spectacular **1:2** SCALE



## BUILD THE TERRIFYING XENOMORPH FROM ALIEN



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hachette

## RUCTION B

## <u>KIT 13</u>

3

THE HEAD & THE SKULL (II)

### KIT 14

THE SKULL & THE RIGHT LEG (I)

## KIT 15

THE SKULL & THE RIGHT LEG (II)

### KIT 16

THE SKULL & THE RIGHT LEG (III)

## KIT 17

THE RIGHT LEG (I)

KIT 18

THE RIGHT LEG (II)

KIT 19

THE RIGHT RIBS

KIT 20 THE RIGHT RIBS & THE LEG (I)

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.



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

Not suitable for children under 14.





# KIT 13: THE HEAD AND The skull (II)

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



### PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
13-1	Lower Back Part of the Head	1	13-4	Pipe R3	1
13-2	Pipe R1	1			
13-3	Pipe R2	1	13-5	2.3x6mm screws	3*

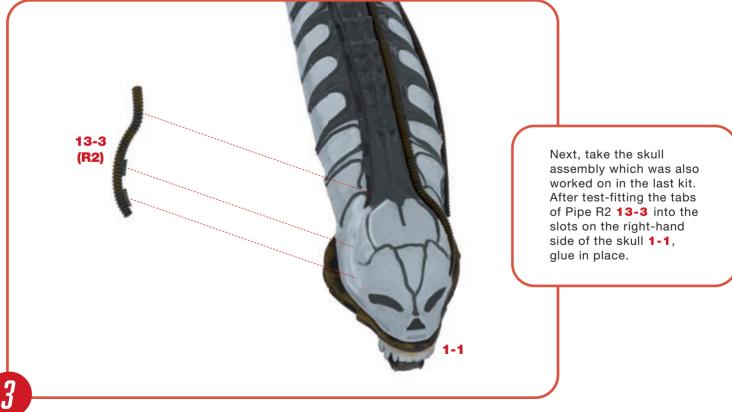
### **EXPERT ADVICE**

From this kit onwards, the Pipes provided will be attached to small numbered tabs which will allow for quick identification. Before adding them to the assembly, gently twist the tab to remove it from the piece.

