

highly detailed 1/350 scale all-plastic assembly model kit

STAR TREK

U.S.S. ENTERPRISE™ NCC-1701-A

ASSEMBLY INSTRUCTIONS

POLAR LIGHTS

GENERAL ASSEMBLY: This highly-detailed kit features precision-tooled parts for ease of assembly, but care and patience must be exercised to achieve optimal results. It is recommended that the builder examine the instructions carefully and do a **dry test fit of parts before applying cement.** You will find this very helpful, as it will allow you to gain a clear understanding of how the parts fit together in order to best plan painting and final assembly. In addition, **it is important to note that the majority of clear parts (especially windows) are designed to be cemented in place from the backside of main parts.**

SUB-ASSEMBLIES: Note that this kit is intended to be built in sub-assemblies. This makes building the kit far more manageable. It is very important to note that you will also find it extremely advantageous to **apply paint and decals to sub-assemblies before completing final assembly.** This is particularly true in the case of interior assemblies, which may require extensive paint work, depending on the level of detail you wish your finished kit to have. Some paint color call-outs are on this instructions sheet; please see separate instruction sheet for more details on paint

and aztec decals. You will also want to **apply the aztecing decals on sub-assemblies** before completing final assembly. The aztecing decals recreate the *Enterprise's* intricate panel details, and must be carefully applied in sections.

INTERIOR ASSEMBLIES: It is important to note that **there are several interior assemblies that must be completed first**, including paint and decals, before fitting into exterior hull sections. The **arboretum** and **shuttle bay interior** must be assembled and placed INTO the **secondary hull** before final assembly of **secondary hull top** and **sides**. The **officer's lounge**, part #5, must be painted and decaled before installing into the **saucer**.

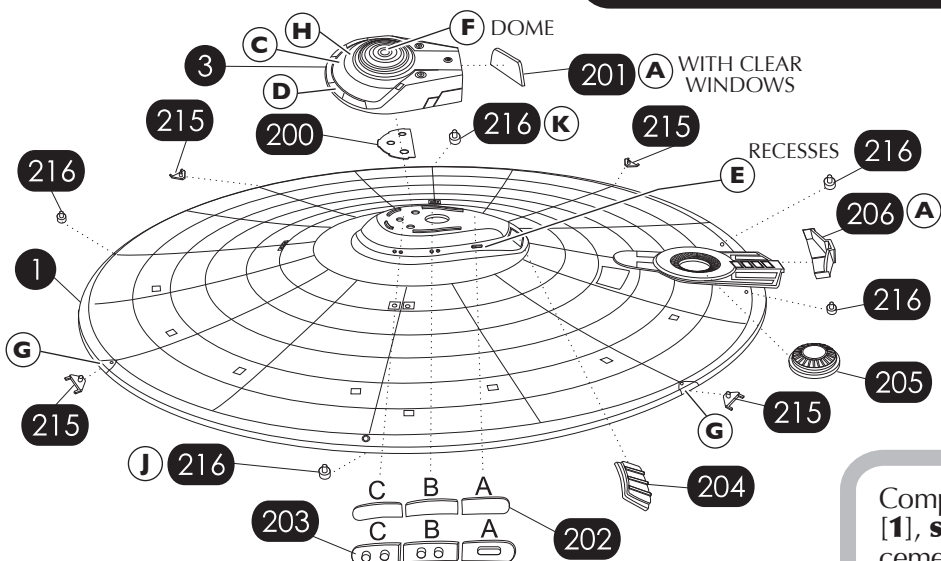
OPTIONS: Choose parts #21, #27 and #65 for NCC-1701 Refit version OR choose parts #22, #26 and #66 for NCC-1701-A, a later version.

round2models.com SKILL LEVEL 2 AGE 10+ CEMENT REQUIRED PAINT REQUIRED
 STARTREK.COM

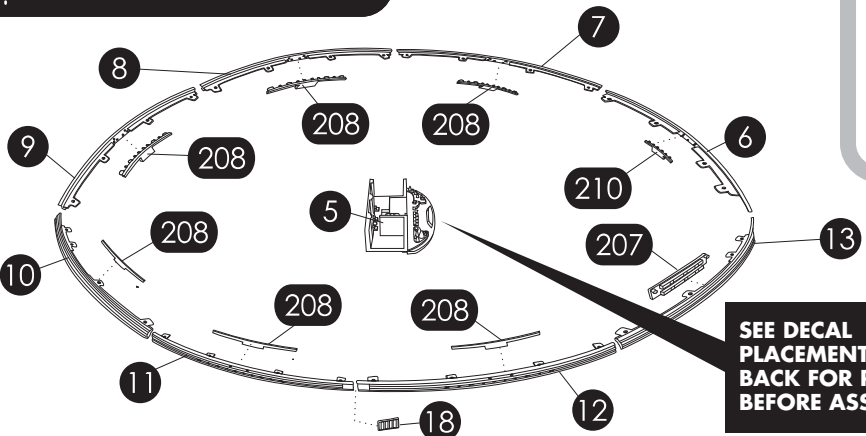
KEY TO NUMBERING SYSTEM

- 1 Opaque plastic part (1-70)
- 200 Clear plastic part (200-291)
- 300 Metal part (300)
- 1 Step number (1-12)
- 1 Sub-assembly (1-9)
- S Paint color (see aztec instruction sheet)

1A UPPER SAUCER



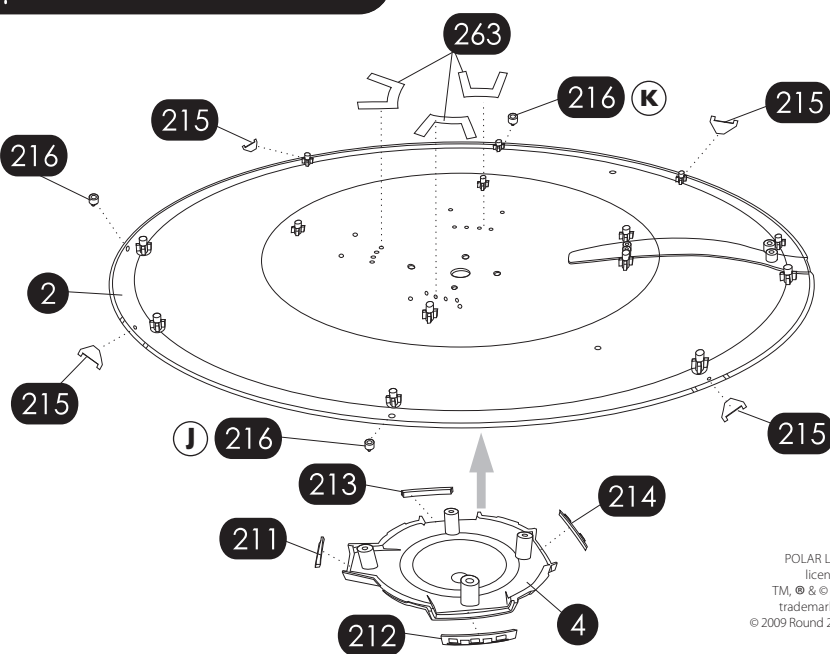
1B SAUCER WALLS



Complete sub-assembly [1], saucer, by first cementing saucer walls (with windows in place) and (part #5), officer's lounge, to underside of upper saucer. Then cement to completed lower saucer.

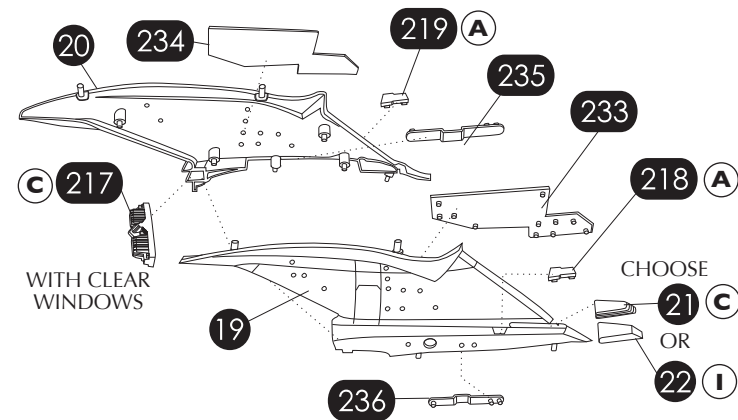
SEE DECAL PLACEMENT ON BACK FOR PART #5 BEFORE ASSEMBLY.

1C LOWER SAUCER

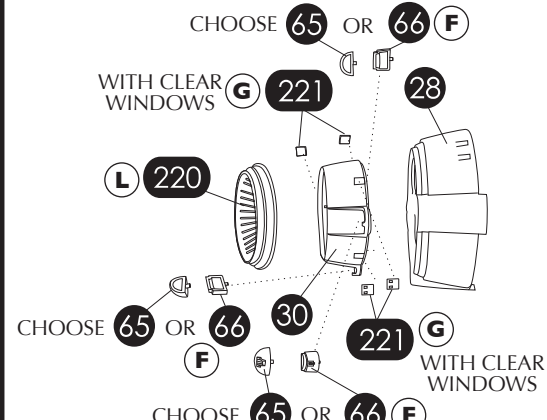


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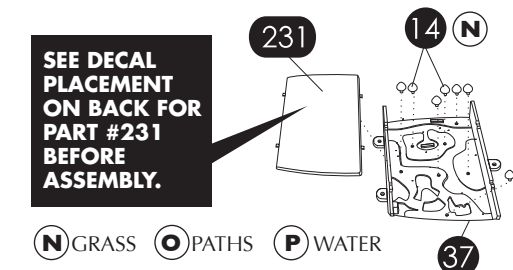
2 NECK



3 DEFLECTOR DISH



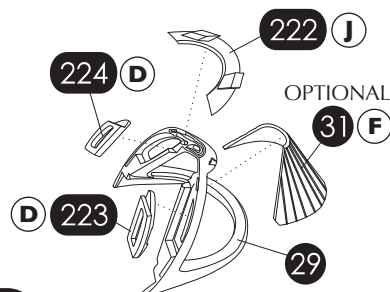
4 ARBORETUM



SEE DECAL PLACEMENT ON BACK FOR PART #231 BEFORE ASSEMBLY.

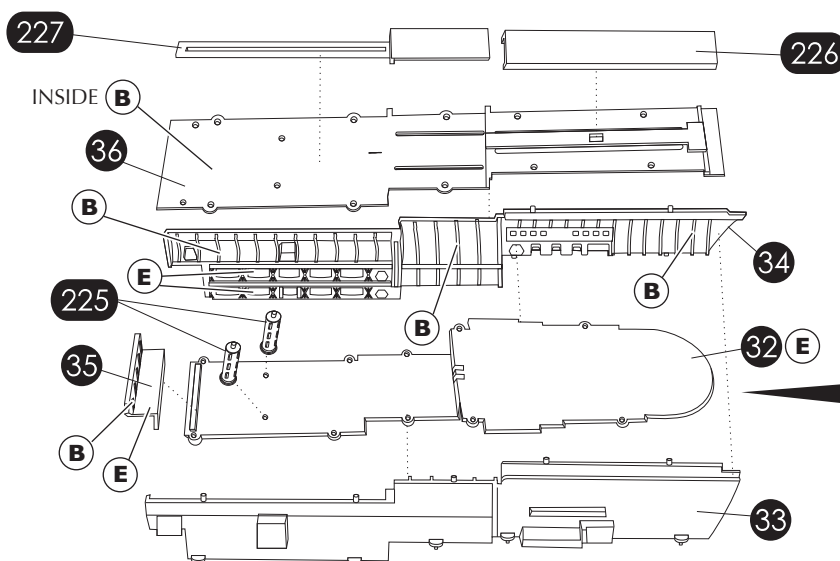
N GRASS O PATHS P WATER

5 SHUTTLE BAY



NOTE: If desired, shuttle bay doors (part #31) may be left loose for easy removal, allowing viewing of interior shuttle bay. You may also prefer to trim shuttle bay doors so they appear partially open.

