

KIT 4911

ENGLISH: ASSEMBLY DRAWINGS SHOULD BE REVIEWED BEFORE PROCEEDING WITH CONSTRUCTION. A NUMBER IDENTIFIES EACH PLASTIC PART FOR YOUR CONVENIENCE. PAINT SMALL PARTS ON RUNNER BEFORE REMOVING. ALLOW PAINT TO DRY THOROUGHLY BEFORE CONTINUING ASSEMBLY OF KIT. SCRAPE CHROME OR PAINT AT AREA TO BE GLUED. WASH PLASTIC IN MILD DETERGENT SOLUTION. RINSE AND LET AIR DRY FOR BETTER PAINT AND DECAL ADHESION.

Français: EXAMINER LES SCHEMAS D'ASSEMBLAGE AVANT DE COMMENCER LA CONSTRUCTION. UN NUMERO IDENTIFIE CHAQUE PIECE DE PLASTIQUE POUR PLUS DE FACILITE. PEINDRE LES PETITES PEICES SUR LE SUPPORT AVANT DE LES ENLEVER. LAISSER LA PEINTURE SECHER COMPLETEMENT AVANT DE CONTINUER L'ASSEMBLAGE DU KIT. GRATTER LE CHROME OU LA PEINTURE SUR LES SURFACE A COLLER. LAVER LE PLASTIQUE DANS UNE SOLUTION DE DETERGENT LEGERE, RINCER ET LAISSER SECHER A L'AIR POUR UNE MEILLEURE ADHERENCE DE LA PEINTURE ET DES DECALS.

ESPAÑOL: DIBUJOS DE ENSAMBLAJE DEBEN SER REPASADOS ANTES DE SEGUIR CON LA CONSTRUCCION. UN NUMERO IDENTIFICA CADA PARTE DEL PLASTICO PARA SU CONVENIENCIA. PINTA PARTES PEQUENAS DEL KIT ANTES DE QUITARLAS. DEJE SECAR BIEN LA PINTURA ANTES DE SEGUIR EL ENSAMBLAJE. RASPE EL CROMO O LA PINTURA DEL SITIO ANTES DE SER PEGADO. LAVE EL PLASTICO EN UNA SOLUCION SUAVE DETERGENTE, ENJUAGUE, Y DEJE SECAR EN EL AIRE PARA MEJOR ADHESION DE LA PINTURA Y CALCOMANIA.

REVELL, INC. Des Plaines, IL Copyright © 1987 All rights reserved. Made in U.S.A.

4911-4200

ALL FRAMES OF PARTS FOR LAUNCH TOWER HAVE A REFERENCE NUMBER (EXAMPLE 4910/12). ALL ASSEMBLY STEPS WILL HAVE THIS REFERENCE NUMBER ALONG WITH THE PART NUMBER AND QUANTITY TO HELP WITH IDENTIFICATION OF PARTS.

RAMPE DE LANCEMENT POUR NAVETTE
TOUS LES ENSEMBLES DE PIECES POUR LA RAMPE LANCEMENT COMPORTENT UN NUMERO DE REFERENCE (PAR EXEMPLE: 4910/12). TOUTES LES ETAPES DE L'ASSEMBLAGE COMPORTERONT CE NUMERO DE REFERENCE DE MEME QUE LE NUMERO

DE LA PIECE AINSI QUE LA QUANTITE DE MANIERE A RENDRE L'IDENTIFICATION DES PIECES PLUS FACILE.

TORRE DE LANZAMIENTO DEL TAXI ESPACIAL
TODOS LOS BASTIDORES DE PIEZAS LA TORRE DE LANZAMIENTO LLEVAN UN NUMERO DE REFERENCIA (POR EJEMPLO: 4910/12). TODAS LAS ETAPAS DE MONTAJE INDICARAN ESTE NUMERO DE REFERENCIA, ADEMAS DEL NUMERO Y LA CANTIDAD DE PIEZAS, PARA FACILITAR IDENTIFICACION DE ESTAS OLTIMAS.



GLUE
COLLE
PEGA



NO GLUE REQUIRED
LA COLLE N'EST PAS NECESSAIRE
NO NECESITA PEGA



DO IT THIS MANY TIMES
LE FAIRE CE NOMBRE DE FOIS
HAGALO ESTA CANTIDAD DE VECES



OPTIONAL
FACULTATIF
OPCIONAL



APPLY DECALS
COLLER LES CALCOMANIES
APLICAR CALCAS



SHOWN ASSEMBLED
VU ASSEMBLE
MOSTRADO ARMADO



CUT RAILS TO LENGTH AND GLUE ENDS
COUPER LES BARRES. A LA BONNE LONGUEUR ET COLLER LES EXTREMITES
TAGLIA LE RINGHIERE ALLA MISURA OPPORTUNA E INCOLLALE



CLEAR
TRANSPARENT
TRANSPARENTE



WHITE
BLANC
BLANCO

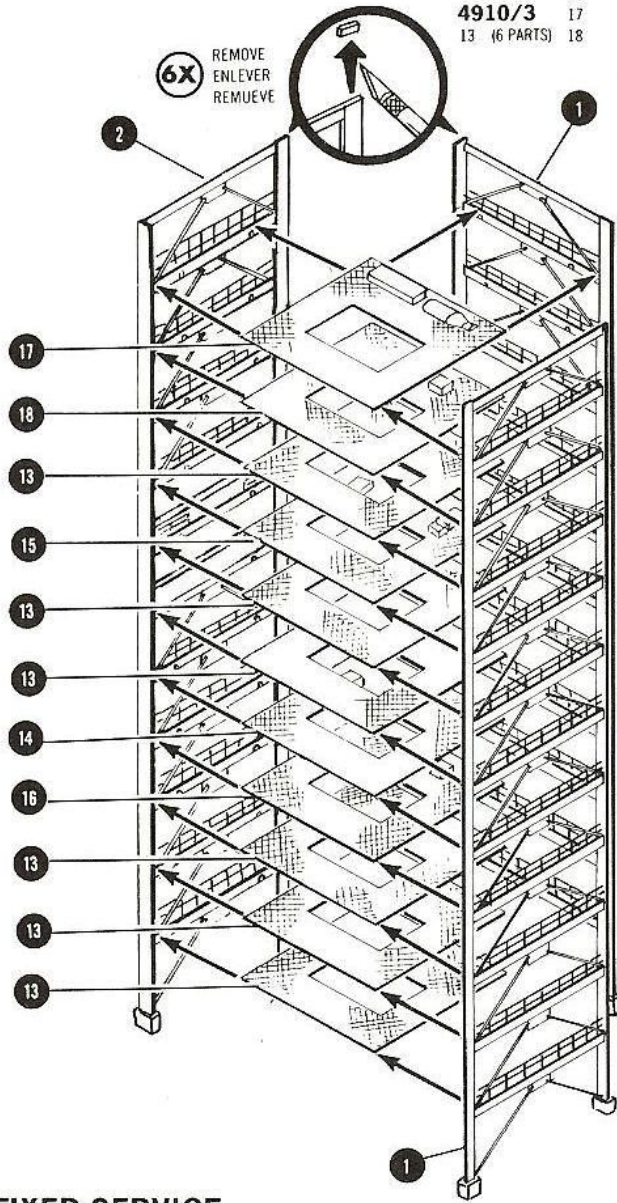


GRAY
GRIS
GRIS

A	FLAT WHITE	WEISS	BLANCO	WIT	BLANC	VIT	BIANCO
B	INSIGNIA RED	ROT	ROJO	ROOD	ROUGE	RÖD	ROSSO
C	SILVER	SILBERN	PLATA	ZILVER	ARGENT	SILVERFARG	ARGENTO
D	FLAT BLACK	SCHWARZ	NEGRO	ZWART	NOIR	SVART	NERO
E	MEDIUM GRAY	GRAU	GRIS	GRIJS	GRIS	GRÄ	GRIGIO
F	GUNMETAL	METALLIC	METALICO	METALLIEK	METALLIC	METALLGLANS	METALLICO
G	TAN	GELBBRAUN	CANELA	OKER	BRUN CLAIR	GULBRUN	MARRONE CHIARO
H	LEATHER	BRAUN	MARRON	BRUIN	BRUN	BRUN	MARRONE
J	IVORY	ELFENBEINWEISS	COLOR DE MARFIL	IVOORWIT	COULEUR D IVOIRE	ELFENBEIVIT	COLORE AVORIO

1 LAUNCH TOWER

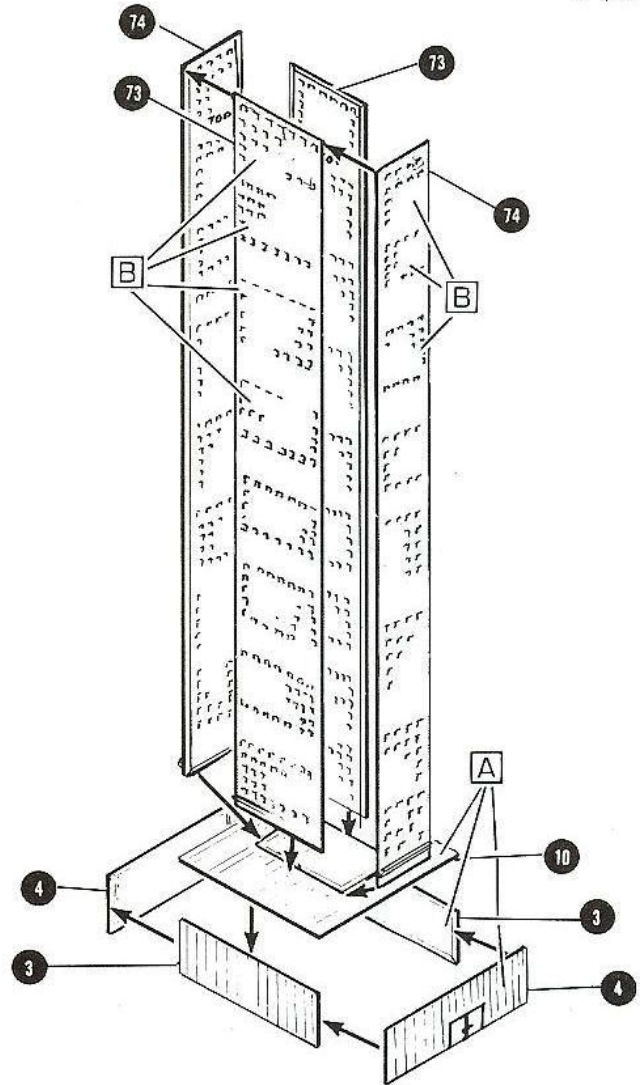
4910/1	4910/4
1 (2 PARTS)	14
2	15
	16
4910/3	17
13 (6 PARTS)	18



FIXED SERVICE STRUCTURE ASSEMBLY

2

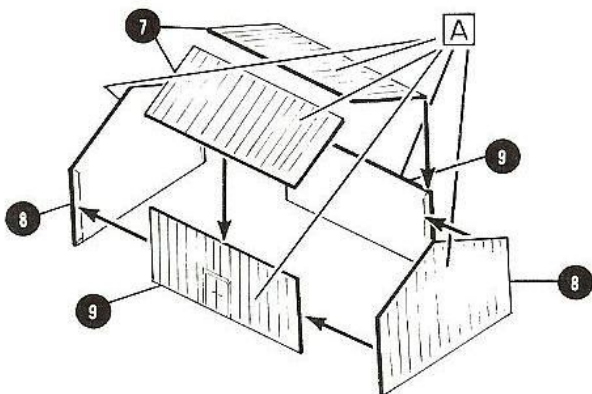
4910/1
3 (2 PARTS)
4 (2 PARTS)
10
4910/12
73 (2 PARTS)
74 (2 PARTS)



CORE OF FIXED SERVICE STRUCTURE

3

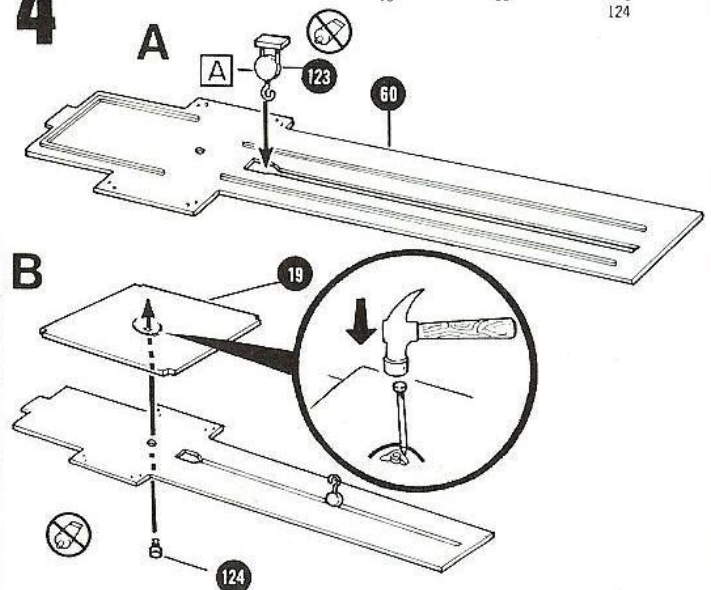
4910/1
7 (2 PARTS)
8 (2 PARTS)
9 (2 PARTS)

