



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.



Cut line (solid line)
Cut along the line.



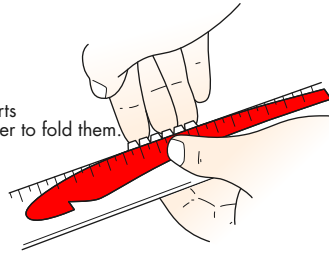
Cut in line (solid line)
Cut along the line.

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.

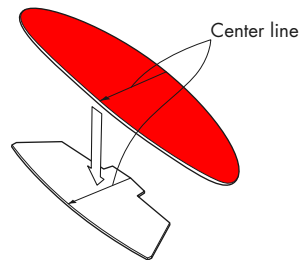


If any of the cut out parts are bent, this will seriously affect the glider's performance. Therefore, be sure to keep all parts perfectly flat till you join them up. For the wings, stabilizer and other parts, use a ruler to give you a proper straight edge to make your folds.

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.

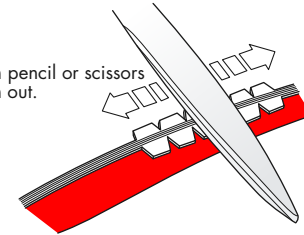
5.



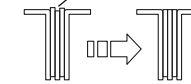
When sticking the right and left wings together, make sure that the center line is not off center.

6.

Rub with pencil or scissors to flatten out.



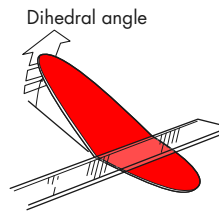
Flatten the uneven surface.



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.

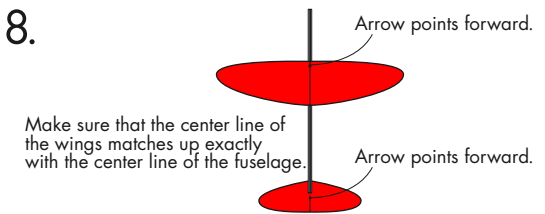
7.



Dihedral angle

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.

5.
Place a ruler along the center line of main wing, bend each side up individually to make a dihedral angle of approximately 13° using the dihedral angle gauge.

6.
Glue the main wing (⑨+⑩) firmly to the fuselage.

2.
Aligning the noses flush, glue ① through ⑧ together in the order shown.

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

7.
Camber the main wings slightly with your fingers.

9.
Using the dihedral angle gauge, make sure the dihedral angle for the main wing is 13°.

3.
Glue ⑩ to the underside of ⑨. When dry, cut off the protruding portions.

4.
Glue the horizontal stabilizer ⑪ onto the tab of the vertical stabilizer.

1.
Fold all tabs outward.

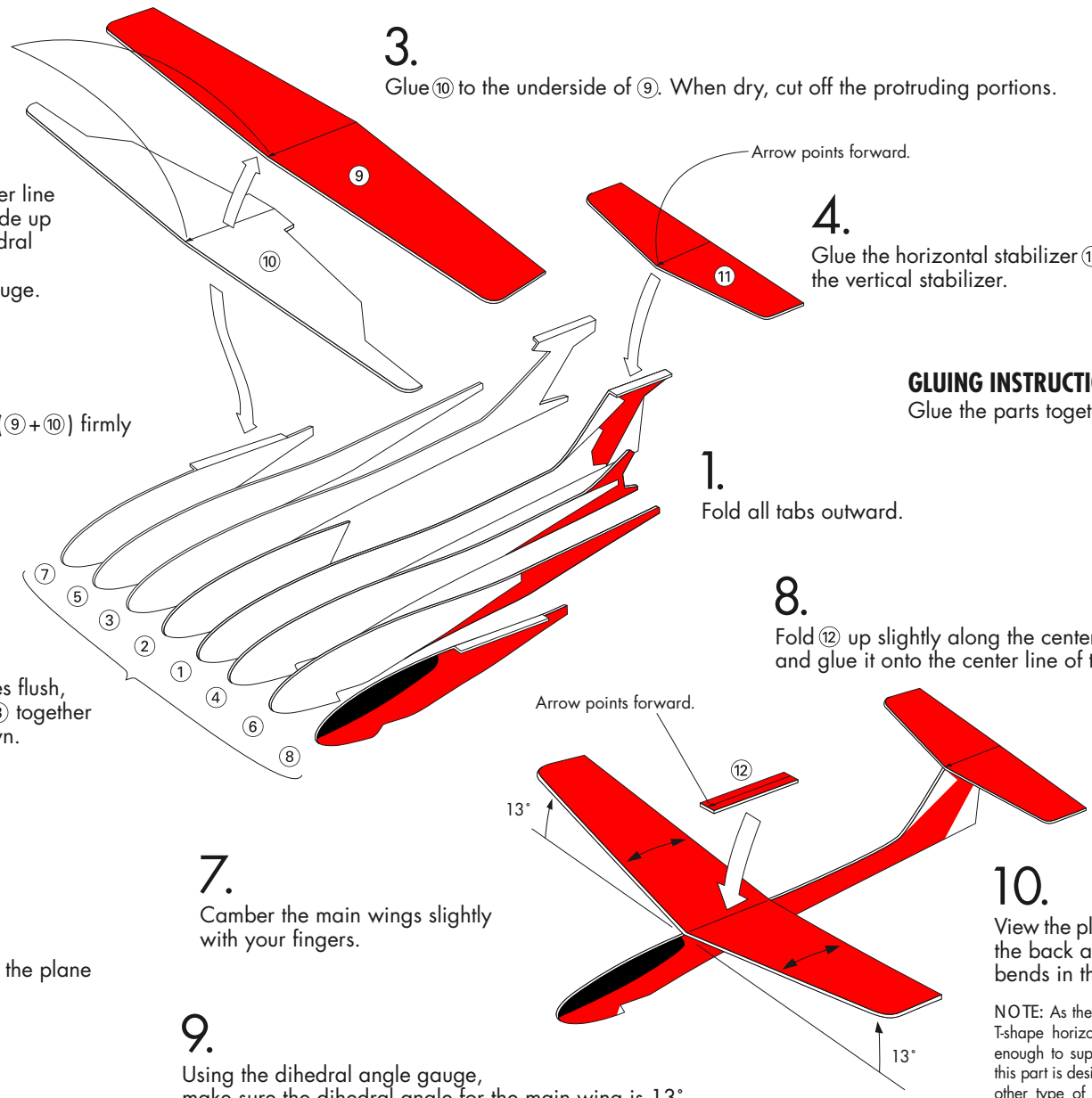
8.
Fold ⑫ up slightly along the center line and glue it onto the center line of the main wing.

