

Pack 10

BUILD INSTRUCTIONS

STAGE 69: THE LEFT LEG (VIII)

STAGE 73: THE LEFT LEG (XII)

STAGE 70: THE LEFT LEG (IX) STAGE 74: THE LEFT LEG AND THE ABDOMEN

STAGE 71: THE LEFT LEG (X)

STAGE 75: THE ABDOMEN (I)

STAGE 72: THE LEFT LEG (XI)

STAGE 76: THE ABDOMEN (II)





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.

STAGE 69: THE LEFT LEG (VIII)

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



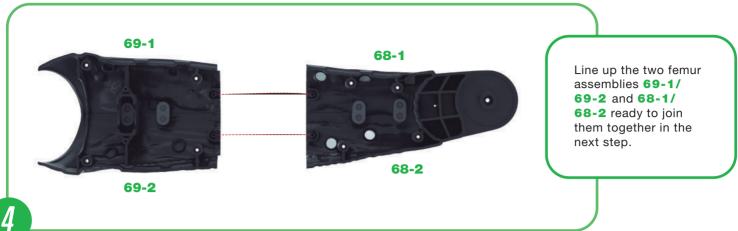
Ref	Name	Qty	Ref	Name	Qty
69-1	Left Femur 7	1	69-6	Pipe B6	1
69-2	Left Femur 8	1	69-7	Pipe B7	1
69-3	Thigh Skin Appendage B3	1	69-8	Connector	4
69-4	Thigh Skin Appendage B4	1	69-9	Magnets	8
69-5	Thigh Skin Appendage B5	1	69-10	2.3x6mm screws (1 spare)	9

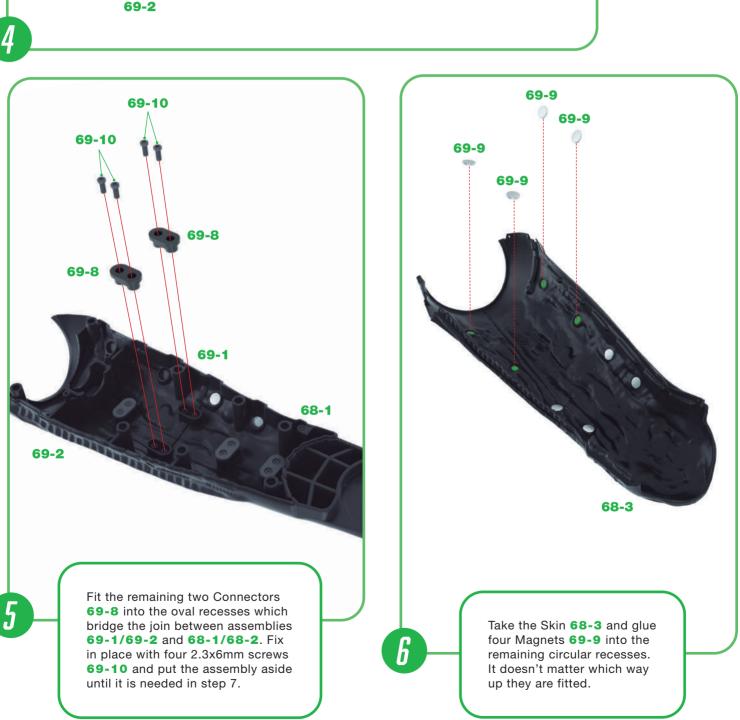
STAGE 69: THE LEFT LEG (VIII)



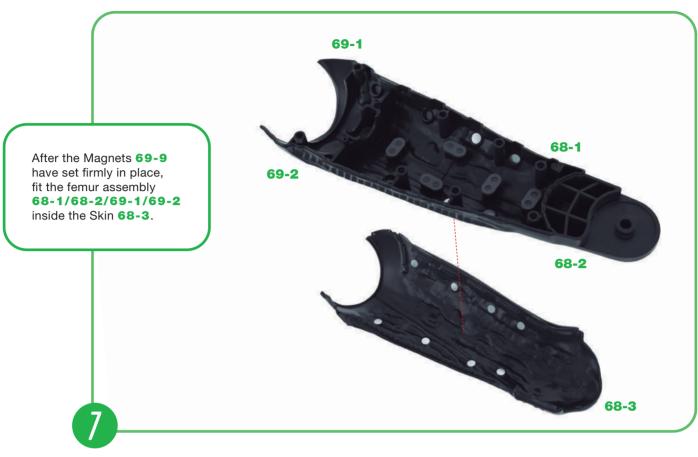
68-3

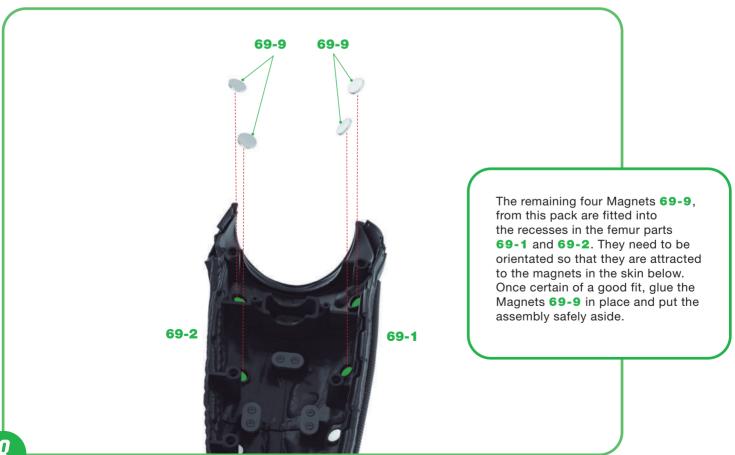
STAGE 69: THE LEFT LEG (VIII)

