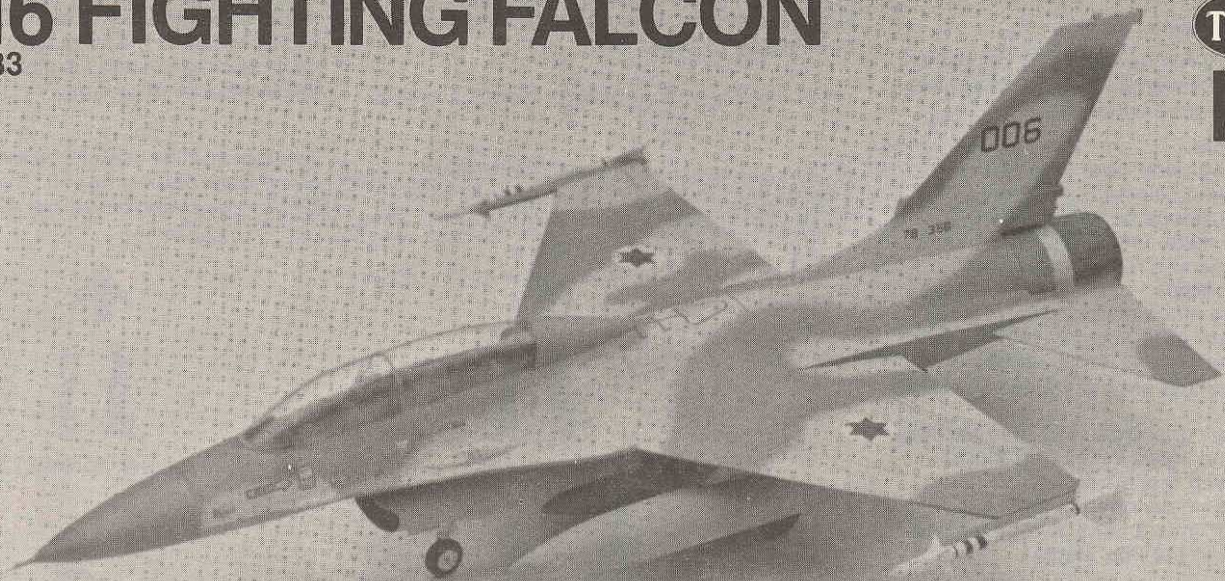


F-16 FIGHTING FALCON

No. 683



HISTORY

The *F-16 Multi-Role Fighter* was created as a successor to the *F-104 Starfighter*. The plane has proved to be extremely maneuverable with excellent handling qualities. The success of the sleek fighter has prompted orders from several different countries.

The 388th Tactical Fighter Wing was the first USAF unit to be equipped with the *F-16*. The 388th is based at Hill Air Force Base in Utah, and is responsible for the training of *F-16* pilots for the USAF and other countries expecting delivery of the plane.

Foremost among foreign countries receiving the *F-16* is Israel. The IAF currently has orders for 75 *F-16*'s, the first of these to be delivered in July, 1980.

SPECIFICATIONS

Power-Plant	One Pratt and Whitney F100-PW Turbofan
Weight	23,600 pounds
Span	32.83' with missiles
Length	47.64'
Height	16.43'
Max. Speed	Mach 2.2
Service Ceiling	50,000'
Combat Radius	Over 500 miles
Armament	One M 61 A-1 20mm multi-barrell cannon, two AIM 9E Sidewinder Rockets

The *F-16* Kit offers the modeler several options. The major option is making the single-seat *F-16A* fighter version or the two-seat *F-16B* trainer. The landing gear can be constructed in the wheels down or retracted positions. A choice of two tail cones is included, one for open take-off position and one for closed cruise position. A selection of optional missiles and fuel tanks are also included.

Reference Sources

- Aviation Week and Space Technology** (McGraw Hill)
Janes All The Worlds Aircraft 1979-1980 (McGraw Hill)

BEFORE STARTING

1. Study the illustrations and sequence of assembly before beginning.
2. Decide how much detail you wish to add to your model and whether or not you intend to modify or "convert" the basic model in any way. Study carefully all available reference material before beginning to ensure an authentic model.
3. Due to the amount of parts in this kit, do not detach the parts from the runners (sprue) until you need them. This helps avoid confusion and lost parts.
4. When cementing the parts together, check the way in which one part fits together with another. This ensures a neat job.
5. Always remember, when working with plastic model cement and paint, make sure your work is well-ventilated. The fumes from plastic modeling products can be harmful if inhaled.

PREPARATION OF PARTS

1. Never tear parts off the runners (sprue). Use a Testor Hobby Knife, nail clippers, or small wire cutters.
2. It is possible some parts may require a little attention with a file or sandpaper to ensure a proper fit and neat appearance. Hobby files and Testor Hobby Sandpaper appropriate for model-building are available in most good hobby shops.
3. If you desire, you may fill any seams (where parts go together) or imperfections with Testor Contour Putty for Plastic Models which is also available at good hobby shops.

PAINTING

You can obtain an excellent finish on your model using Testor enamels. Parts of the model are painted individually, and then the entire model is oversprayed when you have finished construction.

First of all, be sure your brushes are soft, clean and flexible. (Keep them that way by cleaning them thoroughly with Testor Paint thinner.) Never use inexpensive brushes! A selection of Testor Shed-Proof Brushes will serve you well.

Wash plastic parts before detaching them from the sprue. Warm water and liquid detergent remove the oils left from the manufacturing process. Let the parts dry and avoid excessive handling. Immediately before painting, wipe the parts with a "tac rag" (available at automotive centers) to remove dust and lint.

Most parts are best painted while still attached to the sprue or they may be detached and held with tweezers or "magic" type transparent tape. Paint in one direction only. If your paint is the correct consistency, brush strokes will disappear as the color dries. If the paint seems too thick, thin it with Testor Paint Thinner. Wheels may be detached from the sprue and fit onto toothpicks or matchsticks for painting. Then just hold the paintbrush against the edge of the wheel and rotate the wheel to obtain a neat clean finish.

Let the paint dry completely before handling. When the parts are dry, assemble the model, following the directions closely. Remember cement will not stick to painted surfaces. Using your Testor Hobby Knife, carefully remove paint from all surfaces to be cemented. After you have assembled your model you may touch up areas where cement has marred the finish.

When your model is completed, apply a coat of Testor Dulcote #1260 to the entire model. This will give it an authentic, dull finish and protect the surface of the model.

1 PARTS 1-9 ,F-16B TWO-SEATER ONLY

Preliminary Painting

NOTE: Take care not to scratch or get paint on clear areas. Check box photos for correct areas to paint around windows.

