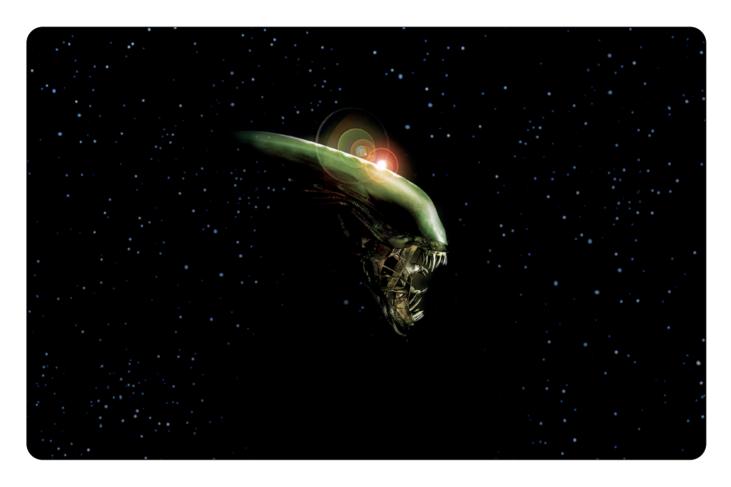
A L I E N



Pack 13 BUILD INSTRUCTIONS

- STAGE 93: THE THORAX AND THE BASE (I)
- STAGE 94: THE THORAX AND THE BASE (II)
- STAGE 95: THE THORAX AND THE BASE (III)

STAGE 96: THE THORAX

STAGE 97: THE THORAX AND THE LIMBS

STAGE 98: THE NECK (II)

STAGE 99: THE REMOTE CONTROL, THE BATTERY AND THE SKULL

STAGE 100: THE SKULL, THE BASE AND POSING THE MODEL





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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!

0

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 93: THE THORAX AND THE BASE (I)

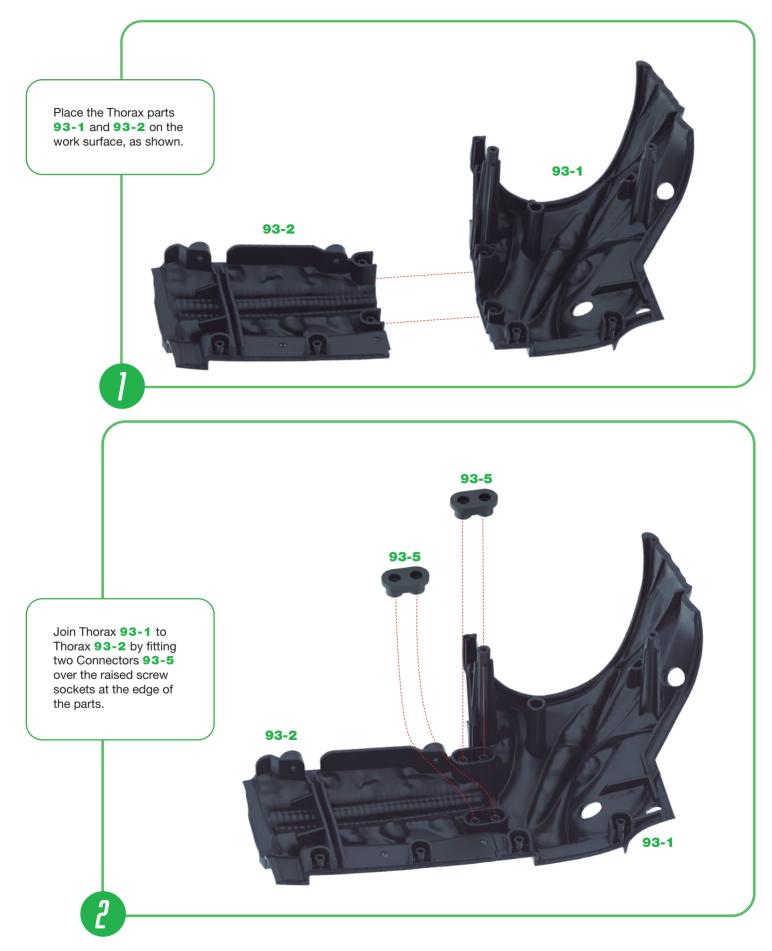
In this stage you will start to assemble the thorax and base.



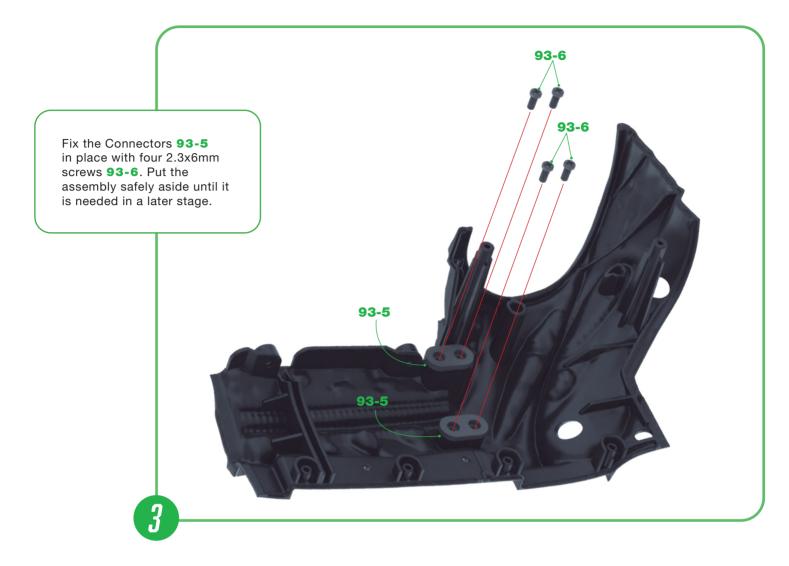
PARTS SUPPLIED

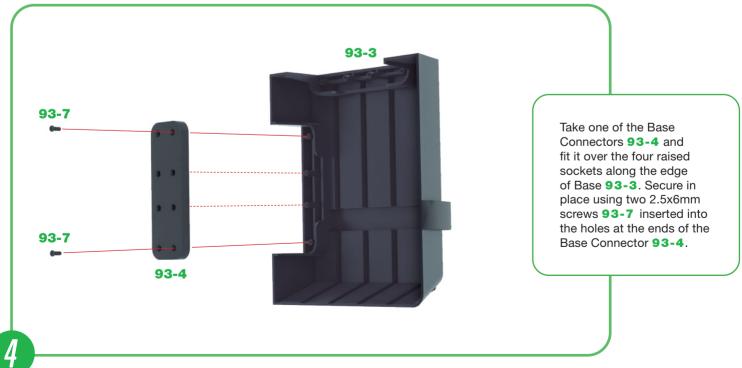
Ref	Name	Qty	Ref	Name	Qty
93-1	Thorax 1	1	93-5	Connector	2
93-2	Thorax 4	1			_
93-3	Base 1	1	93-6	2.3x6mm screws (1 spare)	5
93-4	Base Connector	2	93-7	2.5x6mm screws (1 spare)	5

STAGE 93: THE THORAX AND THE BASE (I)

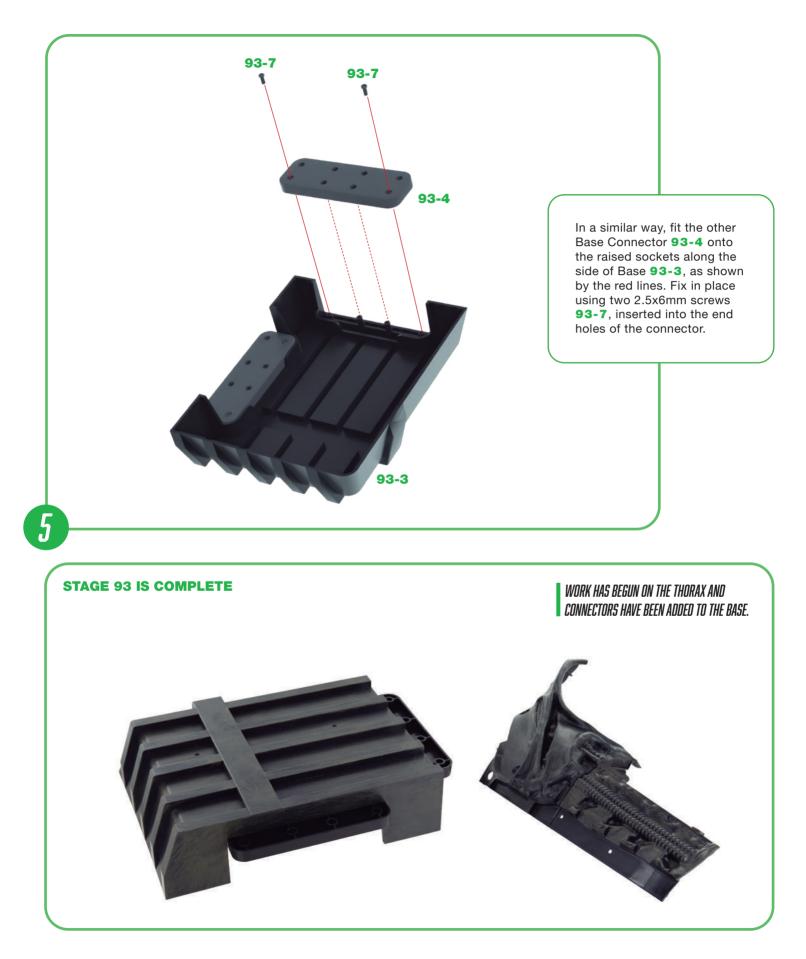


STAGE 93: THE THORAX AND THE BASE (I)



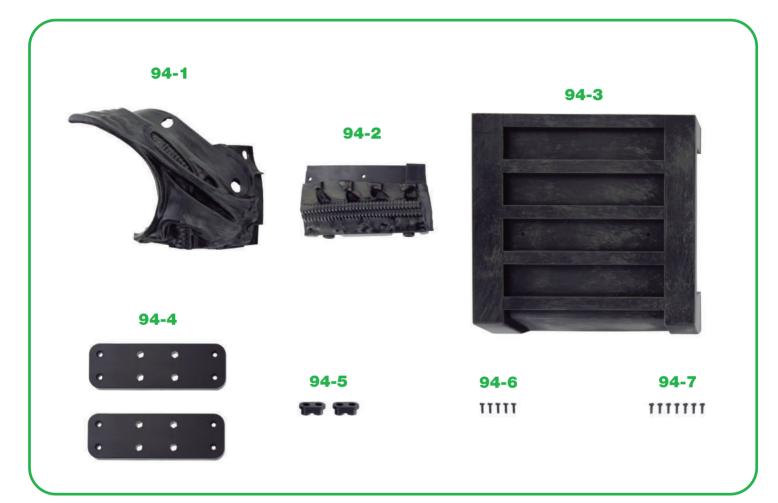


STAGE 93: THE THORAX AND THE BASE (I)



STAGE 94: THE THORAX AND THE BASE (II)

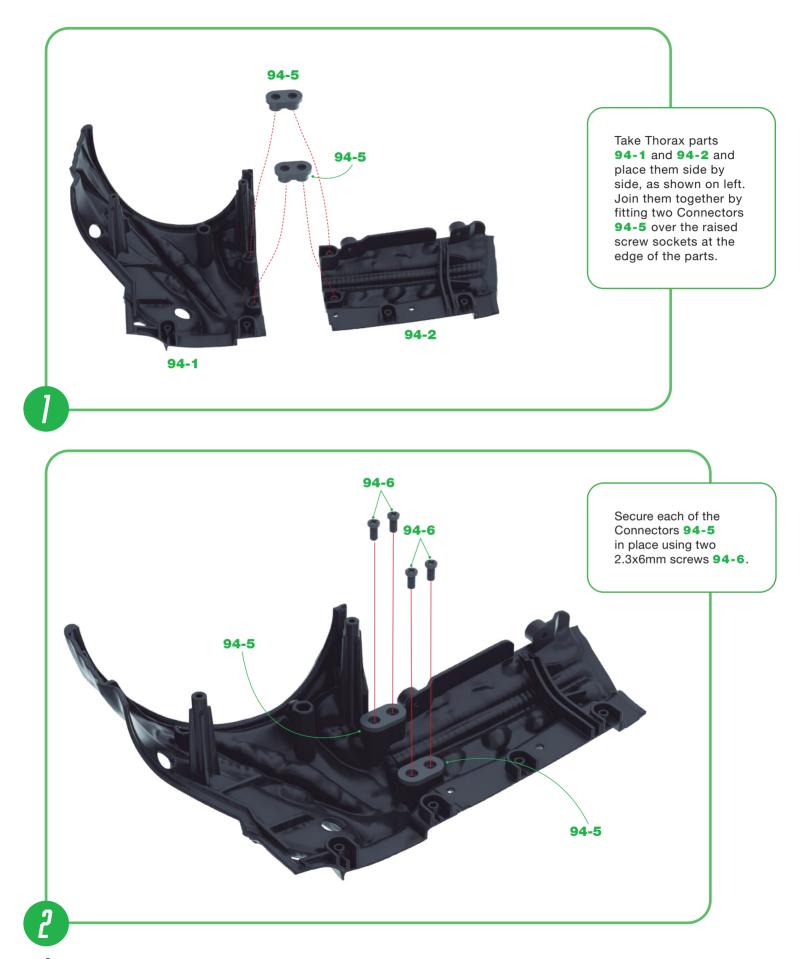
In this stage you will continue the assembly of the thorax and base.