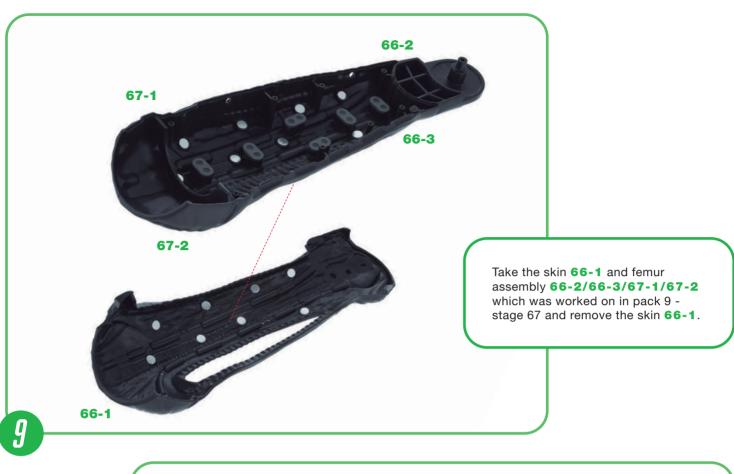




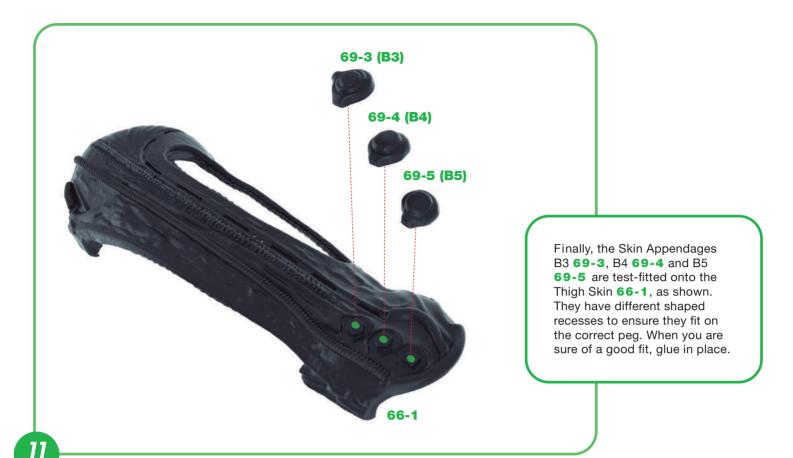
STAGE 69: THE LEFT LEG (VIII)









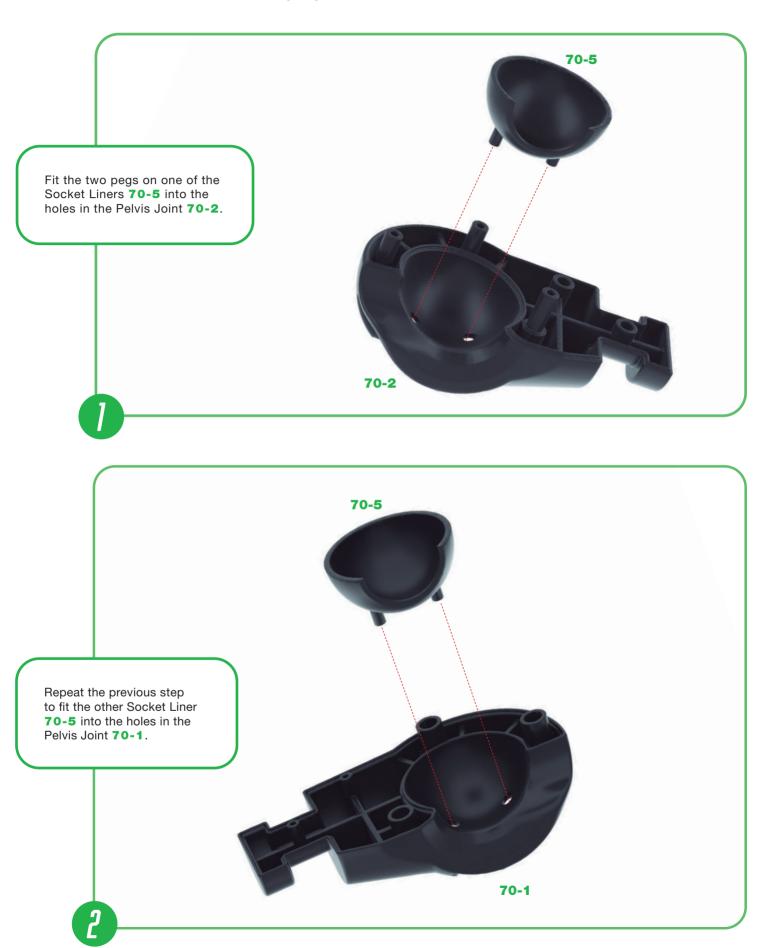


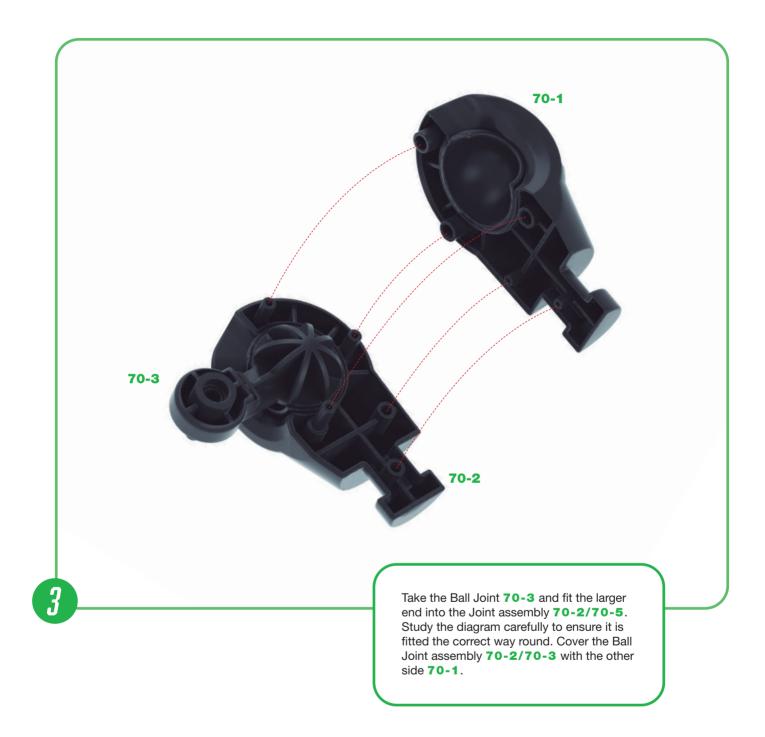


In this stage you will start to build parts of the left pelvis.