- 9 cockpit frame:
Surrounding body color (depending on color scheme selected). See color scheme drawings on pages 6-8.
- 7 instrument panel fairing, □5 instrument panel fairing and rear vertical panel:
#1149 Flat Black
- 2, □3 top and sides of consoles; □4 □6:
"Light Gray" (mix 1 part #1163 Flat Battle Gray and 3 parts #1145 White)
- 2, □3 floor boards only; □1 sides and back only:
"Dark Gray" (mix 3 parts #1163 Flat Battle Gray and 1 part #1149 Flat Black)
- 1 seat and head rest cushions; ○9 mountings on canopy frame:
"Dark Red" (mix 3 parts #1150 Flat Red and 1 part #1149 Flat Black)

Assembly

- 1. Apply side console decals to parts □2 and □3 as shown. Note that the more cluttered consoles are applied to part □2 and the less cluttered ones to □3. Apply instrument panel decals to parts □4 and □6; note that the larger panel with the square cut-out at top is applied to □6 and the remaining one to □4.
- 2. Cement one seat □1 to each cockpit module parts □2 and □3 as shown. Glue module □2 into front of lower fuselage □8. Cement module □3 into □8, butting rear edge into the square cut-out.
- 3. Cement cockpit coaming □5 onto upper fuselage □7. Cement rear instrument panel □4 into rear panel fairing in □5. Glue front instrument panel □6 into fairing in upper fuselage □7.
- 4. Glue fuselage halves □7 and □8 together, then cement canopy ○9 onto upper fuselage.

All parts not singled out in **Preliminary Painting** should be painted to match surrounding body color, which varies according to color scheme selected. Select color scheme now by referring to pages 6-8.

Liquid cement, Testor #3502, is recommended for construction since it can produce the neatest, quickest, and strongest glue joints. Apply small amounts of cement, using the tip of a 00 brush, to the surfaces to be joined while holding the parts in place. Do **not** use large amounts of cement.

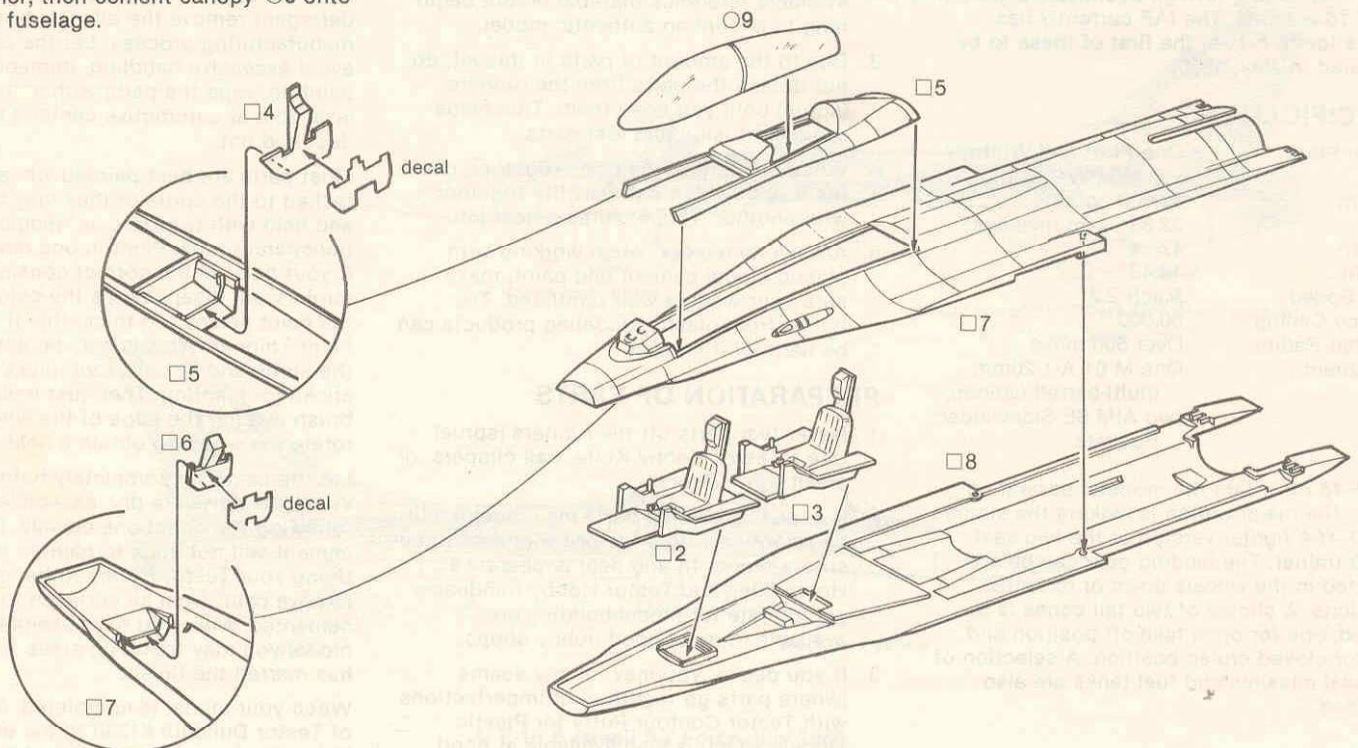
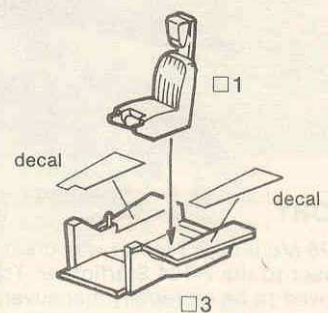
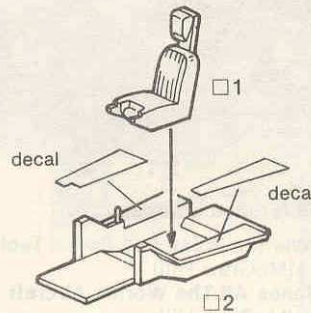
Tweezers will be useful in assembling the many small parts in this kit. The type used by postage stamp collectors is recommended.



