

A GERRY ANDERSON PRODUCTION
THUNDERBIRDS
CLASSIC

Build your own

THUNDERBIRD 2

PACK
01



DEAGOSTINI
MODELSPACETM
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Build your own **THUNDERBIRD 2**

STAGE

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Warning: Not suitable for children under the age of 14.

This product is not a toy and is not designed or intended for use in play.

Items may vary from those shown.



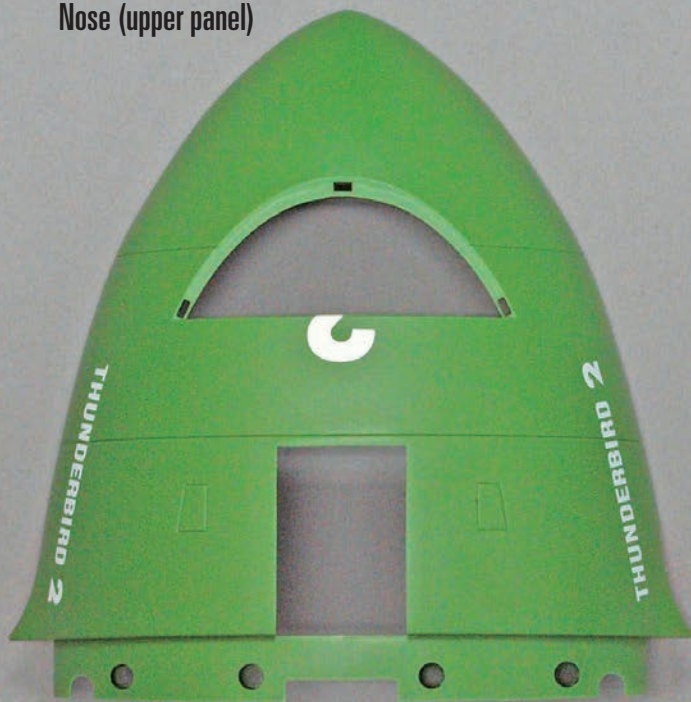
STAGE 01

NOSE ASSEMBLY

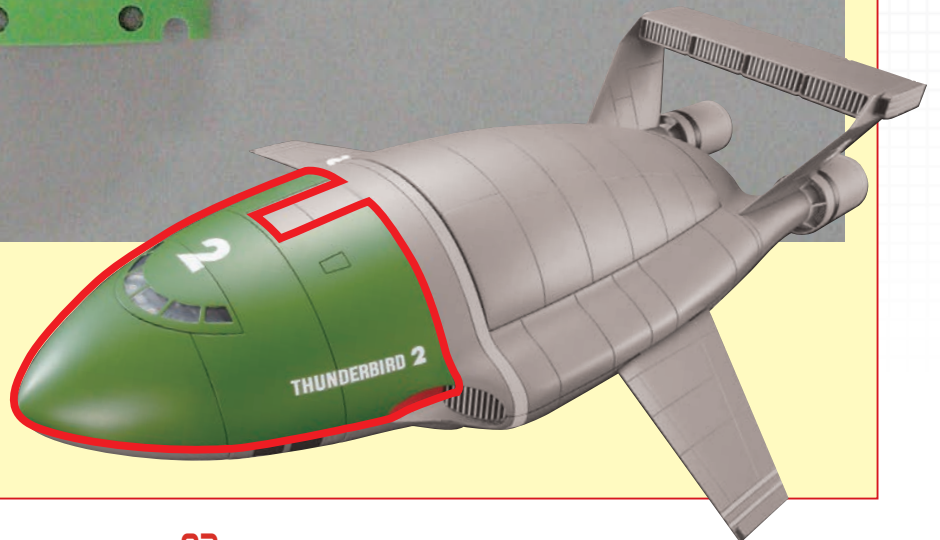
+ ELEVATOR CAR REAR WHEELS

YOUR PARTS

Nose (upper panel)



Cockpit windscreen





To begin this stage, line up the cockpit windscreen to the nose, taking note of the three circled slots.



Join the parts by first placing the tab at the bottom of the windscreen into the nose's front slot, then do the same for the two at either corner. Make sure the number '2' is lining up neatly across the two parts.



STAGE COMPLETE

BRAINS' TOP TIPS

WEATHERING EFFECTS

The white number '2' above Thunderbird 2's cockpit is one of your model's most recognisable motifs, and is set across two parts, so be careful not to scratch or smudge it during the assembly. You will have a chance to apply weathering effects to

your model to make it look just like the on-screen filming props, and instructions for this will be given later in the series.

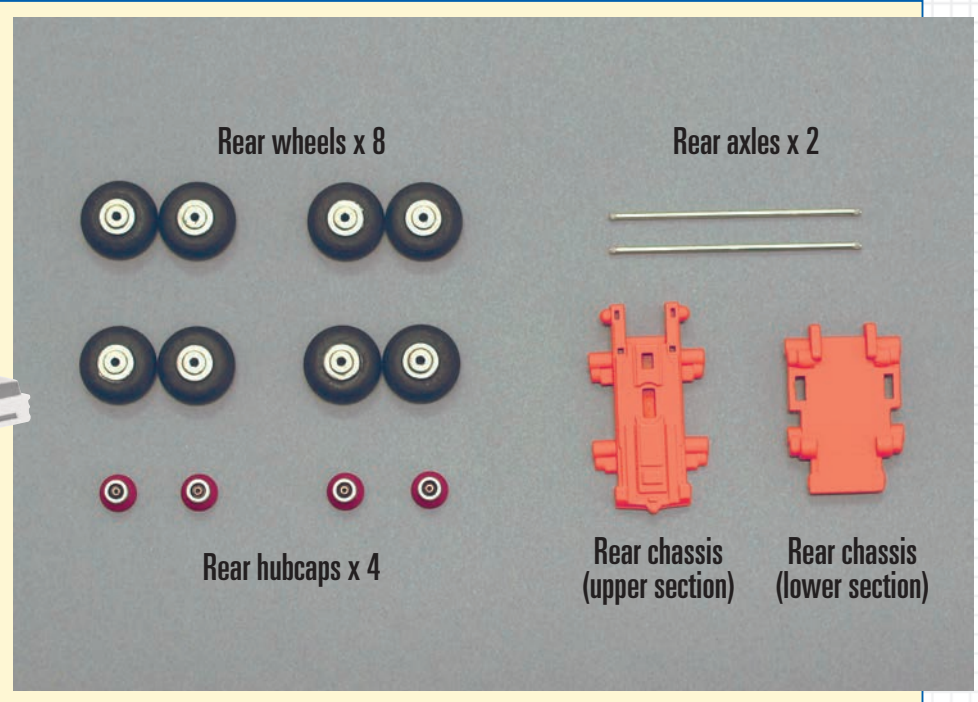
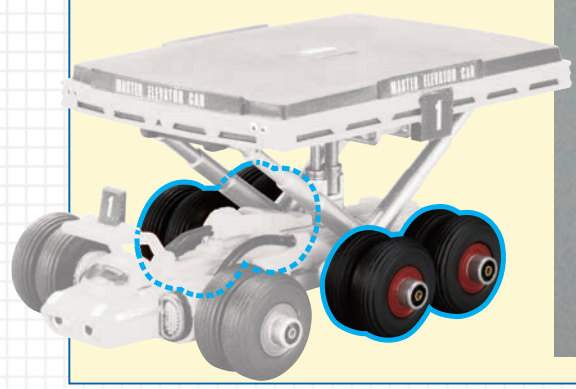


STORING YOUR MODEL PARTS

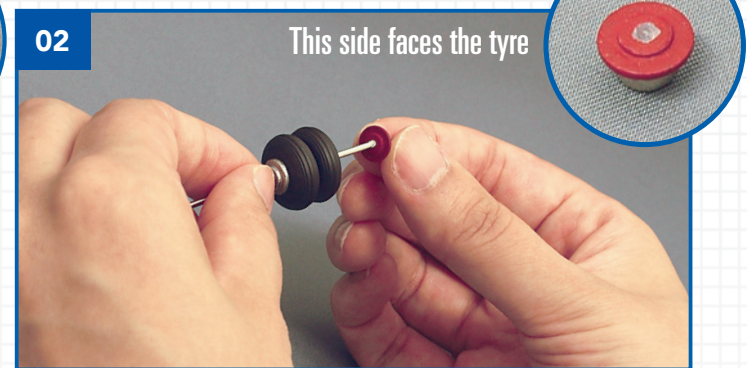
Throughout the build, you will receive parts that are not used immediately – such as the Elevator Car chassis received with this stage, which will be used when you complete the first car in Stage 02. Such parts should be stored away safely in a place where they will not get lost or damaged, together with any assemblies that are yet to be completed.



ELEVATOR CAR 1



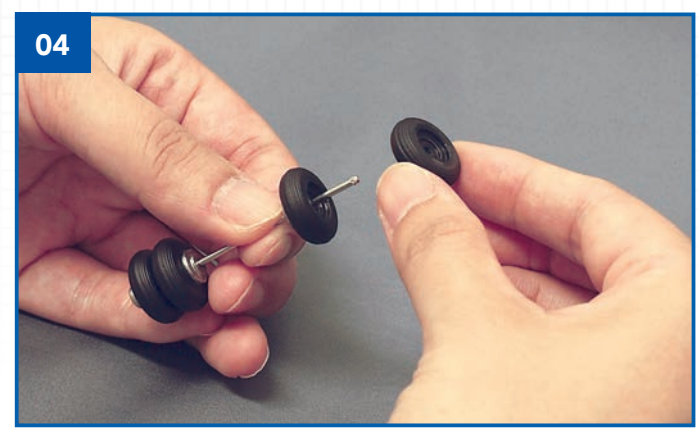
Slide two wheels over the tip of one of the axles, silver side first, so that the side with the central recess faces out.



