Kevell

H-177

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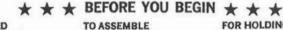
PRINTED IN ENGLAND

The maiden flight of the Boeing 747 on February 9th, 1969, marked a totally new concept in airline travel. The 747 was the answer to the need, defined several years earlier, for a new, high capacity jet that would meet forecast growth in passenger and cargo air traffic, without overloading the already choked air lanes and airports of the world. Powered by four Pratt and Whitney JT9D turbofan engines, each developing 45,500 pounds of thrust, the 747 is capable of carrying over 500 passengers. "Jumbo" is indeed an apt nickname for this impressive superjet, with its distinctive wide body and upper level flight deck.

In the 747, the passenger enjoys true air travel luxury, with a choice of "in flight" movies, stereo music, or just relaxing and enjoying the excellent cuisine facilities available to him. The almost vertical walls and eight foot high ceiling provide a spacious room-like atmosphere, enabling him to stand up straight anywhere on the passenger deck. For the first class passenger is the added comfort of the upper lounge. Reached by a spiral staircase from the foreward passenger deck, it is sumptuously furnished to the very highest level of luxury and provides an informal atmosphere to any group of travellers.

The 747 advanced engine/airframe technology marks a turning point in reduction of commercial aircraft noise level. Through the use of the basic low noise characteristics of the JT9D engines, and additional acoustic linings, the 747 is exceptionally quiet, and was the first commercial aircraft certified under the F.A.R. low noise regulations. Your model contains optional decals for either Scandinavian Airlines or British Airways livery. Registration letters have been omitted from the British Airways livery due to their policy not to allow markings for any specific aircraft of the fleet to be used for modelling purposes.

GET YOUR TOOLS READY:



TO TRIM PARTS



TO HOLD



TWEEZERS

BRUSH

CEMENT

FOR HOLDING



TILL PARTS DRY





REMOVE WHEN CALLED FOR

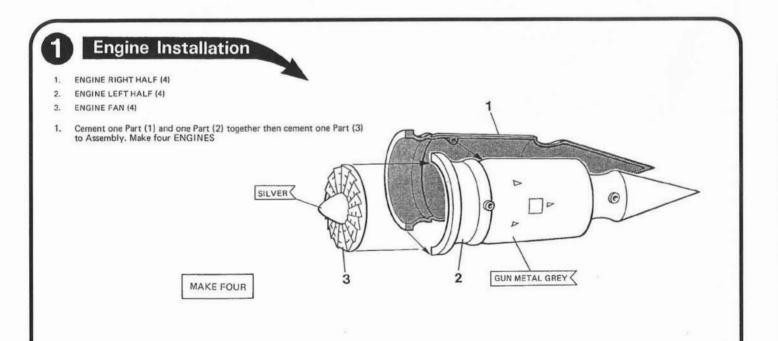
FIRST, FIT PARTS TOGETHER and TRIM EXCESS PLASTIC. Use a toothpick, pin or small paint brush to apply cement. APPLY CEMENT SPARINGLY. Too much cement will damage your model.

If you wish to stop at any point during the construction of your model do so at the end of an Assembly Step.

NOTE: In the illustrations some of the details on the parts have been OMITTED FOR CLARITY.

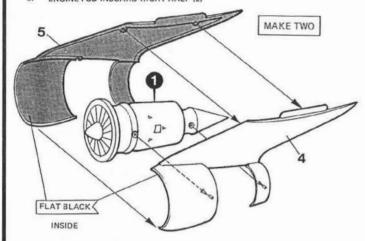
IF YOU WISH TO PAINT YOUR MODEL - See PAINTING FLAGS for color suggestions.

- Use paints made for plastics only.
- Paint small parts before detaching from runner.
- Start with the lighter colors.
- Scrape off paint where cement is to be applied. Cement will not work on paint.



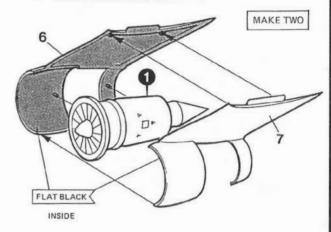


- 4. ENGINE POD INBOARD LEFT HALF (2)
- 5. ENGINE POD INBOARD RIGHT HALF (2)