front cockpit



rear cockpit



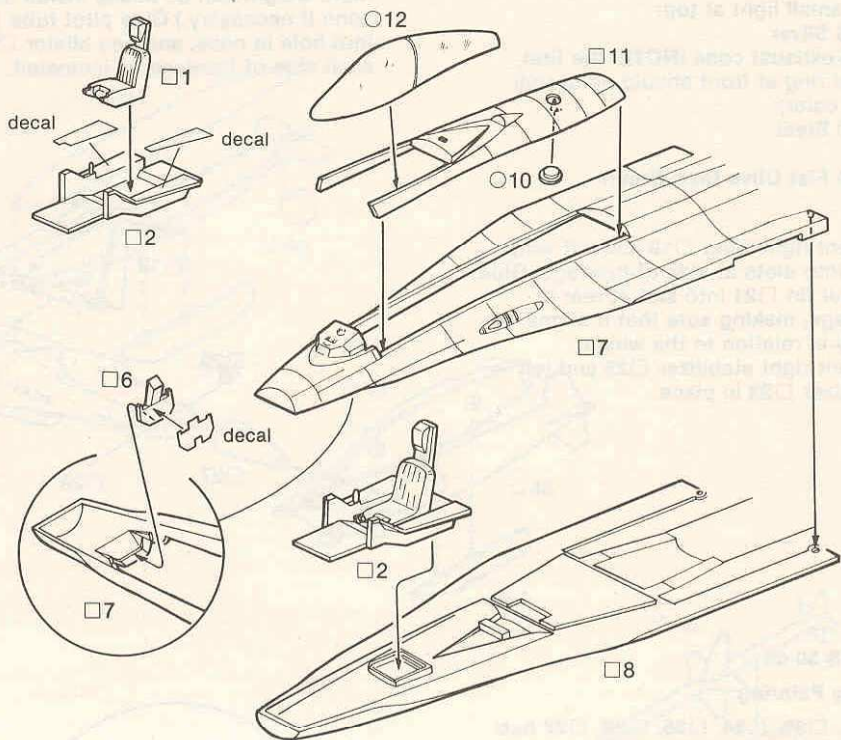
2 PARTS 1-2, 6-8, 10-12, F-16A SINGLE-SEATER ONLY

Preliminary Painting

- 12 cockpit frame:
Surrounding body color (depending on color scheme selected). See color scheme drawings on pages 6-8.
- 7 instrument panel housing, □11 scuttle fairing underneath canopy:
#1149 Flat Black
- 2 tops and sides of consoles, □6:
"Light Gray" (mix 1 part #1163 Flat Battle Gray and 3 parts #1145 White)
- 1 sides and back only, □2 floorboards only:
"Dark Gray" (mix 3 parts #1163 Flat Battle Gray and 1 part #1149 Flat Black)
- 1 seat and headrest cushions, ○12 mountings on canopy frame:
"Dark Red" (mix 3 parts #1150 Flat Red and 1 part #1149 Flat Black)

Assembly

- 1. Apply side console decals to cockpit module □2 as shown. Note that the more cluttered console decals should be used. Apply instrument panel decal to face of instrument panel □6. Note that the larger panel with the square cut-out at top should be used.
- 2. Cement one seat □1 into crew module □2 as shown. Cement module □2 into front of lower fuselage □8.
- 3. Carefully cement navigation light □10 into underside of cockpit coaming □11. Cement coaming □11 to upper fuselage □7.
- 4. Cement instrument panel □6 into instrument panel fairing in upper fuselage □7 as shown. Cement fuselage halves □7 and □8 together, then cement canopy ○12 to upper fuselage.



3 PARTS 13-18

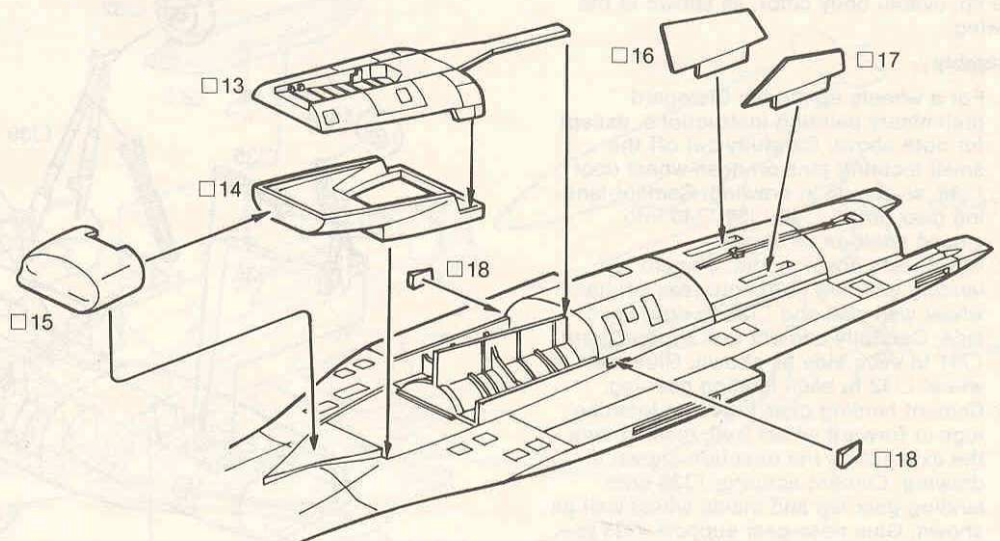
Preliminary Painting

- 13 and □8 interior of wheel wells;
□15 interior of intake:
#1145 White

NOTE: If the landing gear is to be built in the wheels down position, weight must be added inside the intake body parts □13 and □14, so the model will rest properly on the nose gear. Lead split-shot as used for fishing can be epoxied or stuck in place with modeling clay. A pair of pliers can be used to squish these balls into a more suitable shape if necessary. **DO NOT** use plastic cement for gluing, as the quantities necessary to hold them in place, will attack and distort the plastic.

Assembly

- 1. Cement intake body halves □13 and □14 together, and insert weights through the large hole in □14 (if necessary). Cement intake lip □15 to front of intake body. Glue entire assembly into depression on underside of fuselage.
- 2. Cement stabilizer □16 to lower left-hand side of fuselage, and stabilizer □17 to lower right-hand side as shown. Glue air inlets □18 one each side, into depressions behind wheel wells as shown.



4 PARTS 19-29

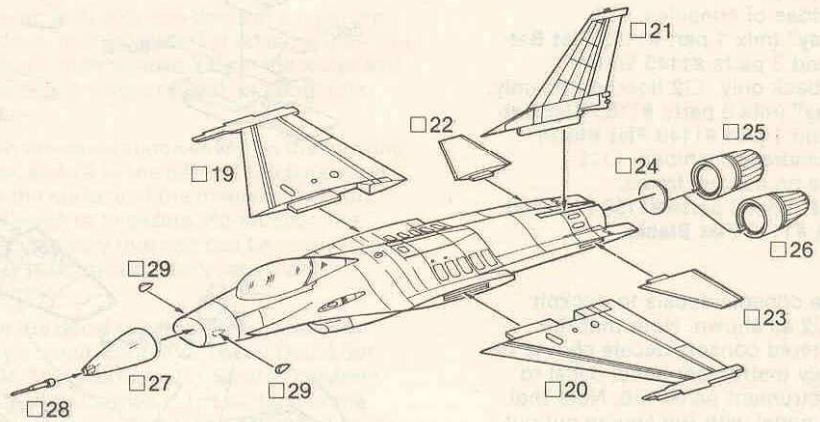
Preliminary Painting

- 24: #1149 Flat Black
- 28 pitot tip only, □24 turbine details only, □21 small light at top: #1146 Silver
- 25, □26 exhaust cone (NOTE: the first raised ring at front should be overall body color): #1180 Steel
- 29: #1164 Flat Olive Drab Green

Assembly

- 1. Cement right wing □19 and left wing □20 into slots at side of fuselage. Glue vertical fin □21 into slot at rear of fuselage, making sure that it aligns vertically in relation to the wings.
- 2. Cement right stabilizer □22 and left stabilizer □23 in place.

