

A L I E N



Pack 05

BUILD INSTRUCTIONS

STAGE 29: THE RIGHT RIBS AND
RIGHT THIGH (I)

STAGE 30: THE RIGHT RIBS AND
RIGHT THIGH (II)

STAGE 31: THE RIGHT THIGH

STAGE 32: THE LEFT RIBS AND
RIGHT FEMUR (I)

STAGE 33: THE LEFT RIBS AND
RIGHT FEMUR (II)

STAGE 34: THE LEFT RIBS AND
RIGHT FEMUR (III)

STAGE 35: THE LEFT RIBS AND
RIGHT FEMUR (IV)

STAGE 36: THE LEFT RIBS AND RIGHT THIGH (I)



Before you start...

To help you get the best out of building the Xenomorph, we've prepared a modellers checklist with hints, tips and advice from our expert. The information below is aimed at making your build as enjoyable and professional as possible right from the start.

Make sure you have good ventilation when using adhesives and to replace caps firmly.

Always use the correct adhesives and always follow manufacturers guidance.

Apply glue sparingly and use a cocktail stick to apply so that you don't use too much nor apply the glue too heavily.

Work in a well lit area. Use an anglepoise lamp or similar on your work bench to ensure you have good light whenever you're at work.

Organise storage – stackable, labeled containers like old clean takeaway or ice-cream plastic tubs with lids are perfect. Small parts which may not be needed until a later stage should be kept in clear plastic and labeled bags.

Use masking tape to hold parts temporarily in place.

Only use the correct size screwdriver that fits the screw head firmly.

Cut parts from a sprue (framework) with side cutters or a craft knife. Side cutters tend to be easiest.

Use a magnet to help find screws that have fallen on the floor.

Leave parts in the paper bags supplied until they are needed. You can write a note of the stage and part on the paper bag too.

If a screw is tight, try turning a half turn forwards followed by a quarter turn backwards. Also, it can sometimes help to temporarily fit a screw into its hole before assembling the parts.

But most of all, enjoy your build!



WARNING: Some parts are assembled using magnets. These magnets can cause serious injury if they are swallowed. Keep away from children. If you suspect a magnet has been swallowed, seek medical help straight away.

All parts belong to a kit. Collectors item for adults.

Not suitable for children under 14.

Some parts may have sharp edges, please handle them with care.

The installation of electronic parts must always be carried out by an adult. When replacing batteries, use the same type of batteries.

Please ensure that the battery compartment is securely fastened before you use the model.

Used batteries should be recycled.

Please make sure to check with your local authority how batteries should be disposed of in your area.

Batteries can present a choking danger to small children and may cause serious harm if ingested. Do not leave them lying around and keep any spare batteries locked away at all times.

STAGE 29: THE RIGHT RIBS AND RIGHT THIGH (I)

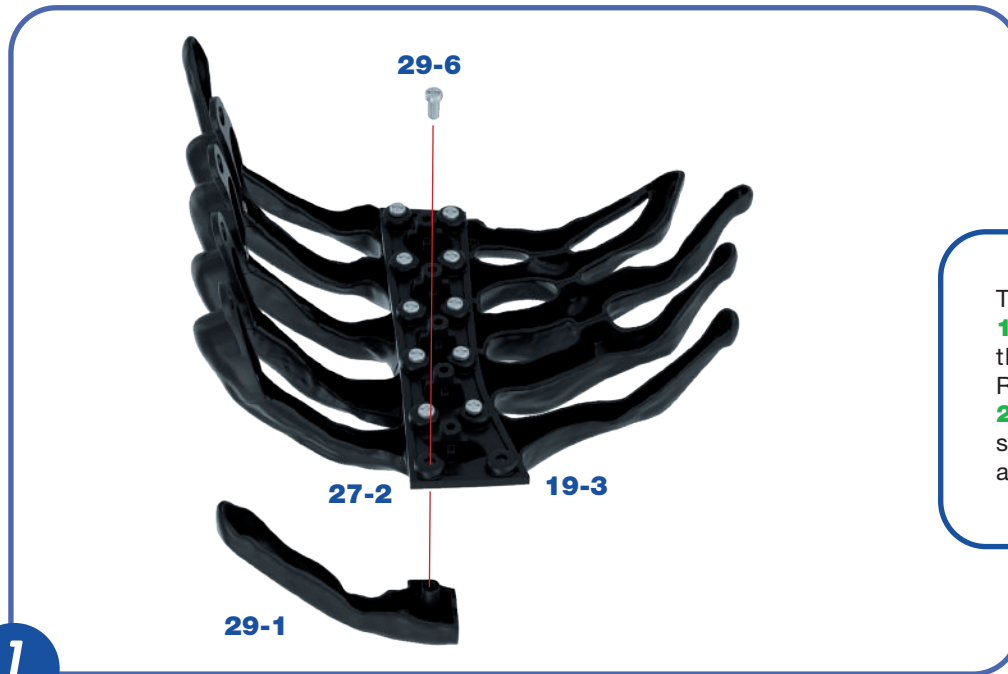
In this stage you will continue to work on the Xenomorph's right ribs and begin assembly of the right thigh and its attachments.



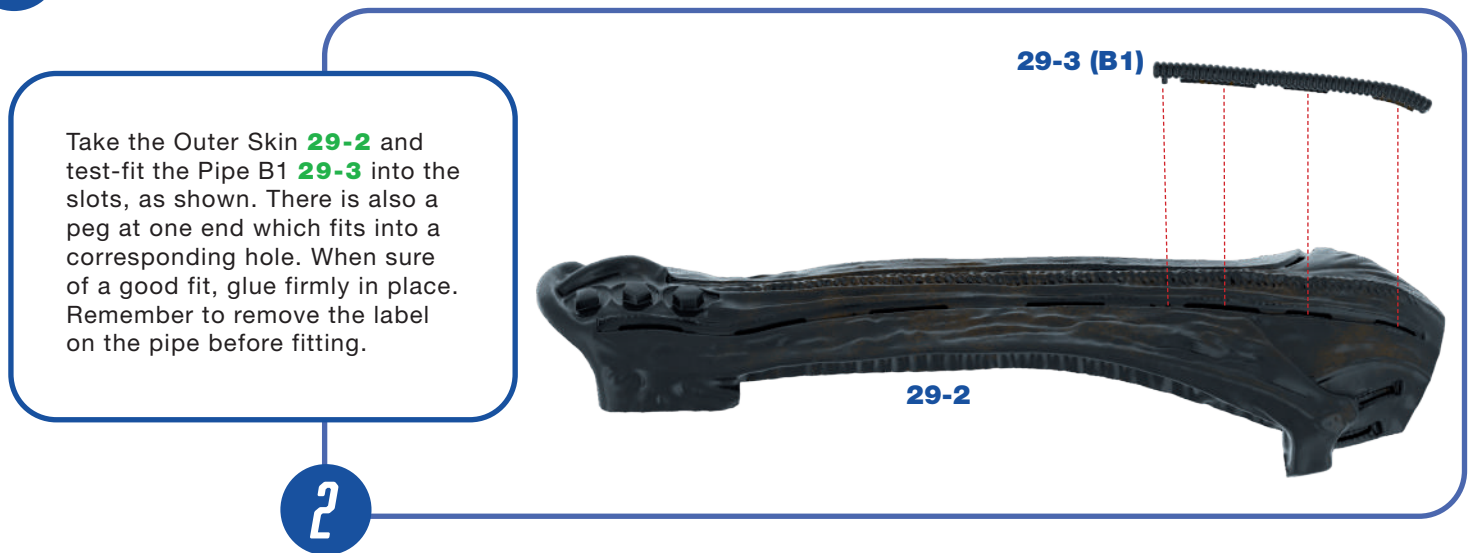
PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
29-1	Right Rib	1	29-4	Pipe B2 (right thigh)	1
29-2	Right Thigh Outer Skin	1	29-5	Magnets	4
29-3	Pipe B1 (right thigh)	1	29-6	2.3x6mm screws (1 spare)	2

STAGE 29: THE RIGHT RIBS AND RIGHT THIGH (I)



Take the rib support assembly **19-3** from the previous stage. Fit the raised screw socket on the Rib **29-1** into the hole next to Rib **27-2**. Fix in place with a 2.3x6mm screw **29-6**. Put the assembly aside until the next stage.




Take the Outer Skin **29-2** and test-fit the Pipe B1 **29-3** into the slots, as shown. There is also a peg at one end which fits into a corresponding hole. When sure of a good fit, glue firmly in place. Remember to remove the label on the pipe before fitting.



Test fit the tabs on Pipe B2 **29-4** in the slots on Skin **29-2**, which continue along from pipe **29-3**. Again, there is a peg at one end which fits into a corresponding hole. After checking the fit, glue firmly in place.

STAGE 29: THE RIGHT RIBS AND RIGHT THIGH (I)

4



29-5

29-5

29-2

Study the diagram carefully and note the position of the four Magnets **29-5**. Glue the Magnets **29-5** into the circular recesses on the inside of the Outer Skin **29-2**. It doesn't matter which way round the magnets are fitted.

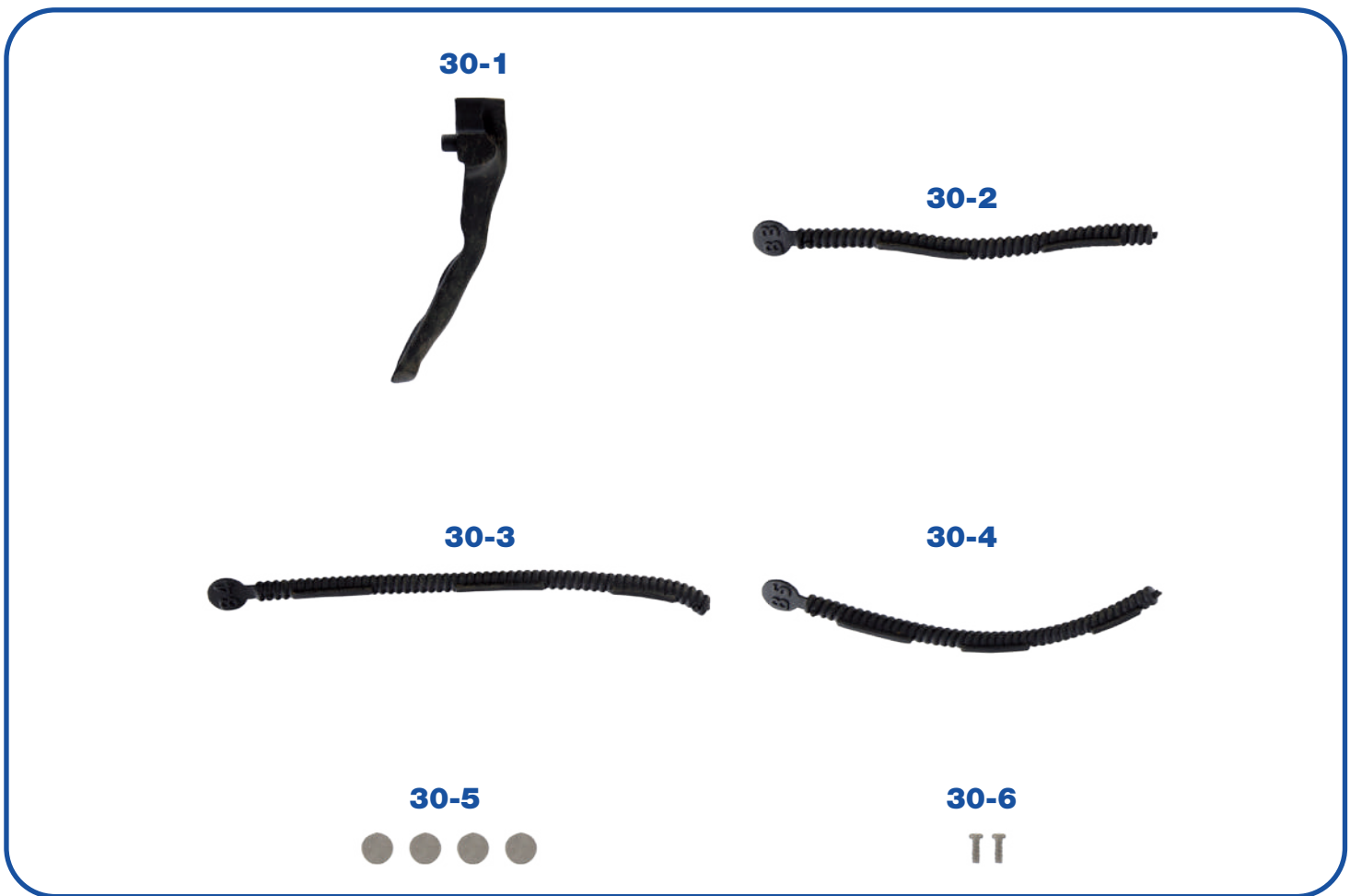
STAGE 29 IS COMPLETE



ANOTHER RIB HAS BEEN ADDED TO THE FRAME AND WORK HAS BEGUN ON THE RIGHT THIGH.