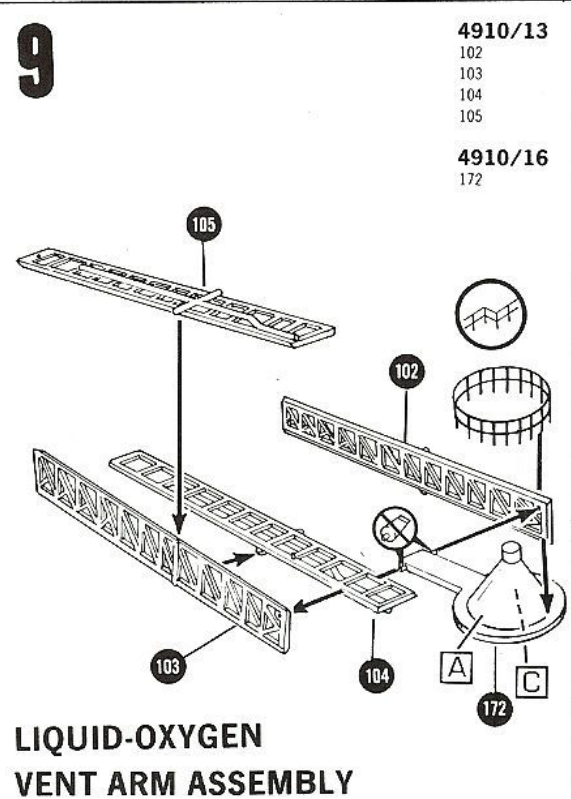
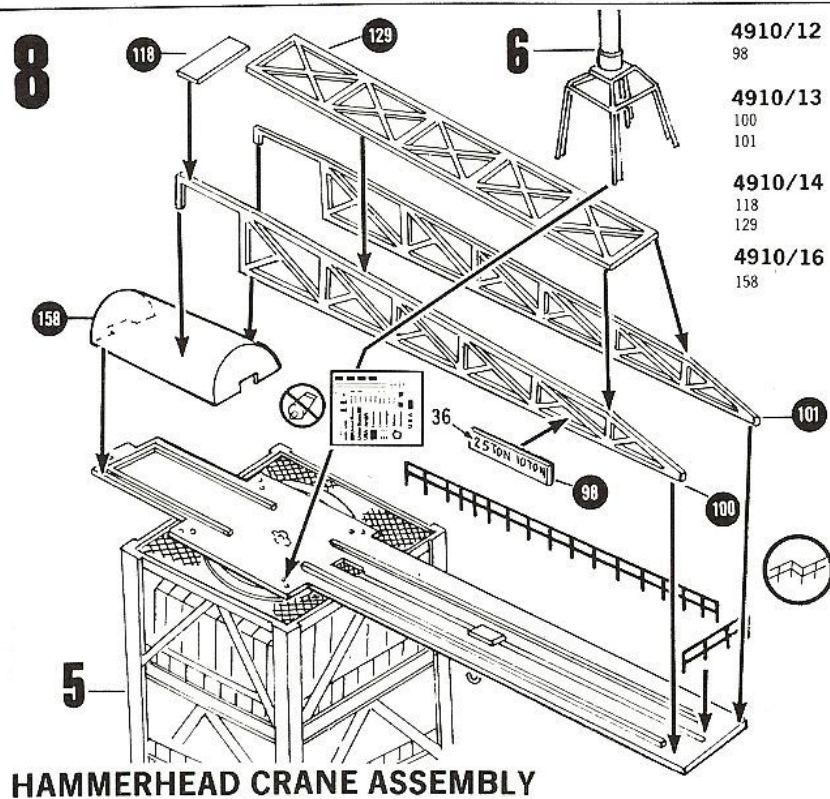
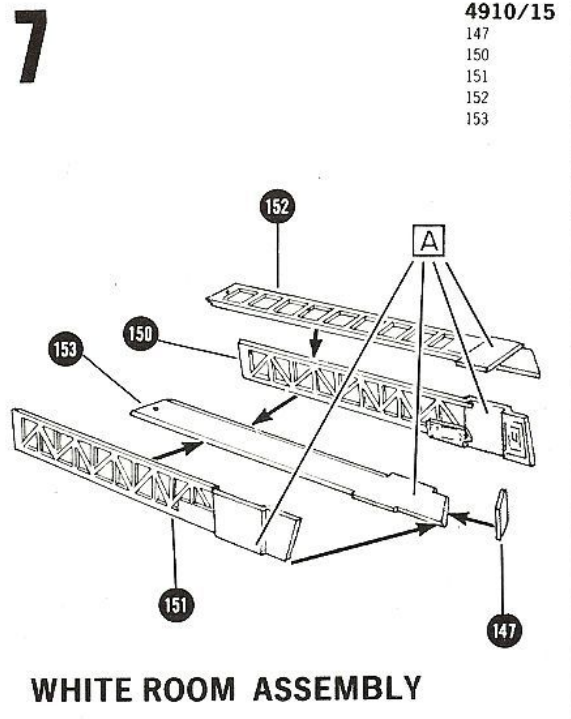
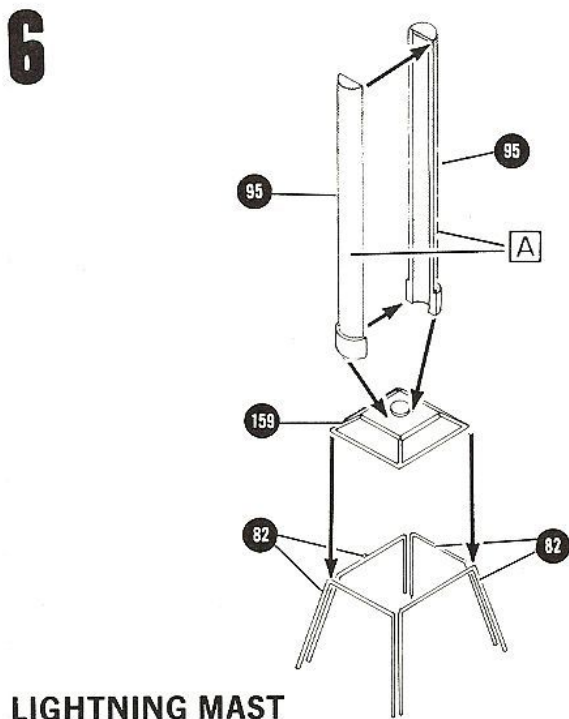
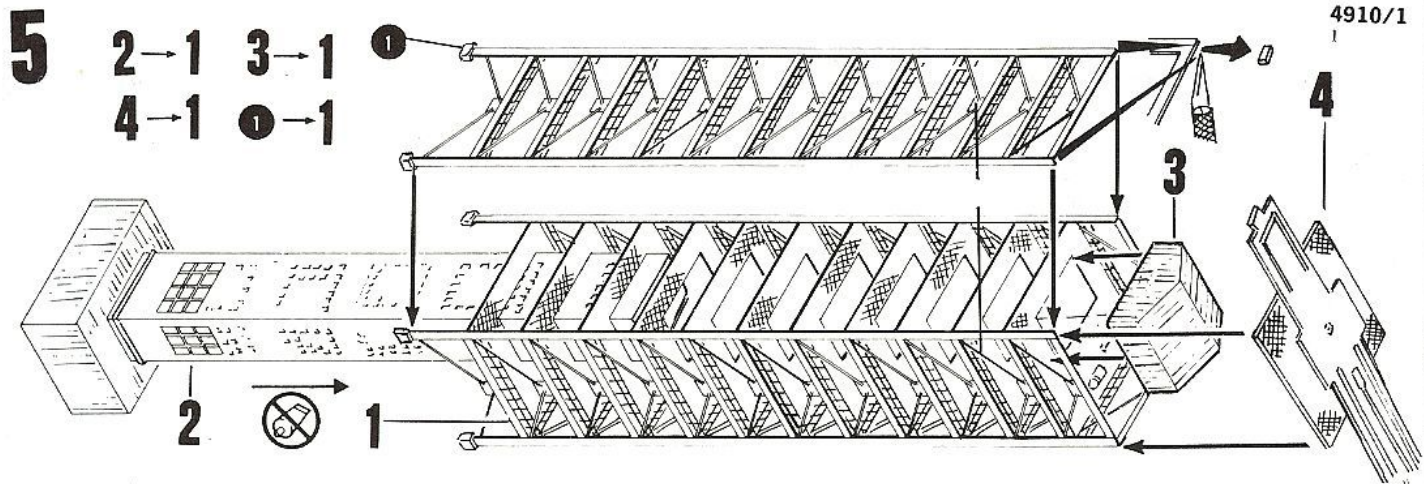


EQUIPMENT ROOM ASSEMBLY

4

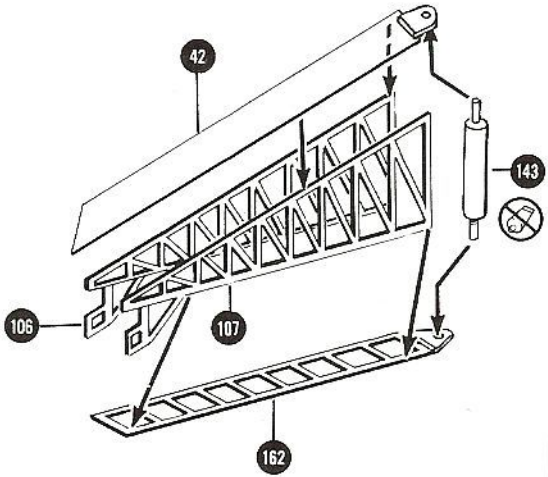
4910/4	4910/11	4910/14
19	60	123
		124





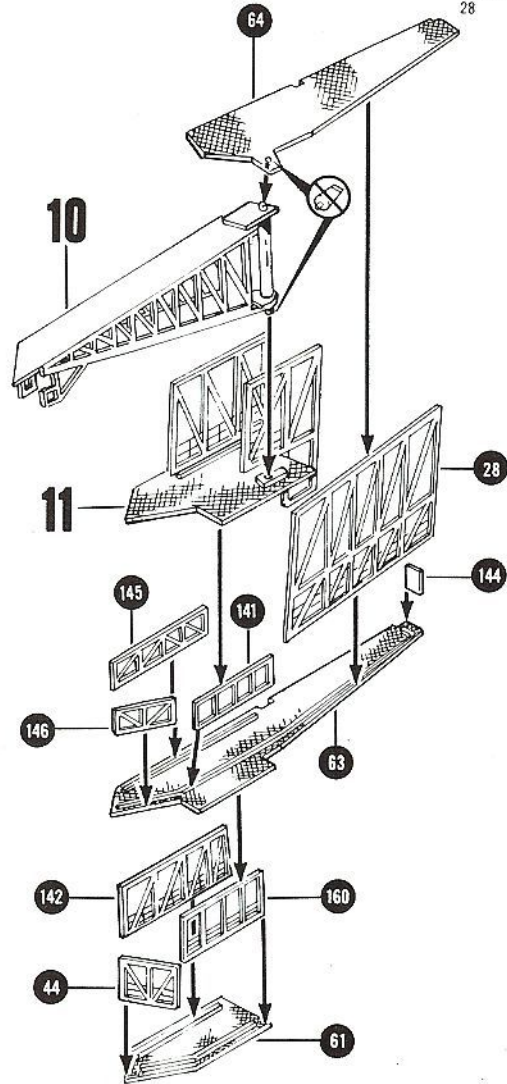
10

4910/8 4910/13 4910/15
 42 106 143
 107
 4910/16
 162



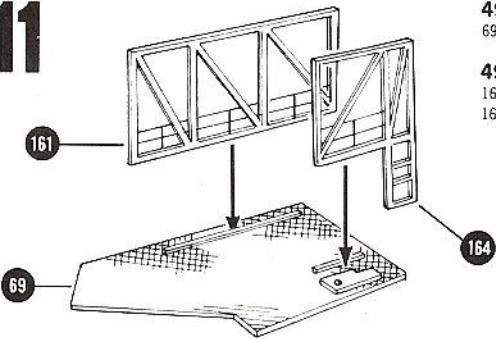
12

4910/6 4910/8
 28 44
 4910/11
 61
 63
 64
 4910/15
 141
 142
 144
 145
 146
 4910/16
 160



11

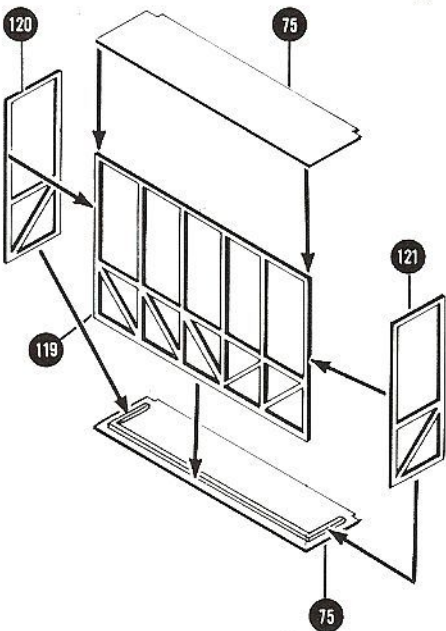
4910/11
 69
 4910/16
 161
 164



EXTERNAL TANK ACCESS ARM ASSEMBLY

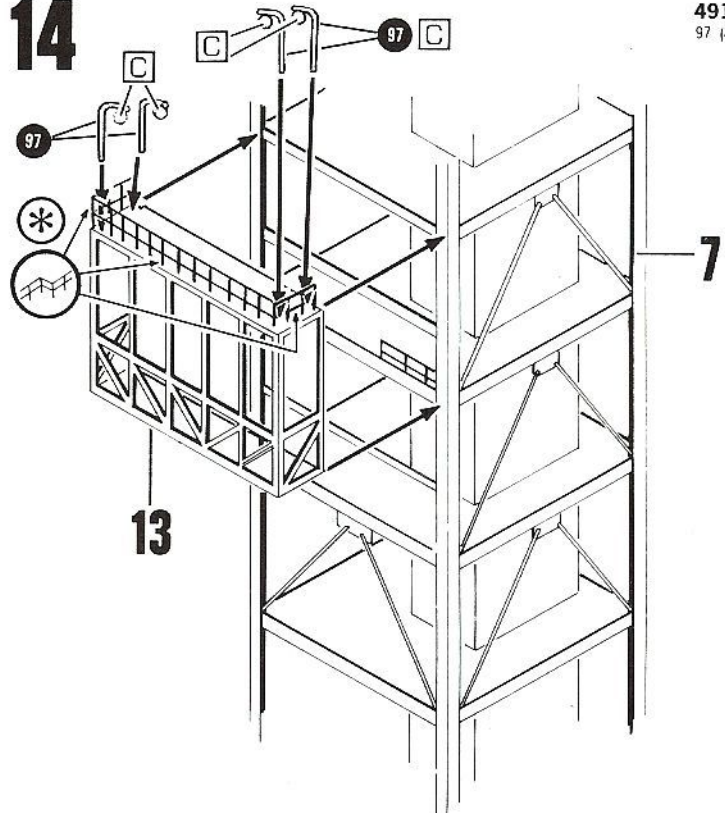
13

4910/12
 75 (2 PARTS)
 4910/14
 119
 120
 121



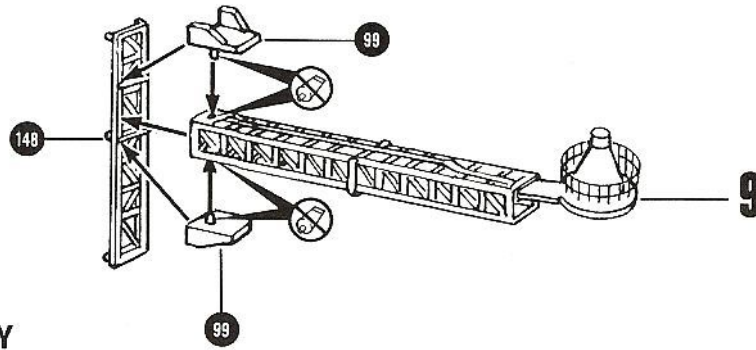
14

4910/12
 97 (4 PARTS)



15

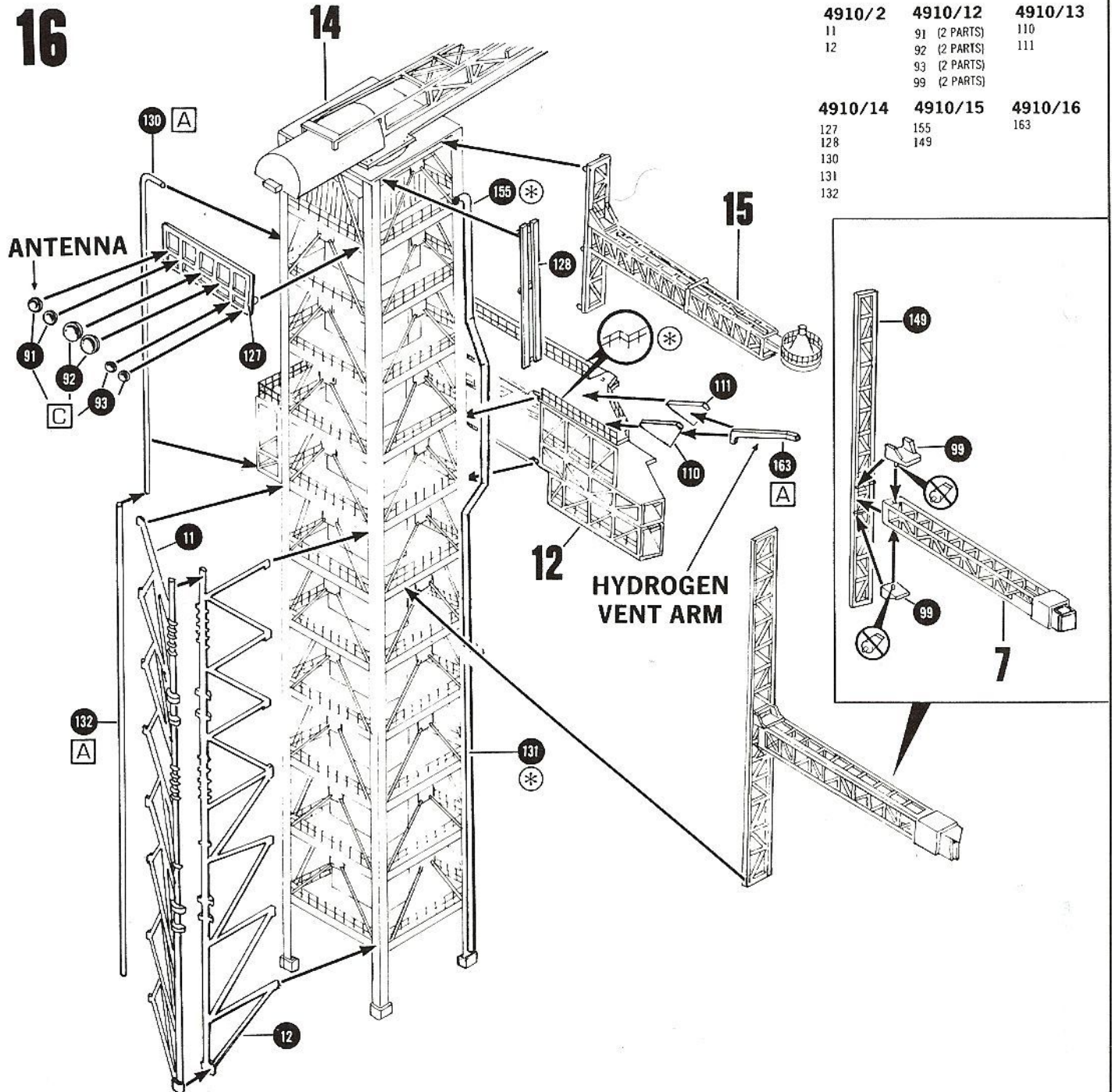
4910/12
99 (2 PARTS)
4910/15
148



LOX ARM ASSEMBLY

16

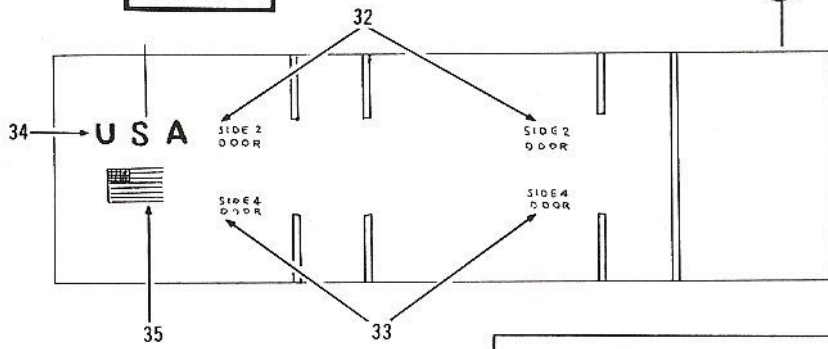
4910/2	4910/12	4910/13
11	91 (2 PARTS)	110
12	92 (2 PARTS)	111
	93 (2 PARTS)	
	99 (2 PARTS)	
4910/14	4910/15	4910/16
127	155	163
130	149	
131		
132		