- 3. Select open tail-cone □25 or closed tail-cone □26. Cement turbine plate □24 into opening at front of tail-cone, the turbine detail should be visible when looking into the aft opening of tail cone. Glue tail-cone assembly to rear of fuselage.
- 4. Cement nose-cone □27 in place. (NOTE: more weight can be added inside nose-cone if necessary.) Glue pitot tube □28 into hole in nose, and one blister □29 to each side of fuselage as indicated.



5 PARTS 30-40

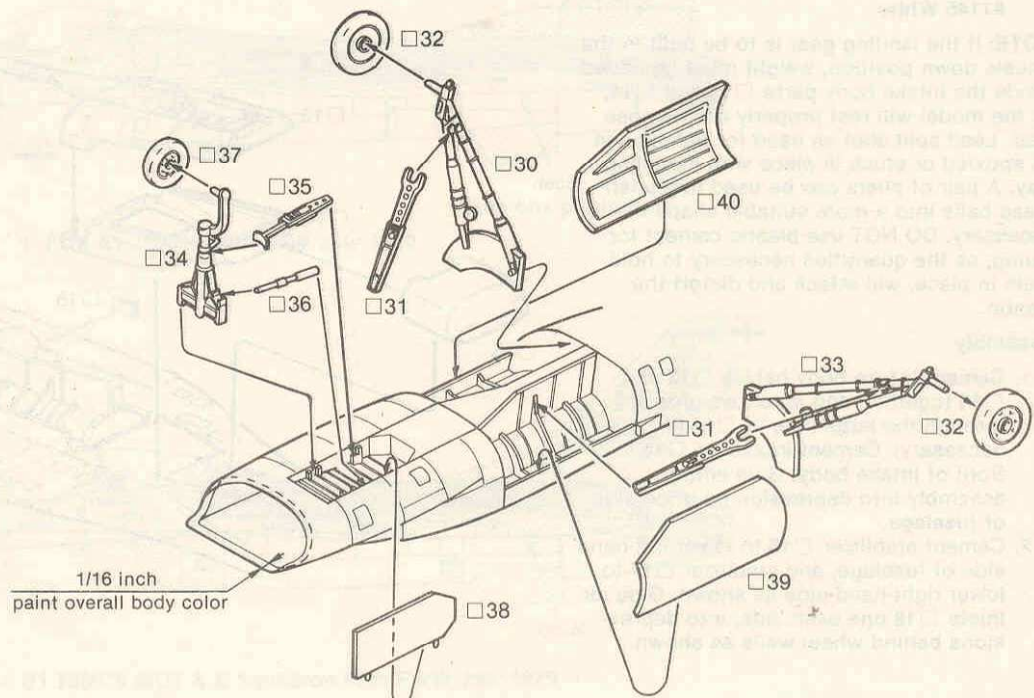
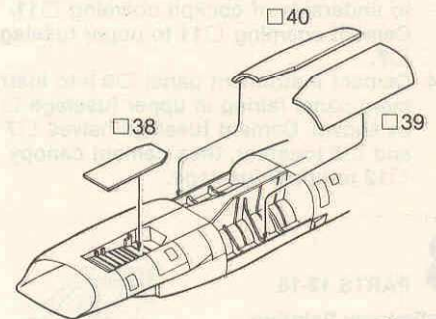
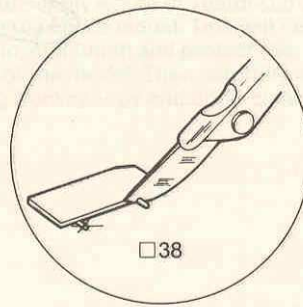
Preliminary Painting

- 30, □31, □33, □34, □35, □36; □37 hub only; □38, □39, □40 insides only: #1145 White
- 32 wheel hubs only: "Dark Red" (mix 3 parts #1150 Flat Red and 1 part #1149 Flat Black)
- 32, □37: tires only: #1183 Rubber
- 34 small oleo portion corresponding to scissors guide (see box photos); □30, □33 front lens of landing lights at top of upper strut: #1146 Silver

NOTE: Paint a 1/16 inch strip inside the intake lip, overall body color, as shown in the drawing.

Assembly

- 1. For a wheels up model: Disregard preliminary painting instructions, except for note above. Carefully cut off the small locating pins on nose-wheel door □38, as shown in drawing. Cement landing gear doors □38 □39 □40 into closed position as shown.
- 2. For wheels down model: Cement left landing gear leg □30 onto rear left-hand wheel well wall and □33 to right-hand side. Carefully cement one support strut □31 to each side as shown. Glue one wheel □32 to each landing gear leg.
- 3. Cement landing gear □34 into locating lugs in forward wheel well, making sure the axle points the direction shown in drawing. Cement actuator □36 onto landing gear leg and inside wheel well as shown. Glue nose-gear support □35 to nose strut butting it right up to the scissors guide, butting the other end into the locating lug inside wheel well.
- 4. Glue nose wheel door □38 into front wheel well in open position. Cement right main gear door □39 in open position on right-hand side, and left door □40 on left side.



6

PARTS 41-53

Preliminary Painting

☆48, ☆50:

#1145 White

☆50 four stripes behind front fins (see box photos):

#1111 Blue

☆50 small rectangle at the top of each rear fin (see box photos):

