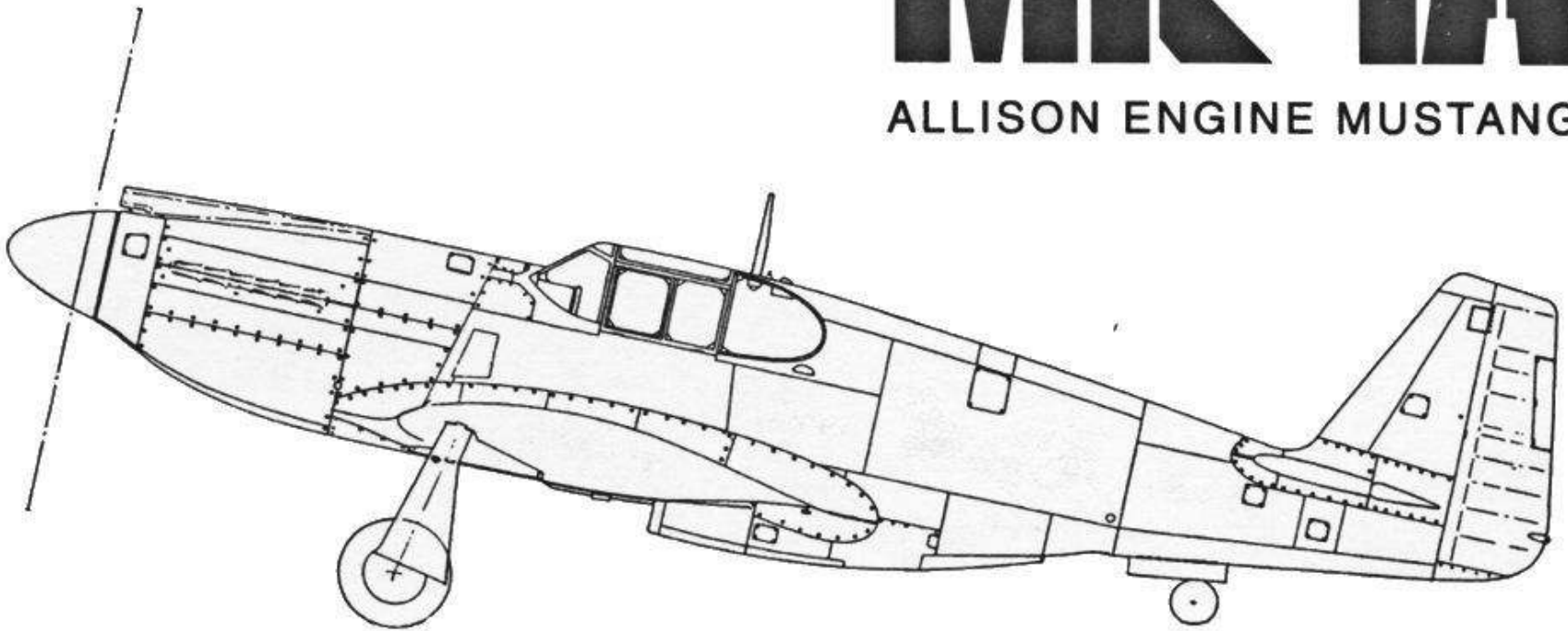


KIT NO. 3410

1:48
SCALE

Mk-1A

ALLISON ENGINE MUSTANG



This highly detailed replica has been extensively researched and represents the state-of-the-art in kit manufacture. In order to increase your enjoyment of the building process, we have provided instructions that are both instructive and informative. Consulting any of the many Mustang reference works will enable the builder to enhance their efforts. Now, follow along and you'll discover the workings of one of aviation's most famous aircraft.

This instruction sheet has been sequenced to help you assemble this airplane in a simple and straight-forward manner. You may wish to vary the construction and painting sequence slightly to suit your building methods, but our experience has shown the recommended sequence to work best. It also allows for small fragile parts to be added last to prevent breakage during assembly. Accurate Miniatures welcomes your comments and suggestions to make future releases even more fun. Accurate listens!

RECOMMENDED PAINTS

To help you paint your Mk-1A we've included a list of recommended colors. These colors are cross referenced to the Federal Standard (FS) numbers where possible. Many model paint companies match their products to this system, and the modeler may also choose to match their favorite paint to these numbers. Your local hobby shop retailer can be of assistance in helping you select the proper paint for this kit, or you may consult the listing of paints on the painting guide.

