

日 hachette

ALIEN

PACK 13 | BUILD INSTRUCTIONS



KIT 93

THE THORAX AND THE BASE (I)

KIT 94

THE THORAX AND THE BASE (II)

KIT 95

THE THORAX AND THE BASE (III)

KIT 96

THE THORAX

<u>KIT 97</u>

THE THORAX AND THE LIMBS

KIT 98

THE NECK (II)

KIT 99

THE REMOTE CONTROL, THE BATTERY AND THE SKULL

<u>KIT 100</u>

THE SKULL, THE BASE AND POSING THE MODEL

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

Hachette Partworks Ltd, 4th Floor, Jordan House,

47 Brunswick Place, London N1 6EB

www.hachettepartworks.com

© 2024 Hachette Partworks Ltd.

© 2024 20th Century Studios.

ALL RIGHTS RESERVED

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

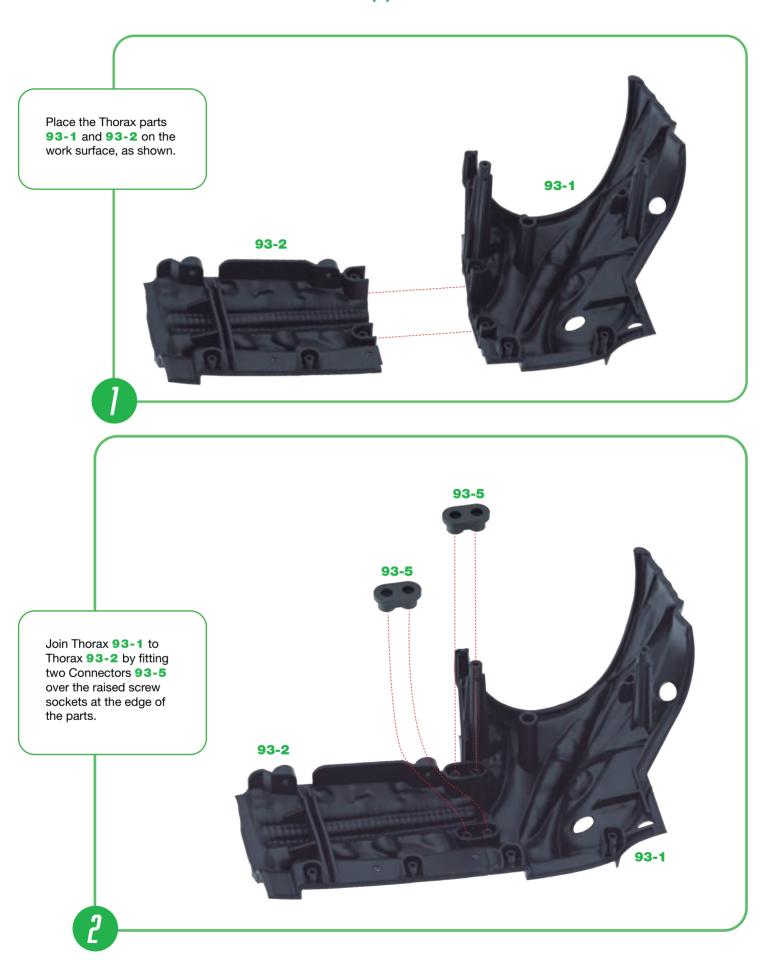
Not suitable for children under 14.

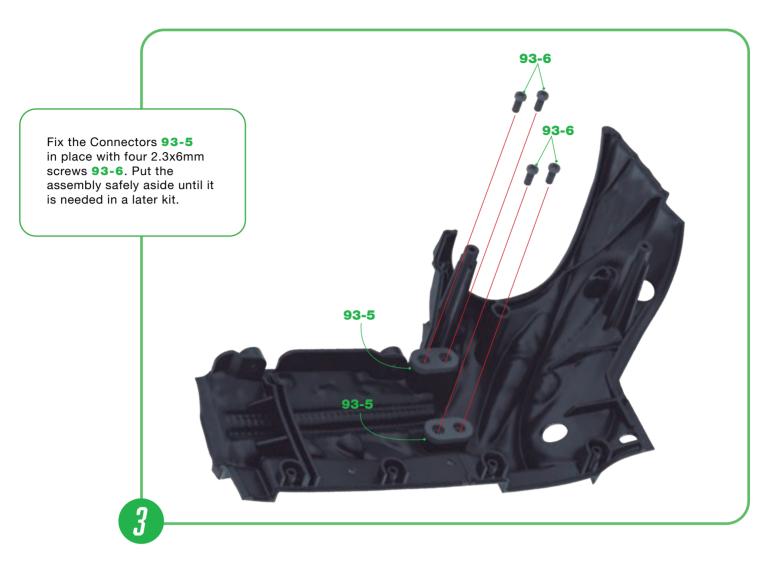


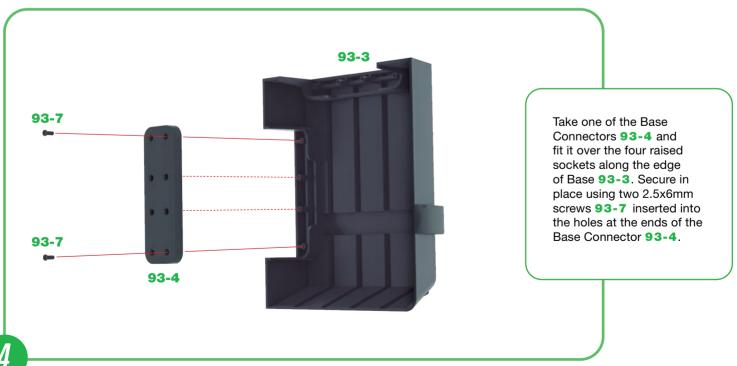
In this kit you will start to assemble the thorax and base.

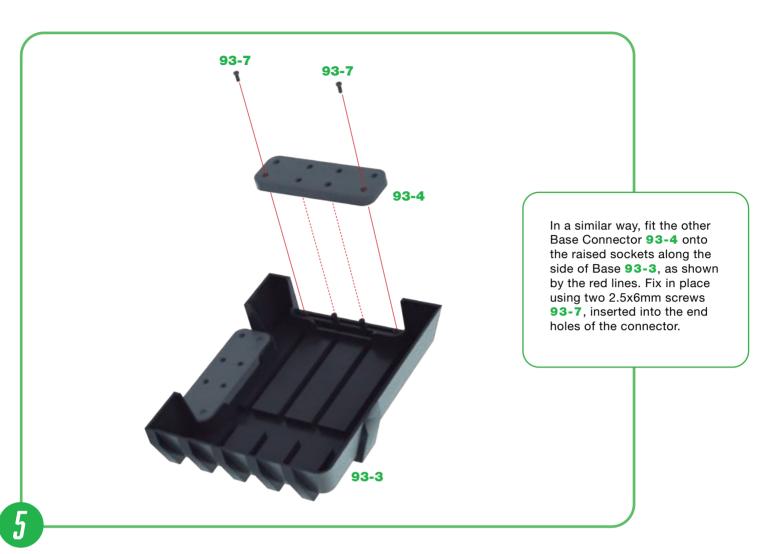


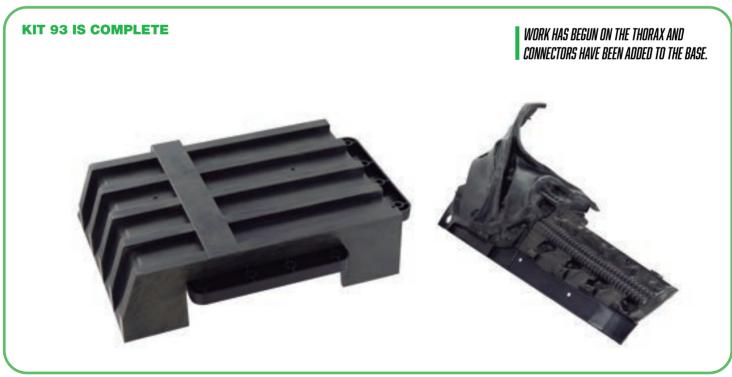
Ref	Name	Qty	Ref	Name	Qty
93-1	Thorax 1	1	93-5	Connector	2
93-2	Thorax 4	1			
93-3	Base 1	1	93-6	2.3x6mm screws (1 spare)	5
93-4	Base Connector	2	93-7	2.5x6mm screws (1 spare)	5







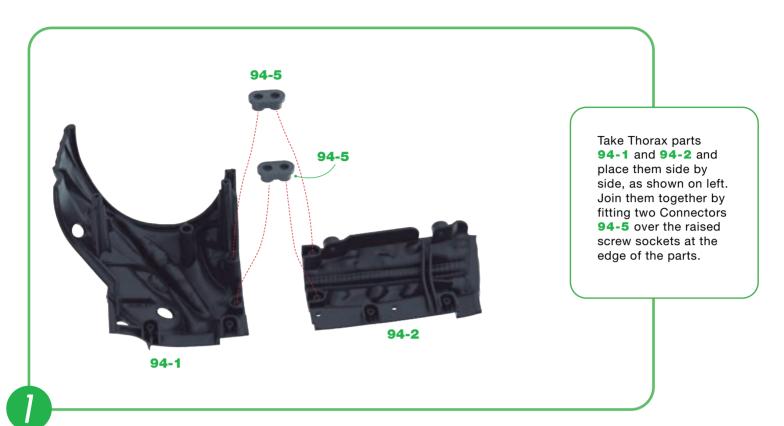


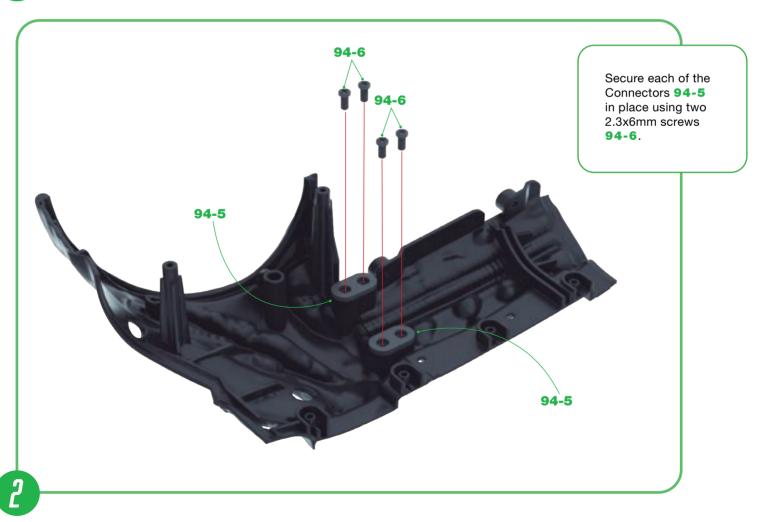


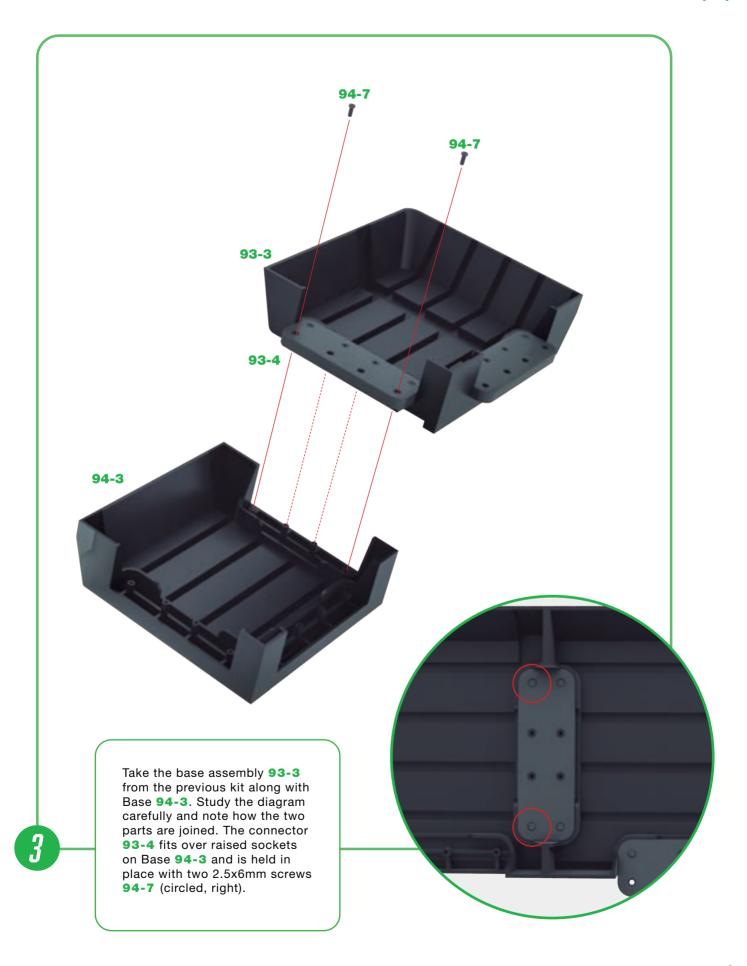
In this kit you will continue the assembly of the thorax and base.

