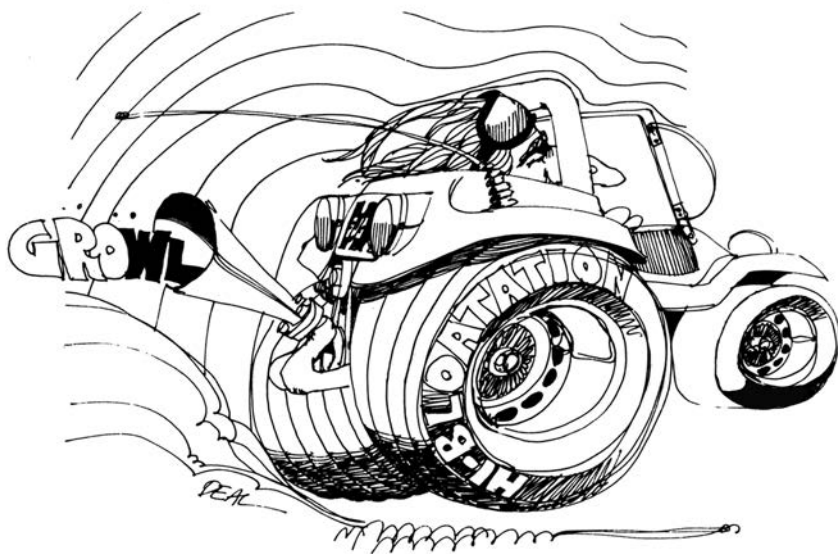


# GLITTER BUG



**Revell**

85174000200



FRED C. DOBBS SQUINTED INTO THE ALREADY PIERCING GLARE OF THE DESERT MORNING SUN, ADJUSTED HIS SHADES, AND JUMPED IN THE WAITING **GLITTER BUG**.

"WELL OLD PAINT", FRED SAID, PATTING THE EXOTIC LIME-GLO FINISH OF ITS CUSTOM MEXINEERED DUNE BUGGY BODY, "LETS GO MEET OUR DUNES."

FIRING UP THE 200HP V-DUB STROKER, FRED DUG INTO THE SAND, HIS SUPER-WIDE HI-BLOATIONS PROVIDING SOME STEADY POWERFUL TRACTION SHOOTING DOWN ONE DUNE FACE, HANGING TIGHT AROUND THE LIP OF THE BOWL CURVE, THEN BLASTING THROUGH THE SLOT AND UP THE FACE OF THE NEXT DUNE. FRED HUMMED IN TUNE TO THE STEADY GROWL OF HIS "EXTRACTOR" EXHAUST SYSTEM.

AT ONE WITH THE WORLD IN HIS FREE ROLLING **GLITTER BUG**, DOBBSIE SLOWLY DISAPPEARED INTO THE DISTORTION OF THE RAINBOW HEAT WAVES, LIVING THE DREAM OF TRUE BUGGISTAS EVERYWHERE.



TURN THE PAGE AND DOBBSIE WILL TELL YOU HOW TO MAKE YOUR OWN **GLITTER BUG**.

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## READ THIS BEFORE YOU BEGIN

- Study the assembly drawings.
- Each plastic part is identified by a number.
- In the assembly drawings, some parts will be marked by a star (★) to indicate chrome plated plastic.
- For better paint and decal adhesion, wash the plastic parts in a mild detergent solution. Rinse and let air dry.
- Check the fit of each piece before cementing in place.
- Use only cement for polystyrene plastic.
- Scrape plating and paint from areas to be cemented.
- Allow paint to dry thoroughly before handling parts.
- Any unused parts may be discarded.

## DECAL APPLICATION INSTRUCTIONS

1. Cut desired decal from sheet.
2. Dip decal in water for a few seconds.
3. Place wet decal on paper towel.
4. Wait until decal is movable on paper backing.
5. Place decal in position on model, face up and slide backing away.
6. Press out air bubbles with a soft damp cloth.
7. Milkiness that may appear is for better decal adhesion and will dry clear. Wipe away any excess adhesive.
8. Do not touch decal until fully dry.
9. Allow the decals 48 hours to dry before applying clear coat.

