



**GENERAL ASSEMBLY:** This highly-detailed kit features precision-tooled parts for ease of assembly. Care and patience must be exercised to achieve optimal results. The kit has been designed to assemble via snap assembly.

**GLUE ASSEMBLY:** If a modeler chooses to glue their model, it is recommended that the instructions be examined carefully before applying cement. You will find this very helpful, as it will allow you to gain a clear understanding of how the parts fit together in order to best plan painting and final assembly. If doing a test fit, scraping the attachment pins with a knife blade may be beneficial to separate parts before re-assembling with glue, as attachment pins have been designed for tight friction fit.

**SUB-ASSEMBLIES:** Note that this kit is intended to be built in sub-assemblies. This makes building the kit far more manageable. It is very important to note that it can be extremely advantageous to **apply paint and decals to sub-assemblies before completing final assembly.**

**DECALS & PAINT:** This kit comes with extensive water slide decals. Very few areas require paint. However, some modelers prefer to paint their kits. See the back side of this sheet for extensive instruction regarding decal placement and paint specifications.

round2models.com SKILL LEVEL 2 AGE 10+ CEMENT REQUIRED PAINT REQUIRED

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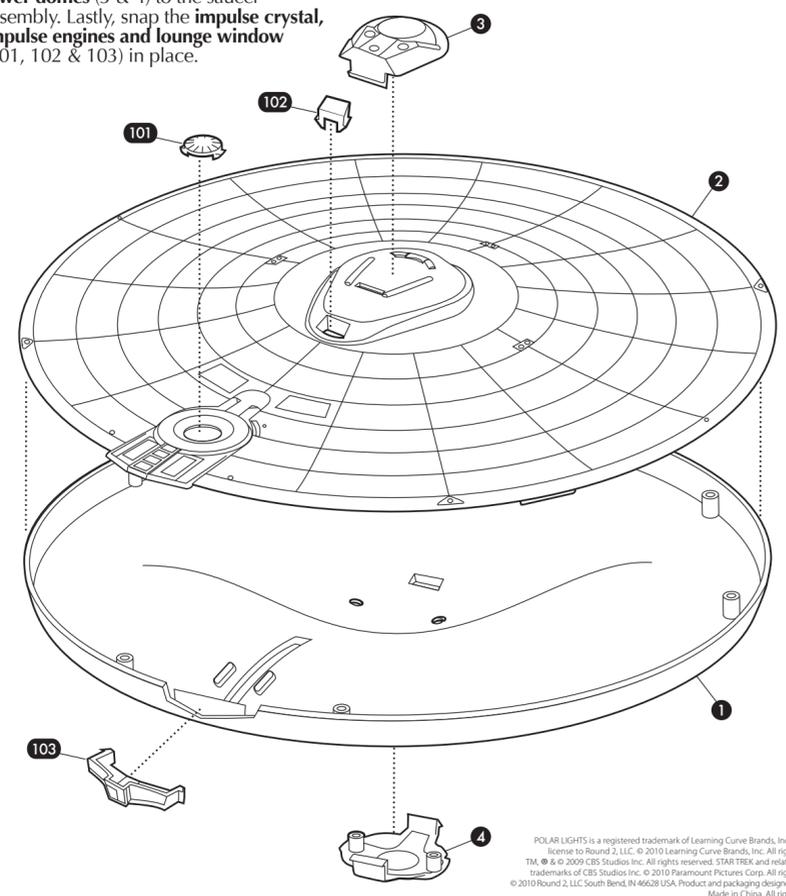
KEY TO NUMBERING SYSTEM	
1	Opaque plastic part (1-25)
200	Metal part (201)
100	Clear plastic part (101-109)
1	Step number (1-8)

Special thanks to E. James Small for developing the aztec decals included in this kit. For excellence in model building, visit his web site at smallartworks.ca