Ref	Name	Qty	Ref	Name	Qty
70-1	Pelvis Joint 1	1	70-6	Pipe A4	1
70-2	Pelvis Joint 2	1	70-7	Pipe A5	1
70-3	Ball Joint	1	70-8	3x22mm screws (1 spare)	3
70-4	Grip	1	70-9	Nut	3
70-5	Socket Liner	2	70-10	2.3x6mm screws (1 spare)	5



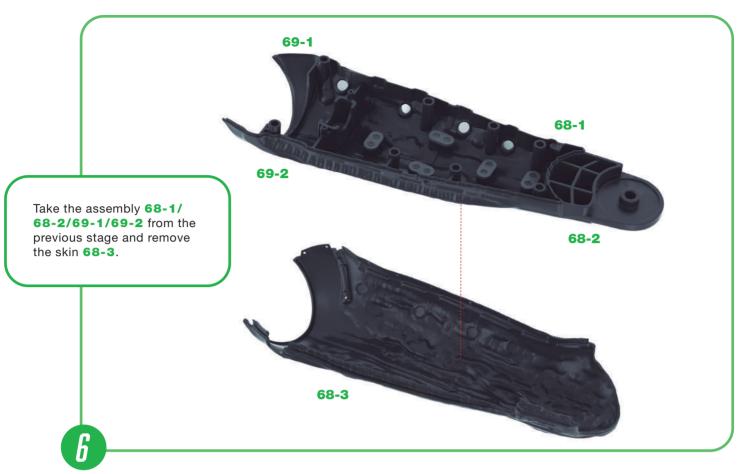


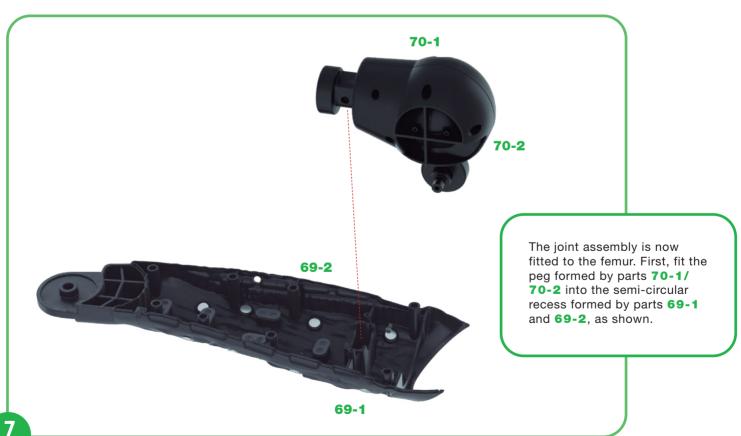


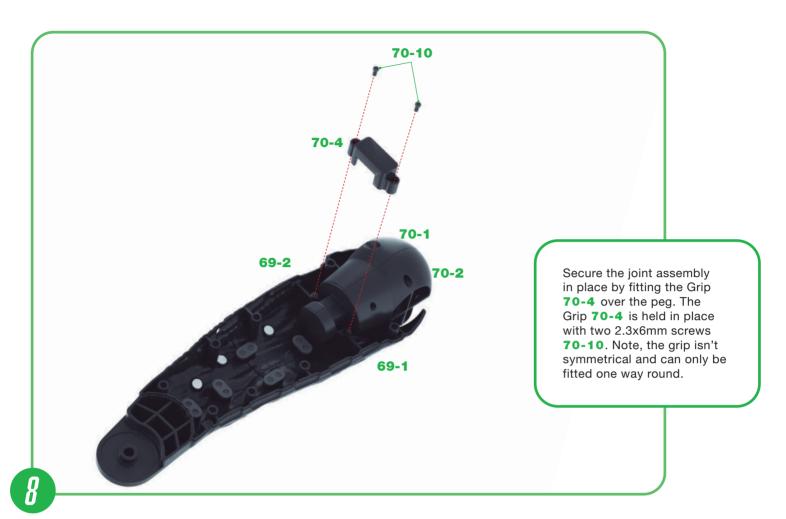
Insert three 3x22mm screws **70-8** through the holes in Joint **70-2**. These are secured in place from underneath the assembly with three nuts **70-9** which fit into hexagonal recesses. Take care not to over-tighten the screws as it is important that the joint is free to move, yet stiff enough to hold the leg in place. Two further 2.3x6mm screws **70-10** are fitted into the remaining holes in Joint **70-2** (not shown).

