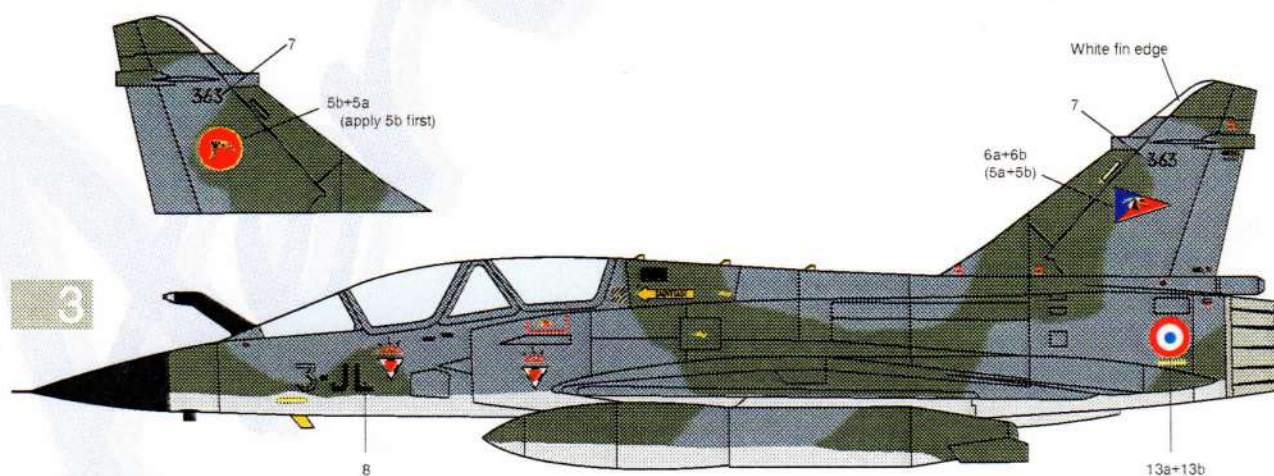
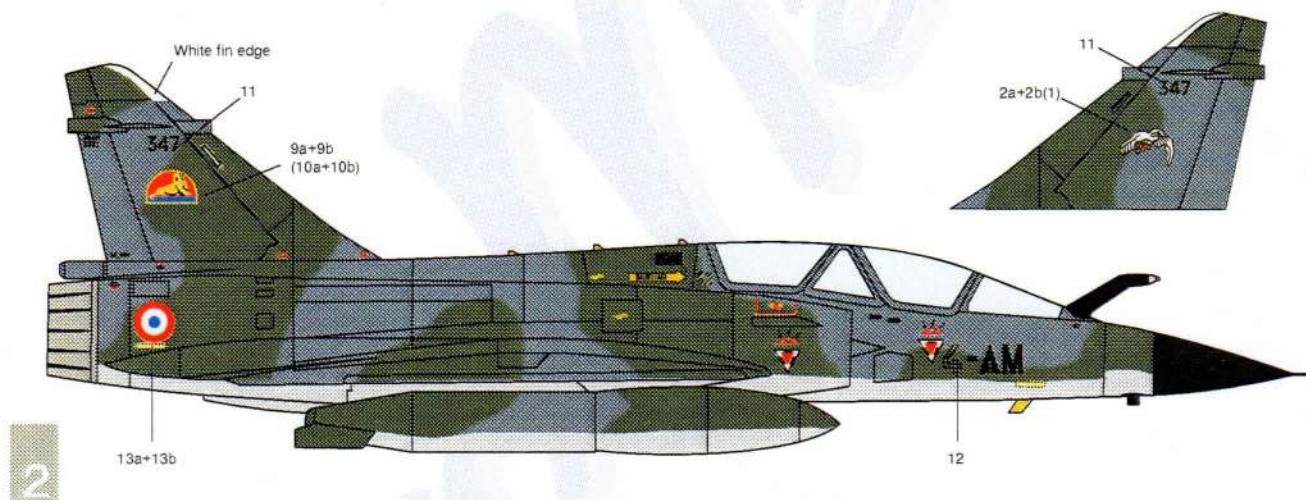
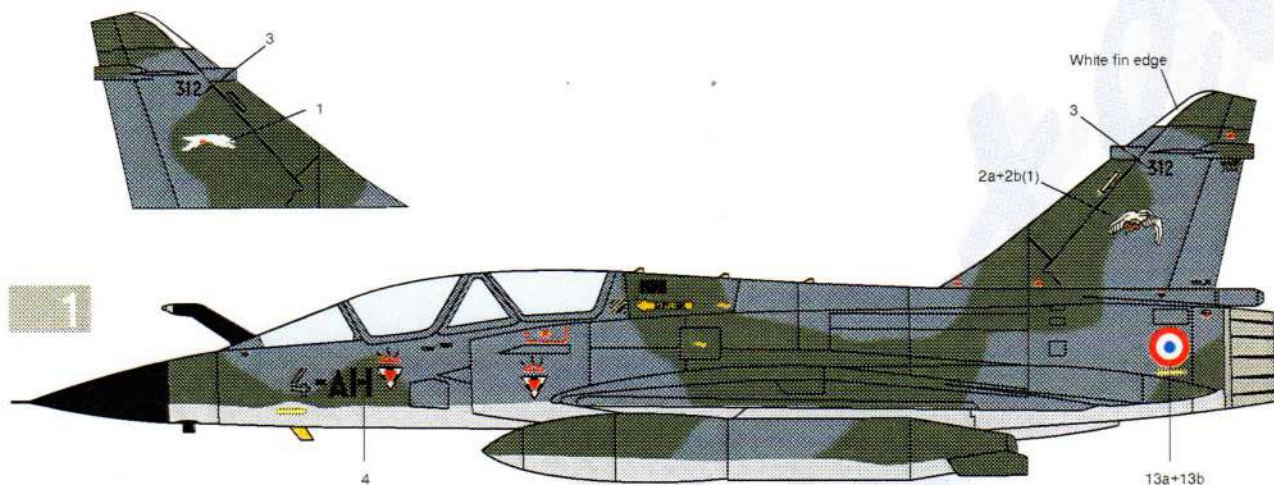