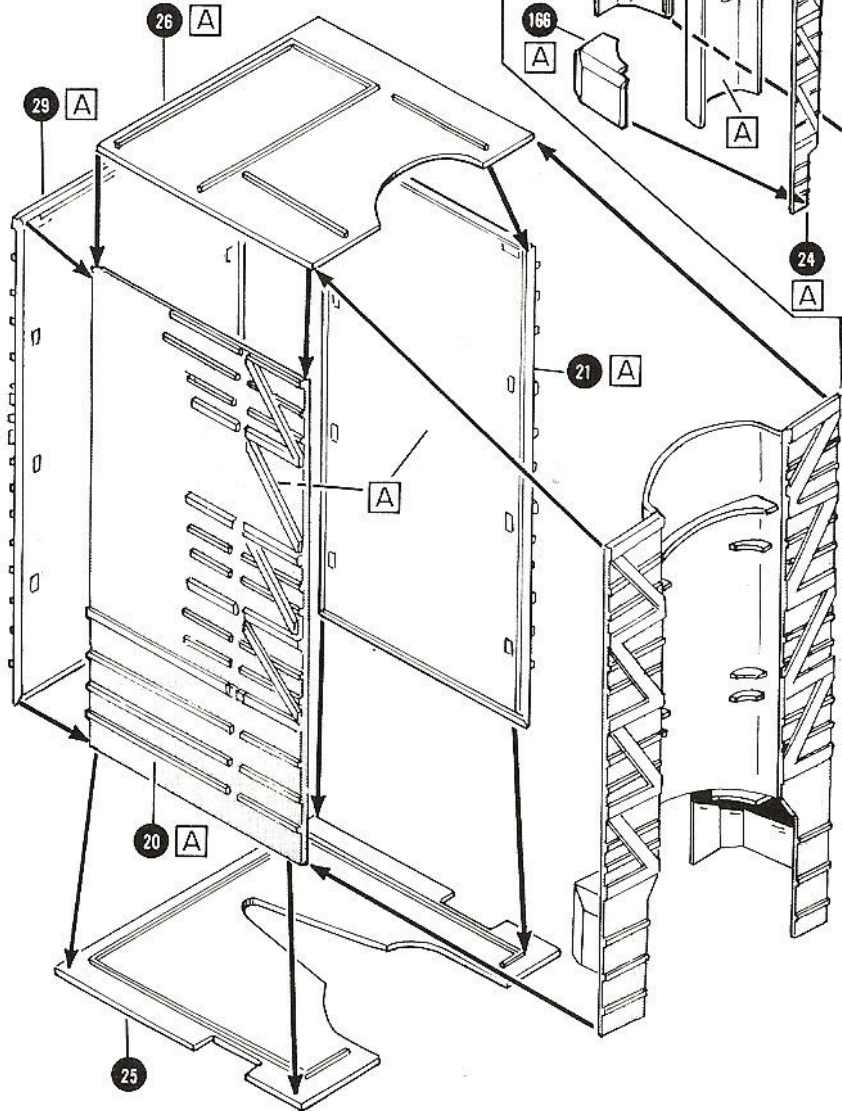
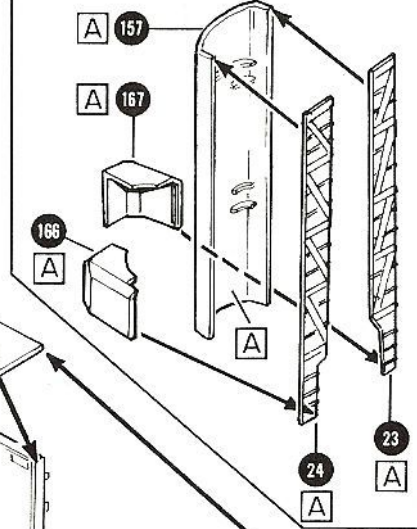
17



4910/5	4910/6	4910/7	4910/16
20	23	29	157
21	24		166
	25		167
	26		



CLEAN ROOM PAYLOAD CHANGE OUT AREAS

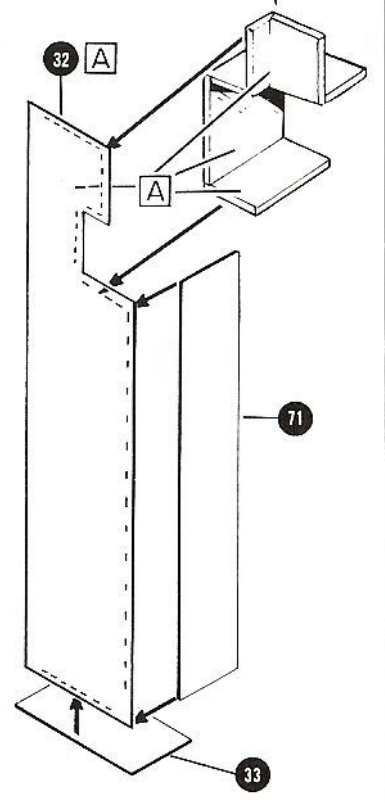
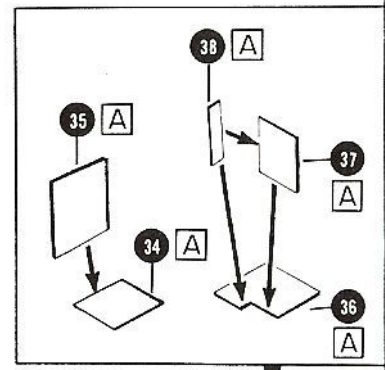


ROTATING SERVICE STRUCTURE ASSEMBLY

18

4910/11
71

4910/7
32
33
34
35
36
37
38

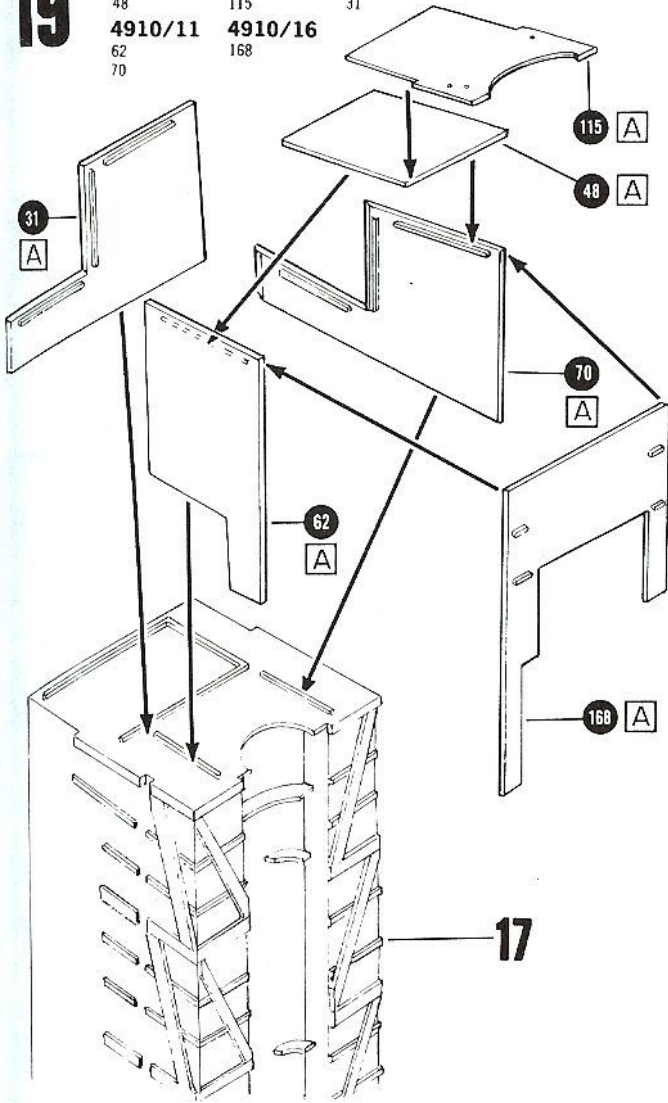


19

4910/9
48
4910/11
62
70

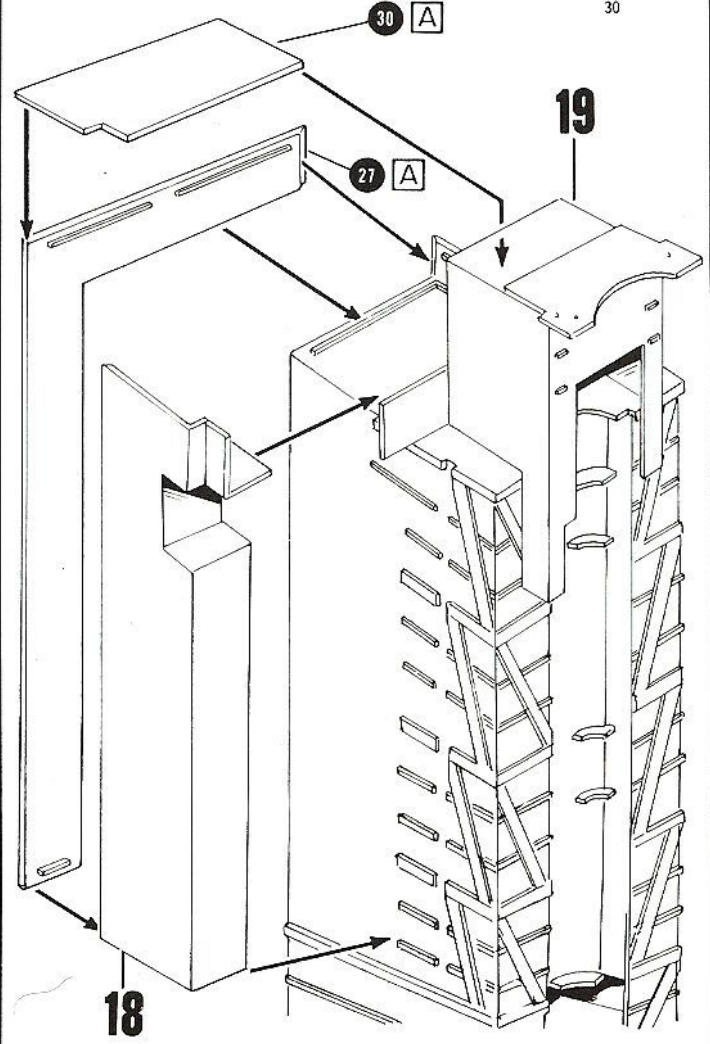
4910/14
115
4910/16
168

4910/7
31



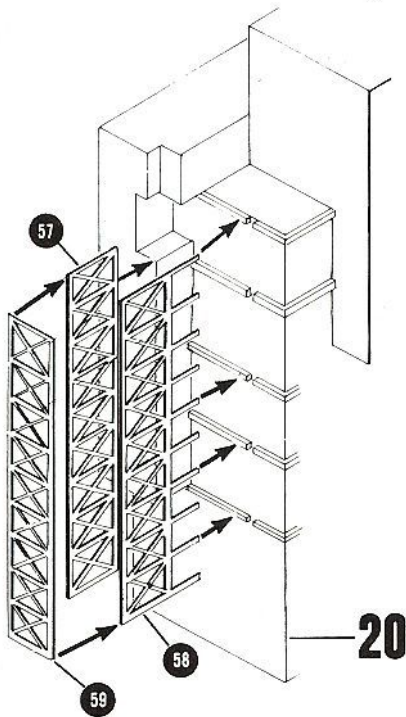
20

4910/6
27
4910/7
30



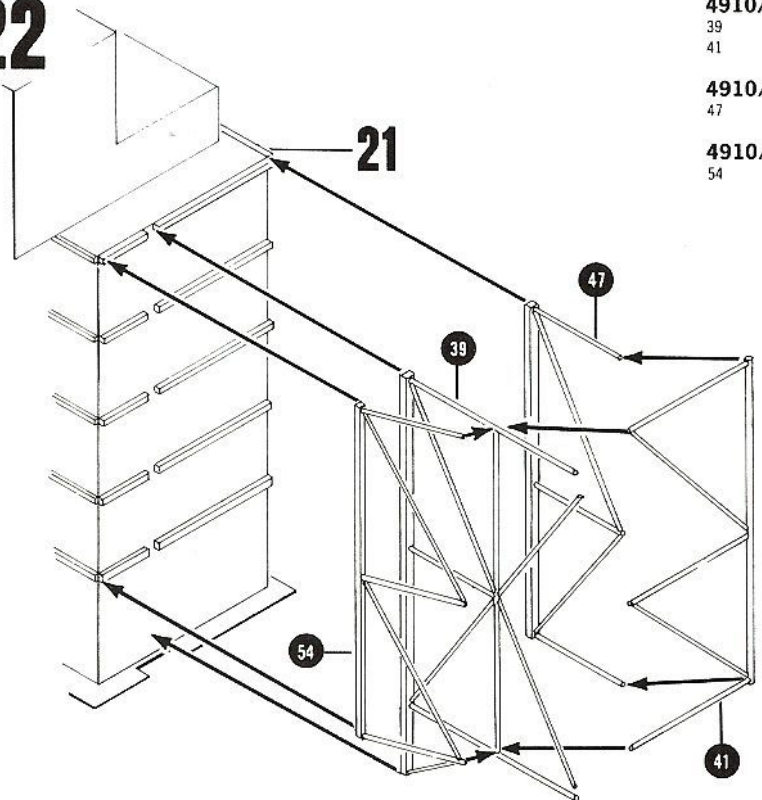
21

4910/10
57
58
59



22

4910/8
39
41
4910/9
47
4910/10
54



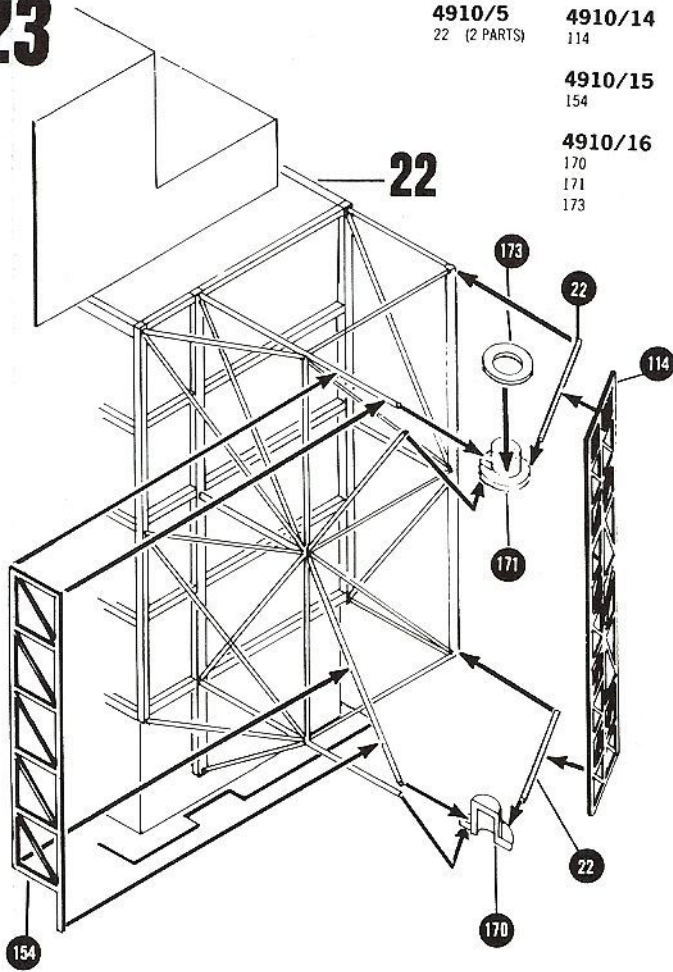
23

4910/5
22 (2 PARTS)