Flat Black	FS37038	Gloss Orange	FS12197	Sky "S"	FS34424
Flat White	FS37875	Gloss Green	FS14187	Burnt Metal	No Match
Aluminum	FS17178	Sea Grey	FS36118	Gunmetal	No Match
Interior Green	FS34151	Olive Drab	FS34087		
Gloss Red	FS11136	Light Grey	FS36440		

This kit represents the Royal Air Force version of the first Mustang variant to be flown by the USAAF. These Allison-engined airplanes were developed and flown in 1940 in an incredible 120 days after the British Purchasing Commission requested a fighter to help stave off the Nazi attacks on Great Britain. Over the years some confusion has existed over the correct name for this series of aircraft. The U.S. version was originally called the "Apache", but these planes eventually adopted the British name "Mustang". The "Apache" name was retained for the USAAF A-36 which, with the exception of one airplane, was not flown by the RAF. The Mk-1A

Mk-1A

was armed with four 20mm cannons as was the U.S. P-51 version. With the exception of paint schemes, radio and oxygen equipment, the RAF version and the U.S. versions were virtually identical. The Mk-1A entered service as a fighter and then proceeded to do yeoman service as a fighter/recon aircraft. The end of the war in Europe found these aircraft still in service. A living testimony to a classic design.

The RAF Mustangs went through many color variations during their wartime services. You may model either "M" with the conventional canopy or "N" with the optional Malcolm hood. Both planes are "frozen" in their 1944 scheme. Since the Mustang bore a marked resemblance to the Messerschmitt ME 109 in the air, various color schemes were employed to help identify friend from foe. This aircraft was finished in the standard day fighter colors in the "B" pattern of sea grey and olive drab over light grey undersides. The wing leading edges were yellow. The prop spinner and fuselage band were painted in Sky "S". The individual aircraft letter was retained from the original three letter RAF marking and also was Sky "S". Photographs from the period indicate that these aircraft were maintained in very clean condition and therefore the modeler should go easy on any weathering. As cited, markings have been included to model Mk-1A "N". This aircraft was finished in the same general color scheme and may be modeled with the optional Malcolm hood as explained in the instruction sheet.

PAINTING AND FINISHING

AIRCRAFT SPECIFICATIONS:

Length: 32 ft., 3 in.

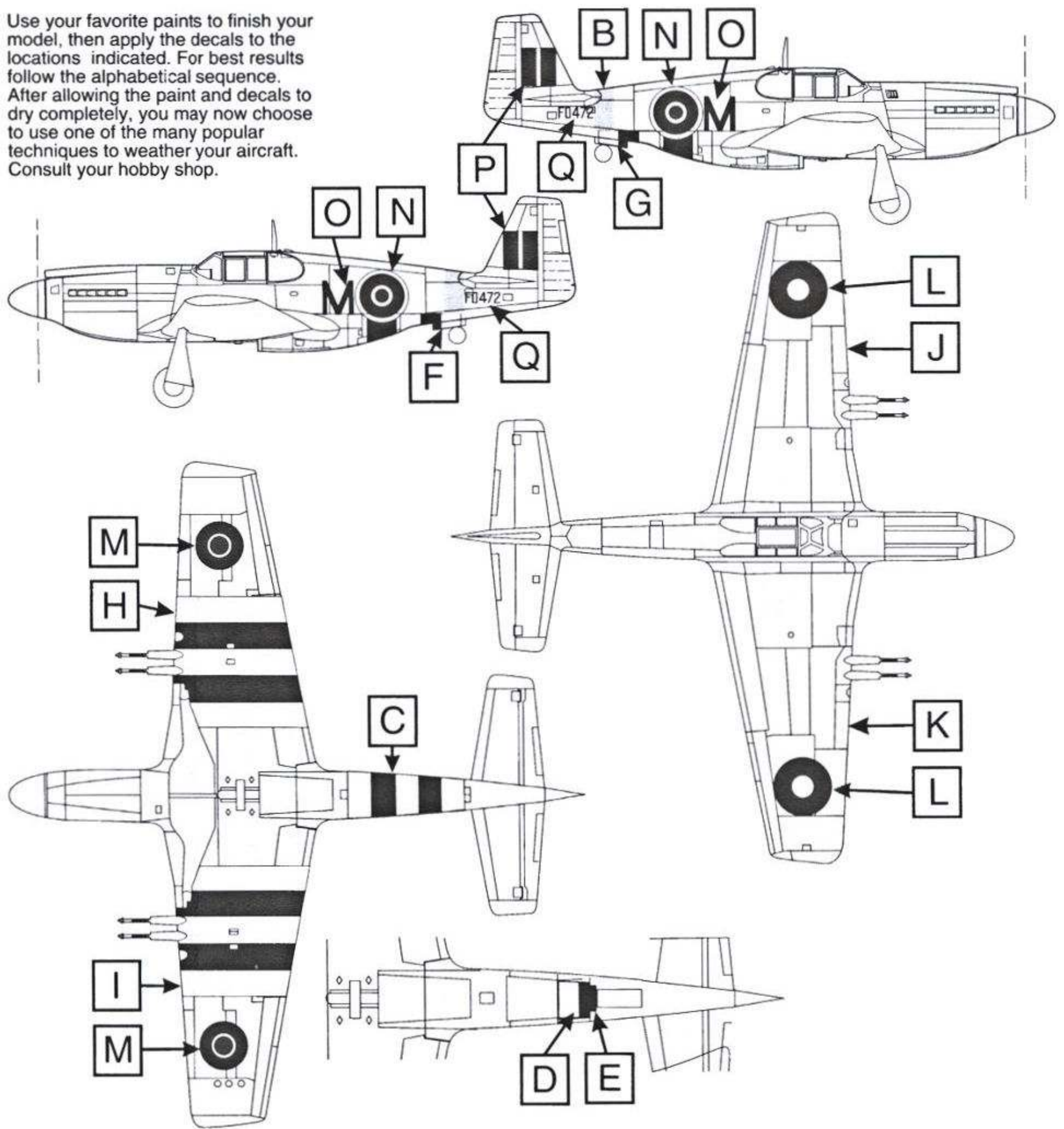
Span: 37 ft.

