

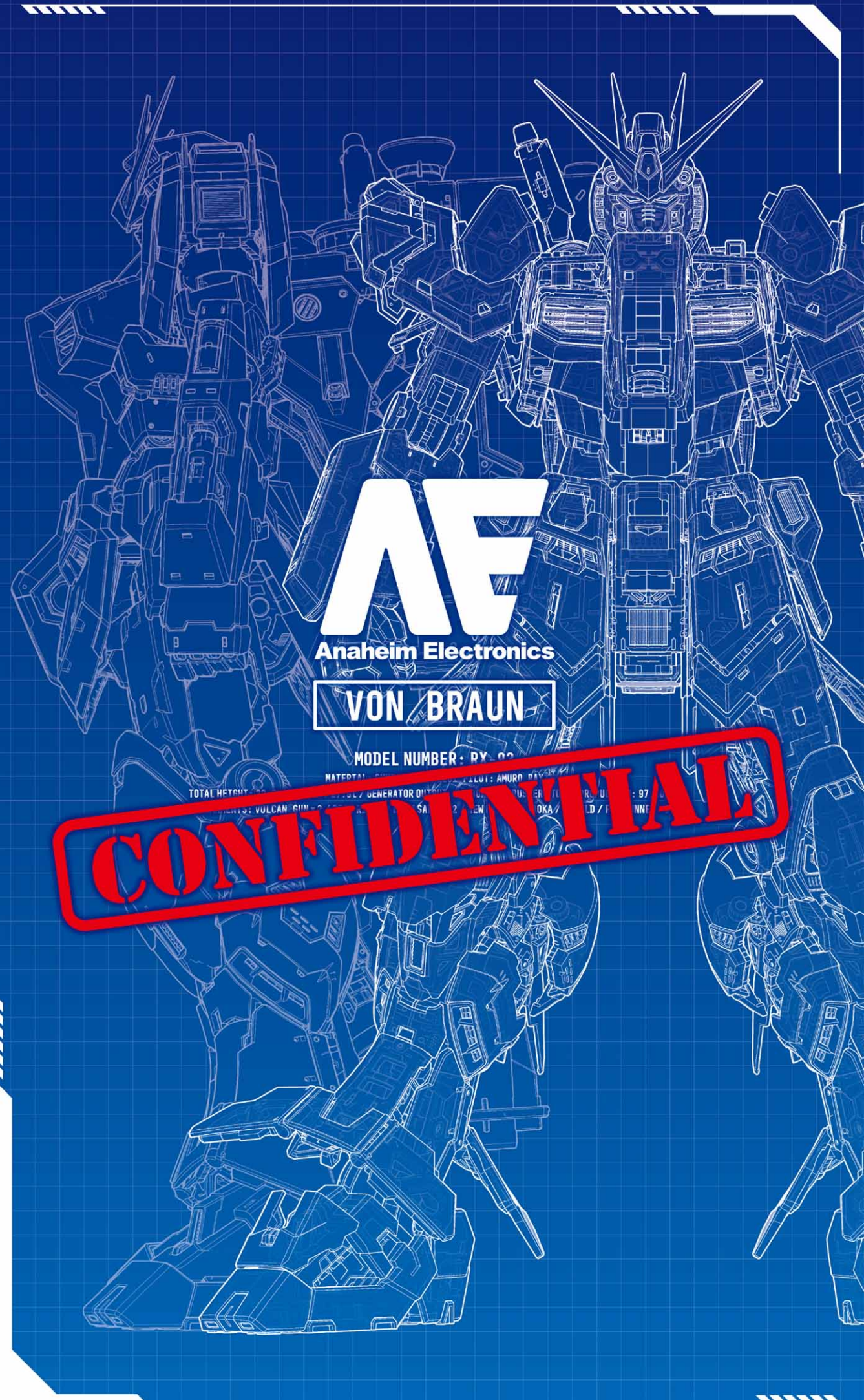
PERFECT GRADE
UNLEASHED

PG UNLEASHED 1/60 V GUNDAM
PG UNLEASHED 1/60 vガンダム



RX-93 V GUNDAM

INSTRUCTION MANUAL



AE

Anaheim Electronics

VON BRAUN

MODEL NUMBER: RX-93

TOTAL HEIGHT: 18.0m / MATERIAL: TITANUM / GENERATOR OUTPUT: 1000W / ARMED: 97

CONFIDENTIAL

RX-93 V GUNDAM

PERFECT GRADE
UNLEASHED

“ガンダムが実在したら” 究極のユニット構造が実現する、本物のガンダム建造体験

ガンプラは1980年の誕生以来、多色成形やインサート成形、スナップフィットなど、さまざまな新しい技術に挑戦し進化を続けてきた。1998年にはガンプラ最高峰ブランド「PG（パーフェクトグレード）」が誕生。そしてガンプラ40周年を迎えた2020年、さらなる高みを目指してあらゆる定義や制約を取り払った革新的ブランド「PG UNLEASHED（アンリーシュド）」が誕生した。当時の最高峰技術を凝縮してつくられた「PG UNLEASHED 1/60 RX-78-2 ガンダム」は、まさに究極のガンプラとして開発された。

—しかしガンプラは常に、究極のその先へ解き放たれなければならない



※画像は作品中のものです。*Images are from the original work.

ガンプラ45周年の集大成として「史上最高のガンプラ」を目指し、Vガンダムのプラモデル史上最大となる1/60スケールで立体化。その圧倒的なサイズを活かした“ガンダム本物体験”を生み出す革新的な構造システム、それが「ULTIMATE UNIT SYSTEM」である。

各パーツは単なる「プラモデルの部品」ではなく「実在するガンダムの部品」として設計され、Vガンダムの機体内部に存在するであろうアクチュエーターやダンパー、可動機構といった構造を徹底的に追求し、本物の機械さながらの説得力あるデザインと精密加工を施している。また、部位ごとに成形色や素材を変えることで、実際のモビルスーツ建造で使い分けられる材質の違いまで再現。幾重にも重なる多色の構造フレームが、圧倒的なリアリティを演出する。而して、意味を持つ構造体ごとにパーツを組み上げていくこの究極のユニット構造が、まるで本物のガンダムを“建造”するかのような臨場感を生み出すのである。

「ULTIMATE UNIT SYSTEM」が創り出すのは、これまでにない本物のガンダム“建造体験”。従来のプラモデルの組み立てから解き放たれた、物語とリンクする究極の体験がここに—



“What if the Gundam really existed?”

A real Gundam-construction experience achieved through the ultimate unit structure.

Ever since its birth in 1980, GUNPLA has continuously evolved by taking on various new technologies such as multicolor molding, insert molding, and snap-fit structures. PG (Perfect Grade), the pinnacle GUNPLA brand, was launched in 1998. The year 2020 marked the 40th anniversary of GUNPLA, and the innovative PG UNLEASHED brand, which aimed to reach even greater heights while breaking away from all definitions and constraints, was released. The PG UNLEASHED 1/60 RX-78-2 Gundam was developed as the ultimate GUNPLA created by condensing cutting-edge technology at the time.

However, GUNPLA will never be held back by any constraints and must always strive to reach even greater horizons.

In order to create the ultimate GUNPLA as the culmination of its 45th anniversary, the V Gundam has been recreated in 1/60 scale, the largest scale the MS has ever been made into a plastic model. The ULTIMATE UNIT SYSTEM, an innovative structural system that takes advantage of the model's colossal size, was incorporated to achieve an “authentic Gundam experience.”

The parts were designed not as pieces for plastic models but as components for an “actual Gundam,” created through thorough research of the structures of actuators, dampers, and moving mechanisms, that would be found within the V Gundam, culminating in a convincing design and precisely processed to resemble actual machinery. By incorporating parts with multiple colors and different materials in each section, the various materials used during the construction of an actual mobile suit have been reproduced. The layered, multi-colored structural frame expresses an almost overwhelming sense of realism.

This ultimate unit structure, where the parts are assembled in logical structures, creates a sense of realism that makes it feel as though you are “constructing” a real Gundam.

The ULTIMATE UNIT SYSTEM creates an unprecedented, authentic Gundam “construction experience.” Experience the ultimate journey that breaks free from traditional plastic model assembly and ties directly into the story.

※掲載の画像はイメージです。※掲載の画像は開発中の設計データを使用したCGです。* Images are for illustrative purposes only. * The images are CG representations based on developmental design data.

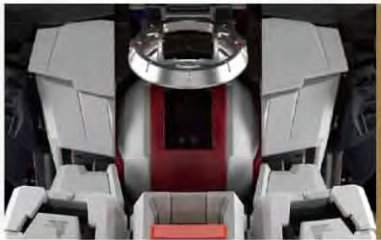


※本商品を説明書通りに組み立てた場合には、この状態にはなりません。* Products will not appear as shown when assembled according to the instruction diagrams.

RX-93 V GUNDAM

型式番号: RX-93 (Model number: RX-93)
全高: 23m (Total Height: 23m)
頭頂高: 22m (Head Height: 22m)
本体重量: 27.9t (Weight: 27.9t)
ジェネレーター出力: 2,980kW (Generator Output: 2,980kW)
スラスター総推力: 97,800kg (Thrusters Total Propulsion: 97,800 kg)
装甲材質: ガンダリウム合金 (Material: Gundarium alloy)
武装: (ARMAMENTS)
頭部バルカン×2 (Vulcan Gun×2)
ビーム・ライフル (Beam Rifle)
ビーム・サーベル×2 (Beam Saber×2)
ニュー・ハイパー・バズーカ (New Hyper Bazooka)
シールド (Shield)
フィン・ファンネル×6 (Fin Funnel×6)
所属: 地球連邦軍外郭新興部隊 ロンド・ベル
(Earth Federation Forces Newly Established Perimeter Unit Londo Bell)
搭乗者: アムロ・レイ (Pilot: Amuro Ray)

※データは劇中の設定です。
* The figures above are based on the models from the story.



コックピットは緊急時に脱出ポッドとしても機能し、球形構造となっている。コックピットを取り囲む構造材にサイコ・フレームが採用されており、その周囲をガンダリウム合金その他の装甲材が覆っている。

The spherical cockpit, which also functions as an escape pod in an emergency, is made using Psycho-Frame materials and is encased with Gundarium alloy and other armor materials.



マニピュレーターの指先にはダミーバルーンの射出用ランチャーが設けられている。

The fingertips of the manipulators have launchers incorporated to eject dummy balloons.



つま先と踵には無重力、低重力下での接地をサポートするフックが搭載されている。

Hooks have been built into the toes and heels to support ground contact in zero/low-gravity environments.

※掲載の画像はイメージです。※掲載の画像は開発中の設計データを使用したCGです。 * Images are for illustrative purposes only. * The images are CG representations based on developmental design data.

従来のガンダムタイプモビルスーツの特徴であったデュアルアイ（ツインカメラ）に加え、両頬に複合センサーを備えている。センサー類は、バイオセンサーやインコムデバイスなどAE(アナハイム・エレクトロニクス) 社の技術が取り入れられている。頭頂部には射撃用のレーザーカメラを備える。

In addition to dual eyes (twin cameras), a feature seen in conventional Gundam-type mobile suits, this rendition adopts composite sensors in its cheeks. The sensors incorporate technology from Biosensors and INCOM devices developed by AE (Anahelm Electronics). A laser camera used to aim firearms is placed at the top of the head.

頭部バルカン砲 (Vulcan Gun)

Vガンダム唯一の固定武装である60mmバルカンを頭部に備える。後頭部から排莖を行う。内装火器を極力省略することで、機体の軽量化が図られている。

The only fixed armaments on the V Gundam are the 60mm Vulcan Cannons built into its head. The shells are ejected from the back of the head. The weight of the MS has been reduced by minimizing its internal armaments as much as possible.



※画像は作品中のものです。 *Images are from the original work.

Vガンダムは機体各部に地球連邦軍の規格品を用いている。腕部ユニット、脚部ユニットともに標準的な設計であり、格闘戦に用いられるほどの耐久性をもつ堅牢な構造となっている。

V Gundam uses standard parts from the Earth Federation Forces for various sections of its body. Both the arm and leg units have standard designs and are sturdy and durable enough for close combat.



ビーム・サーベル (Beam Sabers)

左前腕にはノーマルのビーム・サーベルが予備で格納されている。メインのビーム・サーベルはバックパックにマウントされた特別仕様。曲刀形のビームを形成させることが可能で、柄の後部からもビーム刃を発振できる。

A standard beam saber is stored in the left forearm as a spare weapon. The main beam saber is a special model and is mounted on the backpack. It can generate a curved beam blade, and another beam blade can also be emitted from the rear of the handle.



ビーム・ライフル (Beam Rifle)

本機の主武装となる。シンプルな単銃身だが、同時代の量産機が装備するタイプよりも高い威力を誇る。ビームを圧縮して間欠的に連射可能。(アムロによる変則的な操作とする説もある)

This is the mobile suit's main armament. Although it is a simple single-barreled weapon, it is far more powerful than the models used by mass-produced units of the same era. By compressing the beam, intermittent rapid fire is possible. (There is also a theory that this is due to Amuro's irregular operation.)



ニュー・ハイパー・バズーカ (New Hyper Bazooka)

地球連邦軍の標準的な実体弾系携帯火器で口径は280mm、装弾数は4+1発。加えてバックパックにマウントした状態や、本体から切り離した状態でリモート・コントロールで射撃を行うことができる。変則的な運用方法だがアムロは効果的に用いた。

A standard Earth Federation Forces physical portable projectile firearm with a caliber of 280mm and a capacity of 4+1 rounds. It can also be remotely controlled and fired while mounted on the backpack or when detached from the mobile suit. Although it is an irregular method of operation, Amuro used it effectively.

サイコ・フレーム (Psycho-Frame)

サイコミュの機能を有する金属粒子大のコンピュータチップを鑄込んだ素材。従来のフレーム素材よりも軽量かつ強度に優れている。

A material with Psycmmu functions cast with computer chips the size of metal particles. It is lighter and more durable than conventional frame materials.

AMBACシステム (Active Mass Balance Auto Control System)

Active Mass Balance Auto Control System=能動的質量移動による自動姿勢制御システム
推進剤の消費量が激しいバーニア噴射による姿勢制御に代えて、機体に付随する相応の重量をもつ物体 (MSにおける四肢など) を高速で動かすことで生み出される反作用を利用して姿勢制御をおこなうものである。

This system is used for attitude control and utilizes the reaction force generated when sections of an object with corresponding weight (such as the limbs of mobile suits) are moved at high speeds, as an alternative to attitude control by vernier firing, which tends to consume large amounts of propellant.



フィン・ファンネル (Fin Funnels)

フィン・ファンネルは大小3枚のパネルから構成され、様々な形態に姿を変えることができる。攻撃時はコの字形に変形し、パネル間でメガ粒子を加速させビームを放つ。防御時は複数基を展開してフィン・ファンネル・バリアーを形成させることもできる。可動式パネルがAMBACユニットとして機能することで高い機動性と長い稼働時間を確保することができた。

The Fin Funnels consist of two large and one small panel. They can change into multiple configurations. When attacking, they transform into a U-shape form to accelerate mega particles between the panels to fire beams. When defending, multiple Funnels can be deployed to generate a Fin Funnel Barrier. The movable panels function as AMBAC units that enable high mobility and longer operating times.



シールド (Shield)

シールドは裏面にビーム・キャノン1基とミサイル4発を備える。ビーム・キャノン用のジェネレーターも備え、補助兵装として十分な火力を発揮する。

A beam cannon and four missiles are attached to the back of the shield. It also has built-in generators for the beam cannon, providing enough firepower for it to be wielded as a secondary weapon.



Materials



多彩なマテリアルによるリアリティの追求

各部位に最適なマテリアルを厳選し、内部フレームから外装まで緻密に構築。メッキ加工パーツとメタリック成形色が生み出すリッチな質感に、金属パーツとエッチングシールが重厚感を演出し、圧倒的な密度を実現。メタリック3Dシールとリード線がアクセントを与え、MSとしての存在感と説得力に満ちたリアリティを放つ。

The Pursuit of Realism Through Various Materials

The optimal materials for each section are carefully selected, and the entire model, from its internal frame to exterior armor, is meticulously constructed. The rich textures created by plated parts and metallic parts materials add to the sturdy metallic feel of the metal parts and etching stickers, achieving an overwhelmingly intricate design. The metallic 3D stickers and wires function as accents, conveying the presence of the MS and achieving a convincing and realistic recreation.

サイコ・フレームの発光を表現したコックピット

A Cockpit Expressing the Glow of the Psycho-Frame

コックピット・ブロックに2次加工を施し、サイコ・フレームの発光現象を表現。

The cockpit block has gone through a secondary processing phase to express the luminescence phenomenon of Psycho-Frames.



金属パーツによるメタリック表現

Metallic Expressions with Metal Parts

メインスラスターノズルや頭部バルカンの砲口には金属パーツを使用。薄くシャープなエッジと金属ならではの重厚感によりリアルな質感を追求。

Metal parts are used for sections such as the main thruster nozzles and the muzzles of the head Vulcan Guns. Thin, sharp edges and the solid feel of metal create realistic textures.

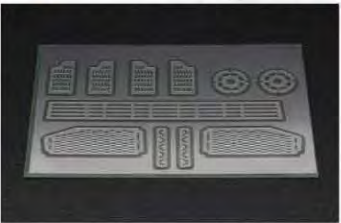


細密なエッチングシール

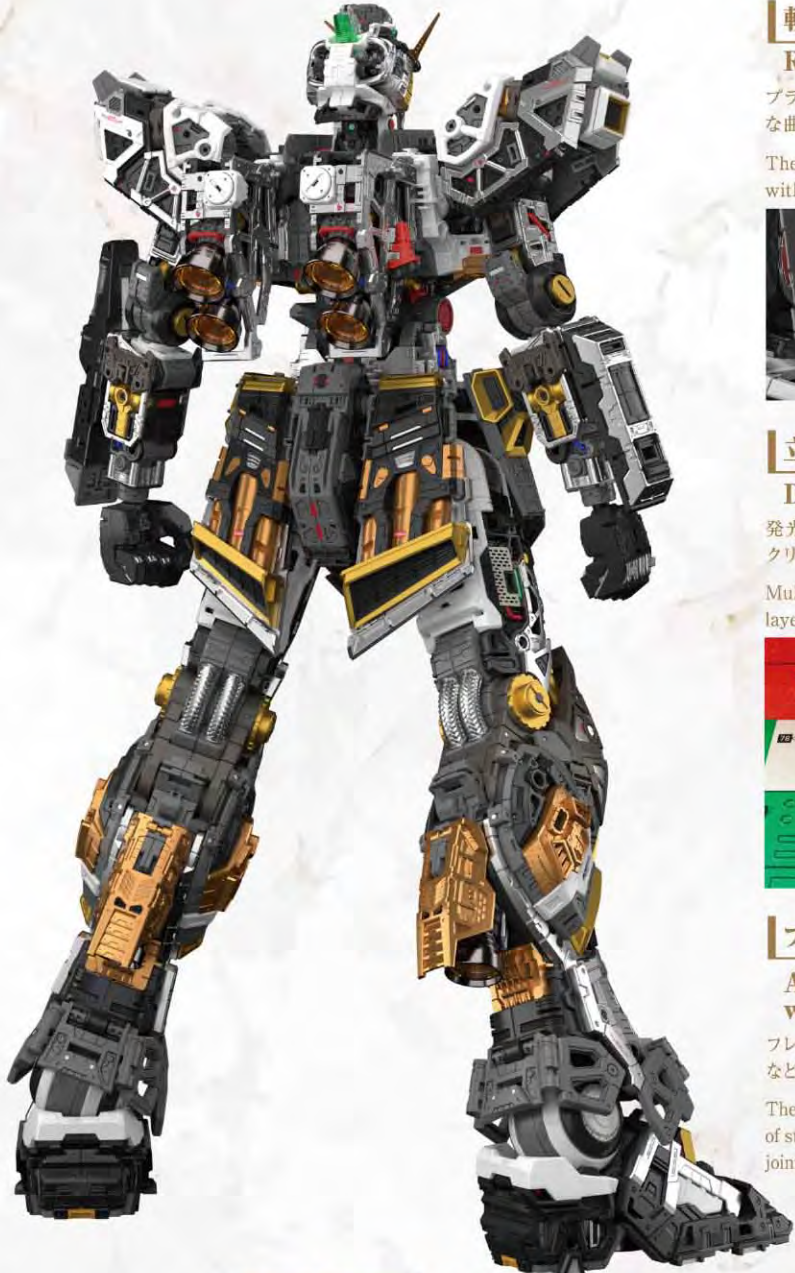
Intricate Etching Stickers

金属素材ならではの緻密な加工が施されたエッチングシール。組み立て後はパーツの隙間から金属の輝きがのぞき、メカニカルで美しい質感を演出する。

The etching stickers have gone through an intricate processing phase unique to metal materials. They give off a metallic sheen that shows through the gaps between the parts, creating beautiful mechanical textures.



※掲載の画像はイメージです。※掲載の画像は開発中の設計データを使用したCGです。 * Images are for illustrative purposes only. * The images are CG representations based on developmental design data.



※画像は作品中のものです。
*Images are from the original work.



映画冒頭シーンを再現できるカバーシール

Cover Stickers to Reproduce the Opening Scene of the Film

劇中ではロールアウト直前であるためツインカメラやセンサーにはカバーがかけられていた。そのシーンを再現するカバーシールが付属し、建造体験の没入感を高めている。

The mobile suit in the film rolls out with covers over its twin cameras and sensors. Cover stickers are included to recreate this scene, enhancing the immersive aspects of the construction experience.

Luminous※

「PG UNLEASHED 1/60 Vガンダム用 LEDユニット」(別売り)を組み込むことでサイコ・フレームや各部の発光を表現できる。

Luminous effects of the Psycho-Frame and other glowing sections can be recreated by installing the LED UNIT for PG UNLEASHED 1/60 V GUNDAM (sold separately).



軟質素材によるケーブル再現

Reproduction of Cables Using Soft Materials

プラスチック成形では再現困難な細いケーブル部分には軟質素材のリード線を採用。自然な曲線表現により硬質なパーツの中でコントラストを生み出す。

The thin cables, features that are difficult to reproduce with plastic molding, are made with soft wires. Their natural curves contrast with the hard parts.

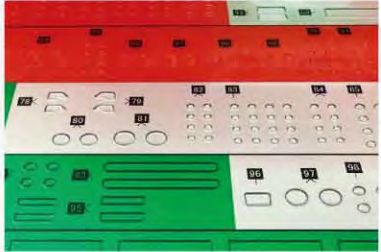


立体感のあるメタリック3Dシール

Depth Conveyed through Metallic 3D Stickers

発光部をイメージした部位には多層構造のメタリック3Dシールを採用。下地とディテール間のクリア層により、奥行きのある表現を実現。

Multi-layered metallic 3D stickers are used to reproduce sections that glow. The clear layer between the sticker base and the details helps to create a sense of depth.



フレームはメッキやメタリック成形色など様々な質感により再現

A Frame Recreated through Plated and Metallic Parts with Various Textures

フレームのトラス部位にはメタリック成形色を使用し、堅牢な金属の質感を再現。関節部や推進器など、部位によって成形色を使い分けることで機能性を意識した素材感の違いを再現している。

The truss parts for the frame are made using parts with metallic colors to recreate the texture of sturdy metal components. Different colored materials are used for various parts, such as the joints and thrusters, achieving varying textures with an emphasis on functionality.



※

光の演出をお楽しみいただくには「PG UNLEASHED 1/60 Vガンダム用 LEDユニット」(別売り)が1セット必要です。完成後にLEDユニットを組み込むことはできませんので、組み立て前にLEDユニットをご用意ください。
One LED UNIT for PG UNLEASHED 1/60 V GUNDAM (sold separately) to enjoy the light-up effects.Please prepare the LED unit before assembling the kit, as it cannot be built in once the kit has been assembled.



注意

お買い上げのお客様へ 必ずお読みください。

- 本商品の対象年齢は15才以上です。対象年齢未満のお子様には絶対に与えないでください。
- 小さな部品がありますので、小さなお子様が悪く飲み込まないように注意してください。窒息などの危険があります。
- 袋を頭からかぶり、顔を覆ったりしないでください。窒息する恐れがあります。
- 尖った部分や鋭い部分がありますので、取り扱いや保管場所に注意してください。思わぬケガをする恐れがあります。

＜組み立てる時の注意＞

- 組み立てる前に説明書をよく読みましょう。
- 部品は番号を確かめ、ニッパーなどできれいに切り取りましょう。
- 部品の加工の際の刃物、工具、塗料、接着剤などのご使用にあたっては、それぞれの取扱説明書をよく読んで正しく使用してください。
- 塗装には、より安全な水性塗料のご使用をおすすめします。
- 本商品にはコーティング処理を施しています。消しゴム等で強く擦ったり、溶剤を付けて拭いたりするとコーティング加工が剥がれてしまう恐れがあります。スミ入れや塗装等の加工には十分ご注意ください。
- 組み立てる際のキツ箇所はヤスリなどでコーティング部分をはがして組み立ててください。
- ABS部分への塗装は破損する恐れがありますので、塗装はお控えください。
- 尖った先端や薄い縁端部に触れながらの組み立てには十分ご注意ください。

※この商品には道具類は入っていませんので、別にご用意ください。

CAUTION

Read the following instructions before use.

