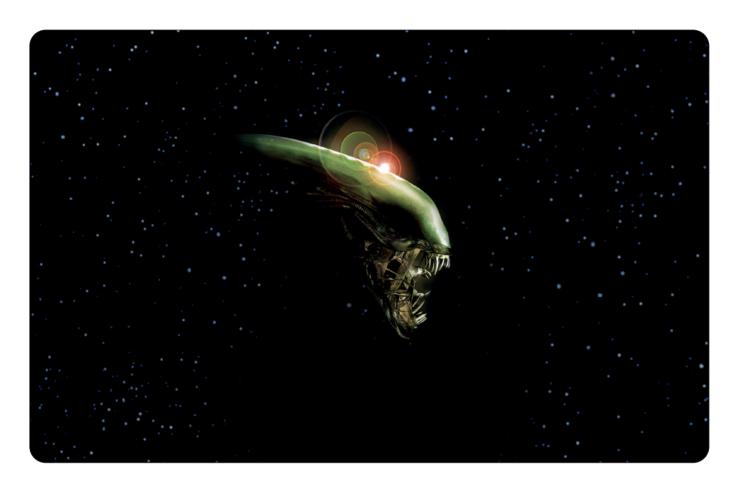
ALIEN



Pack 04

BUILD INSTRUCTIONS

STAGE 21: THE RIGHT LEG (III)

STAGE 22: THE RIGHT RIBS & THE LEG (II)

STAGE 23: THE RIGHT RIBS & THE LEG (III)

STAGE 24: THE RIGHT RIBS & THE LEG (IV)

STAGE 25: THE RIGHT RIBS & THE RIGHT FEMUR (I)

STAGE 26: THE RIGHT RIBS & THE RIGHT FEMUR (II)

STAGE 27: THE RIGHT RIBS & THE RIGHT FEMUR (III)

STAGE 28: THE RIGHT RIBS & THE RIGHT FEMUR (IV)





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.

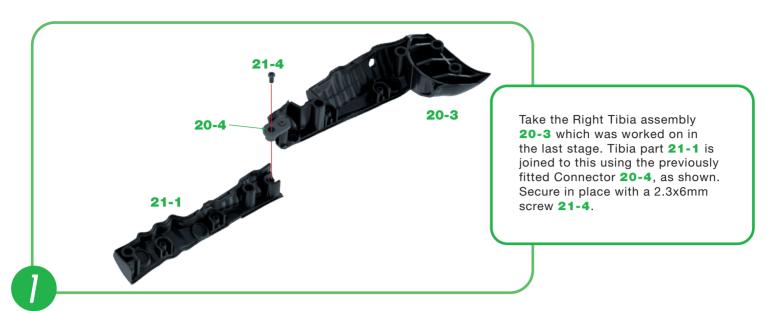
Please make sure to check with your local authority how batteries should be disposed of in your area. Batteries can present a choking danger to small children and may cause serious harm if ingested. Do not leave them lying around and keep any spare batteries locked away at all times.

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

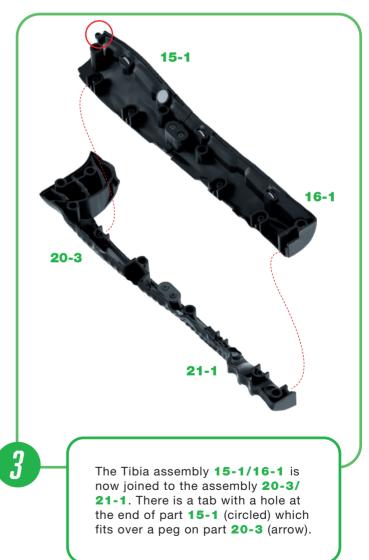


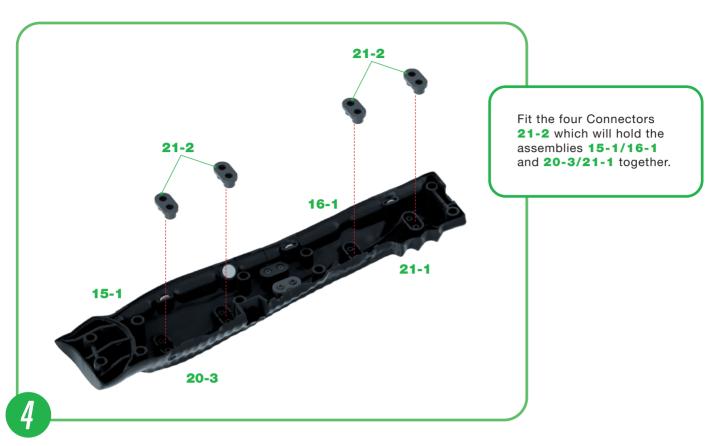
Ref.	Name	Qty.	Ref.	Name	Qty.
21-1	Right Tibia	1	21-3	Magnets	8
21-2	Connectors	4	21-4	2.3x6mm screws	10*

