

U.S.S. ENTERPRISE™

STAR
TREK®

THE NEXT GENERATION

STOCK NO. 661900
FORM NO. 099-0965



IMPORTANT

Before beginning assembly, read this instruction sheet carefully, familiarizing yourself with the assembly procedures.

Use a sharp hobby knife to remove parts from trees, leaving excess "sprue" on the part to be carefully trimmed or filed off later. Never twist or pull parts off of the tree.

Carefully test fit parts before cementing them into place, it may be necessary to remove excess "flash" from some parts in order to achieve proper fit, a sharp hobby knife or file works best for this.

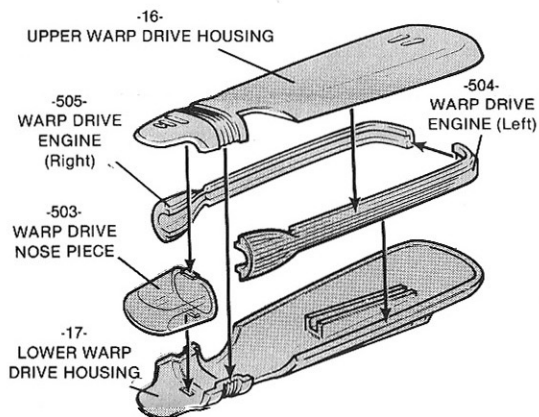
We recommend the use of liquid polystyrene cement, such as methylene chloride (pay attention to all warnings on the label).

If gaps occur between large pieces, they can be adequately filled with any good modeler's putty following directions on the label.

Sub-assemblies should be completed and detailed prior to final assembly, this will allow for less cumbersome handling as detail painting is done.

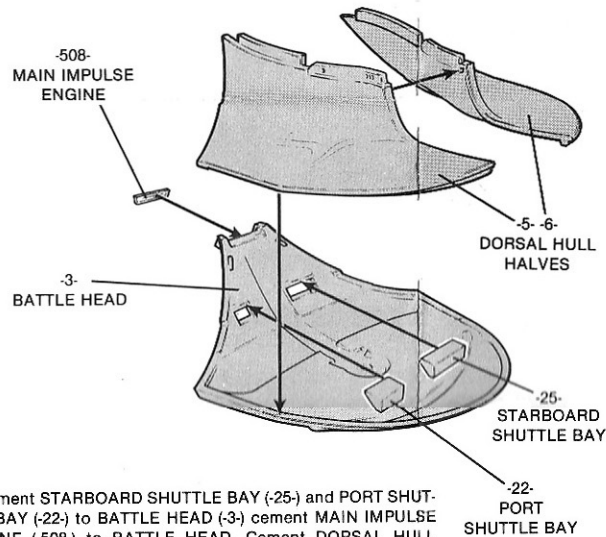
You may wish to use rubber bands or tape to hold some assemblies together until cement dries.

A. PORT WARP DRIVE ASSEMBLY



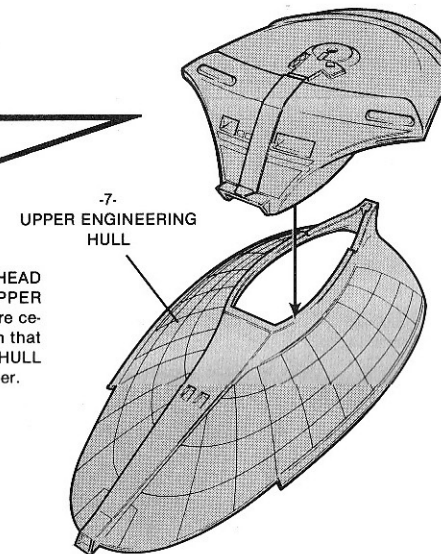
Cement WARP DRIVE ENGINES (-504- and -505-) together at rear. Cement UPPER WARP DRIVE HOUSING (-16-) to LOWER WARP DRIVE HOUSING (-17-) trapping WARP DRIVE ENGINES and WARP DRIVE NOSE PIECE (-503-). [You may desire to paint WARP DRIVE ENGINES (-504- and -505-) Transparent Blue and WARP DRIVE ENGINES PIECE (-503-) Transparent Red. Paint these parts from the inside, masking off all outer surfaces before assembly. Raised detail on outer surface WARP DRIVE ENGINES are painted Copper.]

B. DORSAL HULL/BATTLE HEAD ASSEMBLY



Cement STARBOARD SHUTTLE BAY (-25-) and PORT SHUTTLE BAY (-22-) to BATTLE HEAD (-3-) cement MAIN IMPULSE ENGINE (-508-) to BATTLE HEAD. Cement DORSAL HULL HALVES (-5- and -6-) together and cement to BATTLE HEAD before cement fully cures.

C. UPPER ENGINEERING HULL ASSEMBLY



Cement assembled BATTLE HEAD (from Assembly 1B) to UPPER ENGINEERING HULL (-7-). Before cement is fully cured make certain that DORSAL and ENGINEERING HULL surfaces are flush to one another.

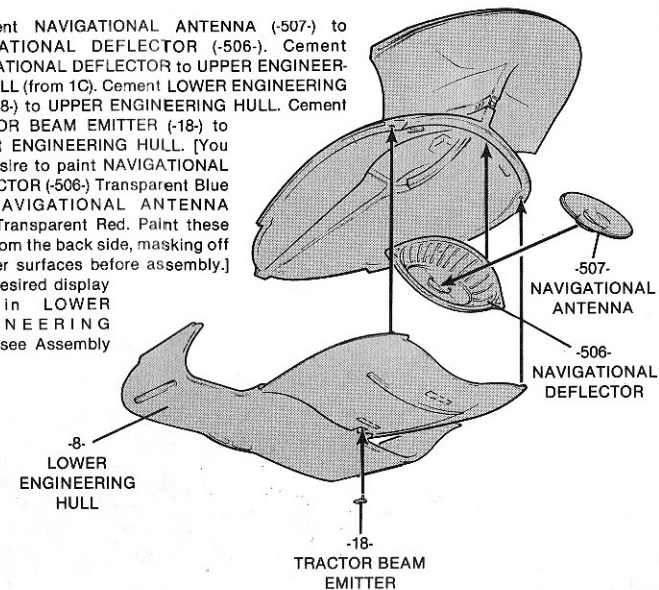
ASSEMBLY 1 BATTLE HULL ASSEMBLY

1

Cement assembled PORT WARP DRIVE (from Assembly 1A) and assembled STARBOARD WARP DRIVE (from Assembly 1E) to assembled BATTLE HULL (from Assembly 1D) as shown.