Box illustration by Andrew Probert. Visit his website at probertdesigns.com

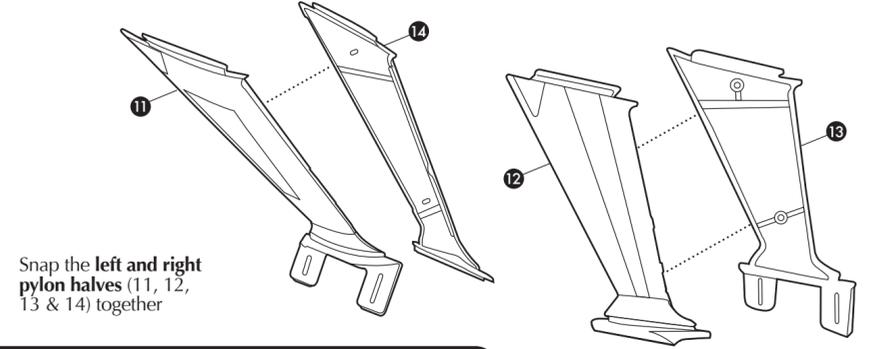
### 1 SAUCER

Snap the **upper and lower saucer halves** (1 & 2) together. Then snap in **upper and lower domes** (3 & 4) to the saucer assembly. Lastly, snap the **impulse crystal, impulse engines and lounge window** (101, 102 & 103) in place.



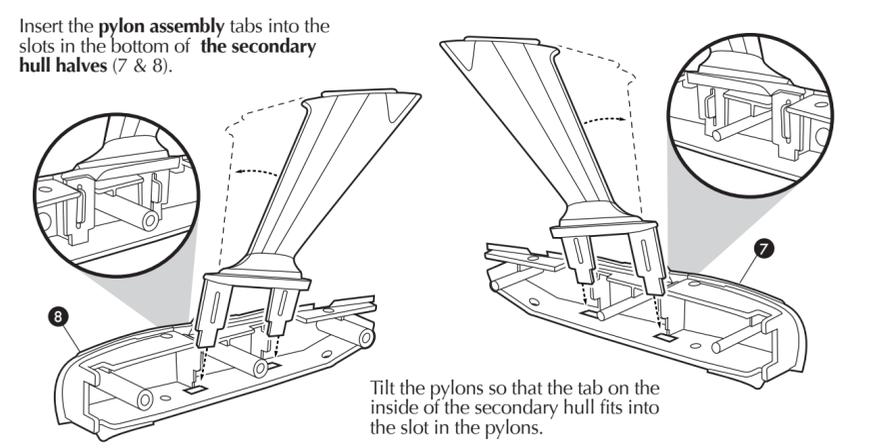
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### 2 PYLONS



