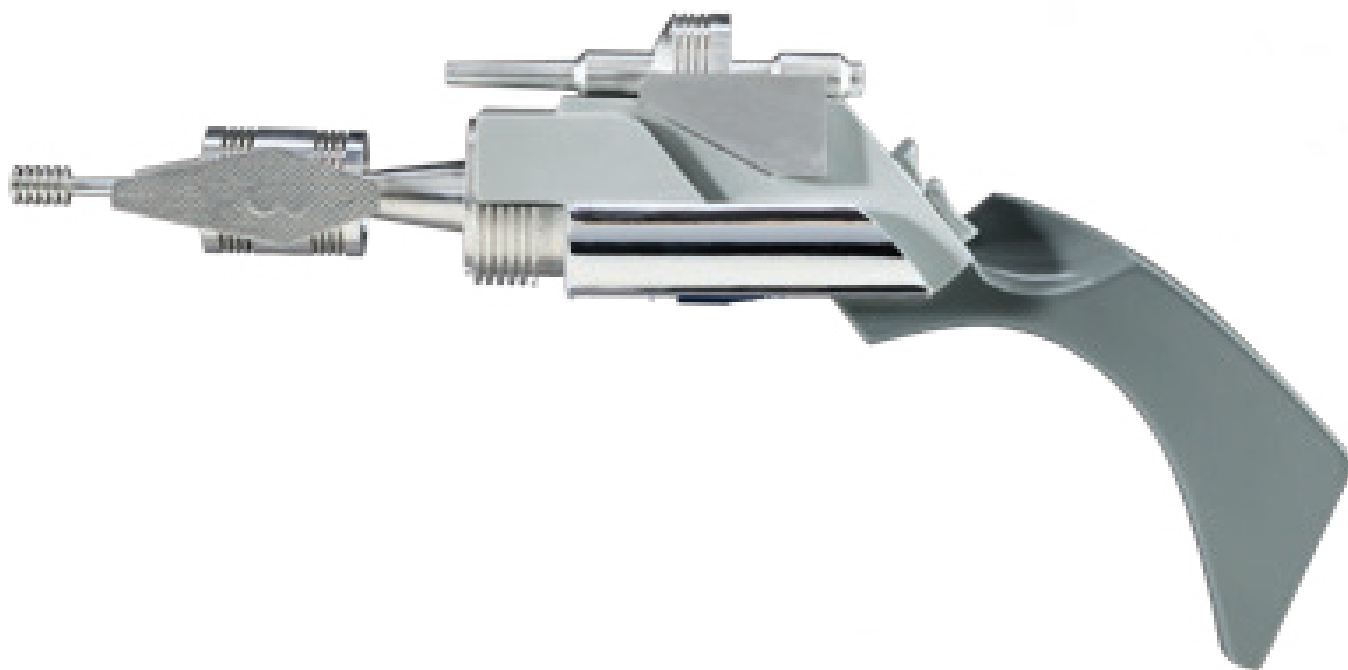




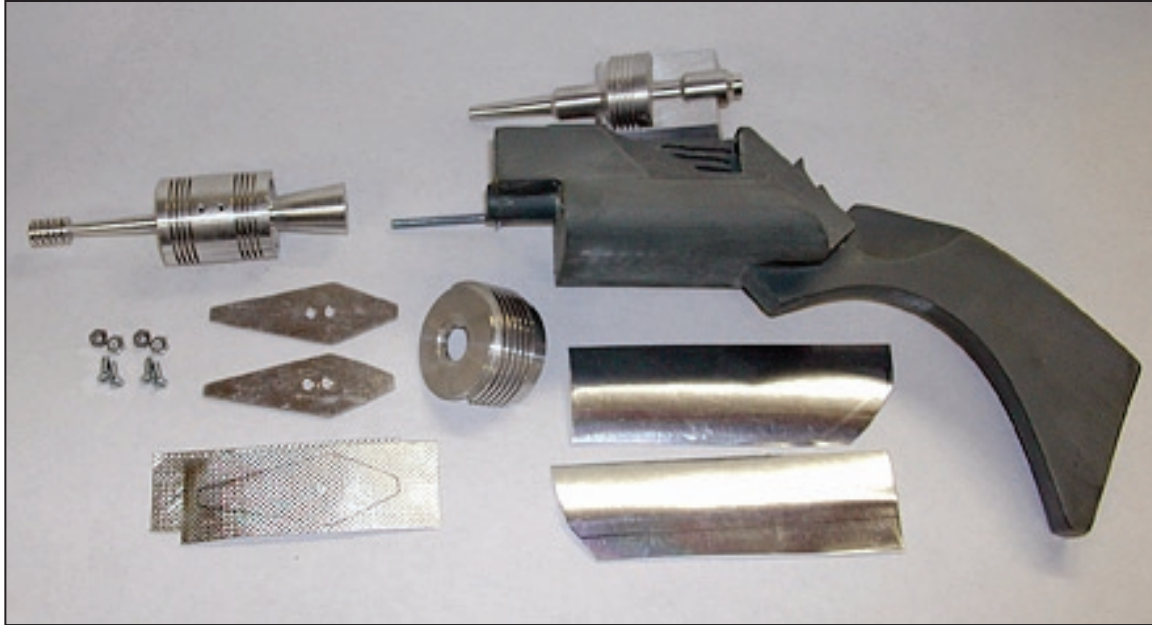
RODDENBERRY.COM

#PRP1776

***Star Trek*™ TOS Klingon Disruptor Prop Kit Assembly Manual**



Roddenberry.com presents a prop kit of the Original Series **Klingon Disruptor**, the standard issue sidearm of the Klingon Empire of the mid-23rd Century as seen on numerous episodes of ***Star Trek: The Original Series***.



PARTS INCLUDED:

- Main body
- Sight (sight and sight base pre-assembled)
- Emitter assembly (emitter, side plates with grid tape, screws and standoffs for the plates, and mounting stud)
- Emitter base collar
- Mylar tape for the body sides, cut for left and right

TOOLS AND SUPPLIES NEEDED:

- Auto body spot putty, and/or Bondo filler