# Choice

*Kit Collection  
Limited Edition*

Mirage 2000N  
CH 7201



These colors are approximate F.S. numbers to color photographs we have seen of these aircraft, and not necessarily the correct F.S. colors (if they exist at all). Also, the names of the colors are descriptions given by us and not necessarily the actual color name. Please consult your references.

Aluminum Lacquer



Dark Green



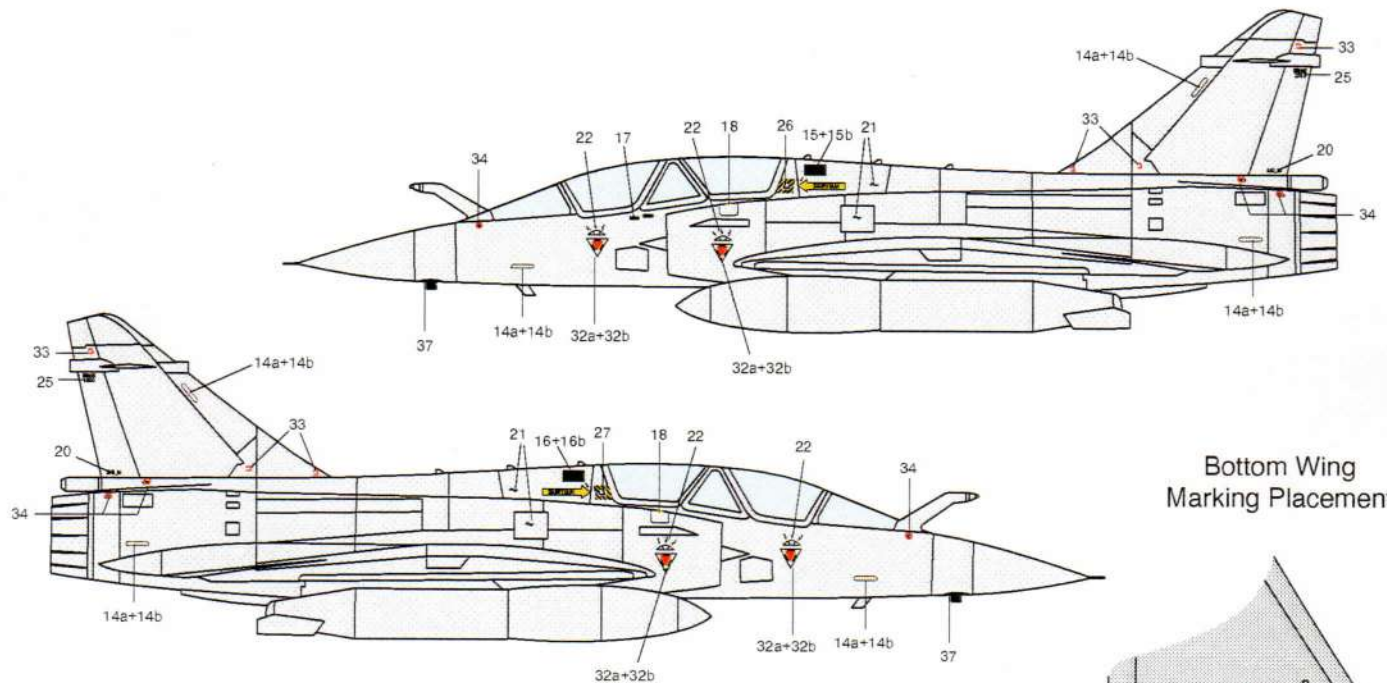
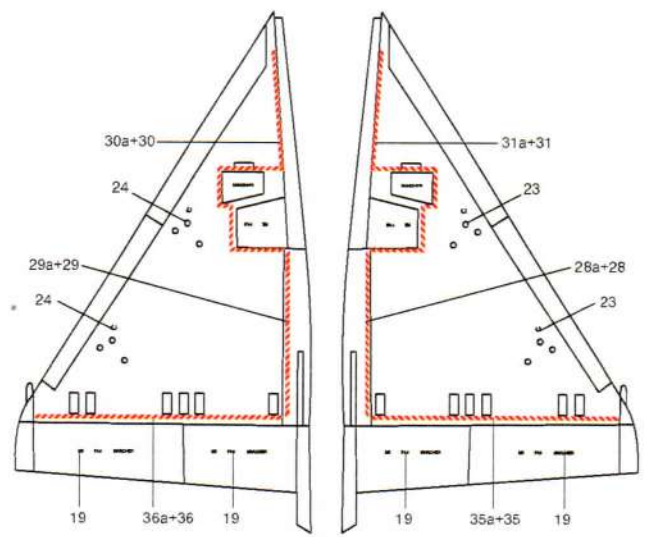
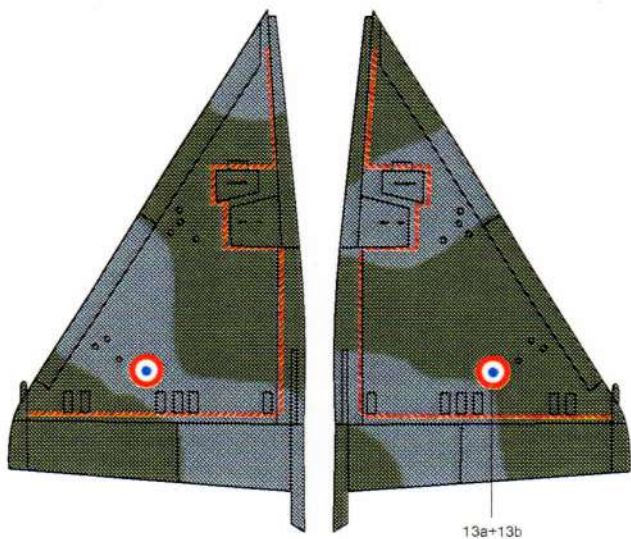
34102