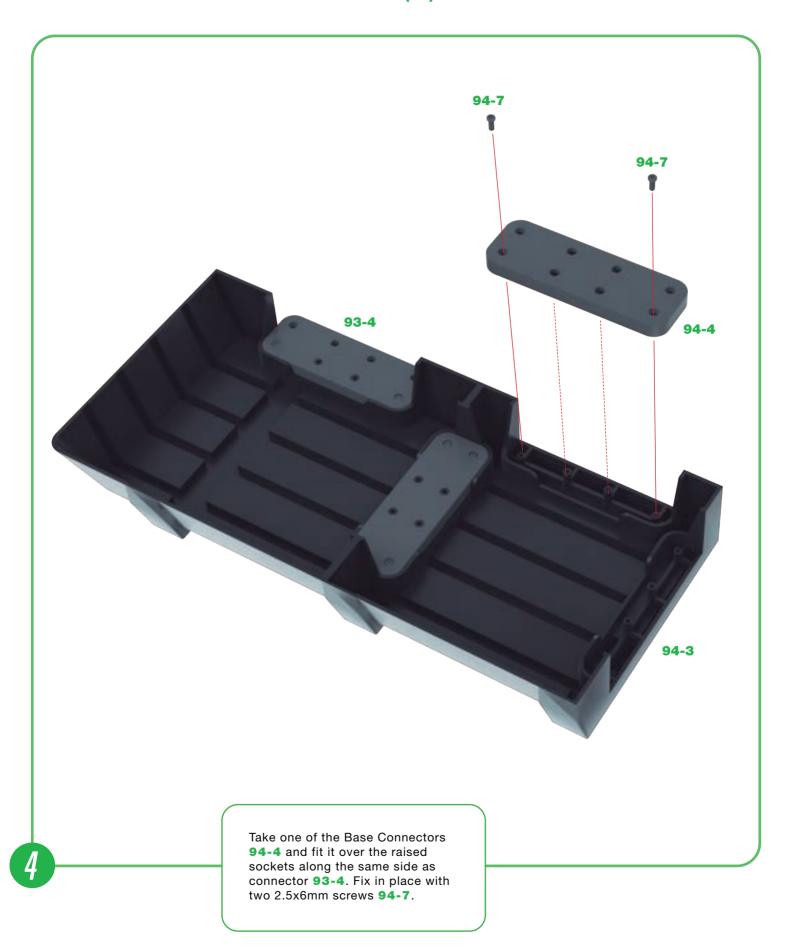


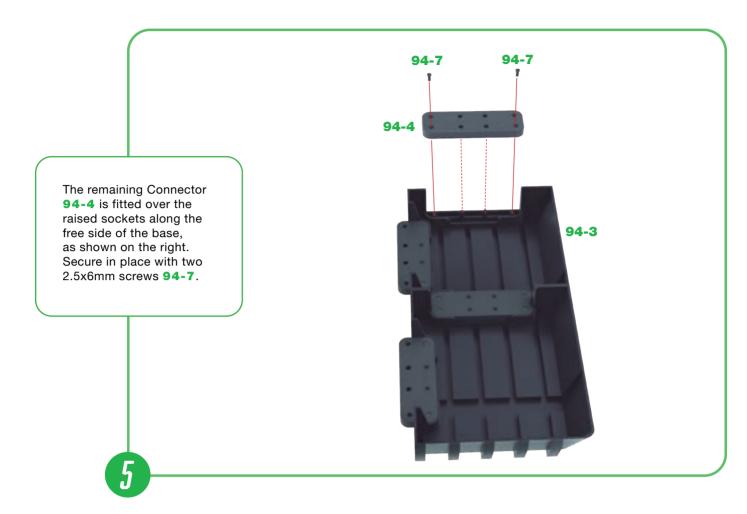
Ref	Name	Qty	Ref	Name	Qty
94-1	Thorax 2	1	94-5	Connector	2
94-2	Thorax 3	1	94-6	2.3x6mm screws	5
94-3	Base 2	1	94-6		5
94-4	Base Connector	2	94-7	2.5x6mm screws	7









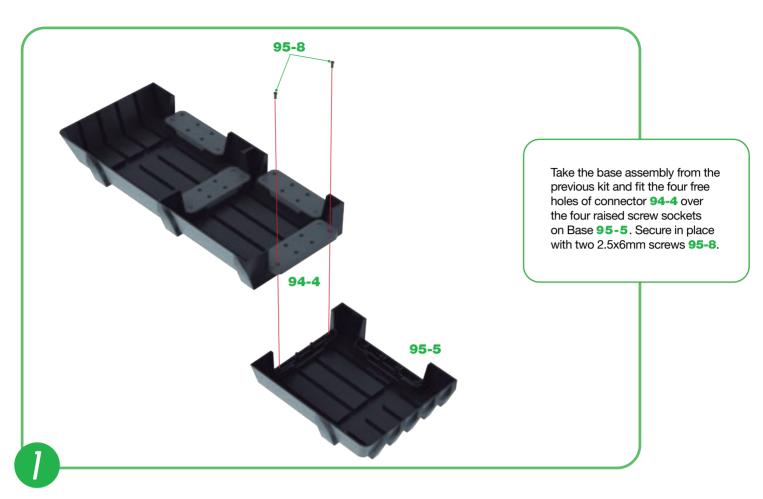


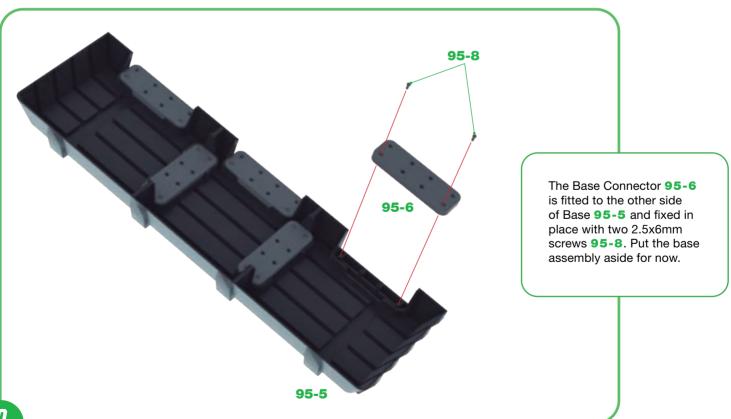


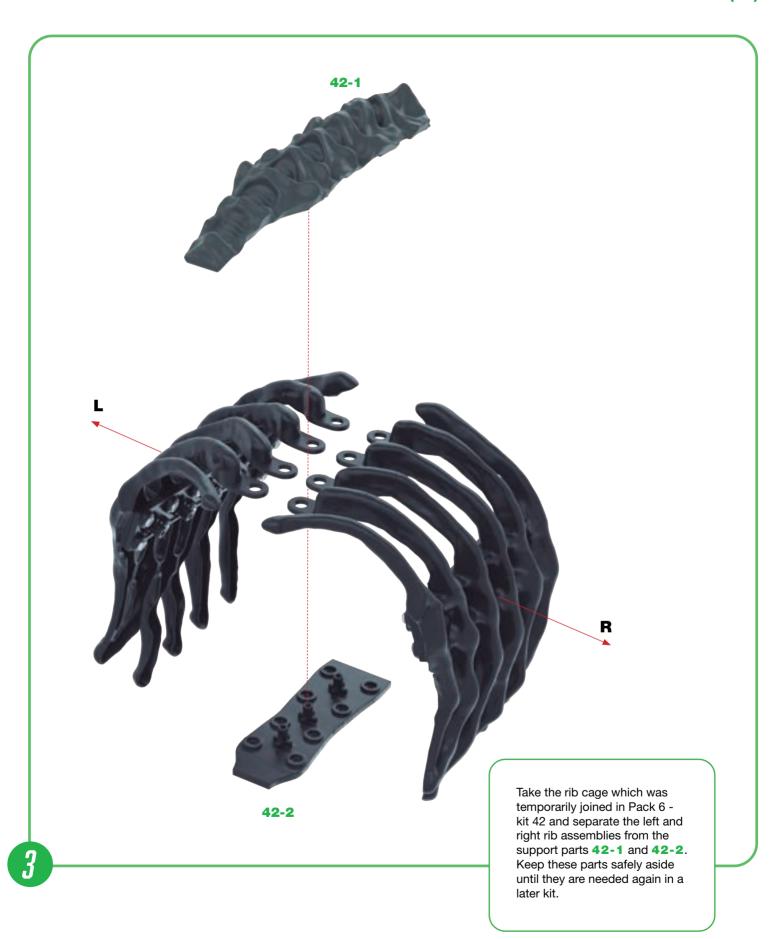
In this kit you will continue the assembly of the thorax and base.



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





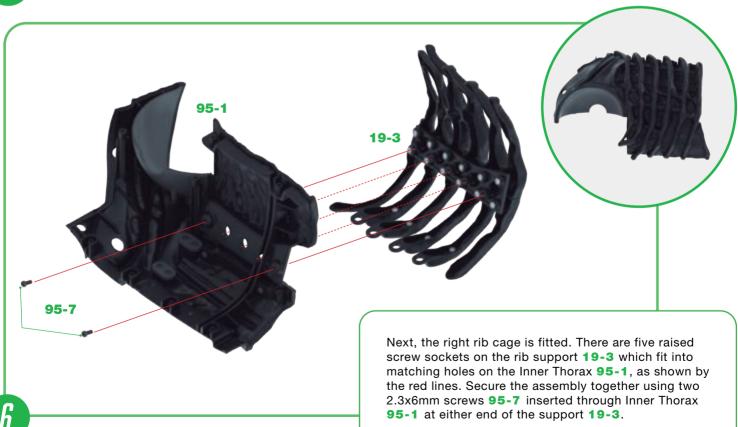


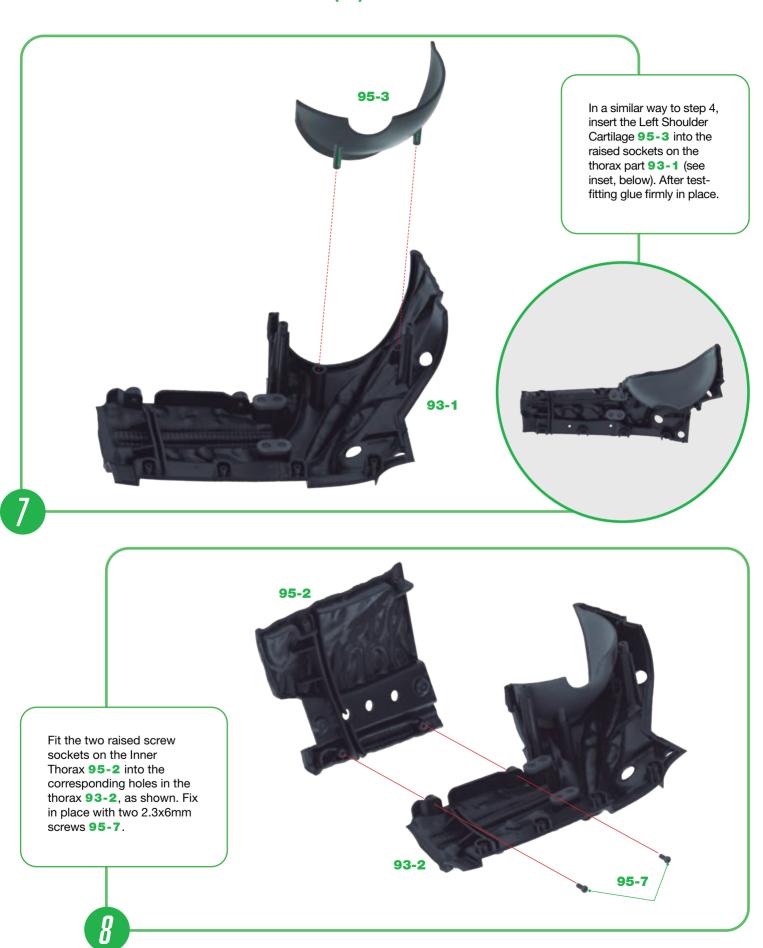
4

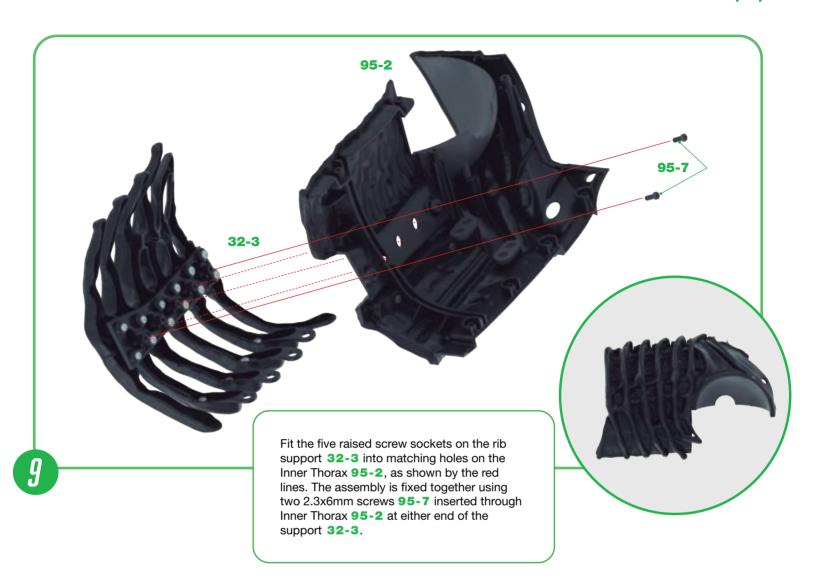
Test-fit the two pegs on the Right Shoulder Cartilage **95-4** into the raised sockets on the thorax **94-1**, as shown in the inset picture (above). When sure of a good fit, note the contact areas and glue firmly in place.



