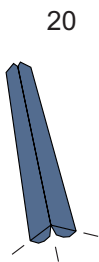
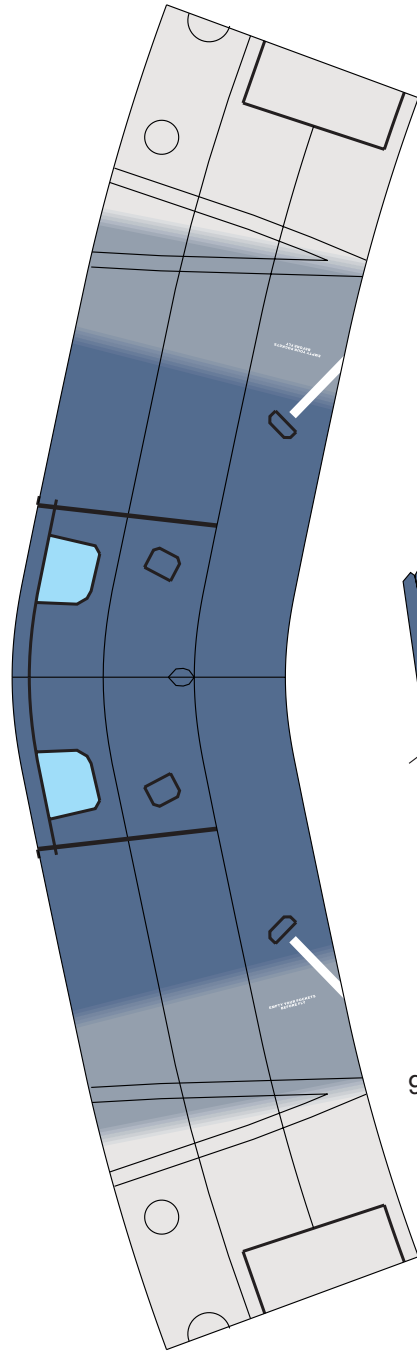
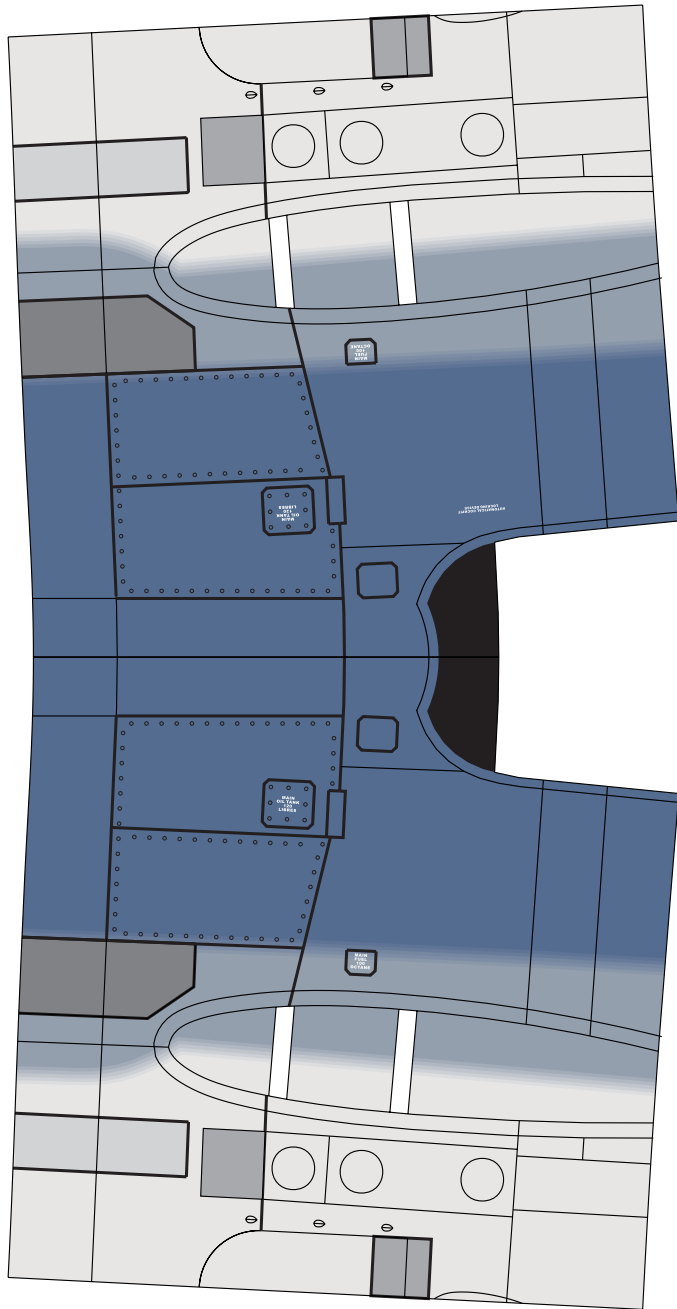
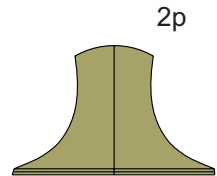
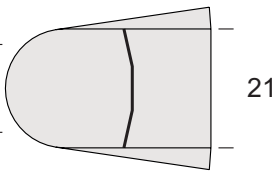
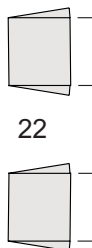
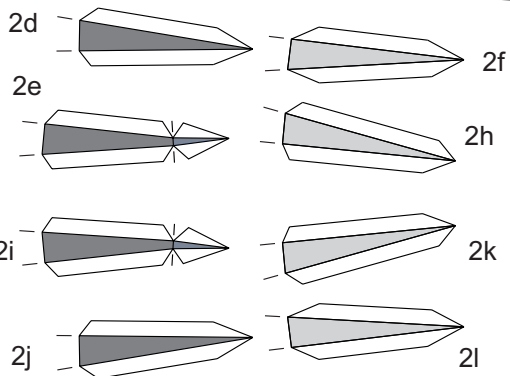


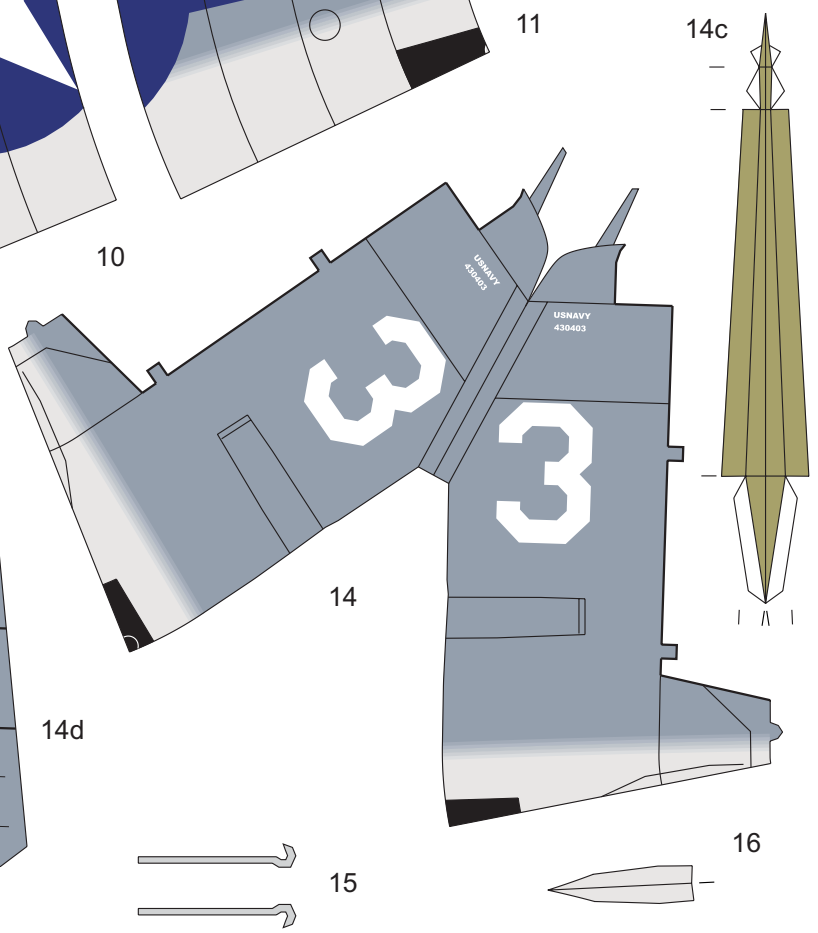
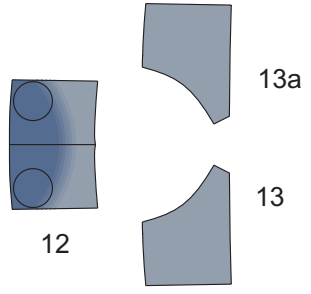
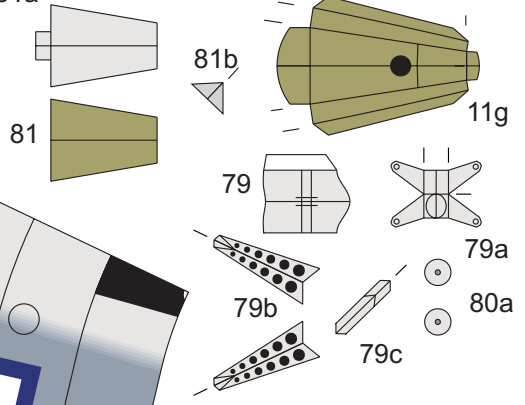
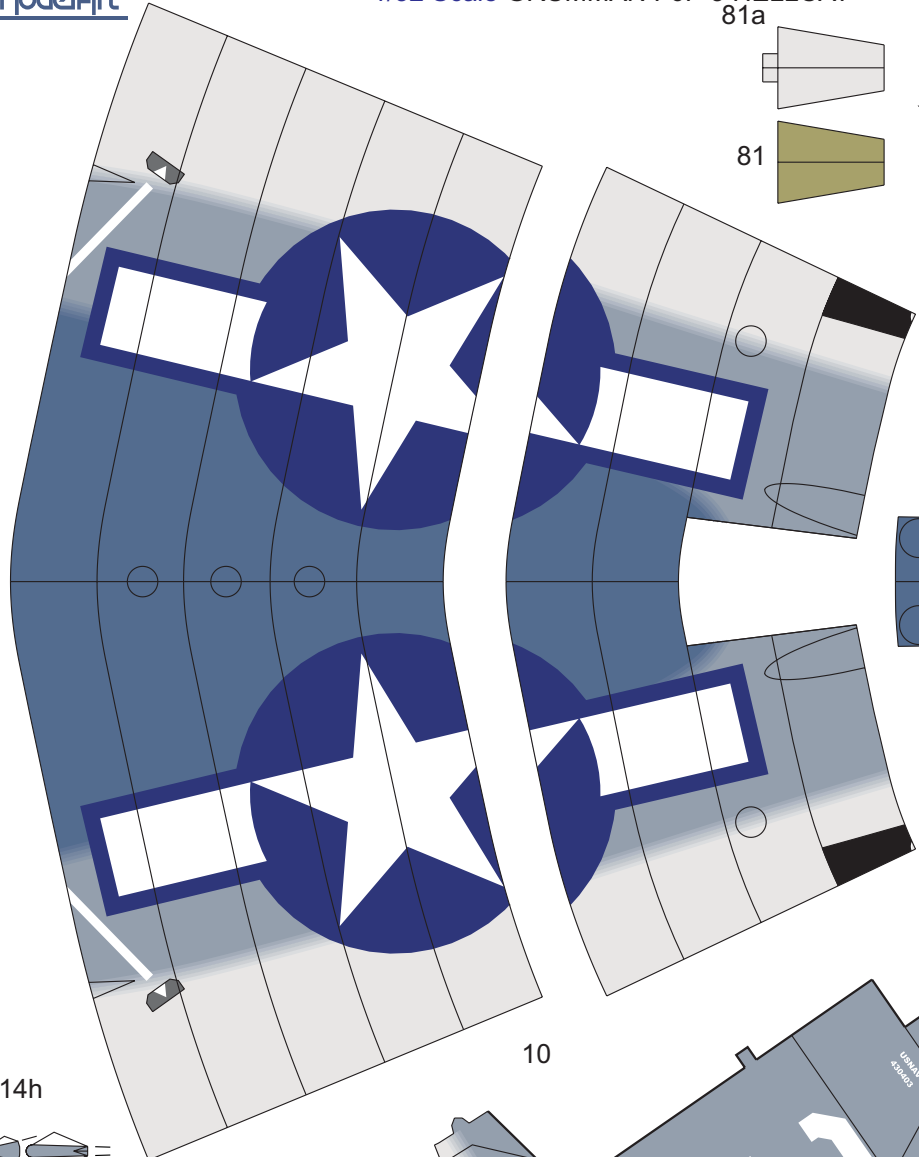
1/32 Scale GRUMMAN F6F-3 HELLCAT