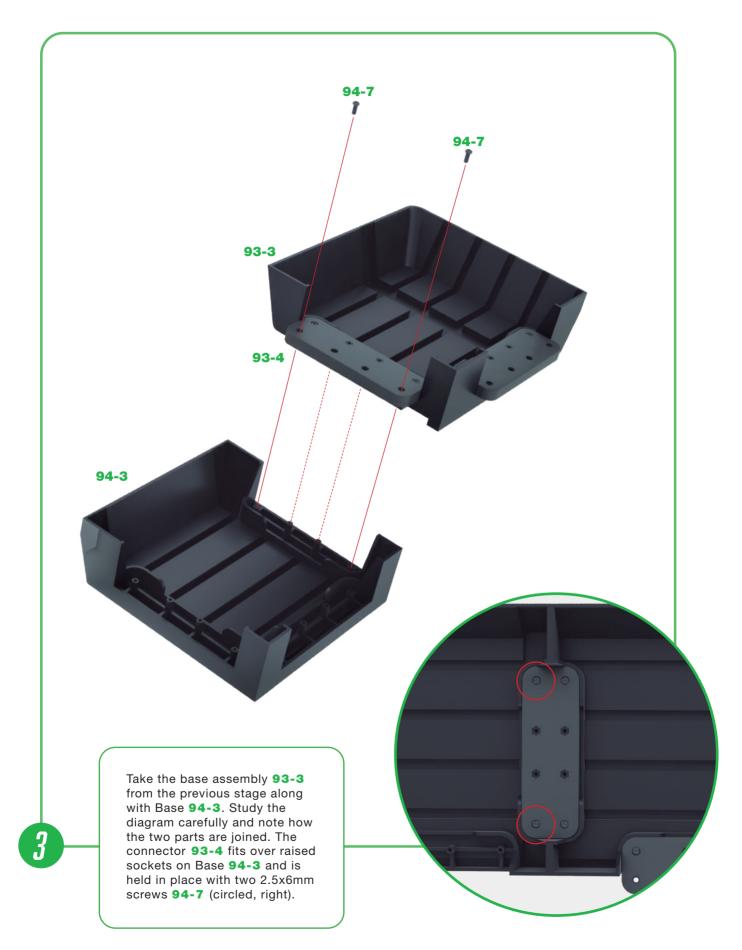
PARTS SUPPLIED

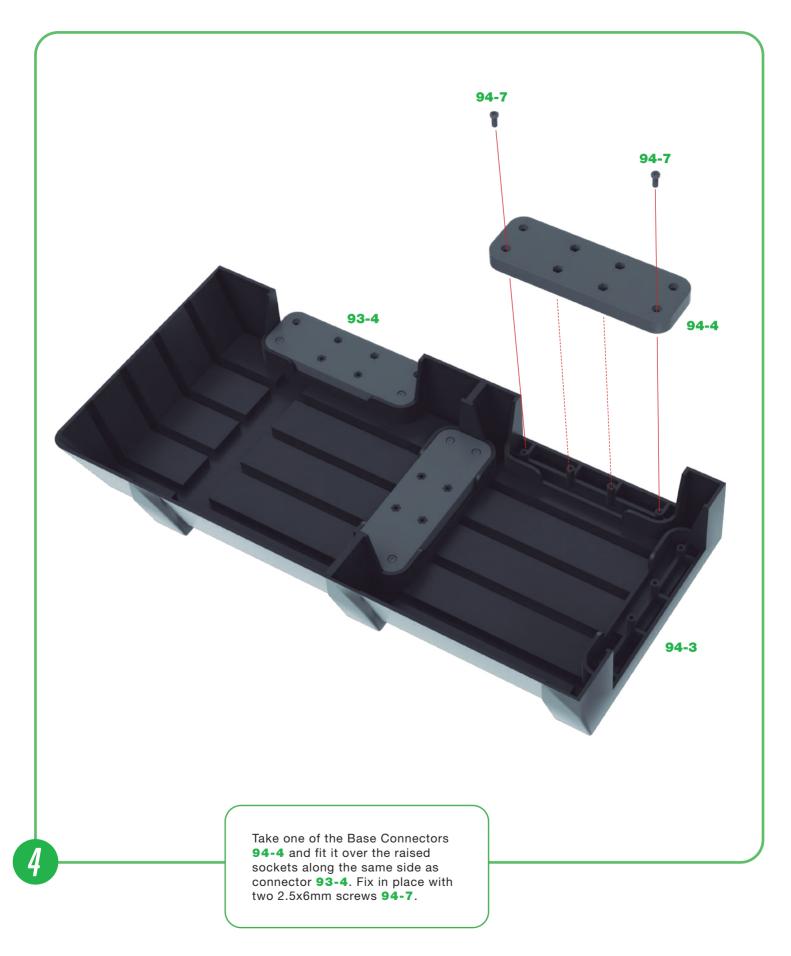
Ref	Name	Qty		Ref	Name	Qty
94-1	Thorax 2	1		94-5	Connector	2
94-2	Thorax 3	1	ſ			
94-3	Base 2	1	-	94-6	2.3x6mm screws	5
94-4	Base Connector	2		94-7	2.5x6mm screws	7

STAGE 94: THE THORAX AND THE BASE (II)

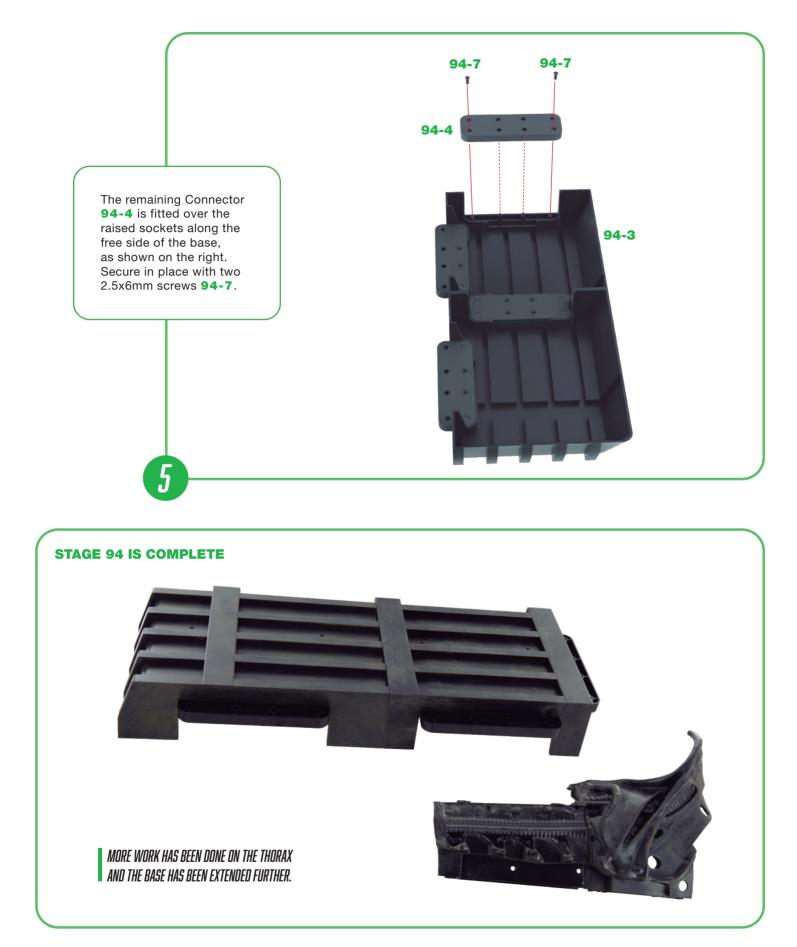


STAGE 94: THE THORAX AND THE BASE (II)





STAGE 94: THE THORAX AND THE BASE (II)



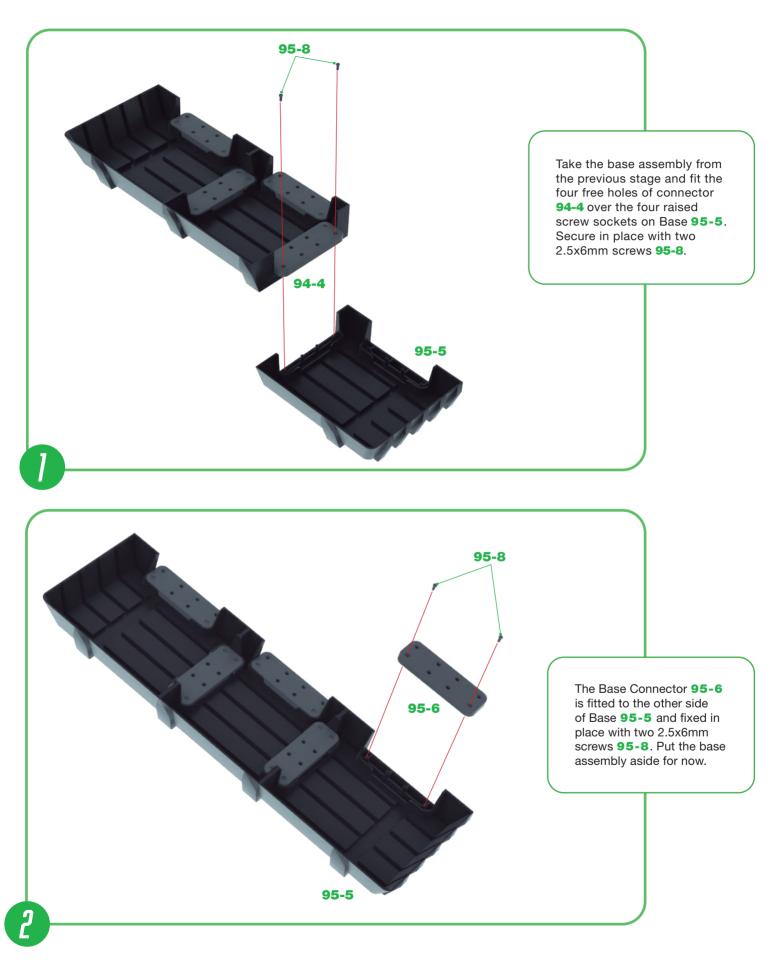
STAGE 95: THE THORAX AND THE BASE (III)

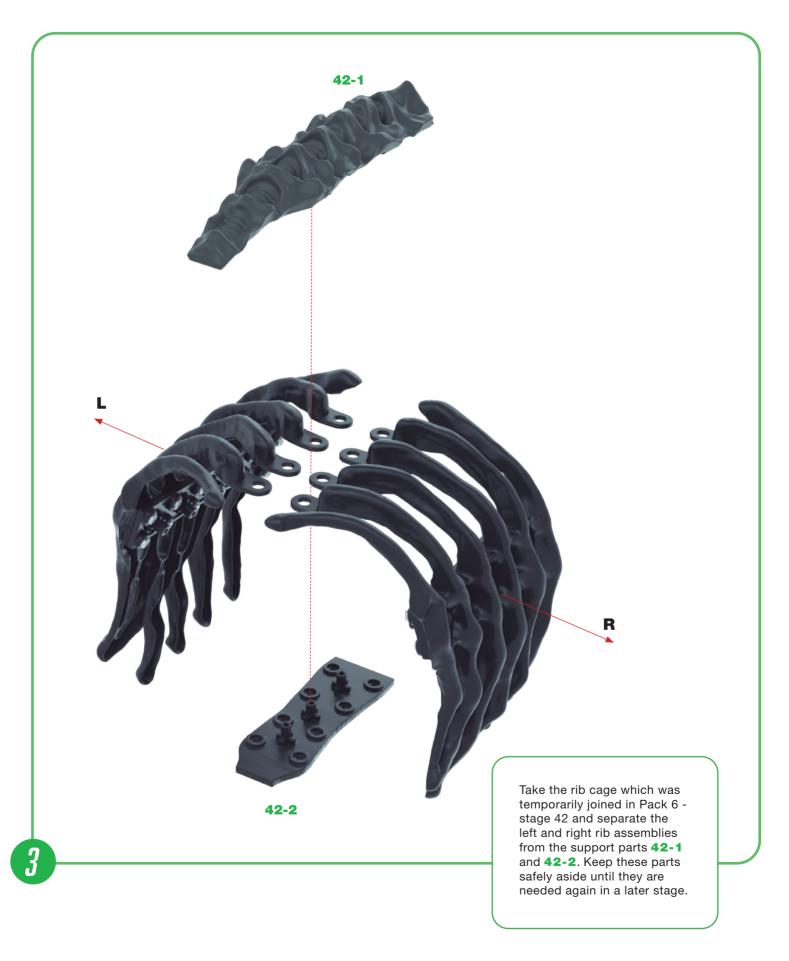
In this stage you will continue the assembly of the thorax and base.



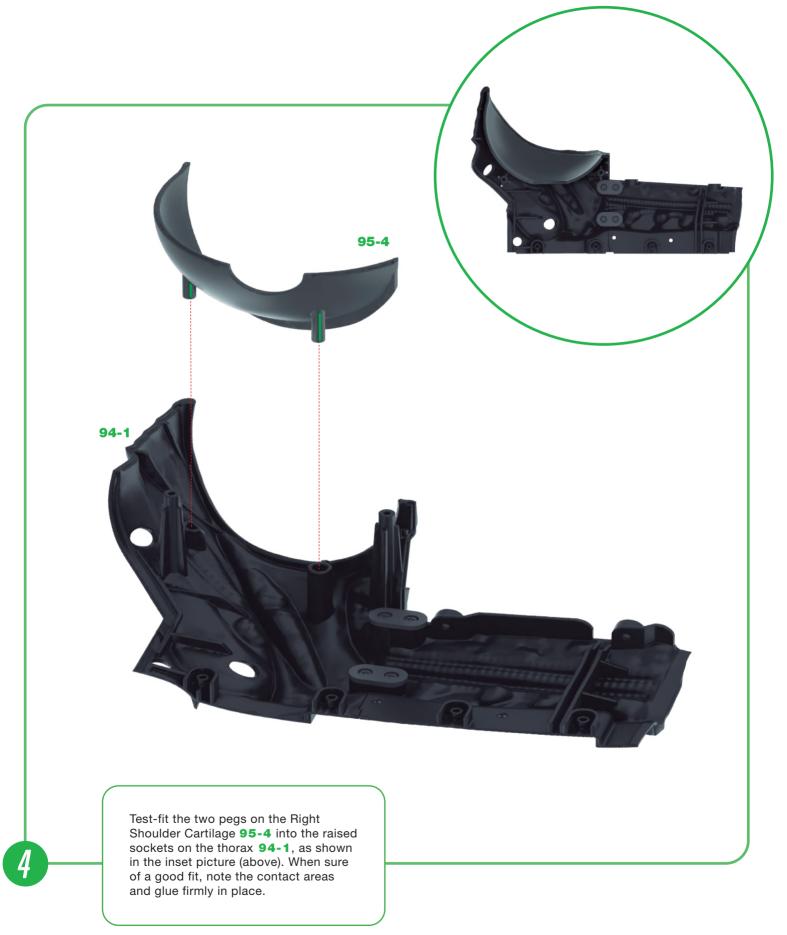
PARTS SUPPLIED

Ref	Name	Qty	Ref	Name	Qty
95-1	Inner thorax 1	1	95-5	Base 3	1
95-2	Inner thorax 2	1	95-6	Base connector	1
95-3	Left shoulder cartilage 1	1	95-7	2.3x6mm screws (1 spare)	9
95-4	Right shoulder cartilage 1	1	95-8	2.5x6mm screws (1 spare)	5

