

# Pack 03

### BUILD INSTRUCTIONS

STAGE 13: THE HEAD AND THE SKULL (II)

STAGE 14: THE SKULL & THE RIGHT LEG (I)

STAGE 15: THE SKULL & THE RIGHT LEG (II)

STAGE 16: THE SKULL & THE RIGHT LEG (III) STAGE 20: THE RIBS & THE RIGHT LEG (I)

STAGE 17: THE RIGHT LEG (I)

STAGE 18: THE RIGHT LEG (II)

STAGE 19: THE RIGHT RIBS





### 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!



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.

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



Ref.	Name	Qty.	Ref.	Name	Qty.
13-1	Lower Back Part of the Head	1	13-4	Pipe R3	1
13-2	Pipe R1	1		•	
13-3	Pipe R2	1	13-5	2.3x6mm screws	3*

<sup>\*</sup>A spare screw is supplied in case of loss or damage.

#### EXPERT ADVICE

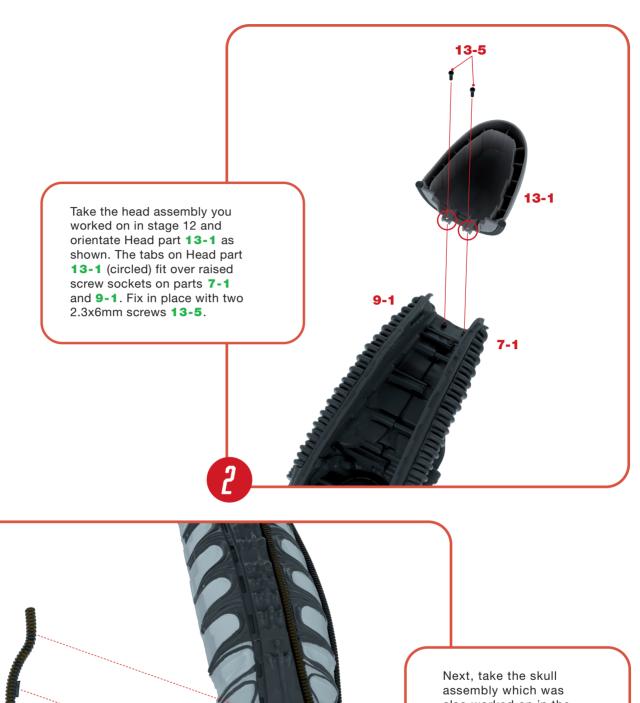
From this stage onwards, the Pipes provided will be attached to small numbered tabs which will allow for quick identification. Before adding them to the assembly, gently twist the tab to remove it from the piece.

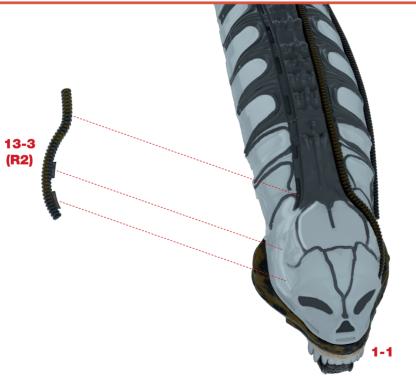




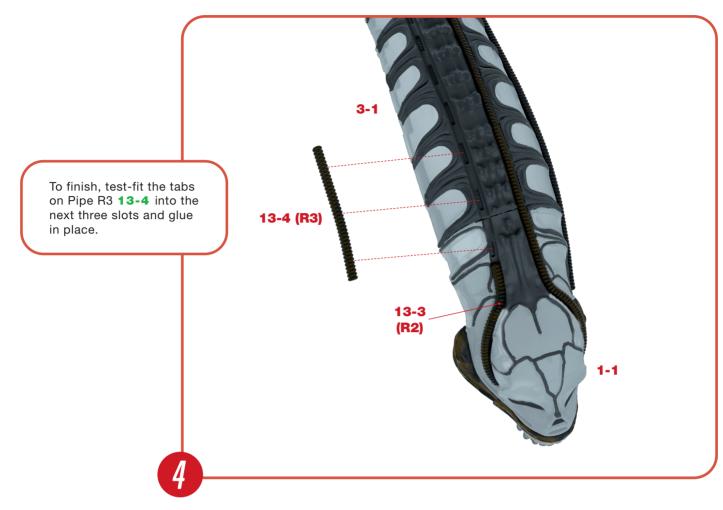


Take the Lower Back Part of the Head 13-1 and Pipe R1 13-2. Test-fit the pipe before gluing in place, as shown.