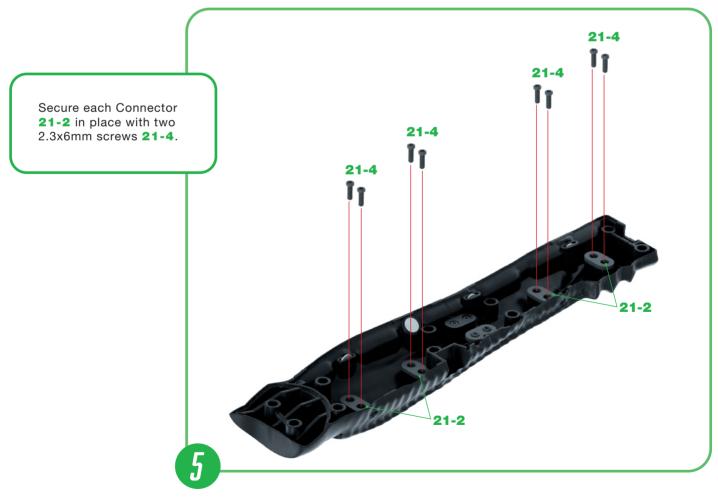
^{*}A spare screw is supplied in case of loss or damage.



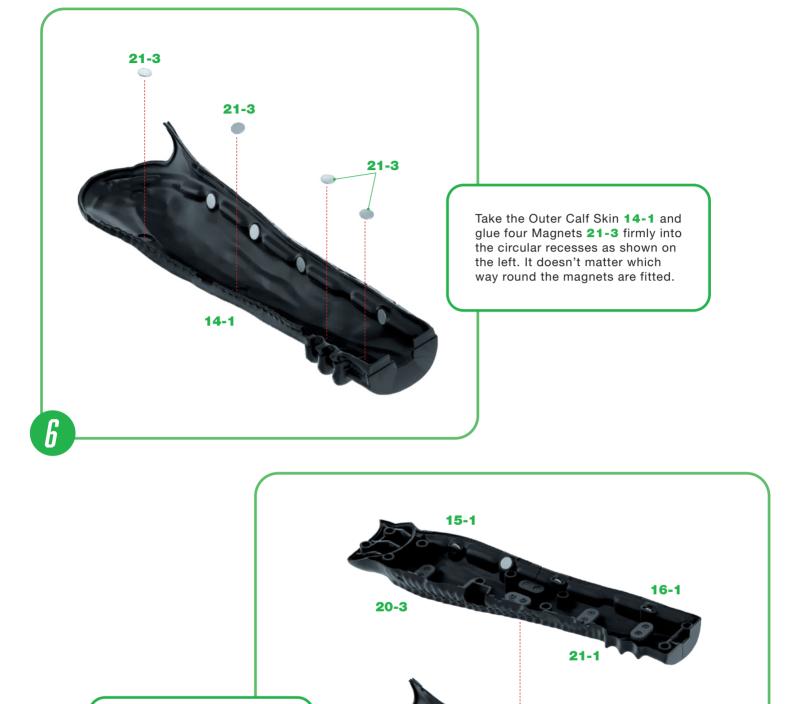




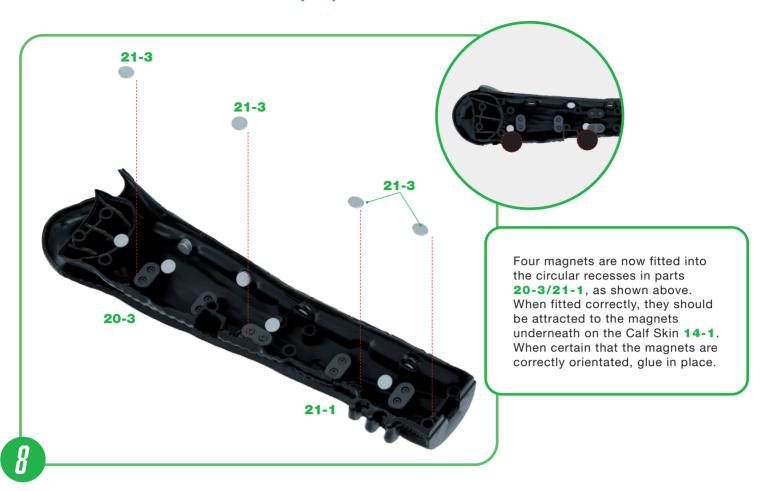


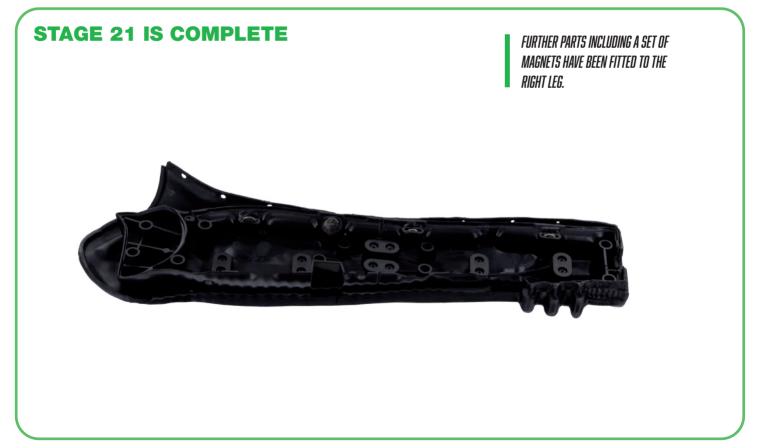


Place the assembly **15-1/16-1/20-3/21-1** over the calf assembly **14-1**.

