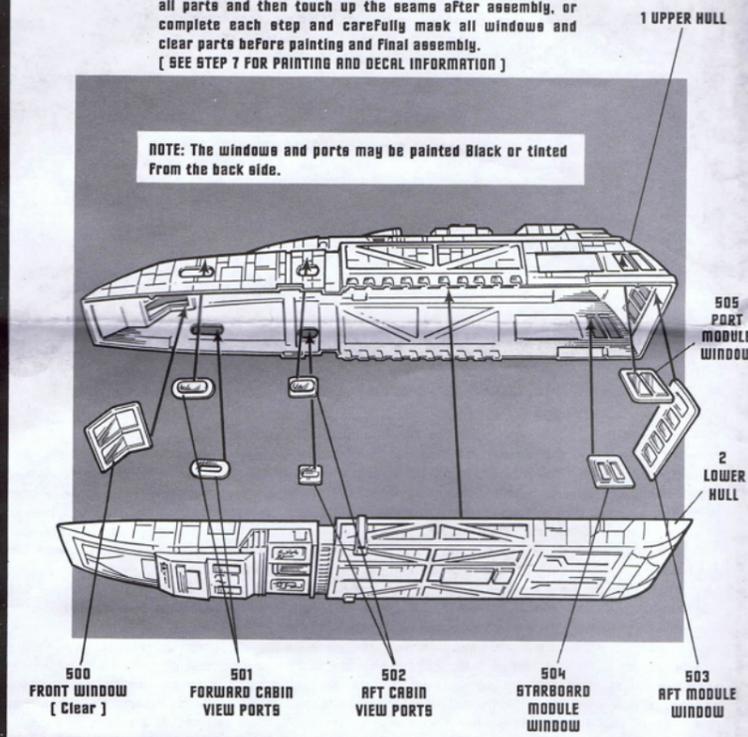
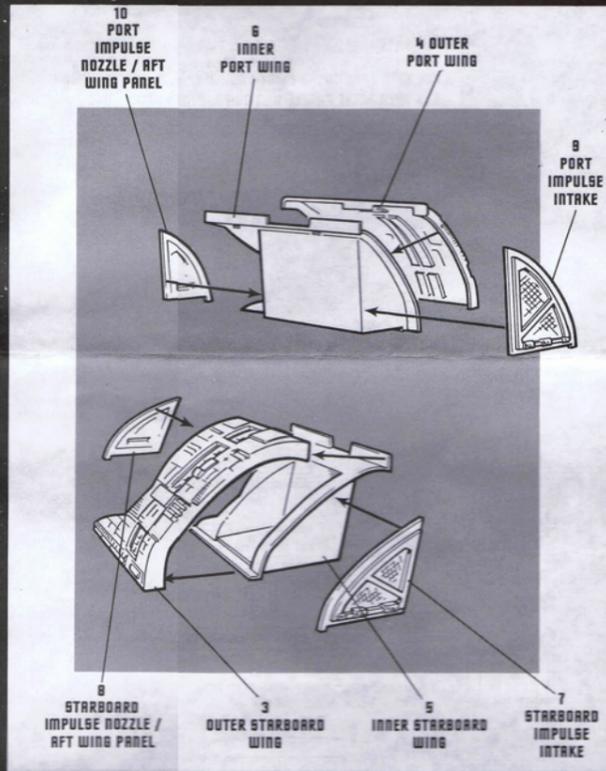


