of all, enjoy your build!

0

WARNING: Some parts are assembled using magnets. These magnets can cause serious injury if they are swallowed. Keep away from children. If you suspect a magnet has been swallowed, seek medical help straight away.

All parts belong to a kit. Collectors item for adults.

Not suitable for children under 14. Some parts may have sharp edges, please handle them with care.

The installation of electronic parts must always be carried out by an adult. When replacing batteries, use the same type of batteries.

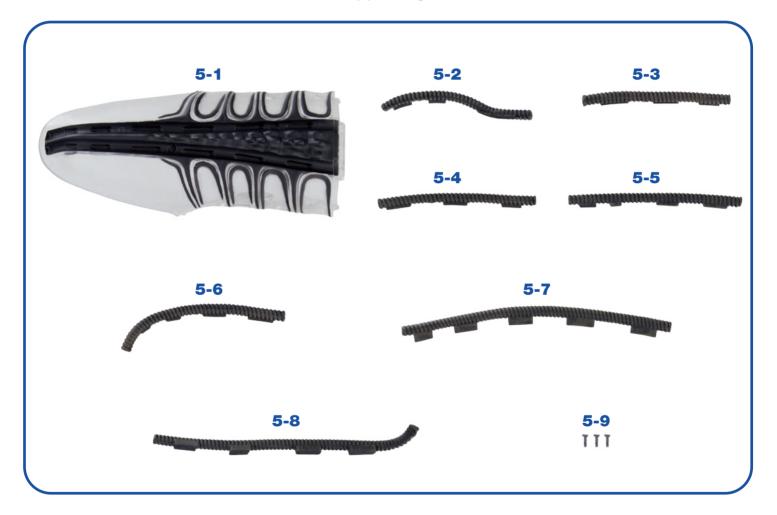
Please ensure that the battery compartment is securely fastened before you use the model. Used batteries should be recycled.

Please make sure to check with your local authority how batteries should be disposed of in your area. Batteries can present a choking danger to small children and may cause serious harm if ingested. Do not leave them lying around and keep any spare batteries locked away at all times.



STAGE 5: THE SKULL & APPENDAGES (I)

In this stage you will continue the assembly of the skull of the Xenomorph and start to fix some of the appendages to the left-hand side.



