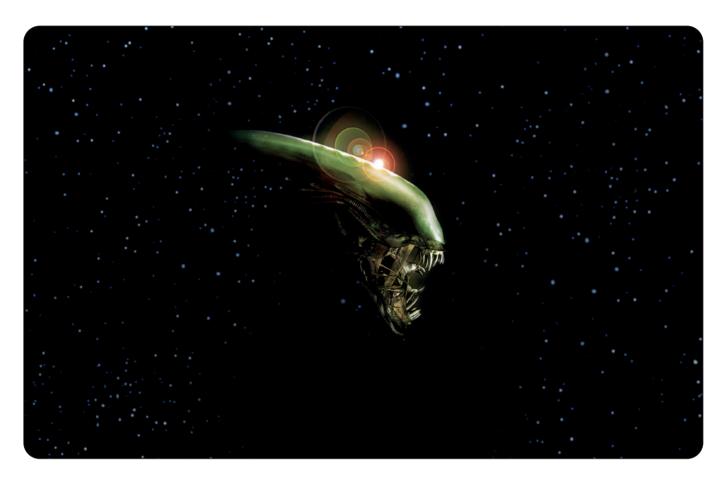
A L I E N



Pack 06 BUILD INSTRUCTIONS

STAGE 37: THE LEFT RIBS AND RIGHT THIGH (II)

STAGE 38: THE LEFT RIBS AND RIGHT THIGH (III)

STAGE 39: THE LEFT RIBS AND RIGHT THIGH (IV) STAGE 40: THE PELVIS (I)

STAGE 41: THE RIGHT LEG (IV)

STAGE 42: THE RIGHT FOOT AND RIBCAGE

STAGE 43: THE RIGHT FOOT

STAGE 44: THE RIGHT HAND AND SKULL (I)





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!

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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.

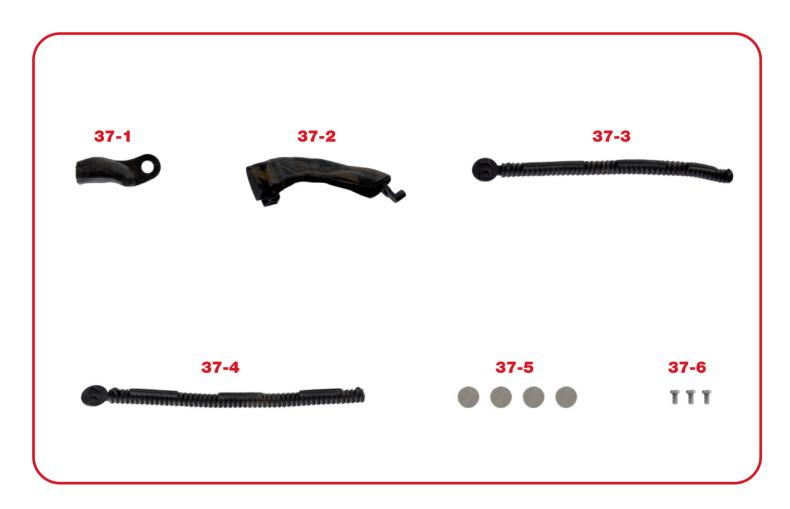
The installation of electronic parts must always be carried out by an adult. When replacing batteries, use the same type of batteries.

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

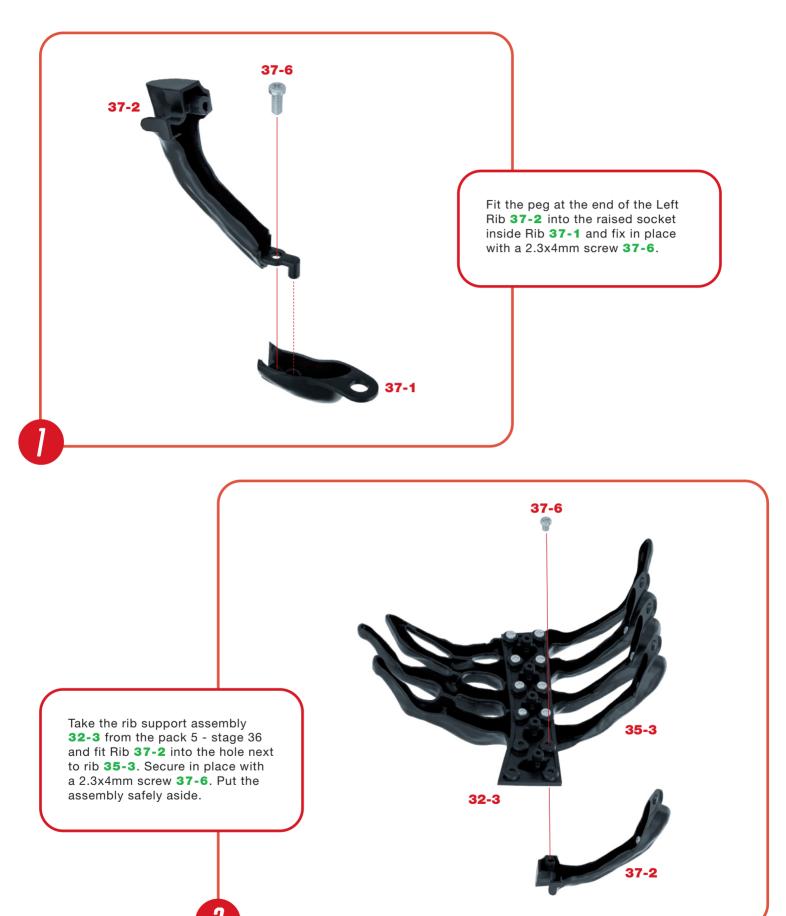
Please make sure to check with your local authority how batteries should be disposed of in your area. Batteries can present a choking danger to small children and may cause serious harm if ingested. Do not leave them lying around and keep any spare batteries locked away at all times.