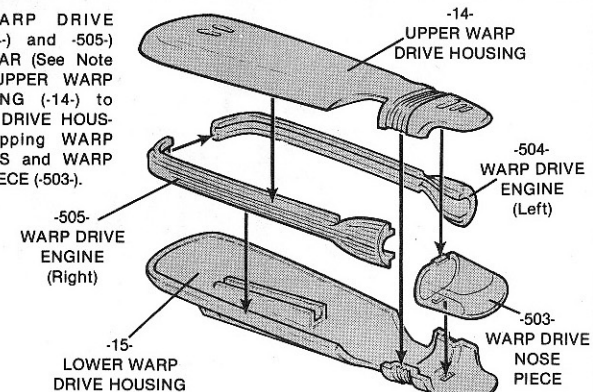
D. ENGINEERING HULL ASSEMBLY

Cement NAVIGATIONAL ANTENNA (-507-) to NAVIGATIONAL DEFLECTOR (-506-). Cement NAVIGATIONAL DEFLECTOR to UPPER ENGINEERING HULL (from 1C). Cement LOWER ENGINEERING HULL (-8-) to LOWER ENGINEERING HULL. Cement TRACTOR BEAM EMITTER (-18-) to LOWER ENGINEERING HULL. [You may desire to paint NAVIGATIONAL DEFLECTOR (-506-) Transparent Blue and NAVIGATIONAL ANTENNA (-507-) Transparent Red. Paint these parts from the back side, masking off all outer surfaces before assembly.] Open desired display hole in LOWER ENGINEERING HULL, see Assembly 3D.



E. STARBOARD WARP DRIVE ASSEMBLY

Cement WARP DRIVE ENGINES (-504-) and -505-) together at REAR (See Note 1A). Cement UPPER WARP DRIVE HOUSING (-14-) to LOWER WARP DRIVE HOUSING (-15-) trapping WARP DRIVE ENGINES and WARP DRIVE NOSE PIECE (-503-).

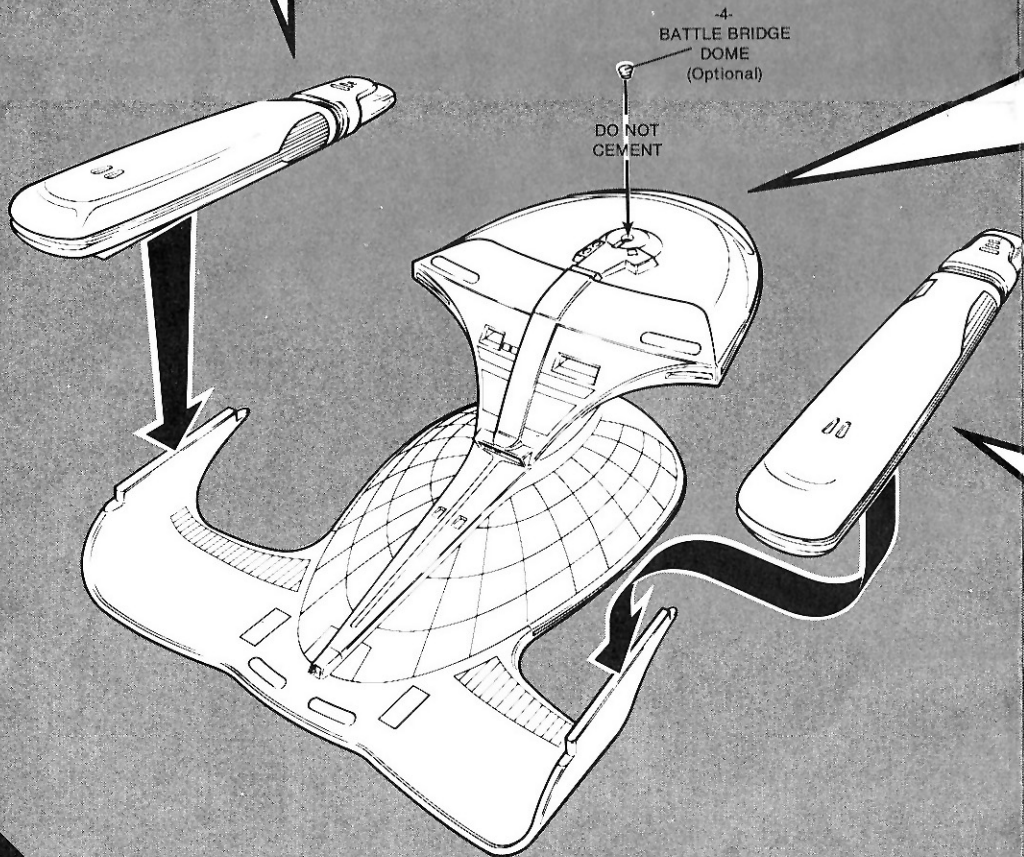


ASSEMBLY

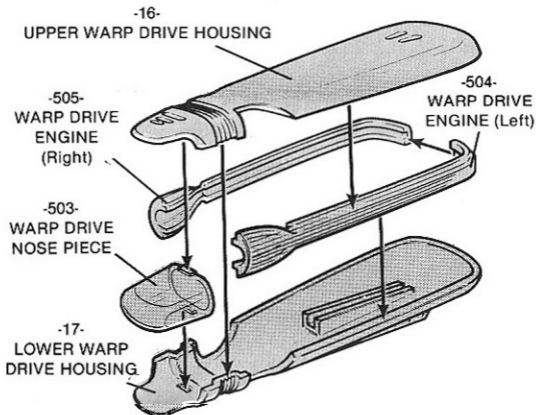
1

BATTLE HULL ASSEMBLY

Cement assembled PORT WARP DRIVE (from Assembly 1A) and assembled STARBOARD WARP DRIVE (from Assembly 1E) to assembled BATTLE HULL (from Assembly 1D) as shown.

