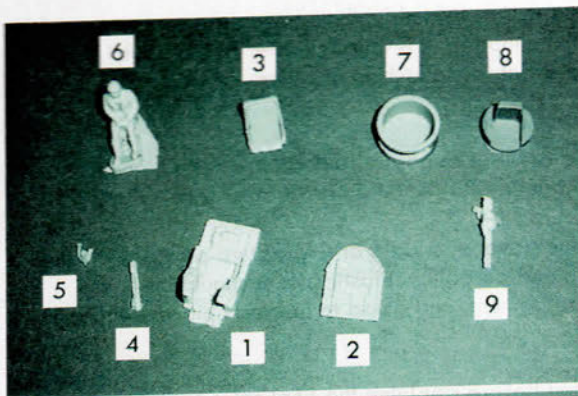
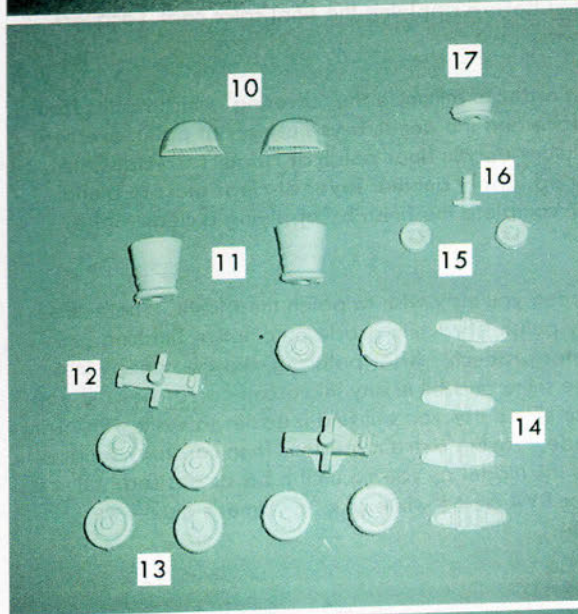


BV-38 Flying Wing - 1/72 scale multimedia kit

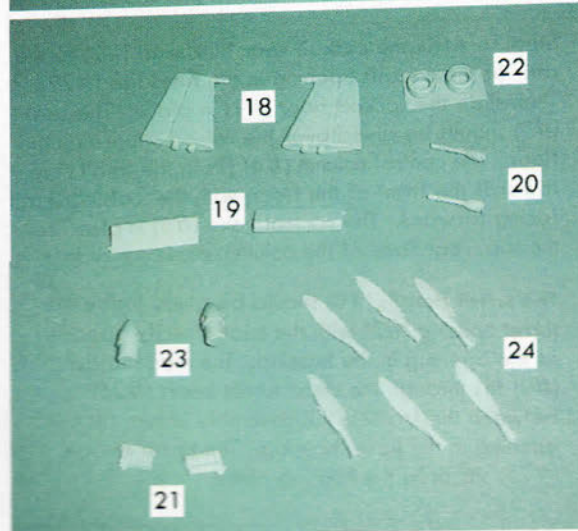


Parts:

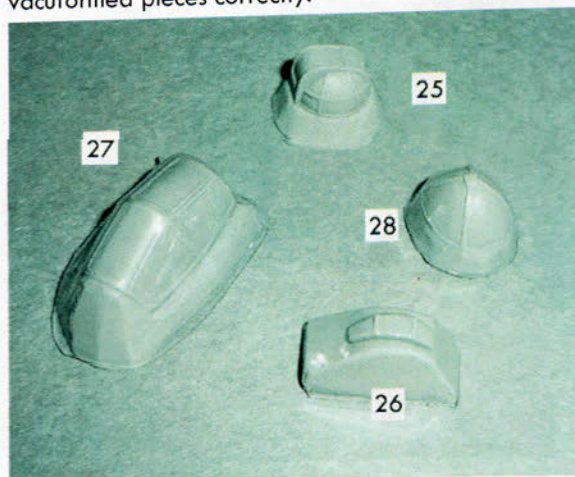
- 1 - Cockpit floor
- 2 - Cockpit rear wall
- 3 - Seat
- 4 - Control column
- 5 - Control yoke
- 6 - Pilot
- 7 - Turret housing
- 8 - Turret details
- 9 - Machine guns
- 10 - Radiators (x2)



- 11 - Main landing gear spats (R & L)
- 12 - Landing gear supports (x2)
- 13 - Main landing gear (x8)
- 14 - Gear covers (x4)
- 15 - Nose gear (x2)
- 16 - Nose gear strut
- 17 - Nose gear fairing
- 18 - Vertical stabilizers (x2)
- 19 - Flaps (x2)
- 20 - Main cannon (x2)
- 21 - Engine exhaust stacks (L & R)
- 22 - Spinner back plates (x2)
- 23 - Spinners (x2)
- 24 - Propeller blades (x6)
- 25 - Turret bubble
- 26 - Turret insert
- 27 - Cockpit canopy
- 28 - Nose glazing
- 29 - Fuselage (not shown - it's the big wing-looking thing that takes up most of the box)



Note: Two of each clear part is provided - one is a spare, in case of "accident". Also provided are plugs for each piece, as an aid to cutting out the vacuformed pieces correctly.



