



## GENERAL ASSEMBLY INSTRUCTIONS

- Before assembling model, study diagram carefully.
- Take time to familiarize yourself with all the parts and their corresponding part numbers.
- Carefully cut the parts from the plastic tree supports and remove any burrs.
- Do not hurry. Work carefully and patiently.
- For best results, assemble model exactly in the order indicated.
- This kit is designed for easy snap assembly; however, if you wish to use a cement for a more secure fit, be sure to use only glues or cements compatible with styrene plastic.
- Apply cement to inside surfaces only. Avoid getting cement on outer surfaces of model sections.
- Use cement very sparingly and avoid getting cement on hands, so as not to mar or smear plastic surfaces.
- Before proceeding to cement parts together, it is advisable to fit parts together dry (without cement) so that you may familiarize yourself with the parts and how they go together, also noting the points where cement is to be applied.
- For best results, use only high quality paints designed specifically for plastic model kits.
- The recommended paint for airbrush application is Badger's Freak Flex; another good choice is Testor's Model Master.
- Liquid mask or tape will be helpful in painting detailed areas.
- Use small brushes for fine details.



## PAINTING TIPS

- A PAINT AND BUILD IN STAGES**  
Paint individual **sub-assemblies**, and in some cases, **individual parts**, before snapping or gluing in place. For example, you may wish to assemble the **hand** and then paint that assembly before attaching it to the **head**. You may also paint the **mouth** before snapping or gluing it in place. This method of painting and assembling in stages will allow easier application of paint and produce more desirable results.
- B PAINT WASH**  
Consider enhancing the hair texture using a **wash**. A wash is a thinned-down paint mixture (usually a color slightly darker than the base color) which is applied liberally with a brush. Acrylic paint thins nicely with water. Allow your base color to dry thoroughly before applying a wash. For example, the base color of the hair could be dark gray and the wash could be black. The thinned down paint flows into the crevices, enhancing the **depth** by further darkening naturally shadowed areas. If you apply too much, excess wash may be dabbed off using a paper towel or soft cloth. You may need to practice a bit to get the right effect.
- C DRY BRUSH**  
Dry brushing is another method that works well on textured surfaces. **Dry brushing** can be used to create **highlights** on raised areas. For example, consider using a dry brush effect to further help bring out the **hair and eyebrow texture**. Paint used for drybrushing is usually slightly lighter than the paint it is going over. For instance, in the case of the dark gray base color for the hair, consider drybrushing a medium gray to help pop out the raised detail. To dry brush, lightly dip your brush into the paint, and then run it across a paper towel or other absorbent surface. This will leave only a small amount of paint on the brush. **Very lightly** brush across the surface of the hair texture. The raised areas will pick up the paint, creating a highlight effect that emphasizes the texture. Again, this will take some practice to achieve the right effect.

## D GLOSS AND MATTE FINISHES

Contrasting finishes can be used to add additional realistic effects to your model. For instance, most of the Vampire's painted surfaces should be sprayed with a **clear dullcoat**. This will help seal the paint and also give it a flat finish. However, you may add **gloss finishes** to details to make them more realistic. For instance, brushing a clear gloss coat over the Vampire's eyes will give them a bit of life-like gleam. You may also wish to paint clear gloss on the Vampire's teeth and tongue, to give them a more realistic "moist" appearance.

## E CHOOSING COLORS

Suggested colors are shown on page 5 of this instruction sheet. You may also refer to the box art for ideas. The box art shows an almost monochromatic treatment of the Vampire; however, you may wish to consider adding brighter colors, like a red lining for the cape, to give the model a pop of color and to provide contrast against the dark hair. However, the kit may be left entirely **unpainted** for maximum glow effect — try displaying your glow kit under a **black light** for a super-cool glow show! You may even desire to **paint only certain areas** of the kit. For example, you may wish to leave the eyes and teeth in unpainted glow plastic form, while painting other areas of the head. **Bright colors** may be used for a more graphic, pop-art treatment — the only limit is your own creativity. *The important thing is to have fun!*

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Professionally built model by E. James Small. [www.smallartworks.ca](http://www.smallartworks.ca)  
Monster character illustration by Andrew Jewett. [www.andyjewett.com](http://www.andyjewett.com)



Model Kit  
**MPC723**



**fundimensions™**

# HAUNTED GLO-HEAD™ Vampire

all-plastic snap kit • skill level 1 ages 8 and up no glue required • paint optional