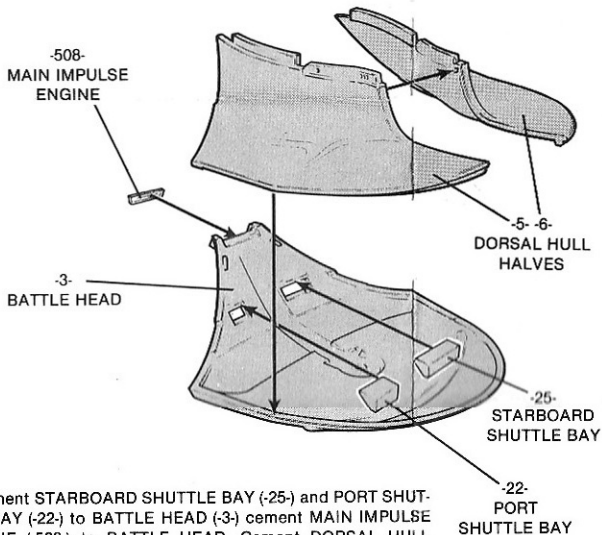


A. PORT WARD DRIVE ASSEMBLY



Cement WARP DRIVE ENGINES (-504- and -505-) together at rear. Cement UPPER WARP DRIVE HOUSING (-16-) to LOWER WARP DRIVE HOUSING (-17-) trapping WARP DRIVE ENGINES and WARP DRIVE NOSE PIECE (-503-). [You may desire to paint WARP DRIVE ENGINES (-504- and -505-) Transparent Blue and WARP DRIVE ENGINES PIECE (-503-) Transparent Red. Paint these parts from the inside, masking off all outer surfaces before assembly. Raised detail on outer surface WARP DRIVE ENGINES are painted Copper.]

B. DORSAL HULL/BATTLE HEAD ASSEMBLY

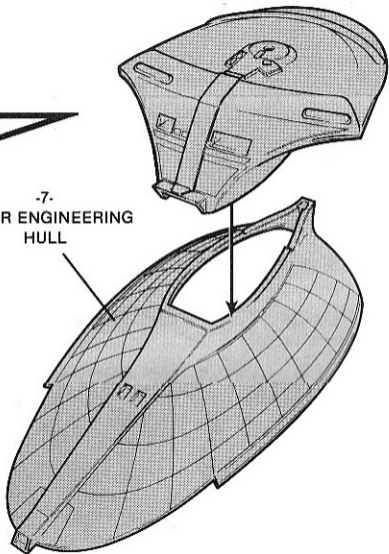


Cement STARBOARD SHUTTLE BAY (-25-) and PORT SHUTTLE BAY (-22-) to BATTLE HEAD (-3-) cement MAIN IMPULSE ENGINE (-508-) to BATTLE HEAD. Cement DORSAL HULL HALVES (-5- and -6-) together and cement to BATTLE HEAD before cement fully cures.

C. UPPER ENGINEERING HULL ASSEMBLY

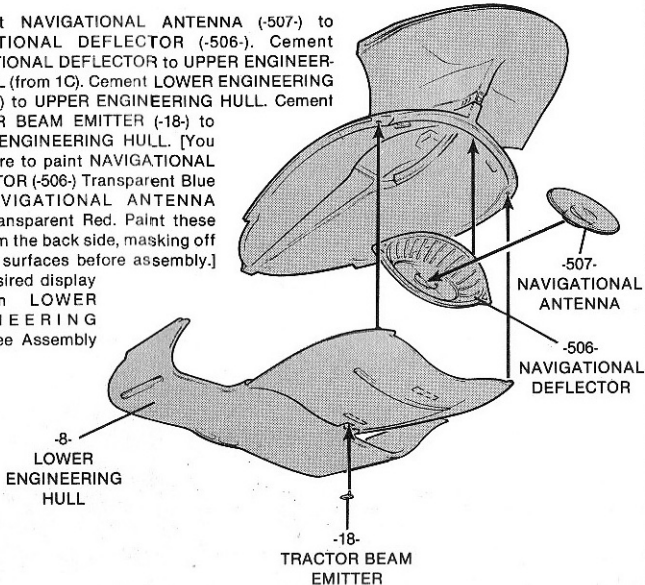
Cement assembled BATTLE HEAD (from Assembly 1B) to UPPER ENGINEERING HULL (-7-). Before cement is fully cured make certain that DORSAL and ENGINEERING HULL surfaces are flush to one another.

-7-
UPPER ENGINEERING
HULL



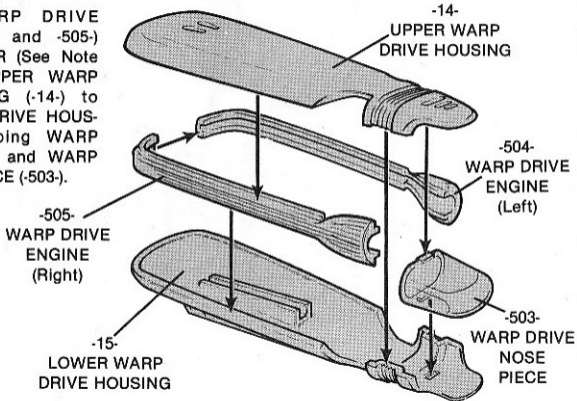
D. ENGINEERING HULL ASSEMBLY

Cement NAVIGATIONAL ANTENNA (-507-) to NAVIGATIONAL DEFLECTOR (-506-). Cement NAVIGATIONAL DEFLECTOR to UPPER ENGINEERING HULL (from 1C). Cement LOWER ENGINEERING HULL (-8-) to UPPER ENGINEERING HULL. Cement TRACTOR BEAM EMITTER (-18-) to LOWER ENGINEERING HULL. [You may desire to paint NAVIGATIONAL DEFLECTOR (-506-) Transparent Blue and NAVIGATIONAL ANTENNA (-507-) Transparent Red. Paint these parts from the back side, masking off all outer surfaces before assembly.] Open desired display hole in LOWER ENGINEERING HULL, see Assembly 3D.