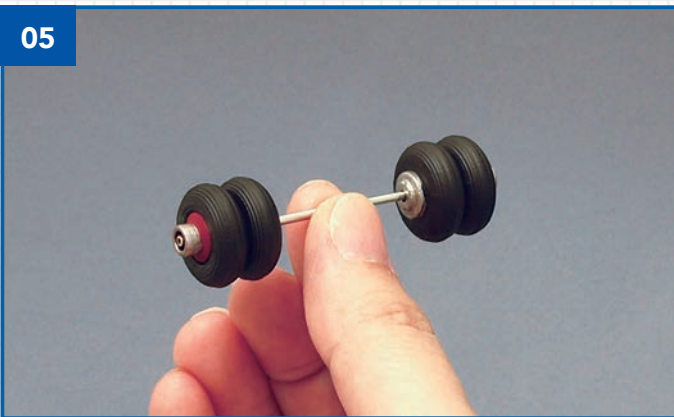
Now push a hubcap onto the ribbed end of the axle to secure the wheels.



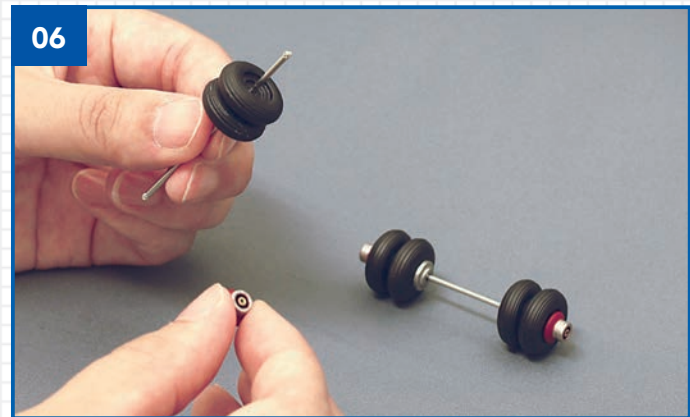
Slide the wheels back up the axle until they rest against the hubcap.



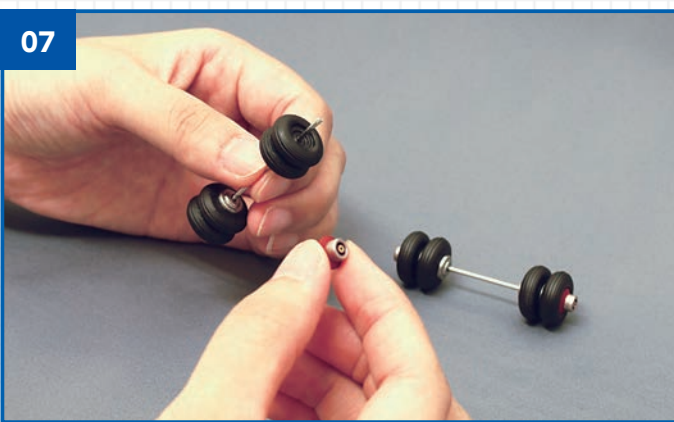
Repeat Steps 01-03 to fit two more wheels and hubcaps to the other end of the axle.



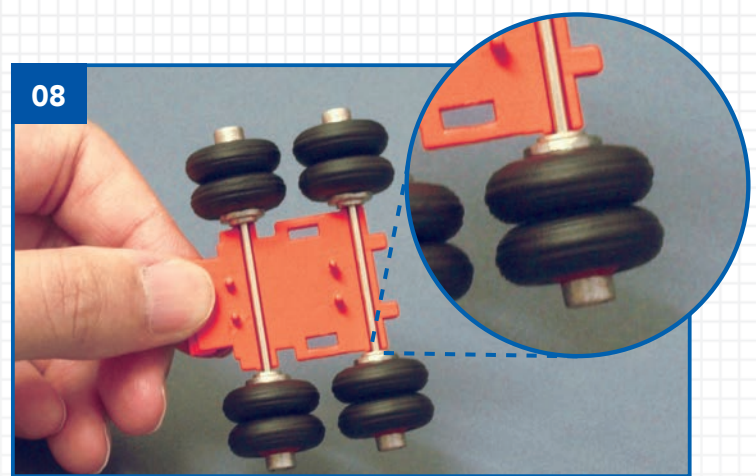
05
Make sure both pairs of wheels fit together snugly and are flush with the hubcaps, as shown.



06
Repeat Steps 01-03 to fit two more wheels and a hubcap to one side of the second axle.

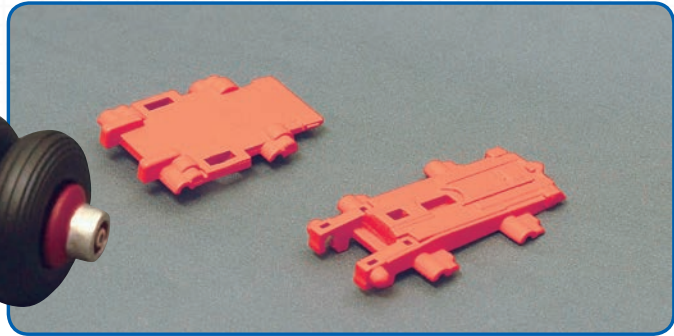


07
Continue as you did in Steps 04-05 to fit the remaining two wheels and complete your second axle assembly.



08
Finish this stage by using the lower section of the chassis to check the wheel spacing. There should be no gaps between the chassis and the wheels. If there is a gap, make sure the hubcaps are pushed all the way into place. Remove the wheels from the chassis section and keep all the parts safe until later.

STAGE COMPLETE



Store any unused parts safely until they are needed.

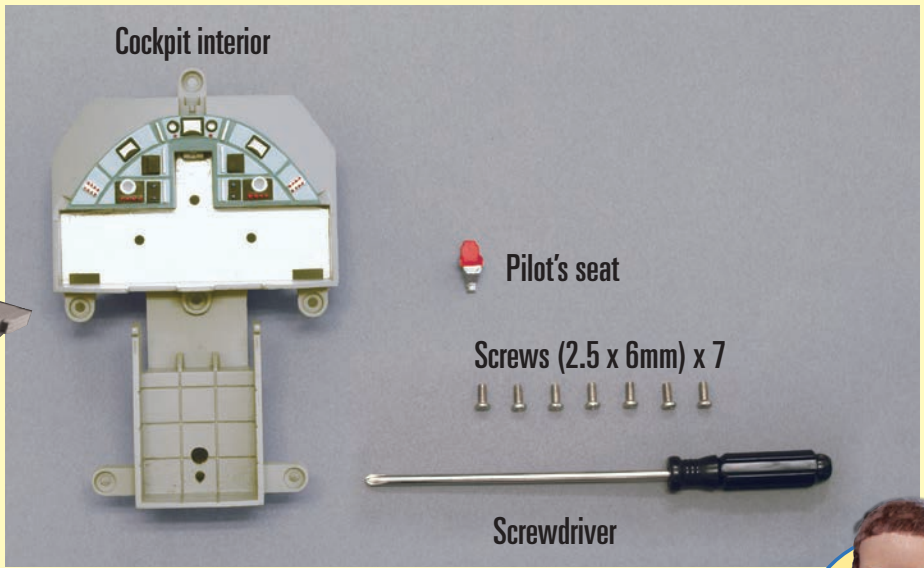
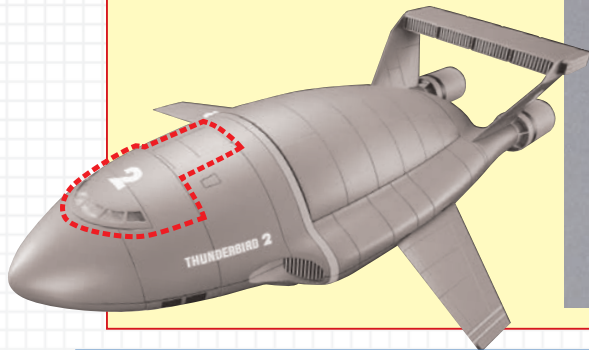


STAGE 02

COCKPIT INTERIOR + ELEVATOR CAR 1

YOUR PARTS

Tools and materials:
Superglue



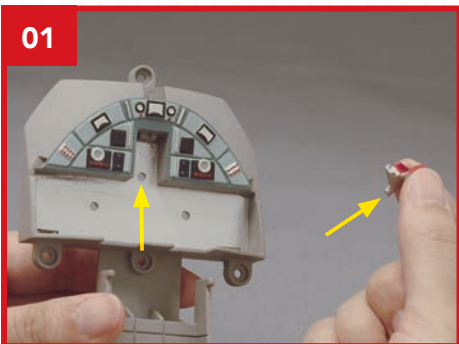
BRAINS' TOP TIPS

USING SUPERGLUE

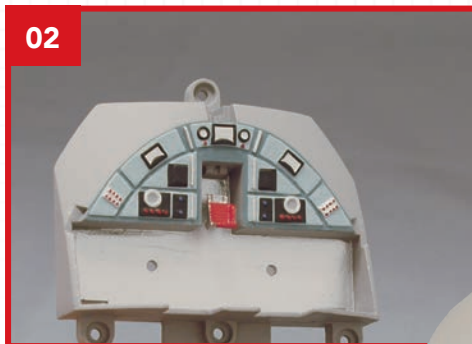
This stage is the first time you will use glue to secure your model parts. Any 'instant adhesive' or 'superglue' that is suitable for use on plastic will work fine, and will be available at hobby or modelling shops, as well as DIY stores and supermarkets. Some of the parts are designed to clip together without glue, such as those featuring

locating pins or lugs with matching holes, but if you feel any parts of your assembly are loose, you can secure them with a dot of glue.

Remember: you will only ever require a tiny dot at a time, and be very careful not to get any on your skin or in your eyes. Always read the manufacturer's warnings before use.



Line up the pin on the underside of the pilot's seat to the indicated hole in the cockpit's floor.



Use a dot of glue to affix the seat into place, making sure to note its orientation with regards to the control panel.

