



QUICK PROJECT

PAPER MODEL PLANES FW-190



AUTHORIZED AMA STE(A)M PROGRAM



SPECIAL THANKS TO:



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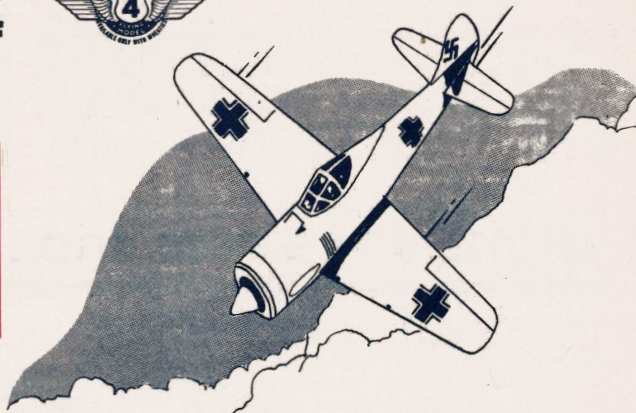
MODELAIRCRAFT.ORG | AMAFLIGHTSCHOOL.ORG

How to build your model

GERMAN FOCKE-WULF (FW-190)



This single-seated fighter of the German Luftwaffe is powered by a twin row 1,600 Horse Power BMW801 engine of the air-cooled radial type. Attains a top speed of 375 MPH and has a range of 500 miles. Mounts six heavy machine guns in wings.



FOLLOW DIRECTIONS CAREFULLY

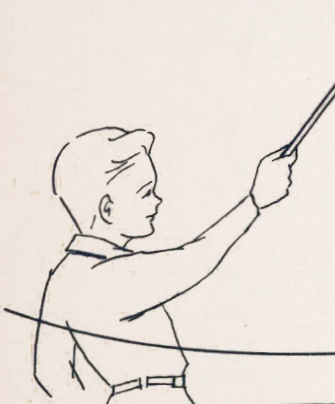
ALL YOU NEED is a sharp knife or razor blade, and some glue or airplane model cement (DO NOT USE PASTE OR MUCILAGE). Scissors can be used to cut out plane if desired. Use a penny for weight as shown in diagrams.

IMPORTANT!

Follow these 3 simple directions and TAKE YOUR TIME! The more carefully you cut and fit the parts, the better your Focke-Wulf FW190 will fly! *If you don't understand these instructions, ask your Father or Mother to explain them to you.*

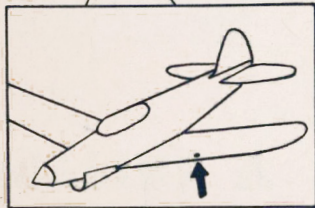
- 1 Cut all parts out CAREFULLY. Cut only on solid outlines. Cut all slots out completely. See fuselage slots A, B, C, D, E, F, G and H. Also slots in the cones. Be especially careful when cutting the three long slots in tail of fuselage and the long slot in the rudder.
- 2 Fold ONLY ON DOTTED LINES. Be careful to fold exactly on dotted lines to make a perfect plane.
- 3 NOW ASSEMBLE PARTS AS SHOWN ON DIAGRAMS. When gluing parts together, put glue on BOTH surfaces before placing together. THEN HOLD FIRMLY IN PLACE UNTIL DRY.

FLY 'EM WITH A "G-LINE"!



Here's *real* fun either indoors or out! Any of your Jack Armstrong TRU-FLITE models will fly on a "G-Line"—and you will soon learn to make them loop, zoom, turn, and dive just like real fighters do.

Pictures show all that is necessary to use in "G-Line" flights. Simply tie a *light* string or thread to the *leading edge* of the wing half way between the fuselage and the wing tip. Thread your line through wing with a needle or pin so that the hole in the wing is as small as possible.



Tie string to wing of plane and other end to a stick, pole, broom handle, or anything suitable for the purpose. Start with about 6 or 8 feet of string until you get the hang of it. Later on you can fly your models on a longer radius.

Swing the stick around your head from right to left. The plane will rise and fly at the end of the string, obeying your control for speed and direction. You will soon learn to make it maneuver as you choose. Many Jack Armstrong TRU-FLITE model builders "pair off" and stage "dog fights" with their planes under "G-Line" control. It's great fun outdoors where you have room to make your planes climb into the wind! (*See instructions for regular flight on other side.*)

Handle your Jack Armstrong TRU-FLITE models with care
and they will give you hundreds of thrilling flights.

