

# United Air Lines Douglas DC-7 Airliner

Revell

H-168-380

PRINTED IN U.S.A.

The Douglas DC-7 Airliner was the last descendant of a very successful line of piston-engined transport airplanes that included the immortal DC-3. Developed from the DC-6, the DC-7 featured a pressurized passenger and crew compartment, a fuselage eight feet longer than the DC-6, accommodations for up to 95 passengers and four 3,250 hp. Wright turbo-compound engines with reversible propellers to shorten landing distances.

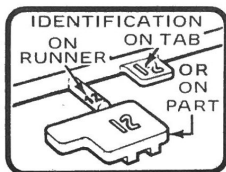
The DC-7 was the ultimate expression of reciprocating engine transport design from Douglas. The jet airliner was on the horizon even as the DC-7 went into service. Although the "seven" was the pride of the fleet in United Air Lines' service throughout the middle and late fifties, the Golden Age of the piston-engined airliner was definitely and irrevocably to be ended.

Your Revell model represents a DC-7 in service on United Air Lines' routes around 1953.

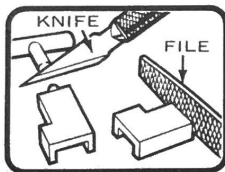
Specifications	
WING SPAN:	117'6"
WEIGHT:	66,306 lbs. (Empty) 122,200 lbs. (Maximum load)
LENGTH:	108'11"
HEIGHT:	28'7"
FUEL CAPACITY:	5,517 U.S. Gallons
MAXIMUM SPEED:	401 mph. at 22,000'
MAXIMUM CRUISE:	349 mph. at 24,000'
RANGE:	4,575 miles at 15,000' - 4,430 miles (full load) 7,163 miles at 23,500' - 3,905 miles (full load)
POWER:	Four 3,250 hp. Wright turbo-compound R-3350-18 twin row radial engines driving Hamilton-Standard wide blade propellers of four blades each.
ACCOMMODATIONS:	Crew of three and cabin attendants, 60 passengers and 6 lounge seats in deluxe configuration or up to 95 in all (economy configuration)

## GET YOUR TOOLS READY:

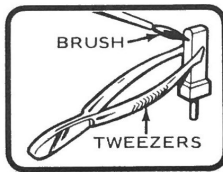
## BEFORE YOU BEGIN



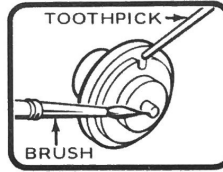
REMOVE PART WHEN CALLED FOR



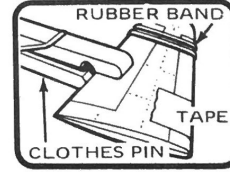
TO REMOVE AND TRIM PARTS



TO HOLD PARTS



TO APPLY CEMENT



TO HOLD PARTS AFTER CEMENTING

## HELPFUL MODELING HINTS.

1. Fit parts together before cementing.
2. Trim away excess plastic.
3. Use cement sparingly, too much will damage your model.

