

F-210 PHOENIX



F A T D R A G O N G A M E S



Welcome to the E-Z line of card models from Fat Dragon Games!

First and foremost, I wish to thank you for purchasing this set. Without your support, Fat Dragon Games would not be in business. Our web site www.fatdragongames.com features built up photos of our model sets, special free downloads and an excellent user forum where you can post any questions you may have regarding our products. I personally monitor the forum daily and welcome any questions, comments or suggestions for future sets you may have. I sincerely hope this model set brings you and your gaming group many hours of enjoyment.

Tom Tullis
President
Fat Dragon Games

Now, on to the modeling...

We have made every attempt to design the models you have purchased to be as easy as possible to assemble. Yes, we realize there may be more efficient ways of designing several of these pieces, but ease of assembly for the novice card modeler was our primary concern. Before you can construct your model, you will need some basic supplies:

Glue: While white school glue (Elmers) will work on these models, this type of glue contains too much water to make really nice looking models (it warps the paper). We recommend a good quality glue stick or even better a liquid paper glue pen. We use UHU OFFICE PENS for our models-the applicator puts a small amount exactly where you want it and it has a non clog tip. You can get these from www.saunders-usa.com

Base material (optional): All of the models shown in our photos have been mounted on black foam-core. This is cheap (about \$2.50 for a 20x30" sheet at discount stores). This will weight your pieces down so they don't easily move if the table is bumped.

Card stock: You will need a supply of white letter size card stock. This is available at any office supply or discount store in the school/office supply section.

Tooth picks: These come in handy to apply glue to small areas.

Wet paper towels or hand wipes: Very useful to clean your fingers off whenever you get glue on them. This will keep you from getting excess glue on your models.

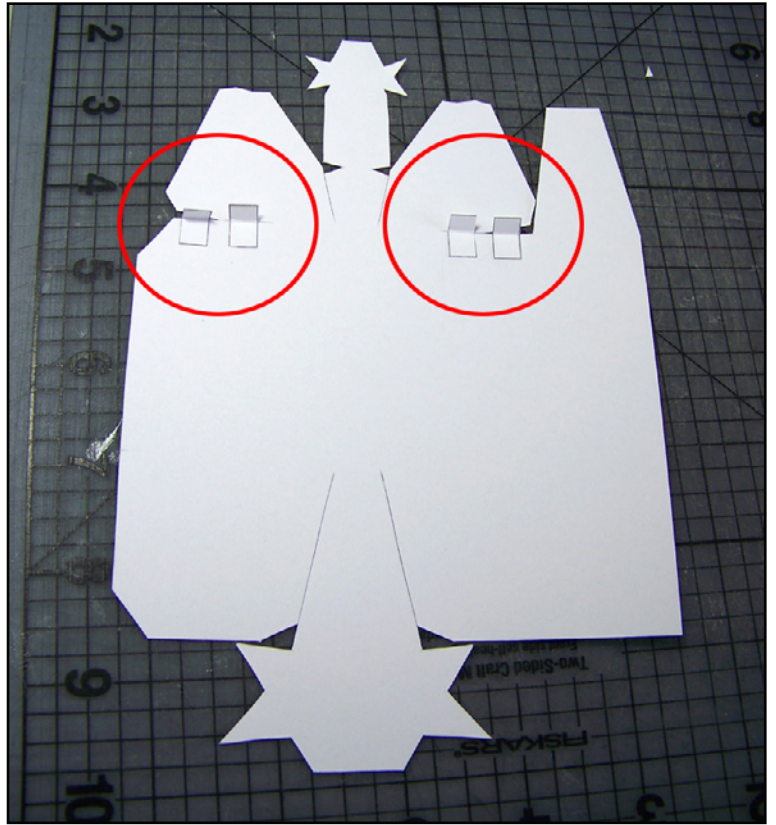
Colored markers: A black, gray and brown marker is useful to touch up white edges on your finished model.

Acrylic Paints: Common acrylic paints can also be used to touch up edges on your finished model.

