# ALIEN



# Pack 09

### BUILD INSTRUCTIONS

STAGE 61: THE LEFT ARM (II)

STAGE 62: THE LEFT LEG (I)

STAGE 63: THE LEFT LEG (II)

STAGE 64: THE LEFT LEG (III)

STAGE 65: THE LEFT LEG (IV)

STAGE 66: THE LEFT LEG (V)

STAGE 67: THE LEFT LEG (VI)





### 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.

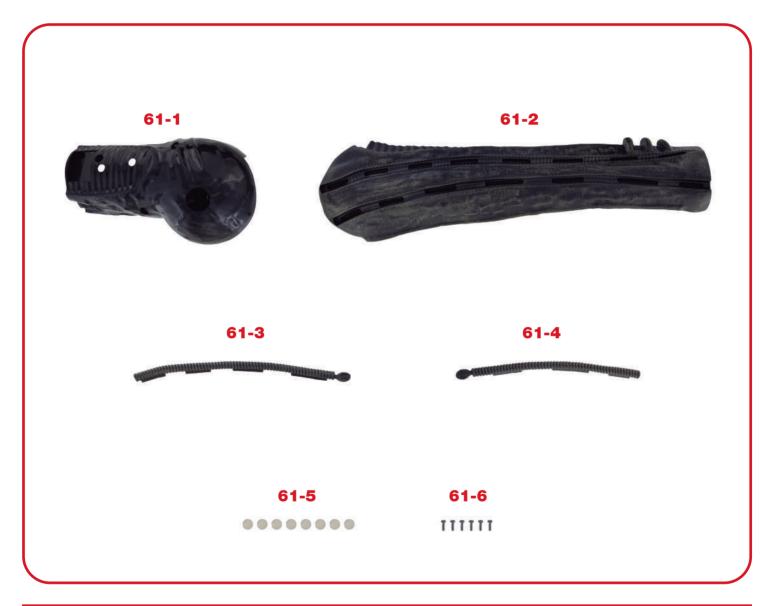
The installation of electronic parts must always be carried out by an adult. When replacing batteries, use the same type of batteries.

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 finish your assembly of the left arm and start building the skin covering for the left calf.