- Sandpaper (220 rough grit, 320, 400, up to 600 finish grits)
- Hand drill with a 1/4-inch drill bit – the emitter mounting hole is not pre-drilled
- Hobby knife (X-Acto brand or similar)
- 5-minute epoxy glue
- Masking tape (blue low-tack painter's tape recommended)

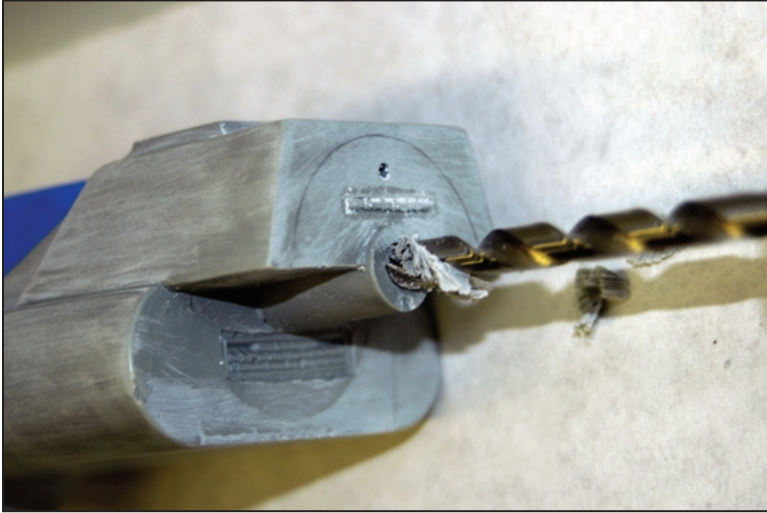
SPRAY PAINTS [Krylon brand or similar]:

- Sandable-type gray primer
- Gray paint in a contrasting shade to the primer -- this can be another primer, or buy two cans of contrasting non-primer grays for the finish surfaces. One should be as light a gray as you can find (Oyster or Platinum Gray or similar for the light body gray), the hand grip is a medium gray. Krylon #1318 All-purpose Gray Primer or Machinery Gray is an excellent choice for the dark gray painted on the hand grip.