Next, take the skull assembly which was also worked on in the last stage. After test-fitting the tabs of Pipe R2 13-3 into the slots on the right-hand side of the skull 1-1, glue in place.





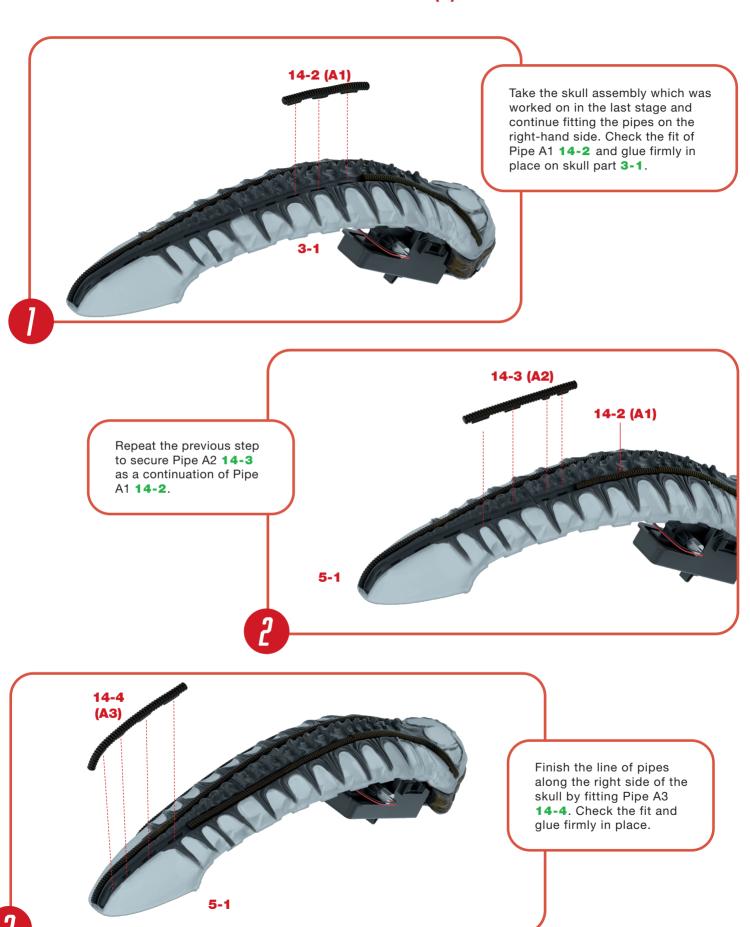
# STAGE 14: THE SKULL & THE RIGHT LEG (I)

In this stage you will continue to add appendages to the skull as well as working on parts of the right calf.



Ref.	Name	Qty.	Ref.	Name	Qty.
14-1	Skin (right calf) 1	1	14-4	Pipe A3 (skull)	1
14-2	Pipe A1 (skull)	1			
14-3	Pipe A2 (skull)	1	14-5	Magnets	4

#### STAGE 14: THE SKULL & THE RIGHT LEG (I)



#### STAGE 14: THE SKULL & THE RIGHT LEG (I)



Finally, take the Calf Skin 14-1 and fit the four Magnets 14-5 into the circular recesses as shown on the left. Secure them in place with a little glue. This time, it doesn't matter which way round the magnets are fitted.

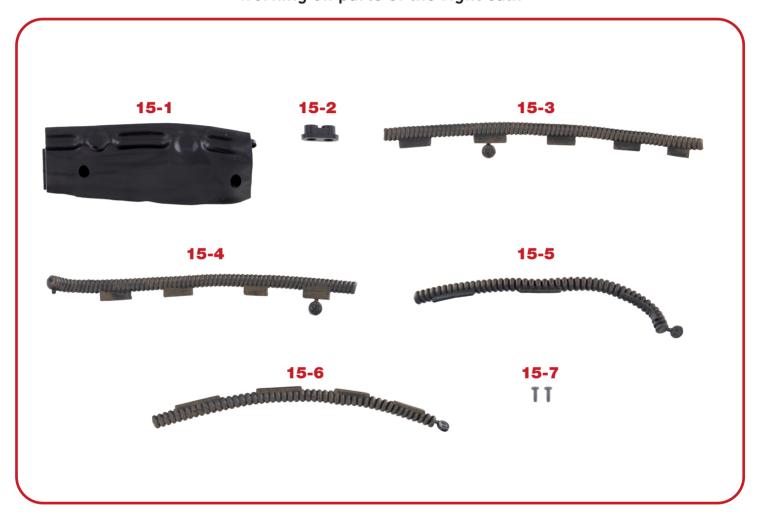
**EXPERT TIP:** As some of the skin parts look quite similar, it may help to label the inside of the part. This could be done by writing the part number on a small piece of masking tape.