STAGE 30: THE RIGHT RIBS AND RIGHT THIGH (II)

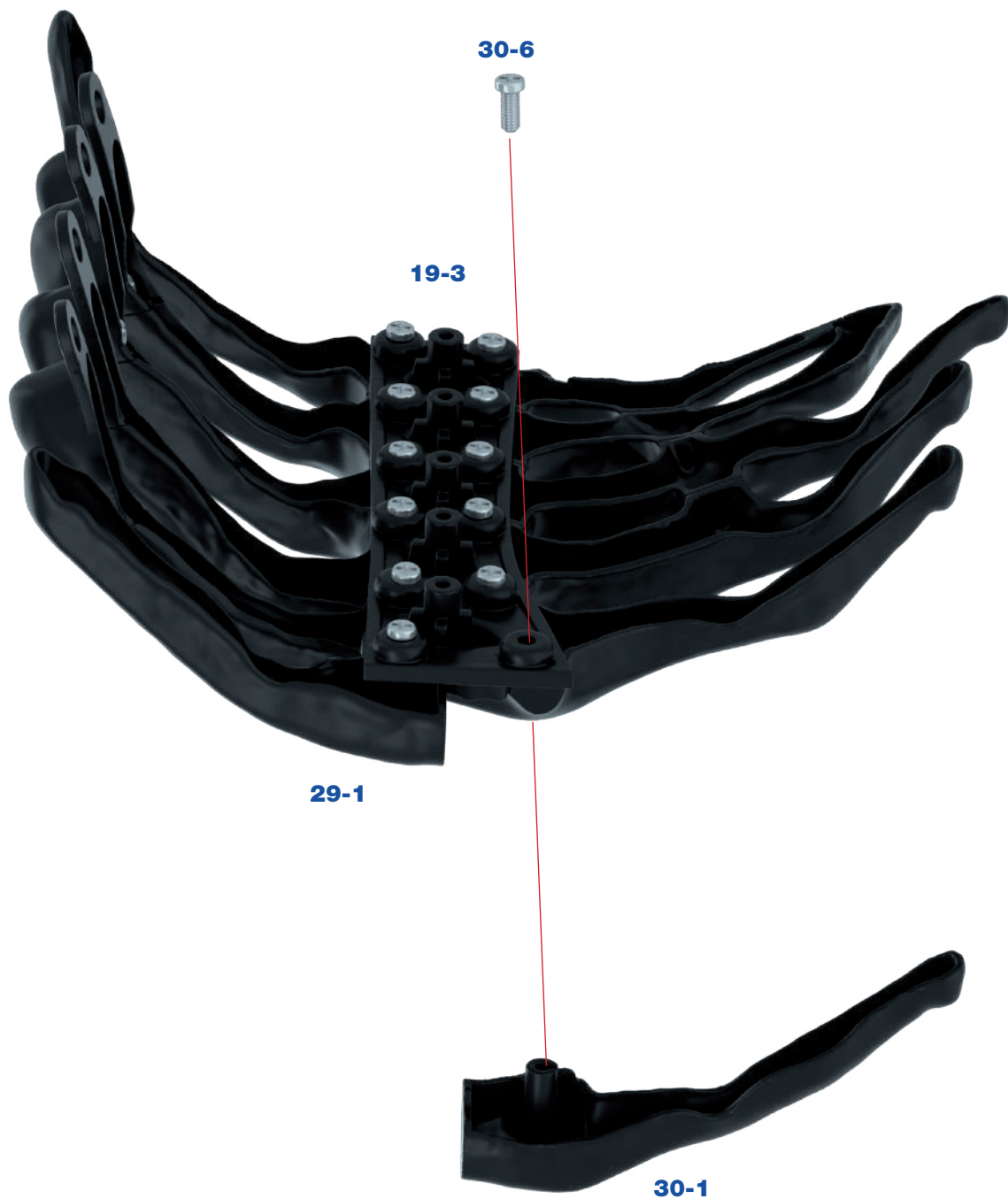
In this stage you will continue to work on the Xenomorph's right ribs and thigh.



PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
30-1	Right Rib	1	30-4	Pipe (right thigh) B5	1
30-2	Pipe (right thigh) B3	1	30-5	Magnets	4
30-3	Pipe (right thigh) B4	1	30-6	2.3x6mm screws (1 spare)	2

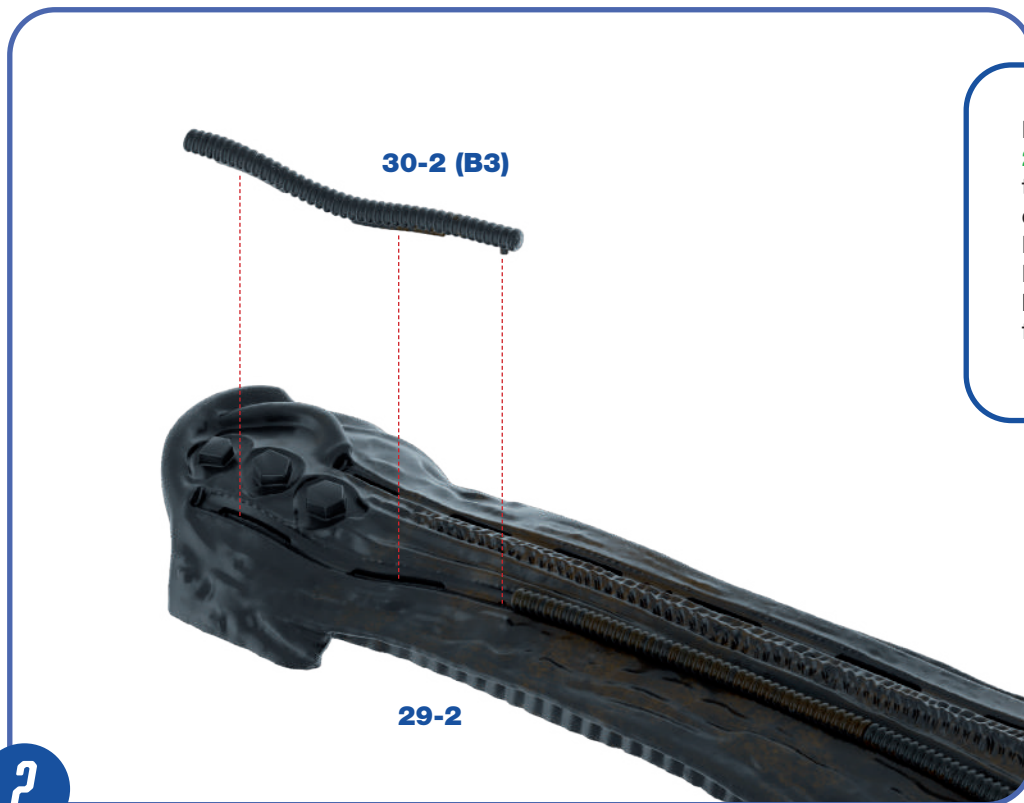
STAGE 30: THE RIGHT RIBS AND RIGHT THIGH (II)



7

Take the rib assembly **19-3** from the previous stage and fit the raised screw socket on Rib **30-1** into the remaining hole. Fix in place with a 2.3x6mm screw **30-6**. Keep the assembly safely aside.

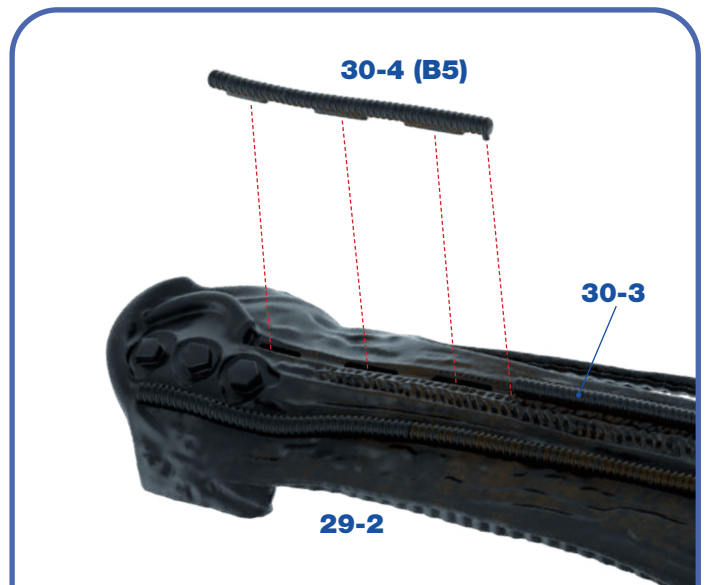
STAGE 30: THE RIGHT RIBS AND RIGHT THIGH (II)



Next, take the Thigh Outer Skin **29-2** which was worked on in the last stage. The line of pipes continues with the fitting of Pipe B3 **30-2**. After test-fitting the Pipe **30-2**, as shown, apply a little glue to the tabs and hold firmly in place until the glue sets.

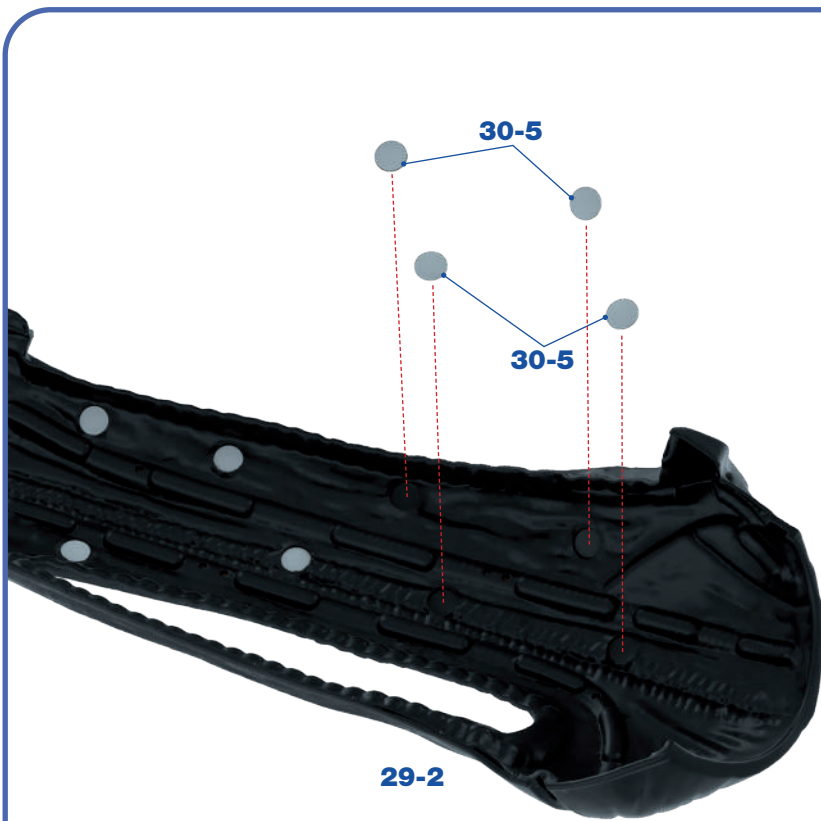


Repeat the previous step to fit Pipe B4 **30-3** onto the Thigh Outer Skin **29-2**. Note that this pipe is fitted to the middle of the skin and there is a peg at each end.



Pipe B5 **30-4** fits next to Pipe **30-3**, as shown. Check the fit of Pipe B5 **30-4** on the outer skin **29-2** and glue firmly in place. Note that there is a peg at one end of the pipe. Allow the glue to dry before continuing.

STAGE 30: THE RIGHT RIBS AND RIGHT THIGH (II)



Turn the outer skin **29-2** over and glue four Magnets **30-5** into the remaining four circular recesses. It doesn't matter which way round the magnets are fitted.