Dark Gray

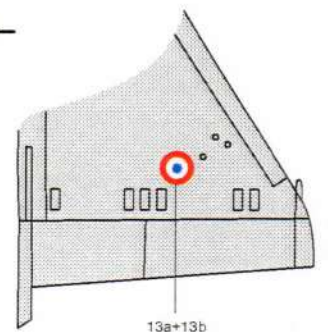


26173

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### Bottom Wing Marking Placement



**1**

Mirage 2000N, "4-AH", 303/330-AR, E.C. 05/330, Mont-de-Marsan, 1988. Standard camouflage scheme consisting of Dark Green and Dark Gray upper surfaces and Aluminum Lacquer undersurfaces. The small antennas on the upper and lower fuselage were painted Yellow. The radome and refueling probe were Black. Exhaust areas are burnt Titanium color.

**2**

Mirage 2000N, "4-AM", E.C. 1/4, Mont-de-Marsan. Standard scheme of Dark Gray and Dark Green over Aluminum Lacquer with Black radome and refueling probe. Other details as noted above.

**3**

Mirage 2000N, "3-JL", 3 Escadre de Chasse, E.C. 2/3 "Champagne" 1991. Standard camouflage scheme and details described above.

### References:

1. World Air Power Journal, Vol. 10, 1992.
2. Mirage! Dassault's Mach 2 Warriors, Osprey Publishing, 1990.

If you have suggestions for future subject matter, AeroMaster would like to hear from you. Our goal is to provide high quality, well researched decals of unusual and interesting subjects. We value our customers' input, so if you have specific suggestions or photographs of unusual subject matter which you would be willing to share, please contact:

**AeroMaster Decals™**  
3615 NW 20th Ave • Miami, Florida 33142 • USA

CH 7201

Dear Customer

Thank you for buying this AeroMaster Product. We hope it will meet all your expectations. This is our third experience in producing a complete kit and we hope we have not left anything of major consequence out. We would like to hear your comments about this concept of combining older vintage, sound kits, with state of the art after market accessories, and offering them as one package. And now let us run through the instruction sheet.

The main idea is to replace parts of inadequate quality with latest technology resin, photo-etch or vacu-form parts. The plastic parts are numbered in a square. The photo-etch part numbers are inside an oval, and the resin parts are marked Resin Part. Colors are specified by a bold letter (see color guide in the next page). Please read and study the drawings until you are familiar with every part.

You can build 2 types of Mirage 2000 with this kit:

1. Mirage 2000 N Nuclear Bomber. This kit forms the basis of this model, and it is the one decals are provided for.
2. Mirage 2000 B. This is the training version of this fabulous warplane. Camouflage and markings are different between the N and the B model. External looks are identical and we do not know of any noticeable differences. Perhaps these A/C will be the subject of a future AMD decal set.

**Cockpit Color:** approximately Gray FS 36231 (Dark Gull Gray).

**Interior wheel well and undersurfaces color:** Aluminum anti-corrosive lacquer (semi-matt Aluminum).

**Upper Fin Leading Edge:** White (See Drawing).

**Radome:** Flat Black.

**Uppersurfaces:** Disruptive camouflage of Dk. Green FS 24102 (BS61) and Dk. Gray FS 26173.

**Seats:** Black with Tan straps.

**Cushion:** Tan or Dk. Green.

**Instrument Panel:** Black with Gloss Black instrument dials and colored knobs and switches.

**Inside of exhaust orifice and outer afterburner petals:** Burnt Titanium (outer nozzles look a little lighter than Titanium. We recommend you lighten up the color for the outer section.