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# STAGE 15: THE SKULL & THE RIGHT LEG (II)

In this stage you will continue to add appendages to the skull as well as working on parts of the right calf.

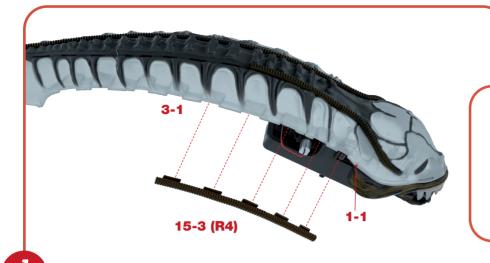


Ref.	Name	Qty.
15-1	Right Tibia 1	1
15-2	Connector	1
15-3	Pipe R4	1
15-4	Pipe R5	1

Ref.	Name	Qty.
15-5	Pipe R7	1
15-6	Pipe R6	1
15-7	2.3x6mm screws	2*

<sup>\*</sup>A spare screw of each type is supplied in case of loss or damage.

#### STAGE 15: THE SKULL & THE RIGHT LEG (II)



Take the skull assembly you worked on in the previous stage. Check that the tabs on Pipe R4 **15-3** fit correctly into the notches underneath the Skull **1-1** and **3-1**, then fix in place with a little glue. The pipe may need to be stretched slightly to fit.

Repeat the previous step to fit Pipe R5 **15-4** into the notches underneath parts **3-1** and **5-1** so that it continues Pipe R4 **15-3**. A peg at the end of Pipe **15-4** fits into a hole in part **5-1**. Again, the pipe may need to be stretched slightly to fit.



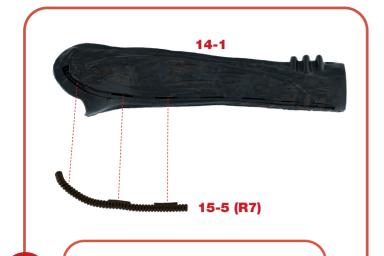
2



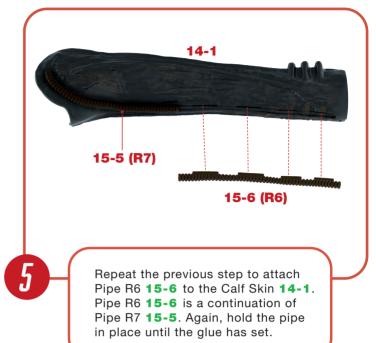
Take the Right Tibia **15-1** and the Connector **15-2**. The Connector is fitted, as shown on the left and secured in place with a 2.3x6mm screw **15-7**. Put the part aside until it is needed in the next stage.

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#### STAGE 15: THE SKULL & THE RIGHT LEG (II)



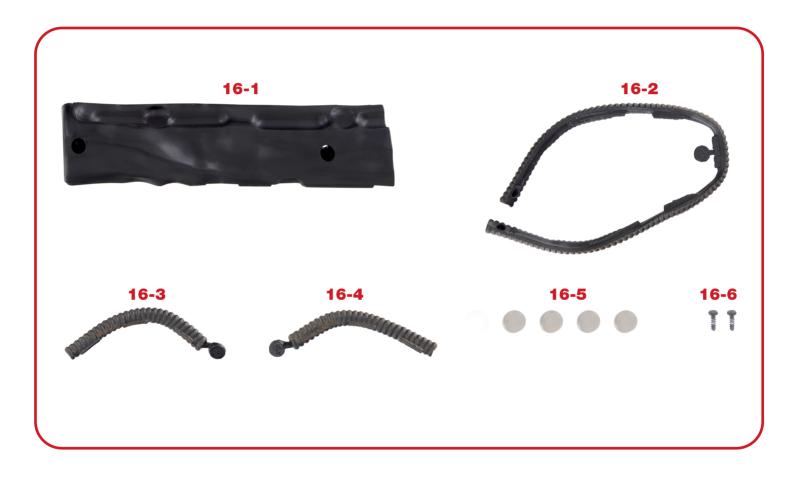
Take the right Calf Skin 14-1, supplied with the previous stage, along with the Pipe R7 15-5. Before fixing in place with a little glue, check that the tabs on Pipe R7 15-5 fit properly into the slots on the Calf Skin 14-1. Hold in place until the glue has set.