07

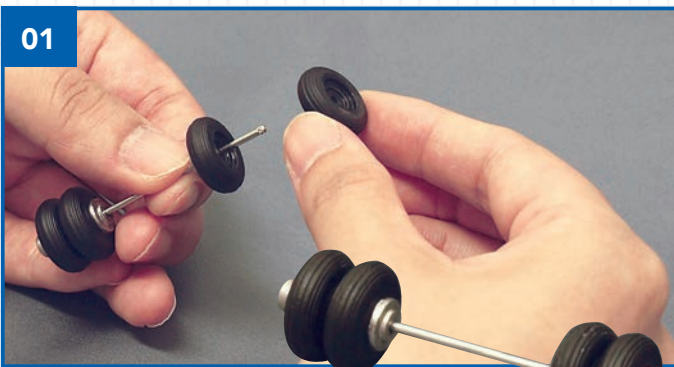
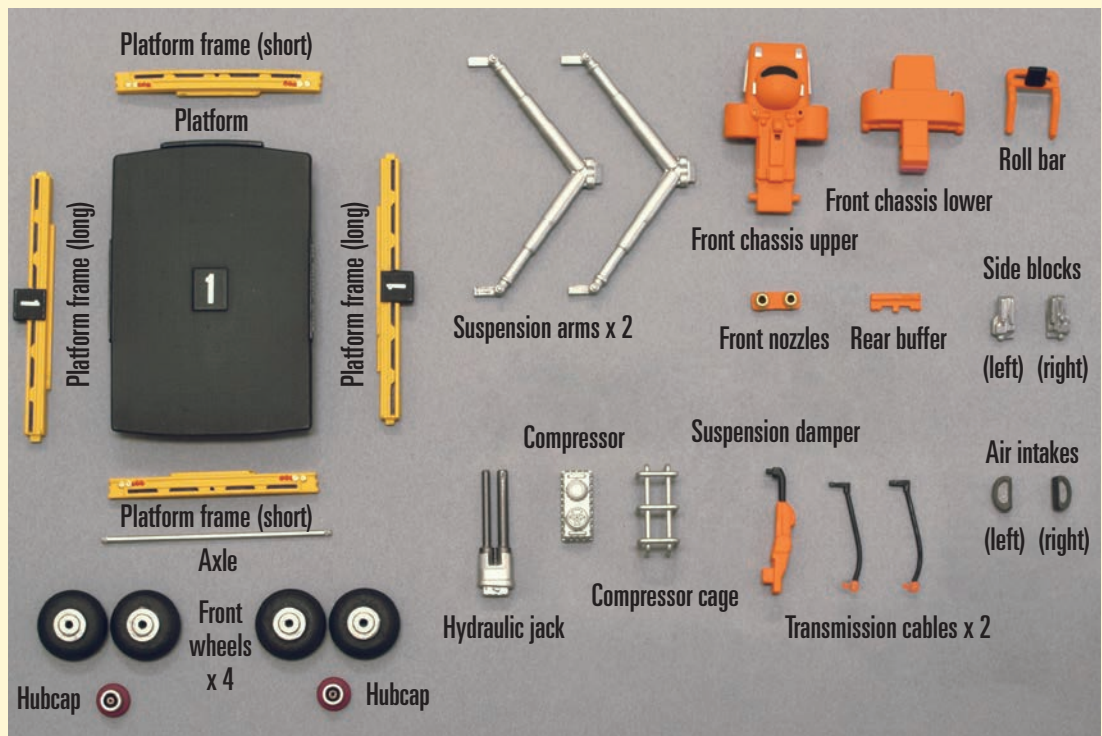
STAGE COMPLETE



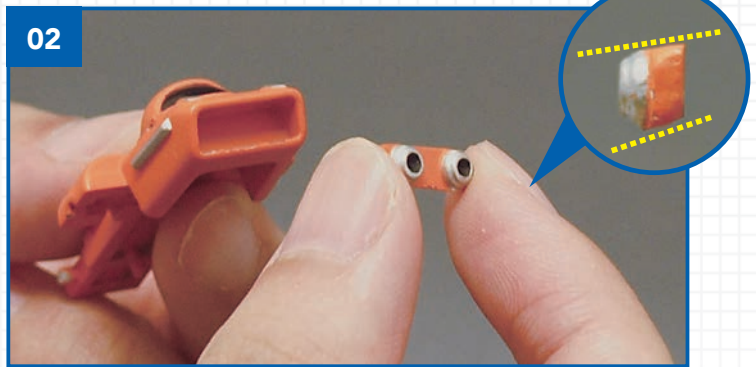


ELEVATOR CAR 1 PARTS

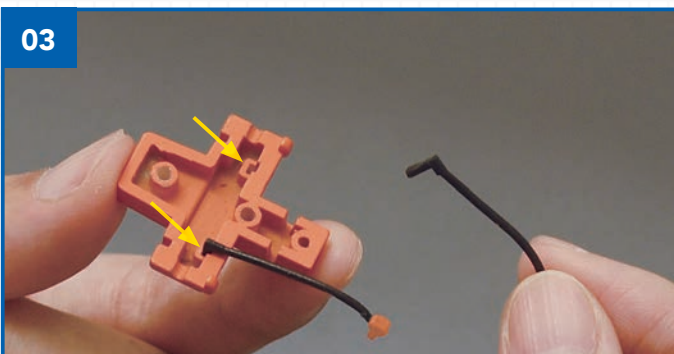
Tools and materials:
Superglue



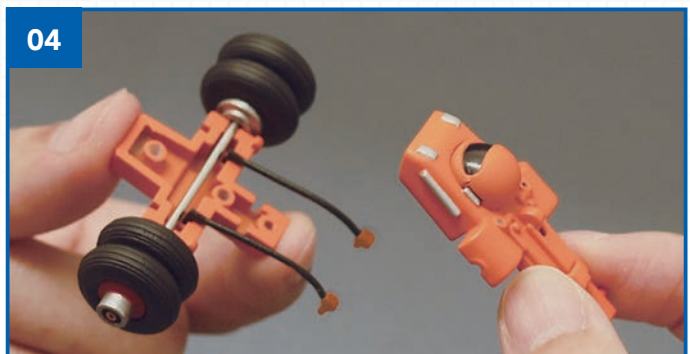
01 Use the axle, wheels and hubcaps to assemble the front wheel set, using Stage 01 as a guide.



02 Now fit the front nozzles into the recess at the front of the front chassis. Make sure you position the part correctly (see inset). Use a little glue if required.



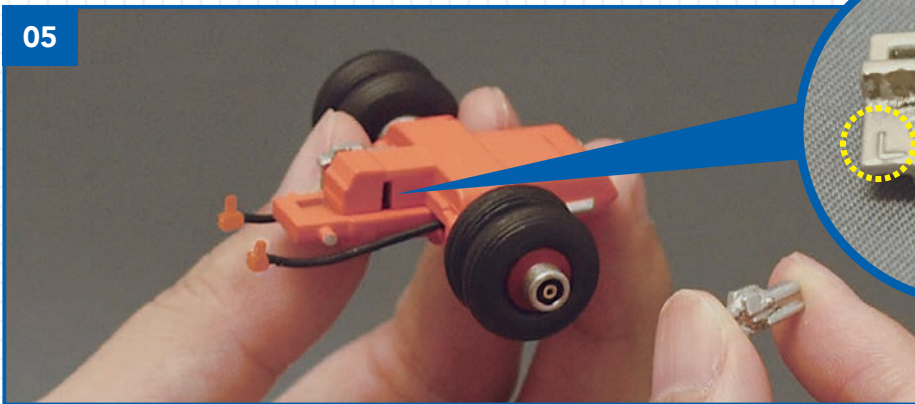
03 Take the two transmission cables and fit these to the underside of the lower front chassis part via their thinner, right-angled tips.



04 Lay the wheel set (Step 01) into the grooves of the front lower chassis, and secure them by adding the upper chassis part.

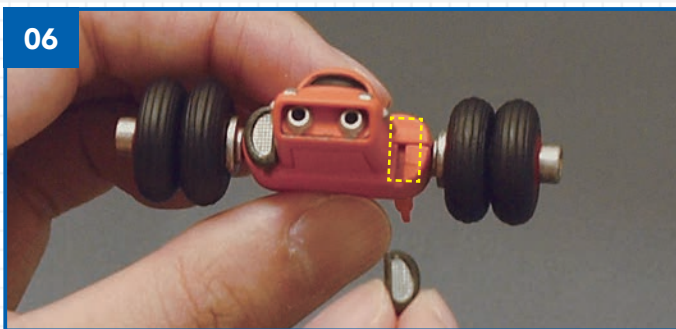


05



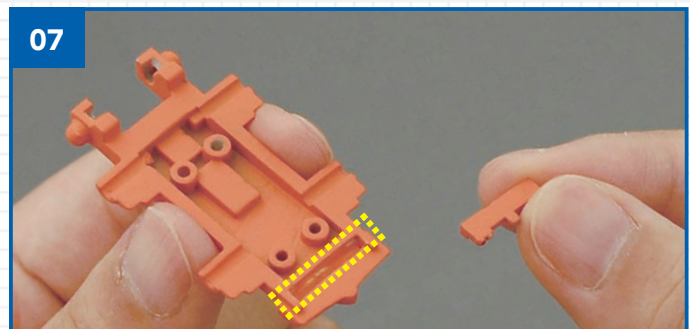
Take the left and right side blocks, indicated by their L and R marks (inset), and fit these into the slots on the side of the front chassis. Use a dot of superglue to secure these parts.

06



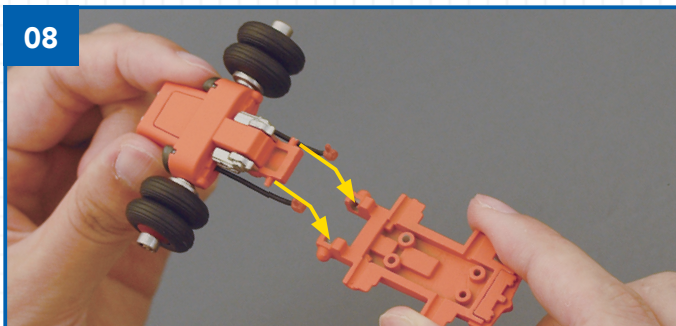
Now turn the chassis assembly around and fit the left and right air intakes to the forward-facing slots as shown. That completes the front section of the Elevator Car chassis.