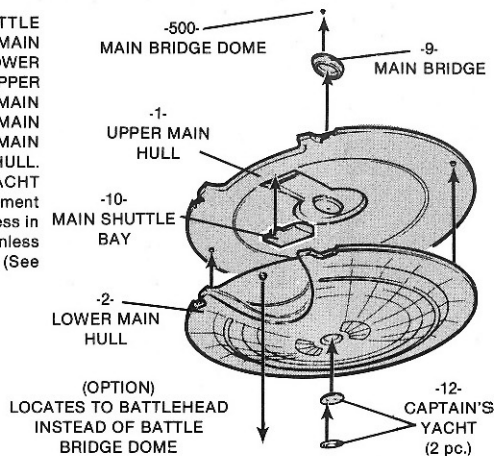
E. STARBOARD WARP DRIVE ASSEMBLY

Cement WARP DRIVE ENGINES (-504-) and -505-) together at REAR (See Note 1A). Cement UPPER WARP DRIVE HOUSING (-14-) to LOWER WARP DRIVE HOUSING (-15-) trapping WARP DRIVE ENGINES and WARP DRIVE NOSE PIECE (-503-).



A. MAIN HULL (SAUCER) ASSEMBLY

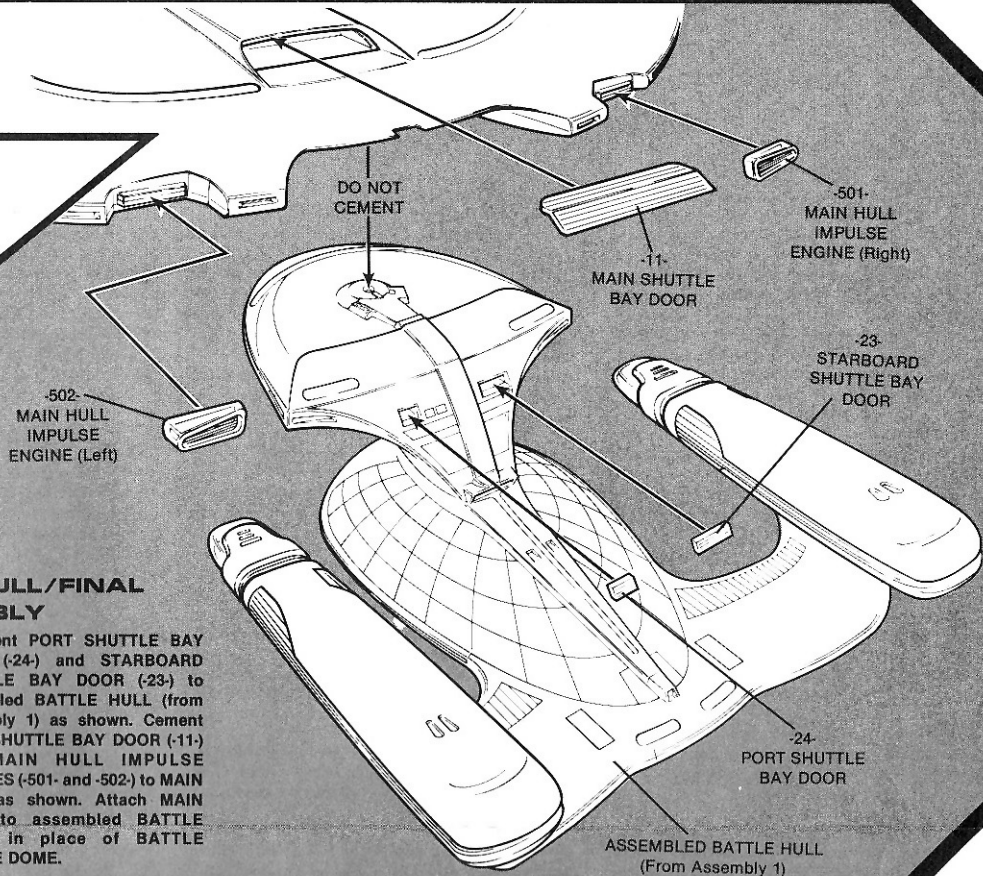
Cement MAIN SHUTTLE BAY (-10-) to UPPER MAIN HULL (-1-). Cement LOWER MAIN HULL (-2-) to UPPER MAIN HULL (-1-). Cement MAIN BRIDGE DOME (-500-) to MAIN BRIDGE (-9-). Cement MAIN BRIDGE to UPPER MAIN HULL. Cement CAPTAINS YACHT (-12-; 2 pcs.) together. Cement CAPTAINS YACHT to recess in LOWER MAIN HULL, unless displaying separately (See Assembly 3A).



