

Cessna Super-Skymaster



MODEL NO. 565-130

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.

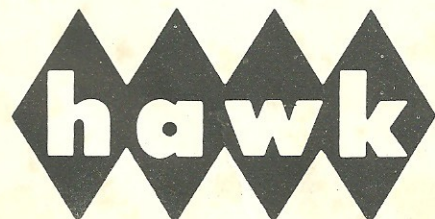
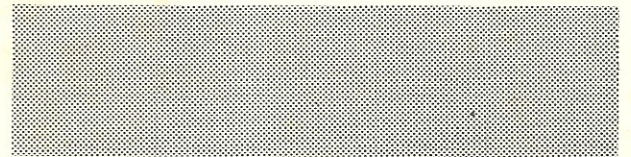
Incorporating the novel feature of CLT (Center-line-thrust), the Super Skymaster makes mastery of twin engine flight almost as easy as single engine flying. In case of an engine out emergency situation the Skymaster continues to fly straight and safely ahead—unlike the turning-toward-the-dead-engine 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.

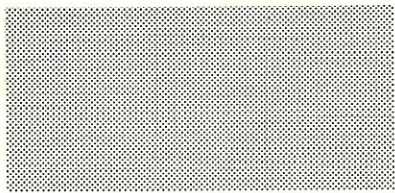
Power is provided by 2 6-cylinder fuel injection engines, each providing 210 HP. Wingspan is 38 ft. Length 29 ft. 9 in. Height is 9 ft. 4 in. Top speed at sea level is 199 mph. Twin engine rate of climb is 1200 fpm. Twin engine ceiling is 19,500 ft.

It's really quite an airplane . . . why not see one at your Cessna dealer?

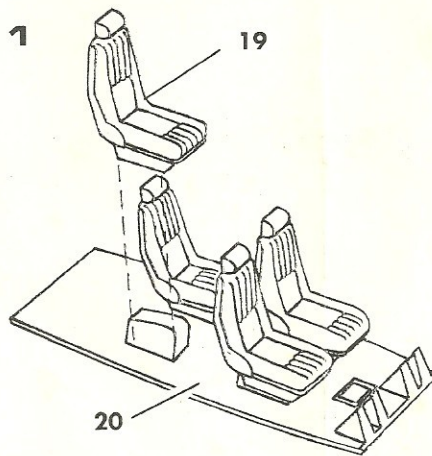
The model shown in the photographs above was built with materials and instructions recommended or provided in this kit. A good deal of time and patience went into the building of the model. It shows what can be done with this kit and clearly indicates that you can also build this beautiful 1/48th scale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



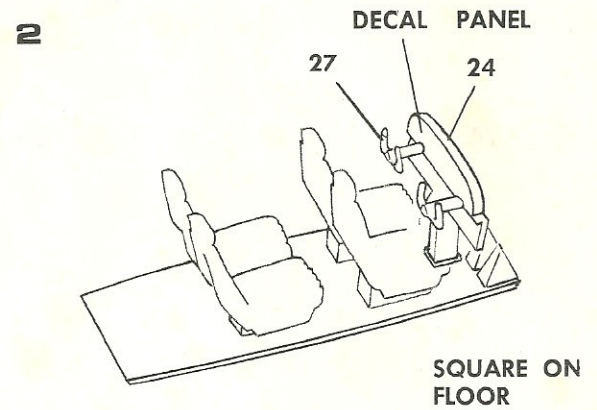
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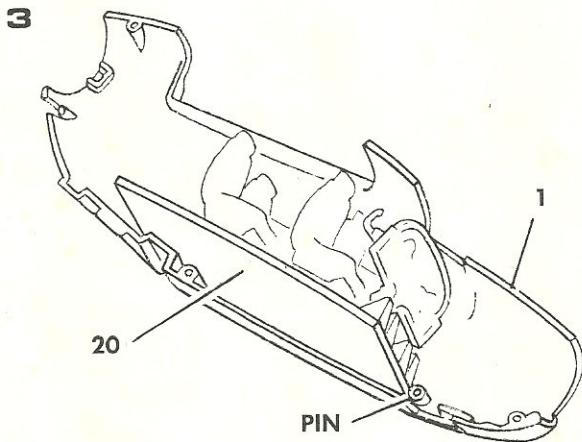
Study the instructions carefully before beginning construction. Use polystyrene plastic cement only for assembly. Follow the painting instructions carefully using paints designed for polystyrene. Work slowly . . . allow paints and glue time to dry. Study the photographs of the actual airplane on the box cover and the finished model on page 1 of this instruction sheet . . . these are good references for painting and decaling.