4910/14
114

4910/15
154

4910/16
170
171
173



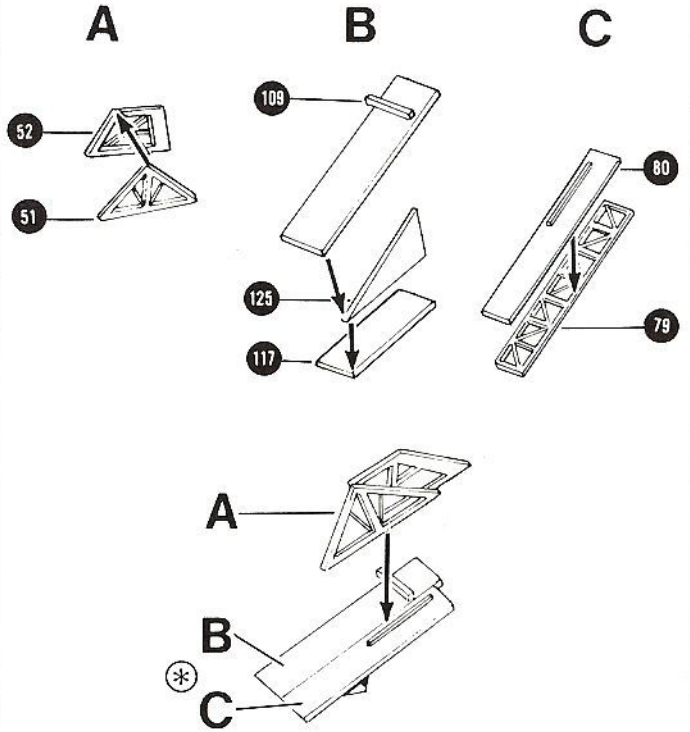
24

4910/9
51
52

4910/13
109

4910/12
79
80

4910/14
117
125



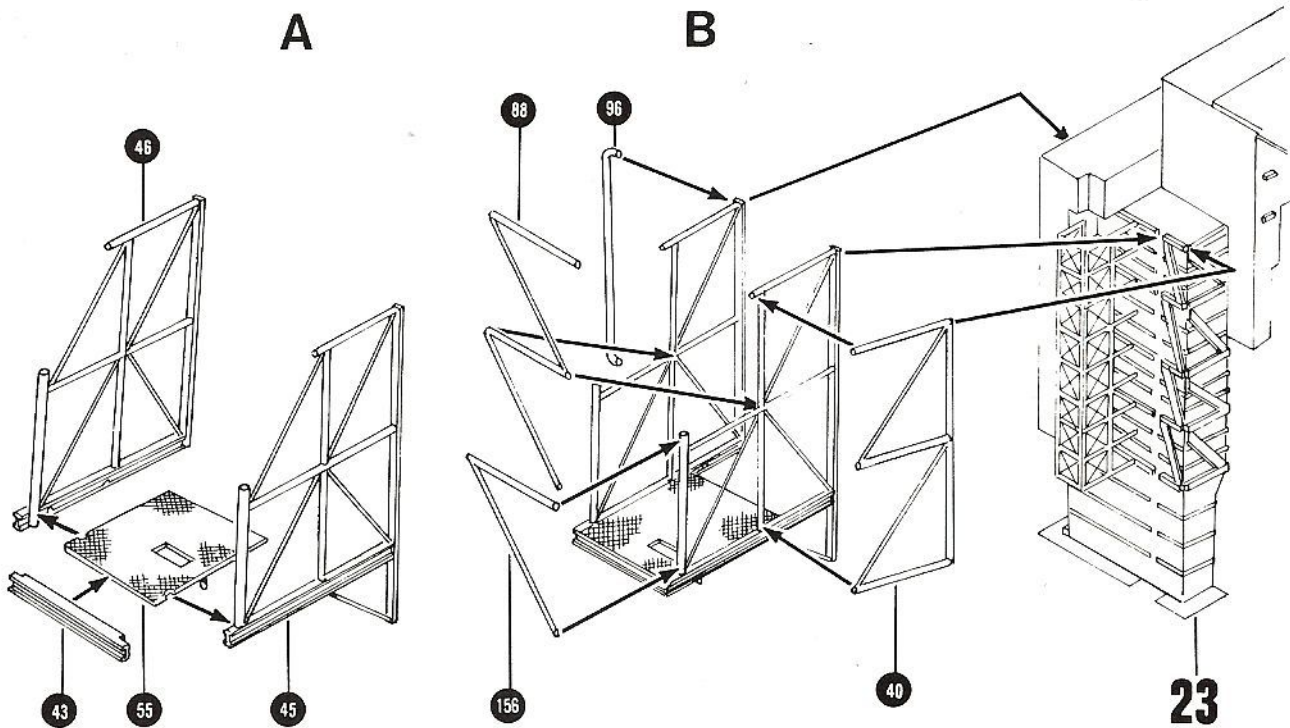
25

4910/8
40
43

4910/10
55

4910/9
45
46

4910/12
88
156
96



26

4910/11

66

67

68

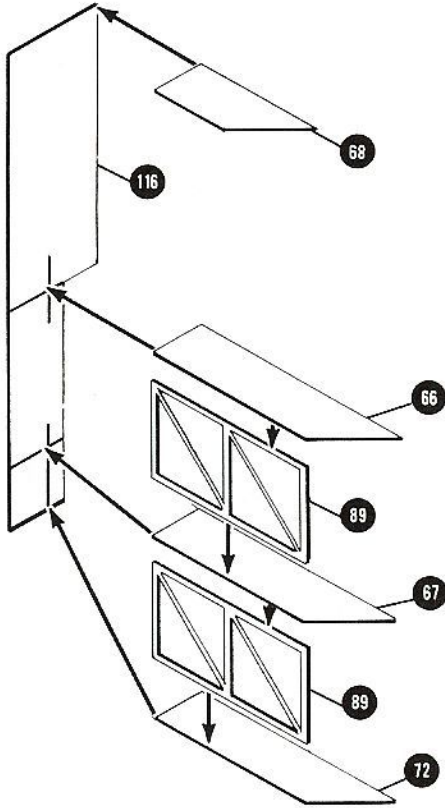
72

4910/12

89 (2 PARTS)

4910/14

116



27

4910/11

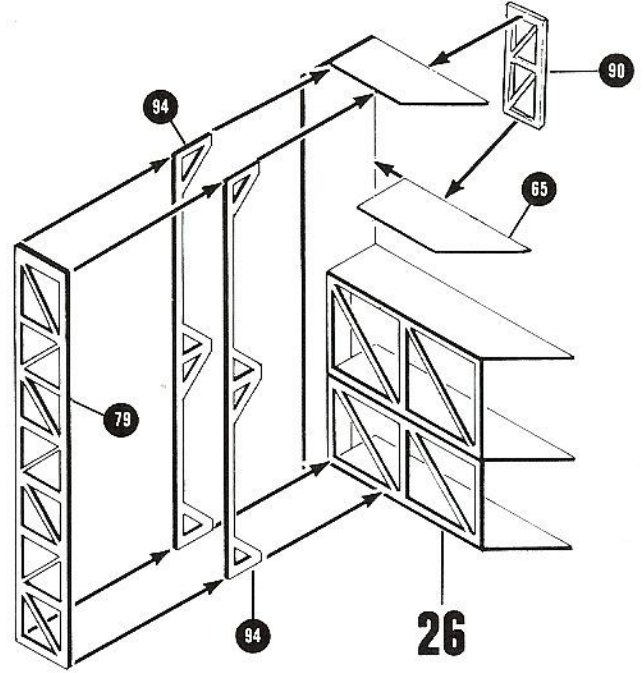
65

4910/12

79

90

94 (2 PARTS)



28

4910/12

76 (2 PARTS)

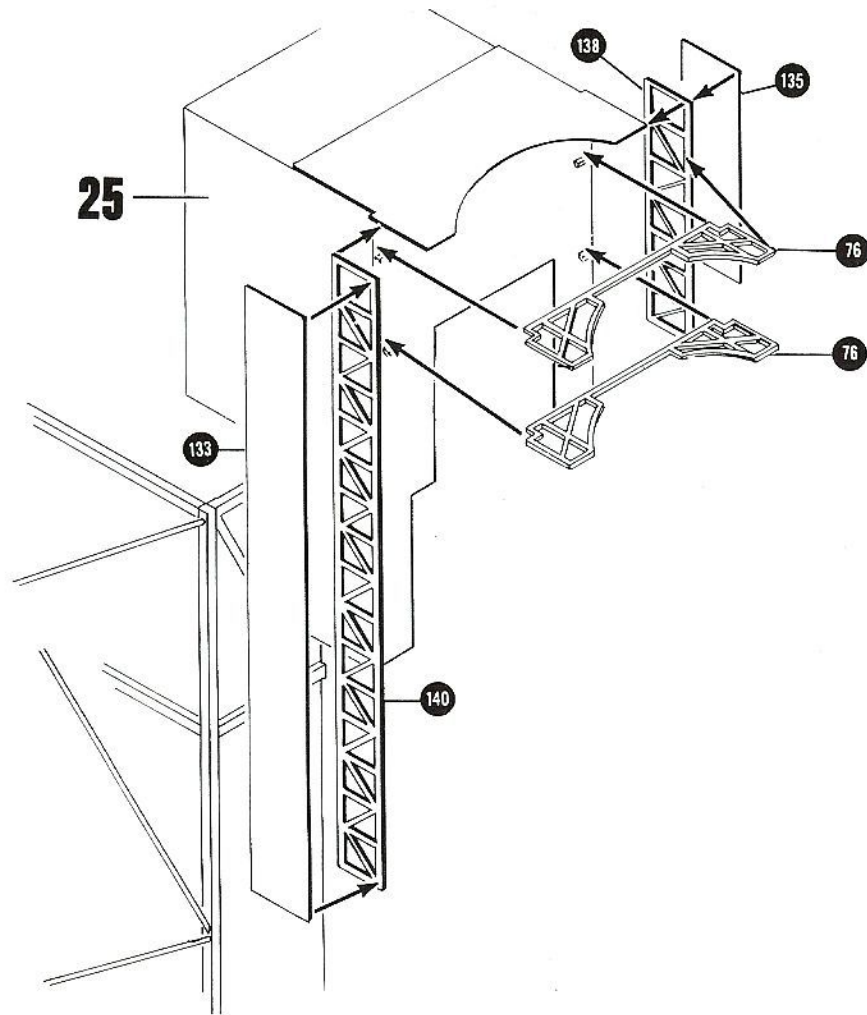
4910/15

133

135

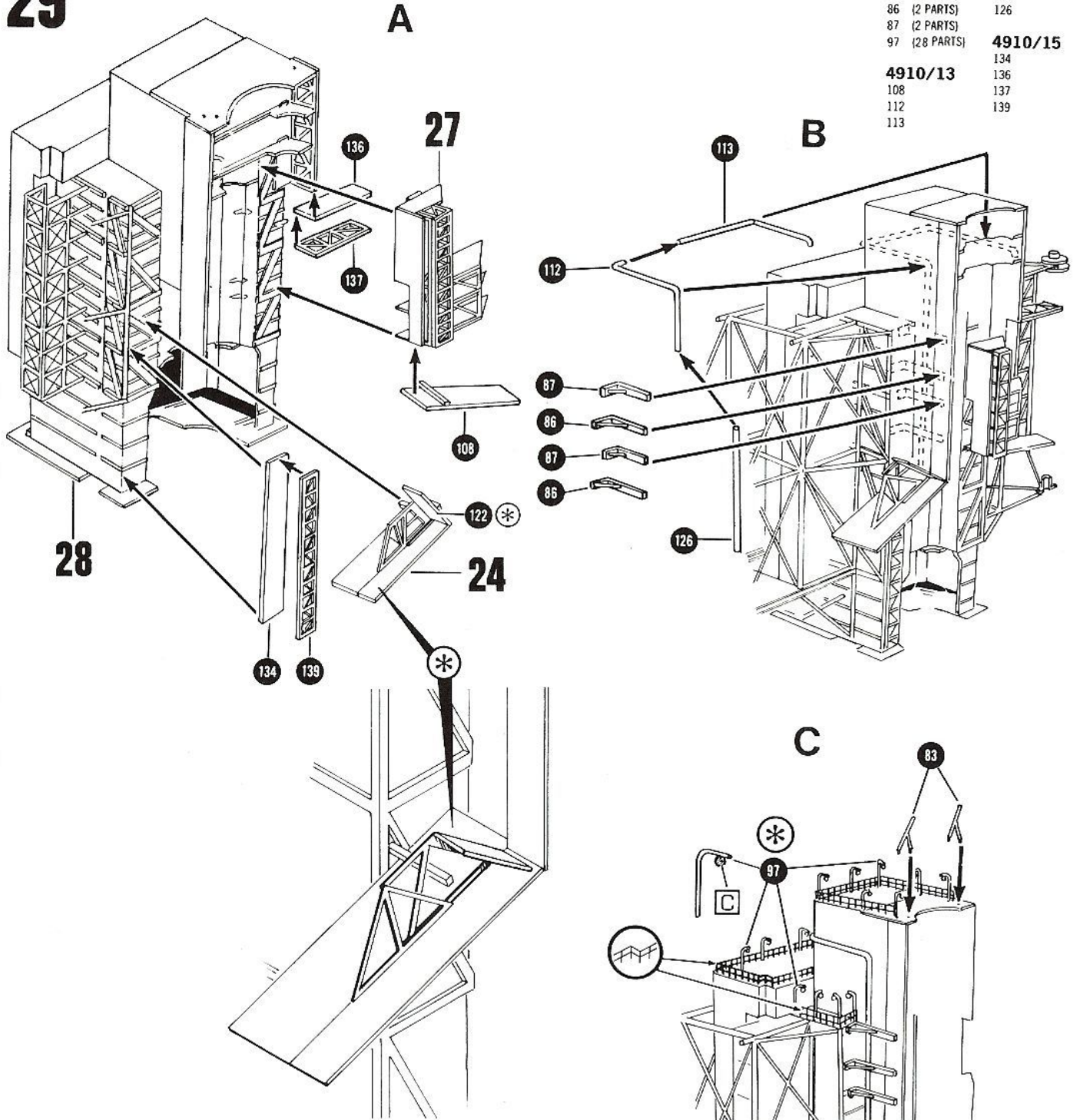
138

140



29

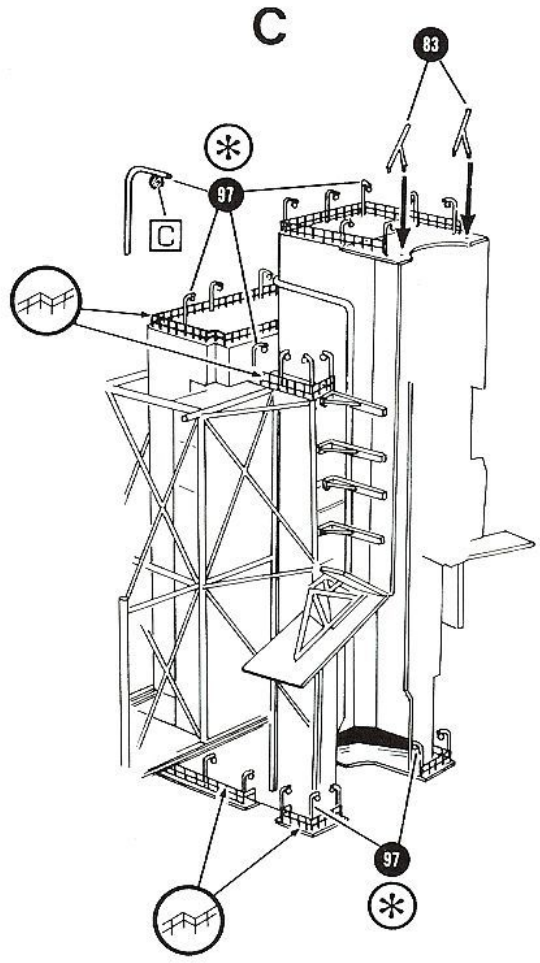
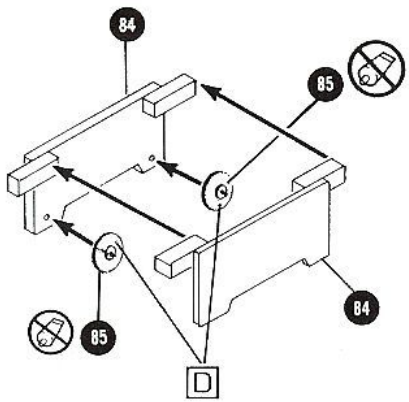
4910/12	4910/14
83 (2 PARTS)	122
86 (2 PARTS)	126
87 (2 PARTS)	
97 (28 PARTS)	4910/15
	134
4910/13	136
108	137
112	139
113	



30

2X

4910/12
84 (2 PARTS)
85 (2 PARTS)

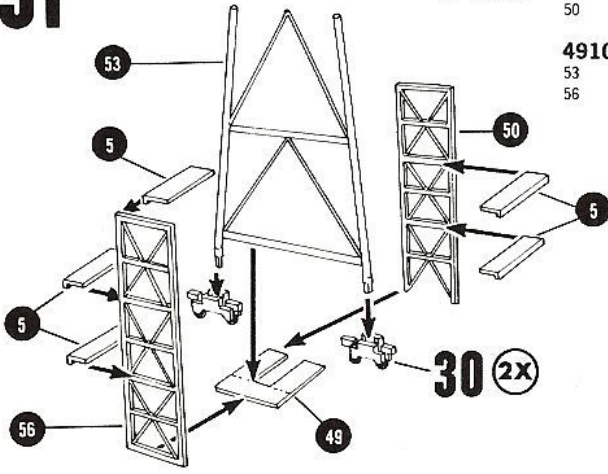


31

4910/1
5 (5 PARTS)