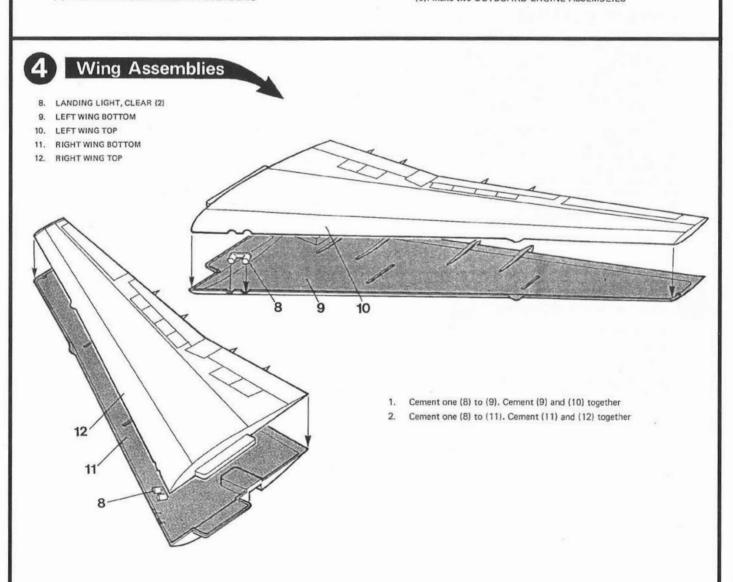


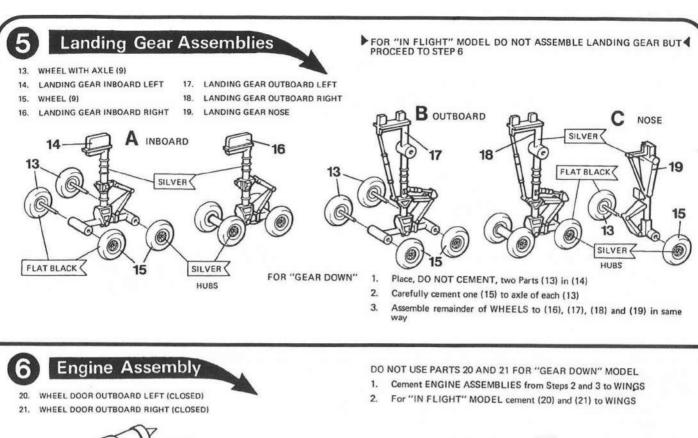
1 Cement one ENGINE ASSEMBLY to one Part (4) Cement one (5) to (4). Make two INBOARD ENGINE ASSEMBLIES

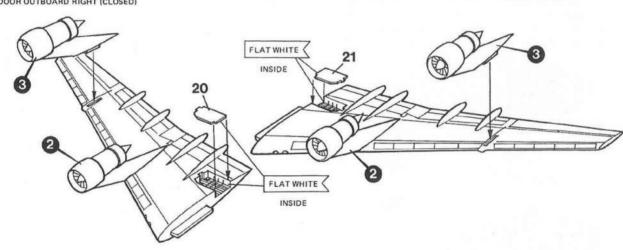
- 3 Outboard Engine
- 6. ENGINE POD OUTBOARD RIGHT HALF (2)
 - 7. ENGINE POD OUTBOARD LEFT HALF (2)

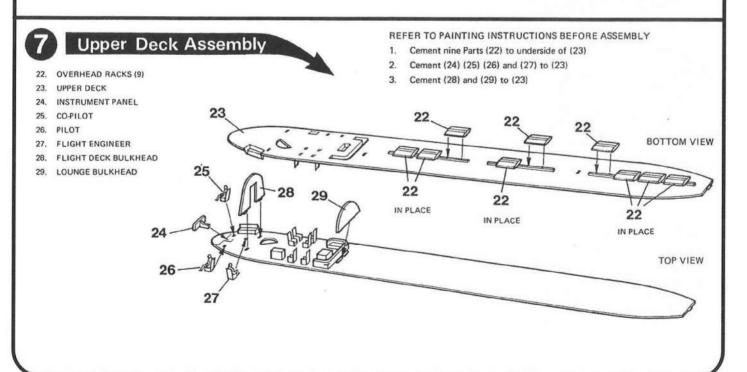


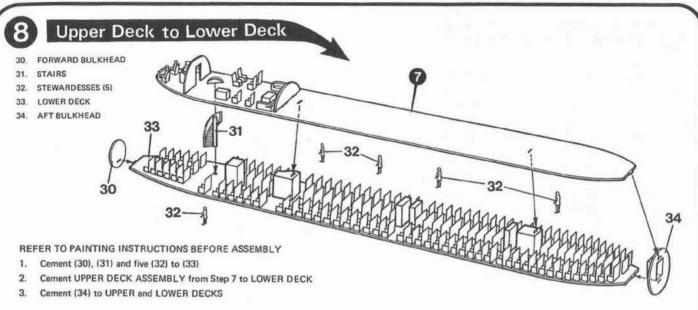
1 Cement one ENGINE ASSEMBLY to one Part (6). Cement one (7) to (6). Make two OUTBOARD ENGINE ASSEMBLIES