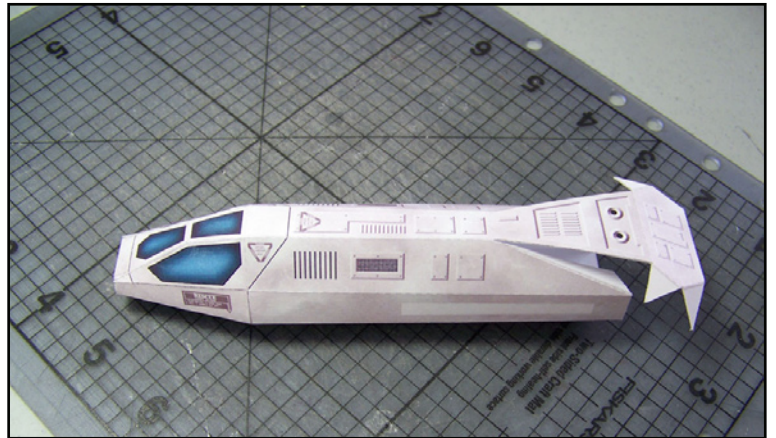
DISCLAIMER: Fat Dragon Games urges our customers to exercise extreme caution when cutting . Hobby knives (should you use them) are extremely sharp and must be used with the utmost care and caution and should never be used by children. Fat Dragon Games is not liable for misuse or accidents.

Before cutting each piece from the page, we recommend you first score all of your fold lines (dashed lines) by lightly dragging the knife across them. Do not apply pressure and just let the weight of the knife break the surface of the paper without cutting completely through it. Any fold lines that require rear scoring are designated by small blue arrows at the score points. Simply cut a small 'tic' mark at each edge of the dotted line so you can see it from the back and then score the line.

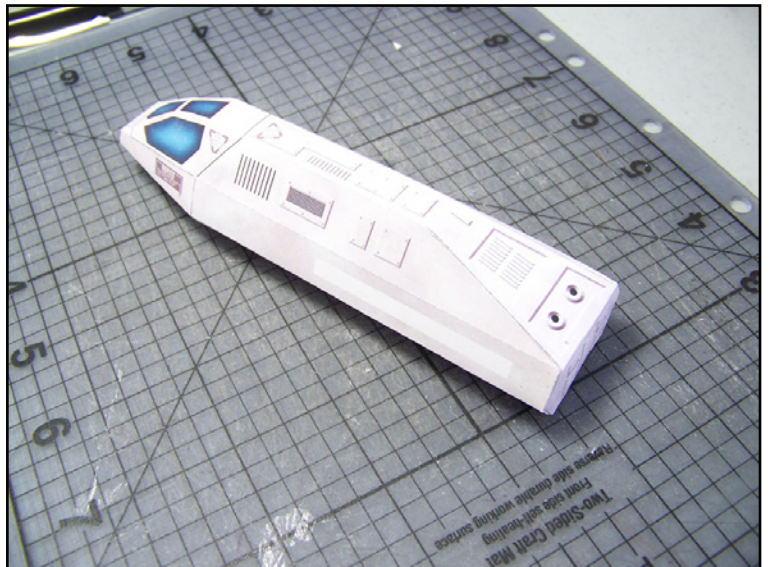
Step 1: Cut out and score the main fuselage section. Once this is accomplished, you can glue the four interior attachment tabs (shown circled in red) to the inside of the fuselage. These tabs are used to connect the split sections of the nose. Glue all four tabs along the rear of the split and allow to dry. After the tabs have fully dried, glue them to the forward edges, making sure all edges are aligned properly when viewed from the opposite side.



Step 2: After the nose section has dried, begin gluing the area around the cockpit making sure the exterior edges align properly. Once the cockpit area is glued, proceed to glue the bottom of the fuselage forming the tube shape of the final piece.