4



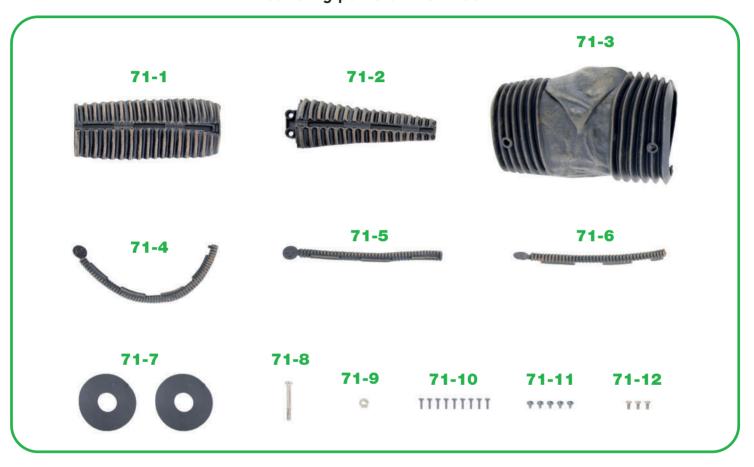






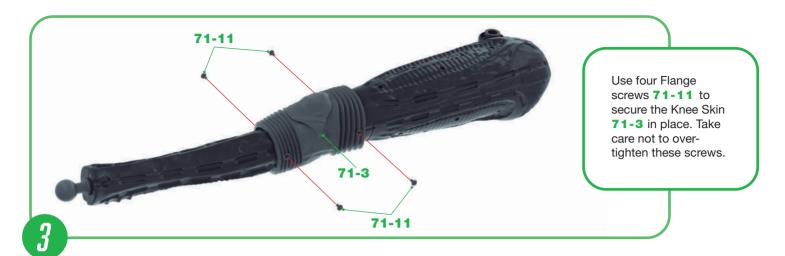


In this stage you will be working on the left tibia and femur as well as building parts of the knee.



Ref	Name	Qty	Ref	Name	Qty
71-1	Tibia Protector	1	71-7	Knee Washer	2
71-2	Tibia Protector	1	71-8	3x22mm Screw	1
71-3	Knee Skin	1	71-9	Nut	1
71-4	Pipe A6	1	71-10	2.3x 6mm screws (1 spare)	9
71-5	Pipe C1	1	71-11	2x6mm Flange screws (1 spare)	5
71-6	Pipe C2	1	71-12	2.3x4mm screws (1 spare)	3



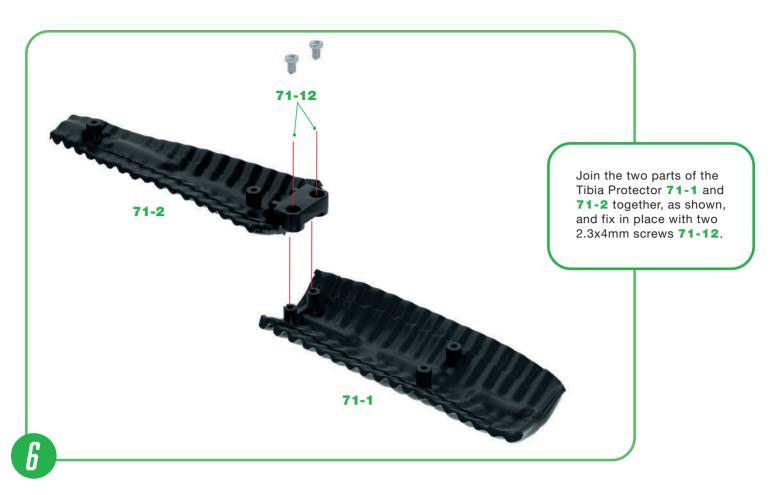


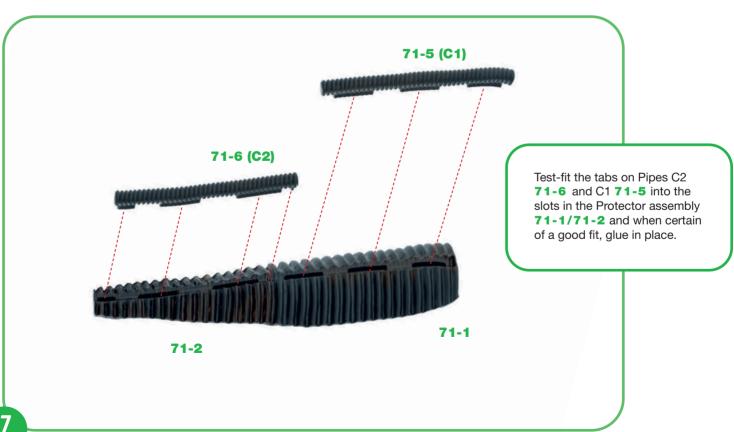
Take the left calf assemblies **61-2** and **63-4** which were worked on in pack 9 - stages 61 and 63. After test-fitting the parts together, apply a little glue to the pegs and contact areas (green lines) and hold firmly together until the glue has set. You may find it easier to glue them together a bit at a time.

