



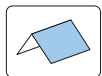
## Assembly Instructions

### Tools

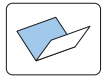
Scissors, glue, ruler, tweezers, pencil



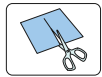
**[Caution]** Glue, scissors and other tools may be dangerous to young children so be sure to keep them out of the reach of young children.



**Mountain fold (dotted line)**  
Make a mountain fold.



**Valley fold (dashed and dotted line)**  
Make a valley fold.



**Scissors line (solid line)**  
Cut along the line.



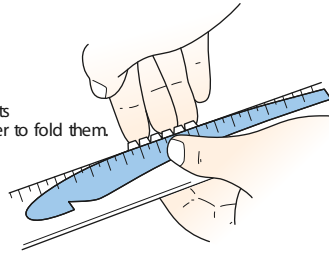
**Cut in line (solid line)**  
Cut along the line.

## Points to note when making the glider

1. Try to avoid bending the parts when you cut them out.

2.

Align the parts against a ruler to fold them.

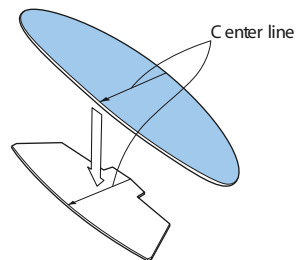


If any of the cut out parts are bent, this will seriously affect the glider's performance. Therefore, be sure to keep all parts perfectly flat till you join them up. For the wings, stabilizer and other parts, use a ruler to give you a proper straight edge to make your folds.

3. When assembling the parts, follow the assembly instructions and use the parts in the order given.

4. When sticking surfaces together, spread the glue evenly and stick the parts together quickly and line up the edges cleanly. While the glue is drying, put the fuselage inside a sheet of paper and then press it down with a book or similar in order to get a nice, straight finish.

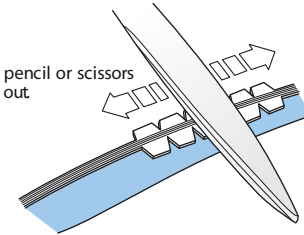
5.



When sticking the right and left wings together, make sure that the center line is not off center.

6.

Rub with pencil or scissors to flatten out



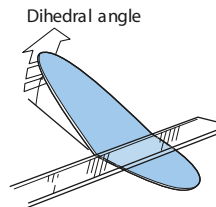
Flatten the uneven surface.



Cross section of the fuselage

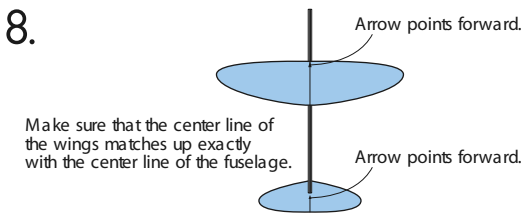
To glue the wings flush onto the fuselage, use a pencil or scissors to flatten out the part where the wings attach to the fuselage.

7.



To give the wings an angle, bend along a straight ruler. (Refer to the assembly instructions for details on what degree of angle to use.)

8.



Make sure that the center line of the wings matches up exactly with the center line of the fuselage.

Also attach the horizontal stabilizer firmly.

Attach the wings and horizontal stabilizer carefully so that their center lines match up exactly with the center line of the fuselage.

## GLUING INSTRUCTIONS

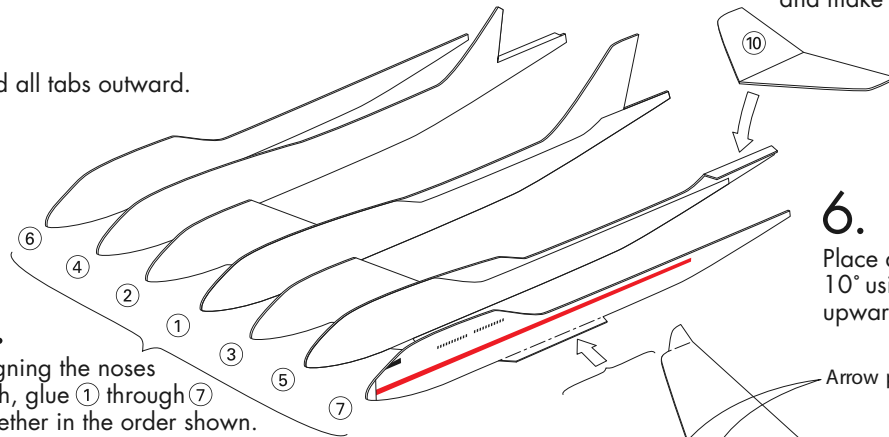
Glue the parts together in the order indicated.