STAGE 37: THE LEFT RIBS AND RIGHT THIGH (II)

In this stage you will continue to work on the left rib and right thigh assemblies.



Ref.	Name	Qty.	Ref.	Name	Qty.
37-1	Left Rib	1	37-4	Pipe D2 (right thigh)	1
37-2	Left Rib	1	37-5	Magnets	4
37-3	Pipe D1 (right thigh)	1	37-6	2.3x4mm screw (1 spare)	3



STAGE 37: THE LEFT RIBS AND RIGHT THIGH (II)



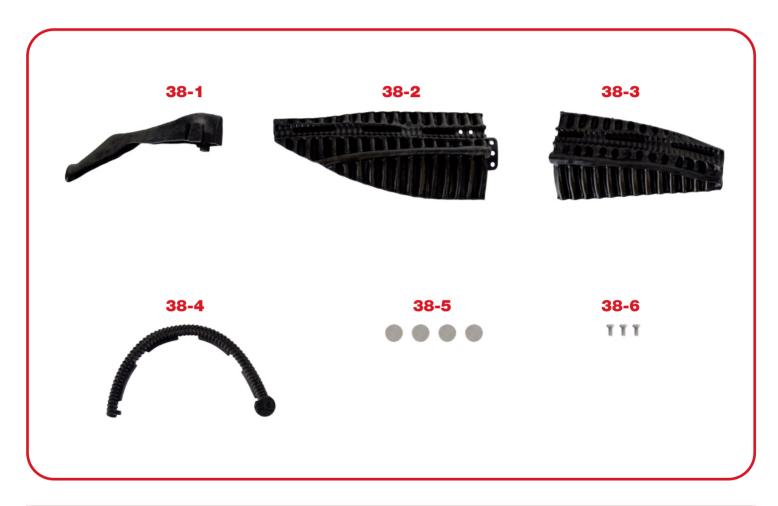
STAGE 37: THE LEFT RIBS AND RIGHT THIGH (II)



THE NINTH LEFT RIB HAS BEEN ADDED AS WELL AS PIPES AND MAGNETS BEING FITTED TO THE THIGH SKIN.

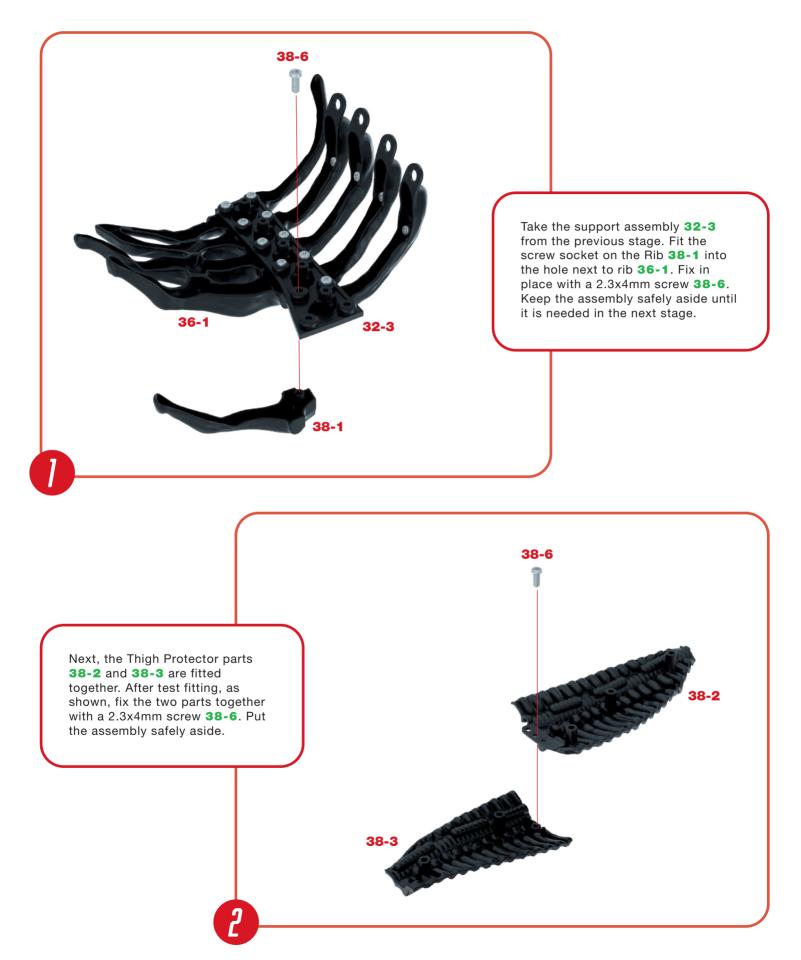
STAGE 38: THE LEFT RIBS AND RIGHT THIGH (III)

In this stage you will continue to build the left rib section and work on the right femur and thigh.