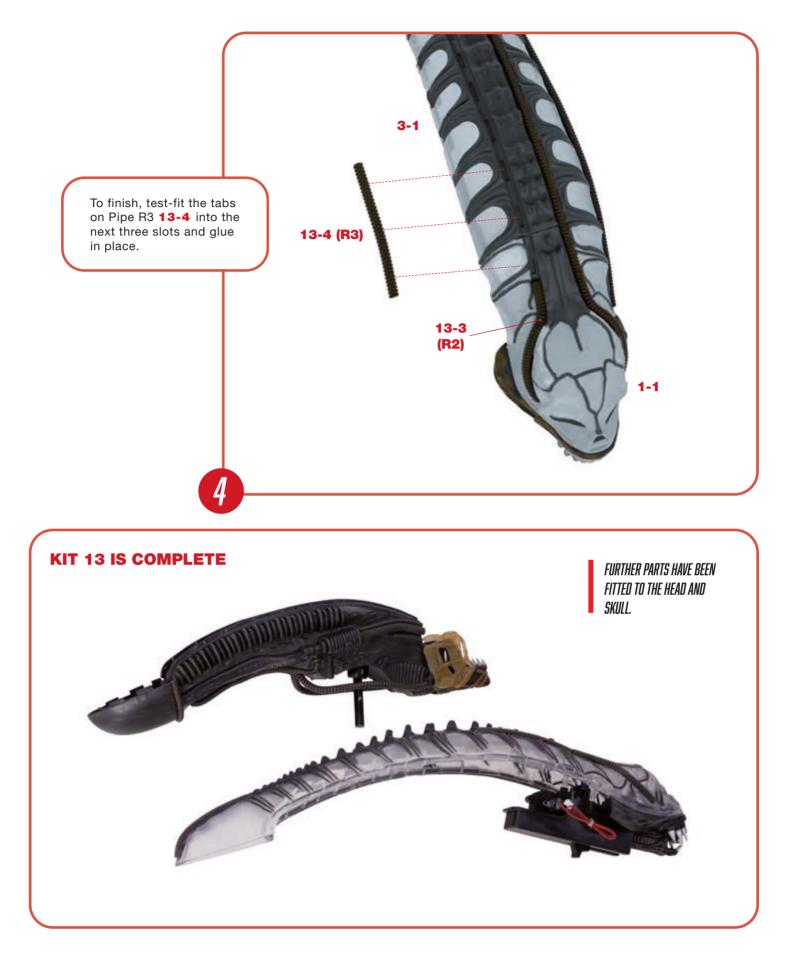


#### KIT 13: THE HEAD AND THE SKULL (II)





#### KIT 13: THE HEAD AND THE SKULL (II)



## ASSEMBLY GUIDE

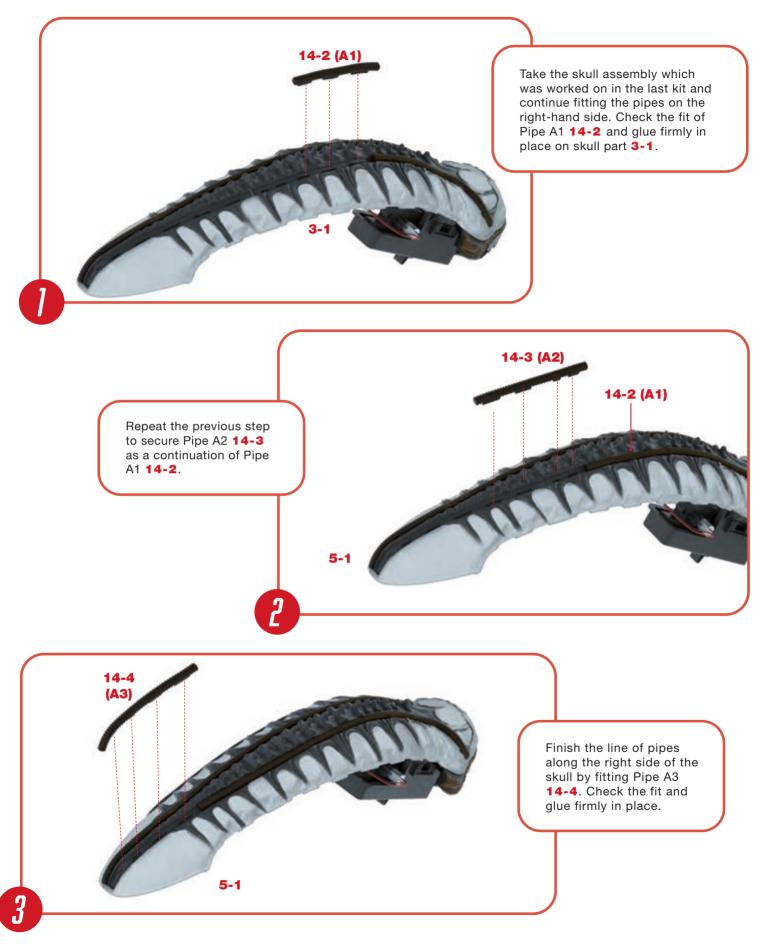
# KIT 14: THE SKULL & The right leg (I)

In this kit you will continue to add appendages to the skull as well as working on parts of the right calf.

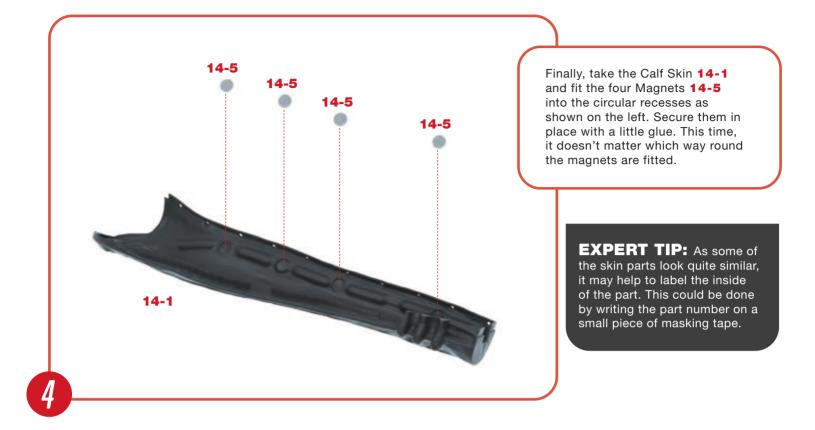


### PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
14-1	Skin (right calf) 1	1	14-4	Pipe A3 (skull)	1
14-2	Pipe A1 (skull)	1			
14-3	Pipe A2 (skull)	1	14-5	Magnets	4



#### KIT 14: THE SKULL & THE RIGHT LEG (I)

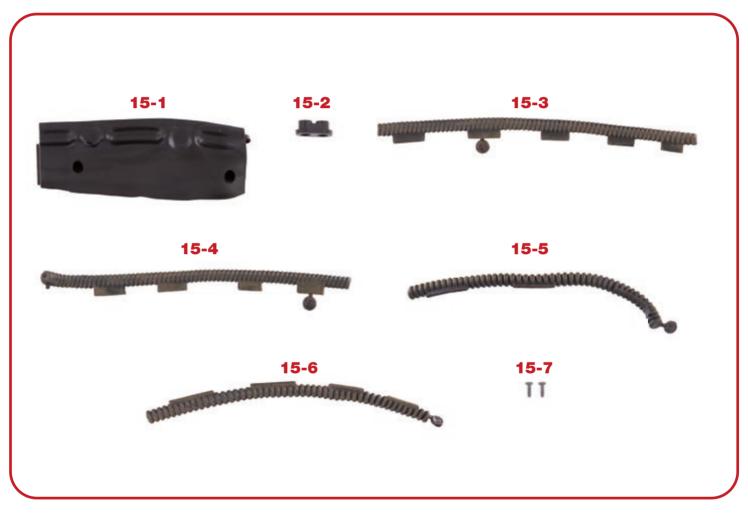






# KIT 15: THE SKULL & The right leg (II)

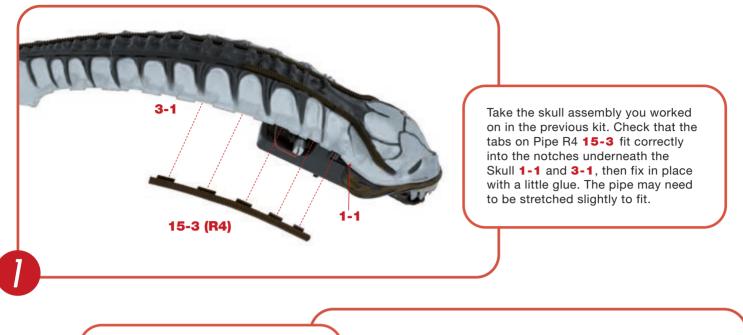
In this kit you will continue to add appendages to the skull as well as working on parts of the right calf.