**NOTE:** Decals are compatible with setting solutions or solvents.

## LIRE CE QUI SUIT AVANT DE COMMENCER

- Etudier les schémas de montage.
- Chaque pièce en plastique est identifiée par un numéro.
- Sur les schémas de montage, certaines pièces sont marquées d'une étoile (★) pour indiquer qu'elles sont en plastique chromé.
- Pour une meilleure prise de la peinture et des autocollants, laver les pièces en plastique avec une solution détergente peu concentrée. Les rincer et les laisser sécher à l'air.
- Vérifier que chaque pièce s'ajuste bien avant de la coller en place.
- N'utiliser que de la colle pour polystyrène.
- Gratter les parties à coller pour enlever le chrome et la peinture.
- Laisser la peinture bien sécher avant de manipuler les pièces.
- Toute pièce inutilisée peut être jetée.

## DIRECTIVES D'APPLICATION DES AUTOCOLLANTS

1. Découper l'autocollant désiré de la feuille.
2. Tremper l'autocollant dans de l'eau pendant quelques secondes.
3. Placer l'autocollant mouillé sur une serviette en papier.
4. Attendez que l'autocollant puisse être déplacé sur son support en papier.
5. Mettre l'autocollant en position sur le modèle face sur le dessus et faire glisser le support pour l'enlever.
6. Appuyer avec un chiffon doux humide pour éliminer les bulles d'air.
7. La substance laiteuse qui peut apparaître est destinée à améliorer l'adhésion de l'autocollant et devient incolore au séchage. Essuyer pour enlever tout excédent d'adhésif.
8. Ne pas toucher l'autocollant tant qu'il n'est pas bien sec.
9. Laisser l'autocollant sécher pendant 48 heures avant d'appliquer une couche transparente.

**REMARQUE:** Les autocollants sont compatibles avec les solutions de fixation ou les solvants.

If you have any questions or comments, call our hotline at: **(800) 833-3570**

or, please write to:

