spectacular **1:2** SCALE



# BUILD THE TERRIFYING XENOMORPH FROM ALIEN



# PACK 2 | BUILD INSTRUCTIONS

<u>KIT 05</u>

SKULL & APPENDAGES

# <u>KIT 06</u>

FRONT-LEFT SECTION OF THE HEAD

# <u>KIT 07</u>

CENTRE-LEFT SECTION OF THE HEAD

KIT 08

FRONT-RIGHT SECTION OF THE HEAD

# <u>KIT 09</u>

CENTRE-RIGHT SECTION OF THE HEAD

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.

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 council 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.



### STEPS & TIPS ONLINE

K | T | O

THE HEAD & NECK

KIT 11

THE NECK

<u>KIT 12</u>

THE HEAD & SKULL

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All parts belong to a kit. Collectors item for adults.

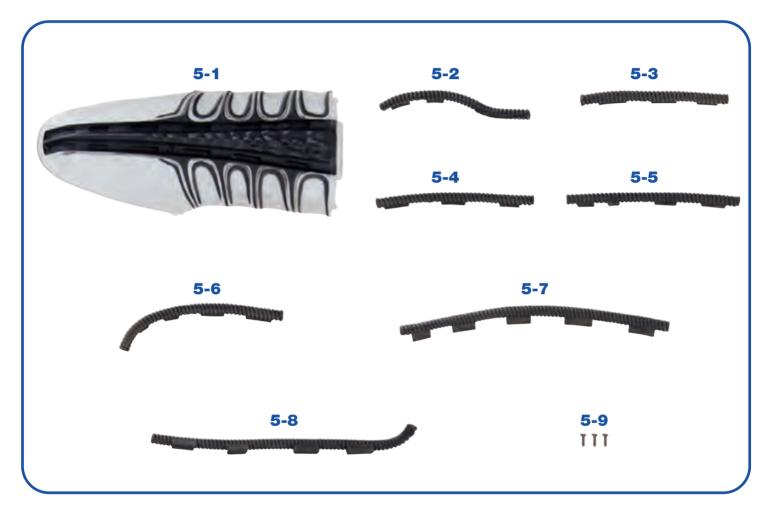
Not suitable for children under 14.





# KIT 5: SKULL & APPENDAGES

In this kit you will continue the assembly of the skull of the Xenomorph and start to fix some of the appendages to the left-hand side.



### PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
5-1	Skull C	1	5-6	Skull Pipe 5	1
5-2	Skull Pipe 1	1	5-7	Skull Pipe 6	1
5-3	Skull Pipe 2	1	-	•	•
5-4	Skull Pipe 3	1	5-8	Skull Pipe 7	1
5-5	Skull Pipe 4	1	5-9	2.3x6mm screws	3*

\*A spare screw is supplied in case of loss or damage.

#### **KIT 5: SKULL & APPENDAGES**

5-9

5-1

3-1

2

1-1

3

**EXPERT TIP:** Before starting the construction, study the parts photographed carefully to identify each of the skull pipes and lay them out in order.

> Next, identify Skull Pipes 5-3 and 5-4; Pipe 5-3 is slightly longer than Pipe 5-4. Take Pipe 5-3 and test-fit its three tabs into the corresponding slots in Skull parts 1-1 and 3-1, as shown. Apply a little glue to the tabs and fit the part firmly in place.

Identify Skull Pipe 5-2 and test-fit the three tabs along its side into the corresponding slots on the upper left side of the Skull part 1-1. When sure of a good fit, apply a little glue to the tabs to

secure the part firmly in place.