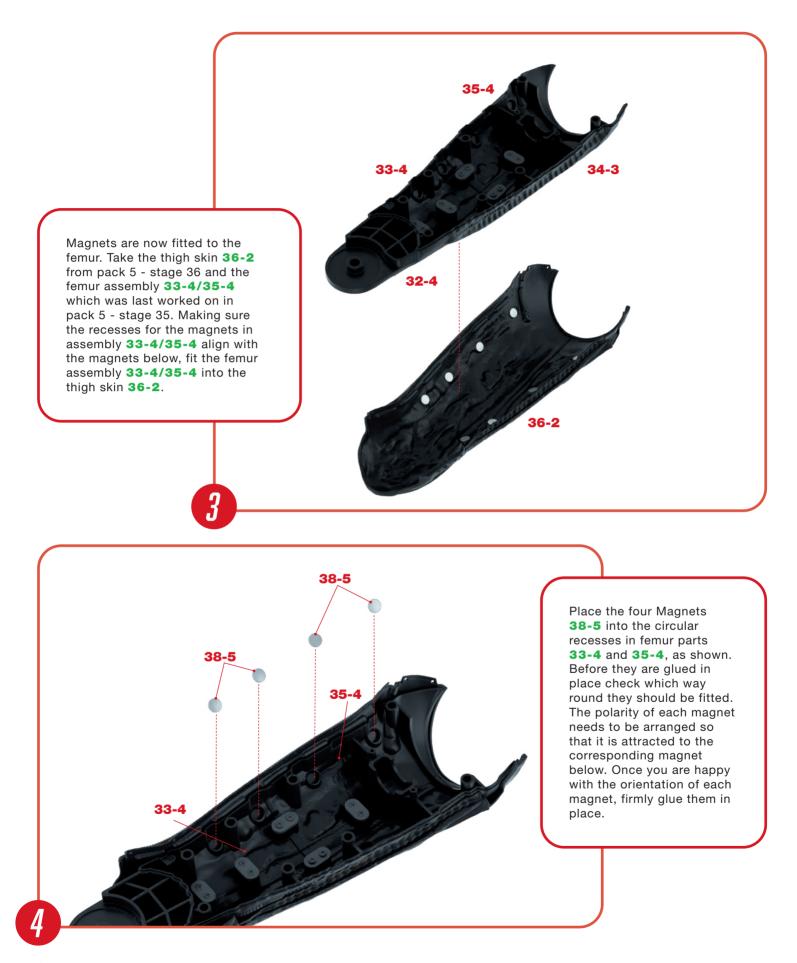


Ref.	Name	Qty.	Ref.	Name	Qty.
38-1	Left Rib	1	38-4	Pipe D3 (right thigh)	1
38-2	Thigh Protector	1	38-5	Magnets	4
38-3	Thigh Protector	1	38-6	2.3x4mm screws (1 spare)	3

STAGE 38: THE LEFT RIBS AND RIGHT THIGH (III)



STAGE 38: THE LEFT RIBS AND RIGHT THIGH (III)

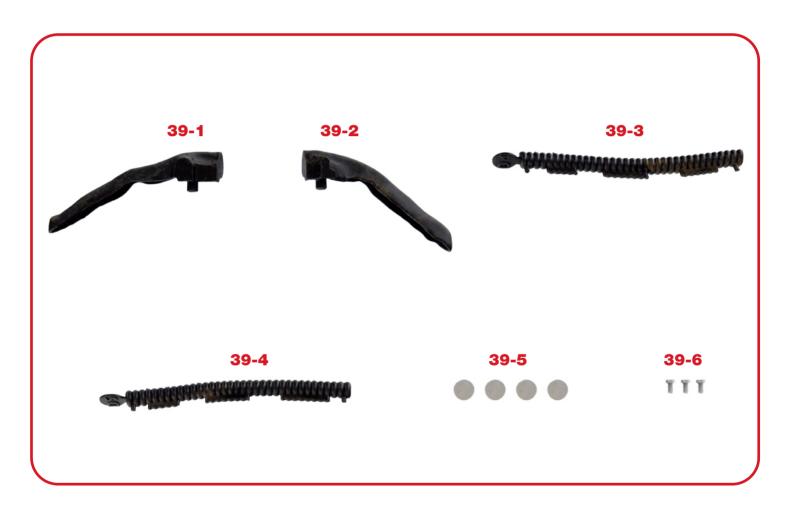


STAGE 38: THE LEFT RIBS AND RIGHT THIGH (III)