Snap the **left and right pylon halves** (11, 12, 13 & 14) together

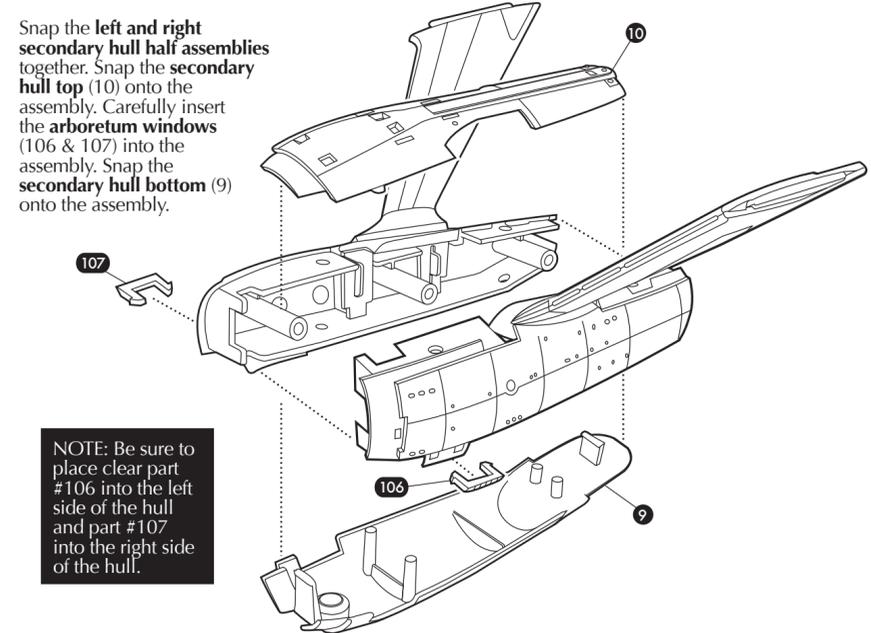
### 3A SECONDARY HULL SIDES



Insert the **pylon assembly** tabs into the slots in the bottom of the **secondary hull halves** (7 & 8).

Tilt the pylons so that the tab on the inside of the secondary hull fits into the slot in the pylons.

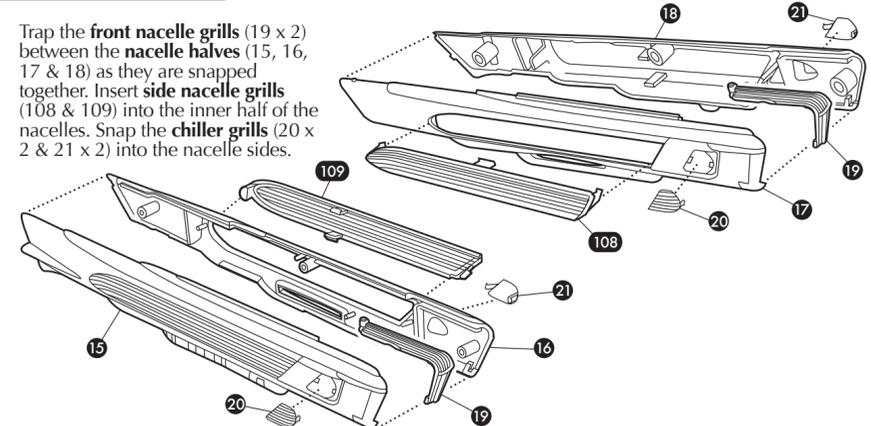
### 3B SECONDARY HULL



Snap the **left and right secondary hull half assemblies** together. Snap the **secondary hull top** (10) onto the assembly. Carefully insert the **arboretum windows** (106 & 107) into the assembly. Snap the **secondary hull bottom** (9) onto the assembly.

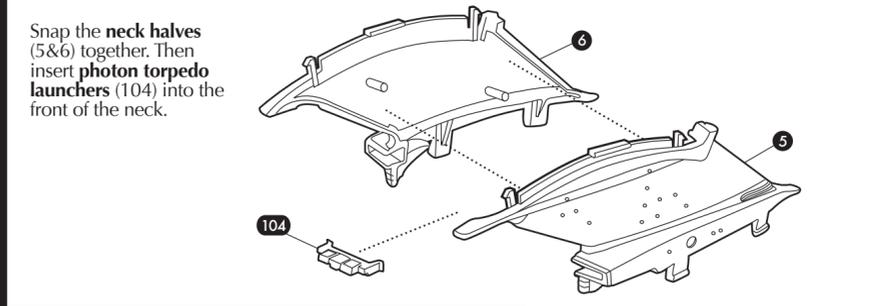
**NOTE:** Be sure to place clear part #106 into the left side of the hull and part #107 into the right side of the hull.