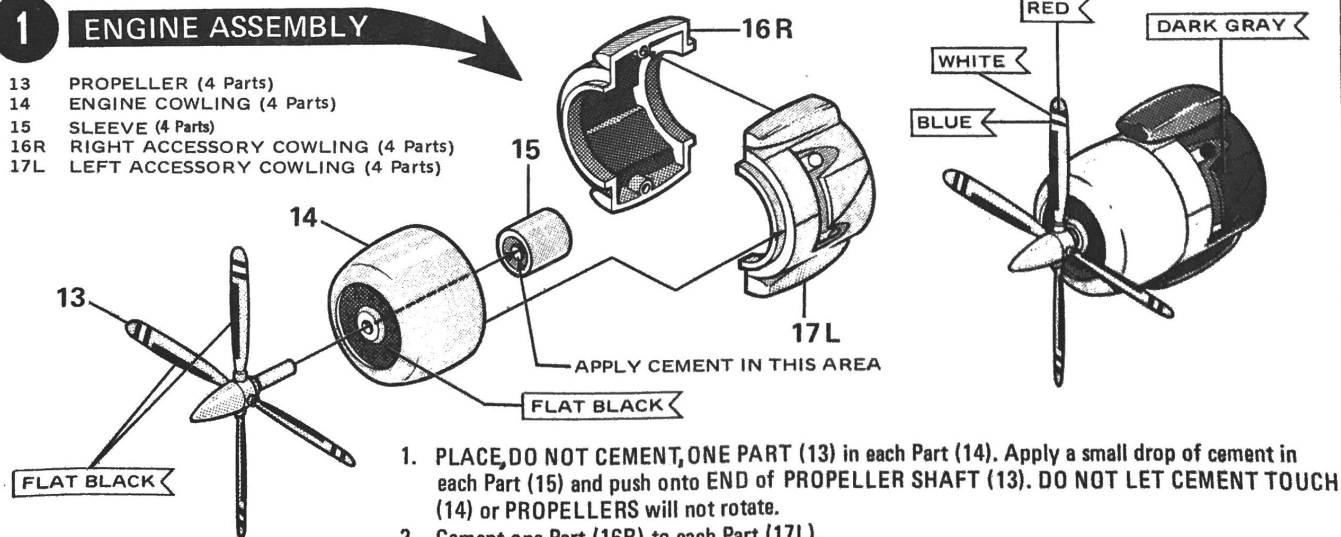
4. Suggested painting colors are indicated by flags. Paint small parts before detaching from runner.

5. **TO OBTAIN A GOOD BOND, REMOVE PAINT WHERE PARTS ARE TO BE CEMENTED.**

IF YOU WISH TO STOP AT ANY POINT DURING THE CONSTRUCTION OF YOUR MODEL, DO SO ONLY AT THE END OF AN ASSEMBLY STEP.

## 1 ENGINE ASSEMBLY

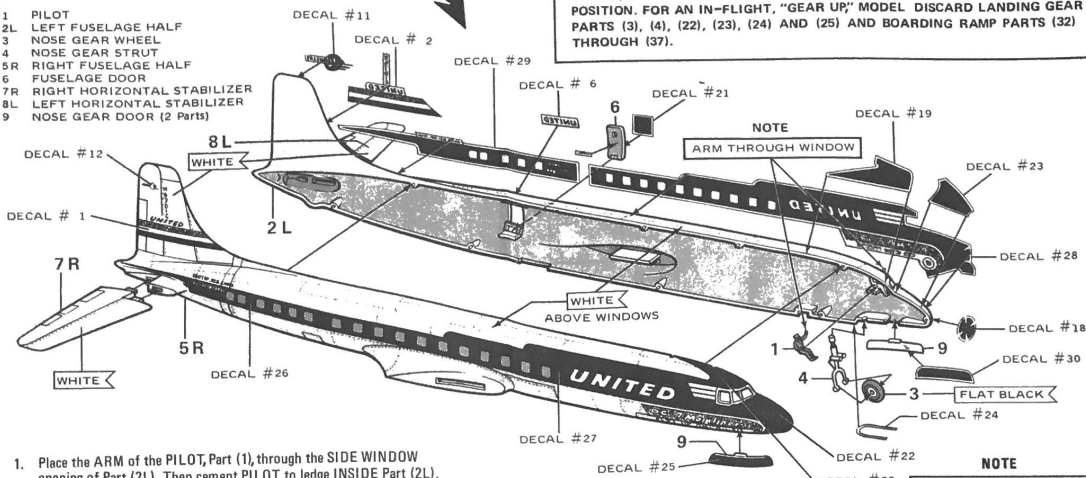
- 13 PROPELLER (4 Parts)
- 14 ENGINE COWLING (4 Parts)
- 15 SLEEVE (4 Parts)
- 16R RIGHT ACCESSORY COWLING (4 Parts)
- 17L LEFT ACCESSORY COWLING (4 Parts)



1. PLACE, DO NOT CEMENT, ONE PART (13) in each Part (14). Apply a small drop of cement in each Part (15) and push onto END of PROPELLER SHAFT (13). DO NOT LET CEMENT TOUCH (14) or PROPELLERS will not rotate.
2. Cement one Part (16R) to each Part (17L).
3. Cement assembled ACCESSORY COWLINGS to ENGINE ASSEMBLIES.