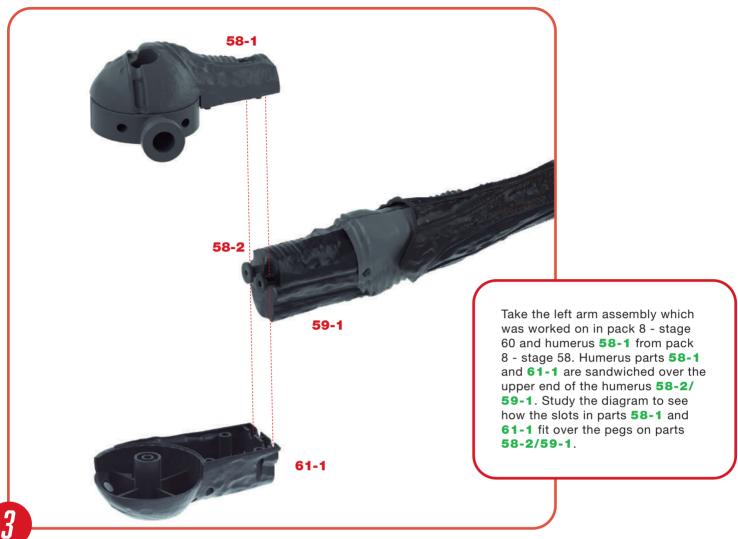


Ref	Name	Qty
61-1	Left Humerus	1
61-2	Left Calf Skin	1
61-3	Pipe L1	1

Ref	Name	Qty
61-4	Pipe L2	1
61-5	Magnets	8
61-6	2.3x6mm screws (1 spare)	6









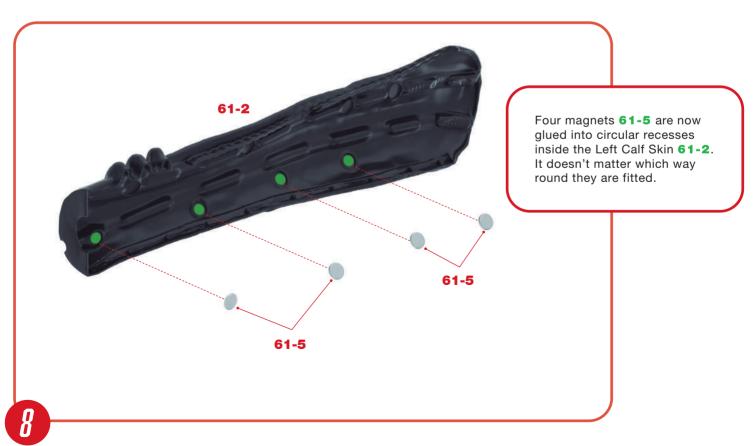


Take the radius protector 55-2/53-3 from pack 8 - stage 55 and fit it into the corresponding space on the radius 54-1. Once certain that it is correctly covering the edges of the skin, glue in place. Similarly, take humerus protector 58-3/58-4 from pack 8 - stage 58 and fit it into the space in the humerus 58-1/58-2. Ensure that it correctly covers the edges of the skin, then glue in place.



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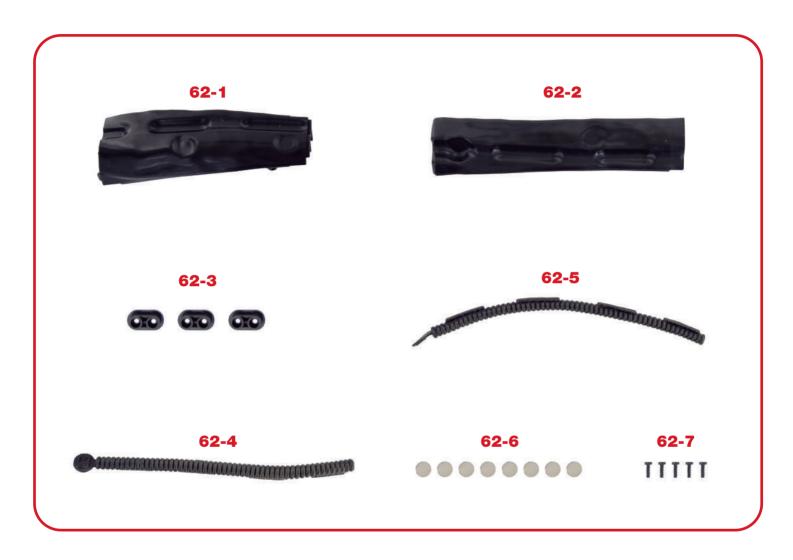








In this stage you will start to build parts of the left leg of the Xenomorph.



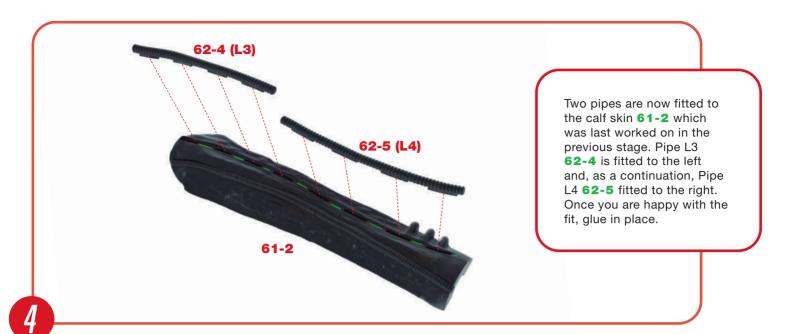
Ref	Name	Qty
62-1	Left Tibia 1	1
62-2	Left Tibia 2	1
62-3	Connector	3
62-4	Pipe L3	1

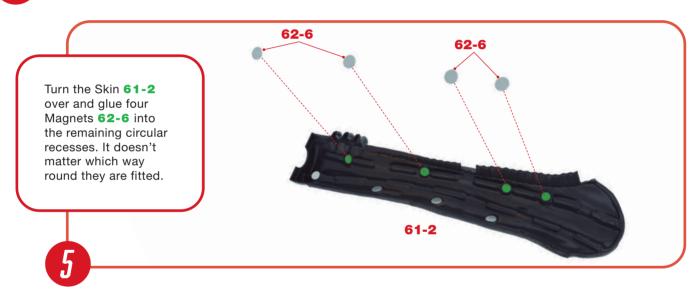
Ref	Name	Qty
62-5	Pipe L4	1
62-6	Magnets	8
62-7	2.3x6mm screws (1 spare)	5



