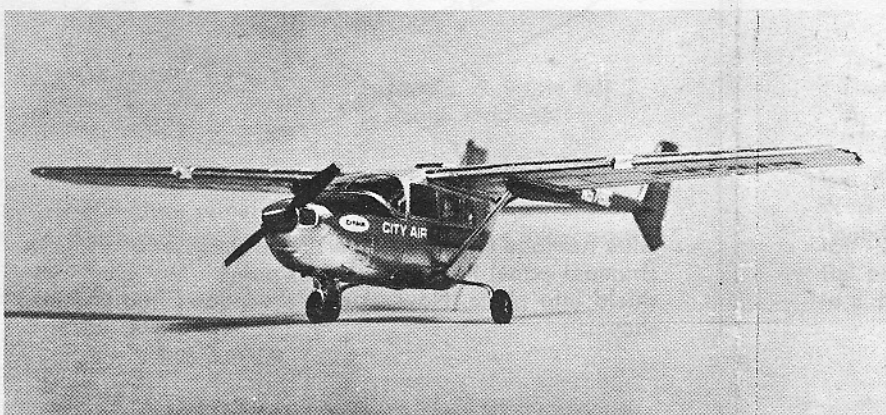




CESSNA Skymaster

AIR TAXI

no. 217



The model shown in the photographs above was built with materials and instructions recommended or provided in this kit. A good deal of time and patience went into the building of the model. It shows what can be done with this kit and clearly indicates that you can also build this beautiful 1/48th scale model of one of general aviation's most exciting aircraft.

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Beautiful lines . . . high performance . . . ruggedness . . . versatility . . . easy to fly—all of these typify the Cessna Super Skymaster. Certainly one of general aviation's most unique looking aircraft, the Super Skymaster is also one of general aviation's best aircraft.

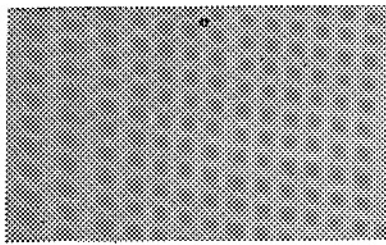
Incorporating the novel feature of CLT (Center-line-thrust), the Super Skymaster makes mastery of twin engine flight almost as easy as single engine flying. In case of an engine out emergency situation the Skymaster continues to fly straight and safely ahead—unlike the turning-toward-the-dead-engine tendency of conventional twins. Not only that, but the Skymaster will climb to 8,800 ft. on its rear engine alone.

Normally seating four, the Super Skymaster can also be configured to seat 6 in full comfort.

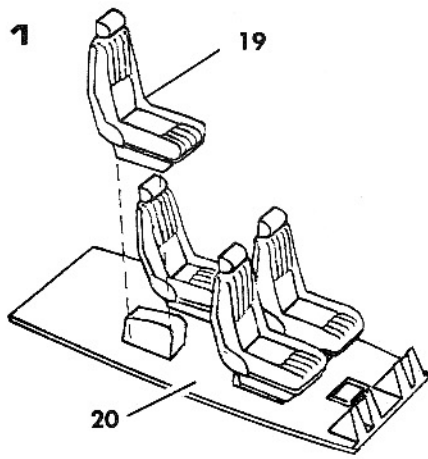
Power is provided by 2 6-cylinder fuel injection engines, each providing 210 HP. Wingspan is 38 ft. Length 29 ft. 9 in. Height is 9 ft. 4 in. Top speed at sea level is 199 mph. Twin engine rate of climb is 1200 fpm. Twin engine ceiling is 19,500 ft.

HAWK
IMC

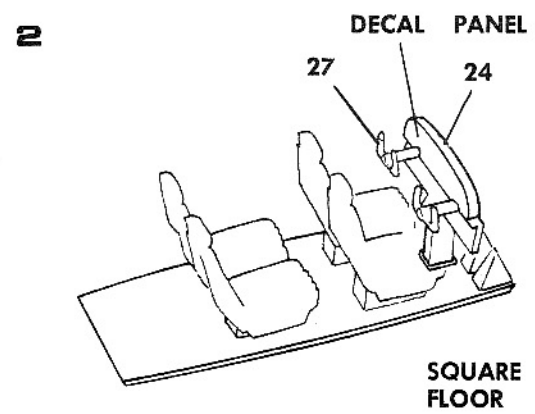
HAWK MODEL CO.
620 BUCKBEE STREET
ROCKFORD, ILLINOIS 61101



Study the instructions carefully before beginning construction. Use polystyrene plastic cement only for assembly. Follow the painting instructions carefully using enamels designed for polystyrene. Allow paints and glue plenty of time to dry. **CAUTION:** glue will not hold to plated surfaces—scrape plating away at all glue joints! Study all photographs carefully.