**Refueling probe:** Matt Black with steel nozzle.

Remember that it is easier to paint and finish all the interior parts before matting the fuselage halves. Also, it is easier to attach landing gear struts, wheel doors, fins, antennas, canopies, etc, after they have been assembled and painted.

Decide your underwing load and open the appropriate holes on the bottom wing halves for the pylons. For better appearance, also replace the drop tank fins (part 35 & 36) with replacements made of brass or thin styrene sheets (not provided—use originals as pattern).

To cut your vac form canopy, slightly scribe 1mm larger than where you want to cut with a sharp blade. Continue scribing over this line with increasing pressure every time until it breaks. Remove and smooth out with 600 grit sandpaper. Patience pays!

The assembly is very straight forward. We pointed out the areas where you may encounter problems. Use good grade cyano-acrylate (super) glue to attach resin and photo etch-parts. Of course, attach the canopy with white glue or non fogging cyano. Wear protective glasses when cutting photo-etch parts.

### A few tips on working with resin and photo-etch

1. DO NOT SNAP THE PARTS OFF THE TREE. Resist the temptation. Use a razor saw to CAREFULLY remove these parts off the tree. Sometimes you may use the back side of a knife or scribe to scribe the dividing line between the part and the tree. We recommend using the first method and allowing yourself a 1/2 mm leeway. Using 400 grit sandpaper, smooth it out to the correct shape/size.
2. Do NOT breathe the resin dust while cutting or sanding. It is *highly toxic*.
3. Some of the parts on these sets are very, very thin and may be slightly warped. If this occurs, it does not mean they are defective. This is an evil we must live with if we want this perfection. But don't despair, all is not lost. Carefully dip the warped part in hot water for about 30 seconds. Don't burn yourself. Take it out of the water and gently bend it back to proper or original shape and let it cool off in this position.
4. If after following all this instruction a part snaps, use cyano glue to mend it. Sand the joint smooth, and continue.
5. Cutting photo-etch is not difficult, but it is easy to have a little part snap off and hide inside your rug. Of course you've lost that part. To avoid this, attach a piece of masking tape behind the fretch (photo-etch tree) and cut it off as usual.
6. Use fine tweezers to hold your parts while gluing or filing. Use only good grade cyano glue.
7. Use a small flat nose pliers to bend the metal parts.
8. With a sharp knife or very small file remove flash (if any) from the White metal parts
9. Above all of the already mentioned tips is one that we hope you have acquired during your modelling years. "Patience and planning will make the difference."

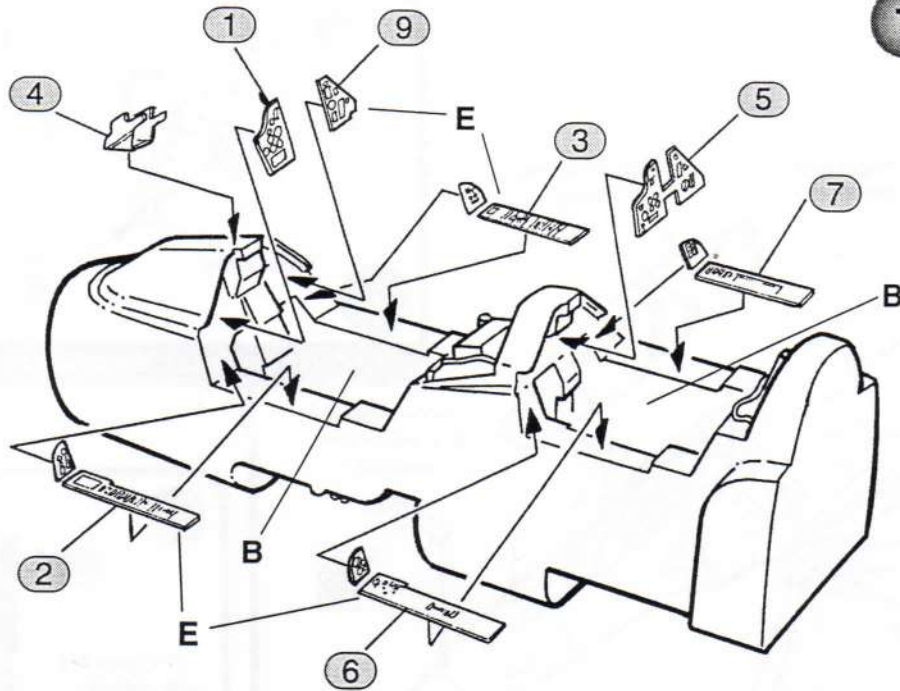
We thank you for having purchased this AeroMaster Product and hope you will enjoy building it. Should you encounter any problems with this or any other AMD Product, remember we are only a phone call away. Illustrations by KMC.