07



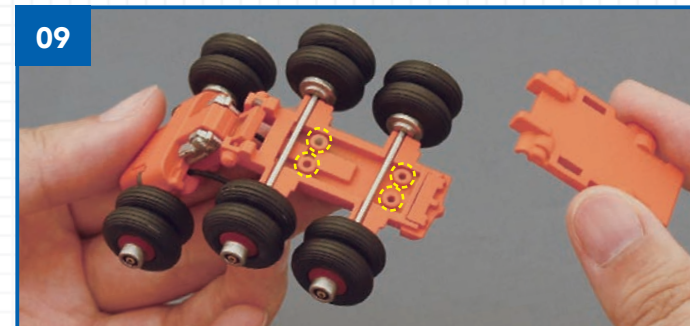
Now take the rear chassis upper part saved from Stage 01 and fit this stage's rear buffer to it in the outlined recess.

08



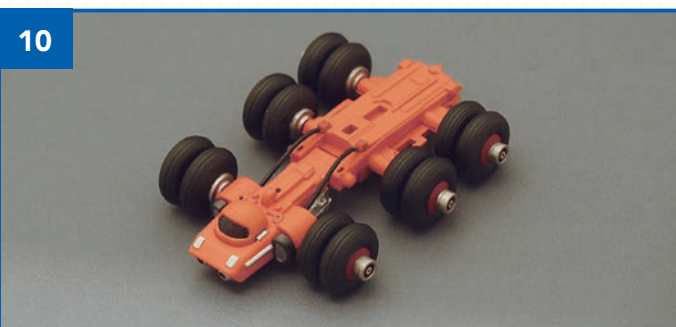
Connect the front chassis section to the rear chassis upper part (holding both parts upside down) via the arrowed tabs and slots.

09



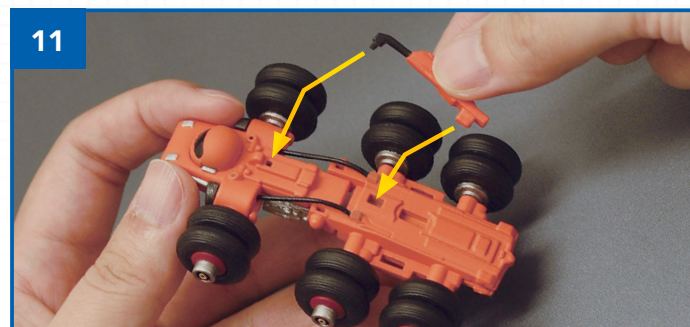
Fit the two sets of rear wheels assembled in Stage 01 into their grooves, then seal the rear chassis by fitting the rear lower chassis part – dabbing spots of superglue to the circled lugs to secure the parts.

10



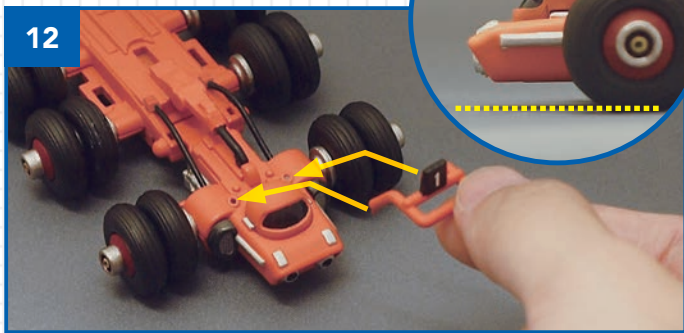
The chassis of Elevator Car I is now complete.

11

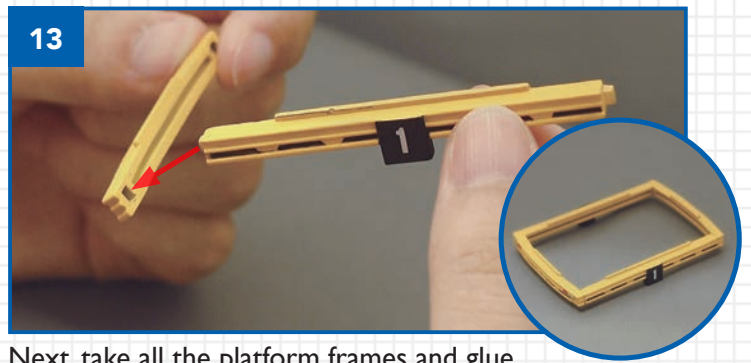


Now glue the suspension damper to the indicated holes on the upper chassis parts.

09



12 Lastly, glue the roll bar to the Elevator Car's cab via the two arrowed holes. Make sure the bar is level (see inset).



13 Next, take all the platform frames and glue their ends together via the square tabs and matching holes (arrow).



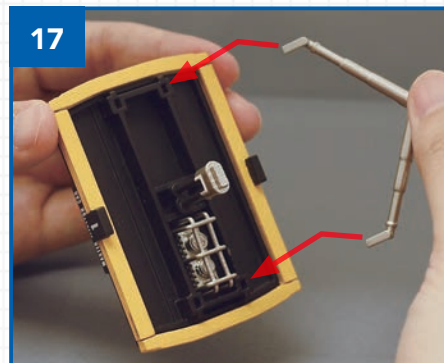
14 Once the superglue has dried, place the frame over the raised ridge on the underside of the platform.



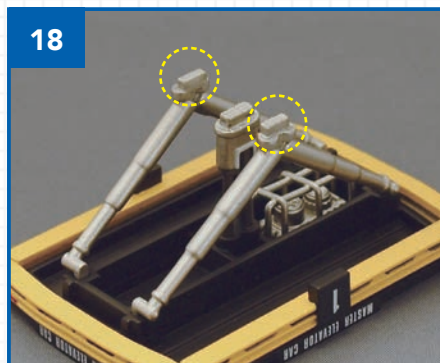
15 Fit the compressor to the platform underside as shown, then use glue to secure its cage over it (see the next step for correct placement).



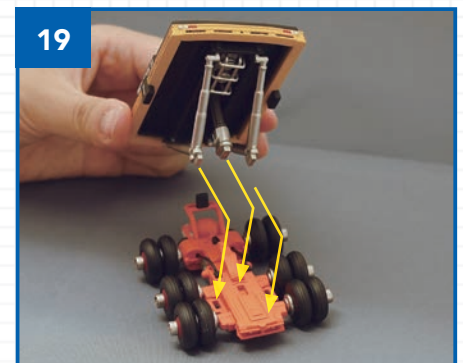
16 Now take the hydraulic jack and fit it into the outlined section above. Its thinner and thicker pins have correspondingly sized holes to make sure you position the part correctly.



17 Glue one of the suspension arms to the arrowed holes on the platform underside. The tab at the join of the arms should be on the inside, facing the jack (see Step 18 photo).



18 Repeat for the other suspension arm, again making sure its tab is also on the inside of the assembly, facing the jack.



19 Lower the platform onto the chassis, so the tabs on its suspension arms and hydraulic jack fit into the slots on the chassis' rear section. Use glue to secure the parts.



STAGE COMPLETE



Store any unused parts safely until they are needed.



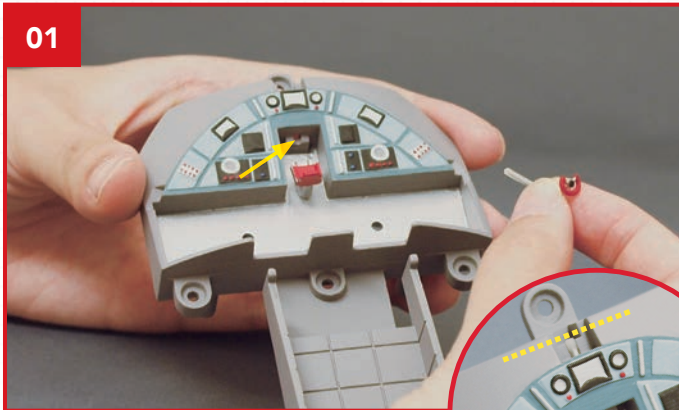
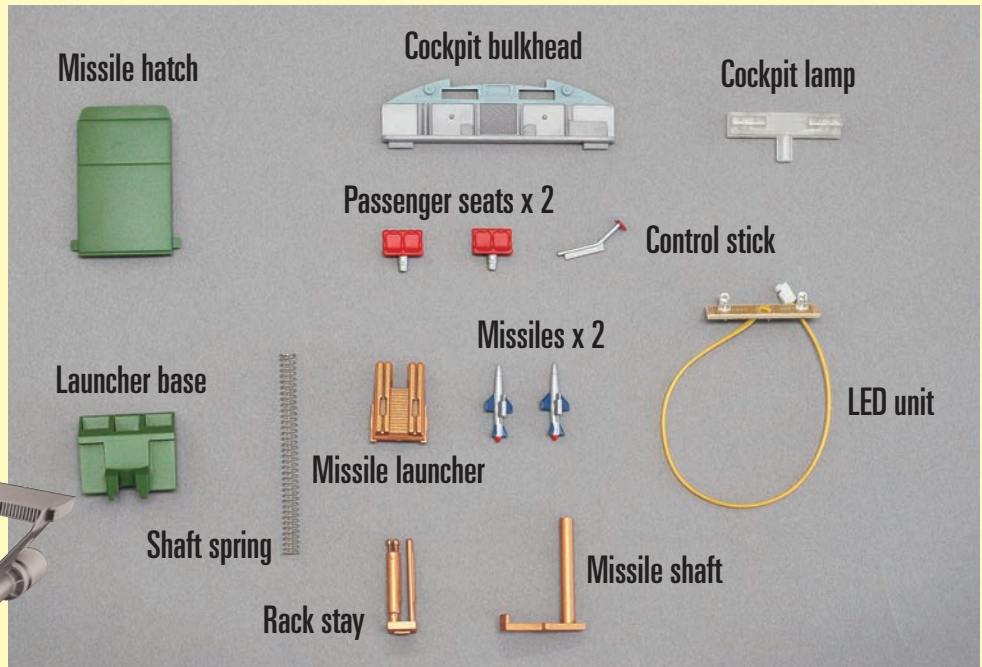
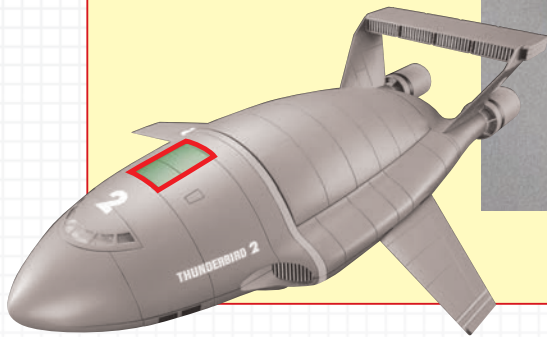