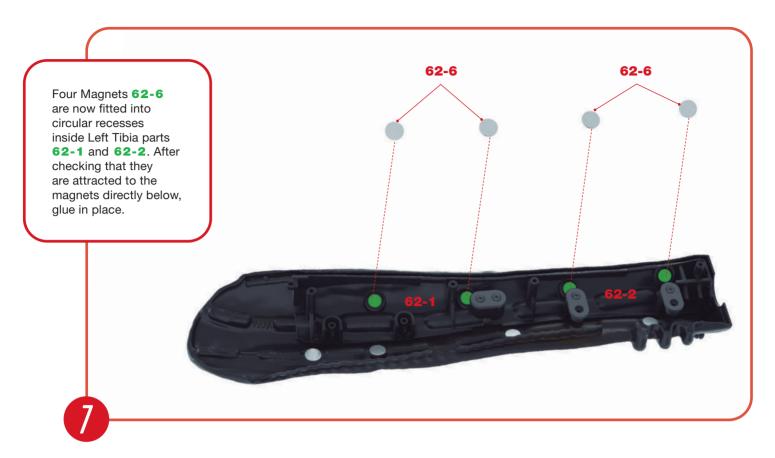














In this stage you will continue to work on the Xenomorph's left leg.



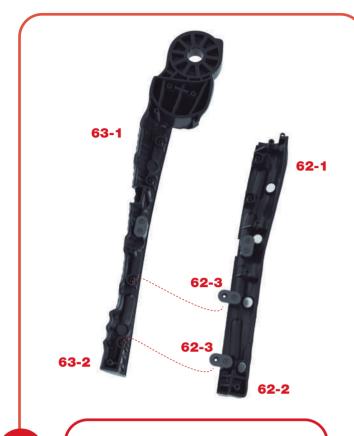
Ref	Name	Qty
63-1	Left Tibia 3	1
63-2	Left Tibia 4	1
63-3	Connectors	3

Ref	Name	Qty
63-4	Left Calf Skin	1
63-5	Magnets	8
63-6	2.3x6mm screws (1 spare)	9

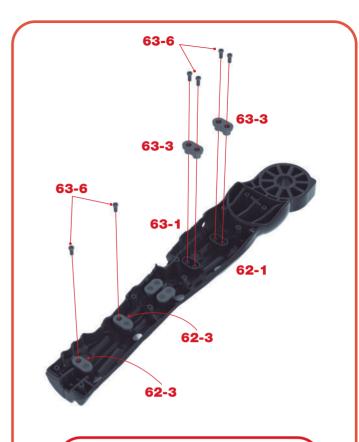




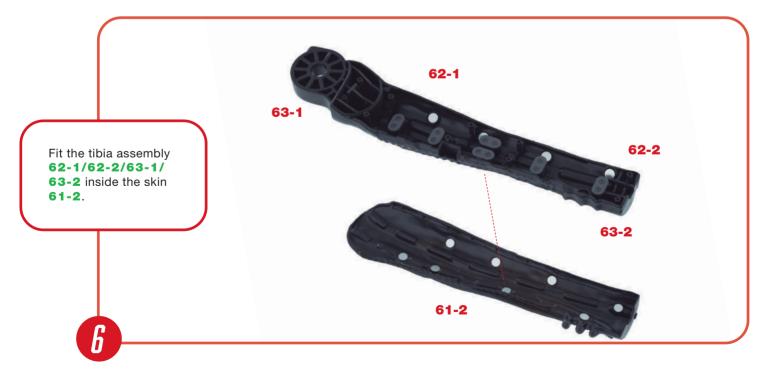




Take the Tibia assembly 63-1/63-2 from step 2 and join it to assembly 62-1/62-2. This is done by fitting the two free Connectors 62-3 over the raised screw sockets on Left Tibia 63-2.



Fit the remaining Connectors
63-3 into the oval recesses, as shown. Secure these and the other connectors 62-3 in place with six 2.3x6mm screws 63-6.







63-4

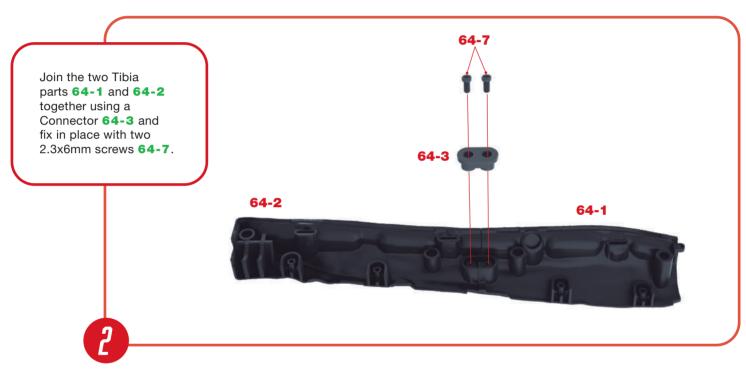
In this stage you will continue working on parts of the Xenomorph's left tibia.



