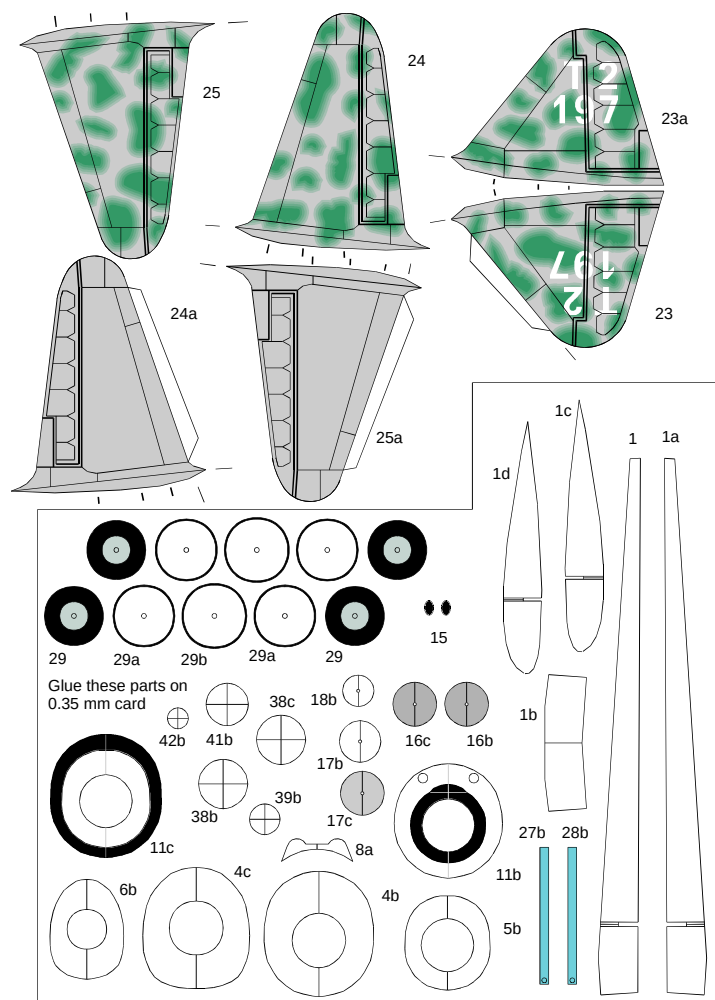


★ For best results use 80 gr/m² special coated paper If you have ink jet printer
★ For best color matching use color reference tables for printer calibration

★ Use border scales to control the dimensions of the printed layout
★ Print the layout with maximal available resolution

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A6M3 ZERO Model 32

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MITSUBISHI A6M3 Model 32

ZERO

1/72 scale PRECISE CARD MODEL

◆ Contains high quality cutouts and assembly instruction ◆ Printed in realistic colors ◆ High resemblance to prototype

The outstanding combat performances of the Japanese Zero fighter can be seen in the recommendations prepared by the Intelligence Service, USAAF for distribution to operational squadrons in 1943.

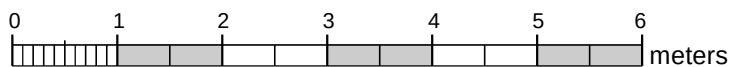
Recommendations: That all pilots entering the theater of operation where Zero can be expected, be instructed in the following:

- (1) Never attempt to dog fight the Zero
- (2) Never manoeuvre with Zero at speed below 300 mph indicated unless directly behind it
- (3) Never follow a Zero in climb at low speed.
- (4) That airplanes to be used against Zero be as light as possible and all equipment not absolutely necessary for combat be removed...