Optional:

Clear matte or semi-gloss paint – but only if you're using primers as the final colors

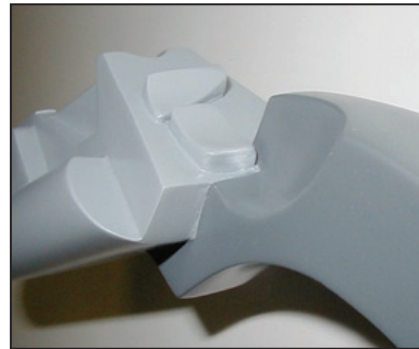
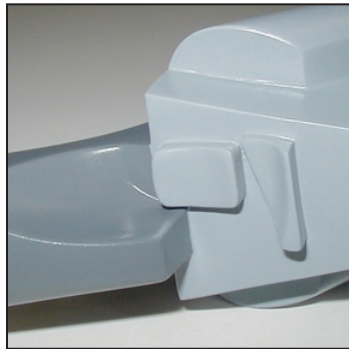
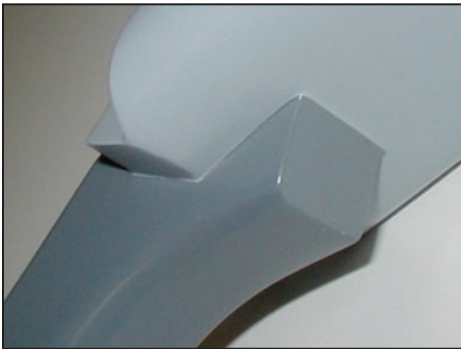
Step 1: Wash your resin castings with a chlorine-based soap such as Ajax or Comet with water to remove any trace of mold release, which might interfere with the paint finish. Fill in any objectionable bubbles, mold lines, etc. with the spot putty or Bondo and sand smooth with 220 to 320 to start.



Step 2: Drill the hole for the emitter mounting stud, sighting along the drill bit on the sides and top so you drill as straight a hole as possible, and check the fit with the emitter and emitter collar.

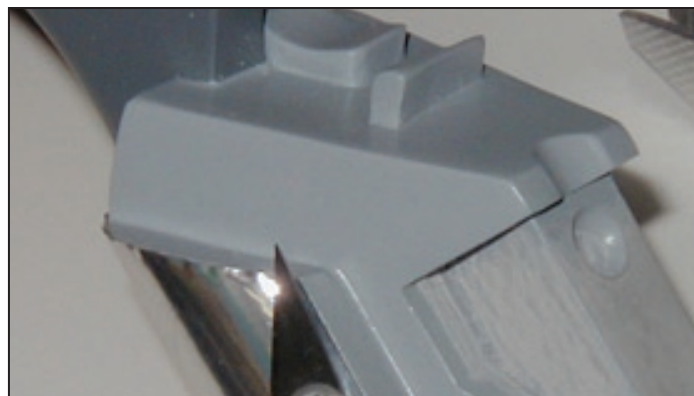
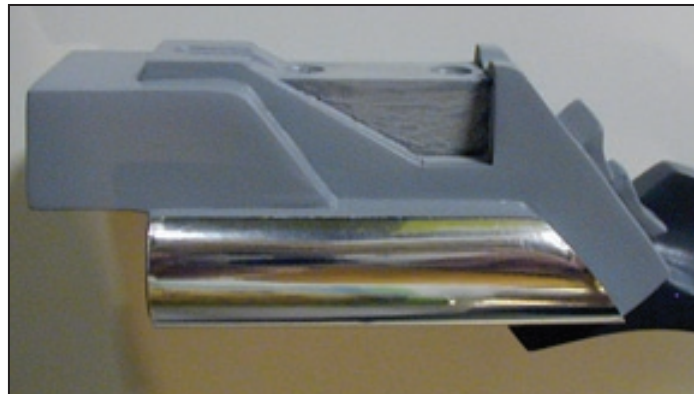
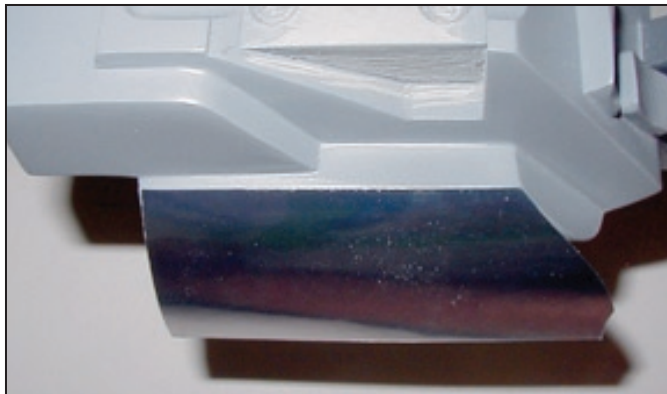
Mask off any areas you'll be gluing parts to, such as the sight area, as glue does not stick well to painted surfaces.