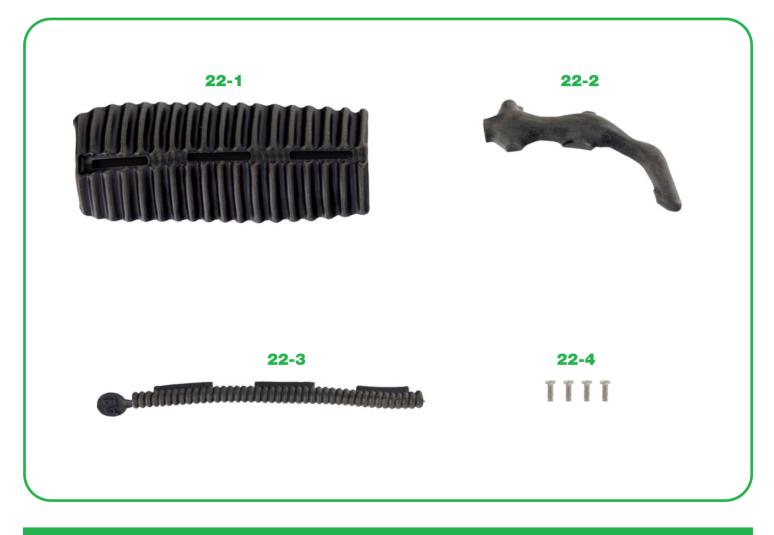


14-1



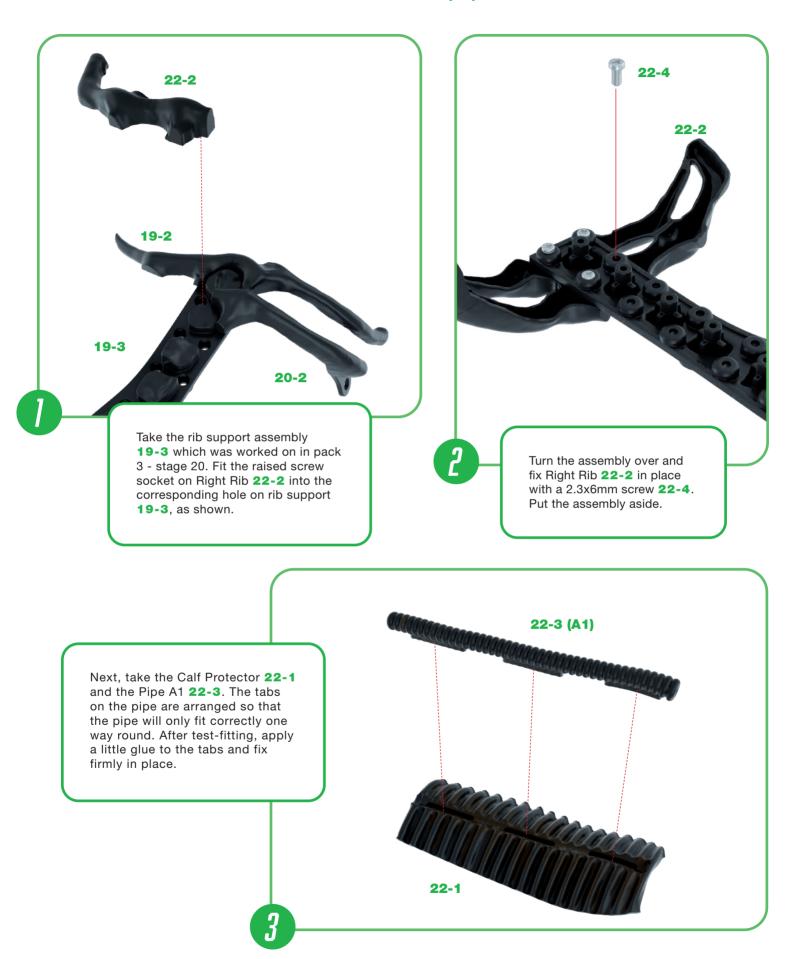


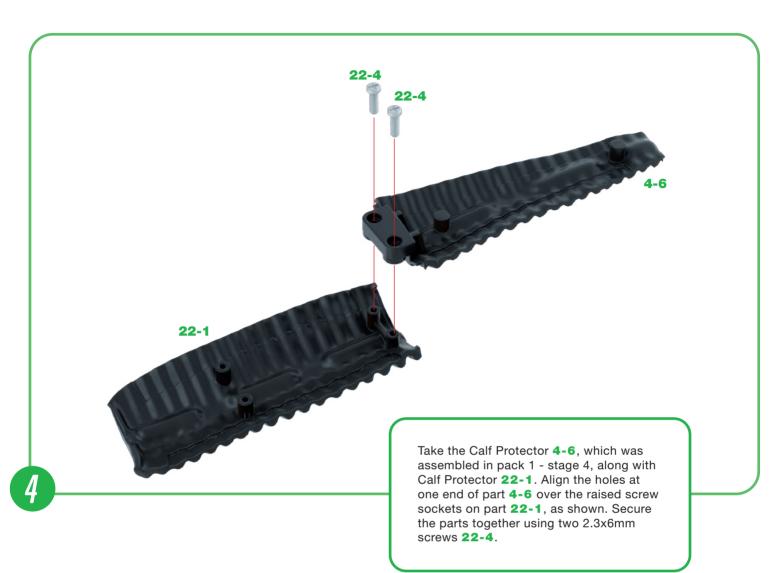
In this stage you will continue to work on the right ribs and leg of the Xenomorph.



Ref.	Name	Qty.	Ref.	Name	Qty.
22-1	Calf Protector	1	22-3	Pipe A1	1
22-2	Right Rib	1	22-4	2.3x6mm screws	4*

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







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



Ref.	Name	Qty.	Ref.	Name	Qty.
23-1	Right Rib	1	23-4	Ball Joint	1
23-2	Right Rib	1	23-5	2.3x6mm screws	11*
23-3	Pipe A2	4	23-6	2.3x4mm screws	3*