### Color Guide

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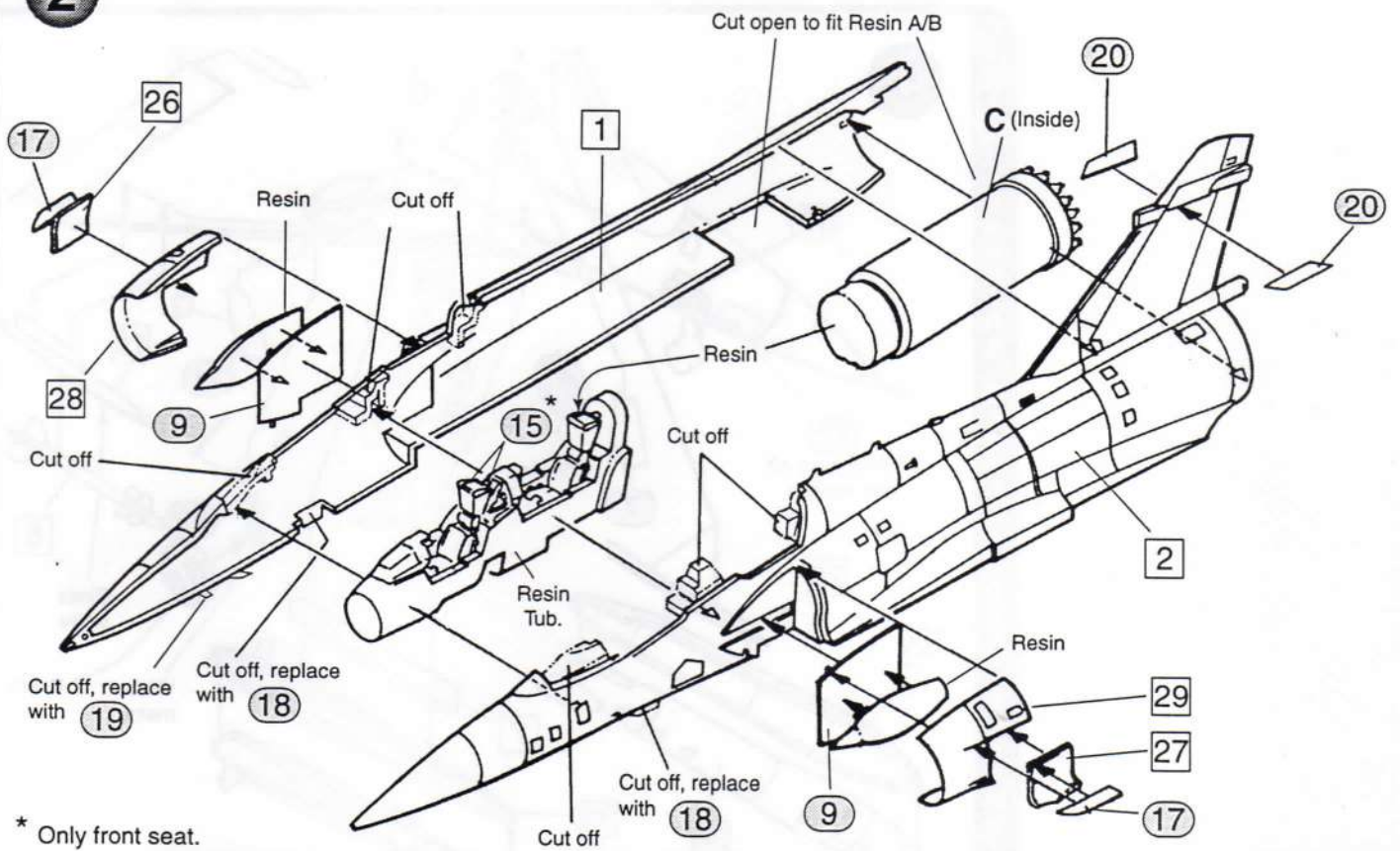
A	Burnt Titanium (jet exhaust)
B	Medium Gray FS 36231
C	Pearl Gray FS 17886
D	Flat Black
E	Interior Wheel Well Color (see above information)