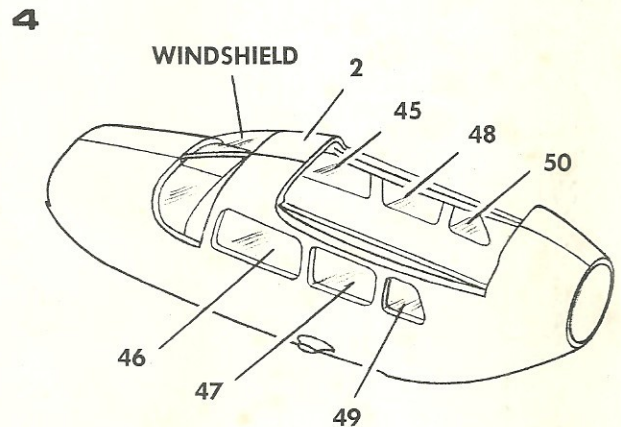
Paint seats -19- and floor -20- flat red. When dry glue seats to floor as shown.



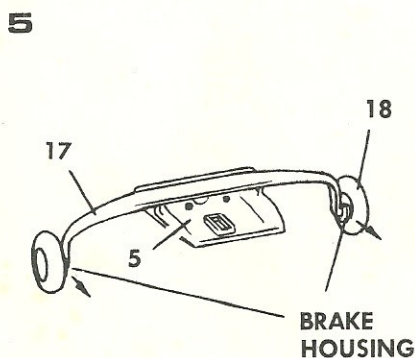
Read instructions on back of decal sheet. Apply instrument panel decal to panel -24. Glue control wheels -27- to panel. Paint wheels gloss black. Glue panel assembly to cockpit floor.



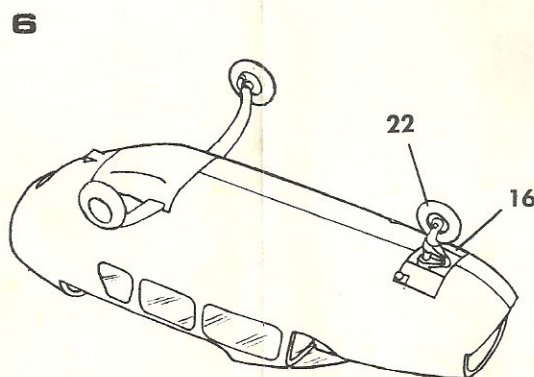
Paint the inside walls of both fuselage halves -1 & 2- flat red. When dry glue the cockpit floor assembly to the left half -1- as shown. Be sure the floor is up against the pin at the front.



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.



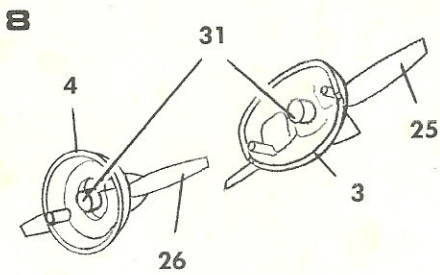
Paint wheels & hubs -18. Hubs are silver; tires are flat black. Glue landing gear strut -17- to housing -5. Now glue wheels to strut—be sure brake housings face as shown.



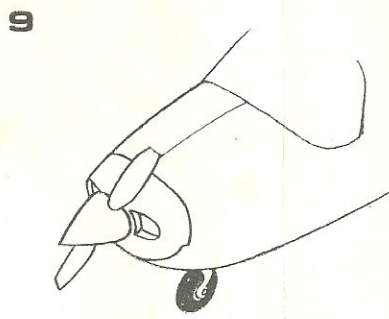
Glue fairing -16- into place as shown. Now glue main gear into place. Paint nose wheel hub and strut silver; tire flat black. When dry glue into position on fairing -16-.



