



QUICK PROJECT



AUTHORIZED AMA
STE(A)M PROGRAM

PAPER MODEL PLANES ZERO



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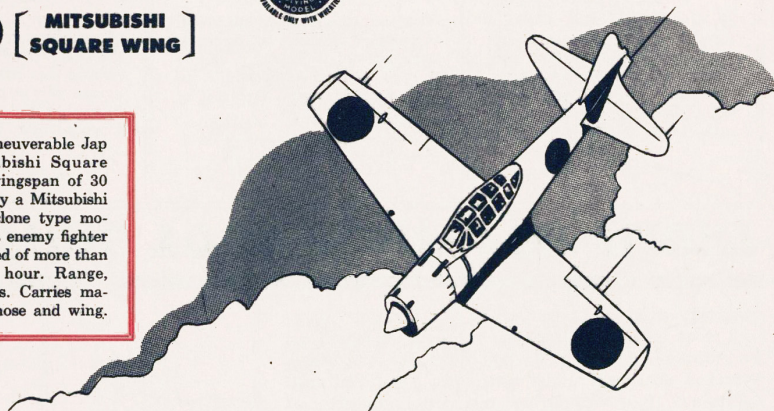
How to build your model

JAPANESE ZERO

MITSUBISHI SQUARE WING



The highly maneuverable Jap ZERO (Mitsubishi Square Wing) has a wingspan of 30 feet. Powered by a Mitsubishi double row cyclone type motor, this vicious enemy fighter will fly at a speed of more than 350 miles per hour. Range, about 600 miles. Carries machine guns in nose and wing.



FOLLOW DIRECTIONS CAREFULLY

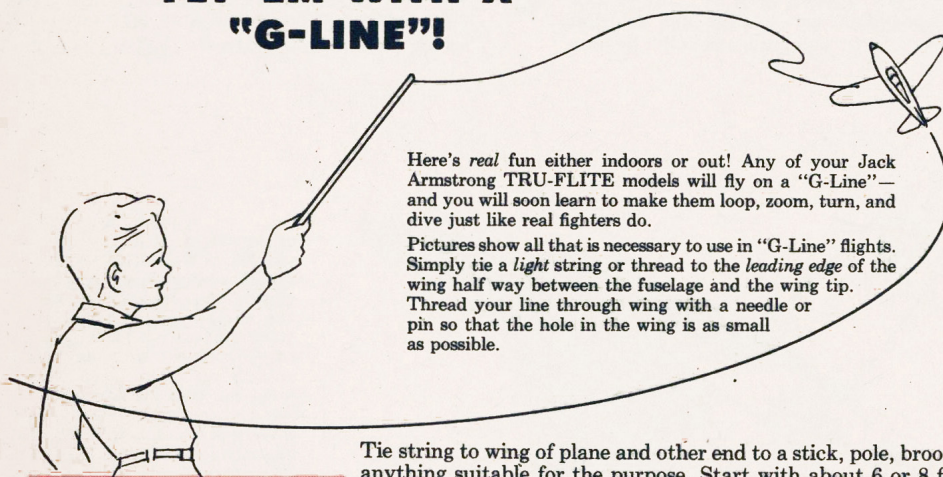
ALL YOU NEED is a sharp knife or razor blade, and some glue or airplane model cement (DO NOT USE PASTE OR MUCILAGE). Scissors can be used to cut out plane if desired. Use a penny for weight as shown in diagrams.

IMPORTANT!

Follow these 3 simple directions and TAKE YOUR TIME! The more carefully you cut and fit the parts, the better your Jap Zero 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 slots in the rudder and tailplane.
- 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"!



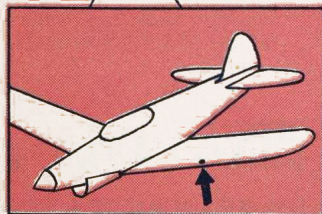
Here's real fun either indoors or out! Any of your Jack Armstrong TRU-FLITE models will fly on a "G-Line"—and you will soon learn to make them loop, zoom, turn, and dive just like real fighters do.