Spray the first coat of primer, and after it's dry, check the body for any holes or spots you missed earlier, and fill and sand and re-primer until you are satisfied with the result.



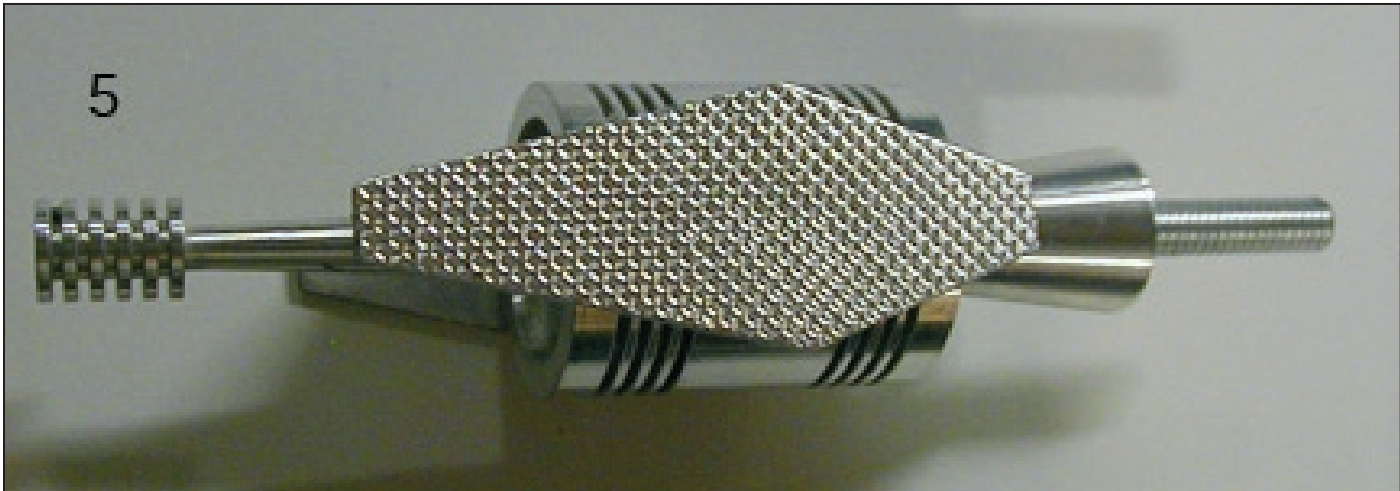
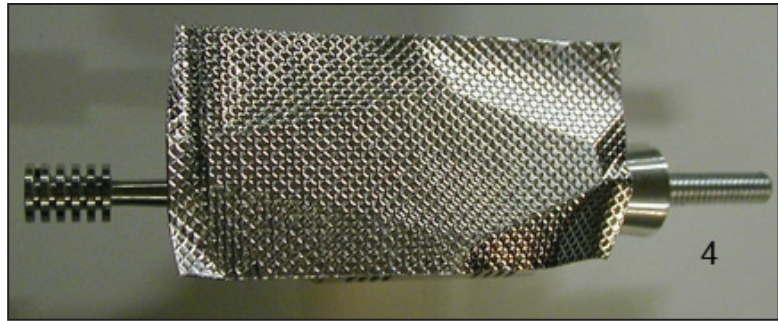
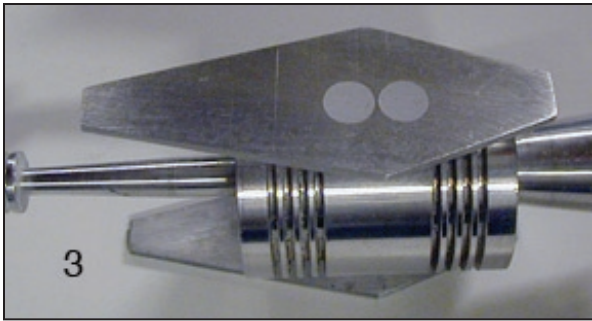
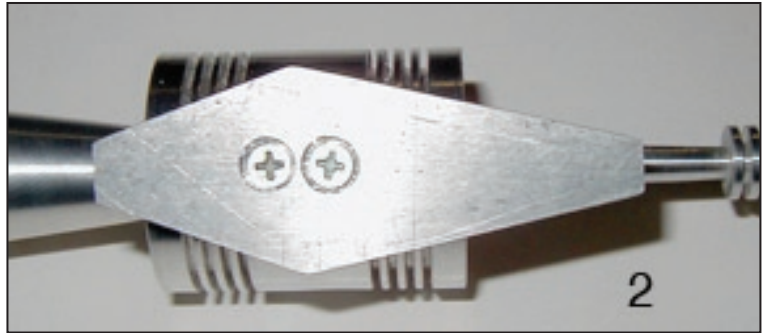
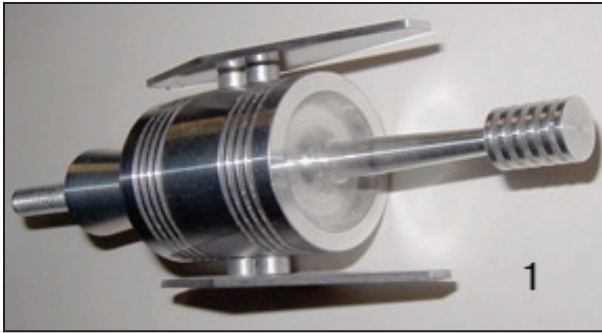
Step 3: When you're ready to paint the finish colors, you have the choice of using two contrasting gray primer colors with an overcoat of matte or semi-gloss clear, or two finish colors in light and medium gray. Regardless of which paints you use, after you spray the first color, mask off that color so you can spray the second color. And it's recommended that the darker handle color be sprayed first since it's easier to mask around the trigger button. Allow to dry at least two or more hours between coats (the longer the better) before finish sanding (with 400 to 600 grit paper), applying masking tape for the contrast color, or continuing the assembly process.

When the final coat of paint is cured, remove the masking tape.