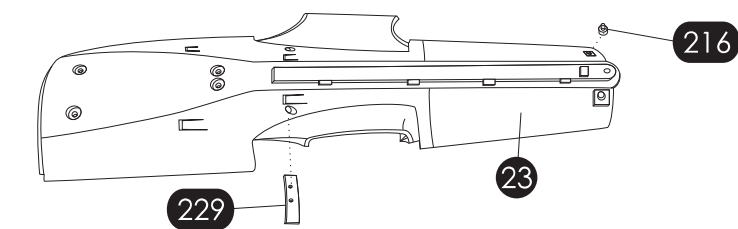
6 SHUTTLE BAY INTERIOR



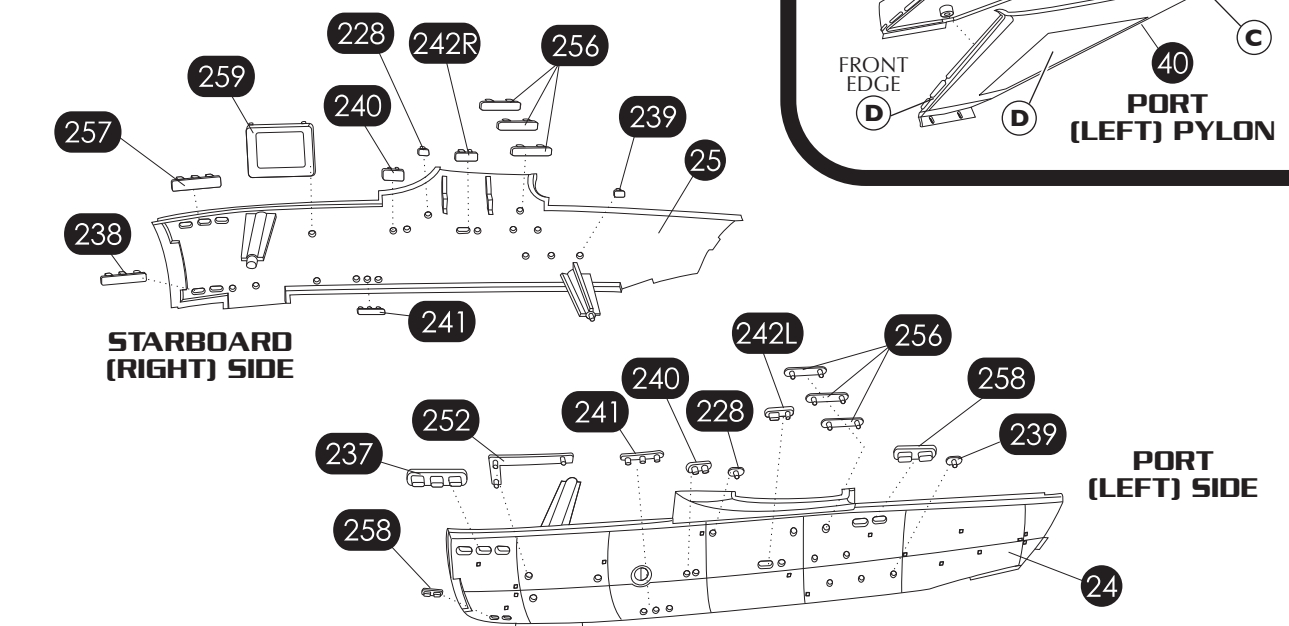
IMPORTANT: Shuttle bay interior must be fully completed before cementing inside secondary hull.

SEE DECAL PLACEMENT ON BACK FOR PARTS #32, #33, #34 & #35 BEFORE ASSEMBLY.

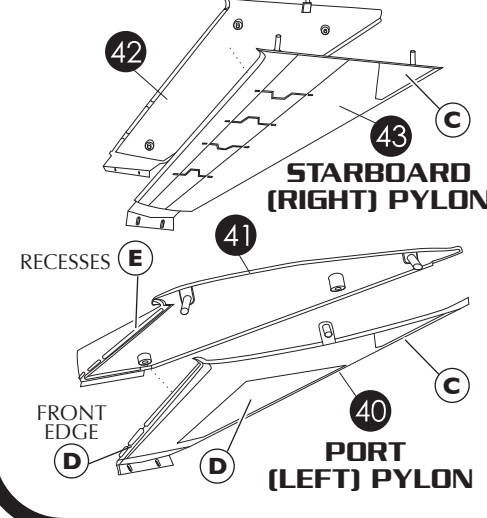
7A SECONDARY HULL TOP



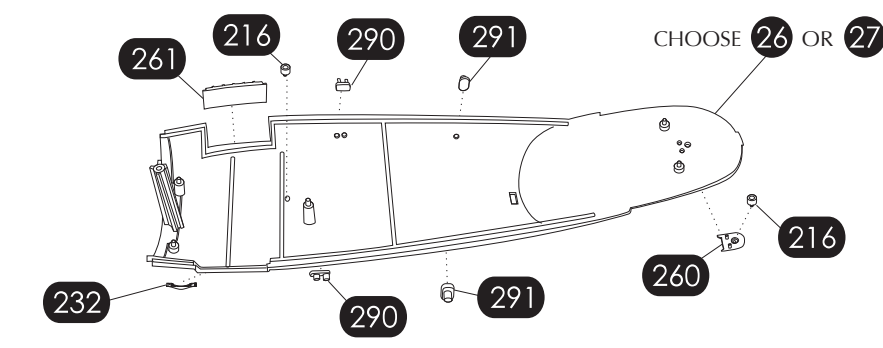
7B SECONDARY HULL SIDES



8 PYLONS

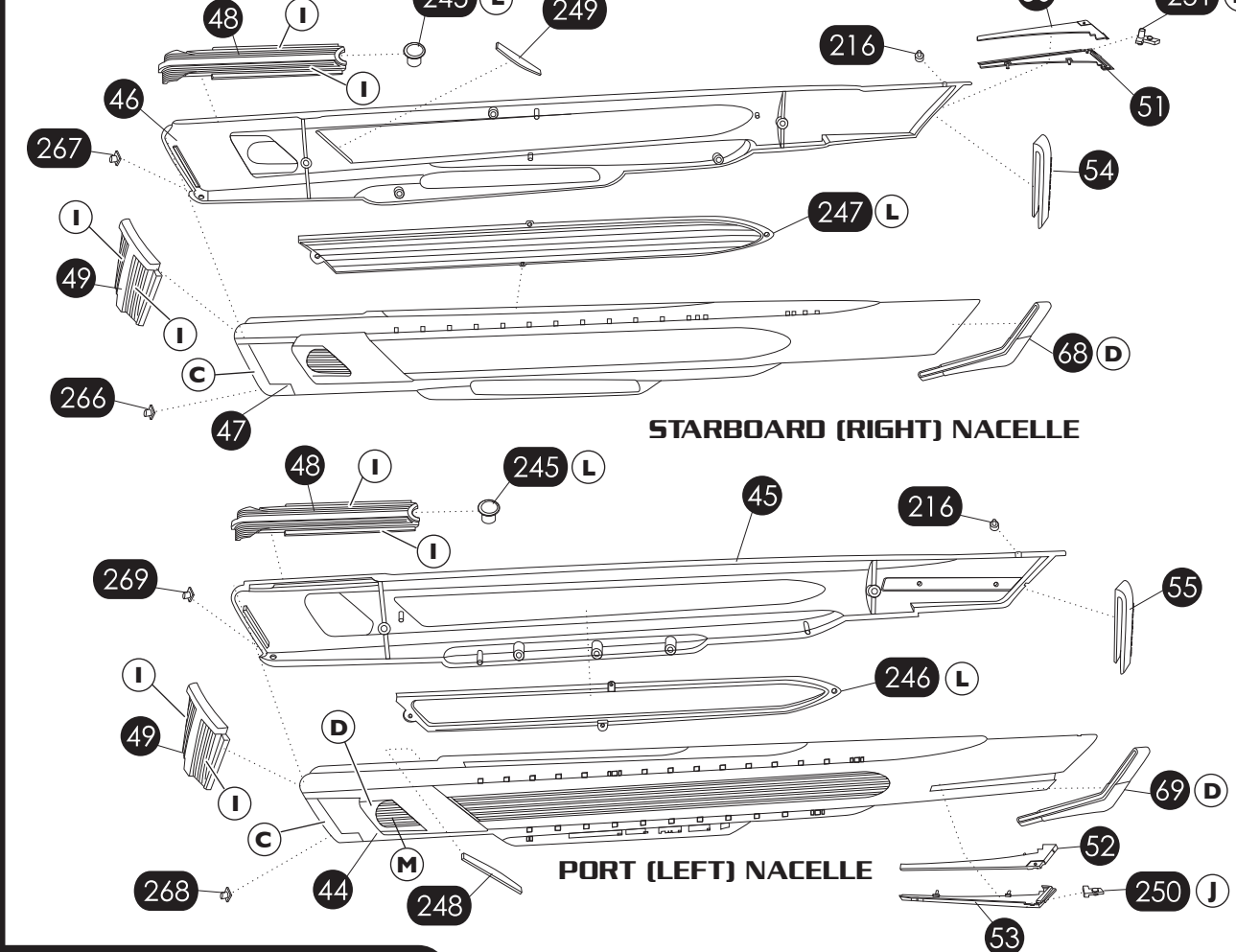


7C SECONDARY HULL BOTTOM

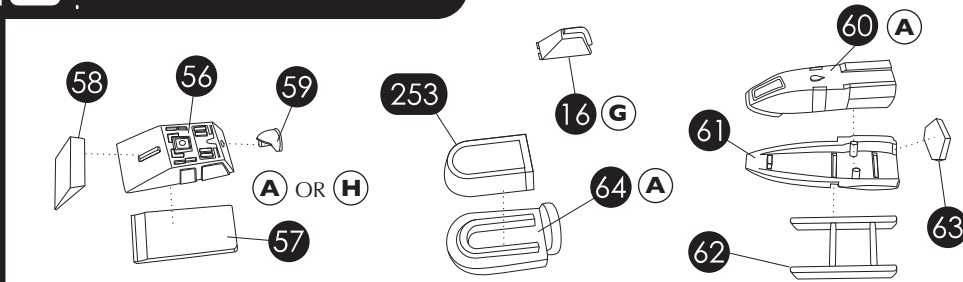


IMPORTANT: See STEP 11 - FINAL ASSEMBLY for details on how the individual secondary hull portions, including shuttle bay interior and arboretum, properly fit together. Test fit parts before cementing.

9 NACELLES

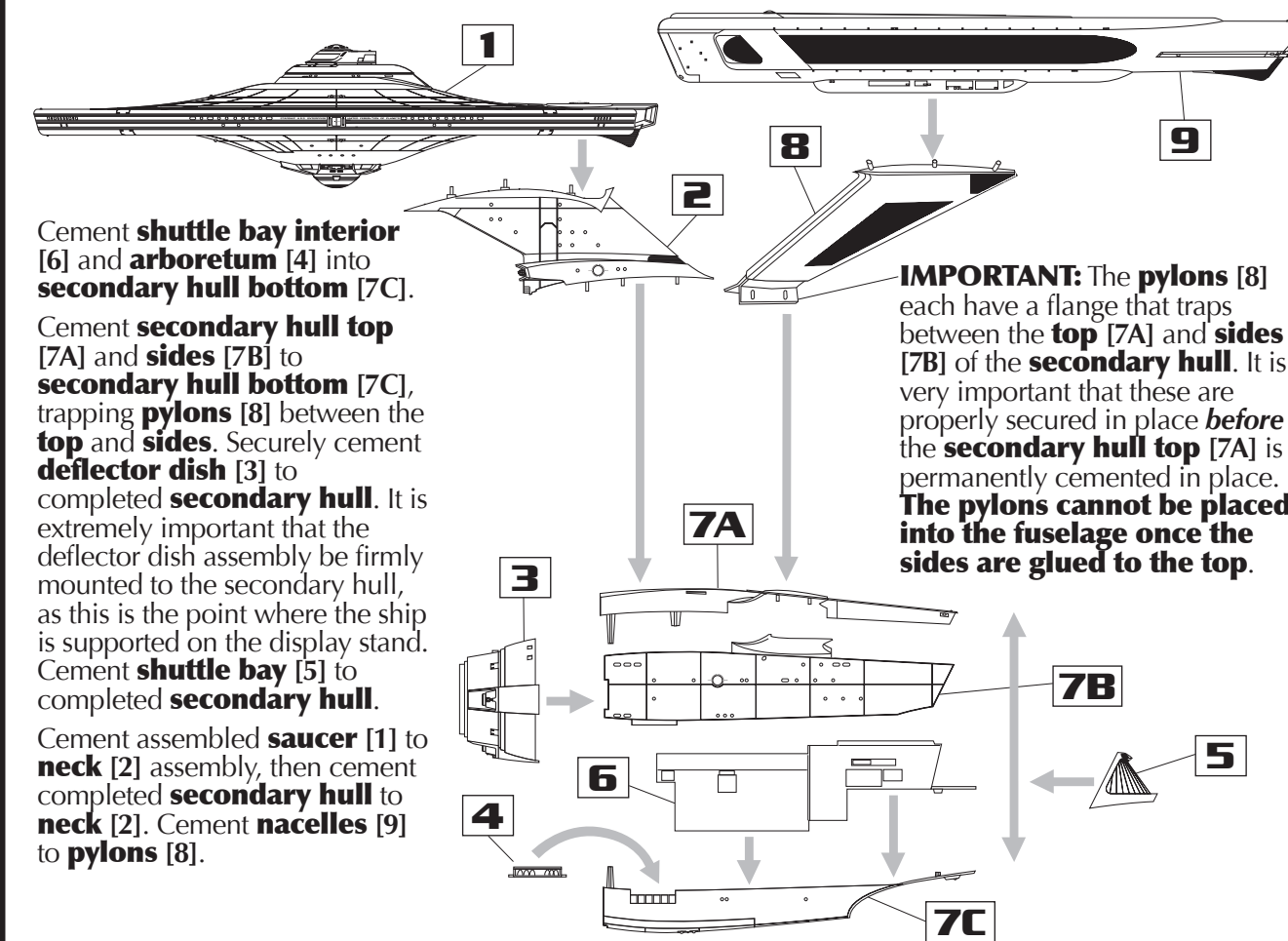


10 SHUTTLECRAFT



NOTE: If desired, assembled, painted and decaled shuttlecraft may be cemented into place on deck of shuttle bay interior. Colors indicated apply to all parts of each shuttle. See back of this sheet for decal placement.