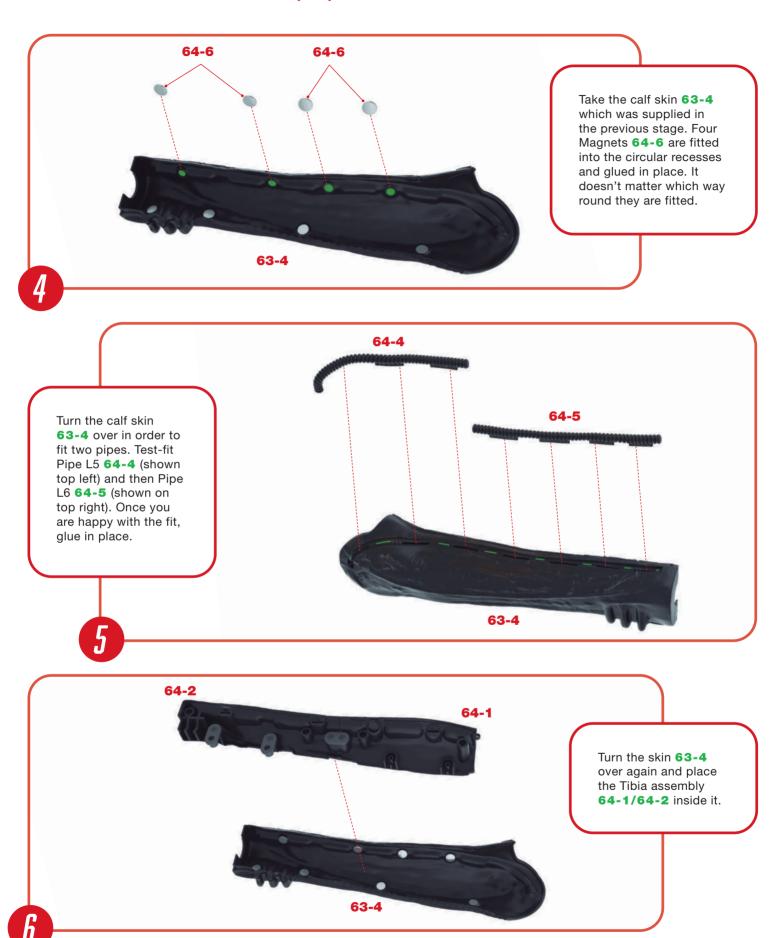
Ref	Name	Qty
64-1	Left Tibia 5	1
64-2	Left Tibia 6	1
64-3	Connectors	3
64-4	Pipe L5	1

Ref	Name	Qty
64-5	Pipe L6	1
64-6	Magnets	8
64-7	2.3x6mm screws (1 spare)	5

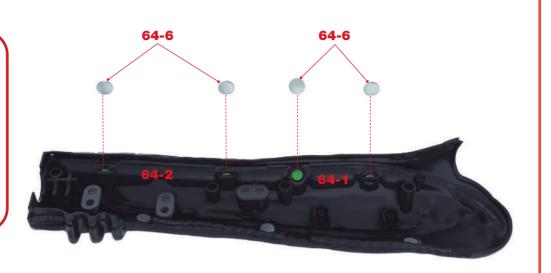








Next, four Magnets 64-6 are fixed into the recesses on the tibia assembly 64-1/64-2. These need to fitted so that they are attracted to the magnets directly below. Once certain they are orientated correctly, glue in place.