STAGE 03

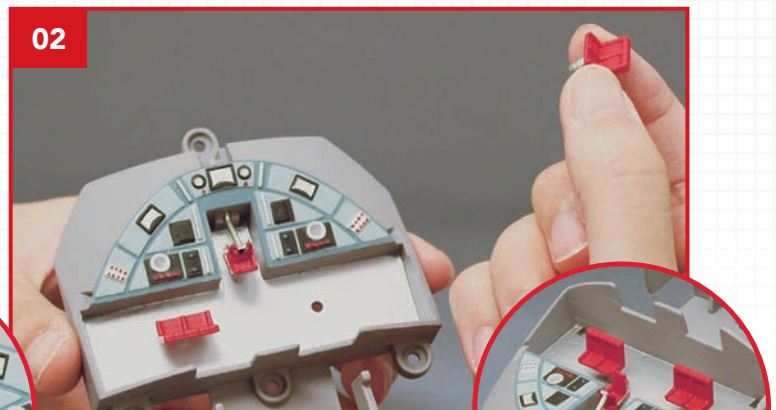
MISSILE LAUNCHER + THUNDERBIRD 4

YOUR PARTS

Tools and materials:
Superglue



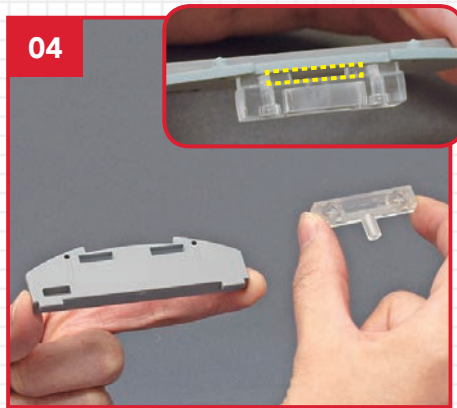
Gently work the control stick through the indicated space beneath the cockpit's control panels. There is a small 'trough' in which you should glue the control stick. **All details used in this stage should be secured with a dot of superglue.**



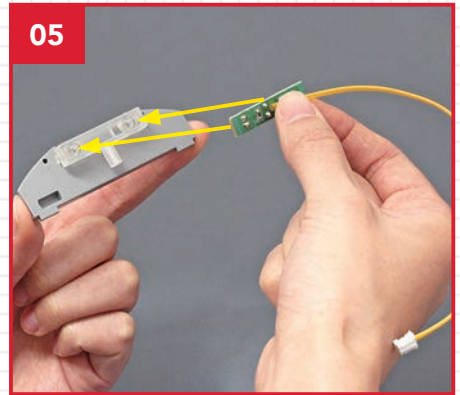
Next, fit the two passenger seat units in their holes behind the pilot's seat, using glue.



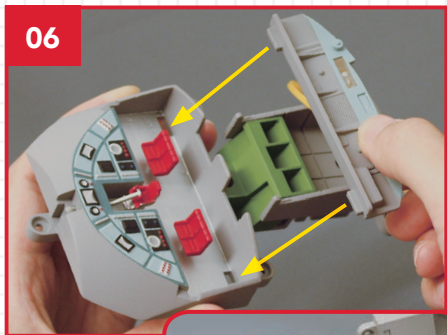
03
Glue the missile launcher base into the rectangular space behind the cockpit.



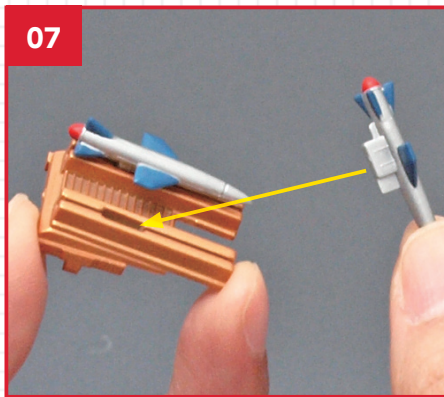
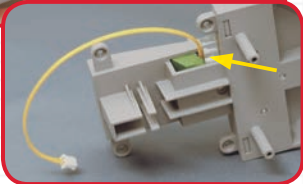
04
Slot the cockpit lamp into the bulkhead via the two rectangular tabs and slots. There will be a gap between the two parts (inset).



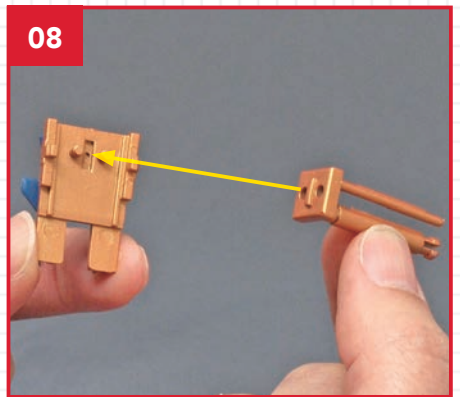
05
Now fit the LED unit to the lamp. The two rounded LEDs will sit inside the holes on the reverse of the lamp.



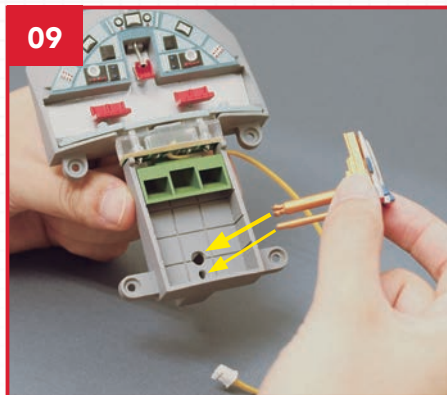
06
Next, fit the bulkhead to the rear section of the cockpit via the rectangular tabs at either end. Use a little superglue to strengthen the bond. Feed the LED unit's wires out to the bottom-right side behind (inset).



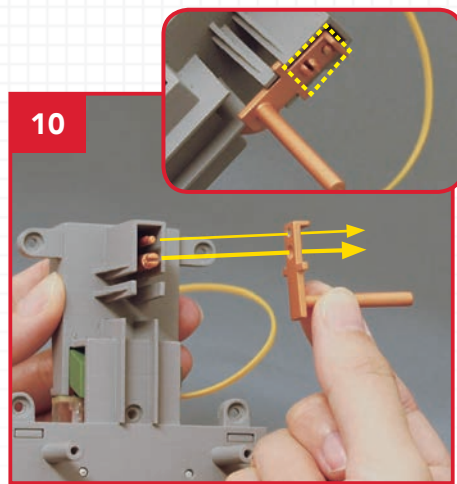
07
Glue the missiles into their slots on the launcher, making sure to orient the parts correctly.



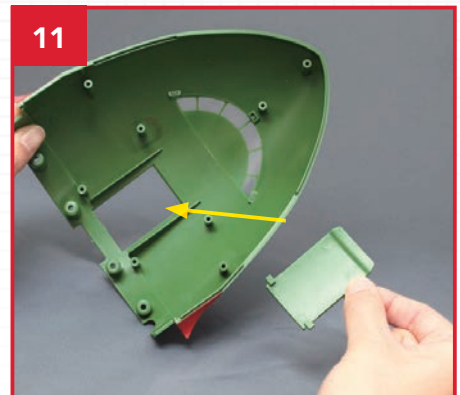
08
Then glue the rack stay to the missiles and launcher. The rectangular tab and slot will locate the parts.



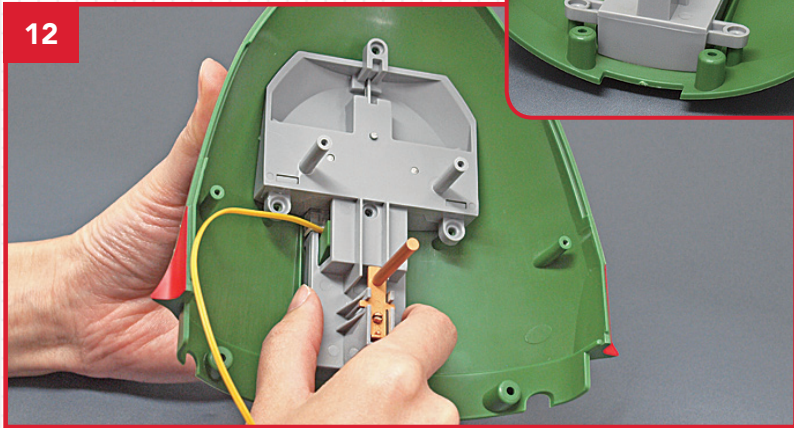
09
Fit the missile launcher assembly into the missile bay, behind the launcher base and bulkhead. The two parts can only fit together in one position.



10
Turn the assembly upside down, while holding the launcher in place, then feed the tips of the rack stay through the holes in the missile shaft. If the fit is tight, remove a little paint from the tips and try again until positioned correctly (inset).



11
Fetch the nose assembly from Stage 01 and place the missile hatch over the rectangular hole (arrowed), without glue.

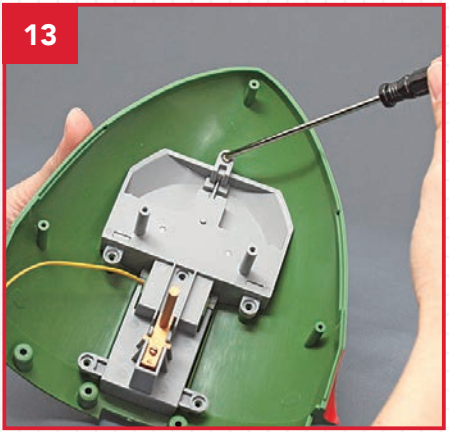


BRAINS' TOP TIPS

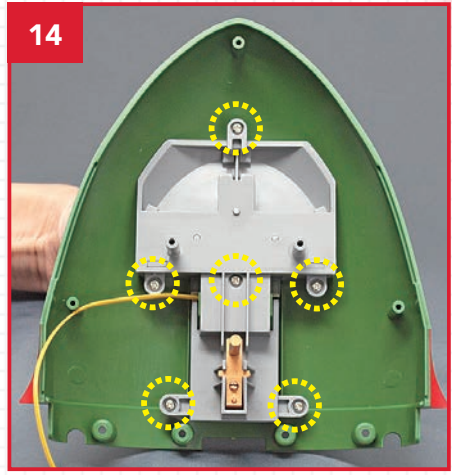


USING MULTIPLE SCREWS
To ensure you get an even, secure hold when using multiple screws to join two parts, it is a good idea to tighten all the screws gradually. To do this, only tighten the first screw enough to hold the parts in position, then repeat in the screw hole opposite. In this way, work around all the screw holes, then go back and tighten each one fully.