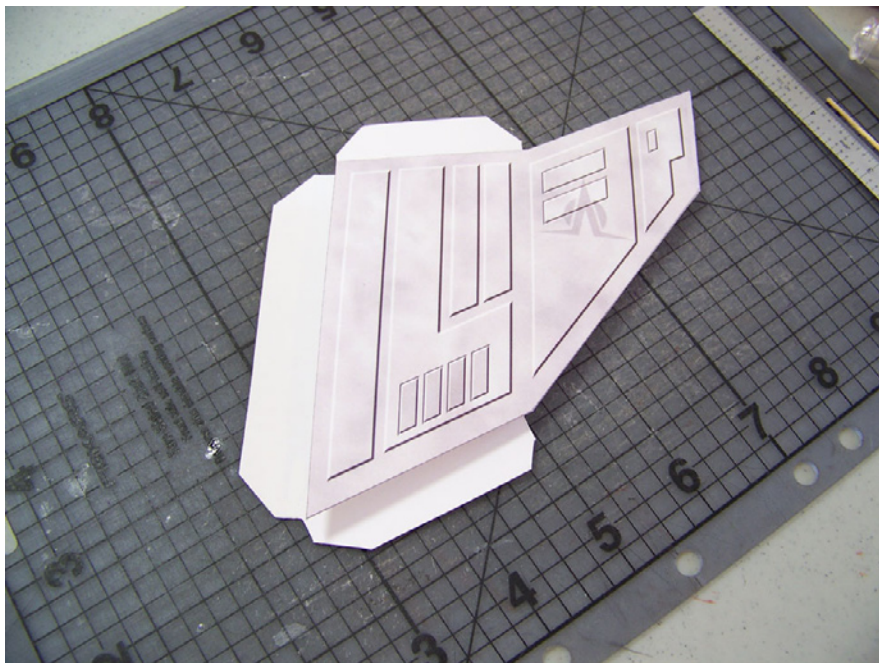


Step 3: Glue the end caps into place, paying extra attention to the rear deck area to make sure it doesn't overlap the side edges. After the fuselage is dry, assemble the nose cap and glue into position.

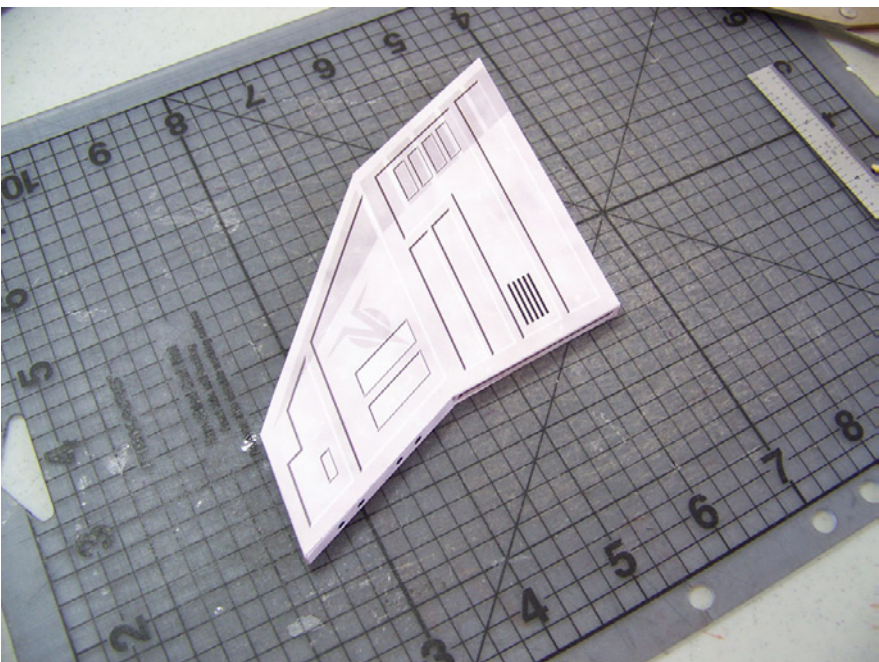




Step 4: The landing gear assemblies are very basic. Simply fold each leg in half and glue, making sure not to glue the end tabs together. Before you proceed, we recommend coloring the edges of the gear with a black marker (this can be done later but it will be more difficult once the gear are glued into position.) Attach these to the skids and allow to dry. Once each gear assembly is fully dry, attach to the lower fuselage and set aside dry fully.