Assembly Notes:

1. Painting and decaling may be done at any time during assembly, though we suggest you assemble the main components first, then paint and finish the models. It is usually easier to build sub-assemblies prior to painting to minimize the potential for scratching or otherwise damaging the painted surfaces.
2. Resin parts may occasionally warp usually as a result of exposure to heat. If a resin piece is warped, dip it in hot (NOT boiling) water and gently flatten on a hard flat surface.
3. Resin pieces may be assembled using "superglue" (cyanoacrylate or CA) or two-part epoxy glue. We recommend five minute epoxy for strength and durability. Plastic pieces should be glued together using your favorite plastic model cement, and glued to the resin pieces with epoxy or superglue.
4. We strongly encourage the use of a primer coat before applying the final color coat. Lacquer-based paint or automobile sandable primers work best.
5. Decals should be applied over a gloss finish, in order to minimize the "silvering" which results from air bubbles trapped between the painted surface and the decal. If you use a flat paint, overcoat the model with a clear gloss (we recommend Future acrylic floor polish or Floquil's Crystal Cote enamel hobby paint). Once the decals have dried, apply another layer of clear gloss to blend them in with the rest of the finish. You may then complete the finish by applying a clear Matte paint.
6. Before trimming the clear, vacuformed windscreen you may wish to polish the plastic. There are several products you can use, including jewelry polish, ultra-fine grade automotive finishing sandpaper, Novus Plastic Polish, or Detail Master products. After polishing, dip the canopy in a clear gloss like Future Floor Finish to protect the shine and fill in any microscopic scratches. If you fill the piece from behind with modeling clay or silly putty you will find it easier to work with. Trim excess plastic with scissors or sharp hobby blade, leaving extra material. Then carefully sand away excess material, test-fitting the piece on the model as you go until it fits as desired. Glue it to the model with 5-minute epoxy, superglue or PVA glue ("white glue" or Elmer's glue – we recommend this, as it cleans up easily with water).

Assembly Guide:



Step 1: Affix the cockpit rear bulkhead (#2) to the rear of the cockpit opening in the fuselage (#29). Then slide the cockpit floor (#1) in place. The seat (#3) should be glued over the raised square on the floor. The control column (#4) fits in the small hole towards the front of the floor, with the 'cable' detail facing forward. The control yoke (#5) is glued to the top/rear face of the column, as shown at left.

The turret details (#8) should be glued inside the turret housing (#7) with the seat directly opposite of the opening in the housing. The machine gun (#9) fits through the clear turret insert (#26) between the frames; this assembly in turn fits the opening in the turret housing. The turret bubble (#25) sits atop the housing piece.

Tip: Leave the completed turret assembly off the model until all painting and finishing is complete. Do not glue it in place if you want to be able to pose the

assembly in different positions later.



Step 2: Glue the radiators (#10), main gear spats (#11) and nose gear fairing (#17) in place. The radiators and main gear spats will only fit one way. The radiator openings/grilles face forward – and yes, they are partially blocked by the main gear; it's a design flaw.

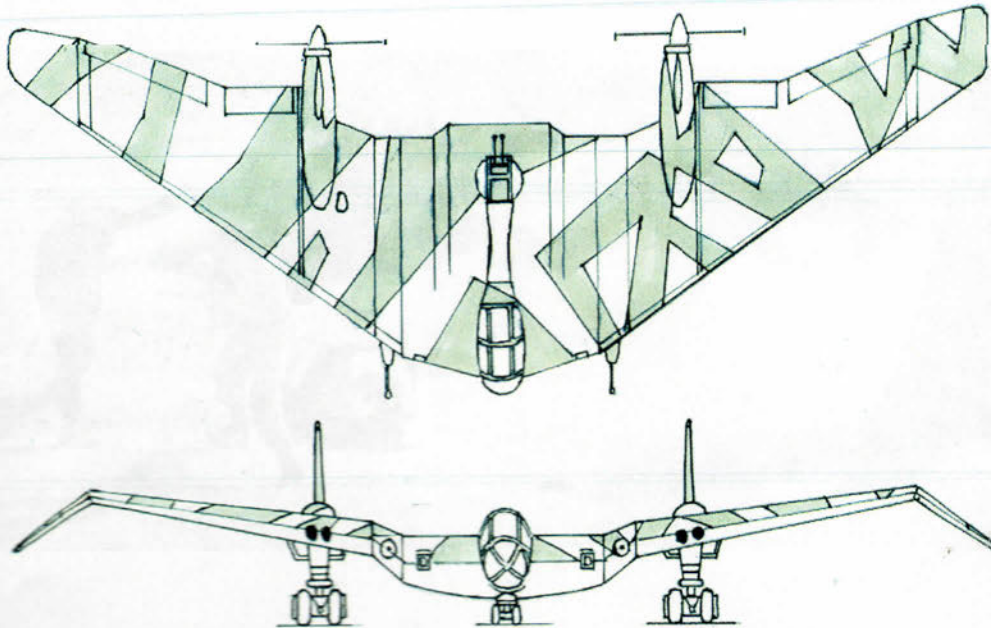
Next, add the main landing gear supports (#12) and nose gear strut (#16). Then affix all eight of the main gear wheels (#13) and both the nose wheels (#15). Finally, cover the outside of each main gear pair with the gear covers (#14).

