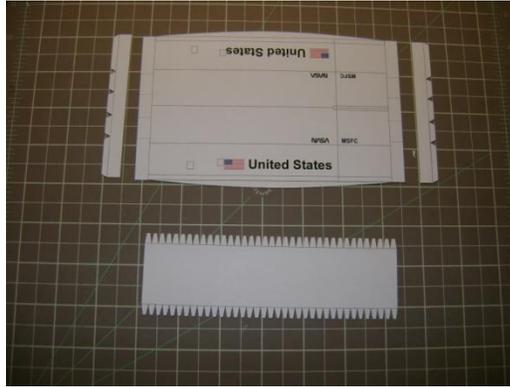


Pathfinder OV-098 Orbiter Simulator

1/144 Model Instructions

1. Cut out the mid fuselage parts, leaving blue outlined sections attached to part 1. Do not score anything on part 1, as the folds need to be made without a sharp crease.



Score the tabs on parts 2a and 2b, as well as both rows of tabs on part 3. Impart a slight curve to part 3 before folding the tabs.



2. Using the lines on the blue outlined sections of part 1, crease the part lengthwise on each line. Use a straightedge or table edge to do this. The folds need to be sharp, but not scoring them beforehand leaves a better fold. Cut off the blue outlined section after folding.



3. Attach part 3 to the bottom edges of part 1, making sure the slight curve is imparted to part 3 by the bottom edges of part 1. Make sure that the end of part 3 is lined up with one end of part 1. After the glue dries, cut any excess material from part 3 that extends beyond the end of part 1.



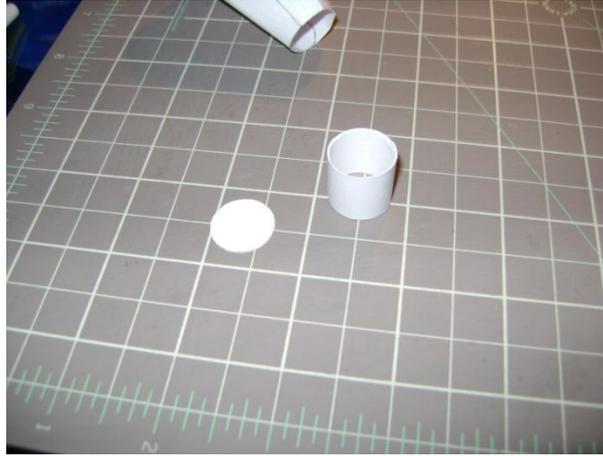
4. Attach parts 2a and 2b to ends of part 1 as shown. The tabs will be used to connect the aft bulkhead on the aft side and the forward fuselage on the forward side.



5. Cut out the forward fuselage part and gently fold the part at the lines indicated. Try to fold the aft end of the part more sharply than the forward end, as the aft end will be connected to the mid fuselage.



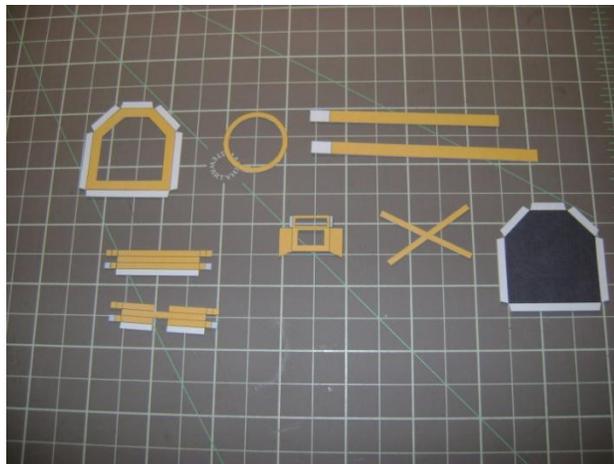
- Cut out the forward fuselage nose and part 13. Form part 13 into a cylinder and test fit it into the forward fuselage's nose. It should fit tightly and form the nose into a circular shape, but should be able to be slipped out. Glue the part into the final shape, and attach the nose disc to the cylinder.