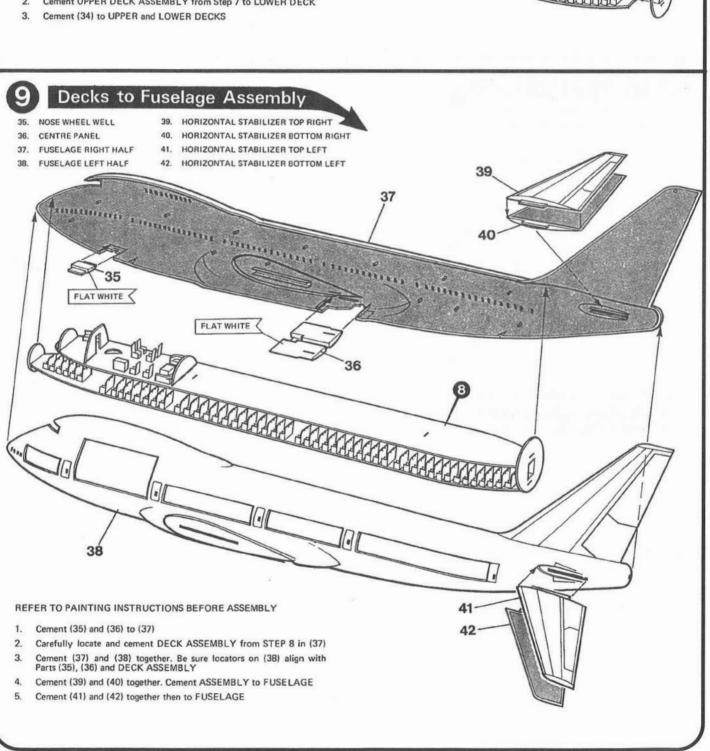


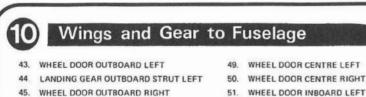








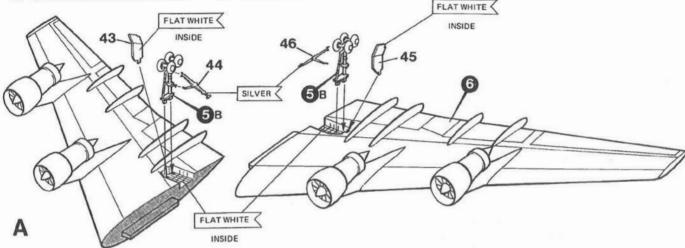




- 49. WHEEL DOOR CENTRE LEFT 50. WHEEL DOOR CENTRE RIGHT
 - 62. WHEEL DOOR INBOARD RIGHT
- 53. WHEEL DOOR NOSE LEFT
- 47. LANDING GEAR INBOARD STRUT LEFT
- 48. LANDING GEAR INBOARD STRUT RIGHT

46. LANDING GEAR OUTBOARD STRUT RIGHT

WHEEL DOOR NOSE RIGHT



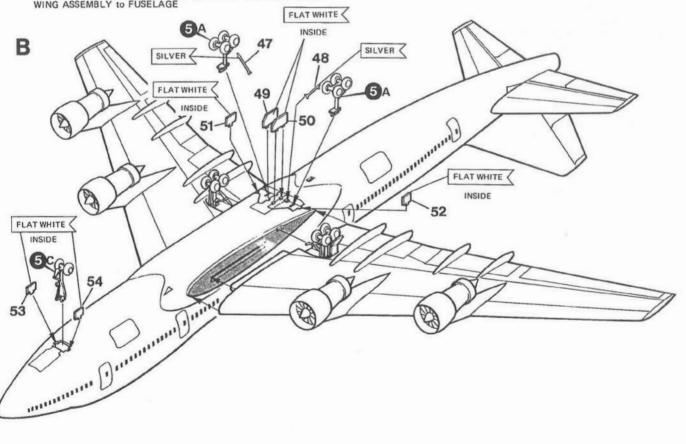
▶ FOR "IN FLIGHT" MODEL CEMENT DOORS (49), (50), (51), (52), (53) ◀ and (54) IN CLOSED POSITION

FOR "GEAR DOWN" MODEL

- Cement (43) to LEFT WING. Cement (44) to OUTBOARD GEAR LEFT
- Cement LEFT GEAR ASSEMBLY to LEFT WING then cement WING ASSEMBLY to FUSELAGE
- Cement (45) to RIGHT WING. Cement (46) to OUTBOARD GEAR 3. RIGHT
- Cement RIGHT GEAR ASSEMBLY to RIGHT WING then cement WING ASSEMBLY to FUSELAGE

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- 5. Cement INBOARD GEAR LEFT and RIGHT to FUSELAGE
- Cement (47) to LEFT GEAR and FUSELAGE and (48) to RIGHT GEAR and FUSELAGE
- Cement (49), (50), (51) and (52) to FUSELAGE
- Cement NOSE GEAR, (53) and (54) to FUSELAGE





- 55. COCKPIT WINDOW CLEAR
- 56. WINGTIP ANTENNA (2)
- 57. TAIL STAND
- 58. STAND ARM RIGHT
- 59. STAND ARM LEFT
- 60. STAND BASE
- 61. SADDLE

DECAL APPLICATION

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