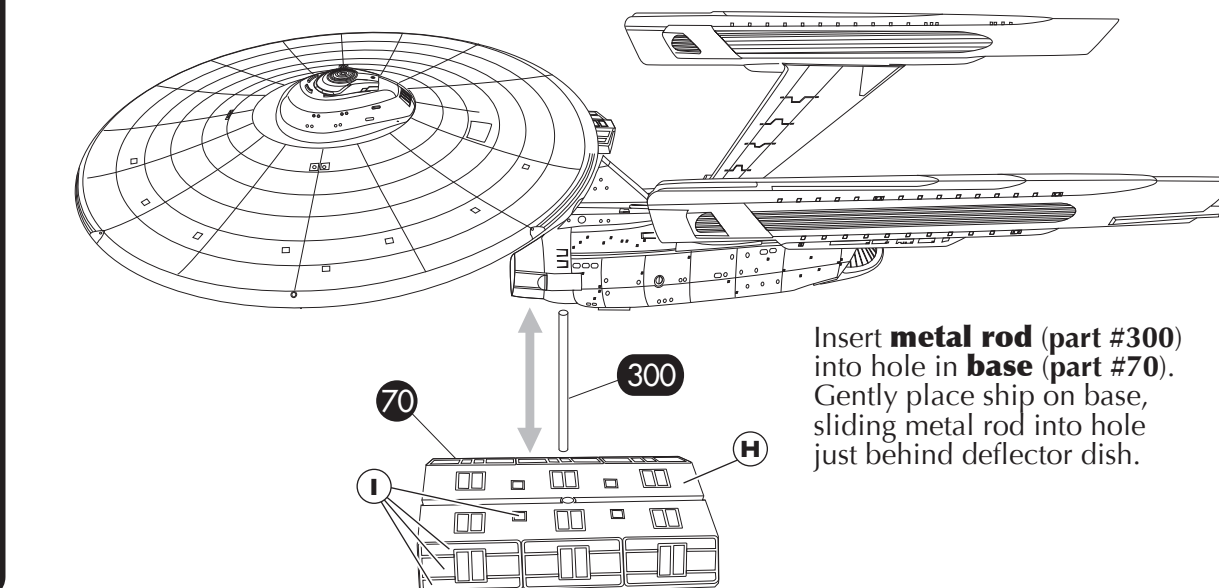
11 FINAL ASSEMBLY



Cement shuttle bay interior [6] and arboretum [4] into secondary hull bottom [7C]. Cement secondary hull top [7A] and sides [7B] to secondary hull bottom [7C], trapping pylons [8] between the top and sides. Securely cement deflector dish [3] to completed secondary hull. It is extremely important that the deflector dish assembly be firmly mounted to the secondary hull, as this is the point where the ship is supported on the display stand. Cement shuttle bay [5] to completed secondary hull. Cement assembled saucer [1] to neck [2] assembly, then cement completed secondary hull to neck [2]. Cement nacelles [9] to pylons [8].

IMPORTANT: The pylons [8] each have a flange that traps between the top [7A] and sides [7B] of the secondary hull. It is very important that these are properly secured in place before the secondary hull top [7A] is permanently cemented in place. The pylons cannot be placed into the fuselage once the sides are glued to the top.

12 DISPLAY BASE



Insert metal rod (part #300) into hole in base (part #70). Gently place ship on base, sliding metal rod into hole just behind deflector dish.

U.S.S. ENTERPRISE™ NCC-1701-A MARKING DECALS INSTRUCTIONS 

MARKING DECALS: This kit offers the builder the opportunity to mark the ship as either the *U.S.S. Enterprise NCC-1701 Refit* as seen in *Star Trek: The Motion Picture* or as the *NCC-1701-A* as seen in later films. Decals for both versions are included. Special attention should be given to optional parts supplied to decorate as the **1701-A** version. These optional parts are indicated in **BOLD** type.

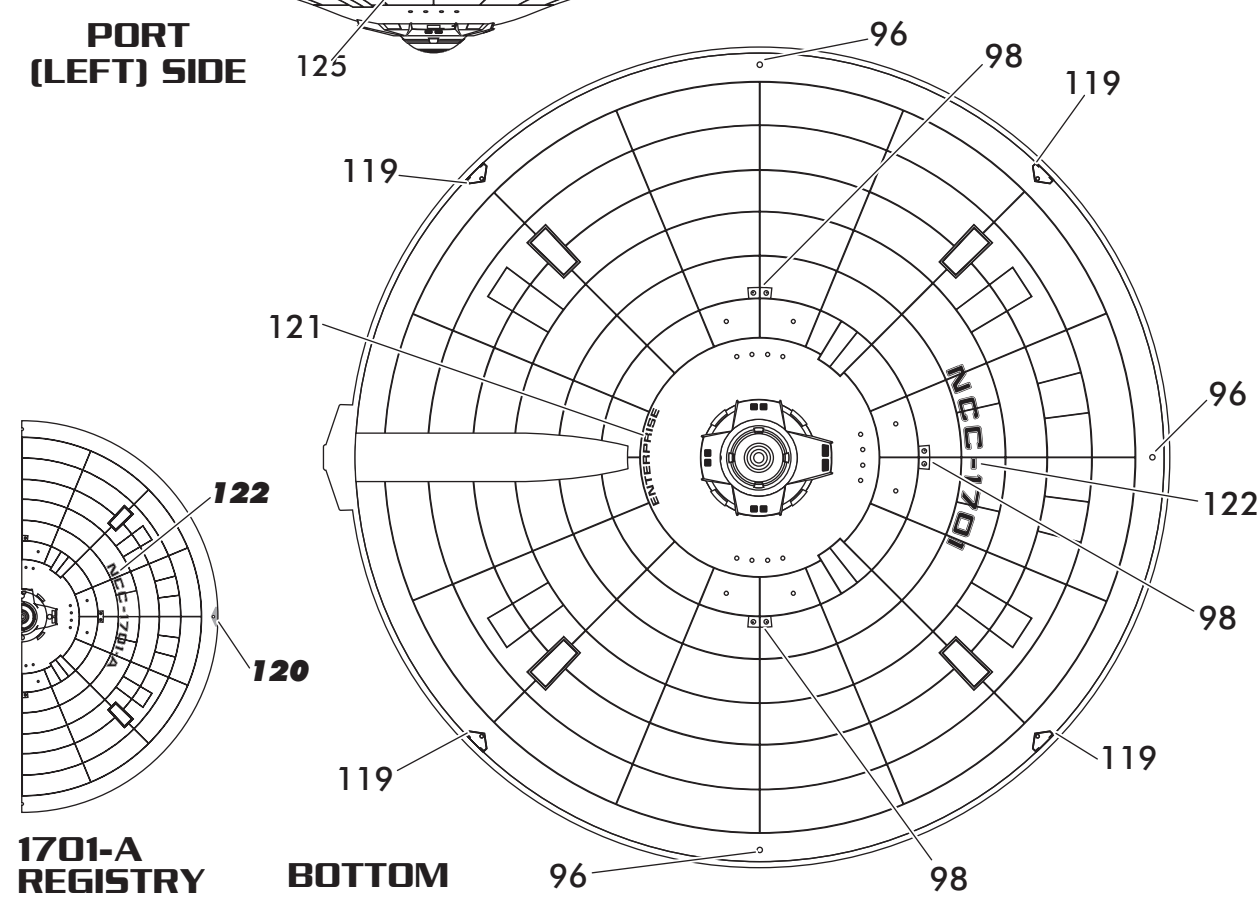
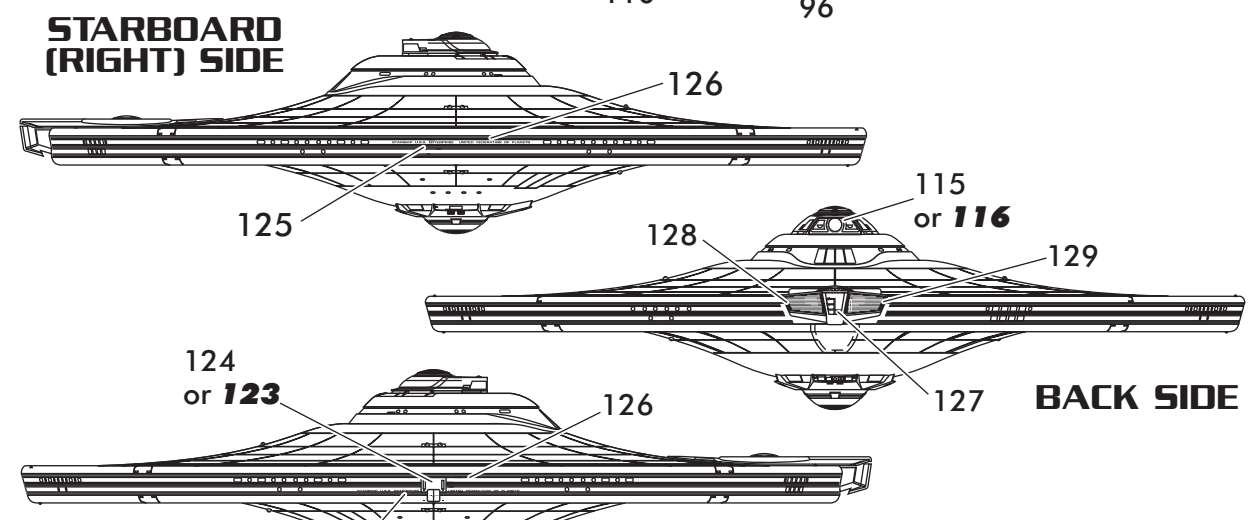
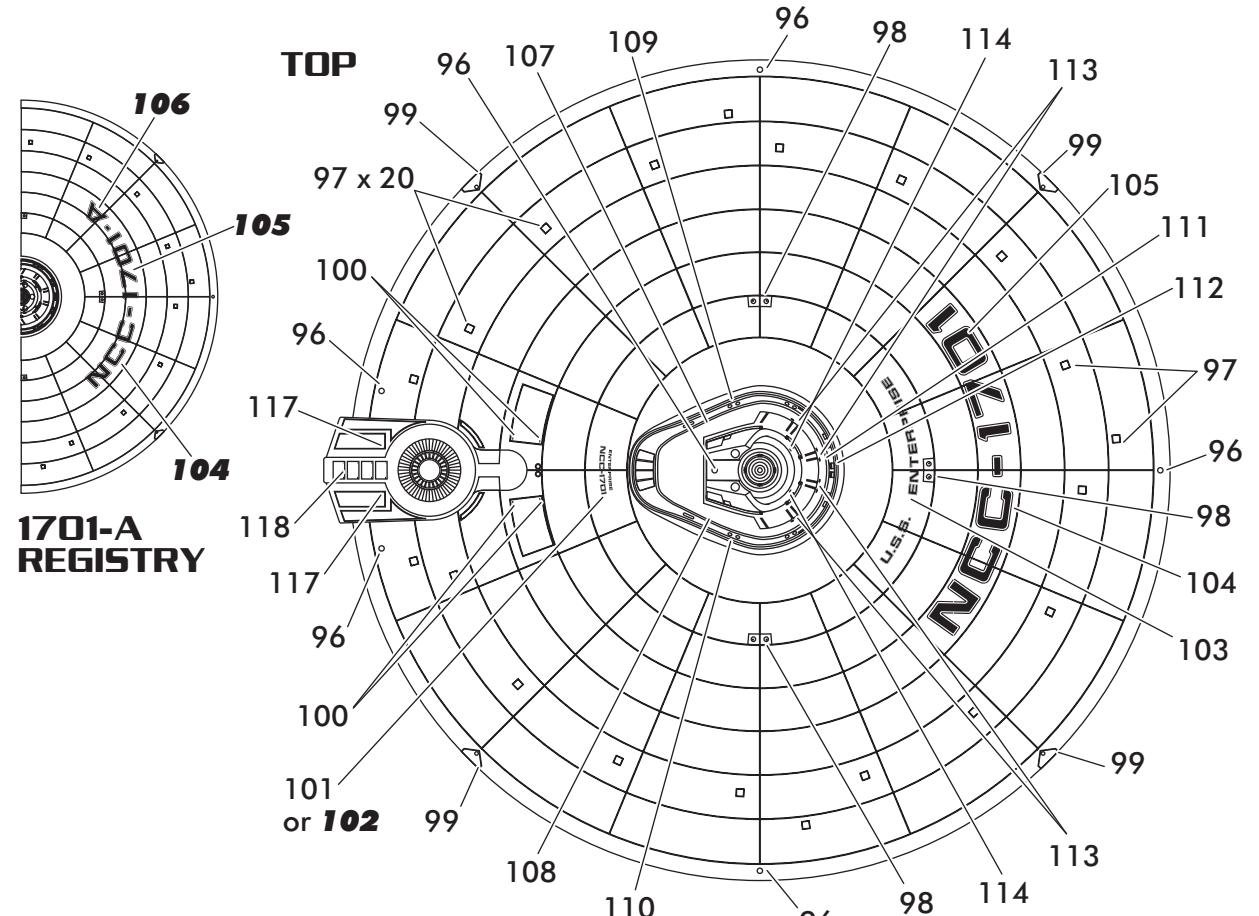
It is very important to note that aztec decals must be applied before the marking decals. The builder may choose not to use the aztec decals and just apply the marking decals directly to the painted or unpainted model. A **gloss finish** is beneficial for proper decal adhesion.