Powerplant: Allison 1150hp
liquid-cooled V-12

Performance: 382 mph,
31,000 ft. ceiling

Armament: Four 20mm cannons
with 500 rounds

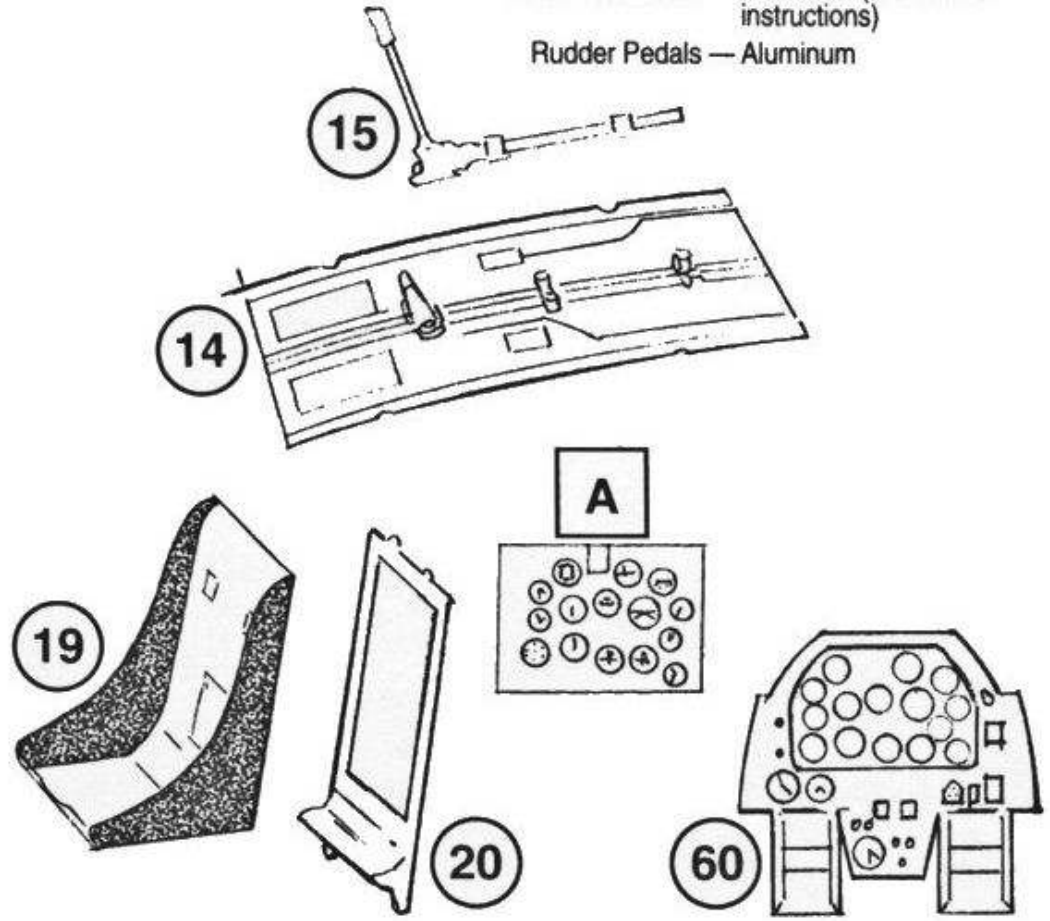
Use your favorite paints to finish your model, then apply the decals to the locations indicated. For best results follow the alphabetical sequence. After allowing the paint and decals to dry completely, you may now choose to use one of the many popular techniques to weather your aircraft. Consult your hobby shop.