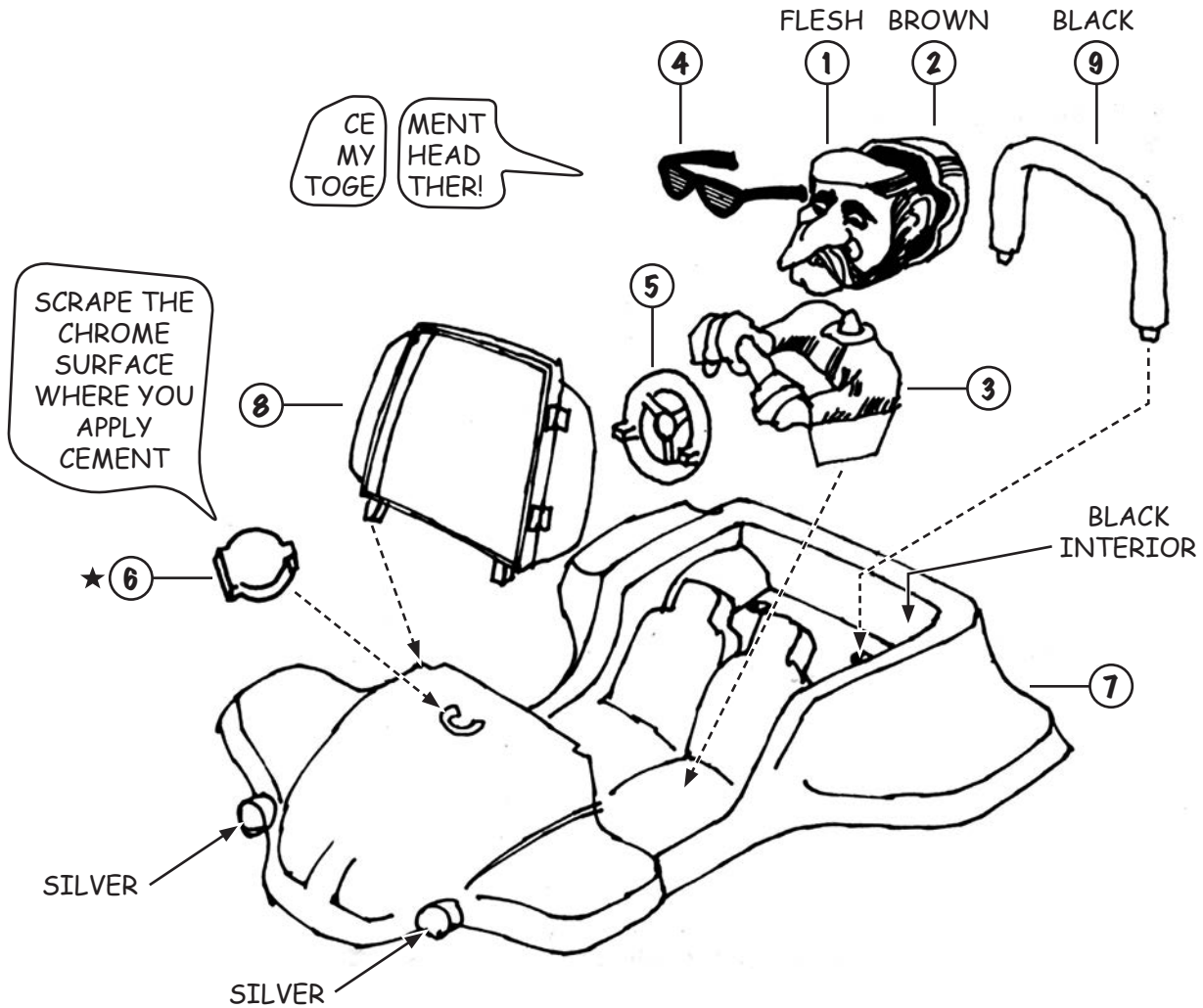
Revell Inc Consumer Service Department, 1850 Howard St. Unit A, Elk Grove Village, Illinois 60007

Be sure to include the plan number (85174000200), part number, description, your return address and phone number.

Visit our website: [www.revell.com](http://www.revell.com)