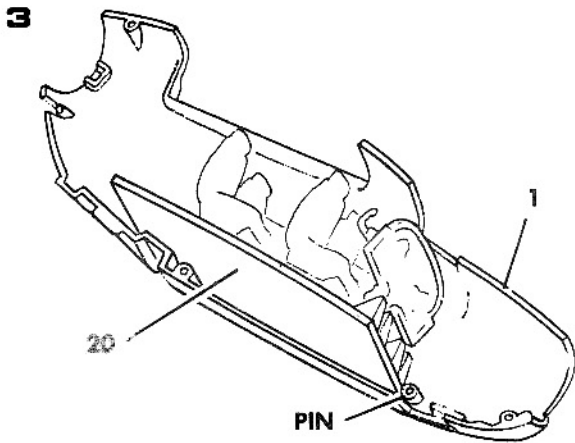


Paint seats -19- and floor -20- flat red. When dry glue seats to floor as shown.

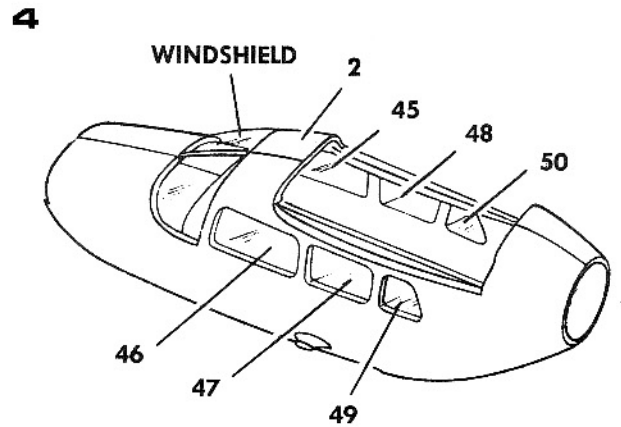


SQUARE ON FLOOR

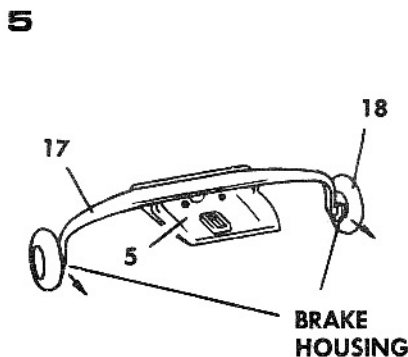
Read instructions on back of decal sheet. Apply instrument panel decal to panel -24. Glue control wheels -27- to panel. Paint wheels gloss black. Glue panel assembly to cockpit floor.



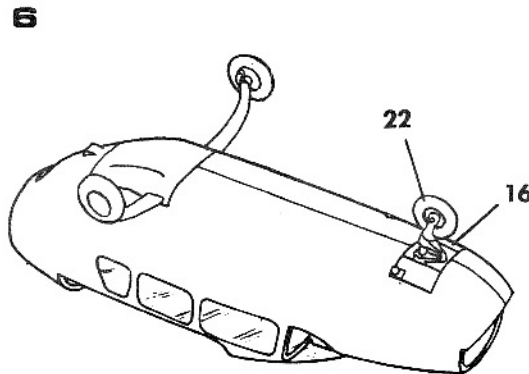
Paint the inside walls of both fuselage halves -1 & 2- flat red. When dry glue the cockpit floor assembly to the left half -1- as shown. Be sure the floor is up against the pin at the front.



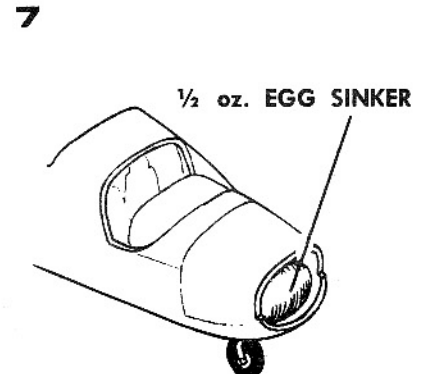
Glue fuselage halves together. Paint the visor over the instrument panel flat black. When paint is dry glue windshield into place. Now glue side windows into place as shown.



