Print models one sided, “actual size” – do not “fit to paper” or scale when printing!

Flies best when printed on cover stock (approximately 60 pound paper). Printing on normal printer paper is OK too if that is what you have.

The planes are designed to use a US ten cent piece as a nose weight. (2.268 grams) A Euro 1 cent piece should be an acceptable alternative (2.3 grams).

This is a scan of a printed draft manuscript. The original appears to have been printed on an ink jet printer, so there are various patterns in the colors associated with that process. You can touch up your plane with a felt tip marker if you like. (Typos have not been fixed.)

I have built and flown some of these planes, but not all of them.

I am unable to provide support, and in general not able to answer queries.

No warranties of any kind are made. Please build and fly responsibly.

I hope you enjoy these airplanes as much as I have!

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FLY’N THINGS™
Introducing The World War II Dime-Weight Flying Models

Paper models of all types are popular in many countries. Called Paper-Card Modeling in Europe, it spans the range from simple folded-paper darts, to complex three-dimensional models of airplanes, ships and buildings.

Paper models were popular in the United States during WWII. Material shortages made it difficult, if not impossible, to make models from balsa wood. Toy makers, too, were affected. With metal in short supply, many makers turned to paper substitutes. Even Lionel trains were put out as paper models in the 1940’s. After WWII, paper models declined in the US. with the availability of metal and balsa wood.

The style of paper-plane construction used in this book was developed by Wallis Rigby, an Englishman. He was internationally known for his paper models of airplanes and trains. In addition to Rigby’s many books of paper-model WWII airplanes, he developed models similar to those in our book as cereal premiums for General Mills. Mail in two box tops from Wheaties cereal and you received a pair of paper airplanes. In all, this type of model gave thousands of kids and adults their first try at model building.

Rigby’s WWII models were simple in design and easy to build for kids of all ages. The planes were good flyers, if a bit fast, and very popular. The models were small and lacked detail. Colors were a bit on the garish side, like a blue P-40 Warhawk or a bright-yellow Nakajima fighter. Scale, too, wasn’t too accurate.

We’ve attempted to retain the simplicity and flavor of the original models. Improvements in layouts and a new size make the models easy to build and great flyers. And, there are new models that weren’t the Rigby series, like the SBD-6 Douglas Dauntless dive bomber. All models have stand-off scale outlines and details of the real airplane. Colors, too, give an over all scale appearance. Detailed picture instructions make it easy for even young modelers to build a successful flying model.

These dime-weight planes are new models. We made the artwork with the latest in computer technology. For some of the models, custom computer programs allowed us to generate three-dimensional models from aircraft drawings. Other special programs projected these 3D images into flat surfaces used as patterns for the fuselage artwork.

The Simple Tools Needed

Most of what you’ll need is already on hand. Just scissors, a single-edge razor blade and some glue will do. However, we do have some suggestions to make it easy. Please follow the step-by-step instructions. There are two basic types of construction — airplanes with radial engines and in-line engines.

Rather than repeating dozens of steps for each model, there is a single, combined, set of illustrated instructions. Start by building a Japanese Zero. This shows you all of the construction steps needed for any of the radial-engine models. Next, build the Flying Tigers’ P-40. The P-40’s in-line engine fuselage construction, and special features like the standard canopy are shared by other models, too. And, extra instructions are given for custom details, like the landing gear for the Achi “Val” dive bomber.

Use a model knife, or even a small disposable type, with a triangular blade for cutting out slots and the parts. Small scissors are useful for cutting curves, like wing tips. A straight edge as a cutting guide makes it easy to trim parts to shape. For easy building, please follow our instructions: Cut slots, score on the dashed lines, then cut out the parts.

One can just bend the parts on the dashed lines, but accurate assembly will suffer. It's best to score along each dashed line. We use a dripped out fine-line ballpoint pen, but any blunt blade, like a butter knife, will do. HINT! An empty ballpoint pen will still have a bit of ink. Some ink may come out from the heat of your hand. To by sure the pen is completely dry, close the air-vent hole with a drop of cement (the plastic "pencil-type" pens usually have the vent hole at the top end or under the eraser).

The best method of gluing the wing and tail parts together is with an ordinary glue stick — Dennison's brand works well. Remember, that paper absorbs water and warps; DO NOT LAMINATE THE WINGS AND TAIL WITH WATER-BASED GLUE! In all cases, weight down the laminated parts and let dry. The wing and tail parts must be perfectly flat.