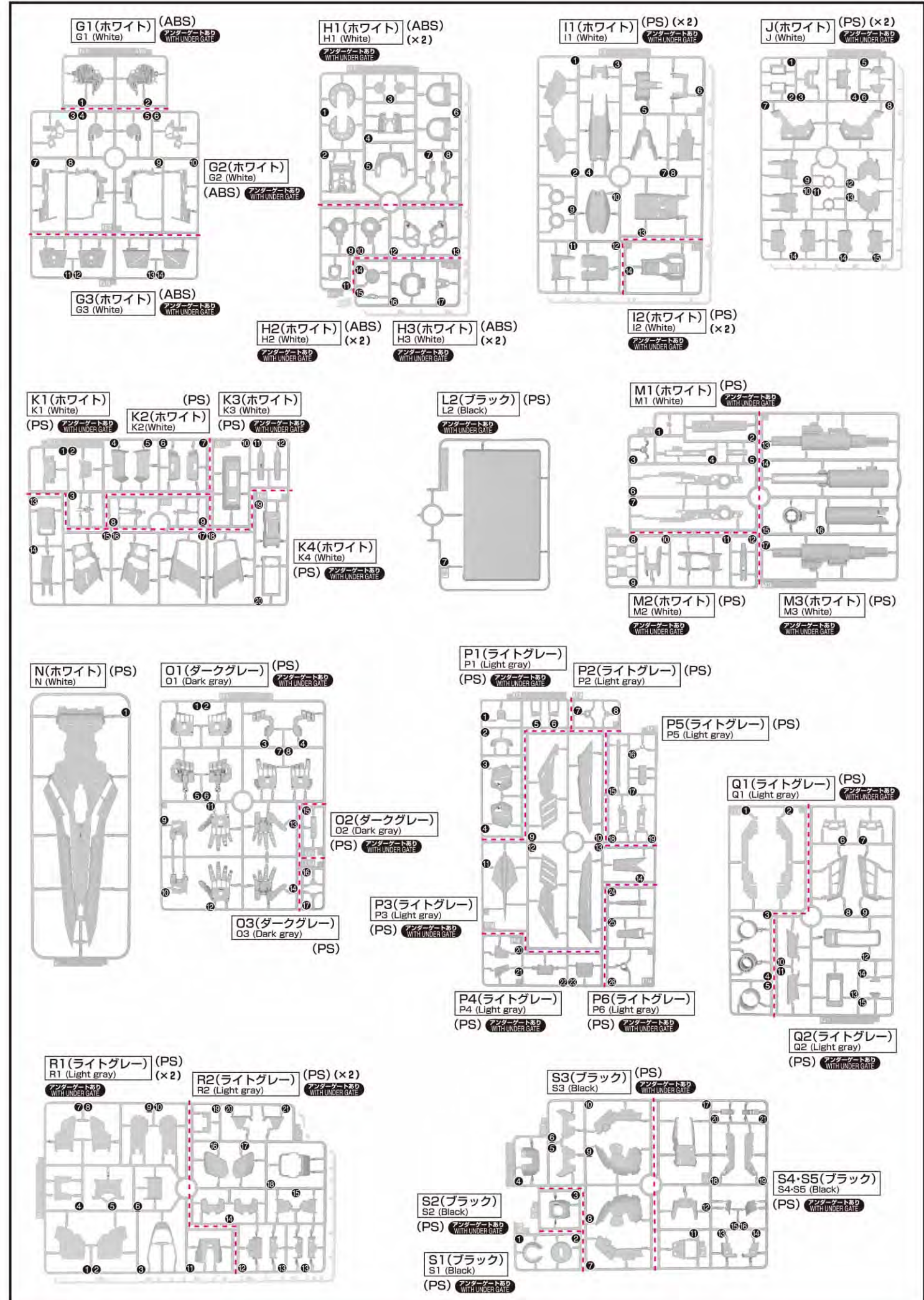
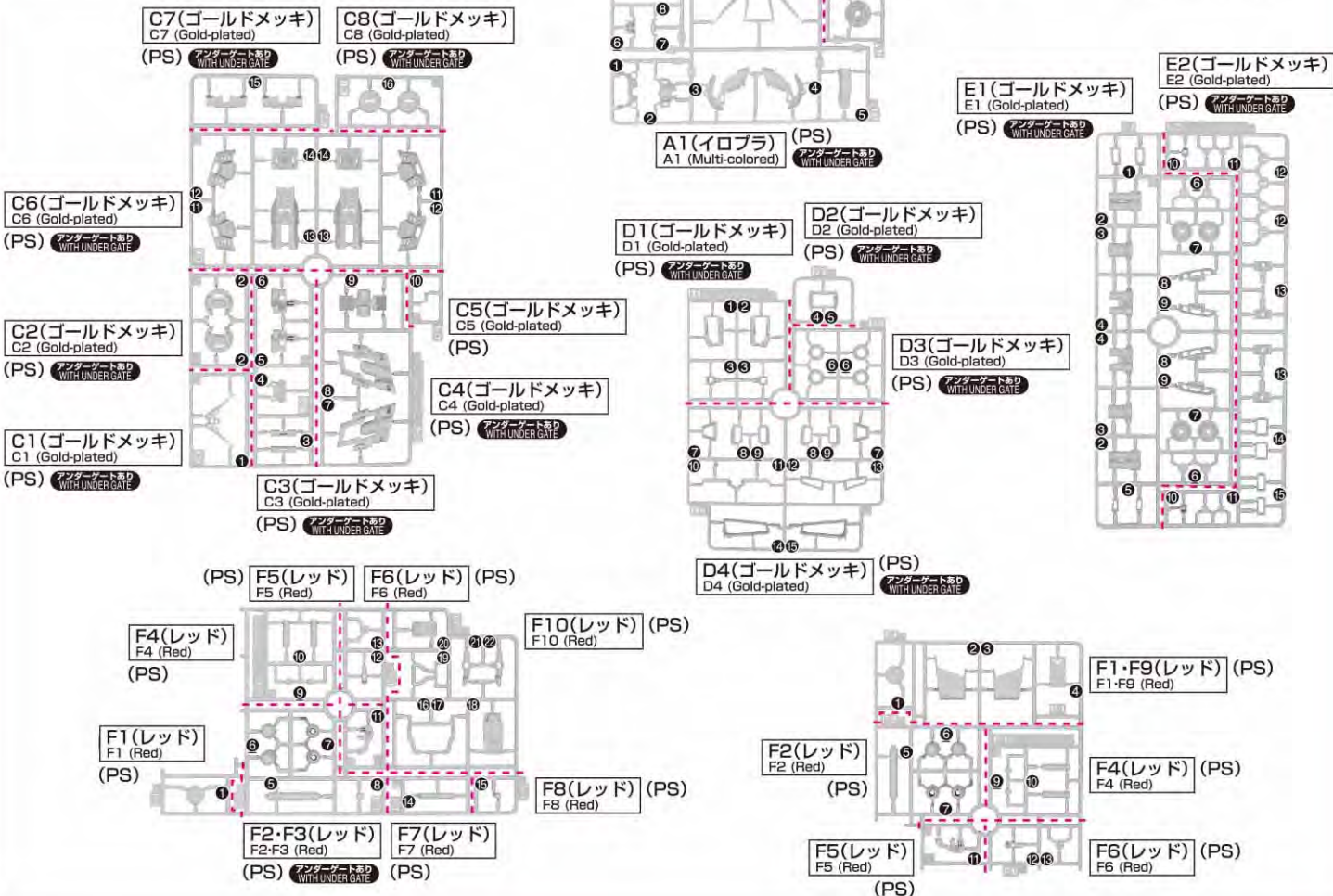
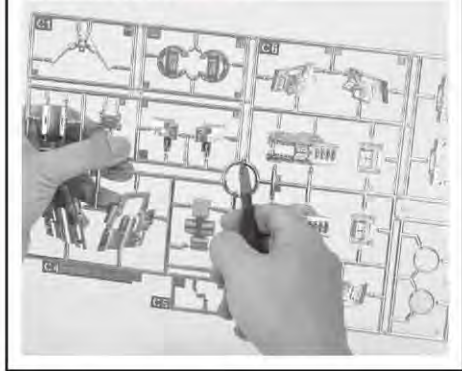
- This product is for ages 15 and up. Not suitable for children under this age.
- This product contains small parts. Keep away from small children. Accidentally swallowing small parts may cause choking.
- To avoid suffocation, do not put plastic bags over your face.
- Pay attention to sharp parts and edges. Handle and store them with care to avoid injury.

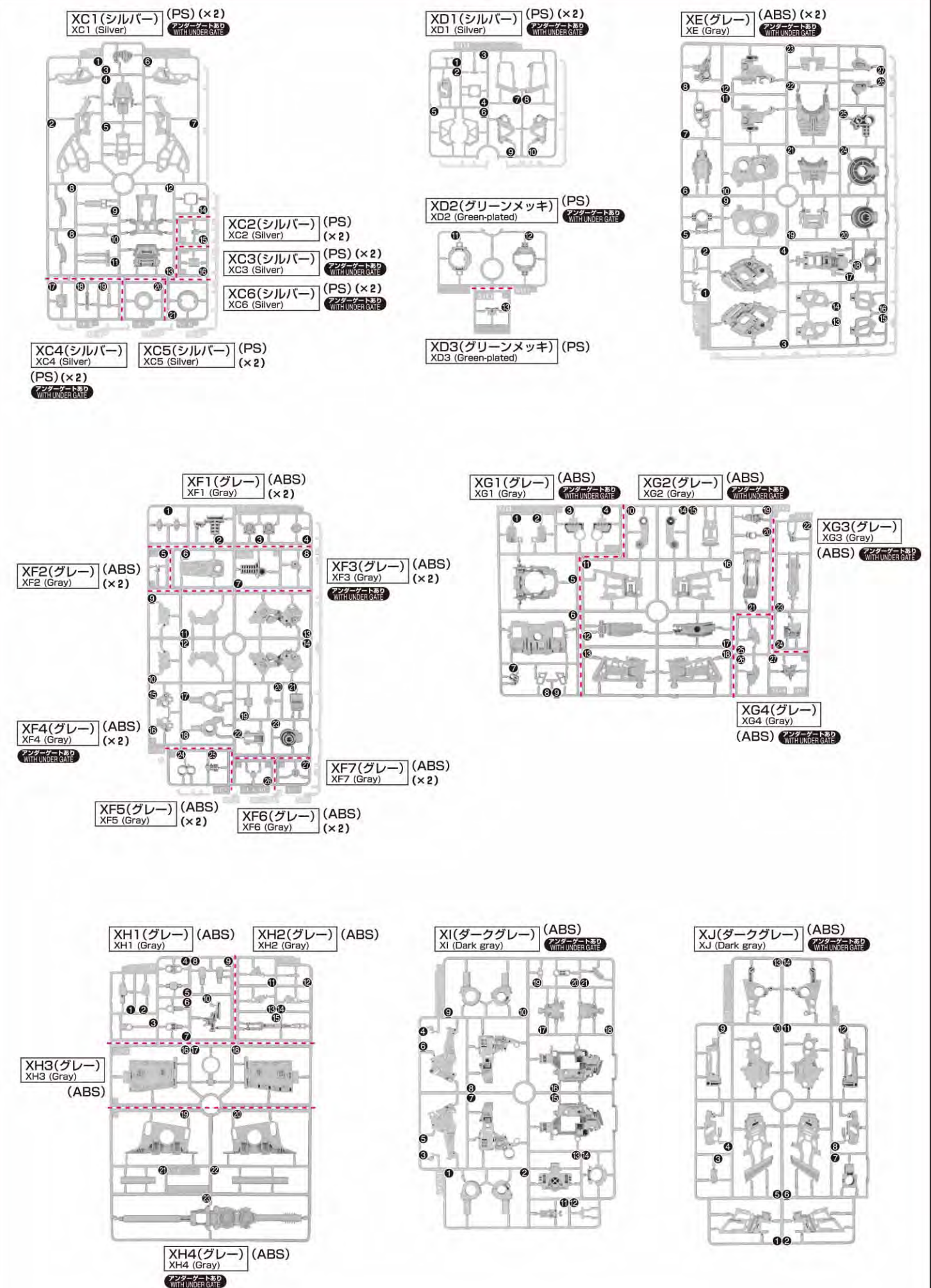
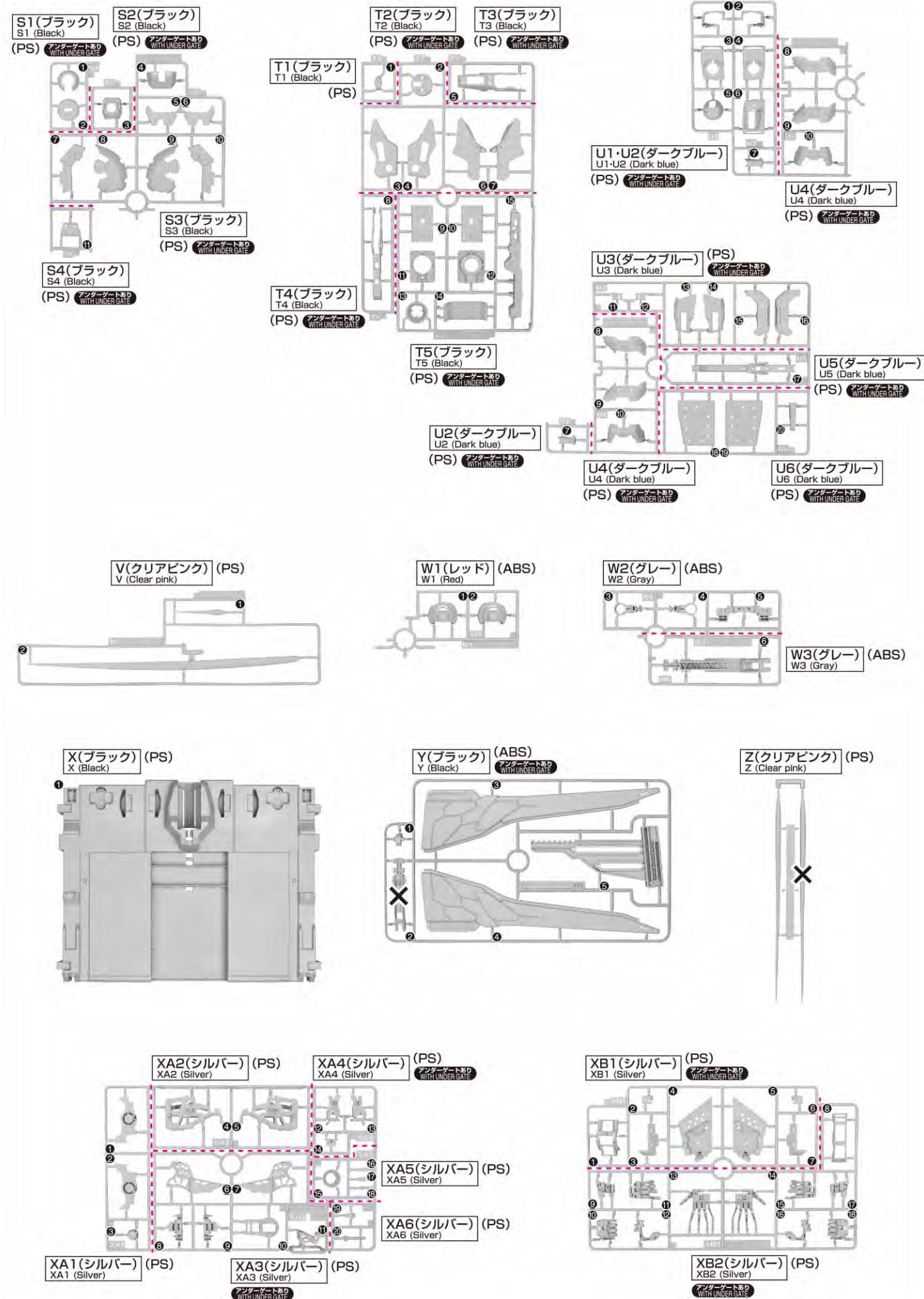
＜Notes on assembly＞

- Carefully read the instructions before assembling.
- Check the part numbers, and cut them cleanly with nippers.
- Carefully read the user manuals about how to handle all sharp-edged tools, paints, adhesives, etc. used in assembly, and use them correctly.
- Use of water-based paint is recommended for safety reasons.
- This kit includes coated parts. The coating may come off if rubbed too hard with an eraser or wiped with a solvent. Please be careful when painting and panel lining.
- Remove the coating with a file or sandpaper when parts are too tight to assemble.
- Painting ABS plastic parts is not recommended, as paint can damage the plastic.
- Pay extra attention when handling sharp points and edges.
- Tools are not included.

パーツリスト Parts List (×印は使用しないパーツです。) (× indicates parts not needed.)

※.....の線で切りはなします。
* Remove at the line.





XK1(ダークグレー)
XK1 (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XK2(ダークグレー)
XK2 (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XK3(ダークグレー)
XK3 (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XK4(ダークグレー)
XK4 (Dark gray)
(ABS) (×2)

XO1(ダークグレー)
XO1 (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XO2(ダークグレー)
XO2 (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XO3(ダークグレー)
XO3 (Dark gray)
(ABS) (×2)

FA(ホワイト)
FA (White)
(PS) (×2)
アンダーゲートあり
WITH UNDER GATE

FB(ブラック)
FB (Black)
(PS) (×2)
アンダーゲートあり
WITH UNDER GATE

FC(ダークグレー)
FC (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

FD(ダークグレー)
FD (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XL(ダークグレー)
XL (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XM1(ダークグレー)
XM1 (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XM2(ダークグレー)
XM2 (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XM3(ダークグレー)
XM3 (Dark gray)
(ABS) (×2)

XP1(ブラウン)
XP1 (Brown)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XP2(ブラウン)
XP2 (Brown)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XP3(ブラウン)
XP3 (Brown)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XP4(ブラウン)
XP4 (Brown)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XP5(ブラウン)
XP5 (Brown)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XP6(ブラウン)
XP6 (Brown)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XN1(ダークグレー)
XN1 (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XN2(ダークグレー)
XN2 (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XN3(ダークグレー)
XN3 (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

XQ(グレー)
XQ (Gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

FE(ダークグレー)
FE (Dark gray)
(ABS) (×2)
アンダーゲートあり
WITH UNDER GATE

FF(ライトグレー)
FF (Light gray)
(PS) (×2)
アンダーゲートあり
WITH UNDER GATE

FG(ダークブルー)
FG (Dark blue)
(PS) (×2)
アンダーゲートあり
WITH UNDER GATE

FH(シルバー)
FH (Silver)
(PS) (×2)
アンダーゲートあり
WITH UNDER GATE

FI(イエロー)
FI (Yellow)
(PS) (×2)

FJ(クリア)
FJ (Clear)
(ABS)

水転写式デカール
Water Decals

メタリック3Dシール
Metallic 3D Stickers (PET)

カバースシール
Cover Stickers (PP)

エッチングシールA
Etching Stickers A

エッチングシールB
Etching Stickers B

金属パーツセット
Metal Parts set

金属バーニアAパーツ
Metal Vernier A Parts

金属バルカンパーツ
Metal Vulcan Parts

金属バーニアBパーツ
Metal Vernier B Parts

リード線(レッド) / Wire(Red) (PVC) 1

リード線(ブルー) / Wire(Blue) (PVC) 1

メタリック3Dシールのはがしかた
How to Remove the Metallic 3D Stickers

● 台紙を少しはかし、シートについたシールをゆっくりはがします。
Peel off a small section of the backing and carefully remove the stickers from the sheet.

細かいシールを貼る時にはピンセットをご使用になると便利です。(道具類は付属していません。別にご用意ください。)
Tweezers are recommended for handling the stickers and other small parts. (Tools are not included.)

エッチングシールの準備
Etching Stickers Setup

1 保護シートをはがします。
Remove the protective sheet.

2 金属プレートをゆっくりとはがします。
Slowly remove the metal plate.

3 シールを貼るときは、金属プレートと見比べて番号を確認します。
When applying the stickers, compare them with the metal plate and check their numbers.

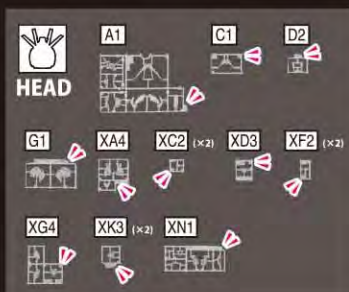
4 保管するときは保護シートを貼っておきます。
Apply the protective sheets when storing them.

※エッチングシールBも同様に準備します。* Follow the same steps for Etching Stickers B.

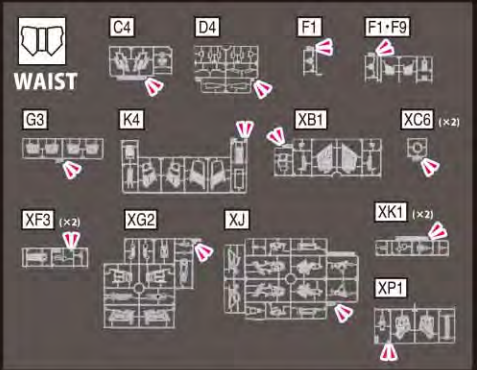
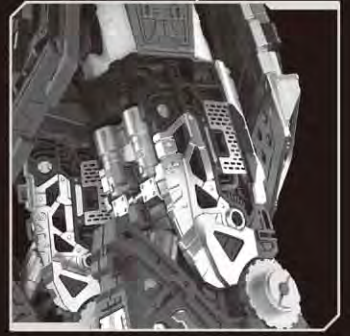
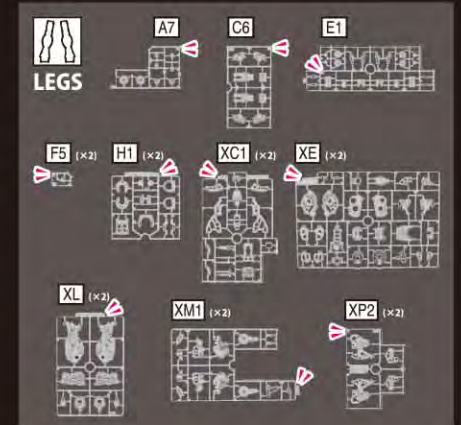
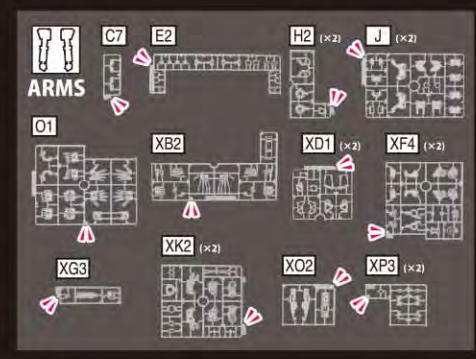
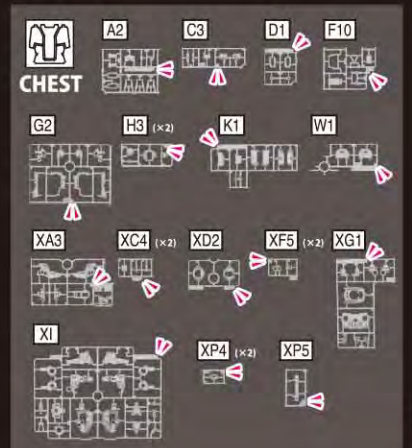
※金属プレートはなくなないように保管してください。
* Please store the metal plate properly to avoid losing it.

13

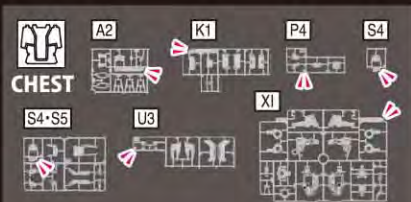
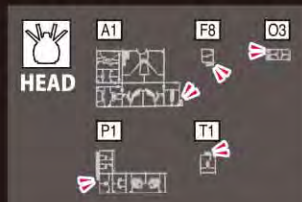
本体の各フェーズで使用するパーツ Parts Used for the Body in Each Phase



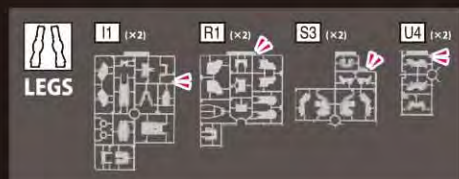
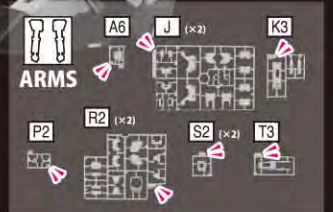
PHASE 02



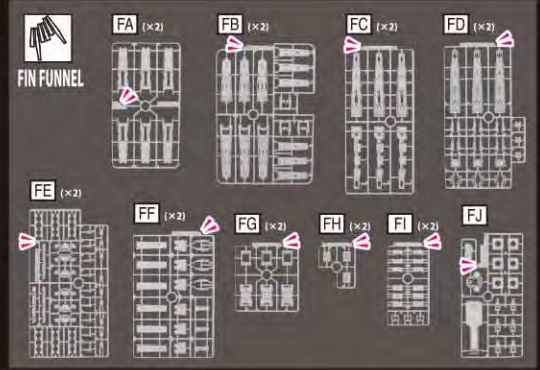
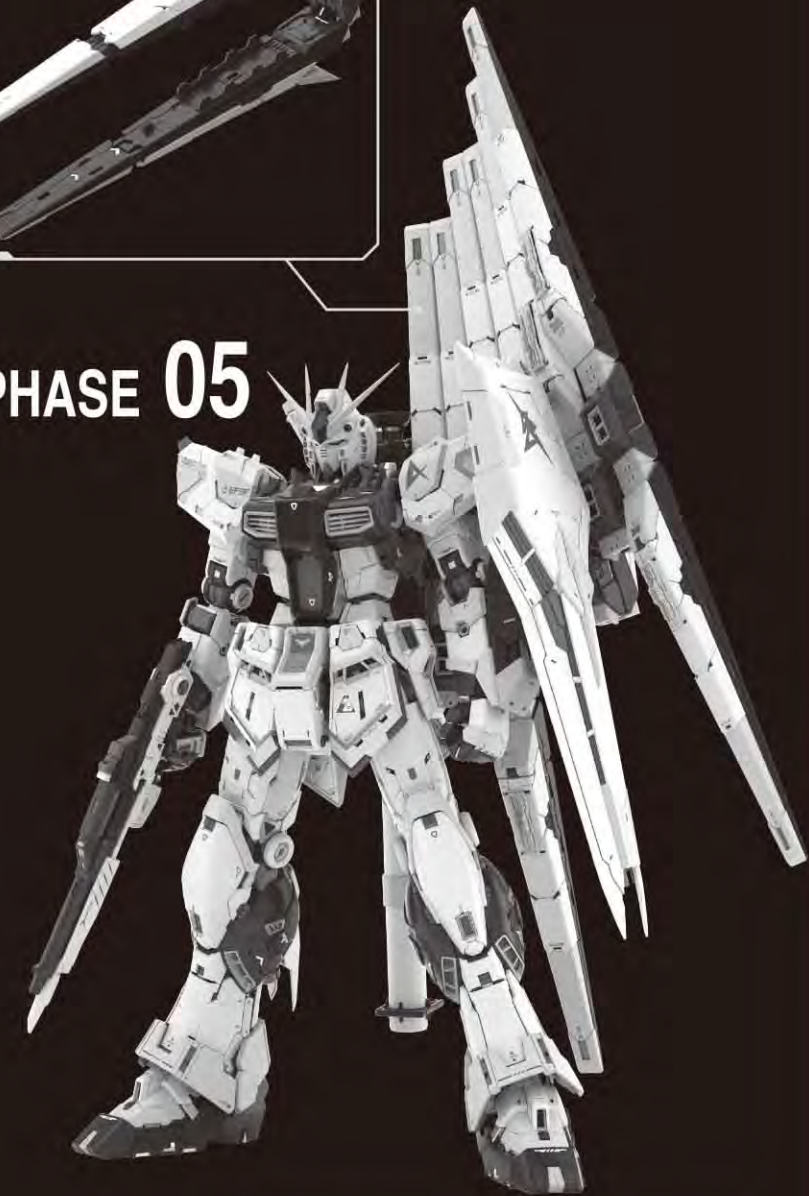
※掲載の画像は開発中の設計データを使用したCGです。
※掲載の画像はイメージです。
* The images are CG representations based on developmental design data.
* Images are for illustrative purposes only.



PHASE 03



PHASE 05



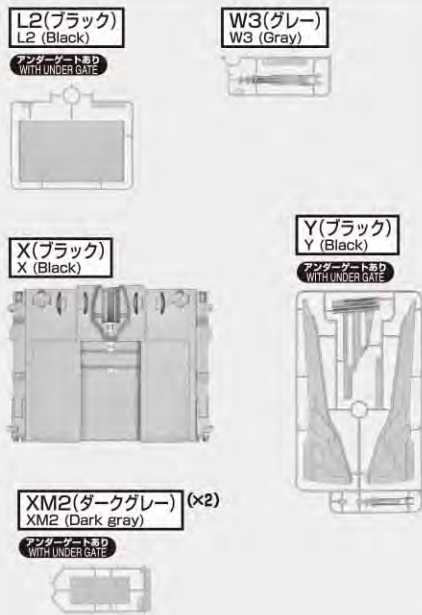
※掲載の画像は開発中の設計データを使用したCGです。
※掲載の画像はイメージです。
* The images are CG representations based on developmental design data.
* Images are for illustrative purposes only.