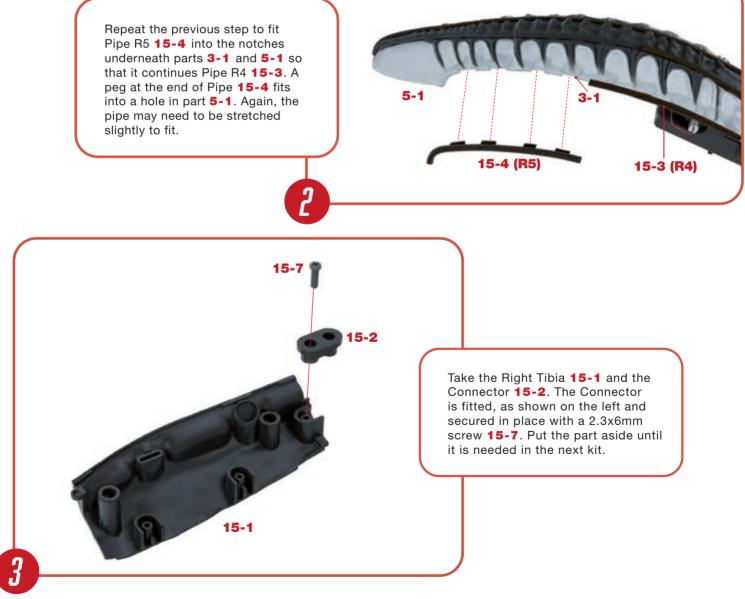


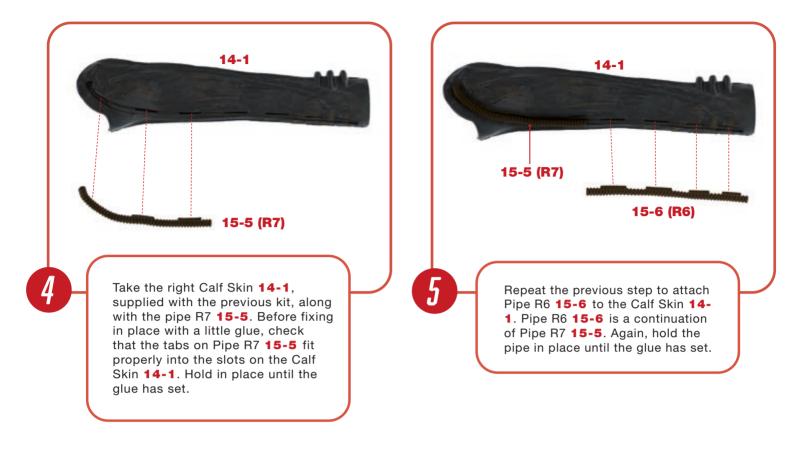
### PARTS SUPPLIED

Ref.	Name	Qty.		Ref.	Name	Qty.
15-1	Right Tibia 1	1		15-5	Pipe R7	1
15-2	Connector	1	-	45.0	Ding DC	4
15-3	Pipe R4	1		15-6	Pipe R6	1
15-4	Pipe R5	1		15-7	2.3x6mm screws	2*