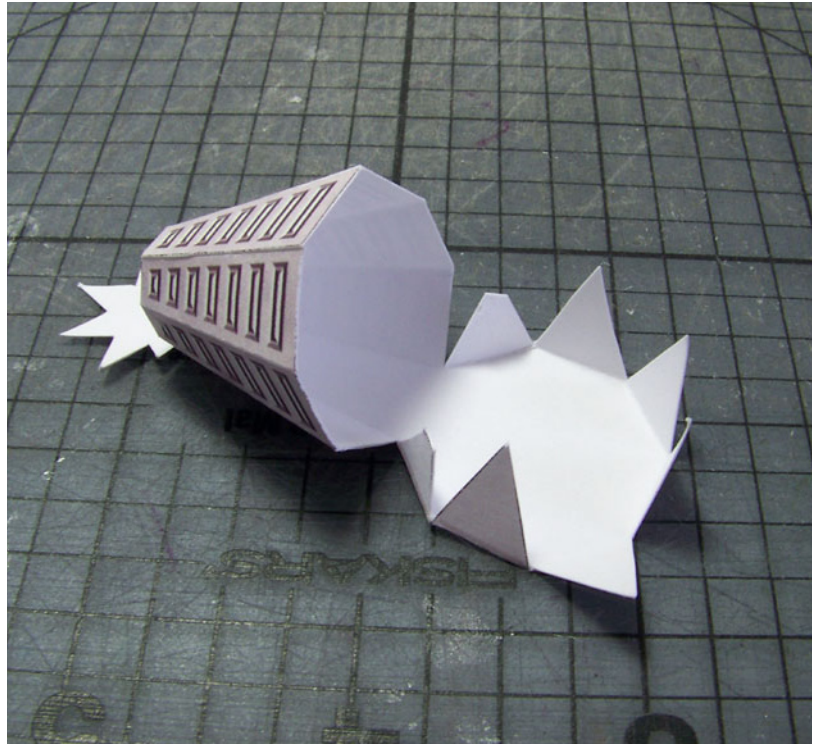


Step 5: The wing assemblies are very basic in design. Each section folds over in half with side tabs that tuck inside. Work slowly gluing one tab at a time to ensure each edge is flush.

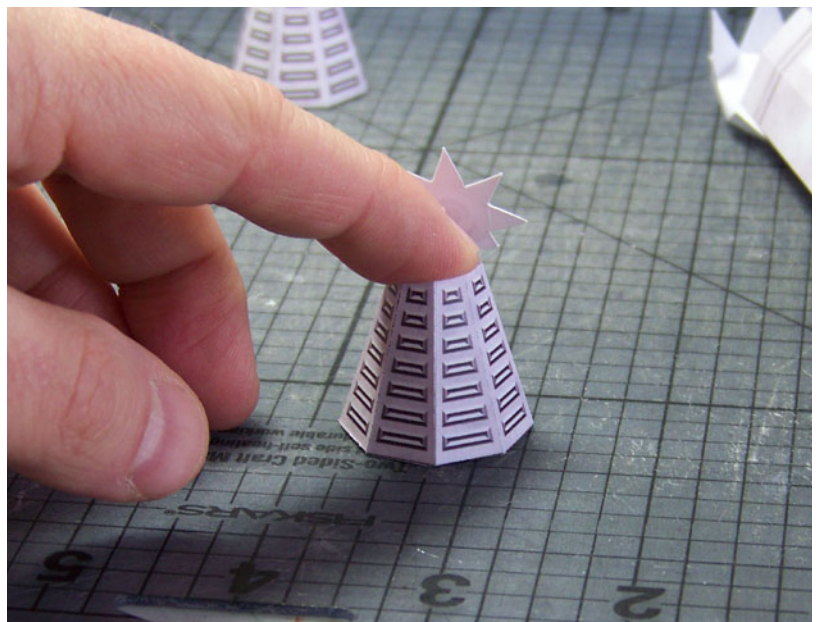


Step 6: The fins for the tops of the engines simply fold over in half (make sure not to glue the end tabs.)

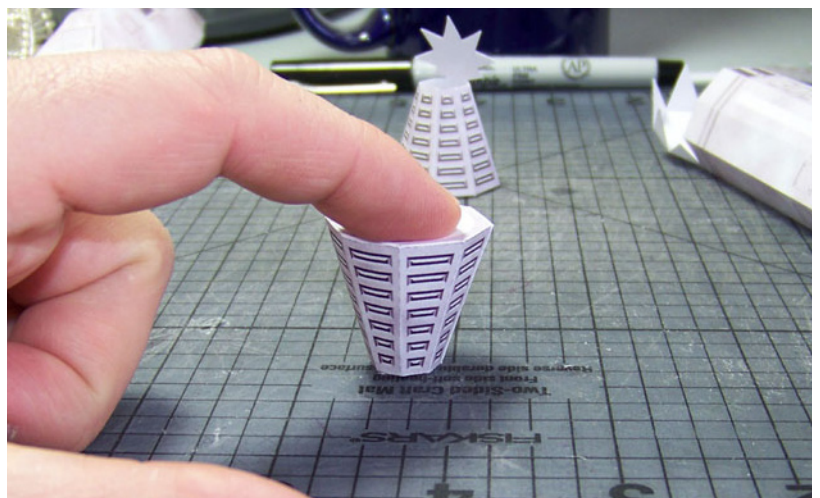
Step 7: Each of the three subassemblies for the engines assemble in the same manner. After cutting and scoring each end piece, glue the model into a tube shape and set aside to fully dry.

