PACK7 THE TERMINATOR BUILDTHE 800

THE MOST LEGENDARY CYBORG IN SCIENCE FICTION HISTORY!



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1:2 SCALE

THE **FORMULATION BUILD THE T-800** PACK 7 **CONTENTS**

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IDENTIFYING YOUR COMPONENTS: Each of your Terminator packs is divided into stages. Each stage contains a number of components, and can be identified by referring to the images in your assembly guide or the number located on the sticker on the back of each stage. Each number begins with '77' and is followed by a further three digits. The last three digits indicate the number of each stage. For example, 77 001 indicates stage 01, 77 002 indicates stage 02, etc.

Find more helpful building tips and advice at community.agoramodels.com

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Not suitable for children under the age of 14. This product is not a toy and is not designed for use in play. Keep the parts out of the reach of small children. Some parts may have sharp edges. Please handle them with care.

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STAGE 61: BUILDING THE KNEE JOINT



Assemble the right knee joint and an associated tendon.



LIST OF PIECES

- 61-1 Knee joint
- 61-2 Tendon for right leg
- **61-3** Joint centre parts (x 2)
- **61-4** 2 × PM3 × 12mm screws (1 spare)

YOU WILL ALSO NEED

A fine cross-head screwdriver.

Gel-type superglue and a cocktail stick.





STEP 1

Take the first joint centre part **61-3**. Note that it has four raised studs, which will fit into recesses in part **61-1**. Apply a little superglue to the sides of the raised studs.





STEP 3

Fit part **61-3** into place on one side of part **61-1**, ensuring that the studs are in the recesses. The centre of the joint **61-3** is not able to rotate when it is correctly positioned.

STEP 2

Take part **61-1** and identify the four sockets for the raised studs on part **61-3**.



STEP 4

Turn part **61-1** around, and repeat steps 1 and 2 to fit the second part **61-3** in place on the other side of the knee joint.



STEP 5

This shows the second part **61-3** fitted in place in the centre of part **61-1**. Check that part **61-3** is fully inserted.



STEP 6

Take the tendon 61-2 and the PM 3 x 12mm screw (61-4). Note the orientation of part 61-1. Identify the fixing point for the rounded end of part 61-2 on part 61-1 (circled).



STEP 7

Use a fine screwdriver to fix part **61-2** in place on part **61-1**, as shown, using the PM 3x12mm screw. Do not overtighten as the part should be able to swing down (arrow).



STAGE COMPLETE!

Part of the knee joint has been assembled.

STAGE 62: FITTING THE KNEE CAP AND KNEE JOINT

Attach the knee cap to the right knee, and assemble the entirety of the right knee joint.



LIST OF PIECES

62-1 Knee joint

- 62-2 Outer right knee cap
- 62-3 Inner right knee cap
- 62-4 Joint centre parts (x 2)
- **62-5** 4 × PM 3 × 6mm screws (1 spare)
- 62-6 2 × PM 3 × 12mm Allen screws (1 spare)

YOU WILL ALSO NEED

Gel-type superglue and a cocktail stick.

A fine cross-head screwdriver.

Allen key supplied with stage 26.

All the parts assembled so far.



STEP 1

Take the joint part **62-1** and the joint centre part **62-4**. Note that it has four raised studs, which will fit into recesses in part **62-1**. Apply a little superglue to the sides of the raised studs.



STEP 2

Fit part **62-4** over the shaft of part **62-1**. Ensure that the studs are correctly located in the recesses.



62-3

STEP 3

Take the two parts of the knee cap and check how they fit together: two hollow pegs on part **62-2** fit into the sockets in part **62-3**. Apply a little superglue to the inside of the sockets in part **62-3**.



Fit part **62-3** into the back of part **62-2**.



STEP 5

Take the knee joint from stage 61 and check how the knee cap assembly **62-2/62-3** fits on the part: a tab at the top of part **62-2** and two pegs on the side fit into corresponding holes in part **61-1** (arrows).



STEP 6

Apply a little superglue to the sides of the tab and the pegs on part **62-2**.



STEP 7 Fit the assembly **62-2/62-3** in place on part **61-1**.



STEP 8

Take the parts assembled in step 1 and turn the assembly from step 7 on one side. Note that there is a flattened section on the rim of part **62-1** (blue arrow). This has to align with the knee cap (red arrow).



STEP 9

Fit part **62-1** into part **61-1** as shown and fix in place with three PM 3×6 mm screws **62-5** (circled).



STEP 10

Take the model assembly from stage 60 and lay it face downwards. Position the parts from the previous step so that the 'head' of part **61-1** fits beween the sides of the right thigh part **55-1**. Note the orientation of part **61-1**, with the tendon **61-2** uppermost in this orientation. As you fit the head of part **61-1** between the sides of part **55-1**, fit the tendon **61-2** into the open end of parts **57-2/57-3** (arrow).