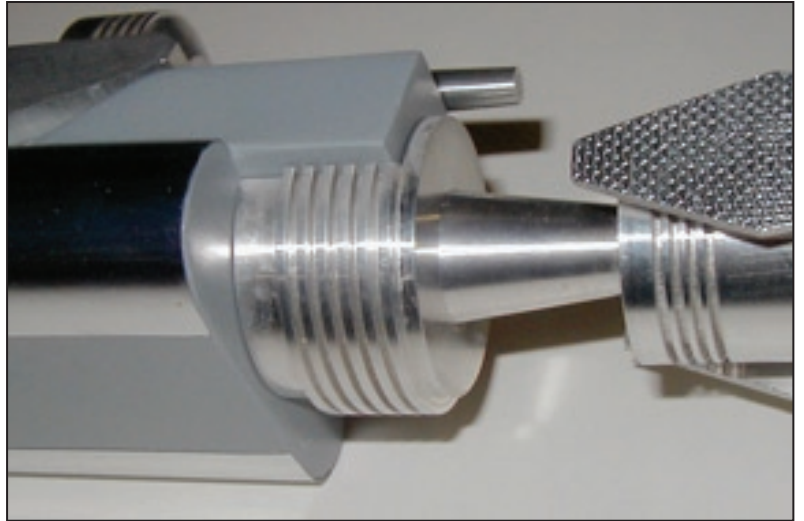


(The final assembly may be done in any order.)

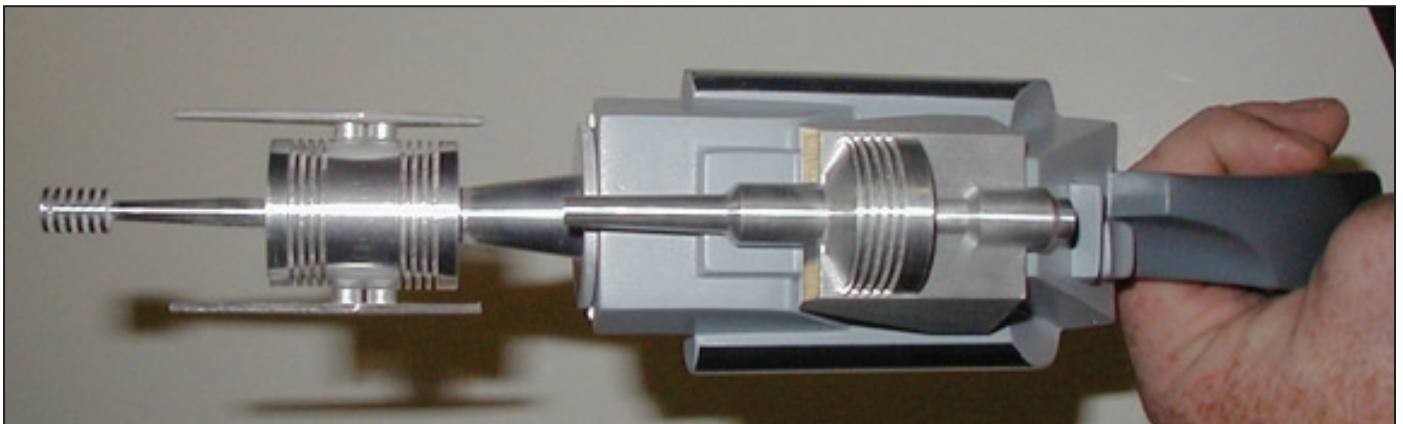
Step 4: Apply the mylar body detail tape panels carefully – check them on the body first before you peel the backing off, and apply starting at the top lining up the tape edge with the corner detail and working your way down. If any tape is sticking out beyond the body, you may **very carefully** use a hobby knife to cut off the excess, being careful you don't damage the paint!