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



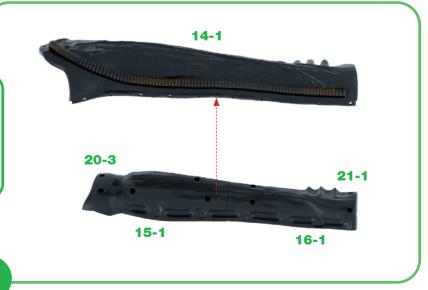


Place the two Ribs 23-1 and 23-2 on the work surface. Study the diagram and note how a peg at the end of 23-2 fits into a socket in 23-1. Fix the two parts together using a 2.3x4mm screw 23-6.

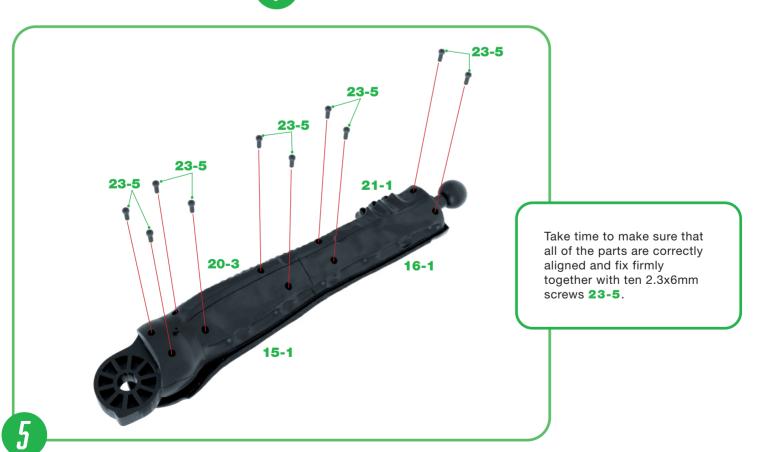


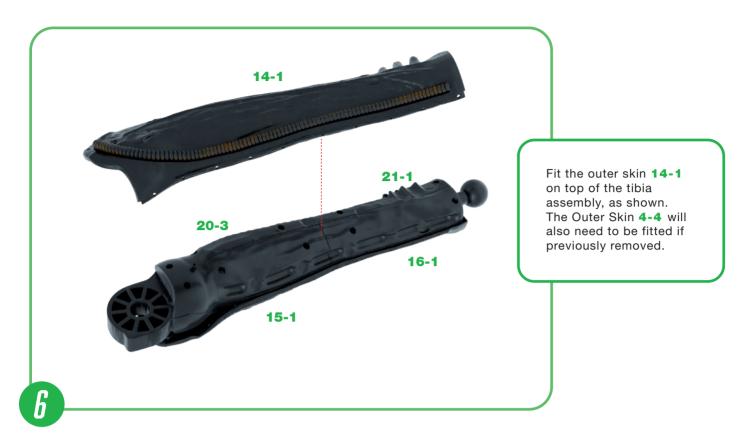
Take the rib support assembly 19-3 which was worked on in the last stage. Fit the raised screw socket on Rib 23-2 into the hole in support 19-3 and secure in place with a 2.3x4mm screw 23-6. Put the assembly to one side until it is needed in the next stage.