ASSEMBLY MAIN HULL/FINAL ASSEMBLY

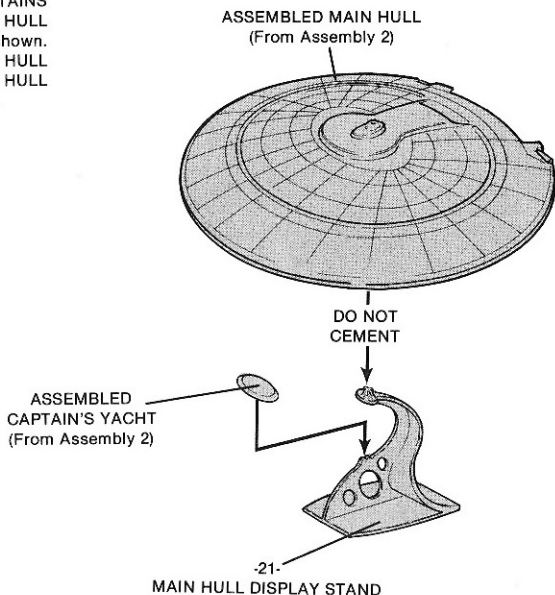
2

Cement PORT SHUTTLE BAY DOOR (-24-) and STARBOARD SHUTTLE BAY DOOR (-23-) to assembled BATTLE HULL (from Assembly 1) as shown. Cement MAIN SHUTTLE BAY DOOR (-11-) and MAIN HULL IMPULSE ENGINES (-501- and -502-) to MAIN HULL as shown. Attach MAIN HULL to assembled BATTLE HULL, in place of BATTLE BRIDGE DOME.



A. MAIN HULL DISPLAY

Cement assembled CAPTAINS YACHT (from 2A) to MAIN HULL DISPLAY STAND (-21-) as shown. Balance assembled MAIN HULL (from Assembly 2A) to MAIN HULL DISPLAY STAND as shown.



ASSEMBLY

3

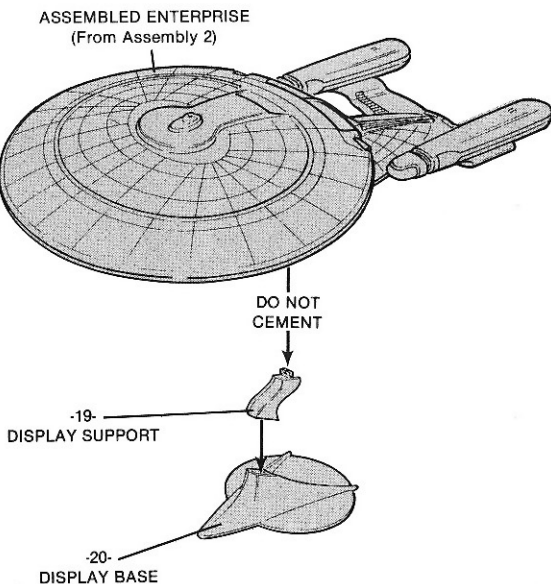
STARSHIP DISPLAY

Your assembled model of the U.S.S. Enterprise can be displayed with MAIN HULL (SAUCER) attached or detached with CAPTAINS YACHT displayed. Read 3A and 3B to decide how you would prefer to display your finished model.

B. MAIN AND BATTLE HULL OR BATTLE HULL DISPLAY

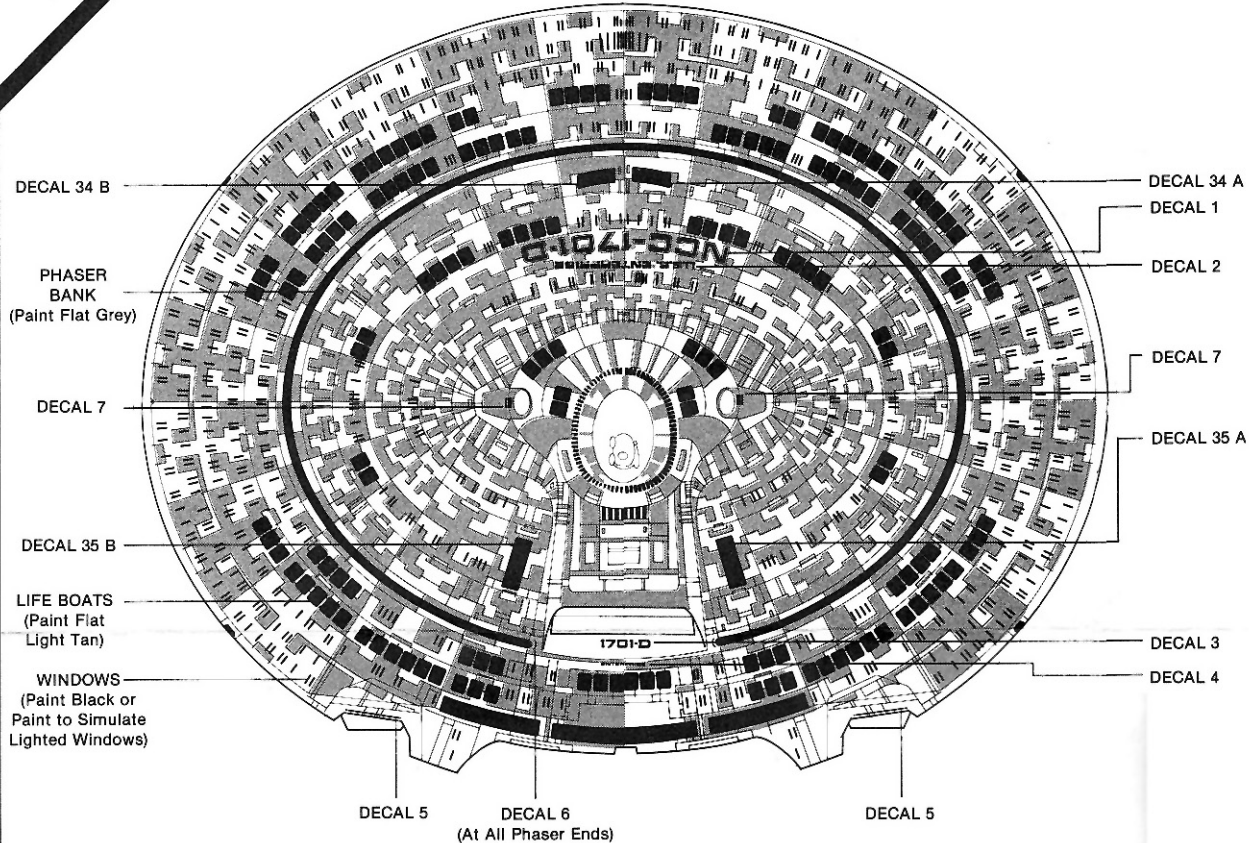
Cement DISPLAY SUPPORT (-19-) to DISPLAY BASE (-20-) snap DISPLAY SUPPORT into hole in BATTLE HULL opened in assembly 1D. (Forward hole if displaying with saucer attached. Rear hole if displaying saucer and battle hull separately.) Cement BATTLE BRIDGE DOME (-4-) to assembled BATTLE HULL only if you do **not** plan to attach MAIN HULL SAUCER to BATTLE HULL.