### 1: HULL ASSEMBLY

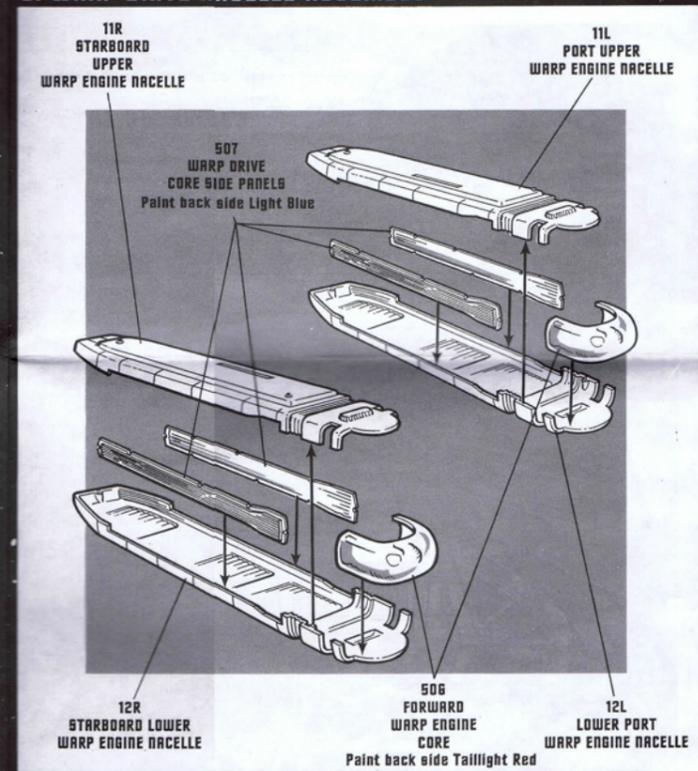
NOTE: Before beginning this model you may wish to prepaint all parts and then touch up the seams after assembly, or complete each step and carefully mask all windows and clear parts before painting and final assembly. (SEE STEP 7 FOR PRINTING AND DECAL INFORMATION)