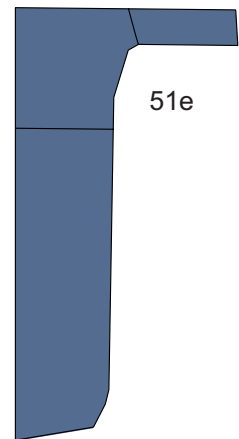
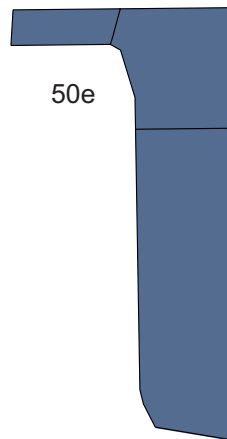
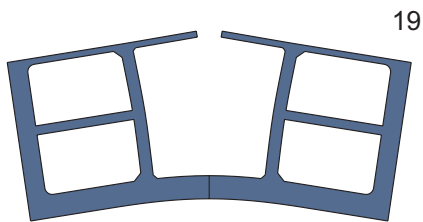
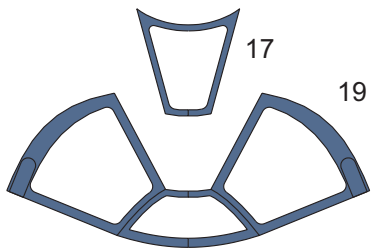
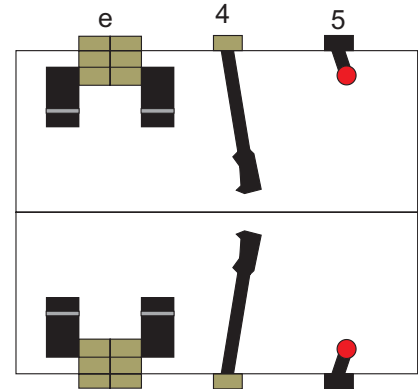
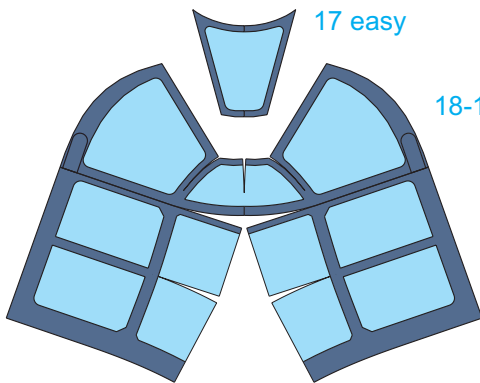
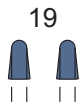
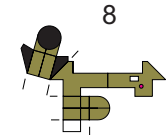
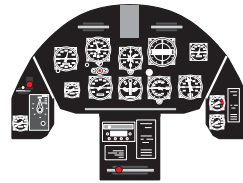
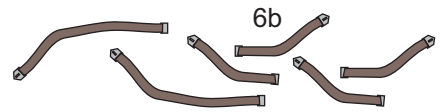
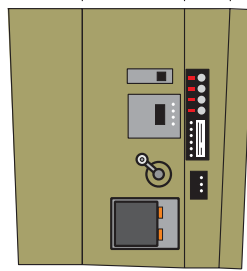
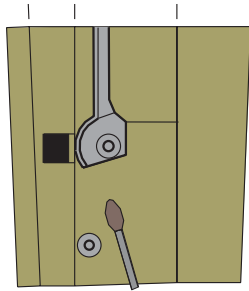
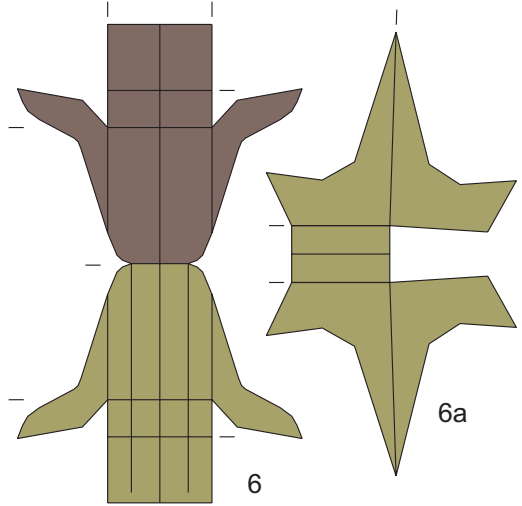
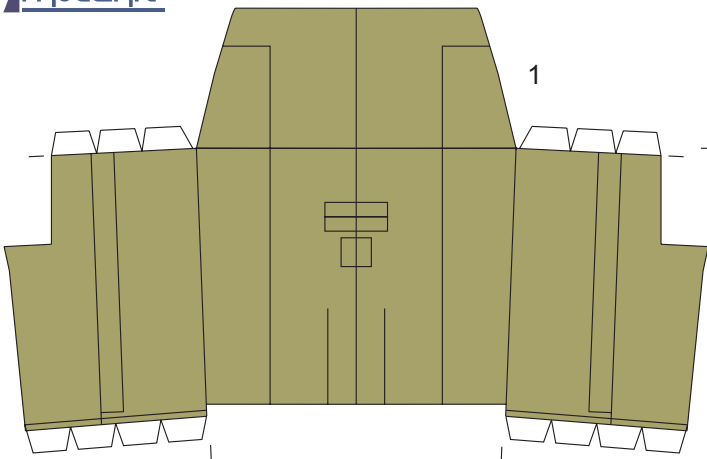


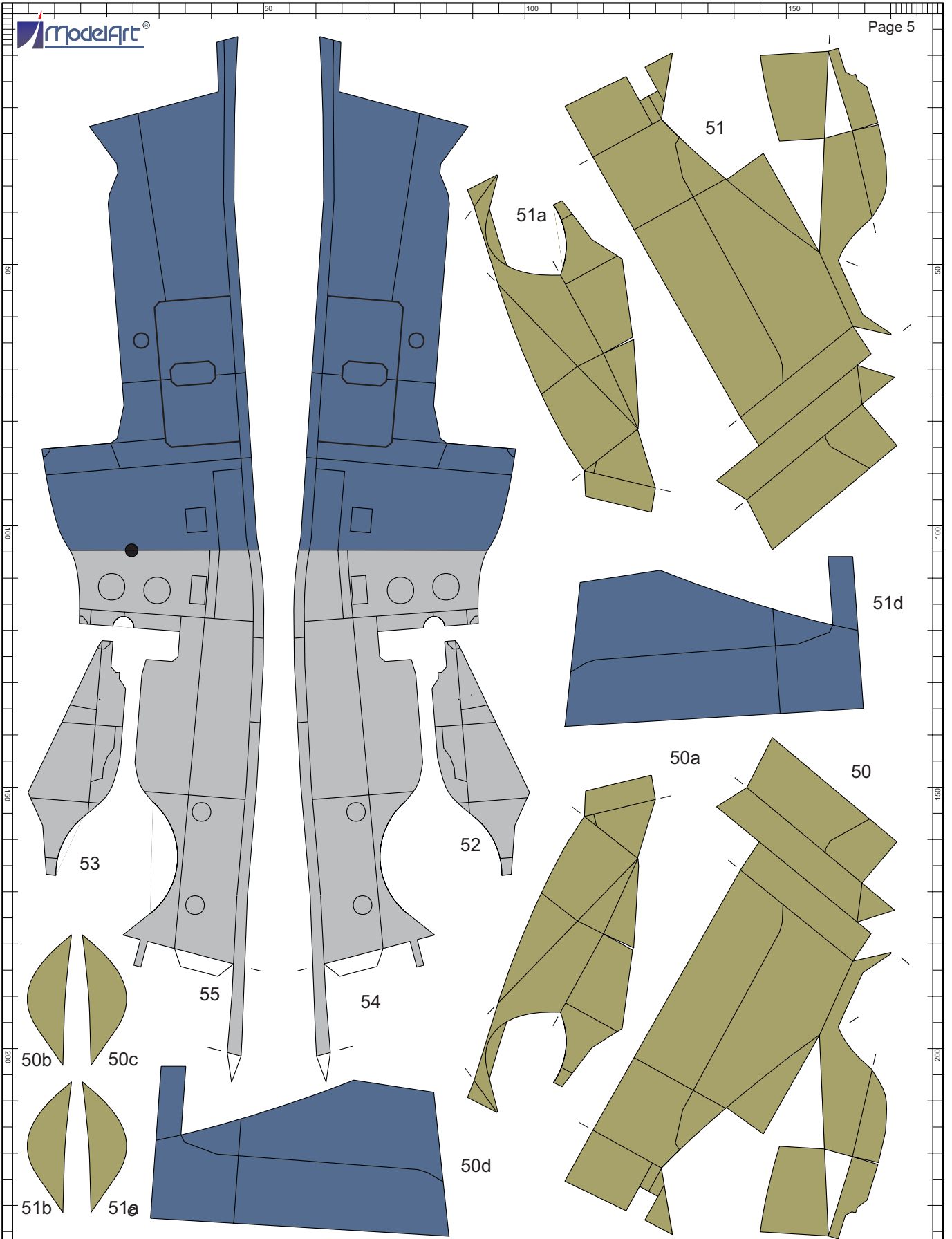
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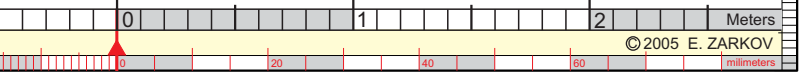






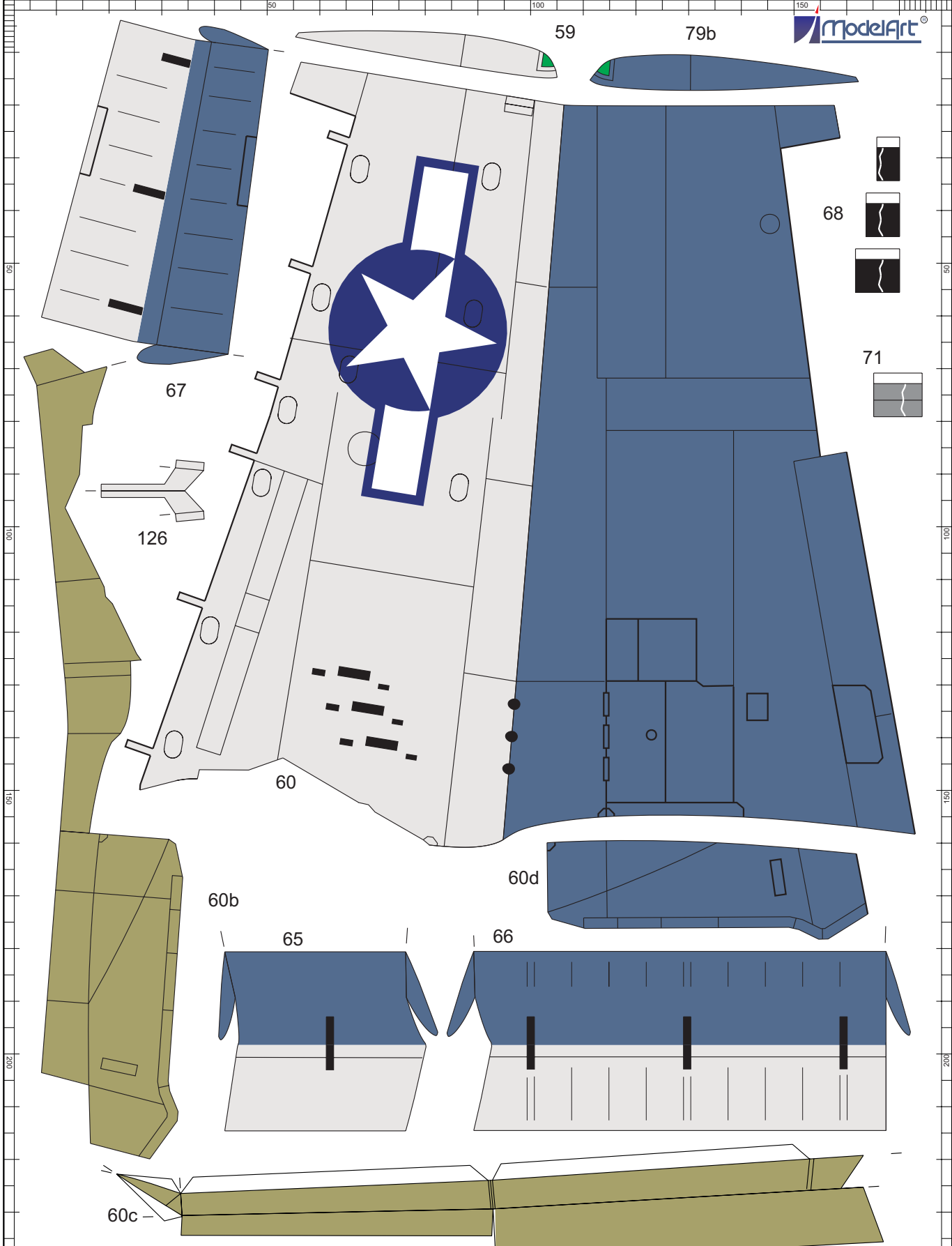
1/32 Scale GRUMMAN F6F-3 HELLCAT

This kit is designed by using SurfMaster CAD software Scale 1:32
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Card Models Design Software