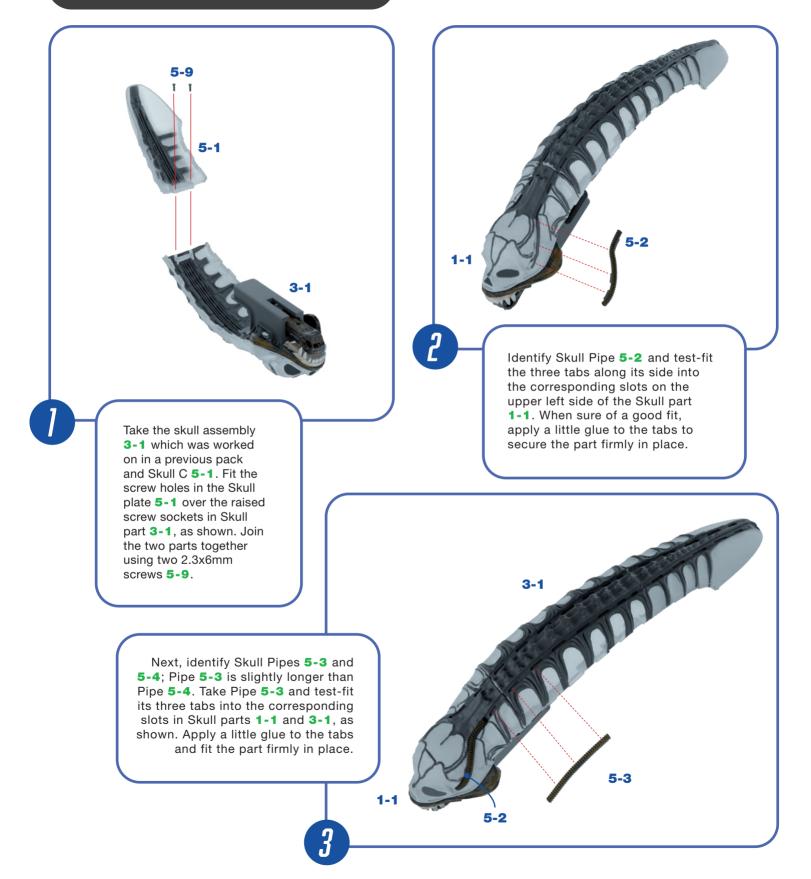
PARTS SUPPLIED

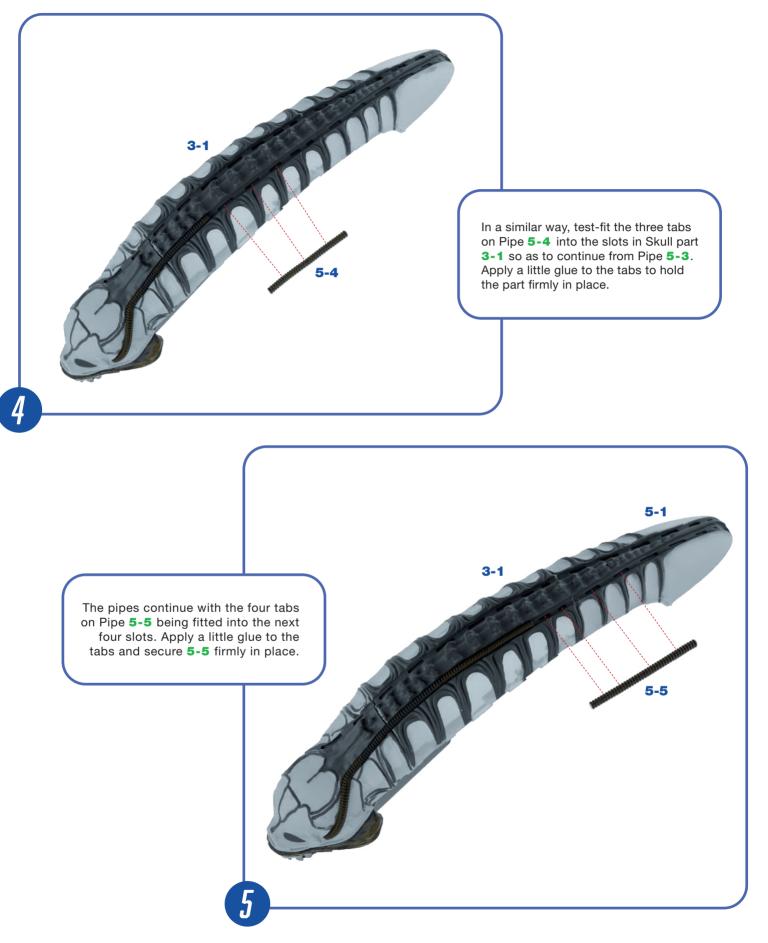
Ref.	Name	Qty.	Ref.	Name	Qty.
5-1	Skull C	1	5-6	Skull Pipe 5	1
5-2	Skull Pipe 1	1	5-7	Skull Pipe 6	1
5-3	Skull Pipe 2	1			
5-4	Skull Pipe 3	1	5-8	Skull Pipe 7	1
5-5	Skull Pipe 4	1	5-9	2.3x6mm screws	3*

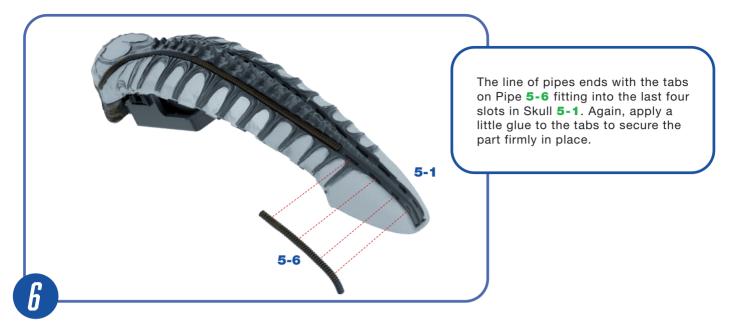
*A spare screw is supplied in case of loss or damage.

STAGE 5: THE SKULL & APPENDAGES (I)

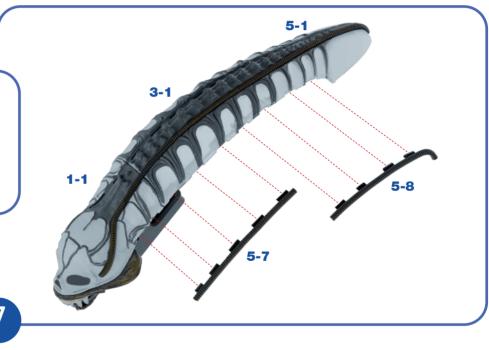
EXPERT TIP: Before starting the construction, study the parts photographed carefully to identify each of the skull pipes and lay them out in order.







The last two Pipes **5-7** and **5-8** are fitted into the slots under the lower edge of the Skull **1-1**, **3-1** and **5-1**, as shown. Take time to test-fit these parts before applying a little glue to the tabs and securing them firmly in place.