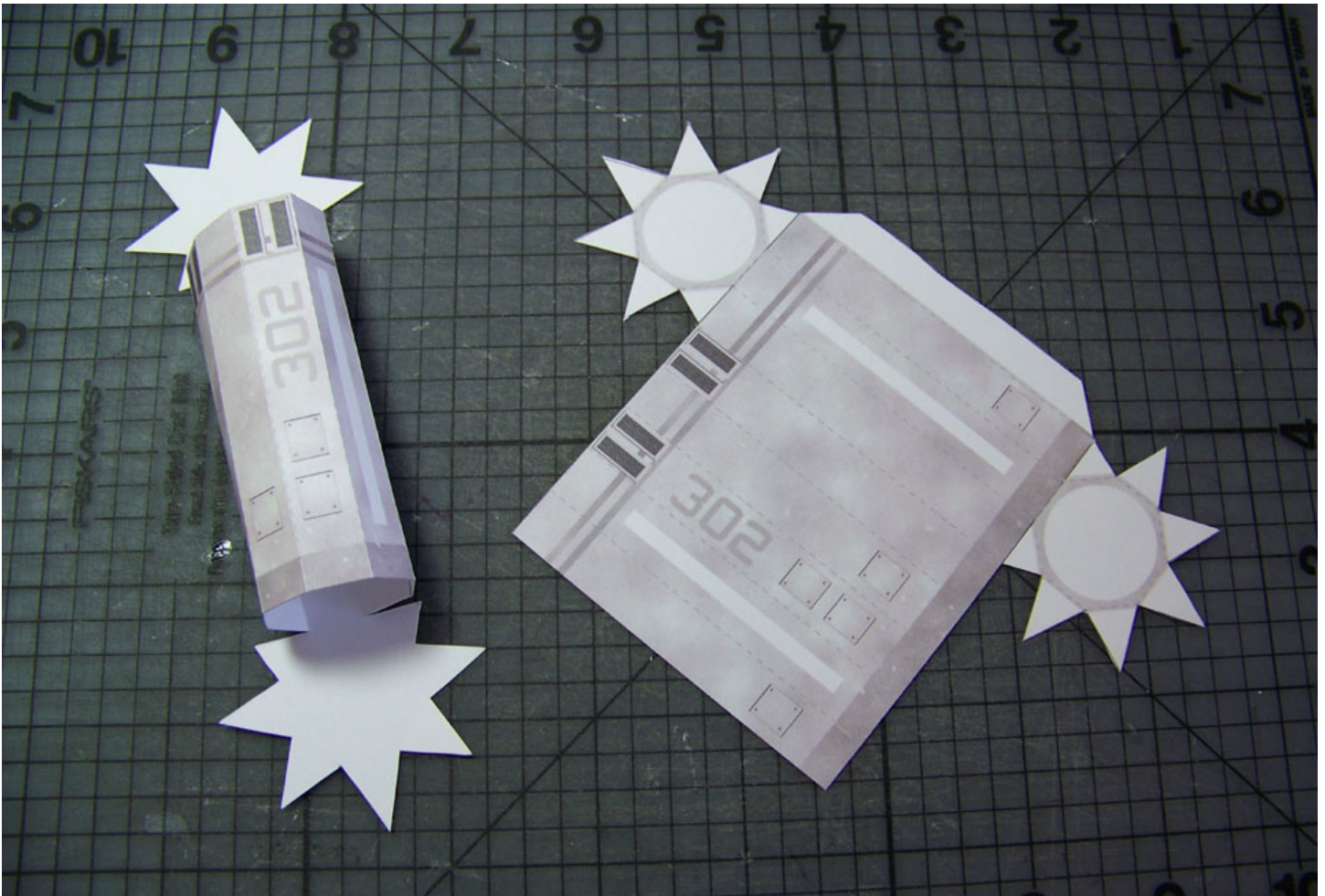


Step 8: It is critical that the end caps are flush with the side edges or your engine assemble will not fit together properly. This is easy to accomplish. Apply glue to the inside edges of the tube walls, then carefully fold one endcap into place. Flip the model over and put the endcap you just glued against a flat surface, applying light pressure to the opposite end for a few minutes.