# STAGE 16: THE SKULL AND THE RIGHT LEG (III)

In this stage you will continue to add appendages to the skull as well as starting work on building the right tibia.

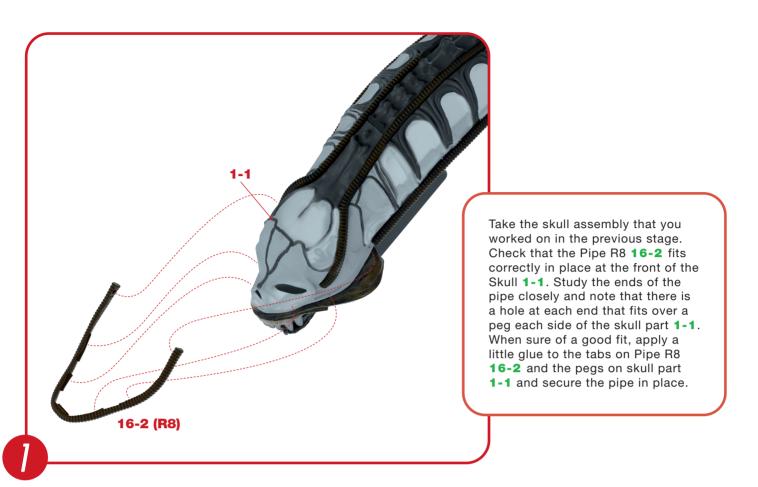


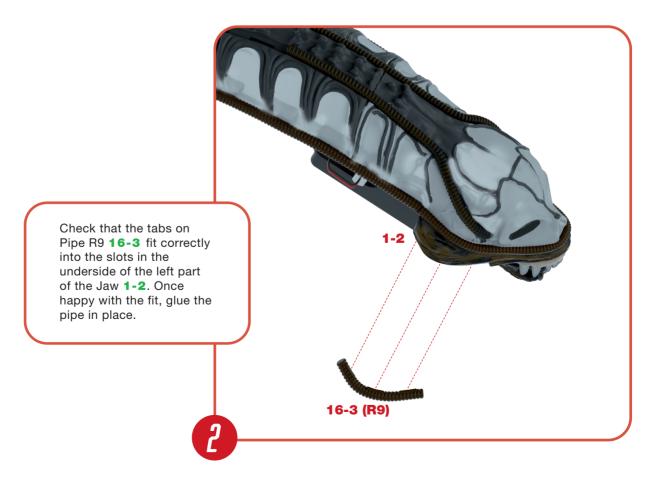
Ref.	Name	Qty.	F
16-1	Right Tibia	1	1
16-2	Pipe R8 (skull)	1	1
16-3	Pipe R9 (skull)	1	1

Ref.	Name	Qty.
16-4	Pipe R10 (skull)	1
16-5	Magnets	4
16-6	2.3x6 mm screws	2*

<sup>\*</sup>A spare screw is supplied in case of loss or damage.

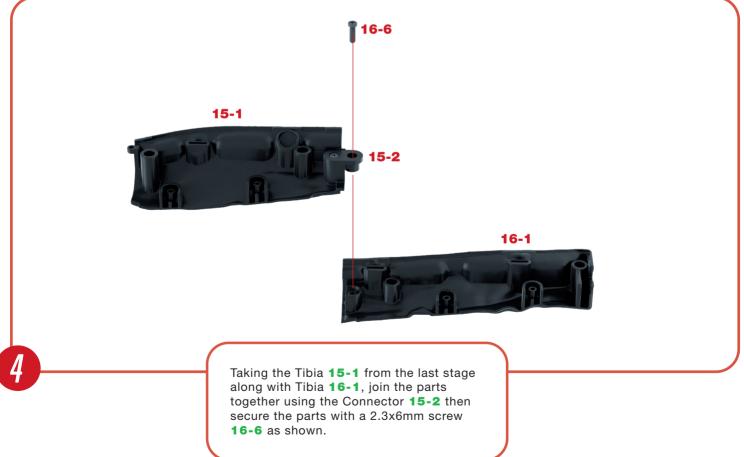
#### STAGE 16: THE SKULL & THE RIGHT LEG (III)