Take the Inner Thorax **95-1** and fit the two raised screw sockets into the corresponding holes in the thorax **94-2**, as shown. Fix the parts together using two 2.3x6mm screws **95-7**.









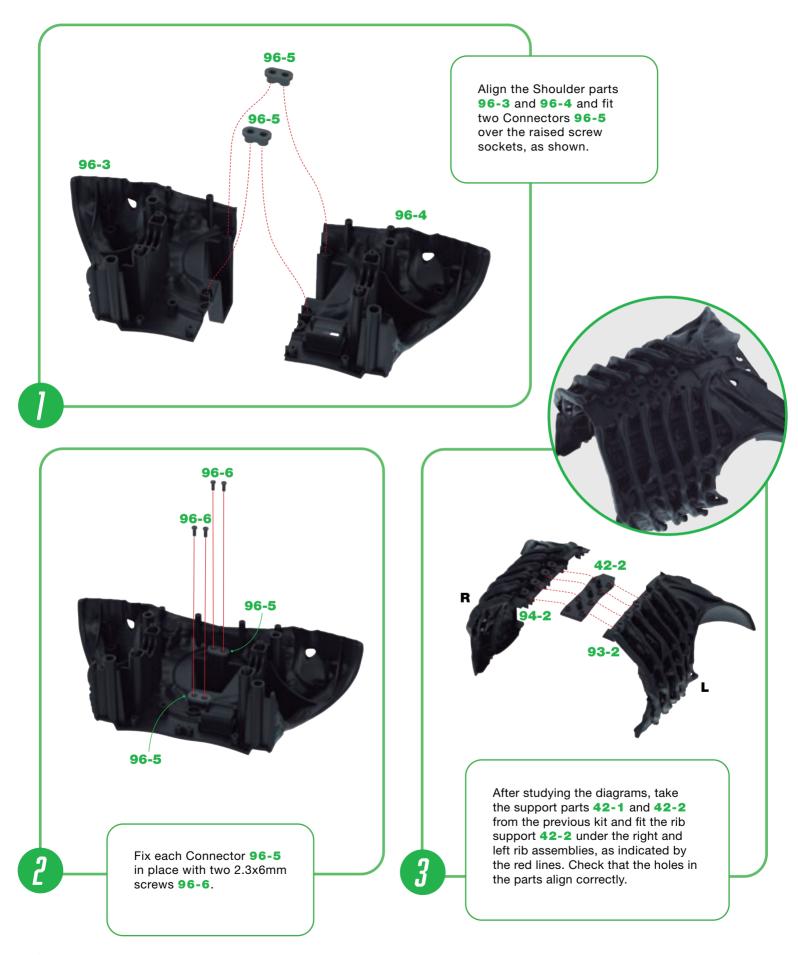
KIT 96: THE THORAX

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



Ref	Name	Qty		Ref	Name	Qty
96-1	Thorax armature 1	1		96-5	Connector	6
96-2	Thorax armature 2	1	,	96-6	2.3x6mm (1 spare)	13
96-3	Back of shoulder 1	1	,	30-0		13
96-4	Back of shoulder 2	1		96-7	2.3x8mm (1 spare)	5

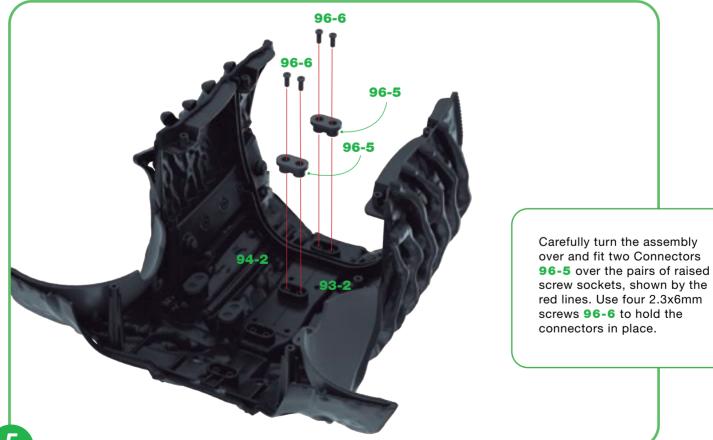
KIT 96: THE THORAX



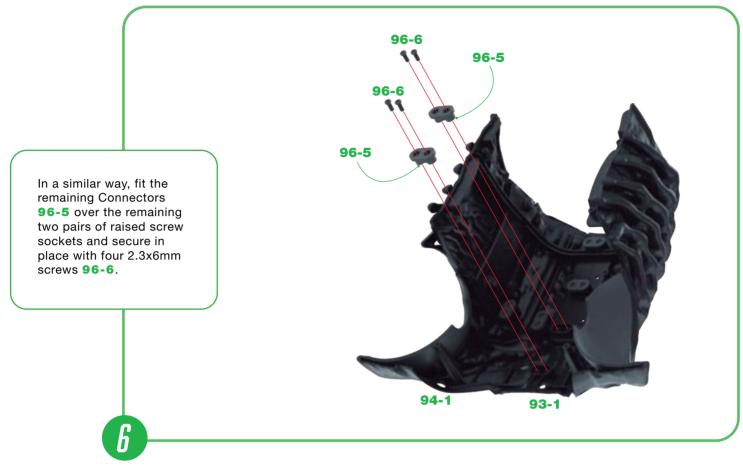


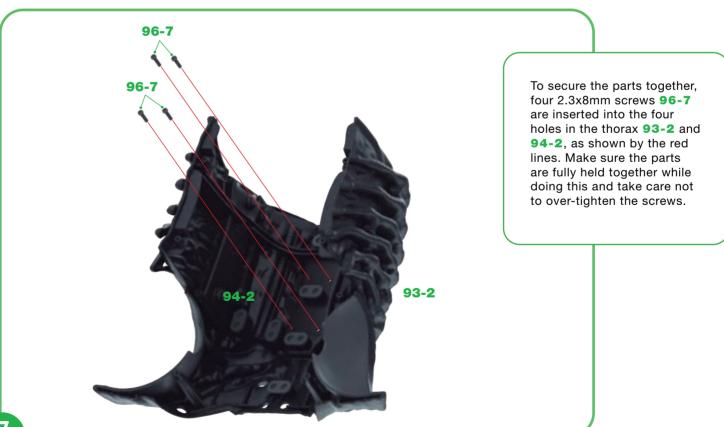
While holding the assembly together, fit the rib support **42-1** over rib support **42-2**. There are three raised sockets on the parts which engage together.