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





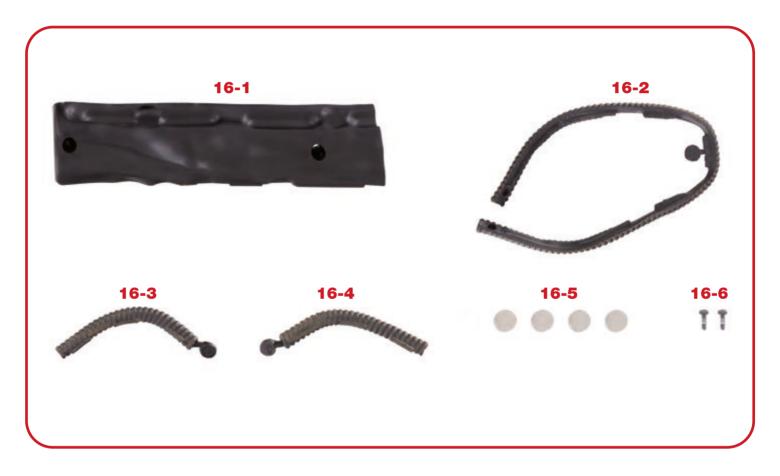




### ASSEMBLY GUIDE

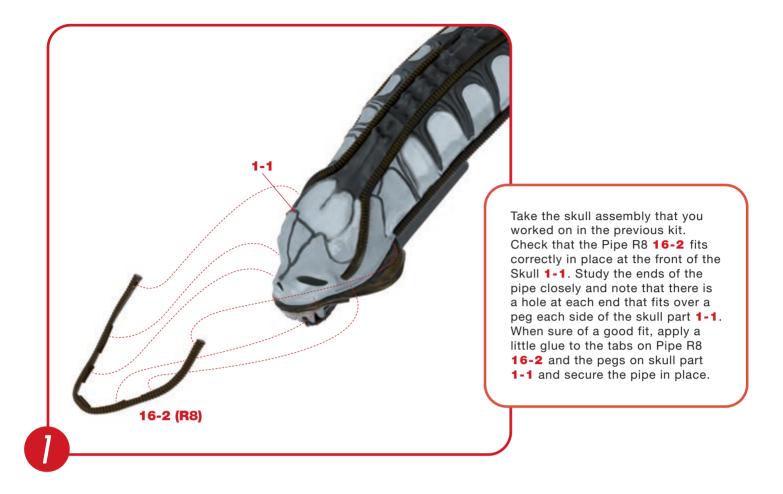
# KIT 16: THE SKULL AND The right leg (III)

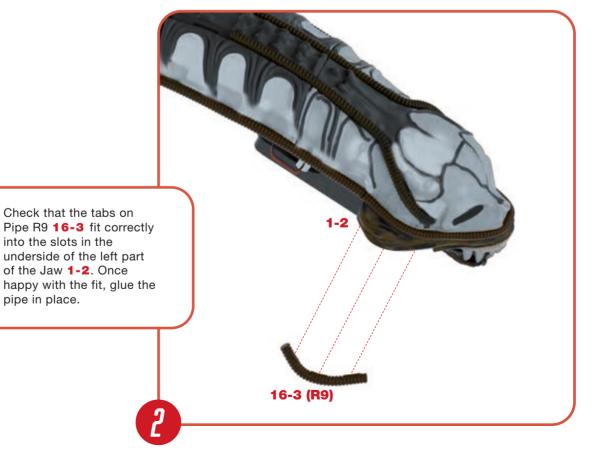
In this kit you will continue to add appendages to the skull as well as starting work on building the right tibia.



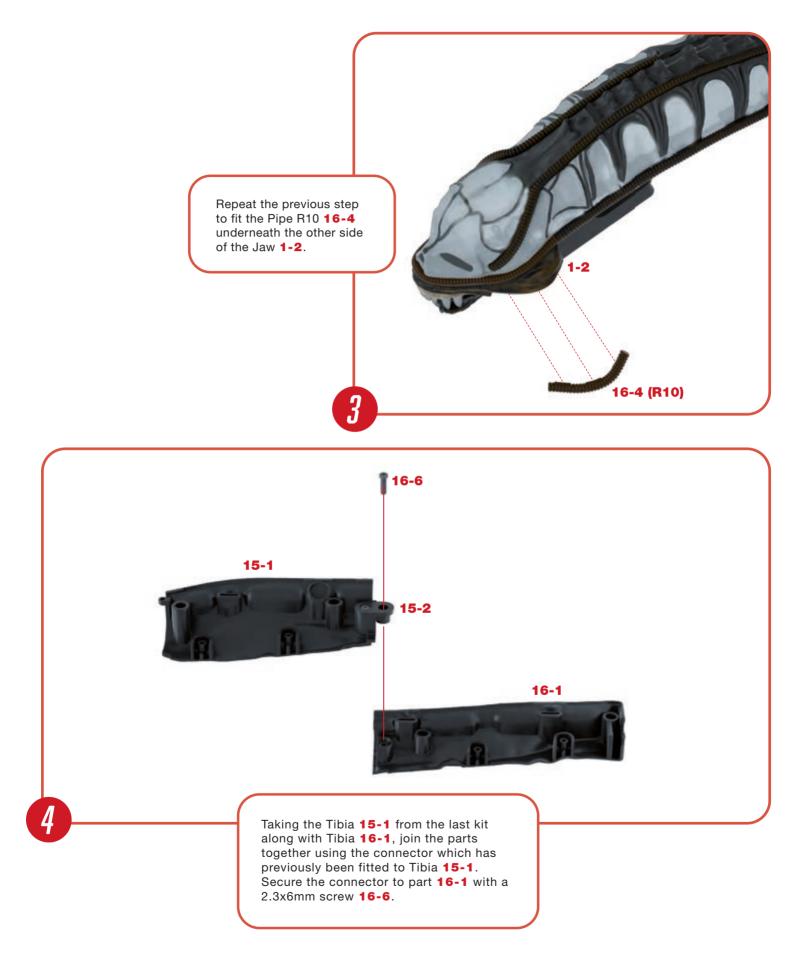
### PARTS SUPPLIED

Ref.	Name	Qty.		Ref.	Name	Qty.
16-1	Right Tibia	1		16-4	Pipe R10 (skull)	1
16-2	Pipe R8 (skull)	1		16-5	Magnets	4
16-3	Pipe R9 (skull)	1	]	16-6	2.3x6 mm screws	2*





#### KIT 16: THE SKULL & THE RIGHT LEG (III)





Take the Right Calf Skin **14-1** which was worked on in kit 14 and the Tibia parts **15-1/16-1**. Place the Tibia **15-1/16-1** on top of the Right Calf Skin **14-1**, as shown.