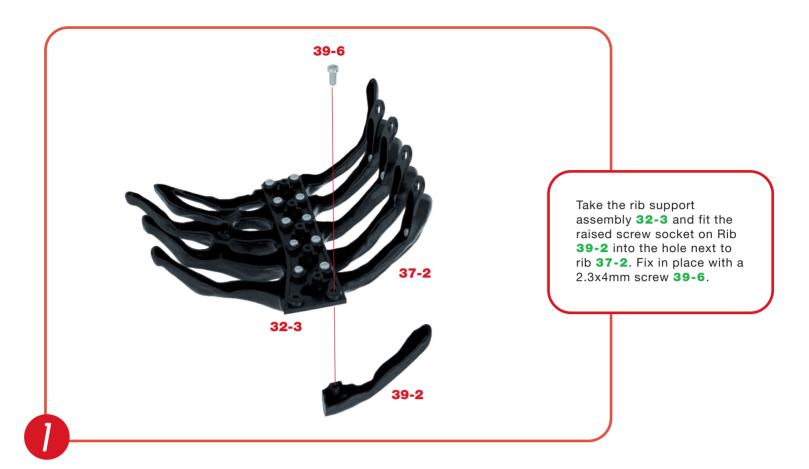
STAGE 39: THE LEFT RIBS AND RIGHT THIGH (IV)

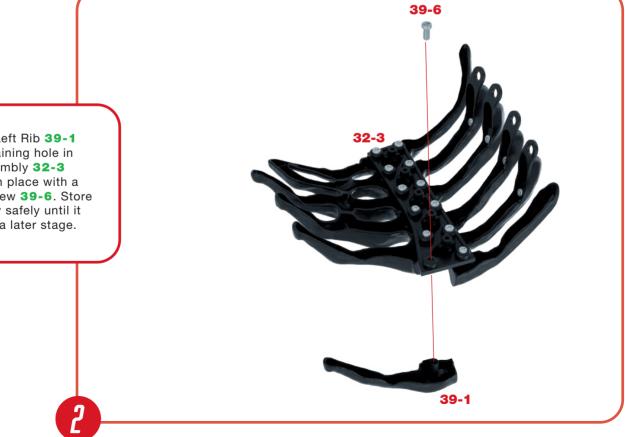
In this stage you will continue to work on the left rib and right thigh assemblies.



Ref.	Name	Qty.	Ref.	Name	Qty.
39-1	Left Rib	1	39-4	Pipe D5 (right thigh)	1
39-2	Left rib	1	39-5	Magnets	4
39-3	Pipe D4 (right thigh)	1	39-6	2.3x4mm screws (1 spare)	3

STAGE 39: THE LEFT RIBS AND RIGHT THIGH (IV)





Fit the final Left Rib 39-1 into the remaining hole in support assembly 32-3 and secure in place with a 2.3x4mm screw **39-6**. Store the assembly safely until it is needed in a later stage.

STAGE 39: THE LEFT RIBS AND RIGHT THIGH (IV)



STAGE 39: THE LEFT RIBS AND RIGHT THIGH (IV)



ASSEMBLY GUIDE

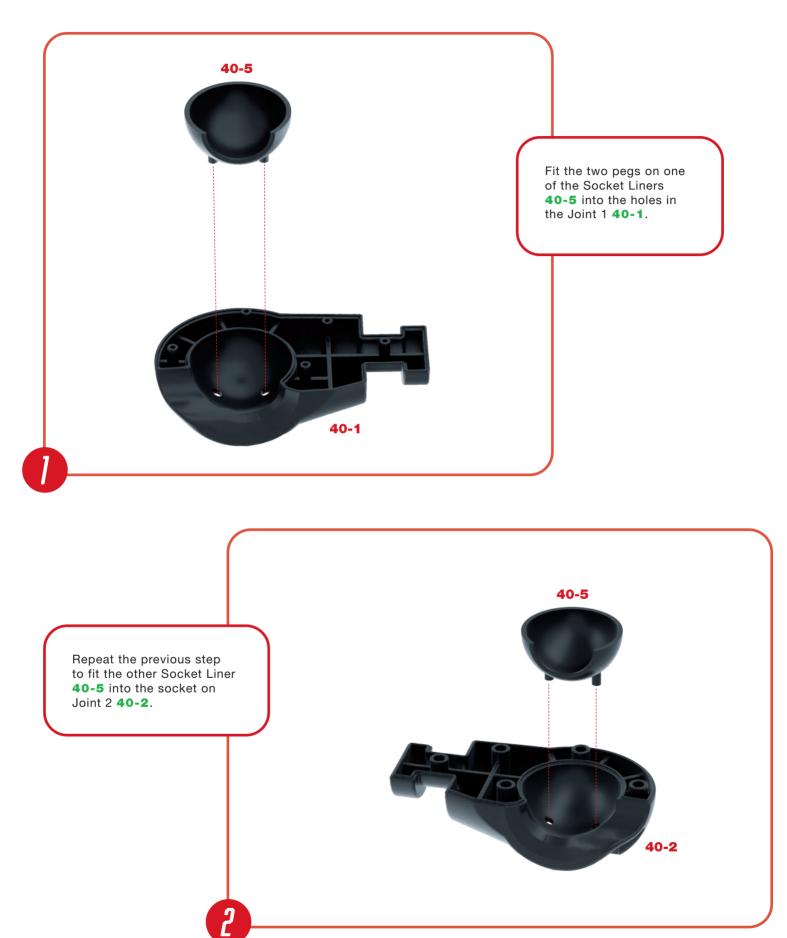
STAGE 40: THE PELVIS (I)