4



KIT 96: THE THORAX







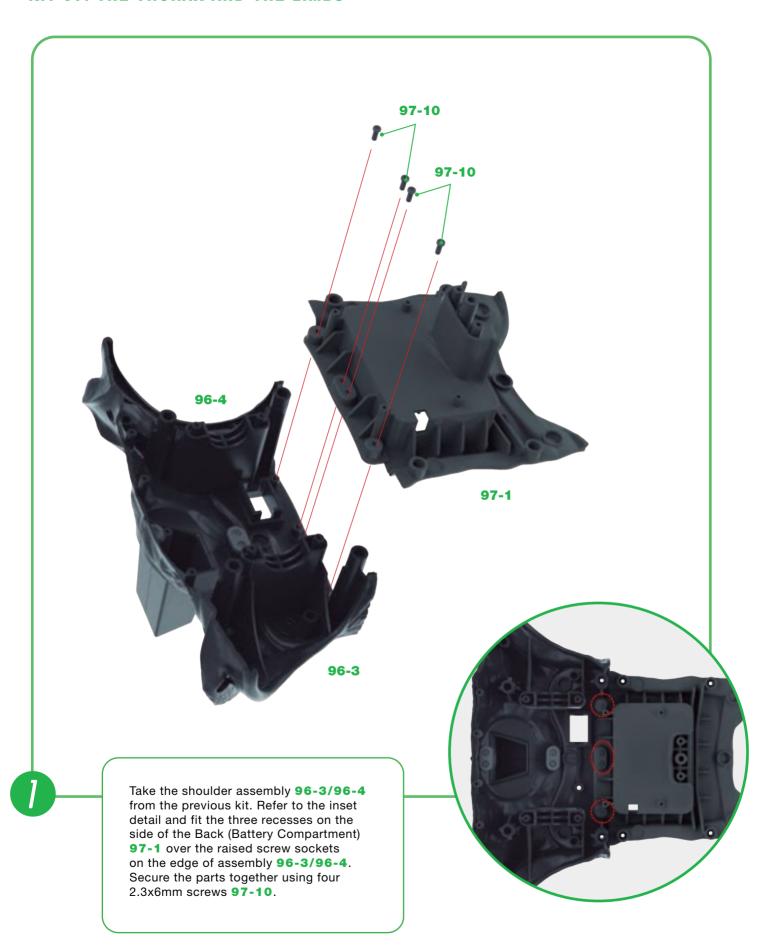


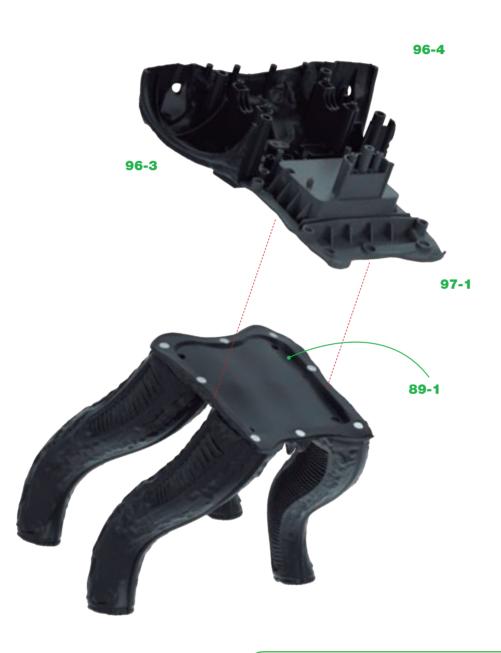
KIT 97: THE THORAX AND THE LIMBS

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

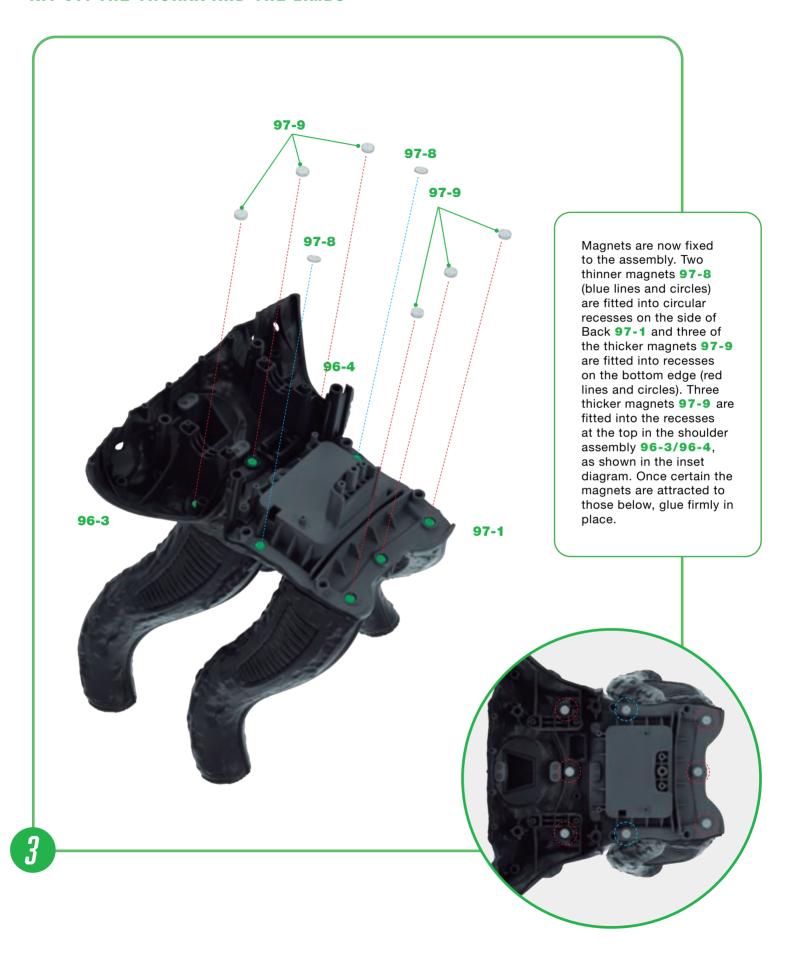


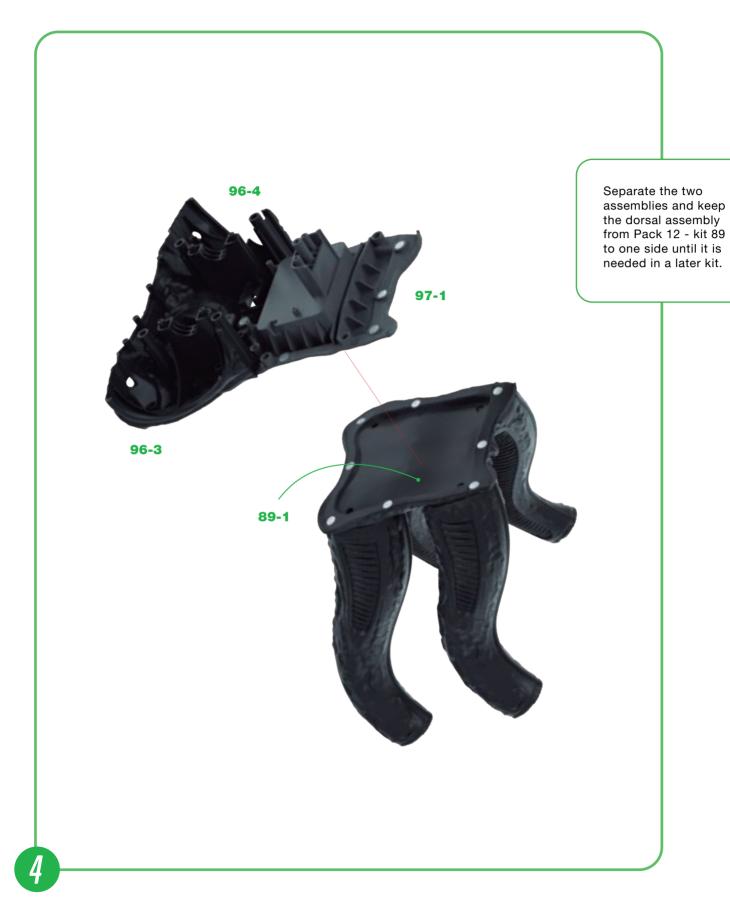
Ref	Name	Qty	Ref	Name	Qty
97-1	Back (Battery compartment 3)	1	97-7	Sleeve	2
97-2	Neck 5	1	97-8	Magnets 1 (1mm thick)	2
97-3	Neck 6	1			
97-4	Cartilage (right shoulder)	1	97-9	Magnets 2 (3mm thick)	6
97-5	Cartilage (left shoulder)	1	97-10	2.3x6mm	9
97-6	Bracket	2	97-11	2.6x16mm	3





Take the dorsal appendage assembly from Pack 12 - kit 89 and place the assembly from the previous step on top of it so that the that two parts align, as shown.



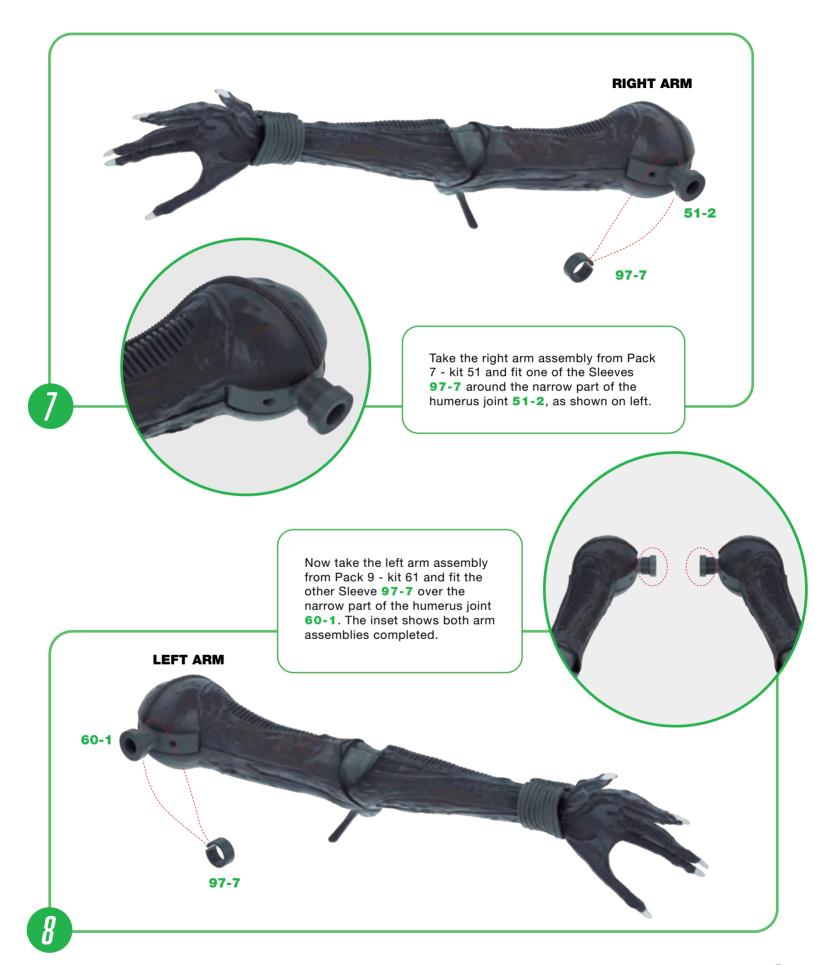


5

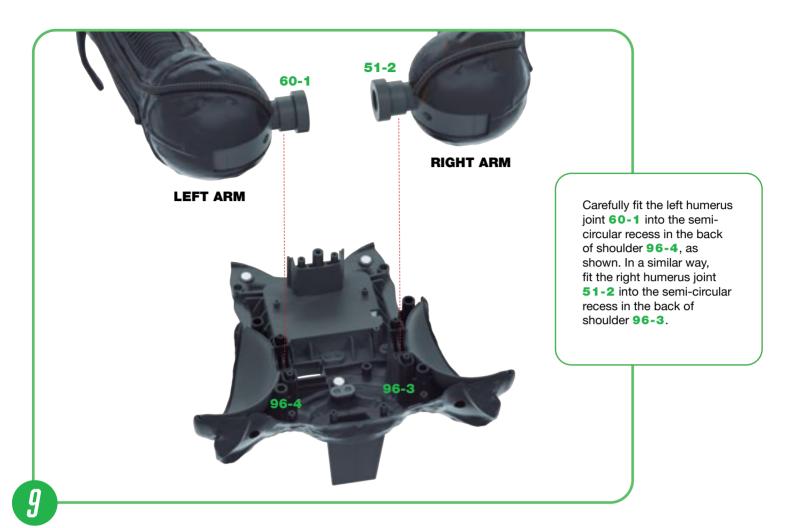
KIT 97: THE THORAX AND THE LIMBS

Fit the two pegs of the Cartilage (Right Shoulder)
97-4 into the matching raised sockets on the back of shoulder 96-3. After test-fitting, glue in place.

In a similar way, fit the two pegs on the Cartilage (Left Shoulder) 97-5 into the raised sockets on the back of the shoulder 96-4. When certain of a good fit, glue in place.



KIT 97: THE THORAX AND THE LIMBS



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.



Take the thorax armature plate **96-1** from the previous kit. 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.



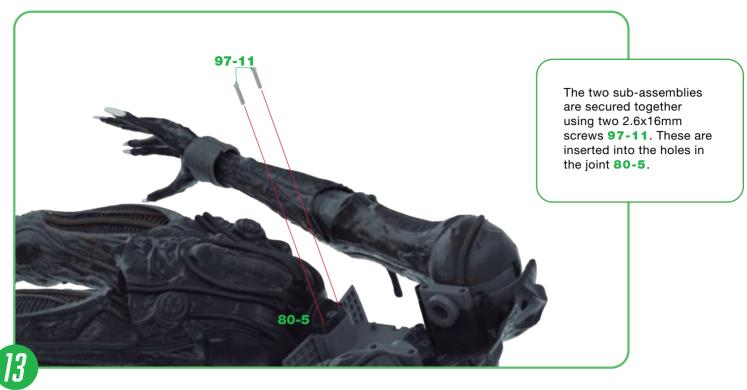
97-1

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 - kit 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.

12

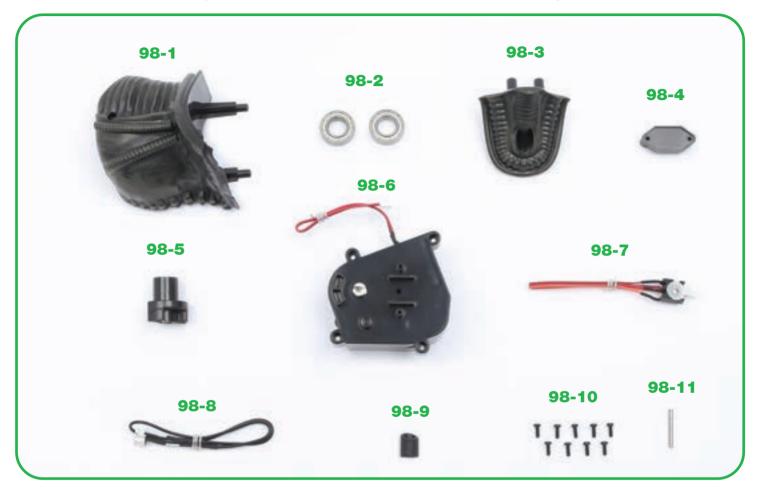




! Keep the remaining parts safely aside until they are needed in the next kit.

KIT 98: THE NECK (II)

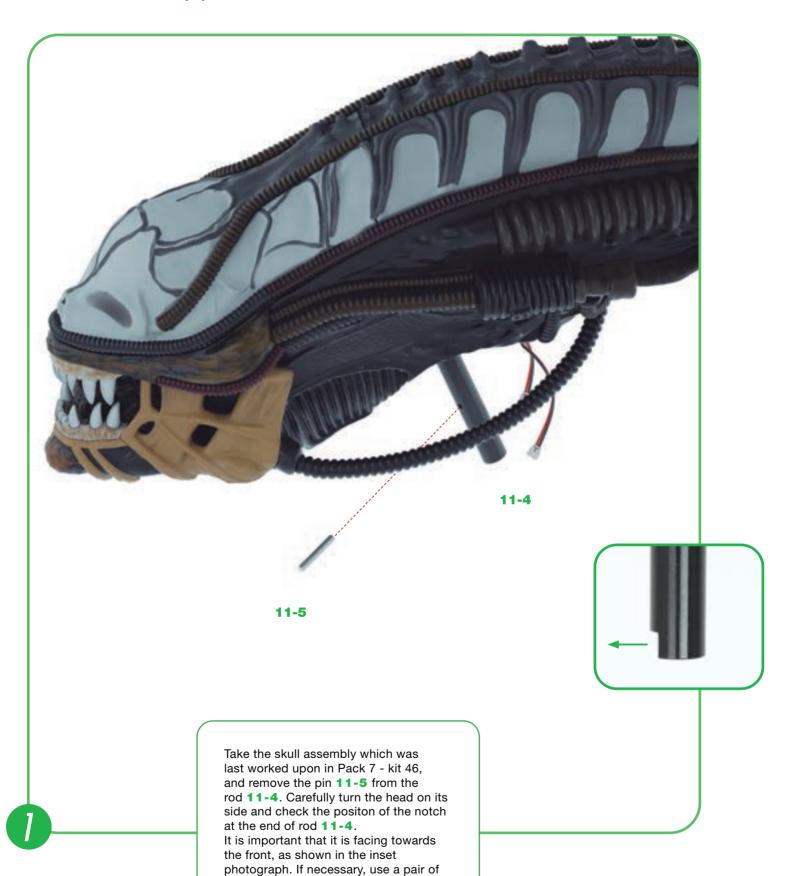
In this kit you will continue to work on the Xenomorph's neck.



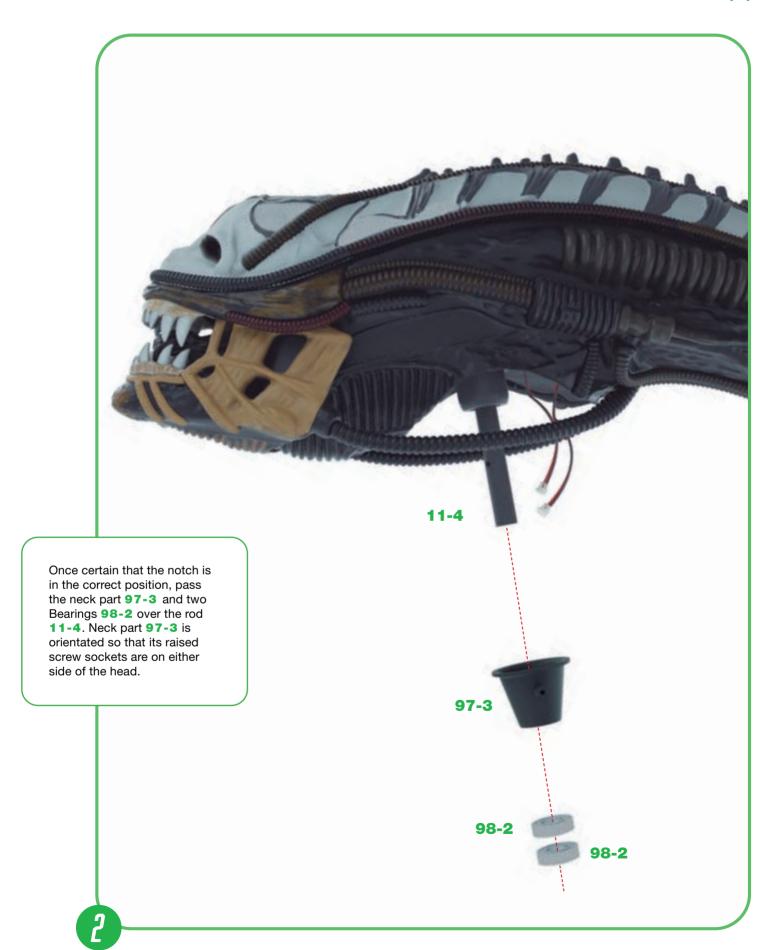
Ref	Name	Qty	
98-1	Neck 7	1	
98-2	Bearings	2	
98-3	Neck 8	1	
98-4	Switch cover	1	
98-5	Connector	1	

Ref	Name	Qty
98-6	Motor assembly	1
98-7	Limit switch	1
98-8	Microphone	1
98-9	Microphone tube	1
98-10	2.3x6mm screws (1 spare)	9
98-11	Pin	1

KIT 98: THE NECK (II)



pliers to grip the rod and rotate it very gently into the correct position.