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#### **STAGE 64 IS COMPLETE**

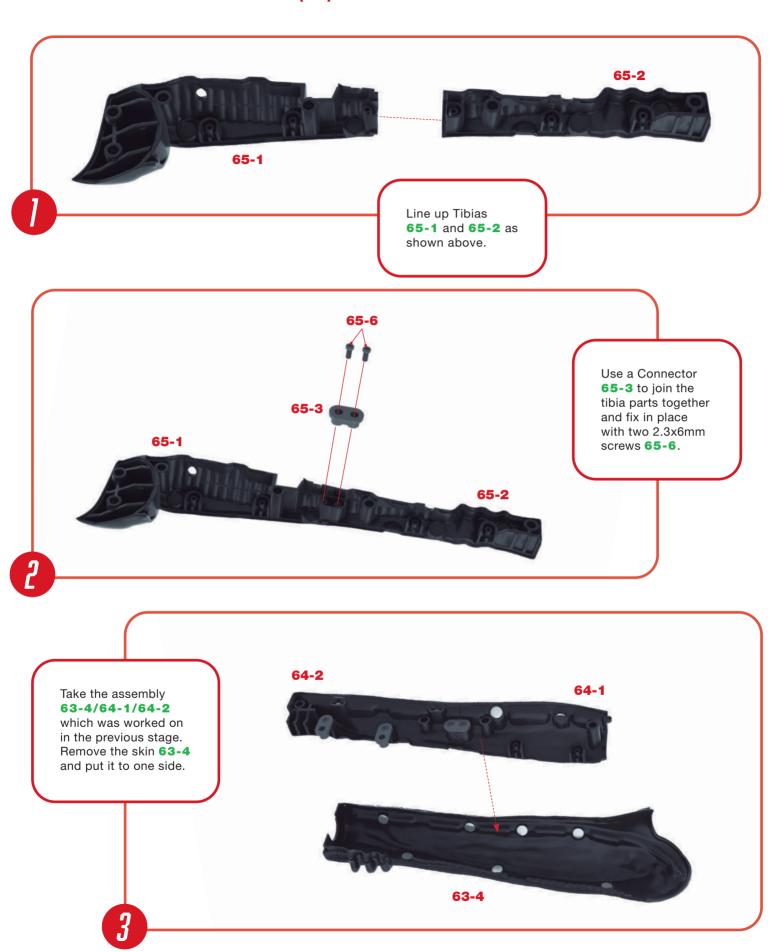


FURTHER WORK HAS BEEN COMPLETED ON THE LEFT LEG, WITH MAGNETS, PIPES AND CONNECTORS FITTED.

In this stage you will continue working on parts of the Xenomorph's left tibia.

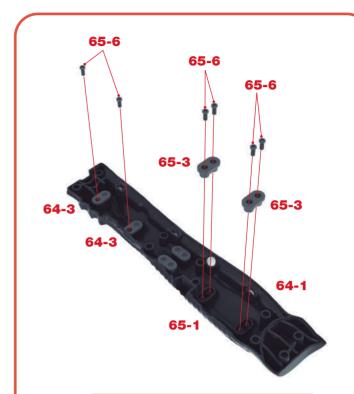


Ref	Name	Qty	Ref	Name	Qty
65-1	Left Tibia 7	1	65-4	Ball Joint	1
65-2	Left Tibia 8	1	65-5	Magnets	4
65-3	Connectors	3	65-6	2.3x6mm screws (1 spare)	19

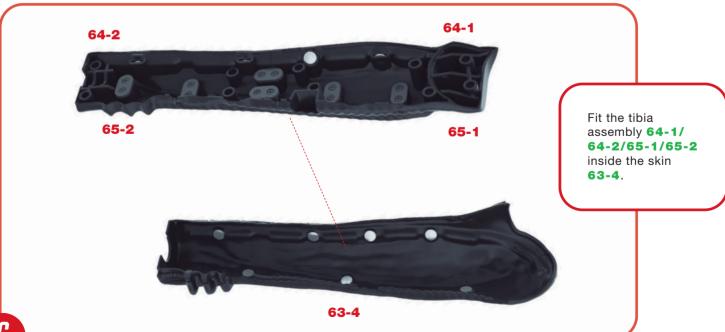


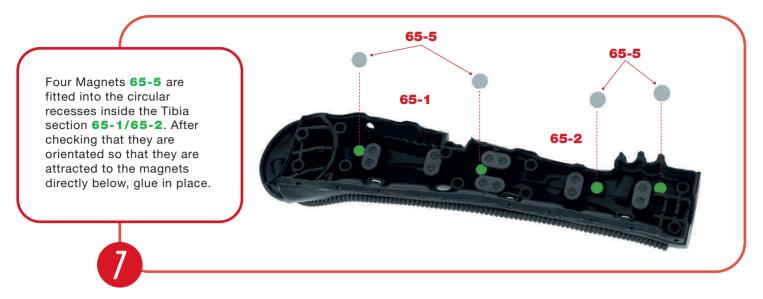


Assemblies 64-1/64-2 and 65-1/65-2 are now joined together. There is a locating hole on part 64-1 (circled) which fits over a peg on part 65-1 (arrow) and the free side of the connectors 64-3 are fitted over the raised screw sockets in Left Tibia 65-2.



