



K-7 Space Station

AMT644 / AMT645

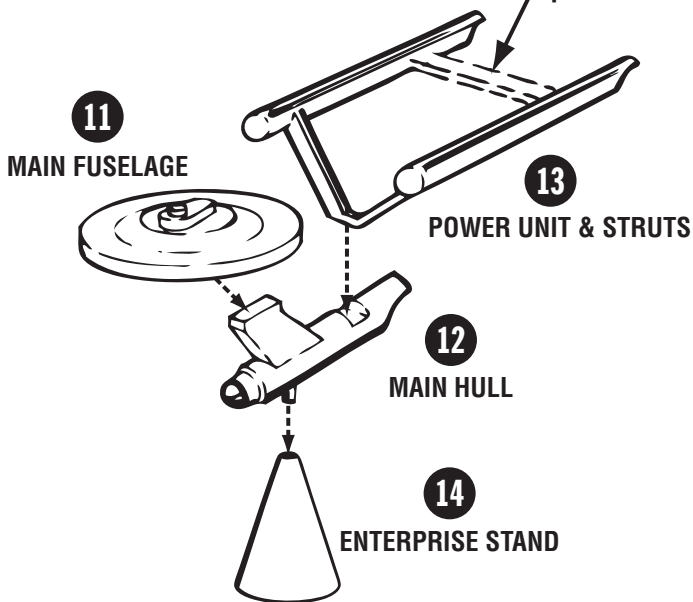
MINIATURE U.S.S. ENTERPRISE™ SPACE SHIP INCLUDED

IMPORTANT! READ THESE POINTS BEFORE YOU BEGIN

- 1 TEST FIT all parts before cementing. Trim excess plastic from parts before joining.
- 2 Cement all parts unless otherwise indicated by the instructions.
- 3 Use paint and cement made for styrene plastic only.
- 4 It is recommended to paint sub-assemblies before final assembly.
- 5 Scrape paint away from surfaces to be cemented together.
- 6 Assemble parts in the order shown, starting with assembly 1.