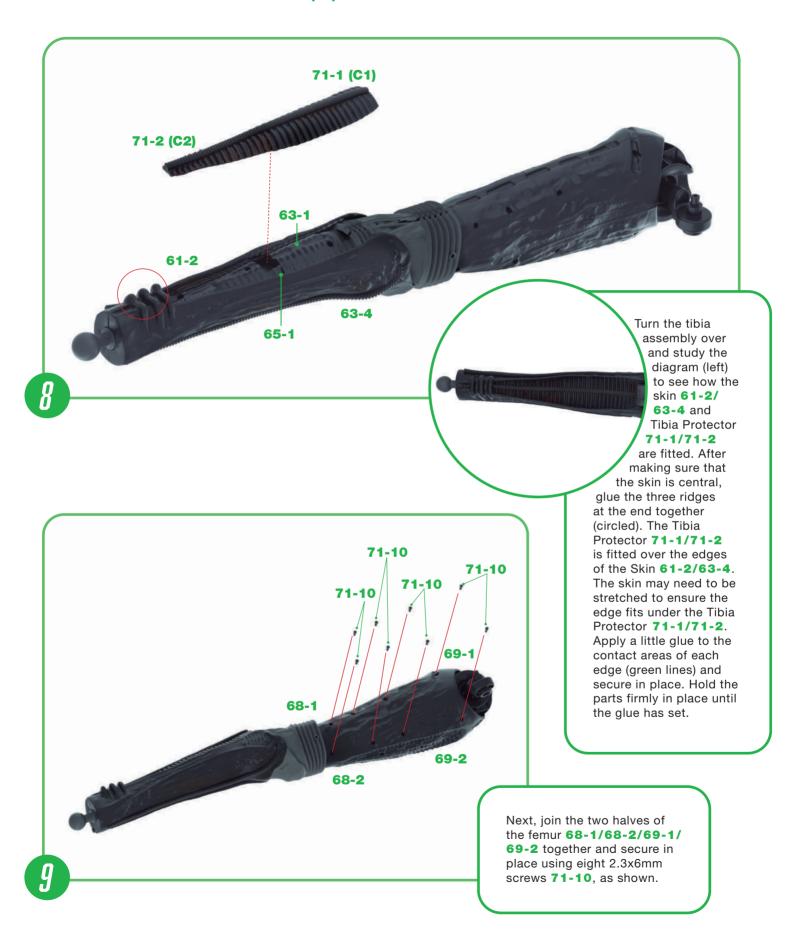


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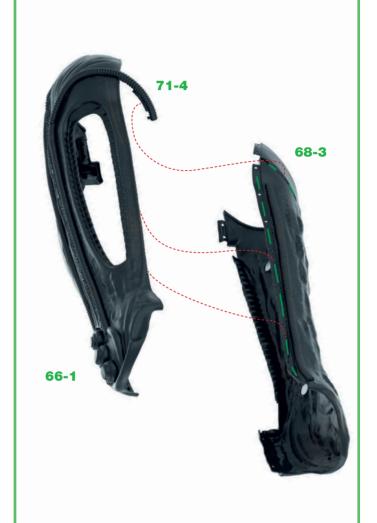








Take the skin 66-1 which was worked on in the last stage and test-fit the Pipe A6 71-4 into the slots shown above. Note that the peg at one end of Pipe 71-4 is on the free end and not fitted to skin 66-1. Only the first two and a half tabs on the pipe are fixed in place at this stage. When sure of a good fit, secure in place with a little glue.

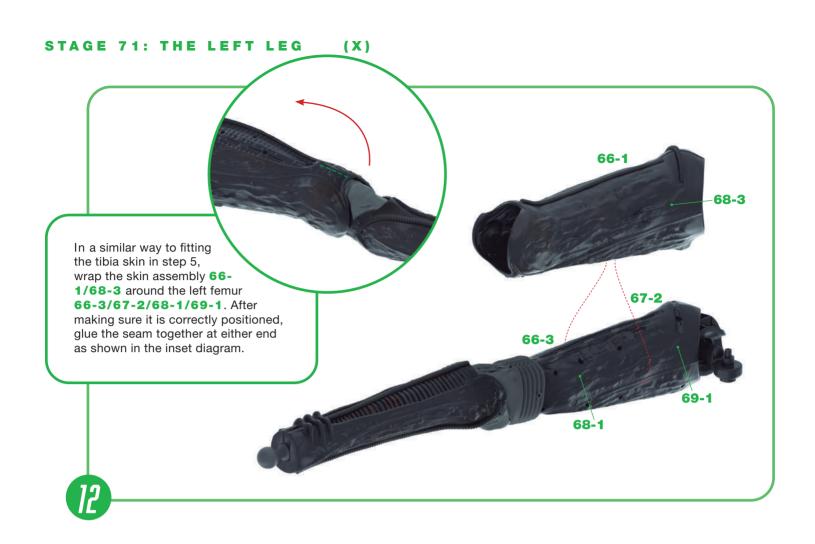


joined to skin 66-1. There are pegs along the edge of part 66-1 which fit into corresponding holes along the edge of part 68-3. After test-fitting, apply a little glue to the pegs and contact areas and secure firmly together. As before with the tibia, you may find it easiest to secure just a few pegs at a time. Once the skin parts have been joined, glue the free end of Pipe A6 71-4 in place on

part **68-3**.

