

3D Piper Cub Aeroplane Puzzle

Assembly Instructions

NB to ensure the model stays in one piece after assembly it is advisable to use a tiny drop of superglue to lock pieces together.

Before glueing any parts make sure you are assembling the model correctly by making it up without glue first. In addition, take care not to get glue onto the turning parts of the wheels and propeller.

1. Lay the wing **1** on a flat Surface
2. Slot the fuselage **2** and **3** sides into the rectangular slots in the wing.
3. Fit the lower **4** and upper **5** fuselage covers to the 2 side pieces
4. Fit the undercarriage assembly **6a** to the floor pan **6** and clip onto the lower surface of the fuselage.
5. Complete the top and bottom fuselage and engine cowling covers **7, 8, 9, 10, 11, 12** noting that part **8** is the windshield and part **10** is the front of the engine with a hole in it for the propeller shaft
6. Slide the wheels **14** onto the axle stubs and keep them on with the hubcaps **14a**
7. Fit the four wing struts **13** between the fuselage and the wing itself.
8. Fit the horizontal stabiliser/elevator **17** into the slot in the vertical stabiliser/rudder **16** and clip the whole assembly into the slot provided at on the top surface of the rear fuselage.
9. Fit the propeller shaft **15a** into the slot in the engine cowl and slide the propeller **15** onto the shaft, securing it in place with the propeller boss **15b**

There are tiny holes in each wing tip **1** and at the top of the vertical stabiliser **16** to make it easy to suspend the completed model from above.

Use the picker **18** to push the smaller parts out of the frame.