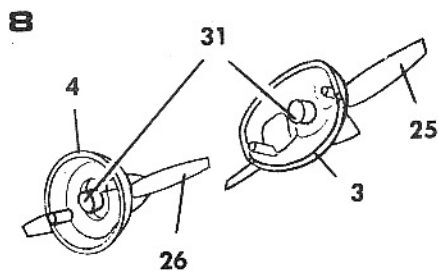
Paint wheels & hubs -18. Hubs are silver; tires are flat black. Glue landing gear strut -17- to housing -5. Now glue wheels to strut—be sure brake housings face as shown.



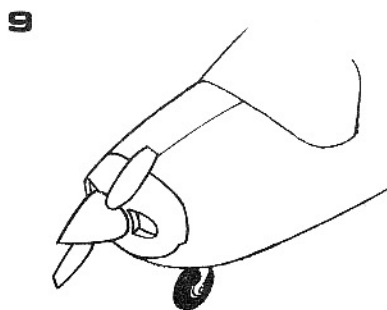
Glue fairing -16- into place as shown. Now glue main gear into place. Paint nosewheel hub and strut silver; tire flat black. When dry glue into position on fairing -16.



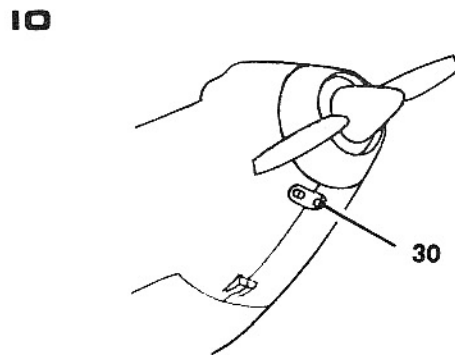
Place a 1/2 ounce lead egg sinker—or equivalent—weight in the nose. This will help the model balance on its wheels. Steel nuts will also work. Use modeling clay to hold the weights in place.



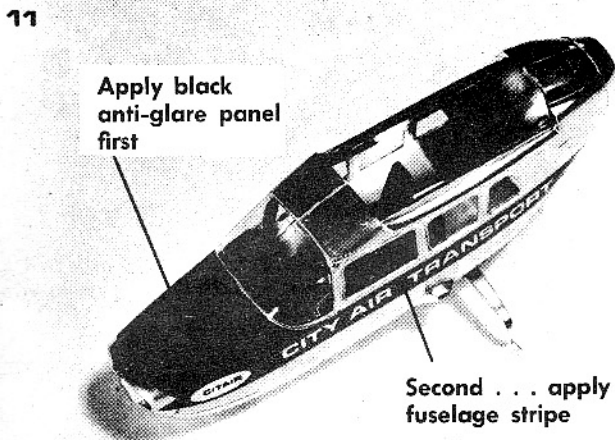
Paint propeller blades flat black with yellow tips. When dry slip the rear prop -26- through the rear fuselage fairing -4-. Place a **small** drop of cement inside the retainer -31- hole and place the retainer on the shaft . . . repeat for the forward prop.



Glue the forward propeller assembly into place.



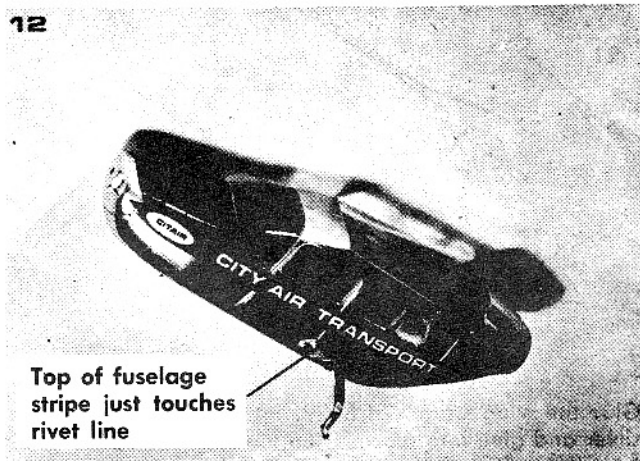
Glue the rear propeller assembly into place . . . it will only go one way. Glue the rear exhaust -30- into place as shown.