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Start the assembly with the cockpit area. Pre-paint as much as possible as there are many small parts that will be hard to get to later. Glue **Part 15** (control stick) to **Part 14** (cockpit floor). Glue **Part 19** (pilot's seat) to **Part 20** (seat frame). Set aside for later installation. Next, do the instrument panel. This piece is a little different from panels you've seen before. You have a choice as to how you finish it. We have attempted to give you the most realistic panel possible. Start by painting the front of **Part 60** (instrument panel) as indicated in the painting instructions. Do not paint the instrument "glass" areas. Allow paint to dry. Now apply the **instrument panel decal (A)** to the back of the painted panel. Carefully align the decal until the dials show through the "glass" areas. This piece may also be painted completely and the instrument dials highlighted with silver paint. The option is yours. Put aside for later installation.

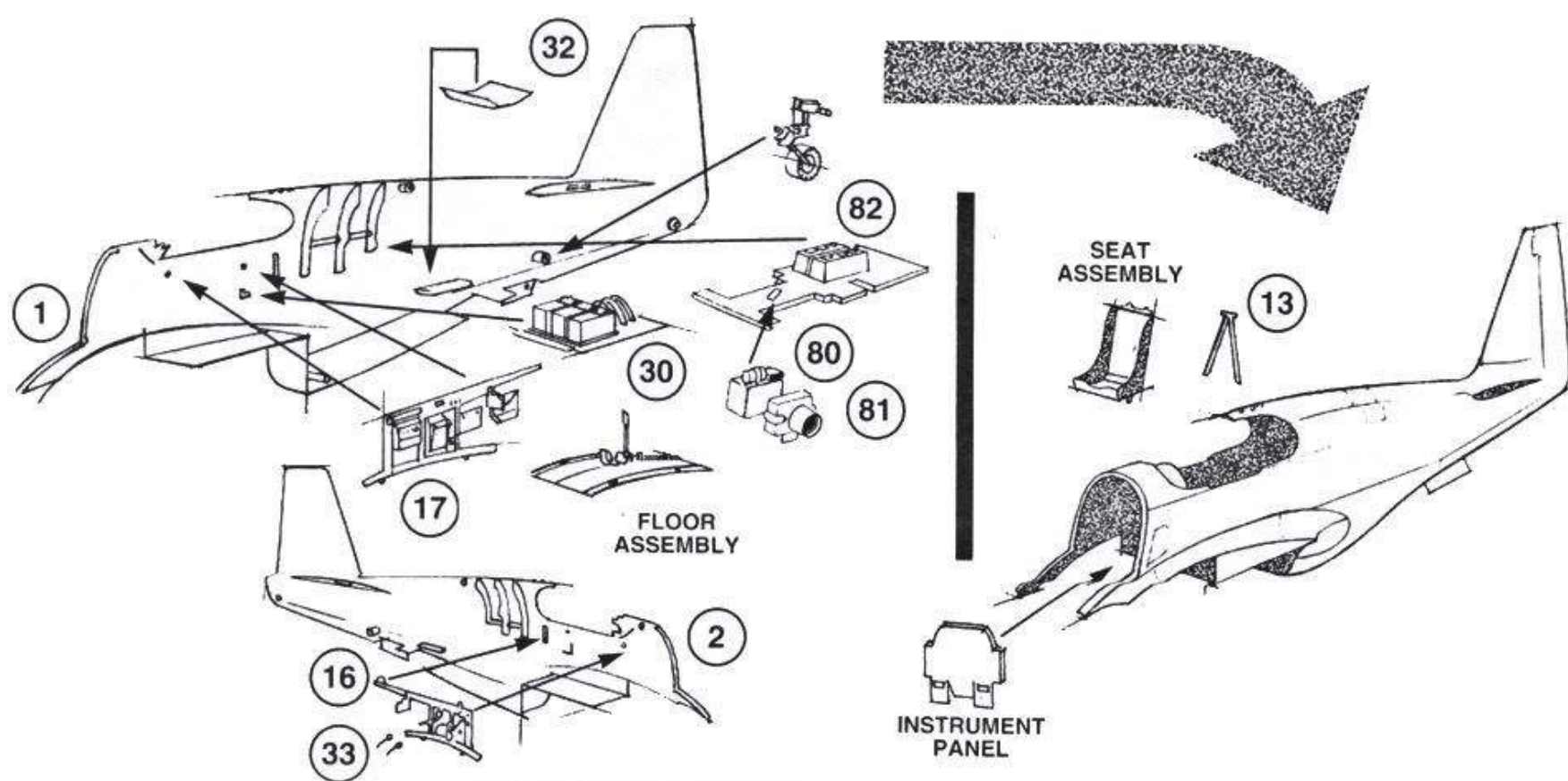
- Seat — Interior Green
- Floor — Interior Green
- Seat Frame — Interior Green
- Stick — Olive Drab
- Handle — Flat Black
- Instrument Panel — Flat Black (see written instructions)
- Rudder Pedals — Aluminum