# STEP 1. Getting the Head Together.

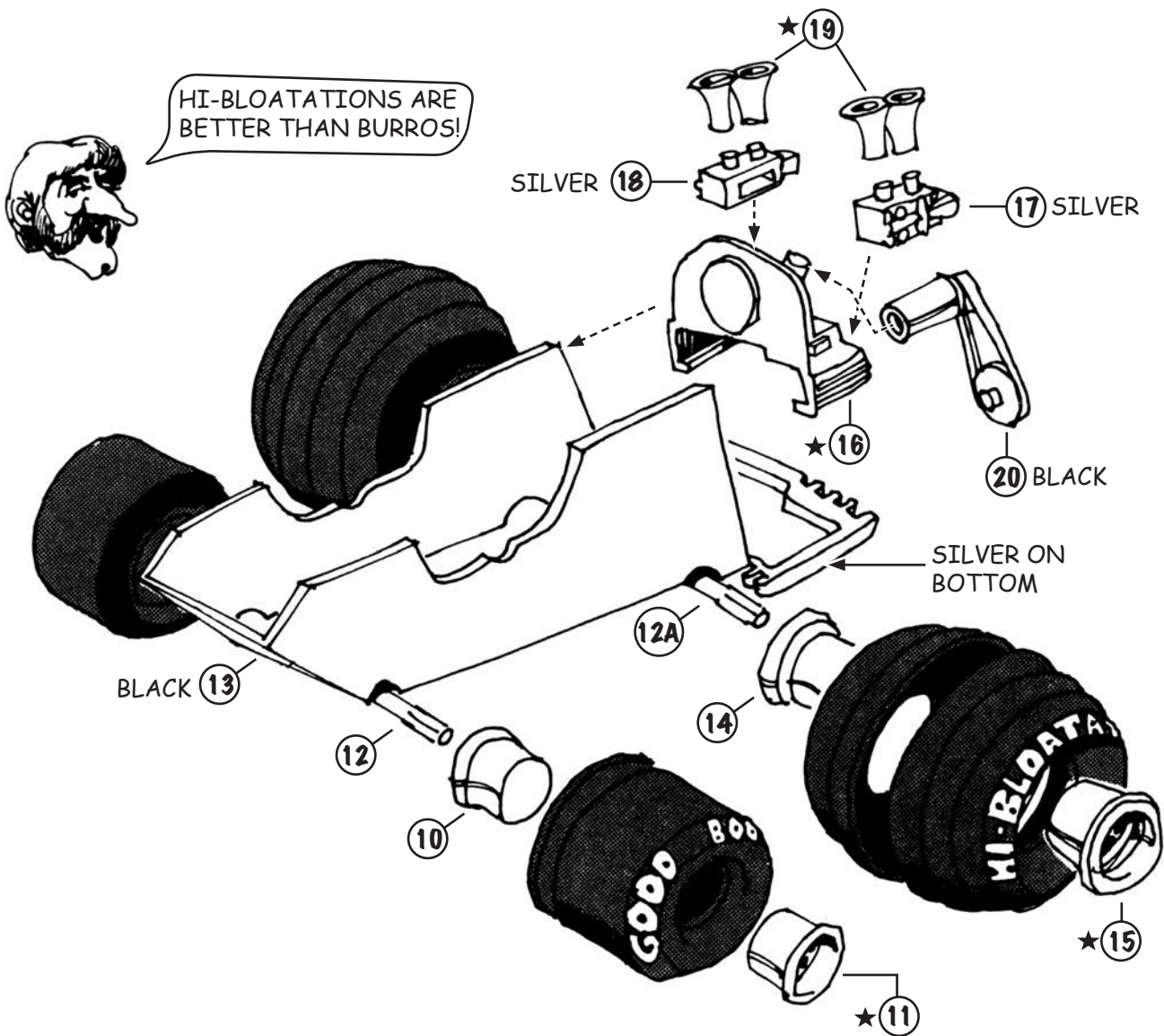


HOWDY BUGGISTAS! DOBBSIE'S MY NAME AND **GLITTER BUG'S** MY GAME...SO LETS HIT THE TRAIL. IF IT'S OK BY YOU FOR ME TO DRIVE, CEMENT ME UP TO MY BODY (3), ADD MY SHADES (4). (THE SHADES'LL LOOK REAL IF YOU PAINT THE INSIDE OF THE LENS BROWN OR BLACK AND LEAVE THE OUTSIDE SHINY), AND ATTACH THE WHOLE SHOOTIN' MATCH TO THE LIME-GLO BODY (7). IF ALL YOU WANT TO DO IS PUT THE OPTIONAL STEERIN' WHEEL (5) IN PLACE OF ME, THEN NOT ONLY HAVE YOU GOT NO DRIVER, BUT YOU HAVE TO PAY MY WAY BACK TO SAN FELIPE. LET ME REMIND YOU RIGHT HERE AND NOW THAT, WHEN YOU CEMENT ME IN, I LIKE TO LOOK BACK OVER MY SHOULDER TO CHECK THE COMPETITION, SO GIVE MY HEAD A GOOD OLD TWIST TO THE LEFT OR RIGHT. OK, PART (★6) IS MY LITTLE OLD GAS CAP AND YOU CEMENT IT DEAD CENTER OF THE FRONT HOOD.