STAGE 6: FRONT-LEFT Section of the head

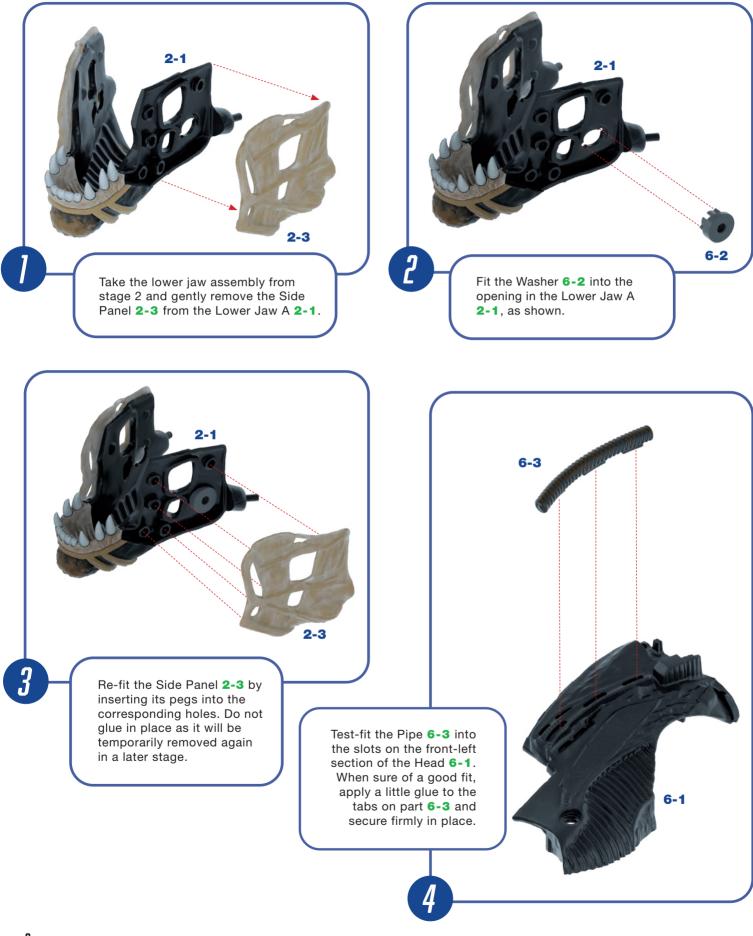
In this stage you will start to assemble pieces of the front-left portion of the Xenomorph's head.



PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
6-1	Front-left Section of the Head	1	6-5	Pipe 3 (front-left head section)	1
6-2	Washer	1	<u> </u>		4
6-3	Pipe 1 (front-left head section)	1	6-6	Pipe 4 (front-left head section)	1
6-4	Pipe 2 (front-left head section)	1	6-7	Pipe 5 (front-left head section)	1

STAGE 6: FRONT-LEFT SECTION OF THE HEAD



STAGE 6: FRONT-LEFT SECTION OF THE HEAD



! Keep parts 6-6 and 6-7 safely aside until they are needed in the next stage.

STAGE 7: CENTRE-LEFT Section of the head

In this stage you will continue to assemble the centre-left side of the Xenomorph's head and add more appendages.



PARTS SUPPLIED

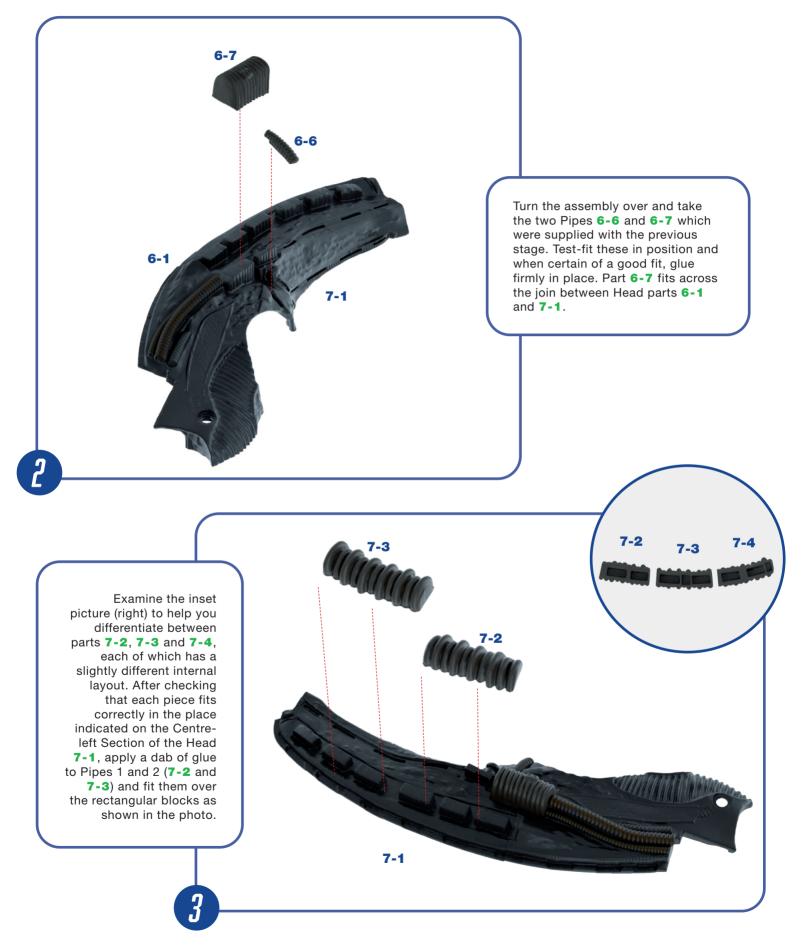
Ref.	Name	Qty.		Ref.	Name	Qty.
7-1	Centre-left Section of the Head	1		7-6	Pipe 5 (centre-left section)	1
7-2	Pipe 1 (centre-left section)	1		7-7	Pipe 6 (centre-left section)	1
7-3	Pipe 2 (centre-left section)	1	1			
7-4	Pipe 3 (centre-left section)	1		7-8	Pipe 7 (centre-left section)	1
7-5	Pipe 4 (centre-left section)	1		7-9	2.3x6mm screws	4*