1.

Fold all tabs outward.

2.

Aligning the noses flush, glue ① through ⑦ together in the order shown.



4.

Place a ruler along the center line of the horizontal stabilizer ⑩ and make a dihedral angle of 7°. Then, glue it firmly to the fuselage.

5.

Draw a center line on the unprinted side of the main wing (⑧+⑨).

\* Make pinholes at both ends of the center line on the upper side, and turn the wing over, link the pinholes to draw a center line on the underside.

6.

Place a ruler along the center line of the main wing (⑧+⑨), and make a dihedral angle of 10° using the dihedral angle gauge. Additionally, fold both edges of the main wing (winglets) upward and raise them to 65°. Use the gauge to check that it is 65°.

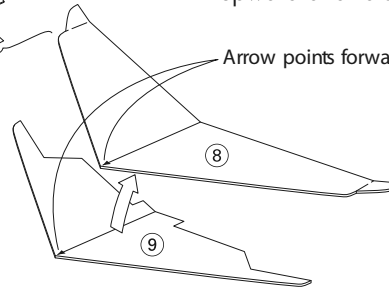
Arrow points forward.

3.

Glue ⑨ to the underside of ⑧, and dry it thoroughly.

7.

Glue the main wing to the fuselage aligning their center lines.



## FINISHING TOUCHES

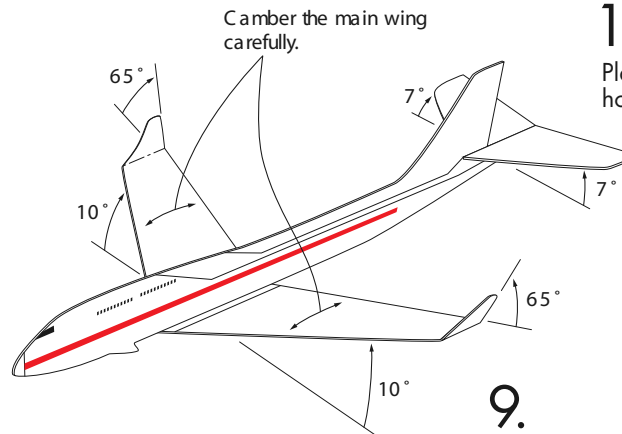
Give the finishing touches to the plane after it dries thoroughly.

8.

Camber the main wing slightly with your fingers.

12.

View the plane from both the front and the back and straighten any warps or bends in the fuselage and the wings.



11.