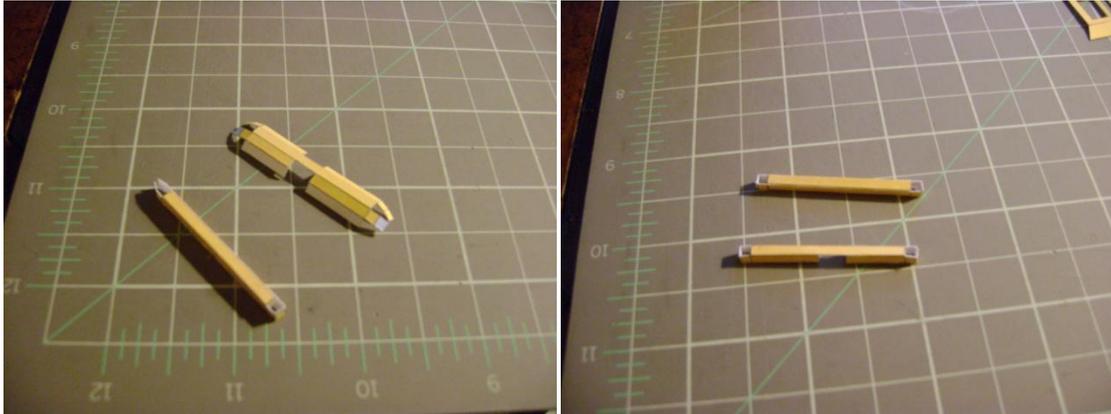
- Attach the forward fuselage section to the mid fuselage, using tweezers through the nose to attach the tabs inside.



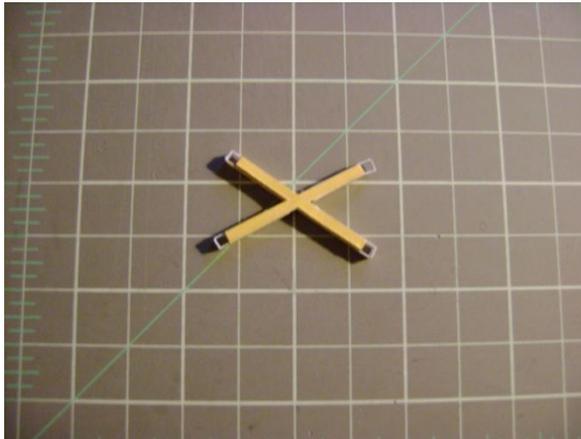
- Cut out the parts for the aft section.



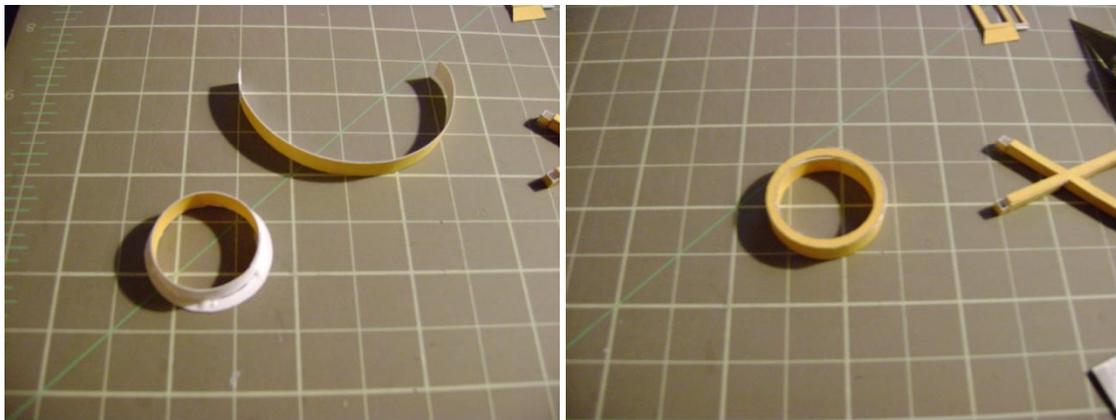
9. Fold parts 9a and 9b into beams with a square cross-section. Fold the tabs at the end to form the end parts into open boxes.