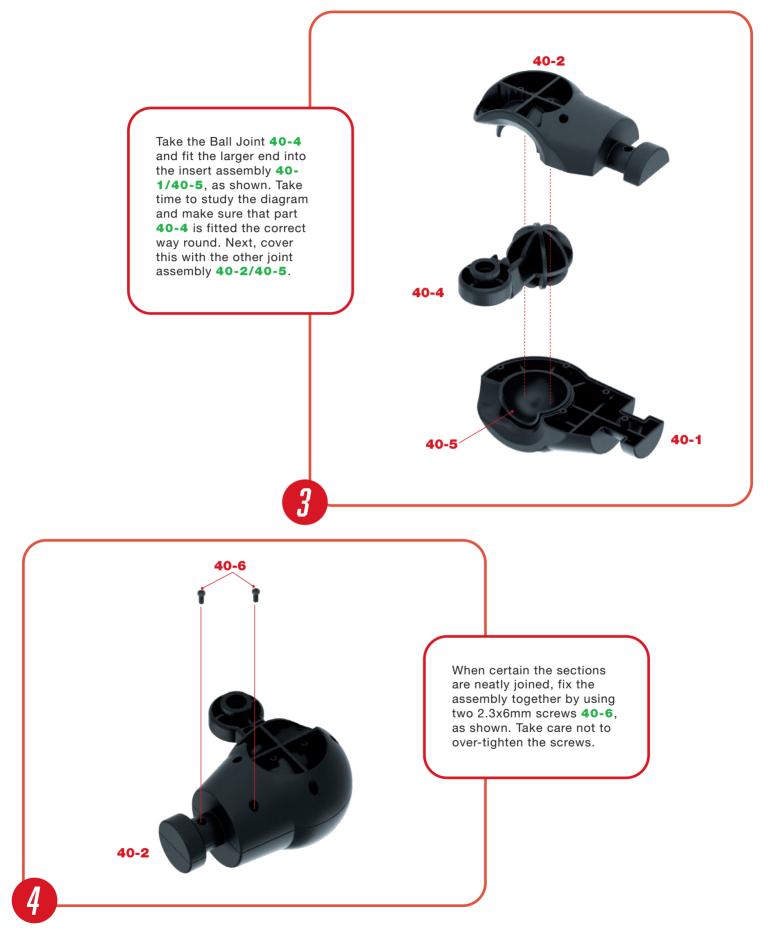
In this stage you will start to build the Xenomorph's pelvis.



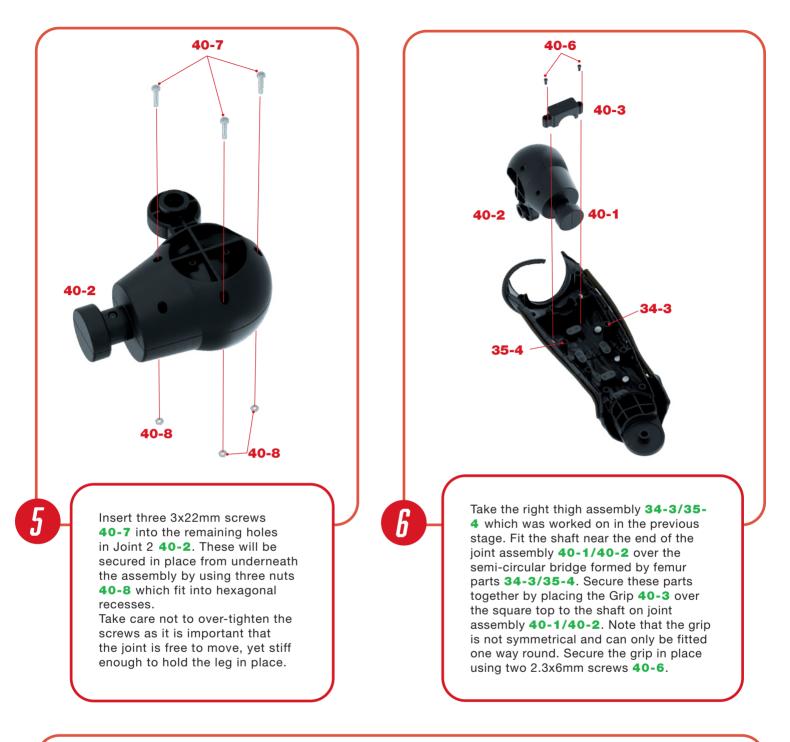
Ref.	Name	Qty.	Ref.	Name	Qty.
40-1	Joint 1	1	40-5	Socket Liner	2
40-2	Joint 2	1	40-6	2.3x6mm screw (1 spare)	5
40-3	Grip	1	40-7	3x22mm screw (1 spare)	3
40-4	Ball Joint	1	40-8	Nuts	3

STAGE 40: THE PELVIS (I)





STAGE 40: THE PELVIS (I)





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STAGE 41: THE RIGHT LEG (IV)

In this stage you will continue to build the Xenomorph's right leg - working on the tibia, femur and knee.