FAMOUS WW II FIGHTERS

Scale 1:72



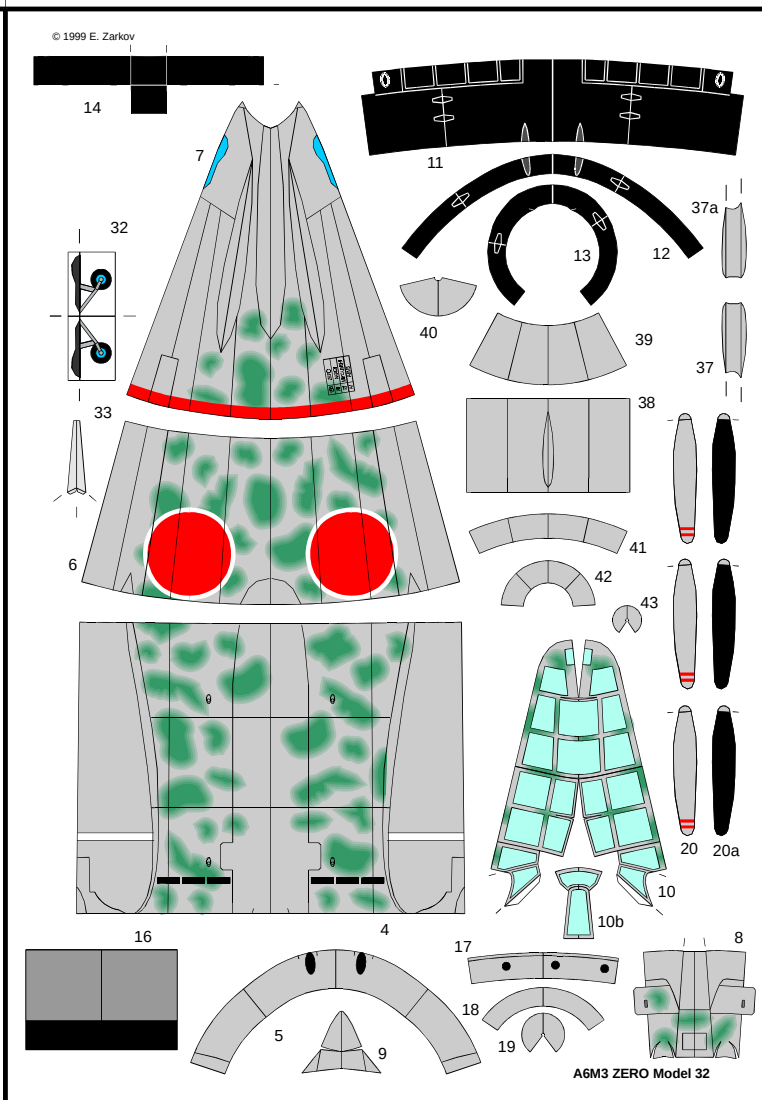
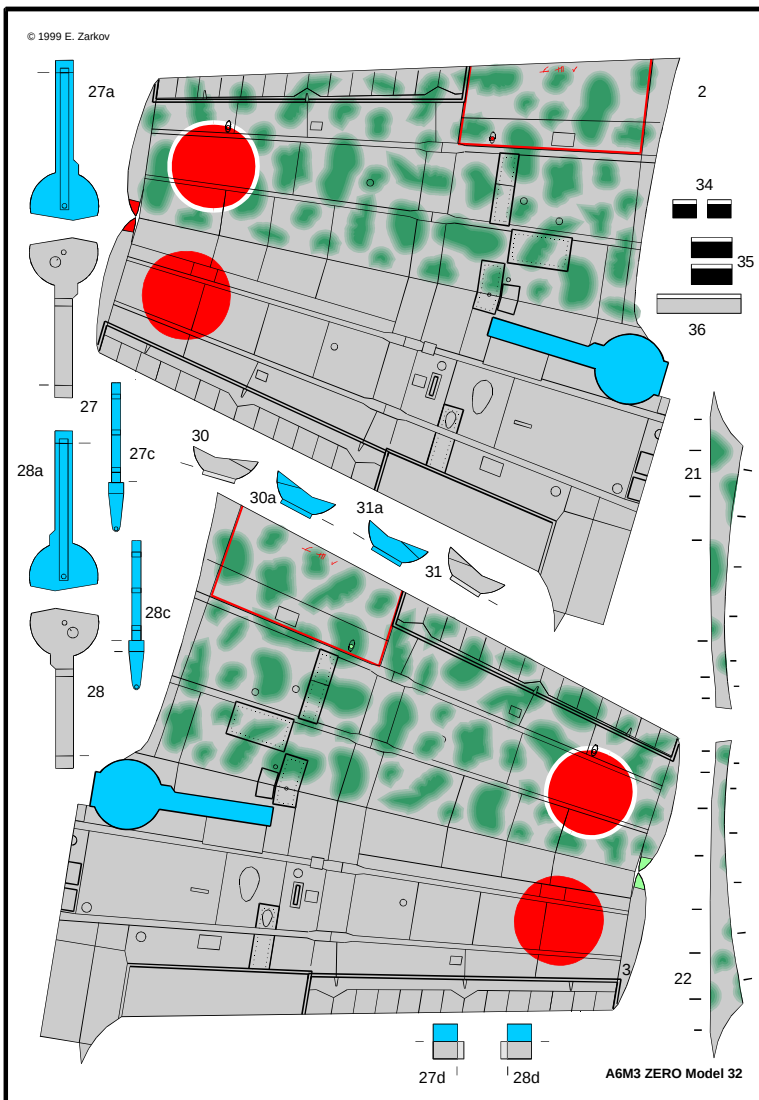
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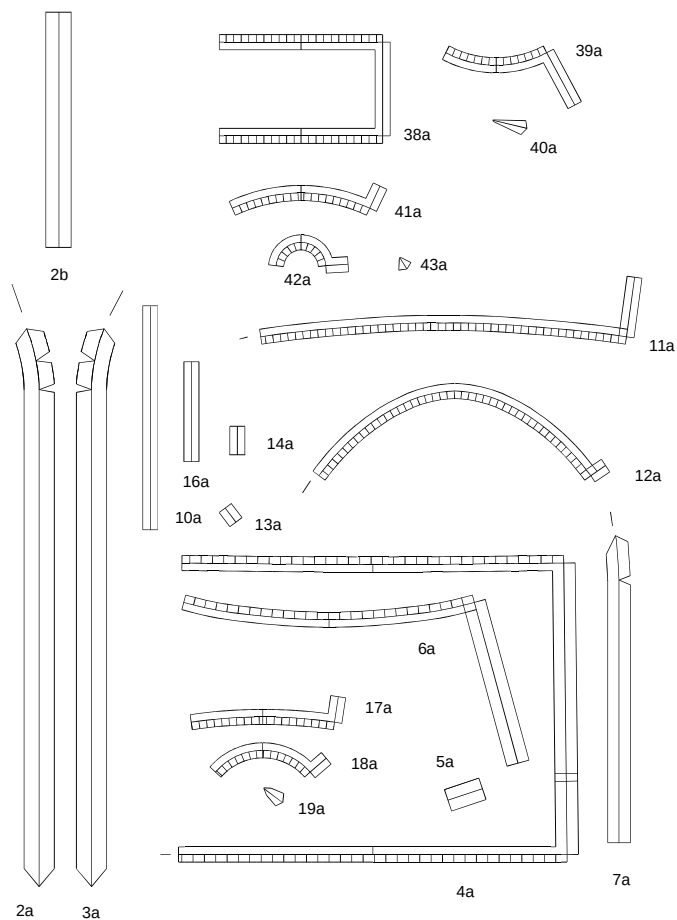
Scale 1:72