#1180 Steel

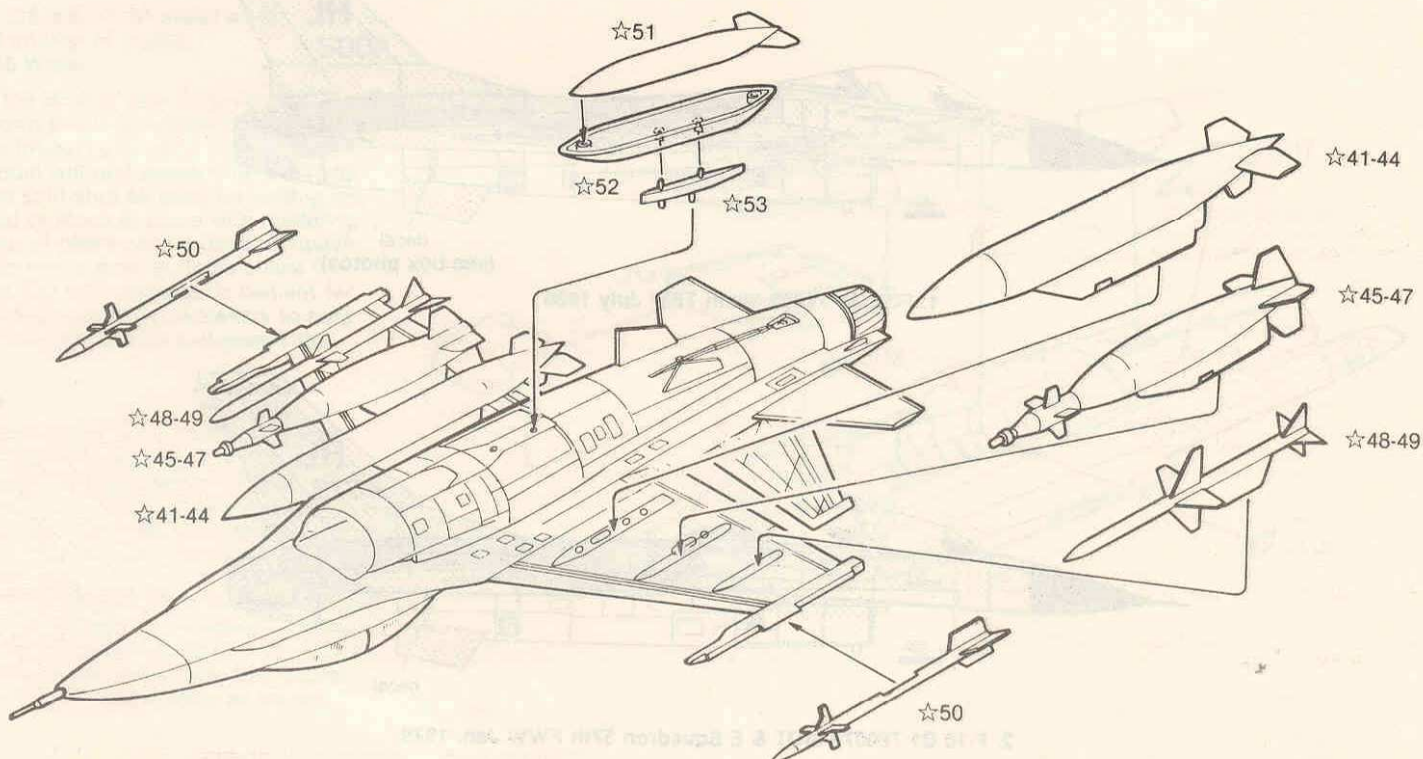
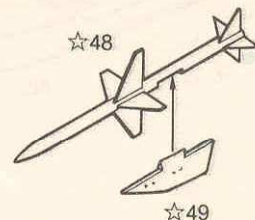
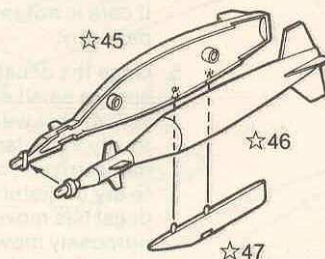
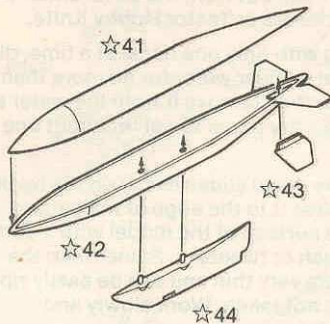
☆45, ☆46:

#1165 Flat Army Olive

NOTE: All armaments and fuel tanks are optional and can be added to, or left off the model as desired.

Assembly

- 1. Cement one set of fuel tank halves ☆41 and ☆42 together, then glue one tail fin ☆43 into slot at rear of tank. Glue one inboard rack ☆44 to fuel tank; repeat for other side. Glue finished assemblies to inboard stations under wing as indicated.
- 2. Cement one set of smart bomb halves ☆45 and ☆46 together. Glue one mid wing station rack ☆47 to bomb; repeat for other side. Glue finished assemblies to mid wing stations under wings as indicated.
- 3. Glue one missile ☆48 to one outboard wing rack ☆49; repeat for other side. Glue finished assemblies to outboard stations under wing.
- 4. Cement center-line rack ☆53 into locating holes on underside of fuselage. Cement belly tank halves ☆51 and ☆52 together, then glue finished tank to center-line rack ☆53.
- 5. Glue one Sidewinder missile ☆50 to racks at the tip of each wing.



CAMOUFLAGE AND MARKINGS



1. "Light Gray" FS 36375 (Mix 1 part #1163 Flat Battle Gray and 6 parts #1145 White)



2. "Dark Mid Gray" FS 36270 (Mix 1 part #1163 Flat Battle Gray and 1 part #1145 White)



3. "Dark Dark A.F. Gray" FS 36118 (Mix 2 parts #1163 Flat Battle Gray and 1 part #1149 Flat Black)