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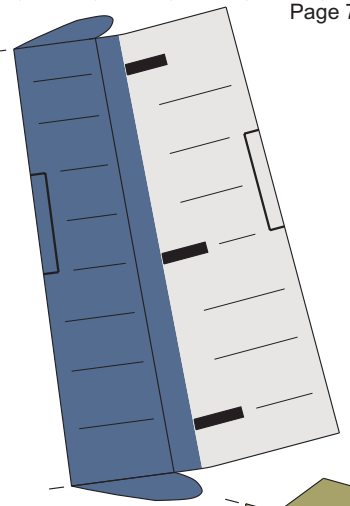
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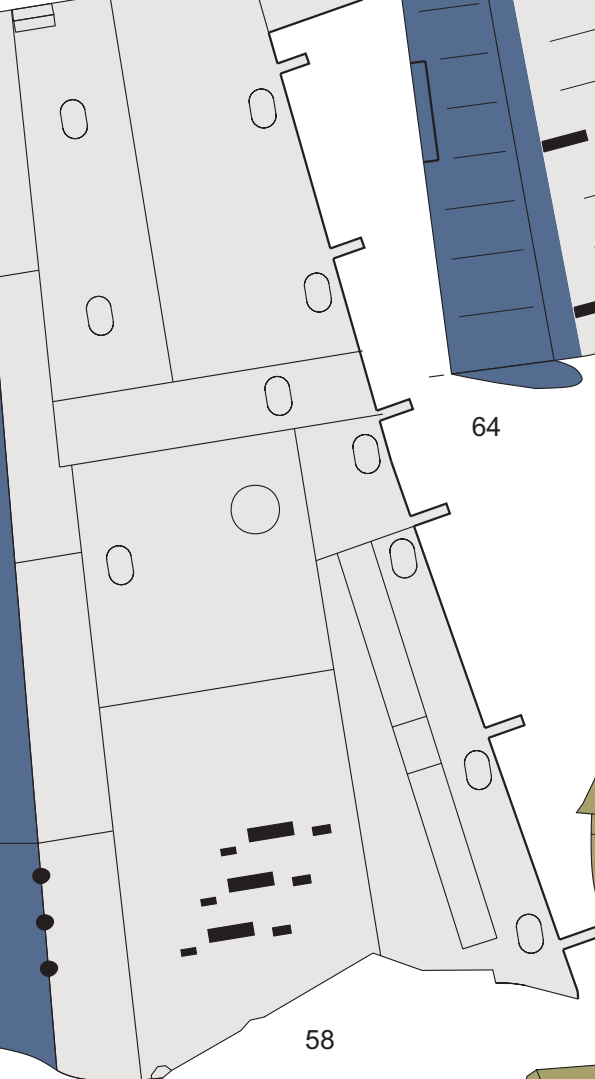
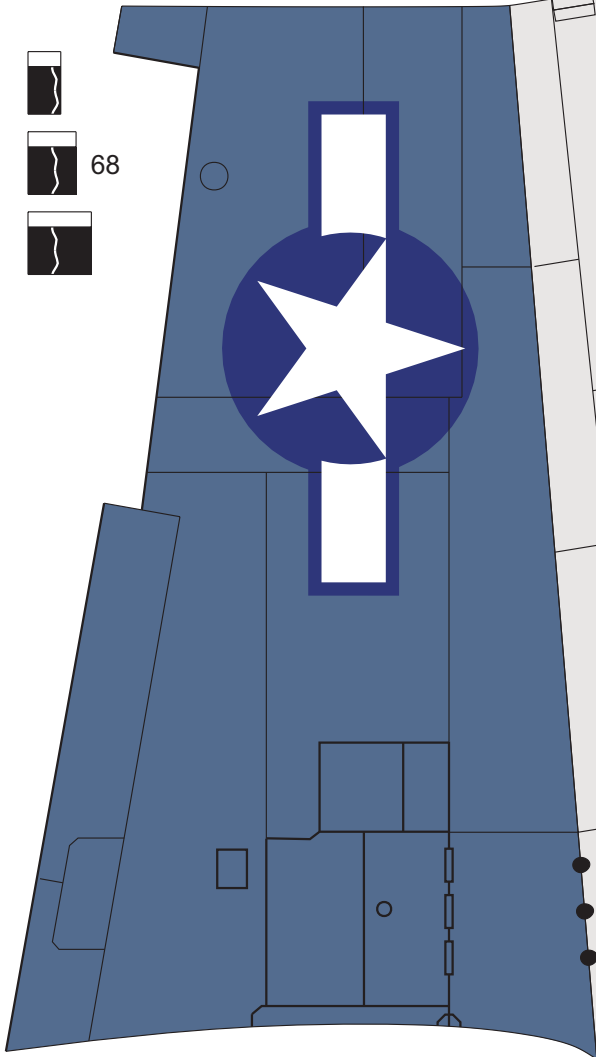
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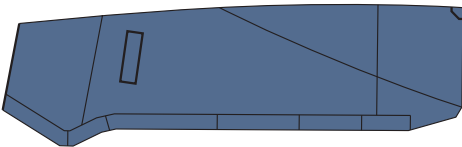
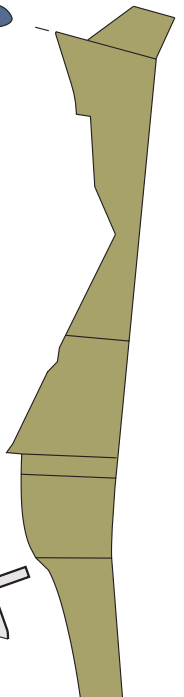
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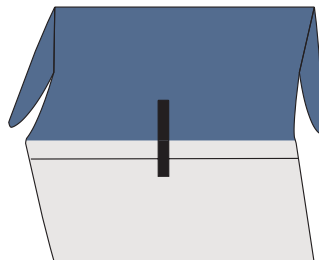
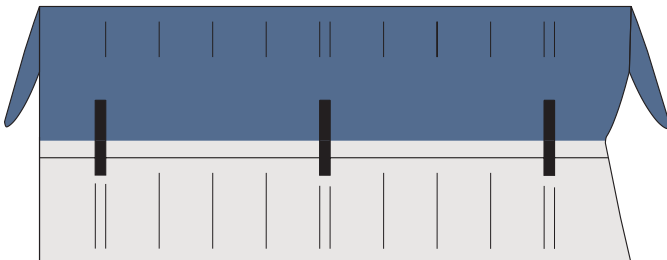


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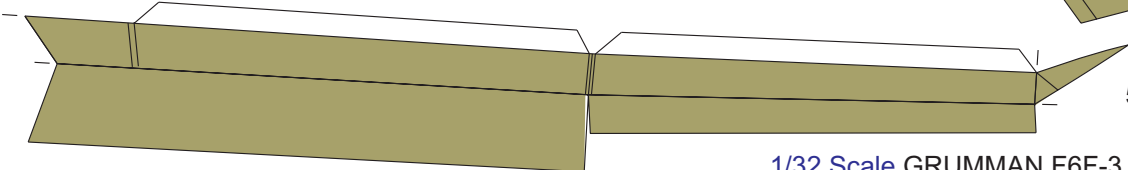
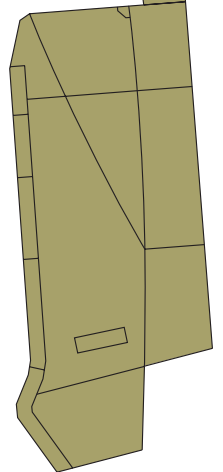
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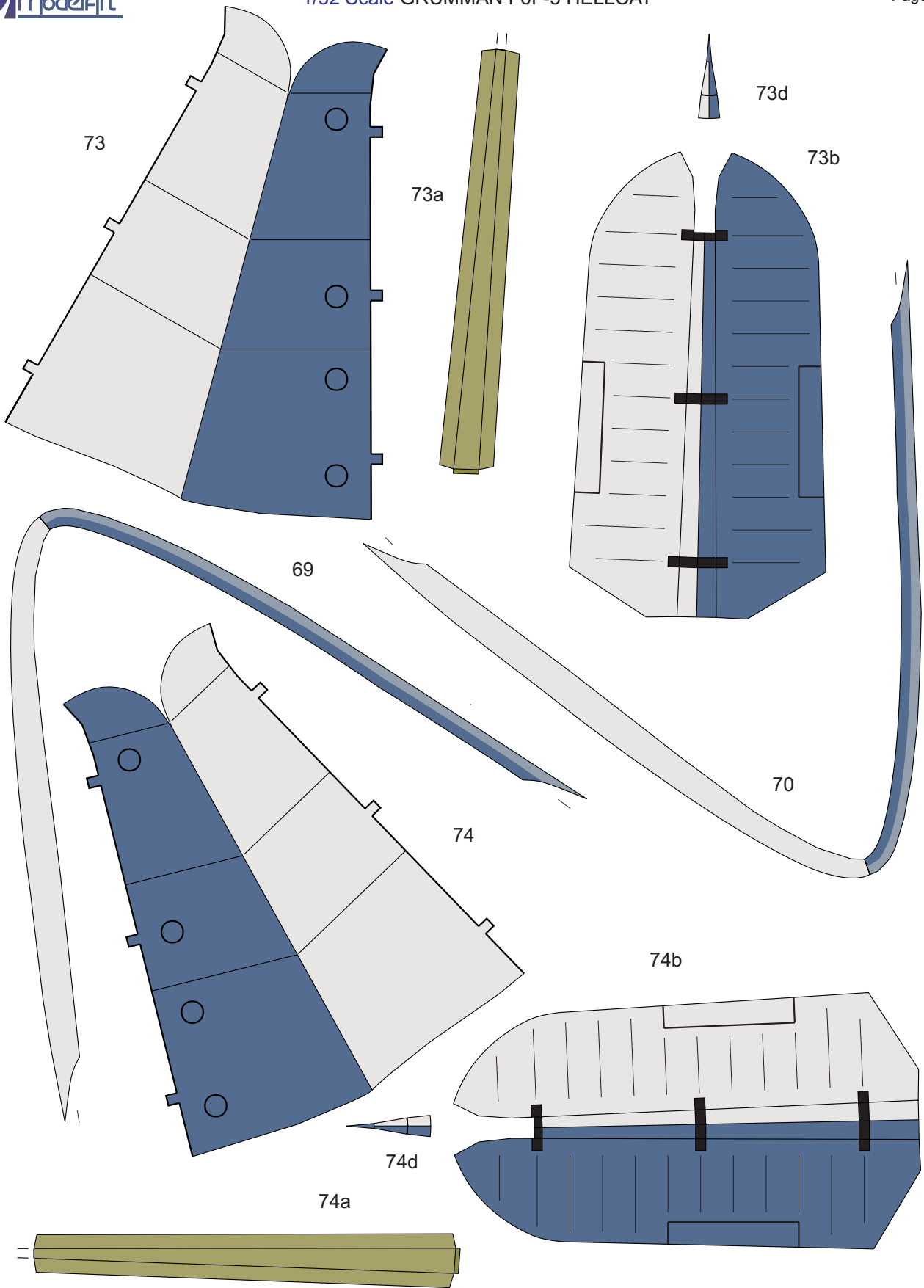
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58b



58c

1/32 Scale GRUMMAN F6F-3 HELLCAT



14easy

54easy

55easy

75m

75m

75

75e

75e

75a

75f

75f

75a

75b

75b

75c

75d

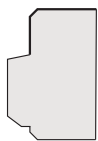
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60easy

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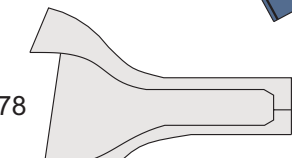
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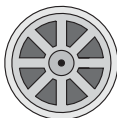
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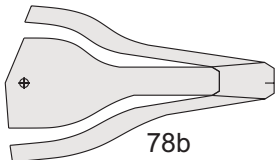
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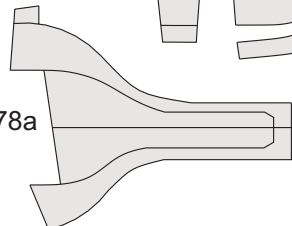
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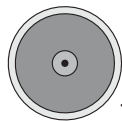
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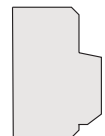
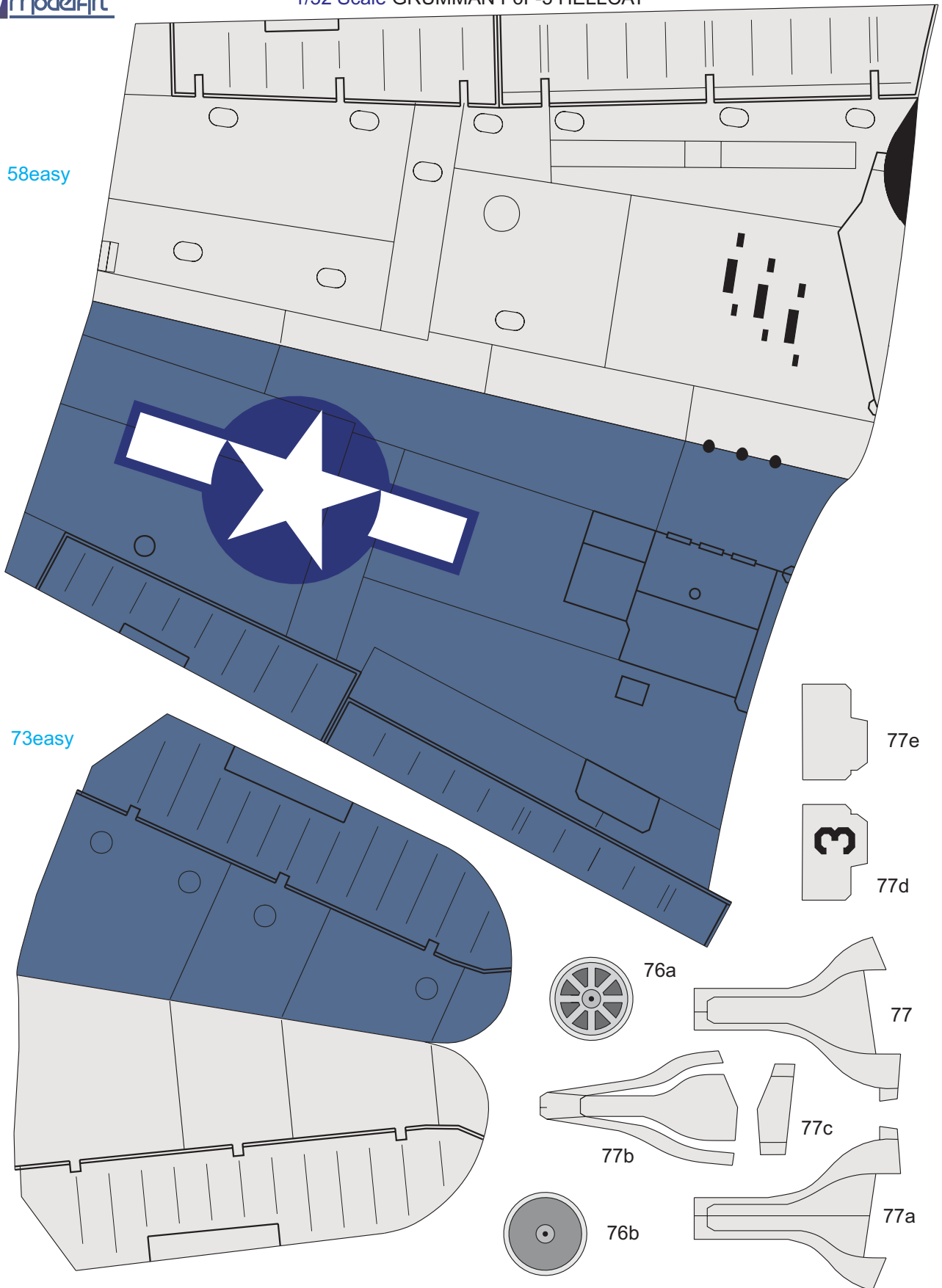