PHASE 01

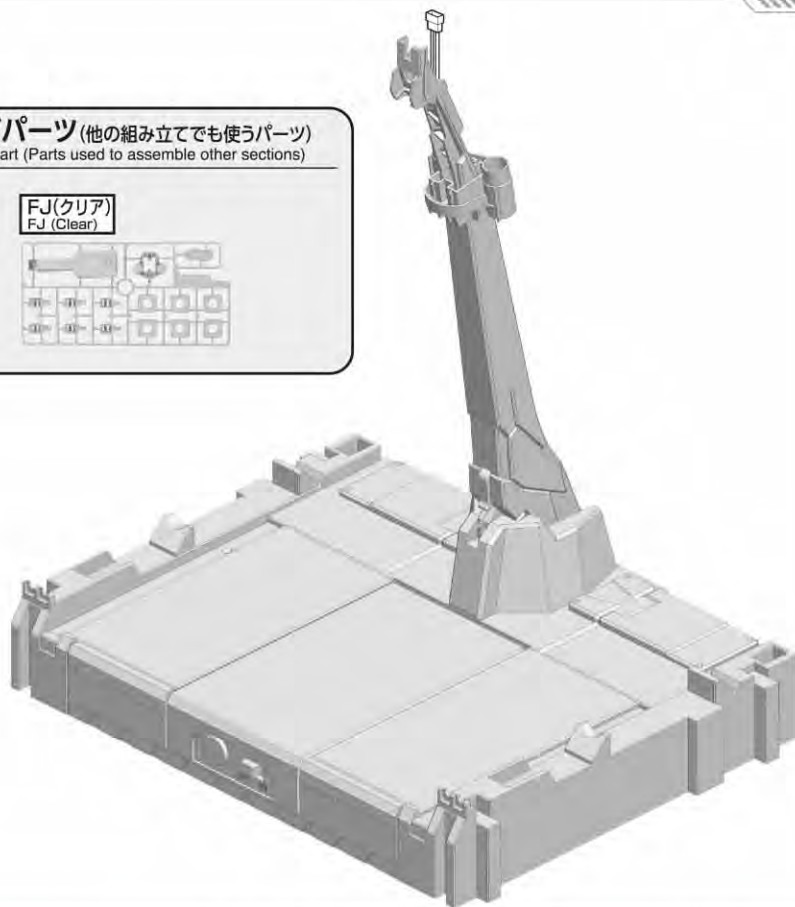
～ベースの組立～ BASE ASSEMBLE

BASE

メインパーツ (BASEで使うパーツ) Main part (Parts used for BASE)

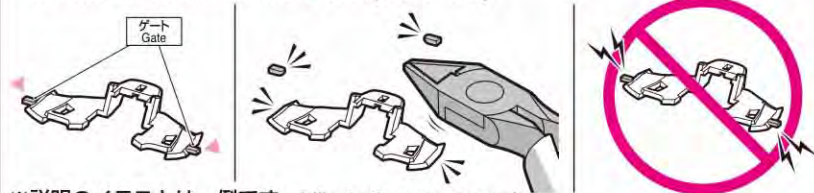


サブパーツ (他の組み立てでも使うパーツ) Sub part (Parts used to assemble other sections)



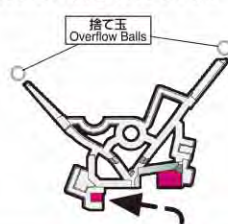
アンダーゲートの切り取りかた Trimming under-gate material

※パーツリストに「アンダーゲートあり」と表記されている一部のパーツには、裏側などにゲートがあります。
▶ 印が付いている部分は忘れないようにきれいに切り取ってください。
* Parts labeled as 「WITH UNDER GATE」 in the parts list may have gates on the back or hidden surfaces. Trim the areas marked ▶ cleanly and carefully.



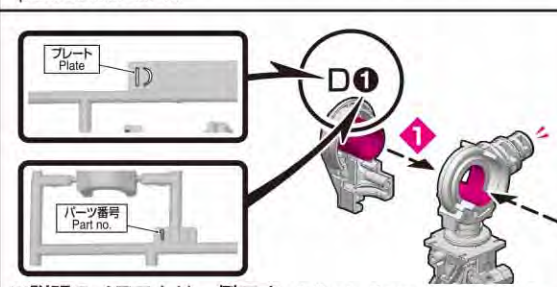
捨て玉の切り取りかた How to Remove the Overflow Balls

※説明書のパーツに書いてある○は不要な部分です。切り取ってください。
* The ○ marks on the parts shown in the instruction manual are unnecessary sections. Please cut them off.



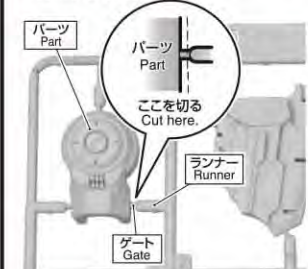
パーツの探し方 Finding parts

※説明書のパーツに書いてある番号と同じものをランナーから探しましょう。
(パーツリストと合わせて見ると、探しやすいでしょう。)
* All parts are numbered. Follow the instructions and find the correct parts on the runners.

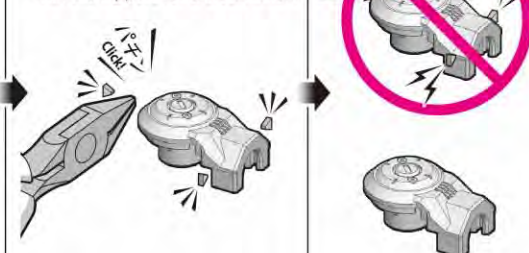


パーツの切り取りかた How to cut out parts

① まず、パーツから少し離れた位置にニッパーの刃を入れて切り取ります。
Cut parts out with nippers, leaving some excess runner.



② ニッパーの刃をパーツに密着させてゲートを切り取れば、きれいに仕上がります。
Cut the excess gates off the part with the nippers for a clean finish.

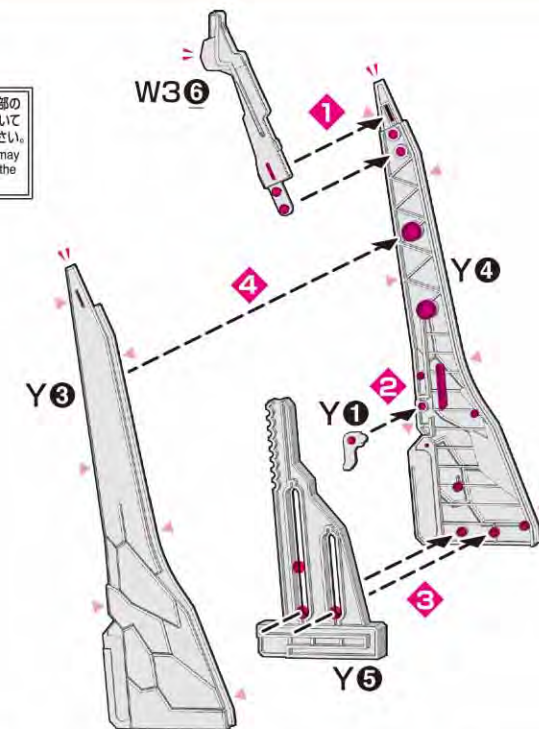


アイコン説明 Icon description

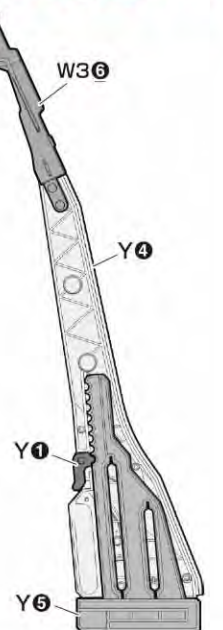
 ①の順番で組み立てる Follow the numerical order ①, ②, ③...		 向きに注意して組み立てる Pay attention to part orientation when assembling.		 部品を数値の個数作る Build specified number of parts.		 水転写式デカールの番号 Water decal number			
 数値に合わせて回転させる Rotate as indicated.		 選択します Choose one.		 切り取り注意 Do not cut.		 ビスの締めすぎに注意する Do not overtighten screws.		 接着をするところ Apply glue here.	

パーツの向きや形状に注意してください。
Make sure that the parts are facing the right ways and in the right positions.

パーツリストに「アンダーゲートあり」と表記されている一部のパーツには、裏側などにゲートがあります。▶ 印が付いている部分は忘れないようにきれいに切り取ってください。
Parts labeled as 「WITH UNDER GATE」 in the parts list may have gates on the back or hidden surfaces. Trim the areas marked ▶ cleanly and carefully.

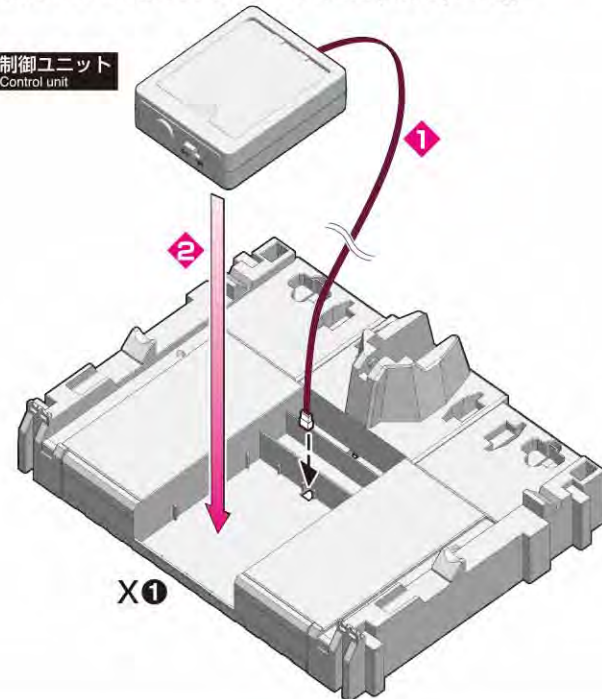


CHECK

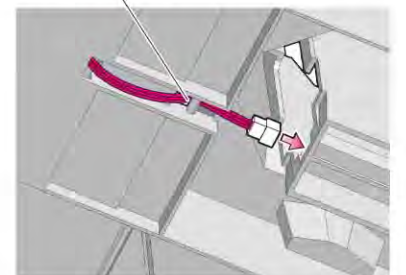


PG UNLEASHED 1/60 Vガンダム用 LEDユニット(別売り)を取り付ける場合
When attaching the LED UNIT for PG UNLEASHED 1/60 V GUNDAM (sold separately).

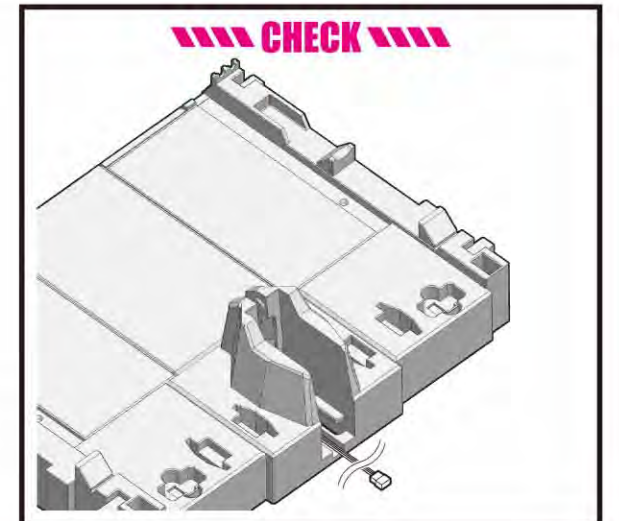
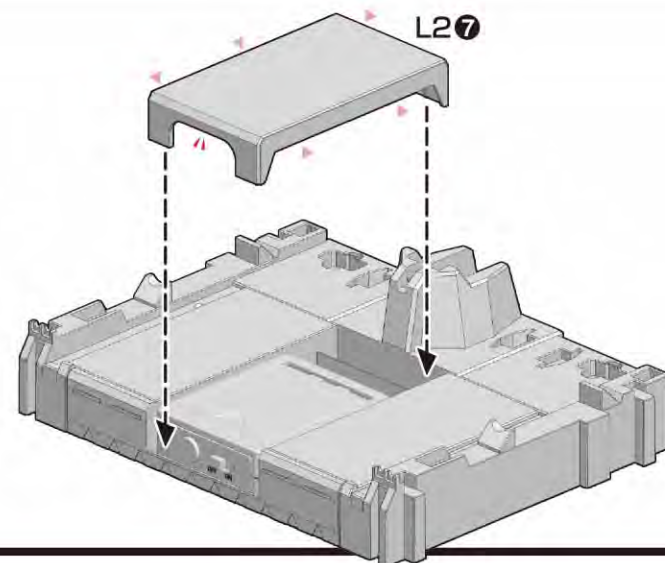
制御ユニット
Control unit

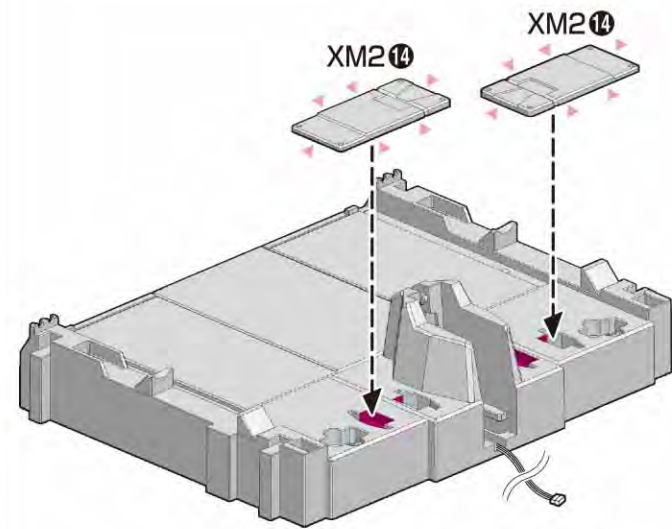


※リード線をくぐらせてください。
* Thread the wire under this section.

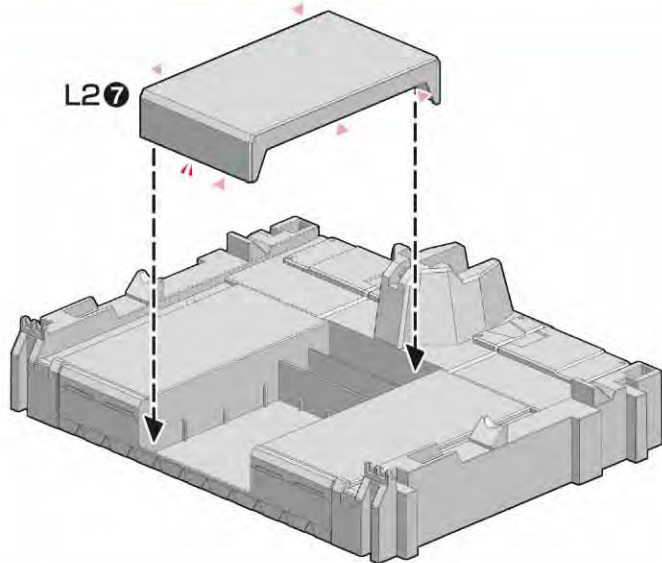


CHECK

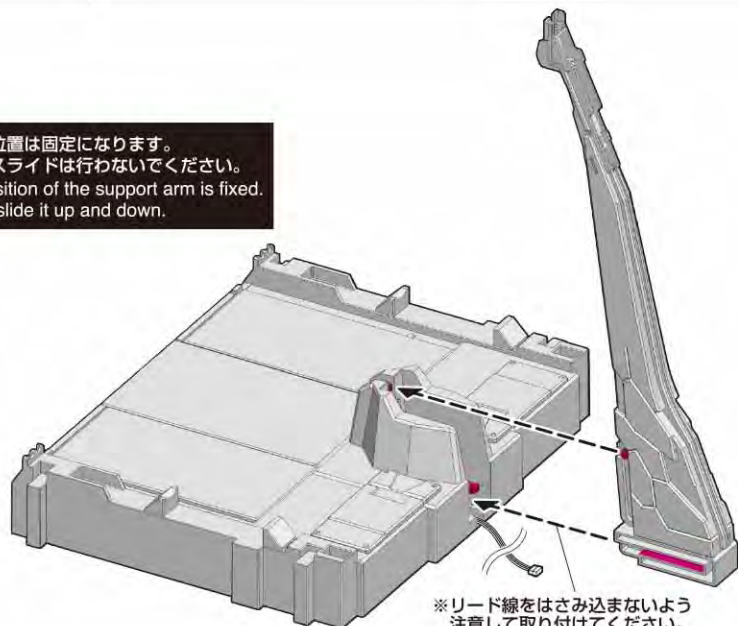




※PG UNLEASHED 1/60 Vガンダム用 LEDユニット(別売り)を組み込まない場合は、L2 7 の前後の向きを変えて取り付けます。
 * If you are not installing the LED UNIT for PG UNLEASHED 1/60 V GUNDAM (sold separately), turn L2 7 around and attach it.

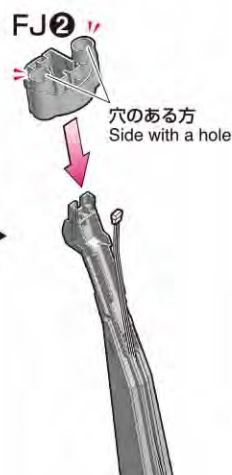
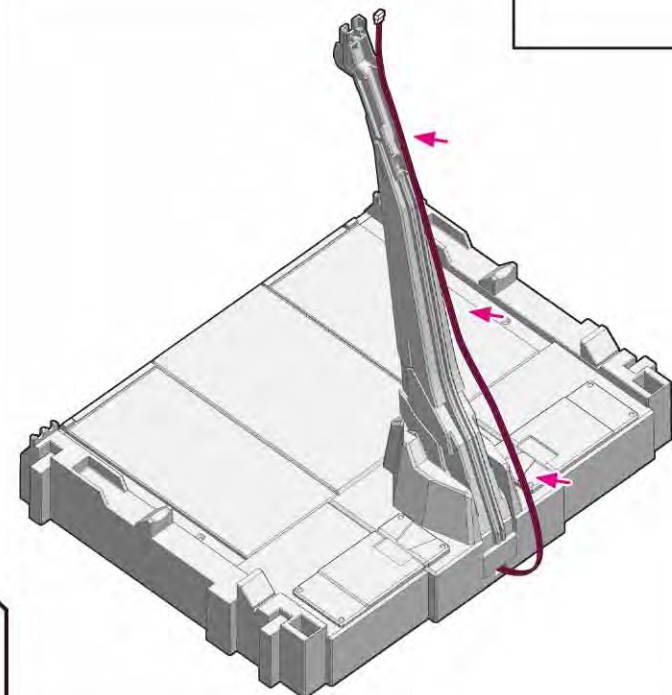


※支柱の位置は固定になります。
 上下のスライドは行わないでください。
 * The position of the support arm is fixed.
 Do not slide it up and down.



※リード線ははさみ込まないよう
 注意して取り付けてください。
 * Assemble the parts carefully to
 prevent the wires from being caught.