Aztec decals should be given 24 hours to dry before applying the markings. It is suggested, but not necessary, to apply a clear gloss coat over the aztec decals before applying the marking decals on top.

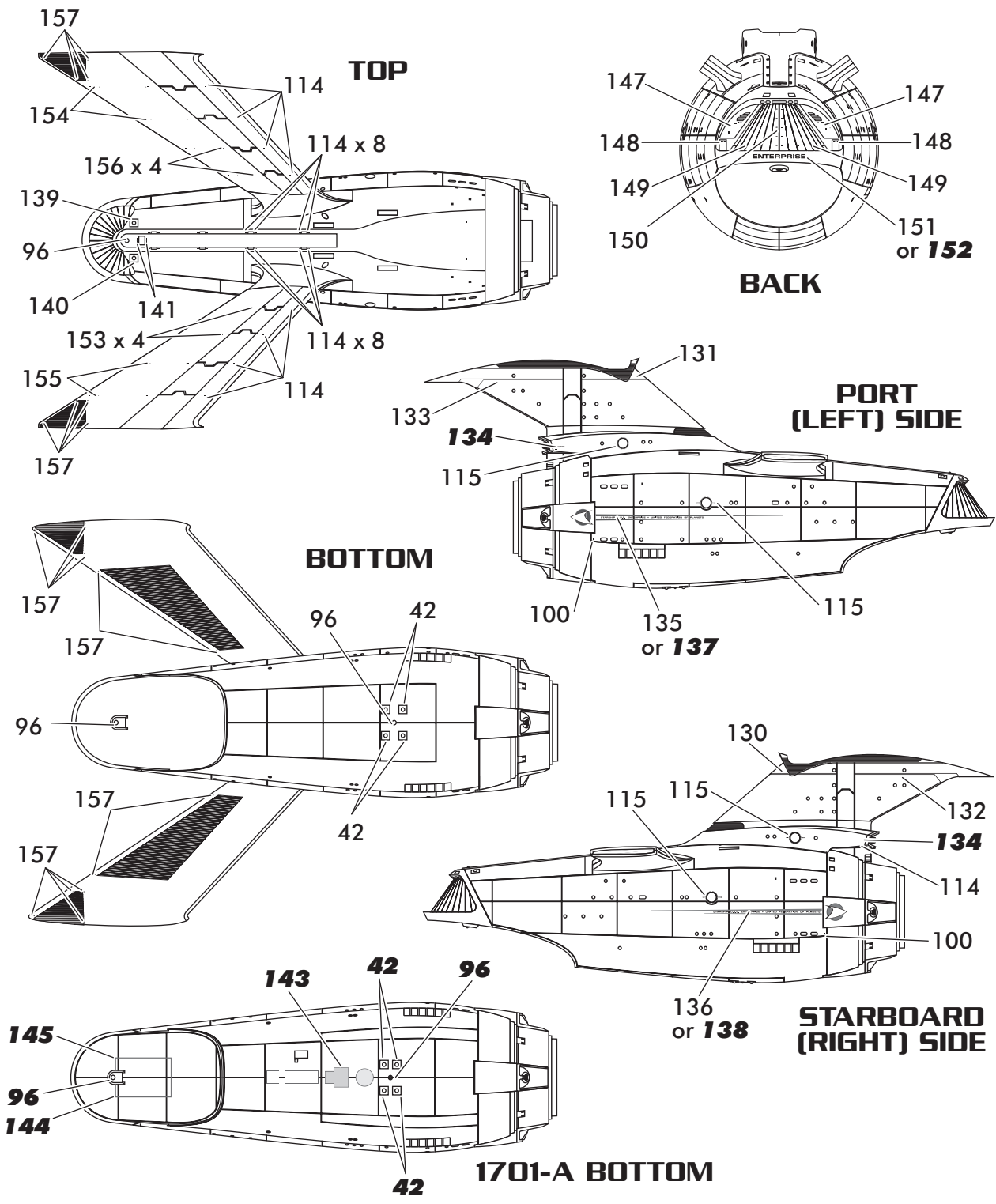
DECAL APPLICATION: Review the separate aztec decal placement sheet for decal application tips and techniques. Handle the marking decals in the same manner. Test fit (dry fit) each piece before soaking it to become familiar with its placement. Some trimming may be necessary to some sections.

After all decals are applied, a dull clear coat is suggested to blend them into the surface of the ship and protect them from chipping.