* A spare screw is also supplied in case of loss or damage.

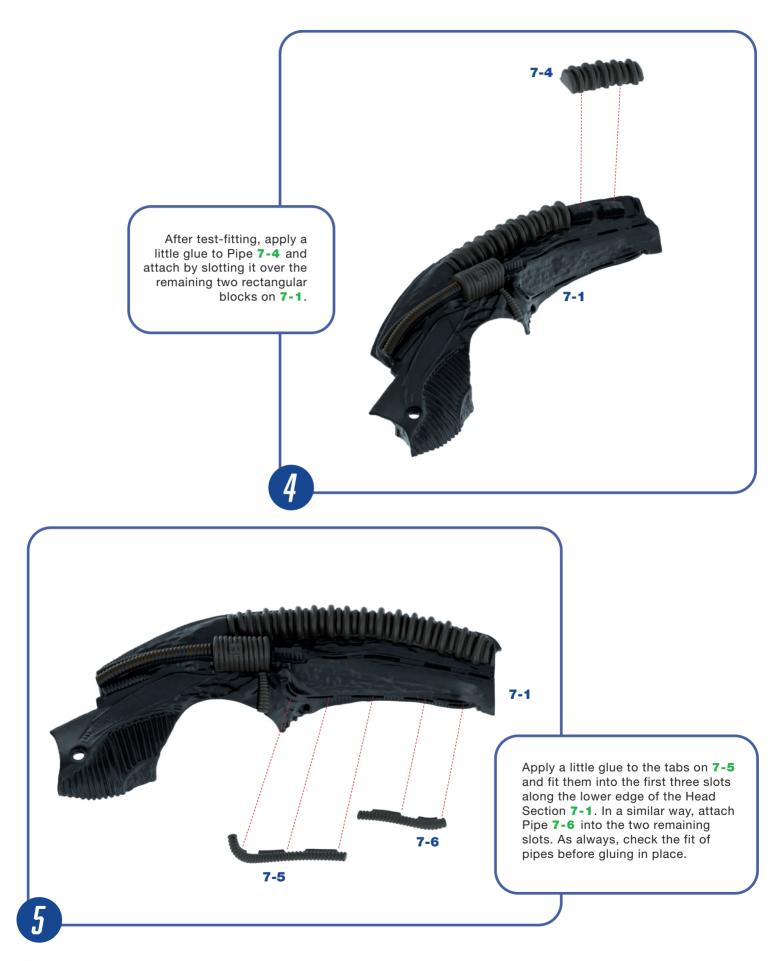
STAGE 7: CENTRE-LEFT SECTION OF THE HEAD