5-3

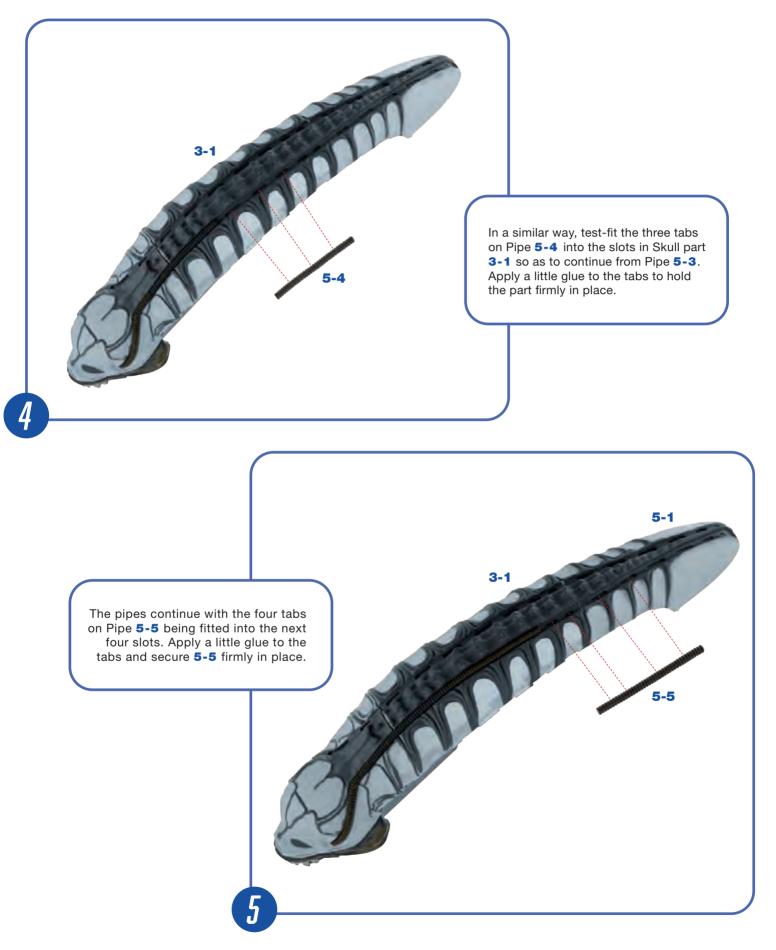
3-1

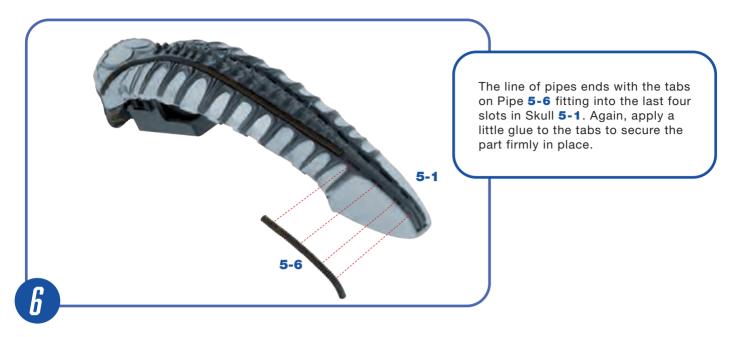
5-2

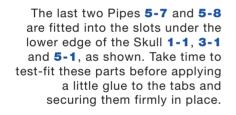
m

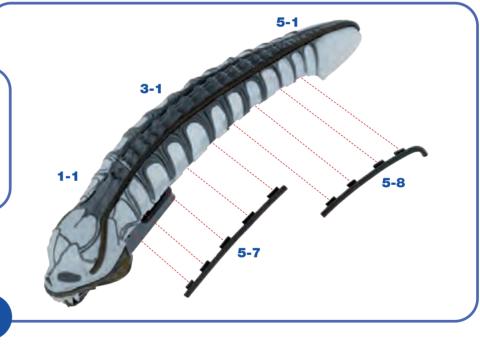
5-2

Take the skull assembly 3-1 which was worked on in a previous pack and Skull C 5-1. Fit the screw holes in the Skull plate **5-1** over the raised screw sockets in Skull part 3-1, as shown. Join the two parts together using two 2.3x6mm screws 5-9.











# KIT 6: FRONT-LEFT Section of the head

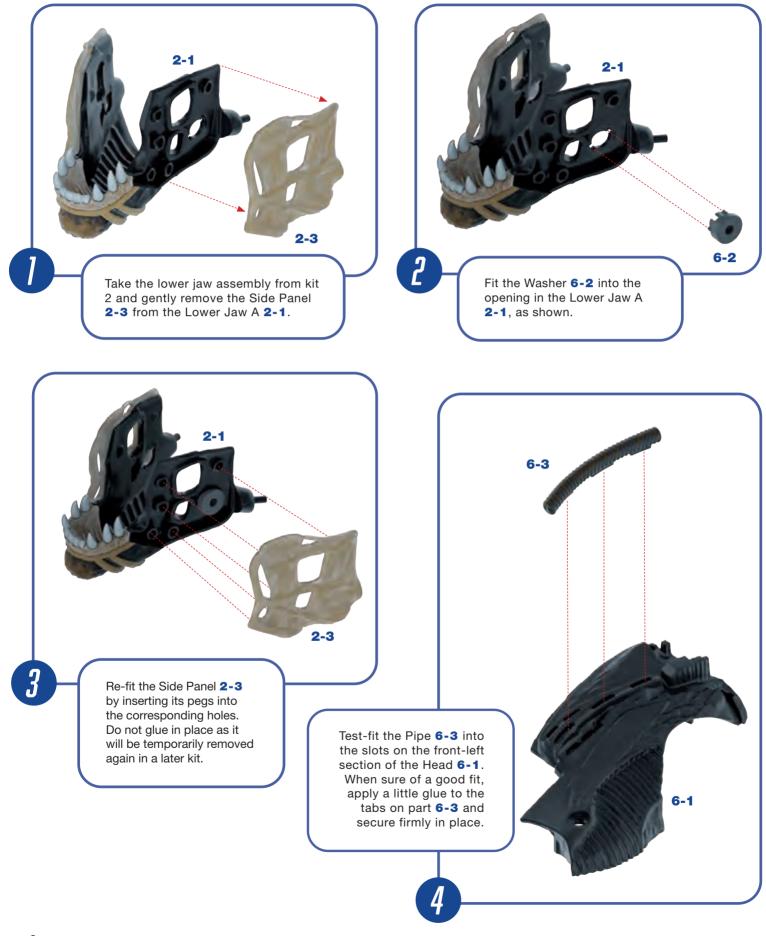
In this kit you will start to assemble pieces of the front-left portion of the Xenomorph's head.



### PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
6-1	Front-left Section of the Head	1	6-5	Pipe 3 (front-left head section)	1
6-2	Washer	1	6-6	Pipe 4 (front-left head section)	4
6-3	Pipe 1 (front-left head section)	1	0-0	Pipe 4 (nont-left flead section)	1
6-4	Pipe 2 (front-left head section)	1	6-7	Pipe 5 (front-left head section)	1

#### KIT 6: FRONT-LEFT SECTION OF THE HEAD



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PIPES AND OTHER PARTS HAVE BEEN FITTED TO THE FRONT-LEFT PORTION OF THE HEAD.



! Keep parts 6-6 and 6-7 safely aside until they are needed in the next kit.

# KIT 7: CENTRE-LEFT Section of the head

In this kit you will continue to assemble the centre-left side of the Xenomorph's head and add more appendages.



### PARTS SUPPLIED

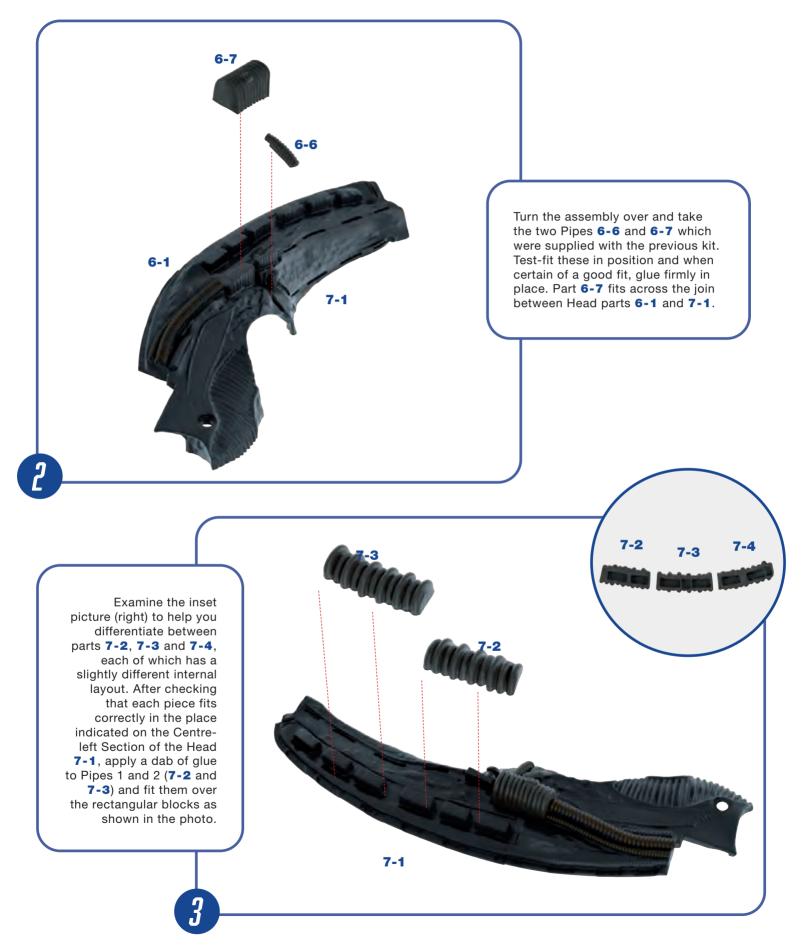
Ref.	Name	Qty.		Ref.	Name	Qty.
7-1	Centre-left Section of the Head	1		7-6	Pipe 5 (centre-left section)	1
7-2	Pipe 1 (centre-left section)	1		7-7	Pipe 6 (centre-left section)	1
7-3	Pipe 2 (centre-left section)	1				-
7-4	Pipe 3 (centre-left section)	1		7-8	Pipe 7 (centre-left section)	1
7-5	Pipe 4 (centre-left section)	1	-	7-9	2.3x6mm screws	4*

\* A spare screw is also supplied in case of loss or damage.