STEP 11

This shows the knee joint in position, ready to be fixed in place.



STEP 12

Take the sides of the knee joint assembled in stages 59 and 60. Note that the model is still lying face downwards.



STEP 13

The parts from stages 59 and 60 fit into the knee joint on either side. When they are screwed together they will hold the knee joint parts from stage 61 in place. Note that there is a notch on part **60-1** that fits into a recess in part **55-1** (arrow).



STEP 14

On the outside of the joint, part **59-1** has a shaped rim that fits into the corresponding shape in part **55-1** (arrow).



STEP 15

Fit the sides of the joint into the sides of part **55-1** and fit the Allen screw **62-6** into the centre of part **60-1**. Use the Allen key to tighten the Allen screw.



STAGE COMPLETE!

The knee joint has been fitted to the lower end of the thigh. This is the view of the right-hand side of the right knee, with the model lying facing upwards.

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STAGE 63: STARTING WORK ON THE LOWER RIGHT LEG



Begin to assemble the right shin bone, the core around which the lower leg will be built.



LIST OF PIECES

- 63-1 Lower leg joint
- 63-2 Lower leg part
- 63-3 Sleeve for lower leg part
- **63-4** 2 × PM 3 × 8mm screw (1 spare)

YOU WILL ALSO NEED

Gel-type superglue and a cocktail stick.

A fine cross-head screwdriver.



STEP 1

Take the leg part **63-2** and the sleeve **63-3**. Note that there is a rib running down one side of part **63-2**, and there is a notch in part **63-3** (circled). Check how part **63-3** fits over the shaft of part **63-2** and slides down to the base. The inset shows how the parts will look when fitted together.





STEP 2

Apply a little superglue to the tab at the end of the rib down the side of leg part **63-2**.



STEP 3

Slide the sleeve **63-3** down the shaft and fix in place as shown.





STEP 4

Take the lower leg joint **63-1**. Note that there is a tab on the narrow end of part **63-2**, which fits into a slot in part **63-1** (arrows).





STEP 5

Fit part **63-2** into part **63-1** as shown, so that the tab fits into the slot (circled). Fix in place with a **PM** 3 x 8mm screw.



STAGE COMPLETE!

The first steps have been taken in assembling the lower right leg.

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STAGE 64: ADDING ANOTHER PART TO THE LOWER RIGHT LEG

Collect a shin piece, and affix a new muscle element to the existing right leg assembly.



LIST OF PIECES

- 64-1 Shin piece
- 64-2 Lower leg part
- 64-3 Screw housing
- **64-4** 2 x KM 2 x 16mm screws (1 spare)

YOU WILL ALSO NEED

A fine cross-head screwdriver.

A pair of tweezers





STEP 1

For the next stage of assembly, you will need the parts assembled in stage 63.



STEP 2

Take the leg part **64-2** and position it beside the assembly from stage 63. Note the orientation of part **64-2**: the narrower end will fit against part **63-1** (arrow).



STEP 3 Fit a KM 2 x 16mm screw into the screw housing **64-3**.



STEP 4

Fit the end of part **64-2** against the hole in part **63-1** (as shown in step 2). Fit the screw and housing into the corresponding hole on the other side of part **63-1** and fix in place. Note that **64-2** is not a tight fit against part **63-1**; it hangs loosely.



STAGE COMPLETE!

A second part has been added to the lower leg. Note that the part is quite loose fitting, to allow for movement. The shin will be used in a future stage. Store the parts safely.

STAGE 65: ADDING ANOTHER PART TO THE LOWER RIGHT LEG



Connect a third element to the lower right leg, and apply both the external casing and the shin guard.



LIST OF PIECES

- 65-1 Lower leg casing
- **65-2** Lower leg part
- **65-3** Screw housing
- **65-4** 2 × KM 2 × 16mm screws (1 spare)
- **65-5** 2 x PM 3 x 8mm screws (1 spare)

YOU WILL ALSO NEED

A fine cross-head screwdriver.

Shin piece 64-1 supplied with stage 64.

Tweezers.



STEP 1

Take the lower leg assembly from stage 64 and the lower leg part **65-2**. Position the parts as shown, so that the narrow end can go into the socket in part 63-1.



STEP 2

Fit a **KM** 2×16 mm screw into the screw housing **65-3**.



STEP 3

Fit part 65-2 into the socket on one side of part 63-1. Insert the screw and housing into the screw hole on the other side of part 63-1 and fix part 65-3 in place. The part will fit quite loosely to allow for movement.



STEP 4

This shows the two parts 64-2 and 65-2 in place, on either side of part **63-2**. Note the circled notch.







STEP 5

Take the leg casing **65-1**. Note that there is a double tab in the 'neck' of the part (circled) and a hole half way down (arrow).