※リード線をミゾに設置するときは、
 PG UNLEASHED 1/60 Vガンダム用
 LEDユニット(別売り)に付属する
 パーツセパレーターを使用してください。
 * When installing the wire in the groove,
 use the parts separator included with the
 LED UNIT for PG UNLEASHED
 1/60 V GUNDAM (sold separately).



~~~~ CHECK ~~~~

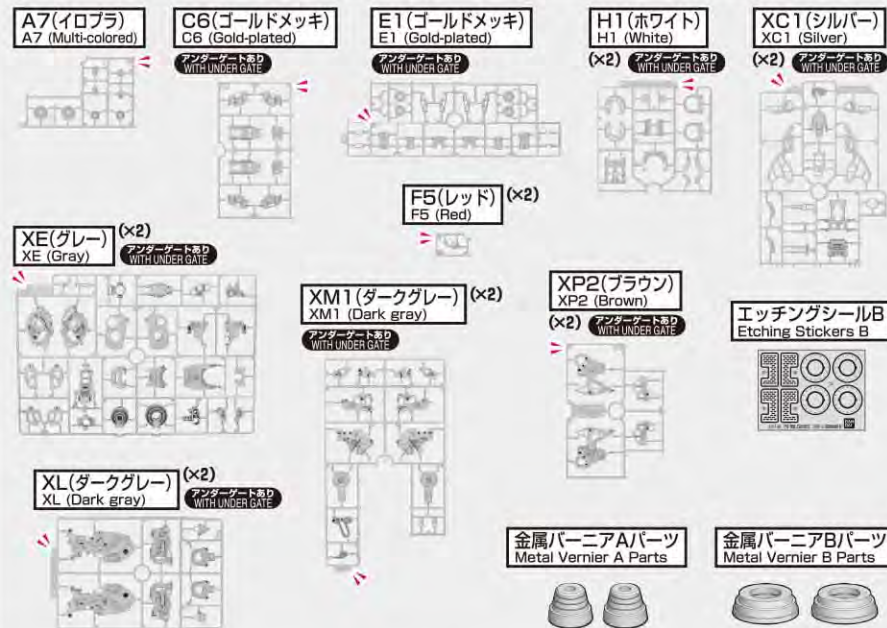


※パーツのアンダーゲートは、慎重に切り取り、パーツ同士を奥までしっかり嵌め合わせましょう。 \* Carefully remove the undergates on the parts, and firmly attach them.

## PHASE 02 ~内部フレーム組立~ Assembly of the internal frame

### LEGS-FRAME

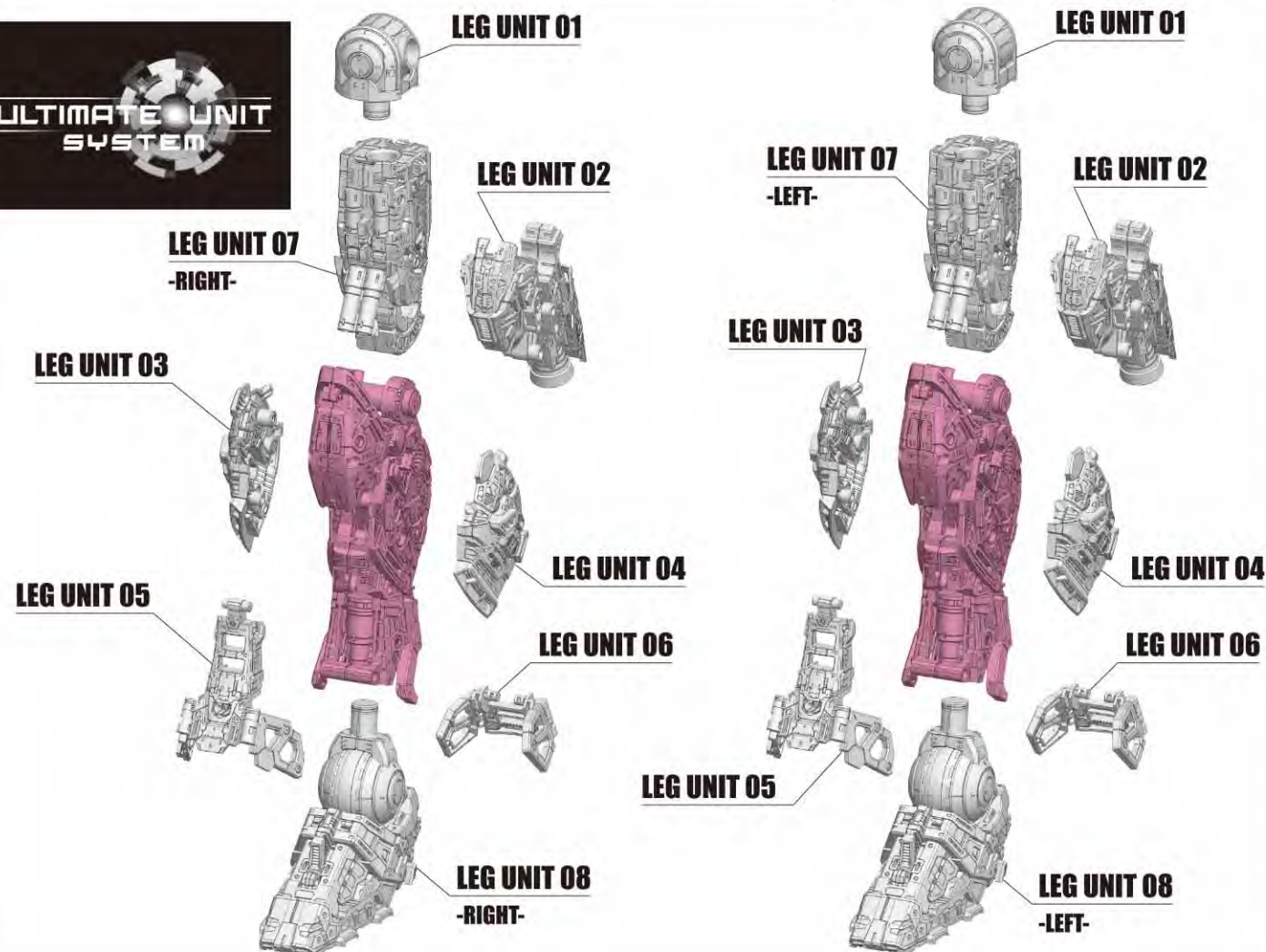
メインパーツ (LEGS-FRAMEで使うパーツ)  
 Main part (Parts used for LEGS-FRAME)



サブパーツ (他の組み立てでも使うパーツ)  
 Sub part (Parts used to assemble other sections)



リード線(レッド) / Wire(Red) ..... 1  
 リード線(ブルー) / Wire(Blue) ..... 1

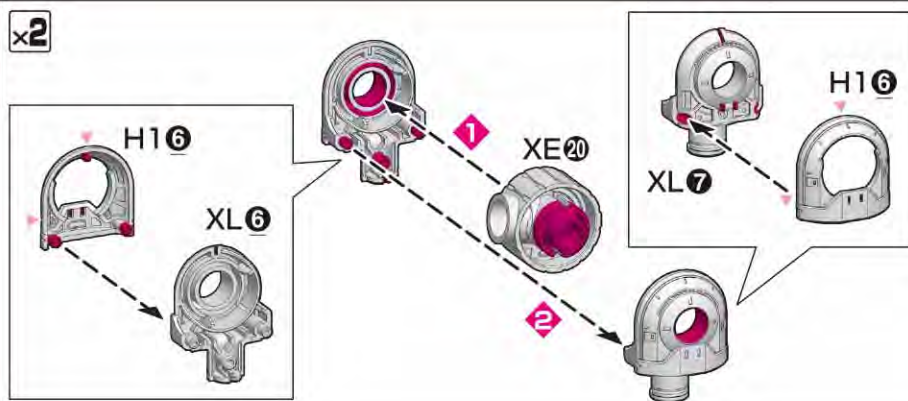




## LEG UNIT 01



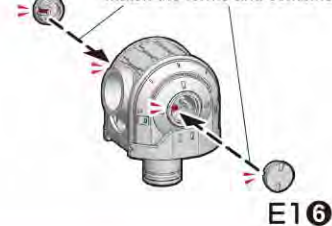
x2



x2

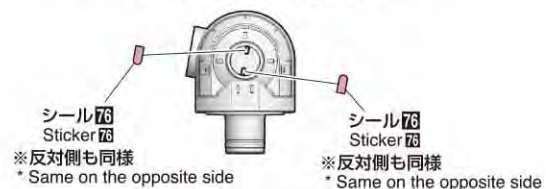
E16

※形を合わせて組み立てます。  
\* Match the forms and combine them.

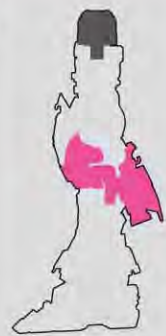
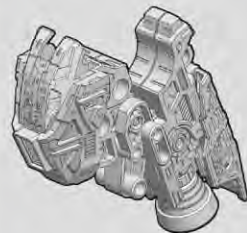


### METALLIC 3D STICKERS LOCATION

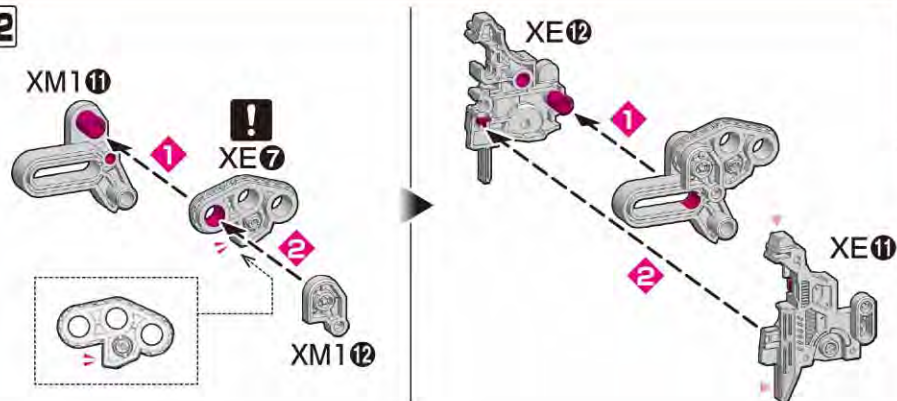
～メタリック3Dシールの貼り位置～



## LEG UNIT 02

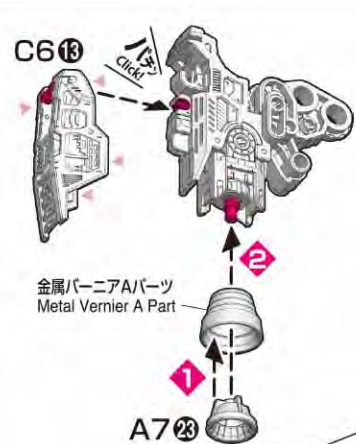
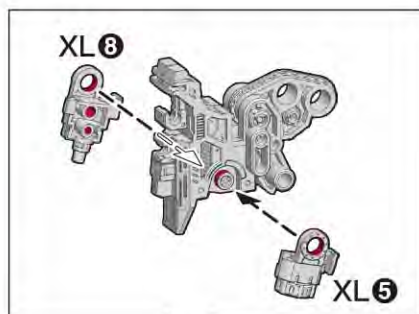


x2



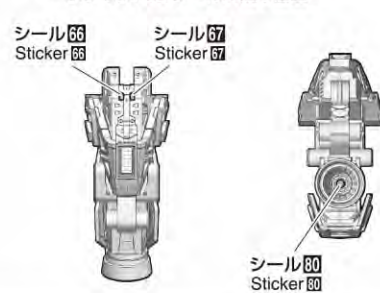
x2

XL8



### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～



### METALLIC 3D STICKERS LOCATION

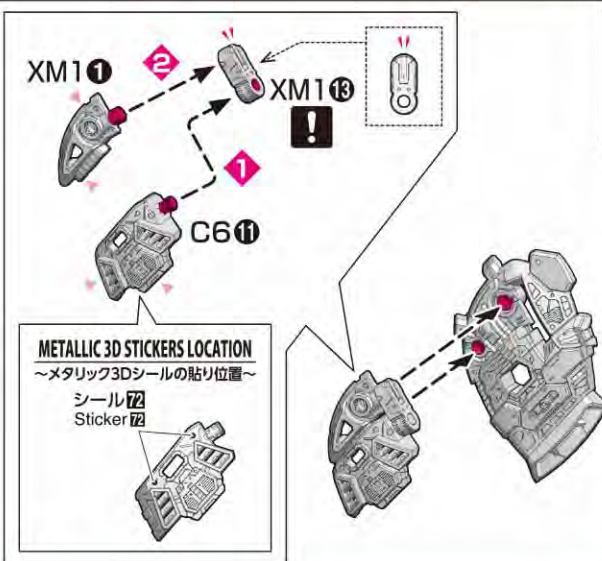
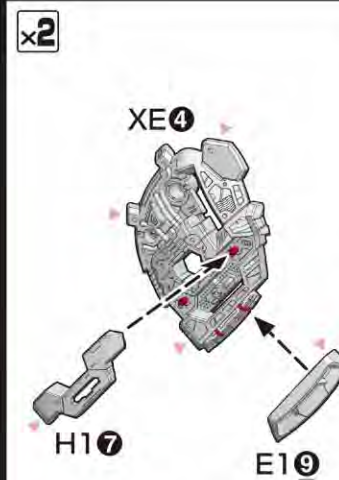
～メタリック3Dシールの貼り位置～



## LEG UNIT 03



x2



### METALLIC 3D STICKERS LOCATION

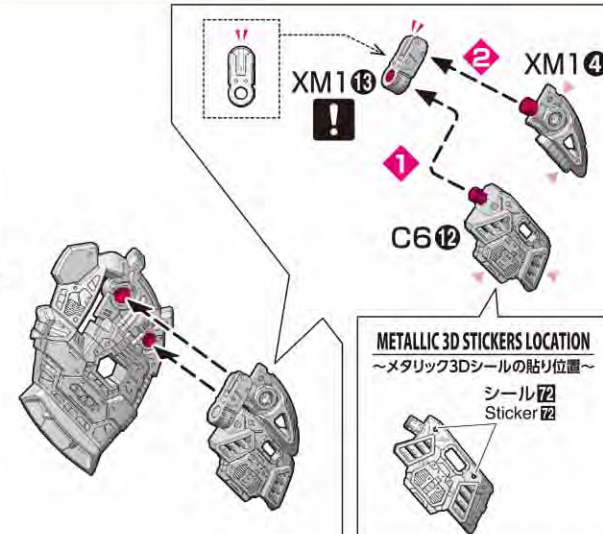
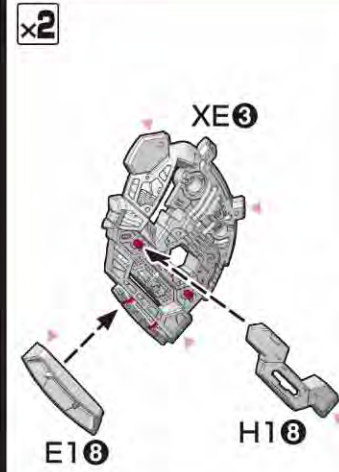
～メタリック3Dシールの貼り位置～



## LEG UNIT 04



x2

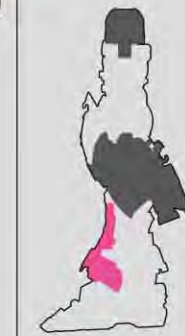
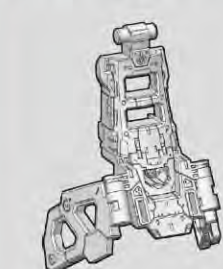


### METALLIC 3D STICKERS LOCATION

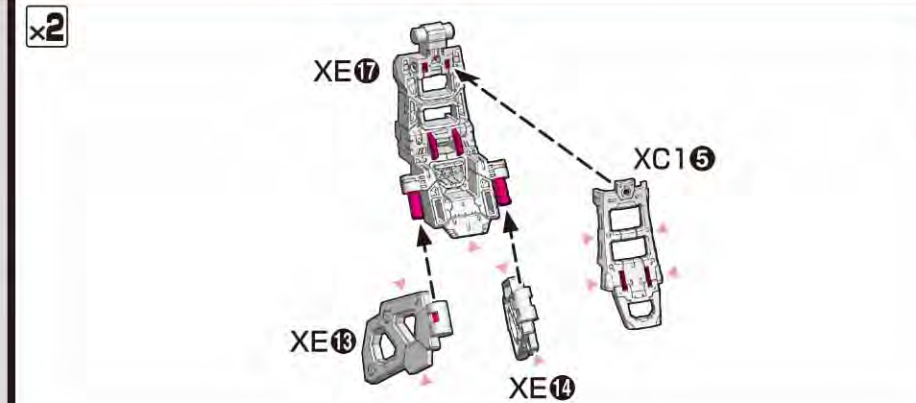
～メタリック3Dシールの貼り位置～



## LEG UNIT 05



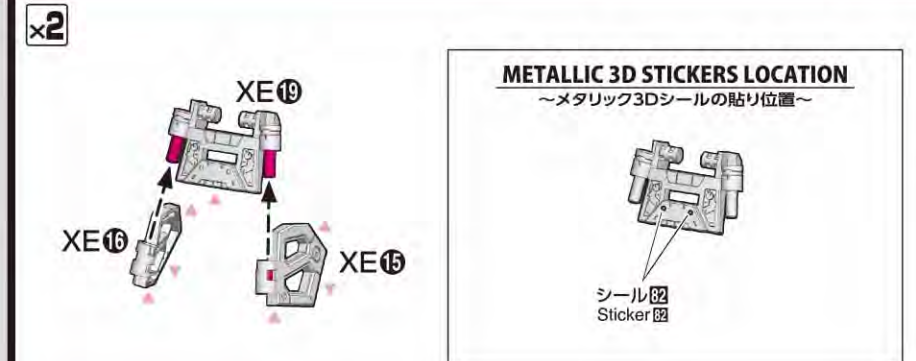
x2



## LEG UNIT 06

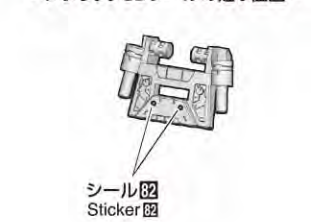


x2



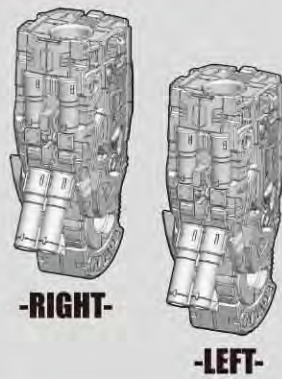
### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

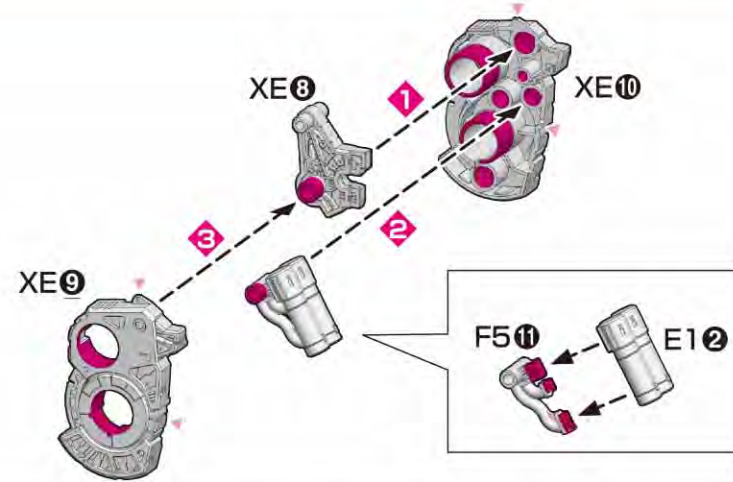




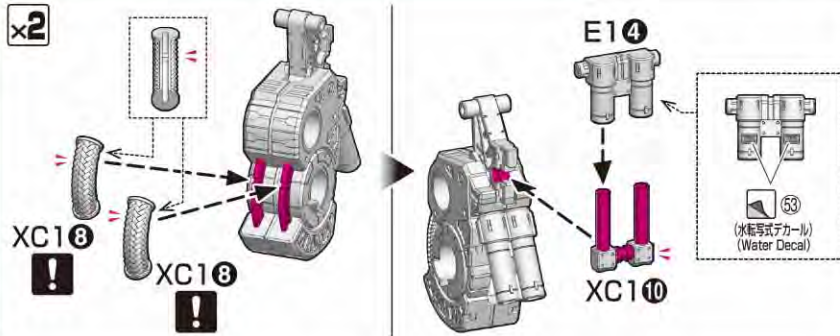
## LEG UNIT 07



×2

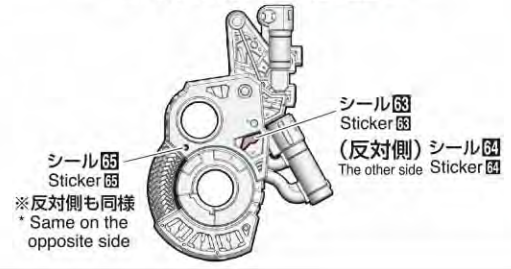


×2

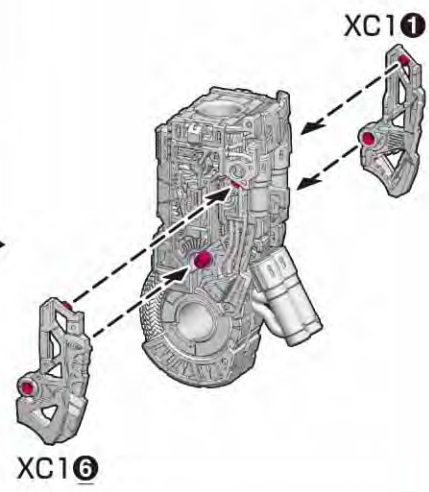
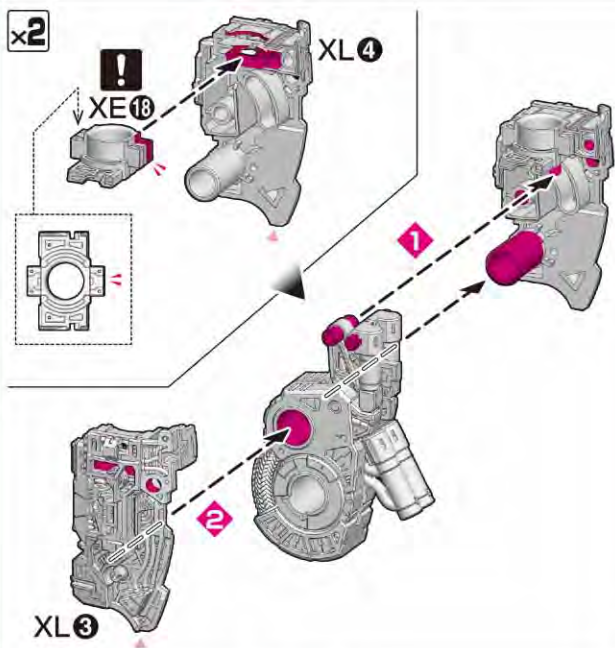


### METALLIC 3D STICKERS LOCATION

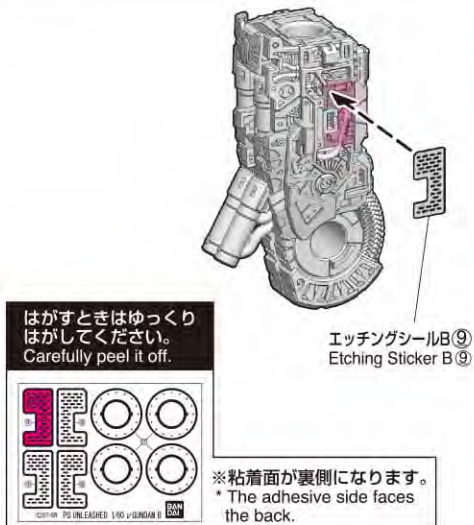
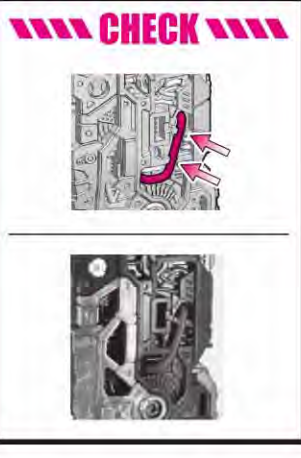
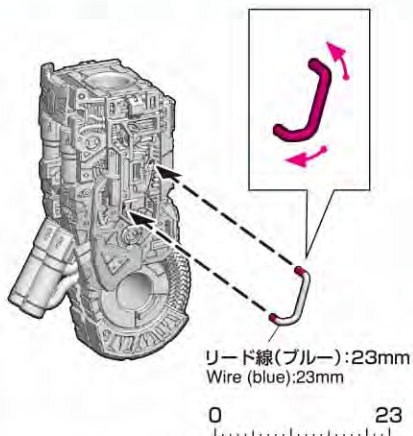
～メタリック3Dシールの貼り位置～



×2

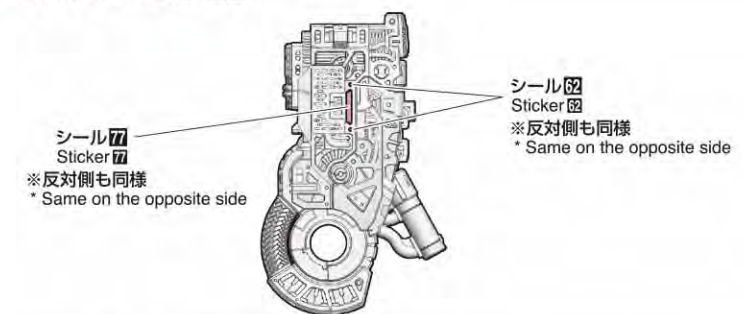


## LEG UNIT 07 -RIGHT-

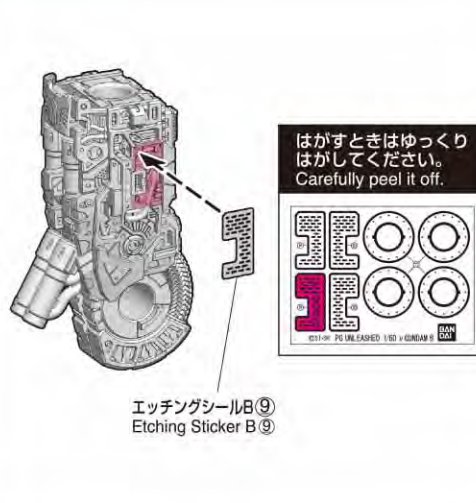
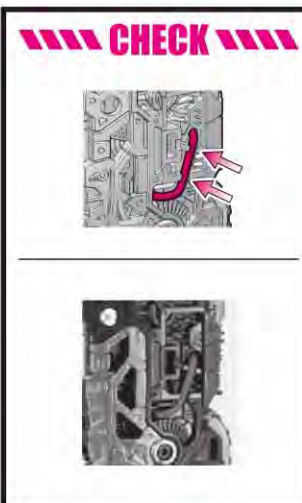
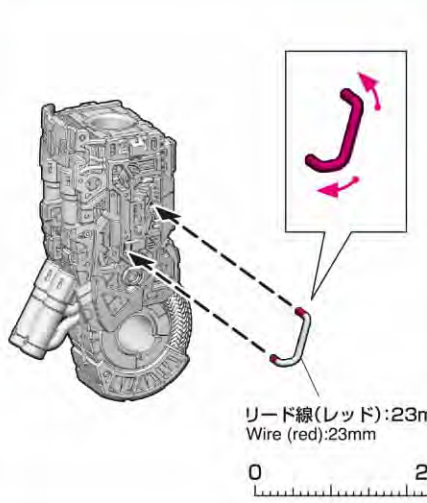
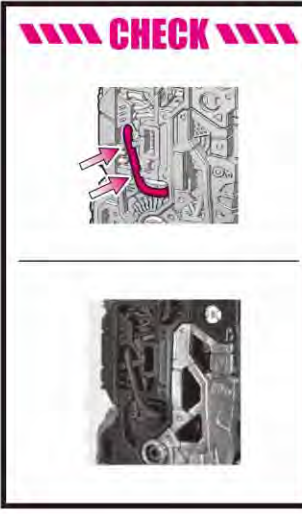
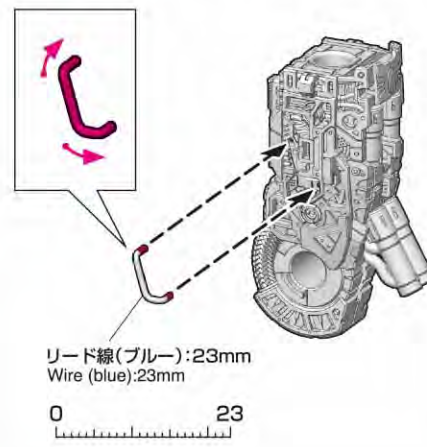


### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～



## LEG UNIT 07 -LEFT-



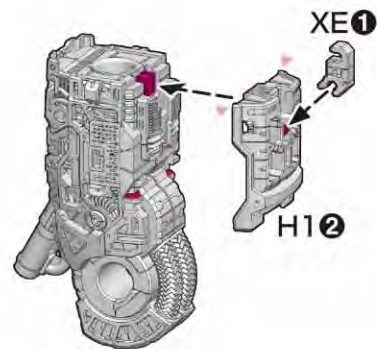
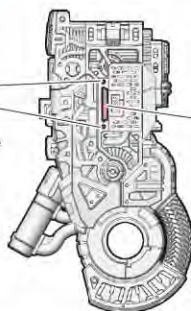


# METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

シール82  
Sticker 82  
※反対側も同様  
\* Same on the opposite side

シール77  
Sticker 77  
※反対側も同様  
\* Same on the opposite side



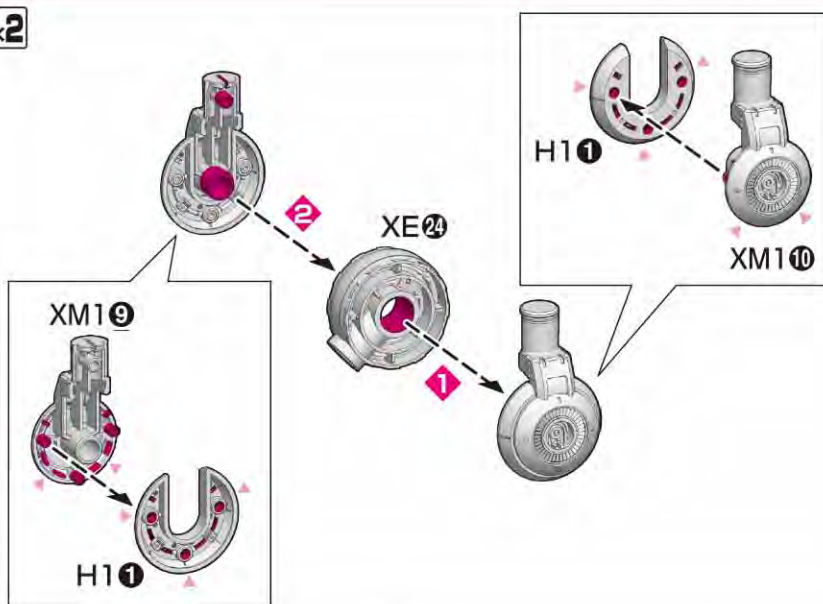
## LEG UNIT 08

-RIGHT-

-LEFT-



x2



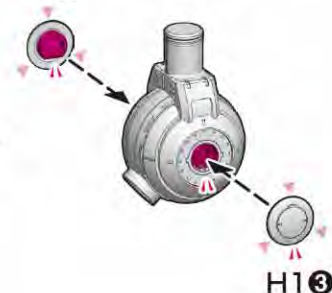
x2

エッチングシールB(1)  
Etching Sticker B(1)

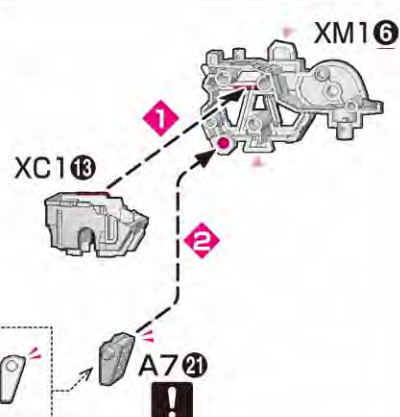


エッチングシールB(1)  
Etching Sticker B(1)

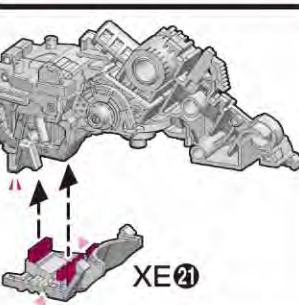
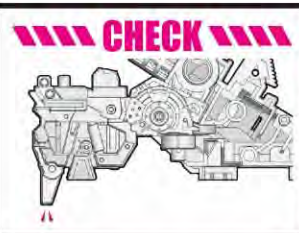