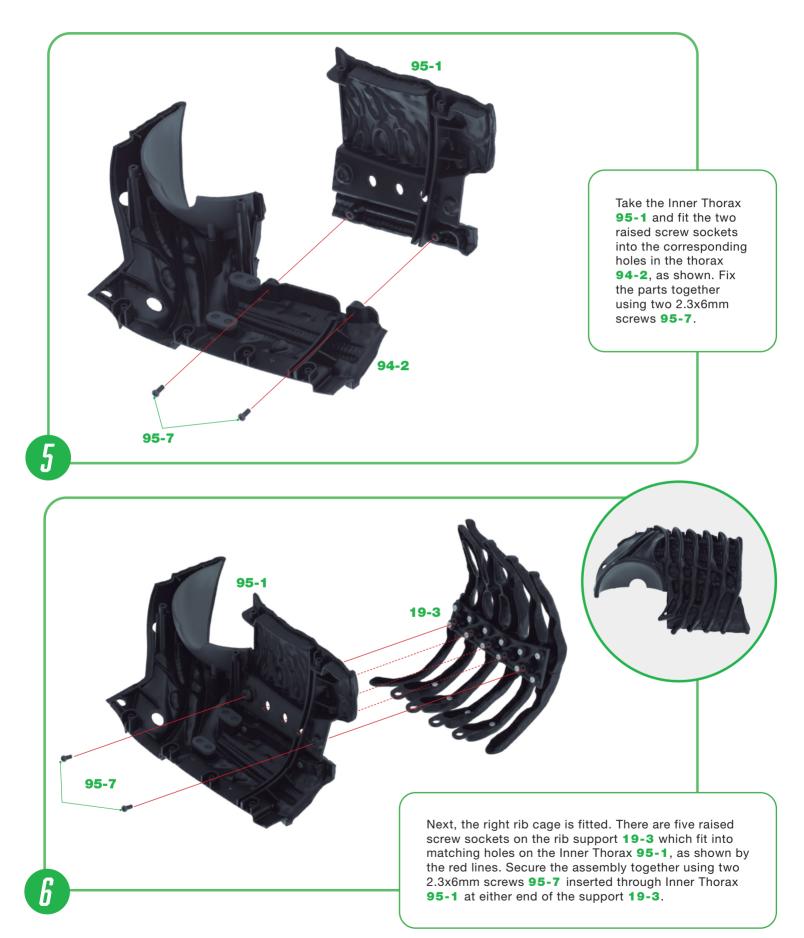




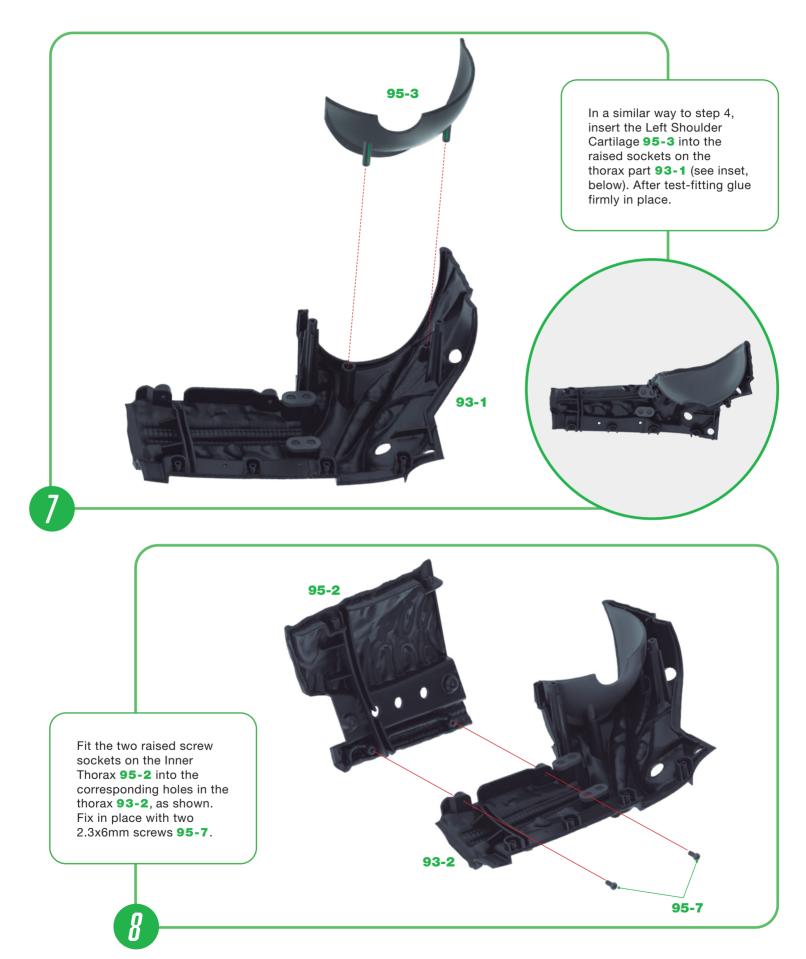
STAGE 95: THE THORAX AND THE BASE (III)

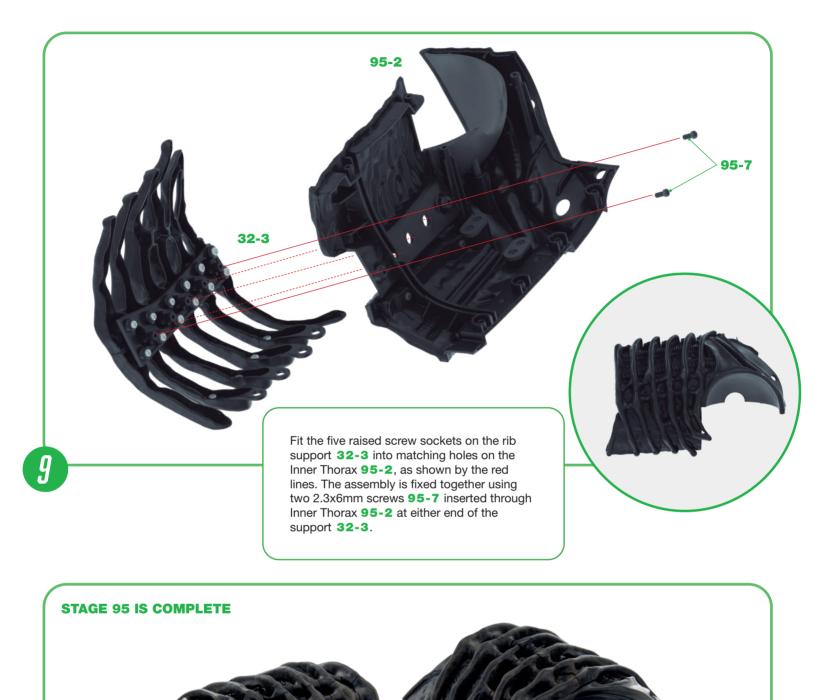


STAGE 95: THE THORAX AND THE BASE (III)



STAGE 95: THE THORAX AND THE BASE (III)







STAGE 96: THE THORAX

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

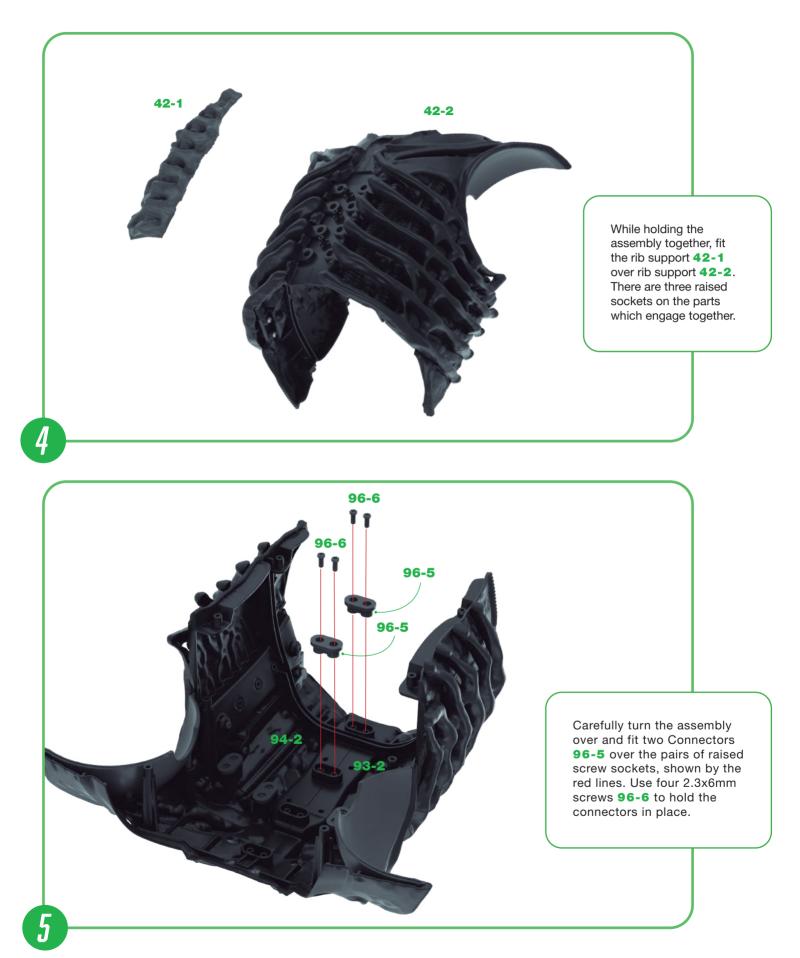


PARTS SUPPLIED

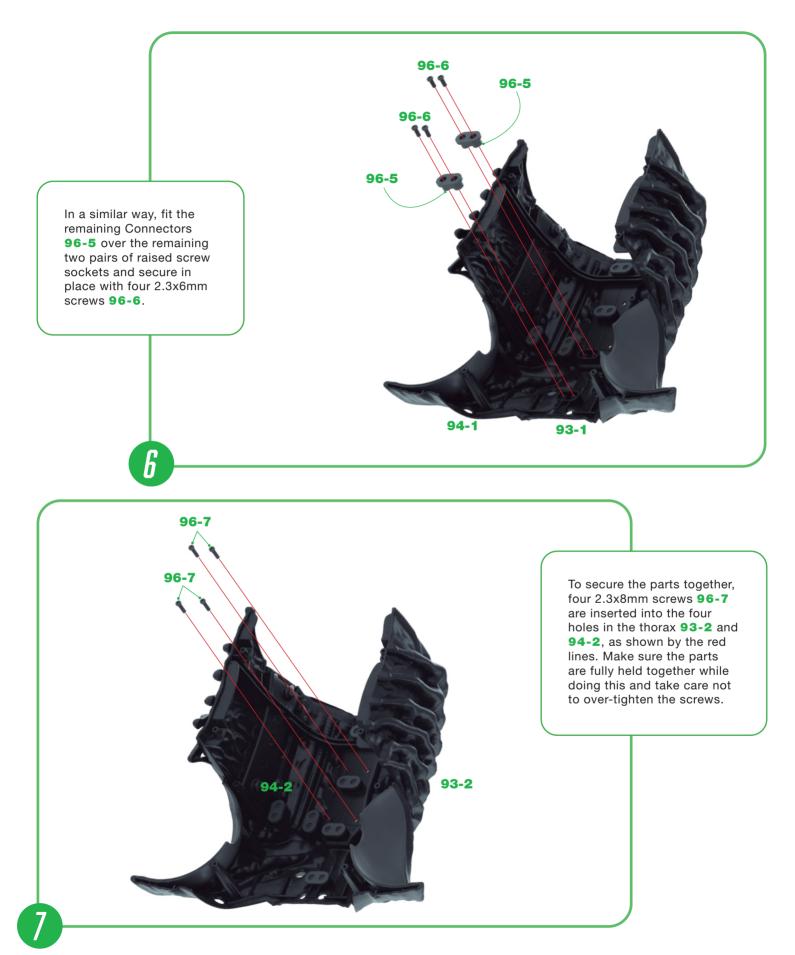
Ref	Name	Qty	Ref	Name	Qty
96-1	Thorax armature 1	1	96-5	Connector	6
96-2	Thorax armature 2	1	00.0		40
96-3	Back of shoulder 1	1	96-6	2.3x6mm (1 spare)	13
96-4	Back of shoulder 2	1	96-7	2.3x8mm (1 spare)	5



STAGE 96: THE THORAX



STAGE 96: THE THORAX



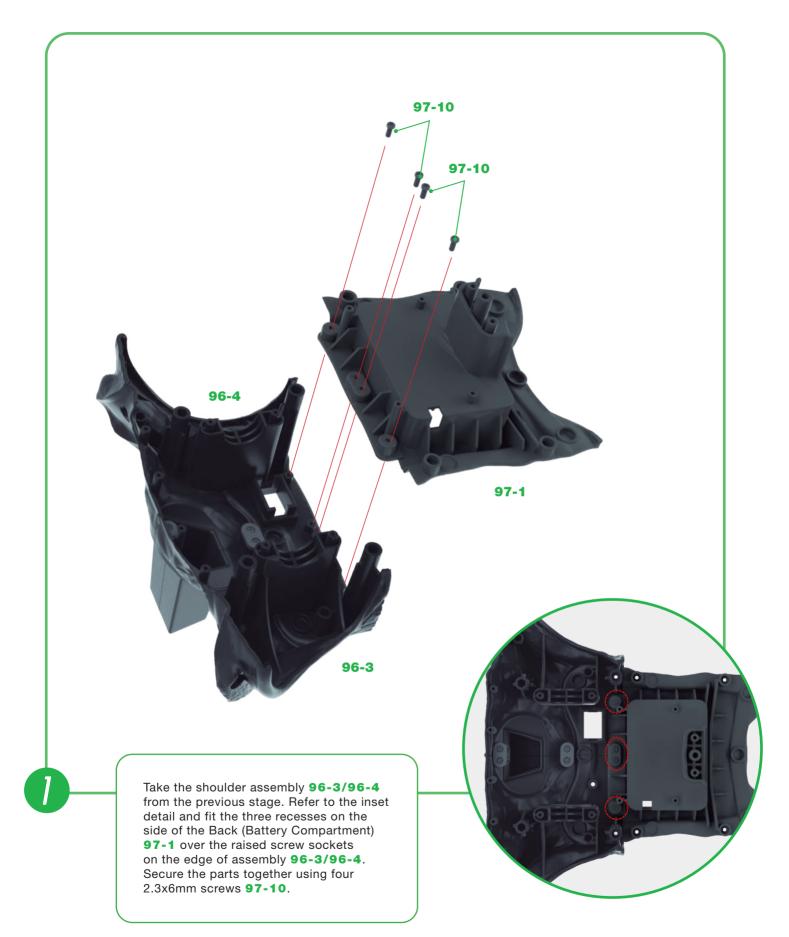


In this stage, you will continue to work on the thorax, to which you will also attach the limbs.