STEP 6

Fit the assembly from step 4 into the leg casing **65-1** so that the notch (circled in step 4) fits over the tabs (circled in step 5).



STEP 7

This shows the leg casing **65-1** in place. The 'neck' of part **65-1** should be flush with the surface of part **63-1**.



STEP 8

Turn the lower leg and casing assembly over. Take the shin piece **64-1**, supplied with the previous stage. Identify the three holes in part **65-1** where the pegs on the shin **64-1** will fit, as indicated by the arrows. Check the fit. Note that the larger peg (circled) is a raised screw socket.



apply a little superglue to the two pegs in part 64-1 and to the flat area at the tip of the shin (inset).





STEP 10

Fix the shin part **64-1** on to the leg casing **65-1** as shown here.



STEP 11

Turn the assembly over and take a **PM** 3 x 8 screw. Fit the screw through the hole in part **63-2** and into the raised socket on the shin part **64-1**. Fix in place.



STAGE COMPLETE!

Further parts have been added to the right lower leg.

STAGE 66: ADDING ANOTHER PART TO THE LOWER RIGHT LEG



Add a component to the reverse of the right leg, as well as fresh details to its surface.



LIST OF PIECES

66-1	Cap for lower leg part	66-6
66-2	Lower leg part	66-7
66-3	Cap for lower leg part	66-8
66-4	Detail for leg casing (inner)	66-9
66-5	Detail for leg casing (outer)	

66-6	Screw housing
66-7	M3 spring washer
66-8	2 x PM 3 x 12mm screws (1 spare)
66-9	2 x KM 2 x 16mm screws (1 spare)

YOU WILL ALSO NEED

Superglue and a cocktail stick. A fine cross-head screwdriver. Model assembly from stage 62. Tweezers. A small craft knife.



STEP 1

Take the lower leg part **66-2** and the two end caps **66-1** and **66-3**.



STEP 3

Check how the assembly from step 2 fits into the remaining socket in part **63-1** as indicated by the arrow. Note that it is part **66-1** that fits in the socket.



STEP 5

Fit the screw and housing into the remaining outer socket in part **63-1** (circled) and into the top of part **66-1**. Fix in place, using a fine cross-head screwdriver. If necessary, to help with the fit, temporarily loosen the PM screw fitted in step 11 of the previous stage.



STEP 2

Fit the end caps 66-1 and 66-3 into part 66-2 as shown.



STEP 4

Fit a KM 2×16 mm screw into the screw housing **66-6**.



STEP 6

Taking care while using a craft knife, cut parts **66-4** and **66-5** from the frame and remove any rough edges.





STEP 7

These parts fit into recesses in the leg casing **65-1**. Identify the pegs on parts **66-5** and **66-4**, and the holes that they fit into, and test the fit.



STEP 8

One at a time, apply a little superglue to the pegs on parts **66-4** and **66-5**.



FROM STAGE 62

STEP 9

Fix parts 66-4 and 66-5 in place, as shown.

STEP 10

Take the model assembly from stage 62 and lay it face upwards on your work surface.



STEP 11

Note that there is a screw socket on the end of the knee joint, part **62-1**. This will fit into the central hole in the joint of the lower leg **(63-1**, visible in the view of the parts from step 9, inset right, arrow).





STEP 12

Fit an M3 spring washer **66-7** over the shaft of a **PM** 3 x 12mm screw.



STEP 13

Without letting the washer slip off the screw, insert the screw in the central hole of part **63-1** and into the shaft of part **62-1**. This is easier if you can raise the model, so that the leg is sloping downwards. Tighten the screw to fix in place. It may be easier to fit the part by also turning the model over.



STAGE COMPLETE!

The lower right leg has been fitted to the knee joint.

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STAGE 67: ADDING ANOTHER PART TO THE LOWER RIGHT LEG



Construct the right ankle joint that will support the right leg and toes.



LIST OF PIECES

- 67-1 Ball joints x3
- 67-2 Ankle joint (upper)
- 67-3 Ankle joint (lower)
- **67-4** 4 × PB 1.7 × 6mm screws (1 spare)
- **67-5** 3 × PB 2 × 6mm screws (1 spare)

YOU WILL ALSO NEED

Sharp craft knife and cutting mat.

A fine cross-head screwdriver.

Fine file.



STEP 1

Remove the three ball joints **67-1** from the frame. Smooth any rough edges where they were joined to the frame with sandpaper or a fine file.



STEP 2

Take the upper ankle joint **67-2** and identify the three shaped holes where the ball joints **67-1** will fit (arrows). You will also need three PB 1.7 x 6mm screws (**67-4**).



STEP 3

Fit the ball joints **67-1** into the holes in part **67-2**, so that the tabs on the sides of the ball joints fit into the shaped holes.

