



ALIEN INVADER

#3003

Estes-Cox Corp. 1295 H Street, PO Box 227 Penrose, CO 81240-0227

Printed in Guangdong, China

ASSEMBLY TIP:

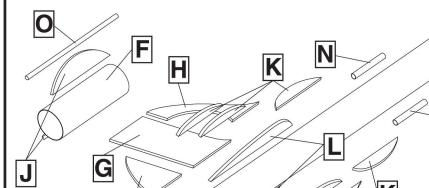
Read all instructions before beginning work on your model. Make sure you have all parts and supplies.

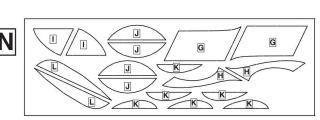


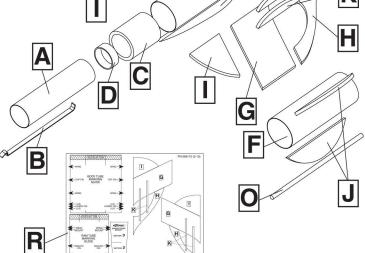
Pestes rockets

IMPORTANT: Your Estes product is marked with a four digit lot code or codes. The code is two digits, a space and two more digits representing the week and year of manufacture, respectively. Lot codes can be found on the product package, decal, launch controller, launch pad and/or blast deflector. Please record the lot code found on the decal and keep for future reference. Lot code: _____

NOTE: Test fit all parts together before applying glue. If parts don't fit properly, sand as required for precision assembly.







Par	t Qty.	Description	Part Number		
Α	1	Engine Mount Tube (blue)	030326-1		
В	1	Engine Hook	035021		
С	1	Apapter Ring 2050L	030165-2		
D	1	Engine Block	030224		
E	1	Body Tube	030366		
F	2	Wing Tip Tubes	030362		
	1	Laser Cut Balsa Sheet includes	066113		
G	2	Laser Cut Wing			
Н	2	Laser Cut Wing			
s 1	2	Laser Cut Wing			
J	4	Laser Cut Wing Tip Fins			
K	6	Laser Cut Fins			
L	2	Laser Cut Top and Lower Fins			
M	1	Plastic Nose Cone	072733		
N	2	Launch Lug	038175		
0	1	Wood Dowel	032054		
Р	1	Shock Cord	038367		
Q	1	Parachute	035815		
R	1	Marking Guides / Wing Pattern Sheet	066115		
	1	Waterslide Decal (not shown)	066114		

SUPPLIES In addition to the parts included in the kit you will also need:

















Ott









SCISSORS

PENCIL

RULER

FINE SANDPAPER (#320-#400 GRIT)

CARPENTER'S GLUE

MODELING KNIFE

IASKING TAPE

SPRAY PAINT GLOSS YELLOW

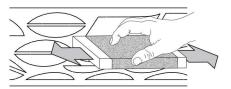
SPRAY PAINT PRIMER WHITE

SPRAY PAINT GLOSS BLACK

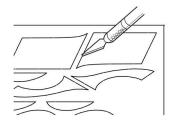
SPRAY PAINT CLEAR COAT (OPTIONAL)

Dort Number

FIN PREPARATION



1. Sand both sides of balsa sheet with fine sandpaper (#320 or #400 grit).

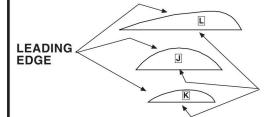


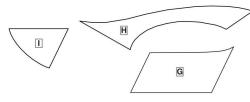
2. Cut fins from sheet.



Stack like fins together. Sand edges smooth.

> **LEADING EDGE**

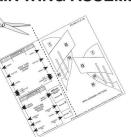




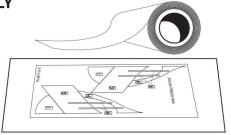
TRAILING EDGE

4. Round leading edge of $\overline{\mathbb{J}}$, $\overline{\mathbb{K}}$ and $\overline{\mathbb{L}}$. **DO NOT** sand root edges round. Do not sand the leading edge of G and H round at this time.