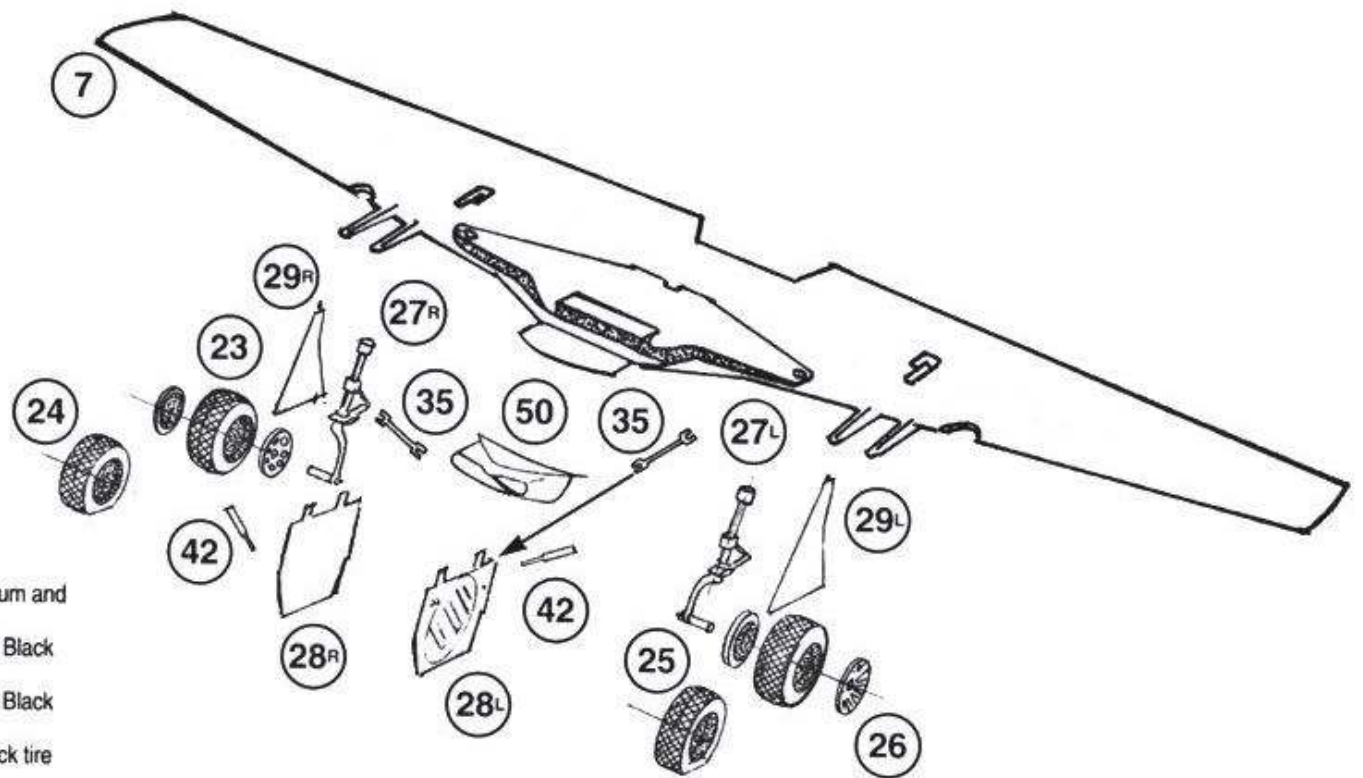
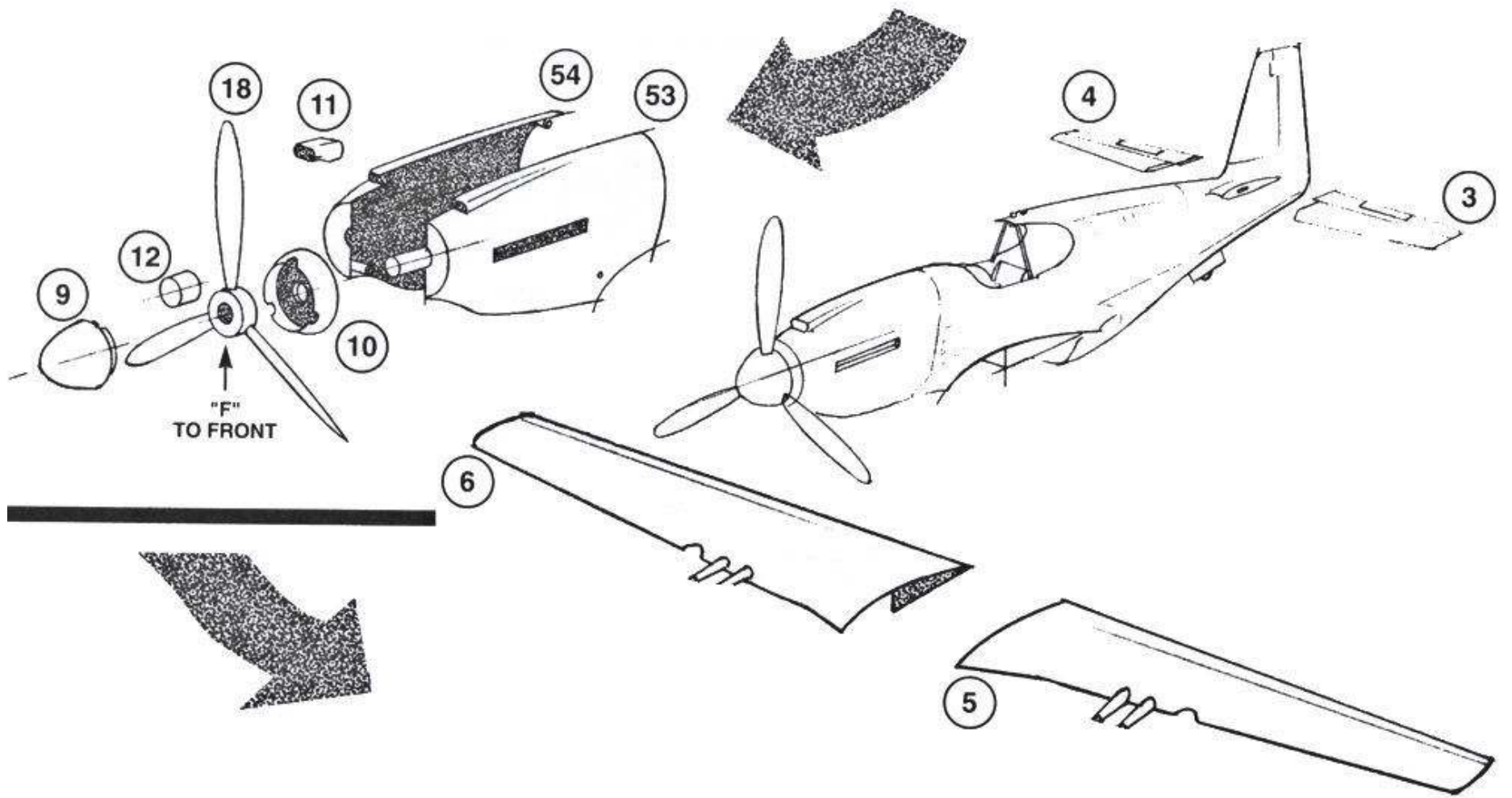