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

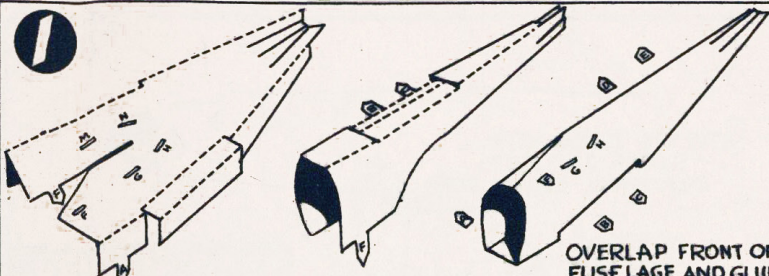
Hashtag your paper model!

#iflyama

#gmairplane

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1



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

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

OVERLAP FRONT OF FUSELAGE AND GLUE. HOLD TOGETHER UNTIL THOROUGHLY DRY!

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

FUSELAGE

2



BE SURE ALL SLOTS ARE CUT OUT COMPLETELY!

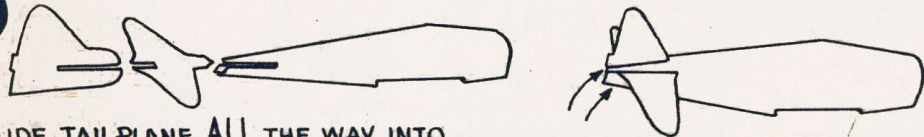
ROLL... DO NOT FOLD TOP. FOLD ONLY ON THE DOTTED LINES

SLIDE FRONT TABS UNDER MIDDLE TABS AND GLUE TOGETHER

WARNING! DO NOT PUT COCKPIT COVER ON YET! MOTOR COWL MUST GO ON FIRST!

COCKPIT COVER

3



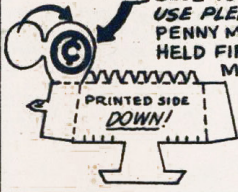
SLIDE TAILPLANE ALL THE WAY INTO FUSELAGE. THEN SLIDE RUDDER INTO PLACE.

GLUE ENDS OF FUSELAGE TO RUDDER.

RUDDER-TAILPLANE

4 MOTOR COWL

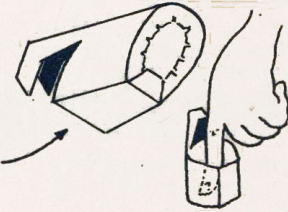
GLUE PENNY WHERE SHOWN. FOLD BIG TAB OVER AND GLUE TO PENNY. USE PLENTY OF GLUE! PENNY MUST BE HELD FIRMLY IN MOTOR COWL.



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

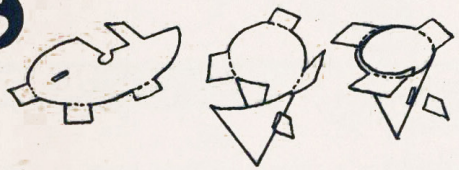


GLUE BOTTOM OF COWL. THEN GLUE RIM TABS TO FRONT OF COWL AS SHOWN



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

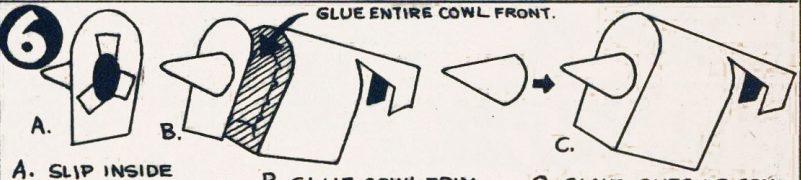
5



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

CONES

6



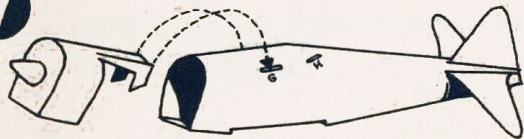
A. SLIP INSIDE CONE THRU ROUND HOLE IN COWL TRIM. GLUE CONE TABS TO COWL TRIM.

B. GLUE COWL TRIM TO COWL FRONT.

C. GLUE OUTSIDE CONE OVER INSIDE CONE.

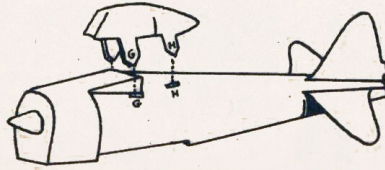
GLUE ENTIRE COWL FRONT.

7



SPOT GLUE ON FUSELAGE WHERE INDICATED AND SLIDE MOTOR COWL OVER NOSE. PUSH TABS INTO SLOTS AS SHOWN ABOVE.