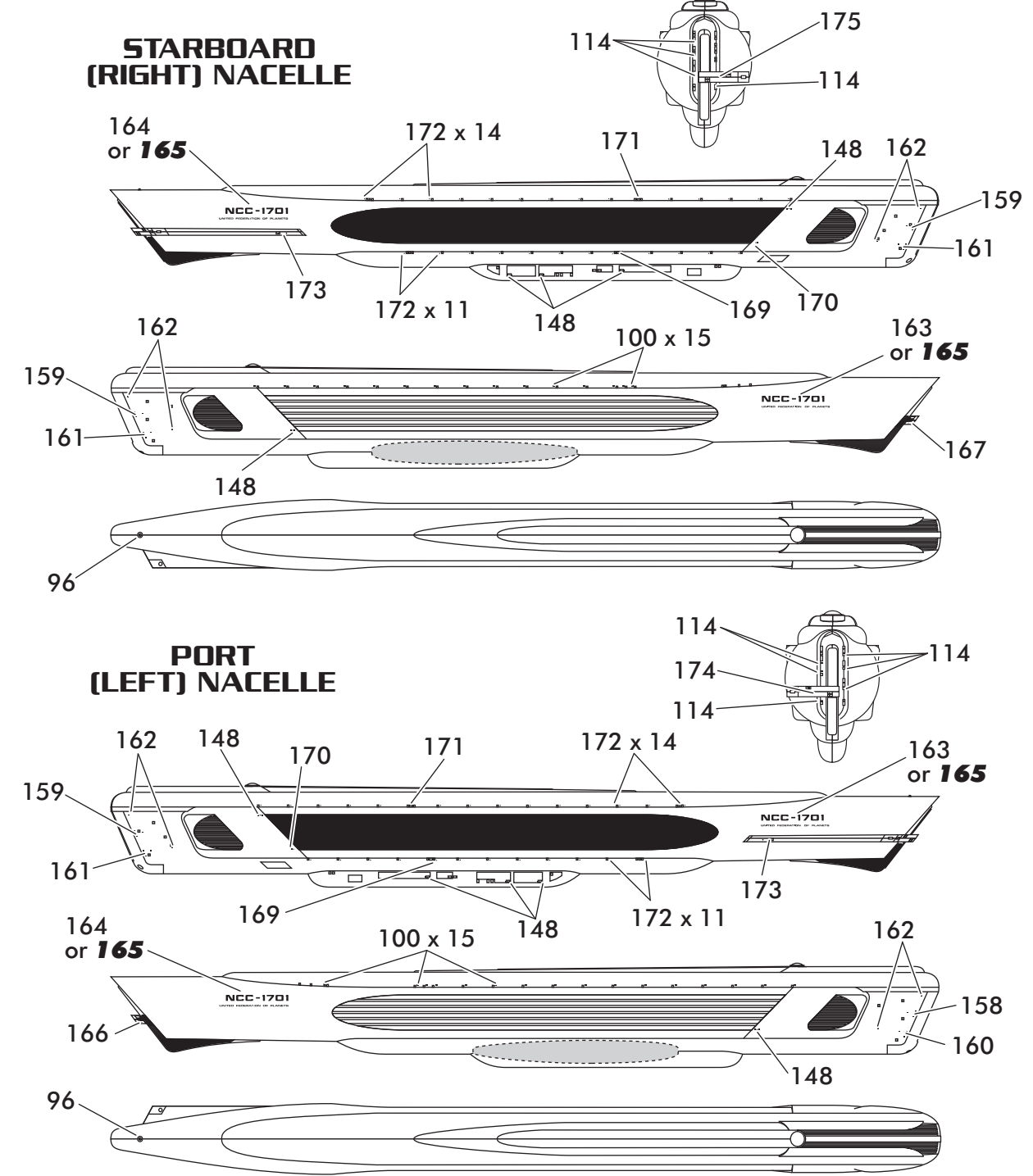
1 SAUCER SECTION



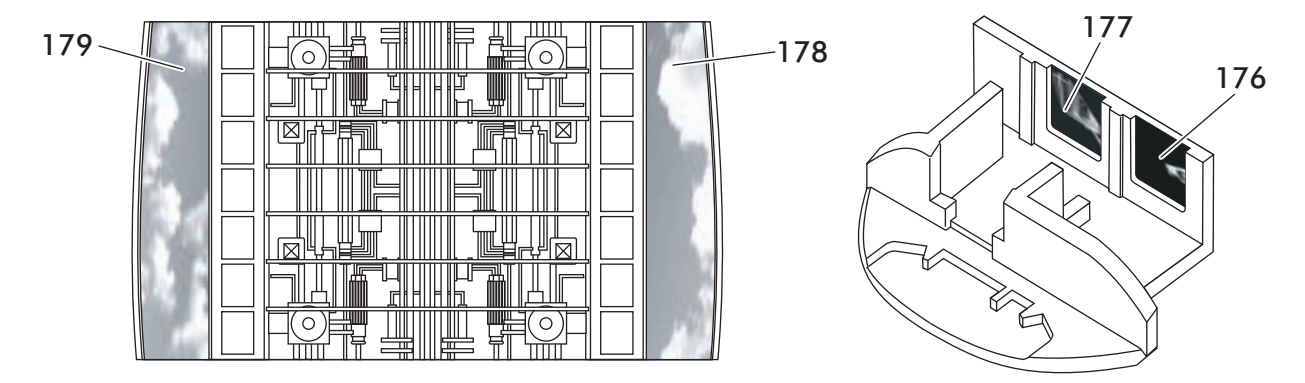
2 SECONDARY HULL & PYLONS



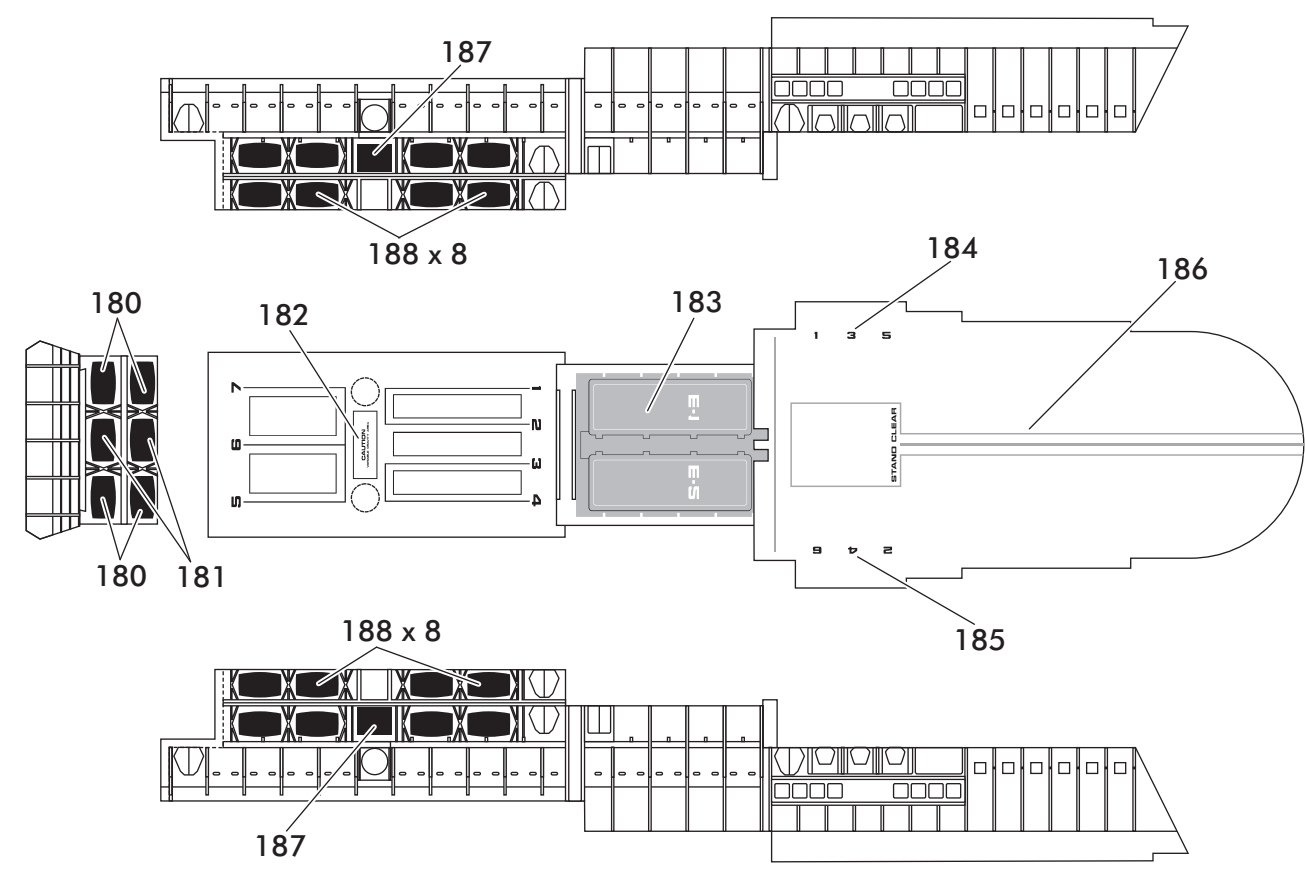
3 NACELLES



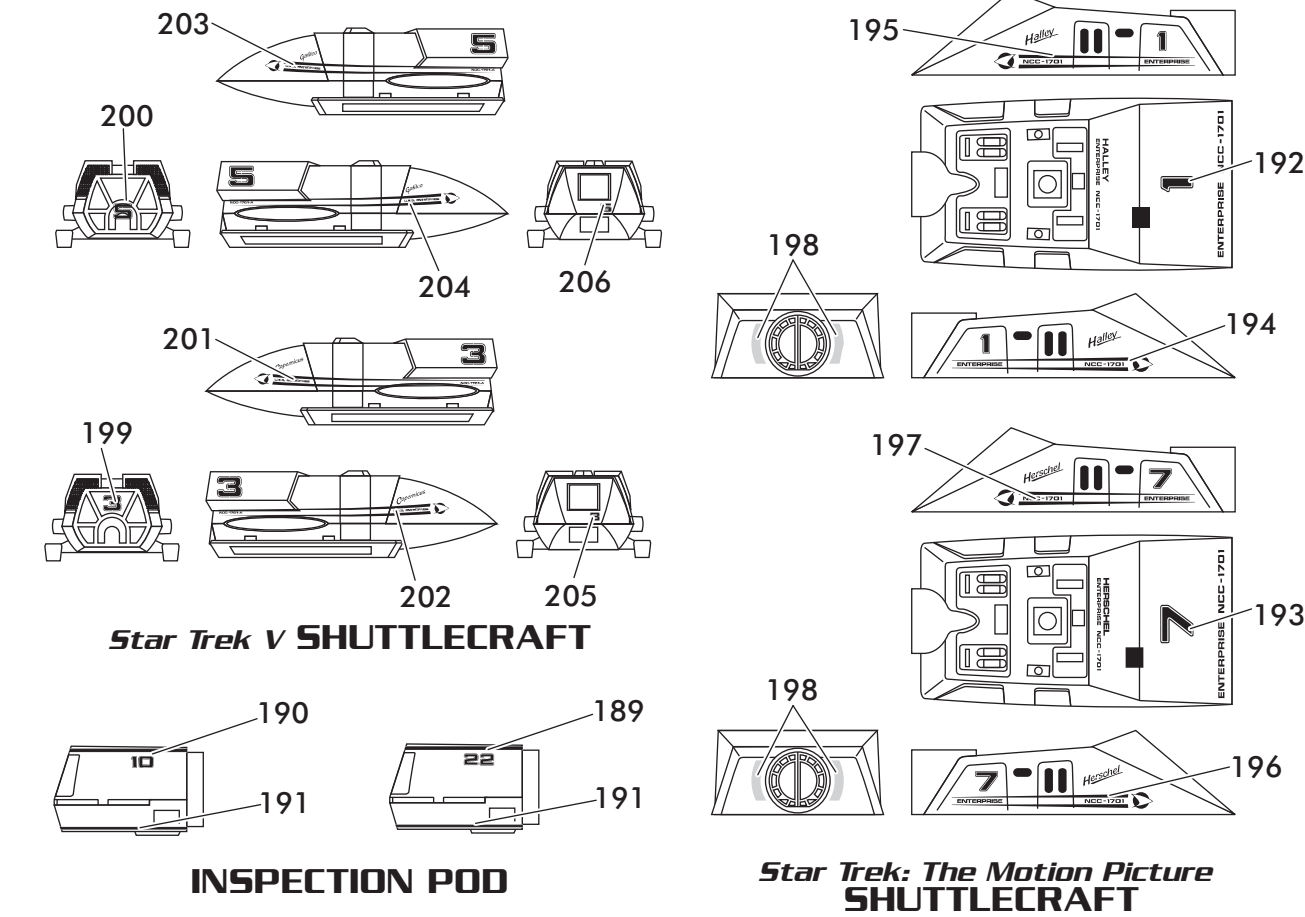
4 ARBORETUM & OFFICERS' LOUNGE



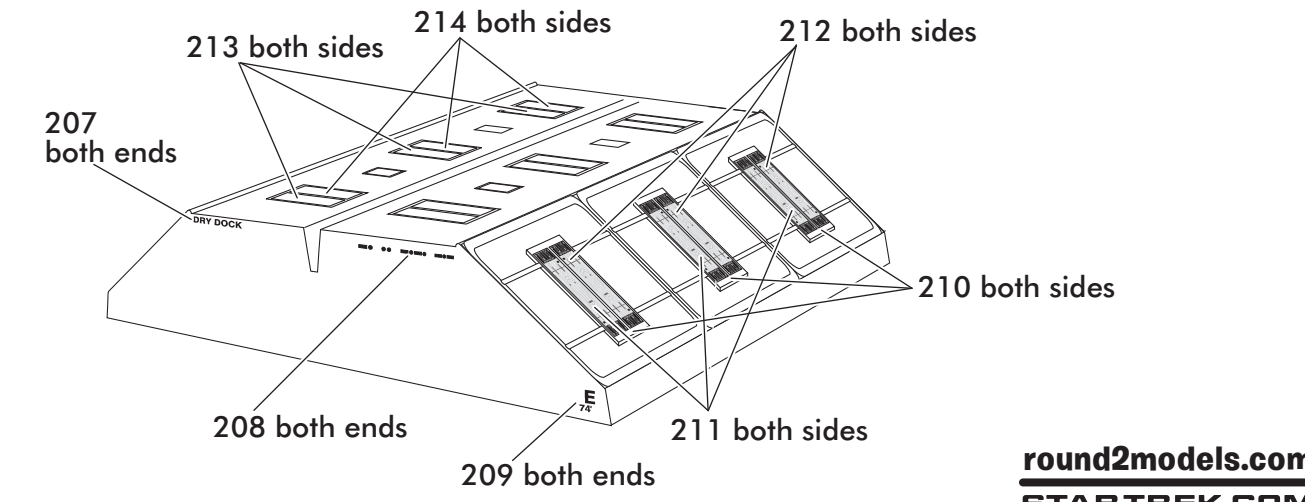
5 SHUTTLE BAY



6 SHUTTLECRAFT



7 BASE



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 and clear parts BEFORE painting. This painting guide is intended to give a general outline of the colors to be applied to the model.

PAINT COLOR: Gloss Pearlescent White is suggested for the ship's overall color. The aztec decals supplied in this kit are designed to allow the pearlescent effect to show through them. This simulates the shimmering look of the U.S.S.

Enterprise as depicted in *Star Trek: the Motion Picture*. A quality primer should be used before painting and a coat of flat or gloss white paint is suggested before spraying the pearlescent finish. There are many smaller areas of color which can be added for accuracy. Review the photos shown on the box and be sure to visit round2models.com for more reference images.

See suggested Testors brand paint colors listed below.

AZTEC DECALS: This kit contains decals to simulate the "Aztec" paint job of the studio model as seen in the Star Trek films. These decals must be applied before applying the marking decals. These new decals 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.

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 absorbent 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 decal making it liable to distort or tear.

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 familiar with its proper placement. Trim additional areas as needed such as around raised details like phaser banks, lights and other raised surfaces. 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 30-60 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 like panel lines. 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.

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SKILL **2** LEVEL
AGE **10+**
CEMENT REQUIRED
PAINT REQUIRED

- (A) Flat White Model Master # 1768
- (B) Camouflage Grey Model Master #1733
- (C) Duck Egg Blue Model Master # 1722
- (D) Light Duck egg Blue 2 parts #1722 & 1 part #1768
- (E) Neutral Gray Model Master # 1725
- (F) Light Neutral Gray 2 parts #1725 & 1 part #176
- (G) Deep Yellow Model Master # 2118
- (H) Rust Model Master 1785
- (I) Flat Black Model Master # 1749
- (J) Clear Red Model Master Acrylic # 4630
- (K) Clear Green Model Master Acrylic # 4668
- (L) Clear Blue Model Master Acrylic # 4658
- (M) Copper Testors # 1151
- (N) Flat Beret Green Testors # 1171
- (O) Flat Tan Testors # 1167
- (P) Blue Testors # 1110

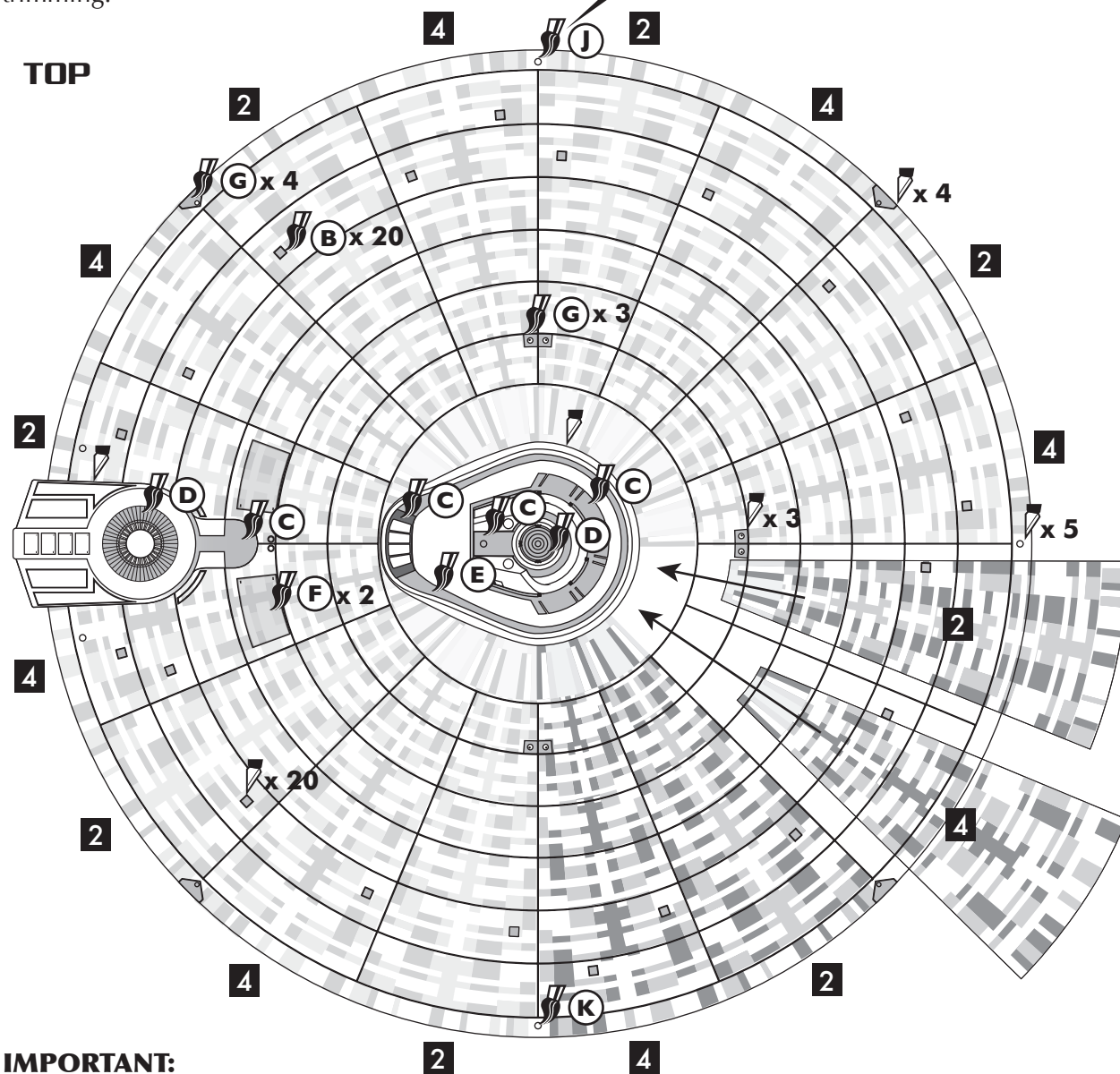
Thank you to Daren R. Dochterman for consulting on the aztec decals. Special thanks to E. James Small for developing the aztec decals included in this kit and for consulting on this release. For excellence in model building, visit his web site at smallartworks.ca

1A SAUCER SECTION TOP & BOTTOM

Alternate the application of parts #2 & #4. Allow each decal to dry completely before applying the one next to it.

Dry fit each piece individually to determine what areas may require extra trimming.

PAINTING TIP: Port (left side) beacon lights are always red and starboard (right side) beacon lights are always green.