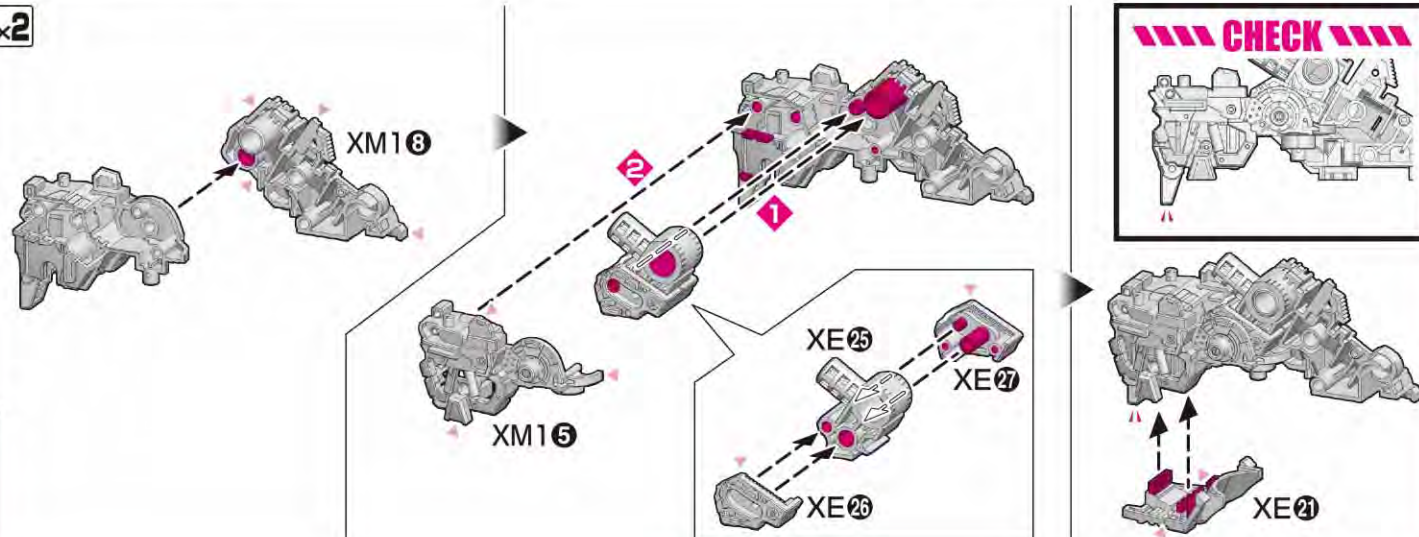
H13



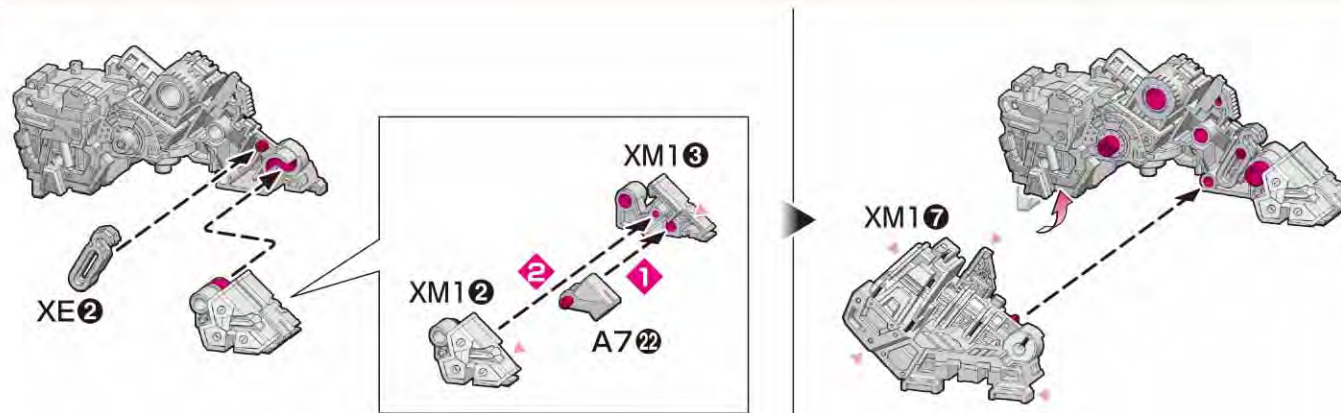
x2



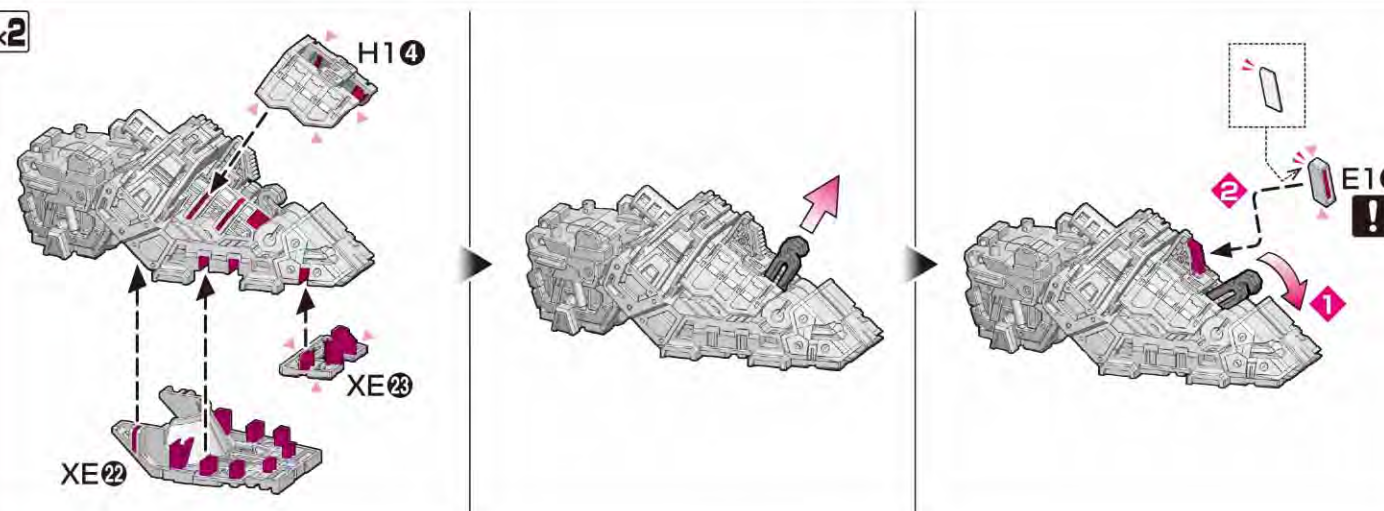
x2



x2



x2



x2



# METALLIC 3D STICKERS LOCATION

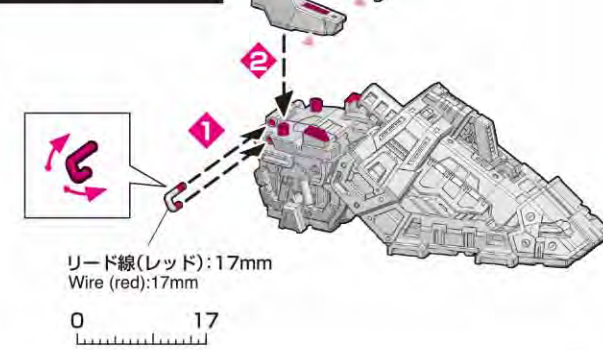
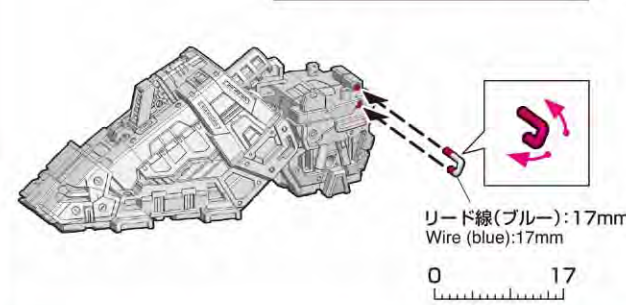
～メタリック3Dシールの貼り位置～

シール86  
Sticker 86  
※反対側も同様  
\* Same on the opposite side

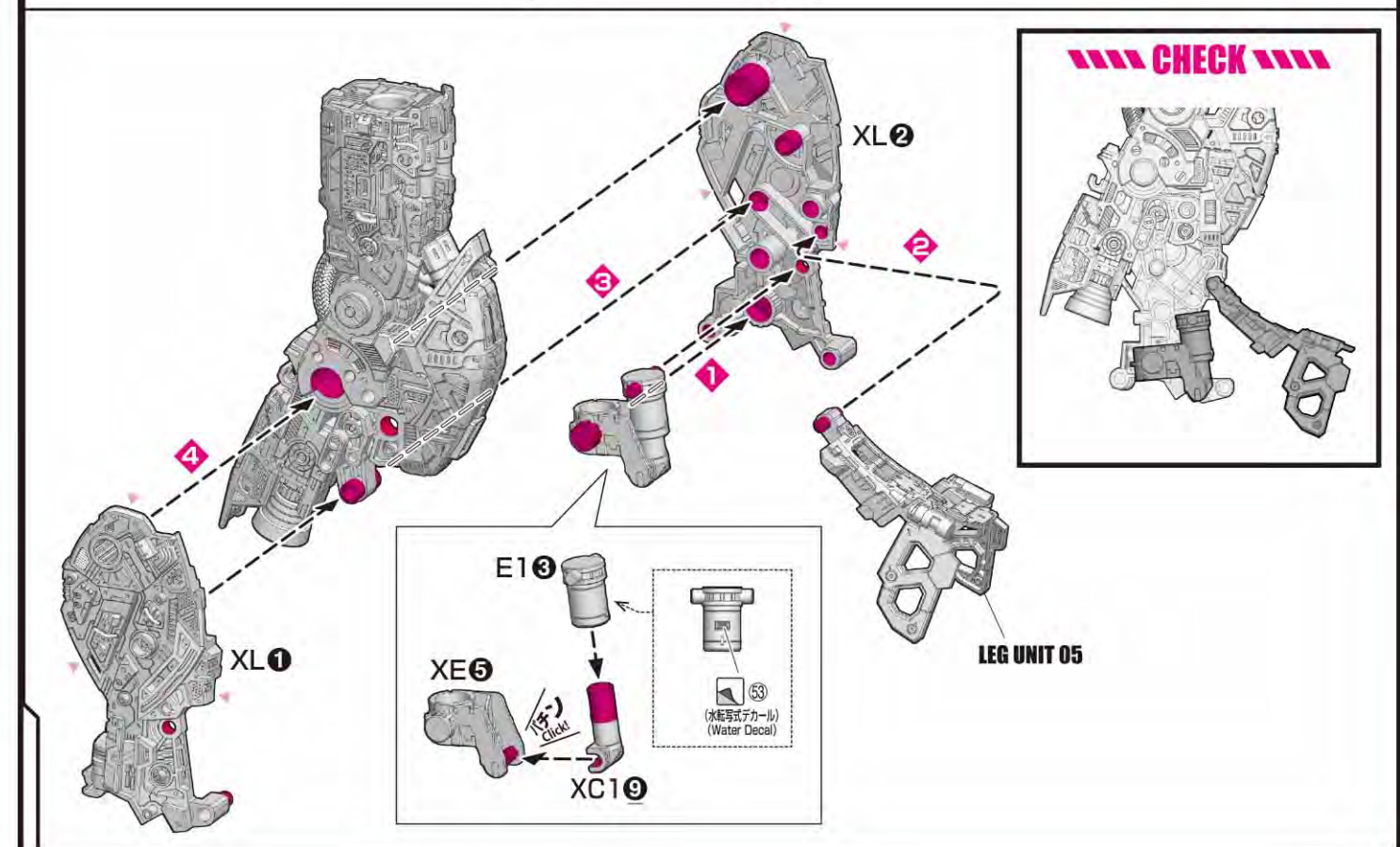
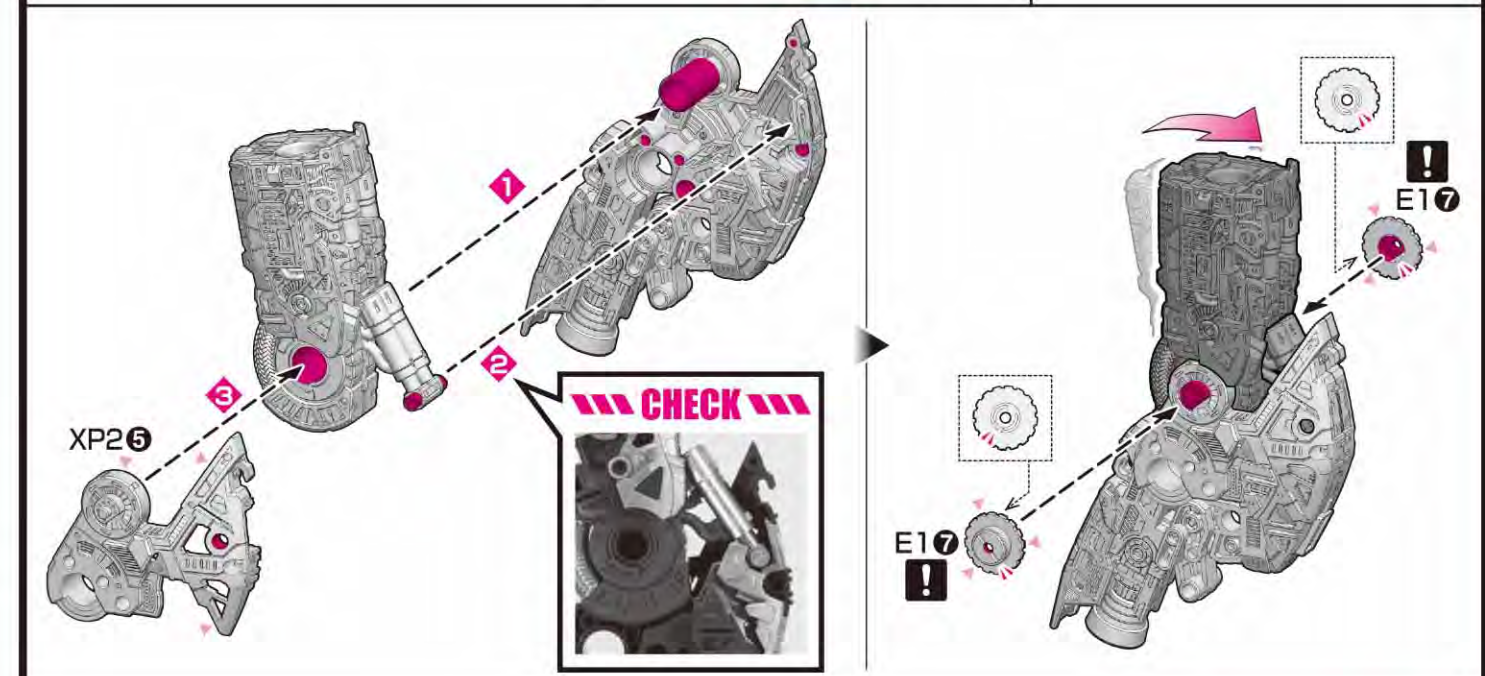
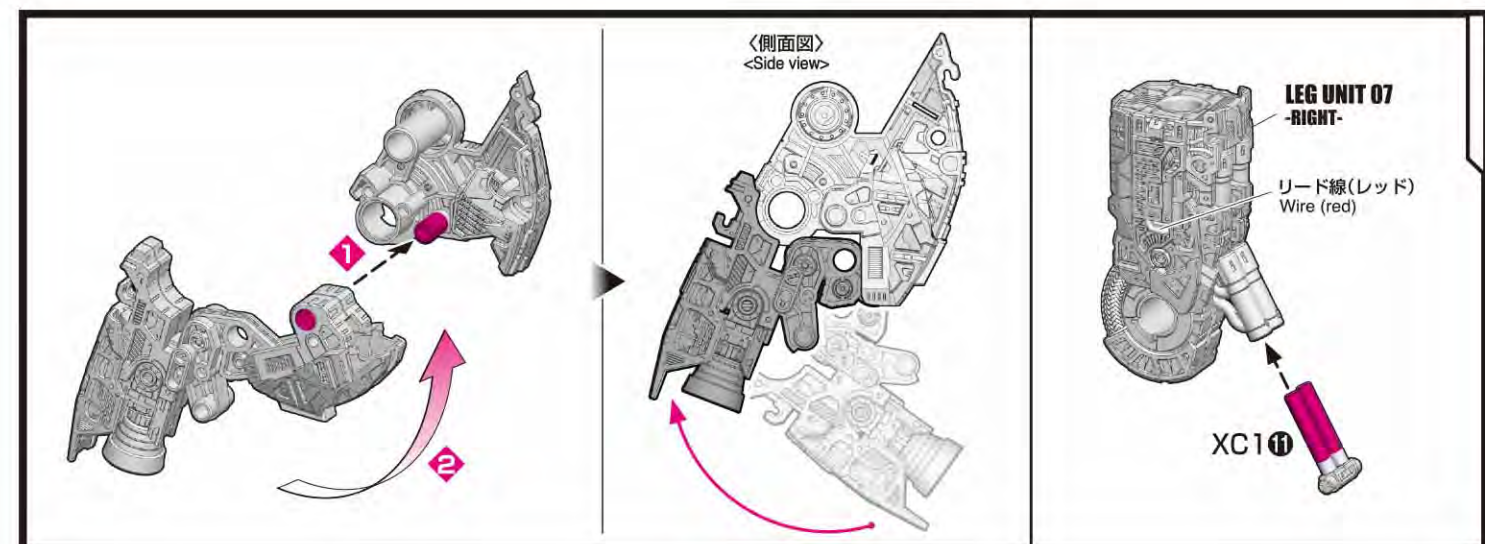
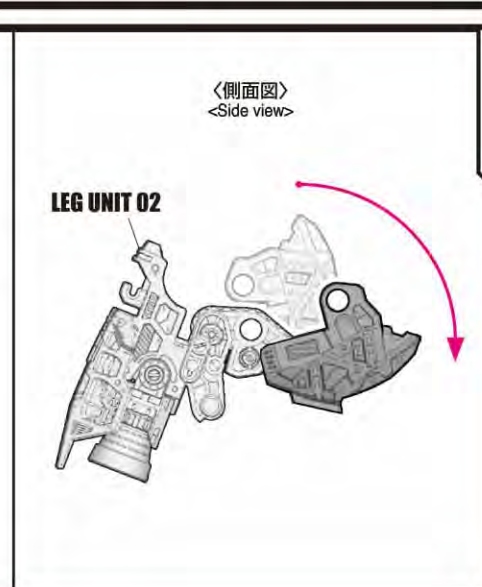
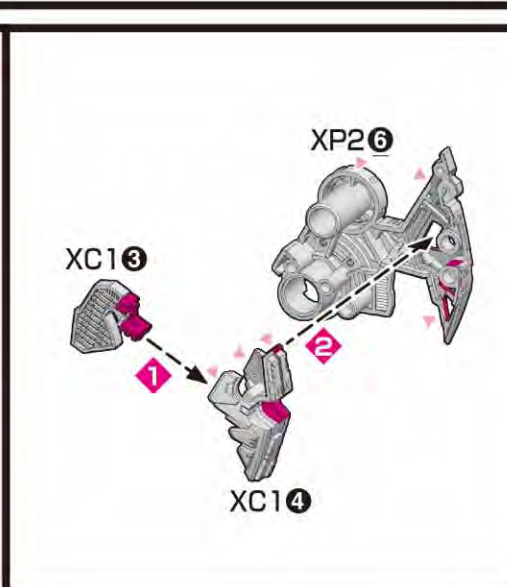
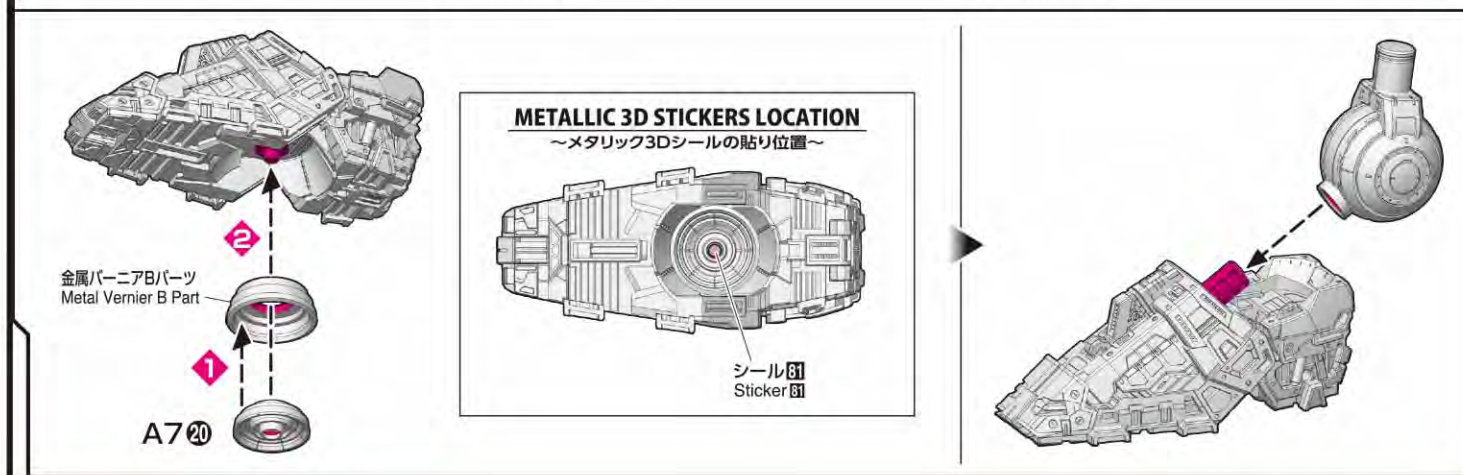
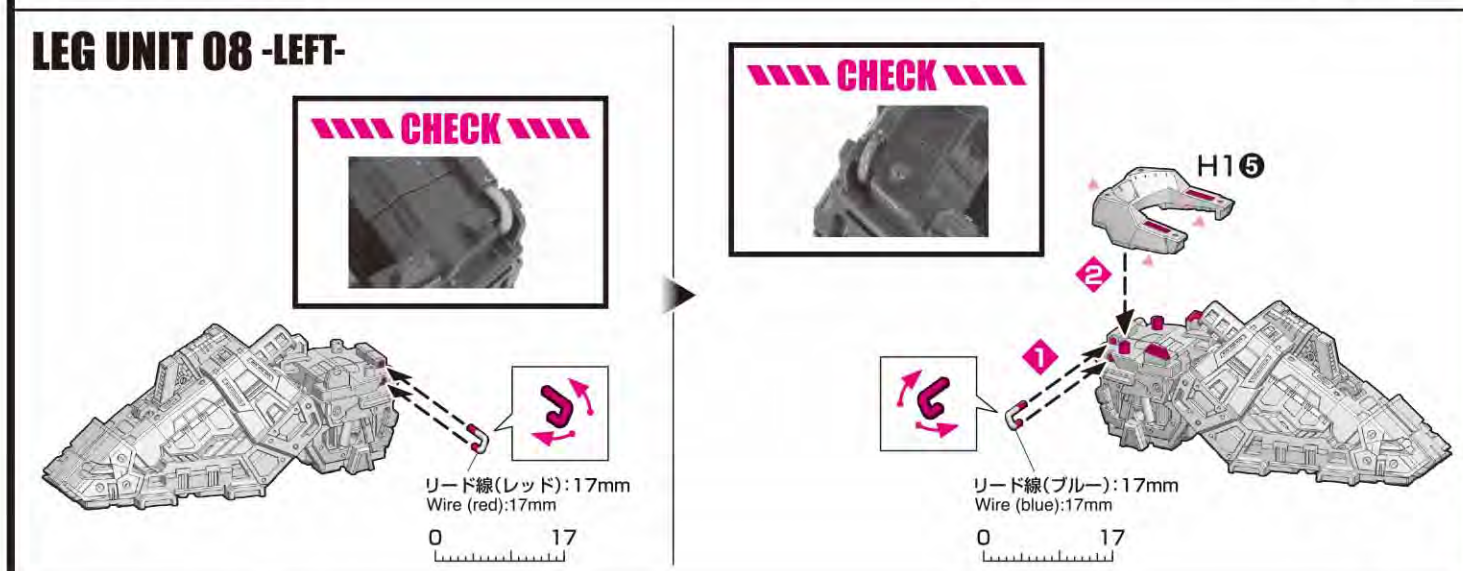
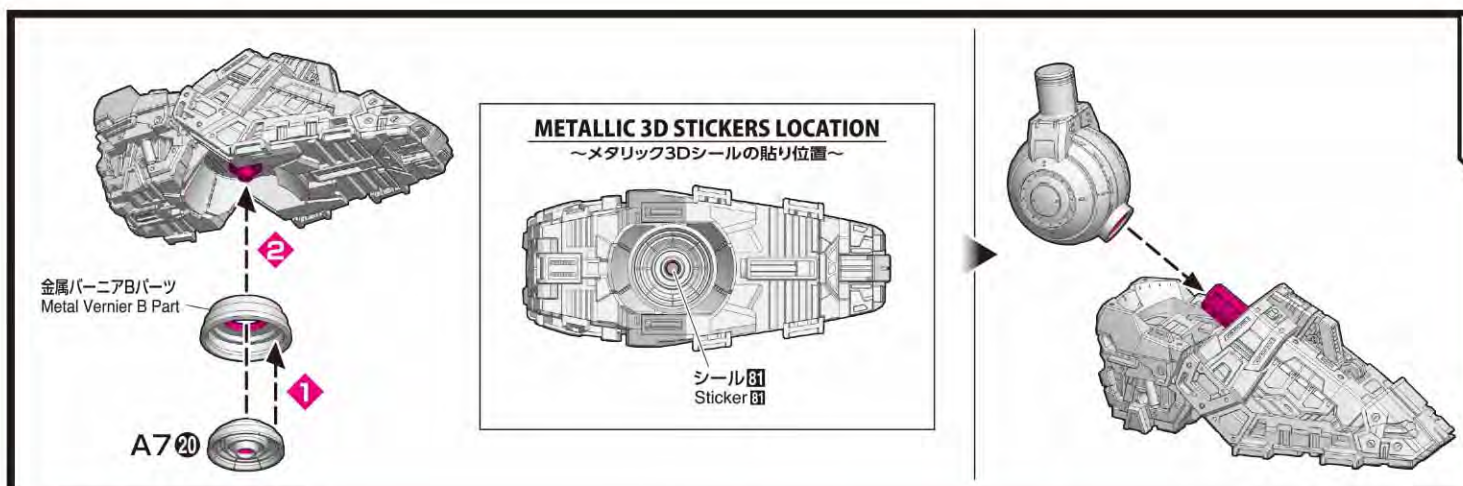
シール88  
Sticker 88  
(反対側)  
The other side

シール87  
Sticker 87  
※反対側も同様  
\* Same on the opposite side

## LEG UNIT 08 -RIGHT-











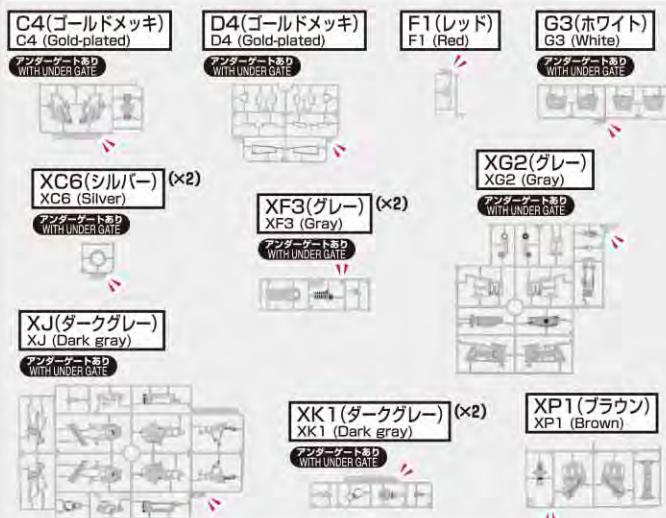




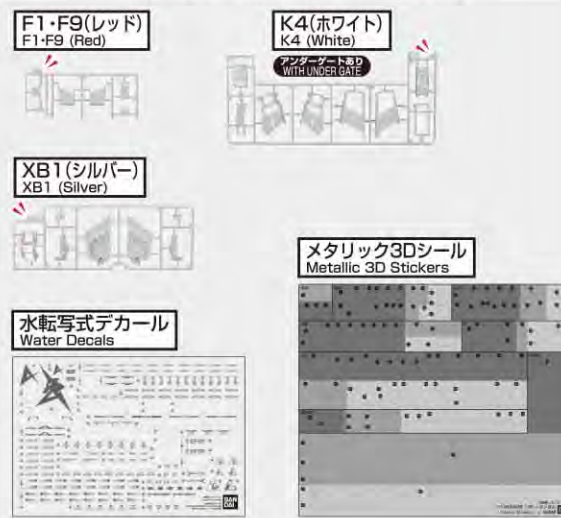


# WAIST-FRAME

## メインパーツ (WAIST-FRAMEで使うパーツ) Main part (Parts used for WAIST-FRAME)



## サブパーツ (他の組み立てでも使うパーツ) Sub part (Parts used to assemble other sections)



### WAIST UNIT 01

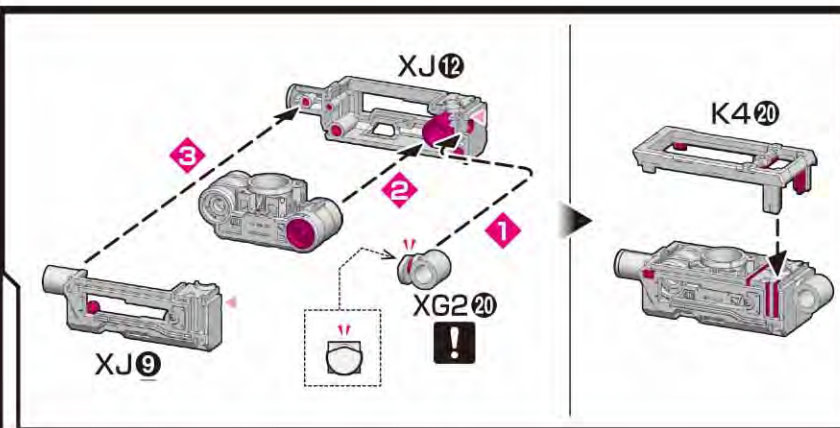
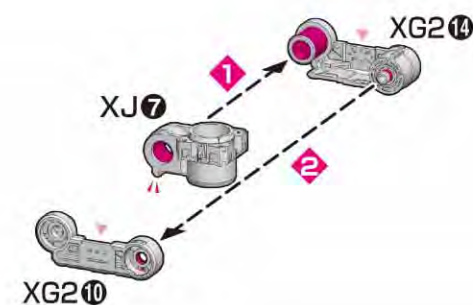
### WAIST UNIT 02

### WAIST UNIT 05

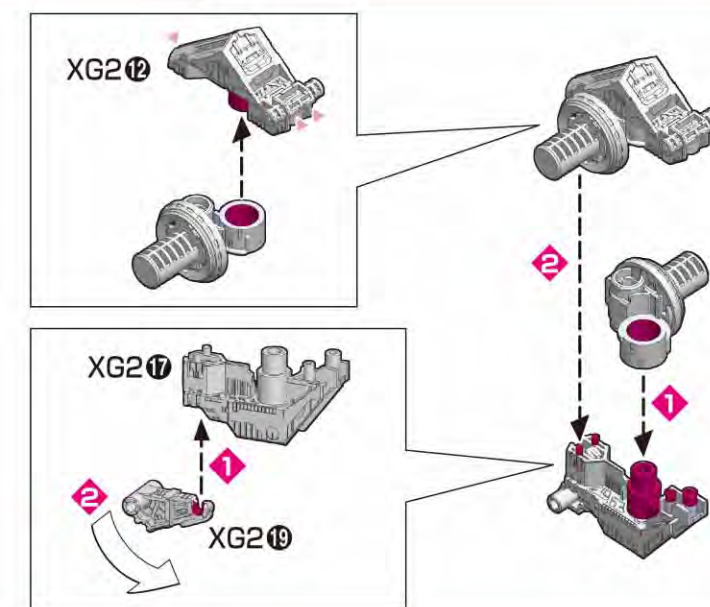
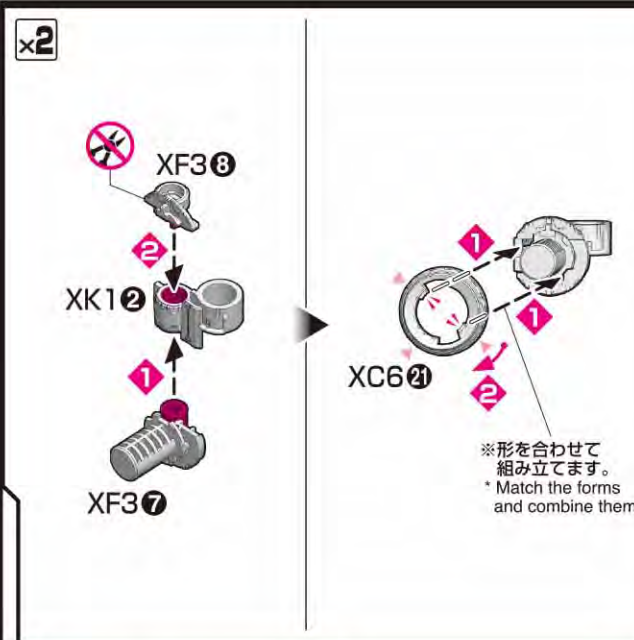
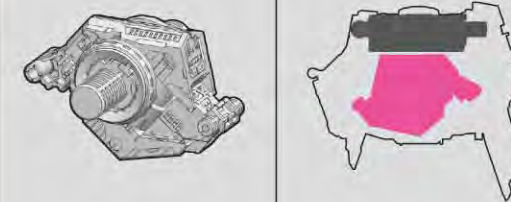
### WAIST UNIT 04

### WAIST UNIT 03

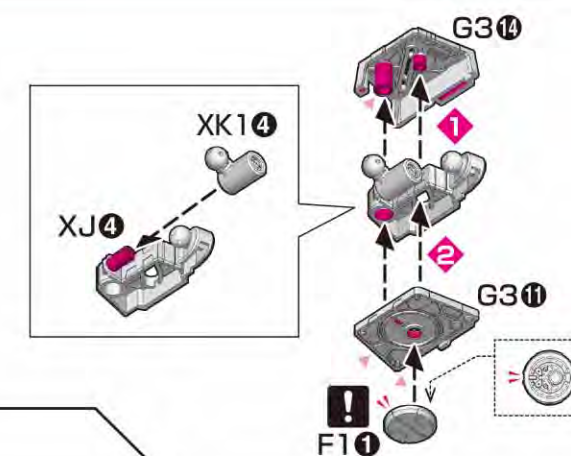
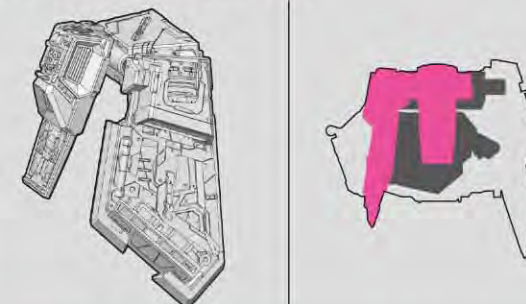
## WAIST UNIT 01



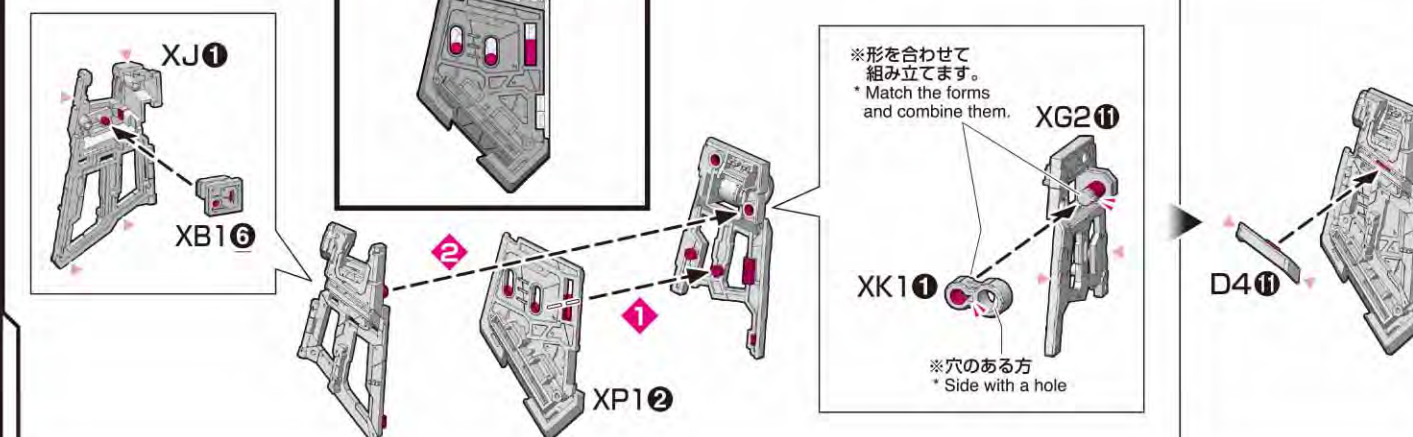
## WAIST UNIT 02



## WAIST UNIT 03



### CHECK





### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

<側面図>  
<Side view>

## WAIST UNIT 04

**CHECK**

※形を合わせて組み立てます。  
\* Match the forms and combine them.

※穴のある方  
\* Side with a hole

### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

<側面図>  
<Side view>

## WAIST UNIT 05

### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

## WAIST UNIT 06

### METALLIC 3D STICKERS LOCATION

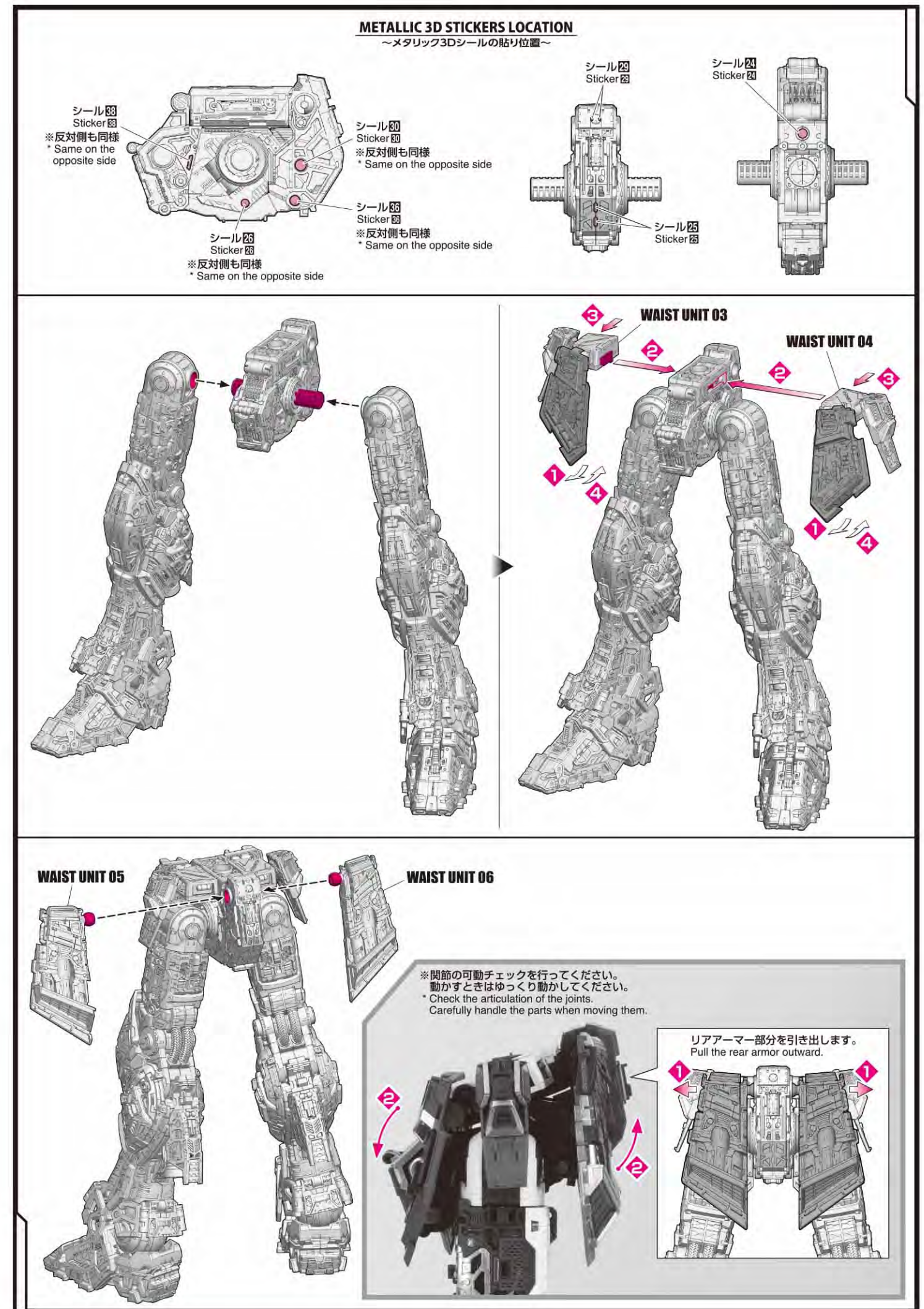
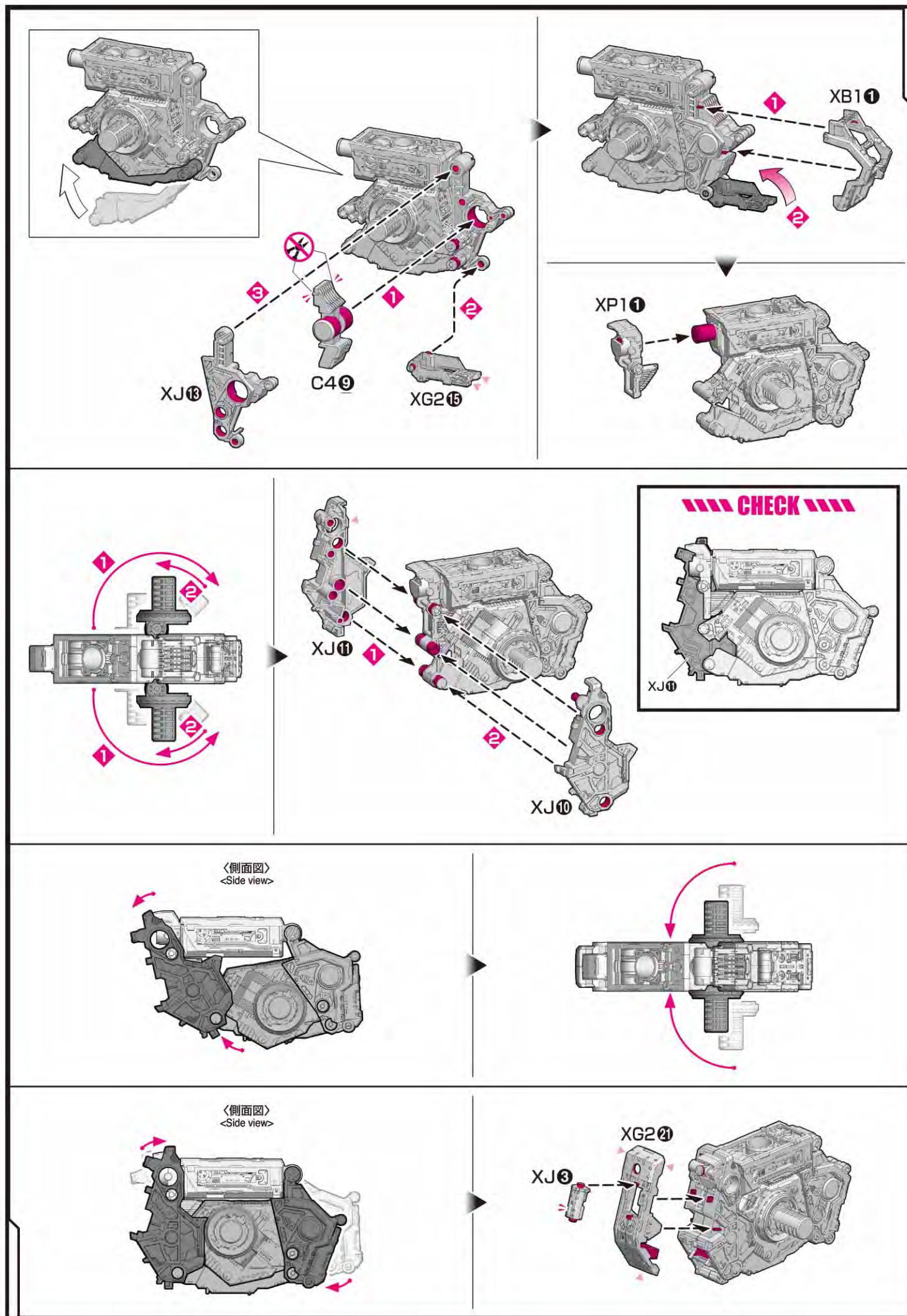
～メタリック3Dシールの貼り位置～

## WAIST-FRAME

### WAIST UNIT 01

### WAIST UNIT 02

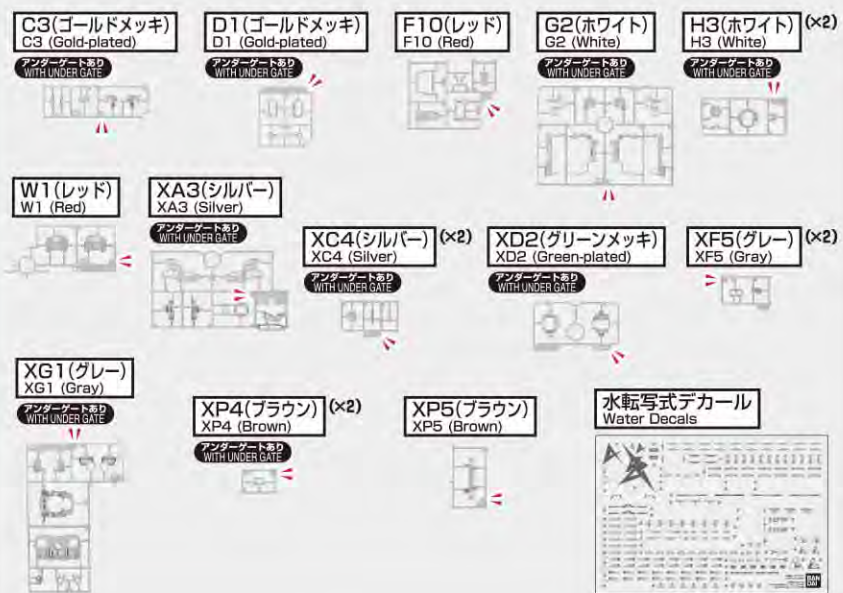




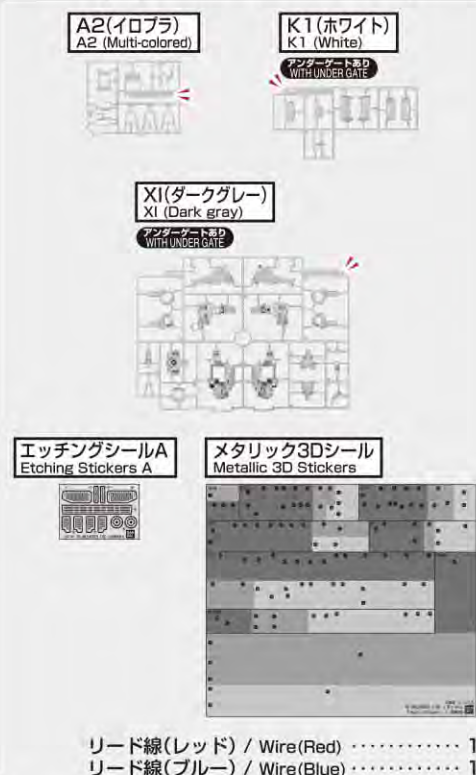


# CHEST-FRAME

## メインパーツ (CHEST-FRAMEで使うパーツ) Main part (Parts used for CHEST-FRAME)



## サブパーツ (他の組み立てでも使うパーツ) Sub part (Parts used to assemble other sections)



### CHEST UNIT 01

### CHEST UNIT 07

### CHEST UNIT 02

### CHEST UNIT 06

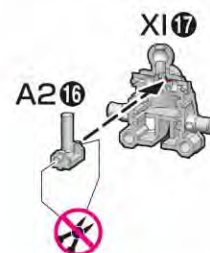
### CHEST UNIT 05

### CHEST UNIT 03

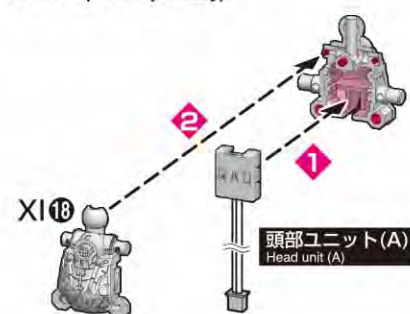
### CHEST UNIT 08

### CHEST UNIT 04

## CHEST UNIT 01



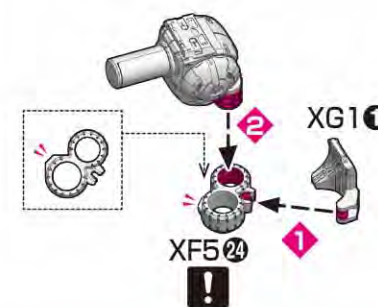
PG UNLEASHED 1/60 Vガンダム用 LED  
ユニット(別売り)を取り付ける場合  
When attaching the LED UNIT for PG UNLEASHED 1/60  
V GUNDAM (sold separately).



## CHEST UNIT 02



## METALLIC 3D STICKERS LOCATION ~メタリック3Dシールの貼り位置~



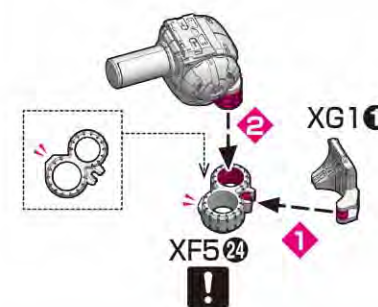
### XF5 (2)



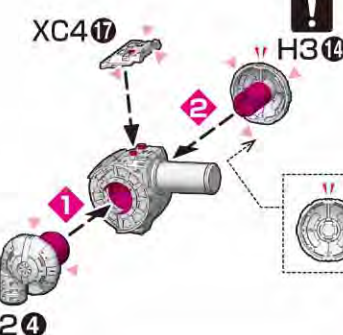
## CHEST UNIT 03



## METALLIC 3D STICKERS LOCATION ~メタリック3Dシールの貼り位置~



### XF5 (2)

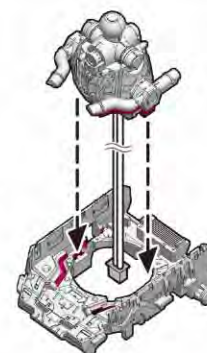


### G2 (4)

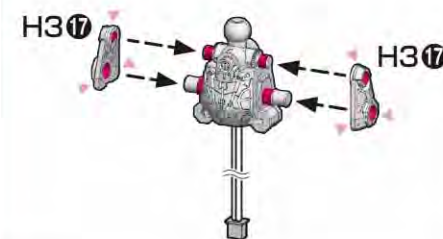
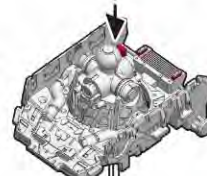
### C3 (4)



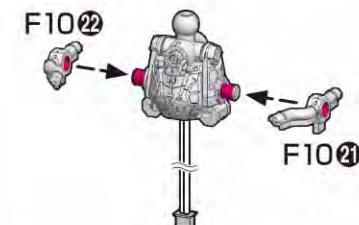
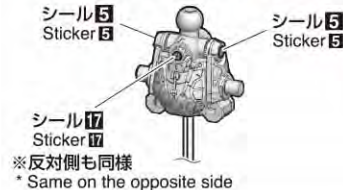
### XG1 (5)



### K1 (1)



## METALLIC 3D STICKERS LOCATION ~メタリック3Dシールの貼り位置~



### F10 (2)



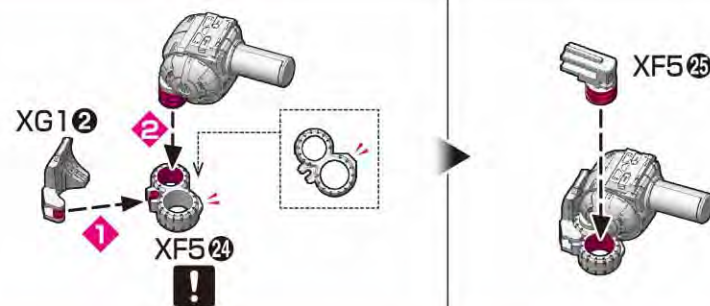
# METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

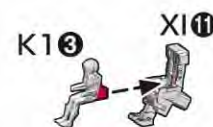


シール18  
Sticker 18

※反対側も同様  
\* Same on the opposite side

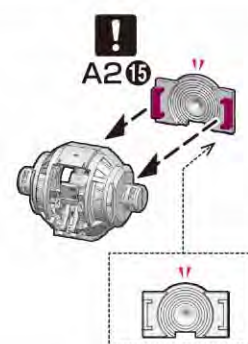
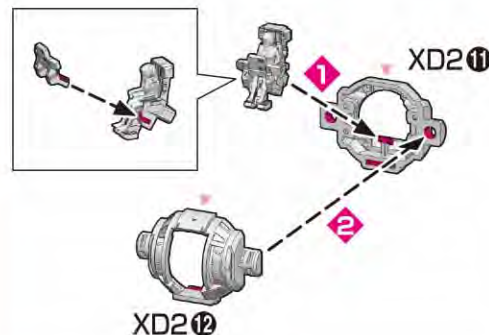
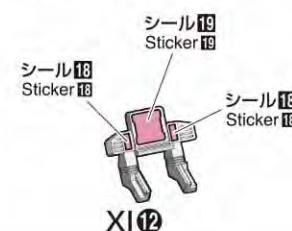


# CHEST UNIT 04

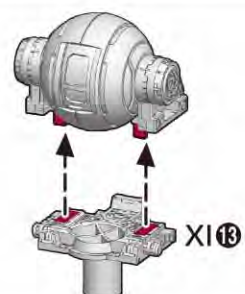
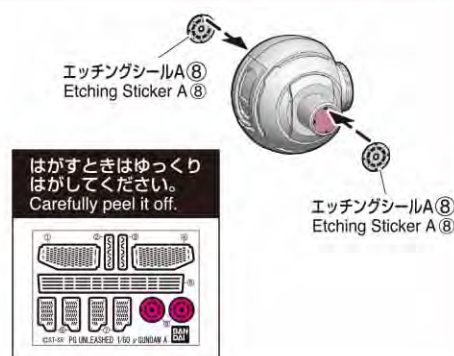
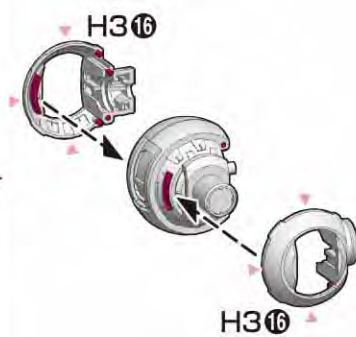
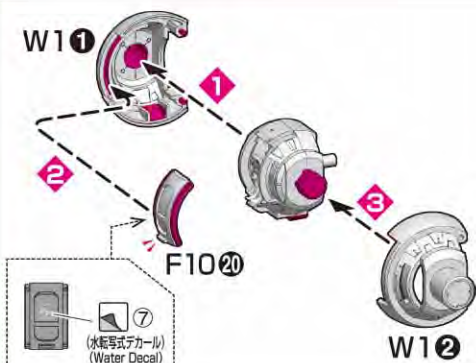


# METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

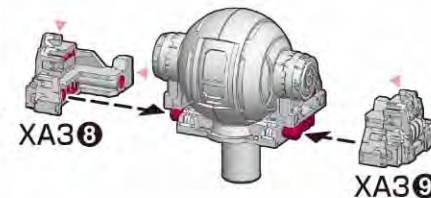
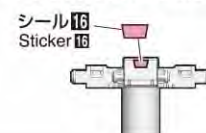


※画像は作品中のものです。  
\* Images are from the original work.

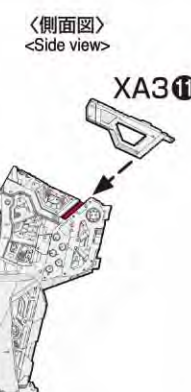
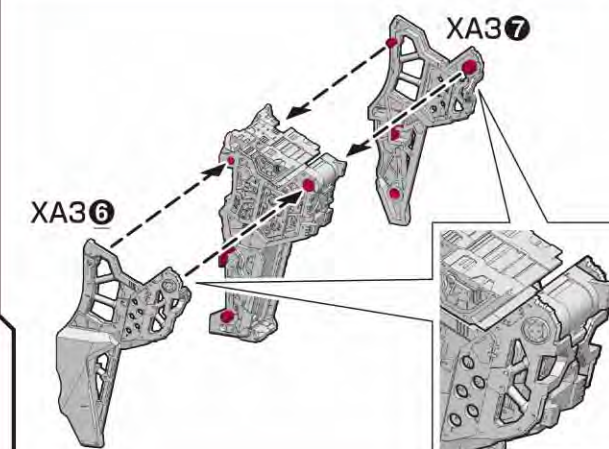
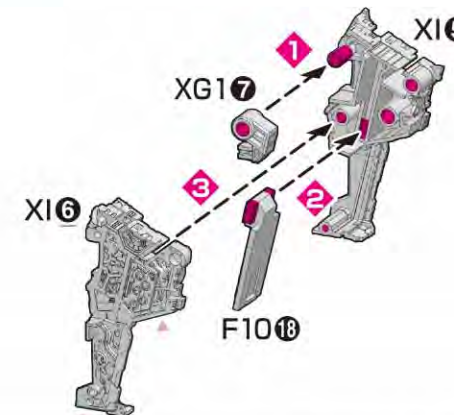


# METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

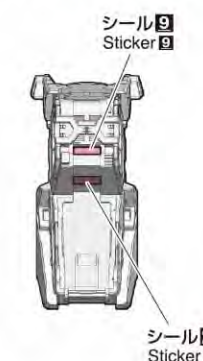


# CHEST UNIT 05



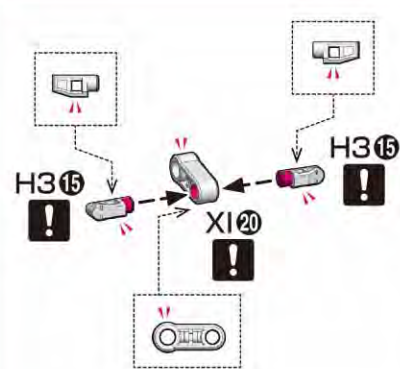
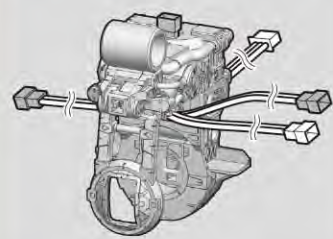
# METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～



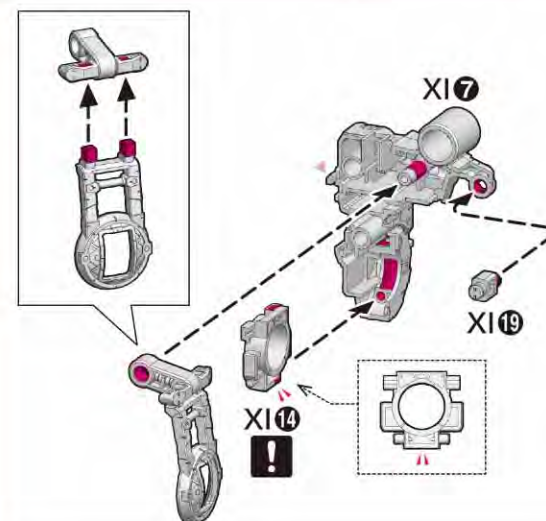


## CHEST UNIT 06

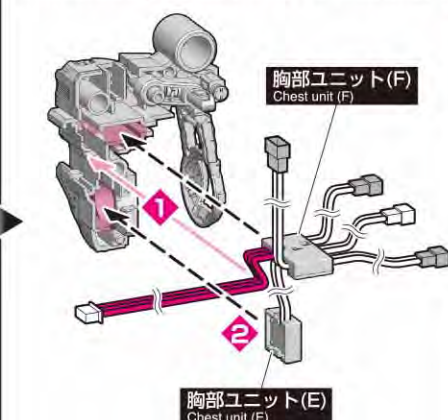


### METALLIC 3D STICKERS LOCATION

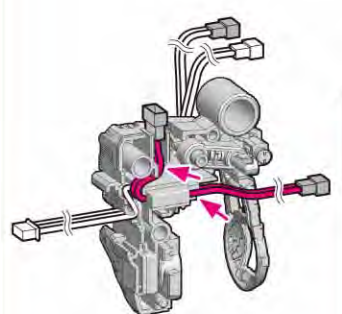
～メタリック3Dシールの貼り位置～



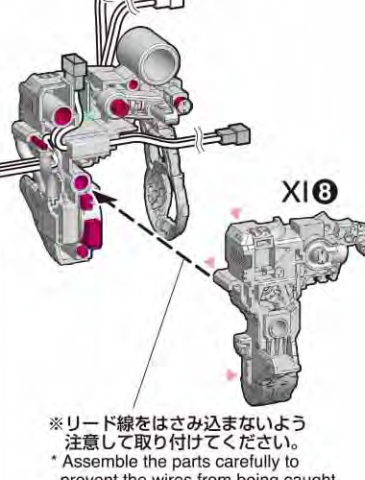
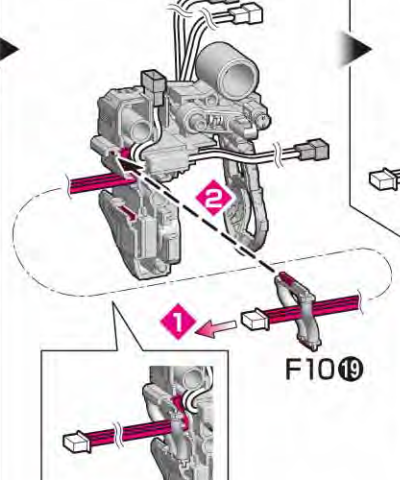
PG UNLEASHED 1/60 Vガンダム用 LEDユニット(別売り)を取り付ける場合  
When attaching the LED UNIT for PG UNLEASHED 1/60 V GUNDAM (sold separately).



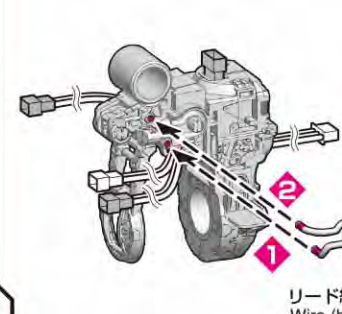
### CHECK



### CHECK



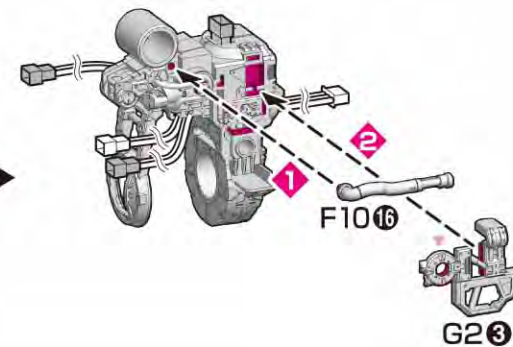
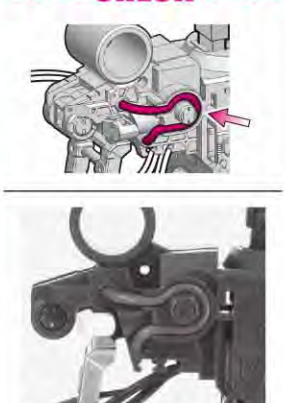
※リード線をはさみ込まないよう  
注意して取り付けください。  
\* Assemble the parts carefully to  
prevent the wires from being caught.



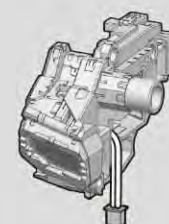
リード線(ブルー):39mm  
Wire (blue):39mm



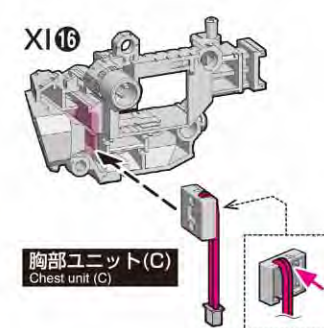
### CHECK



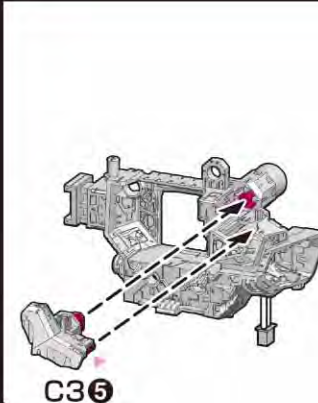
## CHEST UNIT 07



PG UNLEASHED 1/60 Vガンダム用 LEDユニット(別売り)を取り付ける場合  
When attaching the LED UNIT for PG UNLEASHED 1/60 V GUNDAM (sold separately).

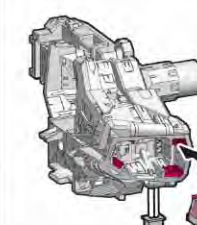
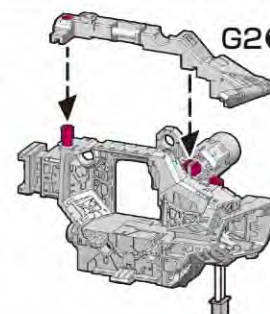


### CHECK



### METALLIC 3D STICKERS LOCATION

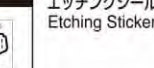
～メタリック3Dシールの貼り位置～



きれいに  
切り取ります。  
Cut out cleanly.



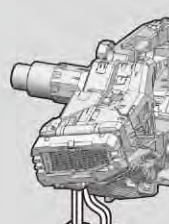
はがすときはゆっくり  
はがしてください。  
Carefully peel it off.



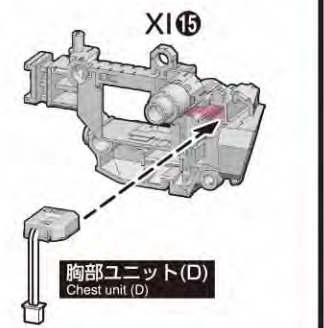
エッチングシールA①  
Etching Sticker A ①



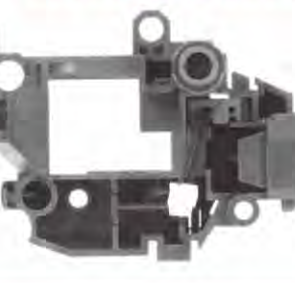
## CHEST UNIT 08



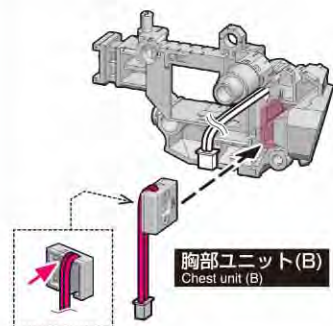
PG UNLEASHED 1/60 Vガンダム用 LEDユニット(別売り)を取り付ける場合  
When attaching the LED UNIT for PG UNLEASHED 1/60 V GUNDAM (sold separately).



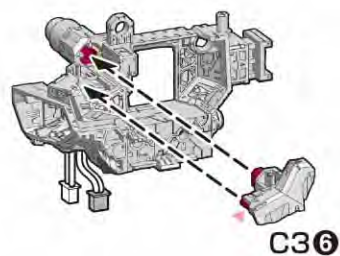
### CHECK





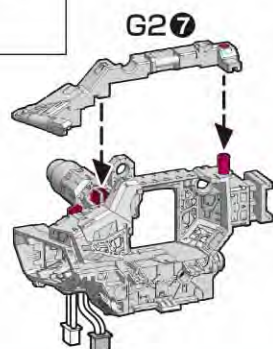


CHECK

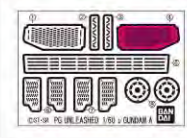


# METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～



はがすときはゆっくり  
はがしてください。  
Carefully peel it off.

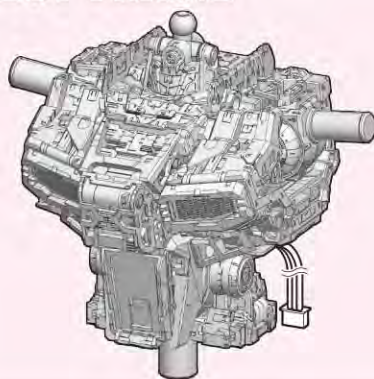


きれいに  
切り取ります。  
Cut out cleanly.  
A210  
エッチングシールA④  
Etching Sticker A ④

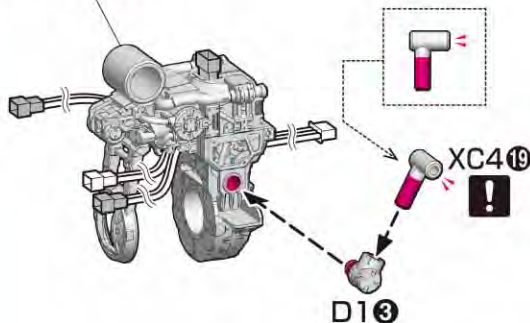


D11

# CHEST-FRAME

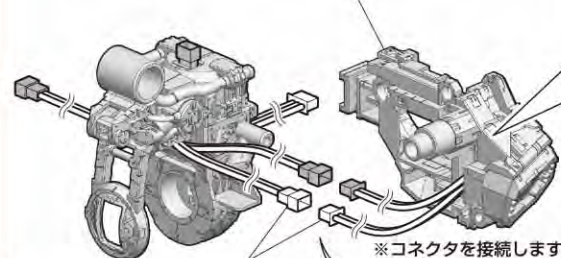


CHEST UNIT 06

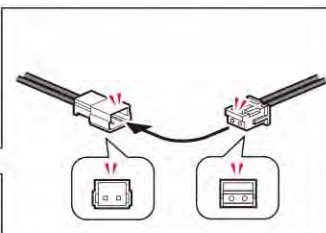
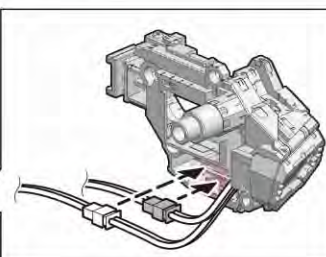


PG UNLEASHED 1/60 Vガンダム用 LEDユニット(別売り)を取り付ける場合  
When attaching the LED UNIT for PG UNLEASHED 1/60 V GUNDAM (sold separately).

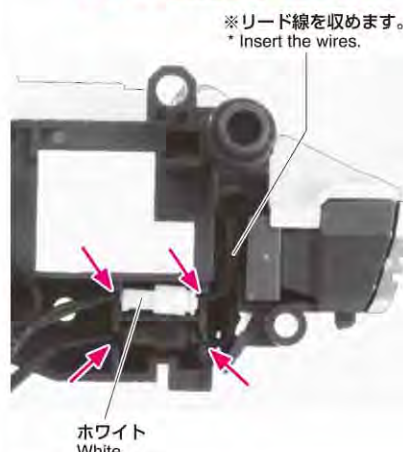
CHEST UNIT 08



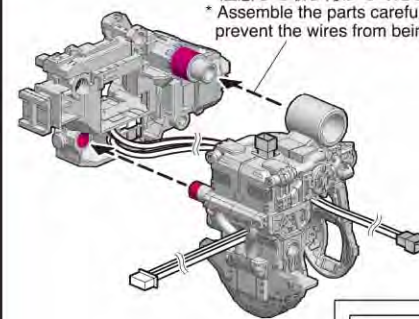
※コネクタを接続します。  