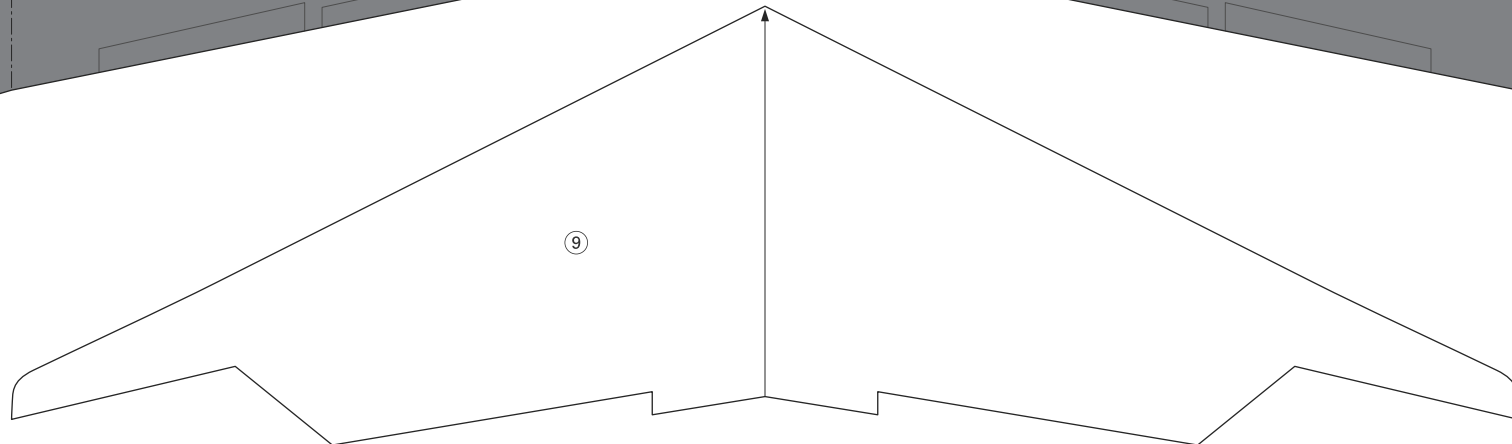
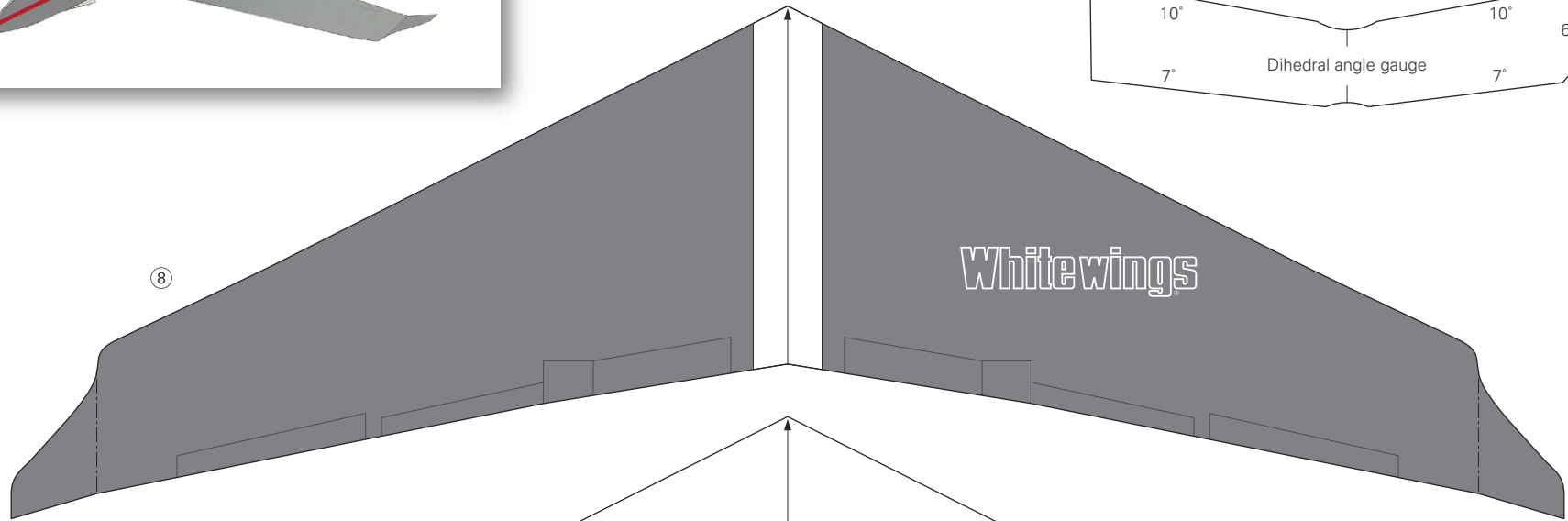
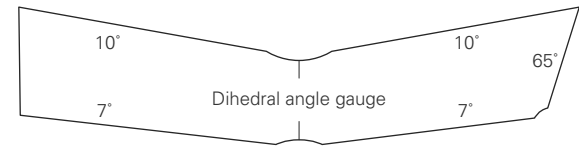
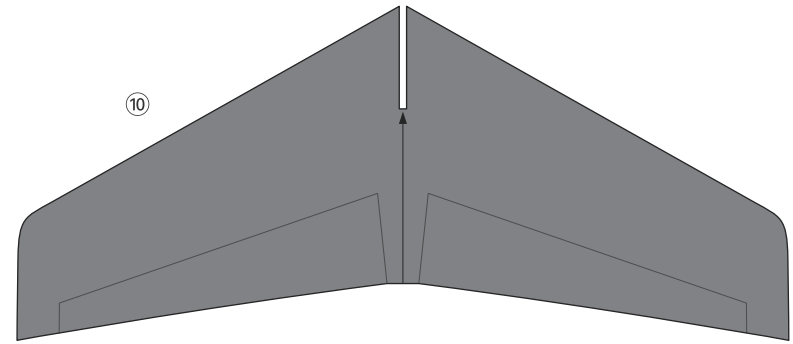
Placing the dihedral angle gauge at the upper side of the horizontal stabilizer, make sure that the dihedral angle is 7°.