4. #1147 Black



5. #1180 Steel



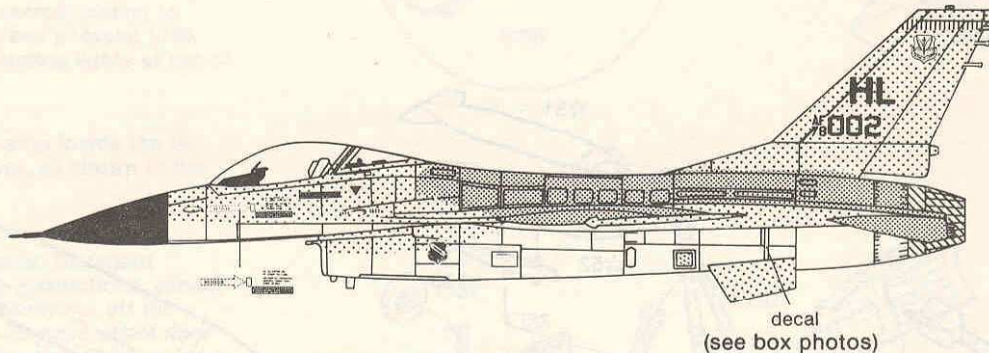
6. #1146 Silver



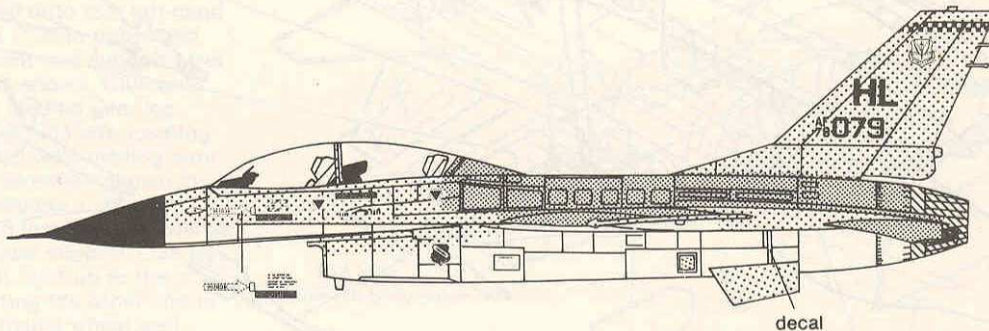
7. #1111 Blue

APPLYING DECALS

1. After carefully masking canopy and other clear areas, spray entire model with Testor Glosscote #1261. Decals adhere best to a smooth surface and the shinier the finish, the smoother it is. Allow the Glosscote to dry thoroughly before going further.
2. Select the decals you plan to use, and cut each of them out from the decal sheet with small scissors or Testor Hobby Knife.
3. Working with only one decal at a time, dip the decal in clear water for no more than five seconds, then remove it from the water and place on a dry paper towel for about one minute.
4. When the decal slides easily on the backing paper, slide it to the edge of the paper and onto the surface of the model with a soft paintbrush or tweezers. Remember: the decals are very thin and can be easily ripped if care is not taken. Work slowly and patiently.
5. Once the decal is in the desired position, apply a small amount of Testor Decal Set #8804. This will help the decal to conform to any irregularities in the surface of the model (rivets, curves, etc.). Allow the decal to dry undisturbed. Should you find the decal has moved or should you desire to purposely move it, apply a little Decal Set to a soft brush and push the decal slowly into the desired position.
6. When the decals are completely dry (usually overnight), apply a coat of Testor Dullcote #1260 to the entire model. This will give it an authentic, dull finish and protect the surface of the model. Then carefully remove masking from canopy and other clear areas.

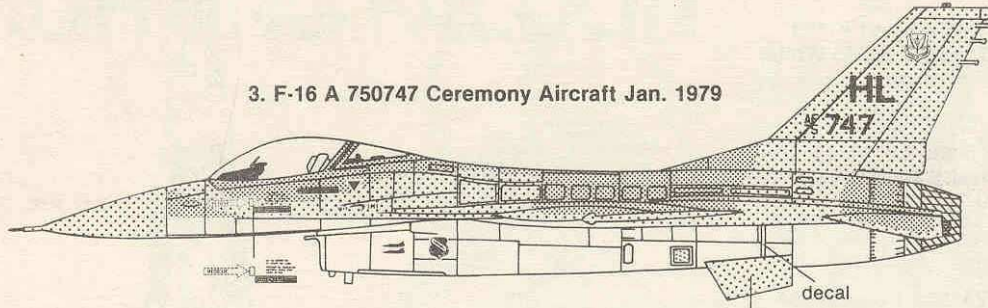


1. F-16 A1 78002 388th TFW July 1980

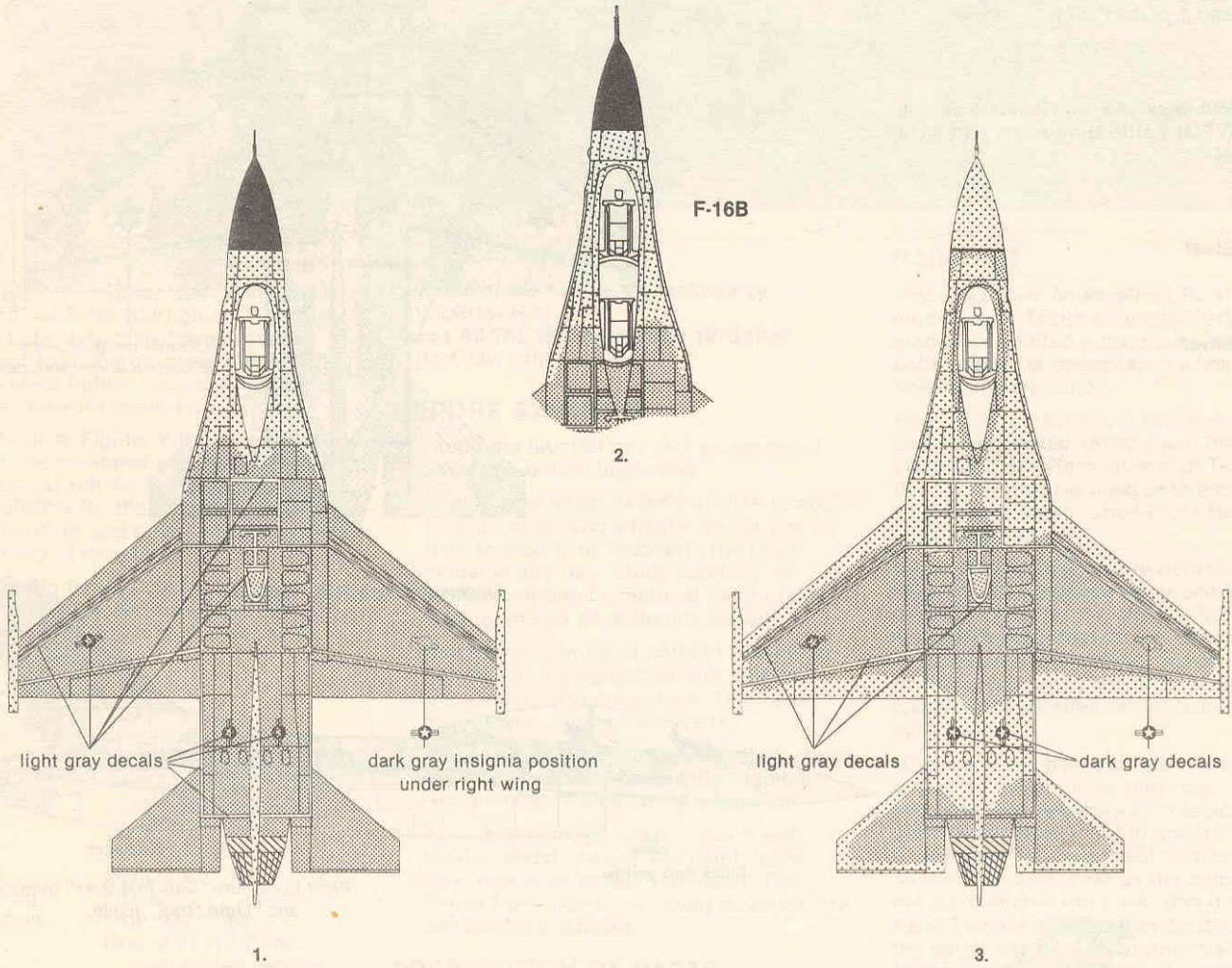


2. F-16 B1 780079 MOT & E Squadron 57th FW Jan. 1979

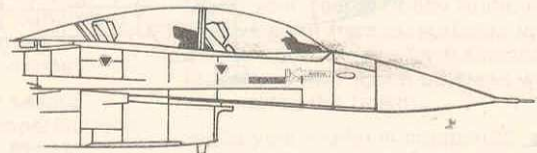
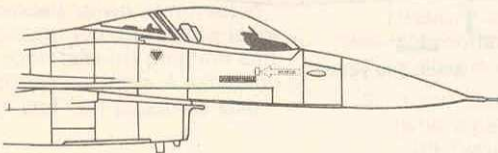
3. F-16 A 750747 Ceremony Aircraft Jan. 1979



Paint lower fins "Dark Mid Gray"
outside and "Light Gray" inside
same for all models.