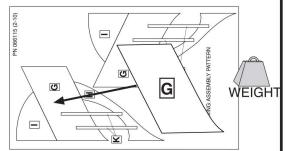
MAIN WING ASSEMBLY



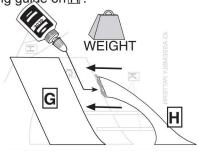
1. Cut wing assembly pattern from tube marking guide on $\mathbb R$.



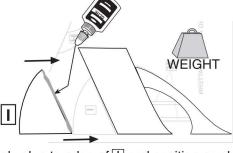
2. Lay wing assembly pattern on a flat surface. Cover with wax paper.



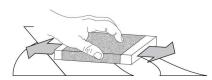
3. Position G as shown. Hold in place with small weight.



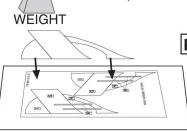
4. Apply glue to edge of H and position next to G. Hold in place with small weight. Let dry.



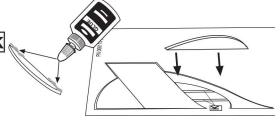
5. Apply glue to edge of \square and position as shown. Hold in place with small weight. Let dry.



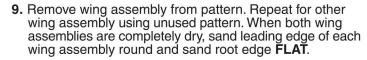
After wing assembly is dry, sand both sides smooth.



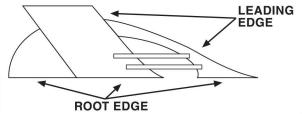
7. Place wing assembly back on pattern. Hold in place with small weight.