### 4 NACELLES



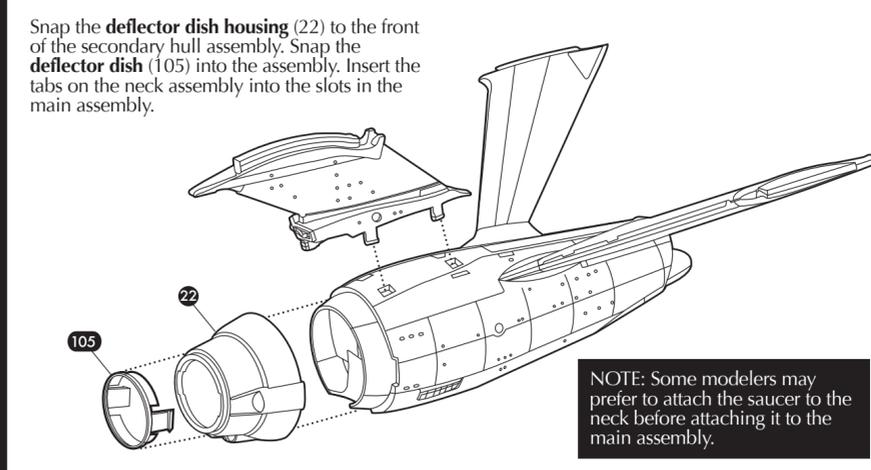
Trap the **front nacelle grills** (19 x 2) between the **nacelle halves** (15, 16, 17 & 18) as they are snapped together. Insert **side nacelle grills** (108 & 109) into the inner half of the nacelles. Snap the **chiller grills** (20 x 2 & 21 x 2) into the nacelle sides.

### 5 SAUCER PYLON



Snap the **neck halves** (5&6) together. Then insert **photon torpedo launchers** (104) into the front of the neck.

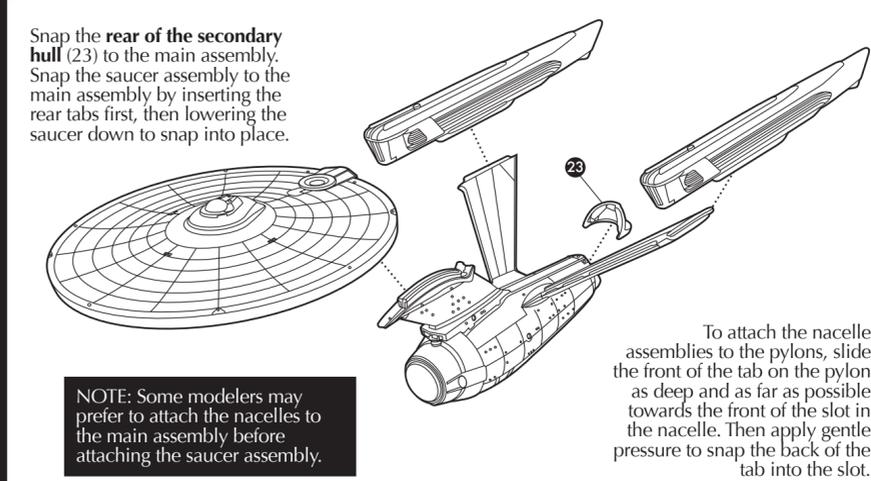
### 6 SAUCER PYLON & DEFLECTOR



Snap the **deflector dish housing** (22) to the front of the secondary hull assembly. Snap the **deflector dish** (105) into the assembly. Insert the tabs on the neck assembly into the slots in the main assembly.