NOTE: READ PAINTING TIPS NOTE ON BACK OF THIS SHEET BEFORE BEGINNING ASSEMBLY.

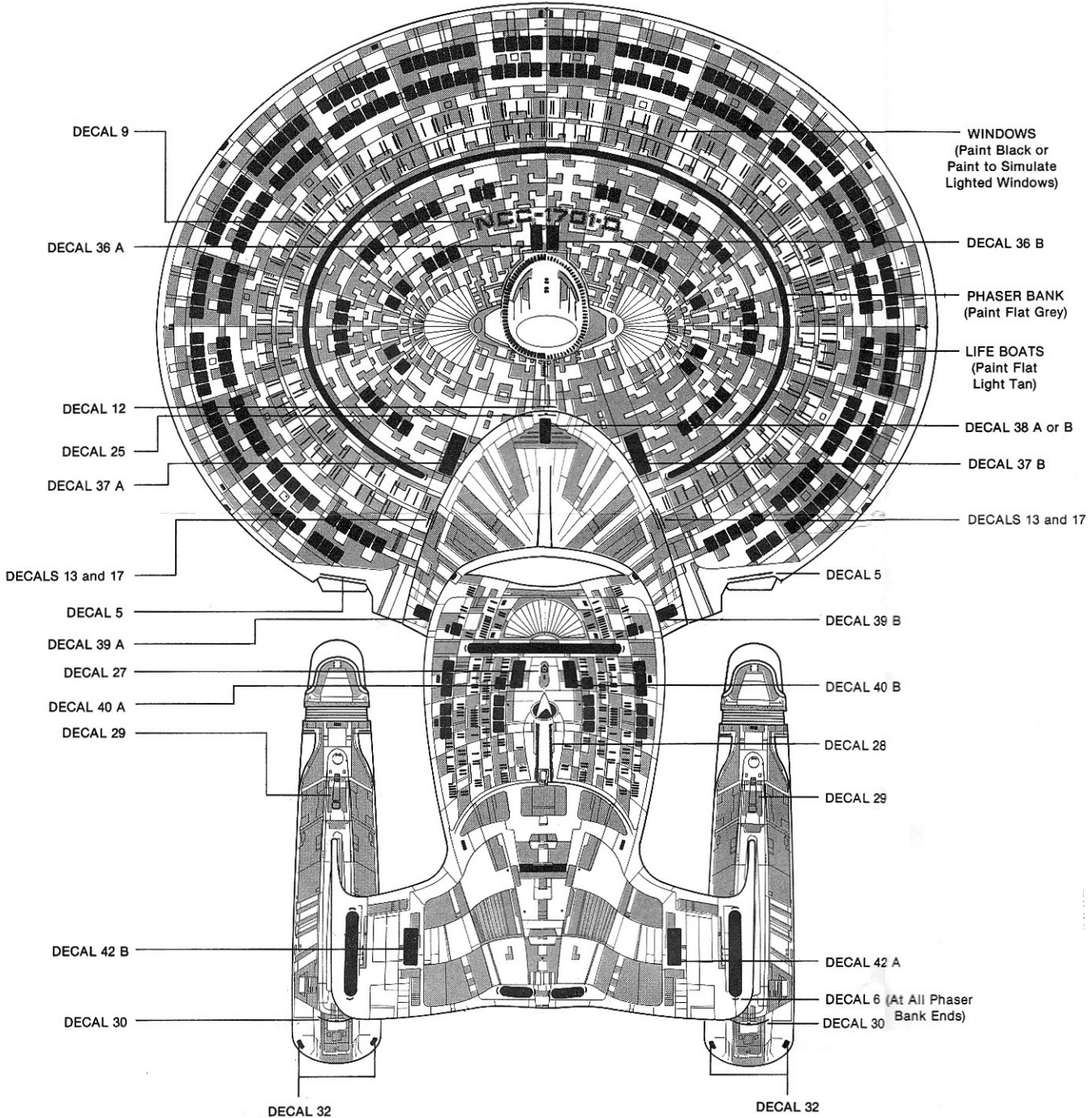


MAIN HULL (SAUCER)


[Top View]



MAIN HULL/BATTLE HULL [Bottom View]