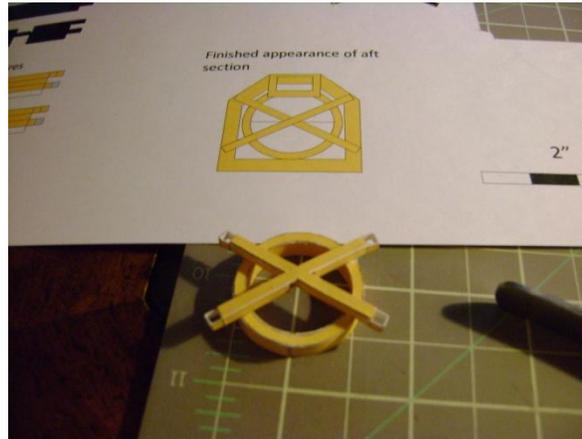
10. Using the diagram on the parts sheet as a guide, secure 9a to 9b, making sure they are crossed at the same angle. Part 11 can be used to cover the join between the parts, or simply used to align the parts.



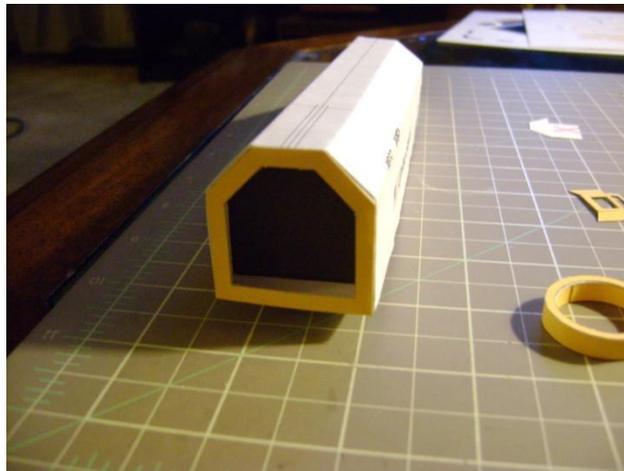
11. Form parts 8a and 8b into cylinders, and glue the finished parts to part 8 as shown. Make sure part 8a is rolled with the ink side facing inward, and part 8b with the ink facing out.



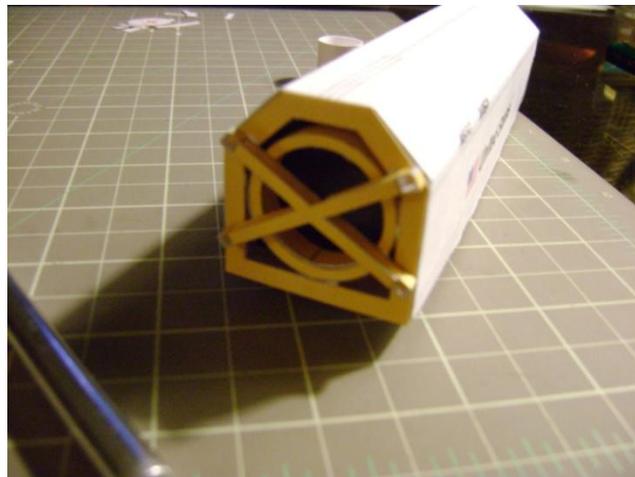
12. Glue the completed cylindrical part behind the assembled crossbeams, aligning the parts according to the drawing.