Ref.	Name	Qty	Ref.	Name	Qty
41-1	Thigh Protector	1	41-5	3x22mm screw	1
41-2	Thigh Protector	1	41-6	Nut	1
41-3	Knee Washers	2	41-7	2x4mm Flange screw (1 spare)	5
41-4	Knee	1	41-8	2.3x6mm screw (1 spare)	9



STAGE 41: THE RIGHT LEG (IV)





Carefully study the Knee **41-4** and the diagrams on the left in preparation for joining the seam. There are pegs on one side of the seam and corresponding holes along the other. After test-fitting the parts together, add a little glue along the join (green line on the inset diagram) and firmly secure the two sides together. Make sure the glue has fully set before moving on to the next instruction. Next. slide the Knee 41-4 over the middle part of the right leg so that the raised sockets in parts 25-3/16-1 (circled) align with the holes in Knee 41-1 (arrows). Whilst sliding into position, the end of the Knee **41-4** may need to be lifted over the raised sockets with a screwdriver, or similar.





Turn the tibia assembly over and study the inset (left) and diagram of the completed stage on page 7 to see how the skin **A/B** and calf protector **C** are fitted. After making sure that the skin is central, glue the three ridges at the join (circled) together. The calf protector **C** is fitted over the edges of the skin **A** and **B**. The skin **A/B** may need to be stretched to ensure the edge fits under the calf protector **C**. Apply a little glue to the contact areas of each edge (green lines) and secure in place. Hold the parts firmly in place until the glue has set.

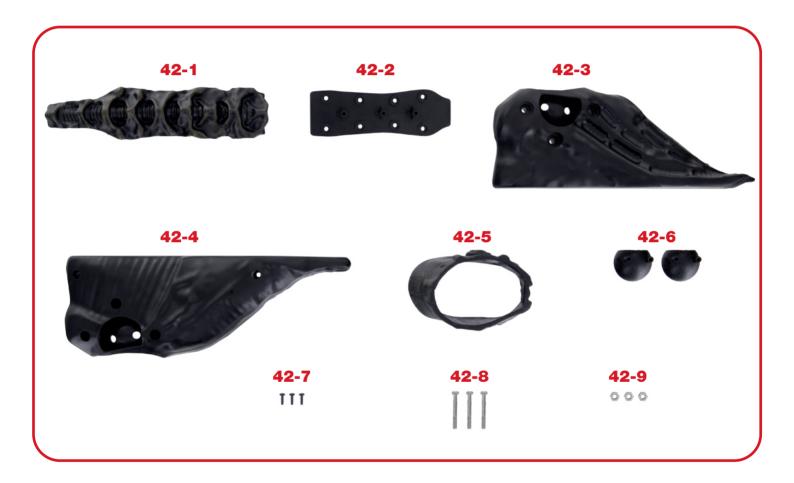




! Keep the Thigh Protectors safely aside until they are needed in the next stage.

STAGE 42: THE RIGHT FOOT AND RIBCAGE

In this stage you will start to build the right foot and assemble the left and right ribs.



Ref.	Name	Qty.		Ref.	Name	Qty.
42-1	Rib Support	1		42-6	Joint Liner	2
42-2	Rib Support	1		42-7	2.3x6mm screw (1 spare)	3
42-3	Right Foot	1	-			
42-4	Right Foot	1		42-8	3x22mm screw	3
42-5	Ankle Collar	1		42-9	Nut	3

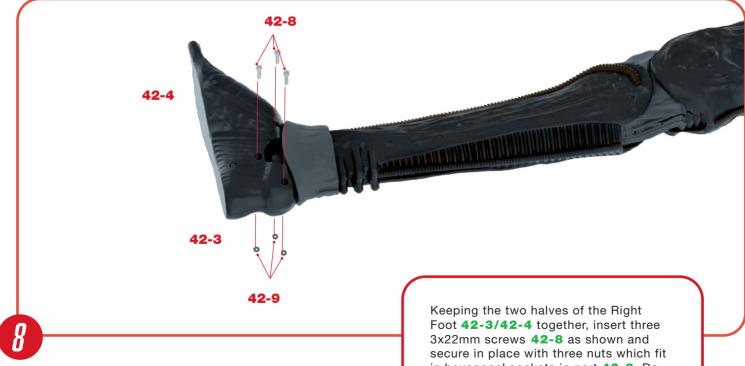




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STAGE 42: THE RIGHT FOOT AND RIBCAGE





in hexagonal sockets in part **42-3**. Do not over-tighten, as the ball joint needs to be able to move.

STAGE 42: THE RIGHT LEG AND RIBCAGE



Take the left (L) and right rib (R) assemblies which were last worked on in stage 39 and pack 5 - stage 30 respectively. Fit the holes at the ends of the ribs over the raised screw sockets on Rib Support **42-1**. Next, cover the join with Rib Support **42-2**, fitting the corresponding pegs over the top. This is only a temporary fixing as the rib cage will need to be separated again at a later stage when it is fitted to the body.

STAGE 42 IS COMPLETE

FOOT, THE TWO HALVES OF THE RIB CAGE JOINED TOGETHER AND SKIN FITTED TO THE THIGH.