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58easy

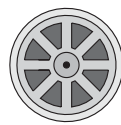
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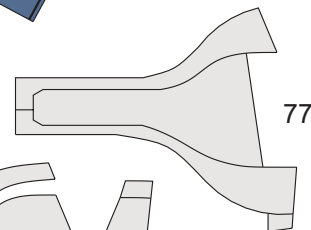
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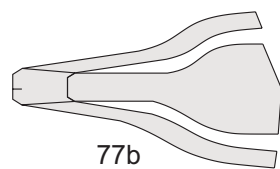
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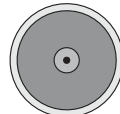
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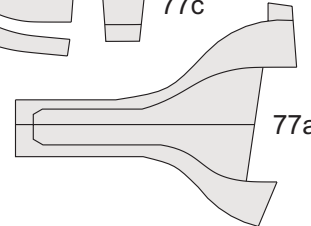
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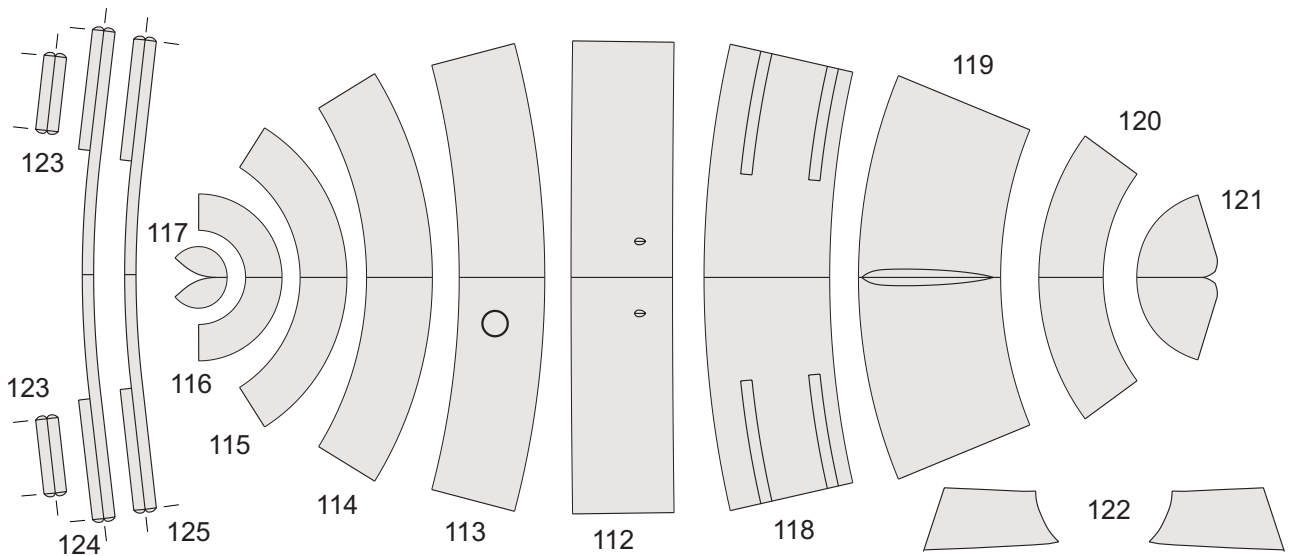
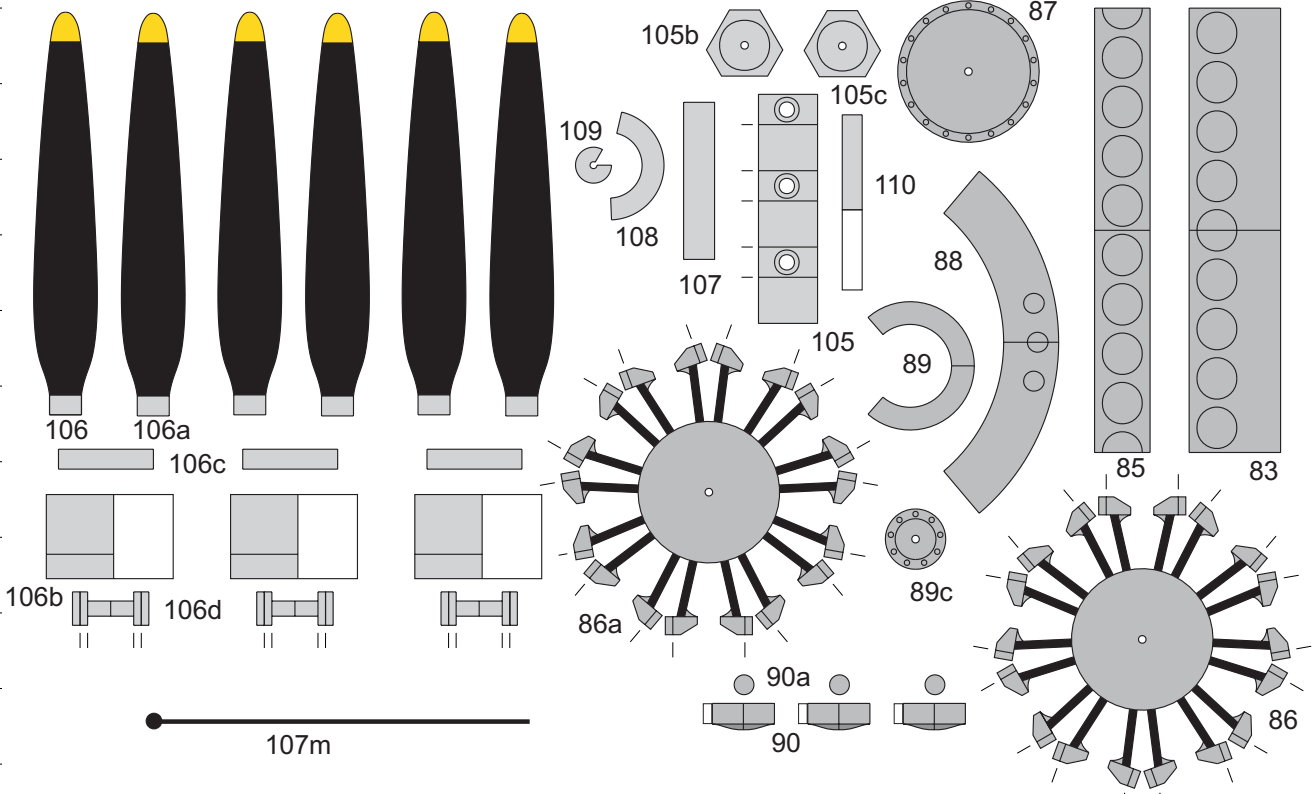
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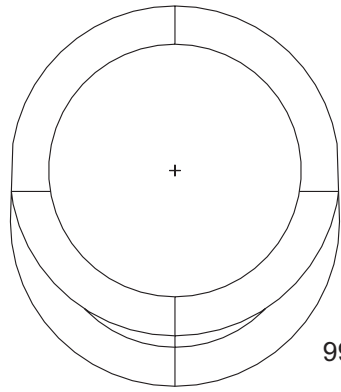


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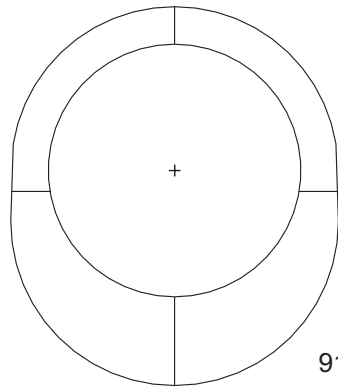


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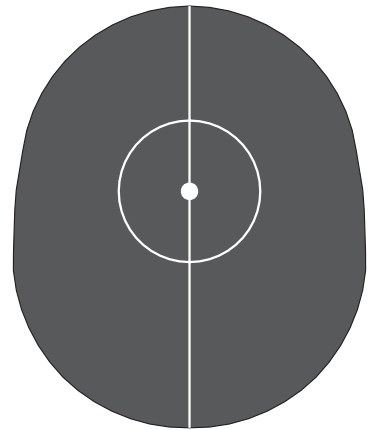




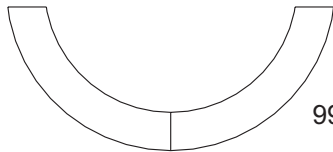
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91b



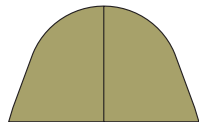
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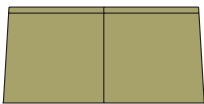
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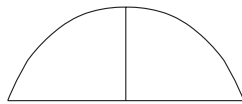
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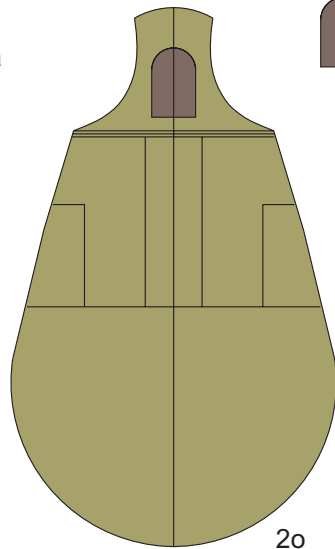
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9d



2n



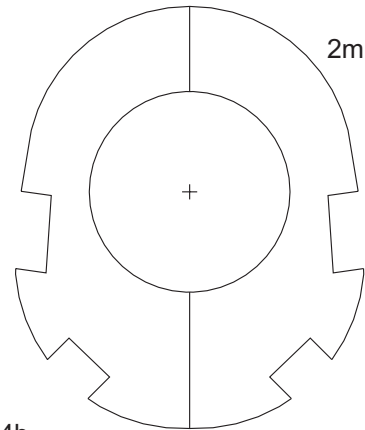
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2p



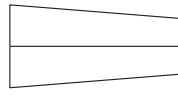
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2m



11f



11e

108b



107c



107b



89b



88c



88d



83b



83c



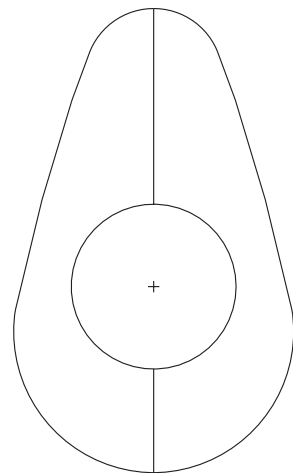
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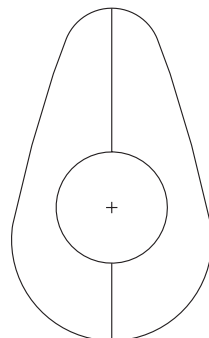
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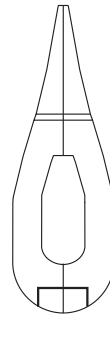
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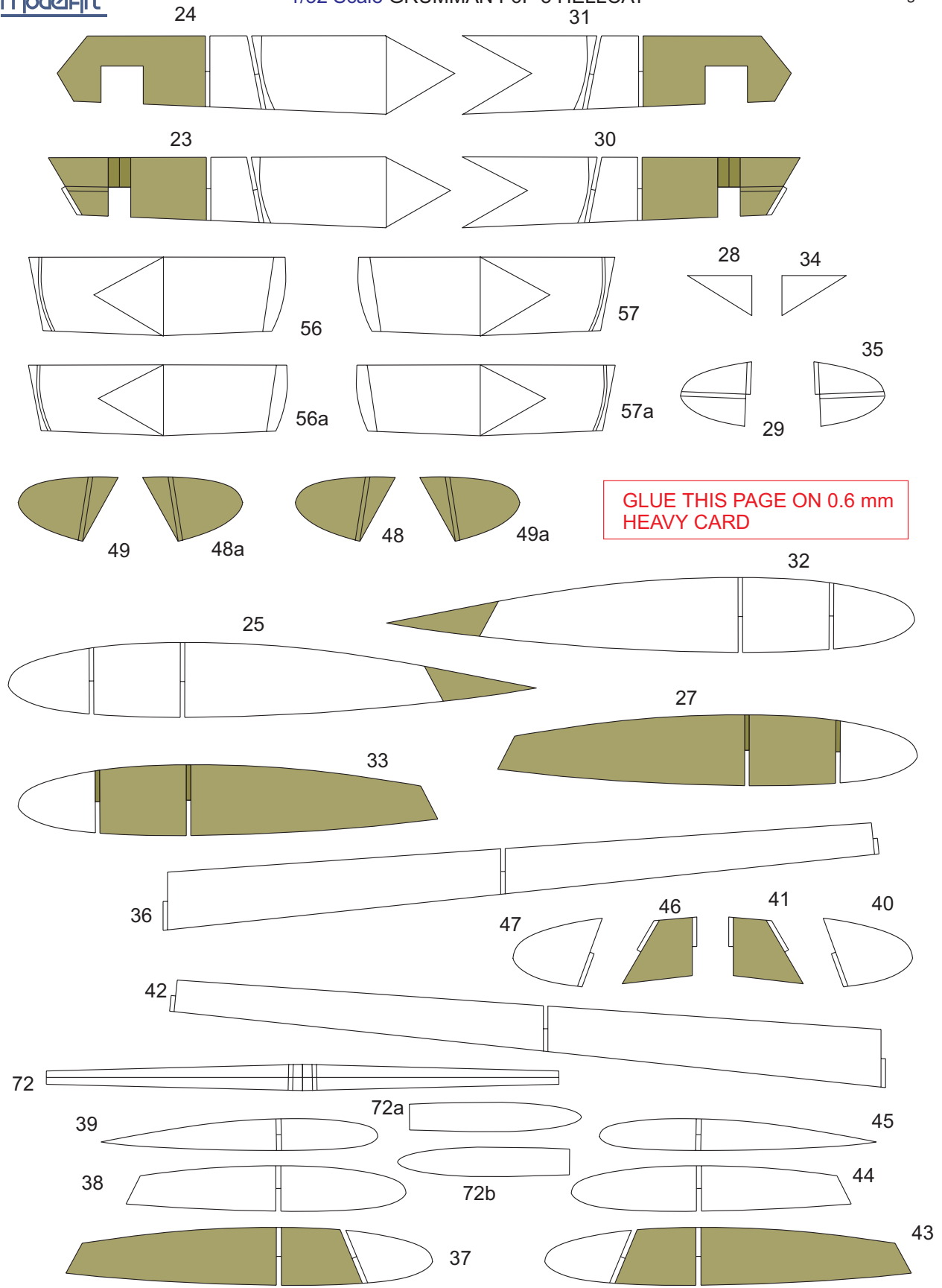