**NOTE:** Some modelers may prefer to attach the saucer to the neck before attaching it to the main assembly.

### 7 FINAL ASSEMBLY

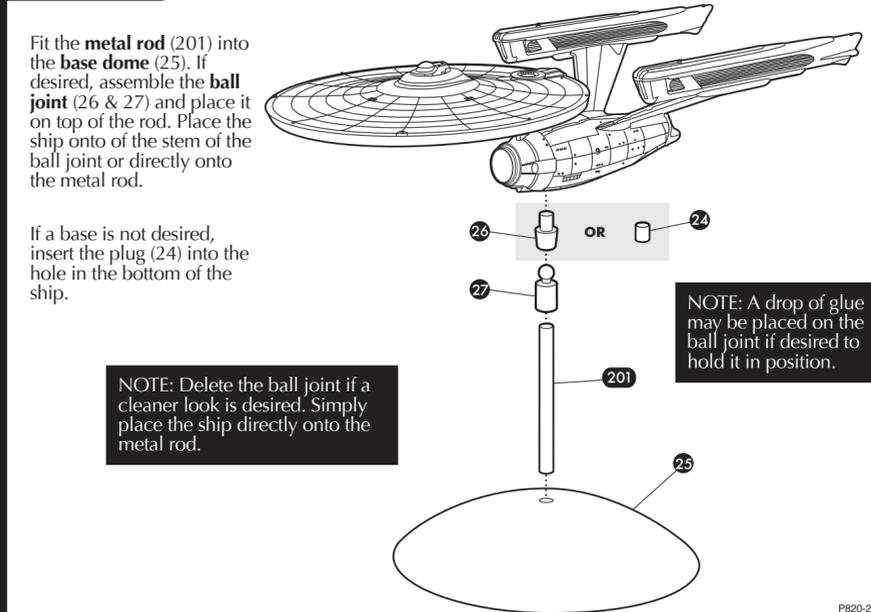


Snap the **rear of the secondary hull** (23) to the main assembly. Snap the saucer assembly to the main assembly by inserting the rear tabs first, then lowering the saucer down to snap into place.

**NOTE:** Some modelers may prefer to attach the nacelles to the main assembly before attaching the saucer assembly.

To attach the nacelle assemblies to the pylons, slide the front of the tab on the pylon as deep and as far as possible into the nacelle. Then apply gentle pressure to snap the back of the tab into the slot.

### 8 BASE



Fit the **metal rod** (201) into the **base dome** (25). If desired, assemble the **ball joint** (26 & 27) and place it on top of the rod. Place the ship onto the stem of the ball joint or directly onto the metal rod.

If a base is not desired, insert the **plug** (24) into the hole in the bottom of the ship.

**NOTE:** Delete the ball joint if a cleaner look is desired. Simply place the ship directly onto the metal rod.

**NOTE:** A drop of glue may be placed on the ball joint if desired to hold it in position.

**For best results, read all instructions thoroughly before beginning paint and decal application.**

**PAINT APPLICATION:** Wash plastic parts in mild detergent solution, rinse and let dry before painting. Most painting should be done AFTER sub-assemblies are completed. This painting guide is intended to give a general outline of the colors to be applied to the model.

**PAINT COLOR:** Gloss Pearlescent White is suggested for the ship's overall color. The aztec decals supplied in this kit are designed to allow the pearlescent effect to show through them. This simulates the shimmering look of the *U.S.S. Enterprise* as depicted in *Star Trek: the Motion Picture*. A quality primer should be used before painting and a coat of flat or gloss white paint is suggested before spraying the pearlescent finish.

There are many smaller areas of color which can be added for accuracy. Review the photos shown on the box and be sure to visit [round2models.com](http://round2models.com) for more reference images.

See suggested Testors brand paint colors listed below.

**AZTEC DECALS:** This kit contains decals to simulate the "aztec" paint job of the studio model as seen in the Star Trek films. These decals must be applied before applying the marking decals. These decals will cover the majority of the surface areas of the model. For best results, work slowly and plan ahead. Please note that it is extremely advantageous to **apply paint and decals to sub-assemblies before completing final assembly.**

These decals are compatible with setting solutions which aid in conforming to the surface of the model. **Use caution when applying setting solution.** Do not apply the solution until the decal is in the correct position as this will soften the decal making it liable to distort or tear.

A final coat of dull clear once ALL decals are applied will help the decals blend into the surface, hide application imperfections, protect the decals from chipping and give the ship a *finished* look.