5

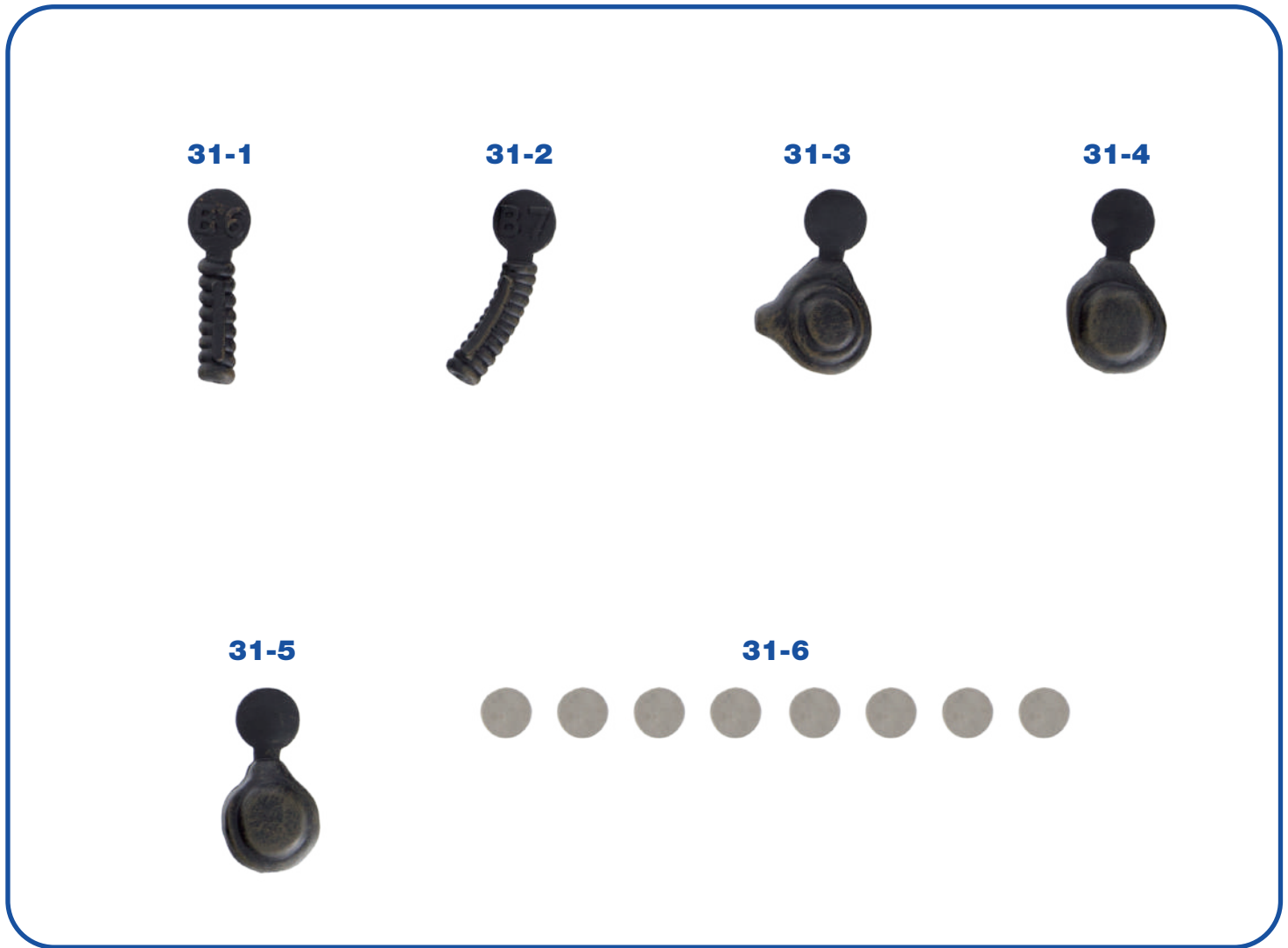
STAGE 30 IS COMPLETE

A RIB AND MORE PIPES HAVE BEEN FITTED AS WELL AS FURTHER MAGNETS.



STAGE 31: THE RIGHT THIGH

In this stage you will continue to assemble the component parts of the Xenomorph's right thigh.



PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
31-1	Pipe (right thigh) B6	1	31-4	Skin Detail (right thigh) C2	1
31-2	Pipe (right thigh) B7	1	31-5	Skin Detail (right thigh) C3	1
31-3	Skin Detail (right thigh) C1	1	31-6	Magnets	8

STAGE 31: THE RIGHT THIGH



29-2

31-1 (B6)

1

Take the right thigh assembly **29-2** from the last stage. After test-fitting, secure Pipe B6 **31-1** in place with a little glue.



29-2

31-1

31-2 (B7)

2

Repeat the previous step to fit Pipe B7 **31-2** onto the thigh assembly **29-2**. Pipe **31-2** is located just above Pipe **31-1**, as shown.

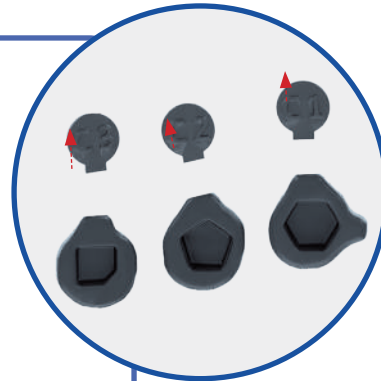


31-3 (C1)

31-4 (C2)

31-5 (C3)

29-2



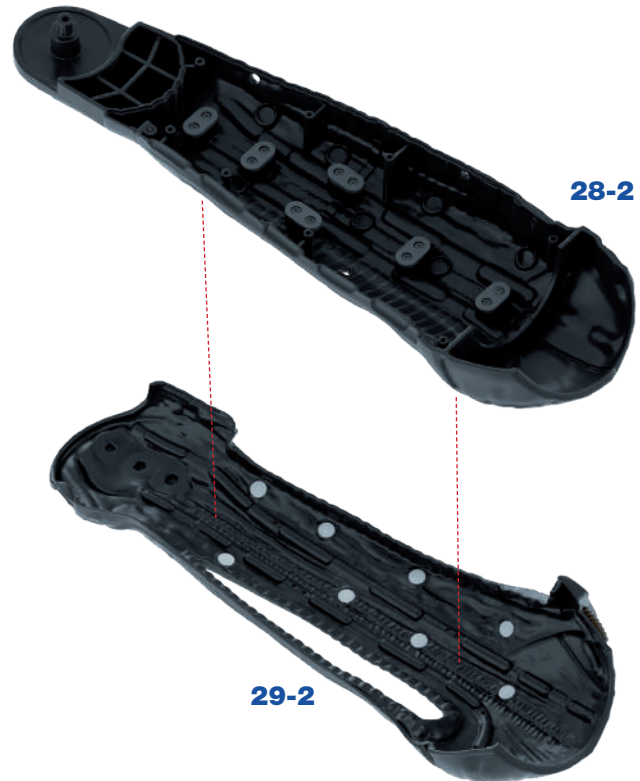
Fit the Skin Details C1 **31-3**, C2 **31-4** and C3 **31-5** over the shaped studs at the other end of Thigh Skin **29-2**. Check that their orientation matches the recess in the skin. Secure each in place with a little glue.

3

STAGE 31: THE RIGHT THIGH

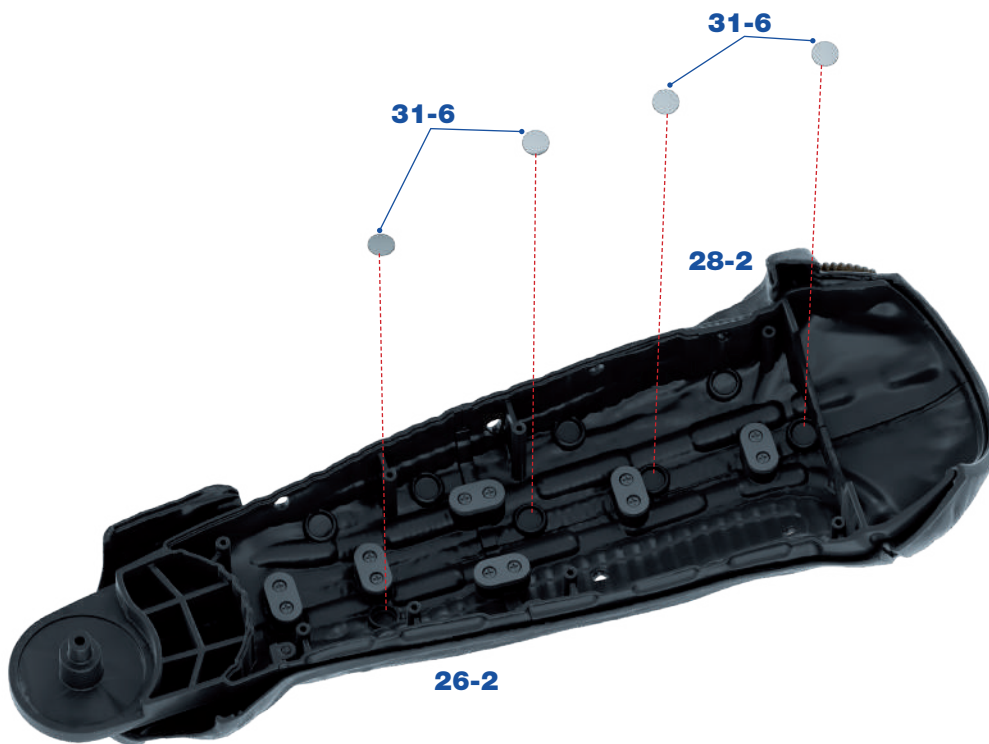
Take the femur assembly **28-2** which was last worked on in pack 4 - stage 28 and fit it inside the Thigh Skin **29-2**. Make sure that the magnets on the thigh skin are still firmly in place.

4

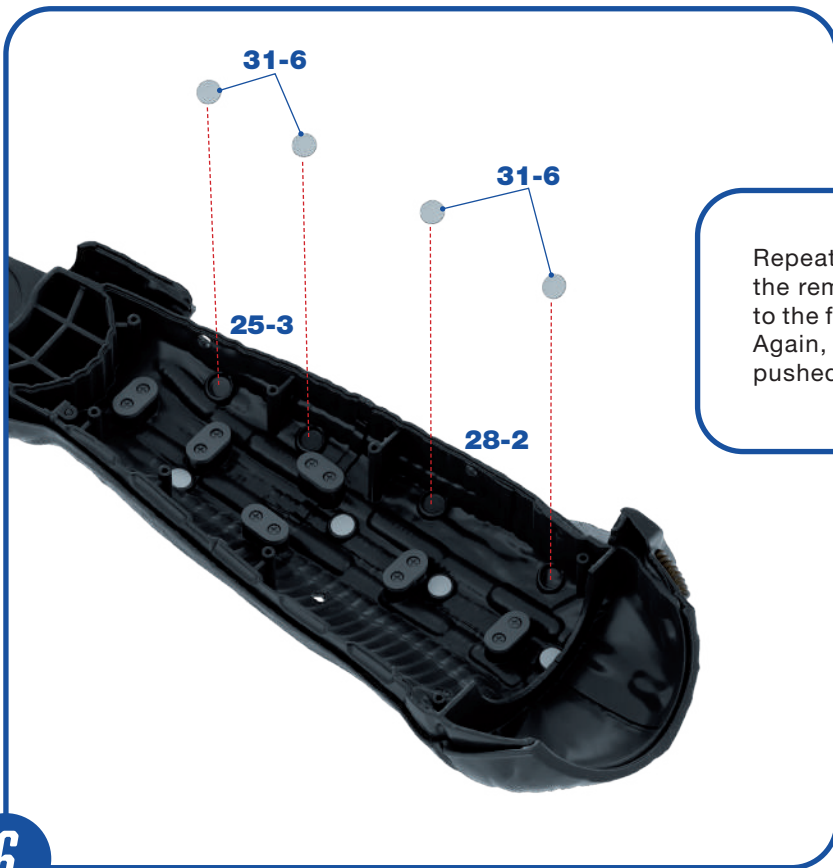


Four magnets **31-6** are now fitted to the femur assembly **26-2/28-2**. Before glueing in place check that the polarity of each Magnet **31-6** is orientated so that it is attracted to the magnet underneath. After glueing, make sure the magnets are pushed firmly into place.

5



STAGE 31: THE RIGHT THIGH



Repeat the previous step to glue the remaining four Magnets **31-6** to the femur assembly **25-3/28-2**. Again, make sure the magnets are pushed firmly into place.

