

Vertical fin
STREAM-CX
Bend this part left or right and use as the center guide

Wing fillet
Back Front

Horizontal stabilizer
Horizontal stabilizer
Fin to hold the plane by
Nose underside reinforcer

Horizontal stabilizer reinforcer
(glue on reverse side)

Wings
Hook for elastic
Hook for elastic (inside part)

Wing reinforcer
(glue on reverse side)

Nose weight

Nose internal reinforcer

Nose underside reinforcer
Hook for elastic

Wing fillet front view
A 3mm thick sponge

Legend:
 ■ Cut out
 ■ Glue spot
 - - - - - Valley fold
 - - - - - Mountain fold

STREAM-CX Wing dihedral gauge
© Yasuo Nagamatsu
CREATIVE PARK

DESIGNED BY Y. NAGAMATSU
CREATIVE PARK
<http://www.canon.com/c-park/>

PAPER AIRPLANE DESIGN STUDIO
© Yasuo Nagamatsu
<http://www.kami-hikouki.com/>

How to make the catapult

1 Tie a length of elastic (40~50cm long) into a ring. You can also use 4 or 5 rubber bands, tied together.

2 Make creases along the fold lines, and fold up the paper in order from 1 to 4.

3 Place the elastic in the center, and fold the paper in half at line 5.

4 Fold at line 6 and wrap around the piece, glue down and you're done!

5

6

Catapult

CREATIVE PARK

Flying Safety Precautions

- 1 Never aim your plane at another person.
- 2 Wear a hat, and protective glasses to protect your eyes.
- 3 Play with your plane in a large, open space such as your school sports ground.
- 4 If your plane gets stuck in a tree or on a roof, do not climb up after it.

Pre-flight Check

- 1 Use the gauge to adjust the angle
- 2 Look at the plane from the front, behind, and the sides to check that the wings aren't bent. If they are even a little bit bent, straighten them out flat.



Adjustments

Learn how to adjust your plane to make it fly how you want!

- 1 Make the plane fly smoothly straight ahead. (Use the catapult to gently launch it forward)

Adjust the height

- If the plane flips over and doesn't gain height
- If the plane gains height but falls nose first

Adjust the amount of tilt

- If the plane spins and falls

Adjusting flight direction

- If the plane curves to the left or right and falls

For A, slightly bend the circled (○) areas down
For B, slightly bend the circled (○) areas up
For C, Bend slightly in the direction of the arrow
For D, Bend slightly in the direction of the arrow
For E, Bend slightly in the direction of the arrow
For F, Bend slightly in the direction of the arrow

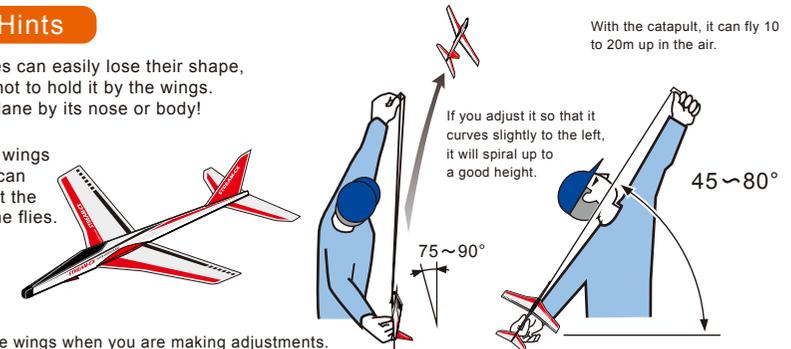
- 2 Carefully observe how your plane flies, and make adjustments as you go.

Use the catapult to fly your plane.

Handy Hints

- Paper planes can easily lose their shape, so be sure not to hold it by the wings. Hold your plane by its nose or body!

Bending the wings just slightly can greatly affect the way the plane flies.



Only touch the wings when you are making adjustments.