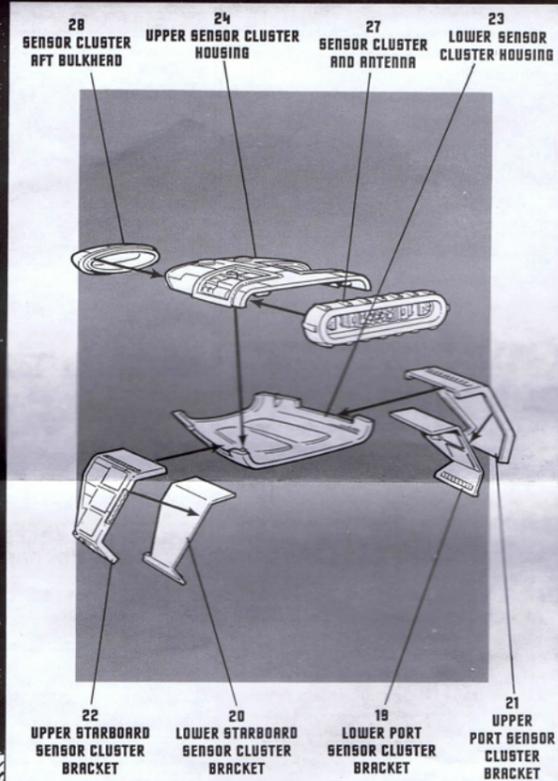
### 2: WING / IMPULSE ENGINE ASSEMBLY



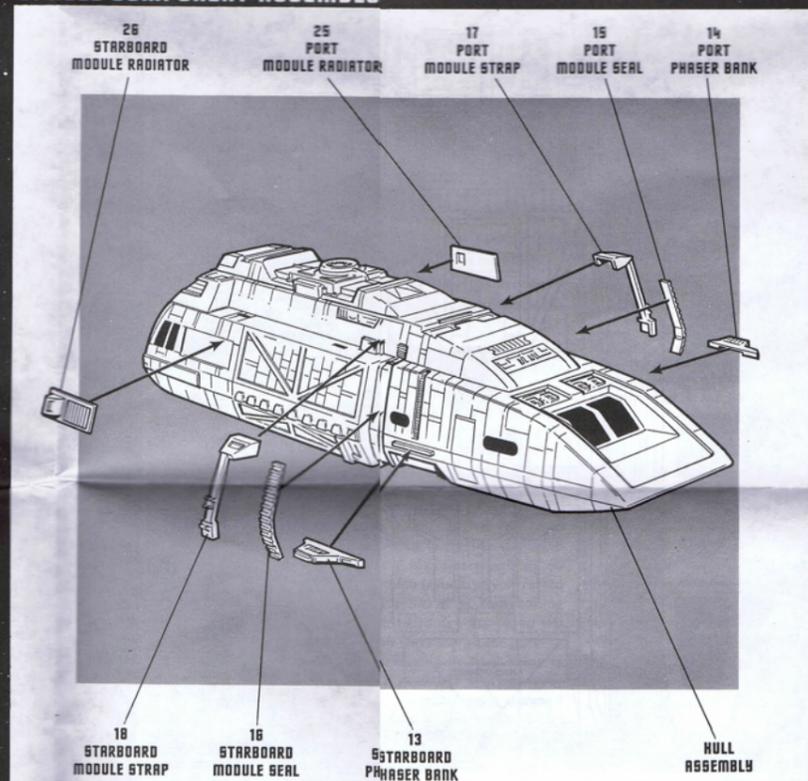
### 3: WARP DRIVE NACELLE ASSEMBLY



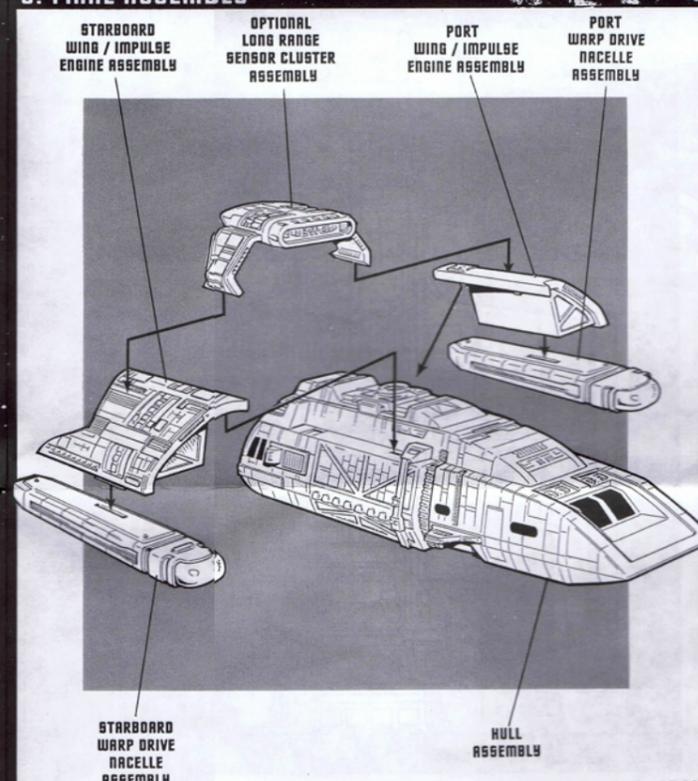
### 4: OPTIONAL LONG RANGE SENSOR CLUSTER ASSEMBLY



