



QUICK PROJECT



AUTHORIZED AMA STE(A)M PROGRAM



PAPER MODEL PLANES MK-1

SPECIAL THANKS TO:



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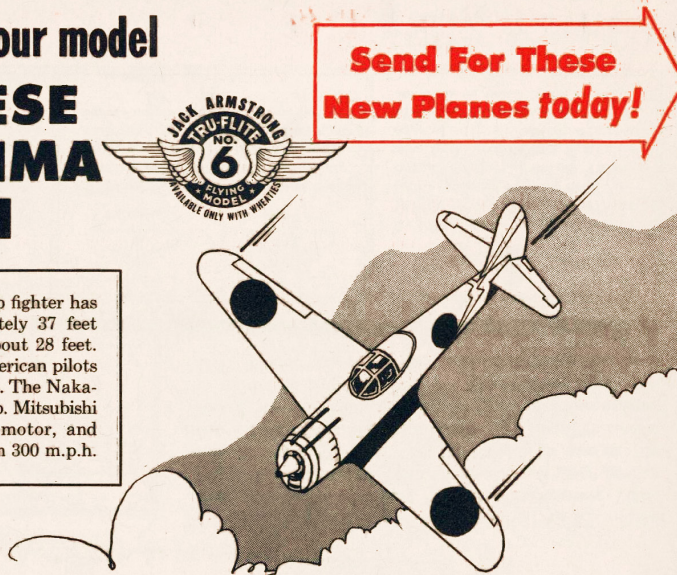
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How to build your model

JAPANESE NAKAJIMA O1 MK-1

This comparatively new Jap fighter has a wing span of approximately 37 feet and an overall length of about 28 feet. Nicknamed "Oscar" by American pilots fighting in the South Pacific. The Nakajima is powered by a 1200 h.p. Mitsubishi double row cyclone type motor, and attains a speed of more than 300 m.p.h.



Send For These
New Planes today!



FOLLOW DIRECTIONS CAREFULLY

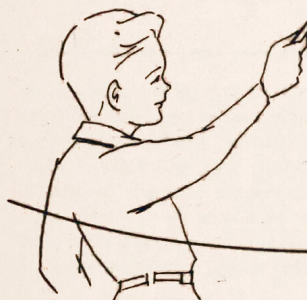
ALL YOU NEED is a sharp knife or razor blade, and airplane model cement or some glue (DO NOT USE PASTE OR MUCILAGE). Scissors can be used to cut out plane if desired. Use a penny for weight as shown in diagrams.

IMPORTANT!

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

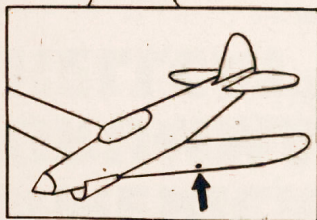
- 1 Cut all parts out CAREFULLY. Cut only on solid outlines. Cut all slots out completely. See fuselage slots A, B, C, D, E, F, G, H, M and N. Also slots in the cones and motor cowl. Be especially careful when cutting the three long slots in tail of fuselage and the long slot in the rudder.
- 2 Fold ONLY ON DOTTED LINES. Be careful to fold exactly on dotted lines to make a perfect plane. (Before folding parts, lay a ruler along the dotted lines. Then draw the dull side of a table knife firmly along dotted line. This will insure a real straight fold.)
- 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.

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

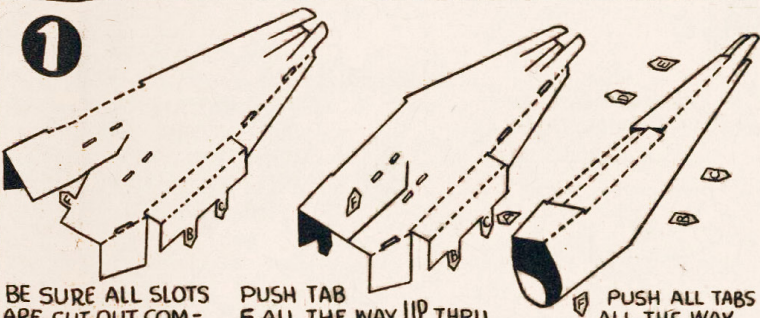
Hashtag your paper model!

#iflyama

#gmairplane

#generalmills

1



BE SURE ALL SLOTS ARE CUT OUT COMPLETELY. THEN FOLD AS SHOWN ABOVE.

PUSH TAB F ALL THE WAY UP THRU SLOT F. GLUE AS SHOWN ABOVE AND HOLD IN PLACE UNTIL THOROUGHLY DRY!

PUSH ALL TABS ALL THE WAY THRU SLOTS AND GLUE BOTTOM OF FUSELAGE TOGETHER.