STAGE 31 IS COMPLETE



*SKIN PARTS HAVE BEEN
ADDED AND MAGNETS
FITTED TO THE FEMUR.*

STAGE 32: THE LEFT RIBS AND RIGHT FEMUR (I)

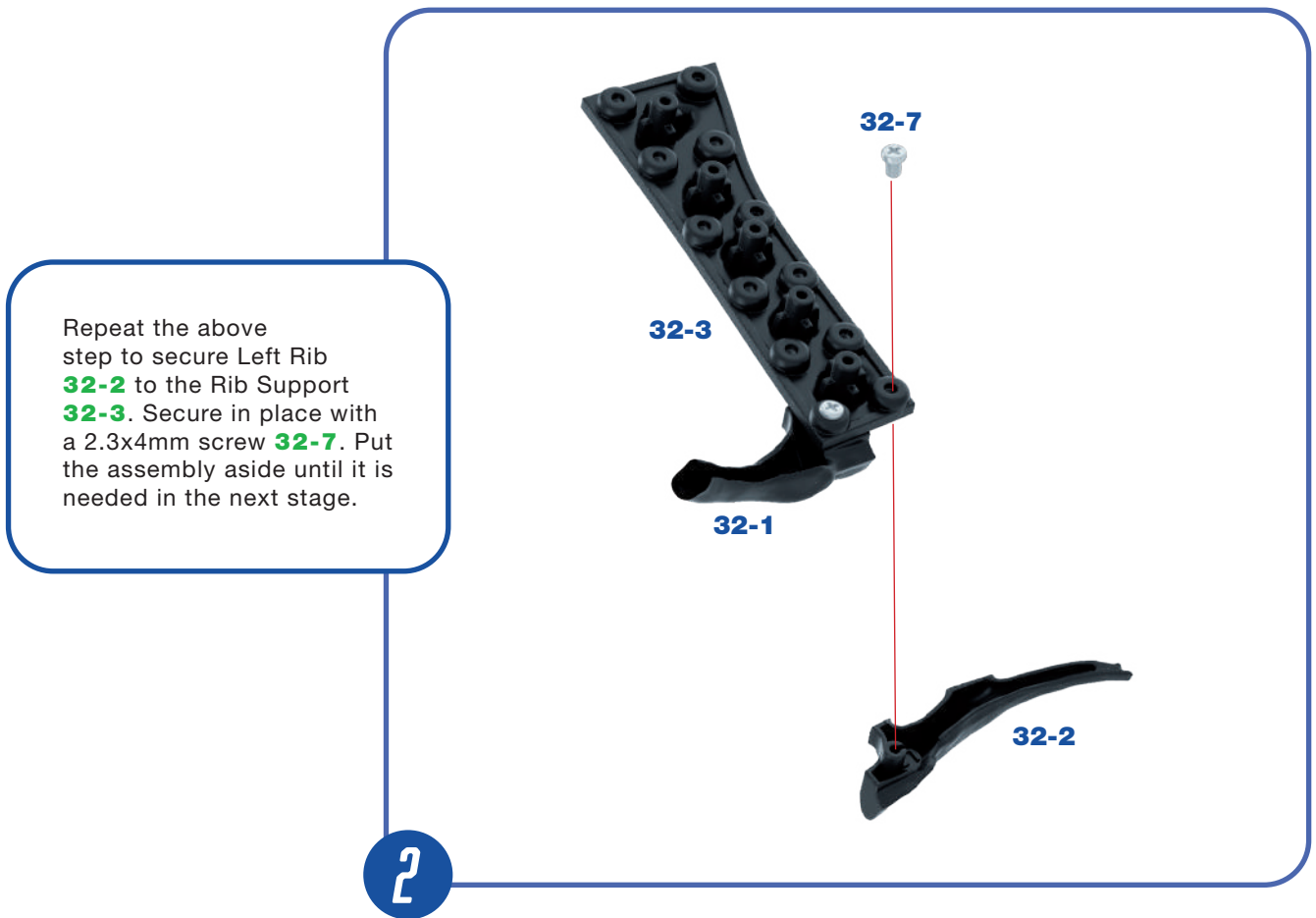
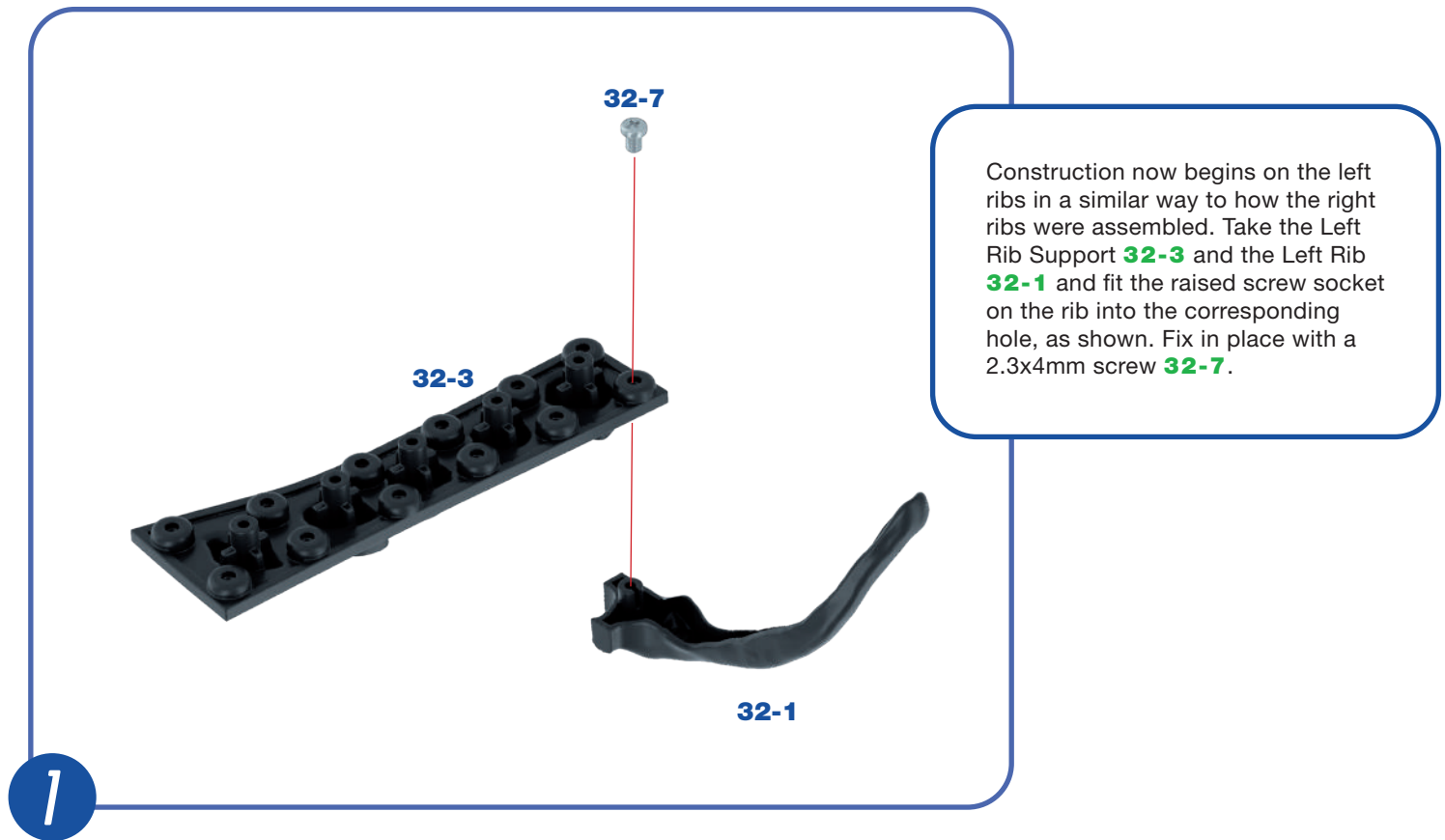
In this stage you will start to assemble the left ribs plus you will continue to build the right femur.



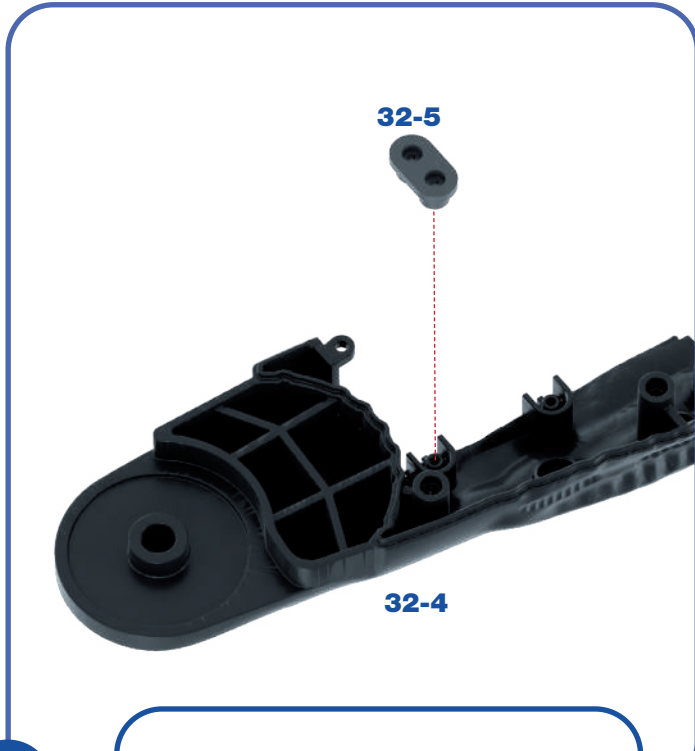
PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
32-1	Left Rib	1	32-5	Connector	1
32-2	Left Rib	1	32-6	2.3x6mm screw (1 spare)	2
32-3	Left Rib Support	1	32-7	2.3x4mm screw (1 spare)	3
32-4	Right Femur	1			

STAGE 32: THE LEFT RIBS AND THE RIGHT FEMUR (I)

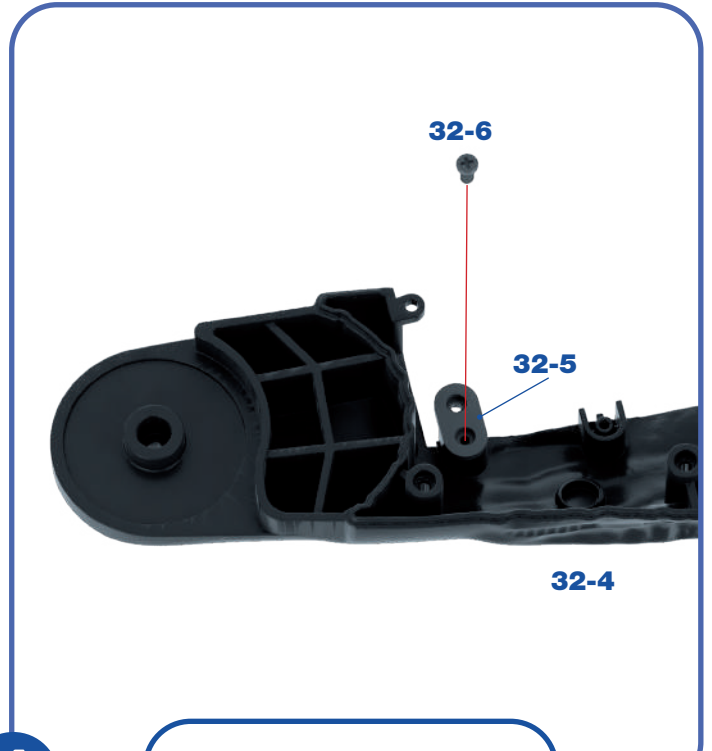


STAGE 32: THE LEFT RIBS AND THE RIGHT FEMUR (I)



3

The Connector **32-5** is now fitted to the Right Femur **32-4**, as shown above. Note that the free end of the Connector **32-5** overhangs the edge.



4

Fix the Connector **32-5** in place with a 2.3x6mm screw **32-6**.

STAGE 32 IS COMPLETE



WORK HAS BEGUN ON THE LEFT RIBS AND A CONNECTOR ADDED TO THE RIGHT FEMUR.