## 2 FUSELAGE ASSEMBLY

- 1 PILOT
- 2L LEFT FUSELAGE HALF
- 3 NOSE GEAR WHEEL
- 4 NOSE GEAR STRUT
- 5R RIGHT FUSELAGE HALF
- 6 FUSELAGE DOOR
- 7R RIGHT HORIZONTAL STABILIZER
- 8L LEFT HORIZONTAL STABILIZER
- 9 NOSE GEAR DOOR (2 Parts)

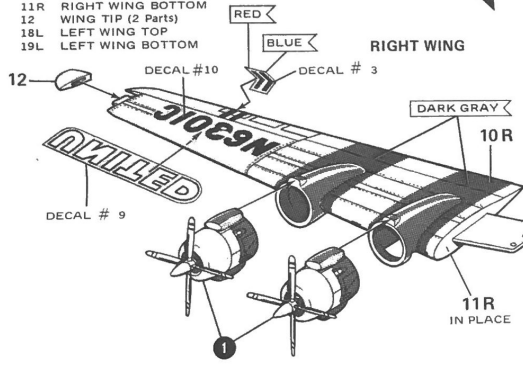


1. Place the ARM of the PILOT, Part (1), through the SIDE WINDOW opening of Part (2L). Then cement PILOT to ledge INSIDE Part (2L).
2. If you are building a "Gear Up" Model discard Parts (3) and (4).
3. Snap Part (3) into Part (4). PLACE DO NOT CEMENT Part (4) into locator in Part (2L). Cement Part (2L) to (5R). DO NOT LET CEMENT TOUCH (4) or GEAR will not turn.
4. Apply DECALS to SIDES of FUSELAGE as shown and set aside to allow DECALS to dry thoroughly before continuing.
5. Cement Part (6) and two Parts (9) to FUSELAGE, in an open position for a "Gear Down" Model or in a closed position for a "Gear Up" Model.
6. Cement (7R) and (8L) to FUSELAGE.

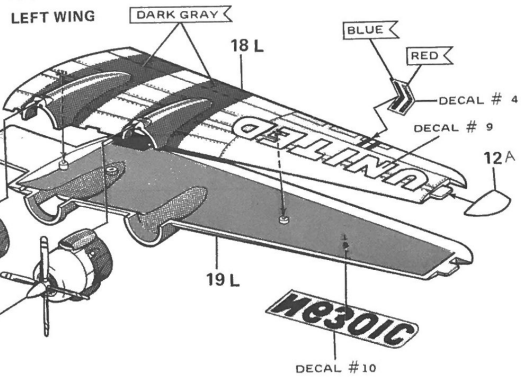
**NOTE**  
IF YOU PLAN TO BUILD YOUR MODEL WITH LANDING GEAR DOWN, IT WILL BE NECESSARY TO ADD SOME WEIGHT INSIDE THE NOSE OF THE FUSELAGE SO IT WILL SIT PROPERLY ON ITS LANDING GEAR.

## 3 WING ASSEMBLY

- 10R RIGHT WING TOP
- 11R RIGHT WING BOTTOM
- 12 WING TIP (2 Parts)
- 18L LEFT WING TOP
- 19L LEFT WING BOTTOM



1. Cement (10R) to (11R). Cement one (12) to TIP of WING.
2. Cement (18L) to (19L). Cement remaining (12) to TIP of WING.
3. Cement two assembled ENGINES to each WING.
4. Apply DECALS as indicated.

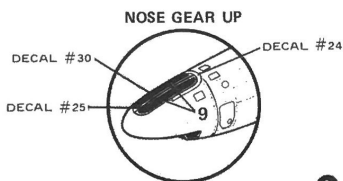


## 4 FUSELAGE TO WING ASSEMBLY

- 20R RIGHT LANDING GEAR DOOR (2 Parts)
- 21L LEFT LANDING GEAR DOOR (2 Parts)
- 22 MAIN GEAR WHEEL WITH AXLE (2 Parts)
- 23 MAIN GEAR STRUT (2 Parts)
- 24 MAIN GEAR WHEEL (2 Parts)
- 25 MAIN GEAR RETRACT LINK (2 Parts)
- 26 STRUT DOOR (2 Parts)
- 27 AIR DUCT
- 29 LOOP ANTENNA FAIRINGS (2 Parts)