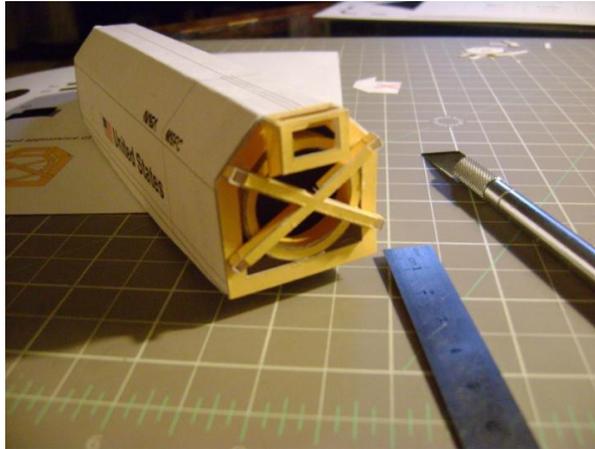
13. Insert part 12 into the aft end of the fuselage, gluing the part behind the tabs. There will need to be clearance for the assembled cylinder assembly to sit slightly inside. (Alternatively, I found the part easier to attach when fixed to part 2 before gluing it inside.) Glue part 7 to the tabs on the aft end.



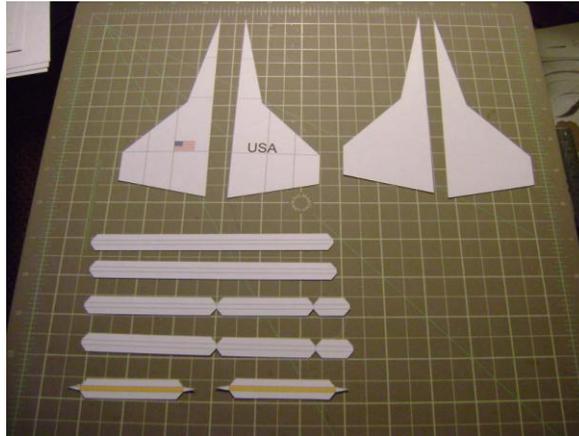
14. Attach the crossbeam assembly to part 7, aligning the part according to the drawing.



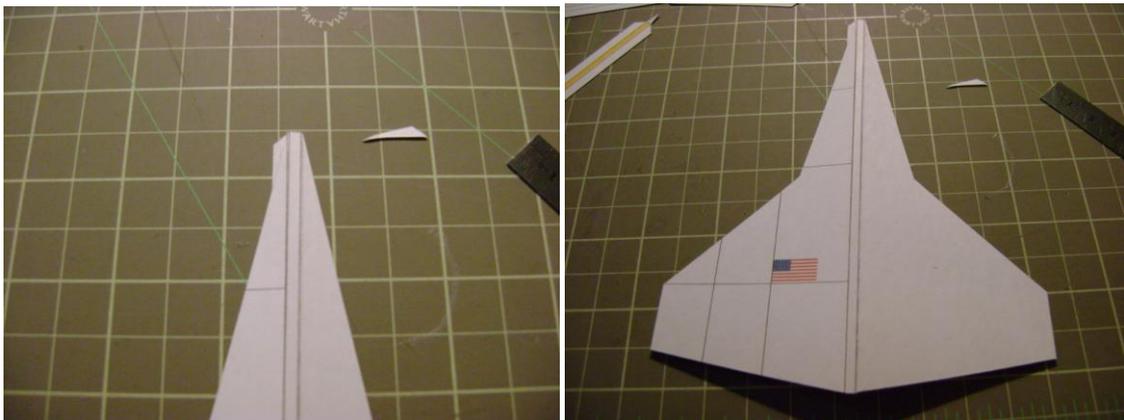
15. Fold part 10 into a box and attach to the fact of part 7. You may find it easier to leave the internal white areas in place while you prefold the part, and then cut them away before gluing the part into a box.