To hold the skin to the tibia, Magnets **16-5** will now be fitted to the assembly **15-1/16-1**. To do this, slot a Magnet **16-5** into the first recess on the left. The magnetic pole is automatically attracted towards the magnet already fitted below on the Calf Skin **14-1**. If fitted incorrectly, the poles will repel and the magnet may even jump out of the recess.

In a similar manner, fit the remaining magnets. Again, the magnets already in place below will attract the magnets to be fitted. When you are happy with the polarity of the Magnets **16-5**, glue in place.



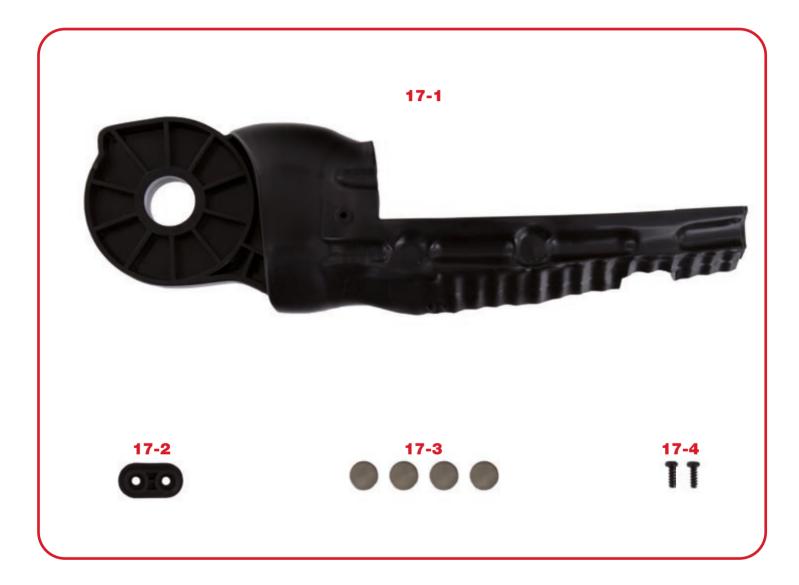


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# KIT 17: THE RIGHT LEG(I)

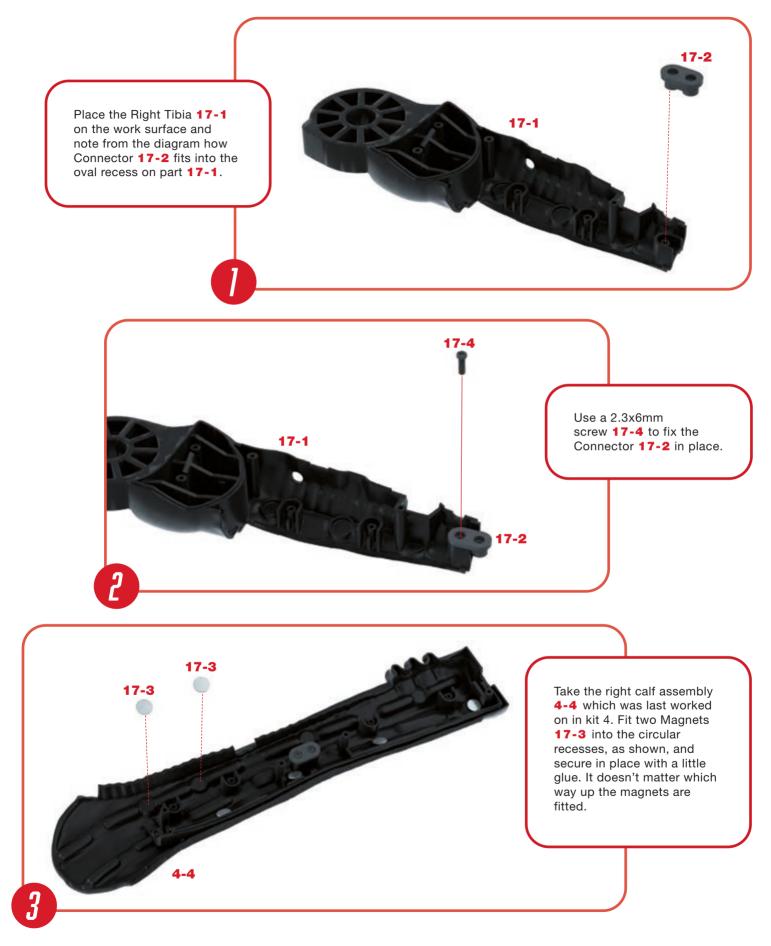
In this kit you will continue to assemble parts of the right tibia and leg.