1



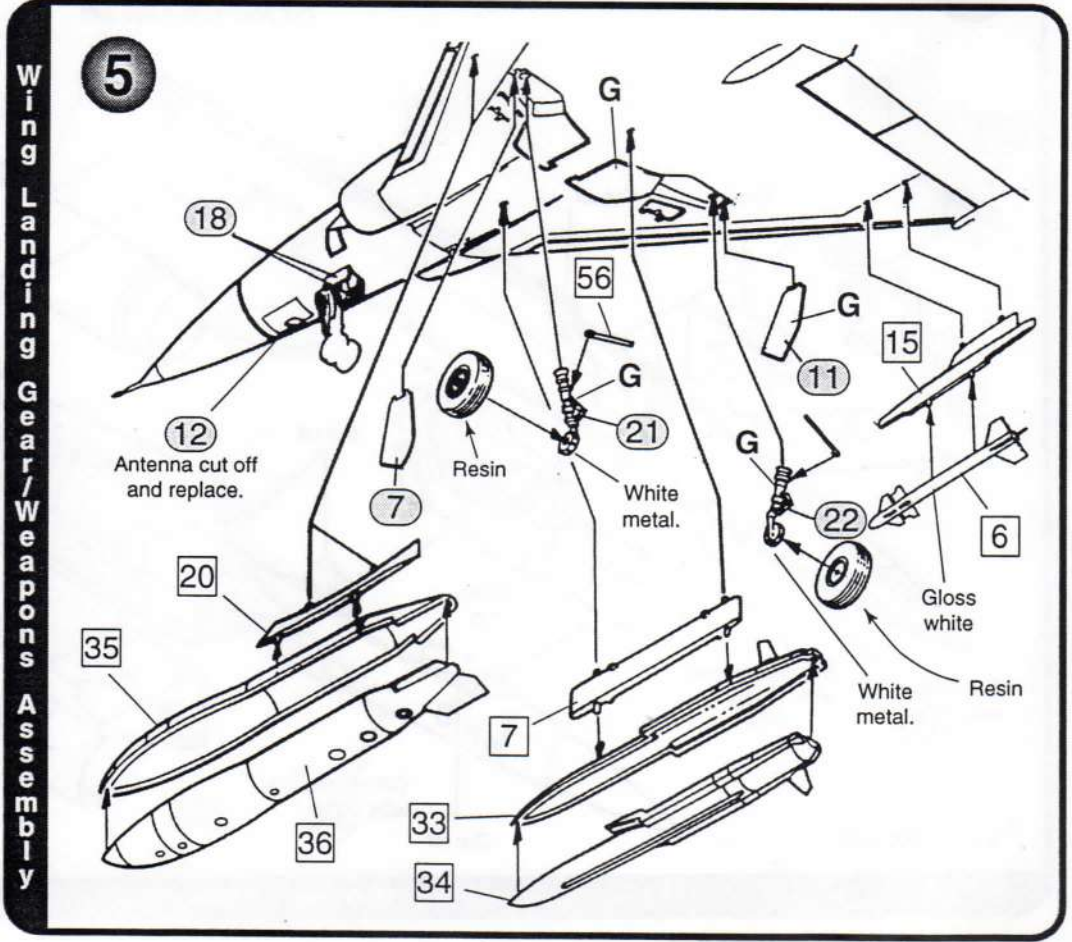
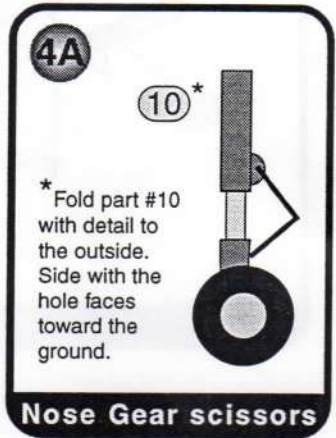
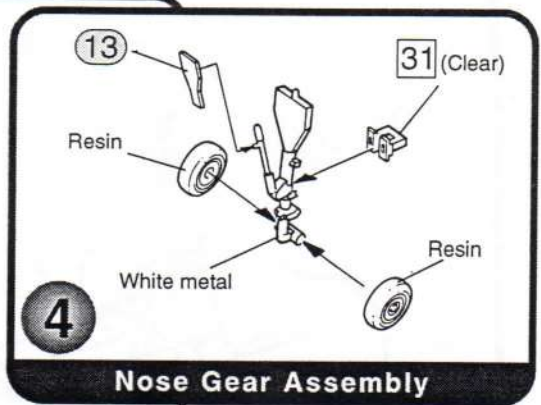
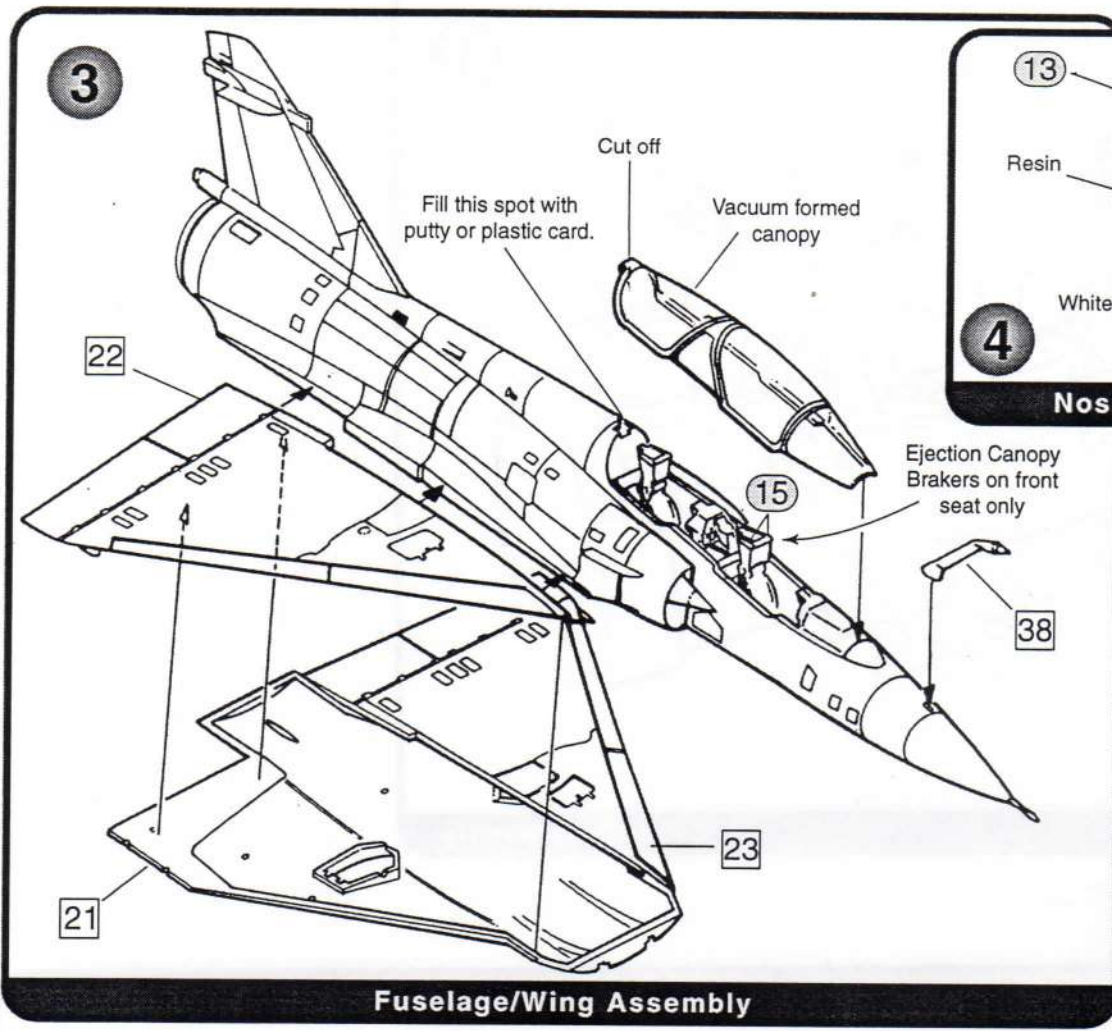
Cockpit Assembly