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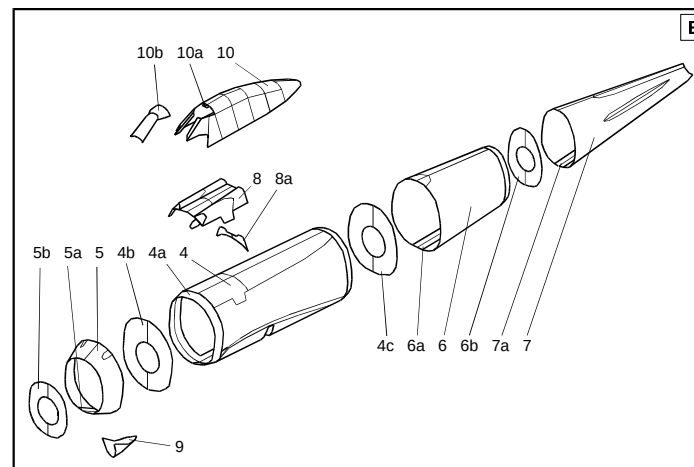
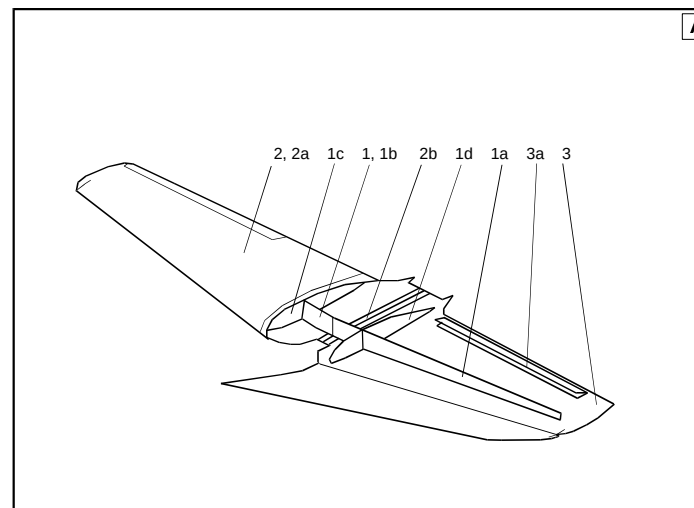
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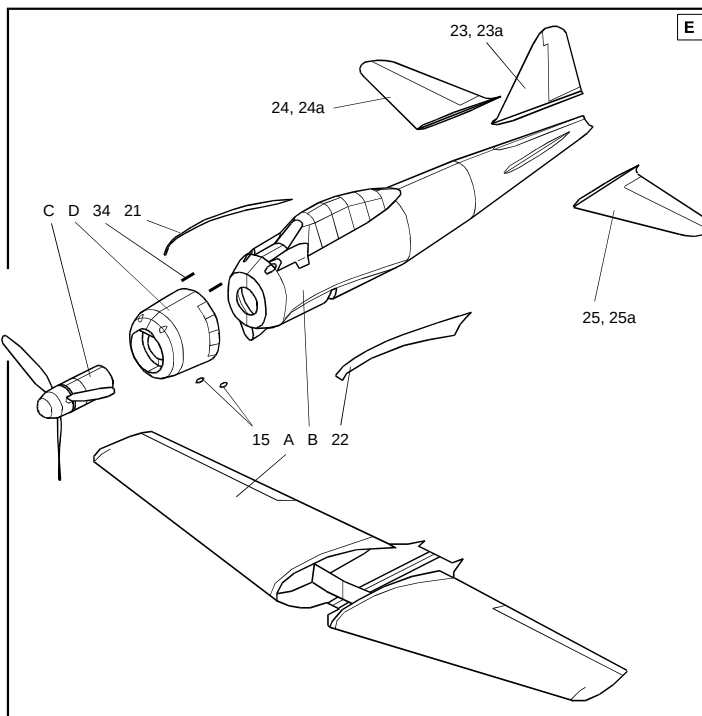
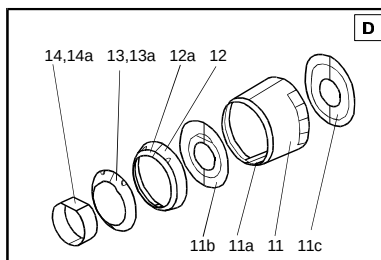
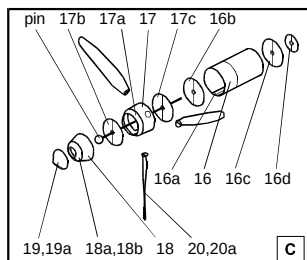
ASSEMBLY INSTRUCTION