#### STAGE 16: THE SKULL & THE RIGHT LEG (III)





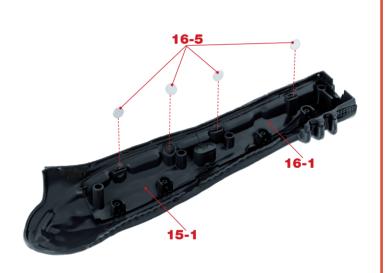
#### STAGE 16: THE SKULL & THE RIGHT LEG (III)



Take the Right Calf Skin 14-1 which was worked on in stage 14 and the Tibia parts 15-1/16-1. Place the Tibia 15-1/16-1 on top of the Right Calf Skin 14-1, as shown.

To hold the skin to the tibia, Magnets 16-5 will now be fitted to the assembly 15-1/16-1. To do this, slot a Magnet 16-5 into the first recess on the left. The magnetic pole is automatically attracted towards the magnet already fitted below on the Calf Skin 14-1. If fitted incorrectly, the poles will repel and the magnet may even jump out of the recess.

In a similar manner, fit the remaining magnets. Again, the magnets already in place below will attract the magnets to be fitted. When you are happy with the polarity of the Magnets **16-5**, glue in place.



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# STAGE 17: THE RIGHT LEG(I)

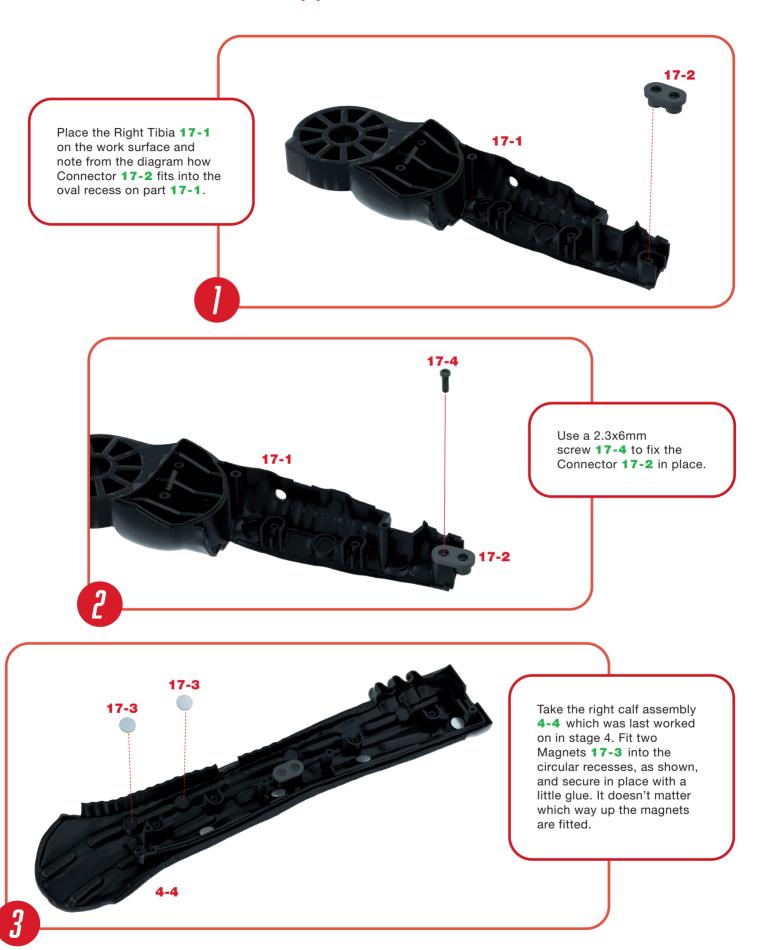
In this stage you will continue to assemble parts of the right tibia and leg.