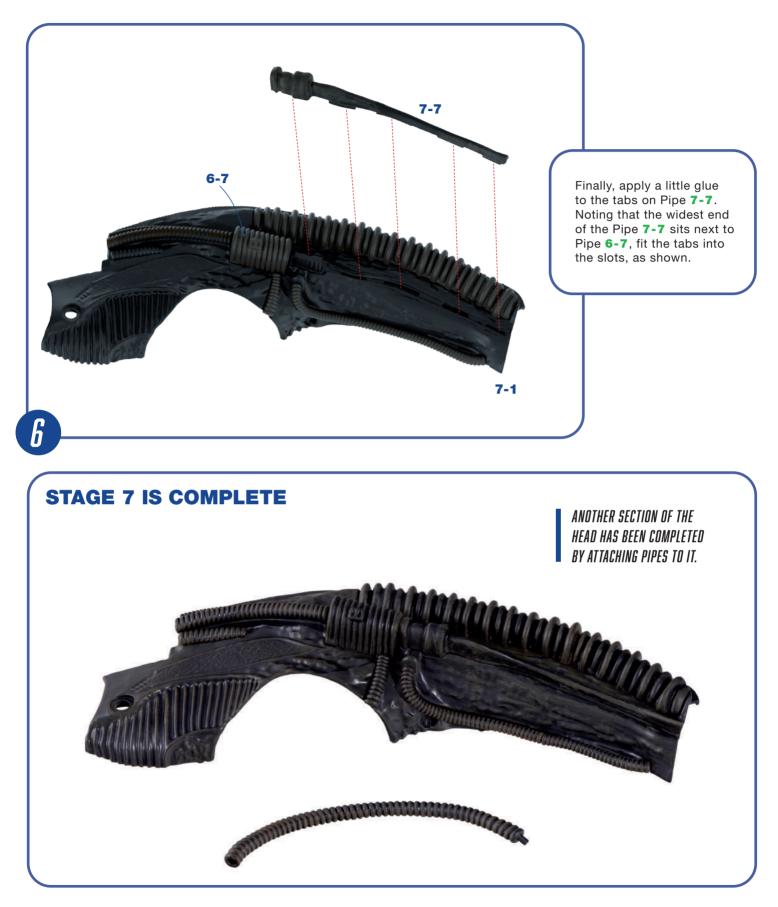


STAGE 7: CENTRE-LEFT SECTION OF THE HEAD



STAGE 7: CENTRE-LEFT SECTION OF THE HEAD





! Keep Pipe **7-8** safely aside until it is needed in a later stage.

STAGE 8: FRONT-RIGHT Section of the head

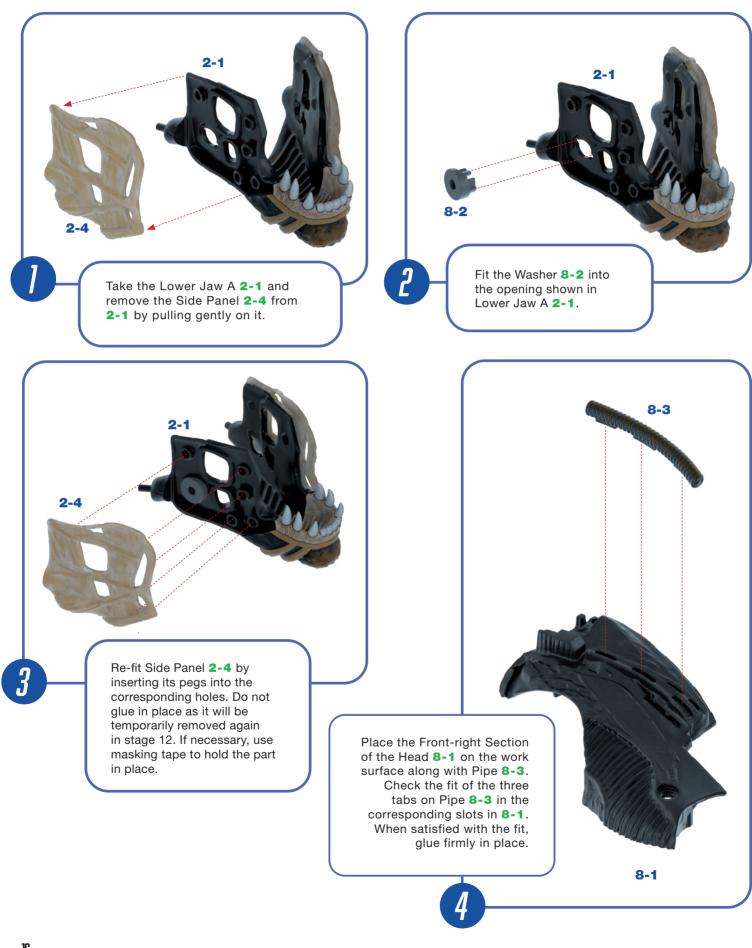
In this stage you will start to assemble the parts of the front-right section of the Xenomorph's head.



PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
8-1	Front-right Section of the Head	1	8-5	Pipe 3 (front-right head section)	1
8-2	Washer	1	8-6	Dine 4 (front right hood costion)	4
8-3	Pipe 1 (front-right head section)	1	0-0	Pipe 4 (front-right head section)	1
8-4	Pipe 2 (front-right head section)	1	8-7	Pipe 5 (front-right head section)	1

STAGE 8: FRONT-RIGHT SECTION OF THE HEAD



STAGE 8: FRONT-RIGHT SECTION OF THE HEAD

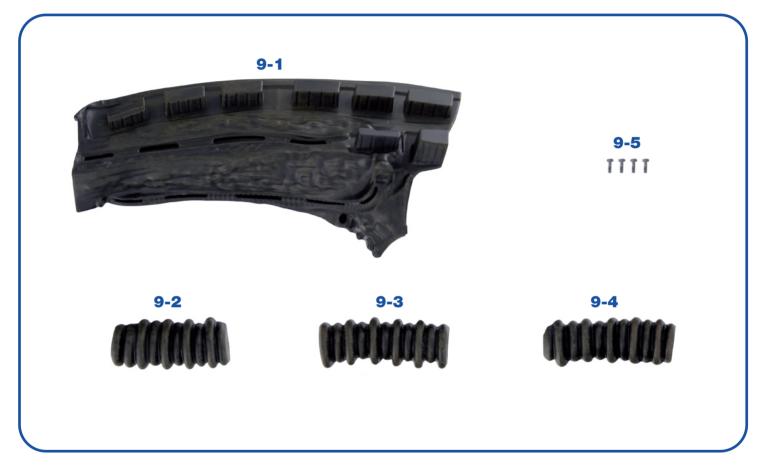


MORE PARTS HAVE BEEN Fitted to the head.