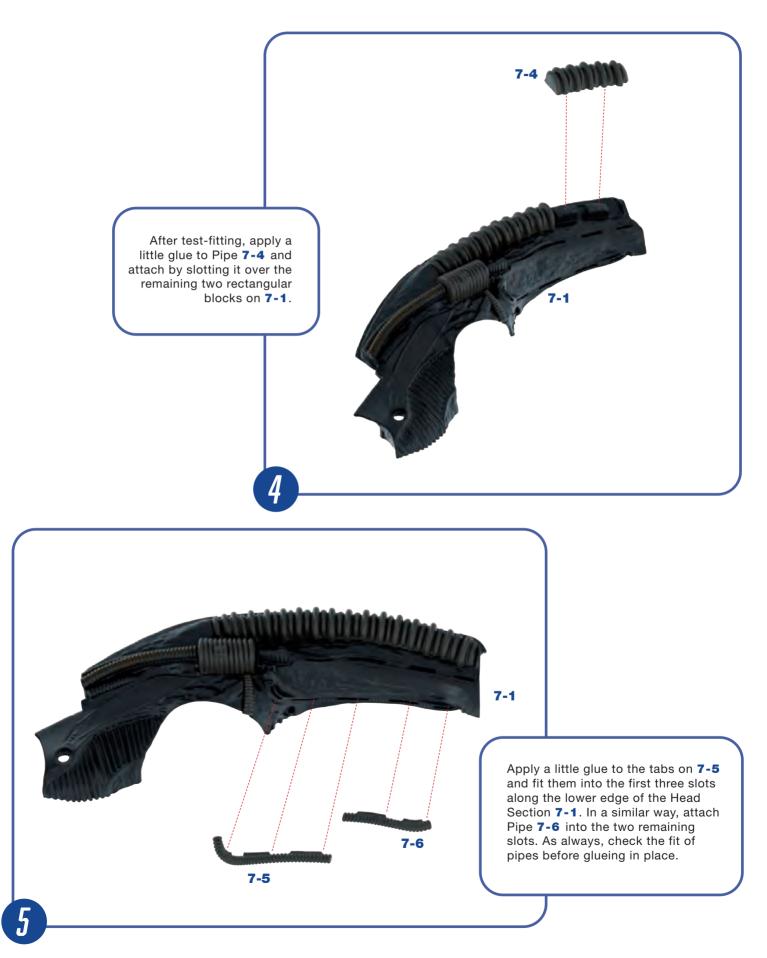
#### KIT 7: CENTRE-LEFT SECTION OF THE HEAD