NOW GET THIS STRAIGHT AMIGO...CEMENT THE WINDSHIELD (8) IN FRONT OF ME, AND THE ROLL BAR (9) BEHIND ME. IF YOU DO IT BACKWARDS, OLD DOBBSIE'S SURE GOING TO EAT A LOT OF SAND. OLE' PODNER, YOU'RE DONE WITH **STEP ONE**. TIME TO HEAD FOR THE NEAREST OASIS AND A COLD DRINK.



## STEP 2. Motorvatin' Wheelies.



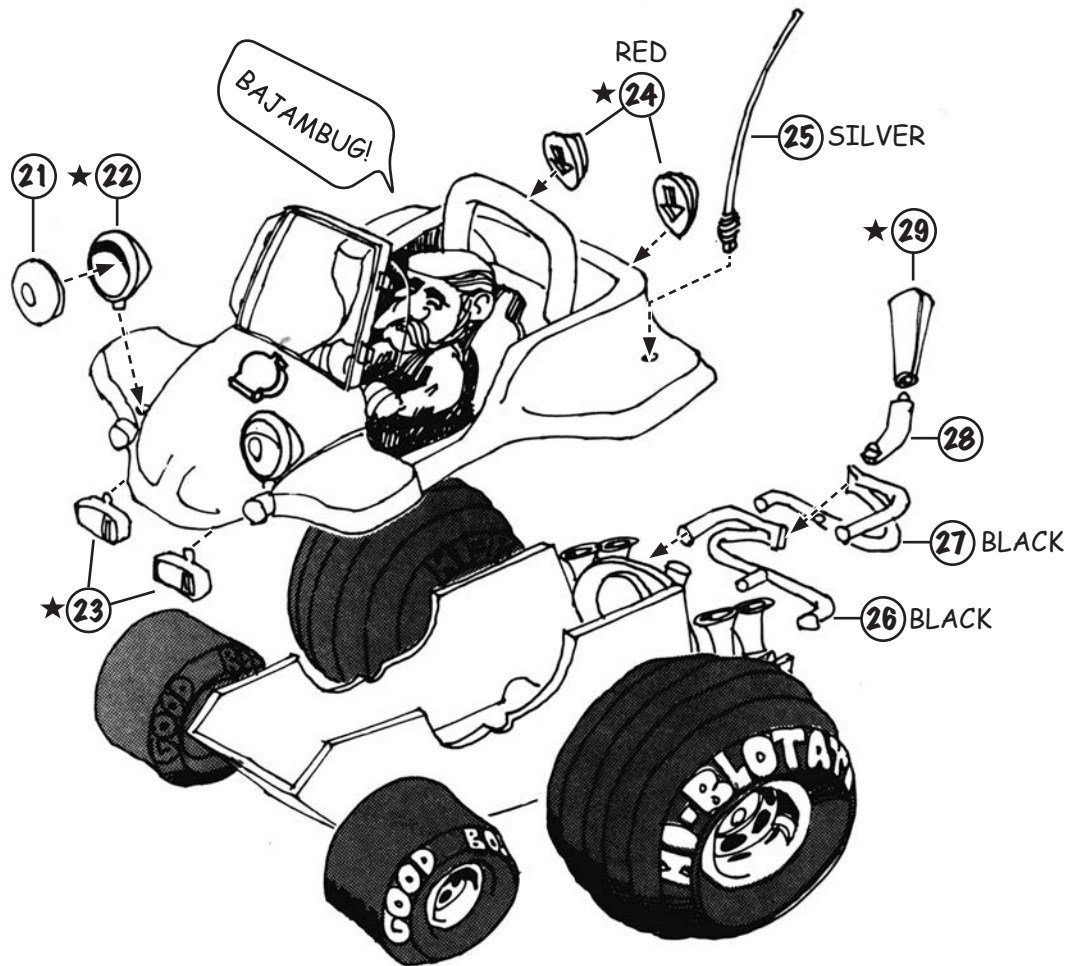
"OKEY-DOKE," LET'S POP THOSE WHEELS TOGETHER FIRST. SNAP YOUR FRONT INSIDE HUB (10) ONTO THE AXLE (12), SLIDE IT THROUGH THE SLOT IN THE CHASSIS (13), AND SNAP ON THE OTHER FRONT INSIDE HUB (10).