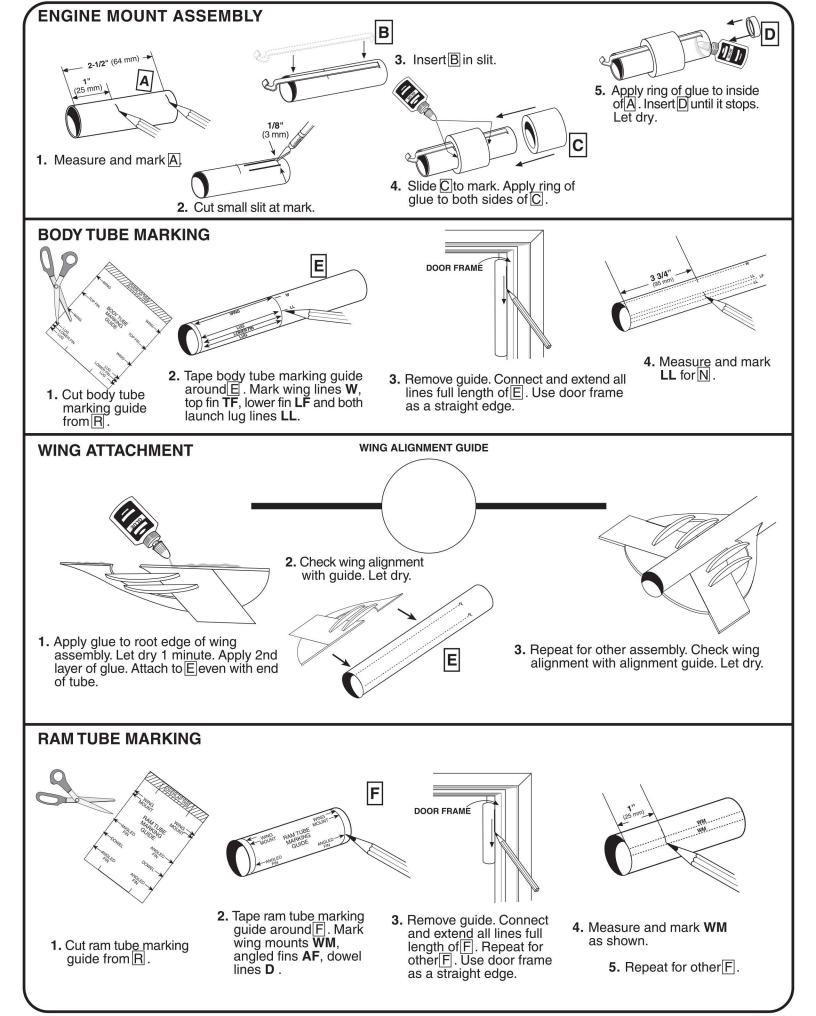


8. Apply glue to edge of K and position on wing assembly. Glue other K in place. Let dry.

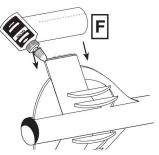


NOTE: Do not round root edge of wing assembly.

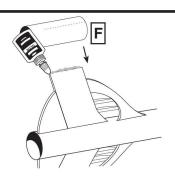




RAM TUBE ATTACHMENT



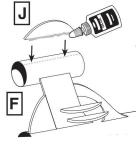
1. Apply glue to edge of wing. Let dry 1 minute. Apply 2nd layer of glue. Position F centered between **WM** lines and forward of 1" (25 mm) mark. Let dry.



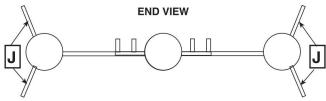
2. Repeat for other F. Let dry.

END VIEW

ANGLED FIN ATTACHMENT



1. Apply glue to edge of J. Let dry 1 minute. Apply 2nd layer of glue. Position J on AF line centered on F.



2. Repeat for second Jon F. Let dry.

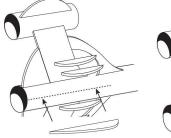
3. Repeat steps for opposite wing assembly.

END VIEW

TOP FIN ATTACHMENT



1. Apply glue to root edge of L. Let dry 1 minute. Apply 2nd layer of glue. Position L centered on TF at end of E. Let dry.

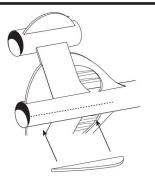


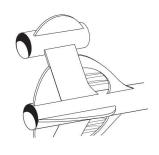
2. Make sure L is 90 degrees to wing. Let dry.