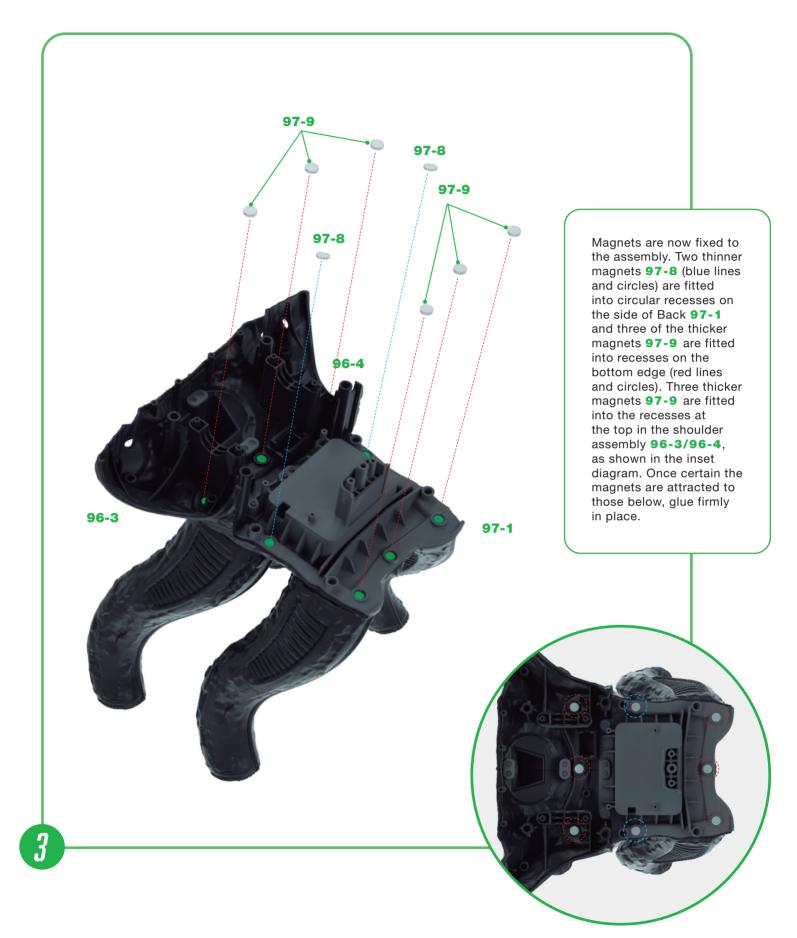


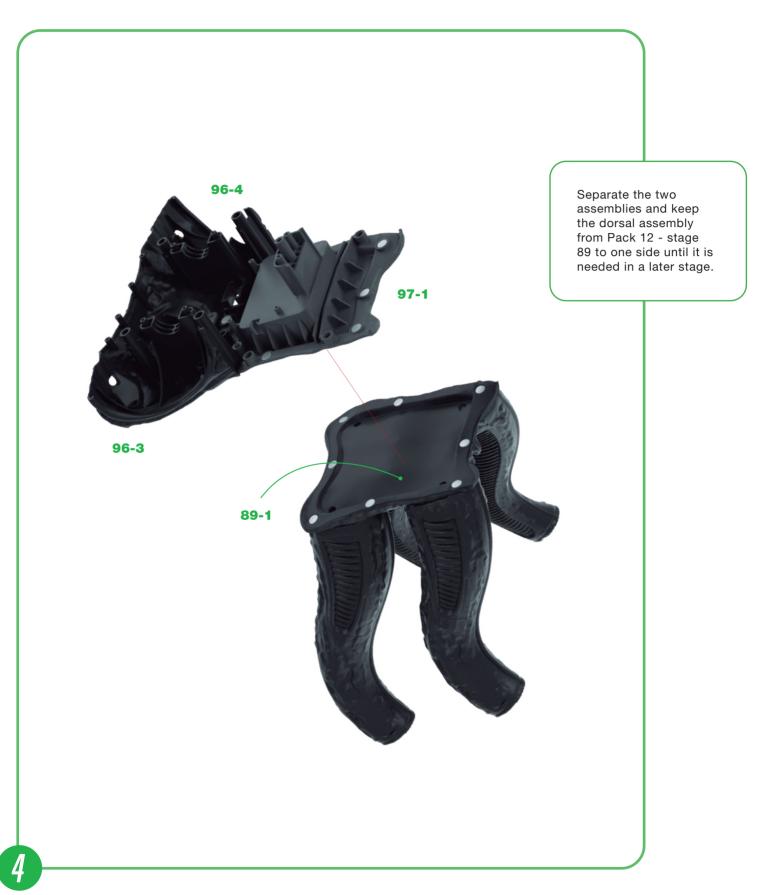
PARTS SUPPLIED

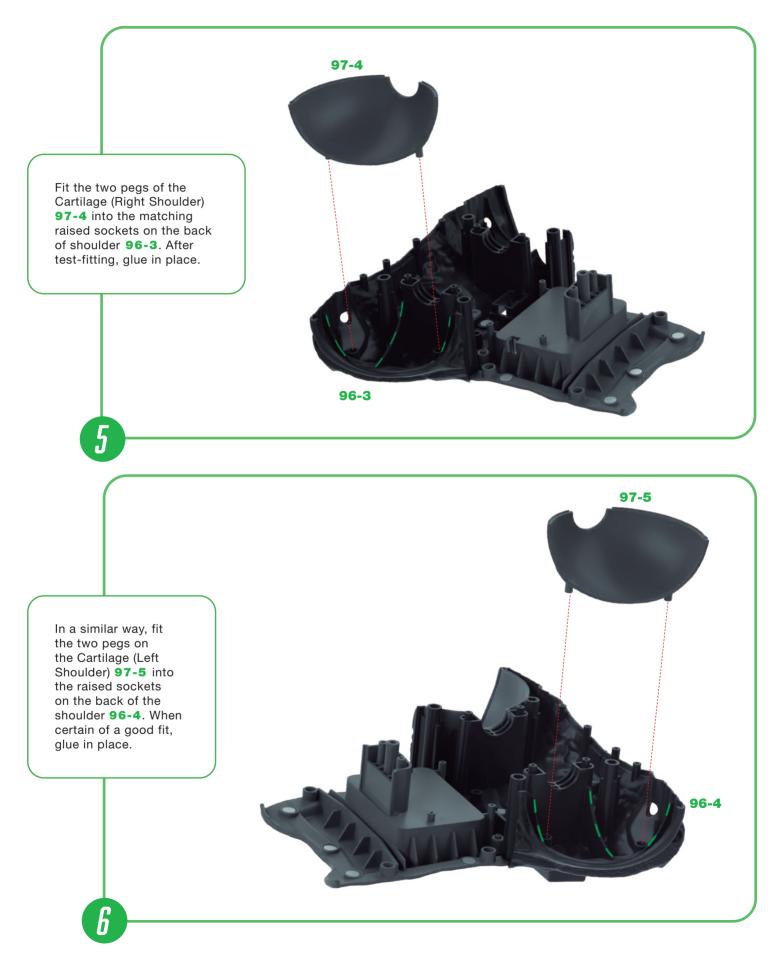
Ref	Name	Qty	Ref	Name	Qty
97-1	Back (Battery compartment 3)	1	97-7	Sleeve	2
97-2	Neck 5	1	97-8	Magnets 1 (1mm thick)	2
97-3	Neck 6	1	07.0		
97-4	Cartilage (right shoulder)	1	97-9	Magnets 2 (3mm thick)	6
97-5	Cartilage (left shoulder)	1	97-10	2.3x6mm	9
97-6	Bracket	2	97-11	2.6x16mm	3

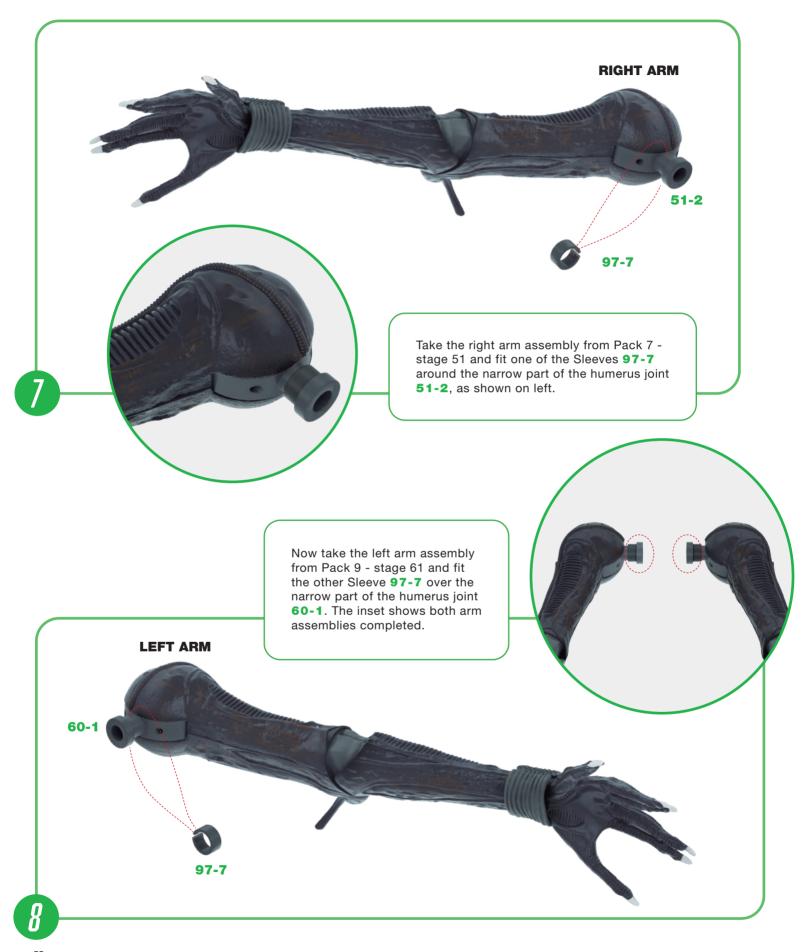


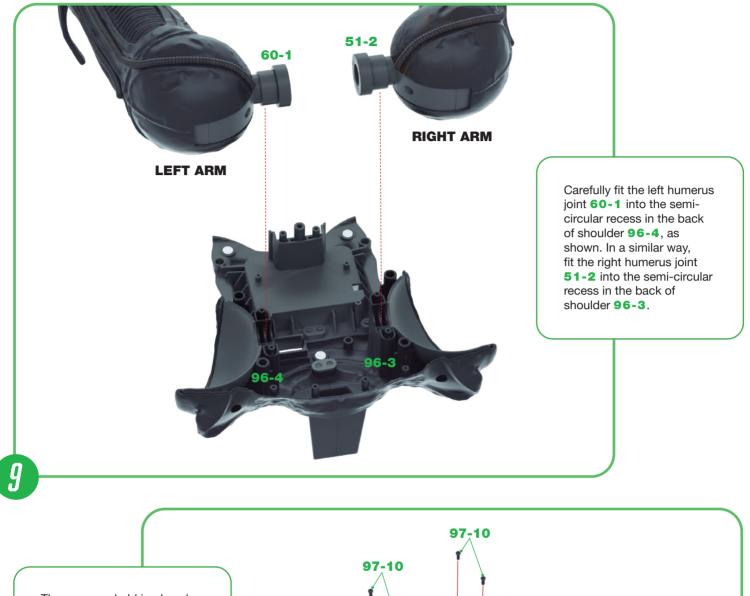








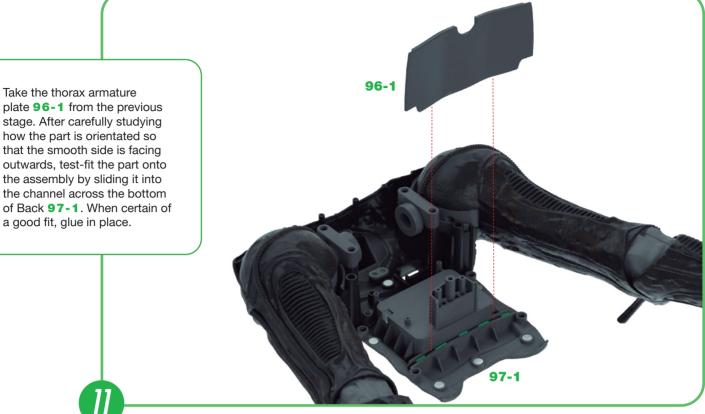


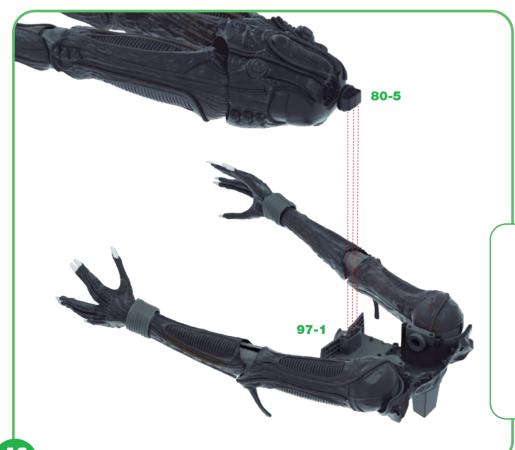


The arms are held in place by fixing brackets over the arm joints. Fit one of the Brackets **97-6** over the two raised screw sockets in the right shoulder **96-3**, as shown. Similarly, fit the other Bracket **97-6** for the left arm over the raised screw sockets in left shoulder **96-4**. When certain of a good fit, secure in place using two 2.3x6mm screws **97-10** in each bracket.



plate 96-1 from the previous stage. After carefully studying how the part is orientated so that the smooth side is facing outwards, test-fit the part onto the assembly by sliding it into the channel across the bottom of Back 97-1. When certain of a good fit, glue in place.

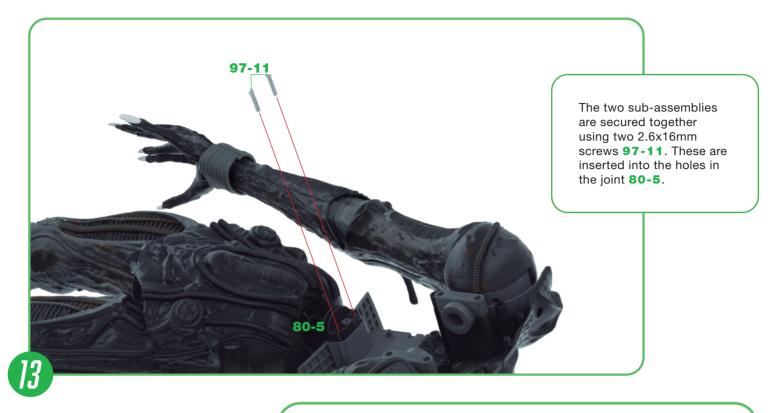




EXPERT ADVICE

Before proceeding to the next steps, make sure the model is properly supported and if necessary, have help to manoeuvre the assemblies.

After laying the assembly from the previous step on a suitable surface, take the leg assembly from Pack 11 - stage 81. While taking care to fully support the assemblies, fit the abdomen ball joint **80-5** onto the three raised screw sockets at the centre of the lower edge of the Back 97-1, as shown.



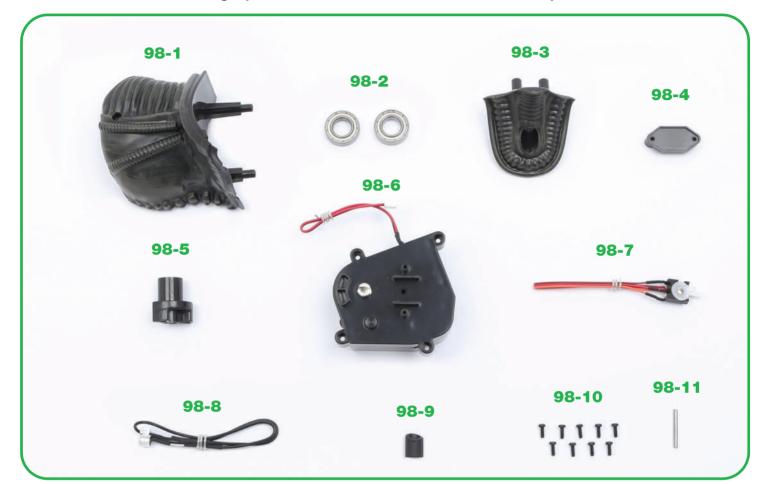


! Keep the remaining parts safely aside until they are needed in the next stage.