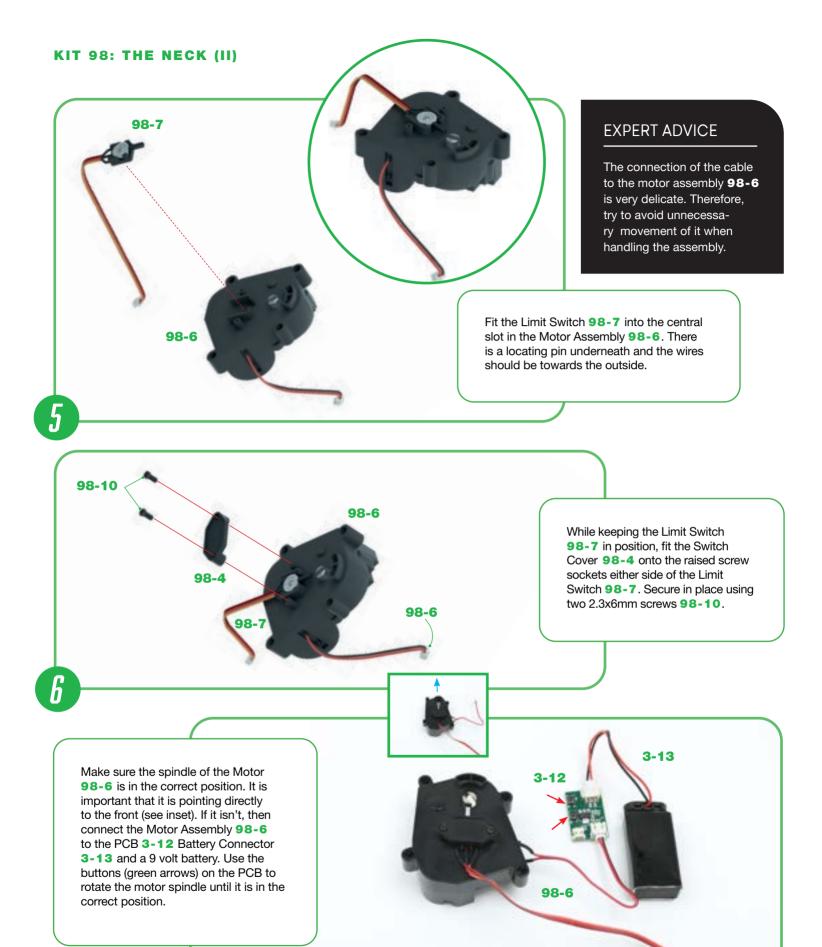


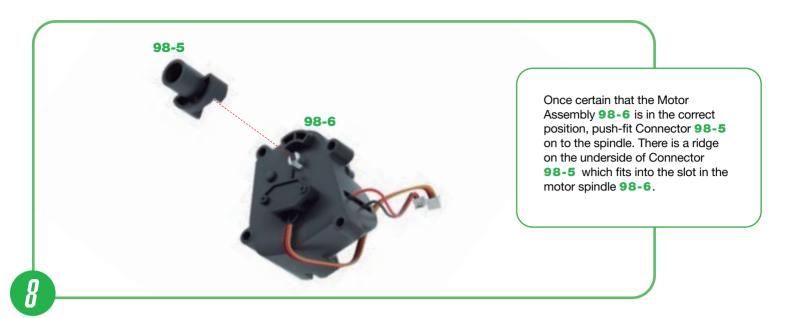
3

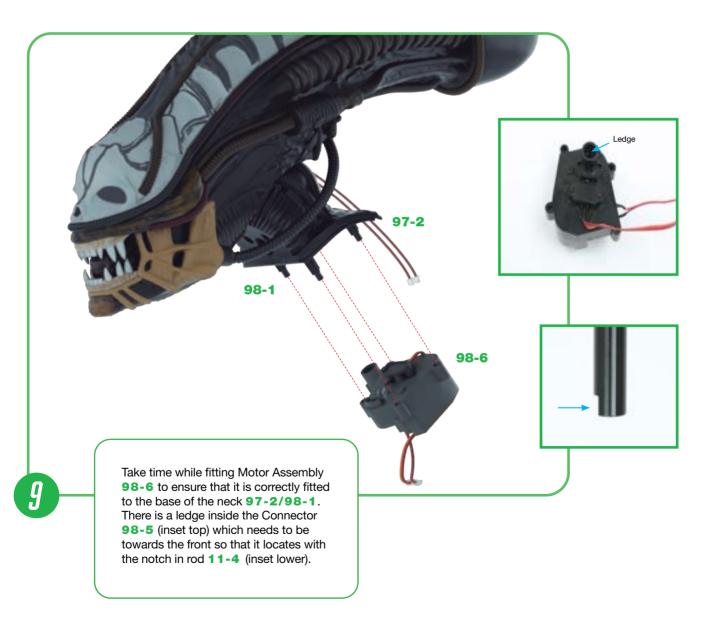
Put aside the pin 11-5 and replace it with Pin 98-11 which is supplied with this kit. Insert it into the original hole in rod 11-4. The pin should sit between the two Bearings 98-2, point towards the front of the head and be fully inserted so that it doesn't fall out.



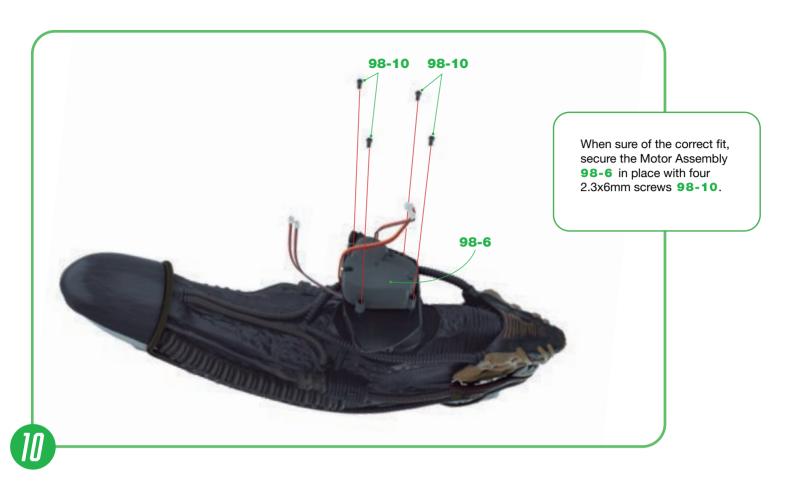
5

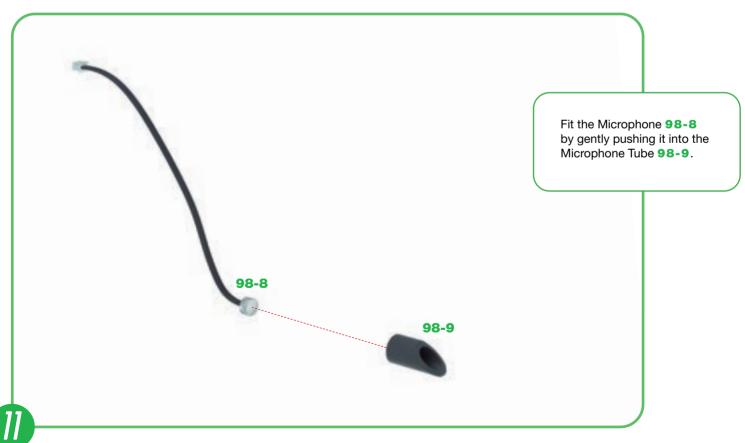




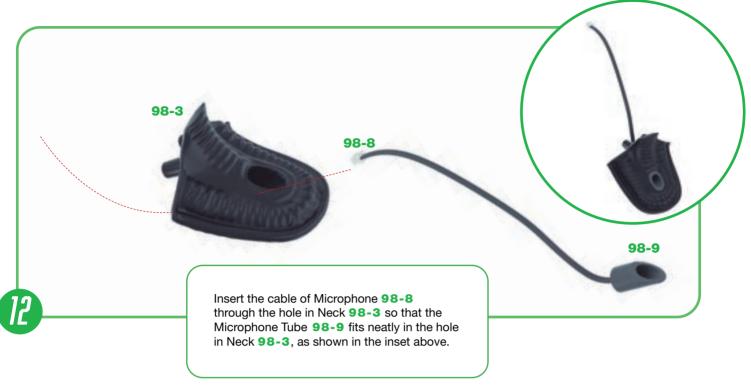


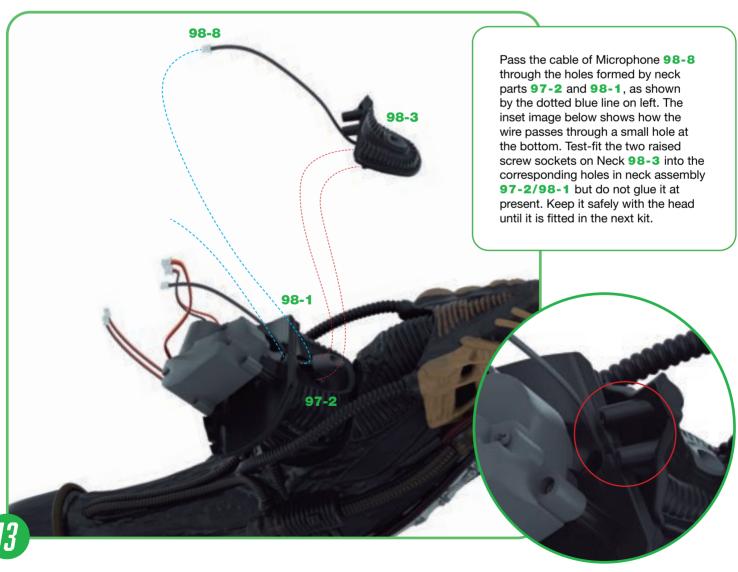
KIT 98: THE NECK (II)





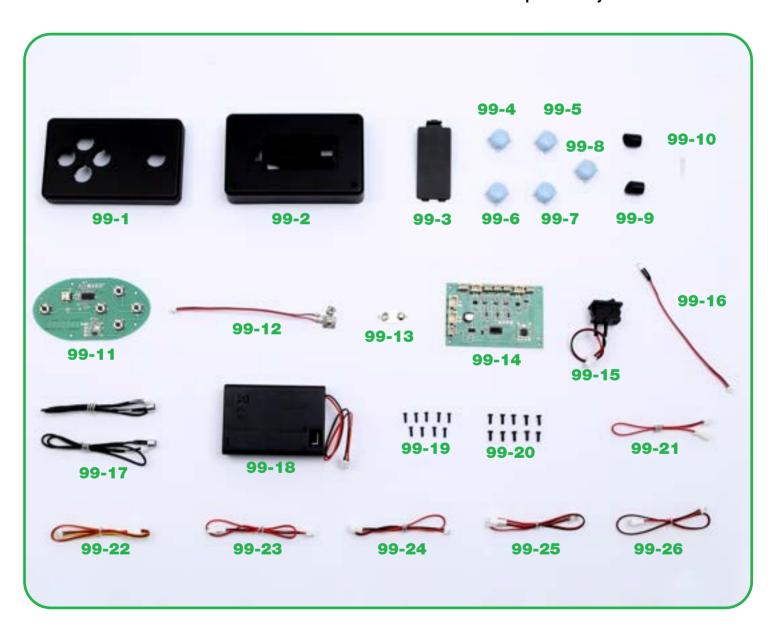
KIT 98: THE NECK (II)