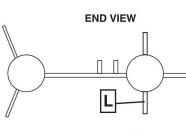
LOWER FIN ATTACHMENT



1. Apply glue to root edge remaining L. Let dry 1 minute. Apply 2nd layer of glue. Position L centered on LF at end of Let dry.



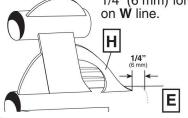




 Make sure is 90 degrees to wing. Let dry.

FORWARD FIN ATTACHMENT

1. Measure and mark on E 1/4" (6 mm) forward of H on **W** line.

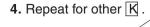




2. Apply glue to root edge of K. Let dry 1 minute. Apply 2nd layer of glue.

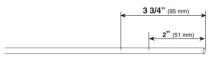


3. Position K in front of mark. Make sure K is aligned with wing. Let dry.

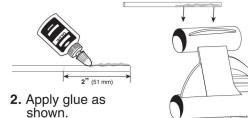




DOWEL ATTACHMENT



1. Measure and mark O at 2" (51 mm) and 3 3/4" (95 mm). Cut at the 3 3/4" (95 mm) mark. Repeat to make 2 equal pieces.

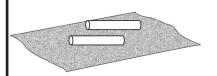


3. Attached glued area of O centered on **D** line on F. Let dry.



4. Repeat for other O. Let drv.

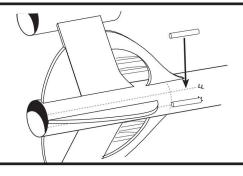
LAUNCH LUG ATTACHMENT



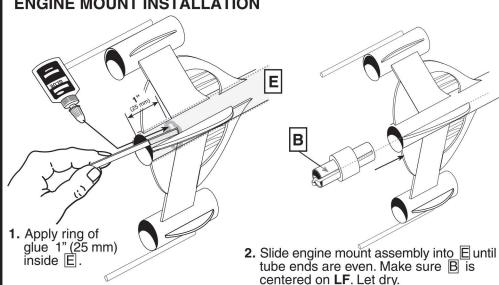
2. Apply glue as shown on N.