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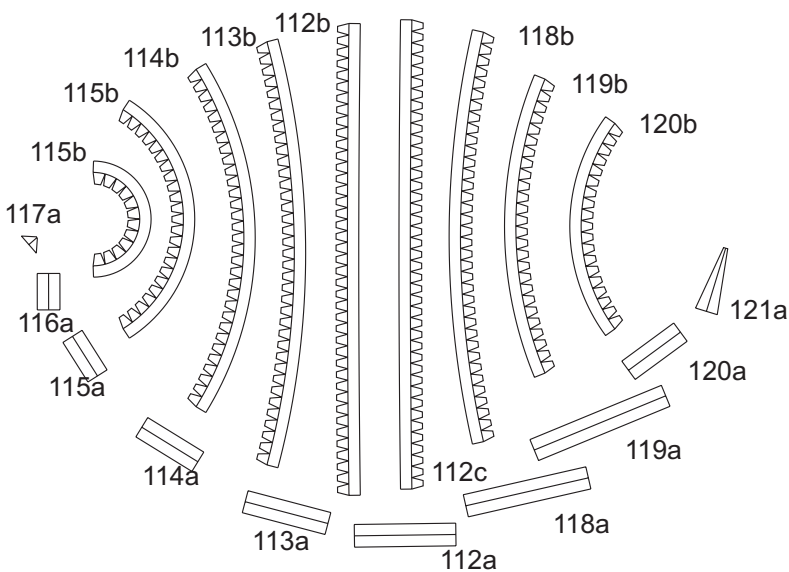
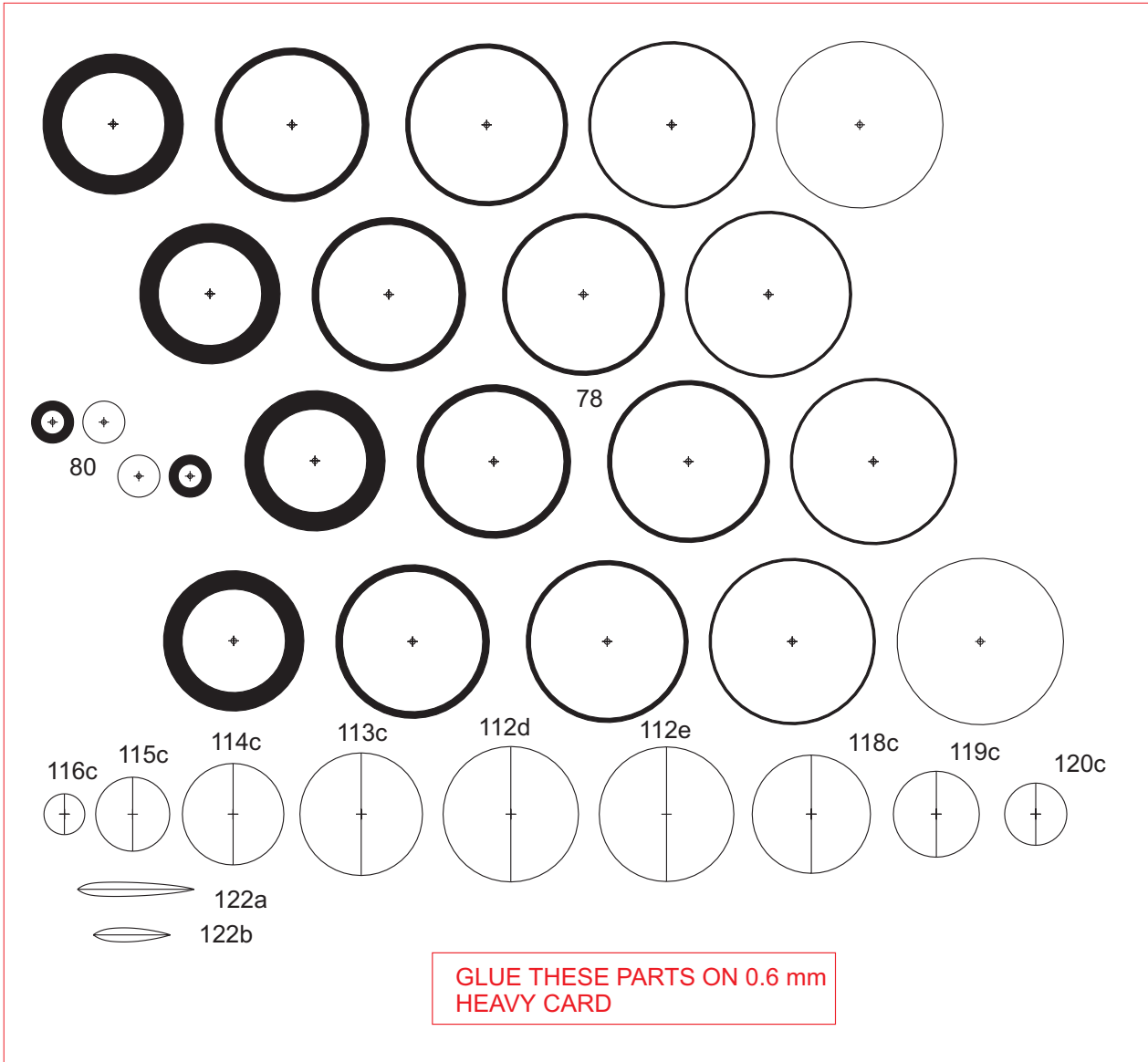


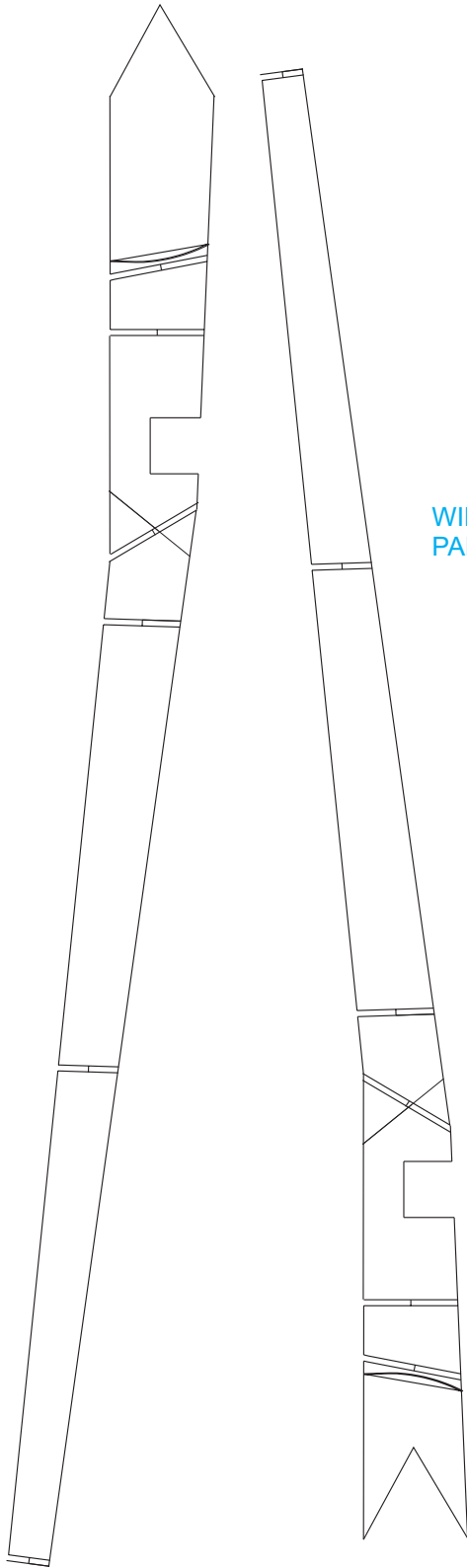
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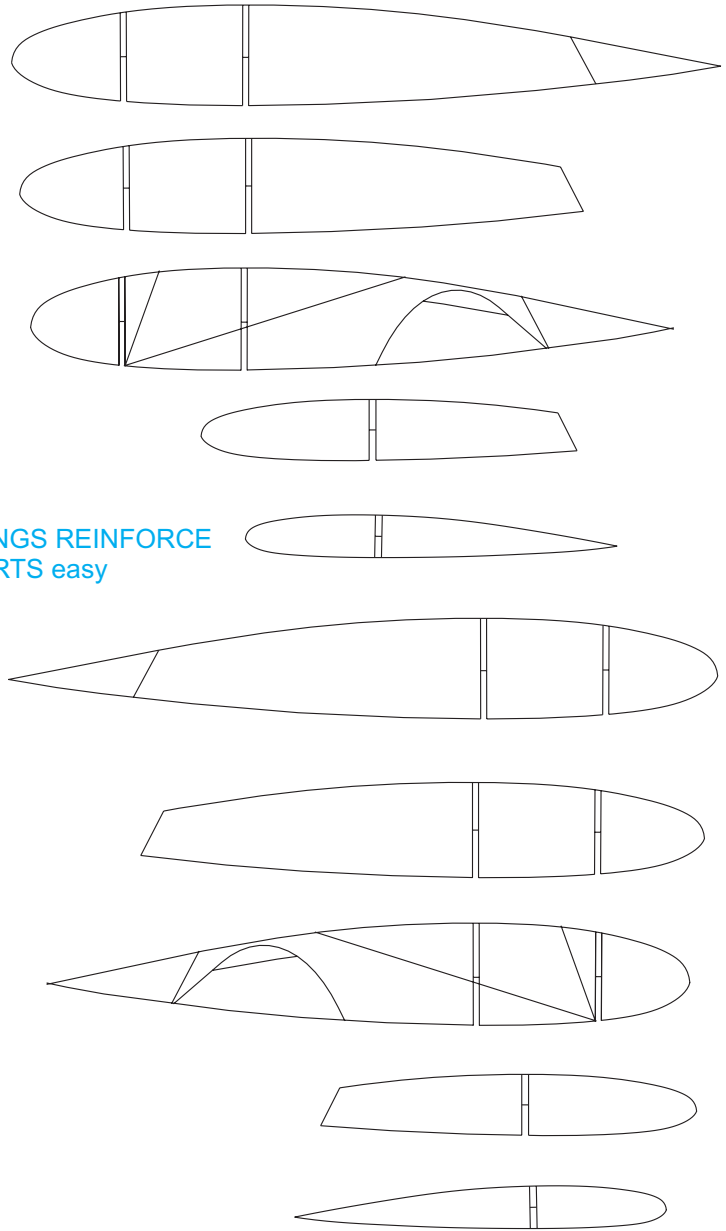


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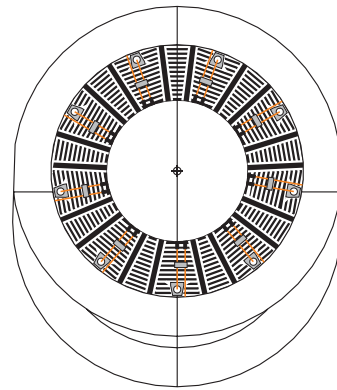