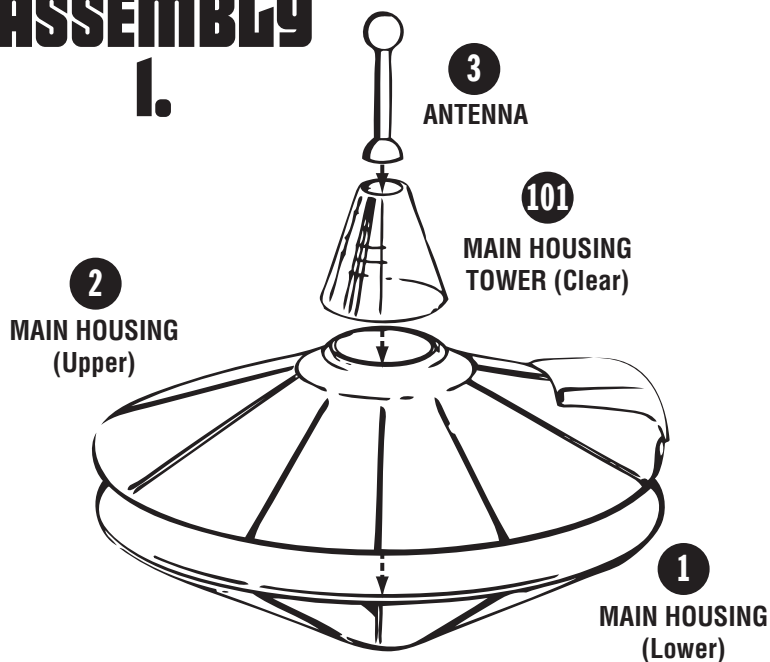
ENTERPRISE™

NOTE: Remove plastic bar between power units



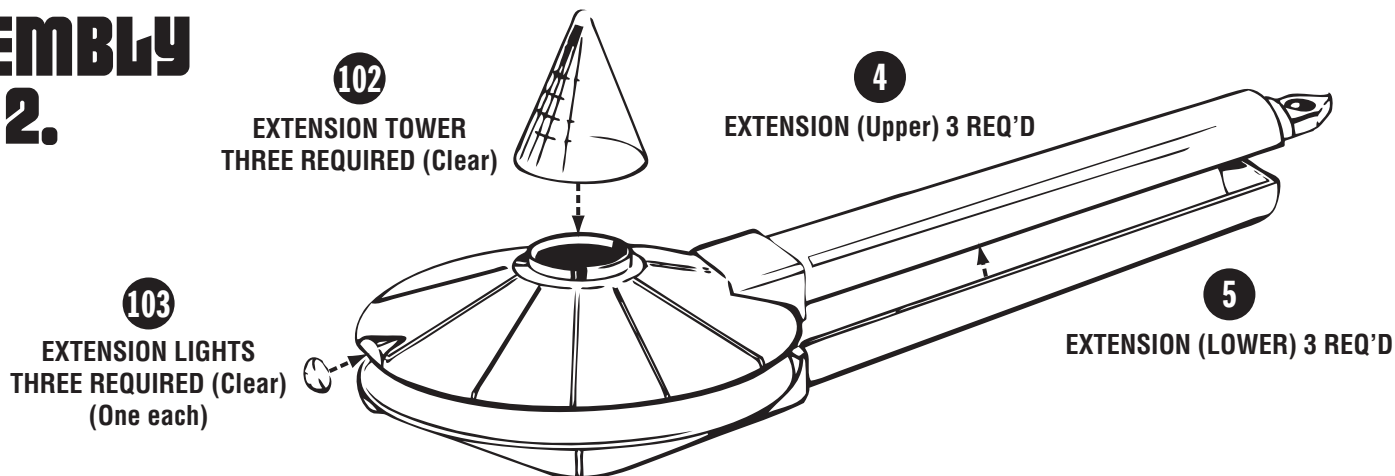
ASSEMBLY

1.



ASSEMBLY

2.

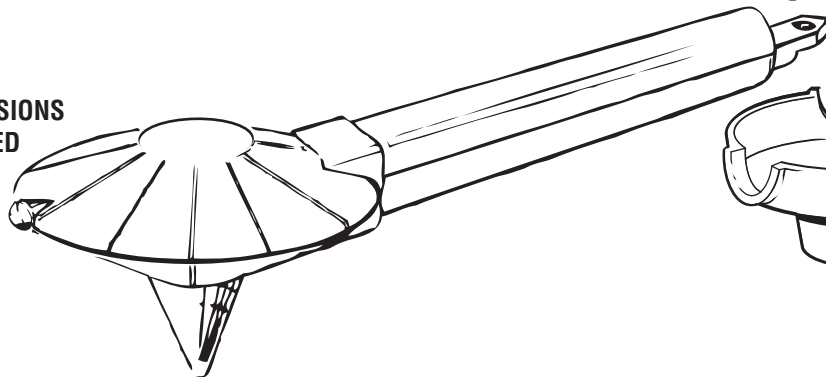


ASSEMBLY

3.

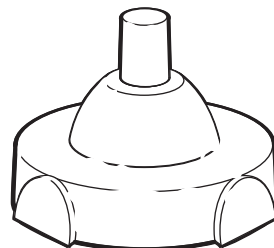
NOTE: THIS STEP IS BEST ACCOMPLISHED BY HANDLING THE ASSEMBLY UPSIDE DOWN

ASSEMBLED EXTENSIONS
THREE REQUIRED



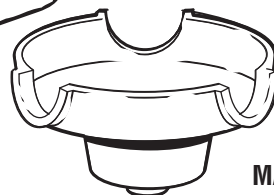
10

EXTENSION LOCATING RING



9

MAIN BODY (Lower)



8

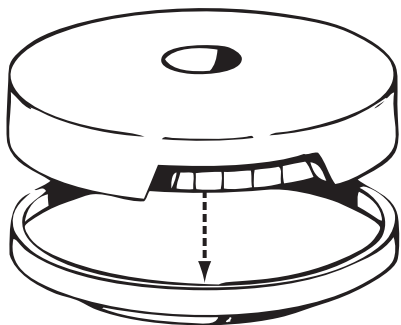
MAIN BODY (Upper)

ASSEMBLY

4.