! Keep the Pipes 8-6 and 8-7 safely aside until they are needed in a future stage.

STAGE 9: CENTRE-RIGHT Section of the head

In this stage you'll continue building the centre right side of the Xenomorph's head and adding appendages.

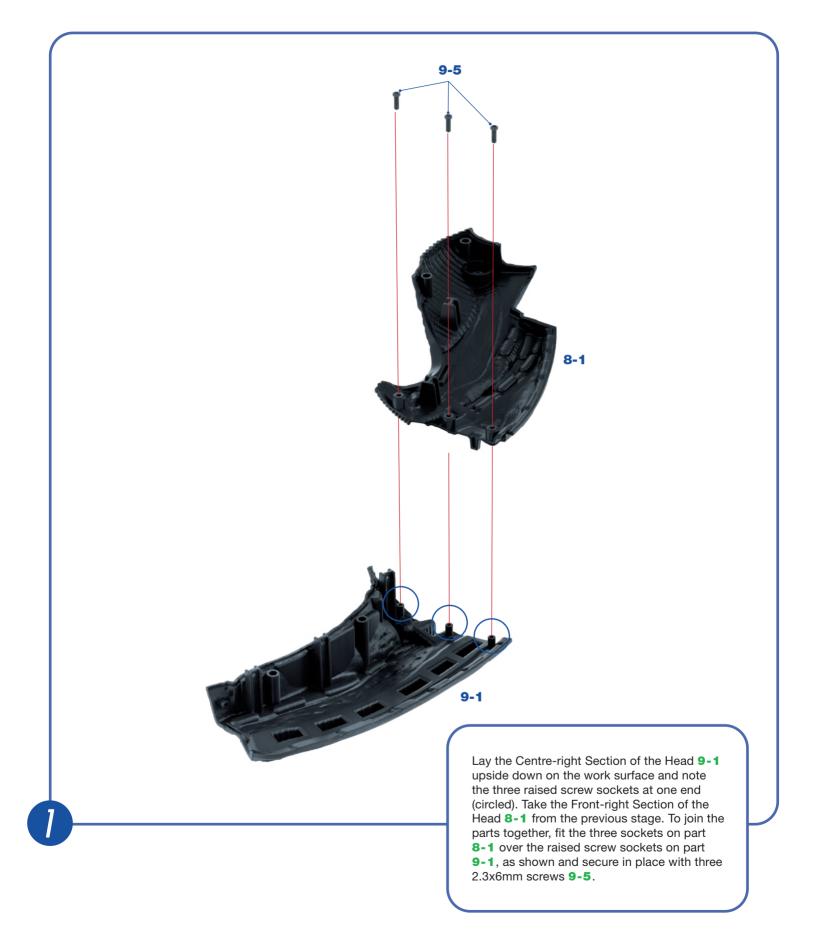


PARTS SUPPLIED

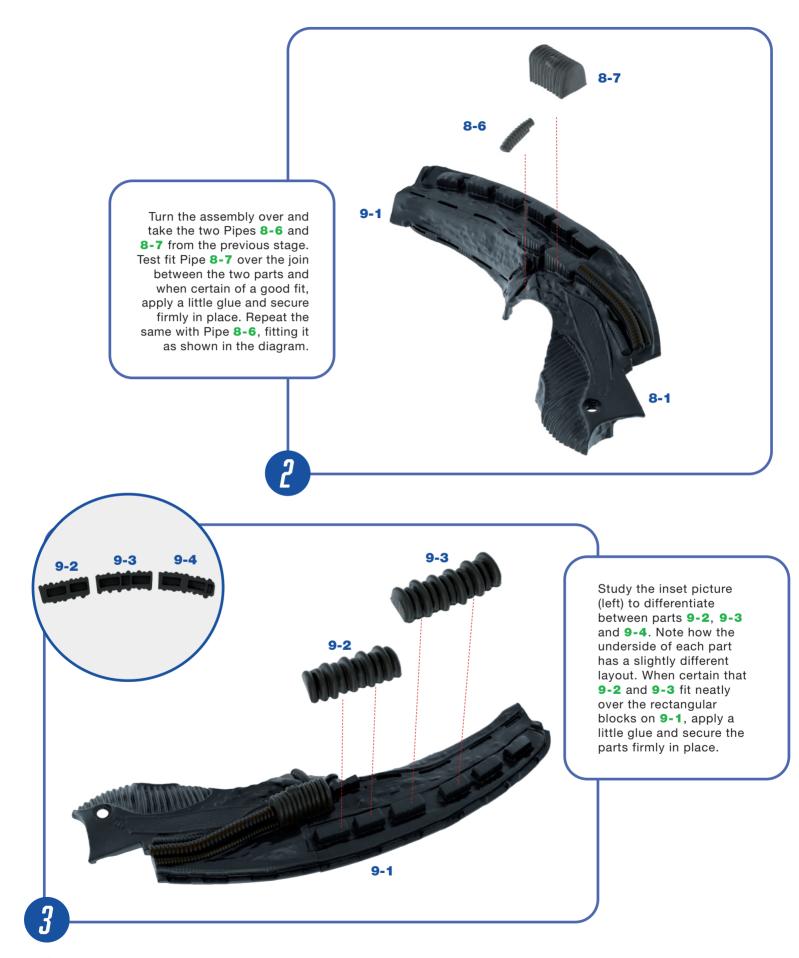
Ref.	Name	Qty.	Ref.	Name	Qty.
9-1	Centre-right Section of the Head	1	9-4	Pipe 3 (centre-right head section)	1
9-2	Pipe 1 (centre-right head section)	1			
9-3	Pipe 2 (centre-right head section)	1	9-5	2.3x6 mm screws	4

*A spare screw is supplied in case of loss or damage.

STAGE 9: CENTRE-RIGHT SECTION OF THE HEAD



STAGE 9: CENTRE-RIGHT SECTION OF THE HEAD



STAGE 9: CENTRE-RIGHT SECTION OF THE HEAD

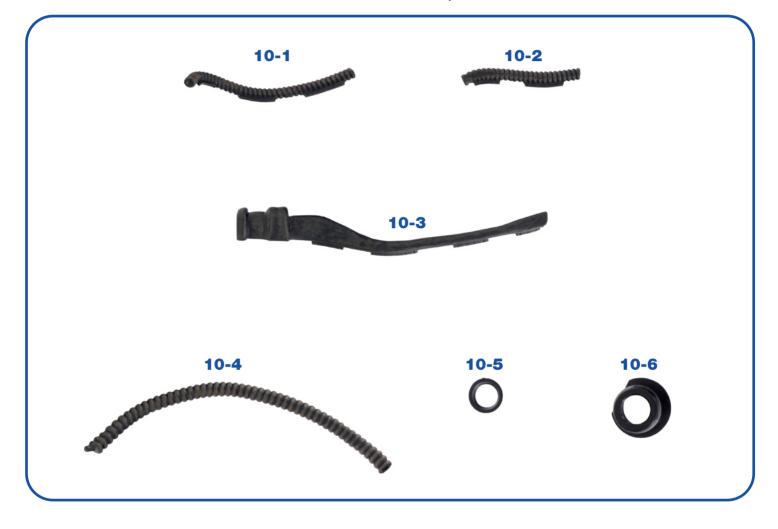


MORE OF THE HEAD HAS BEEN Constructed and pipes have BEEN FITTED TO THE SIDES.



STAGE 10: THE HEAD & NECK

In this stage you will continue the assembly of the head and its appendages and start to assemble the first parts of the neck.



PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
10-1	Pipe 4 (centre-right head section)	1	10-4	Pipe 7 (centre-right head section)	1
10-2	Pipe 5 (centre-right head section)	1	10-5	Washer	1
10-3	Pipe 6 (centre-right head section)	1	10-6	Neck (part 2)	1



STAGE 10: THE HEAD & NECK



! Keep parts **10-4**, **10-5** and **10-6** safely aside until they are needed in a future stage.



STAGE 11: THE NECK

In this stage you will continue to assemble the pieces that form the neck of the Xenomorph.



PARTS SUPPLIED

Réf.	Nom	Qté.	Réf.	Nom	Qté.
11-1	Skull Attachment Plate	1	11-4	Rod	1
11-2	Сар	1			
11-3	Cover	1	11-5	Pin	1





STAGE 12: THE HEAD & Skull (I)

In this stage you will continue to assemble different parts of the head and skull.