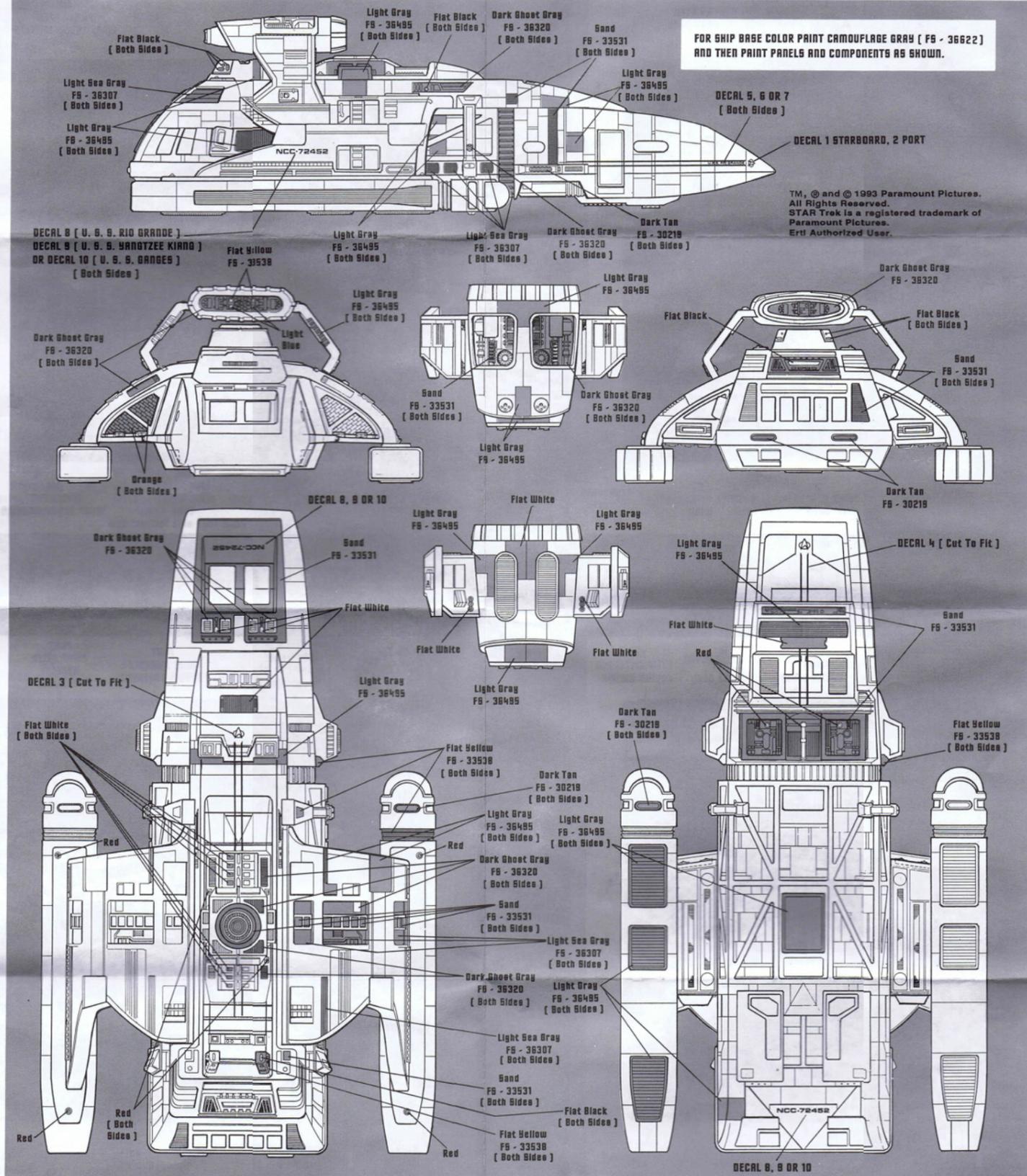
### 5: HULL COMPONENT ASSEMBLY



### 6: FINAL ASSEMBLY



## 7: PAINT AND DECALS



# STAR TREK DEEP SPACE NINE



STOCK No. 8741

**RUNABOUT RIO GRANDE**

FORM No. 099 - 8741

When the Federation took over the Cardassian built space station at Deep Space Nine, they found it necessary to outfit the station with a means of transportation other than the transporter (because of limited range) and a full size Starship type vehicle such as the Enterprise™, whose mission is interstellar exploration. The answer was a Federation Runabout which had both warp speed capabilities and was sized to fit the internal storage and elevators already built into the station. Able to accommodate a complement of equipment and complete "away" teams, the Runabout is a perfect companion to the DSN station.

The station, now poised at the mouth of a stabilized "wormhole", or warp in the fabric of the space-time continuum, allows travelers from across the galaxy to "jump" into the area of Federation space and back to the other side of the galaxy, a distance too far for practical travel using existing warp drive spacecraft. Because of the "wormhole", however, now even the Federation Runabouts can leap across the galaxy on missions of diplomacy, trade, rescue and exploration.