Note: The model will not balance on all three landing gear as its center of gravity is behind the main gear. There's nothing we could do about that – it's inherent in the design. You will want to glue or otherwise secure the model to a base, or use with a stand.

Step 3: Affix the tail fins (#18) and flaps (#19). Engine exhausts (#21) go on the inboard side of each engine nacelle, curling down and in. Place the main cannon (#20) in the holes provided at the front of the wing. Glue the spinner backplates (#22) to the rear of each engine nacelle, followed by the spinners (#23). Propeller blades (#24) slip into the holes in the spinners. *Note: Propeller blades on the full size mockup do not appear to have been angled as you would see on a real aircraft; instead, the blades were perpendicular to the line of thrust through the engine.*

Step 4: Affix the cockpit canopy and nose glazing to the front of the model. *Tip: Affix a thin strip of wire or styrene to the inboard edge of the fuselage openings to act as a ledge or sill for the plastic pieces to fit against. This will help you correctly position the parts and provide a bit more surface for glueing.*

Painting Notes:

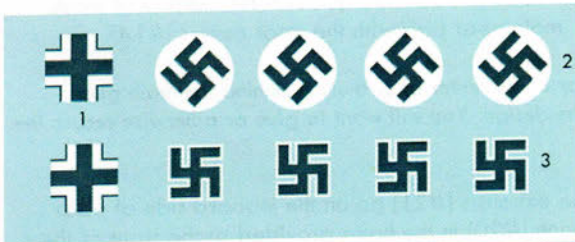


Upper: Dark Green (RLM 70) (shaded areas), Light Green (RLM 71) Lower: RLM 65 (Pale Blue)
Tail: RLM-23 (Red) stripe, both sides

Bombers were painted as indicated above in the early parts of WW2. In reality, colors would have been somewhat different in 1936 (when the film supposedly takes place) but it's not likely the producers knew or cared. On screen, it appears the underside might be a light grey, not the standard RLM 65 pale blue. Paint it as you like.

Props, wheels and hubs, inside of the radiator grilles and inset areas at the front of the wing are black. Cockpit (overall) and turret interior are RLM 02 Grey, as are the landing gear struts. Instrument panels should be RLM 66 black-grey. The pilot in the film wore a brown coverall/flightsuit with leather helmet.

Decals:



The swastika in the white circle (#2) goes on both sides of each tail fin, centered. You have to paint the red band – it is only slightly 'taller' than the white circle, as shown below.

The other swastikas (#3) go on the outer, upper wingtips.

The lower wing marking is a cross (#1).

There are no insignia on the upper wings.



There is a thin white stripe on both sides of each propeller blade, about midway along its length, and each tip is also painted white.

Decals are best applied to a glossy surface. These decals were printed on an ALPS printer and over coated with Testor's Clear Flat Lacquer. For best results:

- Cut the decal from the sheet with scissors or hobby knife. Trim as close to the image as possible to minimize excess carrier film.
- Dip the decals in warm water for 5 -10 seconds. Remove, and allow the water to completely soak through the paper backing.
- When the decal slides easily from the backing (15-20 seconds), slip onto your model. While these decals are strong enough to withstand some handling, try to get them in position with as little fiddling as possible.
- Gently blot excess water from the surface. If air bubbles are trapped underneath, force them out by gently holding the decal in place with a moistened finger while gently pressing down on the decal with a piece of moistened toilet tissue pushing the bubble toward the edge of the image.
- These decals respond favorably to Microscale setting solutions. Stronger decal setting agents have not been tested - if you wish to use them, test on a scrap decal first.
- If, after the decal is dry, there are still wrinkles or trapped air bubbles, make a small slit in the decals above the flaw with the tip of a fresh hobby knife blade and apply setting solution to the area.
- After the decal is dry, seal it with a clear acrylic or lacquer coat. Use of a clear enamel is not recommended.

PLEASE NOTE! The decals included with this kit are very thin. This helps them conform to every surface detail well, but makes them a challenge to work with. You may find that brushing Microscale Liquid Decal Film (or similar) on to the sheet before you use the decals makes them easier to handle.

Starship Modeler Guarantee:

Starship Modeler stands behind every kit and accessory we sell. If you are not completely satisfied, return the product for a full refund - no questions asked.

Once in a while, despite our best efforts, pieces may be damaged or missing when you get your kit. If you have any problems, contact us and we will do our utmost to fix the problem.

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