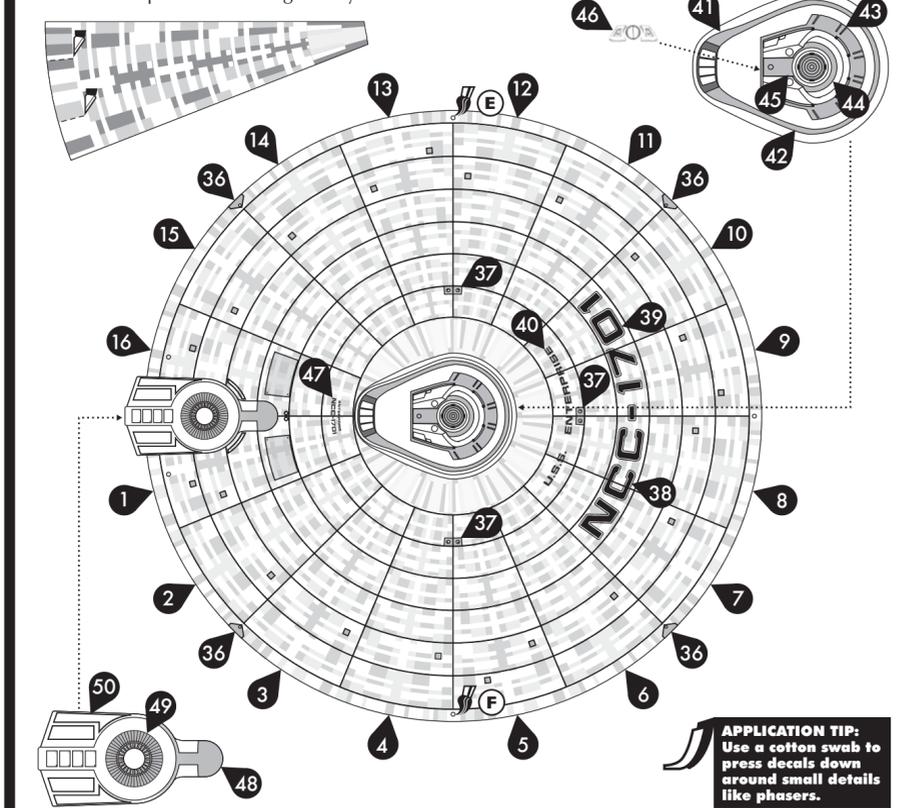
**DECAL APPLICATION:**

1. Cut the desired decal from the sheet. It will be helpful to include the part number with the decal as you cut it from the sheet. Then, cut off the number before the decal is applied.
2. Dry fit the trimmed decal to become familiar with its proper placement.
3. Dip the wet decal in water for 10 seconds. For best results, mix one drop of common dish washing detergent per cup of lukewarm water.
4. Place the wet decal on paper towel and wait 30-60 seconds until the decal is movable on paper backing.
5. Wet the area of the model to be applied to. For larger areas, it is best to excessively wet the area to the point of dripping to aid positioning.
6. Hold the decal face up, in position on model and slide backing away from under it.
7. Once positioned correctly, absorb excess water with a paper towel. Starting in the center of the decal, blot out air bubbles toward the edges with a soft damp cloth.
8. Troublesome air bubbles can be rubbed to the edge of the decal with a clean, soft paintbrush or simply puncture the decal with a sharp #11 blade. Air bubbles must be removed before the decal dries.
9. As the decals start setting up, a *sharp* knife can be used to carefully slice areas which stretch across sunken areas like panel lines. Simply slice through the decal and press the edges down. A few drops of water may aid in laying down the edges. It is best to let the decals dry completely before trimming excess that may hang over edges.
10. Let decals dry completely before handling or applying more decals next to or on top of previous work. It is best not to use heat to accelerate drying times as this may crack the decals, affect their adhesive or melt plastic parts!