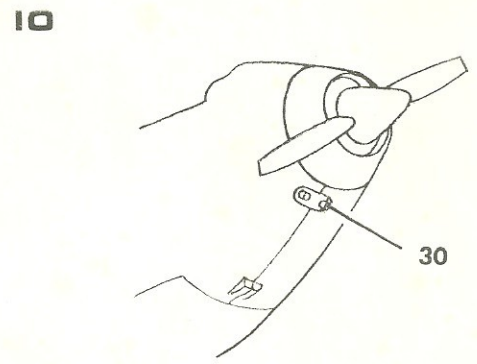
Place a 1/2 ounce lead egg sinker—or equivalent—weight in the nose. This will help the model balance on its wheels. Steel nuts will also work. Use modeling clay to hold the weights in place.



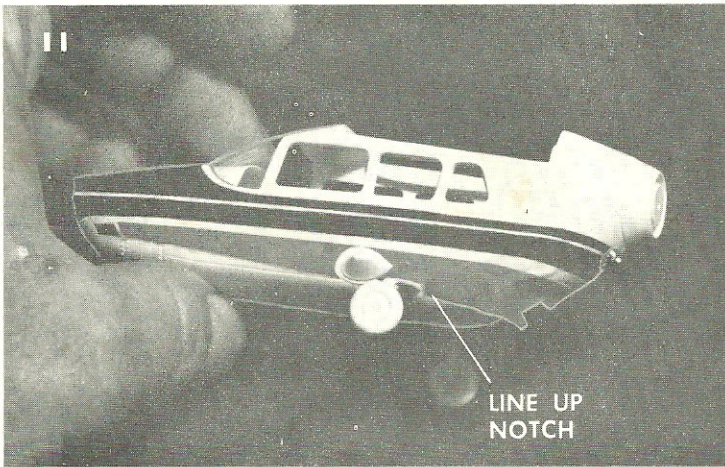
Paint propeller blades flat black with yellow tips. When dry slip the rear prop -26- through the rear fuselage fairing -4-. Place a small drop of cement inside the retainer -31- hole and place the retainer on the shaft . . . repeat for the forward prop.



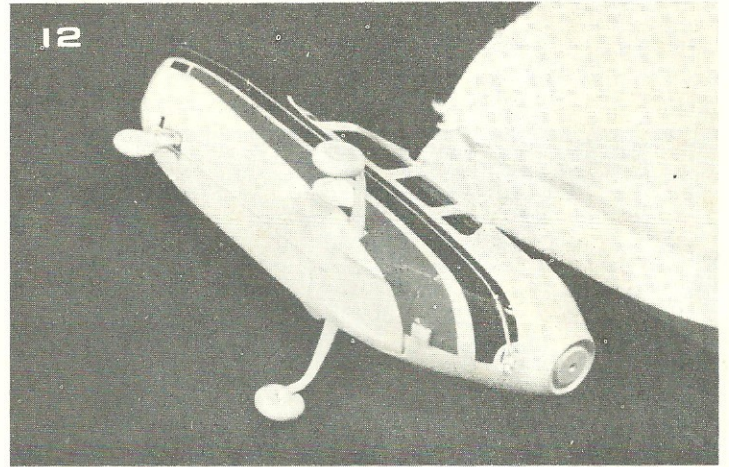
Glue the forward propeller assembly into place.



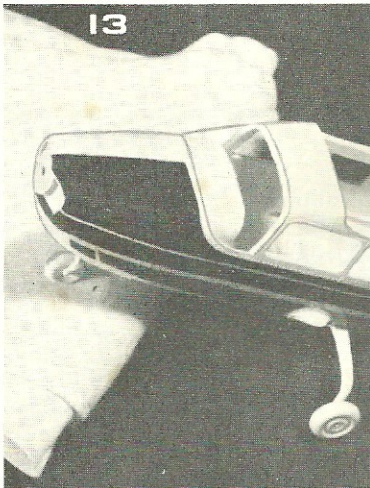
Glue the rear propeller assembly into place . . . it will only go one way. Glue the rear exhaust -30- into place as shown.



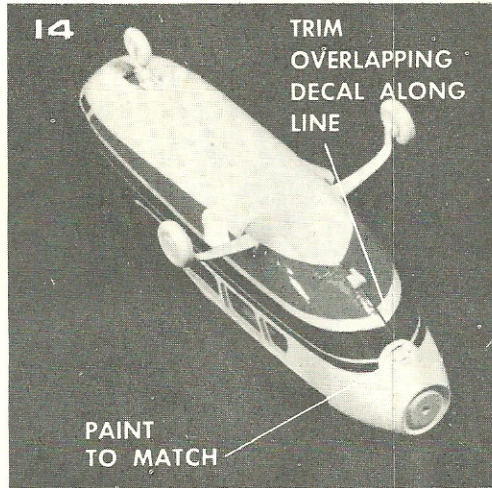
Apply decals as shown. Position the decals very lightly . . . adjust so cutout notch in decal lines up with landing gear cut-out. When decal is positioned correctly press out water with finger and handkerchief.