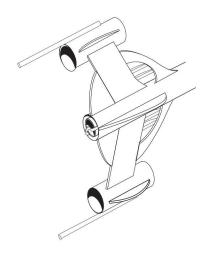
1. Sand \mathbb{N} with fine sandpaper.

3. Glue one \mathbb{N} forward of mark on **LL**. Let dry. Repeat for other N.



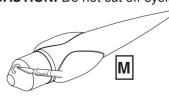
ENGINE MOUNT INSTALLATION





NOSE CONE ASSEMBLY

CAUTION: Do not cut off eyelet.



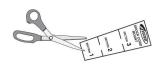
1. Remove excess flash and clean eyelet of M.



2. Test fit M in E. Sand as required for smooth fit.



SHOCK CORD INSTALLATION



1. Cut shock cord mount from R.



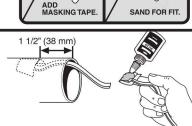
2. Apply glue to section 2. Place Pin glue. Fold forward.



3. Apply glue, fold forward.



4. Apply glue to shock cord mount. Insert in body tube. Hold until glue sets. Let dry.



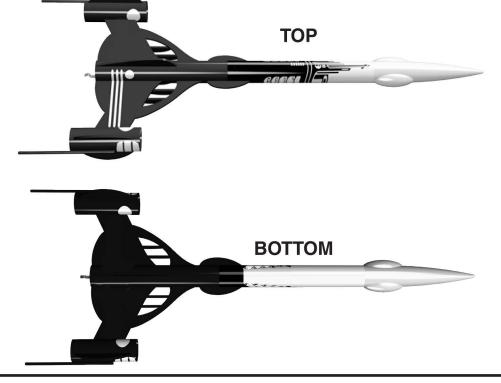
ROCKET FINISHING

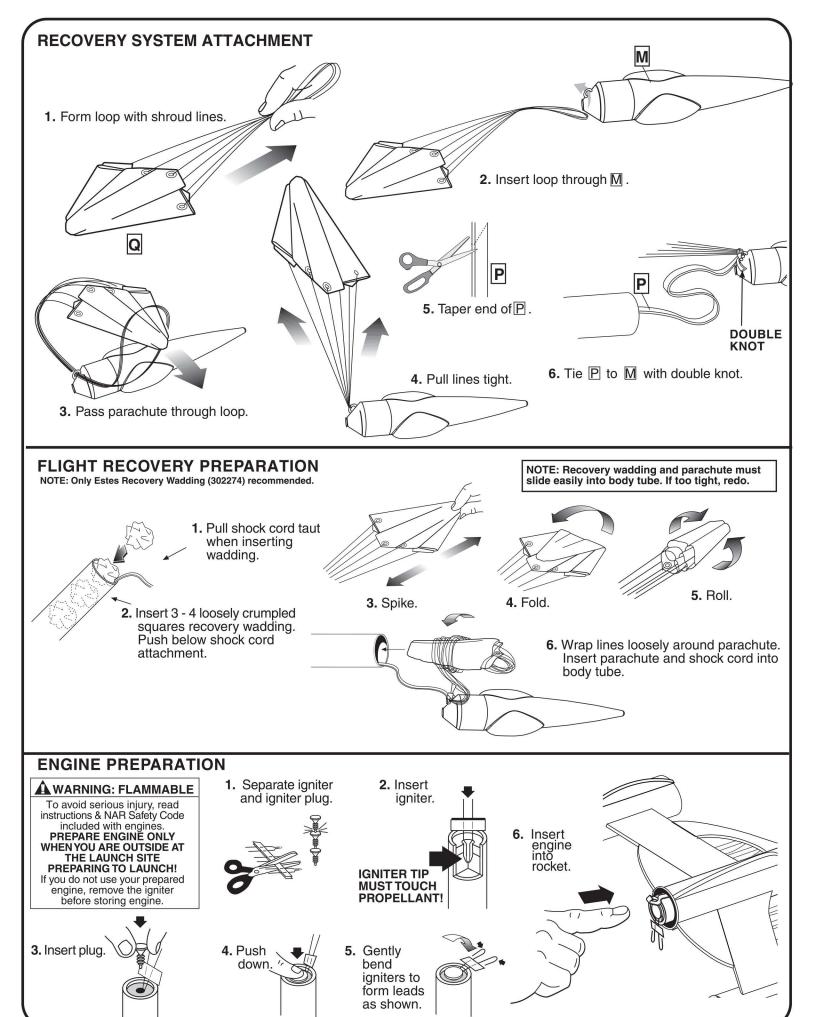
NOTE: We have found Testors spray primers (Testors #2948 White Primer), Testors One Coat Lacquer spray paints (color of your choice), Testors Model Master spray paints (color of your choice) and Testors Gloss Lacquer (#1961) to be excellent for providing a long lasting and durable finish on your rocket. Always be sure to spray your models outside or in a well ventilated area.

