**Focke Wulf Fw-200 Condor**

**GENERAL NOTES**

This model includes some simplifications, such as the interior cockpit, bomb bay, engines and undercarriage but these can be enhanced by an experienced modeller, as can other areas such as the tail plane and wings but will make for a more complicated build. Large scale models necessitate the need for relatively complex skeletal structures using varying types of card - Not only for the fuselage but also the wings. Veteran modellers may choose to custom-build details such as the cockpit interior, complete engines or add different paint schemes. We do not recommend inexperienced modellers attempt these kind of modifications. As long as beginners adhere to the instructions and follow the assembly drawings, it’s construction should be straightforward.

White areas on parts labelled with a “W” indicate a window area which can be replaced with imitation glazed parts - allowing the model to be made without interior details.

**NOTE:** Take care when constructing the skeletal frame, not to displace the ribs by applying too much pressure when gluing. It’s advisable to check the fit of exterior skin sections before gluing in case any prominent ribs need trimming or, where the rib is too low, stick on a piece of scrap card of a thickness to bring the rib to the correct level - so that the skin sections fit with a smooth edge.

**ADDITIONAL SYMBOLS**

- Glue whole sheet onto card 1mm thick.
- Remove
- Cut
- Left
- Right

**BUILDING INSTRUCTIONS**

First stick all sheets containing the frame parts to card. Then begin constructing the fuselage frame. It’s recommended you start from the centre and work out. Follow the drawings and continue to glue together the rest of the frame sections. Each frame part, besides it’s own number, has a letter designating where it fits to the rest of the frame. Pay attention to whether they fit vertically or horizontally (interlock them “cross-wise”), rib “c” to the front and rib “d” to the rear. In this way we stick together fuselage sections 5 -12 and then sections 4 -1. Cut out all receiving slots as well as the box sections marked with a “W”. Once complete the frame will be made up of a series of cubicles and box sections. If it’s your intention to replace windows with transparencies, then you will need to cut out the window panels.

**NOTE:** Wherever it is obvious that a blank area of the interior will be seen from the outside, such as inside the undercarriage well, it’s a good idea to either paint it or use a spare piece of printed card to cover it.

Next, we follow the drawings to construct the vertical stabilizer frame and fit it to the fuselage. Then we construct the frames of the horizontal tail plane and attach them to the fuselage. Take care to ensure they are perfectly horizontal to the vertical stabilizer and at a right angle to the fuselage.

At this point it’s advisable to construct the gun turrets and then put them aside for later.

Follow the drawings and stick the fuselage sections together. Once done, build the inner wing frames parts 25a, b, c etc. Then cover the fuselage frame with the skin sections. Continue by pasting on the skin sections for the inner wings (parts 25L and 25P). Now carefully test fit the wings to the fuselage and when happy, glue them together. Examine the drawings to ensure the wings are at the correct angle in relation to the fuselage. Fit the covering strips which cover the joins between the wing roots and fuselage. (parts 55L and 55P). Next construct the outer wing frames (26a,b,c etc L and P) and control surfaces (parts 27a,b,c etc L and P). Fix both outer wing sections to the inner wing sections. Complete the skinning of the wings.
Now we turn to the construction of the gondola. Paste together the frame, made up of parts 53, 54 and two rib parts 53a. Before sticking the gondola to the underside of the fuselage, we recommend you test fit to make sure it covers the whole length of the contact area. If not, it’s possible at this point to make some additional cuts and alterations to ensure the correct fit.

It’s now time to build the engines. First we complete the internal structure of the engines (and then the external structure). Follow the instruction drawings and glue together the frames. It’s also a good idea at this point to cut the openings in part 28i which will take the strengthening wires for the landing gear. Part 28e will need trimming to allow for the undercarriage bay. Glue all joining strips and joints and leave to dry. If you have chosen to have the undercarriage extended, parts 32 and 33 (left and right) will need to be cut down the centre to allow the doors to open. If you intend to allow the propellers to turn, do not glue parts 30 and 41 (left and right) to the rest of the engine gondola now. These should be fixed only after completion of the engine and propellers. Glue together the propellers and propeller boss to the hubs as per the drawings. All 4 engines fit on their designated spots marked on the wings. Finally, glue parts 49-52 (left and right) to cover the joints between the engine gondolas and the wings.

Referring to the drawings, assemble the main landing gear as well as the tail gear. Strengthen these with wire. Note that the landing gear is not vertical under the wings but at a substantial angle forward. Take care to assemble the landing gear so that it is strong, as it will have to support this heavy model for a long time.

Now it’s time to finish off the model by adding the remaining details to the fuselage such as gunner positions, machineguns, antenna pods, the mast for the control wire and cockpit details, etc.

Retouch any edges with paint or pencils. We do not recommend varnishing.

We hope you enjoy building it and are happy with the result.