4910/9
49
50

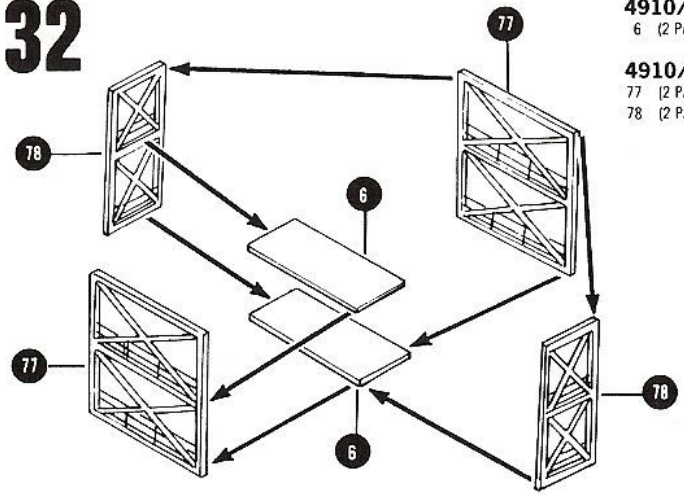
4910/10
53
56



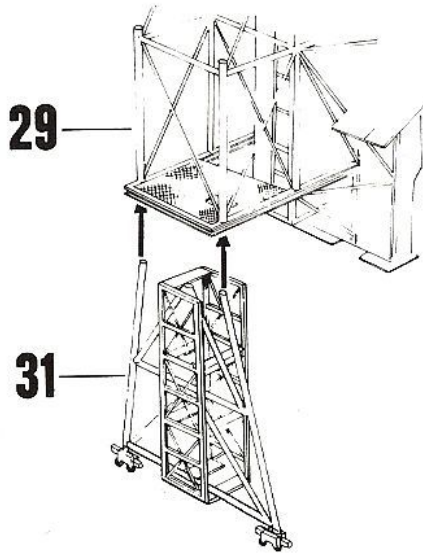
32

4910/1
6 (2 PARTS)

4910/12
77 (2 PARTS)
78 (2 PARTS)

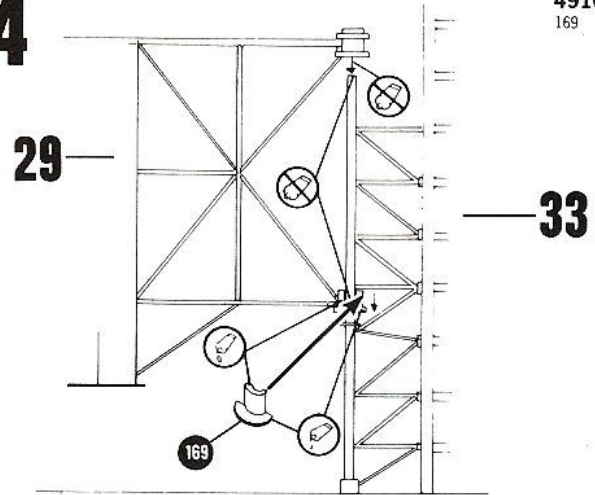


33



34

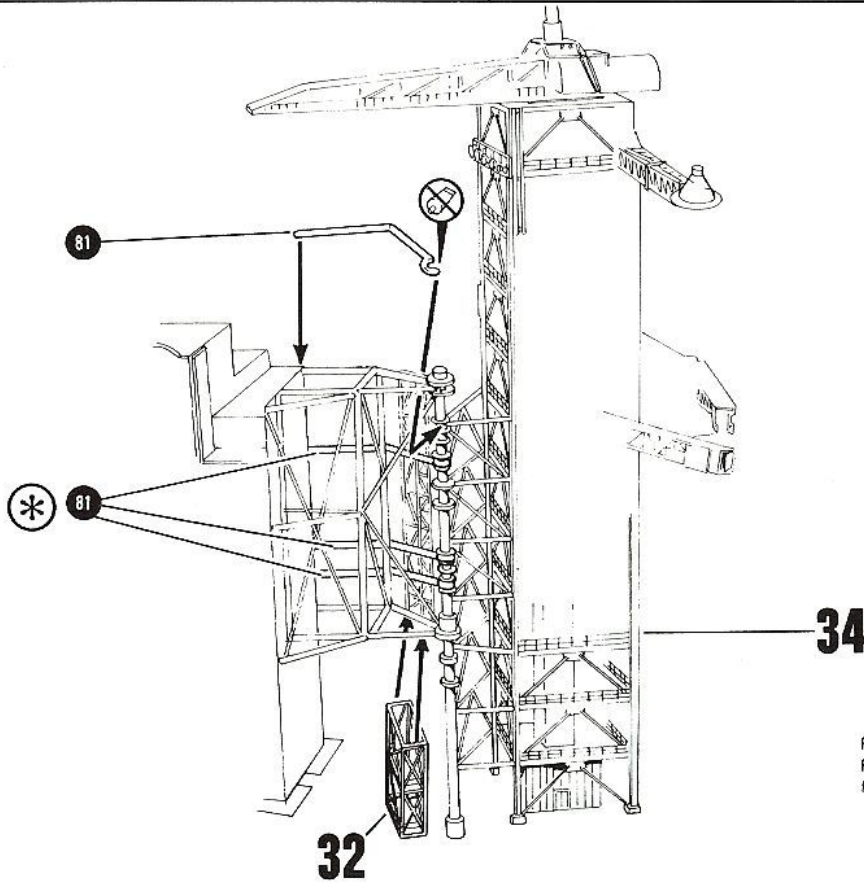
4910/16
169



HINGE ASSEMBLY

35

4910/12
81 (4 PARTS)



PARTS NOT USED
PIECES NON UTILISEES
PARTES NO USADAS

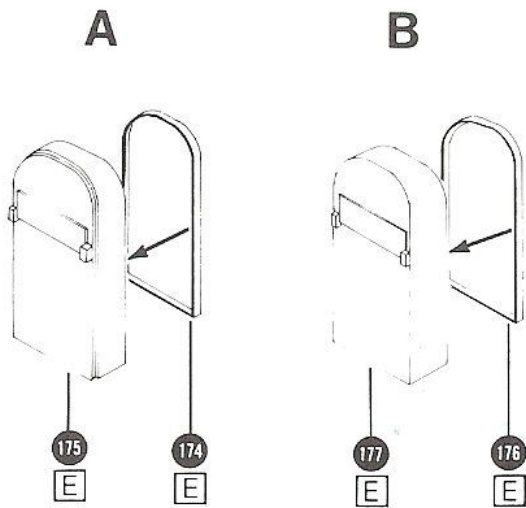
Launch Tower

1x(10), 1x(5),

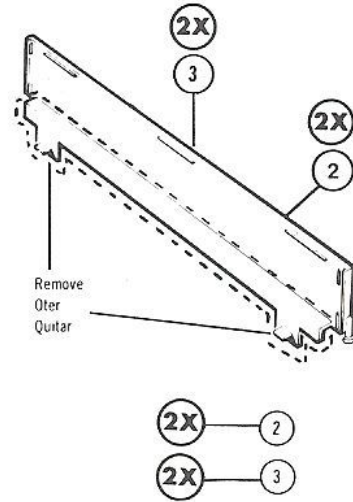
1x(90), 1x(156), 1x(165)

36

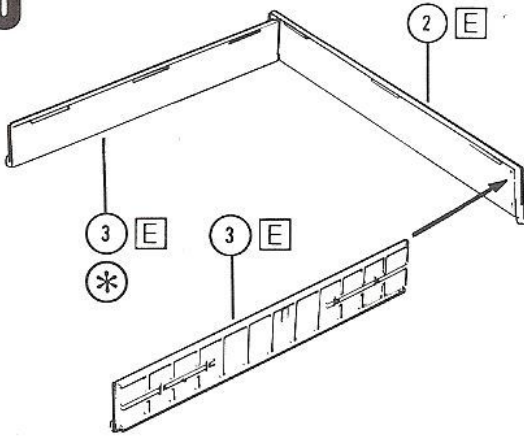
BOOSTER ROCKET



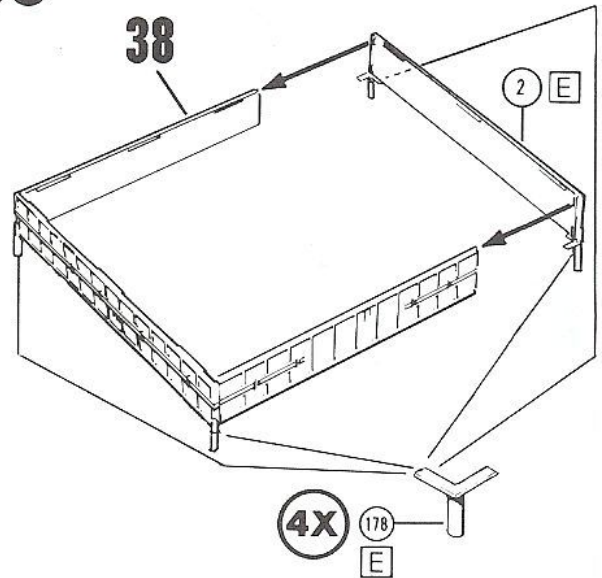
37



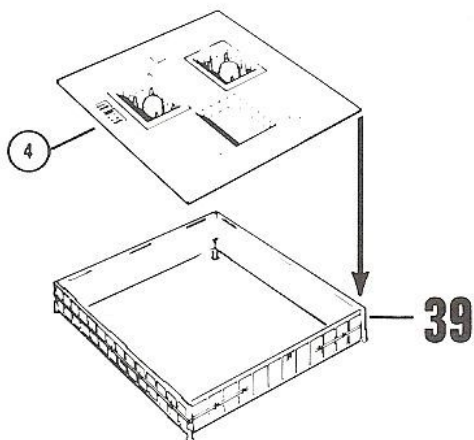
38



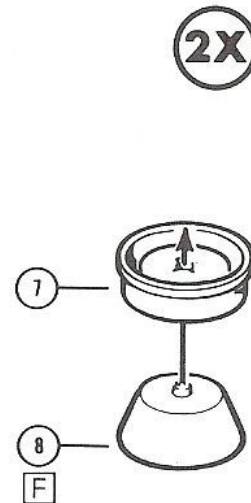
39

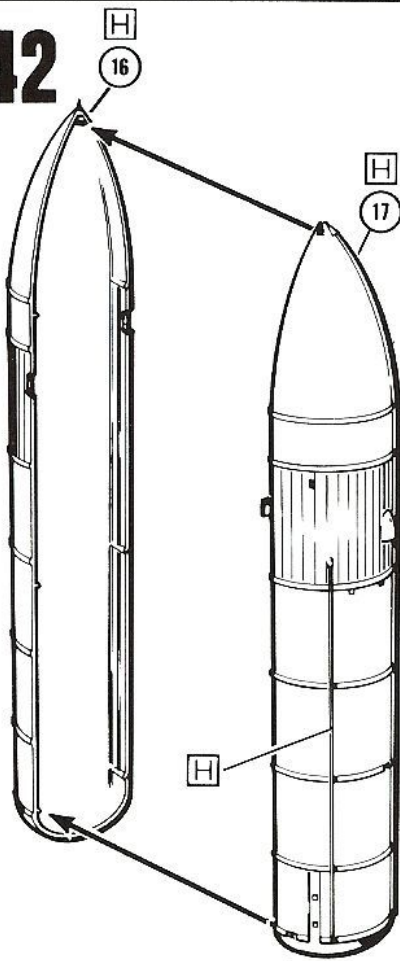
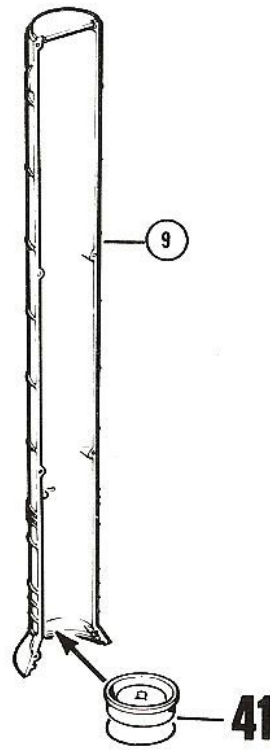
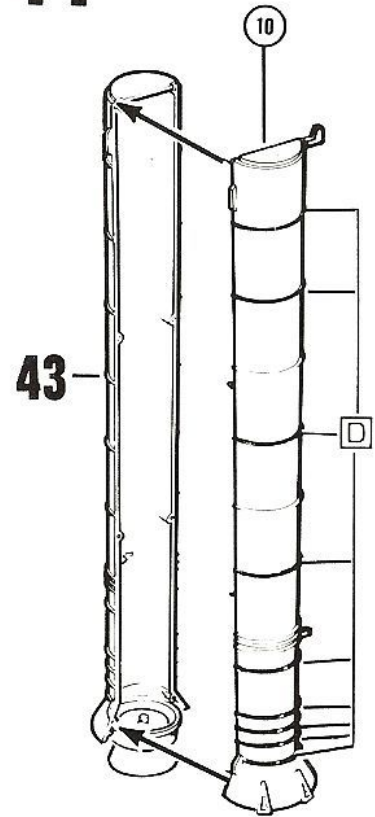
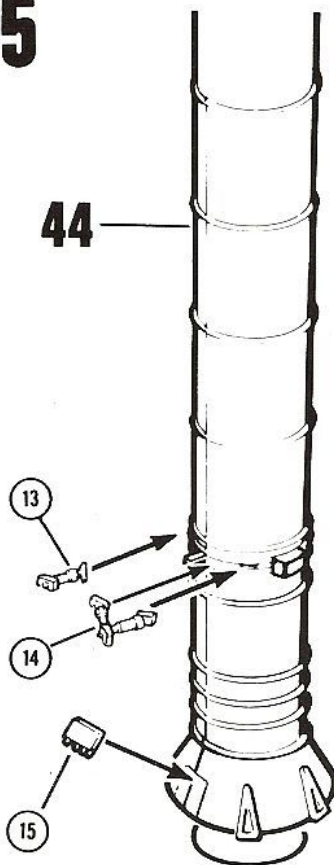
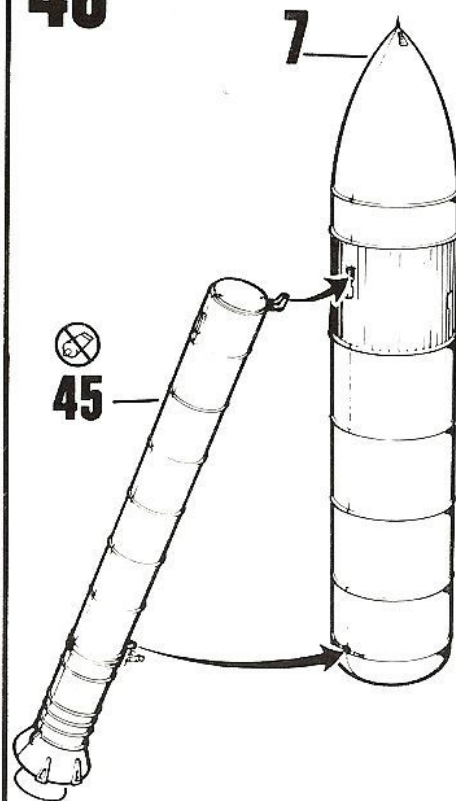
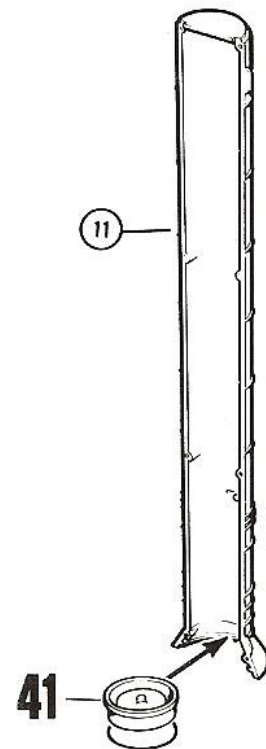