ASSEMBLY GUIDE

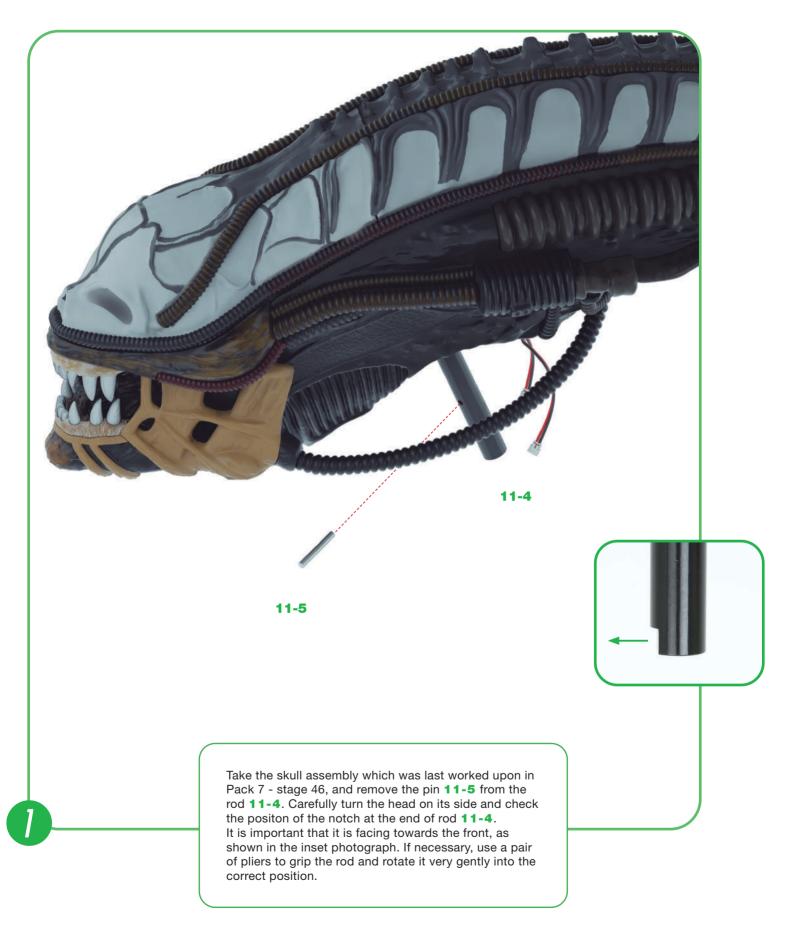
STAGE 98: THE NECK (II)

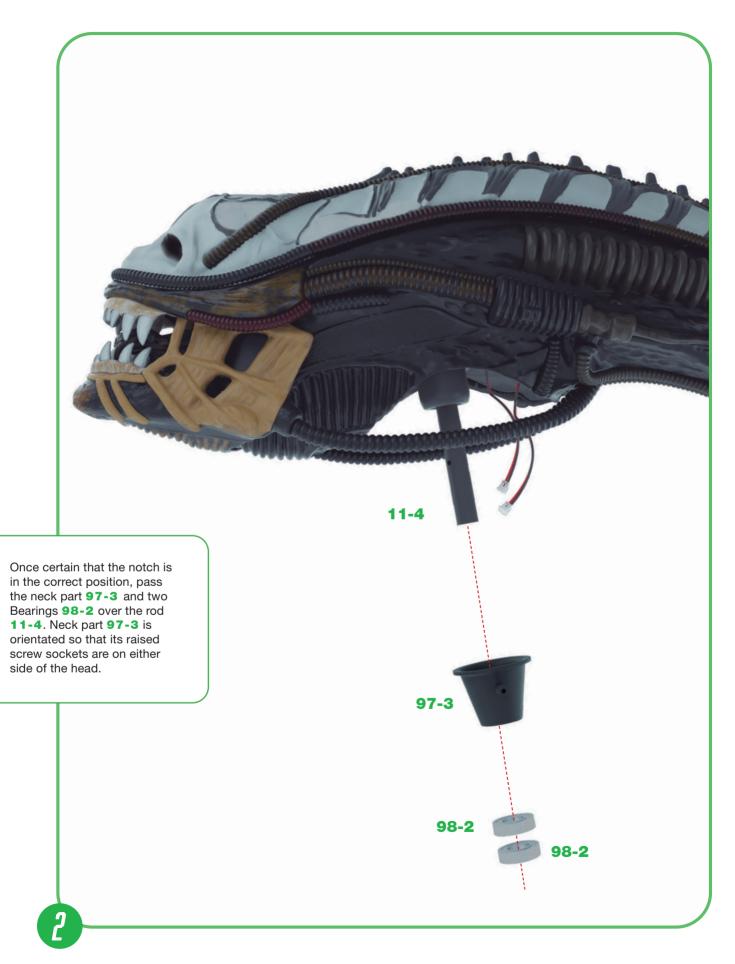
In this stage you will finish work on the Xenomorph's neck.

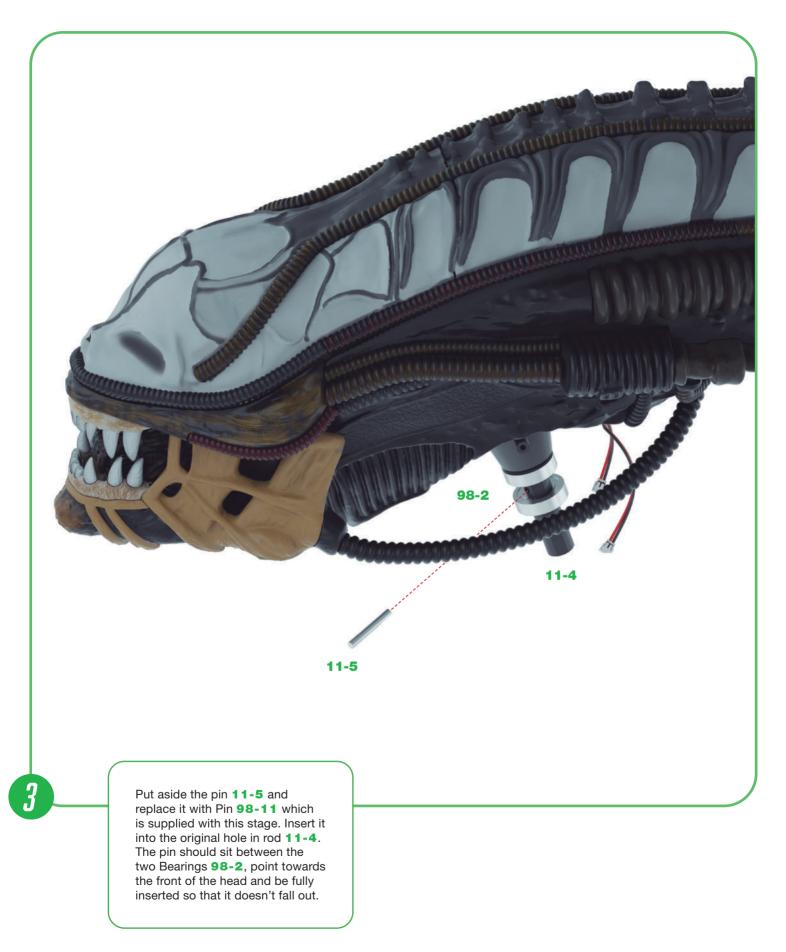


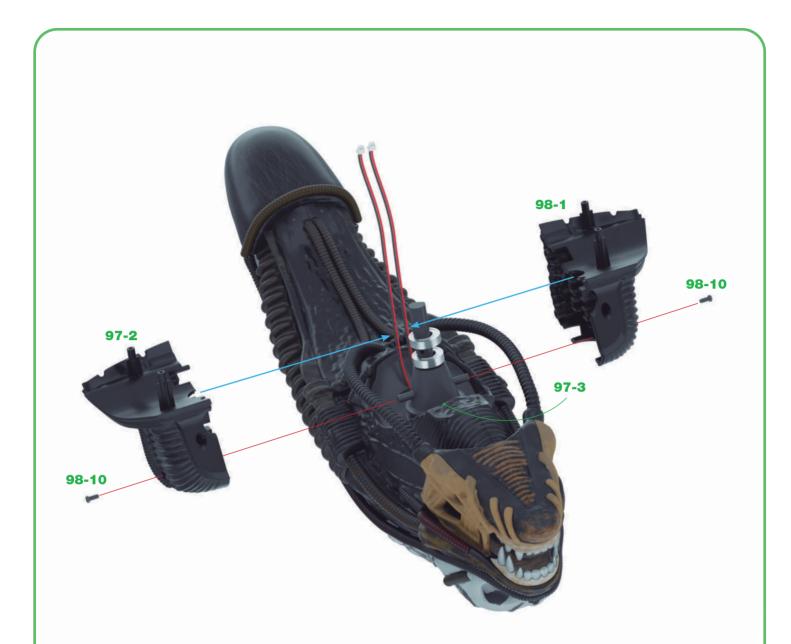
PARTS SUPPLIED

Ref	Name	Qty	Ref	Name	Qty
98-1	Neck 7	1	98-7	Limit switch	1
98-2	Bearings	2	98-8	Microphone	1
98-3	Neck 8	1	98-9	Microphone tube	1
98-4	Switch cover	1	98-10	2.3x6mm screws (1 spare)	9
98-5	Connector	1	98-11	Pin	1
98-6	Motor assembly	1			





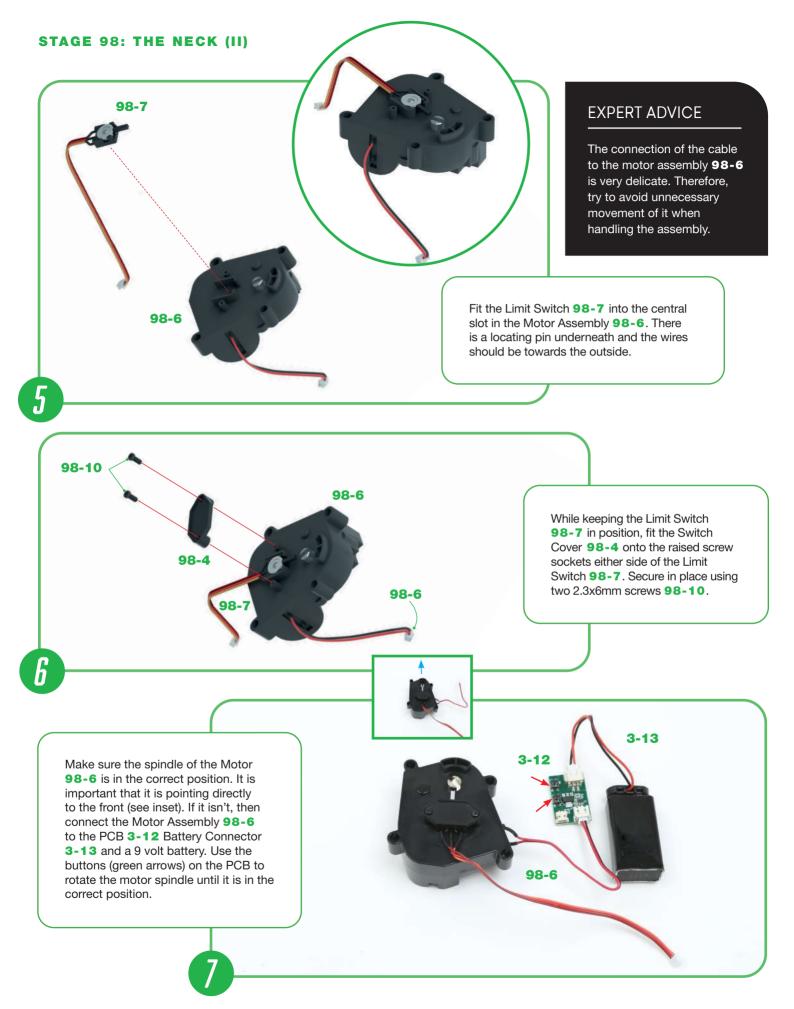




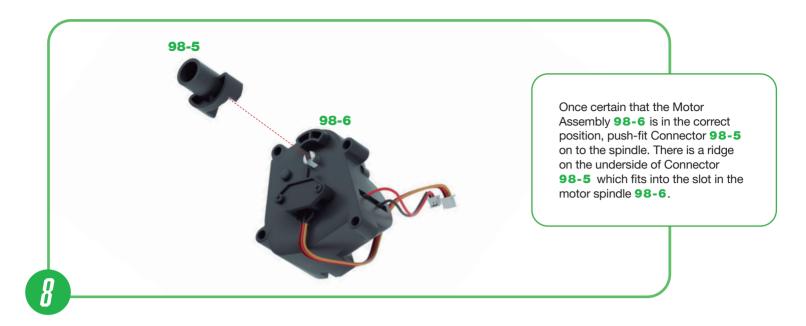
Turn the head assembly over and while holding the parts in place, fit the necks **97-2** and **98-1** onto the raised screw sockets on either side of the neck **97-3**. Make sure the bearings are positioned so that they fit into the recesses in the neck parts (see inset). Place the wires inside the neck (blue arrows). Fix the two halves of the neck **97-2** and **98-1** together with two 2.3x6mm screws **98-10**.

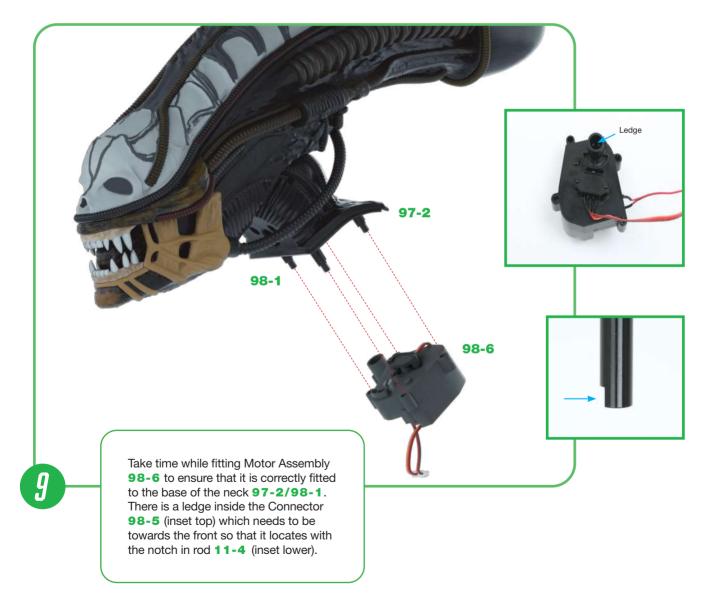


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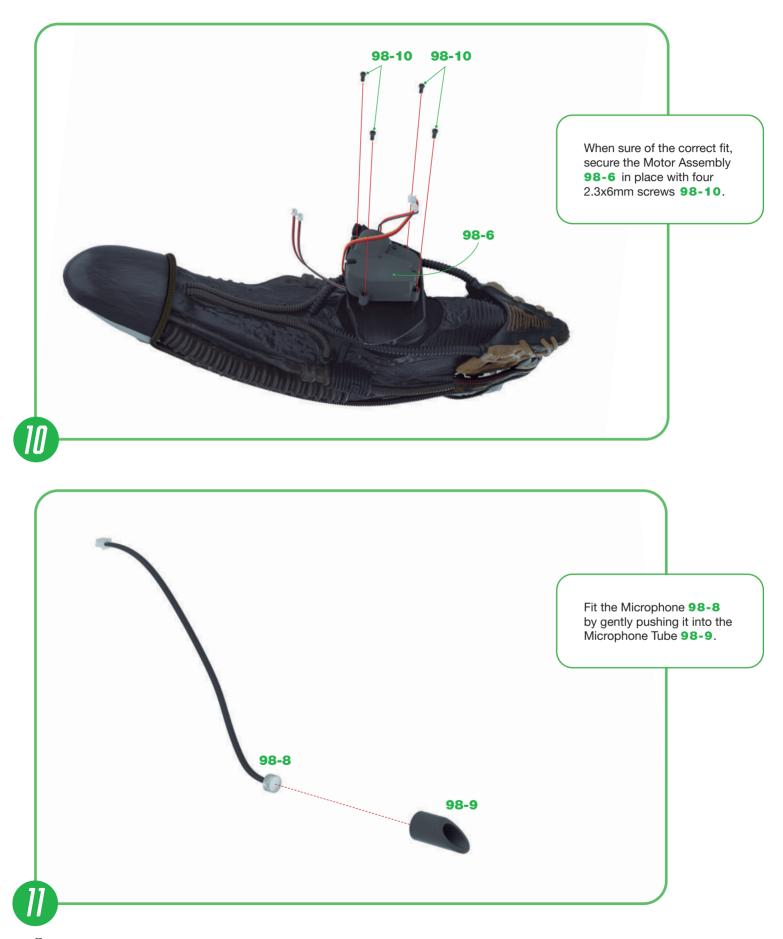