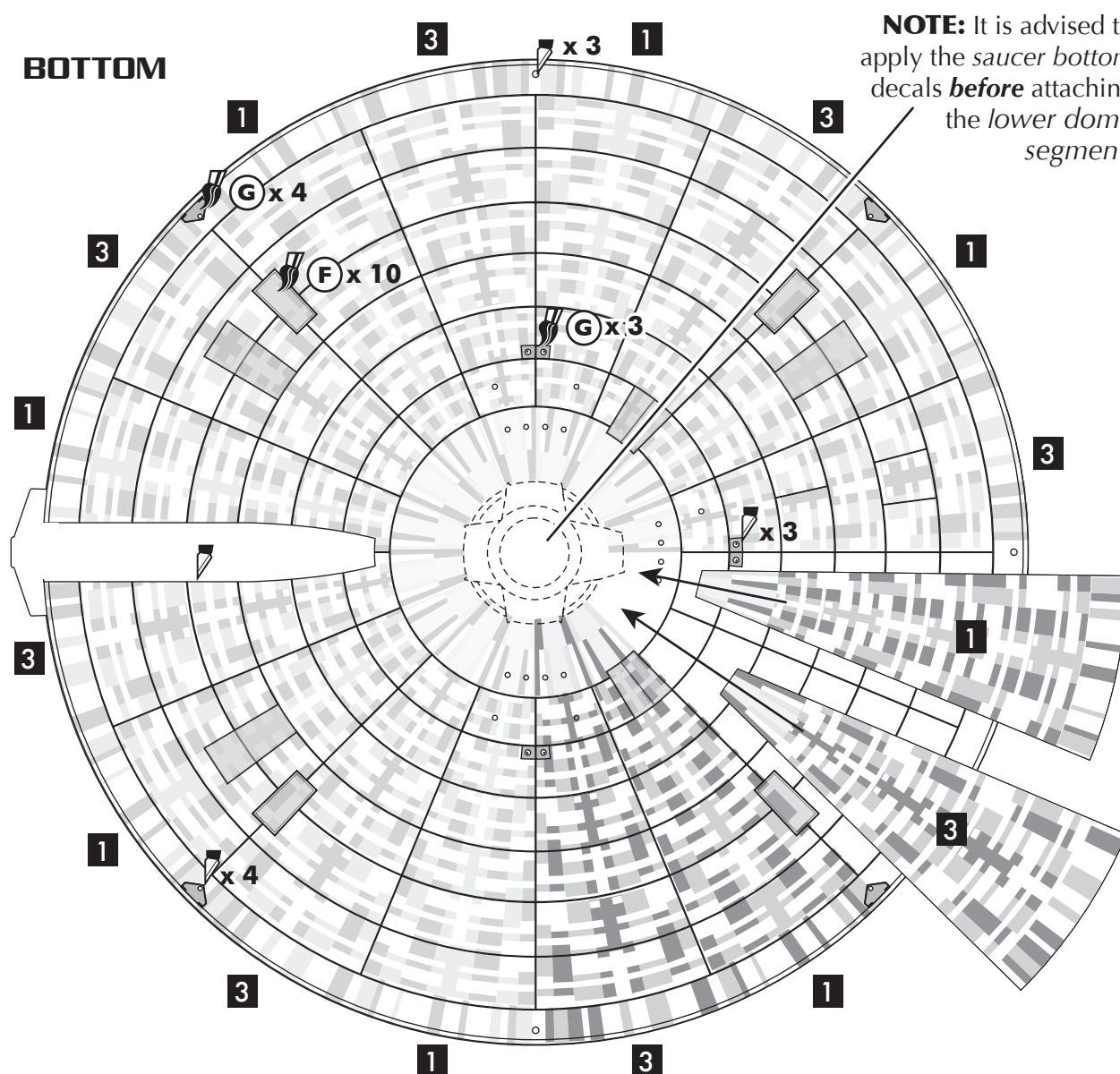
IMPORTANT: Before soaking, slice along a few of the blocks around the edge of the saucer section to allow the decal to wrap around the edge easily.

Failure to do so will cause excess wrinkles.

CUTTING TIP: Replace knife blades often. Sharp blades always give the best results.

HELPFUL HINT: It may be beneficial to further divide decals #1-4. Take care to trim along the edge of the design. The decals can then be butted up against one another when applied to the surface.

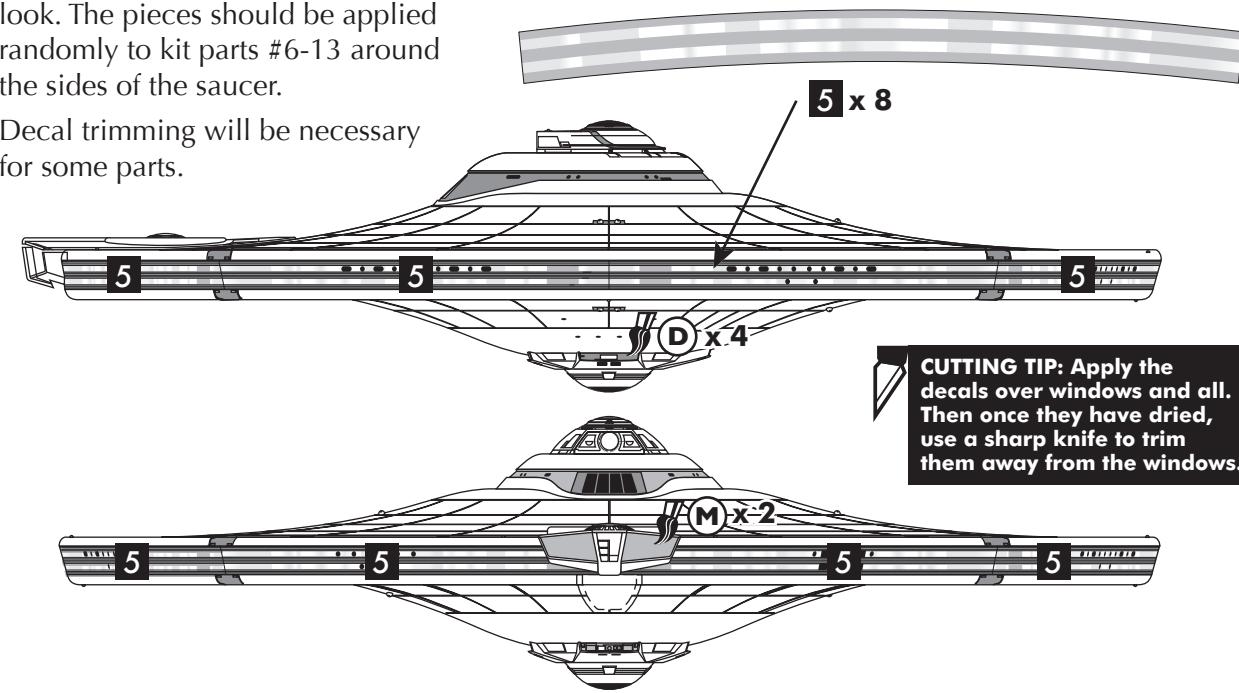
NOTE: It is advised to apply the saucer bottom decals *before* attaching the lower dome segment.



1B SAUCER SECTION SIDES

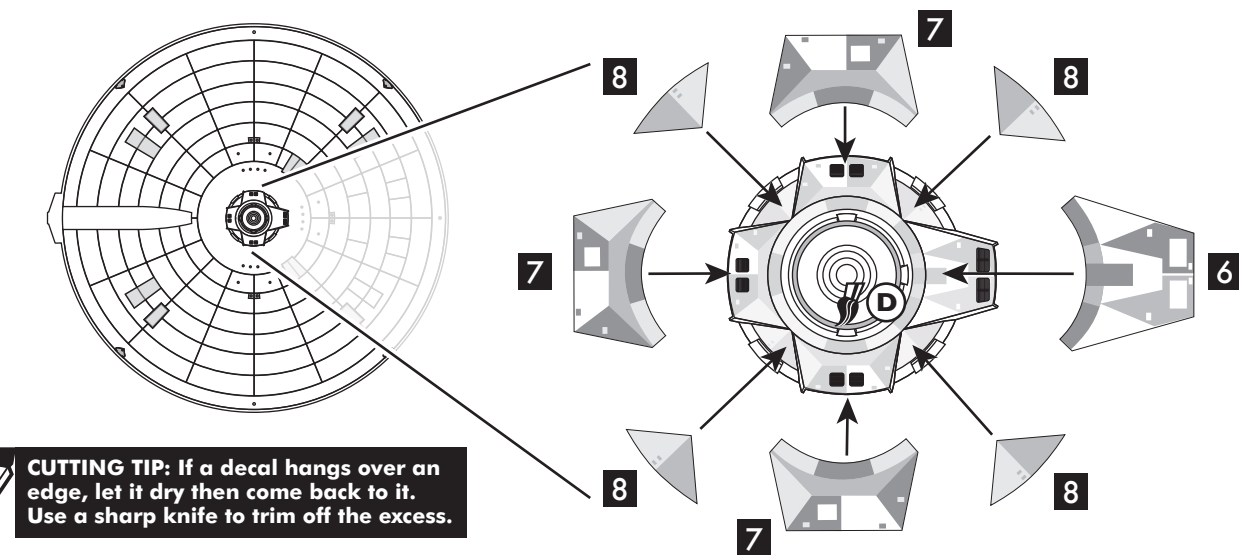
Decal #5 has a few minor variations designed into its patterning. This was done to supply variety to the paneled look. The pieces should be applied randomly to kit parts #6-13 around the sides of the saucer.

Decal trimming will be necessary for some parts.



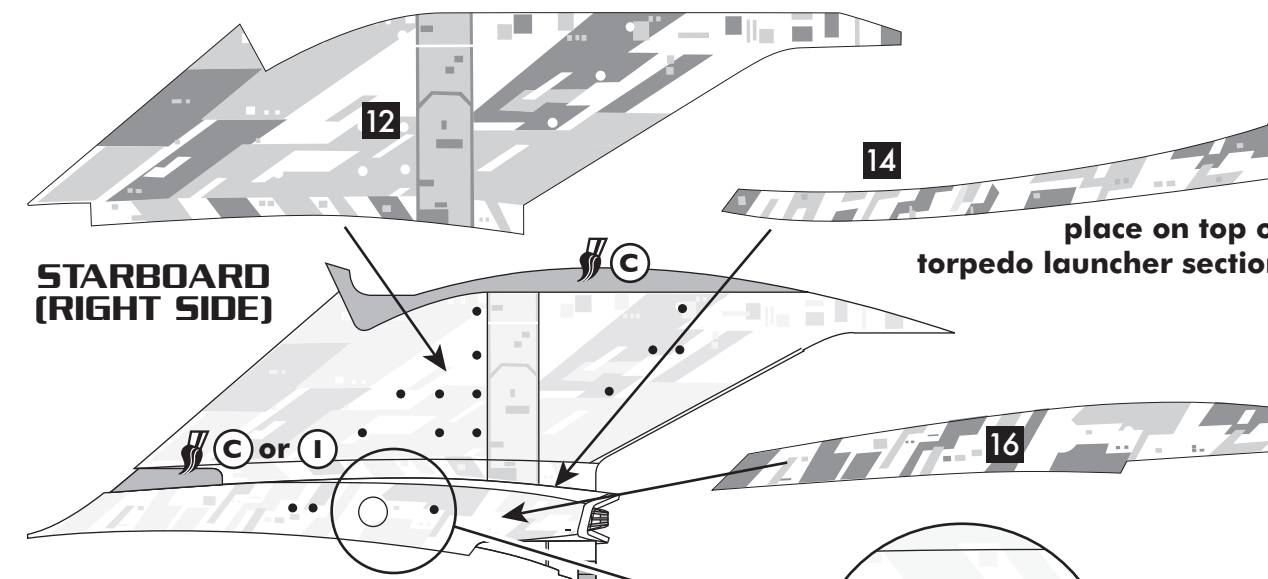
CUTTING TIP: Apply the decals over windows and all. Then once they have dried, use a sharp knife to trim them away from the windows.

1C SAUCER SECTION LOWER DOME



CUTTING TIP: If a decal hangs over an edge, let it dry then come back to it. Use a sharp knife to trim off the excess.