You can use a very light coat of water-based "White" glue for assembly. Put some glue in a plastic lid, like on a coffee can. Let the white glue dry a bit so that it become "tacky." Apply to parts with a toothpick. Wipe Off any excess with a damp paper towel. However, we've found that a household cement, like the Duco brand, works well, too. It dries fast, but slow enough so you can make minor adjustments in part alignment before it sets. For difficult parts, like a nose cone, put a very thin layer of cement on both parts. Let dry, then apply a second coat and assemble.

For a more realistic model, color the cut edges of all parts before assembly. Use a colored marker pen or pencil around the edges. During Assembly, after cutting off the tabs on the fuselage, color the cut edges of the tab with marker pens or colored pencils of the same color as the fuselage.

Our last suggestion is the nose weight. Our models were designed to use the new silver-laminate US dime. It weights about 2.3 grams. If you have to use something else, like a small metal washer, and the model stalls, add a tiny piece of modeling clay to the nose. If the model dives, use a lighter weight. HINT! Experiment with a radial-engine model. Complete the nose cowling but don’t cement in place until after your test flights.

Build, Fly and above all, HAVE FUN!
**FLY'N THINGS**

Dime Weight Paper Models
Building & Flying Instructions

1. **Use These:**
   - White Glue Or Model Cement
   - Glue Stick
   - Metal-Edge Ruler Or Straight Edge
   - Scissors
   - Single-Edge Razor Blade Or Model Knife
   - Ball-Point Pen

2. **AND, Tape And A Cutting Board:**
   - Two Layers Of Corrugated Cardboard, Taped Together Around All Of The Edges.

3. **Score Along Dotted Line Of Wing With The Used Ball-Point Pen Or A Smooth-Edge Butcher Knife And Fold Down.**

4. **With Printed Side Down, Coat ONE Inside Surface With The Glue Stick.**
   - Make Sure That You Cover The Complete Wing Area With A Thin Coat From The Glue Stick.

5. **Place Wing On A Flat Surface, Fold Down And Smooth Out Glue. Weight Down So The Glued Wing Dries Flat.**

6. **Score, Fold And Glue The TAILPLANE And RUDDER The Same Way You Did The WING.**

   **RADIAl-ENGINE FUSELAGE ASSEMBLY**

7. **Typical Radial-Engine Fuselage.**
   - Japanese Zero Shown
   - **DO NOT CUT FROM SHEET!**

8. **Follow Steps 9 Thru 11 To Score, Cut Slots And Cut Out Fuselage Assembly Tabs.**
   - Red Hatched Glue Areas
   - Dashed Lines To Be Scored And Folded Up Or Down.

9. **FIRST, Score Along All Dashed Lines.**
10. **NEXT, Cut Out Slots For Assembly Tabs With Model Knife.**

11. **THEN, Cut Out Fuselage Along The Outside Black Outlines.**

12. **Fold Scored Creases Up Or Down As Marked On Dashed Lines.**

13. **Push All Bottom Tabs Through The Matching Slots. Apply A Light Coat Of Glue To The Hatched Area. Pull Tabs Tight, Hold Until Completely Dry.**


   **IMPORTANT! Do NOT Cut Off Tabs Until The Fuselage Is Completely Dry.**

15. **As You Did For The Fuselage...**

16. **Score, Cut Slot And Cut Out Cowl.**
   - **Zero Cowl Shown**
**STANDARD CANOPY ASSEMBLY**

33. Like The Bubble Canopy, Cut Along Outline, Making Sure That All Slots Are Cut Out.

34. Roll Canopy. Fold ONLY On Dashed Lines.

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**FINAL ASSEMBLY RADIAL-ENGINE PLANES**

35. Coat Red-Hatched Area Of Rudder With Glue, Slide Tailplane All Of The Way In. Then, Slide Rudder In.

36. Glue Ends Of Fuselage To Rudder. Check Vertical And Horizontal Alignment Of Rudder And Tailplane. Hold Until Glue Dries.