STAGE 33: THE LEFT RIBS AND RIGHT FEMUR (II)

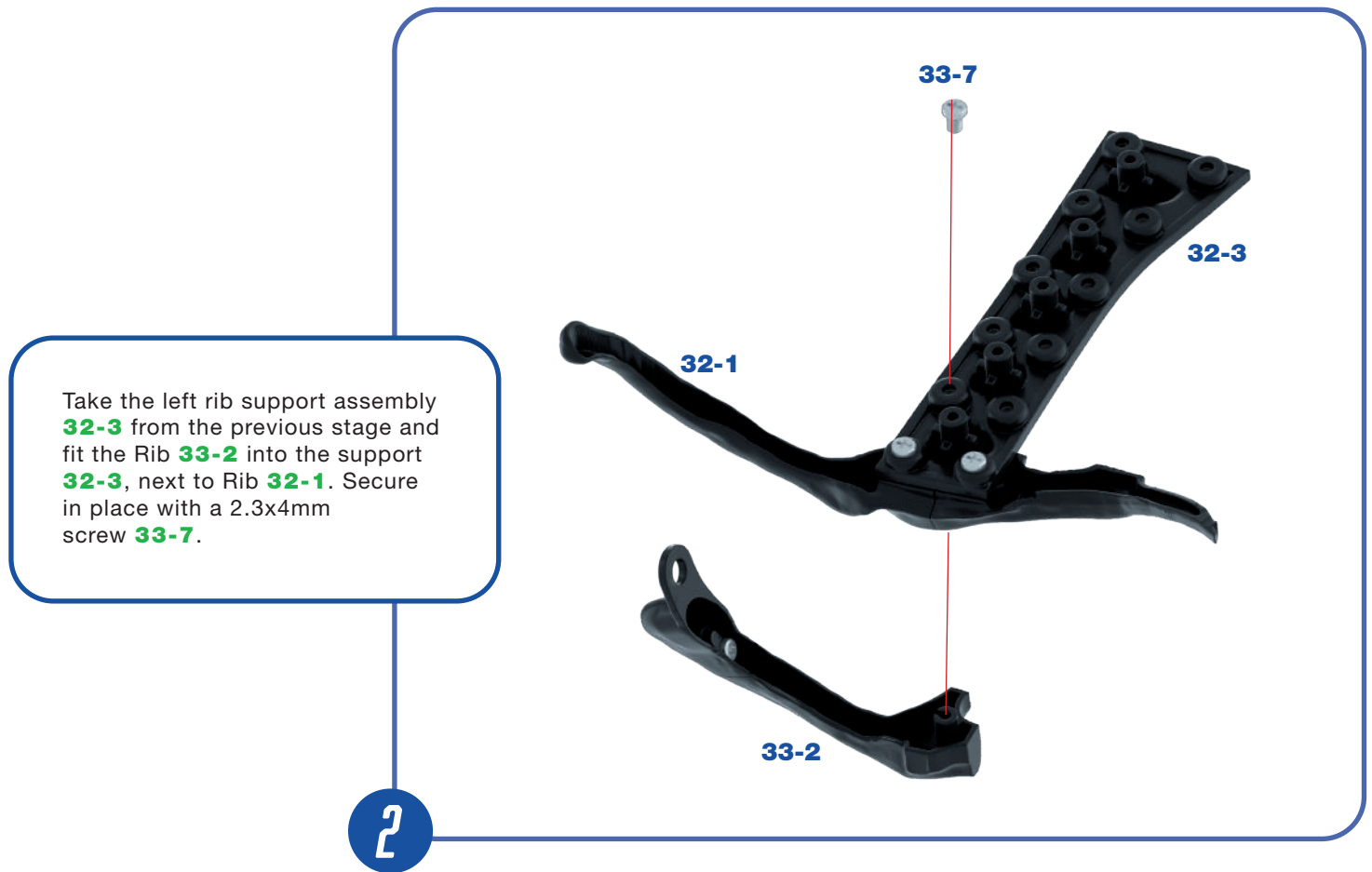
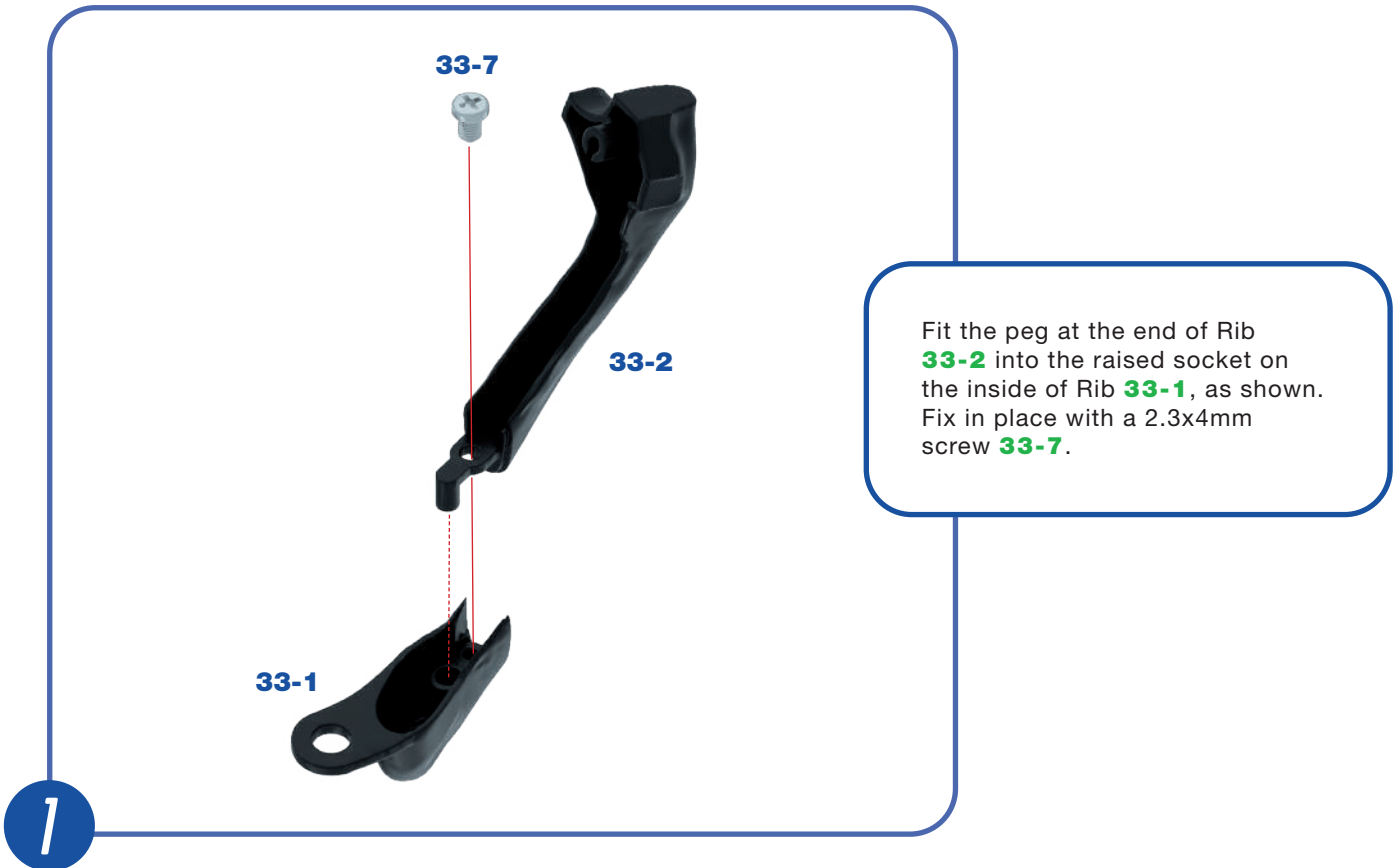
In this stage you will continue to work on the Xenomorph's left ribs and right femur.



PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
33-1	Left Rib	1	33-5	Connector	1
33-2	Left Rib	1	33-6	2.3x6mm screws (1 spare)	4
33-3	Left Rib	1	33-7	2.3x4mm screws (1 spare)	4
33-4	Right Femur	1			

STAGE 33: THE LEFT RIBS AND RIGHT FEMUR (II)

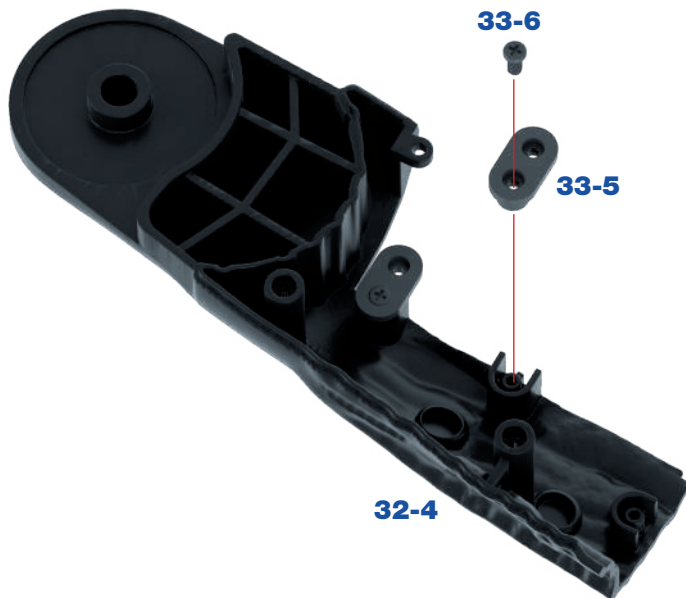


STAGE 33: THE LEFT RIBS AND RIGHT FEMUR (II)

The raised screw socket on Rib **33-3** fits into the support **32-3** opposite to Rib **33-2**. Fix in place with a 2.3x4mm screw **33-7**. Put the rib assembly safely aside until it is needed in the next stage.



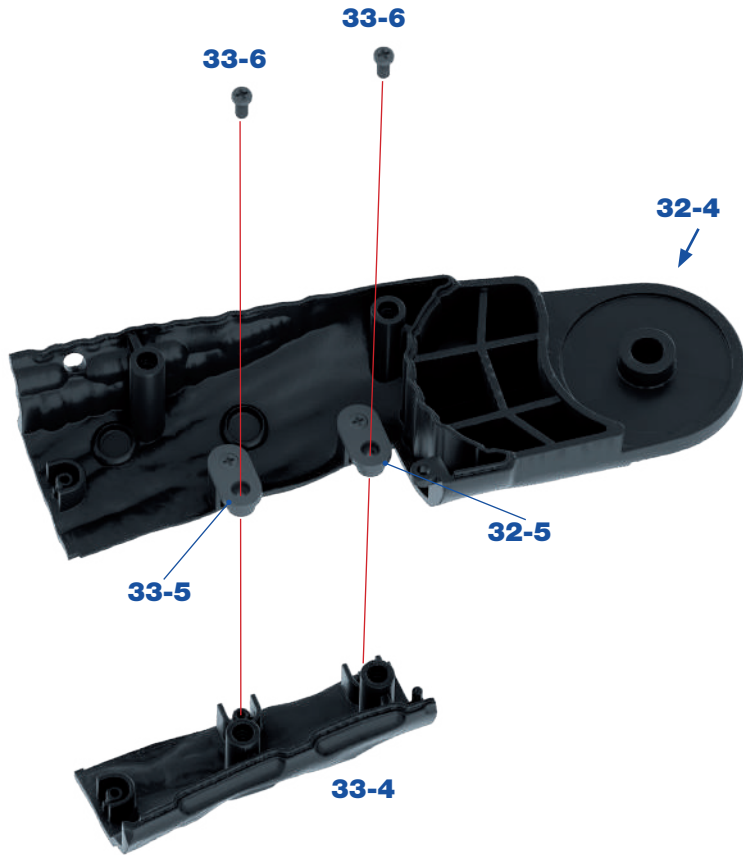
3



Take the Right Femur **32-4** from the previous stage and fit one half of the Connector **33-5**, as shown. Fix in place with a 2.3x6mm screw **33-6**.

4

STAGE 33: THE LEFT RIBS AND RIGHT FEMUR (II)



The Right Femur **33-4** is now joined to the femur part **32-4**. Fit the Connectors **32-5/33-5** into **33-4**, as shown, and secure in place with two 2.3x6mm screws **33-6**. It may help to temporarily loosen the screws on Connectors **32-5** and **33-5** whilst the part is being fitted.

5

STAGE 33 IS COMPLETE



TWO MORE RIBS HAVE BEEN FITTED AS WELL AS A SECTION OF THE RIGHT FEMUR.