Apply black anti-glare panel first

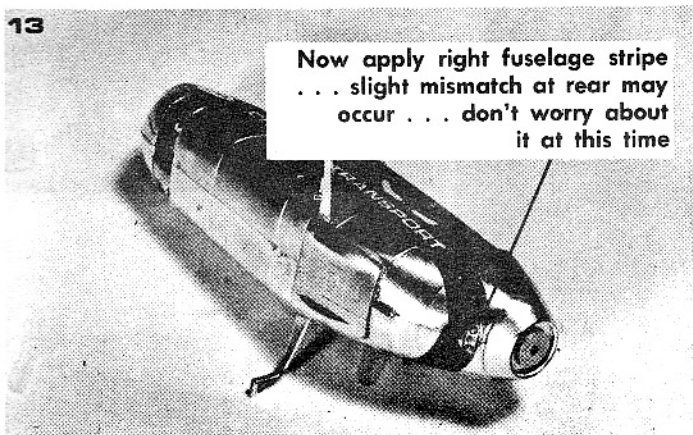
Second . . . apply left fuselage stripe

You can now begin decaling the fuselage of your model. Apply the anti-glare panel first. "Float" it on a film of water once in position press water out and smooth down. Now apply left stripe.



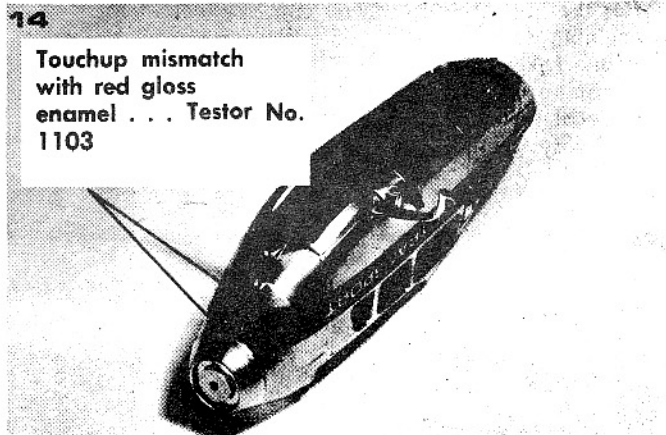
Top of fuselage stripe just touches rivet line

Top of the fuselage stripe should just touch rivet line. Work carefully, keeping water under decal until positioned properly.



Now apply right fuselage stripe . . . slight mismatch at rear may occur . . . don't worry about it at this time

Now apply right fuselage stripe. A slight mismatch may occur at rear—do not worry about it—it can be fixed with paint.

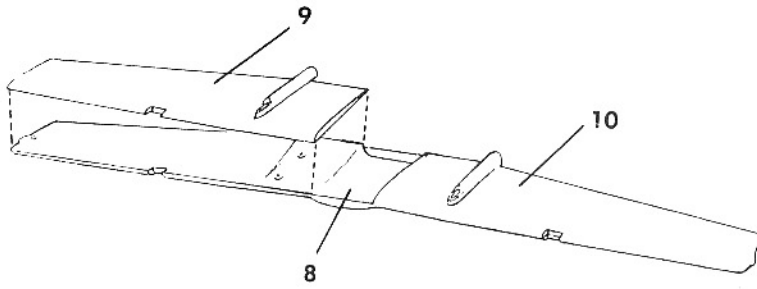


Touchup mismatch with red gloss enamel . . . Testor No. 1103

Touchup any decal mismatch with gloss red enamel (proper color matches indicated above) using a good brush. Done properly the mismatch will disappear.

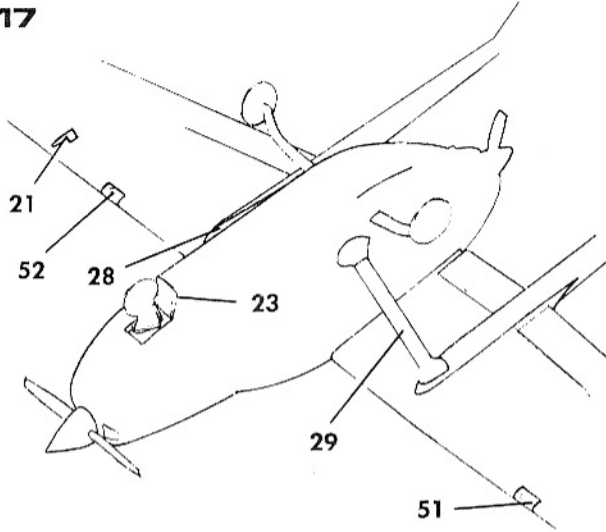
USE TESTOR ENAMEL PAINTS AND CEMENT FOR A FINER LOOKING MODEL.