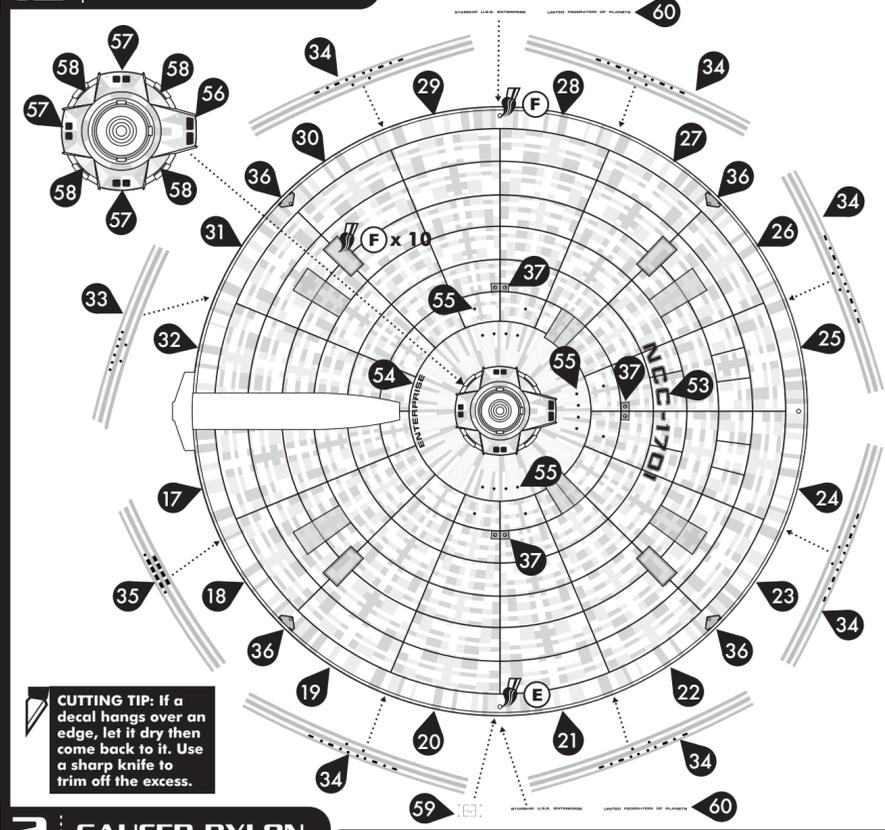
- KEY TO SYMBOLS**
- 20 Decal number
  - A Paint color
  - Paint area
  - Cut decal
- (A)** Duck Egg Blue . . . . . Model Master #1722  
**(B)** Light Ghost Gray . . . Model Master #1728  
**(C)** Flat Black . . . . . Model Master #1749  
**(D)** Rust . . . . . Model Master #1785  
**(E)** Red . . . . . Testors #1103  
**(F)** Green . . . . . Testors #1124  
**(G)** Clear Blue . . . . . MM Acrylic #4658

**1A SAUCER TOP**

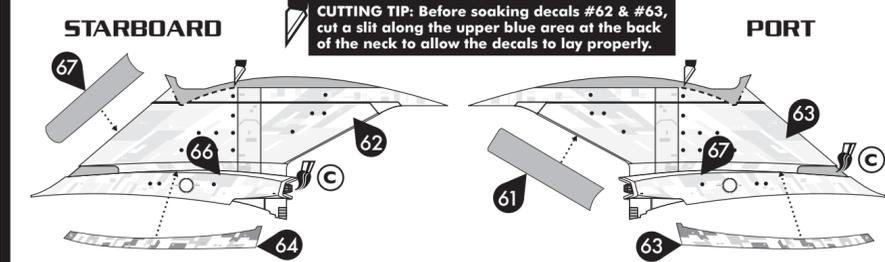
**IMPORTANT:** Before soaking, slice along a few of the blocks around the edge of the saucer section to allow the decal to wrap around the edge easily.