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**BELLY PAN ASSEMBLY**


42. Fold Wing Up EXACTLY Along The Dashed Line In Glue Area. Glue Wing FIRMLY To Bottom Of Fuselage. Hold Until Dry.

43. Score Along Dashed Lines. Cut Out Belly Pan On Outline.

44. Fold DOWN On Both Of The Dashed Lines.

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**ADDING FINAL DETAILS**

47. Roll Air Scoop And Fold Down On Scored Dashed Lines.

48. Top Scoops Are Installed The Same Way. Make Sure Patterns On Scoop And Fuselage Match!
FIXED LANDING GEAR

Marking Matching The Top Of Wing
Score On All Dashed Lines Before Cutting Out Landing Gear

50. Fold DOWN On Dashed Lines AS Shown.
Fold DOWN On These Lines

51. Fold Down Top Tabs As Shown. Glue INNER Surfaces At Back Of Fairing And At Bottom Of Wheel.
Glue Together At Rear Of Wheel - Fairing And At Bottom Of Wheel

Glue Slide Tabs UNDER Wing!
Glue Spots On Bottom Of The Wing
Form Top Tab Over Wing. Make Sure Markings On Tab Match Wing!

RADIATOR AND COWLING


Glue Areas Next To Slots
ROLL Front Of Radiator
Crease Rear Of Radiator

INLINE-ENGINE FUSELAGE

55. Typical Inline-Engine Fuselage.

9. Score
10. Cut Slots
11. Cut Out

DIME-WEIGHT HOLDER

57. Refer To Building Steps 9 Through 11.

58. Fold Scored Creases Up Or Down As Marked On The Dashed Lines.


Cut Off ALL Tabs When Glue Is Dry.

DIME-WEIGHT HOLDER


62. Fold As Shown. Apply Plenty Of Glue To Both Glue Areas. Slide In Dime, Hold Until Dry.
Fold As Shown
62A.

62B.


64. Glue Dime-Weight Holder Tabs In Place. Hold Until Dry. Weight Holder Must Be Secure!

WARNING! DO NOT BEND The Fuselage Nose Tabs.

IMPORTANT! Weight Holder MUST Be Secure In The Fuselage, Add Glue Spots Around Edges If Needed.
NOSE-CONE ASSEMBLY

65. Cut slot in Inside Nose Cone. Score on Dashed Lines. Cut to Outline and Curve over a Pen.


INSIDE VIEW OF CONE!

66A. Pull Tab Through Slot and Curve Outside Over Glue Area. Bottom of Cone Has STRAIGHT Sides.

66B. When Inside Nose Cone Is Completely Dry, Cut off Tab.

67. As you did With the Inside Cone, Score Dashed Lines, Cut out Slot, Cut to Outline and Curve the Cone.

68. Apply Glue to Red-Hatched Area. Pull Tab Through Slot, Curve the Outside around. Hold until Dry.

INSIDE VIEW OF CONE!

68A. Pull Tab Through Slot and Curve Outside Over Glue Area. Bottom of Cone Has STRAIGHT Sides.

68B. When Outside Nose Cone Is Completely Dry, Cut off Tab.

69. Apply Plenty of Glue to the INSIDE of the Cone. Force the Nose Tabs Into the Cone.

70. Hold Inside Nose Cone Against Fuselage. Bend the Bottom Tab Against Fuselage. Hold Cone and Tab until Glue Dries.

71. Apply Plenty of Glue to the INSIDE of the Cone. Firmly Press the Outside Cone on Top.

72. Hold Cone Until Dry. Finish Construction by Adding Tail, Wings, Canopy and Details as you Did for the Radial-Engine Planes.

FLY PLANE LIKE YOU THROW A DART!

Throw your Plane with a Smooth, Steady LEVEL Motion. After you get used to how your model flies, you'll be able to do "Stunts." Too. A hard Throw, with the Nose pointing up, gives a Loop! Or, try tilting your Plane for a hard Banking Turn.

Hold Plane with First finger on Rudder as shown.

ADJUSTING YOUR PLANE FOR FLIGHT

If your Plane hits something and dents the wing, smooth out dent with your fingers. Keep wings FLAT - DO NOT Curve or Bend.

When properly made, your model should look like this: Proper Dihedral and Correct Position of the Rudder and Tailplane.

The rudder must be Straight - NOT Curved or Twisted. It must be Vertical and in line with the fuselage.

CORRECT
WRONG!

FLY WITH G-LINE INDOORS OR OUT!

For great fun indoors or out, any of your models can fly with G-line control. You'll soon learn to make them loop and even have "Dog Fights" with a friend. This picture shows what's needed.

Tie a thin string or thread to a short stick. Thread the other end of the line into the wing as shown below. Start with 6 to 8 feet of line. Swing the stick around your head from right to left.

Your plane will rise and fly at the end of the G-line, it obeys your every move for speed and control. You will soon be able to perform loops, dives and landings.

Tie a light line to the leading edge of the wing near the tip. Thread line through the wing with a needle. Tie a large knot.