Next, the skin covering 68-3 which

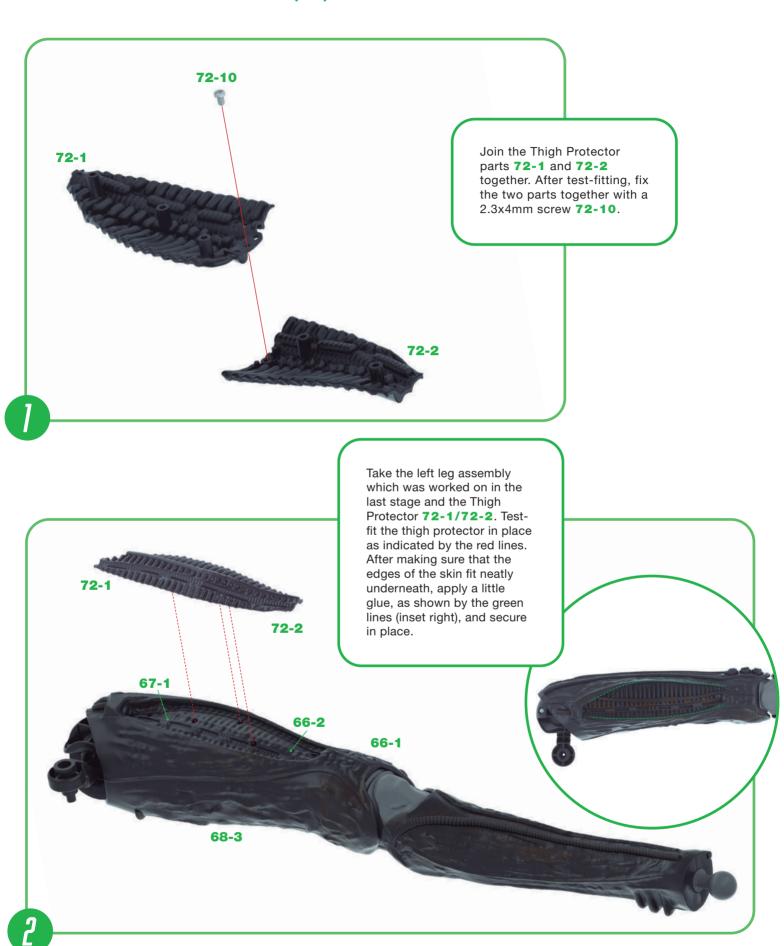
was worked on in the last stage is

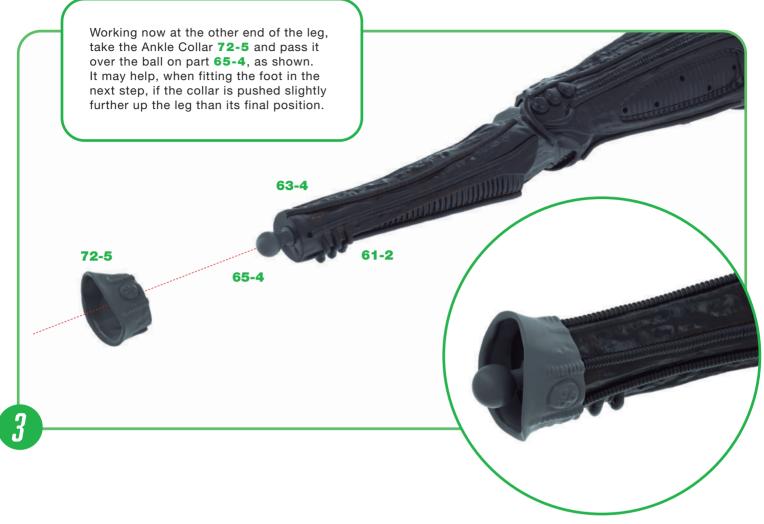






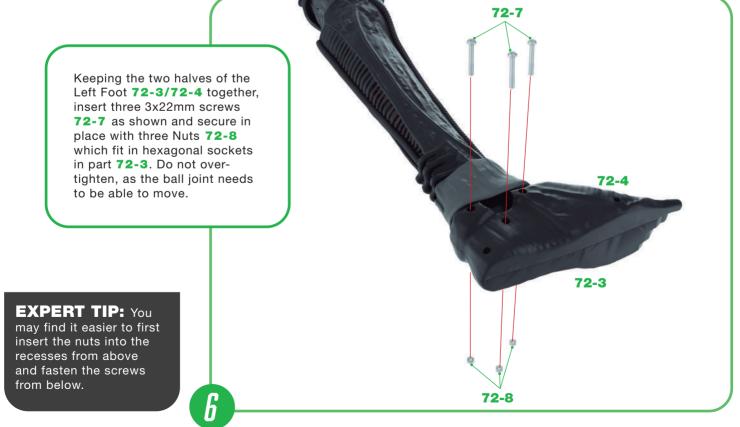
Ref	Name	Qty	Ref	Name	Qty
72-1	Left Thigh Protector	1	72-6	Joint Liner	2
72-2	Left Thigh Protector	1	72-7	3x22mm Screw	3
72-3	Left Foot 1	1	72-8	Nut	3
72-4	Left Foot 2	1	72-9	2.3x6mm screws (1 spare)	3
72-5	Ankle Collar	1	72-10	2.3x4mm screws (1 spare)	2