6

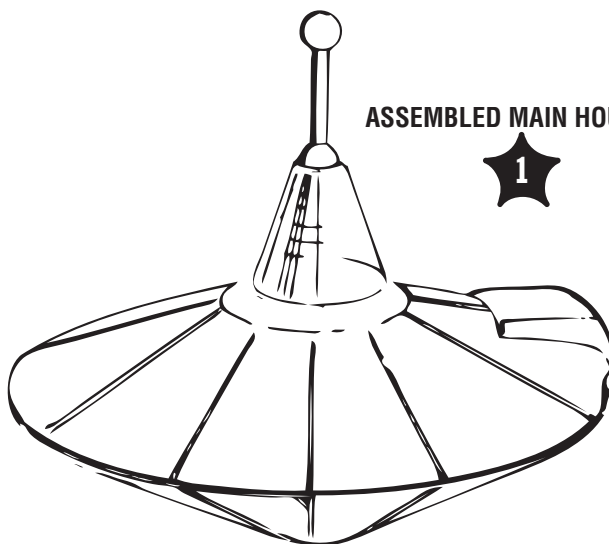
DOCKING PORT
(Upper)



7

DOCKING PORT
(Lower)

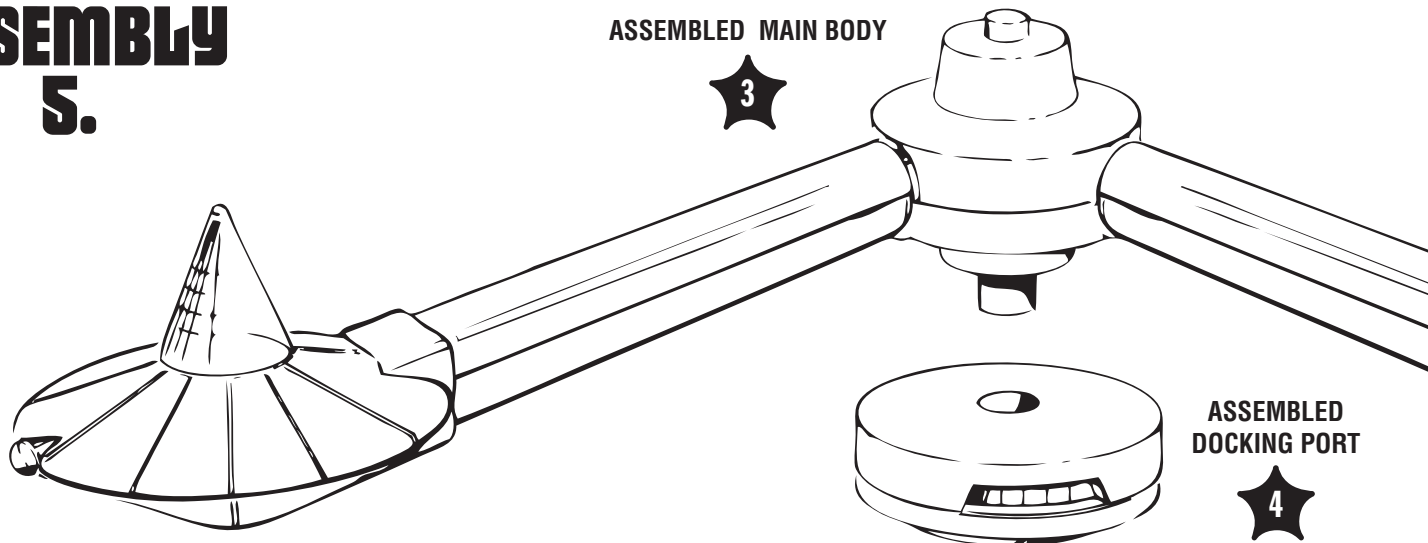
ASSEMBLED MAIN HOUSING



ASSEMBLY

5.

ASSEMBLED MAIN BODY



ASSEMBLED
DOCKING PORT





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DECAL AND PAINT INSTRUCTIONS

As an added bonus, new decals were included AMT's latest re-release of the K-7 Space Station. However, decoration instructions were not included in an effort to make the instruction sheet reminiscent of the kit's original release. These instructions can be used as a guide to decorating the kit with paint and decals.

NOTE: Due to a production error, some decal sheets were released without the decals being properly divided. When using decal #7 or the alternate numbers and letters, the decals will need to be further divided as indicated by the dotted lines.