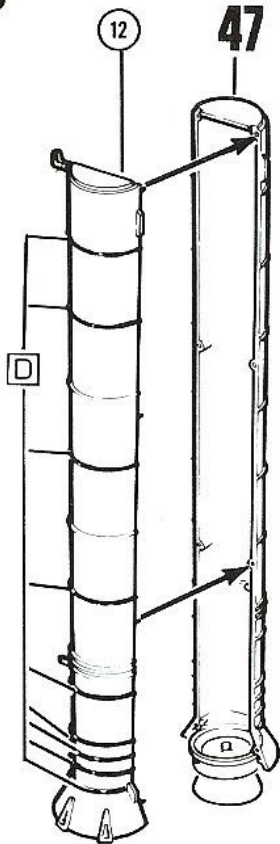
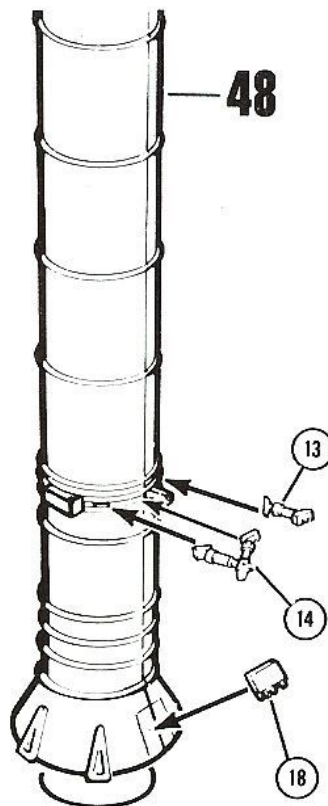
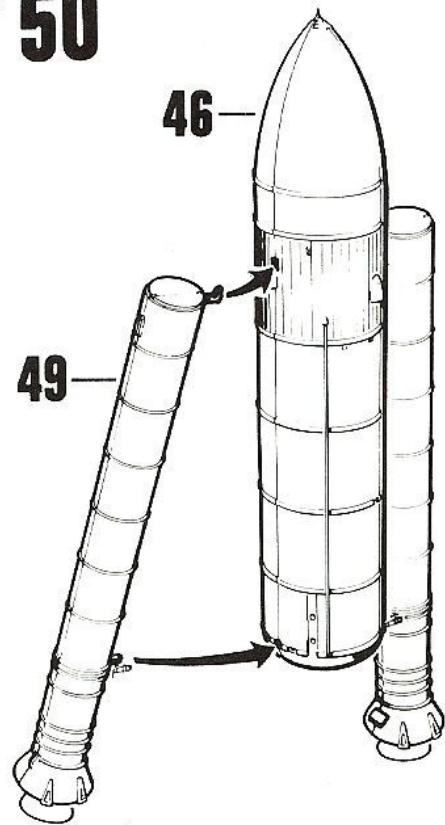
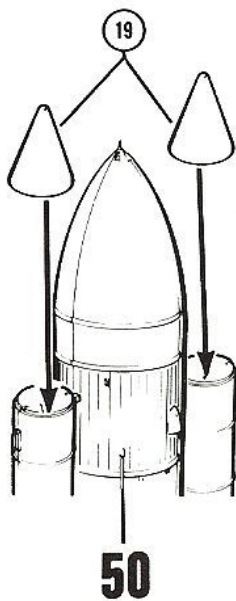
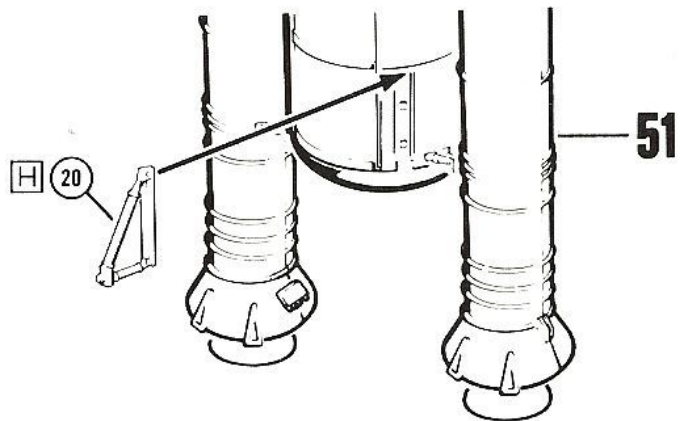
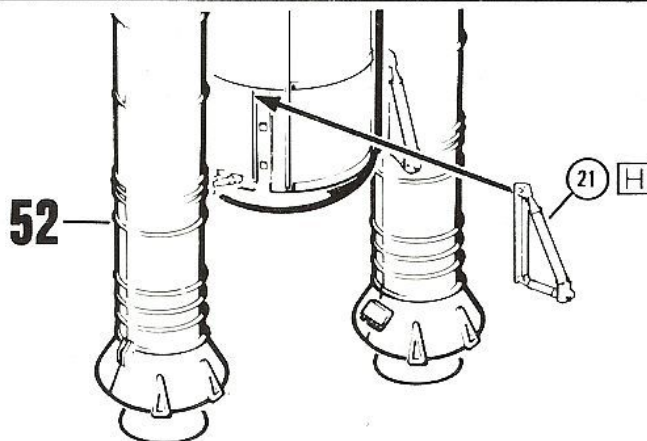
40