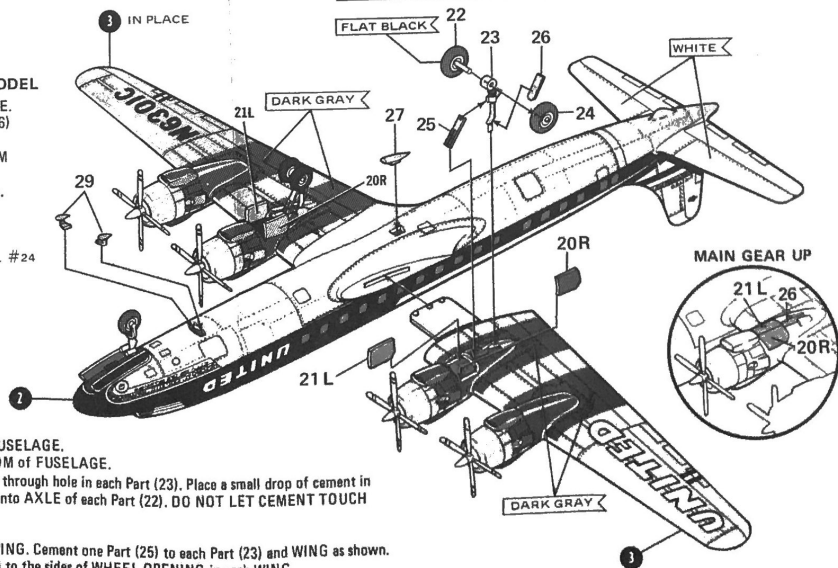
### FOR AN IN FLIGHT, "GEAR UP," MODEL

1. Cement the WING assemblies to FUSELAGE.
2. Cement three DOORS (20R), (21L) and (26) to each WING in a closed position.
3. Cement (27) and two parts (29) to BOTTOM of FUSELAGE.
4. Discard Parts (22), (23), (24), (25) and (26).



### FOR A "GEAR DOWN" MODEL

1. Cement the WING ASSEMBLIES to the FUSELAGE.
2. Cement (27) and two parts (29) to BOTTOM of FUSELAGE.
3. PLACE, DO NOT CEMENT, ONE Part (22) through hole in each Part (23). Place a small drop of cement in hole in each Part (24) and carefully press onto AXLE of each Part (22). DO NOT LET CEMENT TOUCH PART (23) or WHEELS will not rotate.
4. Cement one Part (26) to each Part (23).
5. Cement one GEAR ASSEMBLY to each WING. Cement one Part (25) to each Part (23) and WING as shown.
6. Cement one Part (20R) and one Part (21L) to the sides of WHEEL OPENING in each WING.



**NOTE**  
YOU MAY ASSEMBLE YOUR MODEL AS AN IN FLIGHT, "GEAR UP," MODEL WITH LANDING GEAR DOORS CLOSED OR WITH "GEAR DOWN" AND DOORS OPEN.

- 30 GROUND APPROACH ANTENNA
- 31 RADIO ANTENNA
- 32R RAMP RIGHT SIDE
- 33L RAMP LEFT SIDE
- 34 BOARDING RAMP STEPS
- 35 GUIDE HANDLES (2 Parts)
- 36 SUPPORT STRUT
- 37 RAMP BASE



FOR AN IN FLIGHT, "GEAR UP" MODEL

1. Cement (30) and (31) to TOP OF FUSELAGE.
2. Discard Parts (32) through (37).

FOR A "GEAR DOWN" MODEL

1. Cement (30) and (31) to TOP of FUSELAGE.
2. Cement (32R) and (33L) to (34).
3. Cement two Parts (35) to (37).
4. Cement (36) to (37), then cement assembled RAMP to (36) and (37).
5. Apply DECALS to sides of RAMP.
6. Place Model on a flat surface and cement tab on RAMP ASSEMBLY into locator in FUSELAGE DOOR OPENING.