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STEP 4

Carefully turn part **67-2** over, and fix the ball joints **67-1** in place using three PB 1.7 x 6mm screws. You will need to hold the ball joint in place as you tighten the screws.



STEP 5

This shows the view from the inner side of part **67-2** with the three PM screws in place (circled).



STEP 6

The next step is to fit parts **67-2** and **67-3** together. Note the screw holes in **67-2** and raised sockets in **67-3** (circled). These should be aligned when the parts are fitted together.



STEP 7

When you are happy with the fit, fix the parts together using two PB $2 \times 6mm$ screws (67-5).



STAGE COMPLETE!

The first parts of the ankle joint have been assembled.

STAGE 68: FITTING THE **ANKLE JOINT TO** THE RIGHT LEG





LIST OF PIECES

68-1	Lower leg connector x 2
68-2	Lower leg connector
68-3	Ankle joint (ball)
68-4	Ankle joint (socket)
68-5	Rubber washer (x 2)
68-6	2 x PM 3 x 8mm screws (1 spare)
68-7	2 x PB 1.7 x 6mm screws (1 spare)
68-8	3 x PWM 2 x 5mm screws (1 spare)
68-9	Washer

YOU WILL ALSO NEED

Sharp craft knife and cutting mat. A fine cross-head screwdriver. Fine file.



STEP 1

Cut the two shorter leg connectors **68-1** from the frame and smooth any rough edges where they were connected using a fine file or sandpaper.



STEP 3

Repeat step 2 to fit a washer **68-5** to the second leg connector **68-1**.



STEP 2

Fit the larger recess in the rubber washer **68-5** over the end of the first leg connector **68-1** and fix in place with a PWM 2 x 5mm screw. Do not overtighten the screw, but ensure that the rubber washer cannot come off.



STEP 4

Remove the ankle joint parts **68-3** and **68-4** from the frame and smooth any rough edges. After checking that the flat edge of part **68-3** aligns with the screw hole in part 68-4 (blue arrows), fit the ball of the ankle joint **68-3** into the socket **68-4**. You will need to push it firmly until it clicks in place.



STEP 5

Take the leg assembly from stage 66. Fit the ankle joint assembly **68-4**/ **68-3** into the end of part **63-2**, so that the screw holes (arrows) are aligned.





Fix the parts together with a PB 1.7 x 6mm screw.





STEP 7

Remove the longer leg connector **68-2** from the frame and smooth any rough edges. Fit the leg connectors **68-1** into the leg parts **64-2** and **65-2**. (The ends with rubber washers go in first.)



STEP 8

Fit the leg connector **68-2** into the socket on the end of part **66-2**.



STEP 9

Take the ankle joint assembly from stage 67. Note that in the centre there is a shaped hole (one side is flat, as shown by the arrow) and a rectangular block (circled).



STEP 10

Fit the ankle joint assembly over the end of the ball and socket joint, so that the flat face of the hole matches the shape of the end of the ball joint **68-3** and the rectangular block fits into the recess in the socket joint **68-4**.



STEP 11

Fit the sockets on the ends of parts **68-1** and 68-2 on to the ball joints 67-1. Push them firmly so that the balls click into place, as shown. You may prefer to wait until after the next step to do this.



Fit the washer **68-9** over a PM 3 x 8mm screw. Insert the screw through the recessed hole in the centre of part 67-3 and into the screw hole in the end of the ball joint part 68-03 (not visible). Tighten the screw to fix the joint together securely (inset).



STAGE COMPLETE!

The ankle joint has been fitted to the lower end of the right leg.

STAGE 69: ADDING A HEEL DETAIL AND ASSEMBLING FOOT PARTS



Begin to construct the toes of the right foot - and remember to hold onto the foot joint pins for future stages!



LIST OF PIECES

69-1	Heel detail	69-6	Тое	Sharp craf
69-2	Heel detail	69-7	Foot joint pin x 12 (includes spares)	A fine cros
69-3	Foot part (marked 1)	69-8	2 x grub screws (1 spare)	Fine file.
69-4	Foot part (marked 1)	69-9	3 × plastic sleeves (1 spare)	Allen key
69-5	Toe joint	69-10	2 x PB 2 x 6mm screws (1 spare)	stage).

YOU WILL ALSO NEED

Sharp craft knife and cutting mat.

A fine cross-head screwdriver.

Allen key (supplied with an earlier stage).

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STEP 1

Take the assembly from stage 68. The 'stalk' formed by parts **67-2** and **67-3** forms the heel of the model. Note the smaller and larger holes in parts **67-2** and **67-3**. Cut the two heel details **69-1** and **69-2** from the frame and smooth any rough edges with a fine file.

STEP 2

Fit part **69-1** over part **67-2** so that the raised screw socket on the inside of part **69-1** fits into the small hole. Fit part **69-2** on the other side of the heel.