NOW ASSEMBLE THE FRONT INDY TIRES BY PRESSING THE PARTS TOGETHER. JUST SLIDE THE TIRES ONTO THE INSIDE HUBS (10), SLAP A SMALL AMOUNT OF CEMENT ON THE FRONT OUTSIDE HUBS (★11), AND PRESS THE HUBS TIGHTLY TOGETHER. YOUR FRONT BOOTS ARE ON! FOR THE REAR HI-BLOATATION ASSEMBLY WE'RE GOING TO USE THE AXOLOTL MANEUVER, NAMED FOR A MEXICAN SALAMANDER THAT RUNS LIKE CRAZY THROUGH THE MOUNTAINS. SLIDE AXLE (12A) THROUGH CHASSIS, SNAP ON REAR INSIDE HUBS (14), PRESS HUBS (★15) THROUGH THE TIRES, TIGHTLY TO THE INSIDE HUBS.

NOW HERE'S THE BEST PART OF THE MODEL. HONEST ENGINE! FIRST CEMENT PART (★16) THE SKID PLACE/ENGINE MOUNT ON REAR OF CHASSIS. CEMENT THE TWIN JUGS (17) AND (18) EACH SIDE OF (★16), AND ATTACH THE GOOD OLD VELOCITY STACKS (★19) TO THE JUGS. CEMENT YOUR FAN/GENERATOR PULLEY BELT (20) INTO POSITION AND STEP TWO IS HISTORY...FORGE AHEAD TO STEP THREE.



# STEP 3. All That Glitters is Not Gold (One of Them is a Dune Buggy!)



THIS OUGHT TO ELECTRIFY YOU...ASSEMBLING THE CLEAR LIGHT LENSES (21) AND THE CHROME HEADLIGHT HOUSINGS (★22). BE SURE TO SCRAPE THAT CHROME WHERE YOU ARE PUTTING THE CEMENT. AS **SALVASET DALI**, SURREALIST MODELER, SAYS, "CHROMY CEMENT WON'T STEECK!" **OK** NOW THE DRIVING LIGHTS (★23). FIRST FIND 2 SMALL HOLES UNDER THE FRONT HOOD. THESE VAMPIRE SLOTS WERE CUSTOM PUNCTURED BY SEÑOR DRACULO DRACULA DRACULOSO, FORMER KEY PUNCH MACHINE SUBSTITUTE NOW RESIDING IN ARGENTINA. CEMENT YOUR DRIVING LIGHTS IN THEIR VAMPIRE SLOTS.

NOW CEMENT TAILLIGHTS (★24) TO THEIR LOCATER PLACES AND SECURE YOUR OFFICIAL LASH LARREW WHIP ANTENNA (25) TO ITS HANDY-DANDY HOLE ON THE LEFT REAR FENDER. LET'S MOVE ON TO THE MOST EXHAUSTING STEP OF ALL...INSTALLING THE SPECIAL "EXTRACTOR" SYSTEM! START BY CEMENTING PIPES (26) & (27) TOGETHER AND THEN CEMENT THIS ASSEMBLY TO ENGINE AS SHOWN. NOW CEMENT THE STINGER EXTENDER (28) AND BOOM TOOB (★29) TO THE BITTER END. CEMENT THE BODY TO THE CHASSIS AND YOU'RE READY TO FREE ROLL!

FINITO! I, FRED C. DOBBS, HEREBY COMMISSION YOU BUILDER, FIRST CLASS, IN THE **DEAL'S WHEELS BUILDERS BRIGADE**.