WORK HAS BEGUN ON THE RIGHT



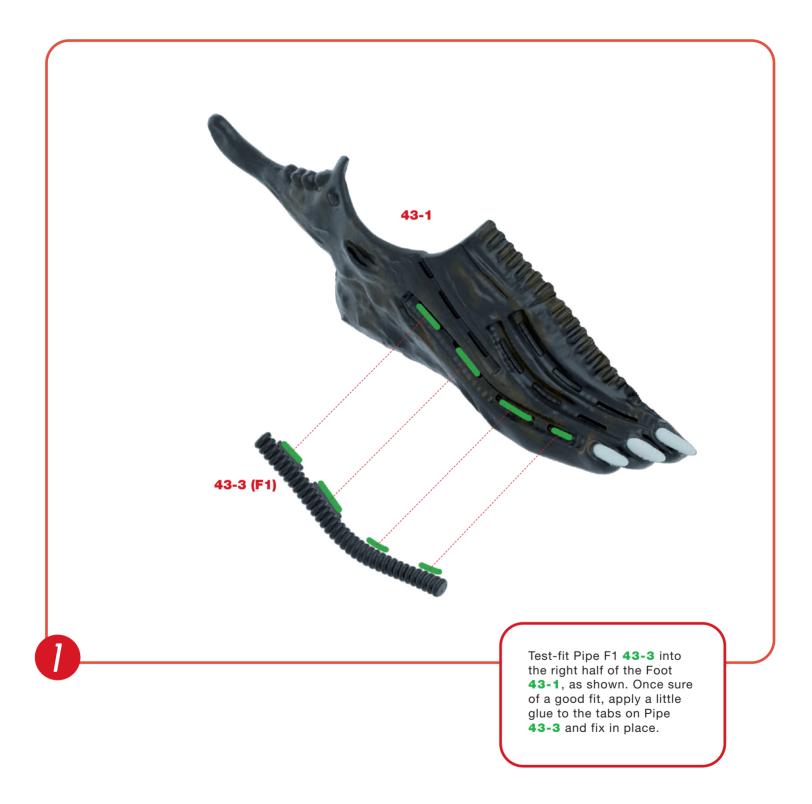


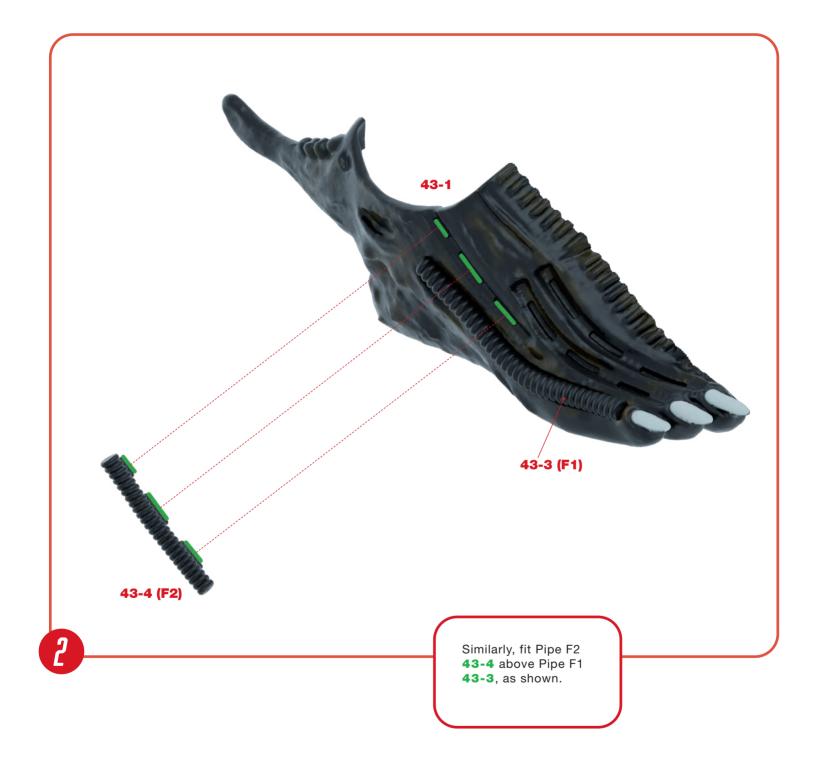
STAGE 43: The right foot

In this stage you will finish building the right foot of the Xenomorph.