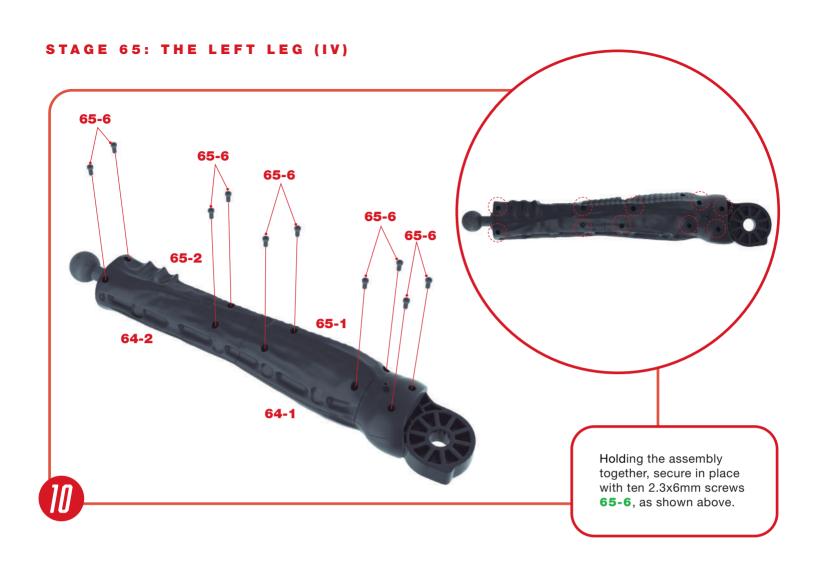
Fit the remaining two Connectors 65-3 over the oval recesses inside Tibia 64-1 and 65-1 and fix in place with four 2.3x6mm screws 65-6. Take a further two 2.3x6mm screws 65-6 to secure the connectors from the previous step.











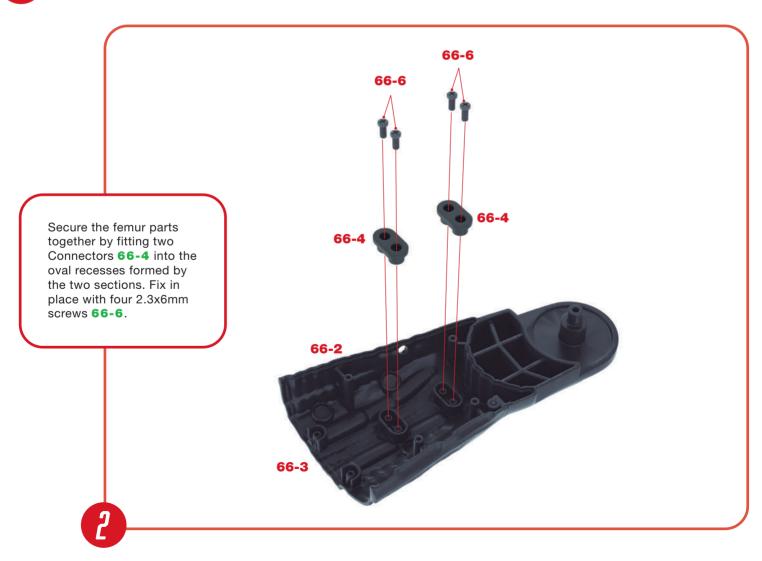


In this stage you will start to assemble parts of the Xenomorph's left thigh.