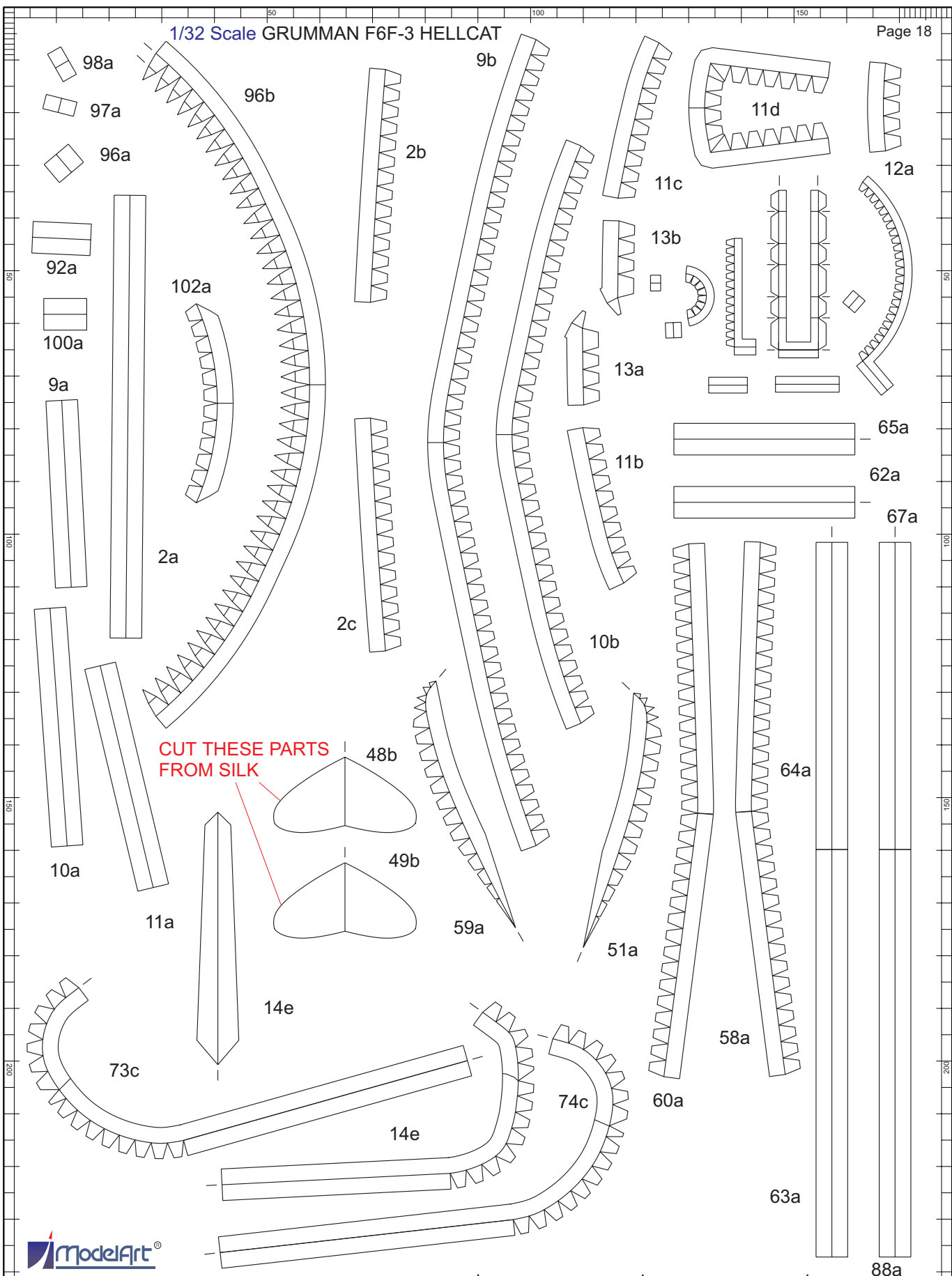
WINGS REINFORCE
PARTS easy



91b_easy



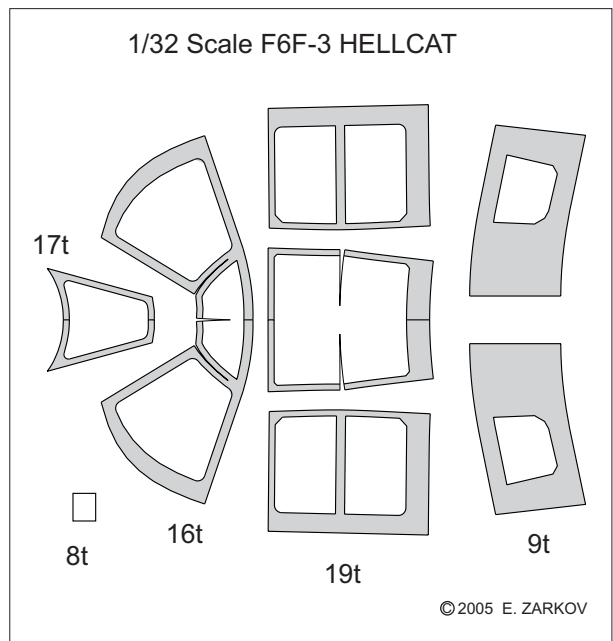
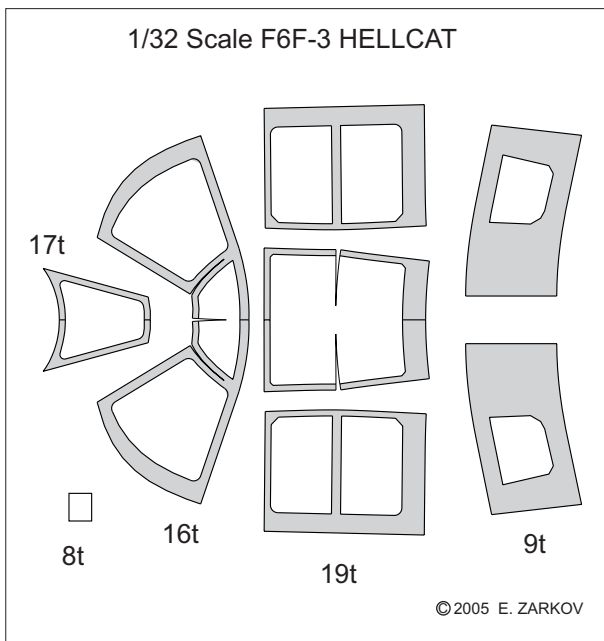
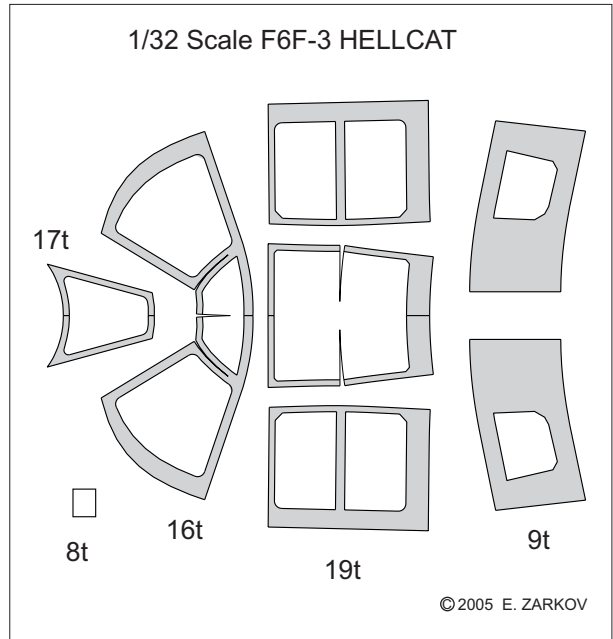
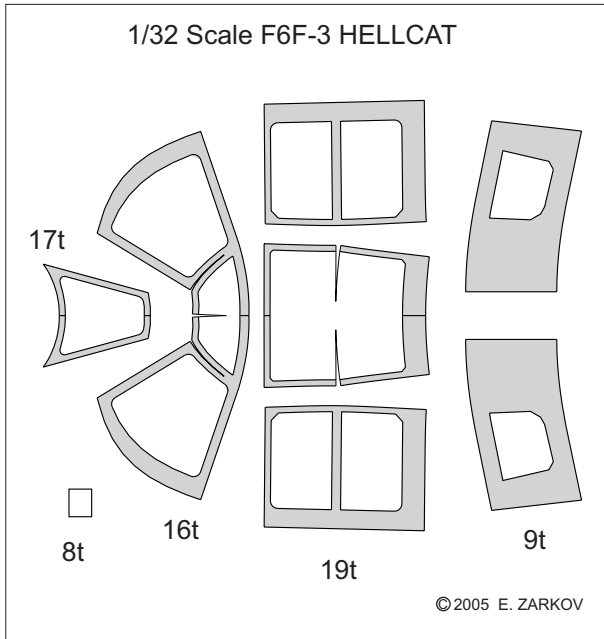
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HEAVY CARD



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1/32 SCALE GRUMMAN F6F HELLCAT

ASSEMBLY INSTRUCTION

The proposed F6F model is comparatively easy to be built but its high level of similarity to the real aircraft requires special attention and high precision during the assembly process.

The model comes in two variants.

The basic variant includes detailed interior, engine, wheel housings, separate flaps, ailerons, ruder and elevator surfaces. It provides also operational wings swinging.

In addition to the base variant, an easy variant's parts are supplied as well. The easy variant provides wings in flight position, tail surfaces and former with an engine painted on it.

You'll have to choose the variant before starting the assemblage of the model. Note that you can mix variants according to your personal preferences.

Study carefully the illustrative drawings, cutouts and present instruction before starting the work on the model. Try to imagine the separate assembly phases and the purpose of each detail.

After the acquaintance with the model, you may start the assemblage. Follow the sequence given in the instruction. Cut the necessary details shortly before using them in order to avoid possible mistakes. Score all fold lines before cutting the details. The places of scoring are marked with small thin lines on the continuation of fold lines outside the parts.

Do not be in a hurry with gluing - carefully check and shape the details until obtaining the exact and correct fit. Before starting the work get hold of the necessary tools: scissors, sharp modeling knife, blunt knife for scoring the fold lines, prickle, ruler, nippers and grinding paper. Additional materials necessary for the assemblage are: sheet of cardboard with thickness approximately 0.5 mm, a piece of wire with diameter 0.5 - 0.8 mm. Supply with proper glue. BISON Clear Adhesive, UHU or similar are recommended as the most appropriate ones. Water based glue is not recommended. Preparation for assembling includes gluing pages that contain formers, strengthening elements and wheels on a cardboard.

Start with the interior of the cockpit /part 1/. Then glue in it parts 1a and 1b. Assemble the main fuselage section 2 and carefully position on it the front former 2m and cockpit former 2n. In the easy variant you can omit the exhaust ducts 2d-2l. Insert the cockpit 1 in 2 and glue the former 2o. Add the rudder pedals 3, control panel 7, control rod 4, throttle control 5, pilot's seat with belts 6, and the gun sight 7 as it is shown on view A of the instruction drawings.

Continue with the rear part of the fuselage /view B/. Keep the symmetry of the model and not allow twisting of segments. Then glue the vertical stabilizer following view C. If you prefer separate ruder, use the parts from the base variant. If not, use the easy vertical stabilizer part. Glue also the cockpit glassing 17-19.

Now leave apart the fuselage for a while and focus your attention to the wing. In the base variant the wing is operational. If your choice is the base variant, you'll have to pay special attention to the external wing parts joining elements 49. It is highly recommended to cut the parts 48b and 49b from silk or any other thin fabric. The details 48 and 49 are heavy loaded and you'll have to glue them on the wings' parts as tightly as possible. For operational swinging wings first assembly their reinforcement structure following view D.

Then assembly landing gear housings /view F/, glue them to the reinforcing structure D and cover them with the skin parts 54 and 55.

Continue with the external halves of the wing as it is shown on view I. Assembly also the ailerons and flaps 64 – 67.

After some dry tests glue the external wings parts to their central parts using the bearings E. Adjust the assemblage from semi to complete drying the glue /view J/. If you prefer the wing in flying position, use the alternative easy parts.

Glue the left half of the wing to the fuselage, inserting it together with the connecting elements 56, 57 first, then insert the right one. Glue also the wing-fuselage joints 69, 70. Continue with the horizontal stabilizer /view K/. You also can assemble it with a separate elevator or to use the easy alternative parts.

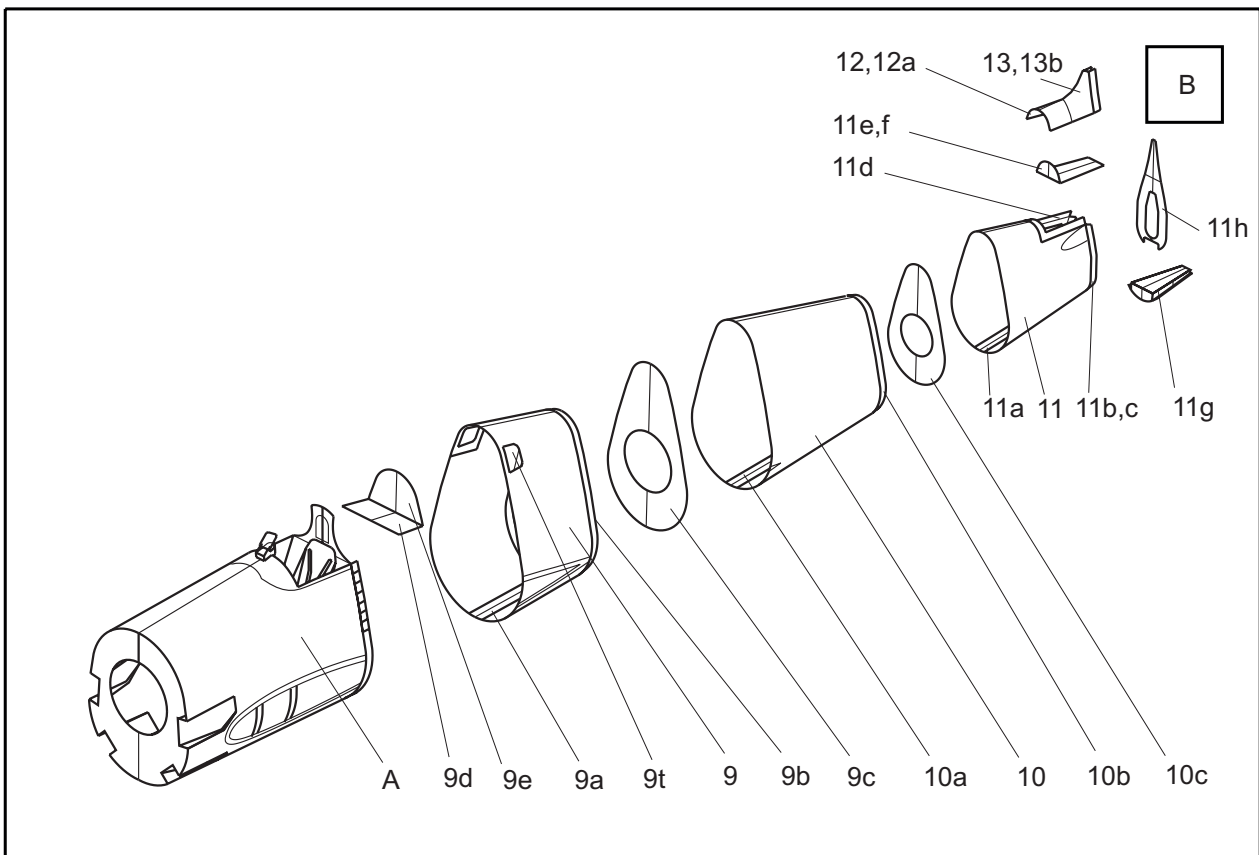
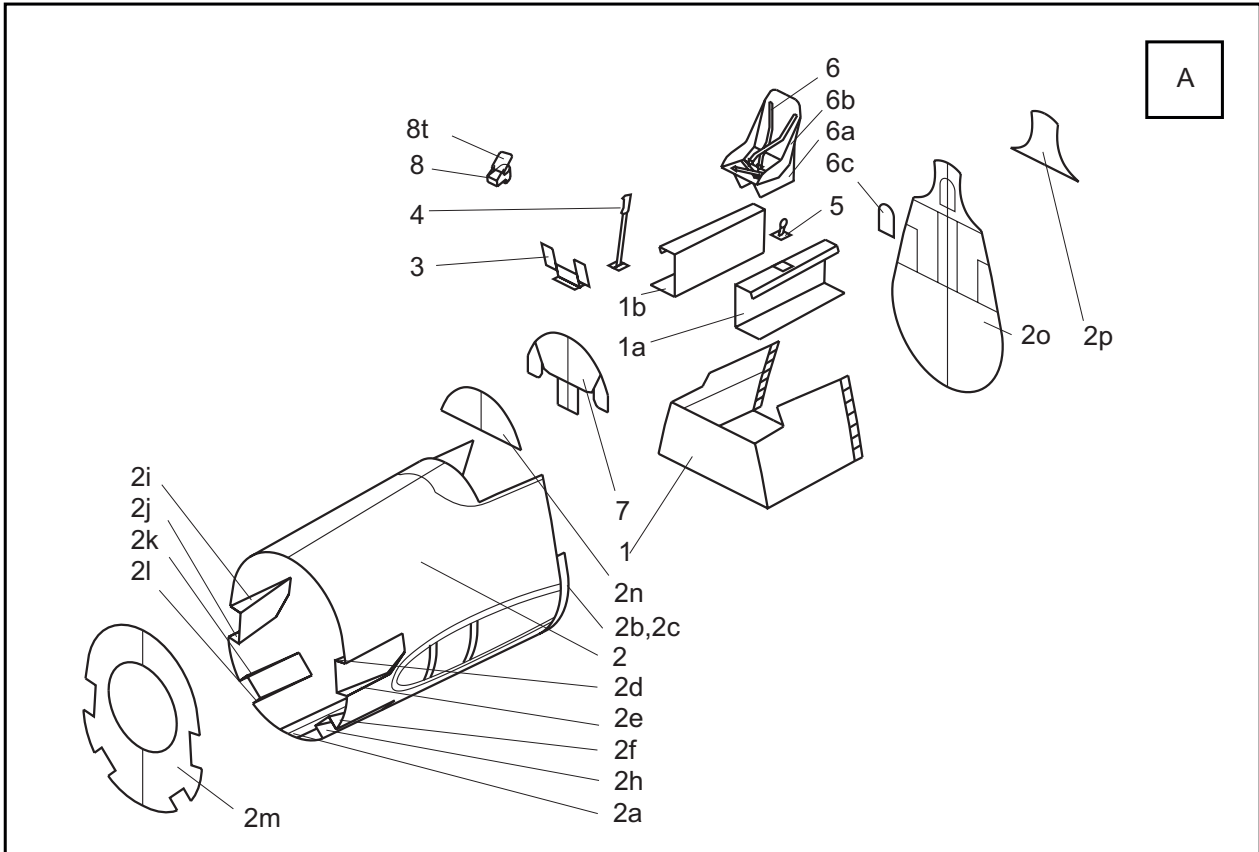
Assemble the landing gear. Glue the wheels parts and after drying the glue round them with sand paper and paint the tires with the black ink or paint.