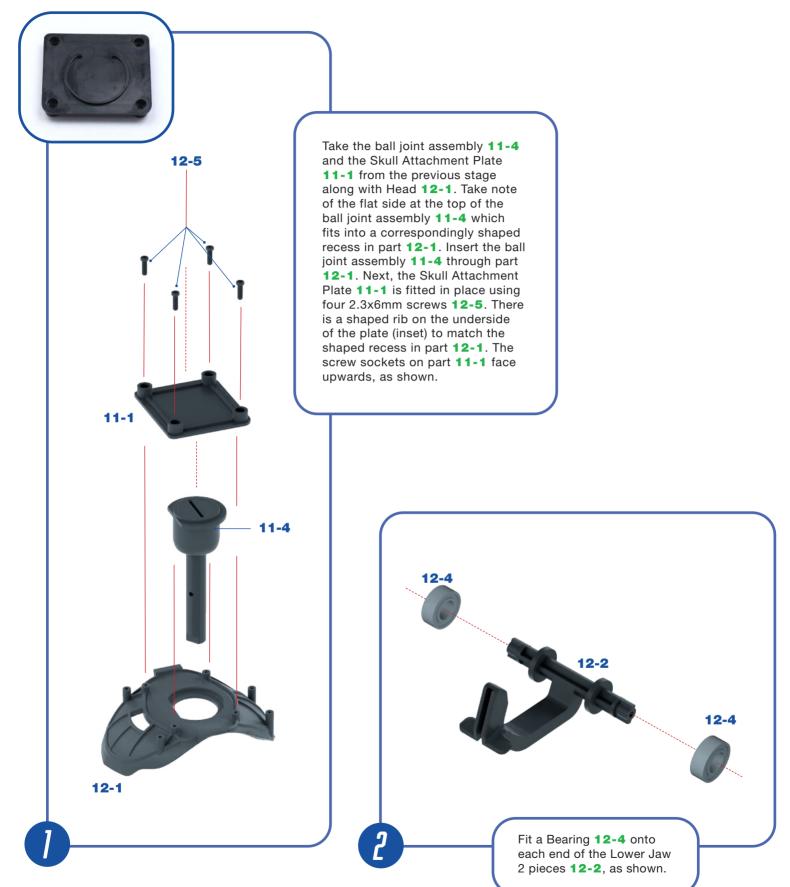


PARTS SUPPLIED

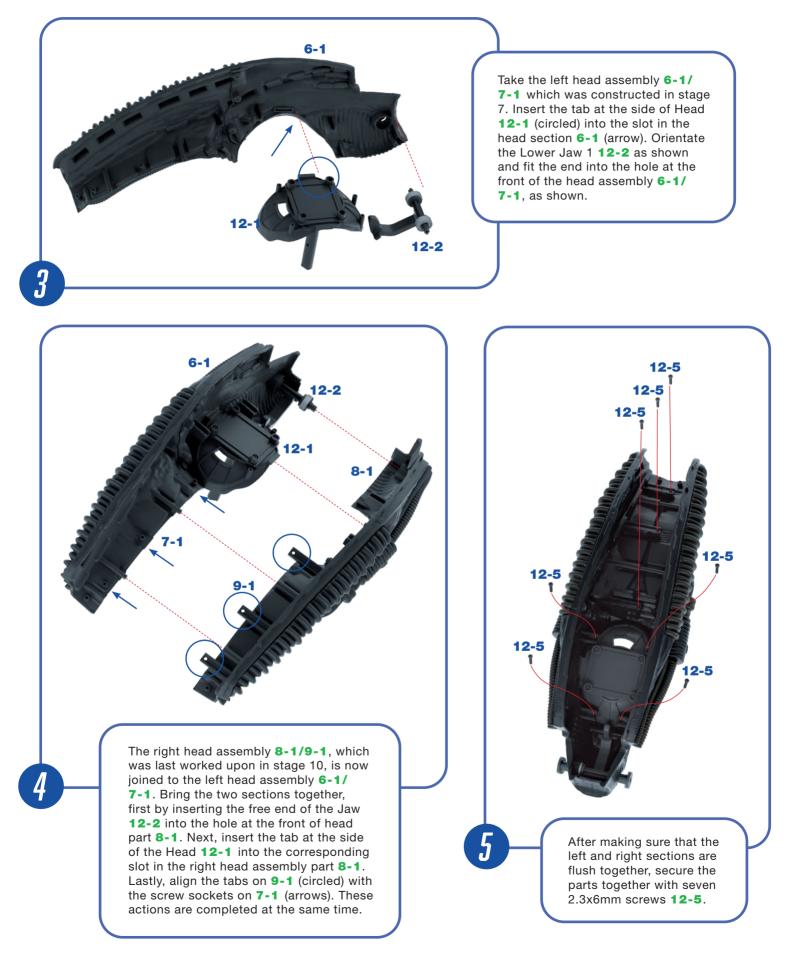
Ref.	Name	Qty.	Ref.	Name	Qty.
12-1	Underside of Head	1	12-4	Bearings	2
12-2	Lower Jaw 1	1	12-5	2.3x6mm screws	14*
12-3	Lower Jaw 2	1	12-6	2x6mm screws	2*

*A spare screw of each type is supplied in case of loss or damage.

STAGE 12: THE HEAD & SKULL (I)



STAGE 12: THE HEAD & SKULL (I)



STAGE 12: THE HEAD & SKULL (I)