Now take the assembly constructed in stage 21 and separate the inner parts 15-1/16-1/20-3/21-1 from the outer skin 14-1.



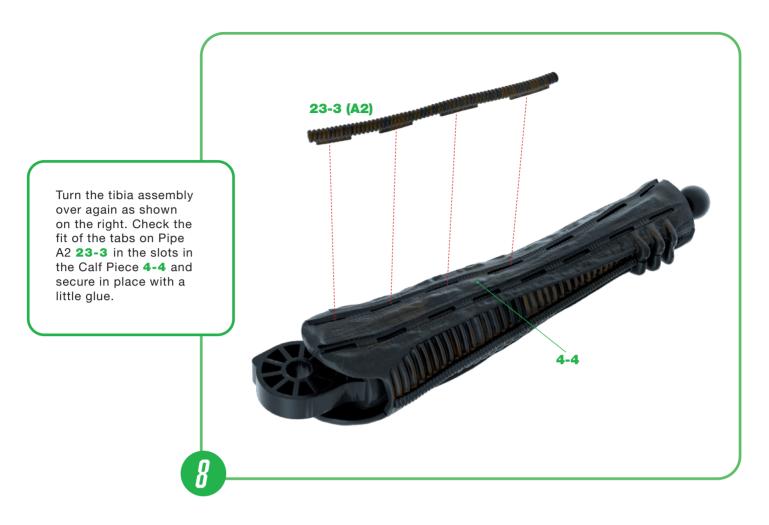
Next take the second tibia assembly
4-1/4-2/17-1/18-1 which was worked on in pack 3 - stage 18. Fit the Ball Joint 23-4 into the slot at the end of part 4-1 and 18-1. Check the orientation to ensure a good fit. This assembly is now covered with the other half of the tibia 15-1/16-1/20-3/21-1. There are raised screw sockets on the assembly 4-1 which fit into matching recesses on assembly 16-1.





Turn over the right tibia assembly. The calf protector assembly **4-6/22-1**, which was prepared in stage 22 is fitted into the recess on the assembly 17-1/20-3, as shown. There are four raised screw sockets on the calf protector 4-6/22-1 which push-fit into corresponding holes in 17-1/20-3. Note that the protector is placed over the ridges on the sides of skin parts 4-4 and 14-1. The skin assemblies 4-4/ 14-1 and the calf protector **4-6/22-1** are only fitted temporarily at present as they will need to be removed again in a later stage.





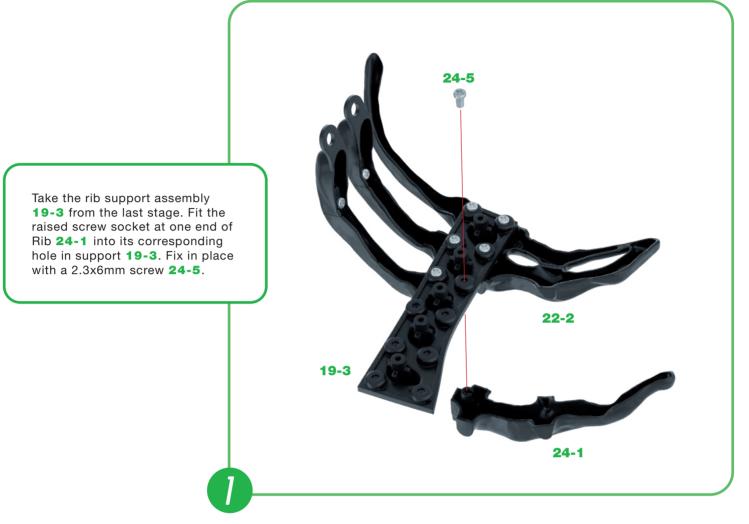


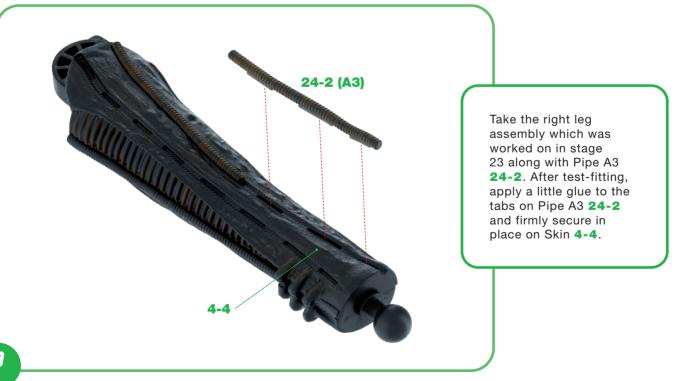
In this stage you will continue to work on the right ribs and leg of the Xenomorph.

