

# VIPER MK2

## Photoetch & Decal Set

**PGMS**  
ParaGrafix™  
Modeling Systems



For

#912

Instructions V1.1

## INTRODUCTION

Thank you for purchasing this photoetch and decal set for the Moebius Models Mk 2 Space Fighter Kit. Most of the skills necessary to use this set are available to the modeler of moderate ability. However, if you are new to using photoetch, you should view our primer on its use at: <http://www.paragrafix.biz/instructions.asp>.

## Materials

In addition to the photoetch, you will also need scissors or a knife\* to remove individual pieces from the main fret, a file to remove material left from cutting, and super glue (aka CA or cyanoacrylate). Additionally, to fold some pieces, you will need a pair of razor blades\*\* or a specialty tool such as an Etchmate 3C from Mission Models.

\* We prefer a #17 Xacto chisel blade.

\*\* Extreme care must be taken when using razor blades. Risk of serious injury.

## Raised Detail

 Where applicable, these instructions note an area where the raised kit detail must be removed. The symbol at left will show you where this needs to happen. This may be done in whatever way you are most comfortable: sanding, filing, chiseling. Note that in most cases the surface does not need to be perfectly smooth as the photoetched part will replace the "lost" kit detail.

## Lighting Options

Unless otherwise noted, you can prep areas for lighting by removing plastic from areas where there are through holes in the photoetch. You can then backlight the photoetch. For best results, we suggest using Micro Kristal Klear from Microscale Industries ([www.microscale.com](http://www.microscale.com)) to fill the through holes. Use MKK as this will give the decals some support.

The decals are supplied for those instrument faces that are not lit, and as options for the remaining instrument faces if you will not be lighting the kit. If lighting the kit, use the listed back-light film piece instead of the decal. The back-light film should be installed from behind using MKK or a similar adhesive. The back-light panels have not been tested with CA glue.

Also, note that the back-light panels have been coated with Testors clear laquer: ensure that any further paint or coating you use is compatible with this paint.

## Decals

Please read the detailed instructions from JT Graphics, located on the back page, before using the decals.

## Installation Order

The installation steps are not in any particular order. You can complete them as you see fit to complement your kit construction order.

### Key

Kit part (plastic):



Decal:



Photoetched part:



Back-Light Film:



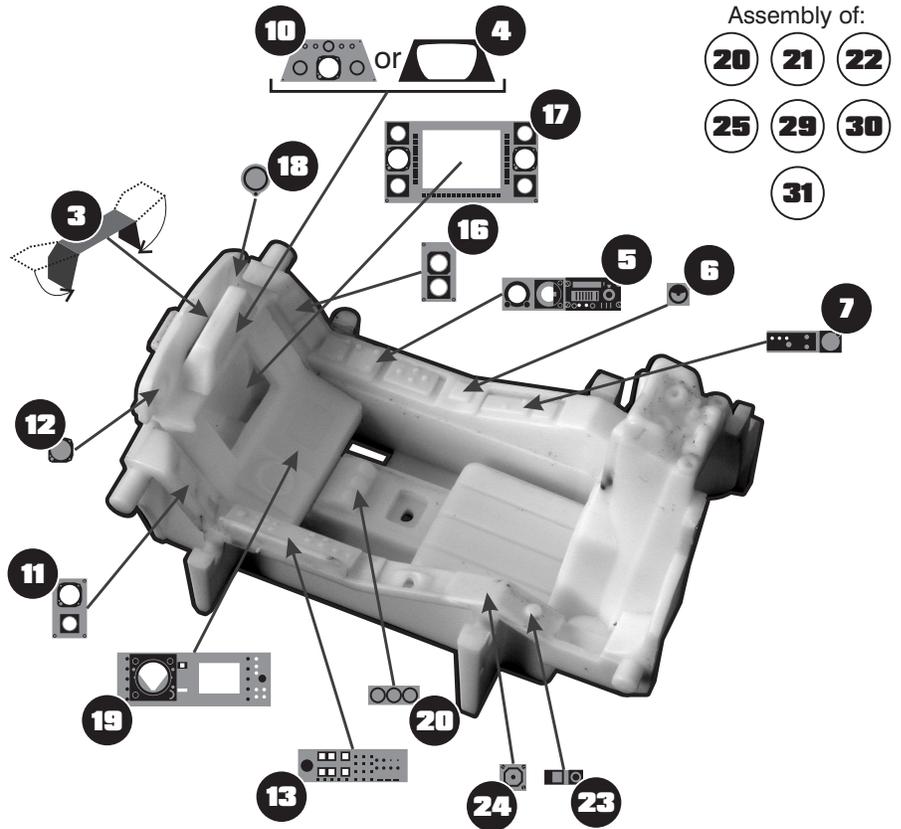
# Part 1: Cockpit

**NOTE:** Although the cockpit is shown assembled, you will want to do most, if not all, of the modifications before it is assembled. The pieces should be painted before installation of the back-light film panels and/or decals.

 Most of the cockpit detail needs to be scythed off. Fill in the recessed area where etch part 5 is installed. You may also want to fill the small gap between the raised areas where etch part 7 goes (especially if lighting).