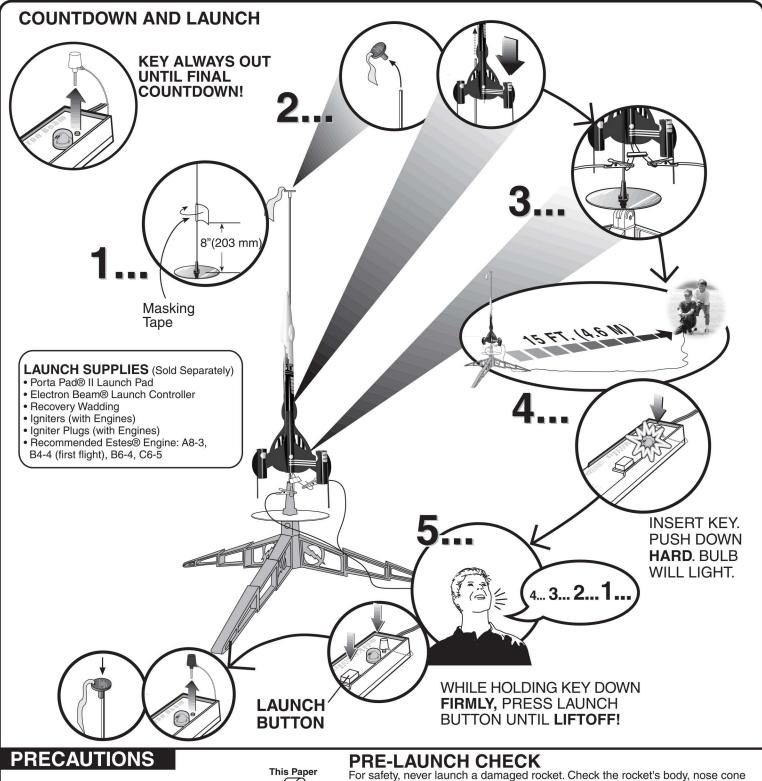
STEPS TO A QUALITY FINISH

- 1. Insert shock cord into body tube and hold in place with paper.
- 2. Lightly sand body tube, fins and nose cone with fine sandpaper (#320 or #400 grit).
- **3.** Apply glue fillets to fins and launch lug.
 - a. Allow glue to dry overnight.
- **4.** Use a stick inserted into engine mount of the rocket for painting.
- 5. Insert a stick into nose cone to hold for painting. Cover shoulder with masking tape.
- **6.** Apply 1-2 light coats of white primer to rocket body and nose cone, lightly sanding with fine sandpaper (#320 or #400 grit) between coats.
- 7. Apply gloss yellow paint to the top portion of the rocket body to forward fins.
 - a. Let paint dry overnight (24 hours is best)
- **8.** Apply masking tape and protective cover over yellow.
- 9. Spray lower portion of rocket gloss black.
 - a. Let dry overnight (24 hours is best).
- 10. Remove masking tape and protective cover.
- 11. Apply waterslide decals where shown.
 - a. Cut decals to be applied from decal sheet, trimming close to the decal edge.
 - **b.** Place decal in bowl of warm water until decal begins to curl.
 - **c.** Remove decal, position in place and slide decal off of backing material and onto the model as close to final position as possible.
 - **d.** Gently blot out excess water with a clean paper towel.
 - e. Allow decals to set overnight before applying protective clear coat.

12. When decals are dry, spray entire rocket (body and nose cone separately) with a light coat of Testors Gloss Lacquer (#1961). This will provide added protection and shine to your Alien Invader rocket!









NAR Safety Code



NO DRY GRASS OR WEEDS For safety, never launch a damaged rocket. Check the rocket's body, nose cone and fins. Also, check the engine mount, recovery system and launch lug. Repair any damage before launching the rocket.

FLYING YOUR ROCKET

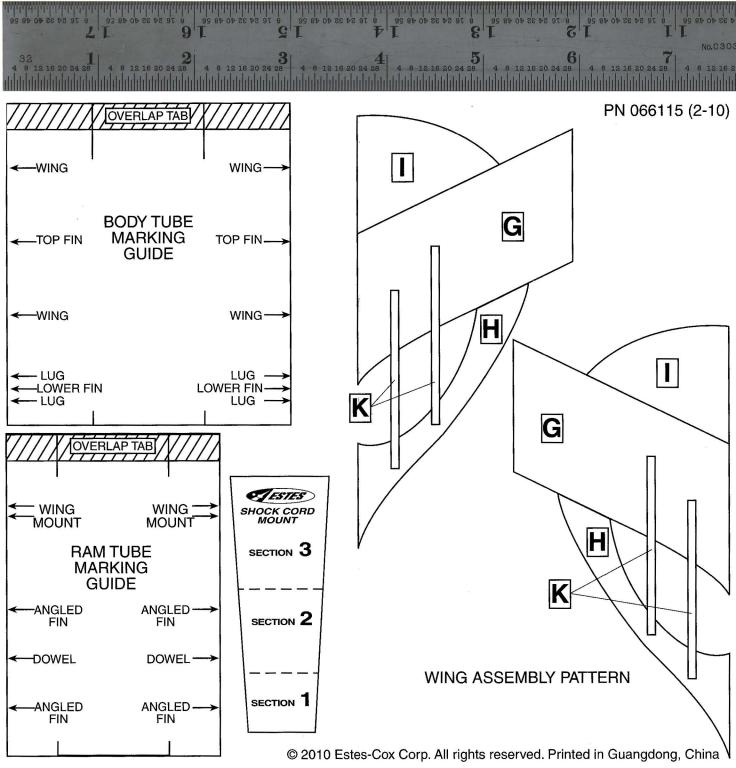
Choose a large field (500 ft. [152 m] square) free of dry weeds and brown grass. The larger the launch area, the better your chance of recovering your rocket. Football fields and playgrounds are great. Launch only with little or no wind and good visibility.