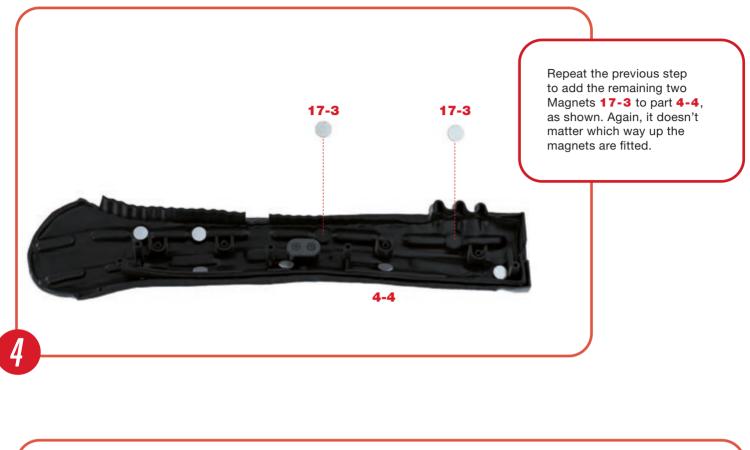


### PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
17-1	Right Tibia 1	1	17-3	Magnets	4
17-2	Connector	1	17-4	2.3x6mm screws	2*

#### KIT 17: THE RIGHT LEG (I)

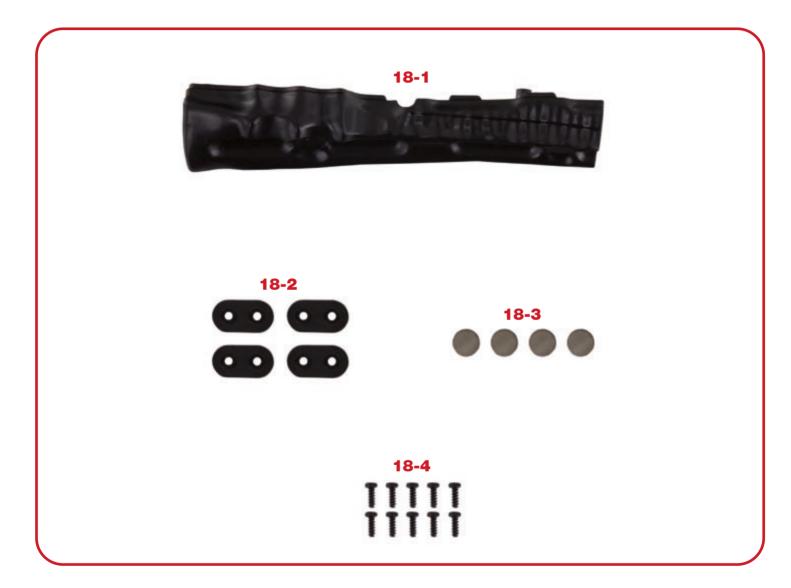






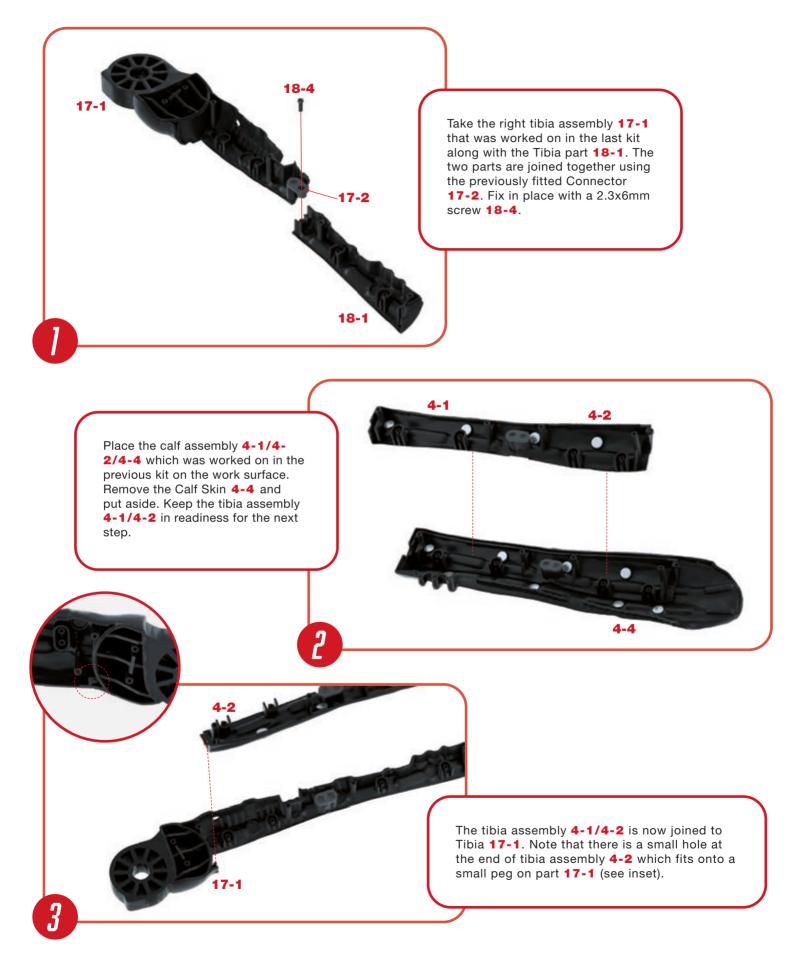
# KIT 18: THE RIGHT LEG (II)