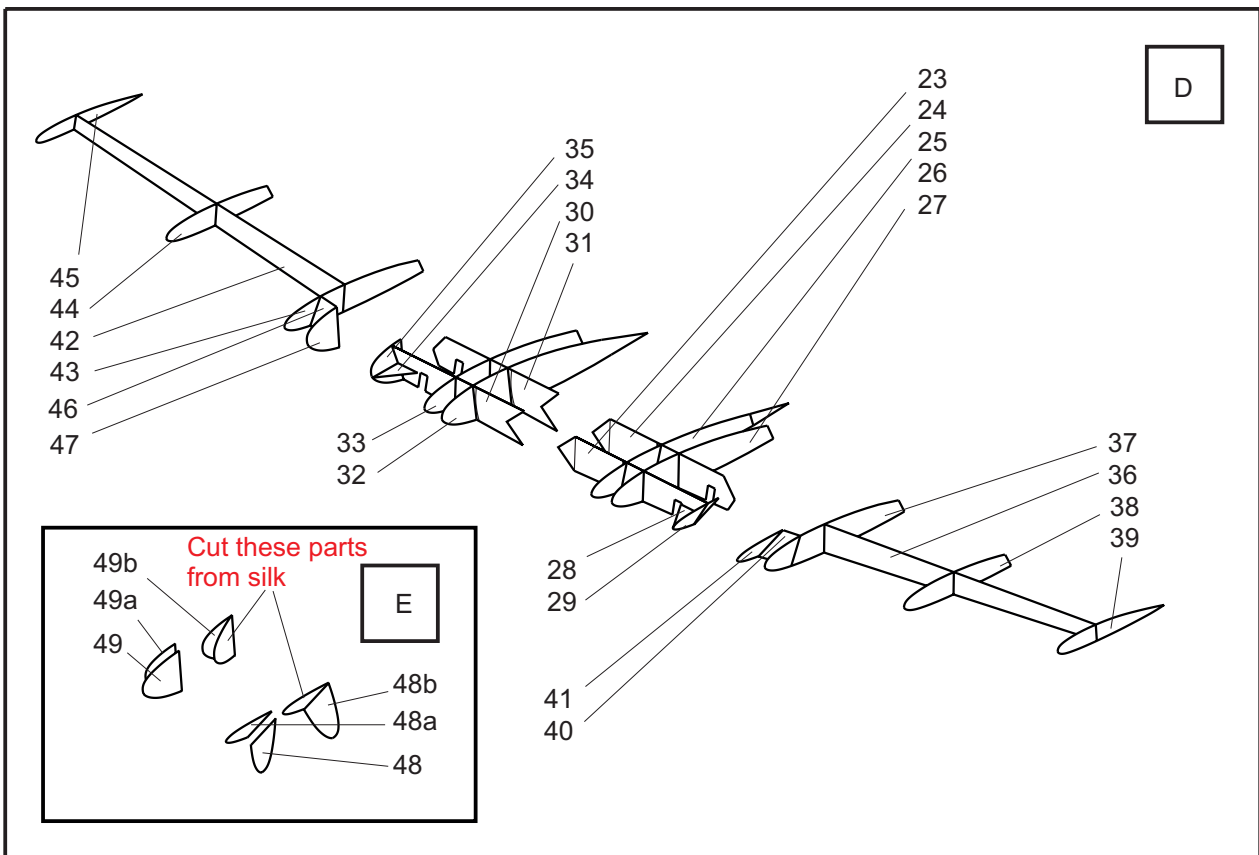
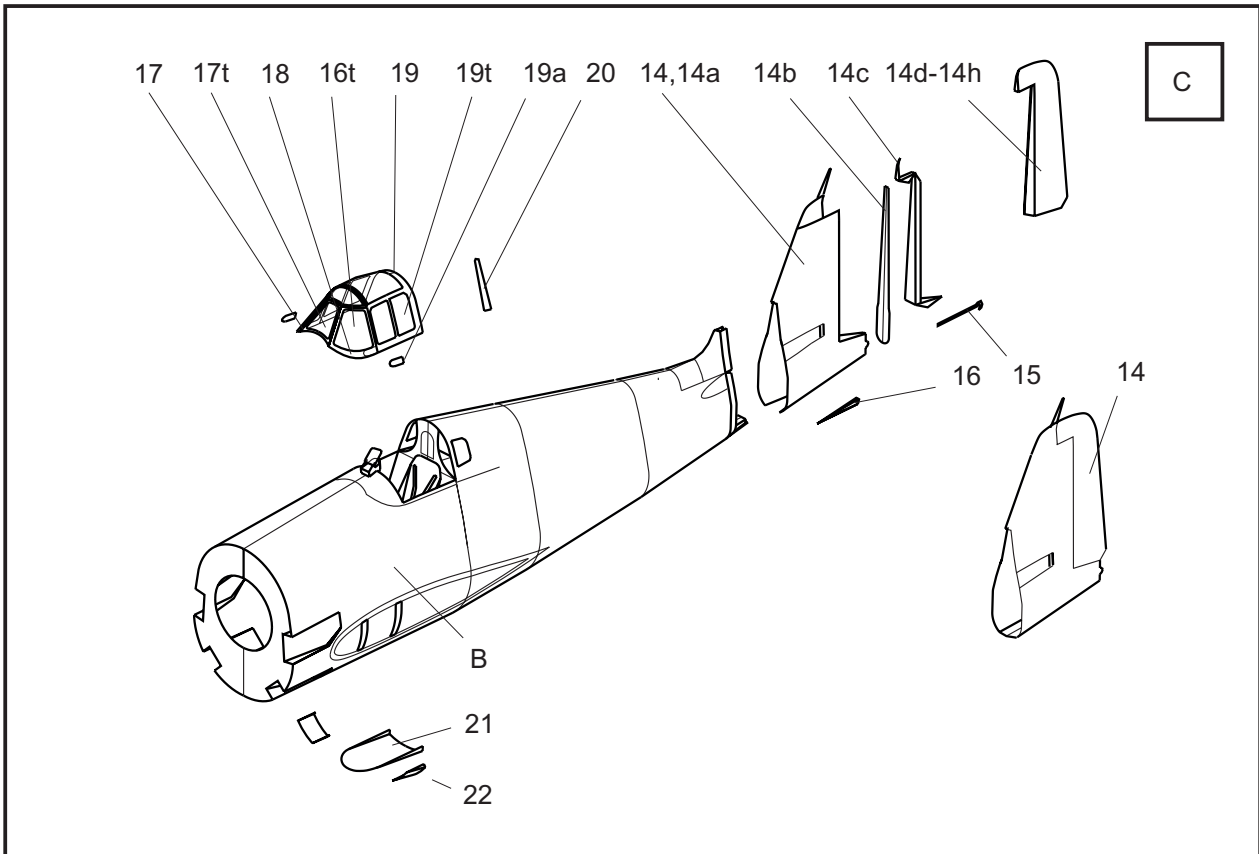
Now is the engine's turn. Assemble it following view K or omit it if you prefer the easy variant, substitute it with the former 99 on the easy page 16. Glue the engine and the cooling cowlings as it is shown on view N and M.

Assembly the propeller and insert its axis in the engine, fixing it with the part 111 from the rear. The propeller should rotate freely.

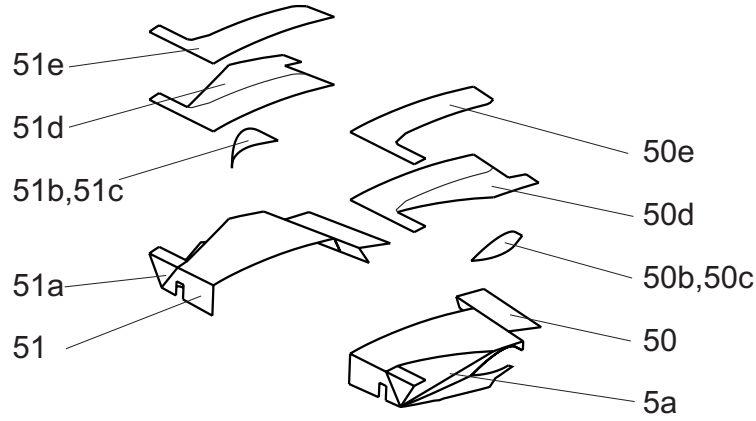
Glue the engine to the fuselage, strictly keeping the symmetry of the model. Add the external fuel tank and the other small details and complete the model.

Enjoy.