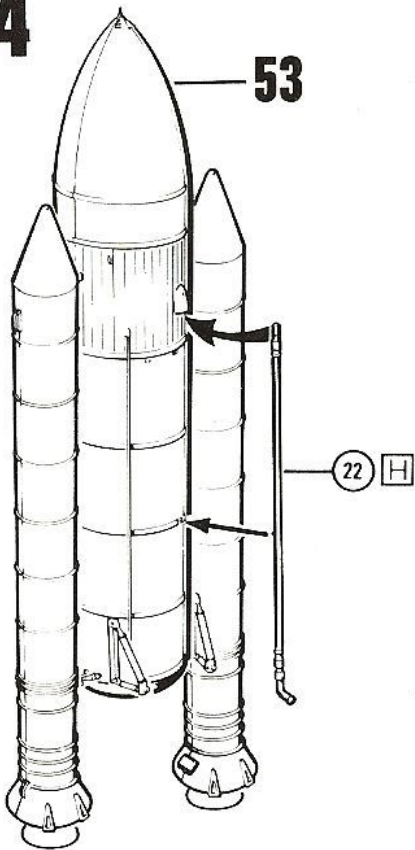
41



42**43****44****45****46****47**

48**49****50****51****52****53**

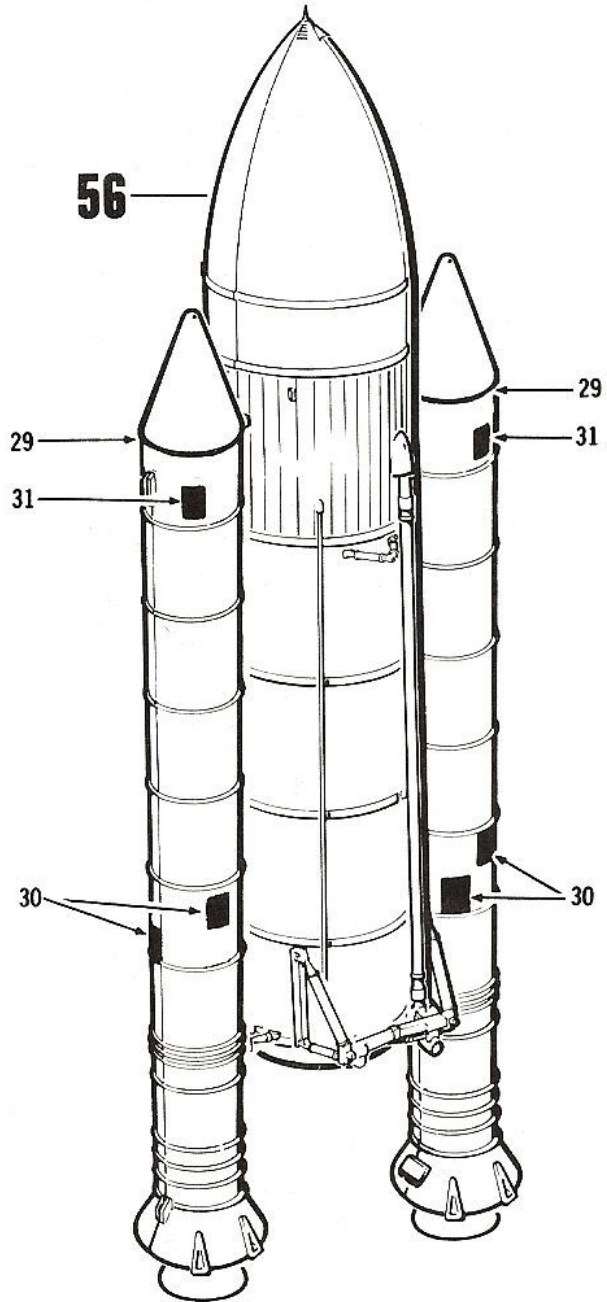
54



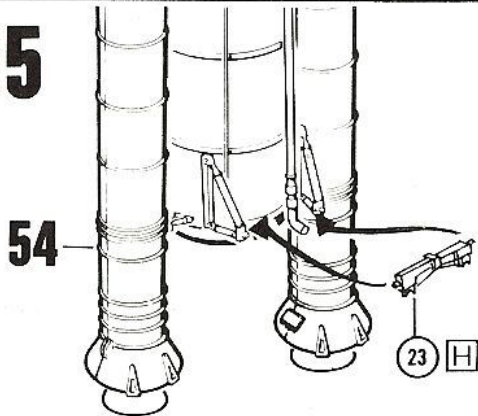
57



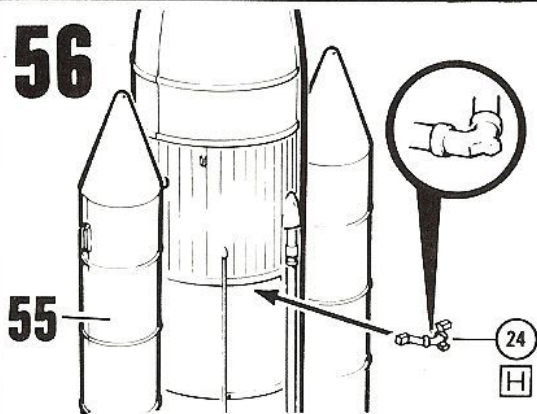
56



55

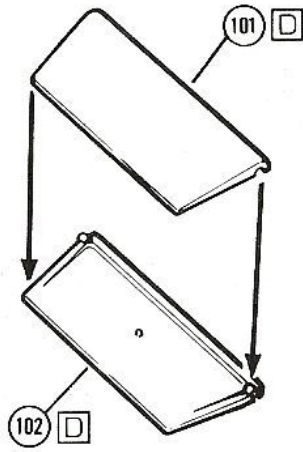


56

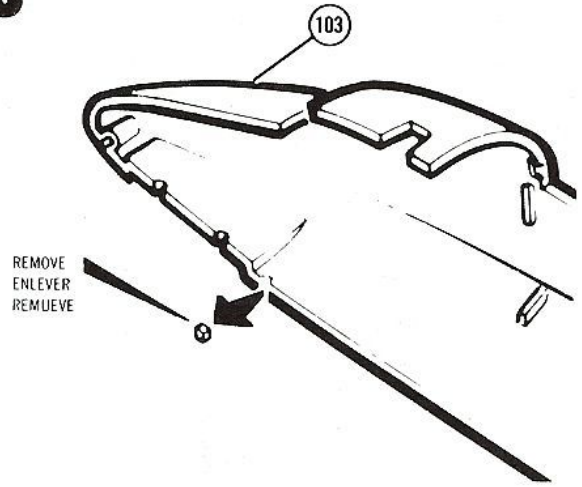


58

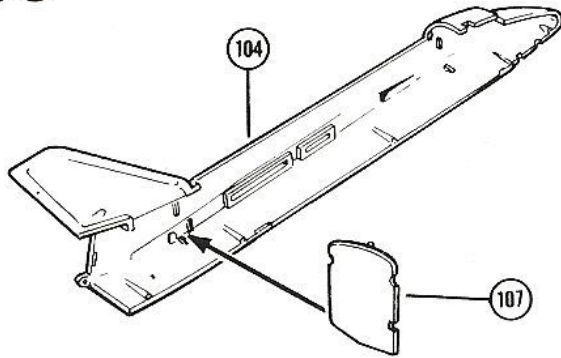
SPACE SHUTTLE



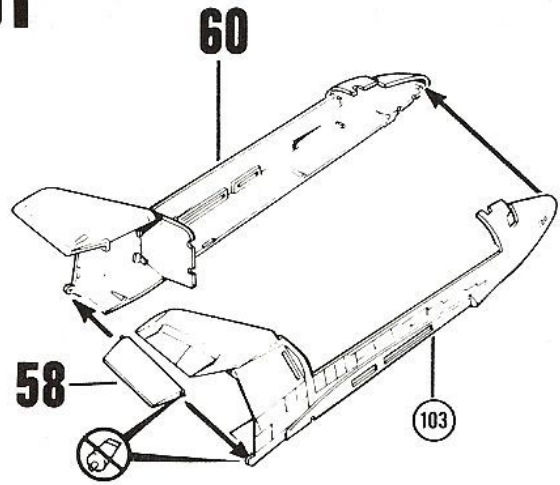
59



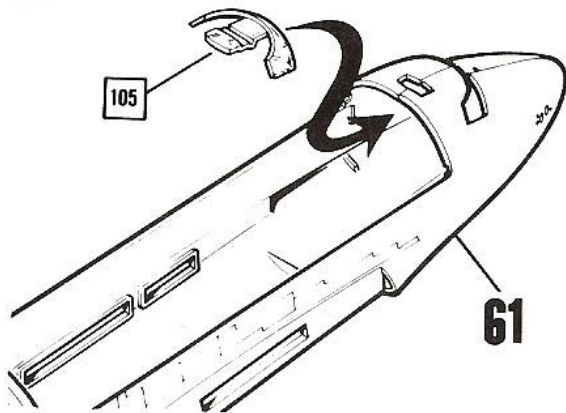
60



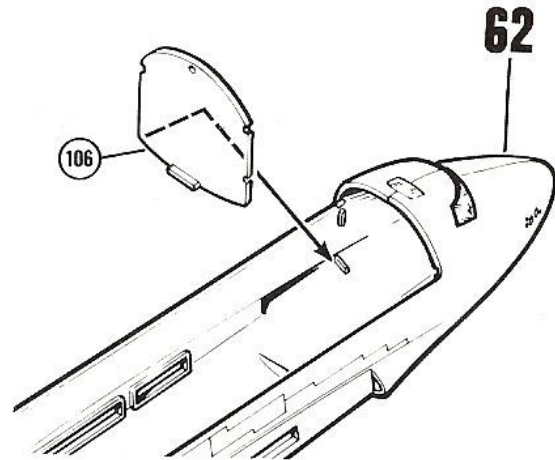
61



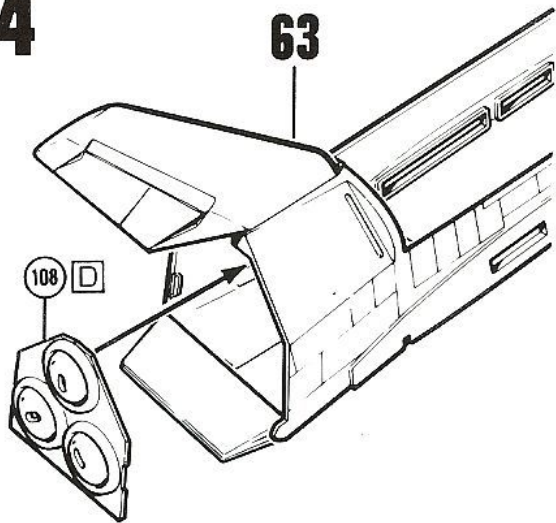
62



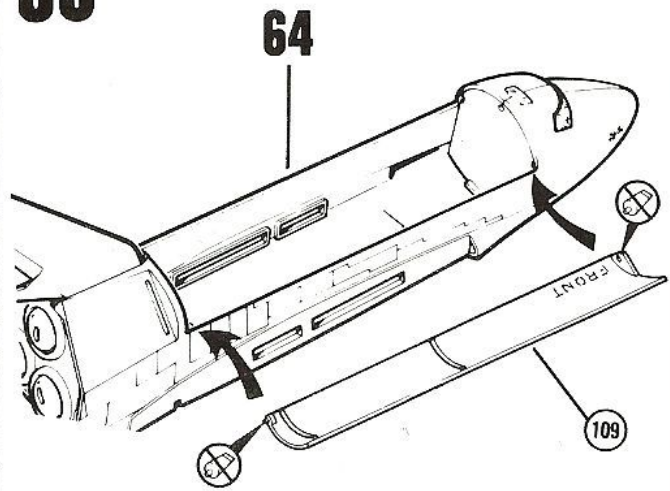
63



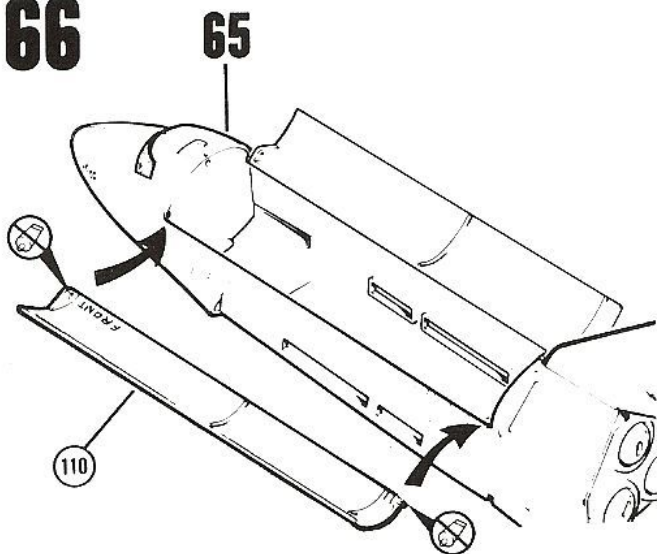
64



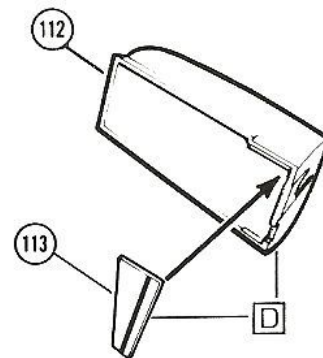
65



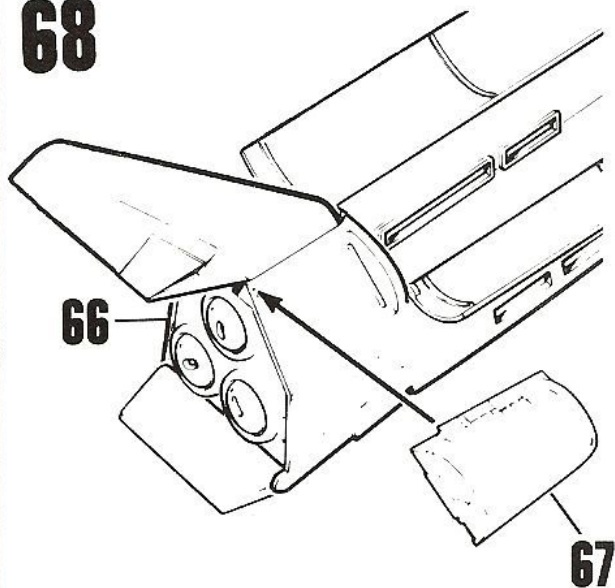
66



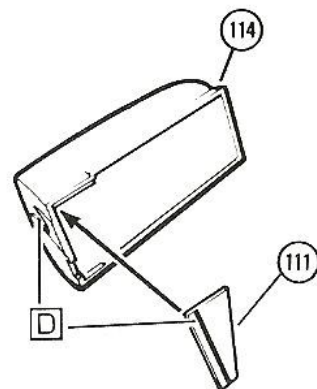
67

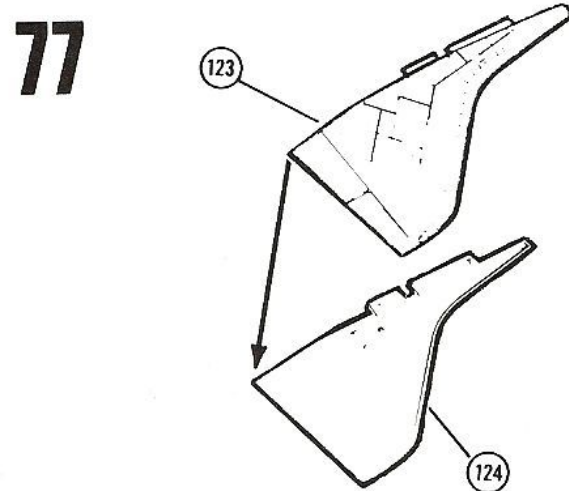
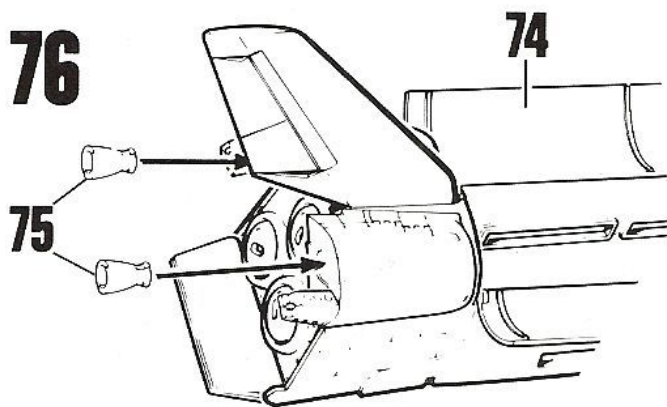
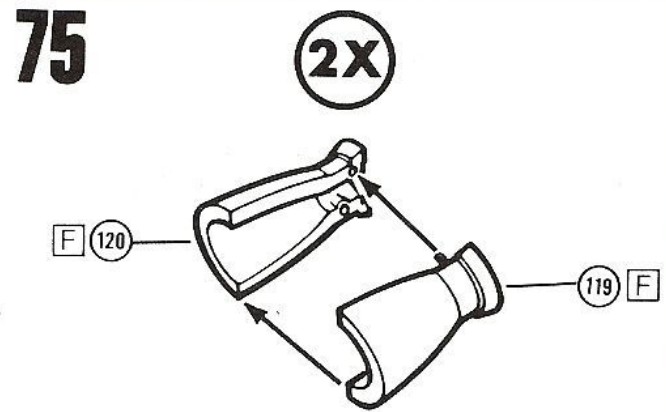
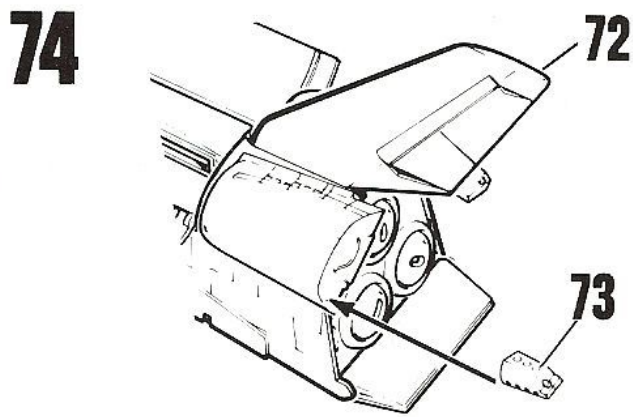
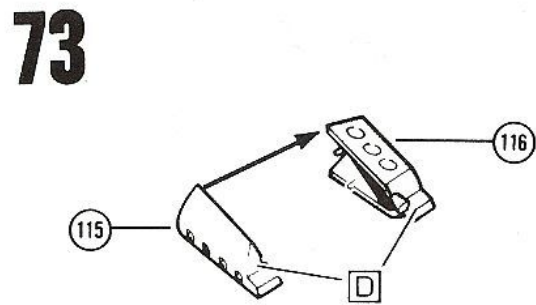
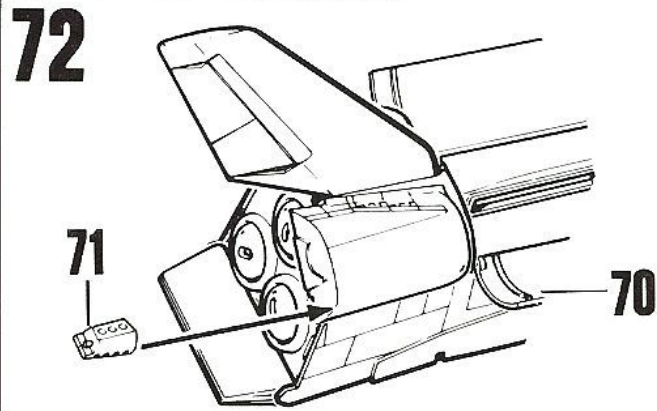
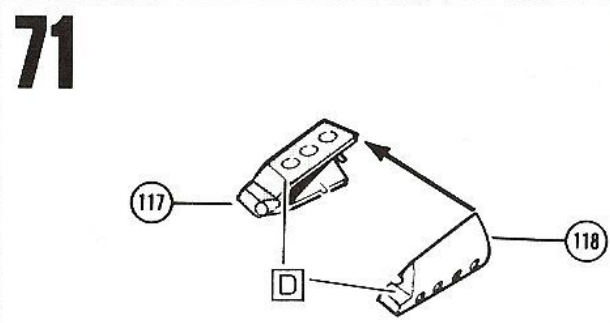
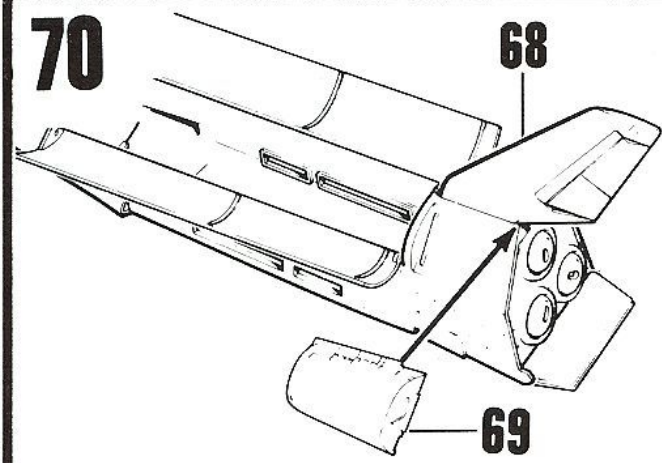


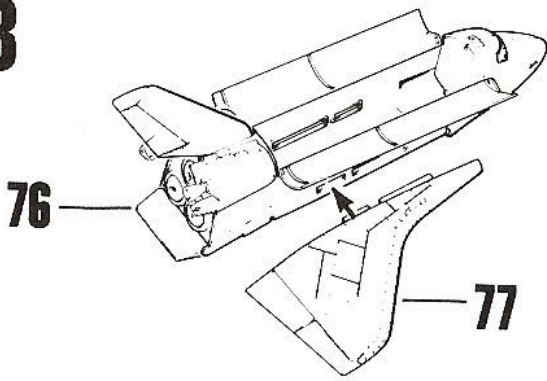
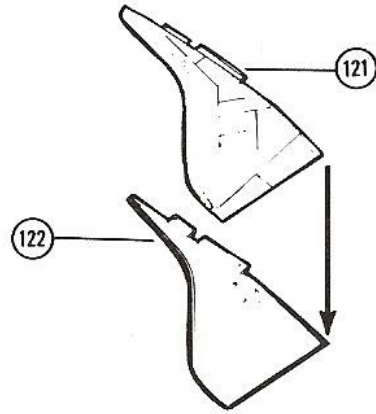
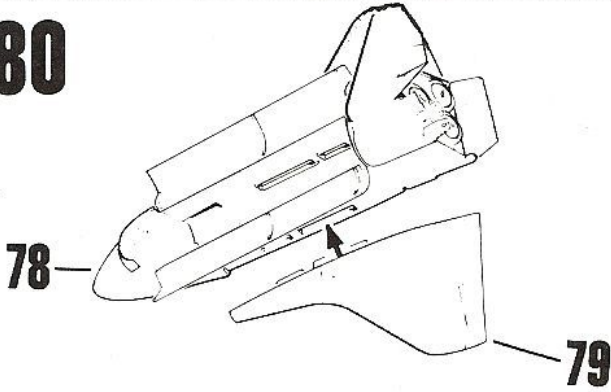
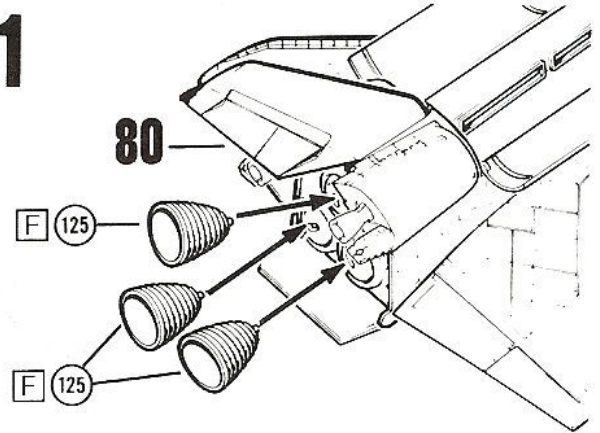
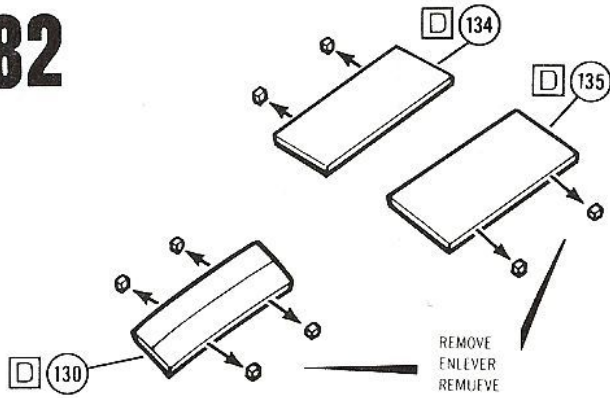
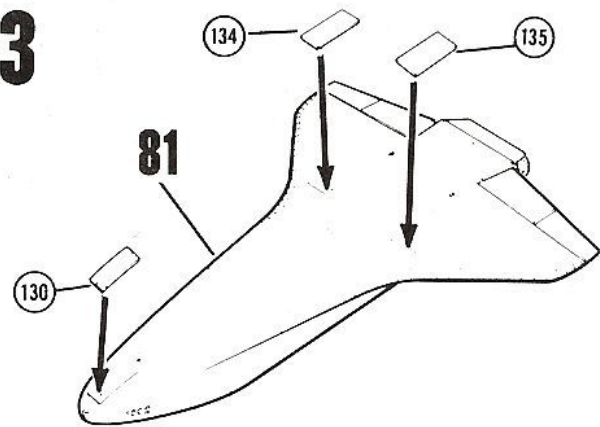
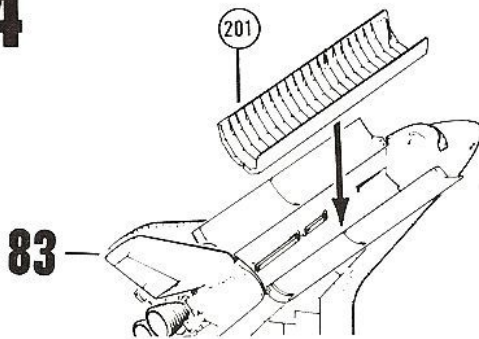
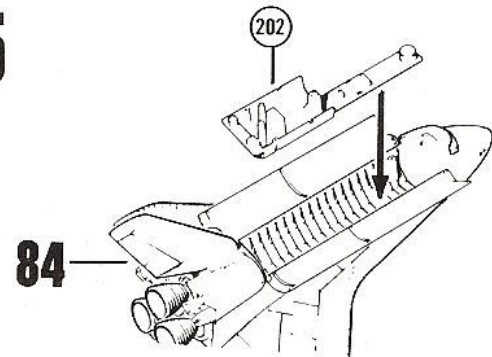
68