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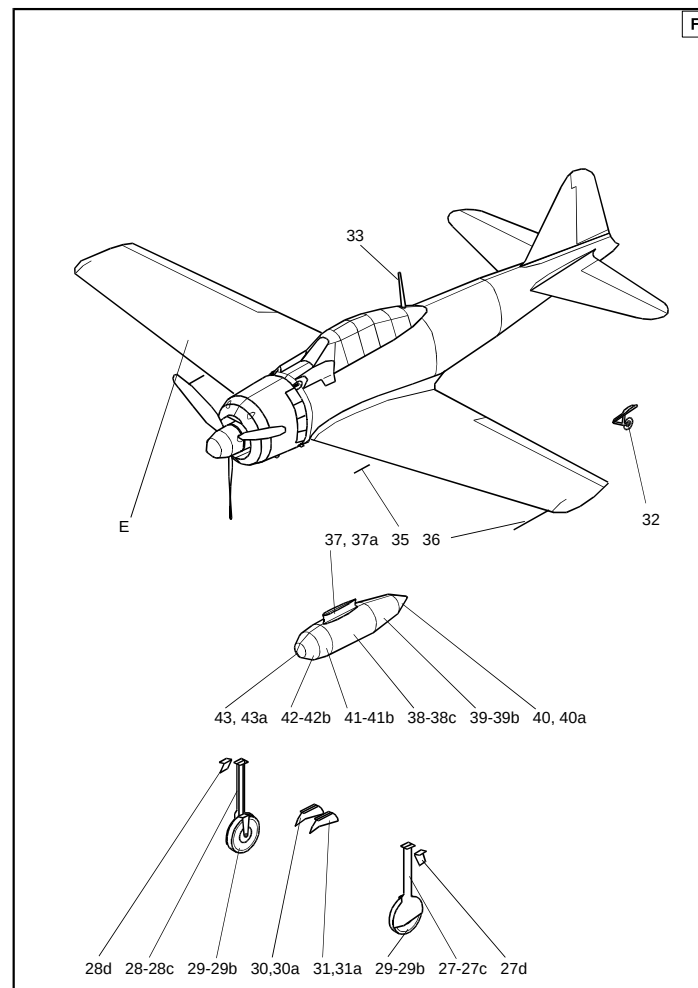
ASSEMBLY INSTRUCTION