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

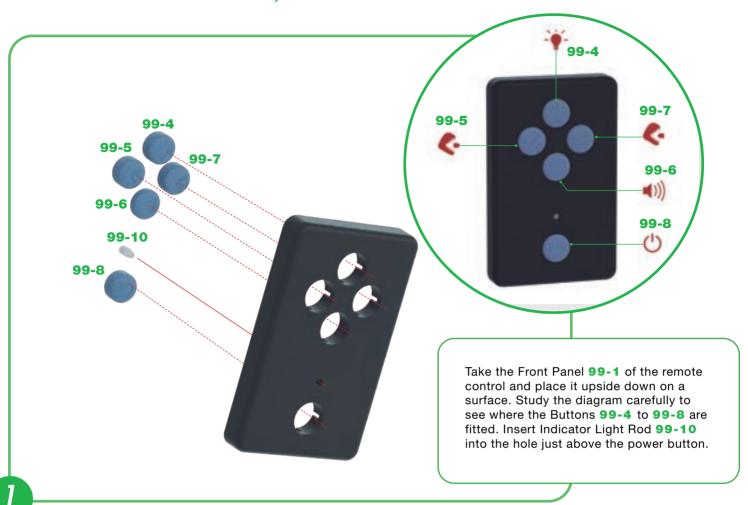


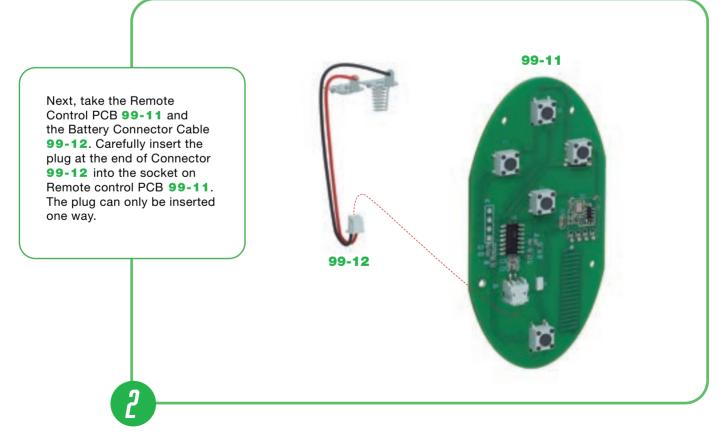


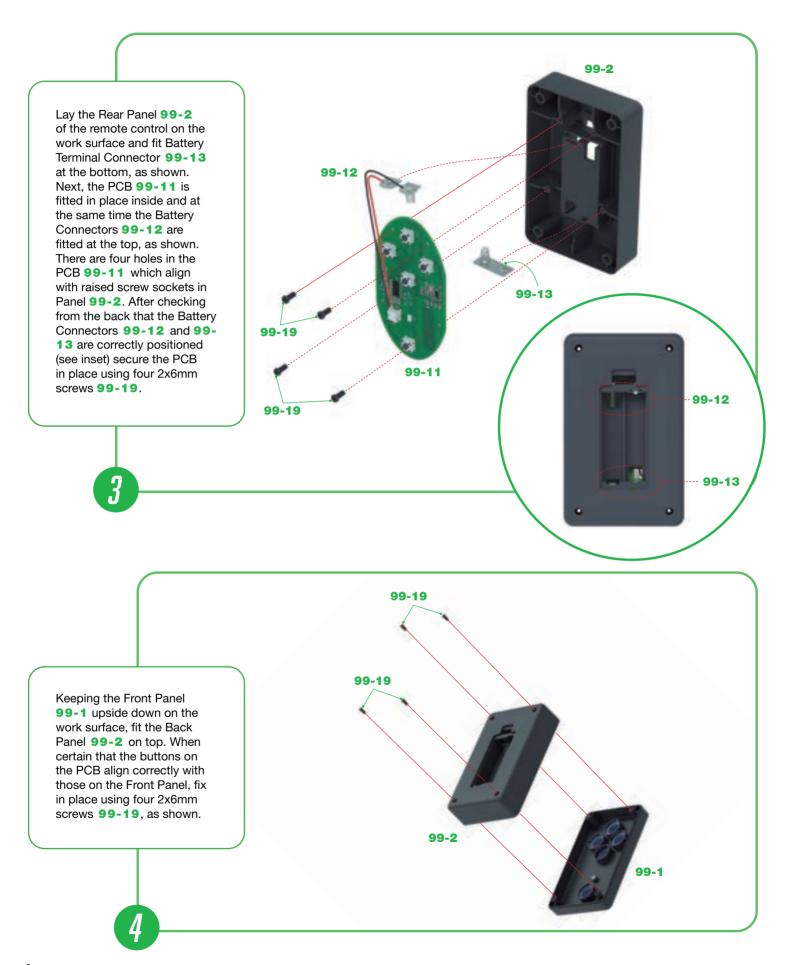
PARTS SUPPLIED

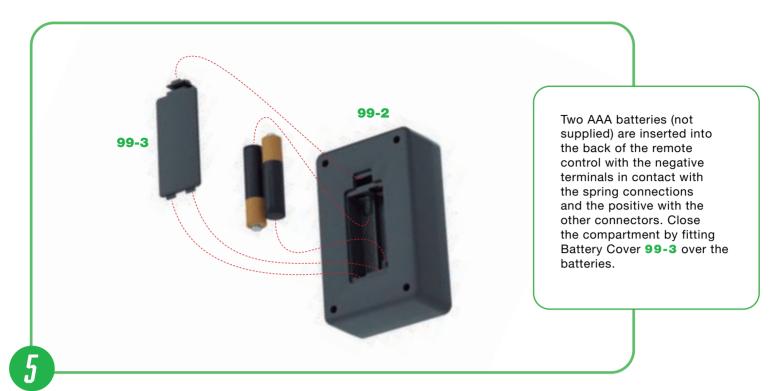
Ref	Name	Qty			
99-1	Front panel - remote control				
99-2	Rear panel - remote control				
99-3	Battery cover - remote control				
99-4	Button 1				
99-5	Button 2	1			
99-6	Button 3	1			
99-7	Button 4	1			
99-8	Button 5				
99-9	Microphone tubes				
99-10	Indicator light rod				
99-11	Remote control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

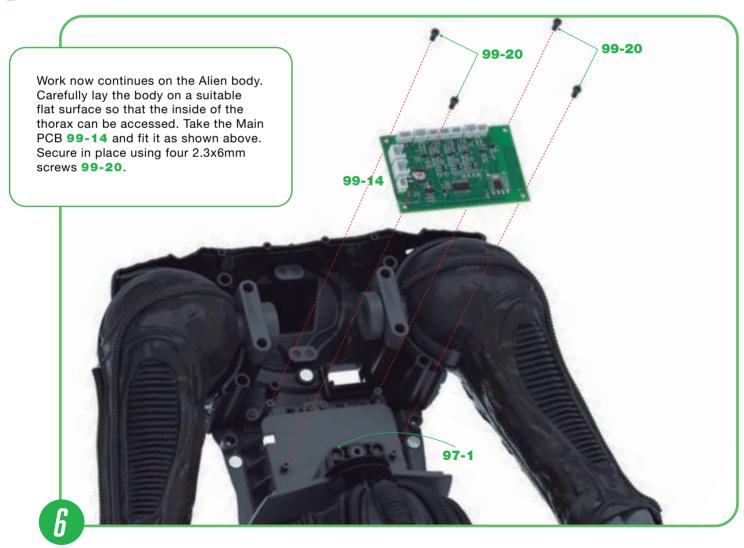
Ref	Name			
99-14	Main PCB	1		
99-15	Switch			
99-16	LED Indicator light			
99-17	Microphones	2		
99-18	Battery compartment	1		
99-19	2x6mm screws (1 spare)	9		
99-20	2.3x6mm screws (1 spare)			
99-21	Extension cable	1		
99-22	Extension cable J7	1		
99-23	Extension cable J6	1		
99-24	Extension cable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

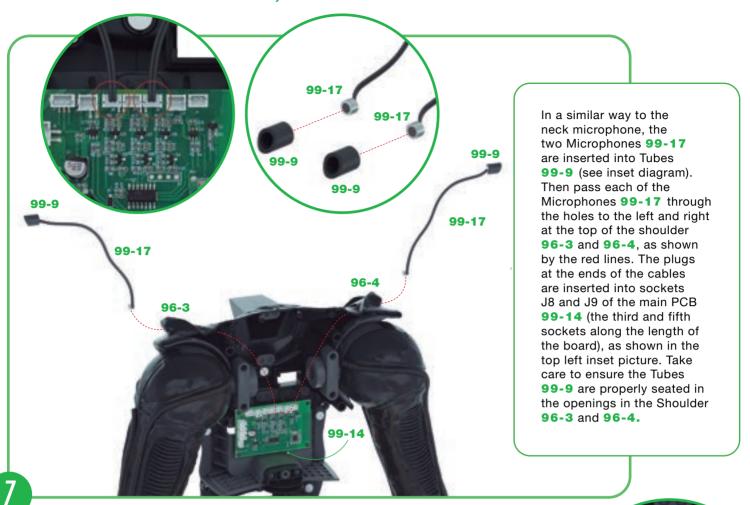




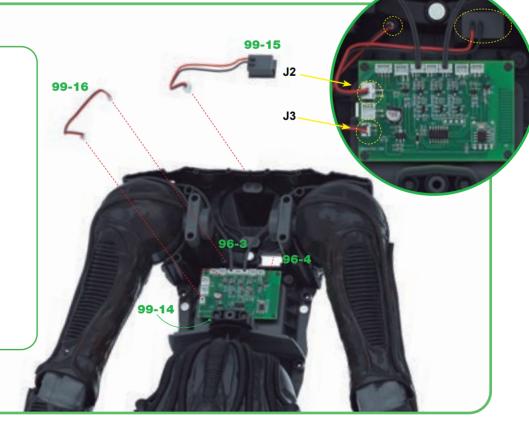


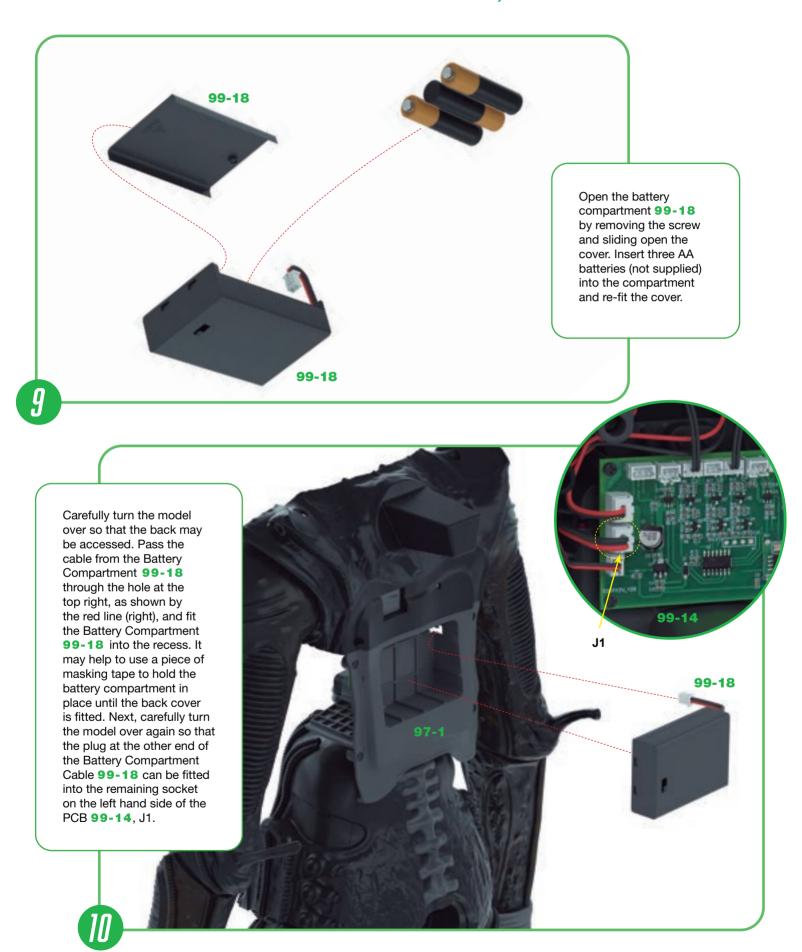


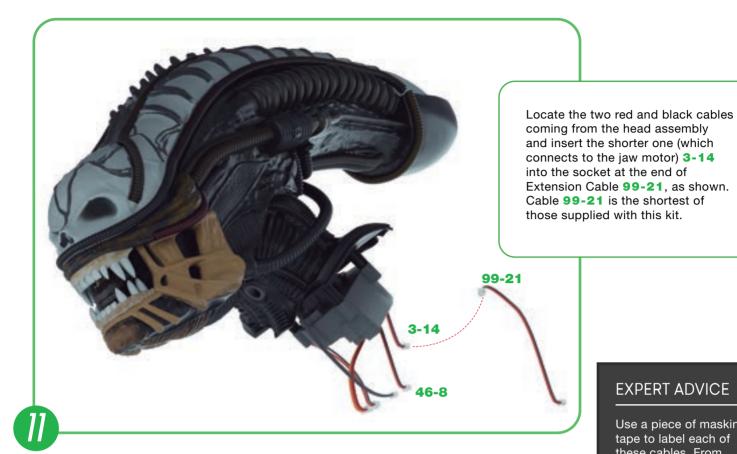




Take the LED Indicator Light 99-16 and push-fit it into the corresponding hole at the back of the shoulder 96-3 and connect the plug at the other end into socket J3; this is the smallest socket on the PCB 99-14. From the outer side, pass the cable attached to Switch 99-15 through the rectangular hole. 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.