\* Attach the connectors.



CHECK

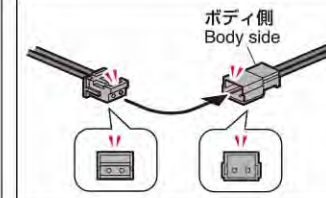


※リード線をはさみ込まないよう  
注意して取り付けてください。  
\* Assemble the parts carefully to  
prevent the wires from being caught.

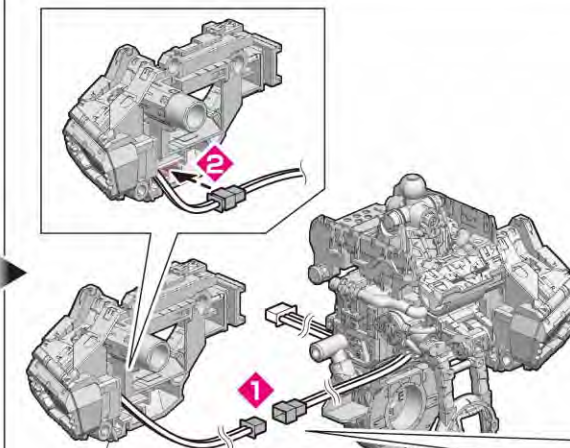
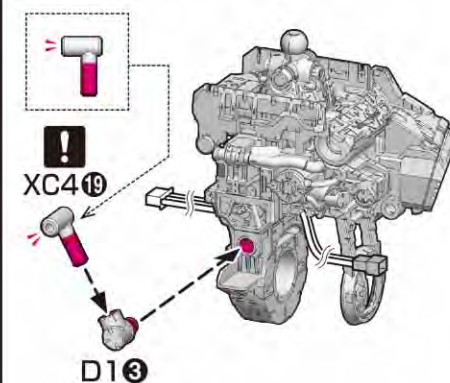
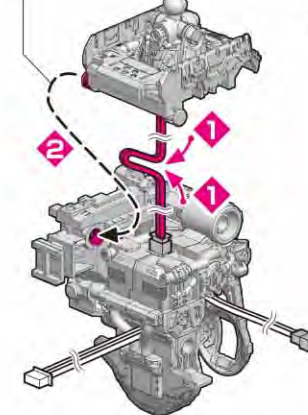


CHEST UNIT 01

※コネクタを接続します。  
\* Attach the connectors.

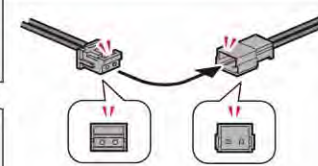
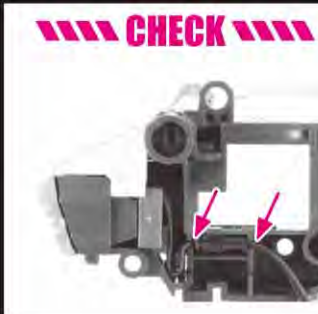


※リード線をはさみ込まないよう  
注意して取り付けてください。  
\* Assemble the parts carefully to  
prevent the wires from being caught.

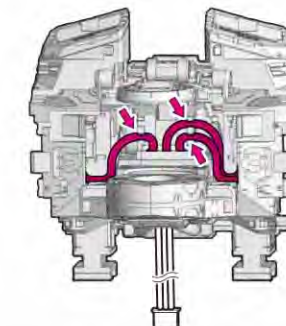
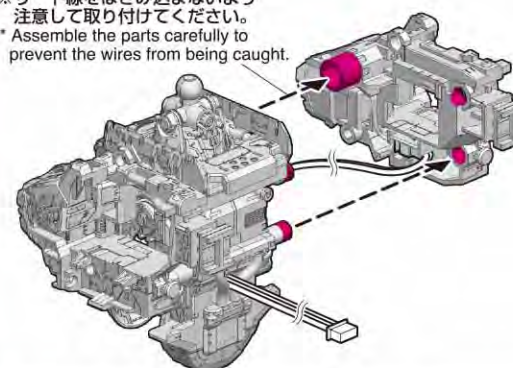


CHEST UNIT 07

※コネクタを接続します。  
\* Attach the connectors.



※リード線をはさみ込まないよう  
注意して取り付けてください。  
\* Assemble the parts carefully to  
prevent the wires from being caught.



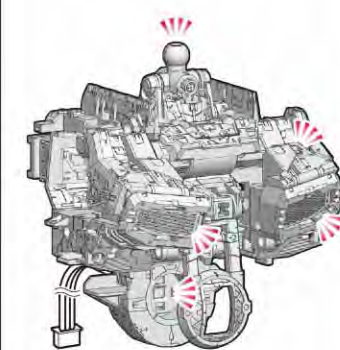
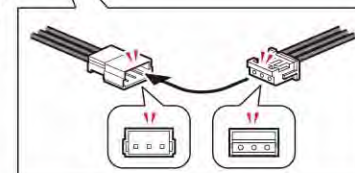
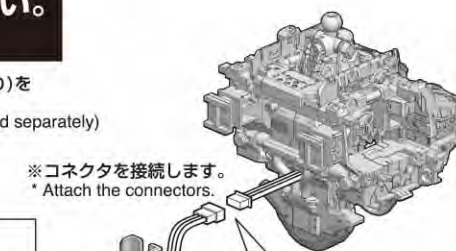
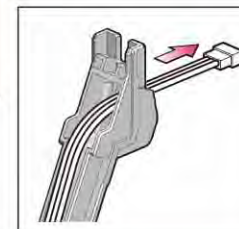
# 必ず点灯チェックを行ってください。

Make sure the LED Unit turns on.

※PG UNLEASHED 1/60 Vガンダム用 LEDユニット(別売り)を  
参考にして点灯チェックを行ってください。  
\* Use the LED UNIT for PG UNLEASHED 1/60 V GUNDAM (sold separately)  
as a reference to check the lights.

点灯チェック終了後、電源を  
OFFにして各コネクタを  
外してください。  
After performing a light-up  
check, turn the power off and  
disconnect the connectors.

※コネクタを接続します。  
\* Attach the connectors.

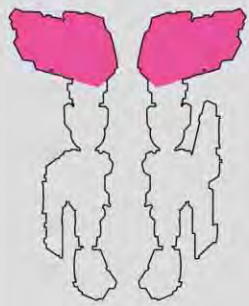




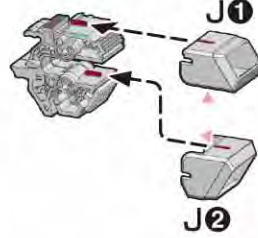
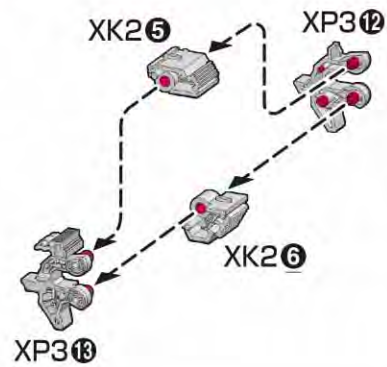




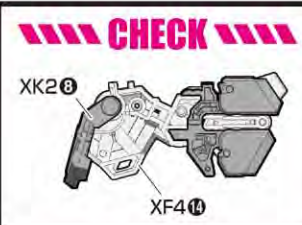
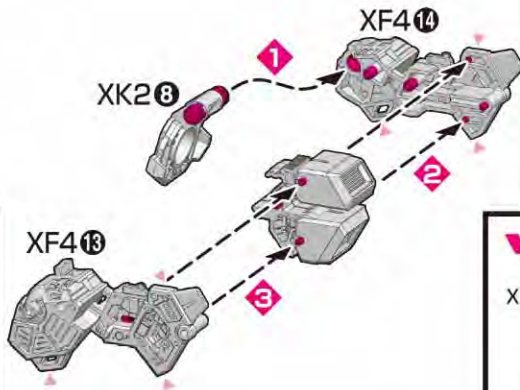
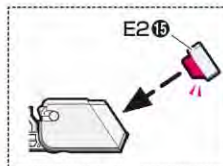
## ARM UNIT 01



x2

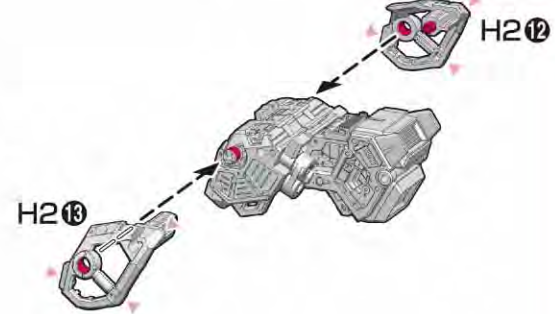
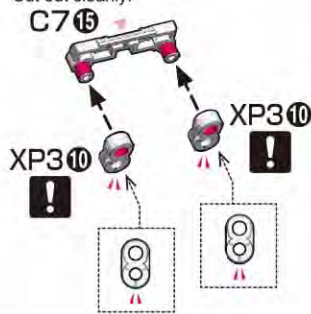


x2



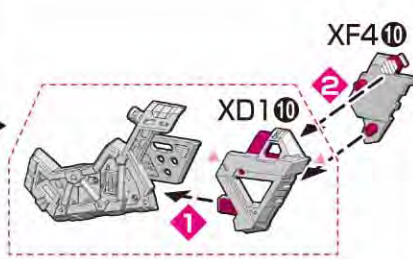
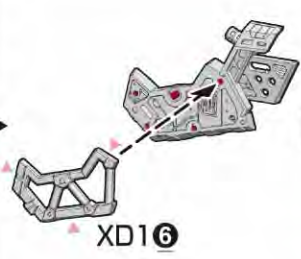
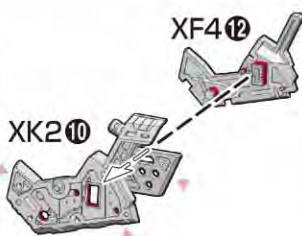
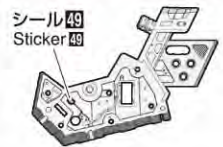
x2

きれいに切り取ります。  
Cut out cleanly.



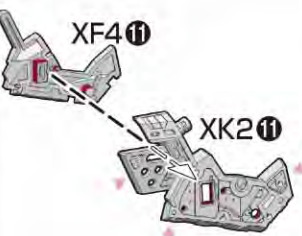
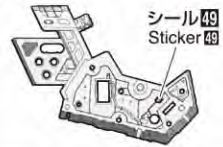
x2 A

METALLIC 3D STICKERS LOCATION  
～メタリック3Dシールの貼り位置～

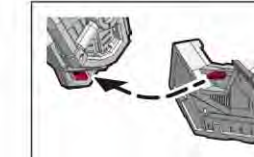
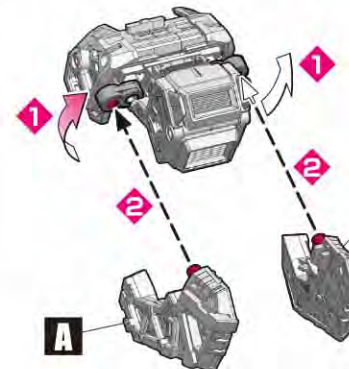


x2 B

METALLIC 3D STICKERS LOCATION  
～メタリック3Dシールの貼り位置～



x2

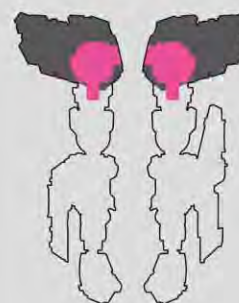


METALLIC 3D STICKERS LOCATION  
～メタリック3Dシールの貼り位置～

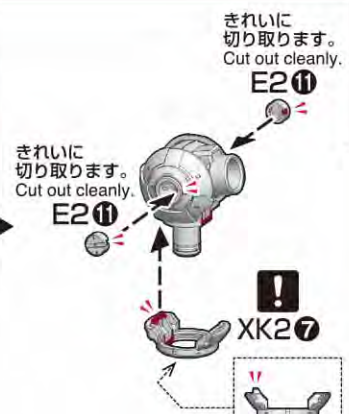
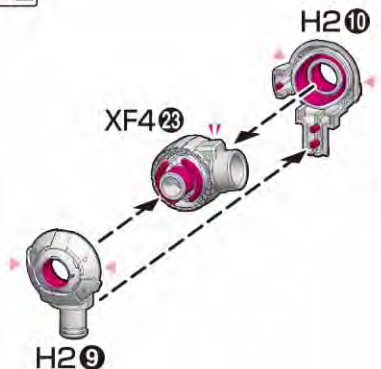


シール 47  
Sticker 47  
※反対側も同様  
\* Same on the opposite side

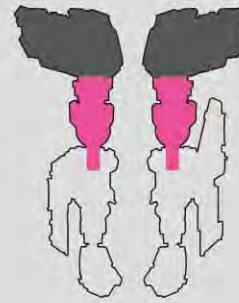
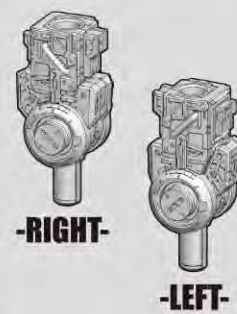
## ARM UNIT 02



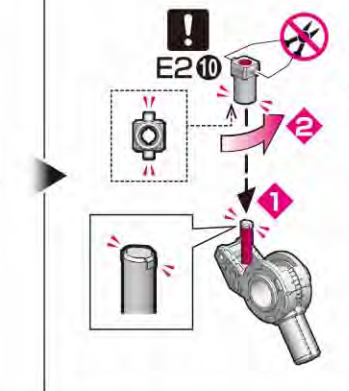
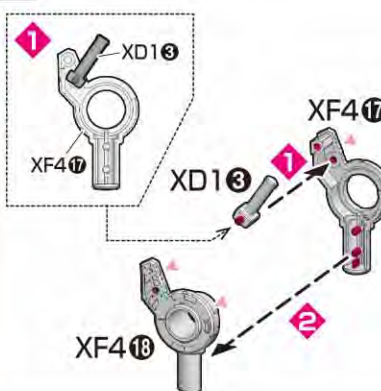
x2



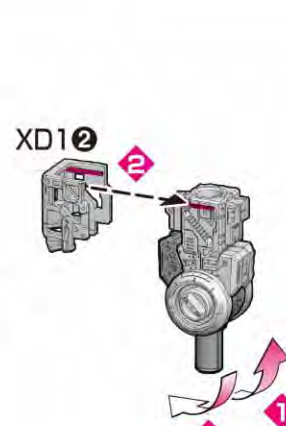
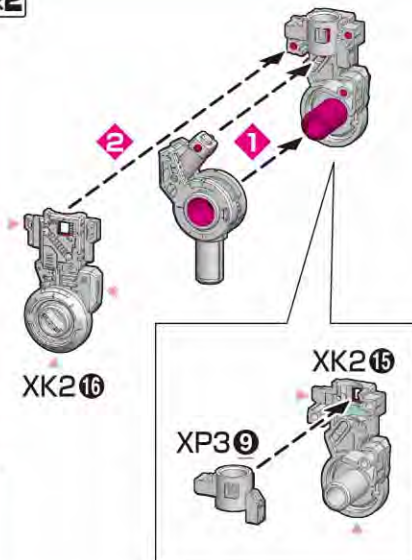
## ARM UNIT 03



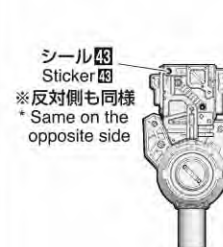
x2



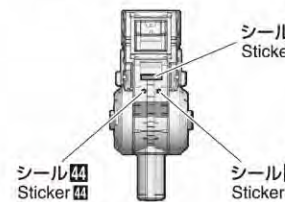
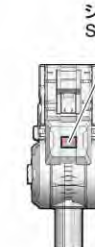
x2



METALLIC 3D STICKERS LOCATION  
～メタリック3Dシールの貼り位置～

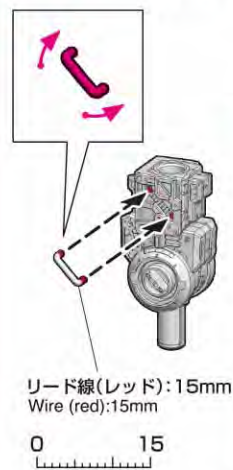


シール 48  
Sticker 48  
※反対側も同様  
\* Same on the opposite side

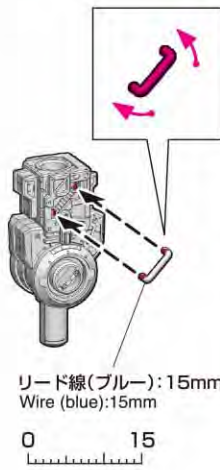




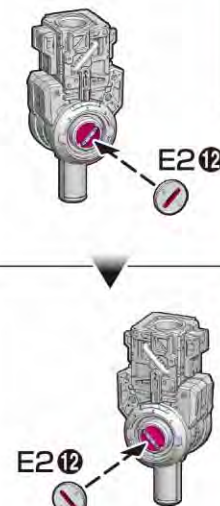
## ARM UNIT 03 -RIGHT-



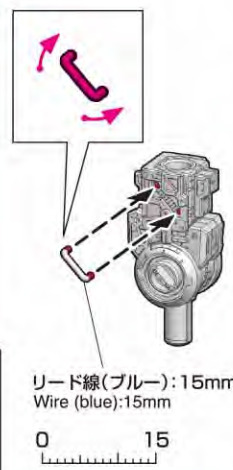
/// CHECK ///



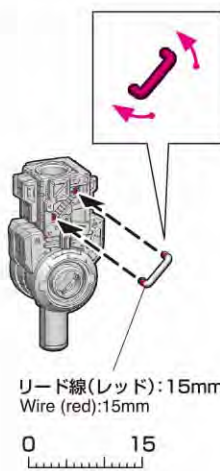
/// CHECK ///



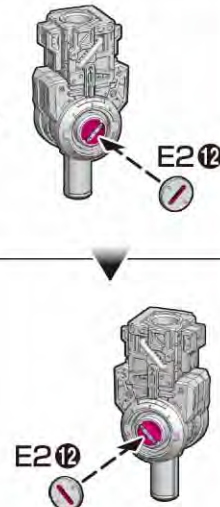
## ARM UNIT 03 -LEFT-



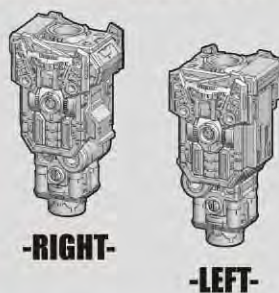
/// CHECK ///



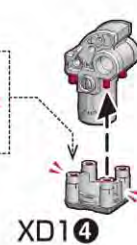
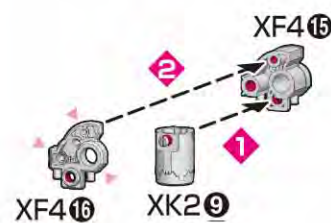