STEP 3

Fit a PB $2 \times 6mm$ screw through the hole in part **69-2** and into the socket in part **69-1** and tighten to fix the parts in place.



Note that the bars that form the foot are carefully shaped. They must be put together the right way round to ensure the foot has its proper shape. Examine the photographs carefully as you work through the steps.

STEP 4

Take the first foot part **69-3** (marked 1) and the toe joint **69-5**. The ends of part **69-3** form hinge joints. Note that one end (on the right in the photograph) is larger than the other. Position the parts as shown, with the number marking on part **69-3** facing downwards.. The smaller hinge joint of part **69-3** slots over the hole in part **69-5** as indicated (arrow).





STEP 5

Use an Allen key to fit the grub screw **69-8** into part **69-3** and through part **69-5** to the other side of part **69-3** to hold the joint together. Keep the grub screw central so that it does not protrude beyond part **69-5**.

STEP 6

Take the foot part **69-4** (marked 1). Position as shown, so that the marking '1' is facing downwards. Note that the holes in parts **69-5** and **69-4** that are circled have recessed rims. The arrow indicates how the smaller end of part **69-4** fits on to part **69-5**.





STEP 7

Fit a plastic sleeve **69-9** through the joint where the hinge joint of part **69-4** fits over the hole in part **69-5**.

STEP 8

Cut a ribbed pin **69-7** from the frame and remove any rough edges. Whilst supporting from below, fit the pin into the plastic sleeve. As you push it in, the grip in the joint becomes firm, but it is still flexible. The inset picture shows how the head of the pin (blue arrow) should look once fitted in the recess.



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STEP 9

Fit the hole in the end of part **69-6** between the holes in the end hinge of part **69-5** (arrow).





STEP 10

Fit a plastic sleeve **69-9** into the joint between the parts, as shown. Cut a ribbed pin **69-7** from the frame and smooth any rough edges. Whilst supporting from below, push the pin **69-7** into the plastic sleeve **69-9** to create a firm but flexible joint (above).





STAGE COMPLETE!

A detail has been fitted to the heel of the model and the first parts of the right foot have been assembled. Note that only two of the pins have been used. Eight more are needed for future stages, so store them carefully.

STAGE 70: **IBLE TWO** - Г RIGH



Using the pins from the previous stage, we'll assemble two more sections of the foot, including toes.



LIST OF PIECES

70-1	Foot part (marked 2)
70-2	Foot part (marked 3)
70-3	Foot part (marked 2)
70-4	Foot part (marked 3)

70-5	Toe x 2
70-6	Toe joint x 2
70-7	3 x grub screws
70-8	5 x plastic sleeves (1 spare)

Sharp craft knife and cutting mat.

A fine cross-head screwdriver.

Fine file.

Allen key (supplied with an earlier stage).

Ribbed pins 69-7 (supplied with stage 69).



STEP 1

Take the first foot part **70-1** (marked 2) and the toe joint **70-6**. The ends of part **70-1** form hinge joints. Note that one end (on the right in the photograph) is larger than the other. Position the parts as shown, with the number marking on part **70-1** facing downwards. The smaller hinge joint of part 70-1 slots over the hole in part **70-6** as indicated (arrow).

EXPERT TIP!

Note that the bars that form the foot are carefully shaped. They must be put together the right way round to ensure the foot has its proper shape. Examine the photographs carefully as you work through the steps.



STEP 2

Use an Allen key to fit the grub screw 70-7 into part 70-1 and through part 70-6 to the other side of part 70-1 to hold the joint together.



STEP 3

Take the foot part 70-3 (marked 2). Position as shown, so that the marking '2' on both parts 70-1 and 70-3 is facing downwards. The arrow indicates how the smaller end of part 70-3 fits on to part 70-6.



EXPERT TIP!

On the following steps, ensure the plastic sleeves are supported from below when inserting the pin.

STEP 4

Fit a plastic sleeve **70-8** through the joint where the hinge joint of part **70-3** fits over the hole in part **70-6**. Cut a ribbed pin **69-7** from the frame and remove any rough edges. Fit it into the plastic sleeve. As you push it in, the grip in the joint becomes firm, but it is still flexible.



STEP 5

Fit the hole in the end of the toe part **70-5** between the holes in the end hinge of part **70-6** (arrow).





STEP 6

Fit a plastic sleeve **70-8** into the joint between the toe parts, as shown. Cut a ribbed pin **69-7** from the frame and smooth any rough edges. Push the pin **69-7** into the plastic sleeve **70-8** to create a firm but flexible joint. The inset picture shows how the head of the pin should look once fitted in the recess.

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STEP 7

Take the foot part **70-2** (marked 3) and the second toe joint **70-6**. Check the orientation, including that the number marking is facing downwards, and then fit the shorter hinge joint on part **70-2** over the hole in part **70-6** as shown. Fix together with a grub screw **70-7**.

