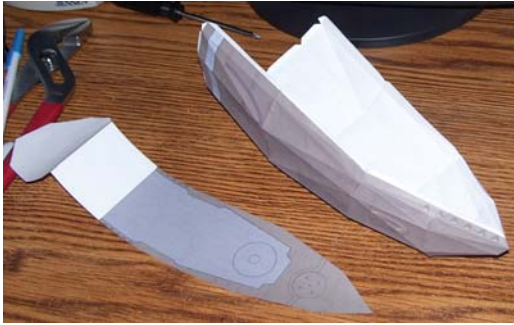


Hello there! Welcome to the instructions for my model of the ship, *The Bebop*, from the show, *Cowboy Bebop*. This one comes out to 10 pages worth of pieces, so make sure you've got a decent ink cartridge in your printer!

So! Let's get started: Ok, we may as well just go in numerical order, so print out the first 3 pages. we'll first use the three large pieces, (1), (2), and (3). These will make up the main hull of the ship, so cut out and pre-fold them:

Attach (2) and (3) down the bottom, to get something like this:



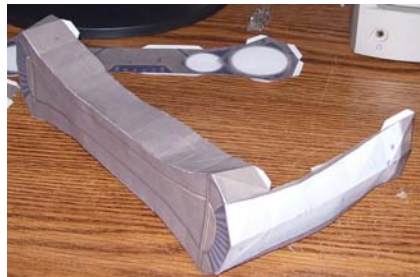
Next, you can attach (1) to the top. Start at the front and work back evenly on both sides:



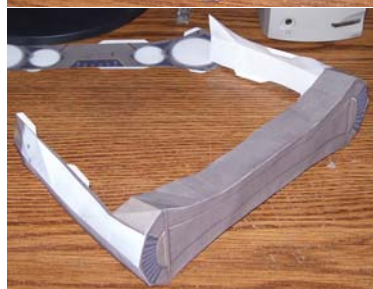
You can already tell this is going to be a large model. Next, we're going to skip (4) for the present, so take piece (5) from page 3, and print pages 5-9. Pieces (5)-(18) will make up the enormous back wings. What I recommend is to cut out and pre-fold all 14 pieces before starting to glue anything together. This is going to take a little patience, so keep at it, you'll get there eventually! To keep from getting confused, I lightly wrote each piece's number on the back in pencil.

Taking pieces (5), (9), and (18), we'll begin assembling the wings. Pieces (9)-(13) form the top, (14)-(18) are the bottom, (5) is the front, (6) is the back, and (7) & (8) are the sides. First attach (5) to (9), orienting (9) to the top of (5). The top of (5) is the side with the light inner borders:

Piece (18) will attach to the bottom half, opposite of (9):
With these steady, we'll attach the two sides, piece (8) shown below. Use this picture to orient them:



Piece (7) is the idea as piece (8), except mirrored to the other side (picture to bottom left):



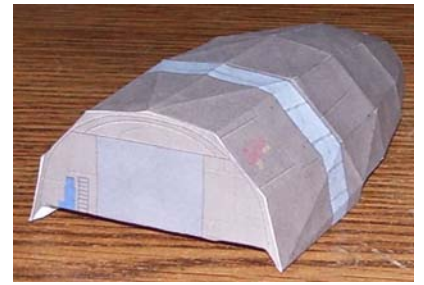
Continue attaching the top and bottom strips evenly, closing the box with piece (6) as the back face (shown left):



We might as well attach these two together now, so use this picture as a guide. Try to center the hull as best you can, making sure the tops of the two pieces are flush. You can measure them if you want, but I just eye-balled it.