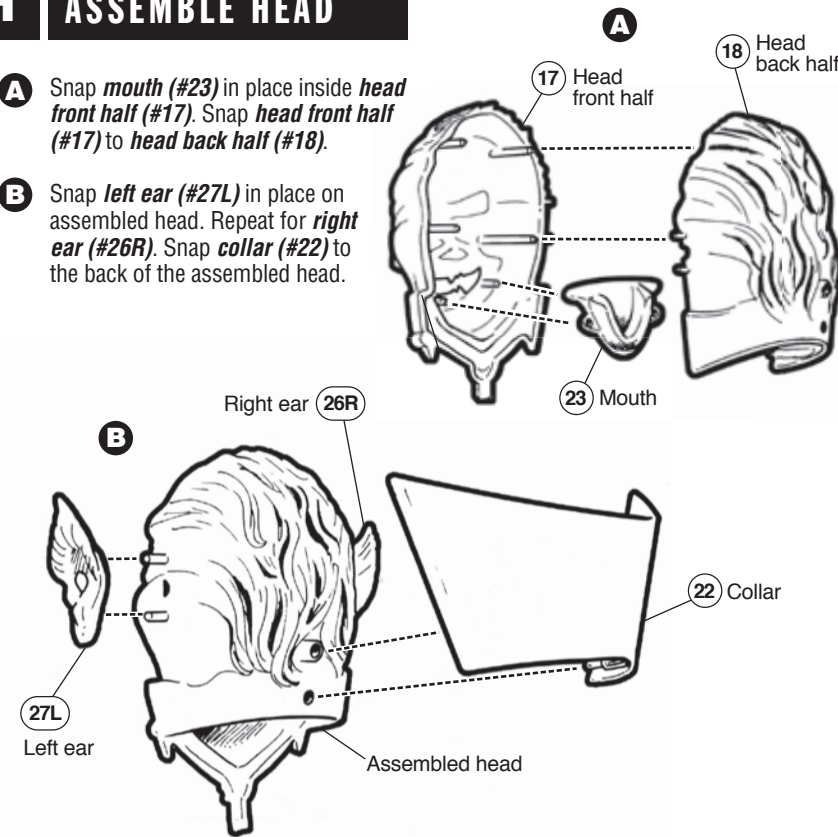
## ASSEMBLY INSTRUCTIONS

- A** **BEFORE YOU BEGIN**, read **General Assembly Instructions** on page 6 and **Painting Tips** on pages 7 and 8 for important information before starting assembly.
- B** Your kit is designed to **snap together**. However, for additional strength, the parts **may be glued together** with plastic cement available at your local hobby shop.
- C** This kit features parts molded in **glow-in-the-dark** plastic. Before assembling kit, take all parts into a darkened room or closet to determine which features to paint and which to leave with **ghoulish glow power!**



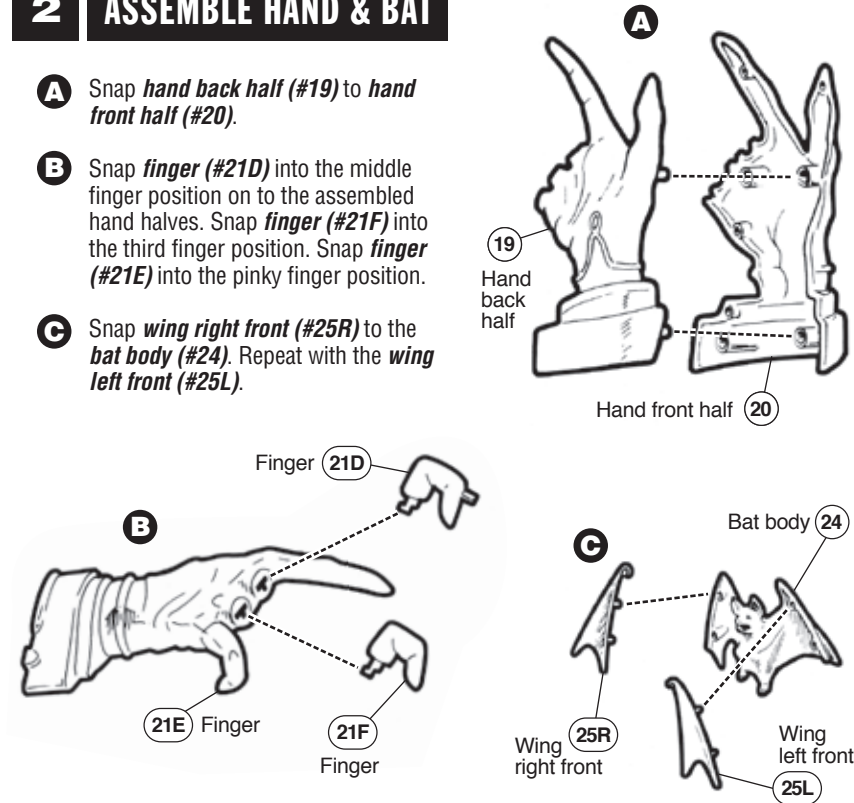
### 1 ASSEMBLE HEAD

- A** Snap **mouth** (#23) in place inside **head front half** (#17). Snap **head front half** (#17) to **head back half** (#18).
- B** Snap **left ear** (#27L) in place on assembled head. Repeat for **right ear** (#26R). Snap **collar** (#22) to the back of the assembled head.



### 2 ASSEMBLE HAND & BAT

- A** Snap **hand back half** (#19) to **hand front half** (#20).
- B** Snap **finger** (#21D) into the middle finger position on to the assembled hand halves. Snap **finger** (#21F) into the pinky finger position.
- C** Snap **wing right front** (#25R) to the **bat body** (#24). Repeat with the **wing left front** (#25L).



### 3 FINAL ASSEMBLY

- A** Attach head by pushing post into hole in hand, and pressing pin on middle finger firmly into tab on left side of collar.
- B** Attach bat by pushing pin on bat's foot into hole in collar.
- C** Some paint suggestion are shown here. You may also leave the head unpainted for maximum glow effect. See pages 7 and 8 for painting tips.