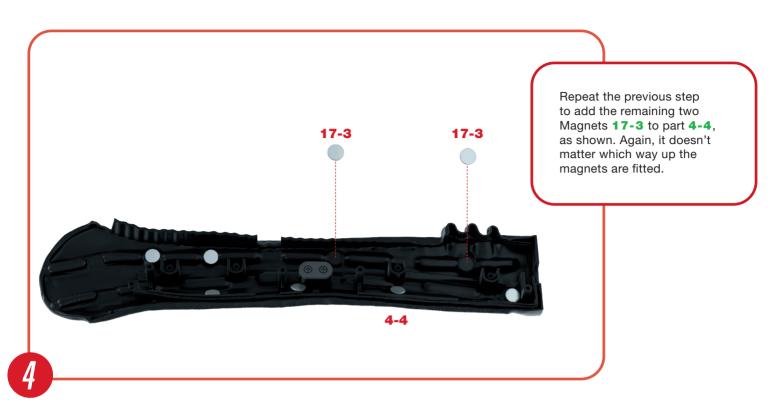
Ref.	Name	Qty.	Ref.	Name	Qty.
17-1	Right Tibia 1	1	17-3	Magnets	4
17-2	Connector	1	17-4	2.3x6mm screws	2*

<sup>\*</sup>A spare screw is supplied in case of loss or damage.

#### STAGE 17: THE RIGHT LEG (I)



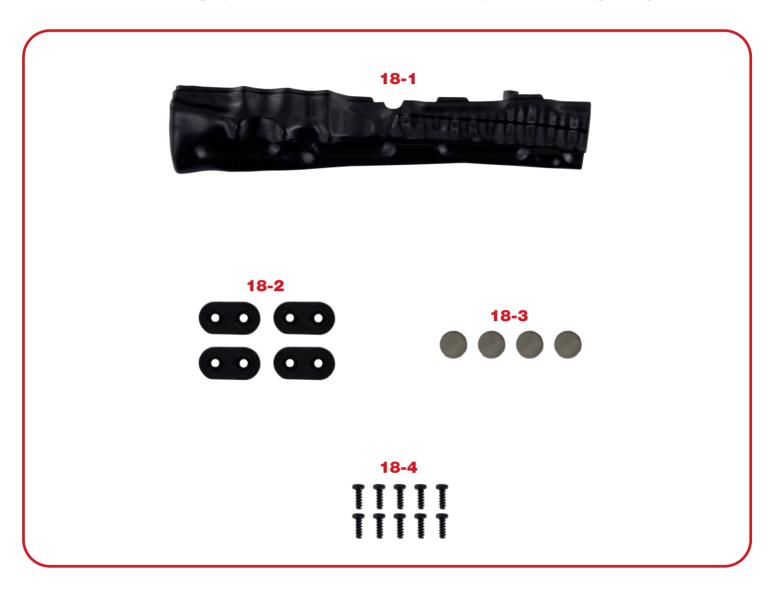
#### STAGE 17: THE RIGHT LEG (I)





# STAGE 18: THE RIGHT LEG (II)

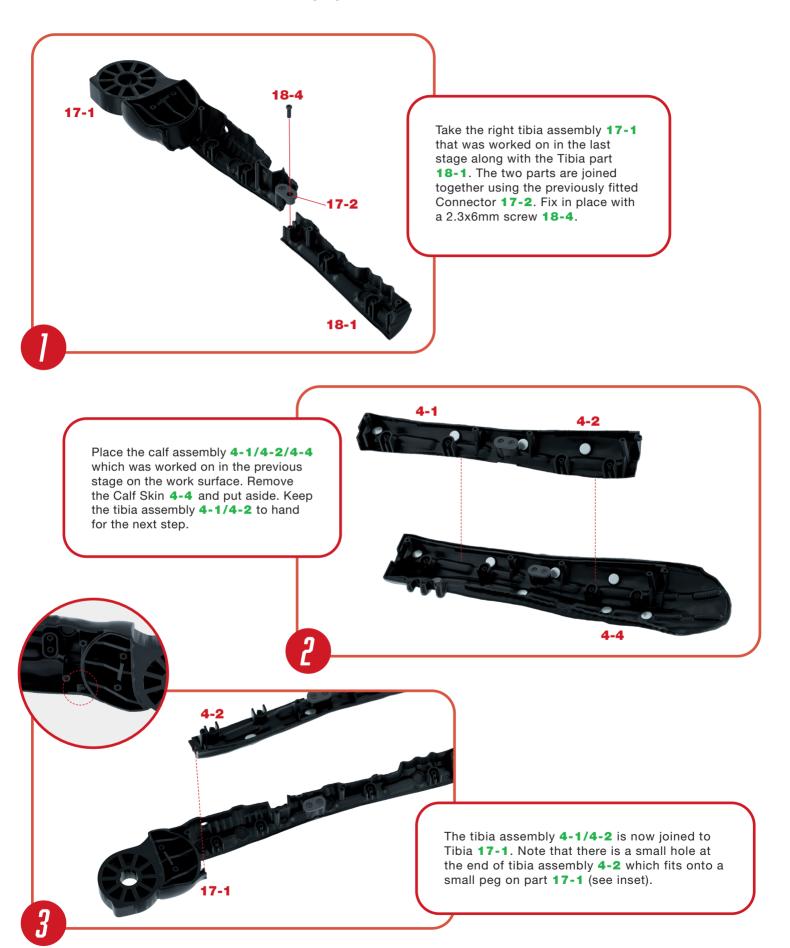
In this stage you will continue to assemble parts of the right leg.