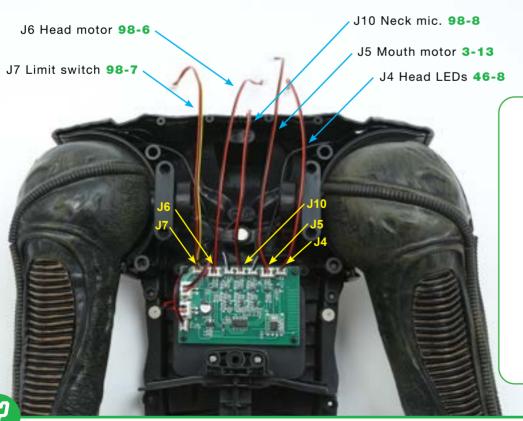






EXPERT ADVICE

Use a piece of masking tape to label each of these cables. From left to right: J7 Limit Switch 98-7, J6 Head Motor 98-6, J10 Head Microphone 98-8, J5 Jaw Motor 3-13, and J4 Head LEDs 46-8.



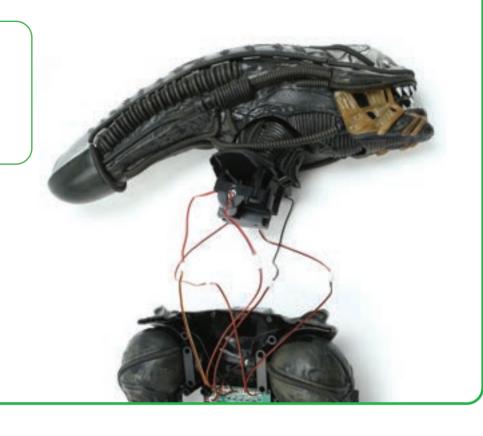
To help with the fitting of the head, additional extension cables have been provided. The first of these Cables, 99-22 is for the limit switch 98-7. This has three wires and is inserted into socket J7 (the far left at the top of the PCB). Then identify the two Cables with the larger plugs 99-23 and 99-25 and insert these into sockets J6 (99-23) and J5 (99-25) respectively. The remaining two Cables **99-24** and **99-26** are inserted into sockets J10 (99-**24**) and J4 (**99-26**).



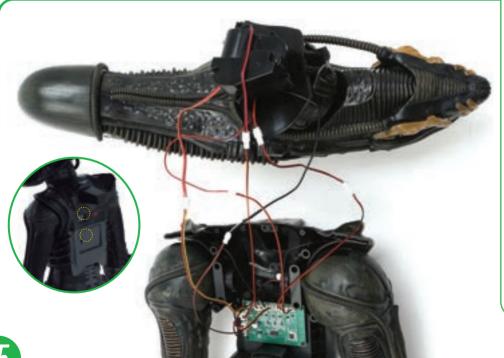
Connect each of the extension cables in turn to the corresponding cable on the head. It is important to double check that the cables are correctly fitted.

EXPERTADVICE

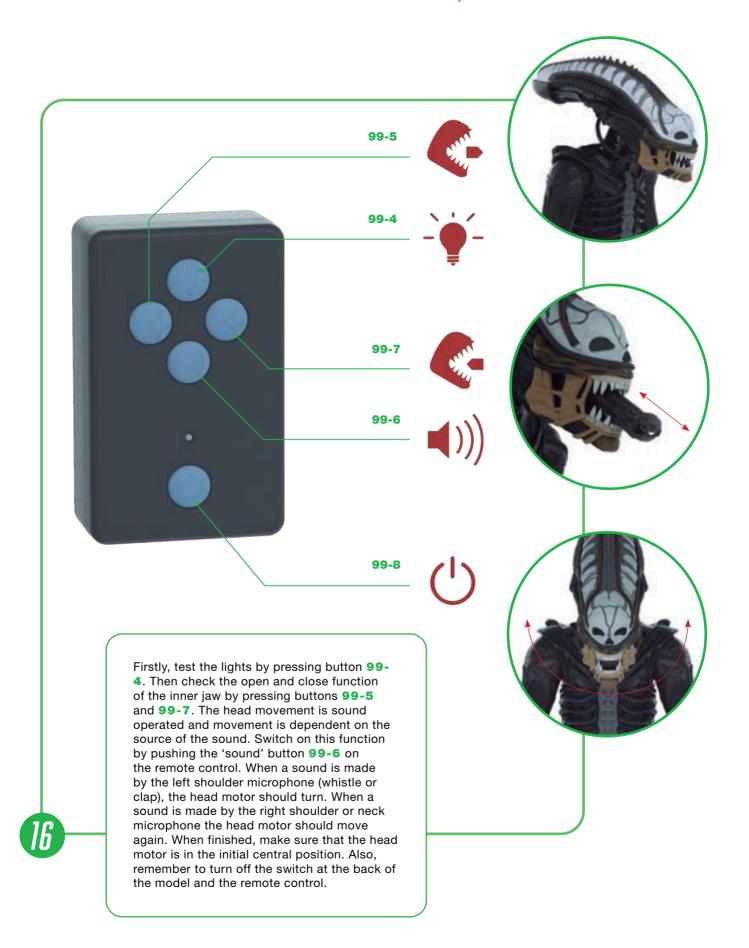
Remember to take particular care when handling the cable to the neck motor **98-6**.

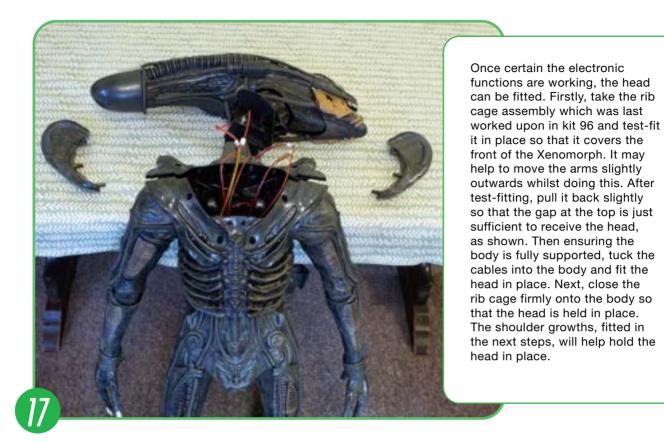


14



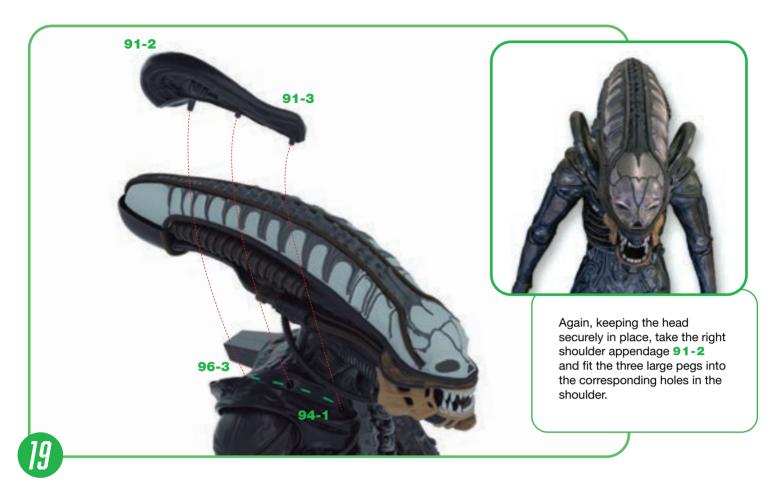
Once certain that the cables are correctly connected, the functions of the head can be tested. Support the head in an upside down position as the head motor assembly 98-6 will turn instead of the head. Power on the model by turning on switch on the battery container and the switch at the back of the 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.

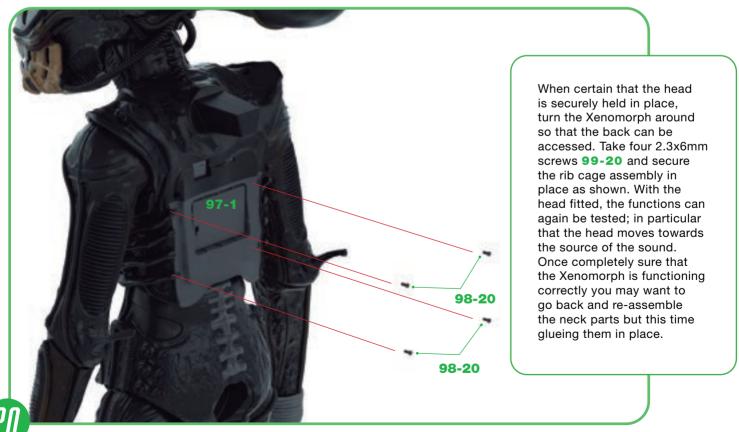




Whilst holding the head in place, take the left shoulder appendage assembly 92-2 and fit the three large pegs into the corresponding holes in the shoulder. Then fit the neck 98-3 which contains the neck microphone in place by inserting its large pegs into corresponding holes.

96-4





KIT 99 IS COMPLETE



THE REMOTE CONTROL HAS BEEN CONSTRUCTED, THE MAIN PCB FITTED, THE HEAD CABLES CONNECTED TO THE BODY, THE FUNCTIONS TESTED AND THE HEAD FITTED IN PLACE.

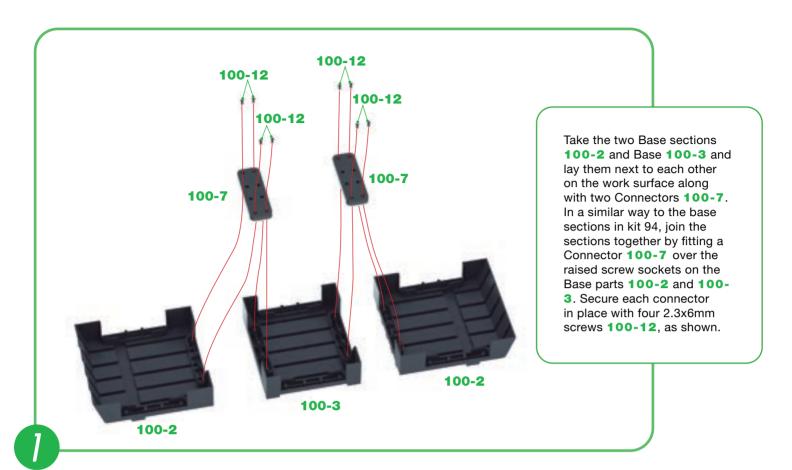
In this kit you will finish the project, completing the assembly of the skull and the base, before installing the Xenomorph model onto the base.



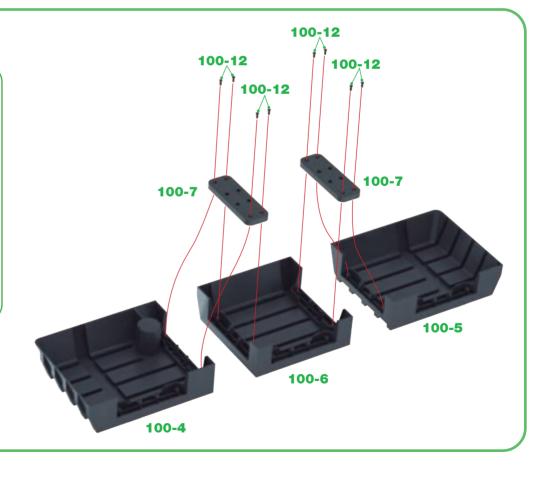
PARTS SUPPLIED

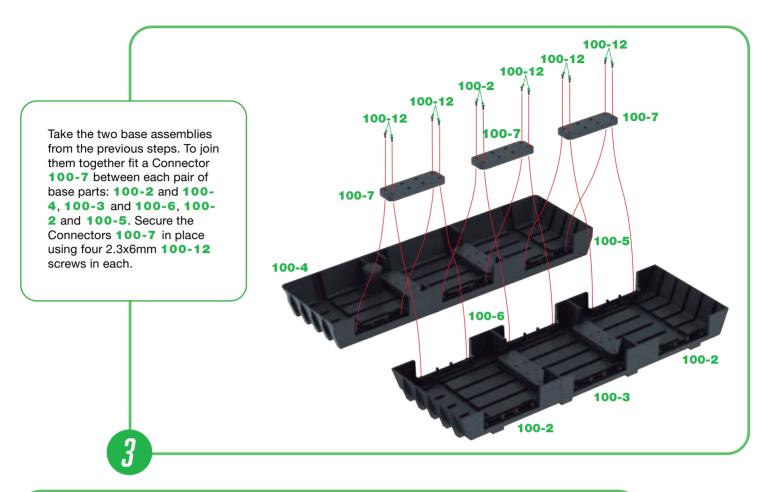
Ref	Name	Qty	Ref	Name	Qty
100-1	00-1 Upper skull membrane		100-7	Connector	7
100-2	Base 4	2	100-8	Tail support bracket 1	1
100-3	Base 5	1	100-9	Tail support bracket 2	1
100-4	Base 6	1	100-10	Tail support pole 1	1
100-5	Base 7	1	100-11	Tail support pole 2	1
100-6	Base 8	1	100-12	2.5x6mm screws (1 spare)	35

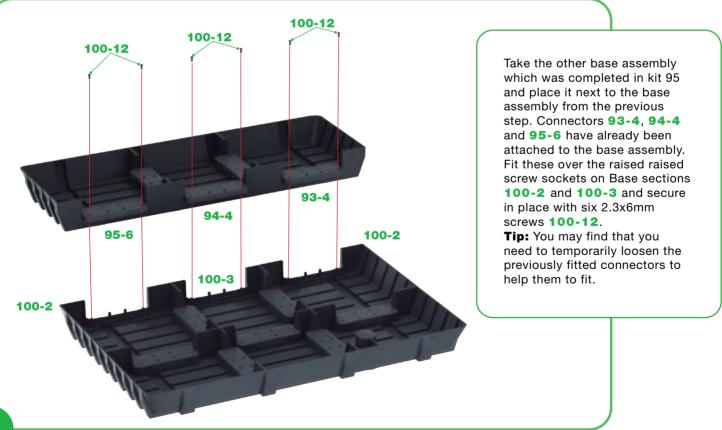
Note: In addition to these parts, Base Brackets 100-13 to 100-17 have been supplied and are shown in step 5.