STEP 8

Take the foot part **70-4** (marked 3) and check the orientation so that the marking '3' on both part **70-2** and **70-4** is facing downwards. Fit the shorter hinge joint over the hole in the toe joint **70-6**. Fit a plastic sleeve **70-8** through the joint. Cut a ribbed pin **69-7** from the frame and fit it into the plastic sleeve to create a firm but flexible joint.



STEP 9

Fit a toe **70-5** into the hinge joint in part **70-6** and fix together with a plastic sleeve **70-8** and a ribbed pin **69-7**.



STAGE COMPLETE!

Two more sections of the foot, complete with toes, have been assembled.

SCI-FI CINEMA



DONNIE DARKO

A teenager in an American suburb in the 1980s sees visions of a terrifying spectral bunny rabbit and develops super-powers. But the only way to save the world may be through self-sacrifice, in this offbeat time travel superhero tragedy.

s with The Terminator[™], Donnie Darko's story concerns an act of time travel — although most viewers would be forgiven for not reaching that conclusion right away. Unlike the Terminator T-800 and Kyle Reese, it's not intelligent entities that travel through time here, but rather a mysterious, impossible jet engine, ripped from a jetliner that hasn't yet crashed, which drops like a bomb through the roof of teenager Donnie Darko's bedroom — just when his sleepwalking visions of a man in a rabbit suit have summoned him out to a golf course in the middle of the night.

Donnie doesn't know it then, but by escaping death, he has also split the universe in two, creating a dead-ended tangent, and giving him less than 29 days to discover what's going on, uncover the dark secrets of the small town in which he lives, and, ultimately, use his emergent superpowers to send a jet engine back to the main timeline, to kill himself before the tangent universe can begin.

"28 DAYS, 6 HOURS, 42 MINUTES, 12 SECONDS. THAT IS WHEN THE WORLD WILL END." — FRANK

"WHY?" - DONNIE

So far, so complicated!

But what sings about *Donnie Darko* is how much of this is communicated through metaphor, suggestion, and meaningful imagery, with the principal meat of the movie given over to Donnie himself; a troubled teen who just wants to get on the right medication, find a girlfriend, get through meaningless personality tests at school, discover the meaning of life, and avoid dying alone. The script buzzes with wit and oddball humour, and the endlessly quotable diversions into 80s politics, evangelistic self-help speak, and, of course, dance troupe Sparkle Motion,

ABOVE: Jake Gyllenhal as the titular Donnie Darko, dressed in his 'superhero costume' for Halloween. (Photo: TCD/Prod.DB / Alamy Stock Photo)

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FILM DATABLAST

Director: Richard Kelly **Screenplay:** Richard Kelly

Producers: Chris J. Ball, Drew Barrymore, Adam Fields, Tom Hayslip, Nancy Juvonen, Casey La Scala, Hunt Lowry, Seam McKittrick, Aaron Ryder, William Tyrer **Composer:** Michael Andrews

Director of Photography: Steven Poster

Editor: Sam Bauer, Eric Strand

Cast: Jake Gyllenhaal (Donnie Darko), Holmes Osborne (Eddie Darko), Maggie Gyllenhaal (Elizabeth Darko), Daveigh Chase (Samantha Darko), Mary McDonnell (Rose Darko), James Duval (Frank), Arthur Taxier (Dr. Fisher), Patrick Swayze (Jim Cunningham), Jena Malone (Gretchen Ross), Noah Wyle (Prof. Kenneth Monnitoff), Drew Barrymore (Karen Pomeroy), Jolene Purdy (Cherita Chen), Beth Grant (Kitty Farmer), Katherine Ross (Dr. Lilian Thurman)

Year: 2001 (USA), 2002 (UK)

Duration: 113min (cinematic), 134min (director's cut) Aspect Ratio: 2.35:1 Country of Origin: USA

lend the film a vivid power beyond its fresh approach to science fiction tropes.

Donnie Darko was also an early canary in the mine for the 80s period revival that reached its apex with the likes of Netflix's Stranger Things, repurposing all-ages iconography like the bicycle chase from ET to far darker and suggestive ends, and sprinkling the whole affair with the dramatic irony twenty years of remove allows. The film has aged well because of its nature as a period piece.

SELF-SACRIFICING HERO

There's something Moses-like in Donnie's story, in that he cannot cross into the Promised Land to which he guides the other characters. Though his actions in the tangent universe echo back into the prime timeline (as memorably illustrated in the final montage where the camera pans across the extended cast, each suddenly dealing with the dreamlike memories — or horrors — of the month they have yet to live through, to the haunting cover of Tears For Fears' 'Mad World', by score composer Michael Andrews), he won't live to see the positive repercussions of his self-sacrifice. As he smiles and turns over in his sleep, satisfied he's saved the lives of his family and friends, Donnie can only imagine the better world he has created, as the jet engine he sent to kill himself finds its fatal mark.