Now assemble the fuselage. Start by painting the interior of **Parts 1** and **2** (left and right fuselage halves). Paint and install **Part 17** (right console). Glue **Part 30** (batteries) and **Part 82** (camera mount floor) to the right fuselage half. Place this part against the **bottom** of the horizontal stringer and against the **back** of the forward vertical former. Carefully align and try to keep these parts level. Glue **Part 80** (camera back) to **Part 81** (camera front). Paint the camera assembly and glue to the camera mount floor. The camera points to the left side of the aircraft. Glue the cockpit floor to the bottom of **Part 17**. Keep the floor level in the fuselage. Glue **Part 16** (left console) to the left fuselage half. Add **Parts 33** (bomb release and landing gear levers) to **Part 16** in the locating holes. Glue the assembled instrument panel to the right fuselage half. The face of the panel rests against the forward edge of the right side console and the rudder pedals rest on the cockpit floor. Check alignment of all parts. Now glue **Part 32** (radiator exhaust door) to the right fuselage half. The long side glues to the **bottom** of the locating shelf. Keep level. Paint and glue **Part 22** (tail wheel) to the right fuselage half. Now, after a final check of alignment, glue the fuselage halves together. Next, carefully glue **Part 13** (roll-over frame) to the two locating tabs on the left and right side consoles and to the forward edge of the top of the fuselage halves. The seat assembly may now be added. Locate the seat frame to the two holes in the cockpit floor. Align and glue the two tabs on the top of the seat frame to the roll-over frame. All of these parts will now line up correctly.