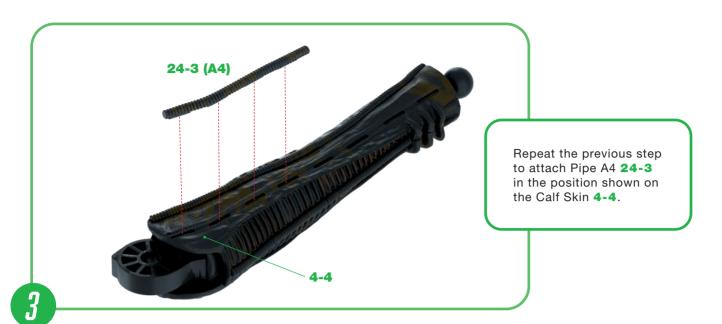


Ref.	Name	Qty.	Ref.	Name	Qty.
24-1	Right Rib	1	24-4	Pipe A5	1
24-2	Pipe A3	1		•	
24-3	Pipe A4	1	24-5	2.3x6mm screws	2*

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











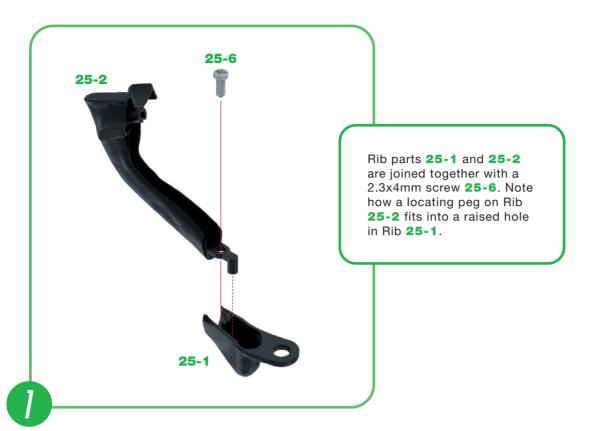
STAGE 25: THE RIGHT RIBS & THE RIGHT FEMUR (I)

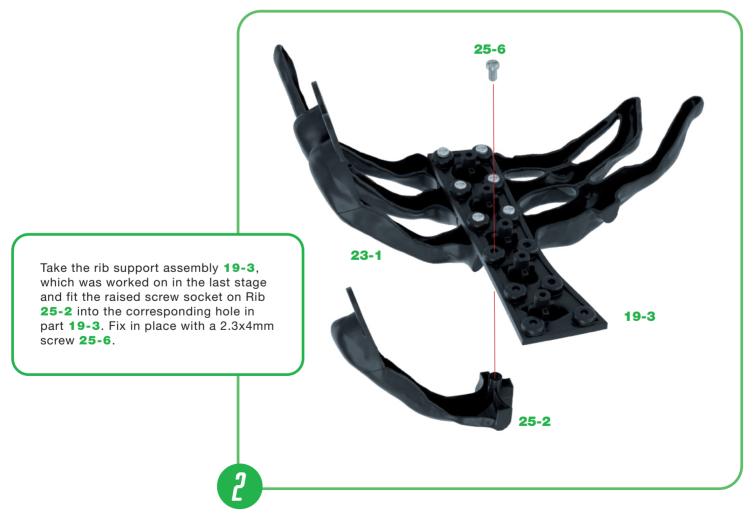
In this stage you will continue to work on the Xenomorph's right ribs and start the assembly of the right femur.



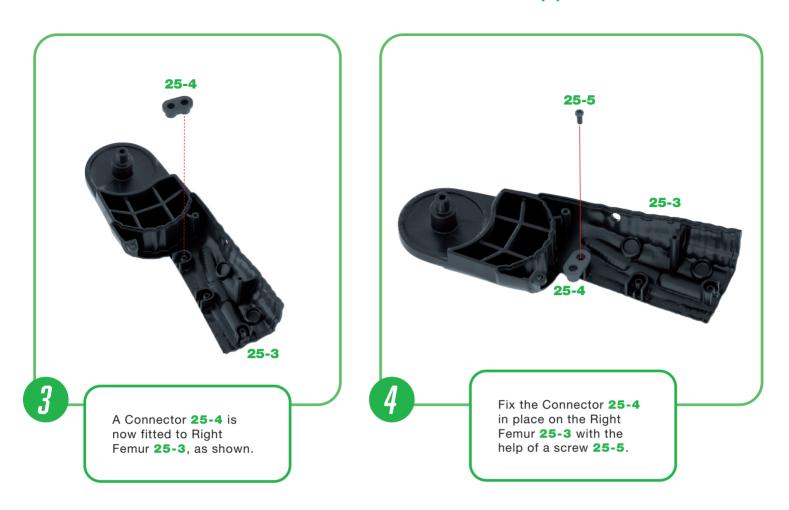
Ref.	Name	Qty.	Ref.	Name	Qty.
25-1	Right Rib	1	25-4	Connector	1
25-2	Right Rib	1	25-5	2.3x6mm screws (1 spare)	2
25-3	Right Femur	1	25-6	2.3x4mm screws (1 spare)	3