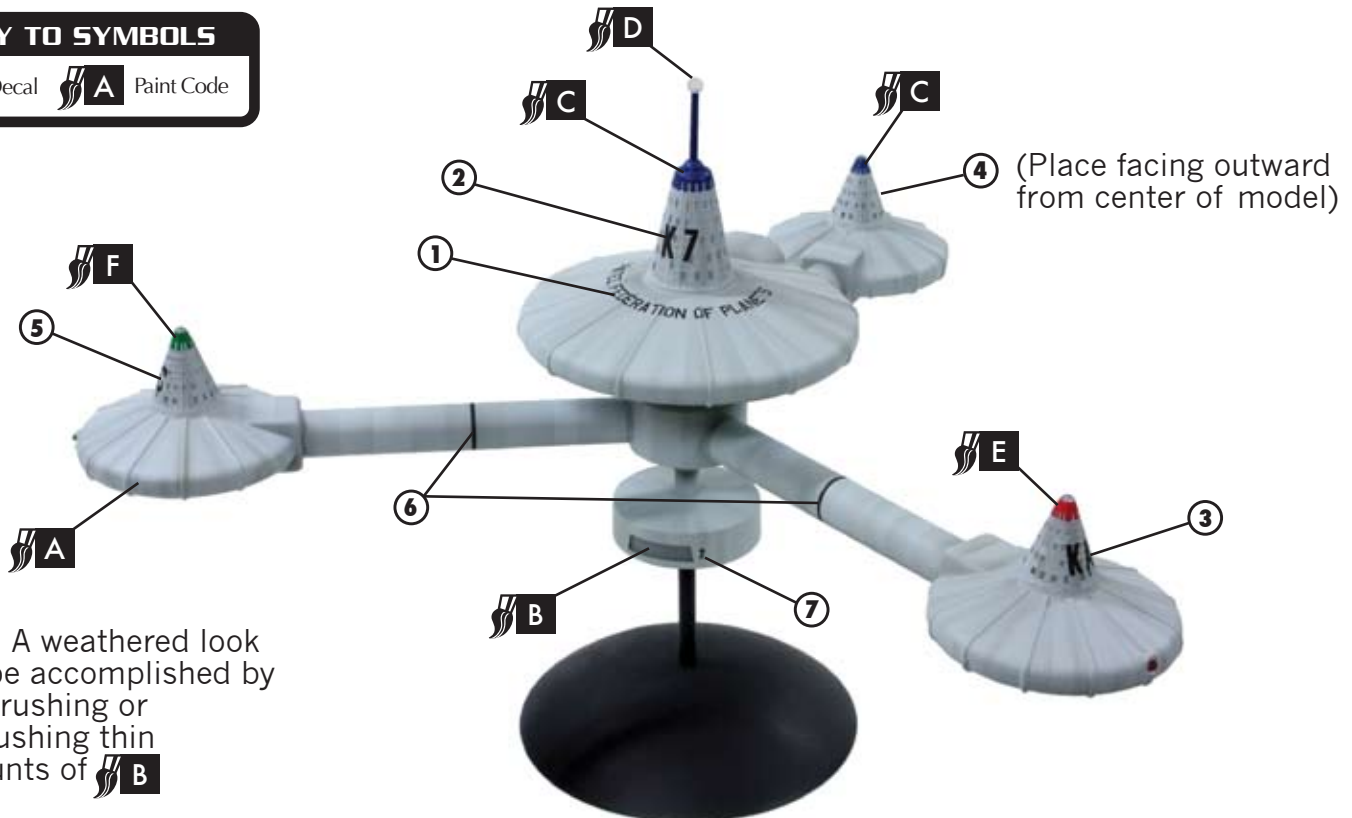


- A** Light Ghost Gray Model Master # 1728
- B** Dark Ghost Gray Model Master # 1741
- C** Blue Angel Blue Model Master # 1772
- D** Flat White Model Master # 1768
- E** Flat Red Testors # 1204
- F** Flat Berret Green Testors # 1171

NOTE: Extra markings have been included for the modeler to use at his own discretion. Decal placement and paint colors are suggestions.

KEY TO SYMBOLS

① Decal **A** Paint Code



Note: A weathered look can be accomplished by dry brushing or airbrushing thin amounts of **B**