10.
View the plane from both the front and the back and straighten any warps or bends in the fuselage and the wings.

NOTE: As the vertical stabilizer of the plane with T-shape horizontal stabilizer needs to be strong enough to support the horizontal stabilizer on it, this part is designed a little heavier than that of the other type of racer planes. For this reason, the fuselage might bend when the plane crash into the ground, so make sure that the fuselage has no bends in it before flying it.

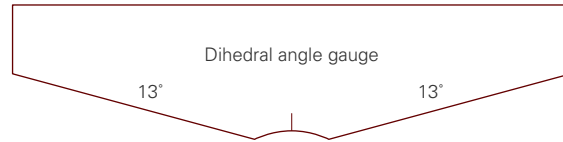
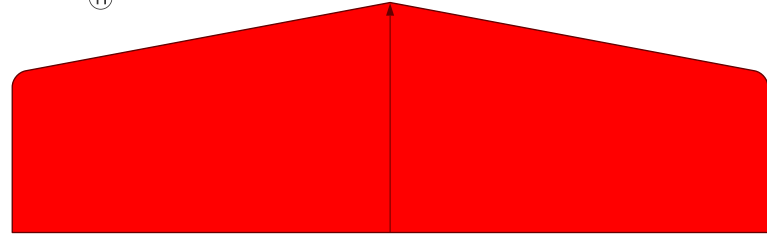
GLUING INSTRUCTIONS

Glue the parts together in the order indicated.

