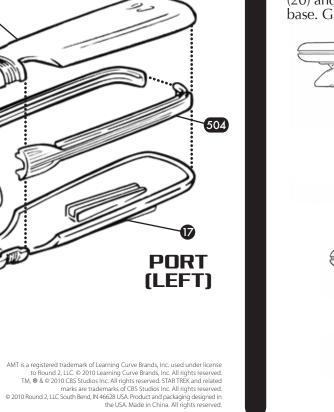


5

6



If displaying the ship **fully assembled**, glue **upper base** (19) to **lower base** (20) and allow to dry.

Snap the fully assembled ship to the base assembly. Glue is optional.

1



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 exterior painting should be done AFTER sub-assemblies are completed. Mask the windows BEFORE painting or paint the entire fuselage then scrape the paint off the windows once the paint is dry. This painting guide is intended to give a general outline of the colors to be applied to the model.

PAINT COLOR: Paint colors shown are suggested to achieve the on-screen appearance of the ship. However, discriminating modelers will do extensive research and mix paint to please their own eye to achieve the look they find to be most accurate. Check the "links" section of round2models.com to find some online resources to further reasearch color choices.

AZTEC DECALS: This kit contains decals to simulate the "Aztec" paint job of the studio model as seen in the Star Trek: The Next Generation and the Star Trek films. These decals must be applied before applying the marking decals and 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. It is suggested, but not necessary, to apply a clear gloss coat over the aztec decals before applying the marking decals on top. Doing so will seal theaztec decals and allow the markings to be positioned more easily.

WINDOWS: Decals will cover the windows of the model. If taking the addional steps of lighting the model, It is suggested to paint the entire surface of the model then scrape the paint off of each window. Decals can then be applied. The decals are transparent and will allow lights to show through. If the builder does not plan on lighting the kit, a fine point permanent black marker or paint applied with a fine brush can be used to fill in each window opening.

APPLICATION TOOLS: Scissors, hobby knife with #11 blades (change blades often for best results), shallow water bowl, tweezers, 1/2" paint brush and paper towel or soft absobent cloth.

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 de

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 familar with its proper placement. Trim around additional areas as needed. Additional sectioning of decals may ease the application of large pieces.
- 3. Dip the decal in water for 10 seconds. For best results, mix one drop of common dish washing detergent per cup of luke-warm water.
- 4. Place the wet decal on paper towel and wait 15-30 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. 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!

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.

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

decal making it liable to distort or tear.	KEY TO SYMBOLS
STARTREK.COM	10Aztec Decal20Top DecalImage: BPaint CodeImage: Cut decalPlease note: If applying aztec panel decals, apply Top Decals after all other decals are applied.
🖗 🗛 Light Ghost Gray* Model Master # 1728	
💋 🖪 Gunship Gray	. Model Master #1723
🎢 😋 SAC Tan	Model Master # 1792
💋 Clear Red	Model Master Acrylic # 4630
🖋 E Clear Blue	Model Master Acrylic # 4658
🖋 F Copper	Testors # 1151
🔏 G Insignia Yellow	Testors # 1708
Use Duck Egg Blue MM #1722 to match the look of the Star Trek: The Next generation TV show filming model.	