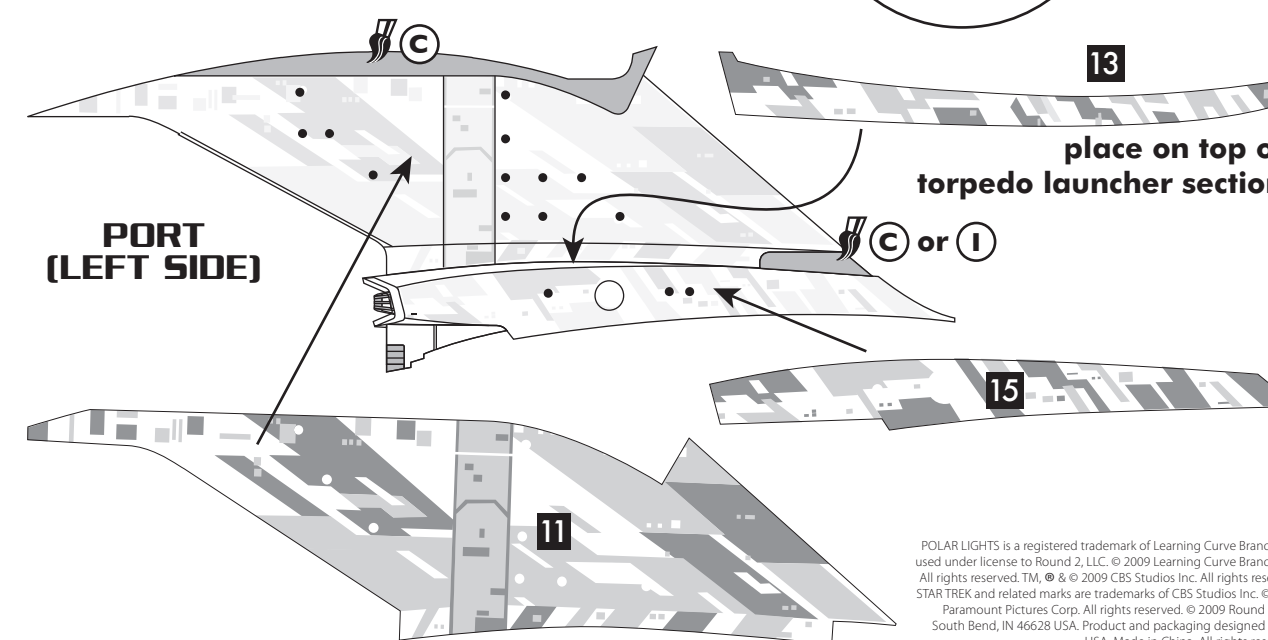
2A NECK SIDES



STARBOARD (RIGHT SIDE)

place on top of torpedo launcher section

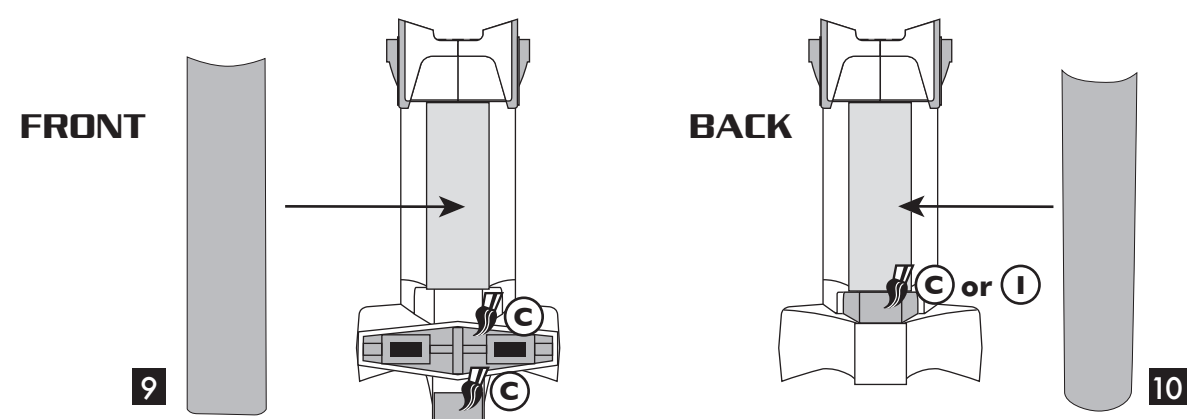
Apply the decals directly over shuttle bay doors. Allow them to dry completely then come back to the area. Use a sharp knife to trim away the suspended decal film.



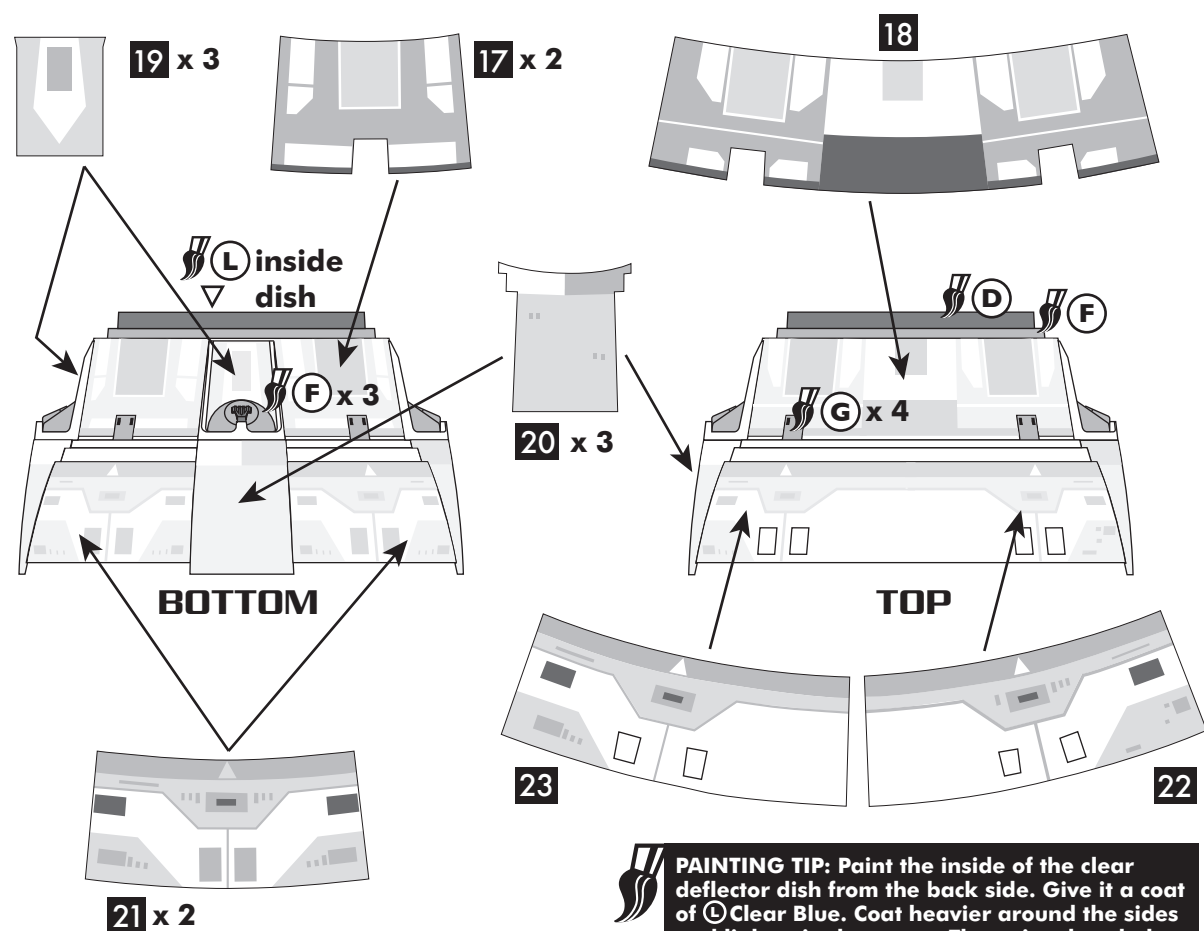
PORT (LEFT SIDE)

place on top of torpedo launcher section

2B NECK FRONT & BACK

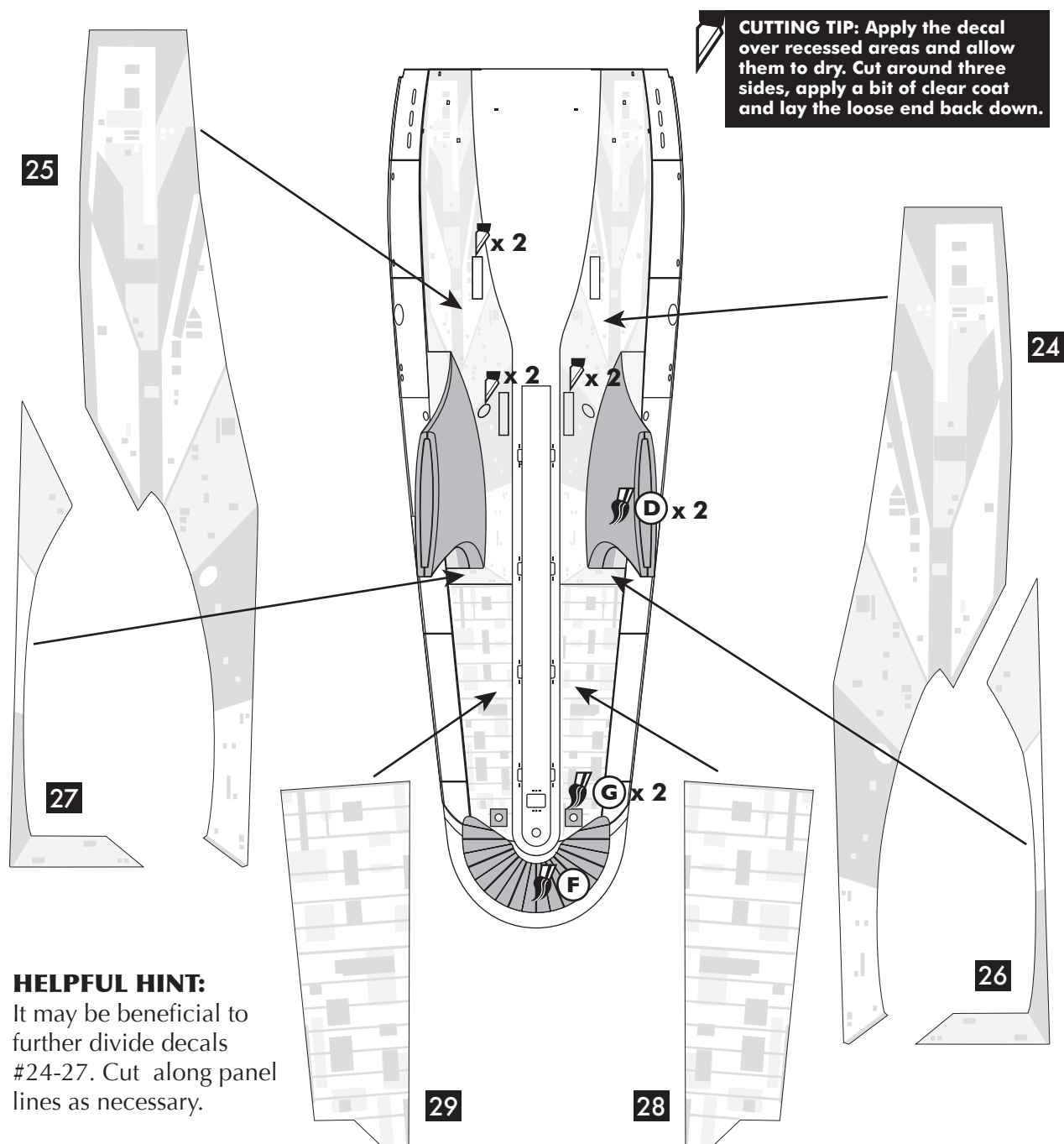


3 DEFLECTOR DISH



PAINTING TIP: Paint the inside of the clear deflector dish from the back side. Give it a coat of **ⓐ** Clear Blue. Coat heavier around the sides and lighter in the center. Then give the whole back side an even coat of metallic silver for a great effect!

4A SECONDARY HULL TOP



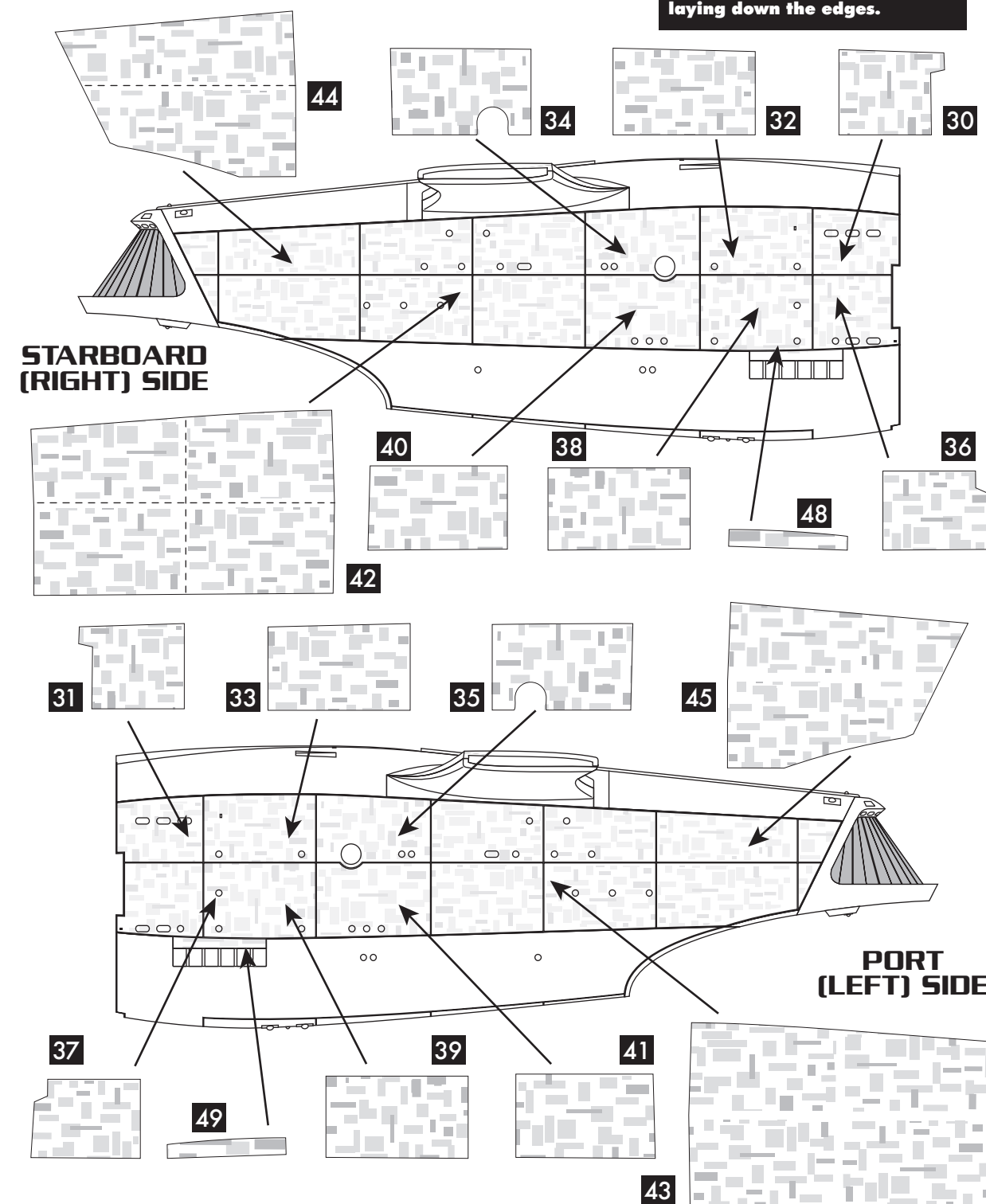
CUTTING TIP: Apply the decal over recessed areas and allow them to dry. Cut around three sides, apply a bit of clear coat and lay the loose end back down.