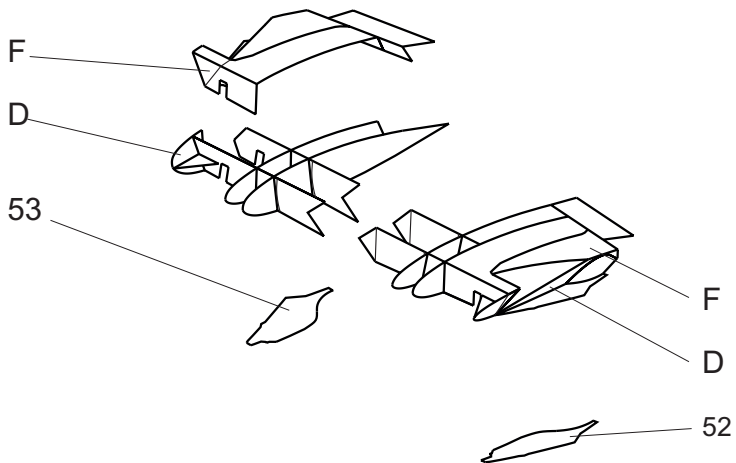


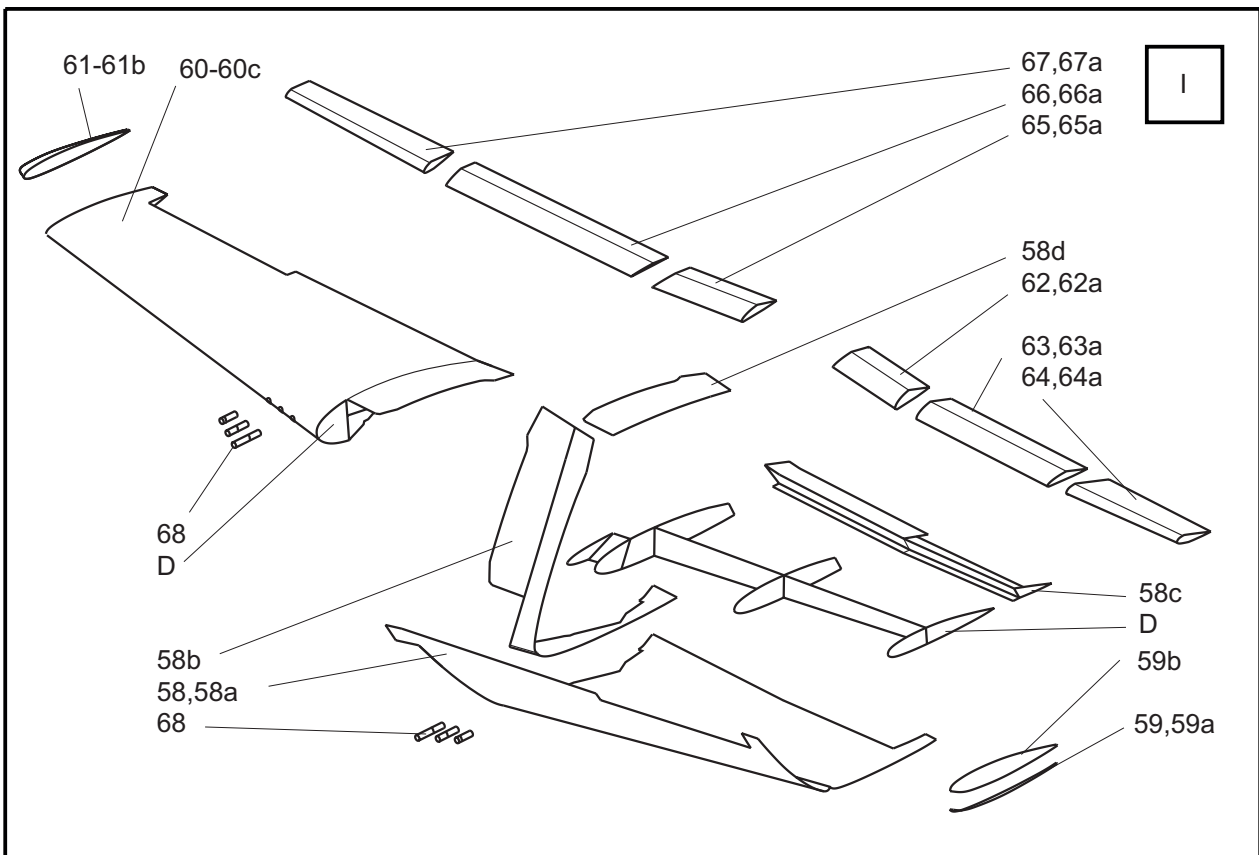
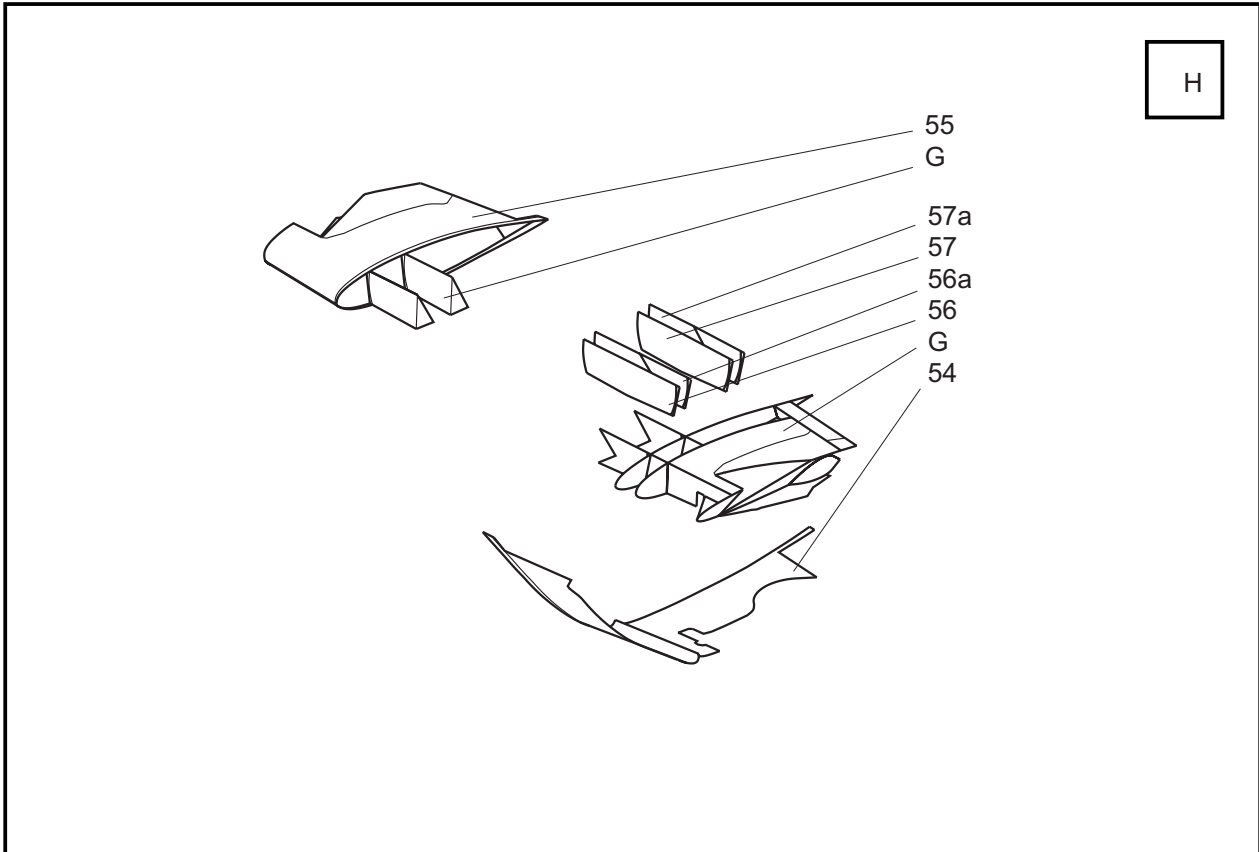


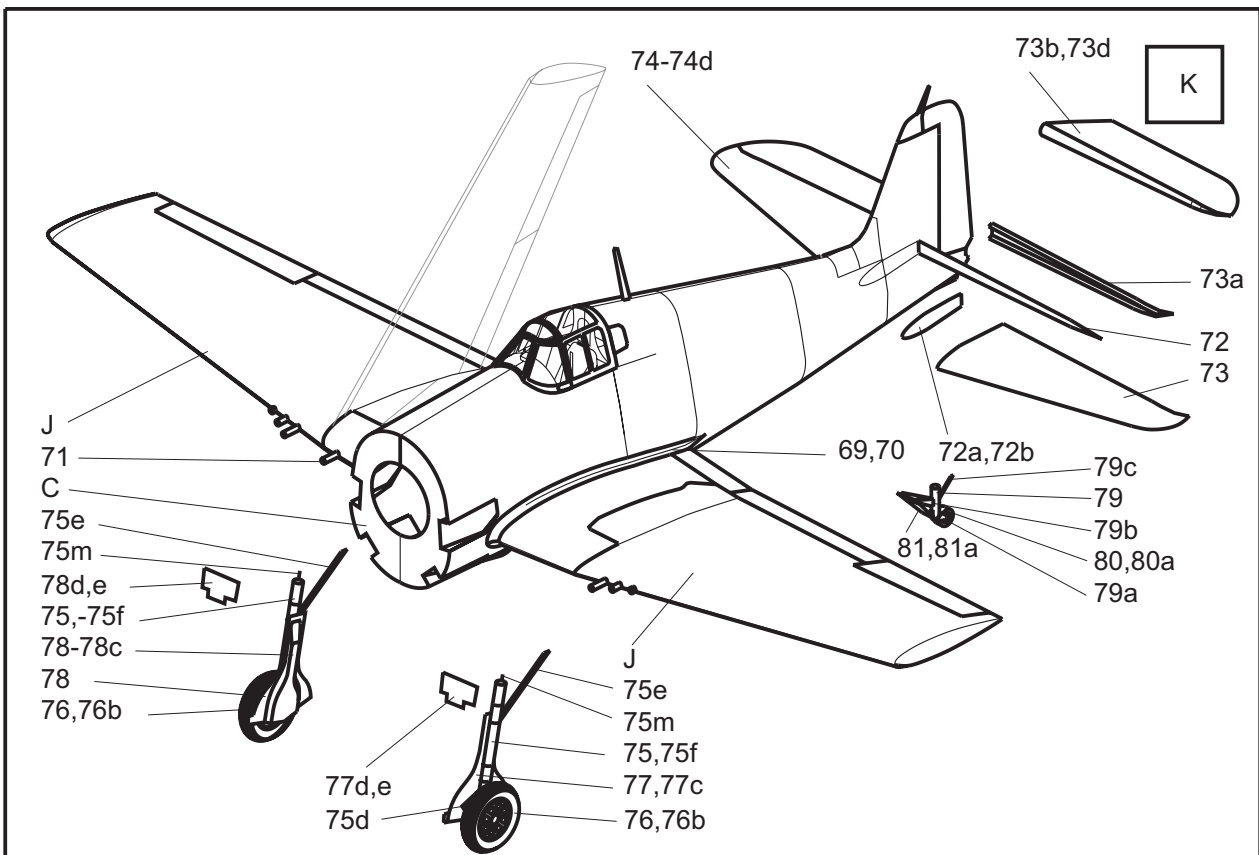
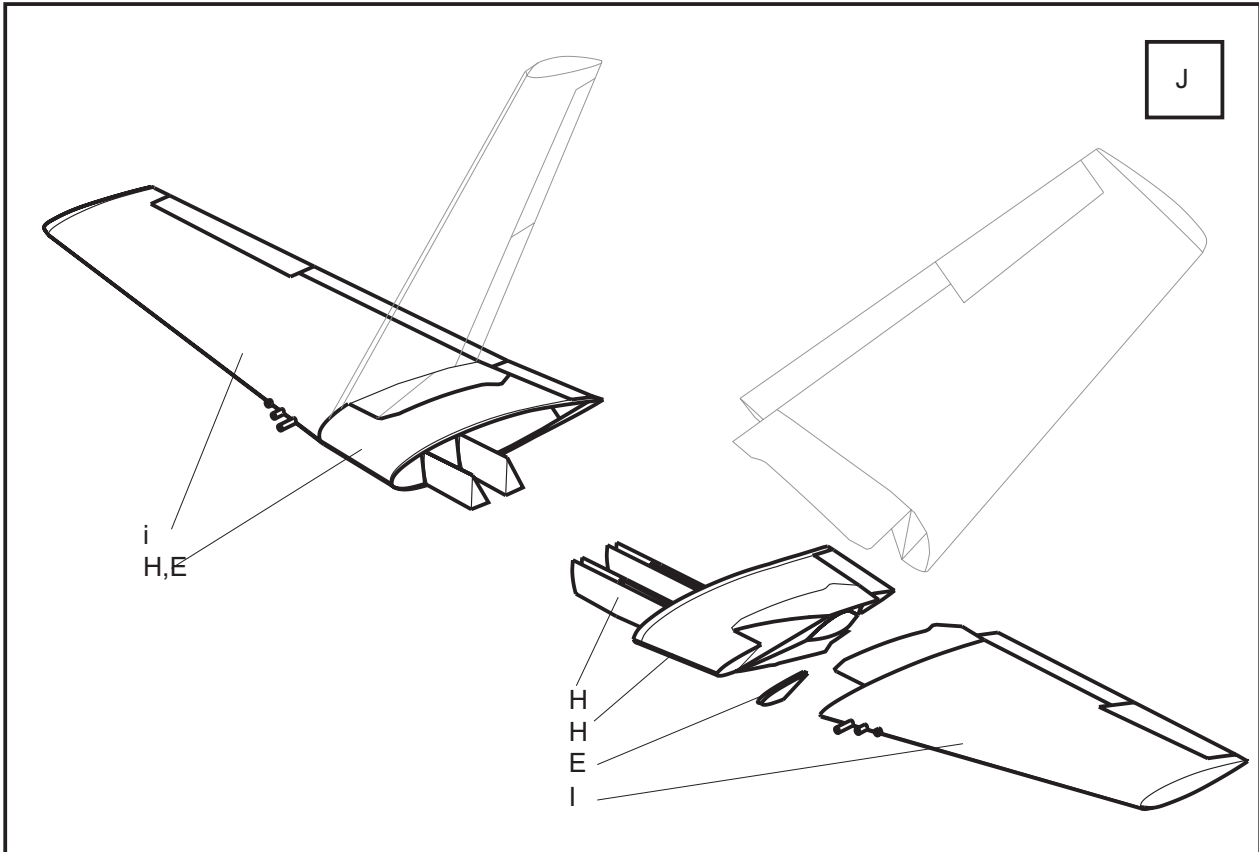
F



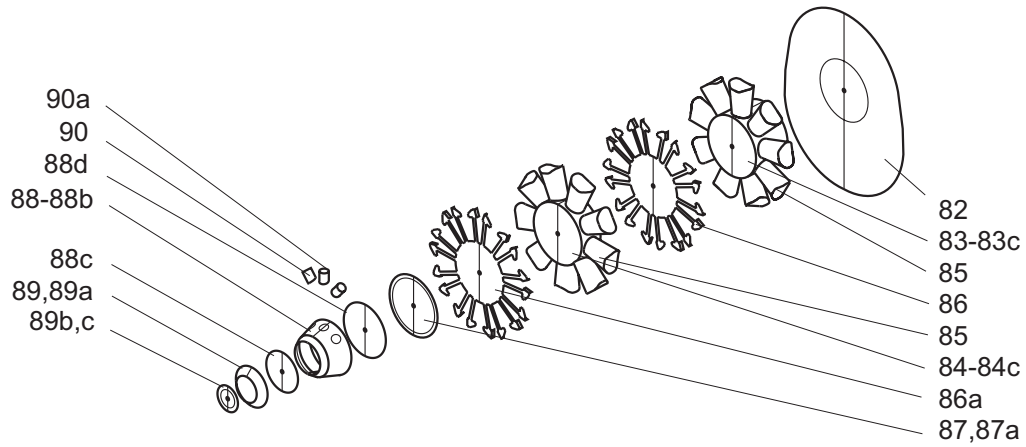
G







L



M