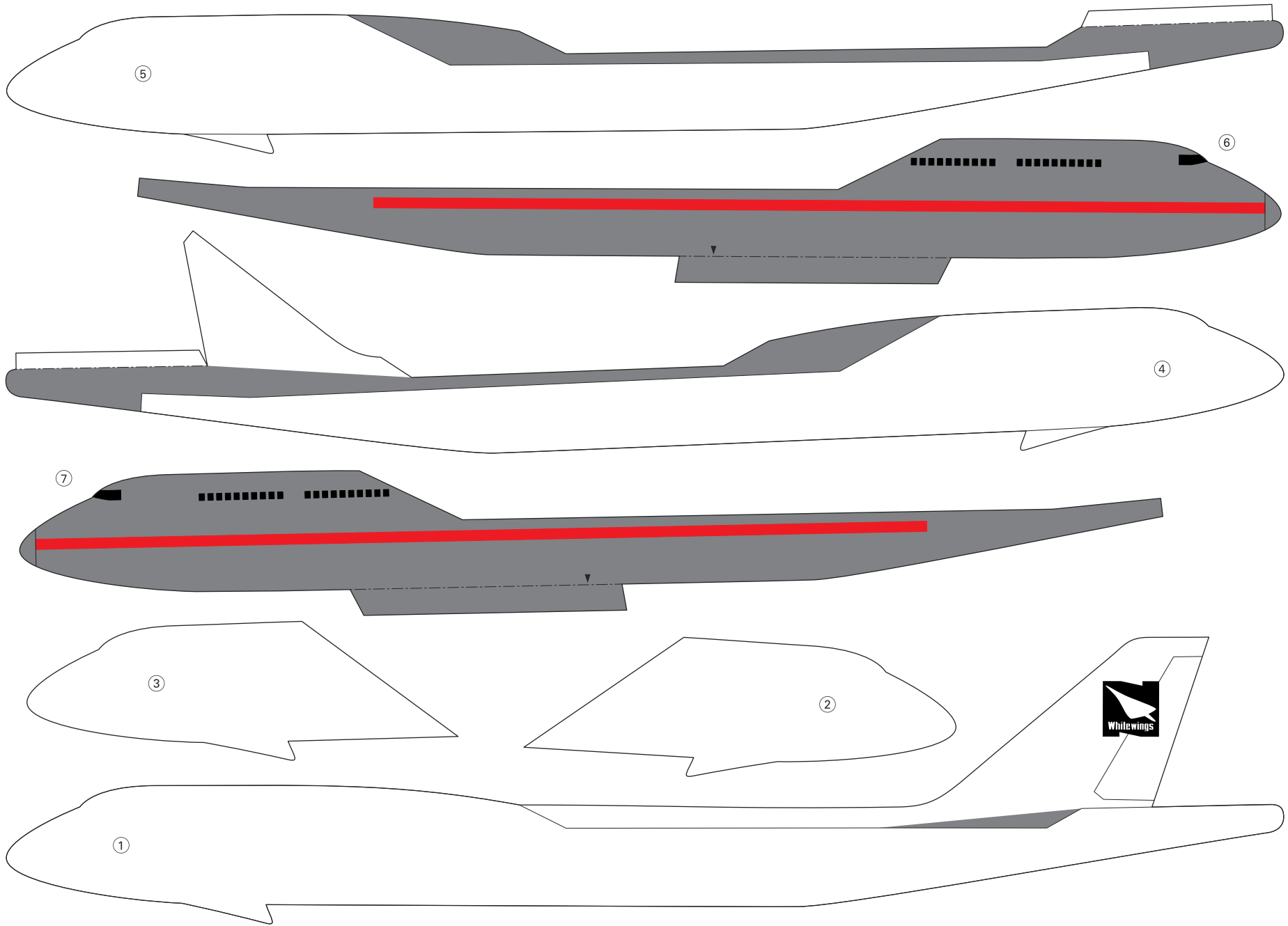
10.

Placing the gauge at the edges of the main wing and check that the dihedral angle of the winglets are 65° against the main wing.

9.

Placing the dihedral angle gauge at the underside of the main wing, make sure the dihedral angle of the main wing is 10°.





## CAREFUL WITH THAT GLIDER!

Be sure to keep these points in mind before you launch your Papercraft glider!

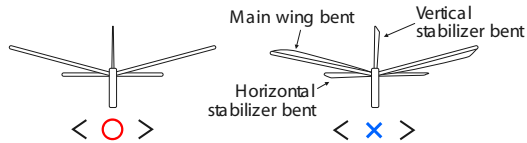
If you hit someone in the eye or on the head with your Papercraft glider, you could hurt them. Be sure to keep these points in mind before you launch your glider.