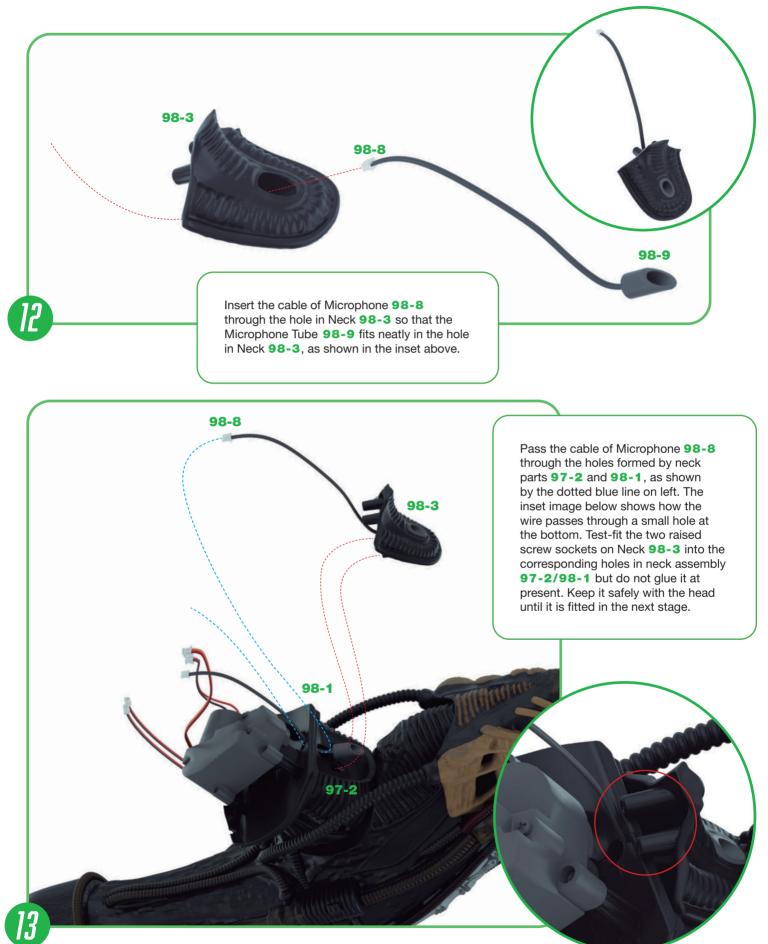
STAGE 98: THE NECK (II)





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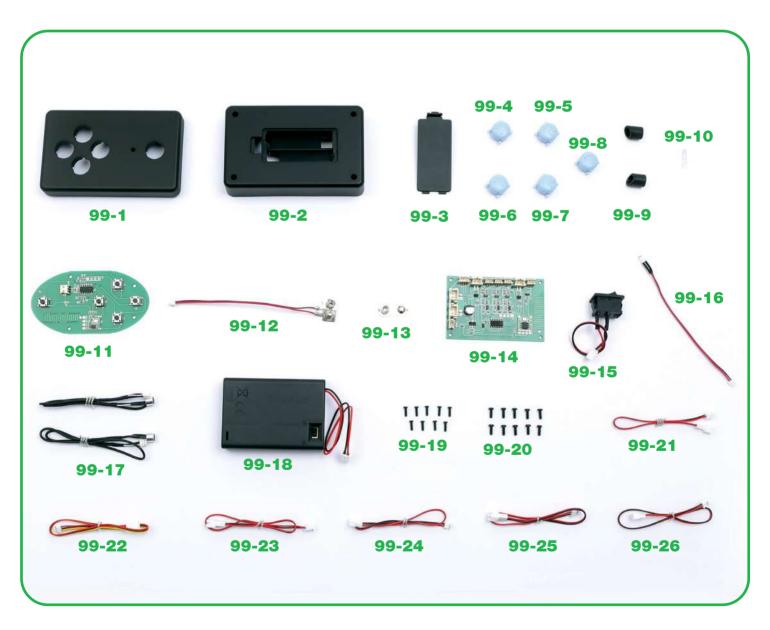




ASSEMBLY GUIDE

STAGE 99: THE REMOTE CONTROL, THE BATTERY AND THE SKULL

In this stage you well assemble the remote control and the battery plus attach the skull to the rest of the Xenomorph's body.

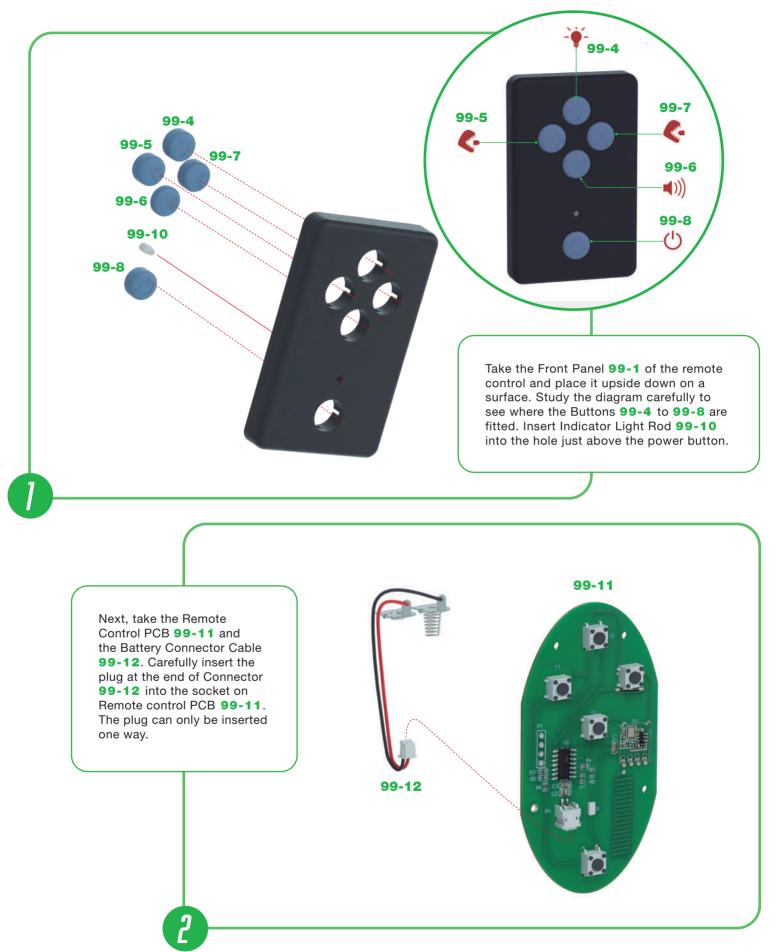


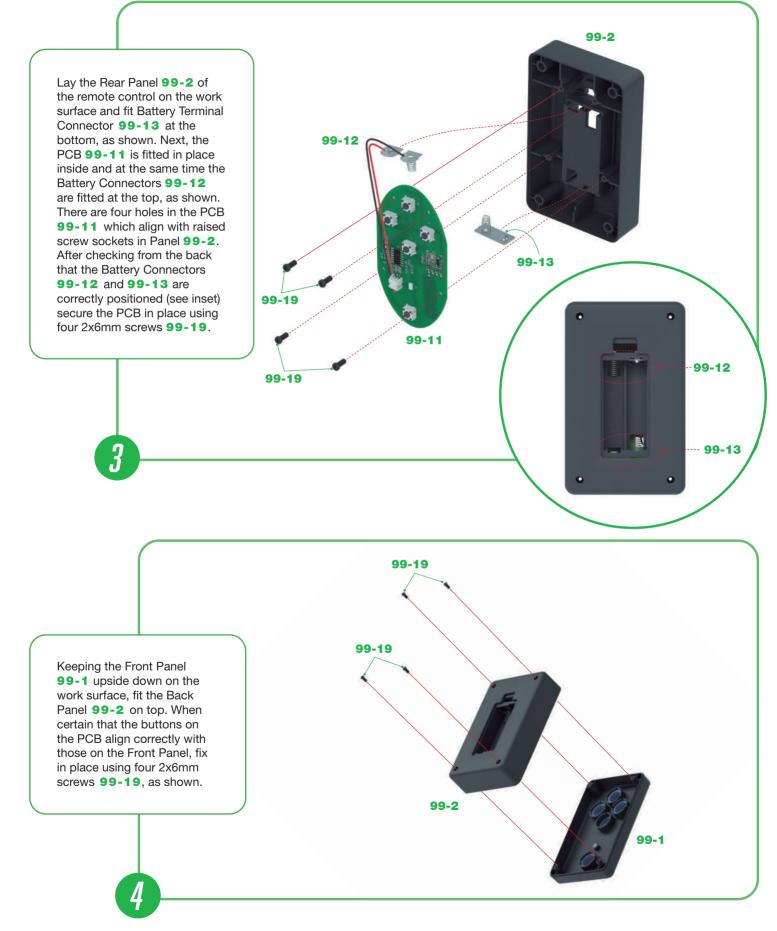
THE REMOTE CONTROL, THE BATTERY AND THE SKULL

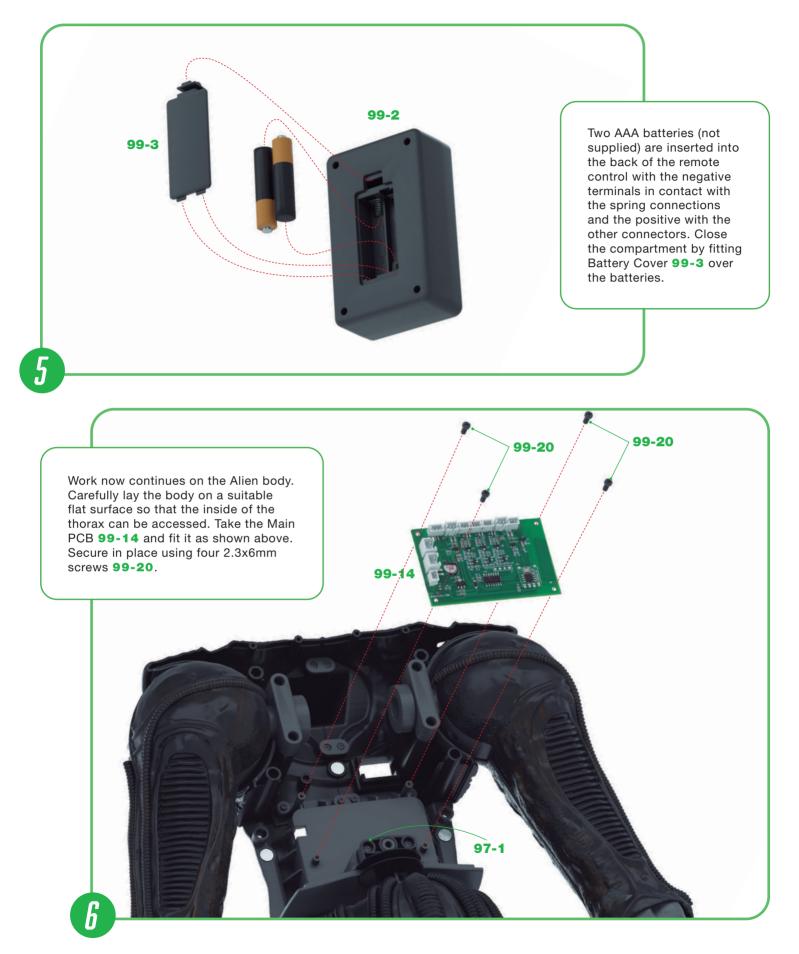
Qty Ref Name 99-1 Front panel - remote control 1 99-2 1 Rear panel - remote control 99-3 Battery cover - remote control 1 99-4 **Button 1** 1 99-5 Button 2 1 99-6 Button 3 1 Button 4 99-7 1 **Button 5** 1 99-8 99-9 **Microphone tubes** 2 99-10 Indicator light rod 1 **Remote control PCB** 1 99-11 99-12 Battery connector cable 1 99-13 Battery terminal connector 1

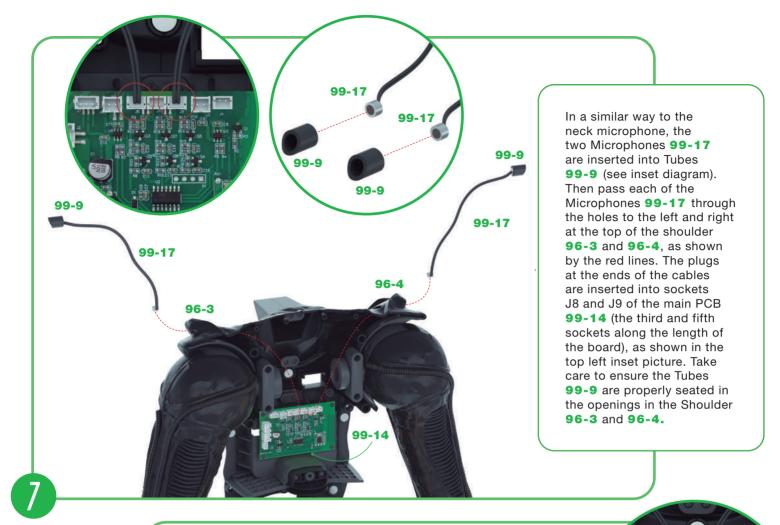
PARTS SUPPLIED

Ref	Name	Qty
99-14	Main PCB	1
99-15	Switch	1
99-16	LED Indicator light	1
99-17	Microphones	2
99-18	Battery compartment	1
99-19	2x6mm screws (1 spare)	9
99-20	2.3x6mm screws (1 spare)	11
99-21	Extension cable	1
99-22	Extension cable J7	1
99-23	Extension cable J6	1
99-24	Extension cable J10	1
99-25	Extension cable J5	1
99-26	Extension cable J4	1