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ASSEMBLY INSTRUCTION



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ASSEMBLY INSTRUCTION

Study the drawings of assembly steps carefully before starting the work on the model. Make sure you understand the purpose and place of every part.

The assembly requires some basic tools, such as scissors, sharp modeling knife, blunt knife for scoring the fold lines, ruler and needle. Additional materials you need are one pin to make the air screw's shaft and one piece of cardboard approx. 0.3 mm thick for reinforcing elements and wheels. You'll need of course suitable cement too. For cement application you can use toothpicks or some similar tool (special fine cement applicator is most suitable if you have one).

First of all you must score with the blunt knife all fold lines shown on the cutouts with short thin line marks near the parts. To avoid mistakes and lost parts cut the necessary details shortly before their use. The places where an additional cutting is needed are marked with small thick line marks.

Start with the wing. Assemble the central longerone 1-1b and glue the profiles 1c and 1d to it. Cover the obtained superstructure with the wing's halves 2 and 3, assuring straight edges and avoiding wrapping.

Continue with the fuselage part 4. Bend it in oval form and glue it with connecting stripes 4a. Insert the formers 4b and 4c. Don't forget to cut the hole where the wing's longerone will be placed. Assemble in the same way parts 5-7. Form and glue the machine guns' cowlings 8 and its former 8a to 4. Carefully form and assemble the cockpit 10-10b and glue it to the fuselage.

Now focus your attention to the engine cowlings. Its assembling is a tricky work, but if you are careful enough, you can achieve excellent results. Form and glue the part 11 as shown on view D of the instruction drawings. Glue the formers 11b and then 11c. 11c must be placed 3mm inside the rear end of 11. Check the fitting of 11 to fuselage part 5 before drying of the glue. Add the parts 12 and 13. The front edge of 13 must be formed in exact circle shape. Insert there 14. Paint the back side of the air intake 15

Now assemble the propeller and its shaft bearing /parts 16 - 20/ as shown in black and glue it to the down side of the engine cowlings on view C. The propeller must be capable to rotate freely.

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Glue the wing to the fuselage. Prepare the aerodynamic wing-fuselage joints 21 and 22, cutting them approximately to their middle line on continuation of the line marks outside the parts before forming them in double curved surfaces. After several dry tests glue them on their places. It is recommended to apply the glue not on them, but on their attachment points on the wing and fuselage.

Assemble and glue the vertical and horizontal stabilizers 23, 24 and 25 to the tail.

Assemble the landing gear. Cut the wheels parts 29 - 29b from thick card and cement them together. Round their edges with sandpaper and retouch them with black ink or paint.

Complete the model, adding the remaining details - antenna mast, Pitot tube and guns.

You can add also the external fuel tank /parts 37-43/.

If you prefer flying model, assemble it with retracted undercarriage and abandon propeller blades. Add some weight in the nose for appropriate model's balancing - its center of gravity must be on approximately 25% of the average wing chord.

Now your model is ready. Enjoy your Zero fighter.



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