To facilitate exploration and keep informed of anomalies far into deep space, a long-reaching sensor array can be attached to the top of a Runabout, keeping the crew informed of what's ahead well in advance of their arrival at that point in space. Further, the Runabout is of modular design and construction and is capable of being fitted with different mission packs and even aft cabin configurations, should the need ever arise. Quite capable of interstellar travel due to its warp drive engines, a Federation Runabout is a fully outfitted space ship only limited by the smaller crew it carries. Fast, maneuverable and adaptable, it is a dependable and welcome addition to the giant station at Deep Space Nine.

Enjoy your scale model of the Federation Runabout, modeled at an authentic 1/72 scale.

## IMPORTANT

Before you begin to assemble your model kit, study the instructions carefully. This will help you to familiarize yourself with the part locations as you proceed. Prior to cementing parts together, be sure to "TEST FIT" them in order to assure proper alignment and also to check for excess "FLASH" that may occur along parting lines. Use a sharp hobby knife or file to remove flash if necessary.

If you wish to paint your model, various sub-assemblies and components should be painted before any parts are attached. During assembly, you may note that the recommended color is stated after the part name.

This model kit is molded from the finest high-impact styrene plastic. Use only paints and cements which are specifically formulated for styrene. Read all labels and warnings carefully.

Because the cement will only adhere to bare plastic, it is necessary to remove any paint or "plating" from the area to which the cement is to be applied.

### BUILDING TIPS FOR THE ADVANCED MODELER

For the best possible finish, your kit should be painted, even if molded in color. Paint should be applied evenly, in several thin coats rather than one heavy coat. The first coat should not completely cover the surface. Each layer should be allowed to thoroughly dry before the next is applied. Also, each coat should be "wet sanded", except for the final coat, using No.1200 wet or dry sandpaper which is slightly damp. Be careful not to remove any detail while sanding.

It is important to keep your hands clean when working with your model and wash parts thoroughly before painting to remove any mold release agent that may have been used during manufacture, body oil from your hands, sanding residue, and dust, which is naturally attracted to plastic by static electricity. Use a mild solution of dishwashing detergent and water. A tack rag should be used to dry the parts, DO NOT use paper towels or tissues, since they will leave lint on the part.

Parting lines and glue joints should be sanded or filed prior to painting and cementing. Because paint has a tendency to draw away from sharp edges, they should be lightly filed. Use filler putty designed for plastic to fill small gaps that may occur between parts and to blend contours. This should be done only after the first, or "primer," coat of paint is applied.

When painting a two-tone body, the lightest color should be painted first. Use frosted, or "magic," tape to mask off the area you do not want painted. After the second color is dry to the touch, the tape can be removed. Use a very fine brush to touch up edges if necessary. If decals are to be added, do so before adding any gloss coat. A gloss coat will help even out the edges between the two colors as well as set the decals.

## RECOMMENDED TOOLS

### HOBBY KNIFE

Use a sharp hobby knife to remove parts from the trees. The knife may also be used to remove parting lines and flash.



### TWEEZERS

Use tweezers to hold small parts during assembly, painting and when applying cement.



### BRUSH

We recommend the use of liquid polystyrene cement. Apply with a fine brush. Use sparingly or a sloppy job will result.



## READ ALL LABELS AND WARNINGS CAREFULLY

We take great pride in providing the finest model kits available, giving strong attention to detail and craftsmanship. Should you have any difficulty with assembly or missing parts, please call the appropriate number listed below between the hours of 8:00 am to 4:30 pm central time, Monday through Friday.

In the U.S.A. call toll free

800 - 553 - 4886

Outside of the United States call

1 - 319 - 875 - 2000

When in the Midwest, please visit the ERTL Company for a tour of the AMT production facilities, 10am & 1pm weekdays. Reservations suggested.