

Horizon 427EX

All-Terrain Vehicle

Friendly solutions for hostile environments

Unless otherwise specified, all the folds on this model are mountain folds (folded with printed side facing out). You may wish to score the lines, but doing so may result in white seams on the model. It's possible to fold the model without scoring. First make a gentle fold in the desired location. Then, sandwich the fold between another sheet of paper and press firmly to make a crisp edge.

1. Rear Cabin. The rear cabin folds together to form a box-like shape. The top of the cabin has 2 bevelled edges. The flap on the rear door hangs down; it will be glued to the chassis. Keep the bottom section flat by placing it on a table during assembly. Set aside.

2. Front Cabin. The bumper and the transition from the windshield to hood are valley folds (printed side inwards). It's easiest to assemble this section by gluing the windshield area, hood and front first, and saving the back and bottom for last. As with the rear cabin, make sure the cabin is assembled with a flat bottom. Set aside.

3. Middle Section. This is simply a box shape. Try to ensure that the shape is as regular as possible by assembling it with one side on a flat surface. Set aside.

4. Cockpit. Fold the sides of the cockpit down and glue the front (blue glass) sections first. Then finish the back and bottom, making sure the bottom is as flat as possible. Glue the cockpit to the right side of the front cabin, leaving approximately 2mm on the right edge (the position is marked on the front cabin).

5. Tracks. They're easiest to assemble if you glue the top together first, then wrap the remaining track pieces around. Make sure the inner side and top are as flat as possible so that the model sits correctly once assembled.

6. Chassis. This piece is a box with two sloping sides. One panel looks like it's missing -- it's actually on the rear cabin. Try and avoid warping this piece (more so) than the others. It forms the flat base that's the core of the model.

7. Fenders. The rear part of the fender is glued to the sides. The front is simply a flap, unconnected to the side.

8. Glue the rear cabin to the chassis. The flap at the bottom of the rear cabin supplies the missing face of the chassis. Make sure that the cabin is centred and straight on the chassis, otherwise the model will be skewed.

9. Glue the middle section to the rear cabin and chassis. Make sure it's centred.

10. Glue the completed front cabin section onto the chassis. The bottom of the chassis should be flush with the bumper base. Fold the edges of the bumper around the body about 5mm from the edge (it's marked, anyway).

11. (Optional) Glue the fenders to the front and rear cabins with the flap facing the front. Positioning is a matter of taste, but the left and right sides should be in the same place. The original ATV in *Mission on Mithril* did not have fenders.

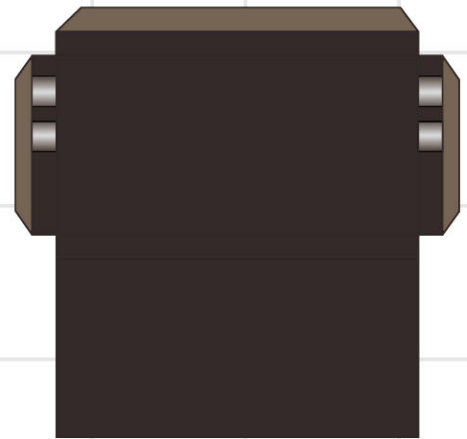
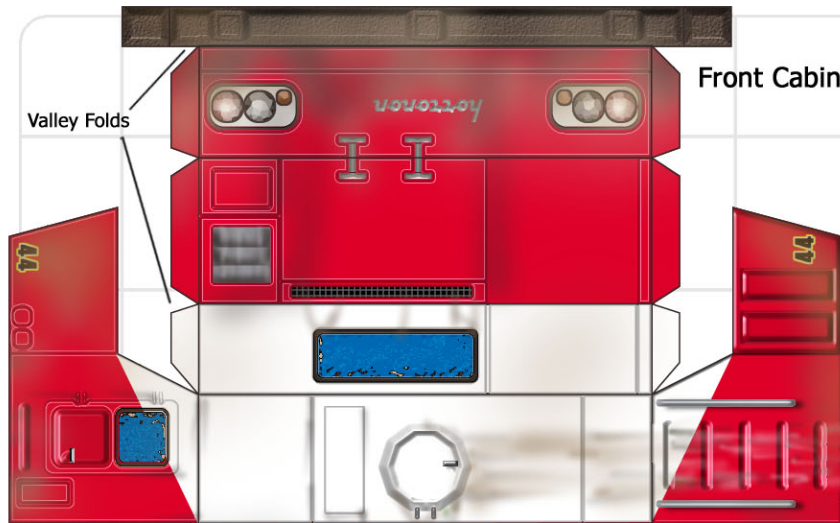
12. Glue the tracks to the chassis. If you have no fenders on your model, leave a slight gap at the top. If you have fenders, you can glue the tops of the tracks directly to the fenders. Make sure the model sits properly on the tracks.

13. Pulse Laser (optional). The pulse laser is simply a small box. The black dot is the front. The small strip is the pintle mount. Instead of complicated folding, roll up the strip to form a small, solid cylinder and glue it to the pulse laser. Glue the pulse laser assembly to the top of the front cabin somewhere near the top hatch.

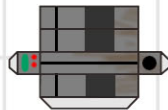
14. Push the model around and make engine and pulse laser sounds.



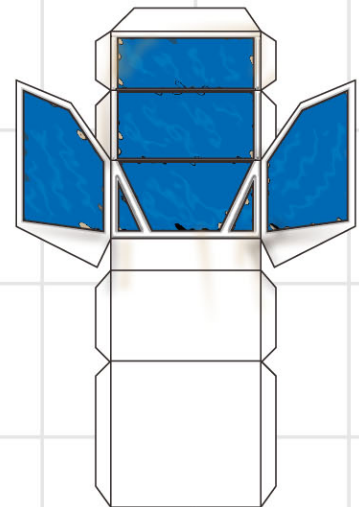
safety * comfort * style



Pintle Mount



Pulse Laser



Cockpit