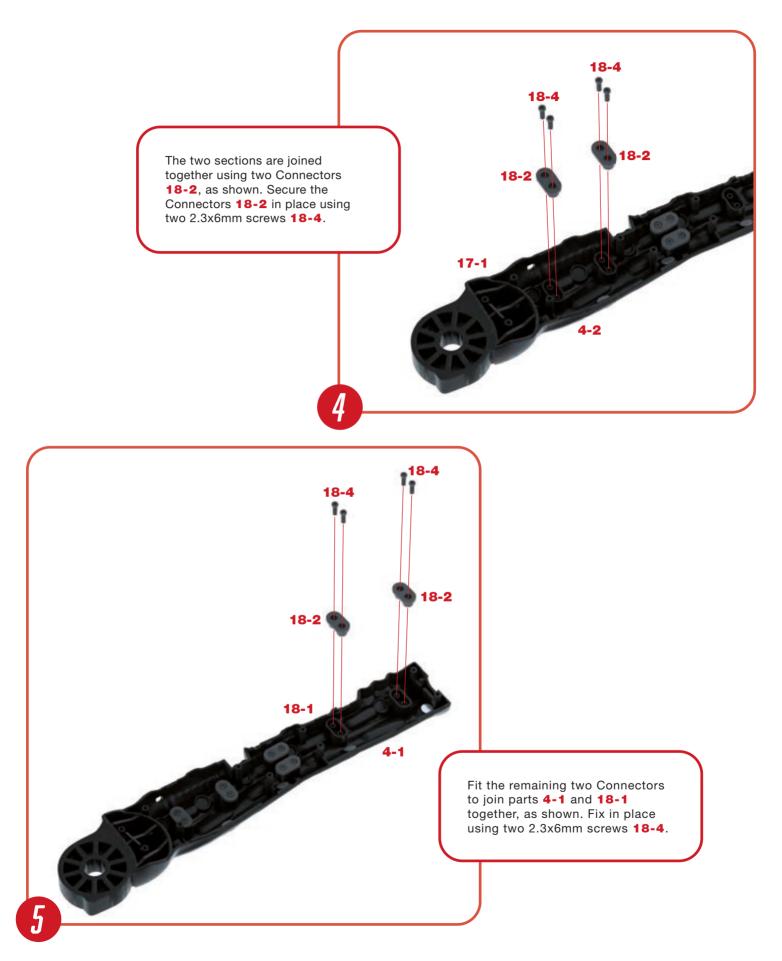
In this kit you will continue to assemble parts of the right leg.

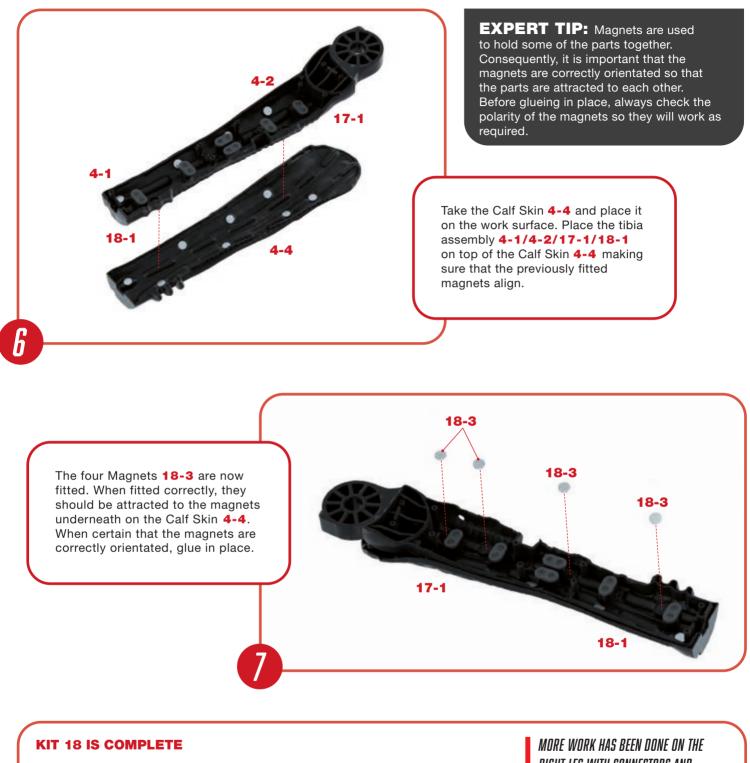


### PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
18-1	Right Tibia	1	18-3	Magnets	4
18-2	Connectors	4	18-4	2.3x6 mm screws	10*





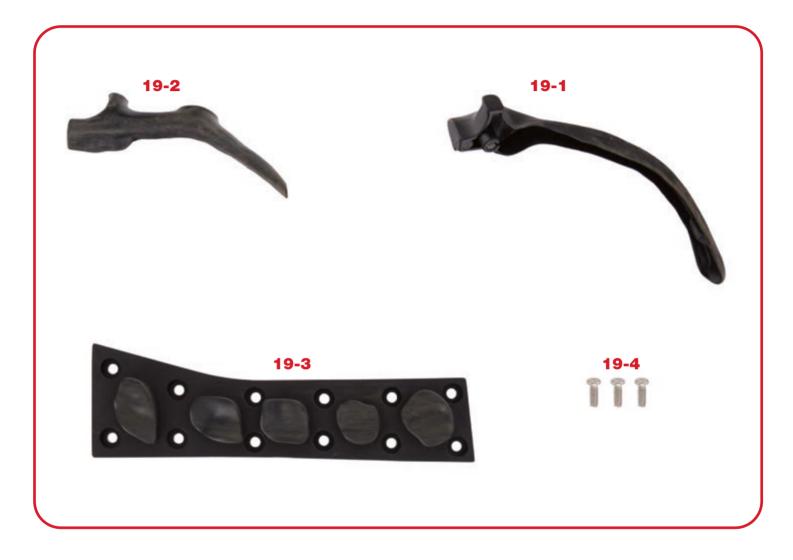


MORE WORK HAS BEEN DONE ON TH Right leg with connectors and Magnets being fitted.