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SUPPLIES

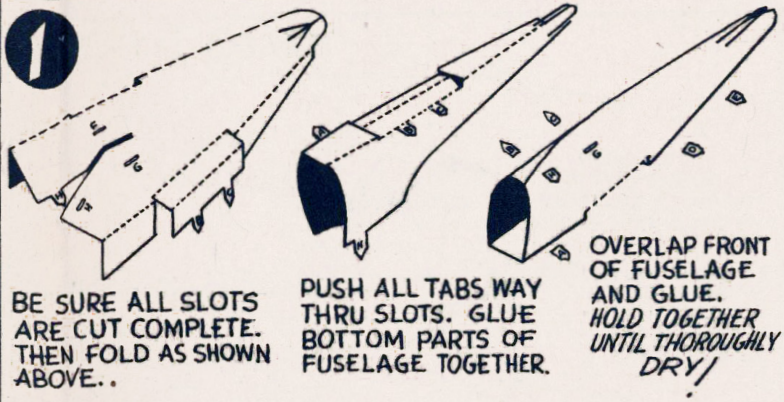
Printer & Printer Paper
(heavier weight paper works best)
Rubber Cement *(or tape/CA)*
Scissors or knife
Penny

LEARN MORE

Check out this blog post on General Mills and their aircraft promotions! blog.generalmills.com/2011/12/our-airplane-legacy/

GET SOCIAL

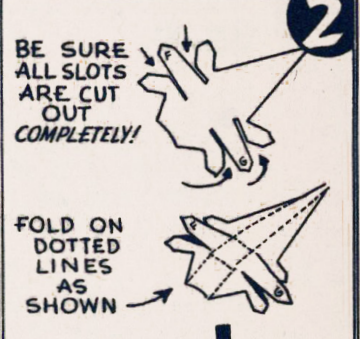
Hashtag your paper model!
#iflyama
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1
BE SURE ALL SLOTS ARE CUT COMPLETE. THEN FOLD AS SHOWN ABOVE..
PUSH ALL TABS WAY THRU SLOTS. GLUE BOTTOM PARTS OF FUSELAGE TOGETHER.

IMPORTANT
WHEN FUSELAGE IS DONE, AND GLUE IS DRY— CUT OFF TABS A, B, C, D, E, AND H!

FUSELAGE

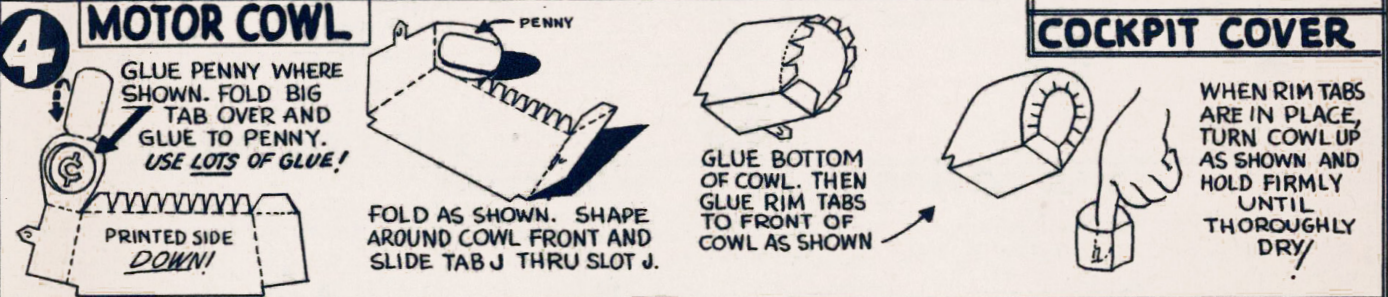


2
BE SURE ALL SLOTS ARE CUT COMPLETELY!
FOLD ON DOTTED LINES AS SHOWN
GLUE FRONT AND BACK TABS UNDER MIDDLE TAB. THEN SPOT GLUE ON FUSELAGE WHERE INDICATED. PUSH TABS THRU SLOTS F AND G. HOLD UNTIL DRY!