15



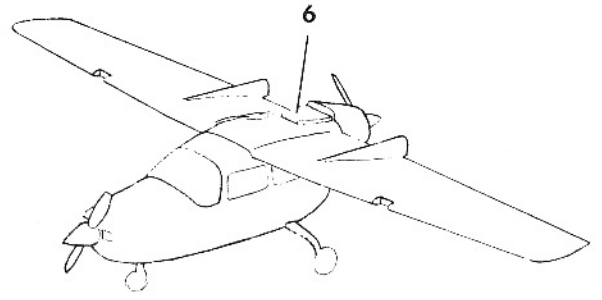
Glue the wing pieces together as shown. 8 is the upper section; 9 is the lower left; 10 the lower right.

17

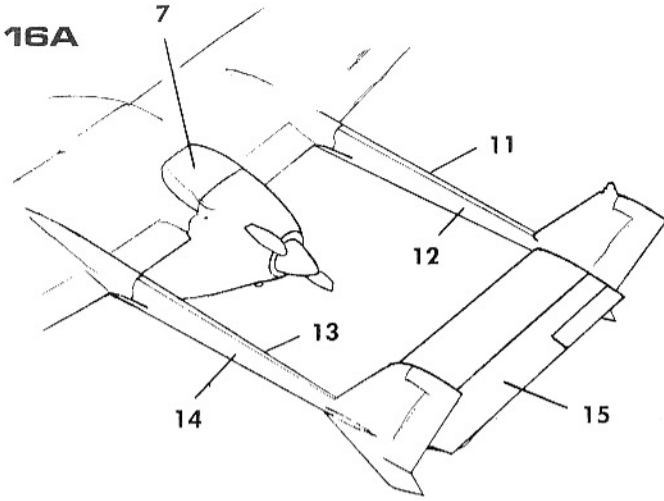


Glue the wing struts -28 & 29- into place. Paint pitot tube -21- silver and glue into place. Glue landing lights - 51 & 52 clear - into place. Glue nose door -23- into place. Paint the struts, tail booms, stabilizer gloss red.

16



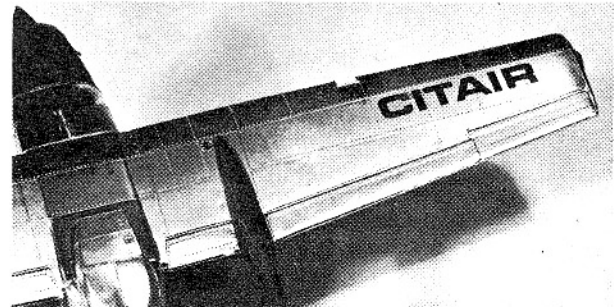
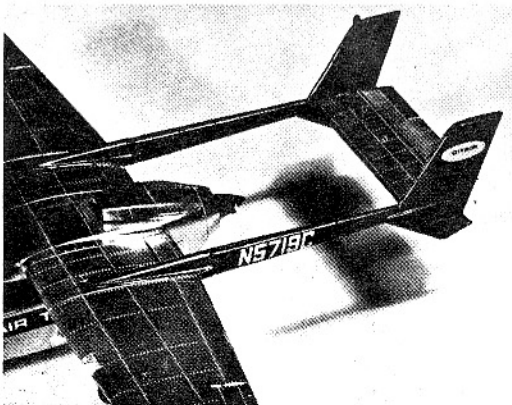
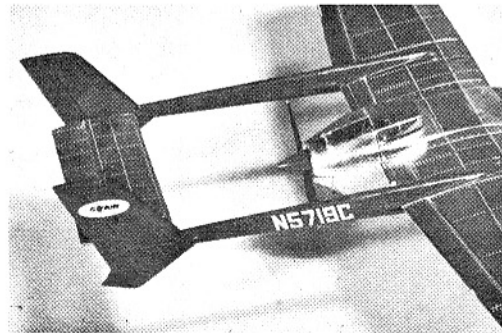
16A



Glue wing to fuselage. Glue intake bottom -6- to wing.

Glue intake upper fairing -7- into place. Glue boom halves 13 & 14 together; halves 11 & 12 together. Now glue booms to wing. Glue stabilizer -16- into place.

After the paint has dried you can apply the remaining decals as indicated in these photographs. Take care to smooth out the decals so that no air or water is trapped beneath the decal surface. Your model is now ready for display.

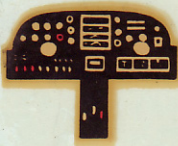


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