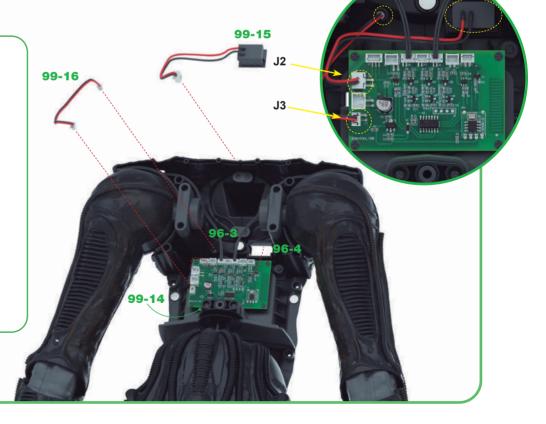


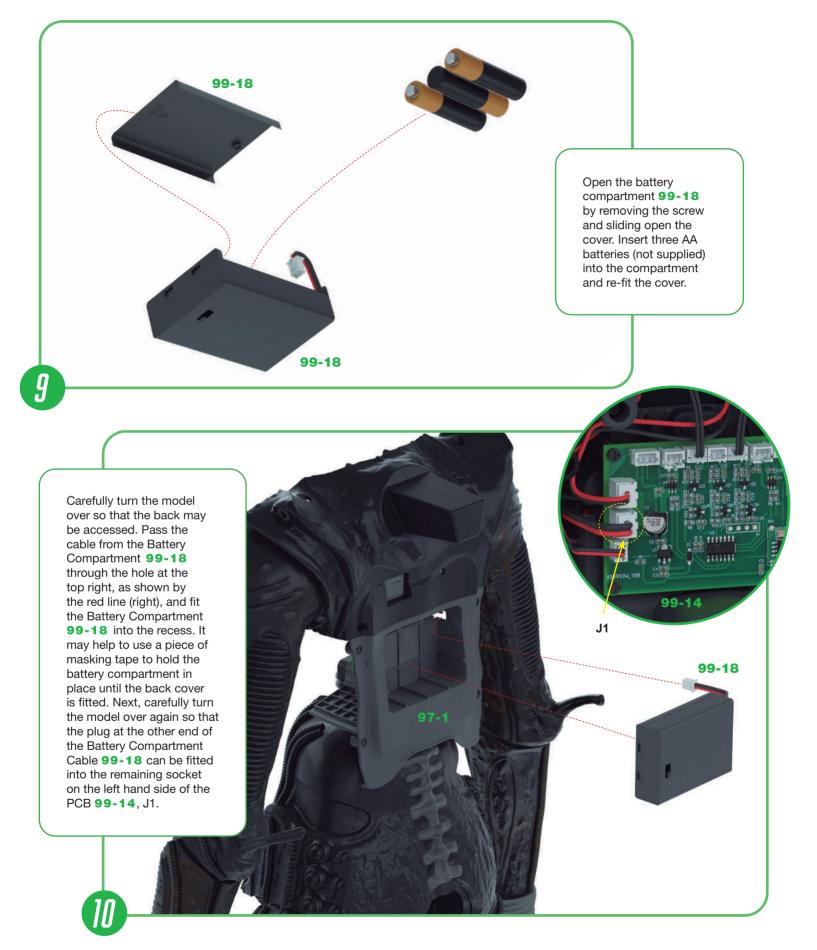


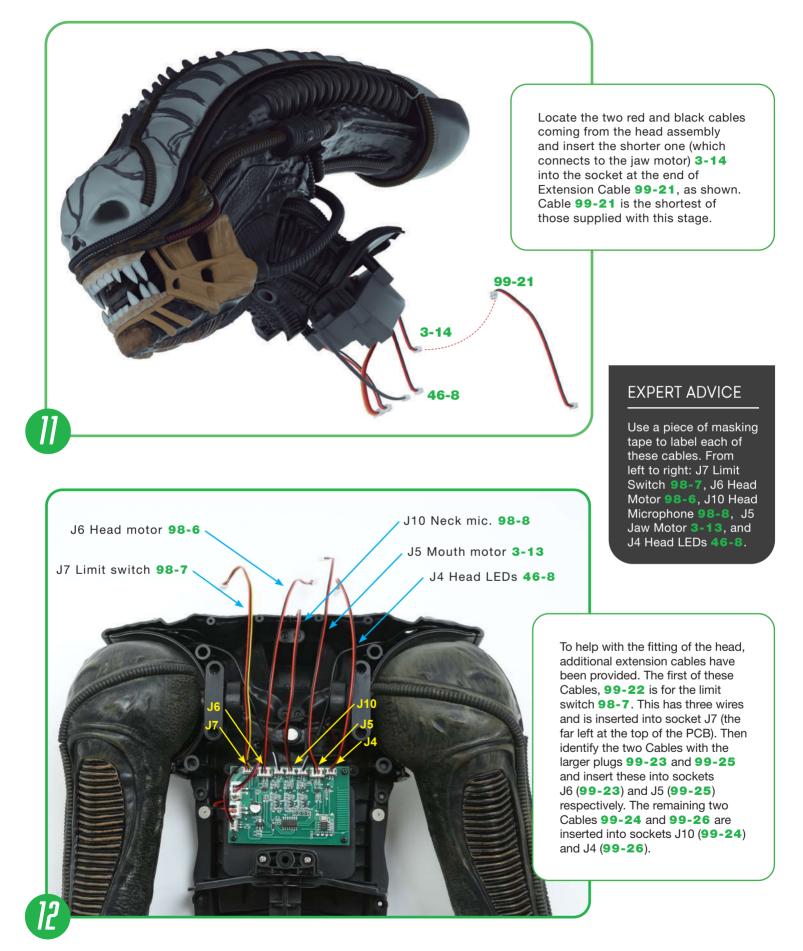


Take the LED Indicator Light 99-16 and push-fit it into the corresponding hole at the back of the shoulder 96-3 and connect the plug at the other end into socket J3; this is the smallest socket on the PCB 99-14. From the outer side, pass the cable attached to Switch 99-15 through the rectangular hole. Ensure that the switch is in the off position. Then, using just enough pressure, push-fit the Switch 99-15 into place. The plug at the other end of the cable is inserted into socket J2 on the PCB 99-14. Take time, referring to the image and inset, to ensure the parts are correctly fitted.

8









stages 91 and 92.

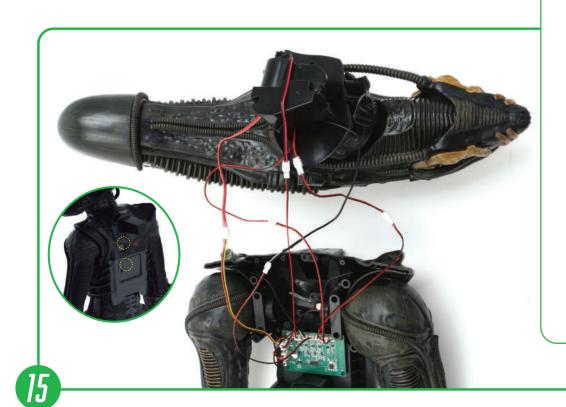
52

Connect each of the extension cables in turn to the corresponding cable on the head. It is important to double check that the cables are correctly fitted.

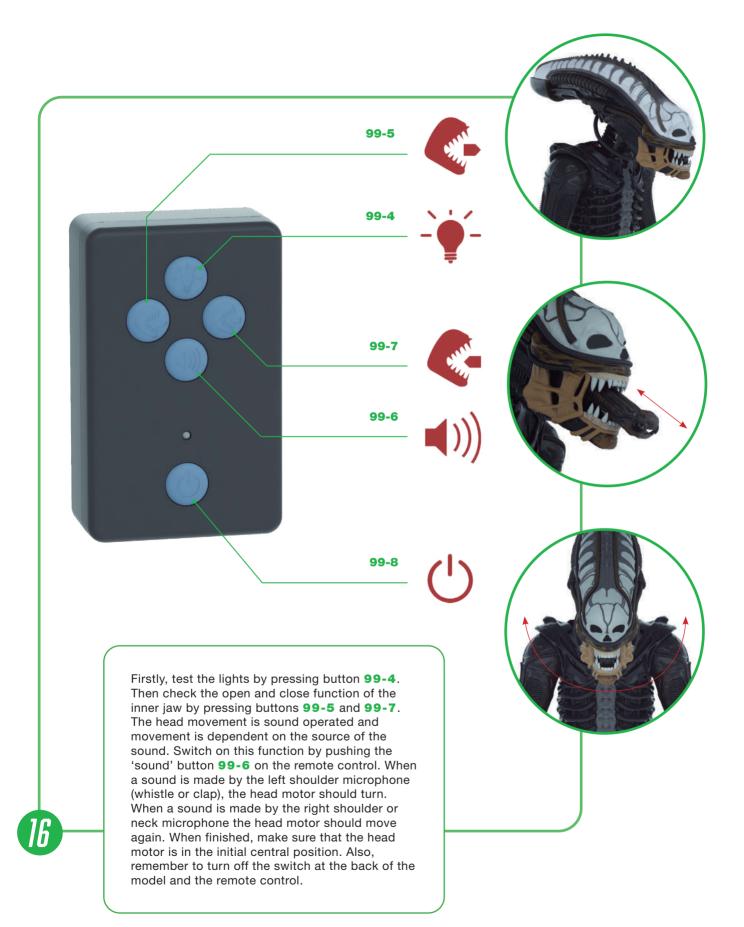
4

EXPERT ADVICE

Remember to take particular care when handling the cable to the neck motor **98-6**.



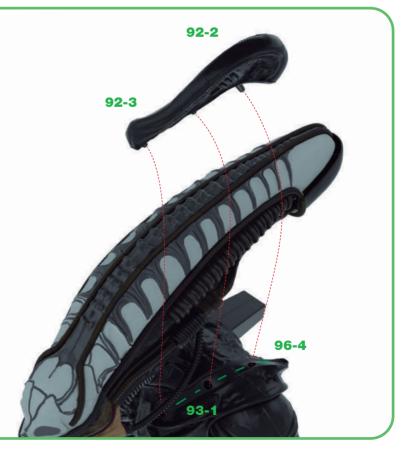
Once certain that the cables are correctly connected, the functions of the head can be tested. Support the head in an upside down position as the head motor assembly **98-6** will turn instead of the head. Power on the model by turning on the switch on the battery container and the switch at the back of the body (inset). The LED Indicator Light 99-16, also at the back, will light up to confirm that the model is powered on and the head motor will go through an initialisation process for a few seconds and settle in the mid position. Then turn on the remote control by pushing the power switch.

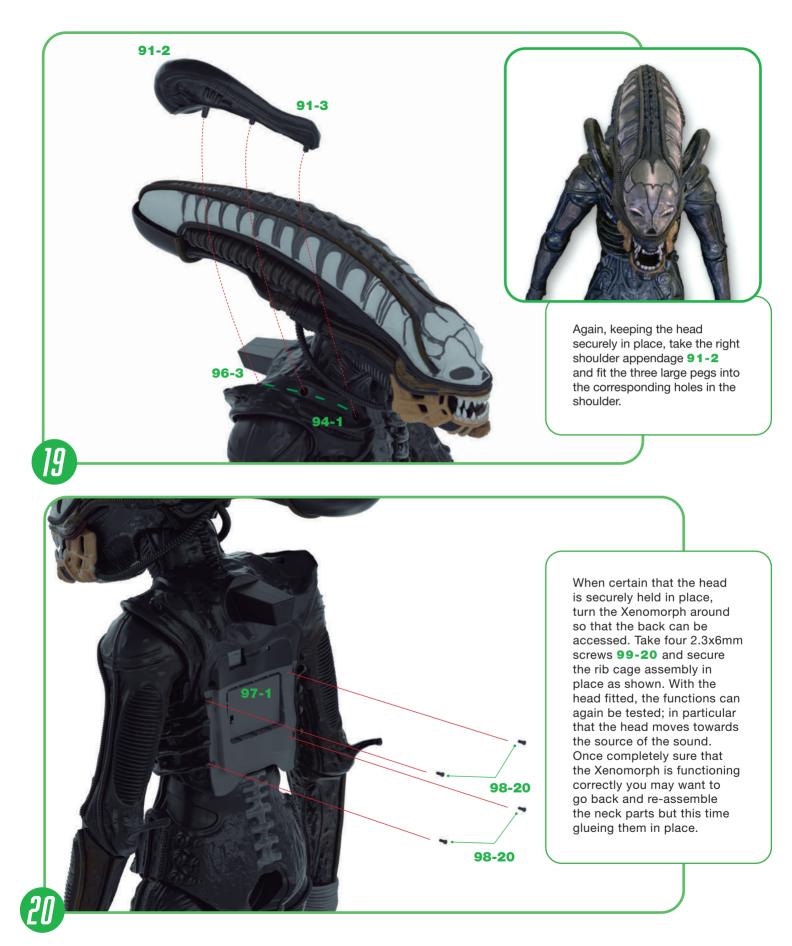




Once certain the electronic functions are working, the head can be fitted. Firstly, take the rib cage assembly which was last worked upon in stage 96 and test-fit it in place so that it covers the front of the Xenomorph. It may help to move the arms slightly outwards whilst doing this. After test-fitting, pull it back slightly so that the gap at the top is just sufficient to receive the head, as shown. Then ensuring the body is fully supported, tuck the cables into the body and fit the head in place. Next, close the rib cage firmly onto the body so that the head is held in place. The shoulder growths, fitted in the next steps, will help hold the head in place.

Whilst holding the head in place, take the left shoulder appendage assembly **92-2** and fit the three large pegs into the corresponding holes in the shoulder. Then fit the neck **98-3** which contains the neck microphone in place by inserting its large pegs into the corresponding holes.







ASSEMBLY GUIDE

STAGE 100: THE SKULL, THE BASE AND POSING THE MODEL

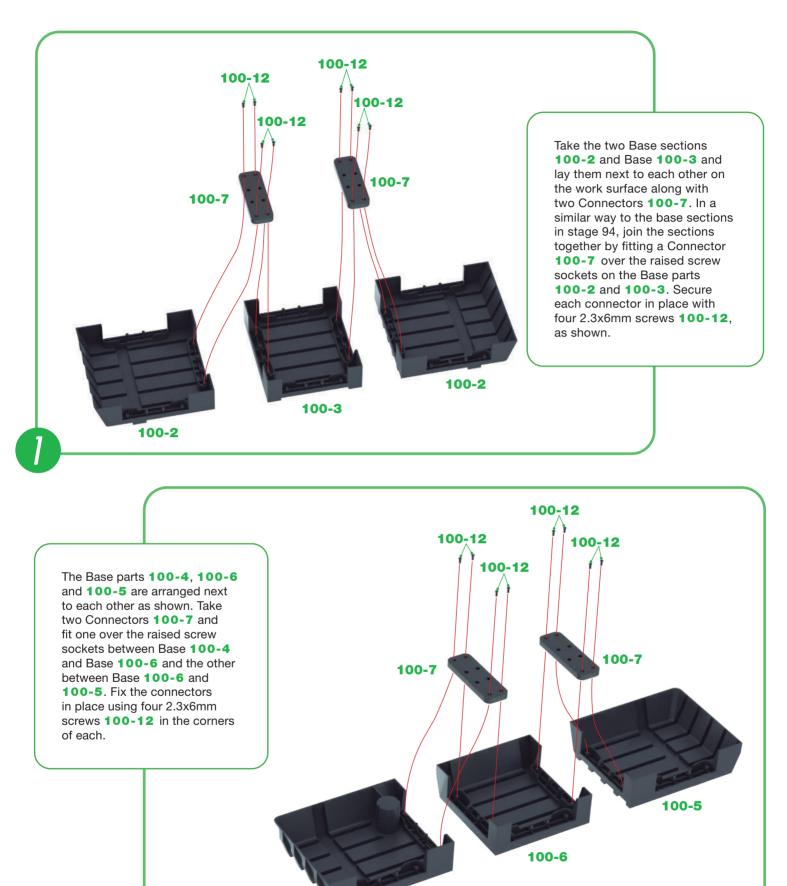
In this stage you will finish the project, completing the assembly of the skull and the base, before installing the Xenomorph model onto the base.