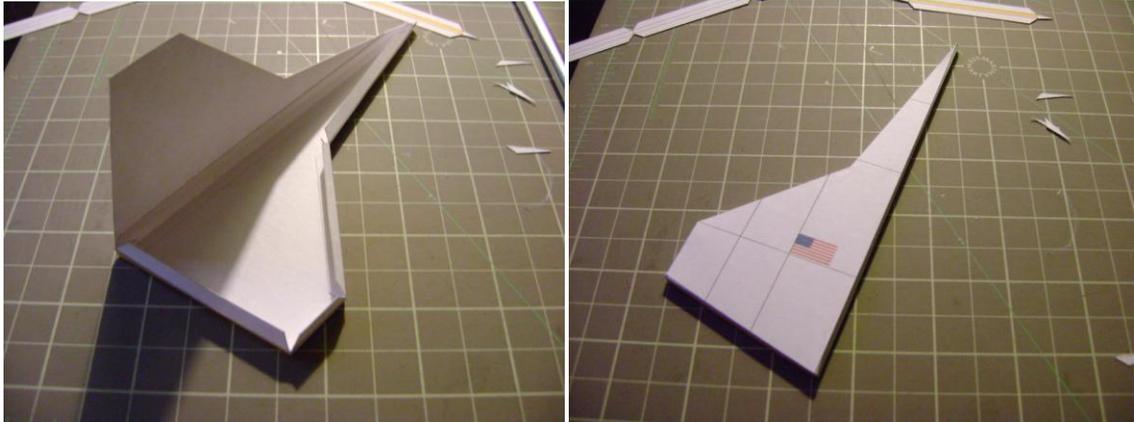
16. Cut out one set of the wing parts 4a and b, 5a and b, and the wing edges A, B, and C.



17. Use A to connect 4a to 5b along the longest edge. Trim the tab to align with the leading edge.



18. Attach B and C to the bottom of the wing, and attach the top to the tabs. Use a flat working surface to make sure the wing is not warped as it is folded into a box shape.



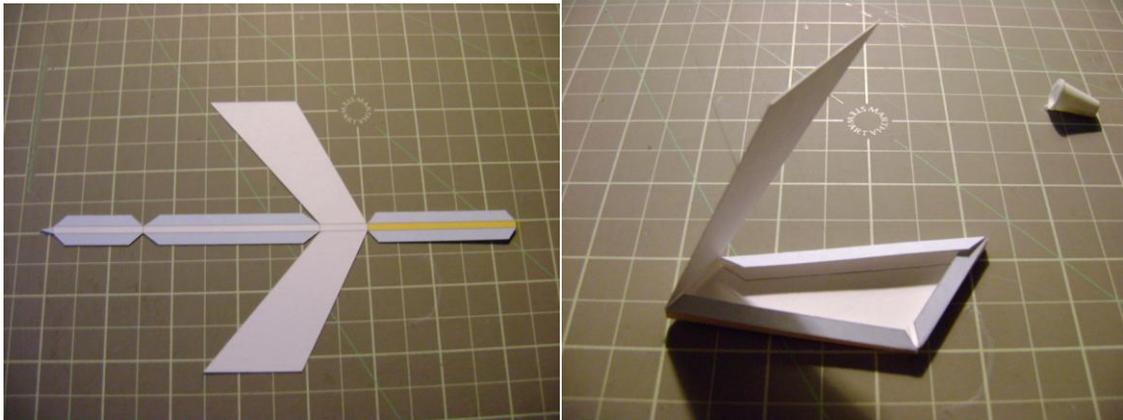
19. Attach the wing to the side of the fuselage where marked.



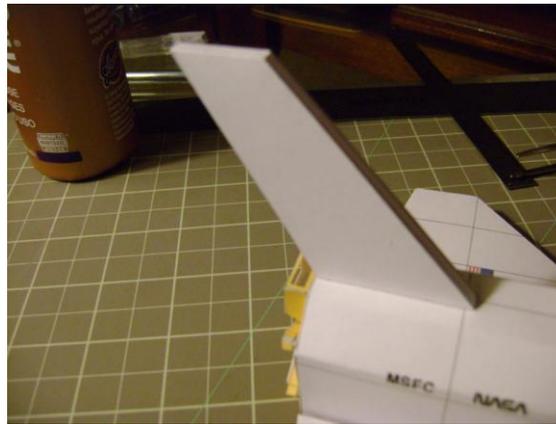
20. Repeat this for the second wing.



21. Cut out one of the options for part 6, and form it into a flat box in the same way as the wings.



22. Attach the vertical stabilizer to the fuselage where marked.



This completes the assembly of the model.