SPOT GLUE ON FUSELAGE WHERE INDICATED. THEN PUT COCKPIT COVER ON AS SHOWN

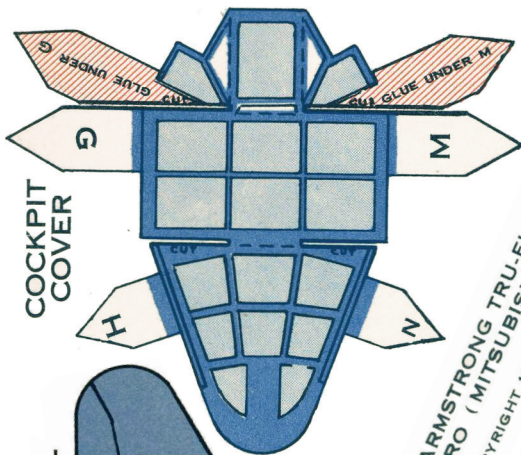
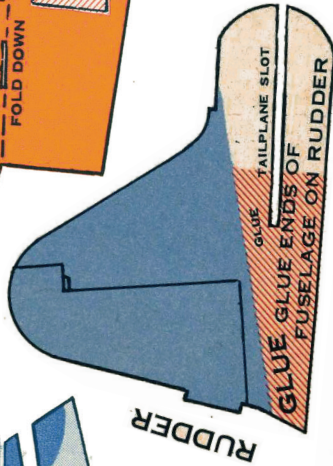
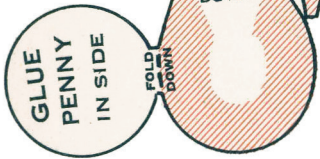
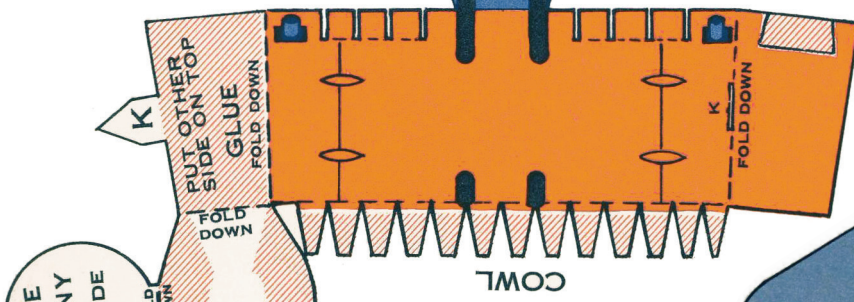
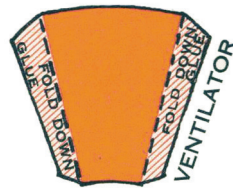
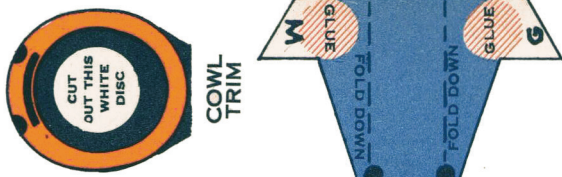


WING

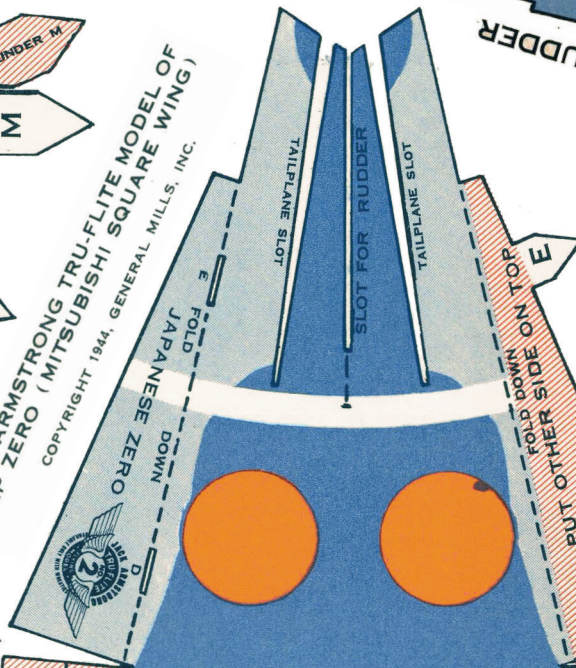


FOLD WING UP EXACTLY ALONG DOTTED LINE IN GLUE AREA. THEN GLUE WING FIRMLY TO FUSELAGE WING BASE.