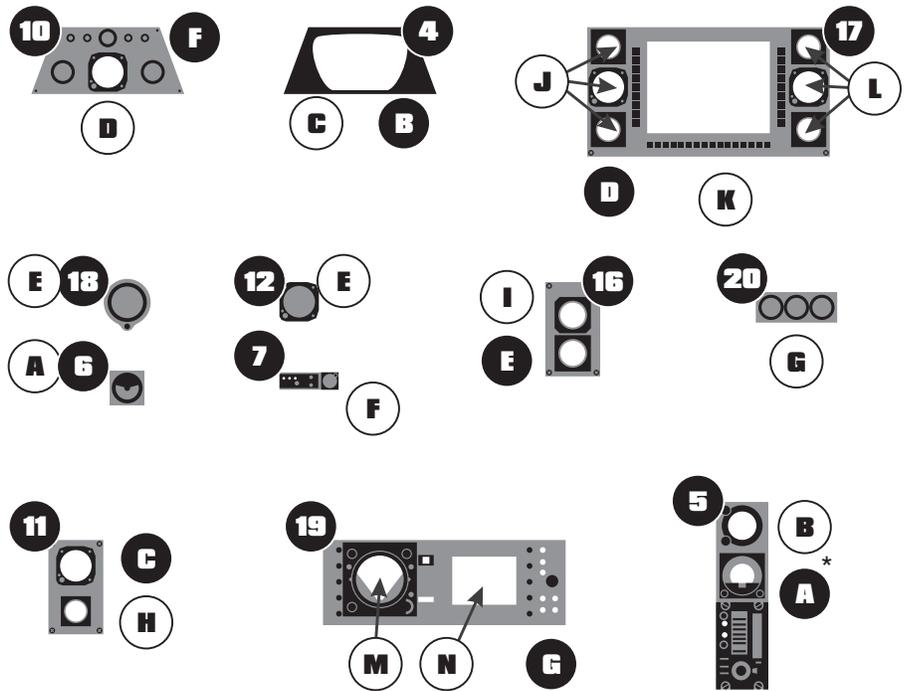
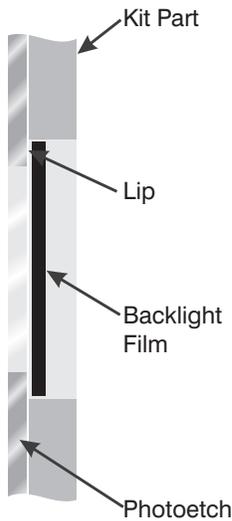
In addition, any through-holes in the photoetch are suitable for lighting and you should cut holes through the kit parts if you are planning to light the cockpit. See the figure below demonstrating the lip that should be included to allow the backlight film to sit directly against the photoetch.

There were 2 versions of the Viper cockpit. They were nearly identical in most respects, except for the top display panel. For the hero cockpit, use parts 4, 12, & 18. For the full-fuselage Viper, use etch parts 3 & 10 (still remove the raised detail where parts 12 & 18 would go).



- Assembly of:
- 20
  - 21
  - 22
  - 25
  - 29
  - 30
  - 31

## Decal and / or Back-light Film Locations

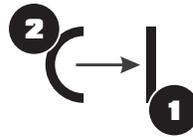
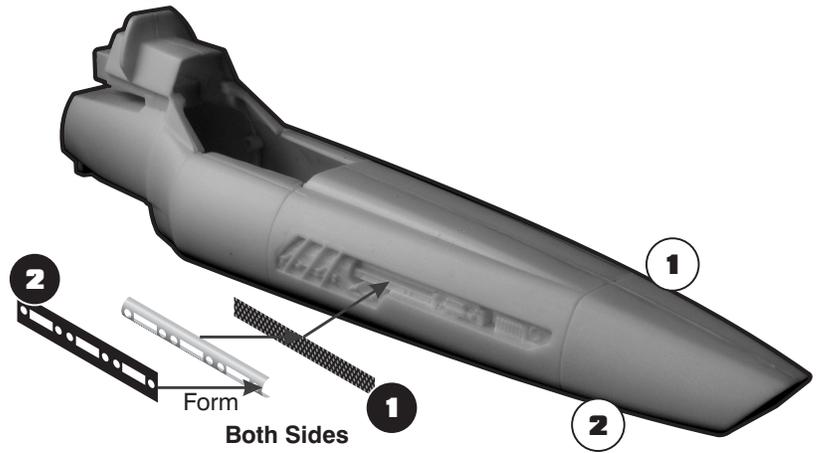


\* When lighting, use both backlight film A and bottom portion of decal B.

## Part 2: Fuselage

 Remove the kit detail shown below.

Part X needs to be annealed before installation so that it can be bent to the half-tube shape. We suggest getting a piece of 0.1" diameter rod to form the piece over. These two pieces are intended to be installed by advanced modelers.



