In the movie "Back to the Future," the eccentric scientist/inventor Doctor Emmett L. Brown built a time machine into a Delorean sports car. Why a Delorean? Because the car's stainless steel body improves the flux dispersal generated by the flux capacitor (the specific device that makes time travel possible which is housed inside the vehicle). and this in turn allows the vehicle smooth passage through the space-time continuum. "And," as Doc Brown told Marty during their premiere time travel experiment at Twin Pines Mall, "if you're going to build a time machine into a car, why not do it with some style?"

In the three "Back to the Future" films, the Delorean was customized to accommodate the technology of the past, present and future: The time travel circuitry requires 1.51 Gigawatts of electricity to be activated when the car hits 88 miles per hour. This enormous jolt of power was first provided by a plutonium powered nuclear reactor in 1985, a bolt of lightning in 1955, and finally a Fusion generator in 2015. Marketed under the brand name "Mr. Fusion," this advanced product of future technology converts matter into energy, enabling Doc Brown to simply dump garbage into it to provide the necessary power.

One more bit of futuristic technology was added in 2015: a hover conversion, which allowed the vehicle to fly via a combination of maglev, interctor and superconductor components. These flying circuits were destroyed by lightning in a return trip to 1955, and once again, the Delorean used its still operational internal combustion engine to accelerate up to speed.

In "Back to the Future - Part 3," a trip back to 1885 resulted in the vehicle's fuel line being ripped. Without gasoline in the old west, the Delorean's internal combustion engine became useless, and a new source of propulsion was required to get the car up to 88 miles per hour: a steam locomotive which pushed the car up to speed on train tracks. (Note: this locomotive is NOT included in the kit.)

WARNING: Although the final "look" of the Delorean at the conclusion of "Part 3" can be duplicated with the completed model by placing it into the path of an oncoming Diesel train, do not attempt this, as it may cause you to suffer serious injury, death and/or legal action by the railroad in your particular locale. A much simpler method of simulating the final look of the Delorean is to use a hammer.

IMPORTANT: Before you begin to assemble your model kit, study the instructions carefully. This will help you to familiarize yourself with the part locations as you proceed. Prior to cementing parts together, be sure to "TEST FIT" them in order to assure proper alignment and also to check for excess "FLASH" that may occur along parting lines. Use a sharp hobby knife or file to remove flash if necessary.

If you wish to paint your model, various sub-assemblies and components should be painted before any parts are attached. During assembly, you may note that the recommended color is stated after the part name.

This model kit is molded from the finest high-impact styrene plastic. Use only paints and HOBBY KNIFE
Use a sharp hobby knife to remove parts from the trees. Some parts may appear to have an extra "tab" on them, these should be removed.

TWEEZERS
Tweezers are handy for holding very small parts during assembly or painting.

CEMENT
We recommend the use of liquid polystyrene cement. Ap-
In the three "Back to the Future" films, the Delorean was customized to accommodate the technology of the past, present and future. The time travel circuitry requires 1.21 Gigawatts of electricity to be activated when the car hits 88 miles per hour. This enormous jolt of power was first provided by a plutonium powered nuclear reactor in 1985, a bolt of lightning in 1955, and finally a Fusion generator in 2015. Marketed under the brand name "Mr. Fusion," this advanced product of future technology converts matter into energy, enabling Doc Brown to simply dump garbage into it to provide the necessary power.

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This model kit is molded from the finest high-impact styrene plastic. Use only paints and cements which are specifically formulated for styrene. Read all labels and warnings carefully.

Because the cement will only adhere to bare plastic it is necessary to remove any paint or "plating" from the area to which the cement is to be applied.

**HOBBY KNIFE**

Use a sharp hobby knife to remove parts from the trees. Some parts may appear to have an extra "tab" on them, these should be removed.

**TWEEZERS**

Tweezers are handy for holding very small parts during assembly or painting.

**CEMENT**

We recommend the use of liquid polystyrene cement. Apply with a fine brush or toothpick. Use cement sparingly or a sloppy job will result.

**BUILDING TIPS FOR THE ADVANCED MODELER**

For the best possible finish, your kit should be painted, even if it is molded in color. Paint should be applied evenly, in several coats rather than one heavy coat. The first coat should not completely cover the surface. Each layer should be allowed to dry thoroughly before the next coat is applied. Also, each coat should be "wet sanded" using No. 1200 wet or dry sandpaper which is slightly damp; except for the final coat. Be careful not to remove any detail while sanding.

It is important to keep your hands clean when you are working with your model and always wash the parts before painting. This will remove any mold release agent that may have been used during manufacture, body oil from your hands, sanding residue, and dust, which is naturally attracted to plastic by static electricity. Use a mild solution of dishwashing detergent and water. Use a tack rag to dry the parts. DO NOT use paper towels or tissues, since they will leave lint on the part.

Parting lines and glue joints should be sanded or filed prior to painting and because paint has a tendency to draw away from sharp edges all sharp corners should be filled. Use filler putty designed for plastic to fill small gaps that may occur between parts, and to blend contours. This should be done only after the first or "primer" coat of paint is applied.

When painting a two-tone body, the lightest color should be painted first. Use frosted or "magic" tape to mask off the area you do not want painted. After the second color is dry to the touch, the tape can be removed. Use a very fine brush to touch up edges if necessary. If decals are to be added, do so before adding any gloss coat. A gloss coat will help even out the edges between the two colors as well as set the decals.


We take great pride in providing the finest model kits available, giving strong attention to detail and craftsmanship. Should you have any difficulty with assembly or missing parts, please call.

* = TOLL FREE

(IN IOWA) 1-800-942-4618*
ELSEWHERE IN (U.S.A) 1-800-553-4886*
OUTSIDE OF (U.S.A) 1-319-875-2000
Note: Slip Cam Plate into place as shown. Do Not Cement.

(F) indicates front

Use screwdriver to snap Tabs into slots

Check movement as shown

Slide toward rear

Place Pin in Cam Slot

Flat Medium Blue
Check movement as shown.

Pin in Cam Slot

13
(R) indicates rear
-16-
AXLE SLIDE ARM RETAINER

14
Slide toward front

18
DECAL 13
Dark Gray
Medium Flat Black

-30-
COWL
Flat Black

-35-
INSTRUMENT PANEL

-20-
STEEERING COLUMN

-19-
STEEERING WHEEL
Flat Black

-33-
SEATS
2
Flat Medium Blue

-31- 32R-
DOOR PANEL
Flat Medium Blue

23
See Painting Panel for Detail Painting

24
Cement into Body
12. CONTROL ARM
   Snap lower end of Arm to Axle
   Snap over Shaft
   Grease Here

15. -22- WHEEL BACKS
    Front 2
    Place Bearings in Wheels
    -21- WHEEL BACKS
    Back 2
    -30- WHEELS
    Front 2
    -29- WHEELS
    Back 2
    FRONT TIRES
    2
    TIRES
    Back 2

19. 57- INDICATOR
    Flat Black
    -28- SHIFT LEVER
    Flat Black
    -78,38- ACCUMUNTER
    Dark Grey

20. Cement Interior to top of Chassis

25. Insert Chassis into Body.
    Note: Locate Notches.

Insert Front.
Insert Rear
Spread Body Sides Out.
Work Carefully.
35 PAINTING
35 PAINTING

Body is Steel unless noted. Options: You may spray a Gloss Clear Coat over the plastic, Paint Silver, or use a Metallizer Paint which requires buffing.

THE ERTL COMPANY, INC.
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