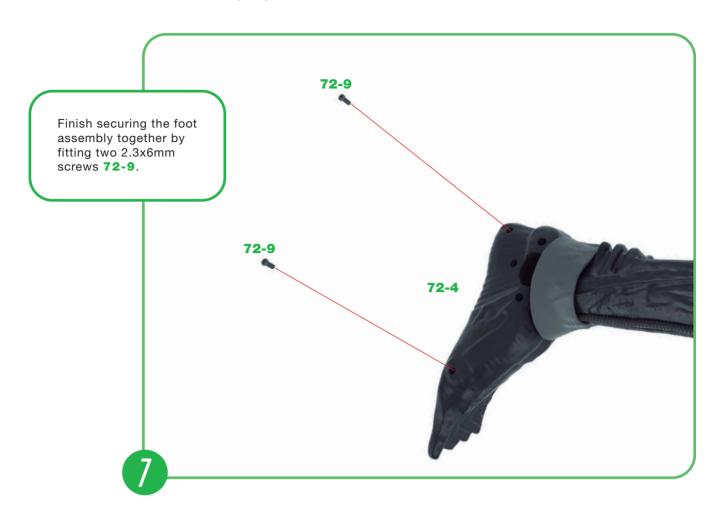






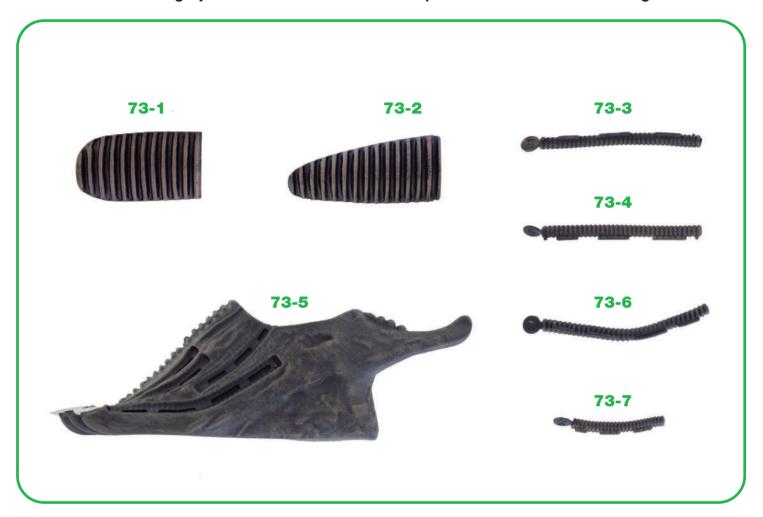




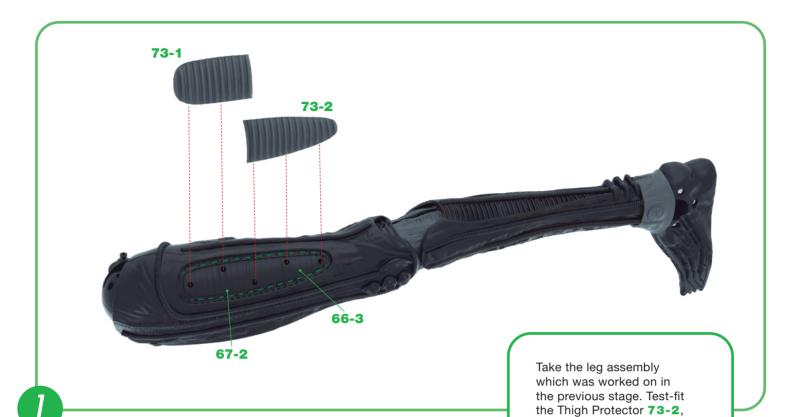




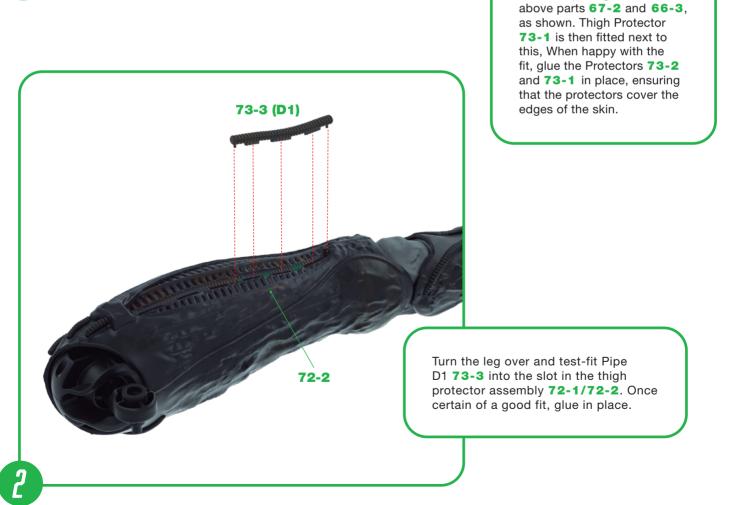
In this stage you will continue to work on parts of the left foot and thigh.

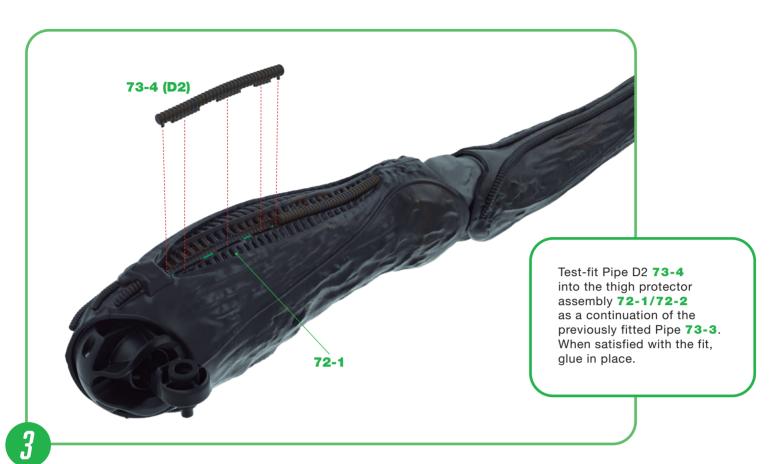


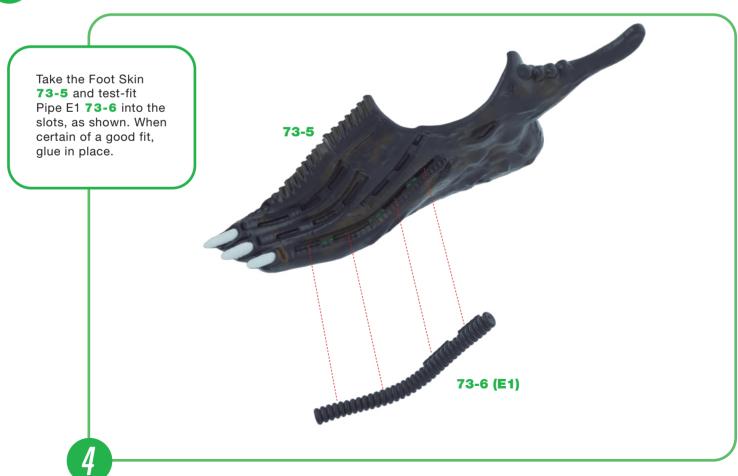
Ref	Name	Qty	Ref	Name	Qty
73-1	Thigh Protector	1	73-5	Left Foot Skin	1
73-2	Thigh Protector	1	70.0	Div. 54	1
73-3	Pipe D1	1	73-6	Pipe E1	1
73-4	Pipe D2	1	73-7	Pipe E2	1



into the opening in the skin









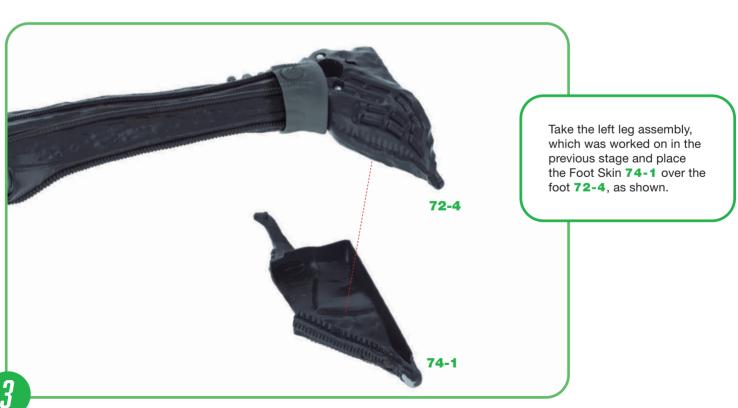


In this stage you will continue to build the Xenomorph's left leg and start work on the abdomen.