3
SLIDE TAILPLANE ALL THE WAY INTO THE FUSELAGE. THEN SLIDE RUDDER INTO PLACE.
GLUE ENDS OF FUSELAGE TO RUDDER.

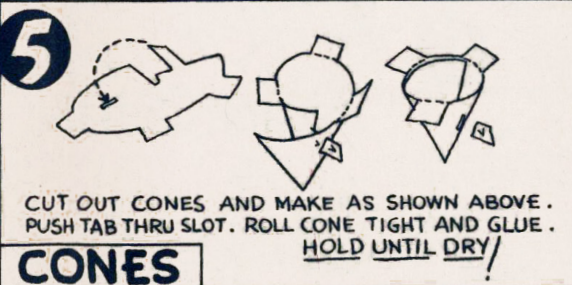
RUDDER - TAILPLANE



4 MOTOR COWL
GLUE PENNY WHERE SHOWN. FOLD BIG TAB OVER AND GLUE TO PENNY. USE LOTS OF GLUE!
PRINTED SIDE DOWN!

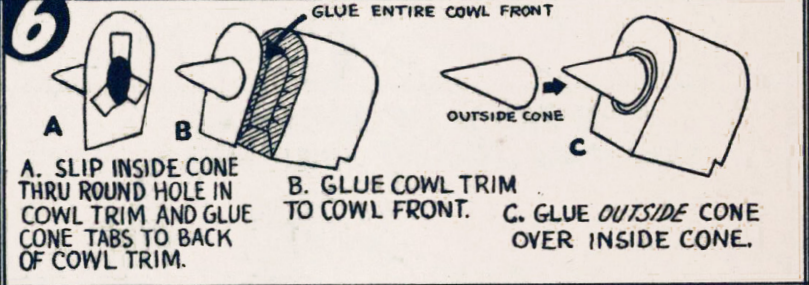
FOLD AS SHOWN. SHAPE AROUND COWL FRONT AND SLIDE TAB J THRU SLOT J.

COCKPIT COVER
WHEN RIM TABS ARE IN PLACE, TURN COWL UP AS SHOWN AND HOLD FIRMLY UNTIL THOROUGHLY DRY!