IMPORTANT!
WHEN FUSELAGE IS DONE, AND GLUE IS DRY - CUT OFF TABS A, B, C, D, E, AND F:

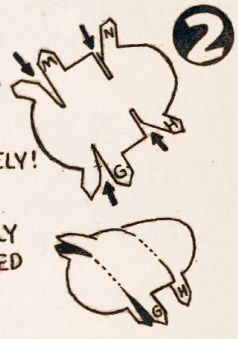
2

BE SURE ALL SLOTS ARE CUT OUT COMPLETELY!

FOLD ONLY ON DOTTED LINES.

SLIDE FRONT TABS UNDER MIDDLE TABS AND GLUE FIRMLY.

THEN SPOT GLUE ON FUSELAGE WHERE INDICATED AND SLIP TABS G, H, M, N INTO SLOTS G, H, M, N.

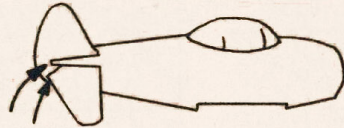


FUSELAGE RUDDER - TAILPLANE

3



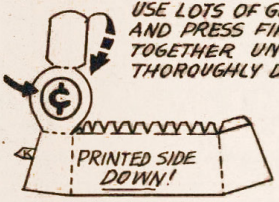
SLIDE TAILPLANE ALL THE WAY INTO FUSELAGE. THEN SLIDE RUDDER INTO PLACE.



GLUE ENDS OF FUSELAGE TO RUDDER.

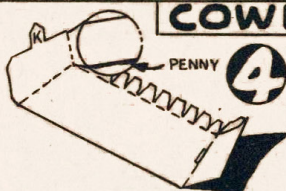
GLUE PENNY WHERE SHOWN. THEN FOLD THE TOP TAB DOWN OVER PENNY AND GLUE.

USE LOTS OF GLUE AND PRESS FIRMLY TOGETHER UNTIL THOROUGHLY DRY!



COWL

4



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

GLUE BOTTOM OF COWL. THEN GLUE RIM TABS TO FRONT OF COWL AS SHOWN

COCKPIT COVER

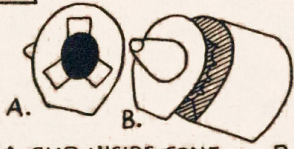
WHEN RIM TABS ARE IN PLACE, TURN COWL UP AS SHOWN AND HOLD FIRMLY UNTIL DRY!

5

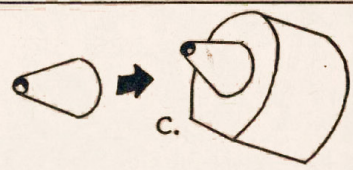
CONES



CUT OUT CONES AND MAKE AS SHOWN ABOVE. PUSH TAB THRU SLOT. ROLL CONE TIGHT AND GLUE. HOLD TILL DRY. THEN CUT OFF TABS.



A. SLIP INSIDE CONE THRU ROUND HOLE IN COWL TRIM. GLUE TABS.



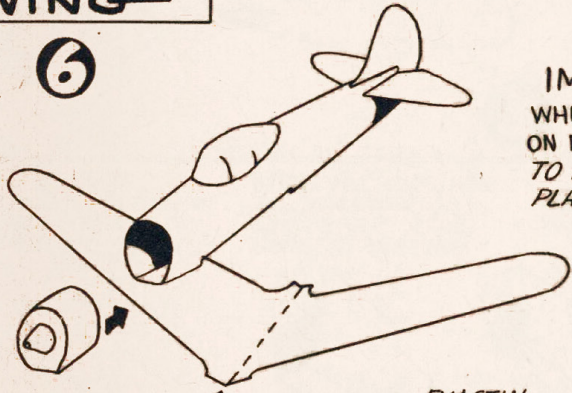
B. GLUE COWL TRIM TO COWL FRONT.



C. GLUE OUTSIDE CONE OVER INSIDE CONE.

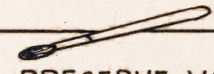
WING

6



IMPORTANT!
WHEN GLUING WING ON FUSELAGE, BE SURE TO HOLD FIRMLY IN PLACE UNTIL DRY!

FOLD WING UP EXACTLY ALONG DOTTED LINE IN GLUE AREA. THEN GLUE WING FIRMLY TO THE FUSELAGE WING BASE. THEN SPOT GLUE ON NOSE WHERE INDICATED AND SLIP COWL IN PLACE OVER NOSE.



PRESERVE YOUR JACK ARMSTRONG MODELS!

WHEN FINISHED MODELS ARE PAINTED WITH A COAT OF CLEAR VARNISH OR SHELLAC THEY LAST LONGER AND STAY CLEANER. AND IT MAKES THEM LOOK EVEN BETTER!