STAGE 25: THE RIGHT RIBS & THE RIGHT FEMUR (I)





STAGE 25: THE RIGHT RIBS & THE RIGHT FEMUR (I)





STAGE 26: THE RIGHT RIBS & THE RIGHT FEMUR (II)

In this stage you will continue to build the Xenomorph's right ribs and right femur.



Ref.	Name	Qty.	Ref.	Name	Qty.
26-1	Right Rib	1	26-4	2.3x6mm screw black (1 spare)	4
26-2	Right Femur	1		,	
26-3	Connector	1	26-5	2.3x6mm screw silver (1 spare)	2

STAGE 26: THE RIGHT RIBS & THE RIGHT FEMUR (II)

26-5

EXPERT ADVICE

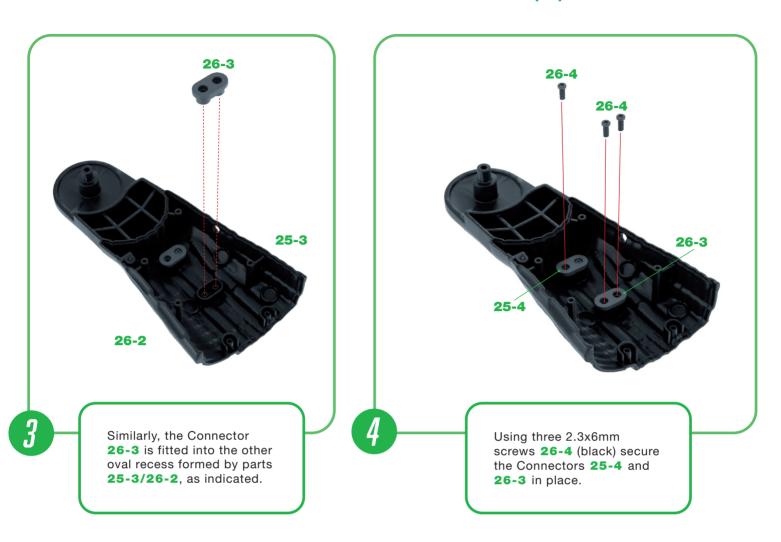
Throughout the build, there are two main types of screws used; those for metal and those for plastic. In this stage the black screws **26-4** are for plastic and the silver screws **26-5**, which have a finer thread, are for metal.

Take the rib support assembly 19-3 from the previous stage along with Rib 26-1. Insert the raised screw socket on Rib 26-1 into the corresponding hole in the support assembly 19-3, as shown. Fix in place with a 2.3x6mm screw 26-5 (silver).

The Right Femur 26-2 is now attached to the femur assembly 25-3. There is a hole in part 25-4 (circled) which fits over a peg on part 26-2 (arrow). This had a connector fitted to it in stage 25. The previously fitted Connector 25-4 fits into the raised screw socket on part 26-2, as shown. It may help to temporarily loosen the connector during this step.



STAGE 26: THE RIGHT RIBS & THE RIGHT FEMUR (II)





STAGE 27: THE RIGHT RIBS & THE RIGHT FEMUR (III)

In this stage you will continue to build the Xenomorph's right ribs and right femur.



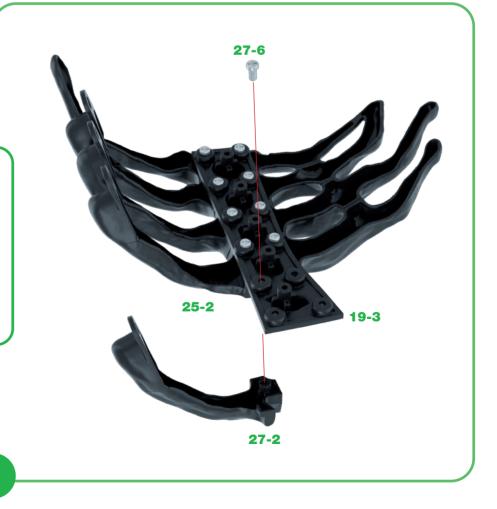
Ref.	Name	Qty.	Ref.	Name	Qty.
27-1	Right Rib	1	27-4	Connector	2
27-2	Right Rib	1	27-5	2.3x6mm screws (1 spare)	3
27-3	Right Femur	1	27-6	2.3x4mm screws (1 spare)	3

STAGE 27: THE RIGHT RIBS & THE RIGHT FEMUR (III)