2

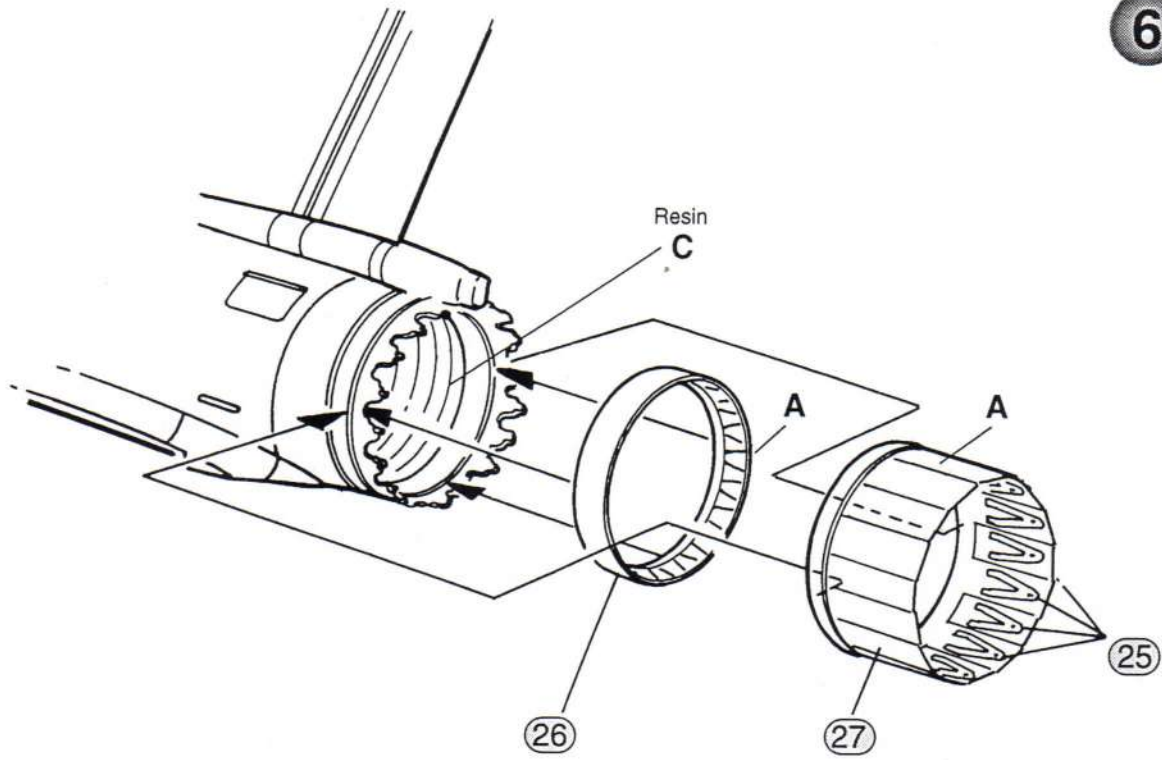


\* Only front seat.