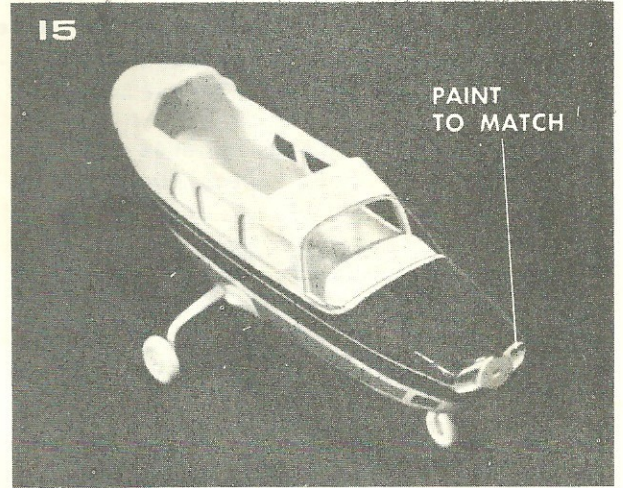
Work decal around rear of fuselage with handkerchief. This decal is especially made to stretch—you can work out wrinkles by gentle rubbing.



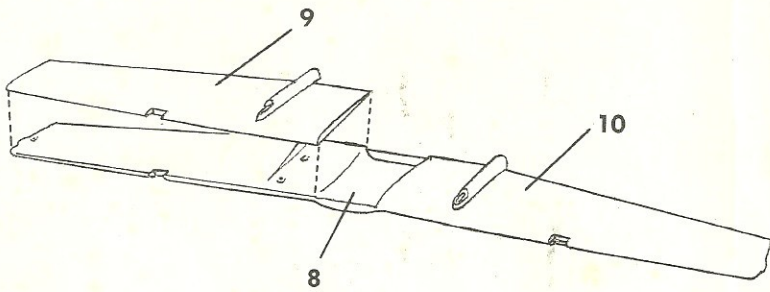
This is the decal at the nose. Work out any wrinkles with continued rubbing with handkerchief.



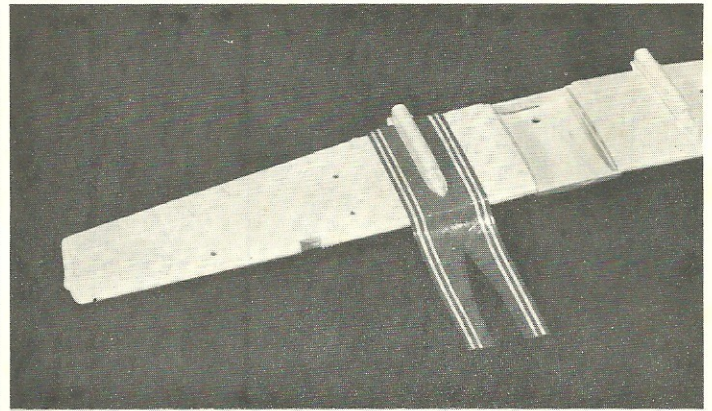
Apply the other fuselage decal. Work the same way. Trim overlapping decal at joint line. Rub out wrinkles.



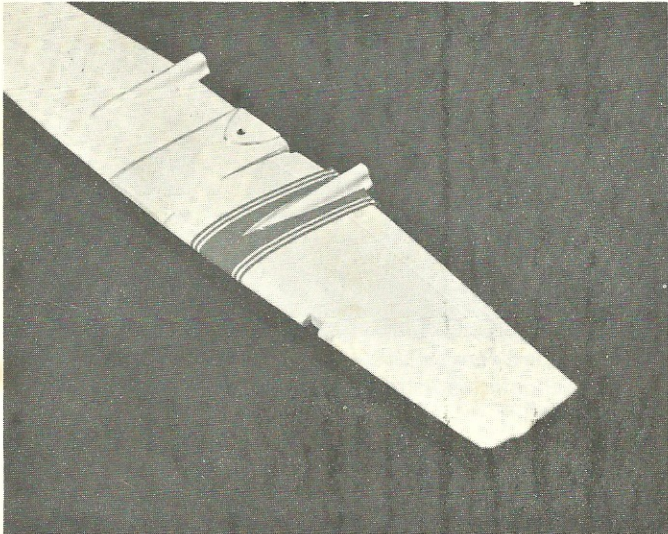
Mix some dark brown, red, and a touch of yellow gloss enamels together to get an approximate match to the decal color. Now touch up the white areas at the nose and at the rear. If done correctly it will be difficult to see where the decal ends and paint begins. Paint the forward propeller hub the same color.