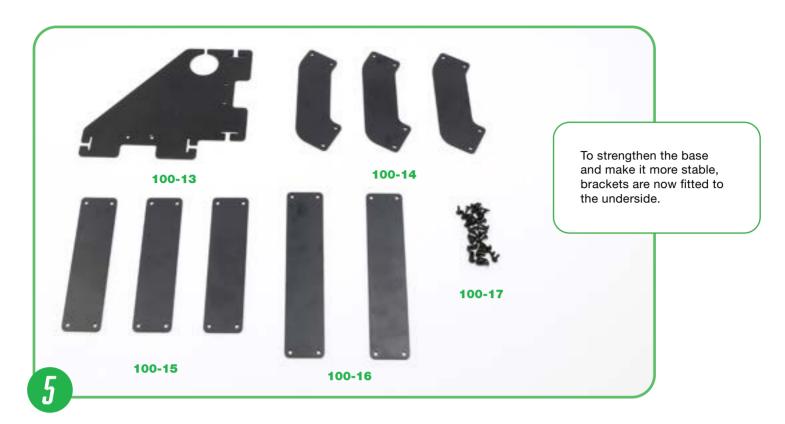


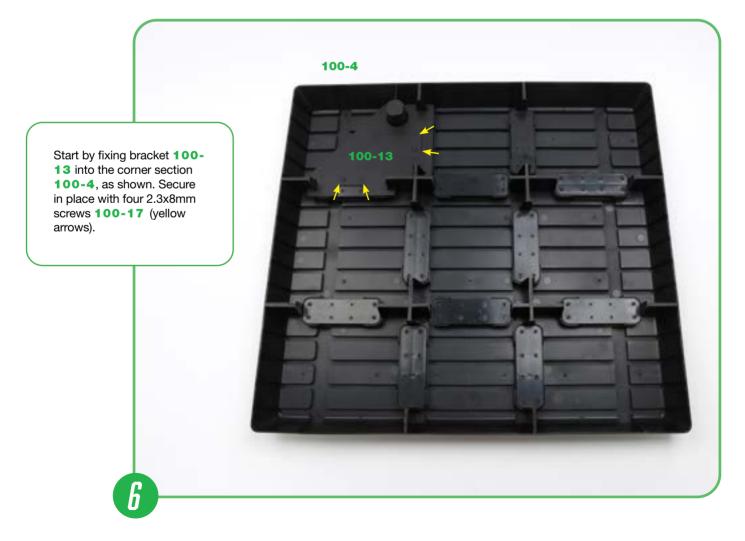
The Base parts 100-4, 100-6 and 100-5 are arranged next to each other as shown. Take two Connectors 100-7 and fit one over the raised screw sockets between Base 100-4 and Base 100-6 and the other between Base 100-6 and 100-5. Fix the connectors in place using four 2.3x6mm screws 100-12 in the corners of each.

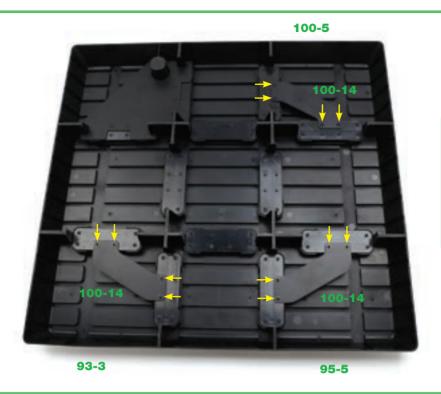








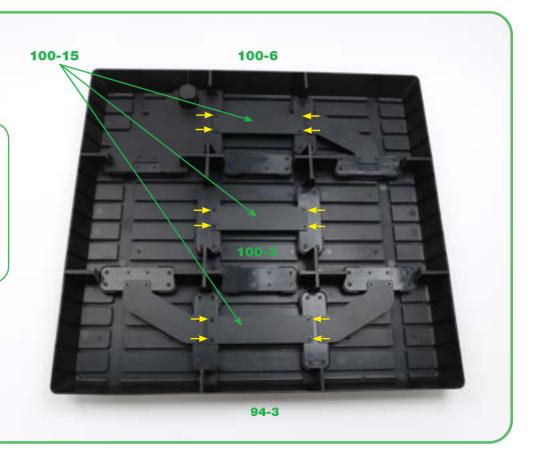


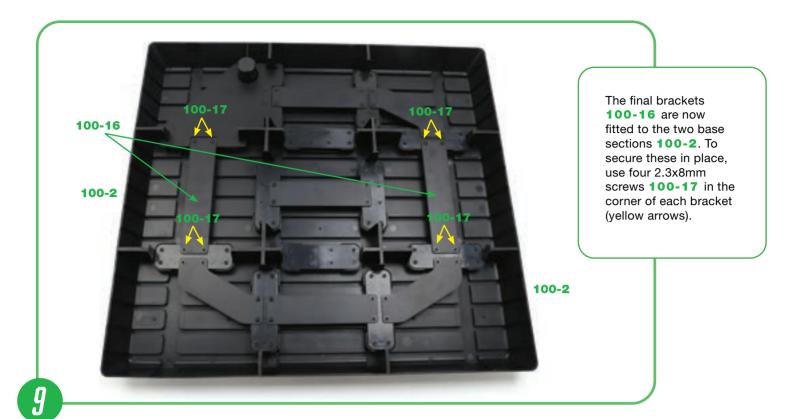


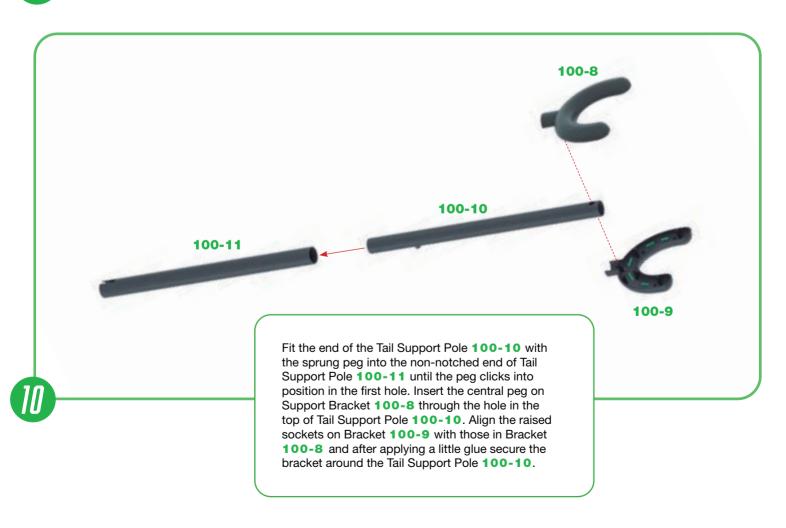
The three brackets 100-14 are fitted to the remaining corner sections 93-3, 95-5 and 100-5. Again, secure these brackets in place using four 2.3x8mm screws 100-17 in each (yellow arrows).

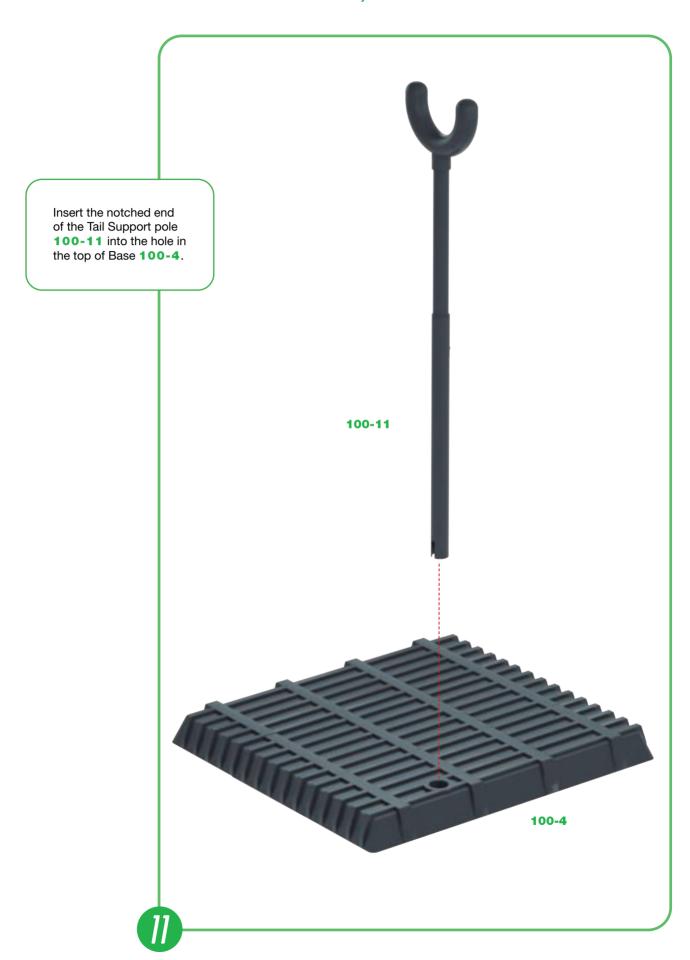
7

Next, the centre brackets 100-15 are fitted to base sections 94-3, 100-3 and 100-6. Secure in place using four 2.3x8mm screws 100-17 in the corner of each (yellow arrows).



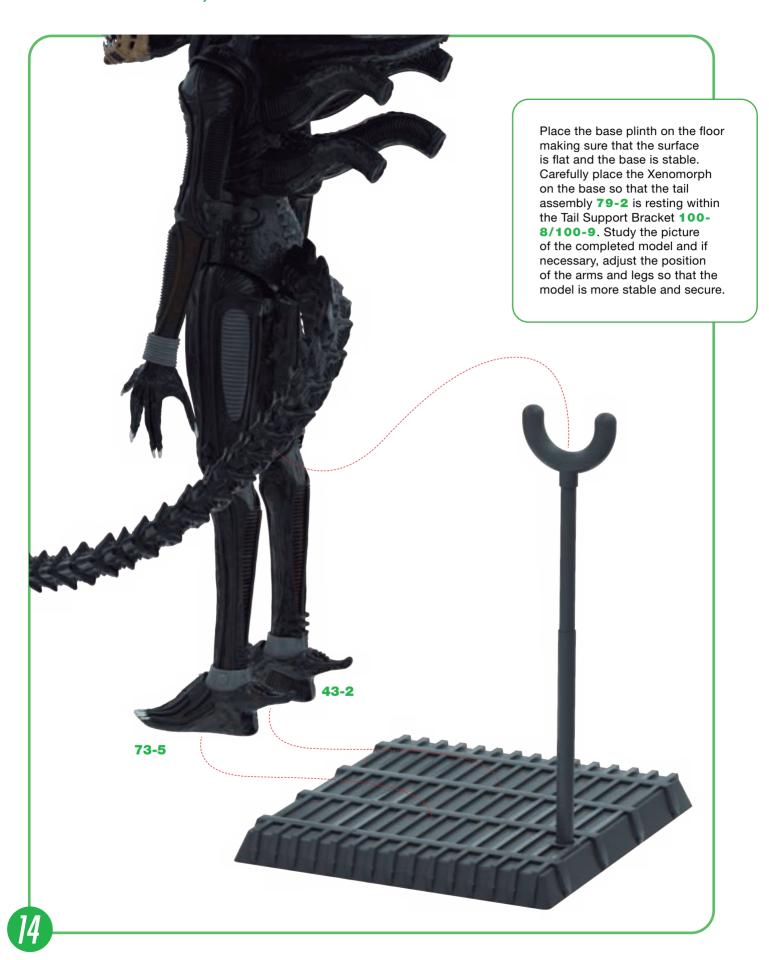


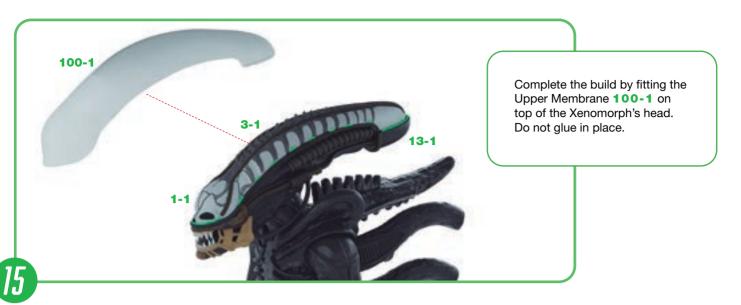












EXPERT ADVICE

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.