PARTS SUPPLIED

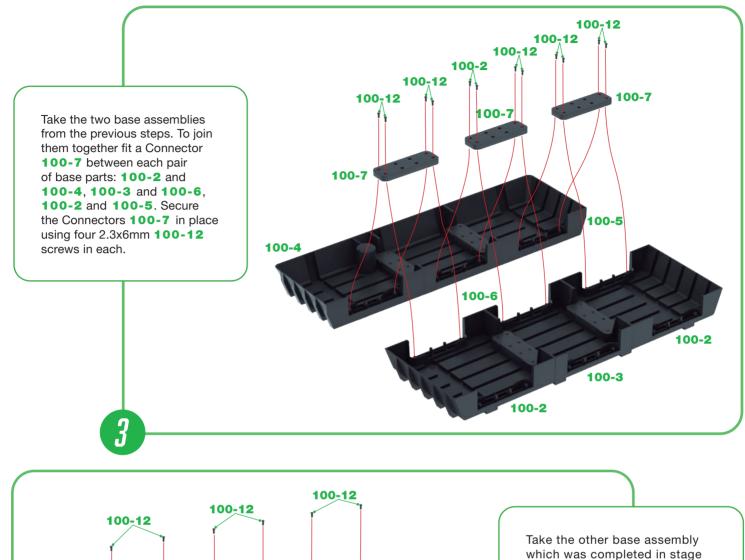
Ref	Name	Qty	Ref	Name	Qty
100-1	Upper skull membrane	1	100-7	Connector	7
100-2	Base 4	2	100-8	Tail support bracket 1	1
100-3	Base 5	1	100-9	Tail support bracket 2	1
100-4	Base 6	1	100-10	Tail support pole 1	1
100-5	Base 7	1	100-11	Tail support pole 2	1
100-6	Base 8	1	100-12	2.5x6mm screws (1 spare)	35

Note: In addition to these parts, Base Brackets 100-13 to 100-17 have been supplied and are shown in step 5.



100-4

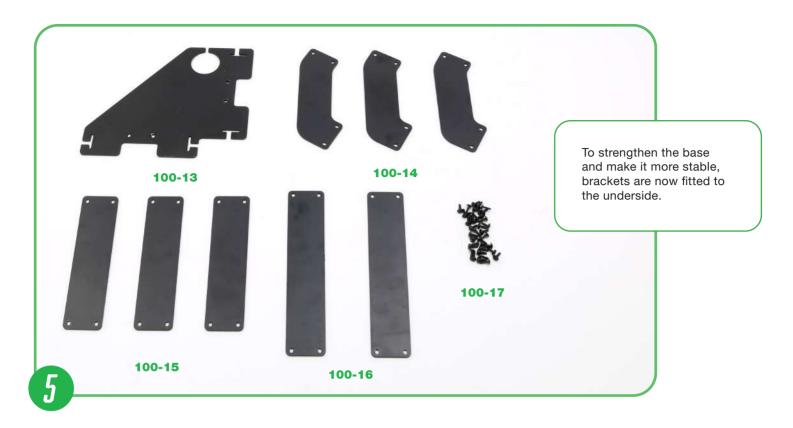
2



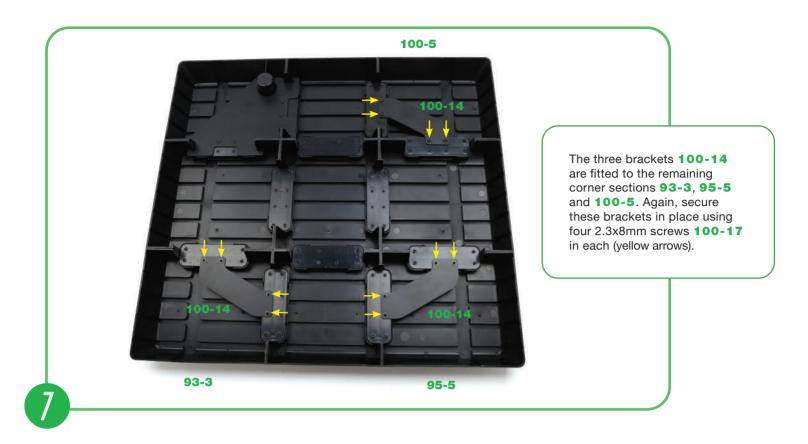


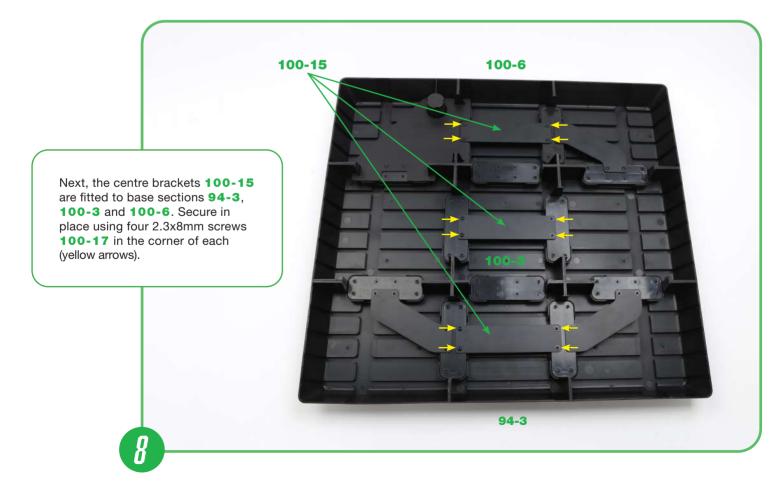
Take the other base assembly which was completed in stage 95 and place it next to the base assembly from the previous step. Connectors **93-4**, **94-4** and **95-6** have already been attached to the base assembly. Fit these over the raised raised screw sockets on Base sections **100-2** and **100-3** and secure in place with six 2.3x6mm screws **100-12**.

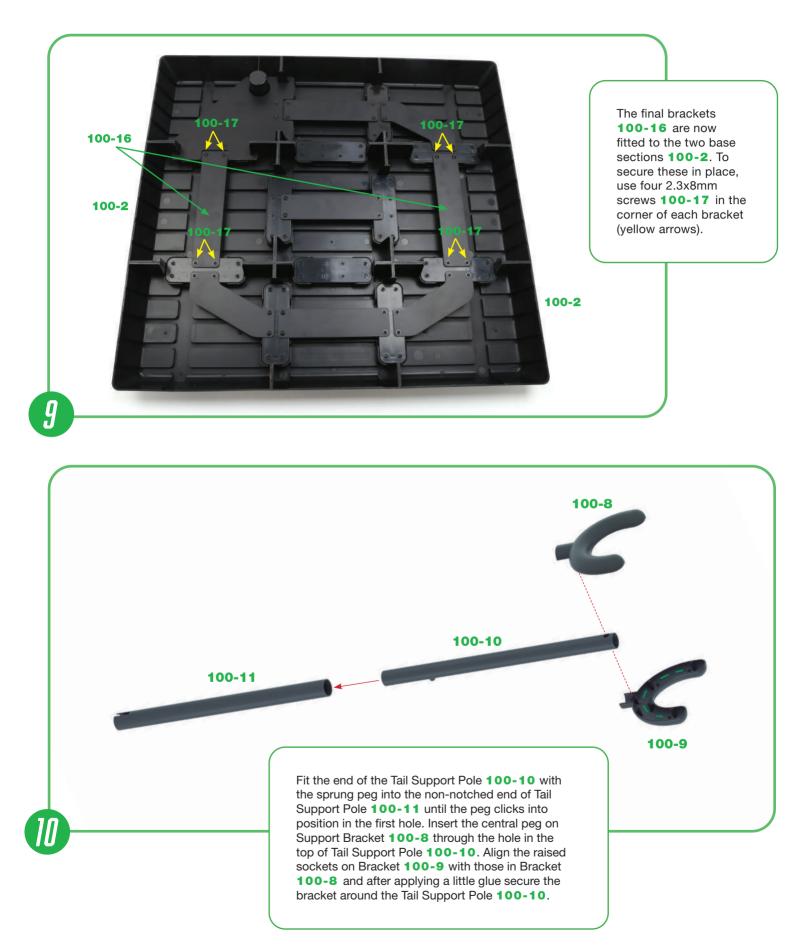
Tip: You may find that you need to temporarily loosen the previously fitted connectors to help them to fit.

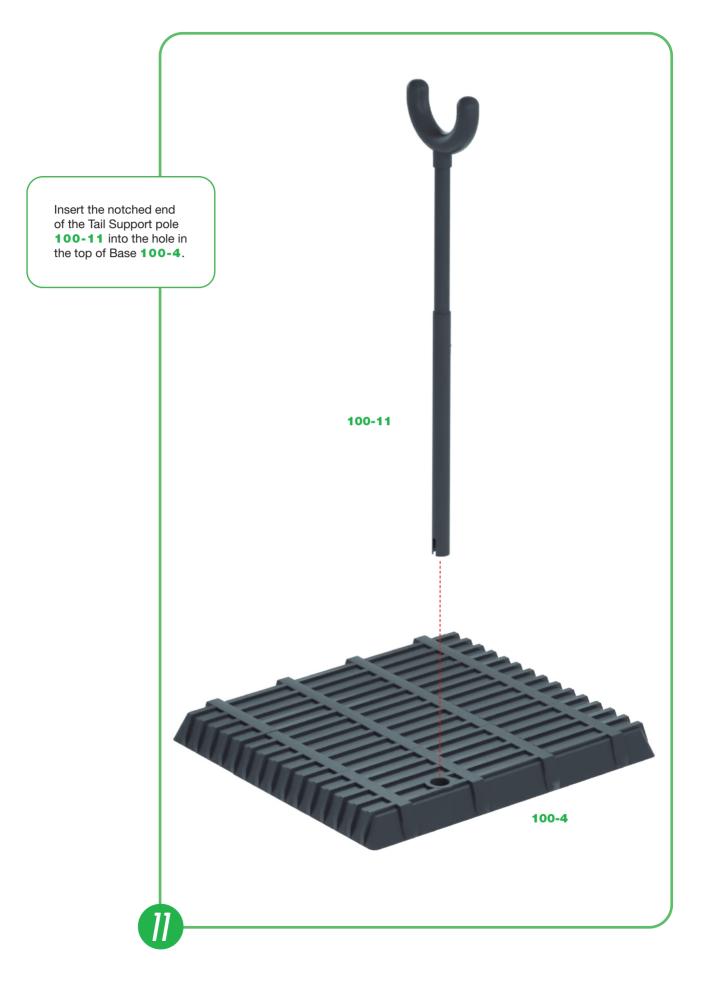




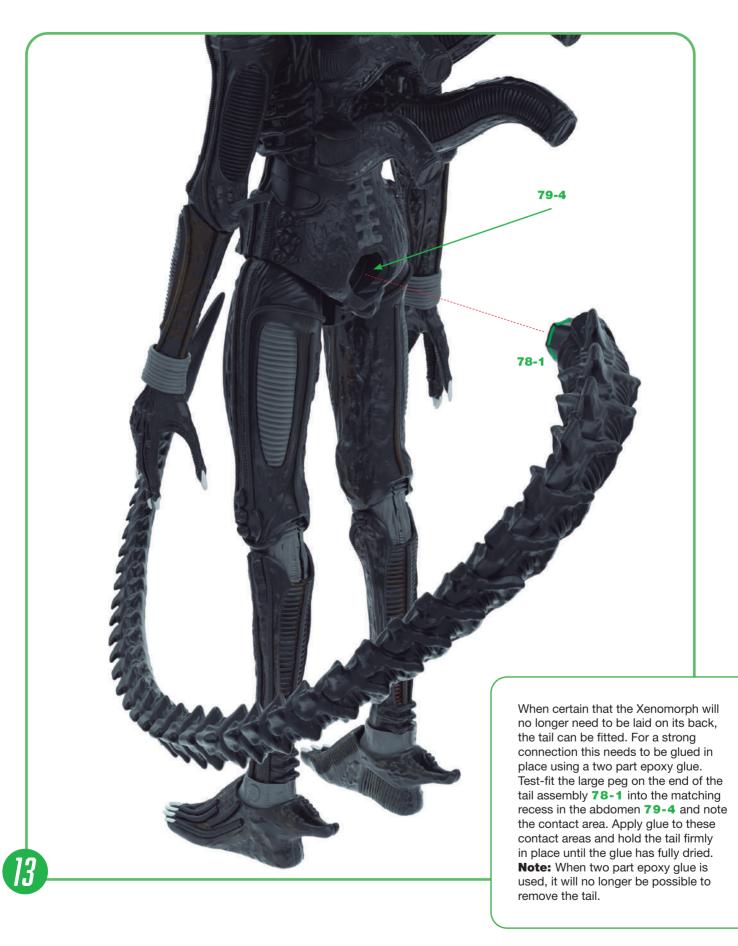


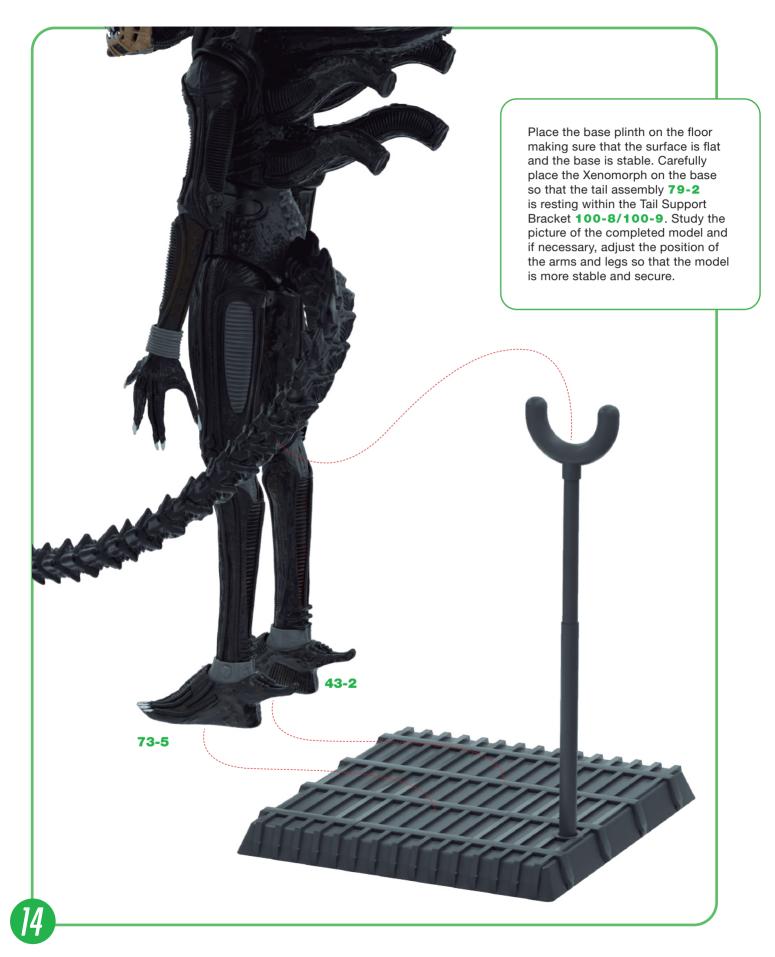


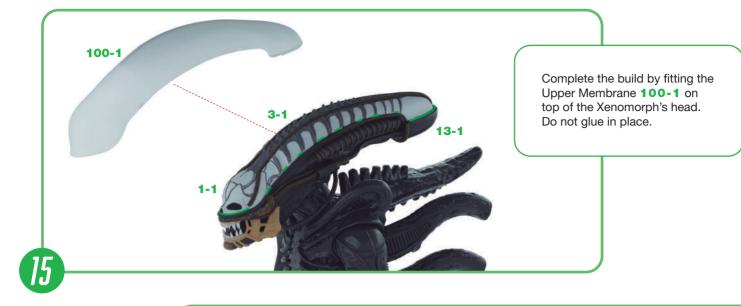












PACK 13 AND STAGE 100 ARE COMPLETE!

EXPERT ADVICE

The base has been constructed, dorsal growths attached to the back and the tail fitted in position.

Remember to model your Xenomorph in a terrifying position!

Having the arms forward, the legs further apart, and the knees bent slightly not only looks more terrifying, it may also help with the stability.