NOTE: Under surfaces of all models are overall "Light Gray".



position of data decals: black and white for USAF

PAINTING



1. "Light Gray" FS 36375 (Mix 1 part #1163 Flat Battle Gray and 6 parts #1145 White)



2. "Sand" FS 33727 (Mix 5 parts #1145 White, 1 part #1169 Flat Cavalry Yellow and 1 part #1170 Flat Light Tan)



3. "Light Green" FS 34525 (Mix 1 part #1164 Flat O.D. Green and 1 part #1145 White)



4. "Red Brown" FS 30215 (Mix 4 parts #1166 Flat Military Brown, 1 part #1150 Flat Red and 1 part #1149 Flat Black)



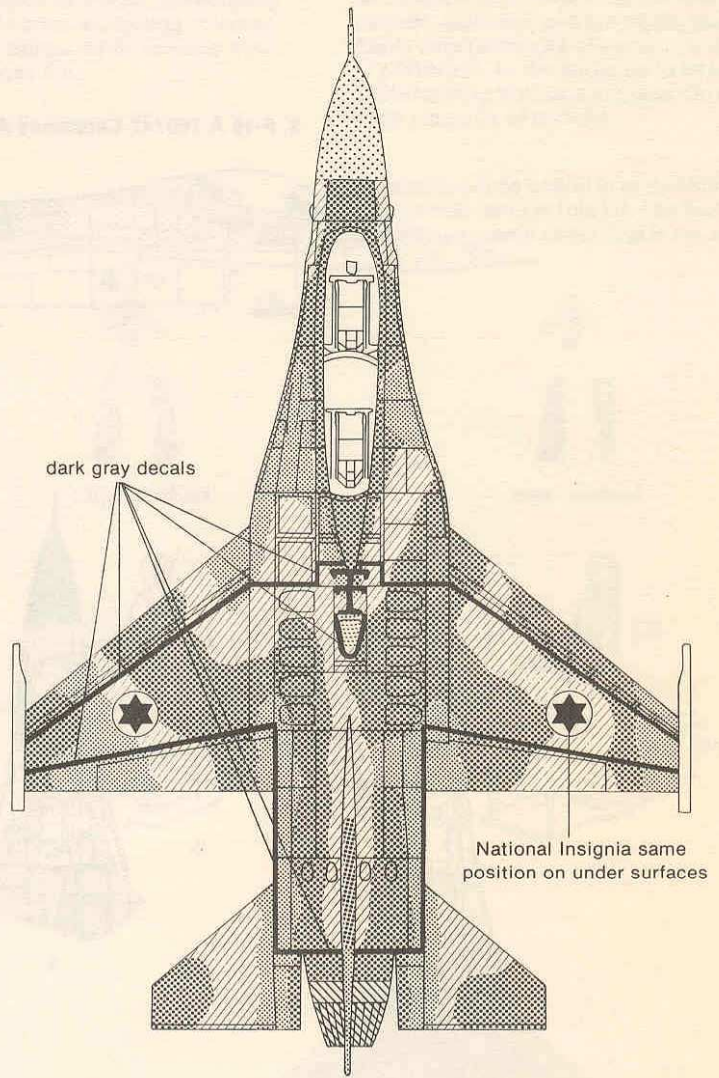
5. "Dark Mid Gray" FS 36270 (Mix 1 part #1163 Flat Battle Gray and 1 part #1145 White)



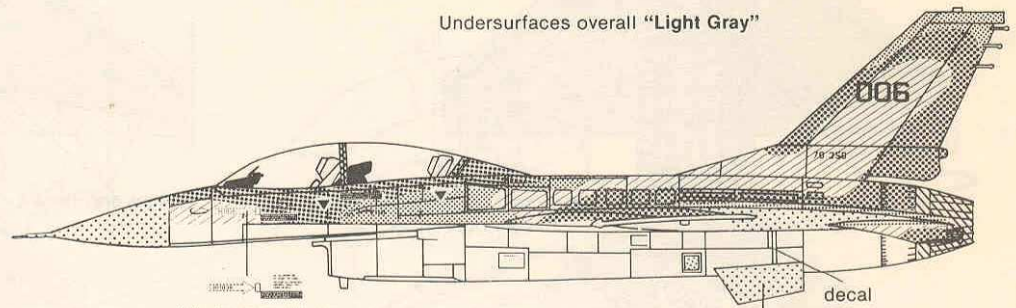
6. #1180 Steel



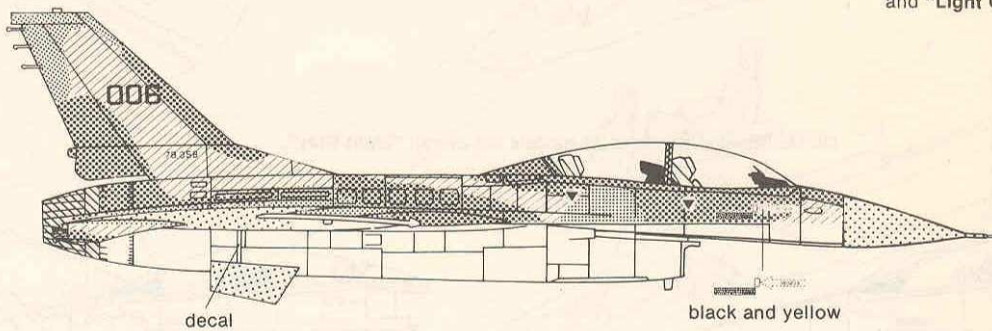
7. #1146 Silver



Undersurfaces overall "Light Gray"



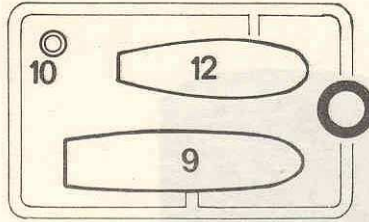
Paint lower fins "Dark Mid Gray" outside and "Light Gray" inside.