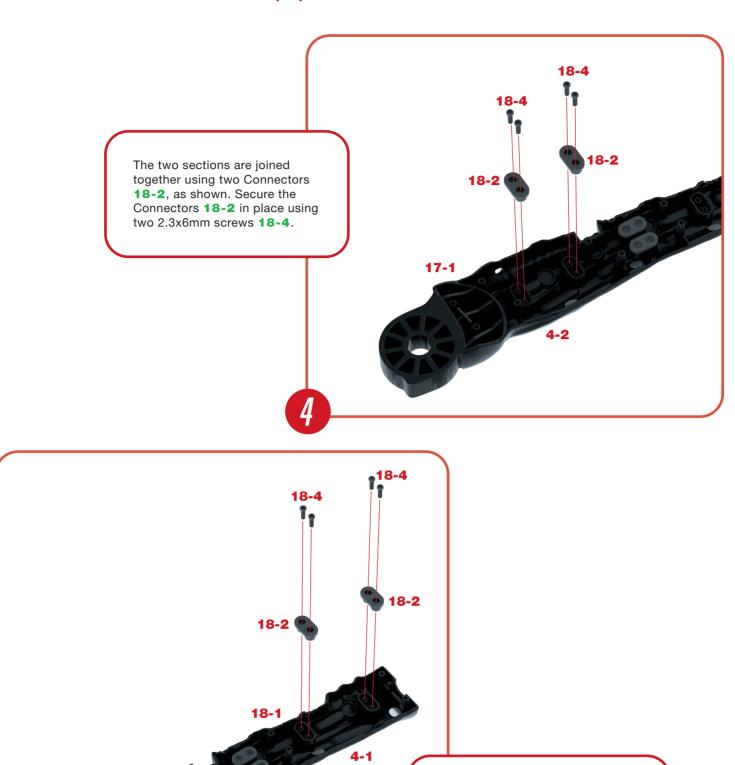
Ref.	Name	Qty.	Ref.	Name	Qty.
18-1	Right Tibia	1	18-3	Magnets	4
18-2	Connectors	4	18-4	2.3x6 mm screws	10*

<sup>\*</sup>A spare screw is supplied in case of loss or damage.

#### STAGE 18: THE RIGHT LEG (II)



#### STAGE 18: THE RIGHT LEG (II)



Fit the remaining two Connectors to join parts **4-1** and **18-1** together, as shown. Fix in place using two 2.3x6mm screws **18-4**.

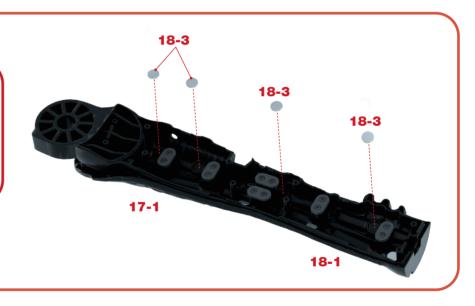


**EXPERT TIP:** Magnets are used to hold some of the parts together. Consequently, it is important that the magnets are correctly orientated so that the parts are attracted to each other. Before gluing in place, always check the polarity of the magnets so they will work as required.

Take the Calf Skin 4-4 and place it on the work surface. Place the tibia assembly 4-1/4-2/17-1/18-1 on top of the Calf Skin 4-4 making sure that the previously fitted magnets align.