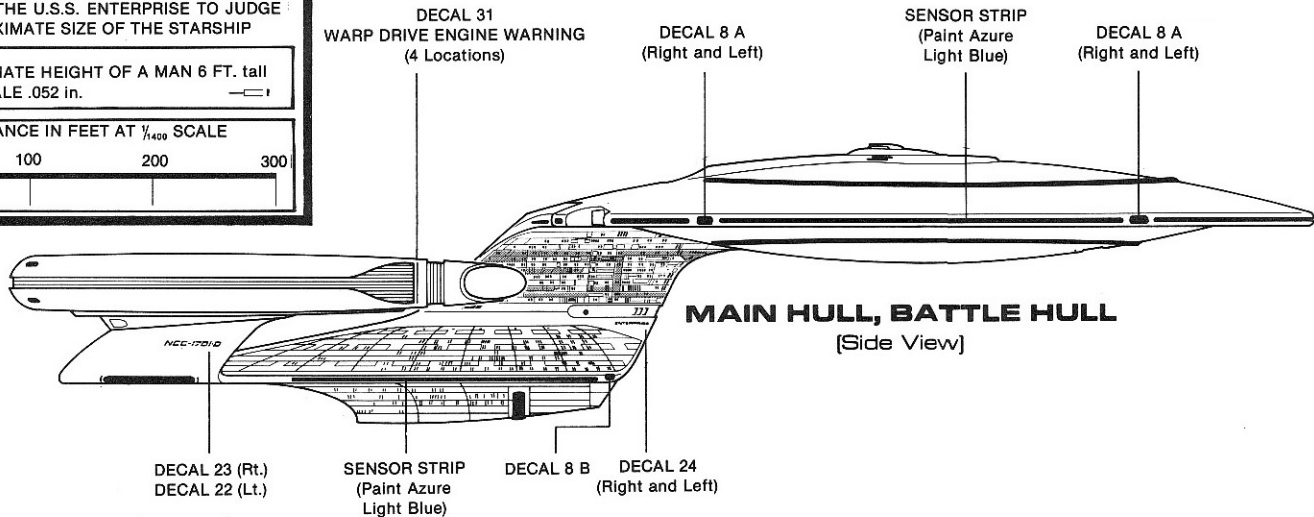


LAY THIS SCALE AGAINST YOUR FINISHED MODEL OF THE U.S.S. ENTERPRISE TO JUDGE THE APPROXIMATE SIZE OF THE STARSHIP

APPROXIMATE HEIGHT OF A MAN 6 FT. tall
at $\frac{1}{1400}$ SCALE .052 in. 

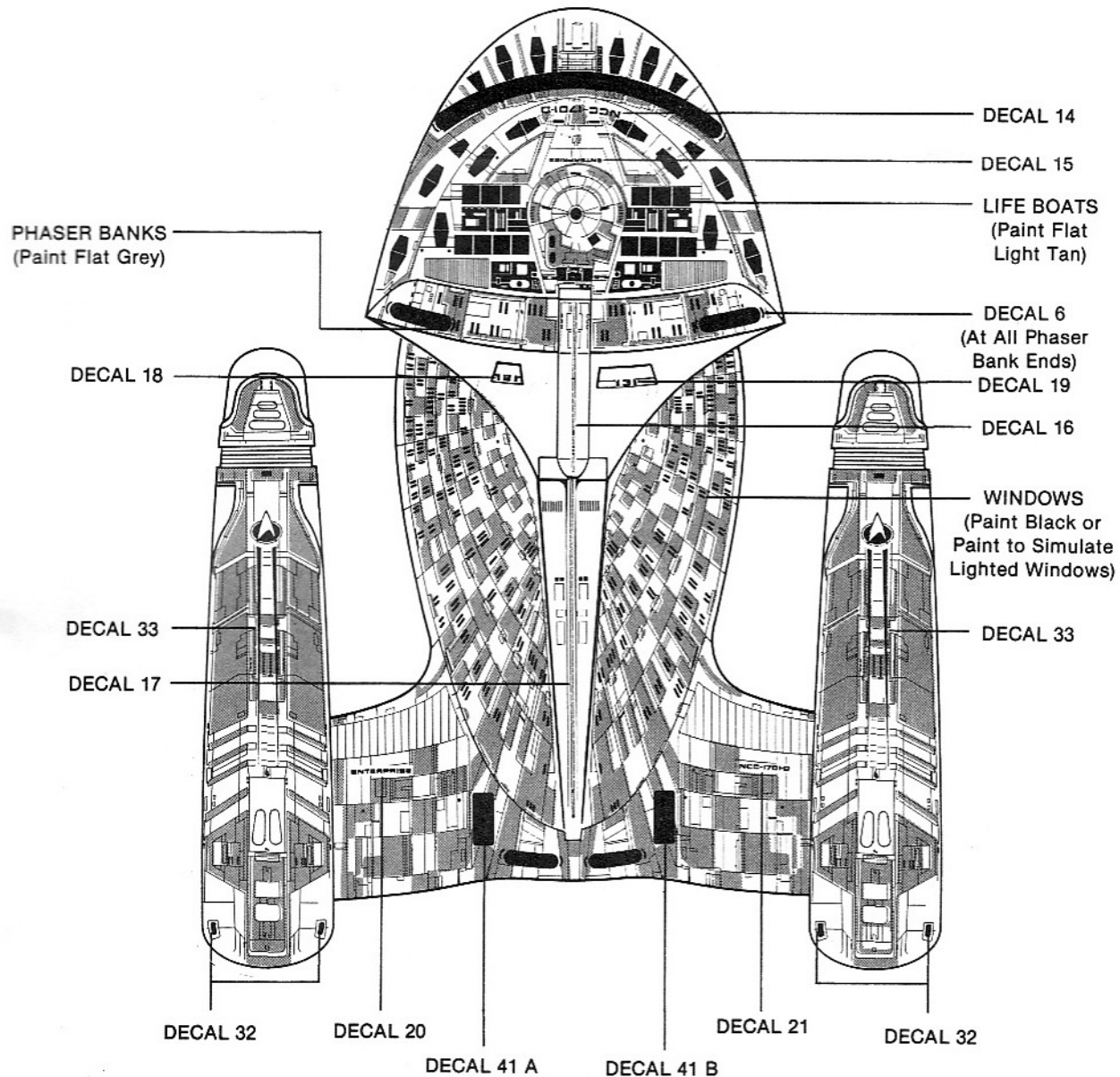
DISTANCE IN FEET AT $\frac{1}{1400}$ SCALE

0 25 50 100 200 300



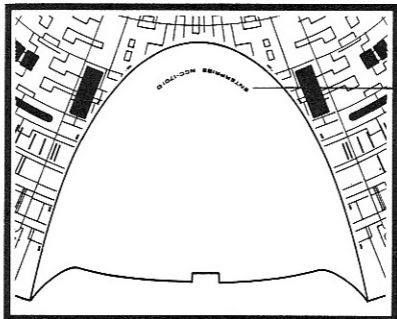
BATTLE HULL

[Top View]



SAUCER DOCKING AREA

[Bottom View]



DECAL 10 and 11

NOTE: Your U.S.S. Enterprise model kit is molded in color so painting is not necessary. However, if you desire to add more realism, paint your model with a base coat of FS 35622 (Azure Light Blue). Paint shaded area FS 35630 (Grey).