STAGE 34: THE LEFT RIBS AND RIGHT FEMUR (III)

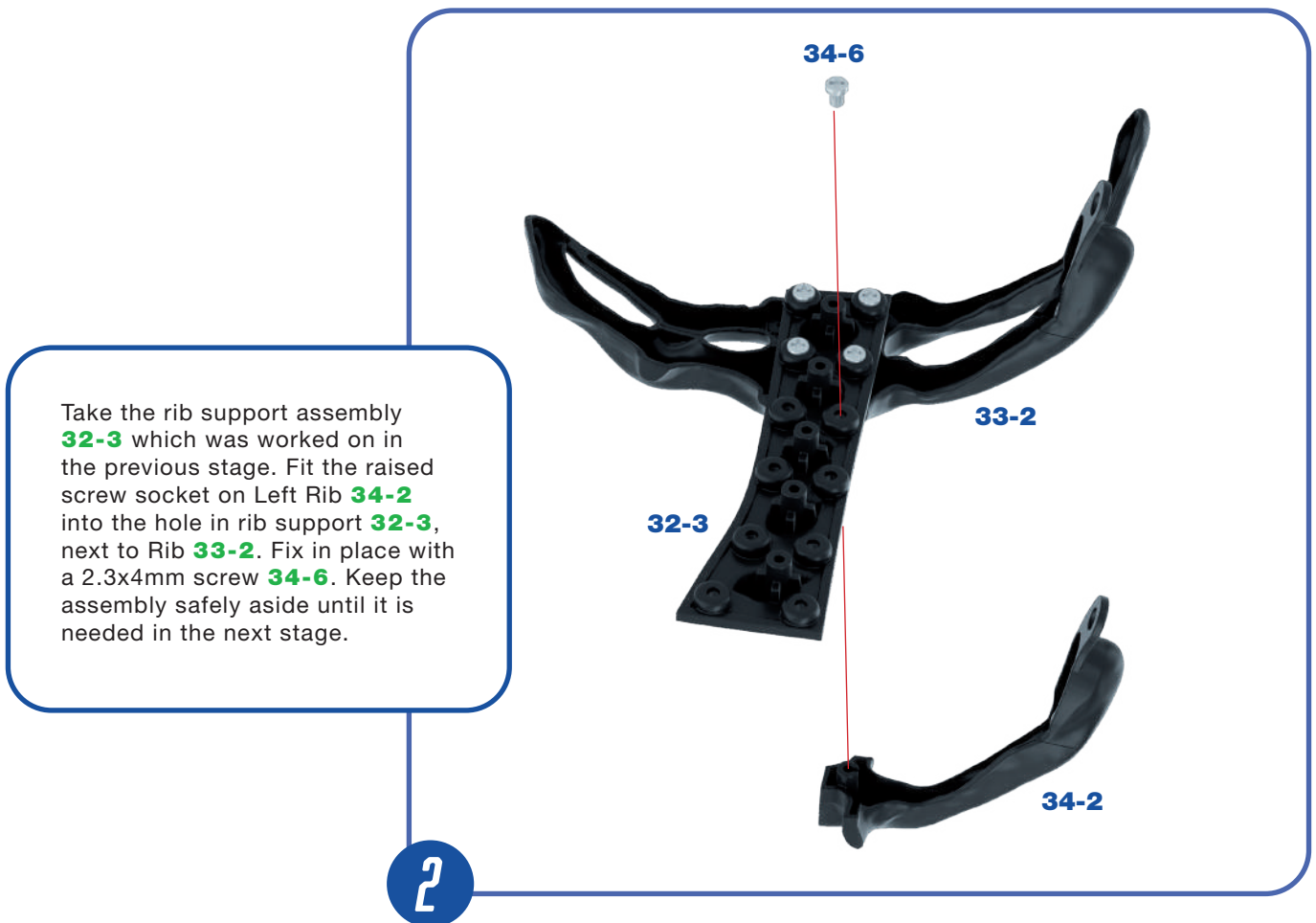
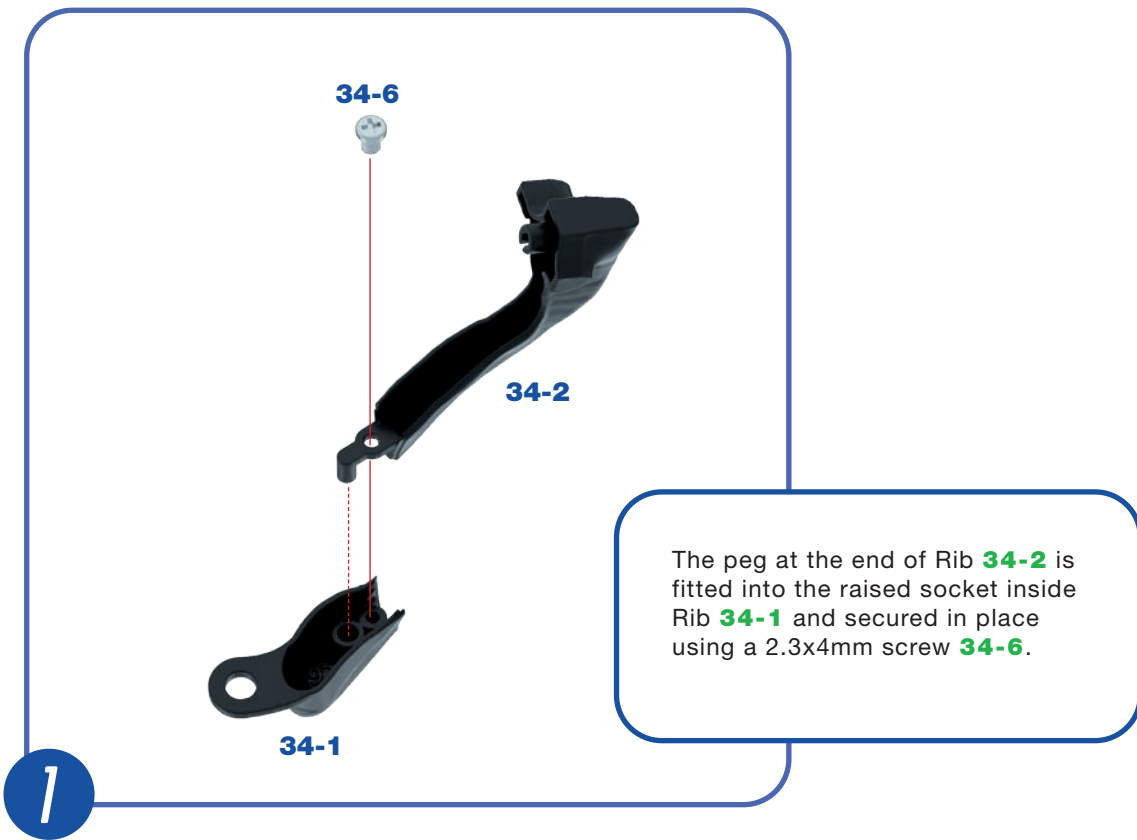
In this stage you will continue to work on the left ribs and right femur.



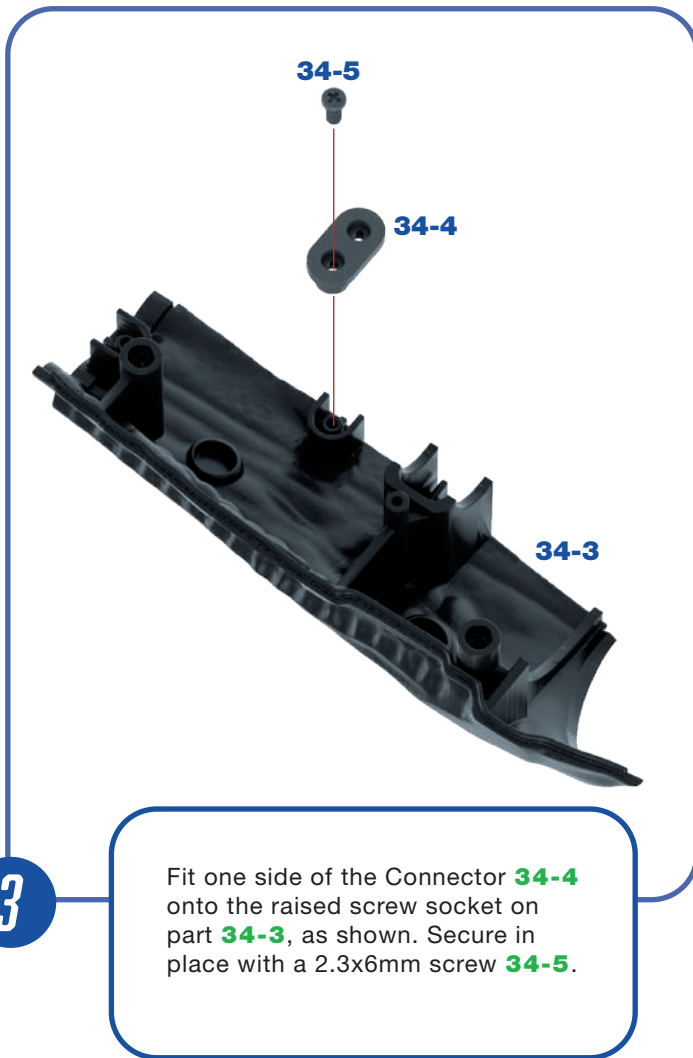
PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
34-1	Left Rib	1	34-4	Connector	2
34-2	Left Rib	1	34-5	2.3x6mm (1 spare)	3
34-3	Right Femur	1	34-6	2.3x4mm (1 spare)	3

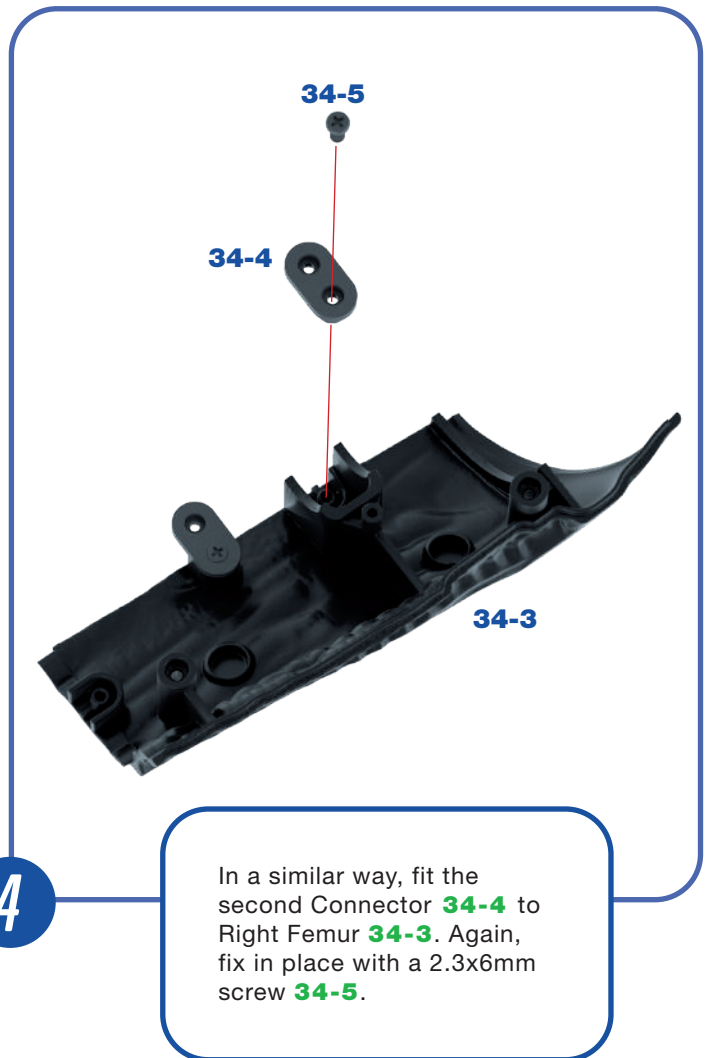
STAGE 34: THE LEFT RIBS AND RIGHT FEMUR (III)



STAGE 34: THE LEFT RIBS AND RIGHT FEMUR (III)



Fit one side of the Connector **34-4** onto the raised screw socket on part **34-3**, as shown. Secure in place with a 2.3x6mm screw **34-5**.



In a similar way, fit the second Connector **34-4** to Right Femur **34-3**. Again, fix in place with a 2.3x6mm screw **34-5**.

STAGE 34 IS COMPLETE



FURTHER WORK HAS BEEN DONE ON THE LEFT RIB CAGE AND CONNECTORS FITTED TO THE RIGHT FEMUR.