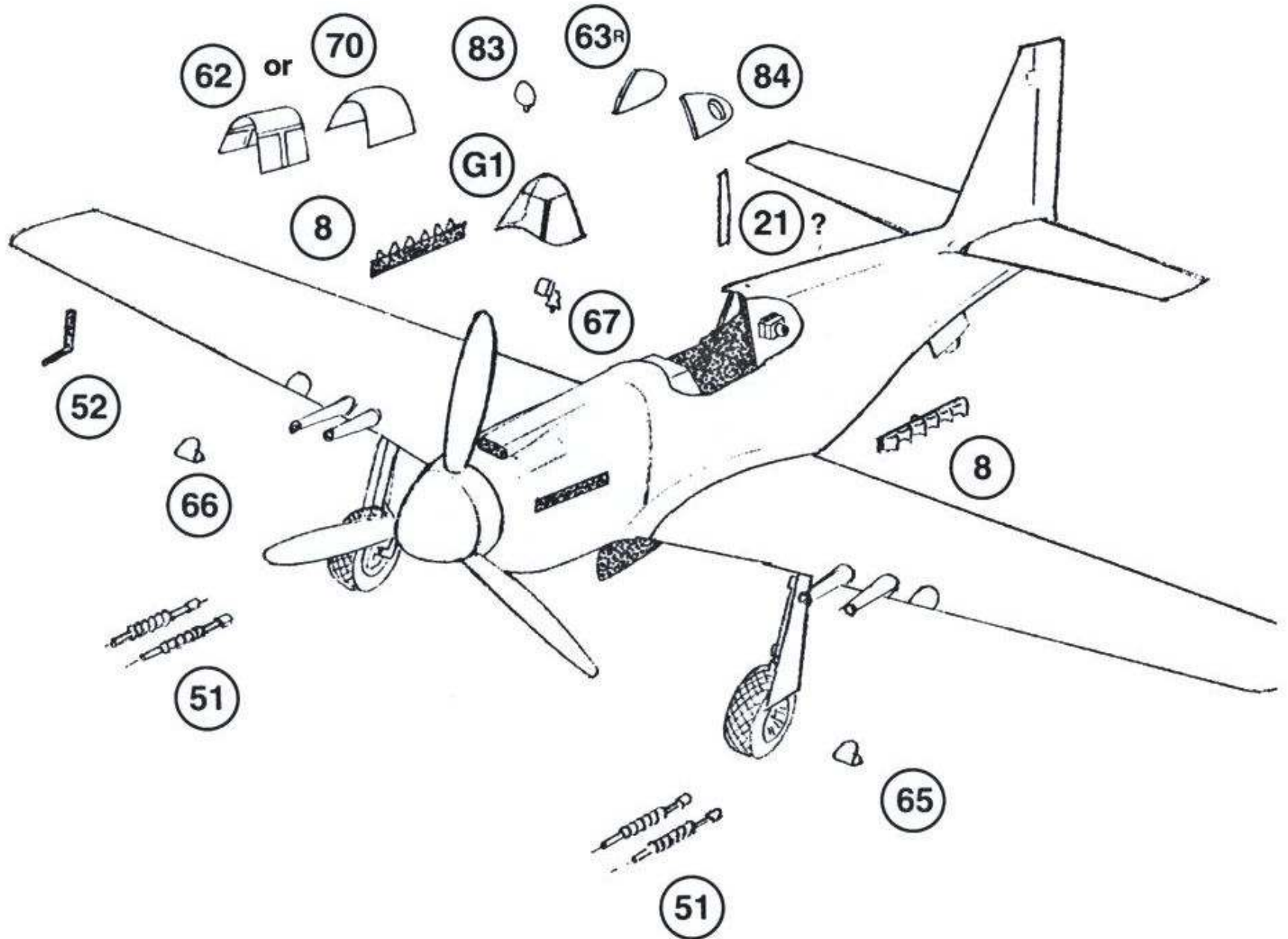
Now it's time to glue **Part 7** (wing bottom) to the fuselage. **Part 5** (top left wing) and **Part 6** (top right wing) are now glued to the wing bottom. Apply slight pressure to all part seams to insure a tight fit. Glue **Part 50** (radiator scoop) to the wing bottom and to the fuselage. Add **Part 3** (left horizontal stabilizer) and **Part 4** (right horizontal stabilizer) to the fuselage. Keep these parts horizontal and level to the fuselage. Glue **Part 53** (left nose half) and **Part 54** (right nose half) together. Add **Part 11** (carburetor intake) to the nose halves. Glue the nose assembly to the completed fuselage. Painting the prop and spinner and adding it to the nose at this time is your option. You may wish to carry out this step after painting the entire airplane to make painting and assembly easier. Assemble the propeller as follows: place **Part 10** (spinner back) on the propeller shaft. Add **Part 18** (propeller). Do not glue these pieces. Carefully glue **Part 12** (propeller retainer) to the propeller shaft. Don't get glue on the prop or it won't spin. You may now glue **Part 9** (spinner) to the spinner back. We recommend that you now paint and decal your model. Doing this now will allow you to add the smaller detail parts with less risk of damage. Study the painting and finishing guide to determine which aircraft you choose to model. After allowing time for the paint and decals to dry thoroughly it's time to move on to the landing gear.