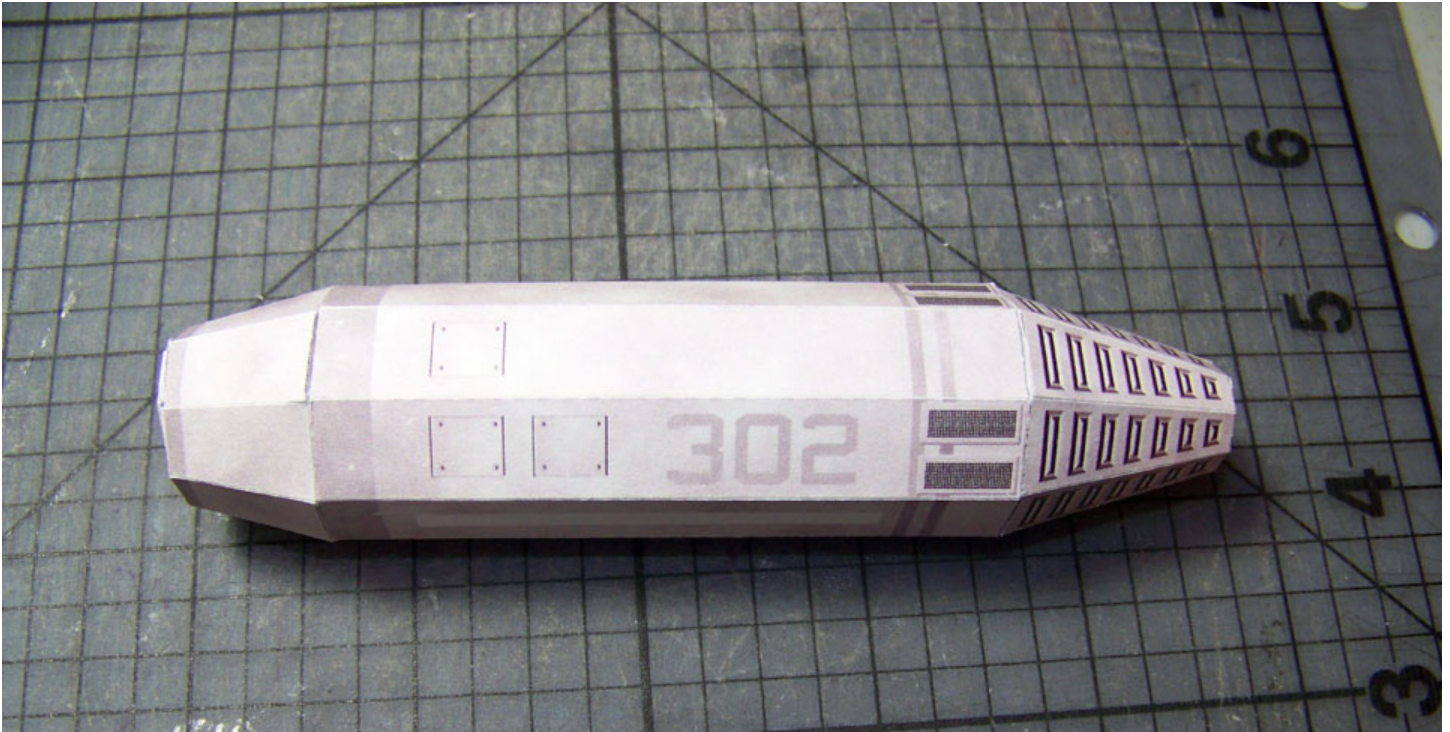


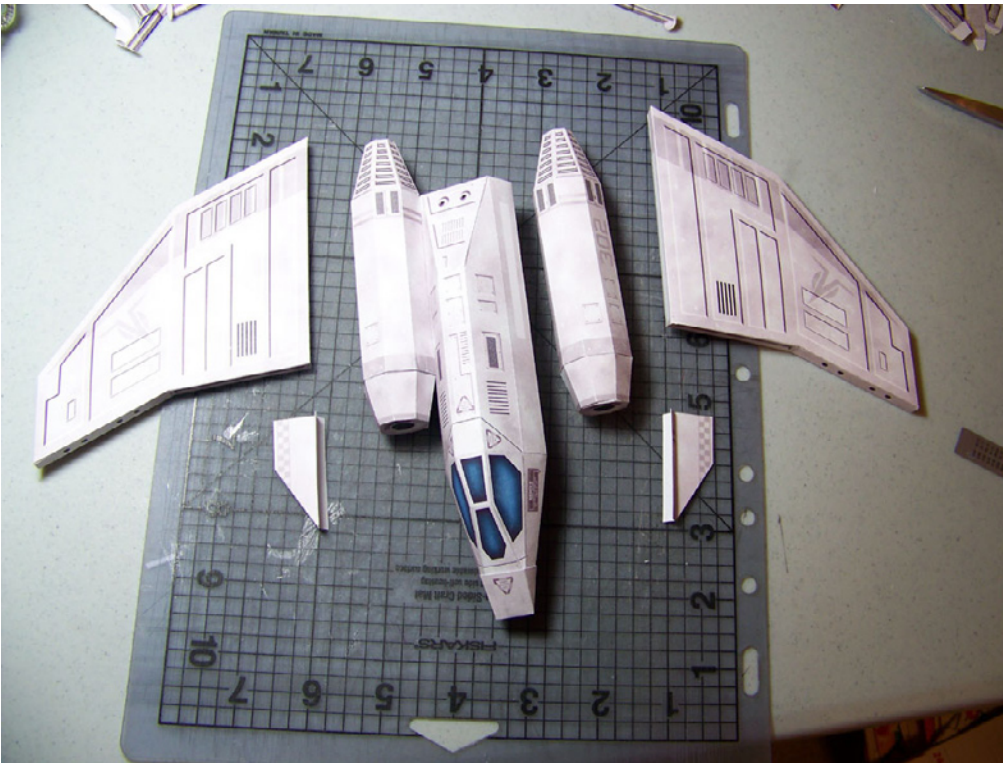
Step 9: After the first end is fully dry, flip the model over and repeat for the opposite end.