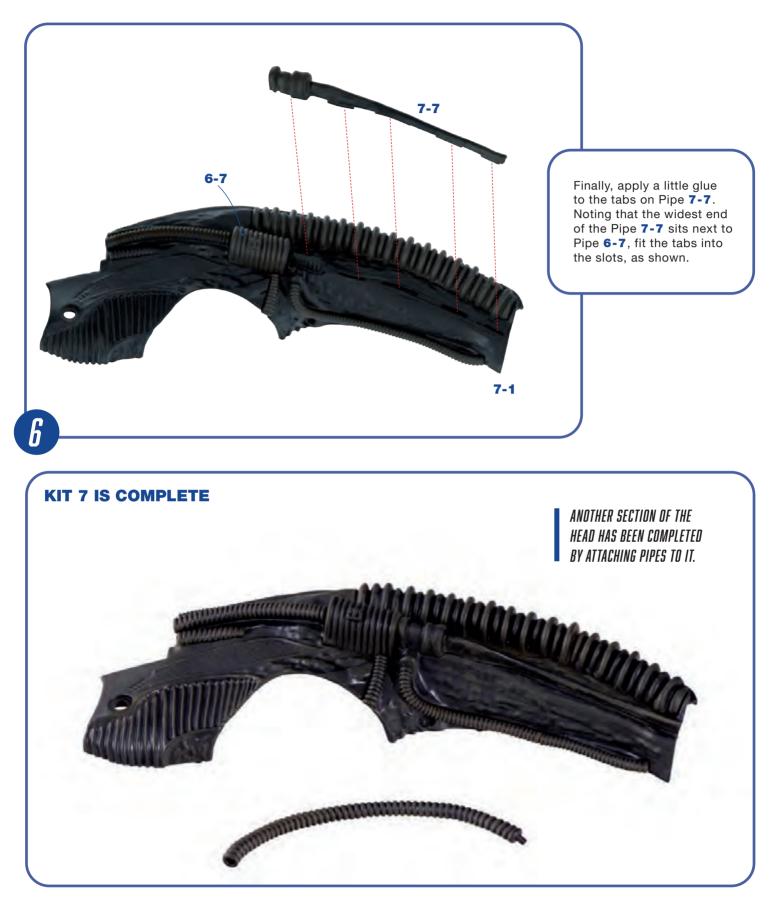


#### KIT 7: CENTRE-LEFT SECTION OF THE HEAD



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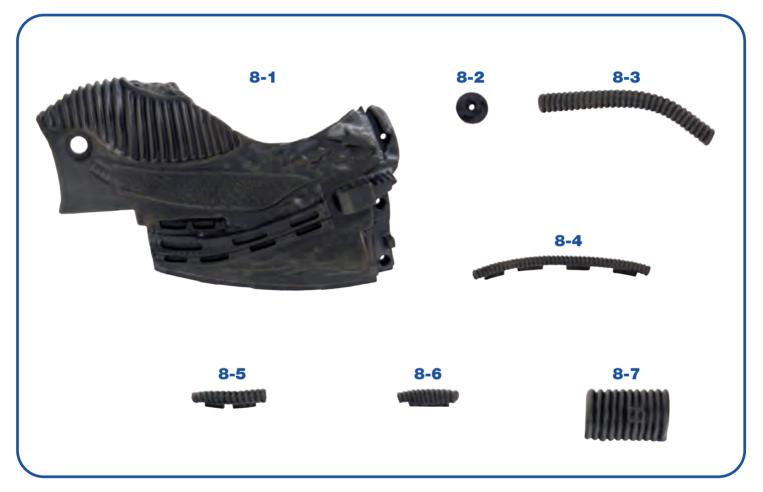




! Keep Pipe 7-8 safely aside until it is needed in a later kit.

# KIT 8: FRONT-RIGHT Section of the head

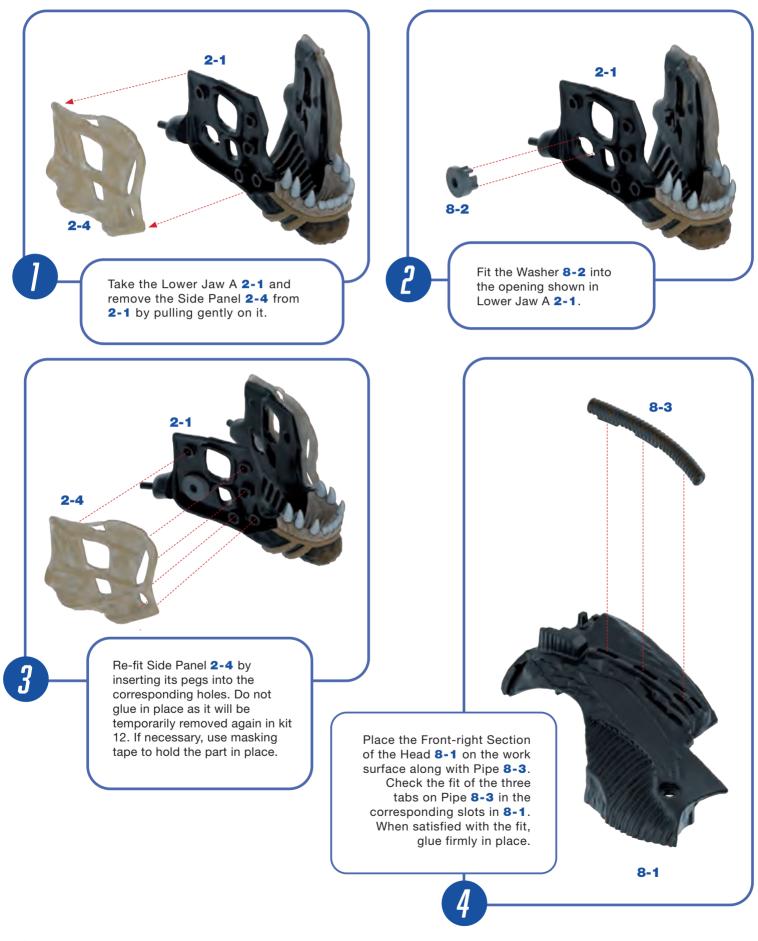
In this kit you will start to assemble the parts of the front-right section of the Xenomorph's head.



### PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
8-1	Front-right Section of the Head	1	8-5	Pipe 3 (front-right head section)	1
8-2	Washer	1	8-6	Pipe 4 (front-right head section)	4
8-3	Pipe 1 (front-right head section)	1	0-0	Pipe 4 (nont-right nead section)	-
8-4	Pipe 2 (front-right head section)	1	8-7	Pipe 5 (front-right head section)	1

#### KIT 8: FRONT-RIGHT SECTION OF THE HEAD



#### KIT 8: FRONT-RIGHT SECTION OF THE HEAD

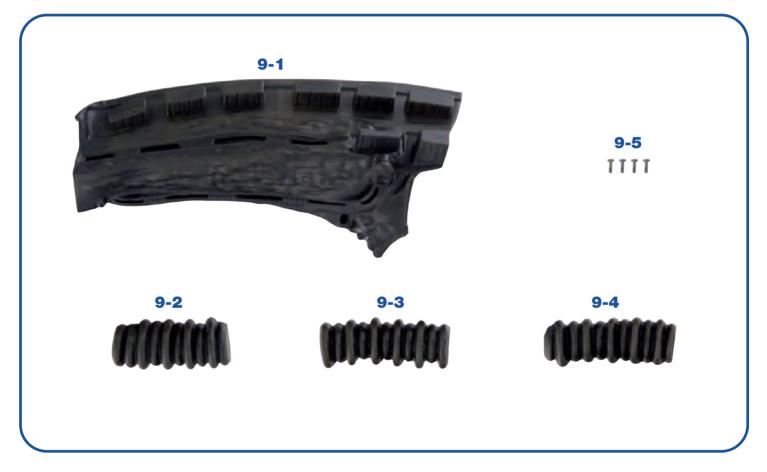




! Keep the Pipes 8-6 and 8-7 safely aside until they are needed in a future kit.

# KIT 9: CENTRE-RIGHT Section of the head

In this kit you'll continue building the centre right side of the Xenomorph's head and adding appendages.