HELPFUL HINT: It may be beneficial to further divide decals #24-27. Cut along panel lines as necessary.

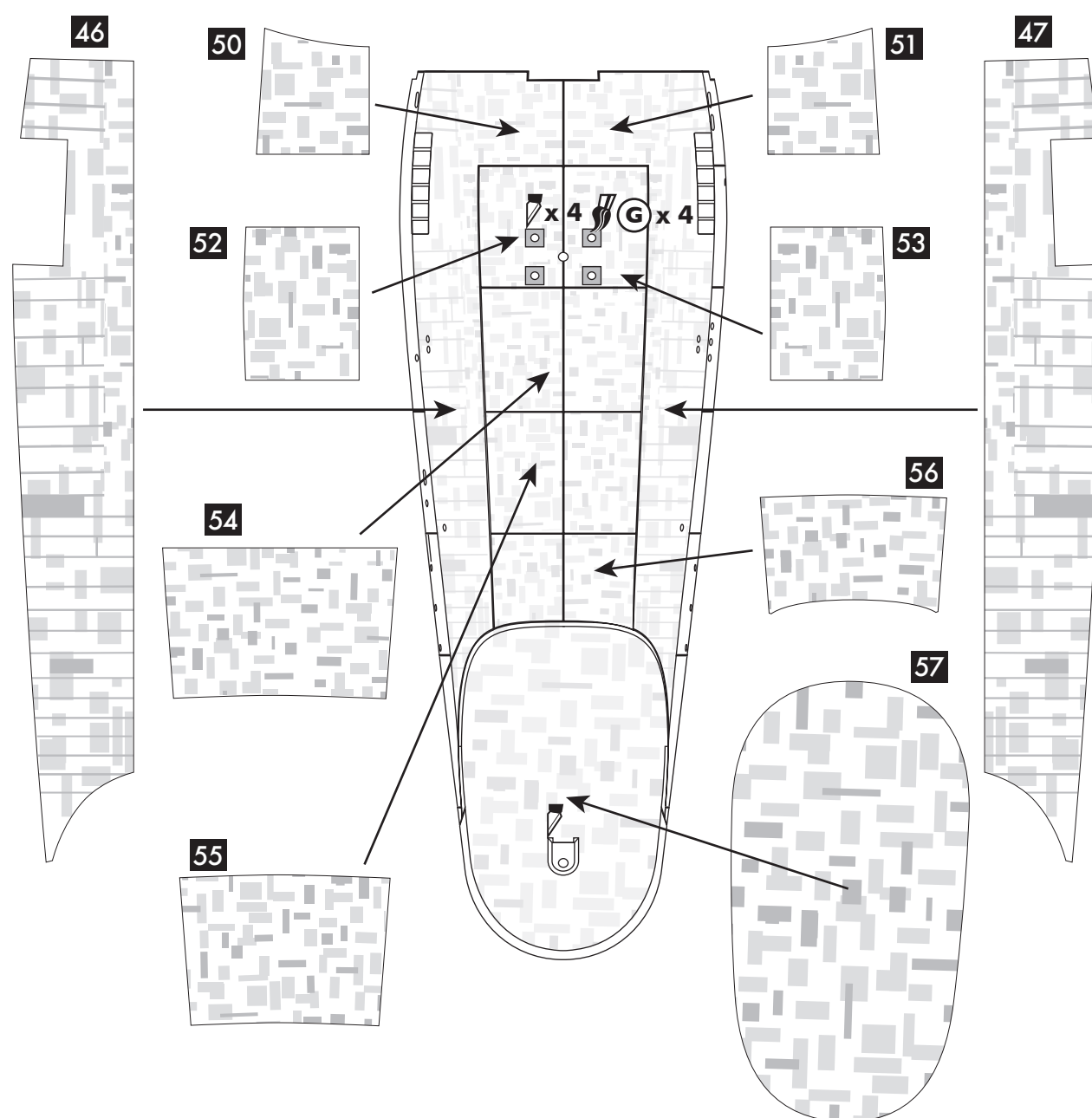
4B SECONDARY HULL SIDES

HELPFUL HINT: It may be beneficial to further divide decals #42-45. Trim through the straight spaces as shown.

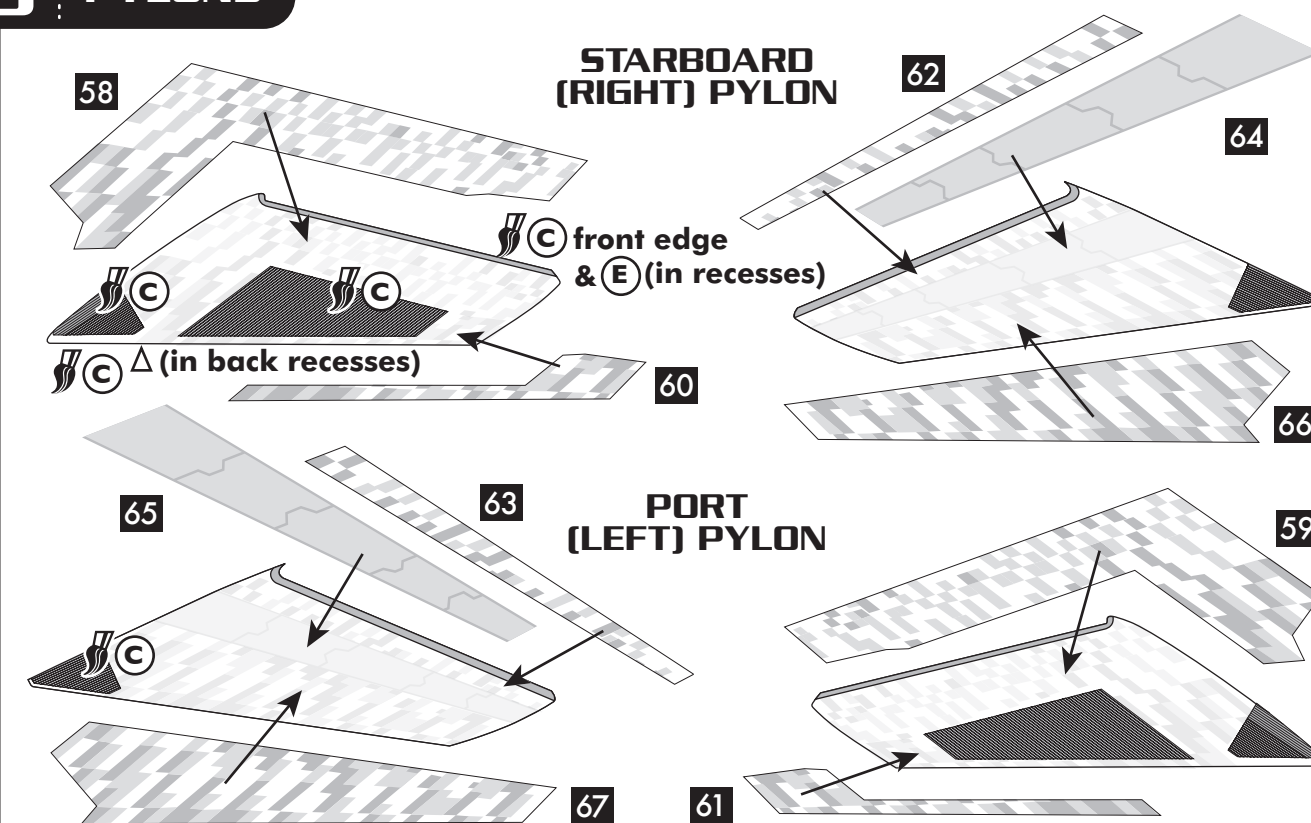
CUTTING TIP: When applying over panel lines, slice through the decal once it starts to set up then press the edges down. A few drops of water may aid in laying down the edges.



4C SECONDARY HULL BOTTOM



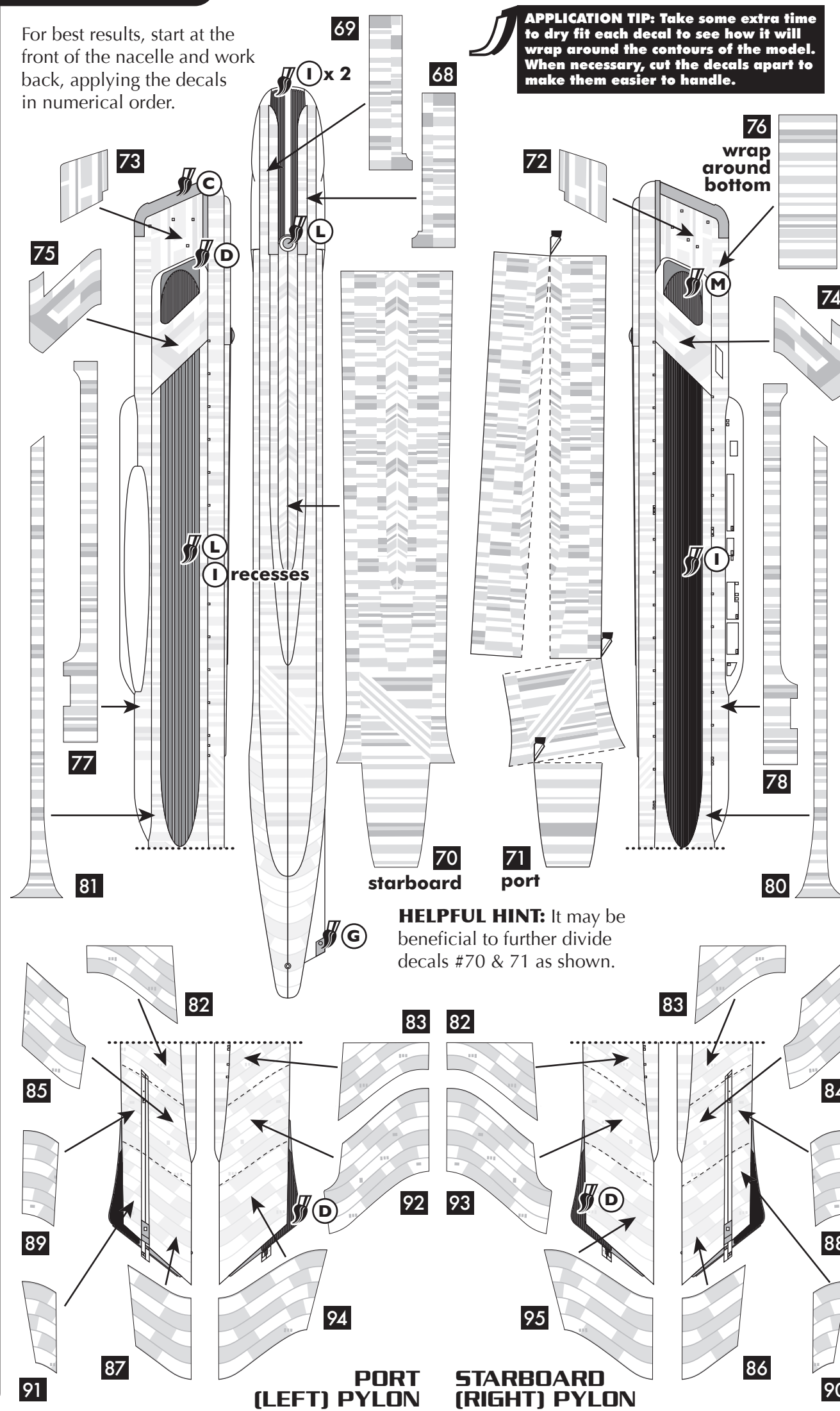
5 PYLONS



6 NACELLES

For best results, start at the front of the nacelle and work back, applying the decals in numerical order.

APPLICATION TIP: Take some extra time to dry fit each decal to see how it will wrap around the contours of the model. When necessary, cut the decals apart to make them easier to handle.



HELPFUL HINT: It may be beneficial to further divide decals #70 & 71 as shown.