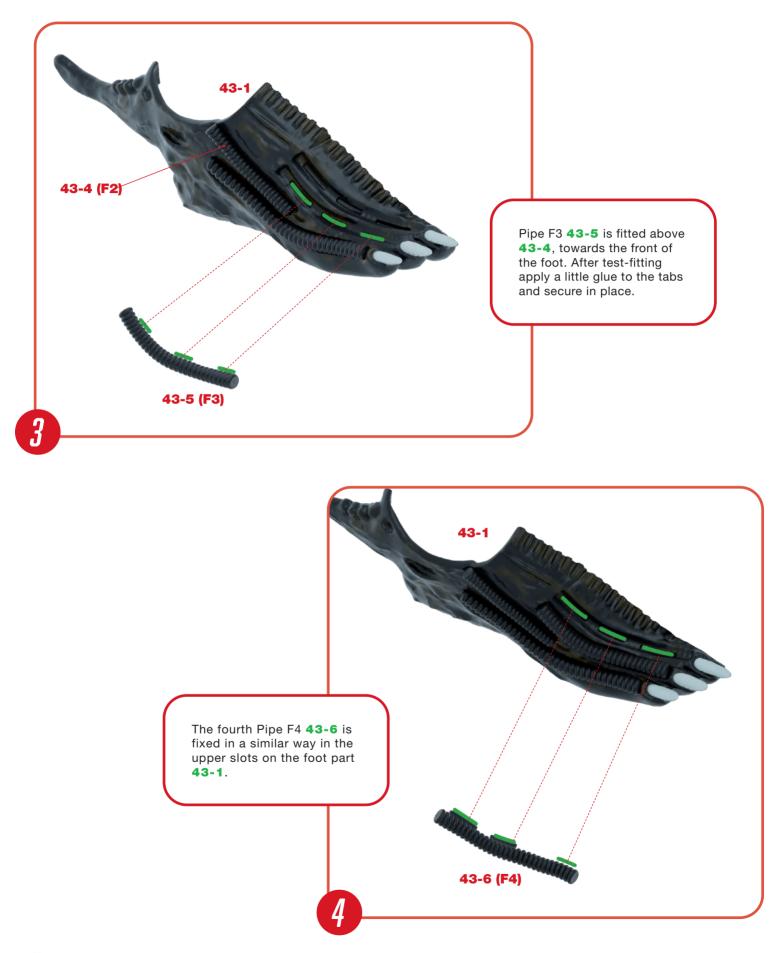


Ref.	Name	Qty.	Ref.	Name	Qty.
43-1	Right Foot (Right)	1	43-4	Pipe (F2)	1
43-2	Right Foot (Left)	1	43-5	Pipe (F3)	1
43-3	Pipe (F1)	1	43-6	Pipe (F4)	1





STAGE 43: THE RIGHT FOOT



STAGE 43: THE RIGHT FOOT

Take the foot (leg) assembly from the previous stage and fit the right half of **43-1** over the Foot **42-3**, as shown.

> Test fit the left half of the Foot **43-2** over the other side of the foot **42-4** and when sure of a good fit, join the two halves of the foot skin together. A little glue is applied to the contact areas on part **43-2** as shown by the green lines. There are pegs and corresponding holes to help secure the parts in place and it may be easiest to first fit the bottom of the foot together. There is a peg at the back of **43-2** which is glued into the corresponding hole in **43-1** (red arrows).

43-1

42-3

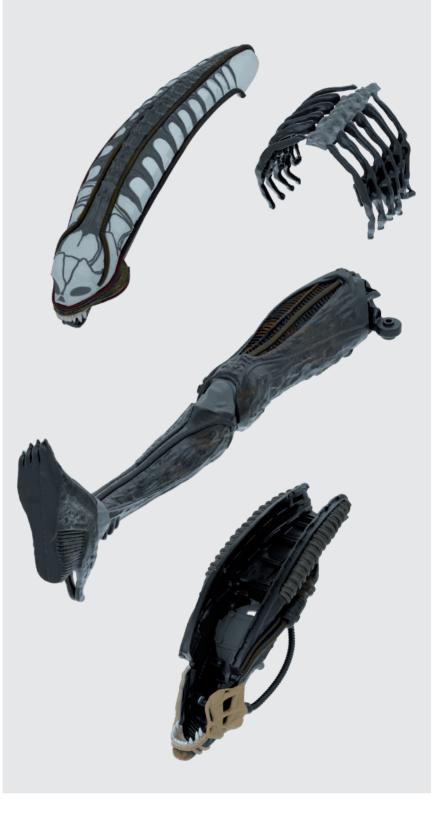
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STAGE 43 IS COMPLETE



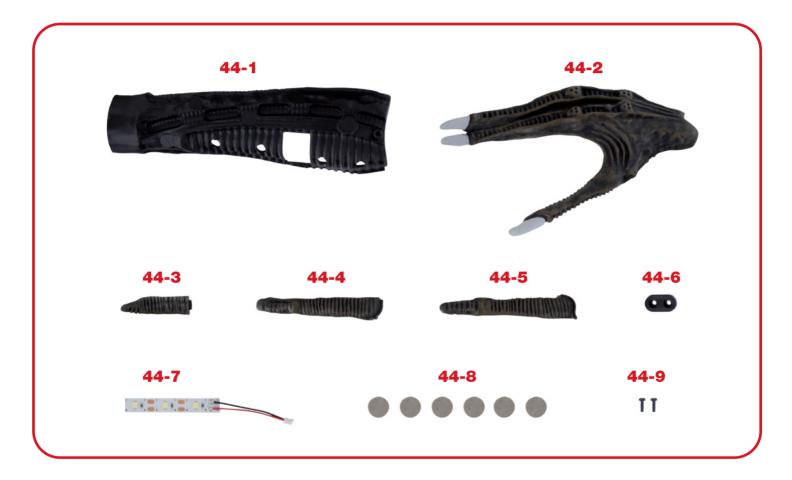
BUILD SUMMARY

You have now completed three main assemblies: the skull and jaw, the ribs and the right leg.



STAGE 44: THE RIGHT HAND AND SKULL (I)

In this stage you will start to build the Xenomorph's right hand, and install an LED on the skull.



Ref.	Name	Qty.		Ref.	Name	Qty.
44-1	Right Radius	1		44-6	Connector	1
44-2	Right-back Part of the Hand	1		44-7	Skull LED A	1
44-3	Right Finger (R1)	1	-			-
44-4	Right Finger (R2)	1		44-8	Magnets	6
44-5	Right Finger (R3)	1		44-9	2.3x6mm screw (1 spare)	2