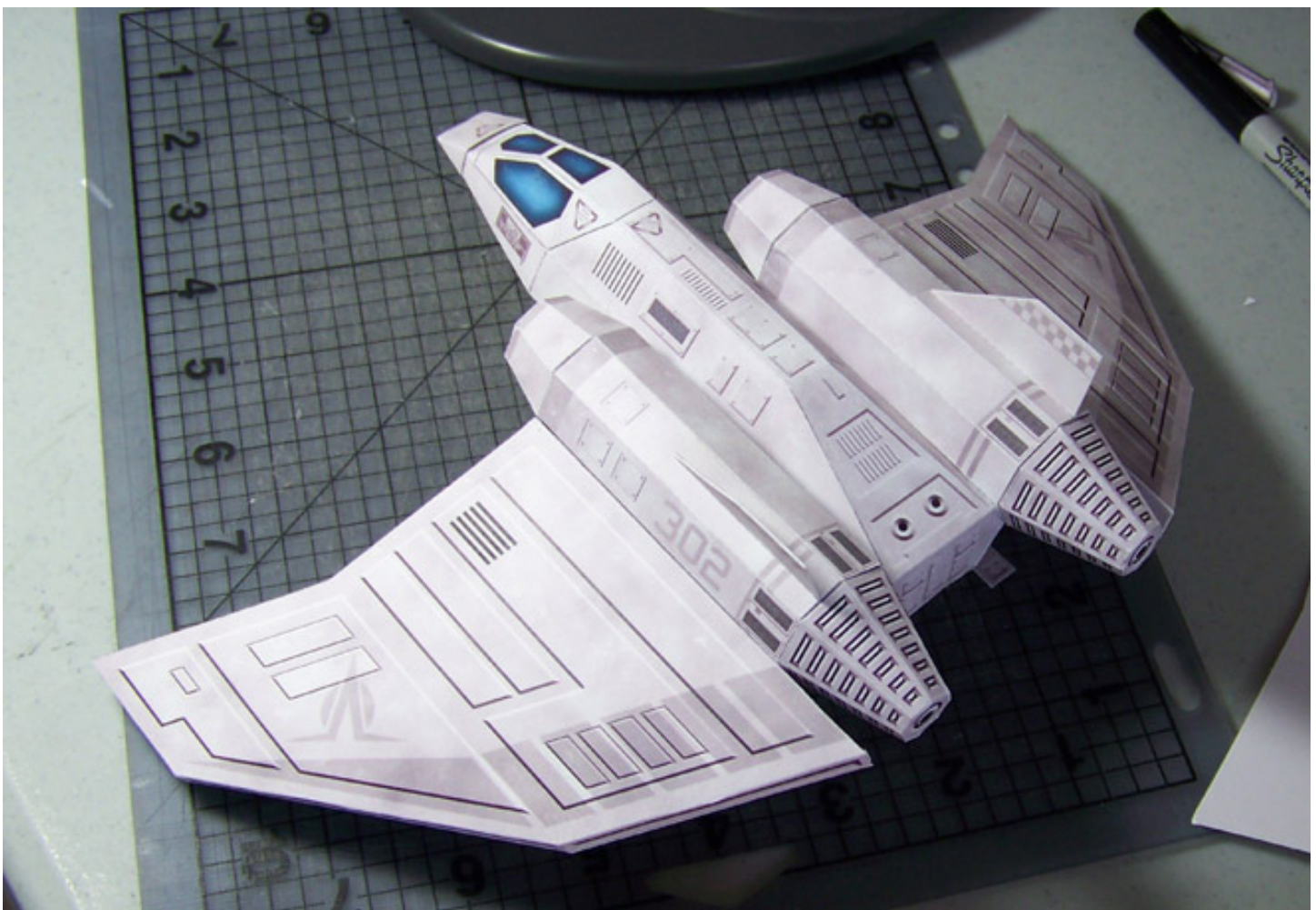


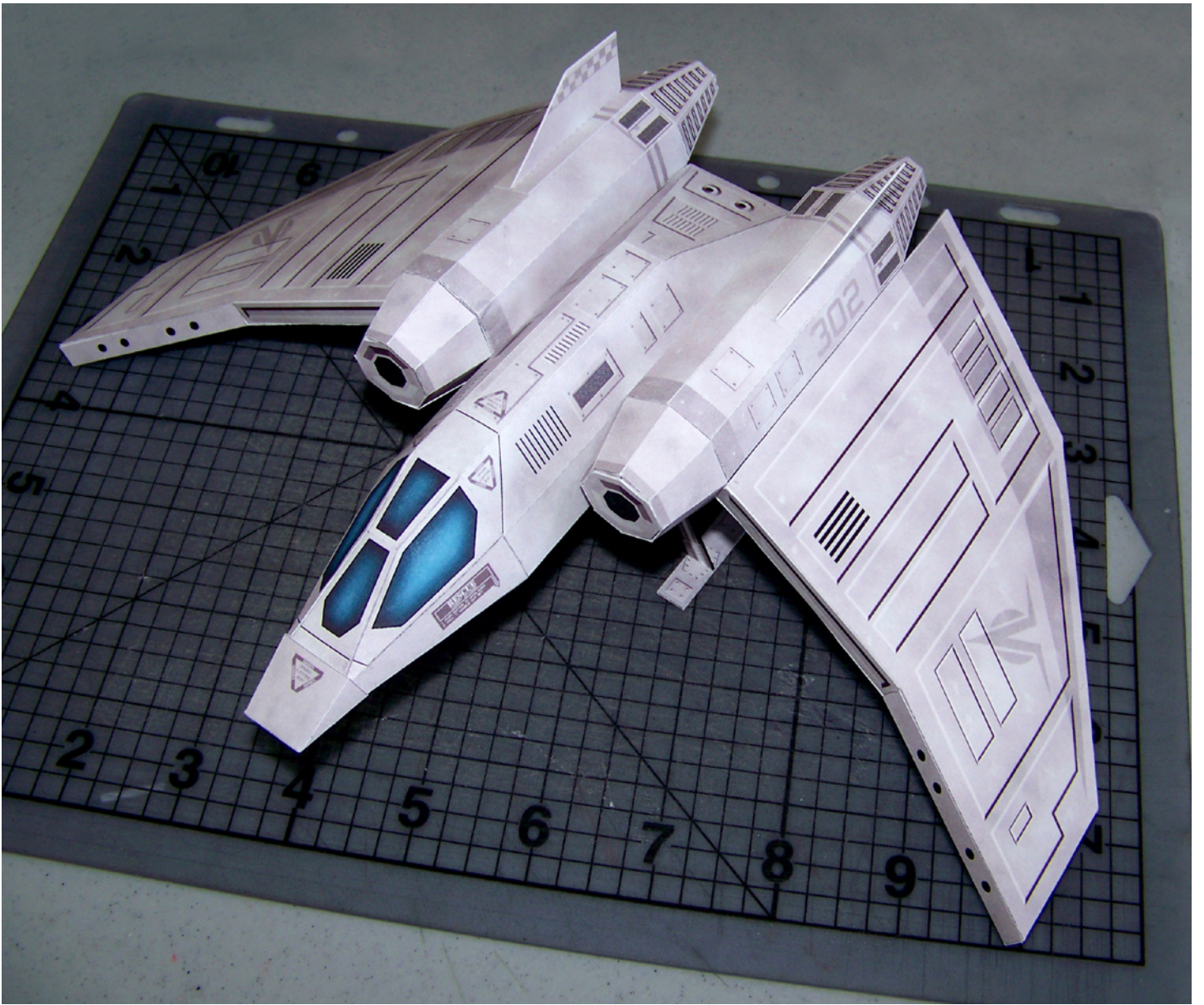
Step 10: Repeat steps 7, 8 & 9 for the main engine sections. Once both of these are finished attach the end pieces to the main sections as shown paying attention to the shading on the ends to make sure shadows are cast in the same direction on all ends.





Step 11: Once all of the sub-assemblies are complete, begin final assembly by gluing the engines to each side of the fuselage. Once dry, glue the main wings and fins into place.





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