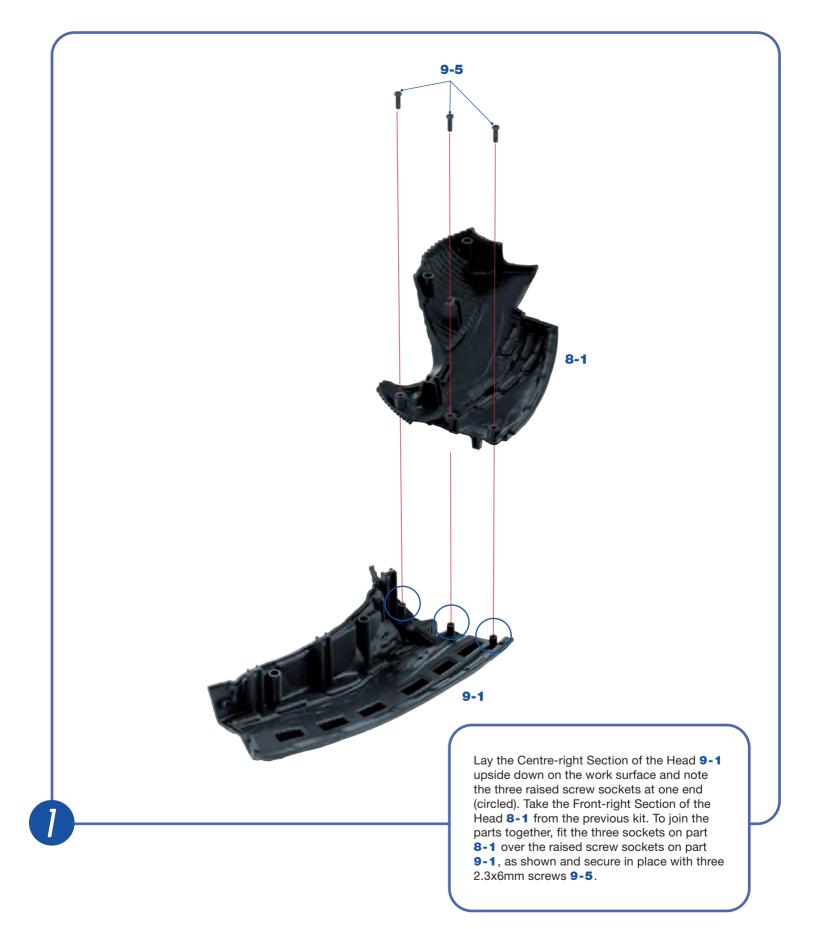


## PARTS SUPPLIED

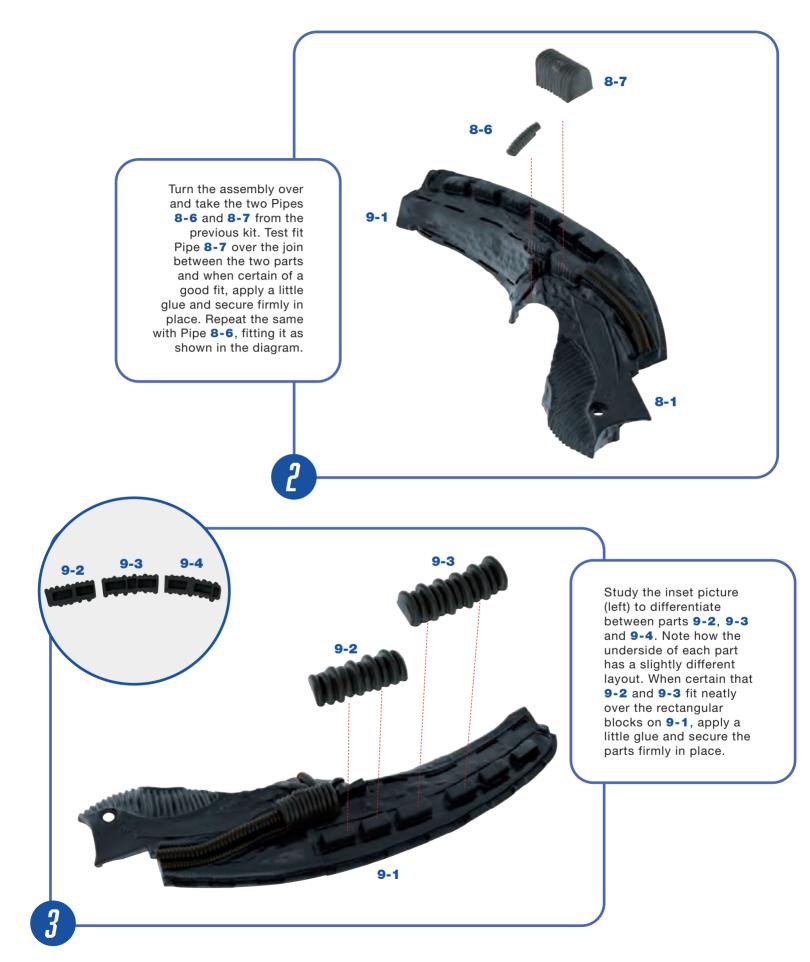
Ref.	Name	Qty.		Ref.	Name	Qty.
9-1	Centre-right Section of the Head	1		9-4	Pipe 3 (centre-right head section)	1
9-2	Pipe 1 (centre-right head section)	1	-			
9-3	Pipe 2 (centre-right head section)	1		9-5	2.3x6 mm screws	4

\*A spare screw is supplied in case of loss or damage.

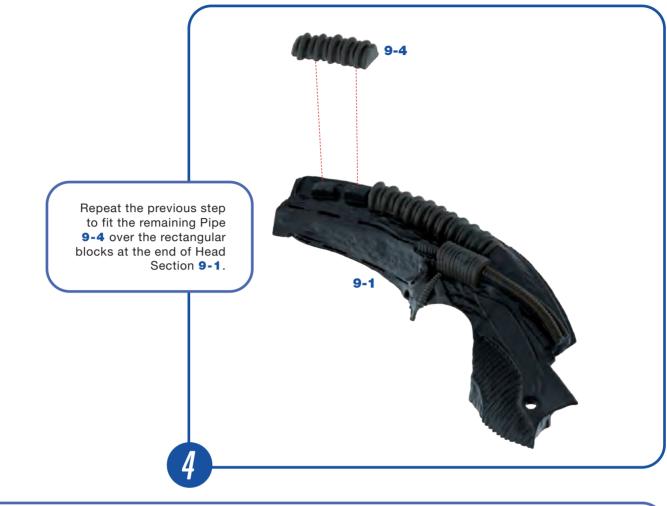
#### KIT 9: CENTRE-RIGHT SECTION OF THE HEAD