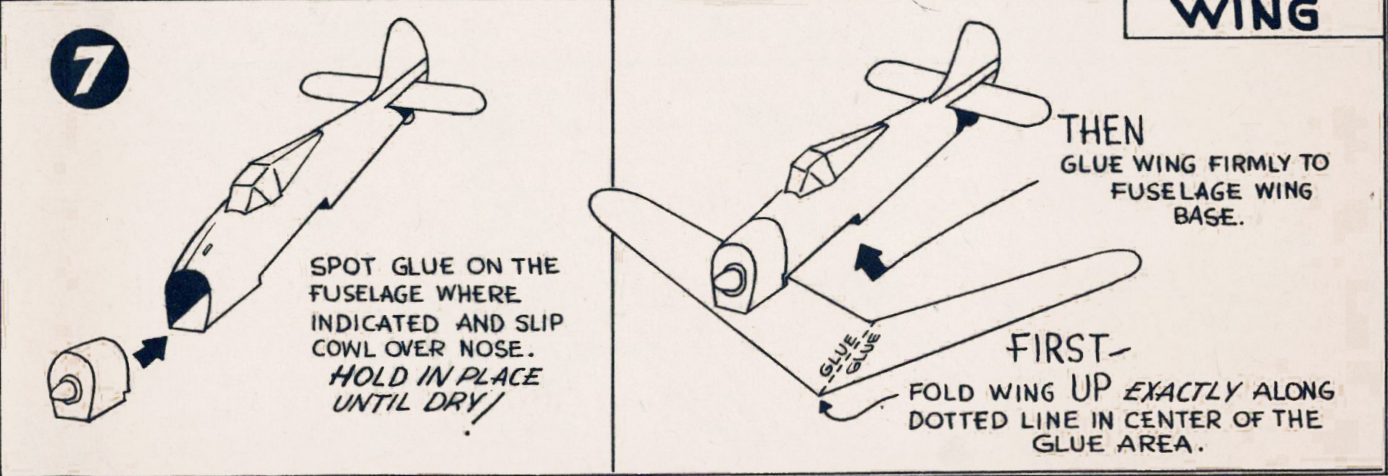


5
CUT OUT CONES AND MAKE AS SHOWN ABOVE. PUSH TAB THRU SLOT. ROLL CONE TIGHT AND GLUE. HOLD UNTIL DRY!

CONES

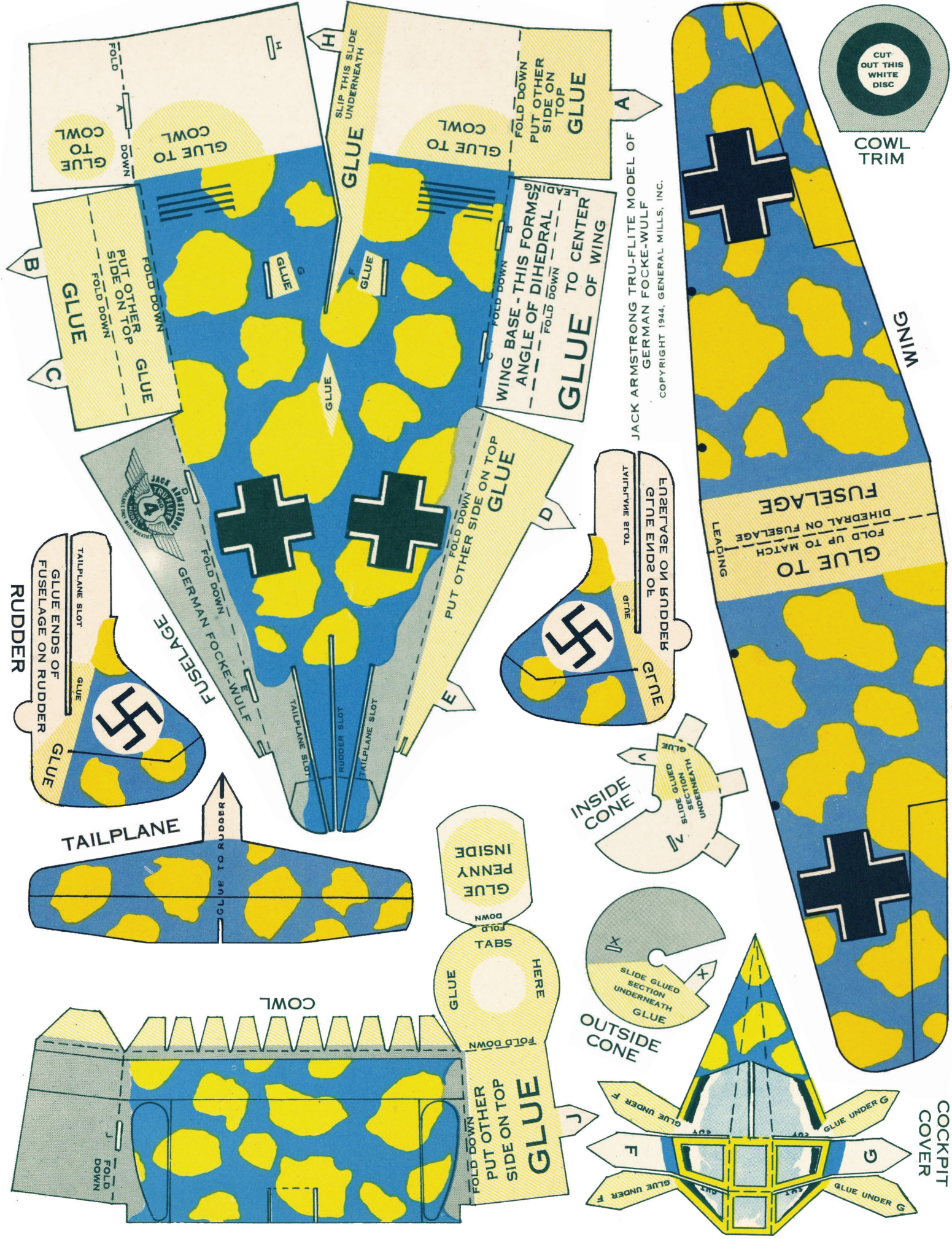


6
GLUE ENTIRE COWL FRONT
A. SLIP INSIDE CONE THRU ROUND HOLE IN COWL TRIM AND GLUE CONE TABS TO BACK OF COWL TRIM.
B. GLUE COWL TRIM TO COWL FRONT.
C. GLUE OUTSIDE CONE OVER INSIDE CONE.



7
SPOT GLUE ON THE FUSELAGE WHERE INDICATED AND SLIP COWL OVER NOSE. HOLD IN PLACE UNTIL DRY!

WING
THEN GLUE WING FIRMLY TO FUSELAGE WING BASE.
FIRST- FOLD WING UP EXACTLY ALONG DOTTED LINE IN CENTER OF THE GLUE AREA.



COWL TRIM

JACK ARMSTRONG TRU-FLITE MODEL OF
GERMAN FOCKE-WULF
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WING

GLUE TO
DIHEDRAL ON FUSELAGE
FOLD UP TO MATCH
LEADING

FUSELAGE ON RUDDER
GLUE ENDS OF
TAILPLANE SLOT

GLUE TO CENTER
LEADING
WING BASE - THIS FORMS
ANGLE OF DIHEDRAL
FOLD DOWN
FOLD DOWN
GLUE

GLUE
PUT OTHER SIDE ON TOP
FOLD DOWN

GLUE
SLIP THIS SLIDE
UNDERNEATH

GLUE TO
COWL

FOLD
DOWN
GLUE TO
COWL

GLUE
PUT OTHER
SIDE ON TOP
FOLD DOWN

GLUE
GLUE ENDS OF
FUSELAGE ON RUDDER
TAILPLANE SLOT

GLUE
GLUE ENDS OF
FUSELAGE ON RUDDER
TAILPLANE SLOT

RUDDER

TAILPLANE

GLUE
Penny
INSIDE

HERE
TABS
GLUE
FOLD DOWN

INSIDE
CONE

GLUE
SLIDE GLUED
SECTION
UNDERNEATH
GLUE
OUTSIDE
CONE

COCKPIT
COVER

GLUE
PUT OTHER
SIDE ON TOP
FOLD DOWN

COWL

FOLD
DOWN