With the back wing attached, go back to piece (4) from page 5. This is the hanger of the ship, which overlaps the edges between the hull and the back wing. Cut it out and assemble the piece as usual. No tricks with this one, it's pretty straight forward:



Use the corners in the middle of the sides to align it, they should rest against the front of the wings:

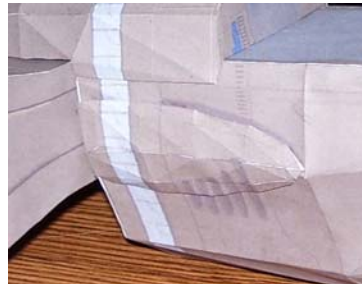


Ok! What's left... ah, pieces (19)-(22). (19) & (20) attach to each other just as oriented on the print out, as goes for (21) & (22). They'll look like this:

I had to end up ripping up the front section of the hull to get underneath and push up, so the front of the hanger would sit flat on the hull.



They attach to the sides of the hull over the brown sideways parabola:



Next, we'll make the little 'stabilizers', for lack of a better name. Cut out and fold pieces (23) & (24). No assembly here, we'll just attach them straight on. (24) goes on the side shown above, and (23) on the other. Put the half with the single long tabs against the wings, and the multiple little tabs against the hull (seen above).

Ok, go back to page 4, we need to assemble piece (25), so cut it out and do the folding. The 'top' pieces fold underneath to form the bottom of the overhang that you see in the upside-down picture:

DO NOT GLUE TO THE HANGER!

We need pieces (26) & (27), so get to cutting. When these two are folded, glue all the attachments for the front blue windows of piece (26), and stop. I found it easier to work backwards from the center (front) tab on both sides, rather than starting from the back:



We're going to want to make and attach the cabin before we glue the whole thing on, so find the remnants of page one.

WARNING! This is going to be the hardest part of this model. To anyone who has built my Portal Cake, the tabs on the windows of (26) will rival the cake's cherries.

Make the few connections on (27):

(Yours will have slightly different connections in the back end because I changed it in the final version, but it's the same difference)

Next, take piece (27) and we'll start attaching it to (26). Connect the window/roof first with all those tiny tabs along the very flimsy 'overhang':



A lot of work for such a small detail, eh? Oh well, that's not gonna stop us!... well, me at least. Maybe I'll go back later and make an optional "simplified version" or something...



Next do the few tabs on both sides surrounding each single raised back window:



Now, the simple part: glue the cabin to the little holder we made previously. Just line up the flat end of the cabin with the edge line of the holder:



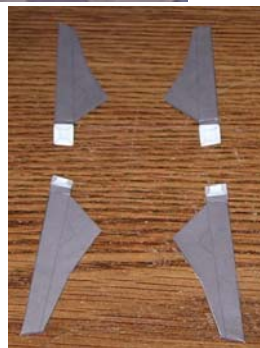
At this point, I took the time to make a quick stand out of some cardboard, since the next few pieces we'll add go underneath, and we don't want to let the model rest on them. You can make something similar to this; it's about 4 inches (9-10cm) high in the front, and about 3.5 inches (8-9cm) in the back, depending on the scale you're building this (you'd be crazy to be doing it smaller!):



wings, hold (28) down as best you can against the hull to get a somewhat flat connection. You'll probably end up with some gaps in the middle, but if you did a good job building it, this won't really be a problem:



Now, find the rest of page 2, and take the four pieces (29)-(32). These will be the large fins that go on both sides of the top and bottom of the wing. Being careful of the small edges, cut out and pre-fold all 4 pieces. Assemble the top half first, working down from the top, then take advantage of having the bottom open to do the tabs using a paperclip or toothpick:

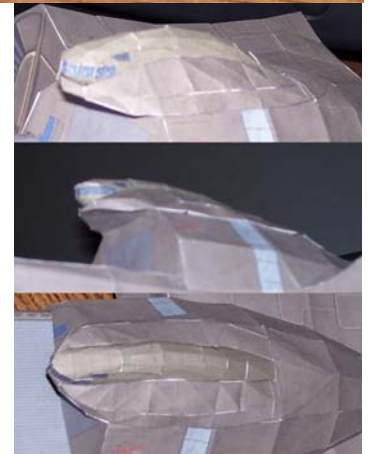


Finally, close up the top "shoe lace"-styled top, giving you a beautiful tube-like piece:

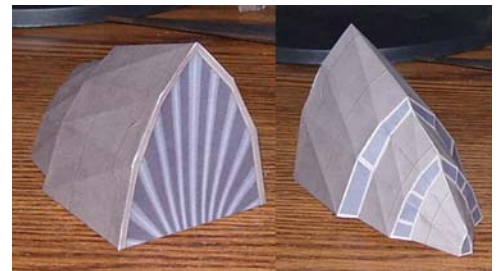


Make sure to take advantage of the fact that you can squeeze the holder from the underside since we haven't attached it to the hanger yet.