STAGE 35: THE LEFT RIBS AND RIGHT FEMUR (IV)

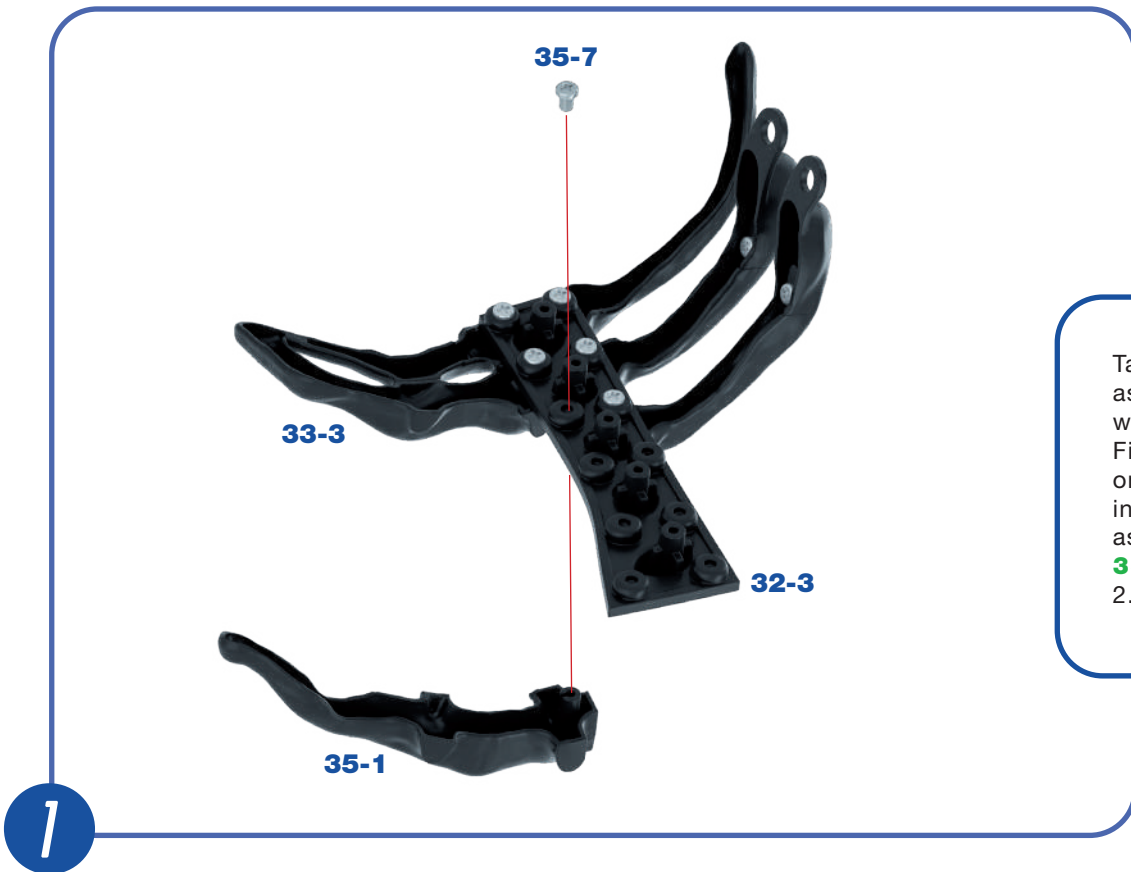
In this stage you will continue to build the left ribs and start to join together the different parts of the right femur.



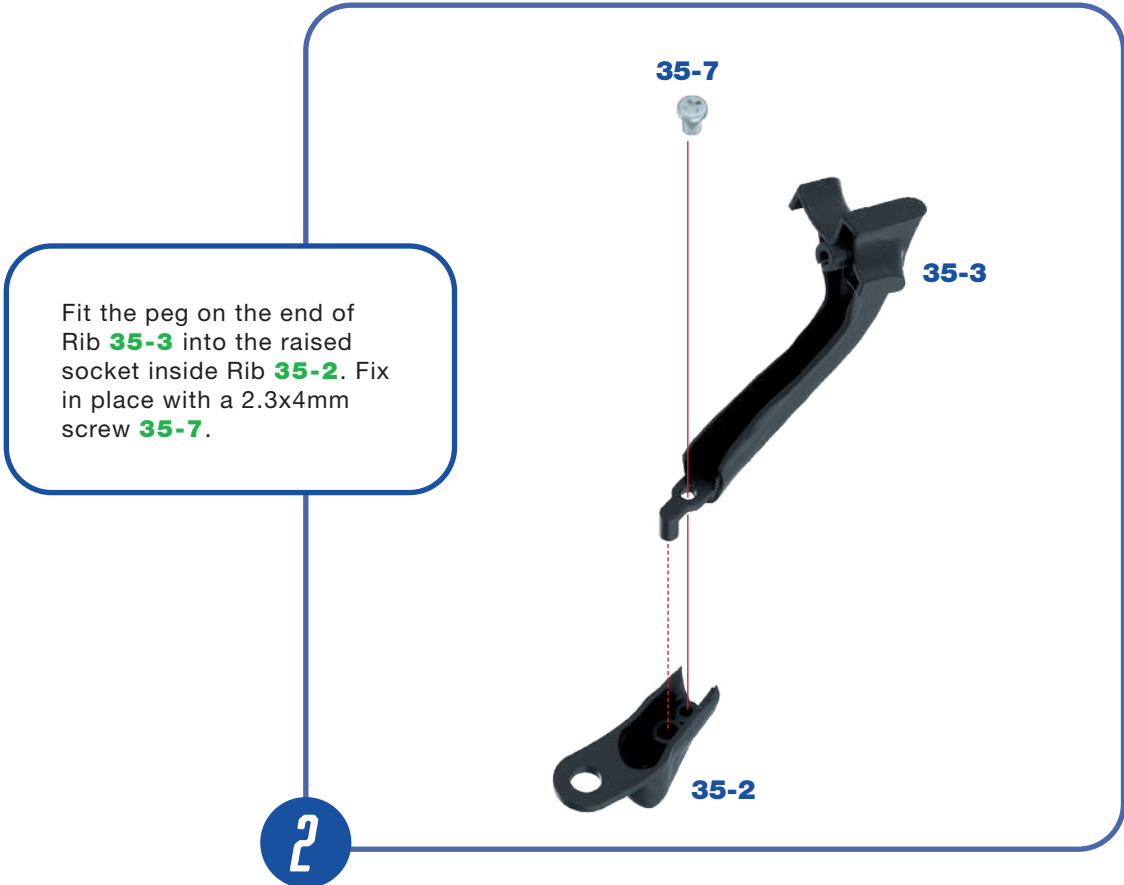
PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
35-1	Left Rib	1	35-5	Connectors	2
35-2	Left Rib	1	35-6	2.3x6mm (1 spare)	7
35-3	Left Rib	1	35-7	2.3x4mm (1 spare)	4
35-4	Right Femur	1			

STAGE 35: THE LEFT RIBS AND RIGHT FEMUR (IV)



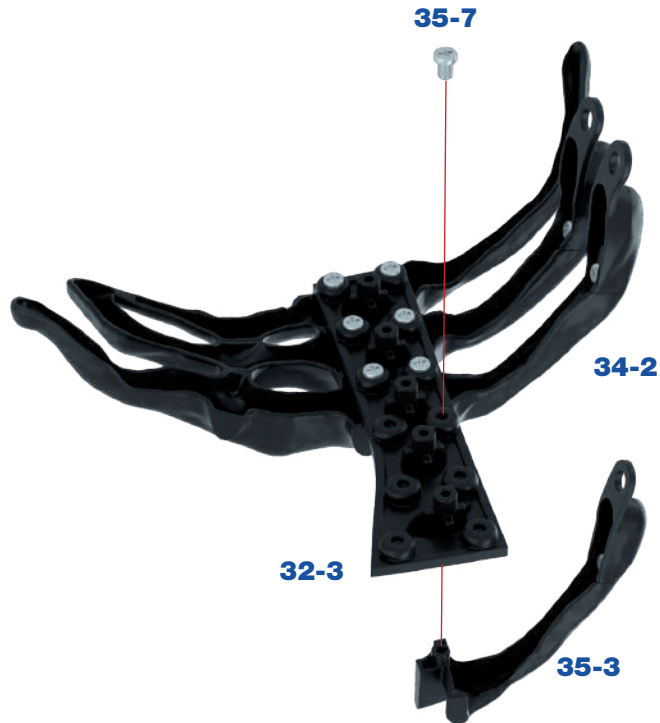
Take the left rib support assembly **32-3** which was worked on in the last stage. Fit the raised screw socket on the end of Rib **35-1** into the hole in the support assembly **32-3** next to Rib **33-3**. Fix in place with a 2.3x4mm screw **35-7**.



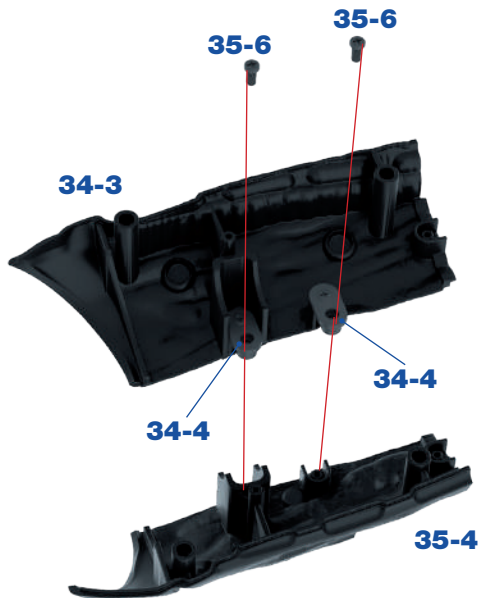
Fit the peg on the end of Rib **35-3** into the raised socket inside Rib **35-2**. Fix in place with a 2.3x4mm screw **35-7**.

STAGE 35: THE LEFT RIBS AND RIGHT FEMUR (IV)

Fit the rib assembly **35-3** into the rib support **32-3** next to Rib **34-2**. Fix in place with a 2.3x4mm screw **35-7**. Keep the assembly safely aside.

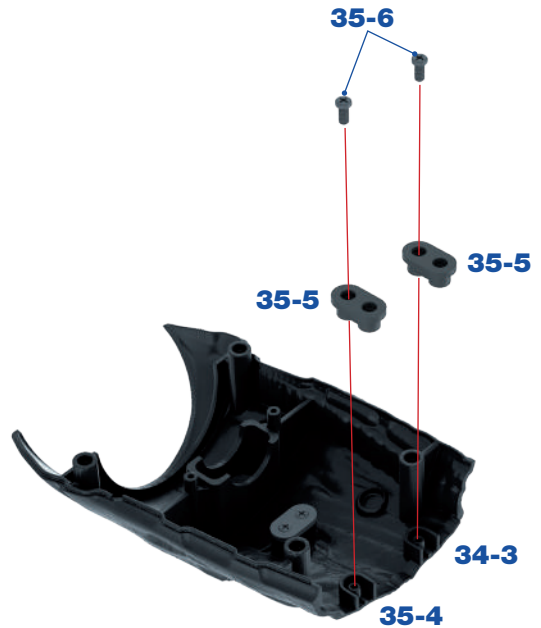


3



Next, take the right femur part **34-3** from the last stage. Join Right Femur **35-4** to this using the previously fitted Connectors **34-4**, as shown. It may help to temporarily loosen the screws on the connectors.

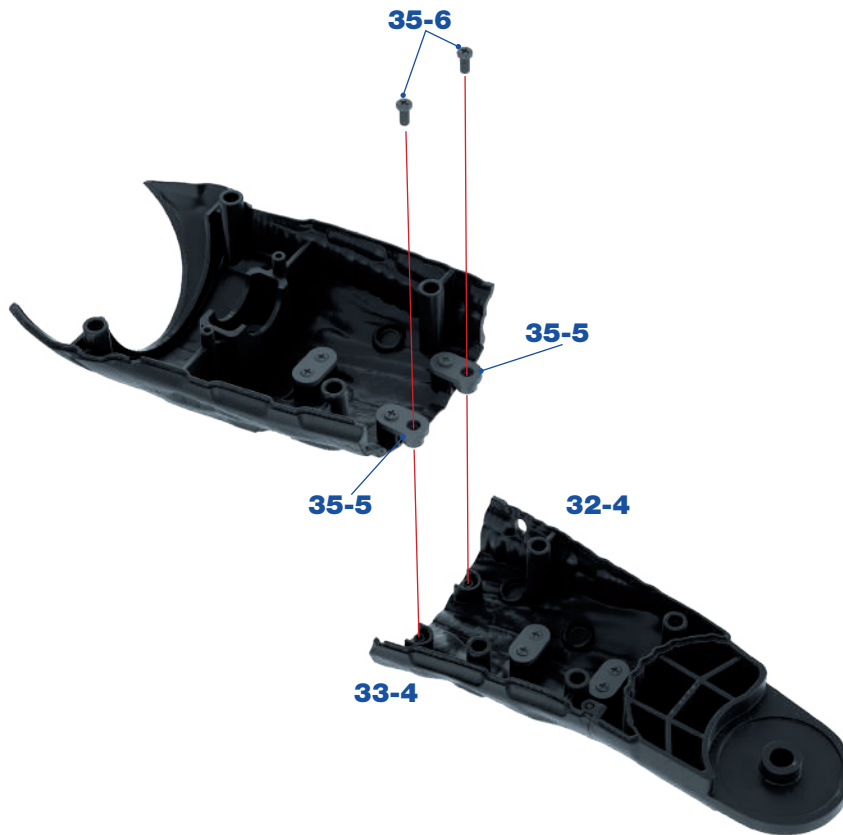
4



Fit the Connectors **35-5** over the raised screw sockets on Right Femur parts **34-3** and **35-4**, as shown. Fix in place using two 2.3x6mm screws **35-6**.