Now lower the cockpit assembly over the hatch, making sure the hatch and missile launcher stay in position. The cockpit's grey screw tabs should rest neatly on the nose's green mounting lugs (inset), leaving no gap at the rear of the cockpit assembly.



Use the screwdriver and screws supplied with Stage 02 to begin fixing the parts via the tabs and lugs. Begin with the foremost tab.



Secure the cockpit via all six circled mounting tabs. See the tips box above for more on using screws.

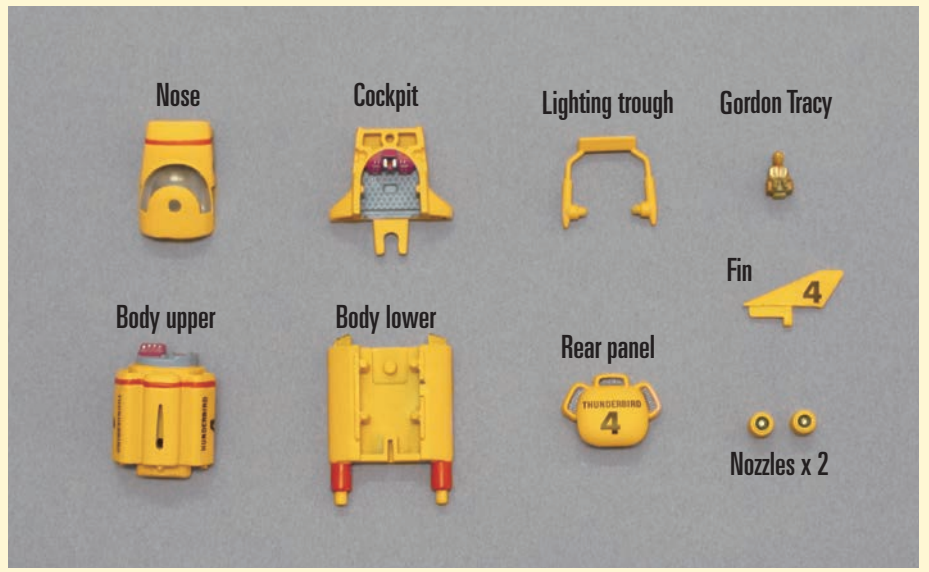
STAGE COMPLETE

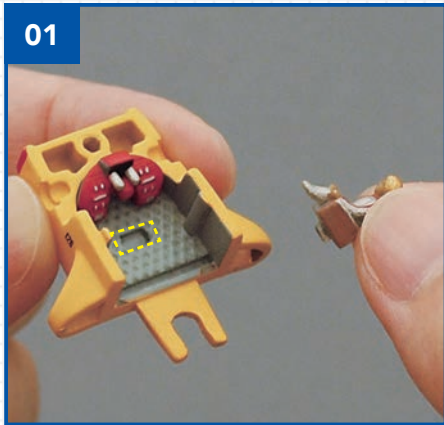


Store any unused parts until they are needed.

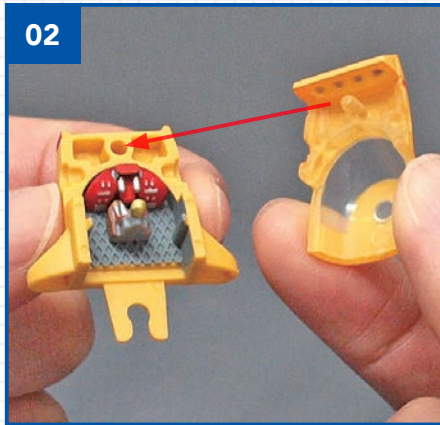
THUNDERBIRD 4 PARTS

Tools and materials:
Superglue

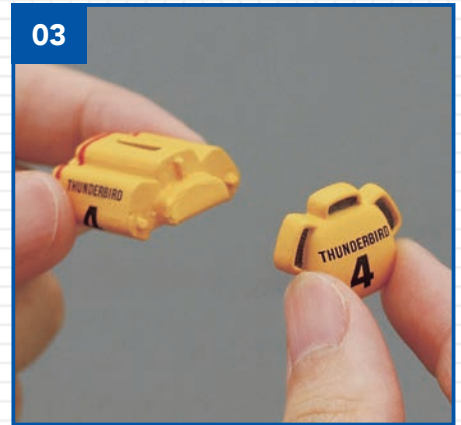




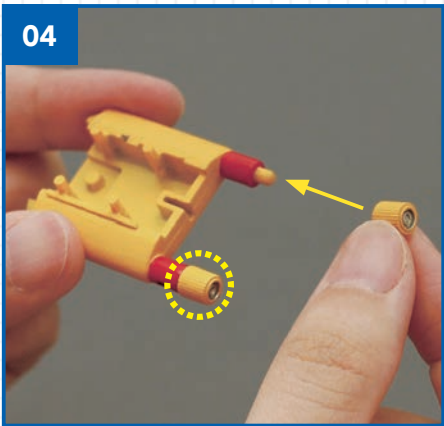
01 Use superglue to affix the figurine of Gordon Tracy onto the rectangular recess in the cockpit.



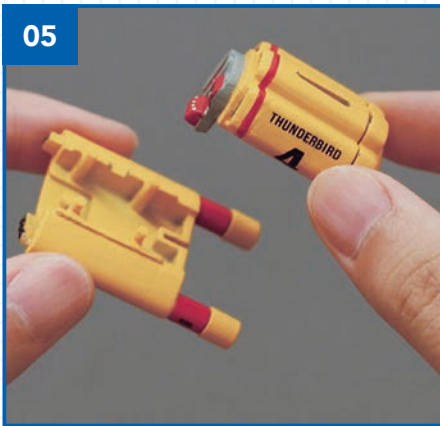
02 Fit the nose to the assembly (no glue is required).



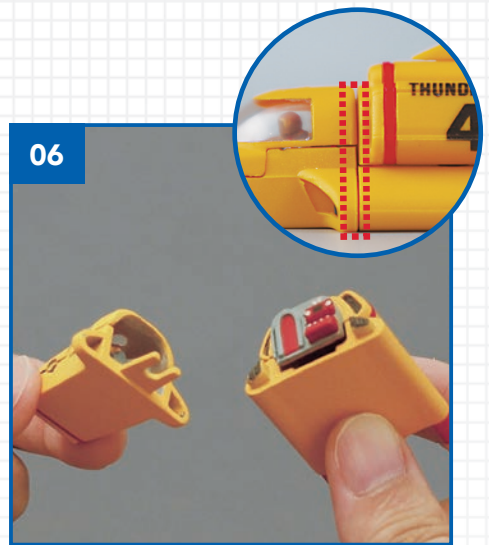
03 Now fit the rear panel to the body upper part.



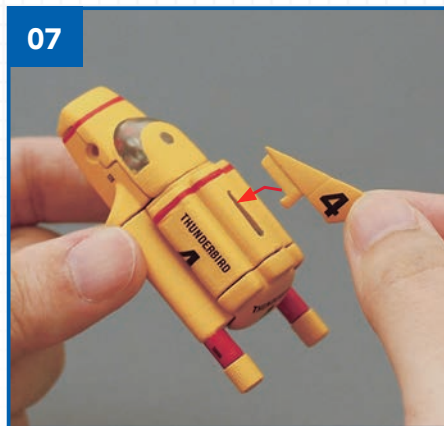
04 Fit the nozzles onto the body lower part's boosters.



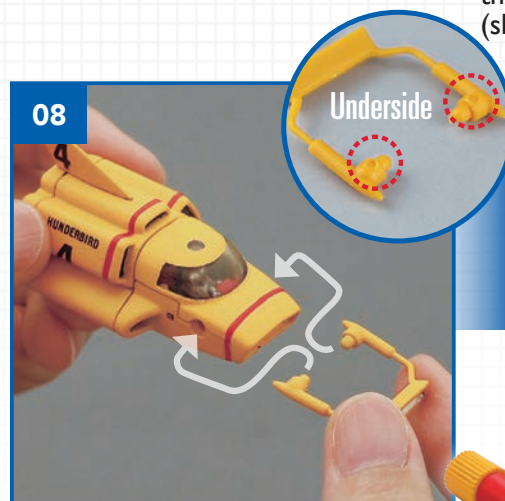
05 Fit the body upper to the lower part.



06 Now fix the cockpit-nose assembly to the body. Use a little glue around their join to secure the connection (shown inset).



07 Slot the fin into the hole in the top.



08 Gently pull the arms of the lighting trough apart, then clip them into the two indicated recesses. The small dents on the underside of the arms' tabs should face down (inset).