Glue **Part 27L** (left landing gear strut) and **Part 27R** (right landing gear strut) to the wheel wells. Check alignment from all angles. The wheels and tires have been molded as separate pieces to make painting easier. Now is the time to paint the wheels and tires. Glue **Parts 26** (outer wheel — large spoke) and **Parts 25** (inner wheel — small openings) to the tires of your choice. We offer a choice of **Parts 23** (unweighted) or **Parts 24** (weighted) tires. Glue the wheels to the landing gear axles making sure the weighted tires sit flush on your display surface. Paint and add **Part 29L** (left landing gear door) and **Part 29R** (right landing gear door) to the wing bottom and landing gear struts. Now paint and glue **Part 28L** (left wheel door) and **Part 28R** (right wheel door) to the wing bottom. Glue **Parts 42** (front wheel door actuators) to the door and into the holes in the wheel wells. Add **Parts 35** (rear wheel door cables) to the rear of the wheel wells and the wheel well doors. The wheel doors may be glued shut or they may be placed in a near-vertical position or anywhere in between. On the full-sized airplane these doors were operated hydraulically. As this system “bled down” after





- Fuselage Interior — Interior Green
- Side Consoles — Olive Drab with Aluminum and Flat Black details
- Radio — Interior Green with Flat Black radio equipment
- Camera Mount Floor — Interior Green with Flat Black batteries
- Tail Wheel — Aluminum with Flat Black tire
- Roll-over Frame — Interior Green
- Propeller — Flat Black with Yellow tips
- Spinner — Sky "S"
- Spinner Back — Sky "S"
- Wheel Wells and Door Interiors — Aluminum with Interior Green main spar
- Wheels — Aluminum
- Tires — Flat Black or Dark Grey
- Landing Gear Actuators — Aluminum



- Exhausts — Burnt Metal/Rust color
- Cannons — Gunmetal
- Gunsight — Flat Black with clear reflector portion
- Pitot Tube — Aluminum
- Wing Tip Lights — Red/Left, Green/Right
- Formation Lights on Bottom of Right Wing, Front to Rear — Red/Orange/Green

engine shutoff the doors dropped to a vertical position. When the engine was started and the hydraulic system became pressurized the doors immediately returned to the closed position.

Now paint and glue **Parts 8** (exhaust stacks) to the fuselage. Insert **Parts 65** and **66** (landing lights) into the leading edge of the wings. We recommend using white glue, clear epoxy paint or clear top coat to prevent glue smearing or frosting. This method may be used for all of the remaining clear parts. Now add **Part 63R** (right rear window) and **Part 84** (left photo window) to the fuselage. Paint and carefully glue **Part 67** (gunsight) to the notch at the top of the cockpit dash. Add **Part 61** (windshield). Accurate Miniatures has provided the optional field-installed Malcolm hood. A few aircraft used this improved vision canopy and the builder may replace the regular canopy (**Part 62**) with **Part 70** (optional Malcolm hood). When using the Malcolm hood the builder should delete **Part 21** (radio antenna) and fill in the antenna hole. Replace it with a whip antenna as shown in the box art. A small piece of wire or stretched sprue may be used to duplicate this antenna. If using the regular hood install **Part 21** (radio antenna) directly behind the cockpit. Glue all four **Parts 51** (20mm cannon) to the wings. Align the guns. Carefully glue **Part 83** (rearview mirror) to the top of the frame on the windshield. Finally, glue **Part 52** (pitot tube) to the right wing bottom.

Now it's time to stand back and admire your work. ACCURATE MINIATURES has done their best so you can do **your** best and make you proud of your efforts.



If you have a parts problem or questions we want to know. Identify the missing or defective part by its number and write us at: ACCURATE MINIATURES, INC., 100 Centre Street, Charlotte, NC 28216-4064