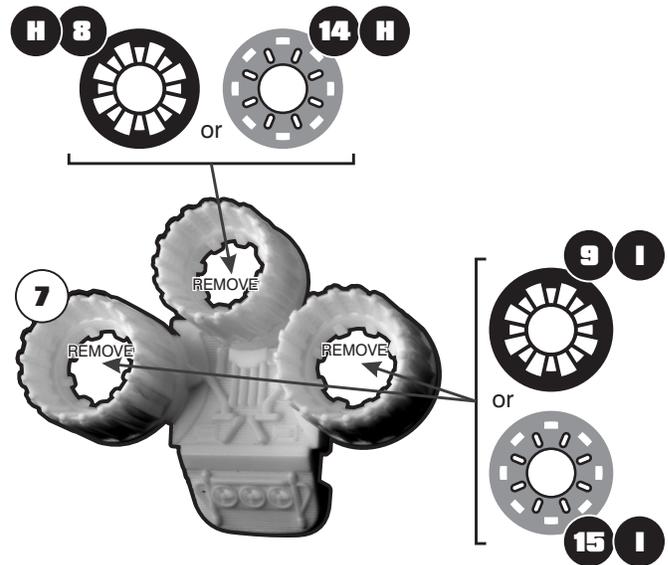
## Part 3: Engine Cans

 Open up the engine cans as shown. An easy way to do this is with a Dremel and grinding ball, working from behind.

There are two optional sets of engine cans: set A (etch parts 14 & 15) replicates the full-sized set piece, while set B (etch parts 8 & 9) lets more light through to simulate the engines in flight.

Install the photoetched parts from the back side.

Back-light material is supplied to soften the engine glow. Install this material behind the etched parts.

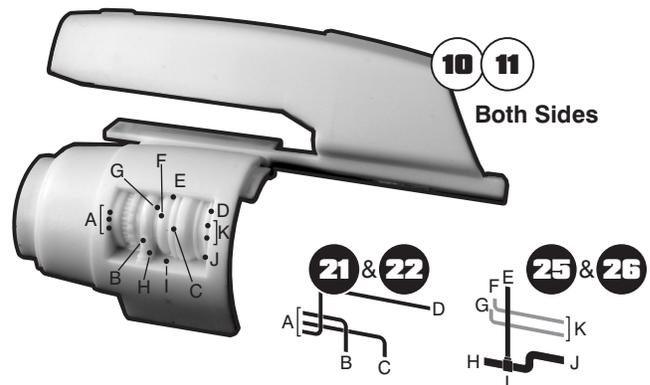
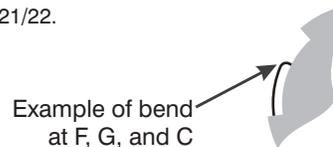


## Part 4: Engine Wiring

The engine wiring are the most intricate pieces to install. In addition to warping each piece to follow the curvature of the engine housing, the ends of the "wires" at F, G, and C need to be softly bent at 90° angles to join with the engine parts.

Also note that the ends of all the wires will need to be trimmed to the proper length to fit properly.

Attach parts 25/26 first, then parts 21/22.





## DECAL INSTRUCTIONS

Decals are best applied to a glossy surface. Apply glossy paint or spray a clear gloss coating on your model before applying decals. Carefully cut out the decal from the sheet and, using tweezers, dip the decal into plain water for 5 seconds or until the blue backing changes to a darker blue.

### **WARNING:**

Leaving the decal in the water too long may result in the glue washing off the decal. Lay the decal on your work surface for 30 seconds, and then slide the decal off the backing paper into position on your model. Gently blot the excess water. Allow to dry. Once the decals have dried thoroughly, you can use a sharp knife to gently cut and remove the excess decal film. Apply a second coat of clear finish over the model to seal the decals.

A decal set may be used to help the decal conform to irregular surfaces and hides the decal film. This makes the artwork appear to be painted on the model, rather than applied by decal.

Another method used is to create an equal mixture of water and white glue (Elmer's). Using a brush, apply the mixture to the surface. While still wet, apply the decal. The glue will help the decal adhere to the surface and will dry clear. Once dry, wet a Q-tip and remove any excess glue from the model and decal by brushing out from the center of the decal. Brushing into the center may cause the decal edge to lift.

### **Important: Please Read**

The JT-Graphics decals you have purchased are coated with Testor's Clear Flat Lacquer. Using an Enamel clear coat such as Krylon or Rustolium may cause damage to the decal.

A known fact is that you can apply lacquer over enamel, but not enamel over lacquer. Therefore, it is suggested that after applying the decals, you only coat (seal) your model with a lacquer clear coat to avoid damaging the decals. Acrylic enamel may not react to the lacquer, but it has not been tested. Another suggestion is to use a piece of the decals, (such as the JT-Graphics logo or an optional decal you do not plan on using) and test it. Apply your test decal to a painted surface similar to the one you will be applying to and test it against the clear coat you wish to use.

Besides using Testor's Clear lacquer as a sealer, you can also use Future Floor Wax as a clear coat.

Any problems or Questions contact:  
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Thank you to Frank Winspur and Dave Metzner of Moebius Models for making such a great kit, and for their help and encouragement during the development of this add-on set.

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