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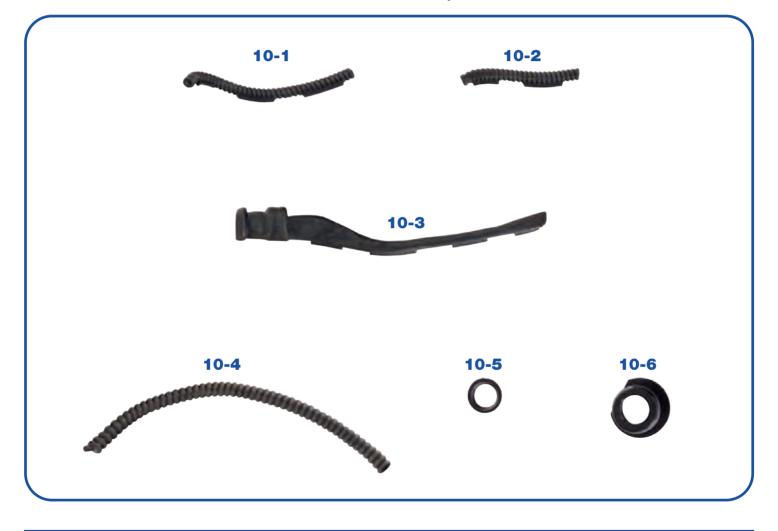
#### KIT 9: CENTRE-RIGHT SECTION OF THE HEAD





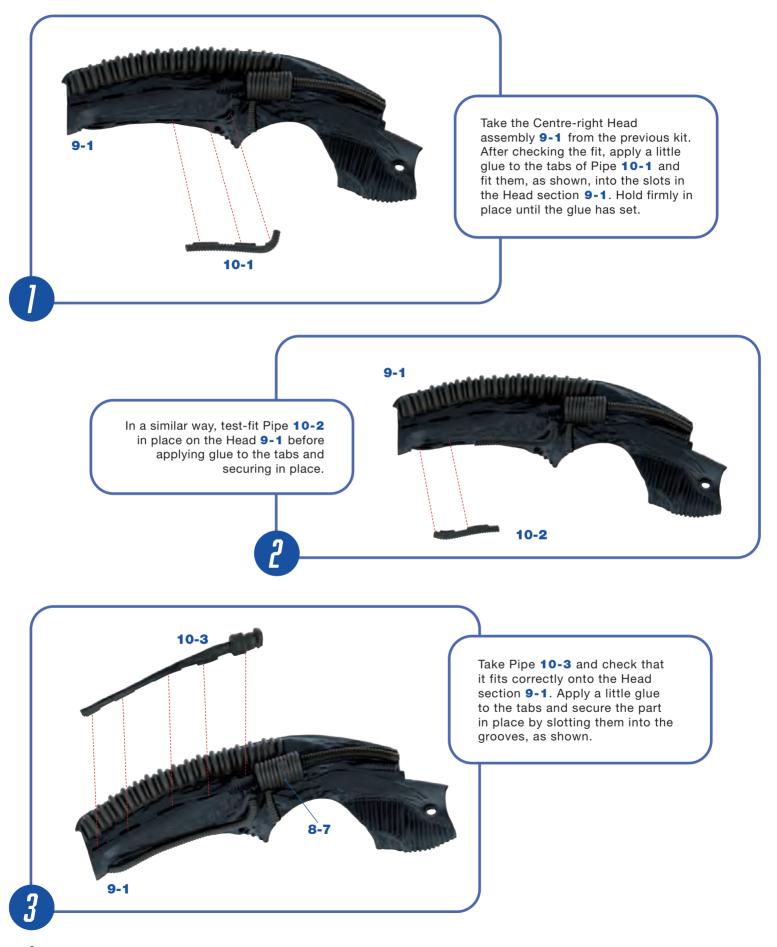
# KIT 10: THE HEAD AND NECK

In this kit you will continue the assembly of the head and its appendages and start to assemble the first parts of the neck.



### PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
10-1	Pipe 4 (centre-right head section)	1	10-4	Pipe 7 (centre-right head section)	1
10-2	Pipe 5 (centre-right head section)	1	10-5	Washer	1
10-3	Pipe 6 (centre-right head section)	1	10-6	Neck (part 2)	1



#### KIT 10: THE HEAD AND NECK



! Keep parts **10-4**, **10-5** and **10-6** safely aside until they are needed in a future kit.



# KIT 11: THE NECK

In this kit you will continue to assemble the pieces that form the neck of the Xenomorph.



### PARTS SUPPLIED

Réf.	Nom	Qté.	Réf.	Nom	Qté.
11-1	Skull Attachment Plate	1	11-4	Rod	1
11-2	Сар	1			
11-3	Cover	1	11-5	Pin	1





# KIT 12: THE HEAD AND Skull

In this kit you will continue to assemble different parts of the head and skull.



# PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
12-1	Underside of Head	1	12-4	Bearings	2
12-2	Lower Jaw 1	1	12-5	2.3x6mm screws	14*
12-3	Lower Jaw 2	1	12-6	2x6mm screws	2*

\*A spare screw of each type is supplied in case of loss or damage.