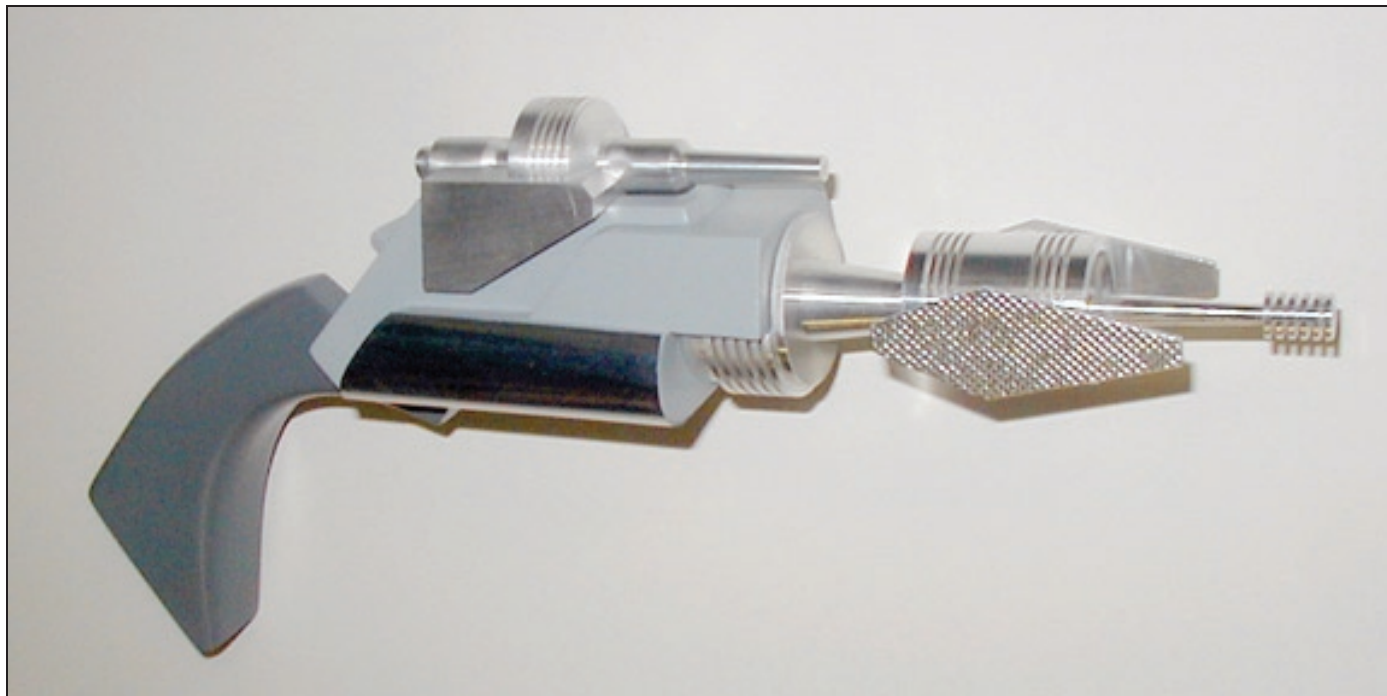
Step 5: Assemble the emitter as shown with the screws and standoffs provided, checking to be sure the two plates look even on the emitter **[figures 1 and 2]**. If you like, you can fill in the screws with Bondo and sand smooth so the tape will have a completely flat surface to sit on **[figure 3]**. Apply the detail grid tape and cut off the excess with your knife **[figures 4 and 5]**.



Step 6: Check the fit of the emitter and emitter collar on the body, then glue in place with 5-minute epoxy, being sure the two parts are seated properly and the emitter is pointing straight on the disruptor body. Make sure it all fits to your satisfaction first before you glue anything, and make sure it's straight and even while the glue is curing!



Step 7: The sight is glued on with epoxy, again making sure it fits on first before you glue it. Roughen the glue surface and scrape away paint if you didn't mask this area while you were painting – remember glue will not stick well to painted surfaces!



That's it...your Roddenberry.com *Star Trek* TOS Klingon Disruptor is completed! *Qapla'!*

IMPORTANT NOTES:

The reproduction of the Roddenberry.com *Star Trek* TOS Klingon Disruptor kit or any of its parts by any means known or yet to be invented (including molding and recasting, reverse-engineering, or 3D scanning/SLA printing) is **expressly prohibited** by United States and international copyright and product protection laws.

Copyright © 2009 Roddenberry Productions.

Star Trek and related marks and logos are Trademarks of CBS Studios Inc. All rights reserved.