It is best to complete the sub-assemblies, (on the other side of this sheet) paint them as desired, and proceed to major assemblies. This will allow for less cumbersome handling as details are painted.

(These drawings are 1/2 size of your finished model.)

U.S.S. ENTERPRISE

STARFLEET DESIGNATION: NCC 1701-D

The newest and most advanced of five (as indicated by the letter "D" in its designation number) starships to carry the name "U.S.S. Enterprise", this ship is twice as long as the original starship (as seen on the original T.V. series) and contains approximately eight times the interior volume. Though having similar symmetry including an engineering module with twin engine nacelles and large saucer shaped command module, much has changed when comparing this vessel to the first.

Now being a starship of less "battleship sterility" it serves as more of a community and home to 1012 persons, mainly crew and their families.

The last century or so has seen technological improvements which are centered on improving the **quality** of life.

The living and working areas of this huge starship (over 2,100 feet long) reflect this emphasis on the quality of life by displaying lighter, brighter and more comfortable feelings everywhere. No longer cluttered with a profusion of instruments, gauges and control buttons this newest enterprise is equipped with black panels which on touch or voice command will become information displays.

At the center of command, "the bridge" combines the features of ship control room, briefing room, information retrieval center and officer's ward room.

Command and control is handled by two bridge duty officers known as "CON" (command and vessel control duties including helm and navigation) and "OPS" (vessel operations including communications, engineering and other

aspects of ship operations).

From the moment the starship's destination is selected and the journey begun, every detail of the voyage is guided and monitored by sophisticated 24th Century sensor/computer operations. "Routine" emergencies are sensed, analyzed, and counter-measures implemented long before human help is possible or even desirable. A large wall-sized holographic "viewer" is located at the forward part of the bridge enabling the crew to visually observe happenings outside the ship in any direction and at variable magnifications. This main view is also used for communication purposes.

Located behind the bridge, the conference lounge, lined with huge rear windows, offers a spectacular view of the aft top portion of the saucer section and the rest of the starship as she journeys through space. Filled with comfortable furniture and containing complete food and computer access facilities, this room is often used for conferring and counseling on various command related decisions.

A "transporter beam" device allows crew or cargo to be instantaneously transferred from one location to another. Fifteen transporter emitters are located in various locations throughout the surface of the ship, allowing transportation in nearly any direction with a range of approximately 10,000 miles. The design of the transporter allows the operator to filter out bacteria, viruses and other foreign matter that may be picked up on an **away** visit.

"Holodecks", specialized areas that can be programmed to simulate almost any landscape and weather condition with startling reality are

used for training, exercise and recreation.

Since missions routinely last up to 10 years or longer, family members of the crew are housed in the ship's main hull.

Though primarily designated for scientific research purposes, the U.S.S. Enterprise is armed with 12 individual phaser banks and two photons torpedo tubes (one facing forward and one aft) making her more than capable of defending herself.

With speed capabilities well into warp nine, she can outrun nearly any ship in the galaxy.

In the event of an attack from a hostile force, the main hull, "saucer", can separate from the battle hull and both can operate independently. This allows the crew of the battle hull section to engage in battle without exposing the crew and civilians in the main hull section to the same danger.

With all these features and others too numerous to mention, the crew of the "U.S.S. Enterprise" should be more than capable of carrying out their mission:

- To expand the body of human knowledge.
- To provide assistance as required to Earth/Federation colonies, commerce and travelers.
- To provide Earth/Federation security.
- To seek out new life and new civilizations;
- To provide further understanding of the universe and humanity's place in it. "Who are we? Where have we come from? What are we about? and Where are we going?"

STAR TREK[®]

THE NEXT GENERATION

These are the voyages of the Starship Enterprise, her continuing mission: To explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before.™

Star Trek: The Next Generation is dated near the beginning of the 24th Century. Seventy-eight years have passed since the time of Kirk and Spock.

The billions of stars in our galaxy are still being charted and their solar systems explored, a task so vast that without almost unimaginable changes in the nature of humanity and its space travel methods, this could go on for hundreds of centuries.

During the time of the original Enterprise, 4% of the galaxy had been charted - not explored - since exploration would have required visits to all the approximately 11,000,000,000 stars and planetary systems in that 4% of the galaxy.

By the 24th Century, only 19% of the galaxy has been charted.

The jewel of the federation fleet, the Starship Enterprise is under the command of Captain Jean-Loc Picard. Already a starfleet legend, Picard is much revered by his crew.

Executive Officer, Commander William Riker, "Number One", assumes the responsibilities of second in command.

The position of Operations Manager, [OPS] has been filled by the Android, Lt. Commander Data.

One of the starfleet's most talented and insightful physicians, Dr. Beverly Crusher worked long and hard to obtain her assignment of Chief Medical Officer on the Starship Enterprise.

Fifteen years old, Wesley "Wes" Crusher came aboard with his mother Beverly. This brilliant, yet somewhat awkward teenager has since been appointed an Acting-Ensign assigned to ships operations.

The Starships Counselor, Lt. Deanna Troi, uses her inherited telepathic powers, along with her knowledge of human and alien psychology to serve this vital position on 24th Century space vessels.

By the use of a prosthetic device, Lt. Geordi LaForge overcomes his blindness to take on the capacity of vessel control and navigation [CON].

Lt. Natasha "Tash" Yar, born at a "failed" Earth colony of renegades, performs the function of Starship Security Officer.

With these accomplished officers and the compliment of her capable crew, prepare to launch into adventure aboard the all-new Starship Enterprise.

THE ERTL COMPANY
Subsidiary of KIDDE, INC.
Dyersville, Iowa 52040 U.S.A.
Printed in the U.S.A.

1 NCC-1701-D

2 U.S.S. ENTERPRISE

3 1701-D

4 ENTERPRISE

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8A

8B

NCC-1701-D

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ENTERPRISE

U.S.S. ENTERPRISE

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