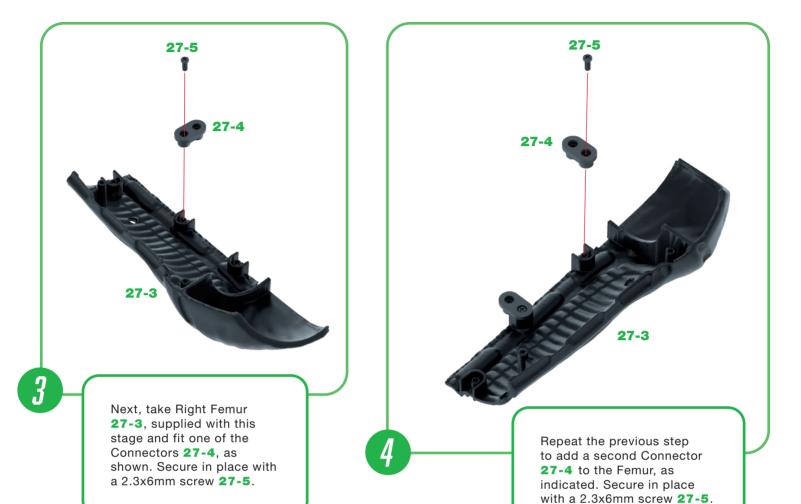


The next rib is formed using parts 27-1 and 27-2. There is a locating pin on Rib 27-2 which engages into a corresponding hole in Rib 27-1. Secure the two parts together using a 2.3x4mm screw 27-6.

As with the previous ribs, fit the raised screw socket on Rib 27-2 into the corresponding hole in the rib support 19-3. Fix in place from behind using a 2.3x4mm screw 27-6. Put the assembly safely aside until the next stage.



STAGE 27: THE RIGHT RIBS & THE RIGHT FEMUR (III)





STAGE 28:THE RIGHT RIBS & THE RIGHT FEMUR (IV)

In this stage you will continue to build the Xenomorph's right ribs and right femur.

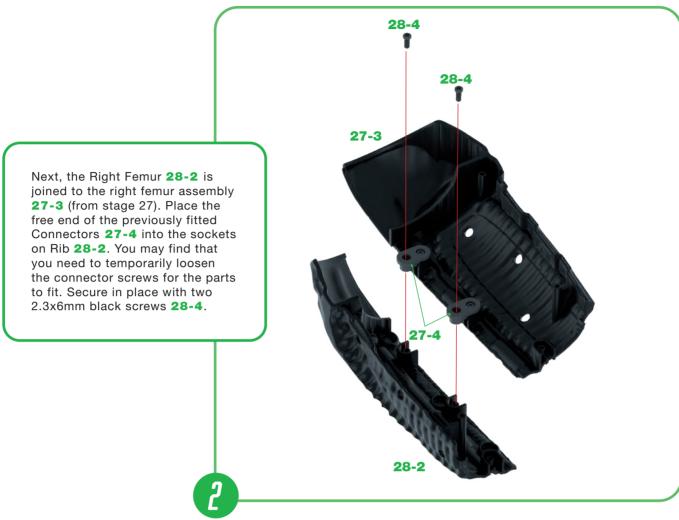


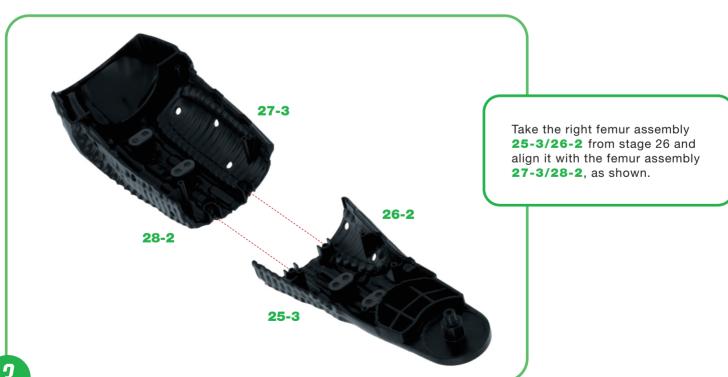
Ref.	Name	Qty.	Ref.	Name	Qty.
28-1	Right Rib	1	28-4	2.3x6mm screws Black (1 spare)	7
28-2	Right Femur	1			
28-3	Connector	2	28-5	2.3x6mm screws Silver (1 spare)	2



Take the rib support 19-3 which was worked on in the last stage. Fit the raised screw socket on Rib 28-1 into the hole in the support 19-3 on the opposite side to Rib 27-2. Fix in place with a 2.3x6mm silver screw 28-5. Put aside until it is needed in the next stage.

STAGE 28: THE RIGHT RIBS & THE RIGHT FEMUR (IV)





STAGE 28: THE RIGHT RIBS & THE RIGHT FEMUR (IV)