- Always be very careful not to hit any people or animals with your glider. Never launch your glider where there are a lot of people about.
- Never throw your glider onto the road.
- The catapult shooter launches your glider at a fast speed and should never be used near houses or where there are people about.
- If your Papercraft glider gets stuck up a tree or on a roof, don't climb up to get it! It's too dangerous!
- When the Papercraft glider is being used by small children, there should be an adult in attendance.

## 1. PRE-FLIGHT CHECK

### Model check!

Check the model carefully, from the front and from the side, before you launch it, to make sure that the fuselage and the wings are not bent or twisted.

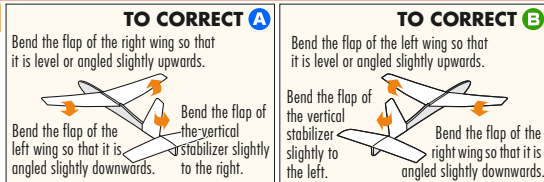
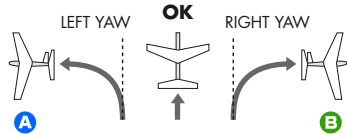


## 2. TEST FLIGHT

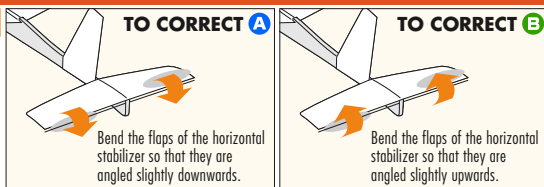
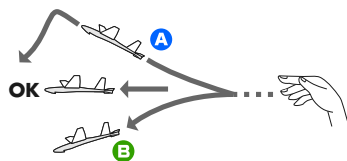
### Now, throw your Papercraft glider straight forward!

If your glider does not fly straight, refer to the diagrams below and adjust the glider as required. You may need to repeat the test flight and adjustments several times till the glider flies straight.

#### Check Point 1 / CORRECTING LEFT/RIGHT YAW



#### Check Point 2 / CORRECTING PITCH



## 3. HOW TO FLY THE GLIDER

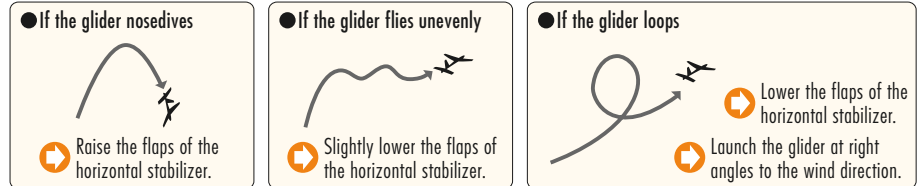
### Launch your glider high into the air!

Once you have done your test flights and adjustments, it's time to take the glider outside and fly it. Before you launch your glider, make very sure that there is no danger around. You can either launch your glider by hand or use the catapult.

Your Papercraft glider will fly best on days when there is no wind, or only a very gentle breeze.

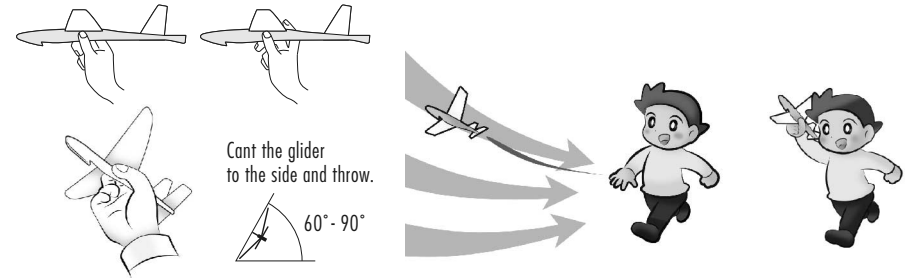
### ADJUSTMENTS

If your glider falls to earth too quickly, repeat the adjustments and test flights.



### HAND LAUNCH

To launch the glider by hand, grasp the fuselage below the wings with thumb, index finger and middle finger and throw it into the wind in order to make it fly higher. Place your index finger behind the wing and launch your glider with a flick of the wrist.



### CATAPULT SHOOTER

The catapult shooter allows you to fly your glider much higher than launching by hand. Use thumb and index finger to grasp below the wings, or the rearmost part of the fuselage, and launch.