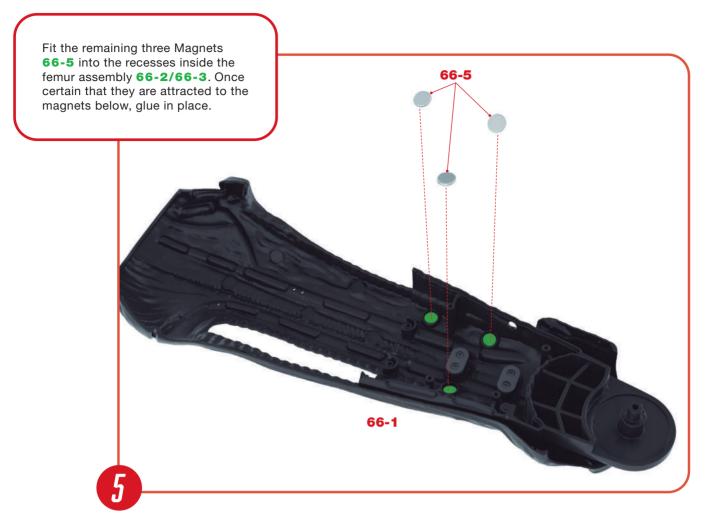
Ref	Name	Qty	Ref	Name	Qty
66-1	Left Thigh Skin Covering	1	66-4	Connectors	2
66-2	Left Femur 1	1	66-5	Magnets	6
66-3	Left Femur 2	1	66-6	2.3x6mm screws (1 spare)	5

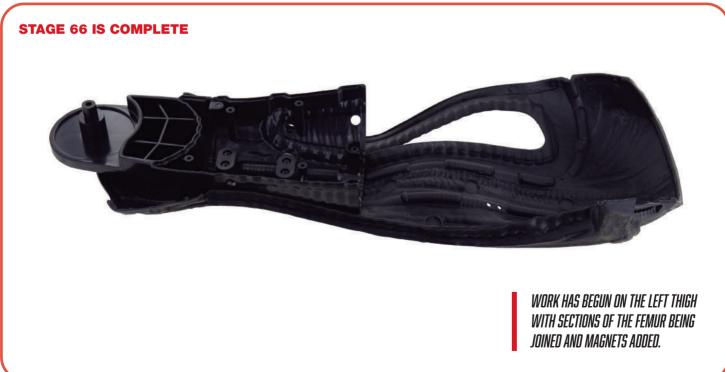










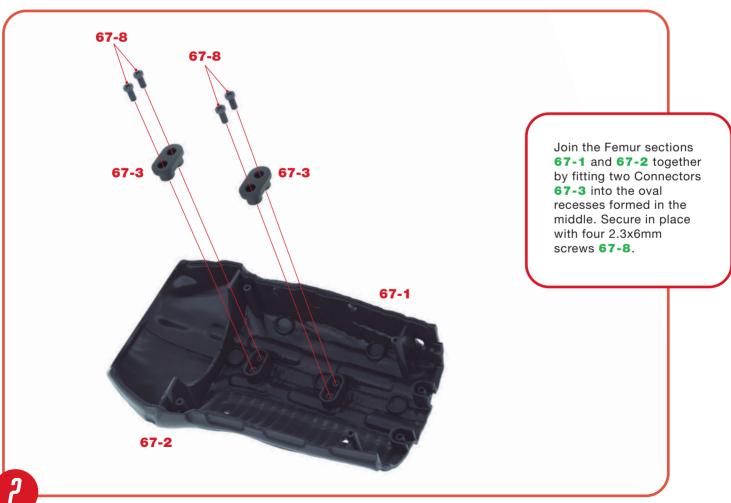


In this stage you will join the different parts of the left femur and attach the outer skin covering.