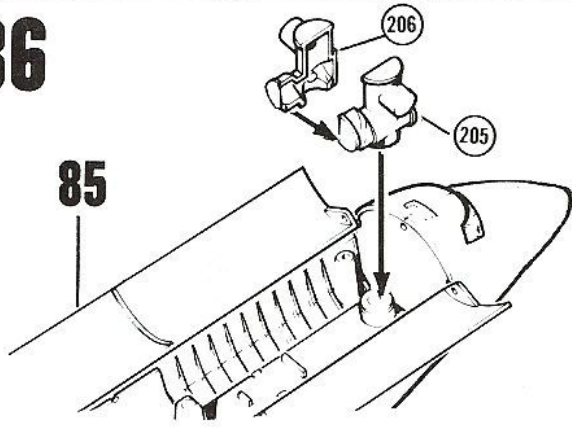
69



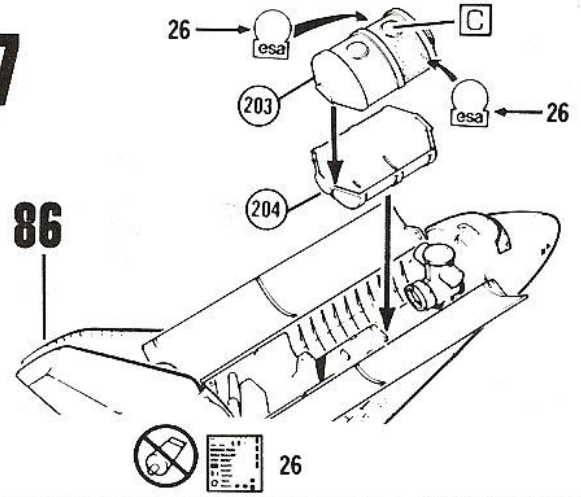


78**79****80****81****82****83****84****85**

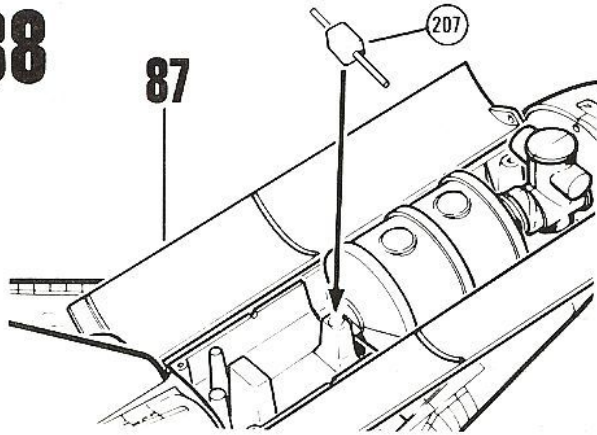
86



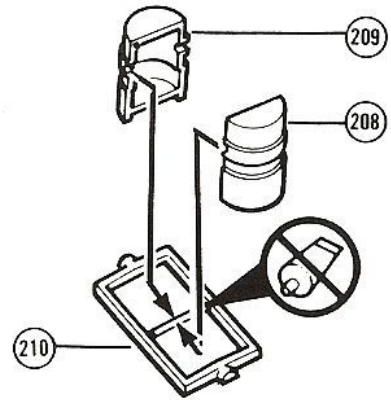
87



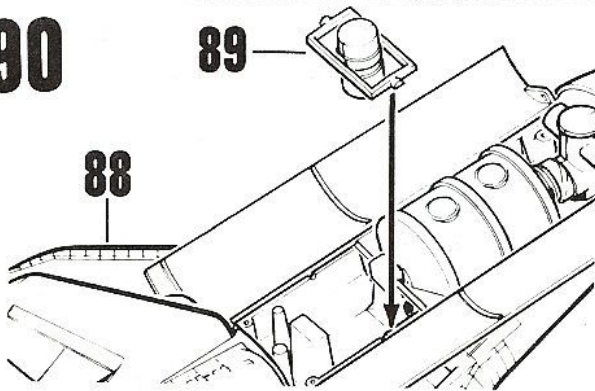
88



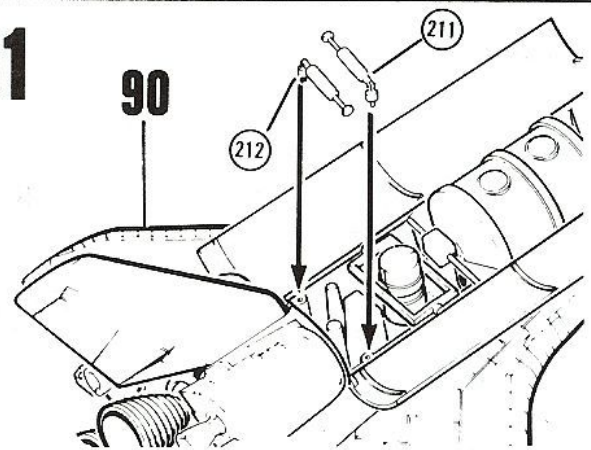
89



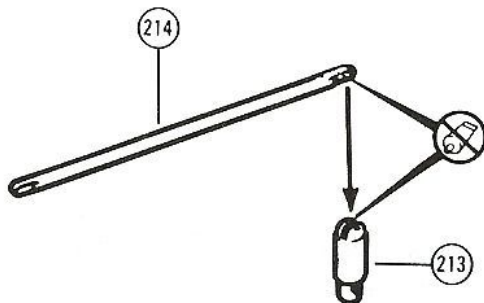
90



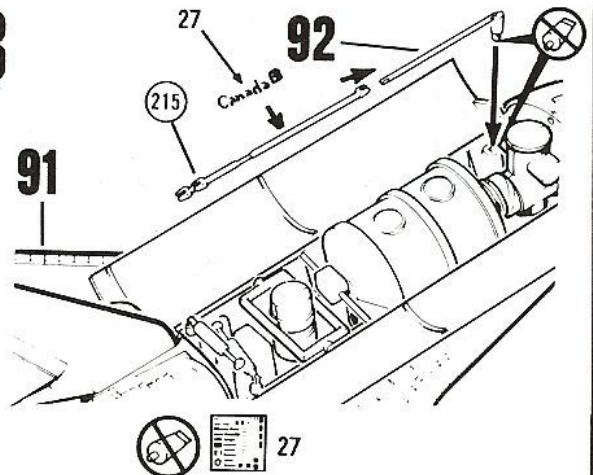
91



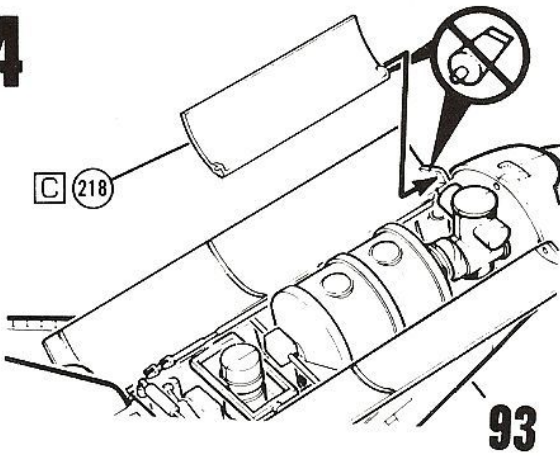
92



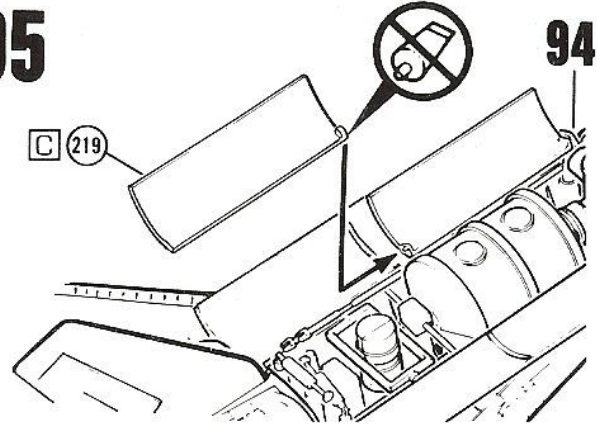
93



94

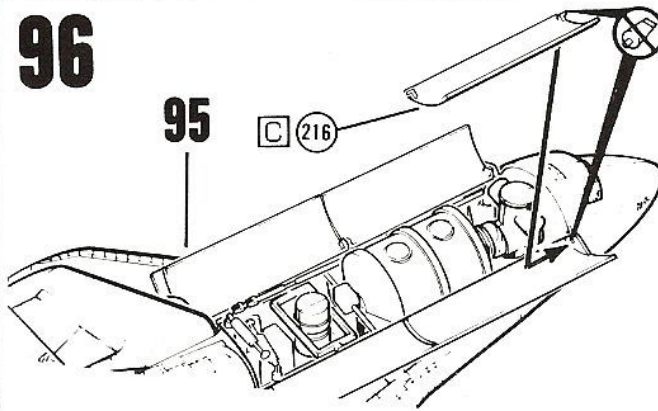


95

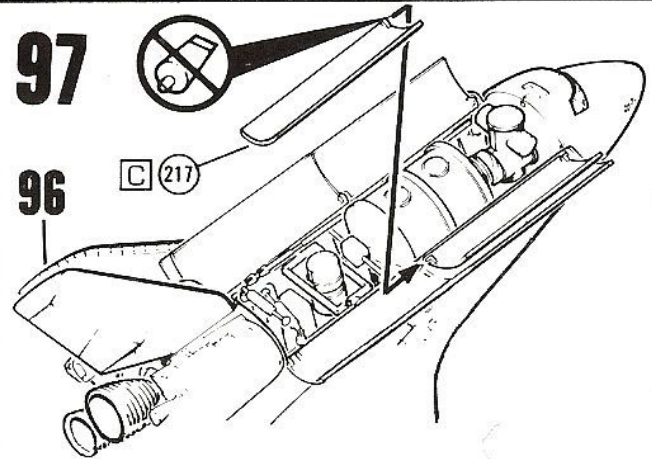


94

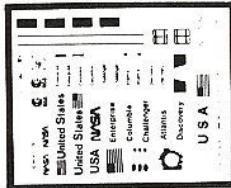
96



97

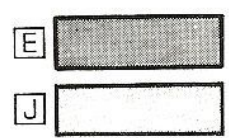
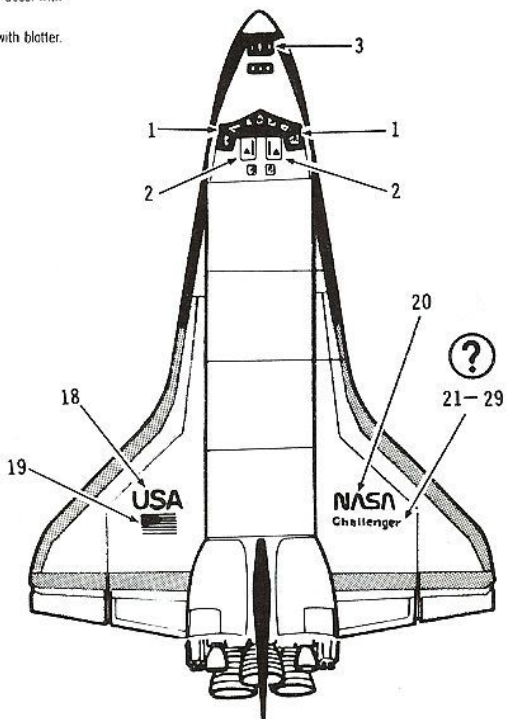
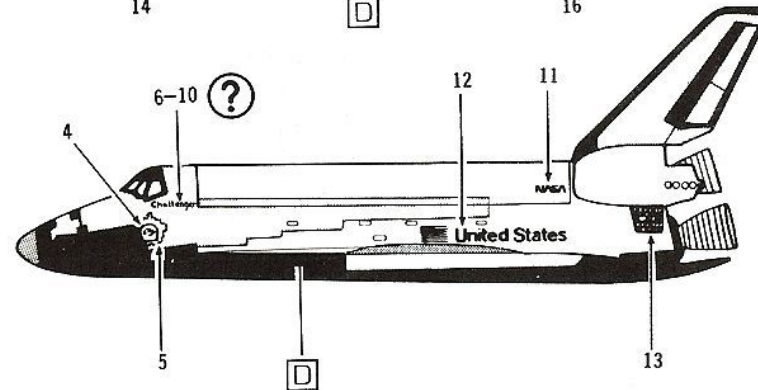
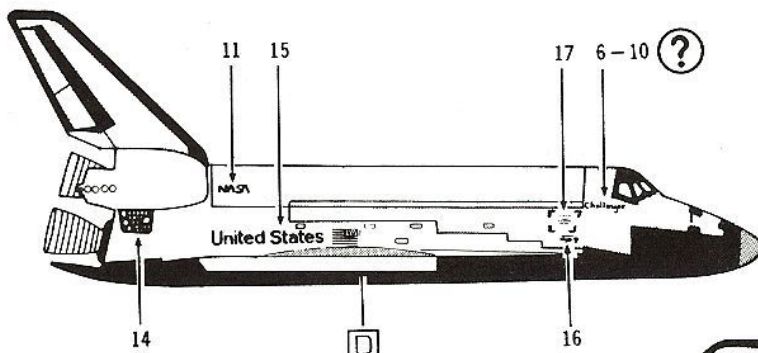


98

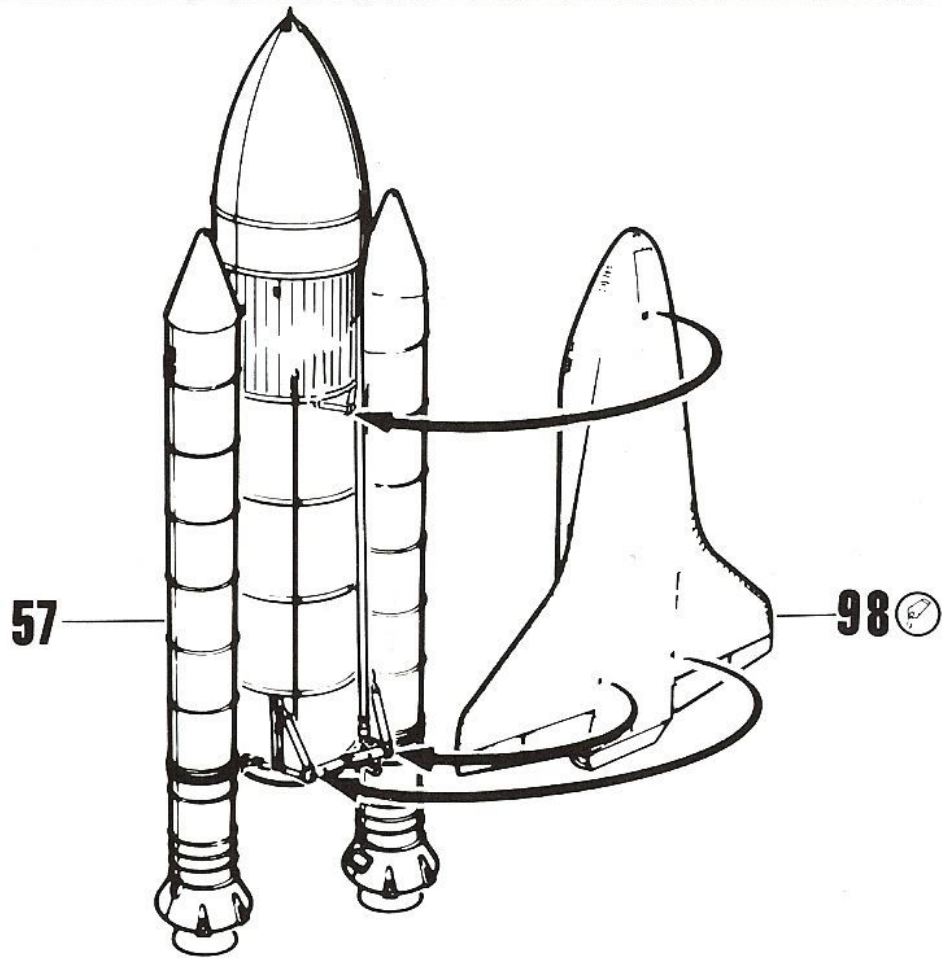


DECAL DIRECTIONS

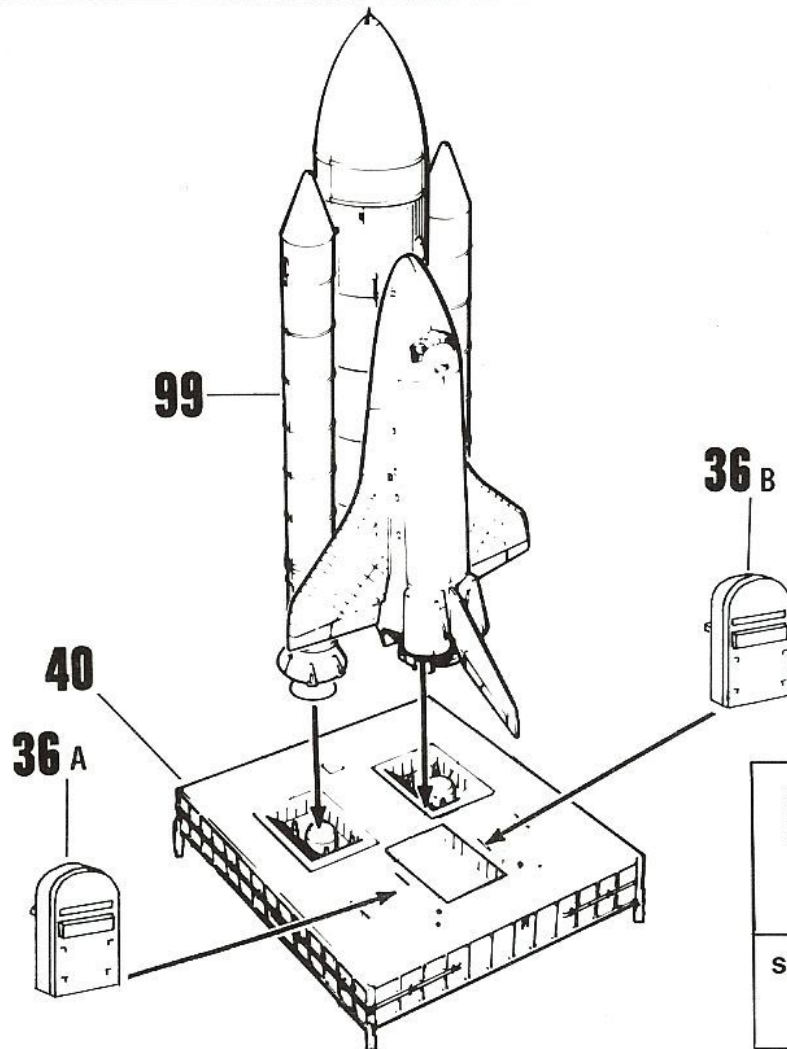
1. Cut each design from decal sheet as needed.
2. Dip in water.
3. Use a small brush to wet your model.
4. Slide decal from paper face up into position on model.
5. Do not touch decal with fingers.
6. Press down with blotter.



99



100



PARTS NOT USED
PIECES NON UTILISEES
PARTES NO USADAS

Launch Tower

10, 5,

90, 156, 165

Space Shuttle

16x 1, 5, 6