So far, so Lynchian indie movie. But Donnie Darko is also a superhero film, a unique twist on the cinematic comic book origin tales that were already trickling into cinemas at the turn of the millennium, and one that uses the visual trappings of the indie genre as its secret identity.

DOWN THE RABBIT HOLE

Guided by Frank, the bunnyman in a Halloween fright mask cut loose from time by his own death, the 'mildmannered' Donnie grows in power in the short time he has before the tangent universe collapses.

He gains super-strength (powerful enough to drive an axe into the head of the bronze school mascot), he gains control over water (from his early beginnings exploding the pipes at school to, ultimately, summoning a temporal vortex from the clouds), and, by the time he's fully come into his own, he's also gained a superhero costume (his grey hoodie and skeleton suit, picked out for Halloween).

BELOW: Donnie tests the water barrier between universes that only he can see. (Photo: Everett Collection Inc / Alamy Stock Photo)



SCI-FI CINEMA

Even Donnie's pose as he cradles Gretchen Ross, after the accident that takes her life, brings to mind the much-homaged George Perez cover of *Crisis* on *Infinite Earths* #7, where Superman carries the lifeless body of Supergirl.

It speaks to the strength of the 'indie movie' genre in which Donnie Darko successfully cloaks itself that few viewers see it as a superhero adventure. Some of that feeling comes from the dissociative, dreamlike state in which Donnie commits many of his superpowered acts, some of it comes from the way in which the film questions Donnie's mental state all the way through (largely because the film is framed from Donnie's perspective, so that if we wish to see it as the inspired delusions of someone who refuses to engage with reality on its terms, we can). Some of it is baked into the nature of the film, which, with its low budget, is forced to be creative about which of Donnie's powers it can show, and which prove stronger (and more affordable) when glimpsed only in their aftermath.

It's arguable that the budget constraints placed on Donnie Darko resulted in a better movie than would have been the case if the writer/director had been able to run rampant from the start. After the film's initial cult and home video success, Richard Kelly returned to the edit suite for the Director's Cut, which, as well as swapping in some originally-intended but more expensive musical cues, also adds a swathe of additional CGI and a sequence of on-screen graphics during the time travel finale that both makes obvious the arc of the film — and rather cheapens it in the process.

BIGGER THAN THE FILM

Donnie Darko was also one of the first films to make full use of its related website, going beyond just a transitory marketing tool and making it into a multimedia destination with primary material from the director that expanded on the world of the film, rather than just recounting it — to the point where the full story of Donnie's journey through time, and the nature of the unstable tangent universe in which he is trapped, was only fully comprehendible by poring over in-universe documents hidden on the web.

On the one hand, this 'do your own research' approach added to the film's cult mystique — with fans feeling complicit in their decoding of the story, and adding to the size and scope of a film shot in less than a month on a shoestring budget. It also improved the emotional narrative of the film to avoid bogging it down with too much mind-bending exposition, leaving plenty of space for viewers to speculate as to what exactly had happened, while still providing moment-to-moment and scene-to-scene satisfaction, and an emotionally resonant ending, no matter what filmgoers believed had happened. But it also set in motion the interconnected, transmedia state of many movies and TV shows today like the puzzle box adventures of JJ Abrams (Cloverfield,



"WHY ARE YOU WEARING THAT STUPID BUNNY SUIT?" -DONNIE

"WHY ARE YOU WEARING THAT STUPID MAN SUIT?" — FRANK

Westworld, Star Wars: Episode VII), or the scripts of Damon Lindelof (Prometheus, Tomorrowland). Those films and shows, and their vision of narrative as something to be discussed on forums eternally, rather than resolved within the text, are as much the legacy of TV series Lost as they are of Donnie Darko — but Kelly's film is one of the first and strongest efforts to encourage and implicate its fans in the decoding of the story.

Richard Kelly's follow-up film, Southland Tales, by contrast, was designed to be the fourth chapter in a story begun in a trilogy of graphic novels — a risk that rendered an odd and oddly-prescient film opaque to the moviegoing public, and tanking it at the box office.

ABOVE: James Duval as Frank. Although Duval's face is only seen at the end of the film, that's him in the costume throughout. [Photo: Photo 12 / Alamy Stock Photo]





TIME TRAVEL... COULD IT BE POSSIBLE?

First popularized in 1895's *The Time Machine*, by H.G. Wells, time travel by mechanical means has conjured thousands of rich science fiction stories over the years. But how likely is it we'll actually be able to do it?

n 2009, famed physicist Stephen Hawking, pioneer of research into black holes and the practical effects of Einstein's theory of relativity, hosted a party for time travellers. Underneath a 'WELCOME TIME TRAVELLERS' banner, dozens of balloons, and champagne for all, Hawking waited hours for his guests, none of whom arrived — despite the invitations being sent out... after the party.