STAGE COMPLETE



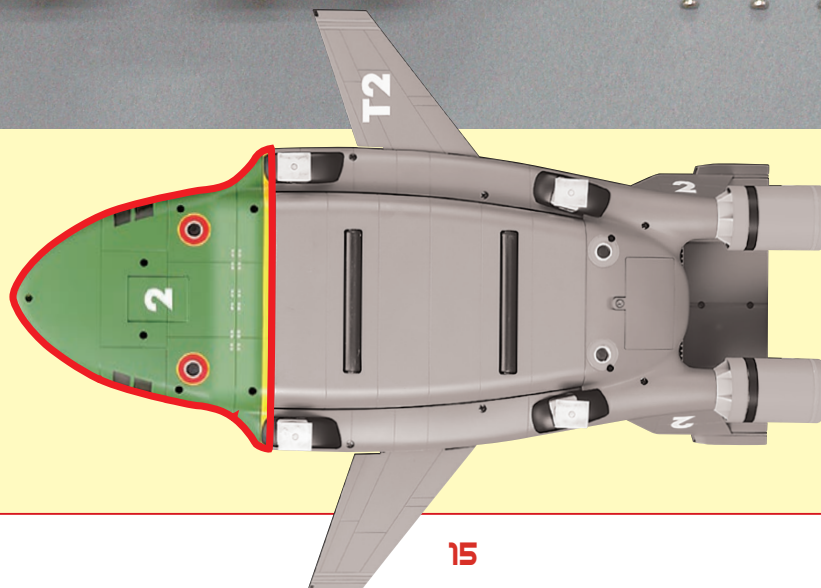
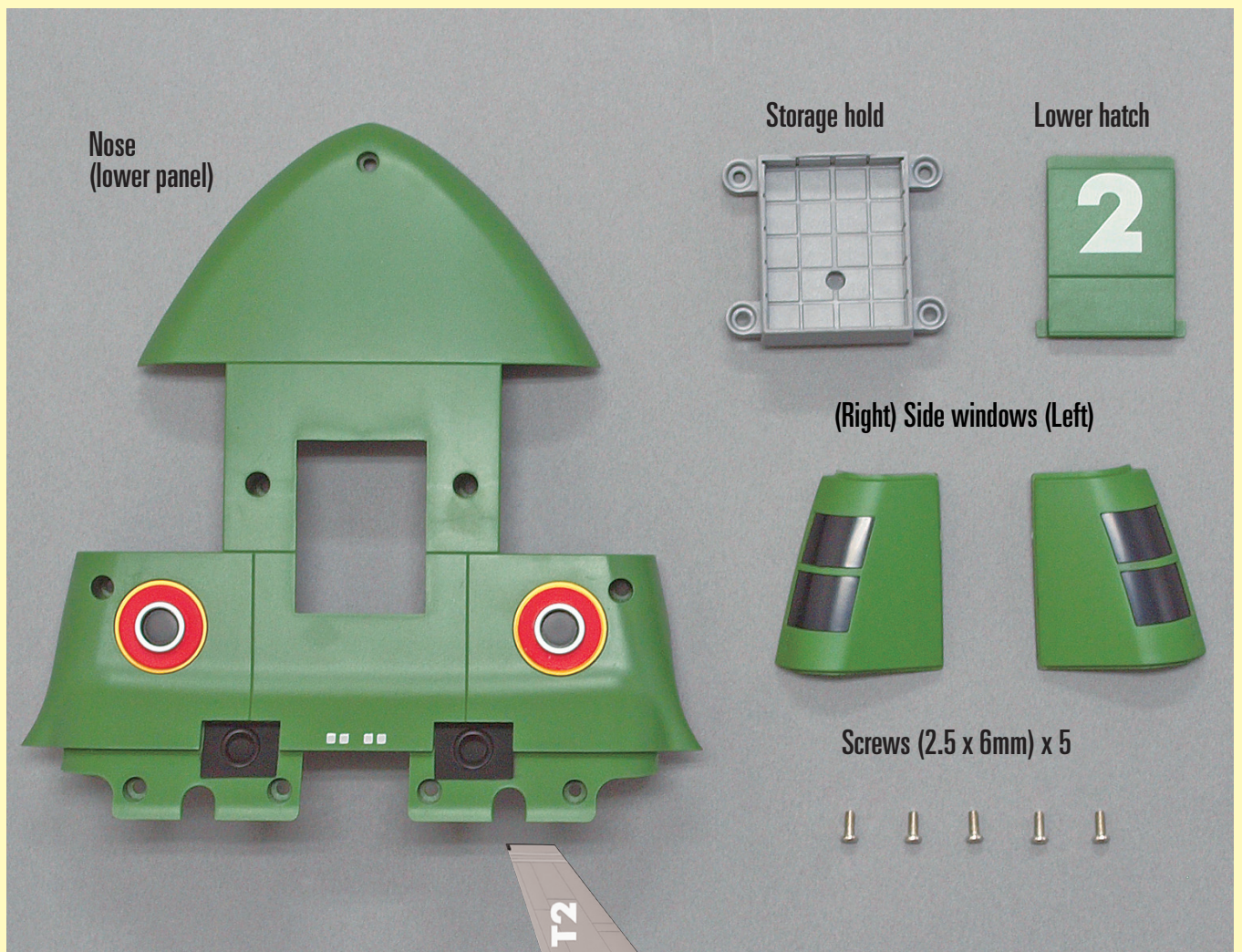


STAGE 04

NOSE ASSEMBLY

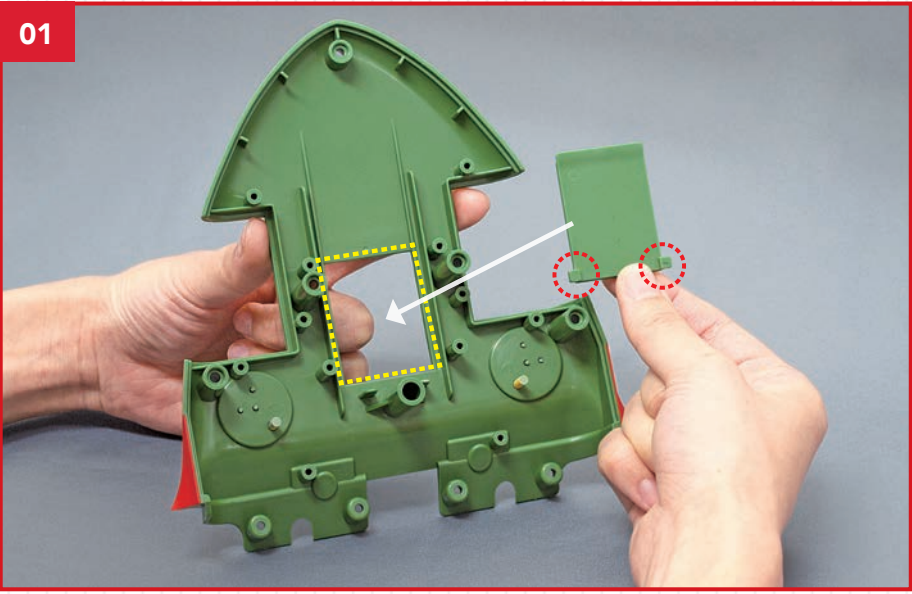
+ THE TRACY BROTHERS

YOUR PARTS





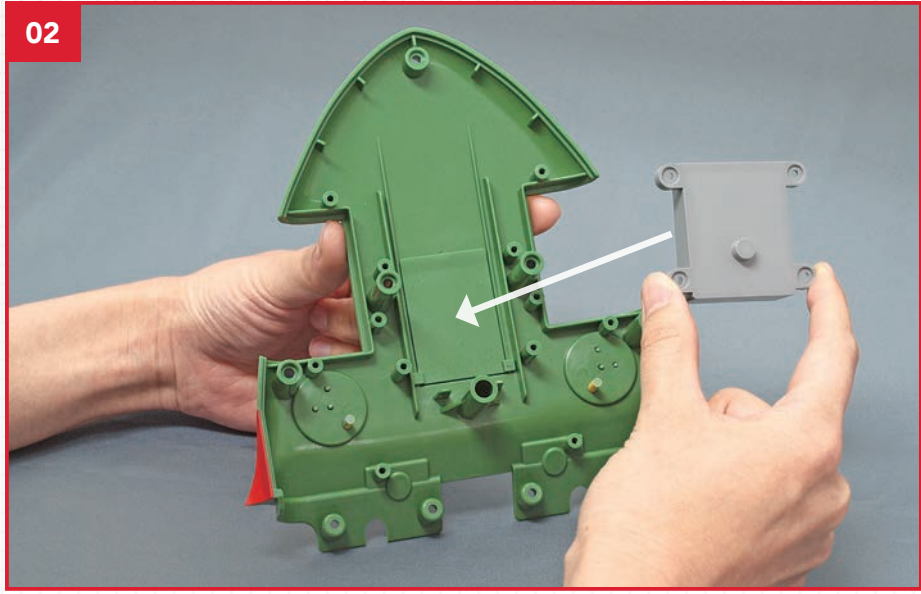
01



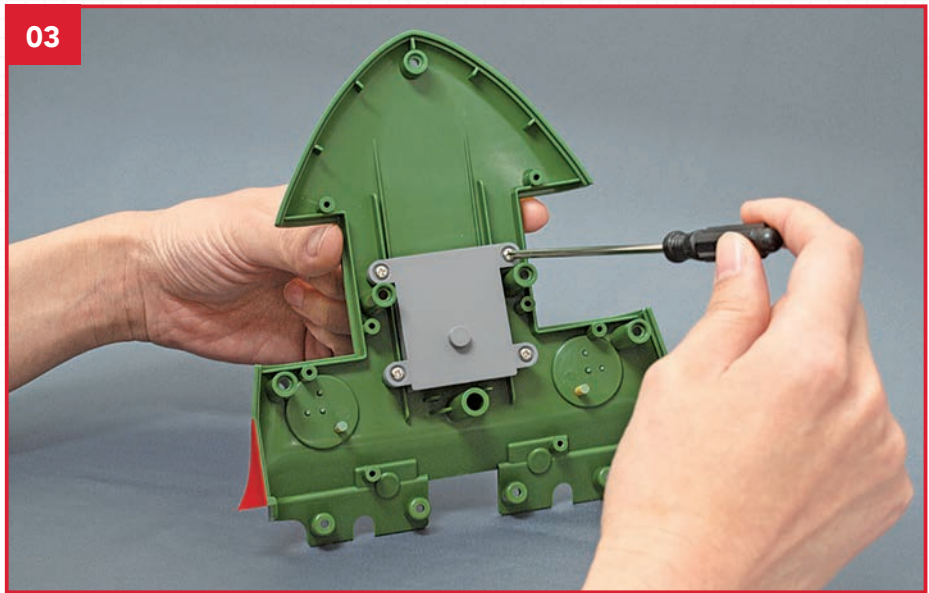
Take the lower hatch, its no. 2 label facing downwards, and fit this into the rectangular opening in the lower nose panel. Its two circled tabs should be at the rear of the parts.