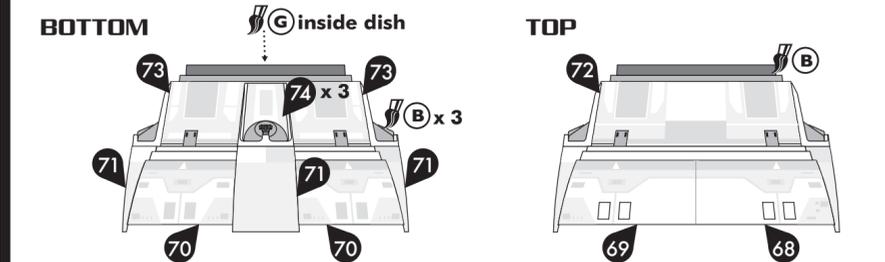
**1B SAUCER BOTTOM**



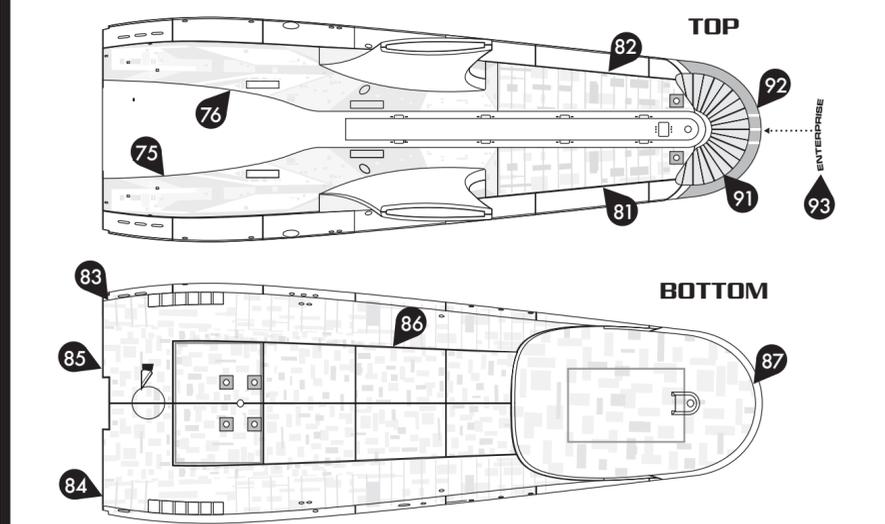
**2 SAUCER PYLON**



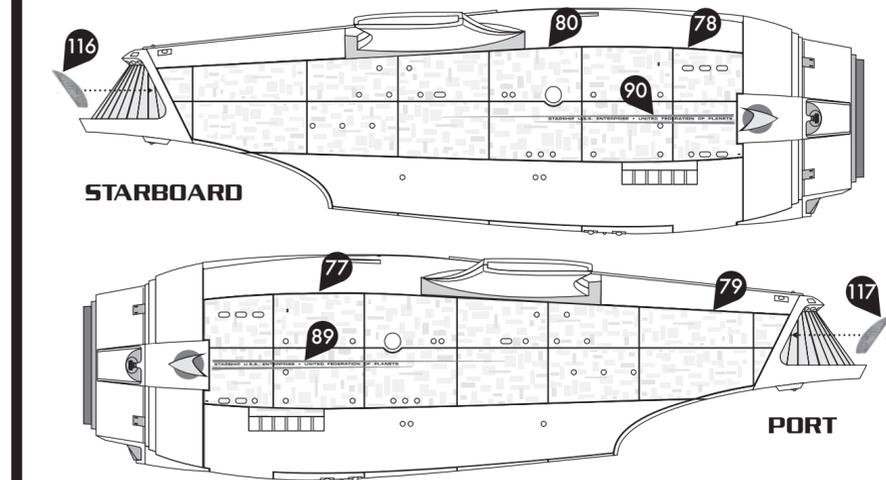
**3 DEFLECTOR DISH**



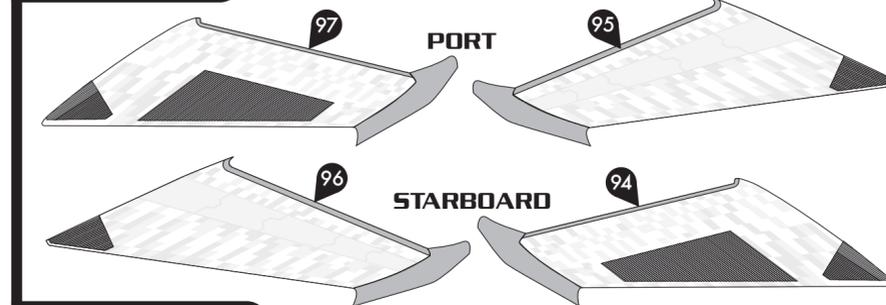
**4A SECONDARY HULL**



**4B SECONDARY HULL**



**5 PYLONS**



**6 NACELLES**

