

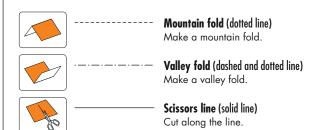
Assembly Instructions

● Tools ●

Scissors, glue, ruler, tweezers, pencil



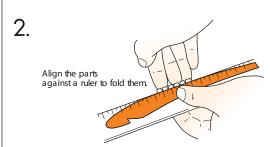
[Caution] Glue, scissors and other tools may be dangerous to young children so be sure to keep them out of the reach of young children.



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

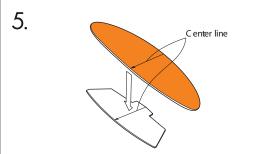
Points to note when making the glider

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

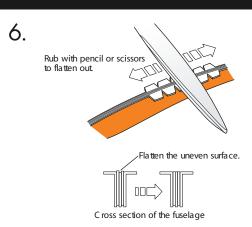


If any of the cut out parts are bent, this will seriously affect the glider's performance. Therefore, be sure to keep all parts perfectly flat till you join them up. For the wings, stabilizer and other parts, use a ruler to give you a proper straight edge to make your folds.

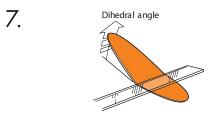
- 3. When assembling the parts, follow the assembly instructions and use the parts in the order given.
- 4. When sticking surfaces together, spread the glue evenly and stick the parts together quickly and line up the edges cleanly. While the glue is drying, put the fuse-lage inside a sheet of paper and then press it down with a book or similar in order to get a nice, straight finish.



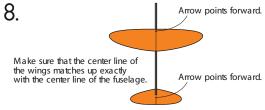
When sticking the right and left wings together, make sure that the center line is not off center.



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.



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.)

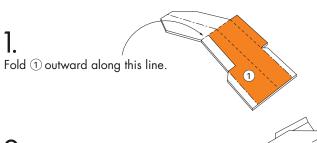


Also attach the horizontal stabilizer firmly.

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.



2

Turn up the folded smaller part of ① and fold it inward along the center line.

4.

Fold the protruding part over the other edge, then attach them with glue or tape.

5.
Completion of the fuselage.

ion of the fuselage.

4

Placing a ruler along the center line on ② and bend each side up to make a dihedral angle of 15°.

* Use the dihedral angle gauge.

FINISHING TOUCHES

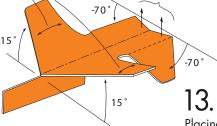
9.

Before the glue dries, fix \bigcirc and \bigcirc with your fingers carefully to ensure the center lines of both \bigcirc and \bigcirc are on the straight.



12

Bend the trailing edge of the horizontal stabilizer 0.5 - 1 mm (1/50 - 1/25") up.



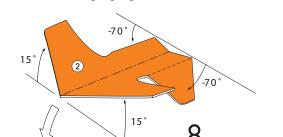
Placing the angle gauge at the underside of the horizontal stabillizer, make sure that the dihedral angle is -70°.

11.

Place the angle gauge at the upperside of the main wing and make sure that the dihedral angle for the main wing is 15°.

14.