Now, let's attach it to the top of the hanger and be done with it! Make sure the tabs on the underside of the cabin holder are creased very flat, this will help give as little seam as possible against the hanger sides. Use the little brown roof on the underside of the cabin holder (shown above in the upside-down picture) to help line it up. The back lip of this should rest against the top-front of the hanger:



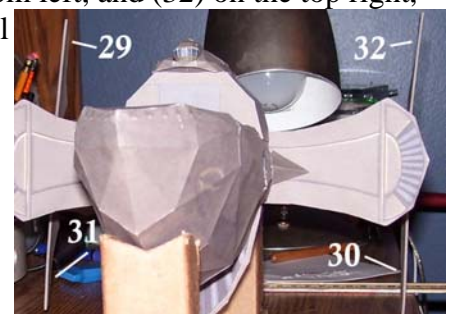
Ok, let's get that enormous underside out of the way first. Get the remainder of page 4 back out and cut out piece (28). This goes on the underside of the wing, up against the back-bottom of the hull. Cut it out and pre-fold, and you can easily tell how it zips up to make a nice cathedral-looking piece:



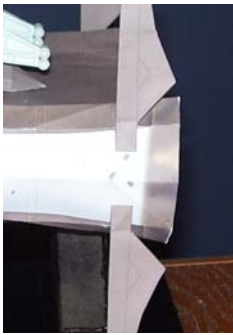
Carefully sit the ship upside-down, and using as much pressure as possible without damaging the

Also, if you get a gap between (28) and the hull's back, wait a little while until (28) has a solid hold on the wings, then carefully drip some glue in-between them and hold them together. Pretty much from now on you'll need to sit it on top of your supports, or for a little while, upside-down.

Each fin has a specific spot: (29) goes on the top left, (30) goes on the bottom right, (31) on the bottom left, and (32) on the top right, orienting all of which from looking down the front of the ship:



Note how they line up with the last vertical crease, just above and below the sets of three black dots.

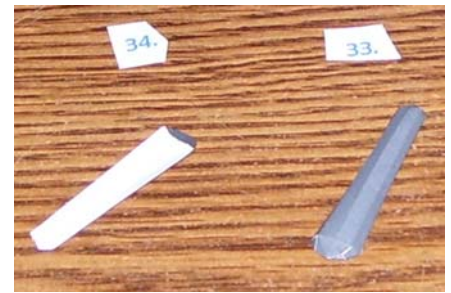


Jump to page 5 for (35)-(38). We'll do the harder ones first, (35) & (36). Cut out and pre-fold, being careful of the small sides, just like before. These will glue together to basically form a bent 3D 'L':



And now we'll go back again to page 1 for (39)-(42). These are just more little aesthetics, so bare with me. Start with the easy ones, (39) & (40). Once cut out and folded, you've got just 2 connections on each, so quick make those and set them aside:

Now this is really looking like the ship! All that's left are little odds and ends. Find page 1 and we'll continue with (33) & (34). These two are similar to piece (25), which was the little base that held the cabin. I say this because they have that one little section of overhang at one end to help you line up the piece on the wings' edges when attaching. Cut out and pre-fold, making the few small connections at the right ends first. Then do the left end, working your way from right to left.