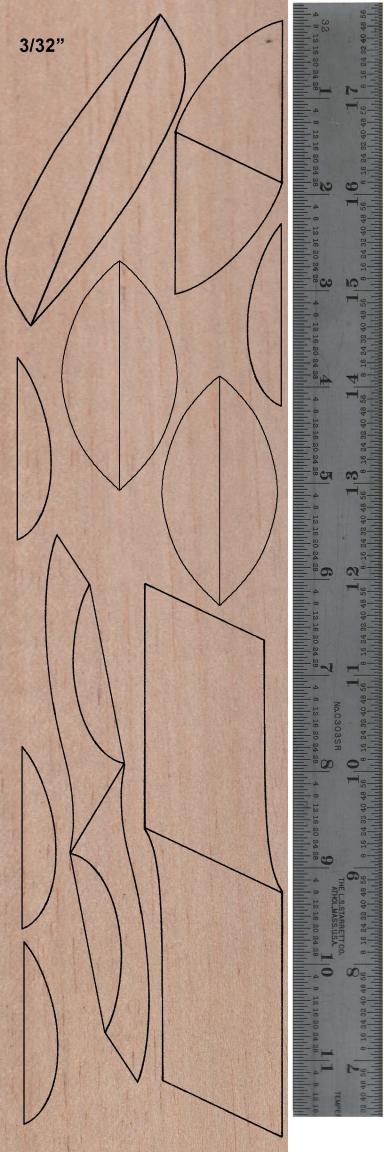
Always follow the enclosed National Association of Rocketry (NAR) SAFETY CODE.

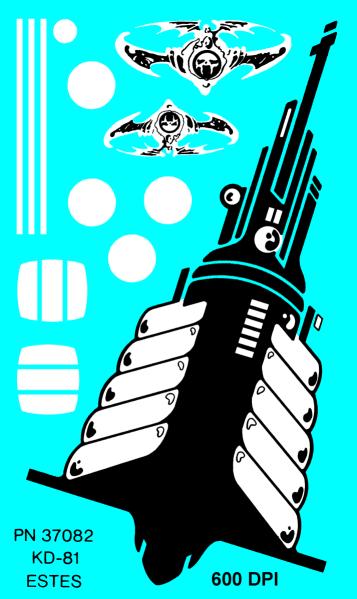
MISFIRES

TAKE THE KEY OUT OF THE CONTROLLER. WAIT ONE MINUTE BEFORE GOING NEAR THE ROCKET! Disconnect the igniter clips and remove the engine. Take the plug and igniter out of the engine. If the igniter has burned, it worked but did not ignite the engine because it was not touching the propellant inside the engine. Put a new igniter all the way inside the engine without bending it. Push the plug in place. Repeat the steps under Countdown and Launch.











PARTS LIST KIT No. 3003 - Alien Invader										
Quantity	Description	Туре	Number	Details1	Details2	Details3	Details4	Comment		
1	PAPER BODY TUBE	BT-20J	30326	2.75" long	0.710" ID	0.736" OD	0.013" wall			
1	ENGINE HOLDER	?	35021	2.8" long	.100" wide	.025" thick		Thumb Saver		
1	CENTERING RING	AR-2050L	30165-2	1" long	.737" ID	.949" OD	0.106" wall	Green		
1	ENGINE BLOCK	EB-20A	3132/30224	.708" OD	.65" ID	.25" thick	fits BT-20			
1	PAPER BODY TUBE	BT-50L	30366	12.7" long	0.950" ID	0.976" OD	0.013" wall			
2	PAPER BODY TUBE	BT-50J	30362	2.75" long	0.950" ID	0.976" OD	0.013" wall			
1	BALSA FIN STOCK	BFS-30L	3170	3/32" thick	3" wide	12" long	0.09375	Scan 66113		
1	PLASTIC NOSE CONE	PNC-50CA	71005/72733	4 13/16"	.974" dia.	.750" shoulder	BT-50	Side Bumps		
2	LAUNCH LUG	LL-2A	2321/38175	5/32" ID	1/8" rod	1-1/4" long				
1	DOWEL	WD-1S	85904/32054	1/8" dia.	7.5" long			Wood		
1	Shock Cord	SC-1	85730/38367	18 " long	1/8" wide			Rubber		
1	Parachute	PK-12A	2263/85564/35815	12" dia.						
1	Marking Guides / Wing Pattern Sheet		66115					Scan		
1	Waterslide Decal		66114					Scan		