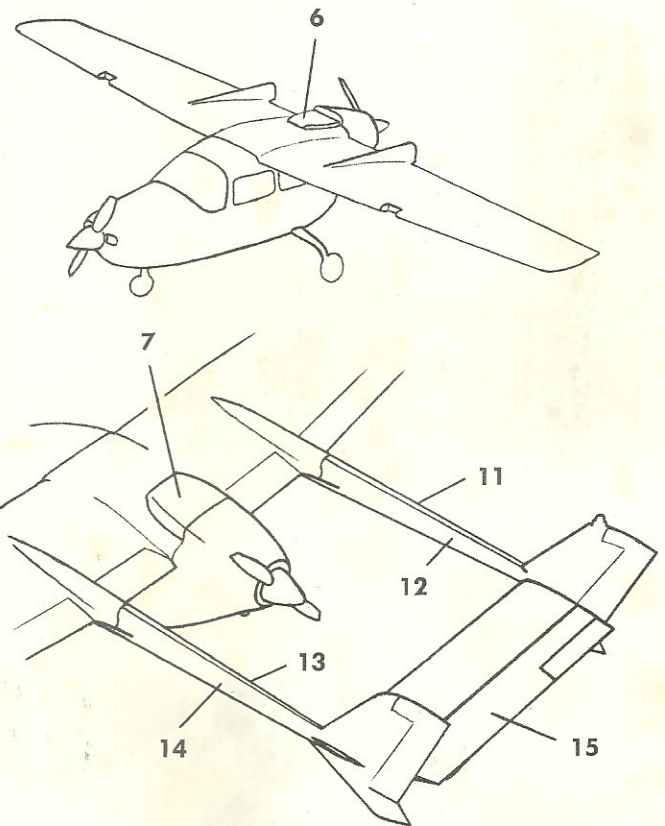
Glue the wing pieces together as shown. 8 is the upper section; 9 is the lower left; 10 the lower right.



Apply the wing striping decal as shown. Start on the bottom surface and wrap around the wing leading edge.

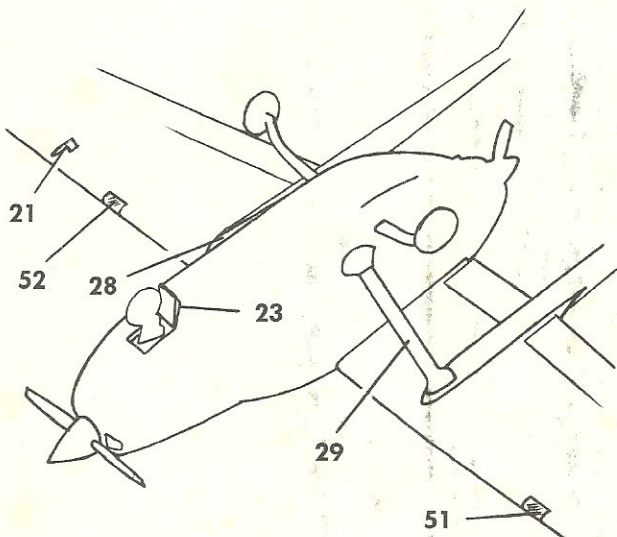


Carry decal up and over. Press out all water. Trim excess decal with sharp knife at trailing edge. Apply other stripe in same manner.



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.



Glue the wing struts -28 & 29- into place. Paint pitot tube -21- silver and glue into place. Glue landing lights - 51 & 52 - into place. Glue nose door -23- into place. Paint the struts, tail booms, stabilizer gloss red—Pactra Paint Co. number N7 for correct match. When dry apply tail decals as shown in photos on page 1.