Now place the storage hold over the hatch, orienting the part as shown.

02



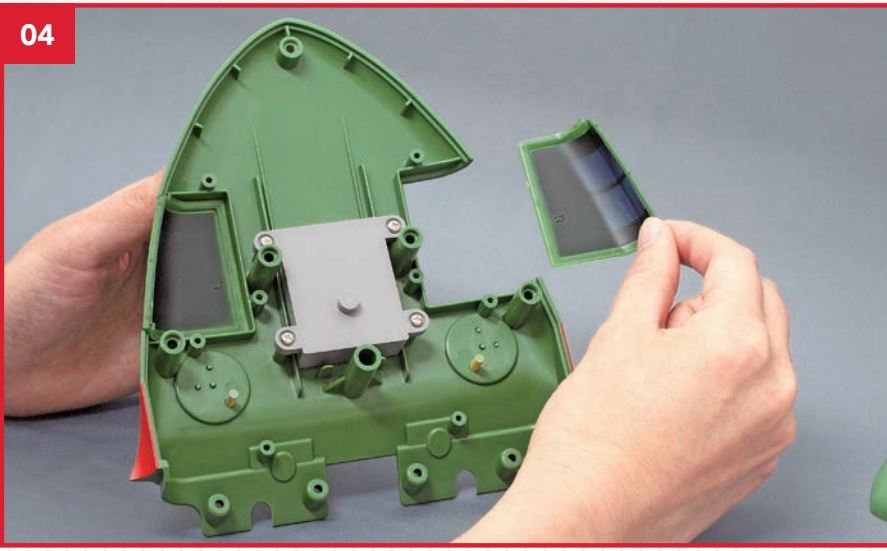
03



Use four screws to secure the part via the mounting lugs. Only tighten each lightly at first, then, after checking each screw is seated correctly in its mounting lug, go round and tighten each fully to secure the parts.



04

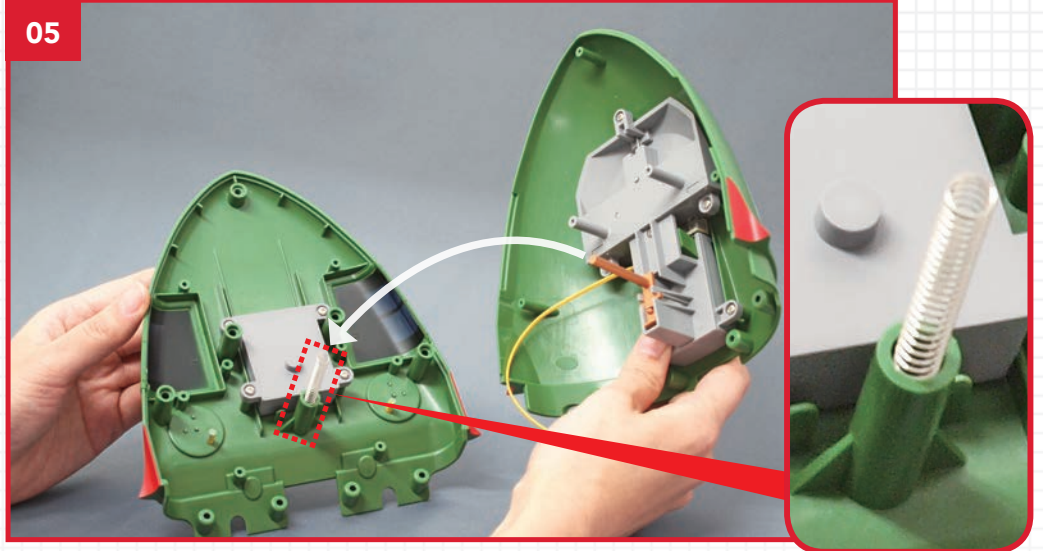


Now fit the left and right side windows to their respective cutaways. The join between the window and curve of the lower nose panel should be smooth (below), with the parts sitting comfortably on the cutaways' lips.

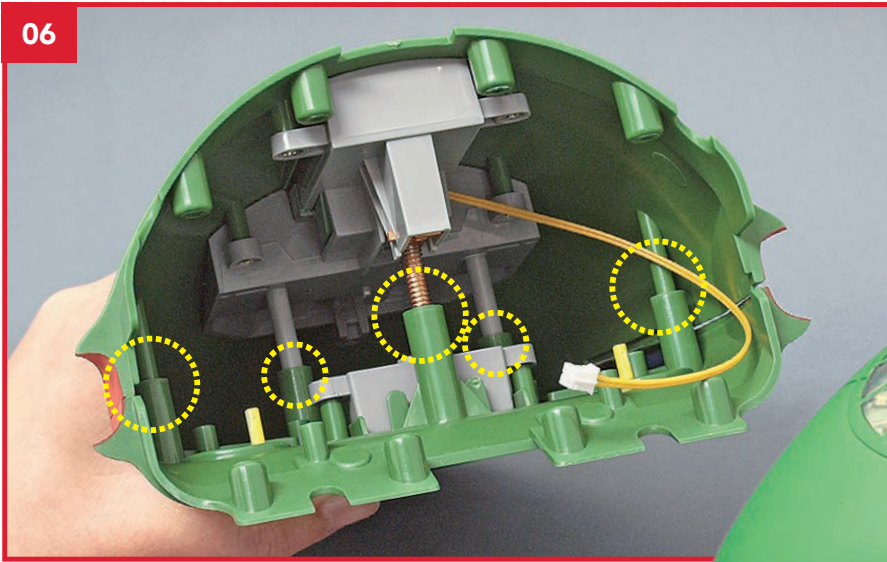


Fetch the missile shaft spring supplied with Stage 03 and place it in the lug outlined (right and inset). Then take the upper nose assembly built over the previous stages and gently lower it onto the lower nose panel. Its mounting posts and lugs will locate the parts, while the missile launcher shaft will slip into the spring (see next step photo).

05



06



STAGE COMPLETE

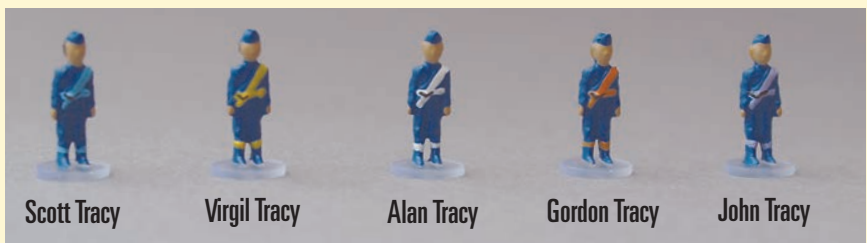
Test-fit the nose sections by easing each mounting post into its corresponding lug, the missile launcher shaft slipping neatly into the centre of the spring. The parts should fit snugly, with no gap around their join. You do not need to secure the parts at this stage.



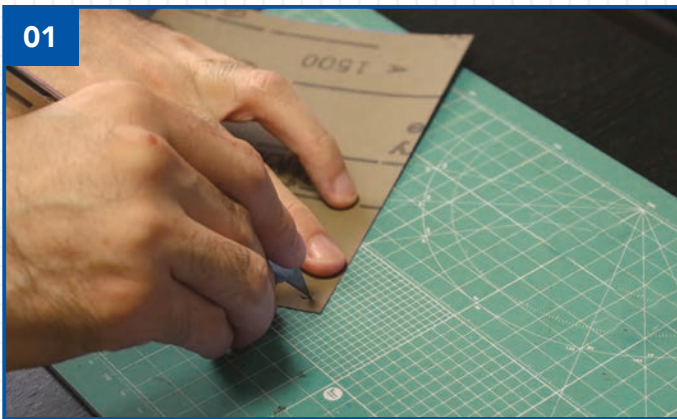


THE TRACY BROTHERS + ELEVATOR CAR DISPLAY

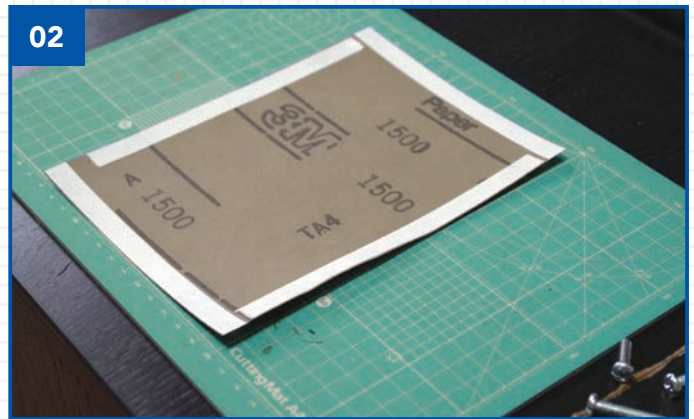
With this stage, you have received five miniature figurines of the Tracy brothers. These have been moulded to the same 1:144 scale as the rest of your Thunderbird 2 Rescue Collection, so you have the option of using them to create mini dioramas with the models. The first display you may choose to make recreates the famous scene from *Thunderbirds' first episode, Trapped in the Sky*, when Virgil's Elevator Cars speed along the runway at London Airport to rescue the stricken Fireflash airliner. For this, you



will need some grey wet & dry paper (for use on the runway tarmac), a white-out correction tape roller or white paint and masking tape, some double-sided tape and a piece of rigid material such as thin MDF or cardboard. The steps are shown below.



01 Take a sheet of grey wet & dry paper and cut it to a rectangle measuring approximately 20 x 25cm. Remember to always use a cutting mat if using a craft knife to protect your work surface.



02 If you want your diorama to last longer, you may want to reinforce it by sticking it to a piece of rigid material, such as thin MDF or cardboard. Double-sided tape run around the edges of the wet & dry paper's reverse will ensure none of the edges lift.



03 Use the correction tape roller and a ruler to create the runway's marking down the centre of the paper. Alternatively, run two strips of masking tape down the centre, roughly 1 cm apart, and fill the space with white paint.

This stage is complete, so remember to store any unused parts until they are needed.

STAGE COMPLETE