## ASSEMBLY GUIDE

## KIT 19: THE RIGHT RIBS

In this kit you will start to assemble the right ribs and their support structure.



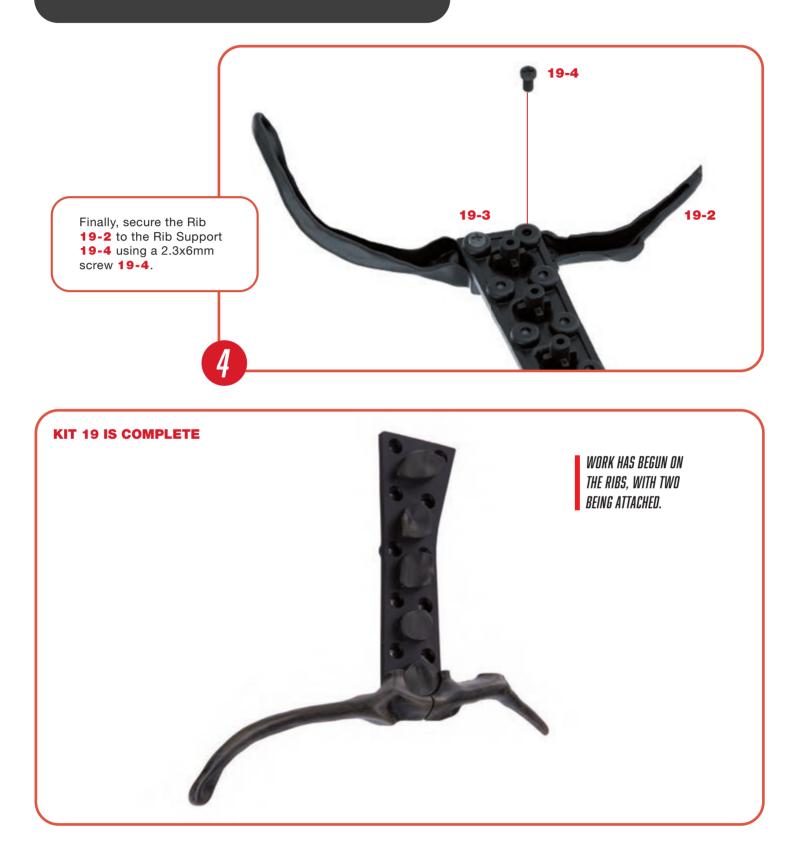
### PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
19-1	Right Rib	1	19-3	Right Rib Support	4
19-2	Right Rib	1	19-4	2.3x6mm screws	3*



#### KIT 19: THE RIGHT RIBS

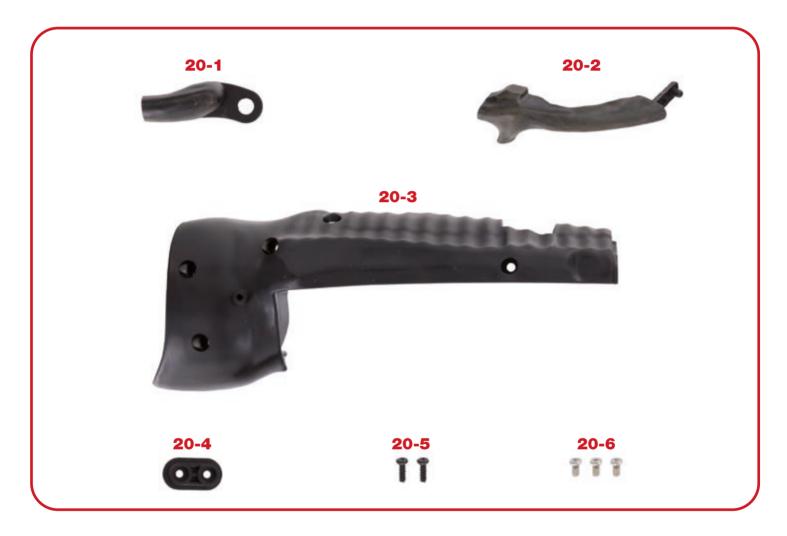
**EXPERT TIP:** When tightening a screw into metal, the screw sometimes needs to cut a thread which makes it difficult to turn. If this should be the case, turn the screw half a turn forwards and then a guarter turn backwards until the screw is fitted in place.





## KIT 20: THE RIGHT RIBS AND THE LEG (I)

In this kit you will continue to assemble the right ribs and leg of the Xenomorph.



### PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
20-1	Right Rib	1	20-4	Connector	1
20-2	Right Rib	1	20-5	2.3x 6mm screws	2*
20-3	Right Tibia	4	20-6	2.3x4mm screws	3*

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

#### KIT 20: THE RIGHT RIBS AND THE LEG (I)



#### KIT 20: THE RIGHT RIBS AND THE LEG (I)