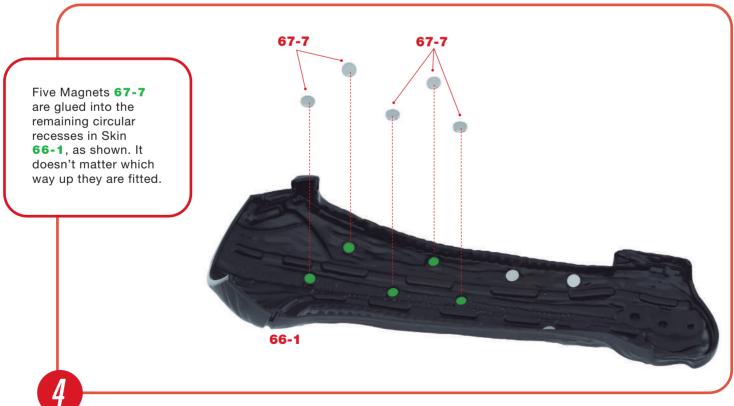


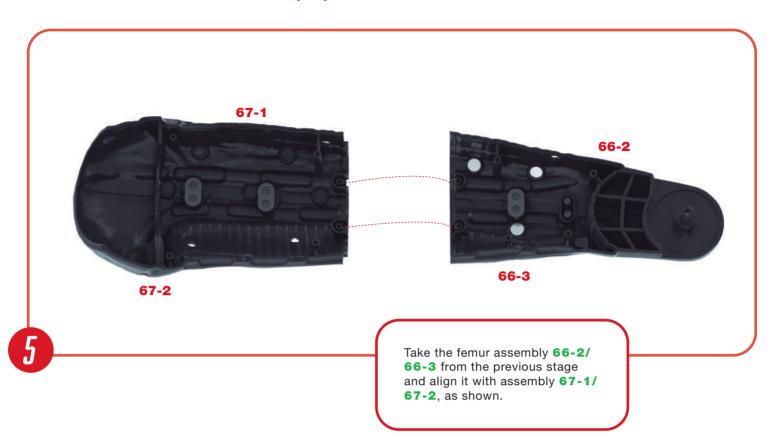
Ref	Name	Qty	Ref	Name	Qty
67-1	Left Femur 3	1	67-5	Pipe A2	1
67-2	Left Femur 4	1	67-6	Pipe A3	1
67-3	Connectors	4	67-7	Magnets	10
67-4	Pipe A1	1	67-8	2.3x6mm screws (1 spare)	9

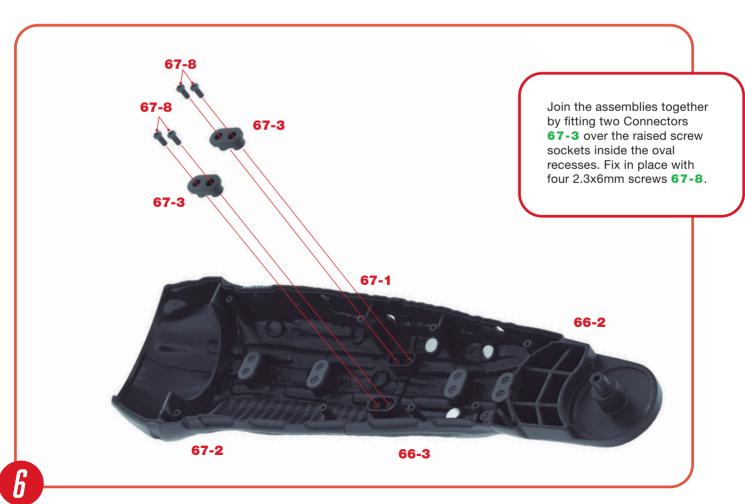






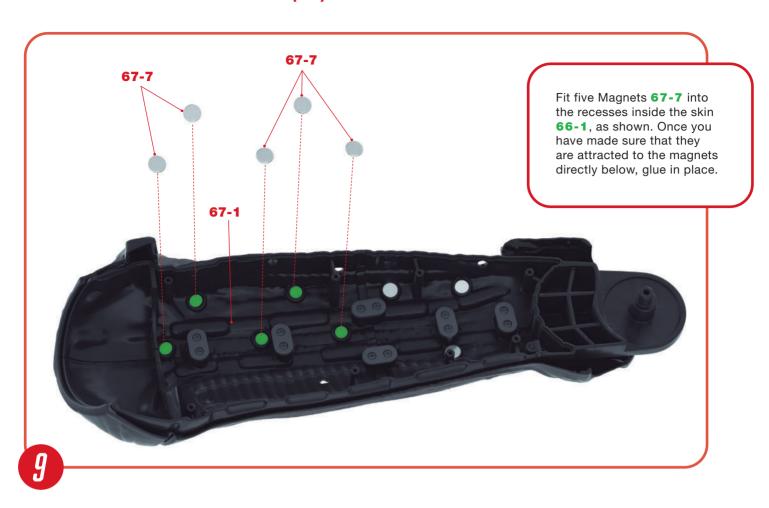






67-6 (A3) 67-5 (A2) Turn the skin 66-1 over and test-fit the Pipes A3 **67-6**, A2 **67-5** and A1 67-4, from left to right, into the slots running 67-4 (A1) along the length of the skin. There are locating pegs at one end of the pipes and they will only fit into the specific slots assigned to them. Once you are happy with the fit, glue in place. 66-1







In this stage you will continue working on parts of the Xenomorph's left femur and left thigh.



Ref	Name	Qty	Ref	Name	Qty
68-1	Left Femur 5	1	68-5	Pipe B2	1
68-2	Left Femur 6	1	68-6	Connector	2
68-3	Left Thigh Skin	1	68-7	Magnets	8
68-4	Pipe B1	1	68-8	2.3x6mm screws (1 spare)	5