ABOVE: Time dilation, wormholes, black holes, the list of potentially physics-compatible means of time travel is long, but as yet unsubstantiated by evidence. (Photo: Shutterstock) "I sat there a long time, but no one came," Hawking said. "Einstein's general theory of relativity seems to offer the possibility that we could warp space-time so much that we could travel back in time, however, it is likely that warping would trigger a bolt of radiation that would destroy the spaceship and maybe the space-time itself."

Of course, some humans have already been subject to abnormal travels in time, thanks to the uncanny effects of relativity. NASA astronaut Scott Kelly, for instance, returned from an 11 month stint aboard the International Space Station an additional 13 milliseconds younger than his twin and fellow astronaut, Mark.

In 1971's Hafele-Keating experiment, four preciselycalibrated caesium-beam atomic clocks were taken aboard commercial airlines and flown twice around the world, first east, then west, and compared to identicallycalibrated clocks that remained stationary at the United States Naval Observatory. When brought back together, all the clocks differed in times consistent with the theory of relativity. The test has been repeated several times over the years, with increasingly finer and more accurate measurements, and its findings are broadly accepted by scientific consensus. Every time you take an international flight, you are travelling in time, ever so slightly, relative to your starting point. **REAL-WORLD SCIENCE**

Relativity determines that the laws of physics are the same for all non-accelerating observers, and that the speed of light in a vacuum (**299,792,458 metres per second**) remains the same, independent of the motion of all observers.

This means that events that occur at one time for one observer could occur at different times for another. The principle of time dilation means that, if and when we do escape planet Earth and journey into interstellar space, from the perspective of the travellers on the starship, time on Earth will appear to pass more rapidly than it does for those travelling at closer to light speeds, and the distance to the destination for the traveller will appear to be drastically shorter than for the observer back on Earth.

For example, Alpha Centauri, one of our nearest stars, is 4.37 light years away from Earth, so it should be impossible for even a ship travelling at lightspeed to reach it faster than in 4.37 years' time. However, that's not how special relavity works – if the ship were able to reach, say, 90% of the speed of light, it would take only 2.12 years from the perspective of the person on the spaceship, rather than the 4.86 years an Earth-bound observer would expect, because the distance to the destination is contracted from their point of view – the distance is only 1.90 light years from their perspective.

EVERYTHING IS RELATIVE

The caveat, of course, is that the original amount of time still passes on Earth, so if the travellers make a return trip (let's call it a simple 4.24 years of travel), around 10 years would have passed back on Earth. For frequent travellers, life on Earth – and any friends they'd left behind – would rapidly become unrecognisable. The effects of time dilation have been most famously explored in fiction in *The Forever War* by Joe Haldeman.

Some SF-loving scientists have theorized as to why we haven't seen any movie-style time travellers yet. Firstly, and most obviously, time travel may be just a physical impossibility, no matter how far into the future we may survive.

Secondly, time travellers may already be among us, but they either become bound to events upon arrival and become a part of our timeline — they were always going to arrive, so they have always been part of our timeline — or they are bound by their own 'temporal prime directive' not to reveal themselves or interfere.

Time travel along a single timeline may also be an impossibility, so that any time someone travels to the past or future, they instead travel to a newly-minted parallel universe, with the original timeline continuing undisturbed.

It may also prove impossible to travel back further than the point at which the first time travel machine is invented, a chicken and egg conundrum that may mesh well with Hawking's concept that it's possible only information can travel back in time.



"EINSTEIN'S GENERAL THEORY OF RELATIVITY SEEMS TO OFFER THE POSSIBILITY THAT WE COULD WARP SPACE-TIME SO MUCH THAT WE COULD TRAVEL BACK IN TIME." – STEPHEN HAWKING

Were we to build a receiver designed to capture information transmitted from the future, it's possible a loop could be created in which ever-more advanced designs for receivers are built, and sent back in time, built and sent back in time, until the most sophisticated device is constructed within an artificially compressed window, potentially kicking off a temporal arms race, as labs, countries, and regimes jostle for supremacy.

Lastly, and more soberingly, it may be that humanity dies out before it can invent time travel — or that, as Hawking suggested after his party, time travel is possible, it's just so inherently destructive when first used that all of humanity immediately signs up to ban its use and future development.

One thing is for sure, the mere concept of time travel is a lot of fun to tell stories around, so until the day humanity cracks the time travel code, there'll be no shortage of new and interesting fictional twists on this eternal formula! ABOVE: Atomic clocks, like this modern example from Braunschweig in Germany, are accurate to within two seconds over the course of a million years. [Photo: geogif / Shutterstock. com]

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