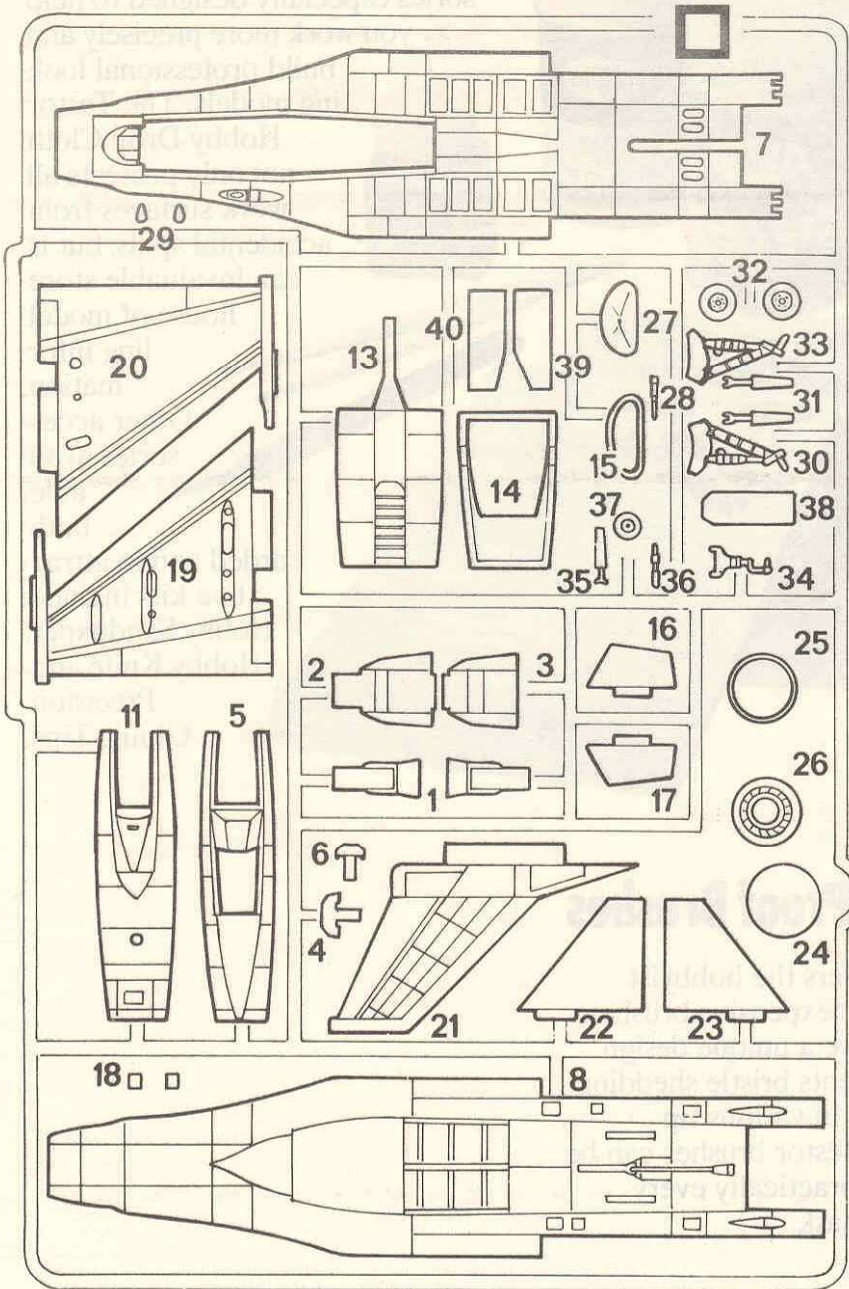
4. F-16 B Israeli Air Force July 1980

Remove this page from the instruction sheet by cutting along indicated line. Use the drawings of the complete sprue as a part-locating reference when building the model.

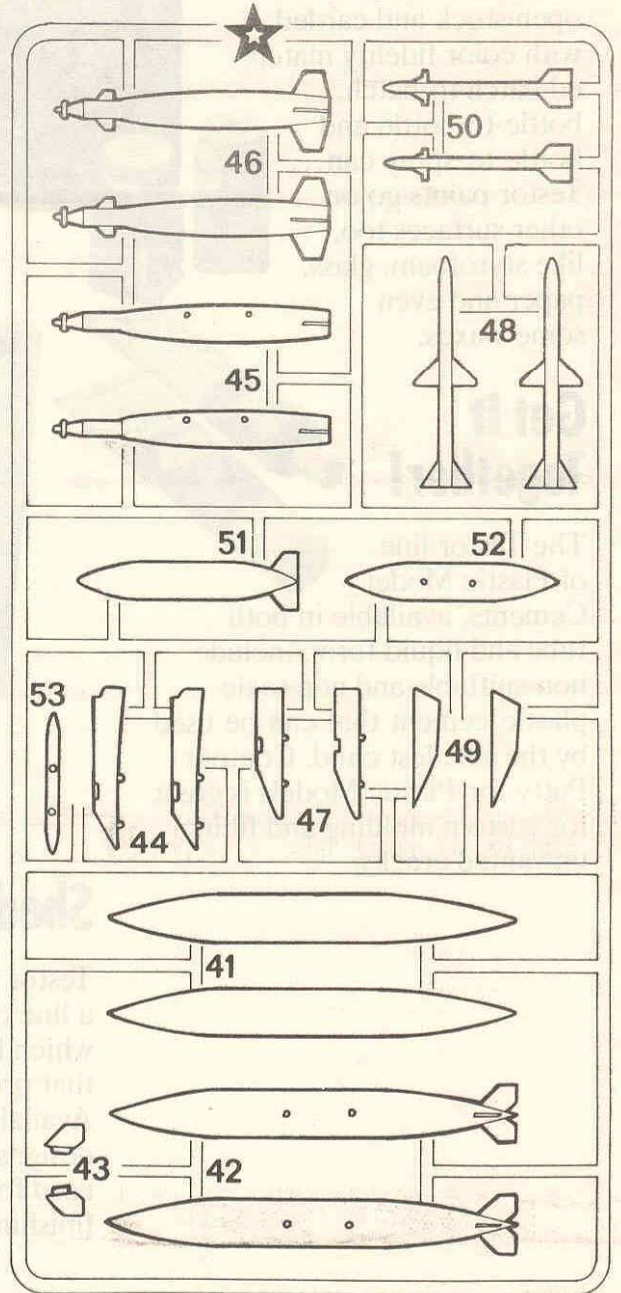
F-16 no.683



Parts from this section are identified with this symbol: ○



Parts from this section are identified with this symbol: □



Parts from this section are identified with this symbol: ☆

Brush 'em & Spray 'em

Available in over 60 colors, Testor enamel paints come open-stock and carded, with color fidelity matched batch-to-batch, bottle-to-bottle and bottle-to-spray can... Testor paints go on other surfaces too, like styrofoam, glass, paper and even some waxes.

Get It Together!

The Testor line of Plastic Model Cements, available in both tube and liquid form, include non-sniffable and non-toxic plastic cement that can be used by the smallest child. Contour Putty for Plastic Models is great for custom molding and filling unwanted cracks.



Tools of the Trade

To complement our line of finishing materials, Testor offers a complete line of hobby accessories especially designed to help you work more precisely and build professional looking models. The Testor Hobby Drop Cloth not only protects all work surfaces from accidental spills, but is an invaluable storehouse of modeling information. Other accessories available, both carded and in attractive kits include: Hobby Sandpaper, Hobby Knife and Precision Gluing Tips.

Shed-Proof Brushes

Testor offers the hobbyist a line of inexpensive brushes, which have a unique design that prevents bristle shedding. Available in various tip designs, Testor brushes can be used for practically every finishing task.

The Testor Corporation
620 Buckbee Street
Rockford, Illinois 61101

**"The Total Hobby Company
from Start to Finishing."**