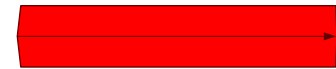




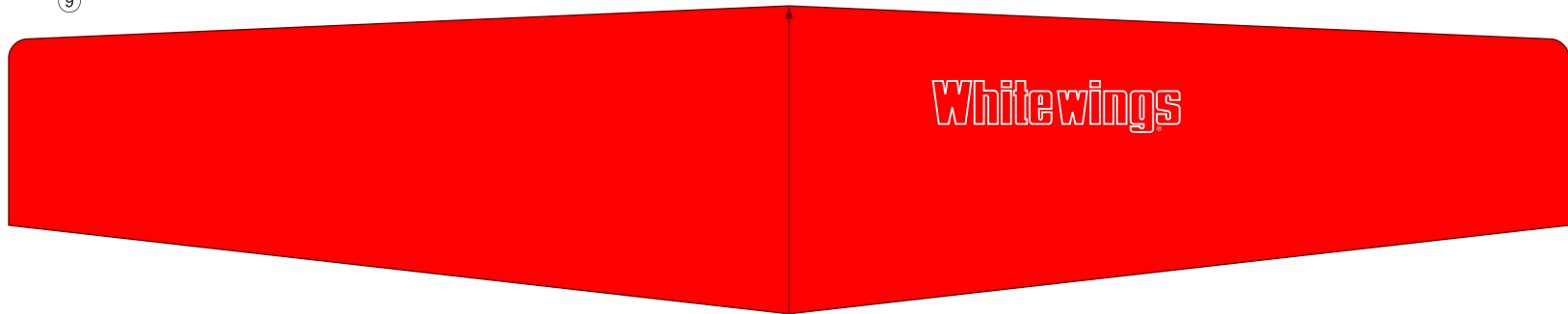
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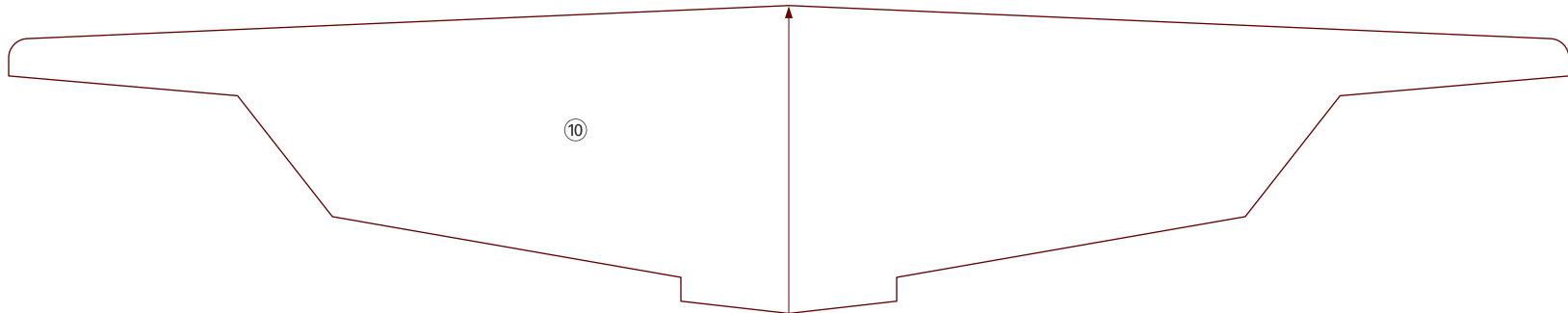
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CAREFUL WITH THAT GLIDER!

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

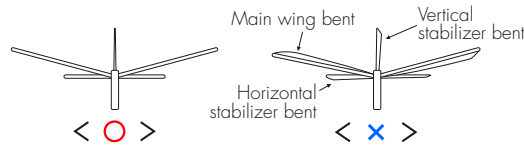
If you hit someone in the eye or on the head with your Papercraft glider, you could hurt them. Be sure to keep these points in mind before you launch your glider.

- 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.

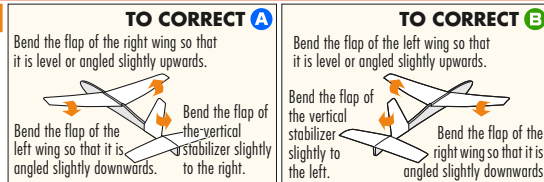
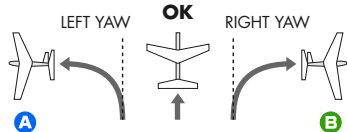


2. TEST FLIGHT

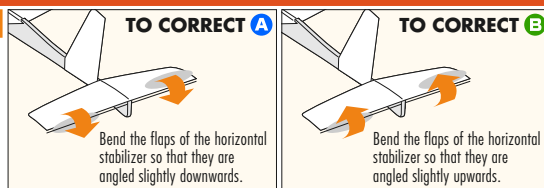
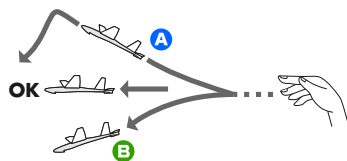
Now, throw your Papercraft glider straight forward!

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

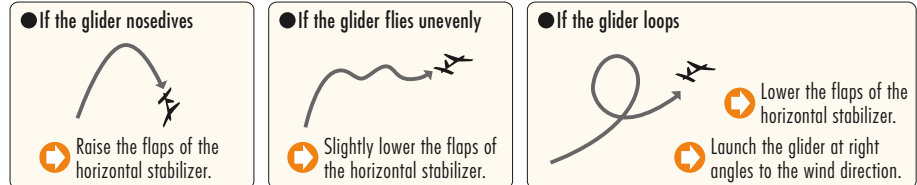
Launch your glider high into the air!

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.

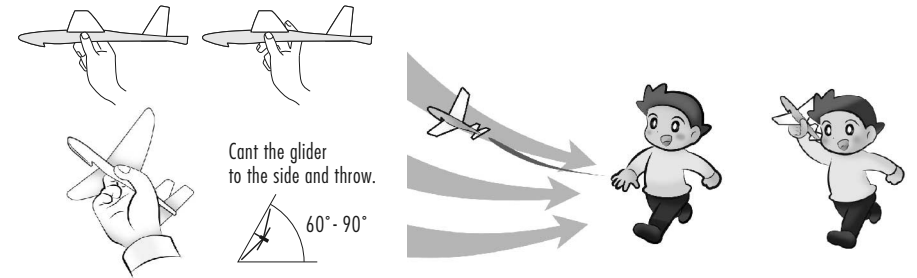
ADJUSTMENTS

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.