Ref	Name	Qty	Ref	Name	Qty
74-1	Left Foot Skin	1	74-5	Pipe (Abdomen) F1	1
74-2	Pipe (Left Foot) E3	1	74-6	Pipe (Abdomen) F2	1
74-3	Pipe (Left Foot) E4	1	74-7	Pipe (Abdomen) F3	1
74-4	Abdominal Skin	1	74-8	Magnets	5

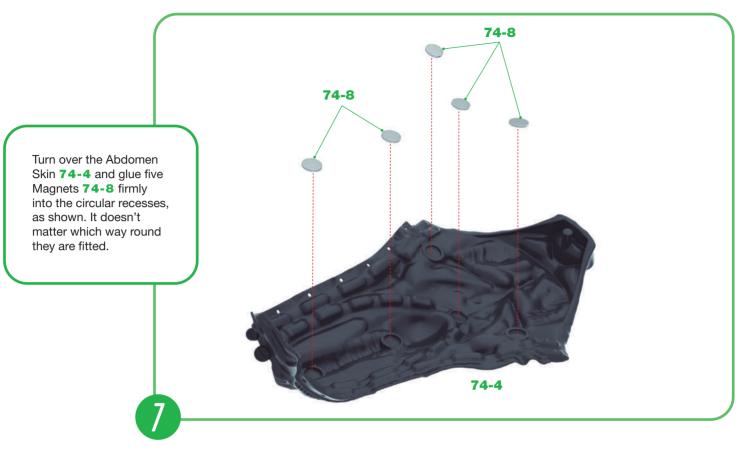






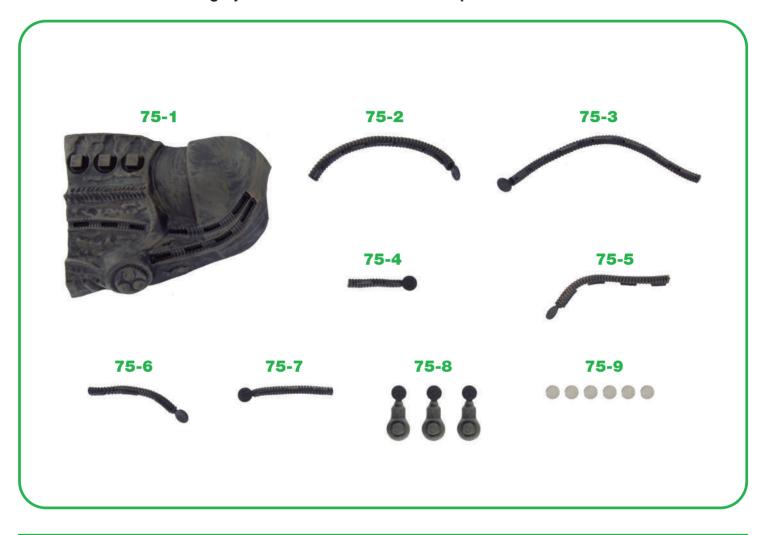


Repeat the previous step to glue Pipes F1 74-5 and F3 74-7 into the Abdomen Skin 74-4.

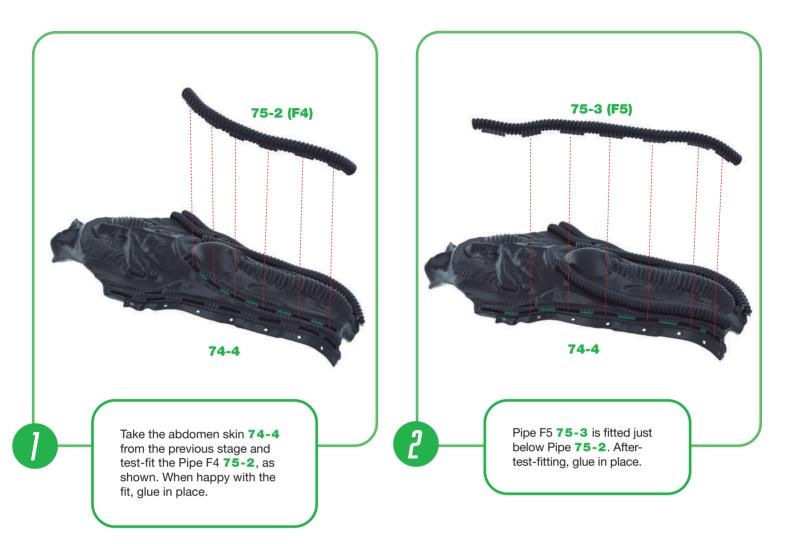




In this stage you will continue to work on parts of the abdomen.



Ref	Name	Qty	Ref	Name	Qty
75-1	Right Flank Skin	1	75-6	Pipe F8	1
75-2	Pipe F4	1	75-7	Pipe F9	1
75-3	Pipe F5	1			
75-4	Pipe F6	1	75-8	Skin Appendage F10	3
75-5	Pipe F7	1	75-9	Magnets	6











In this stage you will continue to work on different parts of the Xenomorph's abdomen.



Ref	Name	Qty	Ref	Name	Qty
76-1	Left Flank Skin	1	76-6	Abdomen 1	1
76-2	Pipe G1	1	76-7	Connector	2
76-3	Pipe G2	1			
76-4	Pipe G3	1	76-8	Magnets	6
76-5	Skin Appendage G4	3	76-9	2.3x6mm Screws (1 spare)	3