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



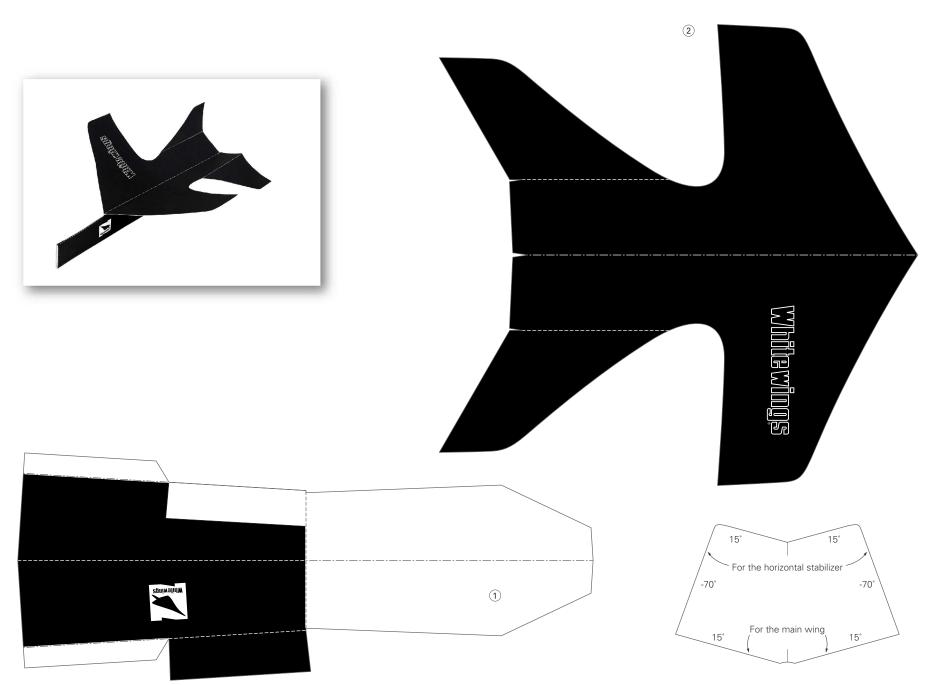
Fold both tabs on ①

Bend each side of the horizontal stabilizer along the fold line 70° downward.

* Use the dihedral angle gauge.

outside as shown.

Spread glue on the tabs on 1 and attach them to the underside of the front end of 2.



CARFEUL WITH THAT CUIDERS

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

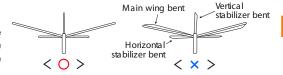
If you hit someone in the eye or on the head with your Papercraft glider, you could hurt them. Be sure to keep these points in mind before you launch your glider.

- 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 alider onto the road.
- The catapult shooter launches your alider 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.

PRE-FLIGHT CHECK

Model check!

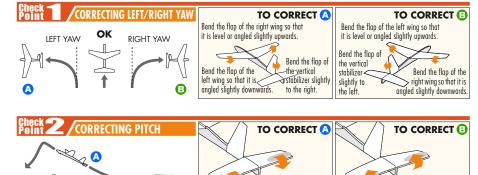
Check the model carefully, from the front and from the side, before you launch it, to make sure that the fuselage and the wings are not bent or twisted.



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 alider flies straight.



Bend the flaps of the horizontal

stabilizer so that they are

analed slightly downwards.

3. HOW TO FLY THE GLIDER

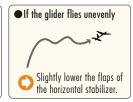
Launch your glider high into the air!

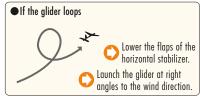
Once you have done your test flights and adjustments, its time to take the glider outside and fly it. Before you launch your glider, make very sure that there is no danger around. You can either launch your alider by hand or use the catapult.

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

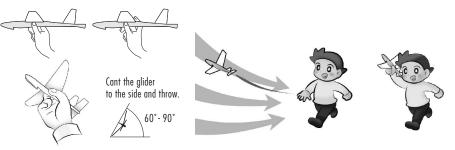
ADJUSTMENTS If your glider falls to earth too quickly, repeat the adjustments and test flights.







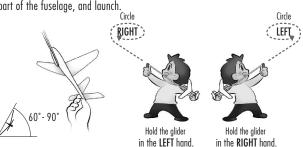
HAND LAUNCH To launch the glider by hand, grasp the fuselage below the wings with thumb, index finaer and middle finger and throw it into the wind in order to make it fly higher. Place your index finger behind the wing and launch your glider with a flick of the wrist.



CATAPULT SHOOTER

■ How to make the catapult shooter Cut a groove at one end of a stick. Fasten a length of rubber varn firmly around the groove.

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.



Bend the flaps of the horizontal

stabilizer so that they are

analed slightly upwards.