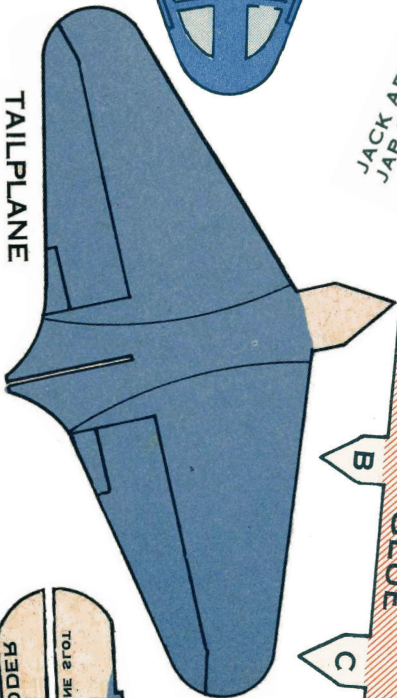
FOLD AND ROLL VENTILATOR TO SHAPE AS SHOWN (A). GLUE FOLDED EDGES ONLY TO WING AS SHOWN (B)



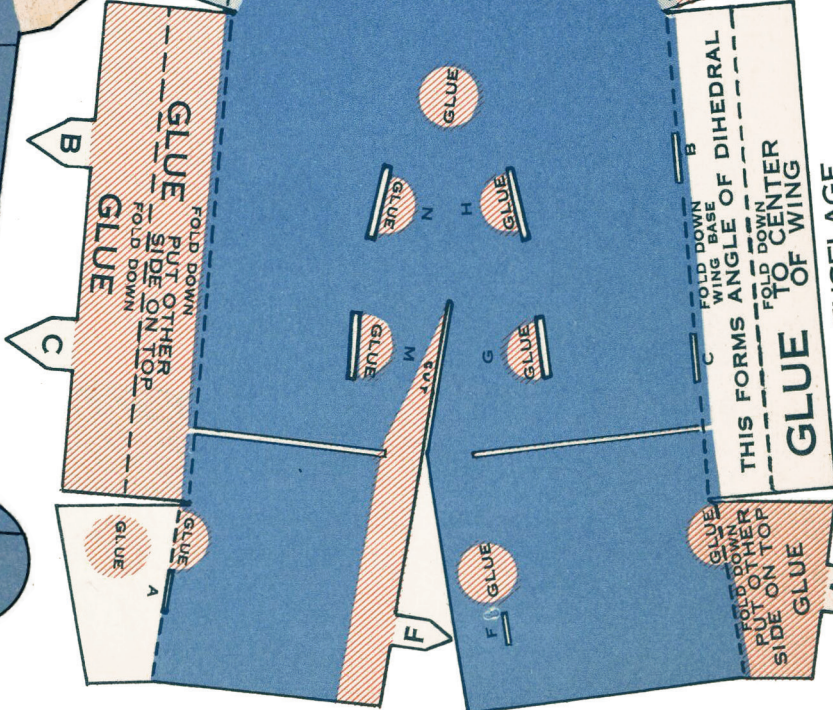
JACK ARMSTRONG TRU-FLITE MODEL OF
JAP ZERO (MITSUBISHI SQUARE WING)
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GLUE TO FUSELAGE
FOLD UP TO MATCH
DIHEDRAL ON FUSELAGE
GLUE TO FUSELAGE
LEADING

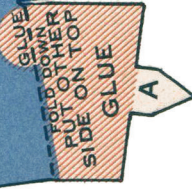


TAILPLANE

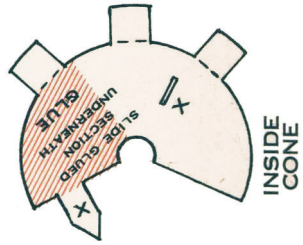


GLUE TO FUSELAGE
FOLD DOWN
PUT OTHER SIDE ON TOP
GLUE
THIS FORMS ANGLE OF DIHEDRAL
WING BASE
FOLD DOWN
FOLD DOWN
GLUE TO CENTER
OF WING
GLUE

FUSELAGE



WING



INSIDE CONE