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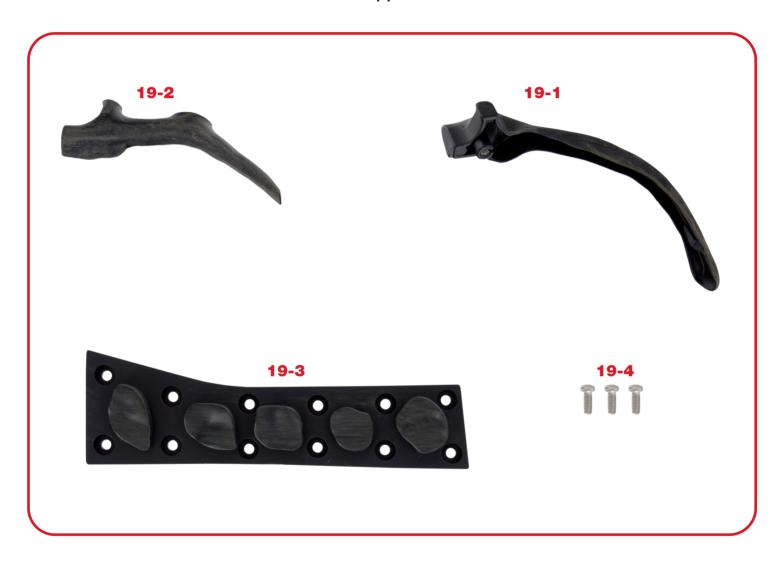
The four Magnets **18-3** are now fitted. When fitted correctly, they should be attracted to the magnets underneath on the Calf Skin **4-4**. When certain that the magnets are correctly orientated, glue in place.





# STAGE 19: THE RIGHT RIBS

In this stage you will start to assemble the right ribs and their support structure.



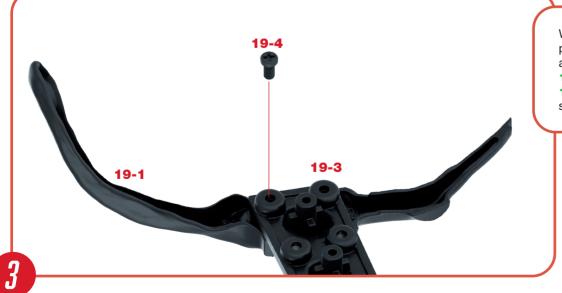
Ref.	Name	Qty.	Ref.	Name	Qty.
19-1	Right Rib	1	19-3	Right Rib Support	4
19-2	Right Rib	1	19-4	2.3x6mm screws	3*

<sup>\*</sup>A spare screw is supplied in case of loss or damage.

#### STAGE 19: THE RIGHT RIBS



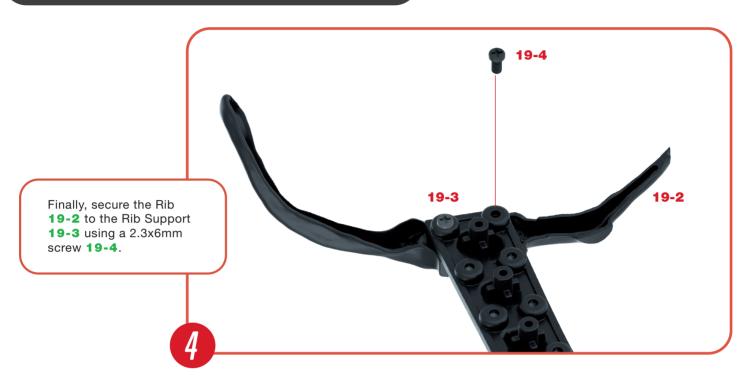




Whilst keeping the ribs in place, carefully turn the assembly over. Fix the Rib 19-1 to the Rib Support 19-3 with a 2.3x6mm screw 19-4.

#### STAGE 19: THE RIGHT RIBS

**EXPERT TIP:** When tightening a screw into metal, the screw sometimes needs to cut a thread which makes it difficult to turn. If this should be the case, turn the screw half a turn forwards and then a quarter turn backwards until the screw is fitted in place.





# STAGE 20: THE RIBS & THE RIGHT LEG (I)

In this stage you will continue to assemble the right ribs and leg of the Xenomorph.



Ref.	Name	Qty.	Ref.	Name	Qty.
20-1	Right Rib	1	20-4	Connector	1
20-2	Right Rib	1	20-5	2.3x 6mm screws	2*
20-3	Right Tibia	4	20-6	2.3x4mm screws	3*

<sup>\*</sup>A spare screw of each type is supplied in case of loss or damage.

#### STAGE 20: THE RIBS & THE RIGHT LEG (I)





#### STAGE 20: THE RIBS & THE RIGHT LEG (I)