Fuselage/Cockpit Assembly

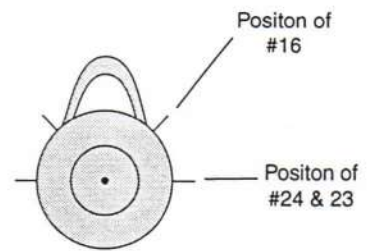


6



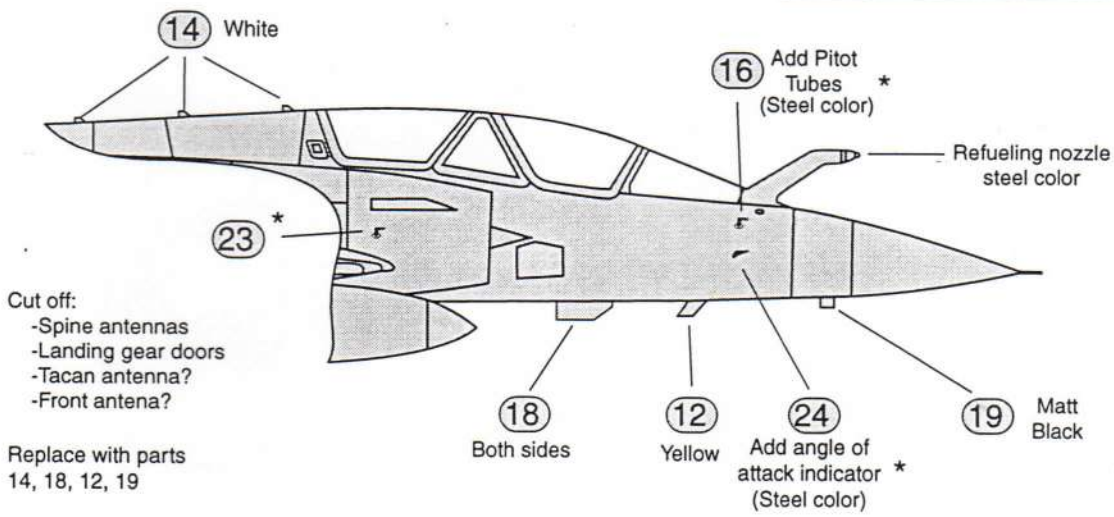
Afterburner Assembly

7



Front View

8



Cut off:  
 -Spine antennas  
 -Landing gear doors  
 -Tacan antenna?  
 -Front antenna?

Replace with parts  
 14, 18, 12, 19

Antennas, Pitot Tubes, LG Doors Replacement

## A Word About Decaling

Much has been written recently on how to apply decals, and although most of these articles explain correctly how to use water transfers, we feel a good explanation is in order.

When you use good quality decals (like Microscale's **AMD**, etc.) you should NOT trim the thin clear film around the item you are applying. This clear film is the buffer zone that allows the decal to disappear. Sometimes when you use other brands of decals, old or from kits, you may have to trim the clear part, since in most cases they are very irregular and raggedy. We advise against trimming this very important part of your quality AMD decals. There are two basic decaling solutions, and most go by a name ending in set or sol. That is where the similarities end. Aero Set, Micro Set, etc., are wetting solutions that allow you to move your decals over a surface without carrying air bubbles (which cause silvering) trapped between them. Use always a good soft brush to push your decals from one position to another, and avoid unnecessary repositioning. This will weaken the decal glue. Aero Sol, Micro Sol, etc., are the solvent solutions that soften your decals and allow them to conform to raised and recessed panel lines.

## Instructions for Applying Decals

Carefully follow the instructions on the back of the cover sheet in the decal package. Most of the time **AMD** decals do not really need setting solutions. However, there are times when a little help is required.

Decals will adhere better on a glossy surface than on a matte one. After you have painted your model with (what else!) **AeroMaster Warbird Colors™**, apply a coat of Aero Gloss thinned down 20-25% with Aero Thinner and allow to dry for approximately an hour. (or the *Warbird Acrylic Color™* counterpart). Cut each subject carefully. DO NOT trim the excess clear film from around the image, as this allows the decal film to disappear when dry. Dip the decal into clean water for 10 seconds. Allow water to soften decal adhesive for approximately one minute or until decal slides easily of the backing paper. Do not force decal to slide before adhesive is completely dissolved, or the decal film may tear. It is always a good practice to apply Aero Set to the surface where you are going to place your decal. Carefully slide the decal on the wet area and position it in the correct place and wait a few minutes before touching it again. Some decals that are printed on a paper called Deca-Fix, and leave a white milky residue. This is normal, but residue must not be allowed to dry on your model, or you will have a never drying spotty finish on your model, when you apply your final coat. Adhesion on these decals is excellent. When the surface of the decal is almost dry carefully place a drop or two of Aero Sol on the decal, making sure the whole decal is wet. Now go help your wife with the dishes or watch Wings on TV.

Do Not Touch It! Resist the temptation. Wait until the next morning, or evening for that matter, to handle the decal. If you find any air bubbles or silvering, poke a small hole through the decal with a pin or the point of a sharp knife at the affected area. Put a drop of Aero Sol on the bubble or silvered area. Again resist the temptation to handle the decal. The next morning your model is ready for the next step, which I hope you know is washing off your model with warm water and mild detergent in order to remove the decal glue residue. If this residue is not washed off it can cause fish-eyes in the next clear coat. Do not scrub the model. Rinse it off well, making sure you don't have soap bubbles coming out of little holes. Let the model air dry. A light coat of Aero Gloss will seal the decals, preventing them from lifting or yellowing. Weather the model as you normally do. Now decide whether you want a gloss, semi-gloss, or flat final finish and apply several light coats of the final clear finish. It may seem complicated but really it isn't. Remember, patience makes the difference between a run of the mill model and a great model. **AMD** Decals are made with the finest materials available. There are some setting solutions on the market that are too strong for today's high quality decals, so be careful what you use. Remember, if you have any questions or suggestions we are only a phone call away.

Happy Decaling!

P.S. Use this technique when cutting wet decals.