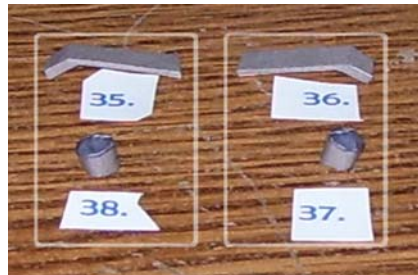


These are simple to attach to the wings, (33) goes on the right, and (34) on the left (looking from the front), though they're basically the same, so whatever:

Next, take (37) & (38) and repeat, cut out and fold. These two will make lop-sided cylinders with domes at one end. I recommend gluing the dome part together first, then doing the cylinder body. Simple enough:



Now that they're done, break them into the left groups. They attach to the front end of the ship. Notice that (37) & (38) are angled on the bottom. The taller side goes upwards when you glue this to the hull (I did mine upside-down...):



Now for the difficult ones, (41) & (42). These form handles that will across the top of the edge between the hull and the two pieces we've just attached:



Attach pieces (39) & (40) first, with the trapezoid faces up. Make sure they're flush with the top of the hull. Then, (41) & (42) go over the edge between the hull and (39) or (40):



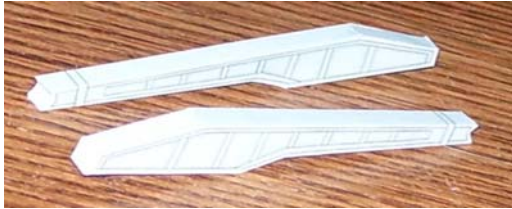
One page left! All we need to make now is the big white pincers. Easier said than done though, right? Not so, these are much easier than the tiny aesthetic pieces we've been doing so far. Pieces (43) & (44) are the shoulders that attach to the hanger and support each arm, so cut them both out and get to folding. These only have a few connections to make, so you'll get a shell-looking thing when you're done:



These glue right onto the sides of the hanger, (43) on the left, and (44) on the right (when looking from the front). Try to make sure you keep the tops as level as possible:



Set it aside and move to (47) & (48). These will be the forearms of the pincers. Again, these are just misshapen boxes, so simple to figure out:



Pieces (49)-(52) are a bunch of small cylinders that will be the elbows of the arms, so quick build these:



Pieces (53) & (54), and (55) & (56) combine to form the actual two claws, so cut these out. make sure to get the white boxes in the middle of (53) & (55), this is where (54) & (56) will fit into each one. Use a razor blade to cut these out neatly. What I did was to glue (54) & (56) together and then glue them to the pre-folded but incomplete (53) & (55):



Then finish gluing the claws together by closing the tops:



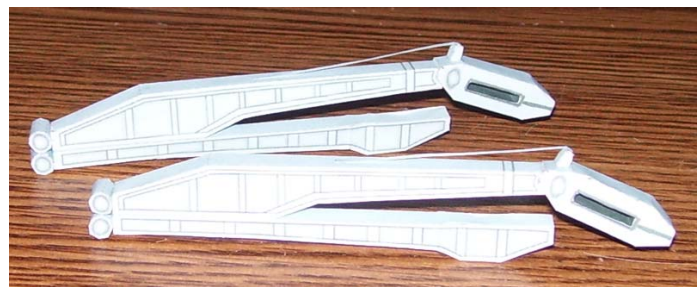
Pieces (57) & (58) make two little nubs that go on the backs of the claws, so quick assemble these:



And pieces (59) & (60) are just simple squares, not even a fold to make. You'll just lay them across the top of the arms, connecting from the nub (57) or (58), and going to the middle of the forearm, (47) or (48).

Now we can begin to put everything together. Just use the picture as a guide, you should easily be able to recognize all of the pieces:

And finally, glue the arms on the shoulders we attached a little while ago. Either can go on either side, they're exactly the same. This, for me, was the hardest piece to attach, just because of how fragile the model is at this point. I also had to use a piece of paper to prop up the backs until it dries:



And you're done!

Thanks for downloading (and hopefully successfully building) my model of The Bebop from the show *Cowboy Bebop*! Stop by from time to time to see what else I've done! I love feedback!

- Mike McDermott, "billybob884"
<http://billybob884.deviantart.com/>