5

STAGE 35: THE LEFT RIBS AND RIGHT FEMUR (IV)



Take the femur assembly **32-4/33-4** which was last worked on in stage 33. Join the assembly **34-3/35-4** to this using the previously fitted Connectors **35-5**. Fix in place using two 2.3x6mm screws **35-6**. As before, it may help to temporarily loosen the screws on the connectors whilst doing this.

6

STAGE 35 IS COMPLETE



*A SIXTH AND SEVENTH LEFT RIB
HAVE BEEN FITTED AND RIGHT
FEMUR PARTS JOINED TOGETHER.*

STAGE 36: THE LEFT RIBS AND RIGHT THIGH (I)

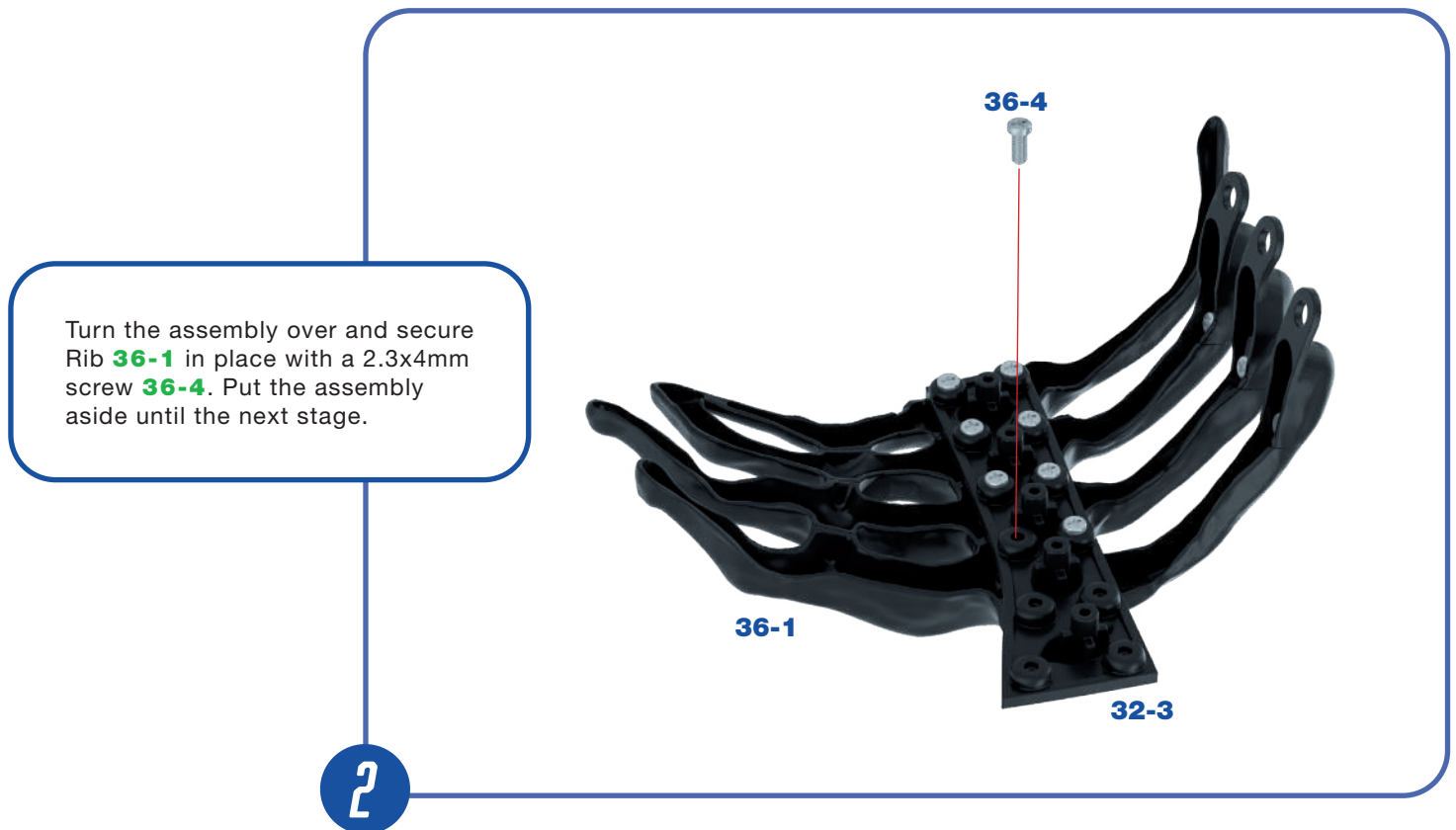
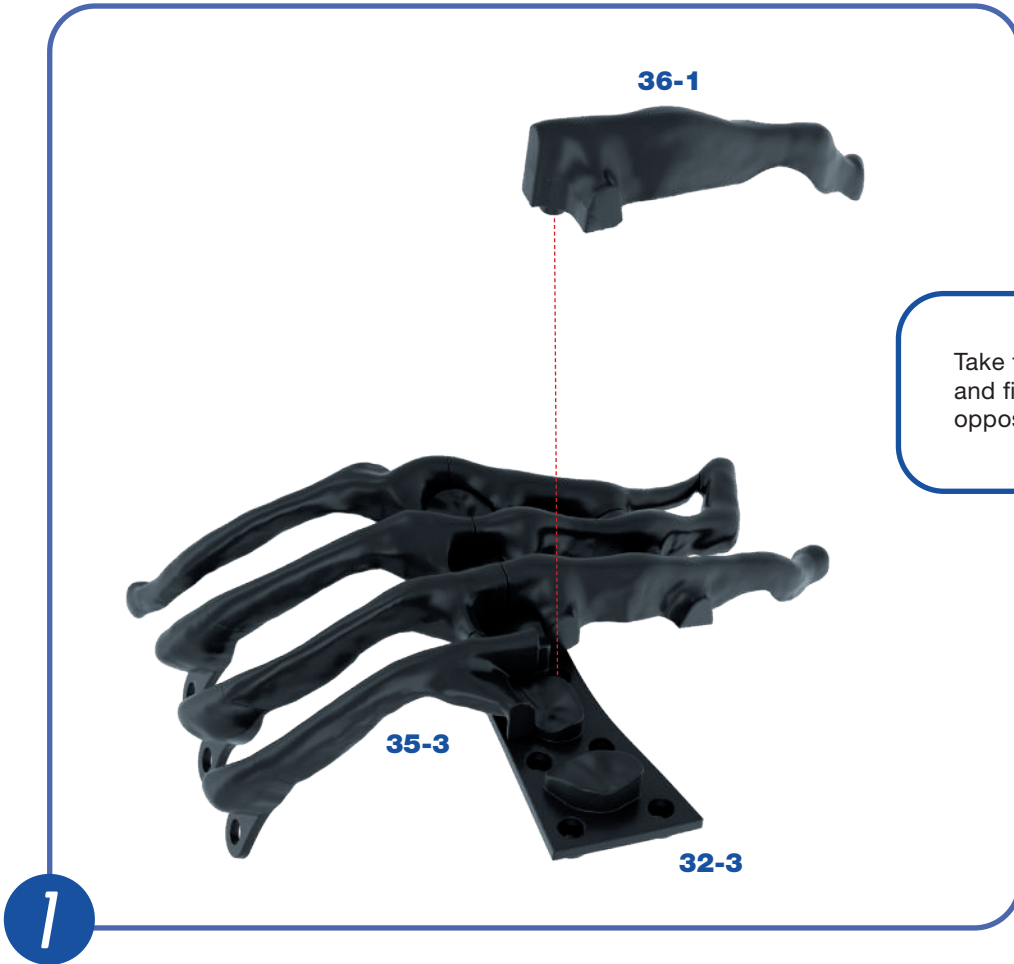
In this stage you will continue to build the left ribs and work on parts of the Xenomorph's right thigh.



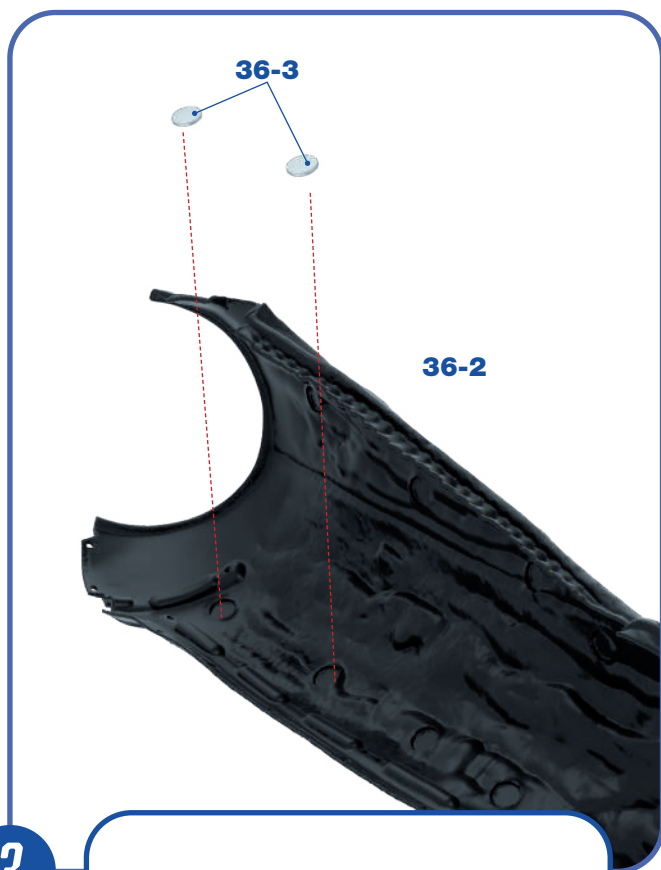
PARTS SUPPLIED

Ref.	Name	Qty.	Ref.	Name	Qty.
36-1	Left Rib	1	36-3	Magnets	4
36-2	Right Thigh Skin	1	36-4	2.3x4mm screws (1 spare)	2

STAGE 36: THE LEFT RIBS AND RIGHT THIGH (I)

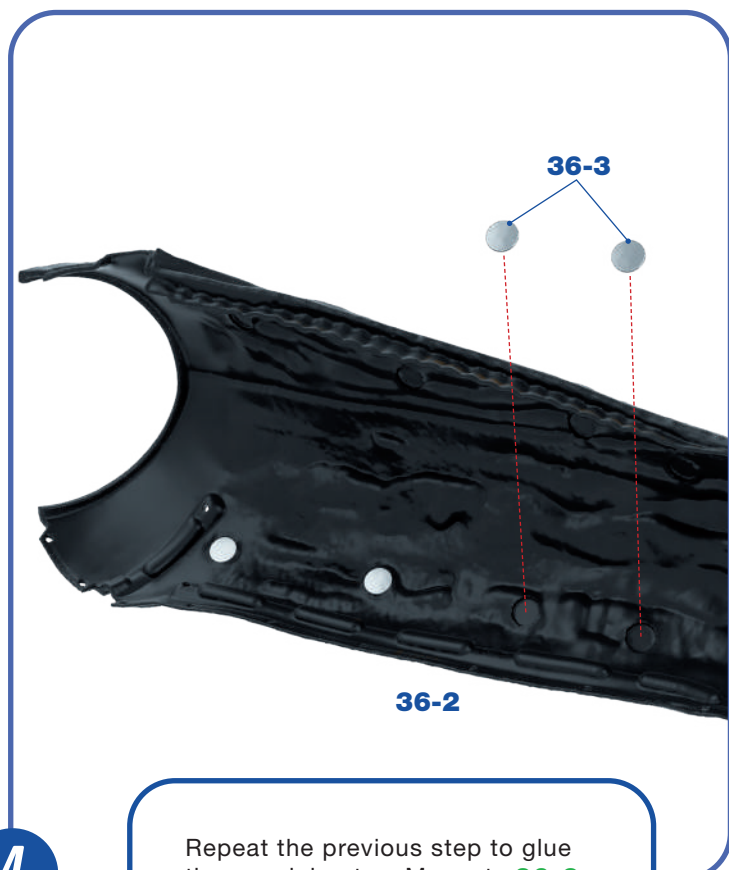


STAGE 36: THE LEFT RIBS AND RIGHT THIGH (I)



3

Take the Right Thigh Skin **36-2** and two of the Magnets **36-3**. Glue the magnets into the circular recesses in the skin, as shown. It doesn't matter which way round the magnets are fitted.



4

Repeat the previous step to glue the remaining two Magnets **36-3** into the adjacent circular recesses inside the the Thigh Skin **36-2**, as shown. Again, it doesn't matter which way round the magnets are fitted.

PACK 5 AND STAGE 36 ARE NOW COMPLETE



AN EIGHTH LEFT RIB HAS BEEN FITTED AND MAGNETS GLUED IN PLACE ON THE RIGHT THIGH SKIN.