/// CHECK ///



## ARM UNIT 04



x2



## ARM UNIT 04 -RIGHT-

リード線(レッド):14mm  
Wire (red):14mm



/// CHECK ///



※リード線は破線よりはみ出さないように  
しっかり押し込みます。  
\* Firmly push in the wire so that it does not  
protrude beyond the dotted line.

/// CHECK ///



## ARM UNIT 04 -LEFT-

リード線(ブルー):14mm  
Wire (blue):14mm

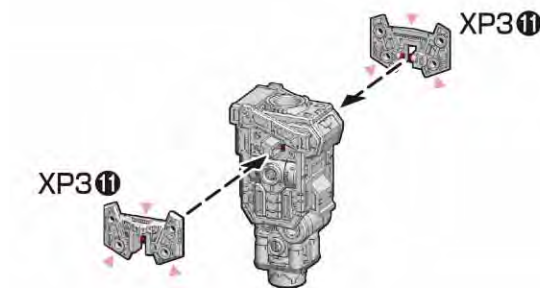


/// CHECK ///

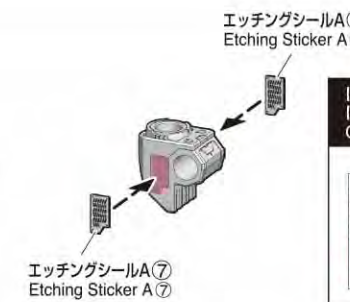
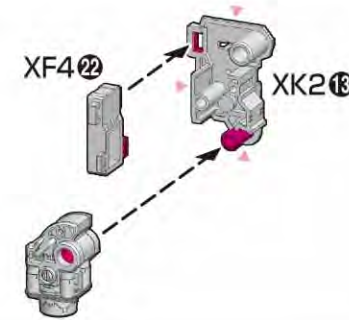
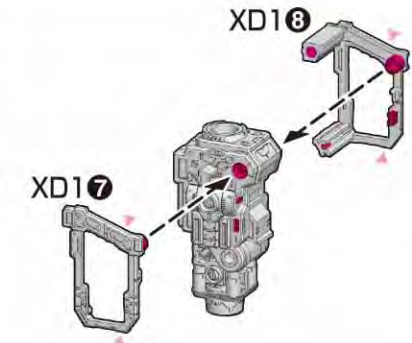
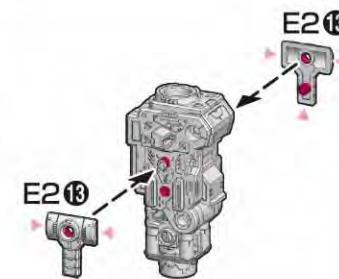
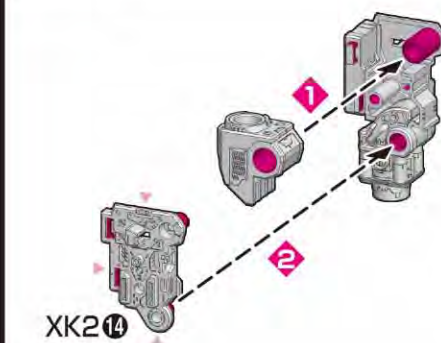
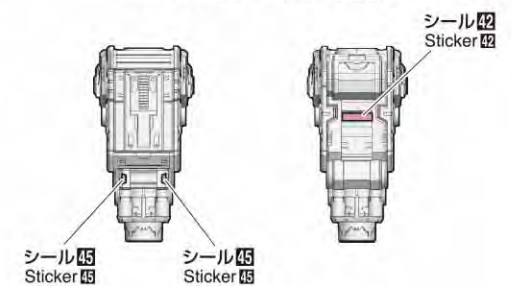


※リード線は破線よりはみ出さないように  
しっかり押し込みます。  
\* Firmly push in the wire so that it does not  
protrude beyond the dotted line.

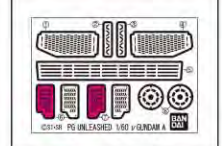
/// CHECK ///



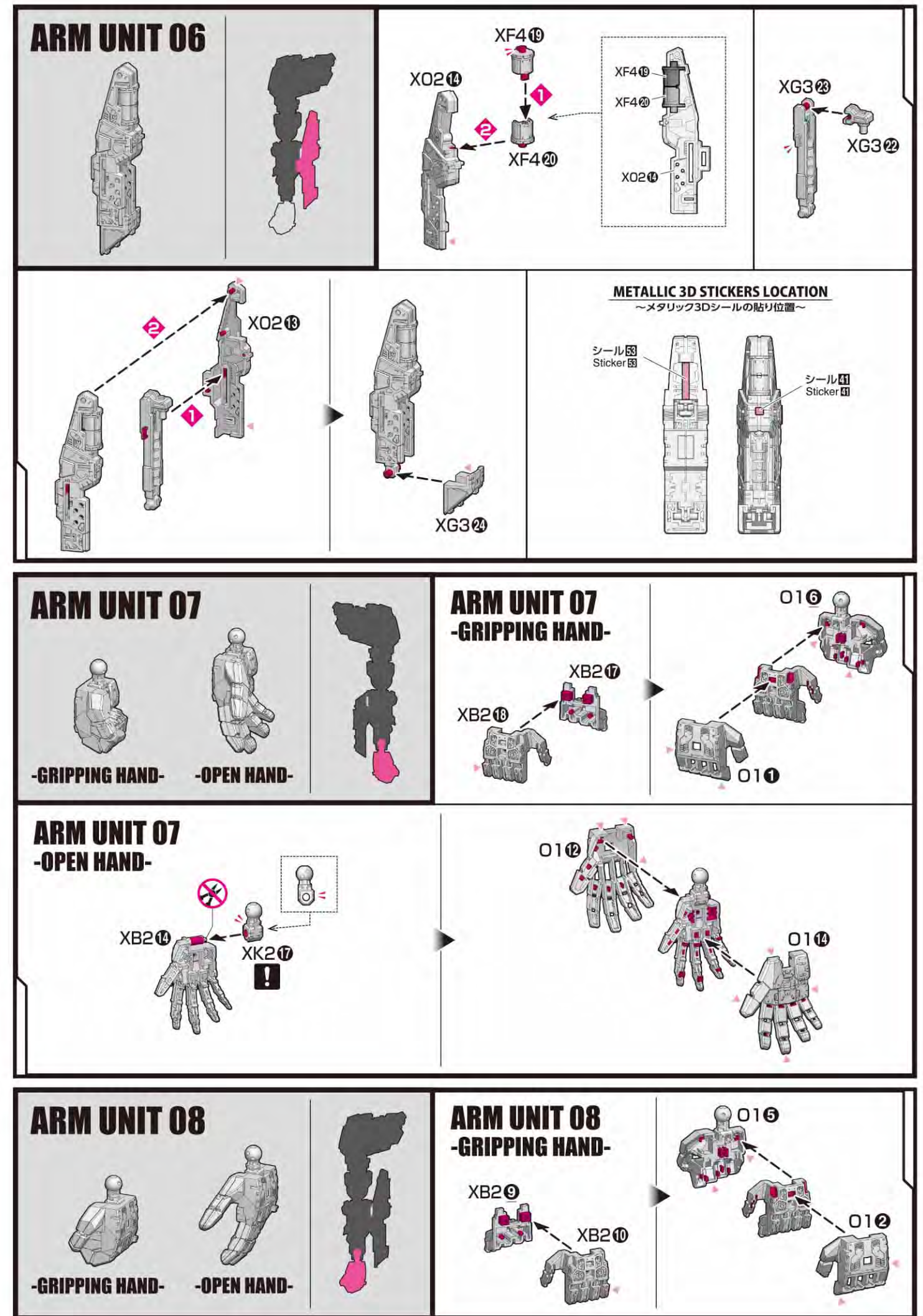
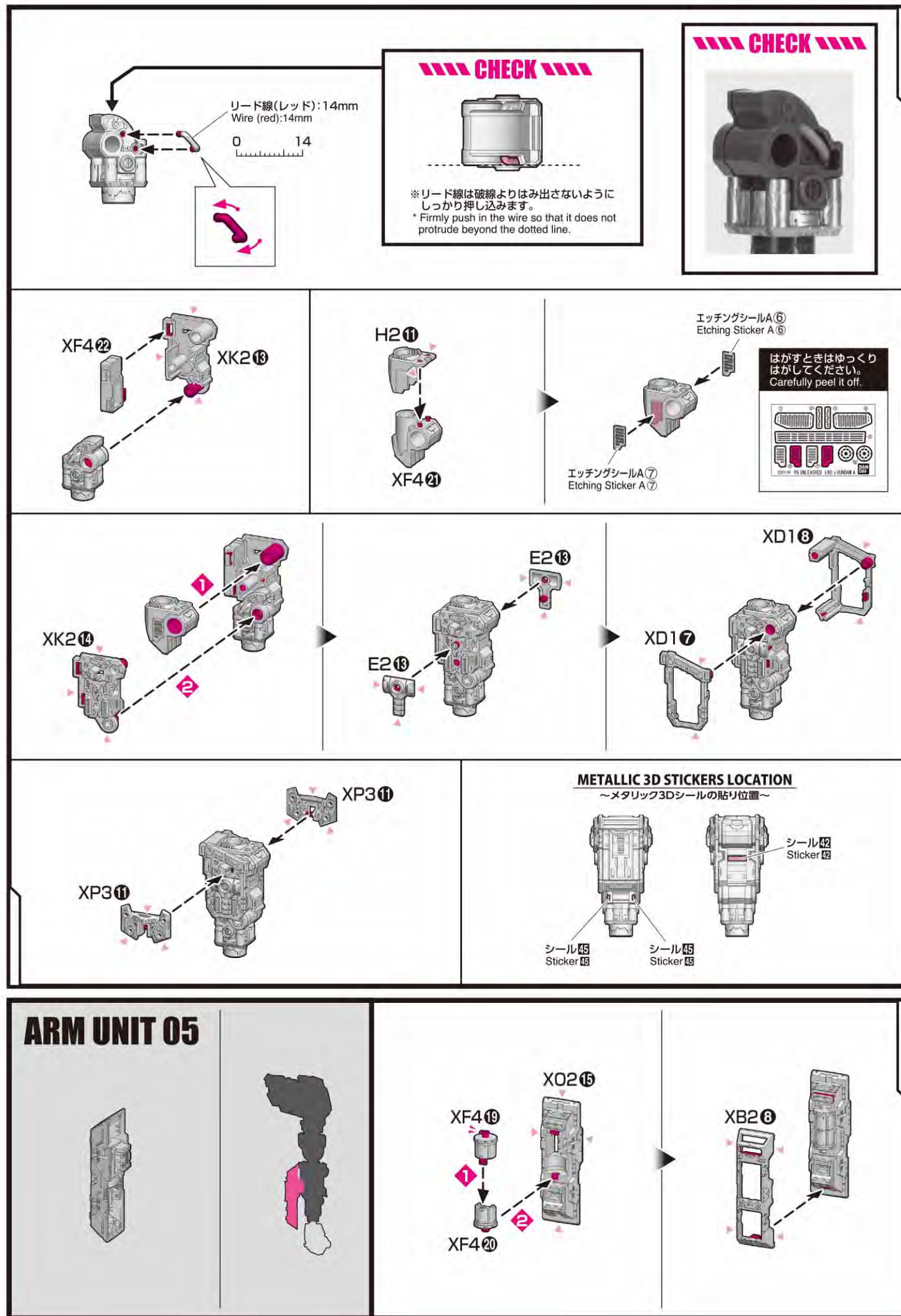
METALLIC 3D STICKERS LOCATION  
～メタリック3Dシールの貼り位置～



はがすときはゆっくり  
はがしてください。  
Carefully peel it off.

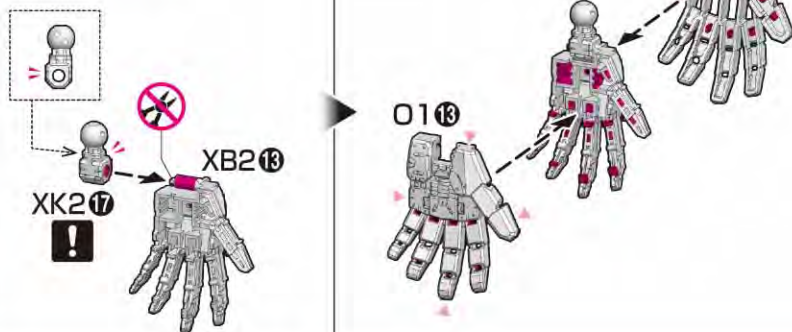




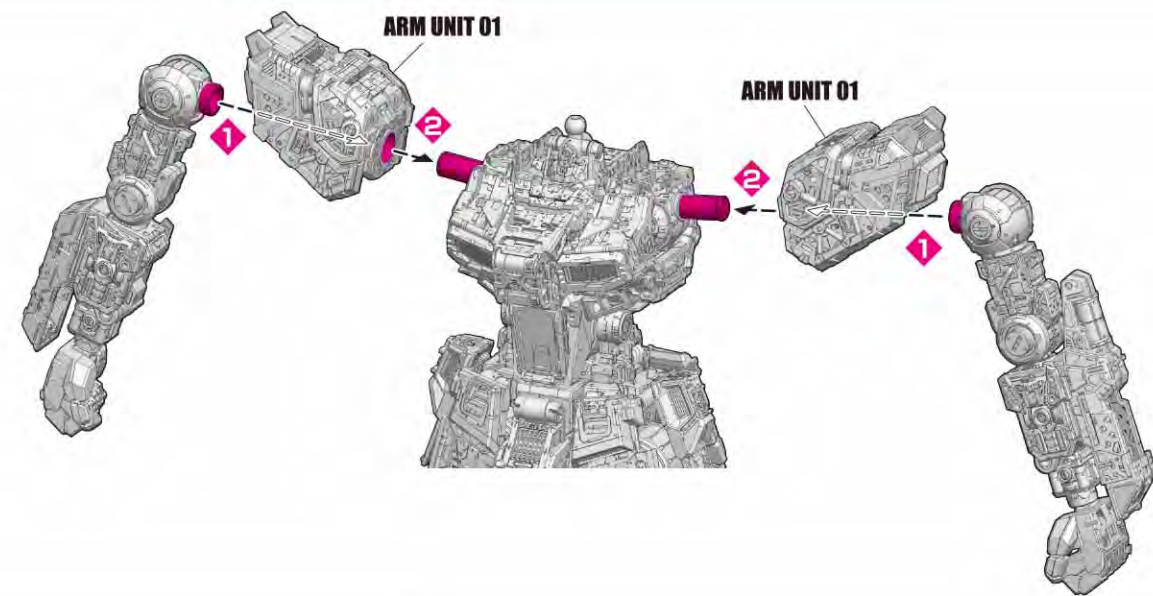
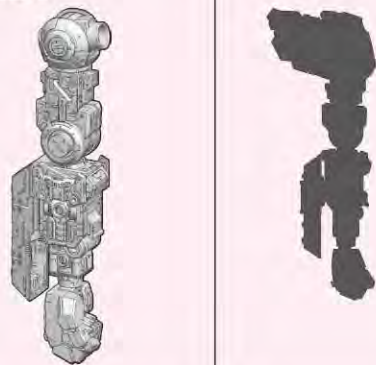




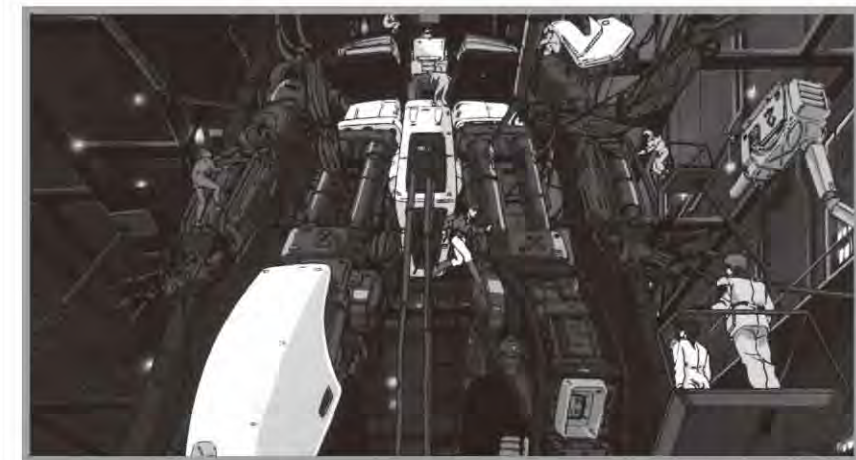
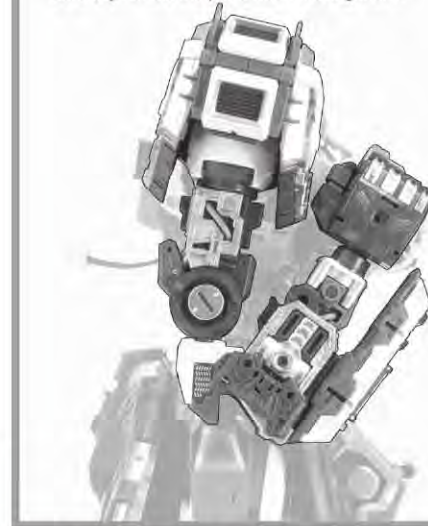
## ARM UNIT 08 -OPEN HAND-



## ARMS-FRAME -RIGHT-

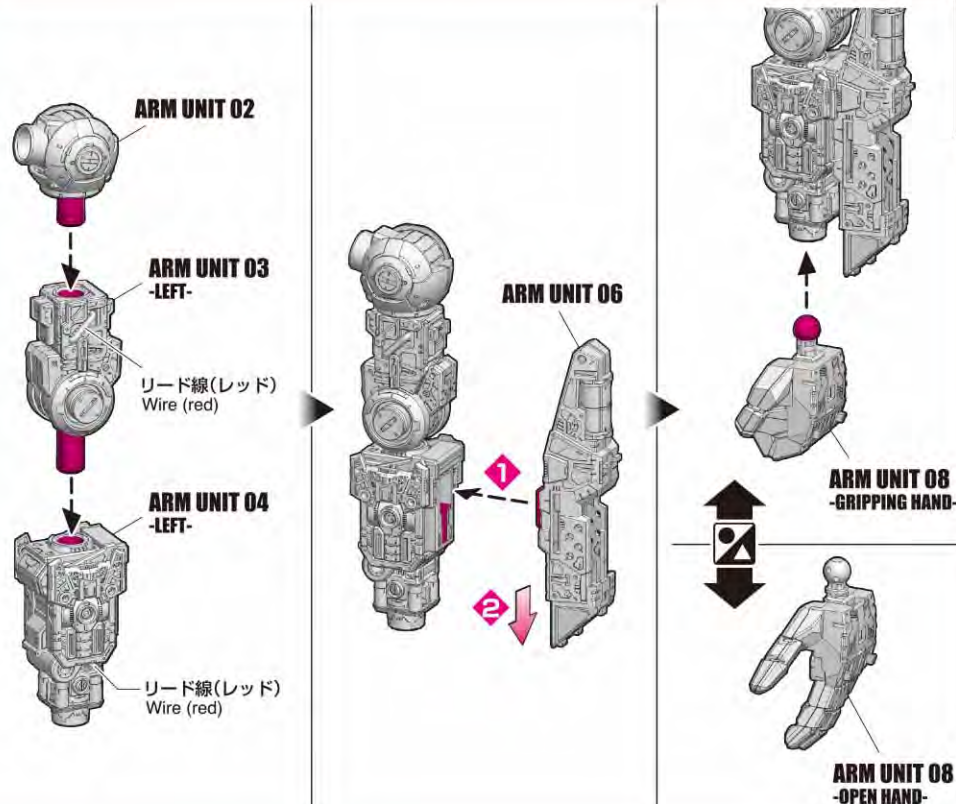
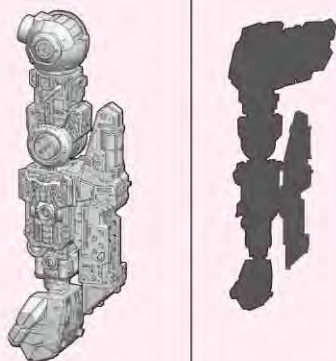


※関節の可動チェックを行ってください。  
動かすときはゆっくり動かしてください。  
\* Check the articulation of the joints.  
Carefully handle the parts when moving them.



※画像は作品中のものです。  
\* Images are from the original work.

## ARMS-FRAME -LEFT-



## HEAD-FRAME

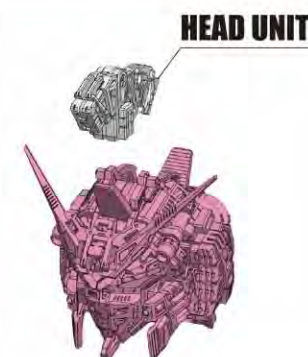
メインパーツ (HEAD-FRAMEで使うパーツ)  
Main part (Parts used for HEAD-FRAME)

|                                                                  |                                                                  |                                                                           |
|------------------------------------------------------------------|------------------------------------------------------------------|---------------------------------------------------------------------------|
| C1 (ゴールドメッキ)<br>C1 (Gold-plated)<br>アンダーゲートあり<br>WITH UNDER GATE | D2 (ゴールドメッキ)<br>D2 (Gold-plated)<br>アンダーゲートあり<br>WITH UNDER GATE | G1 (ホワイト)<br>G1 (White)<br>アンダーゲートあり<br>WITH UNDER GATE                   |
| XA4 (シルバー)<br>XA4 (Silver)<br>アンダーゲートあり<br>WITH UNDER GATE       | XC2 (シルバー) (x2)<br>XC2 (Silver) (x2)                             | XD3 (グリーンメッキ)<br>XD3 (Green-plated)                                       |
| XF2 (グレー) (x2)<br>XF2 (Gray) (x2)                                | XG4 (グレー)<br>XG4 (Gray)<br>アンダーゲートあり<br>WITH UNDER GATE          | XK3 (ダークグレー) (x2)<br>XK3 (Dark gray) (x2)<br>アンダーゲートあり<br>WITH UNDER GATE |
| XN1 (ダークグレー)<br>XN1 (Dark gray)<br>アンダーゲートあり<br>WITH UNDER GATE  |                                                                  | 金属バレルカンパーツ<br>Metal Vulcan Parts                                          |

サブパーツ (他の組み立てでも使うパーツ)  
Sub part (Parts used to assemble other sections)

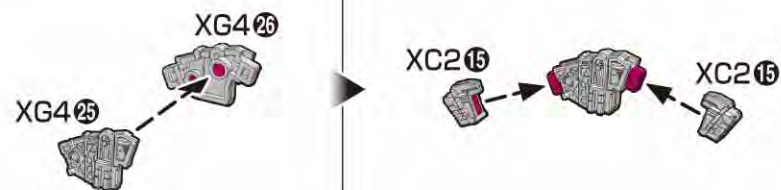
|                                    |
|------------------------------------|
| A1 (イロブラ)<br>A1 (Multi-colored)    |
| メタリック3Dシール<br>Metallic 3D Stickers |

ULTIMATE UNIT  
SYSTEM



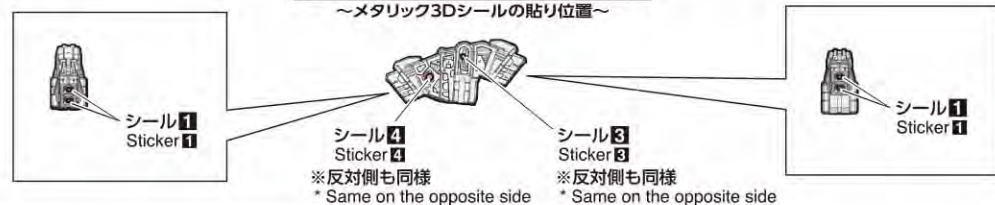


## HEAD UNIT

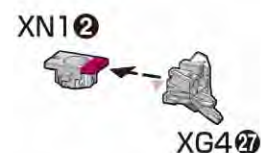
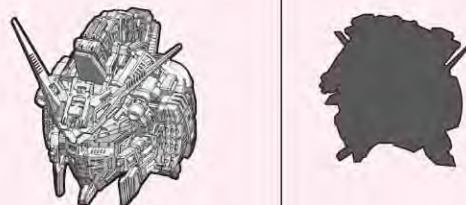


### METALLIC 3D STICKERS LOCATION

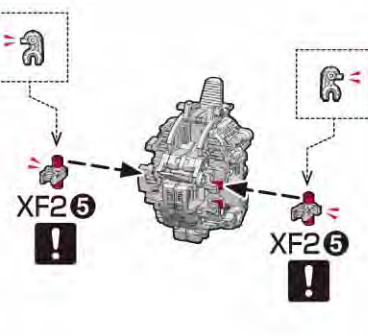
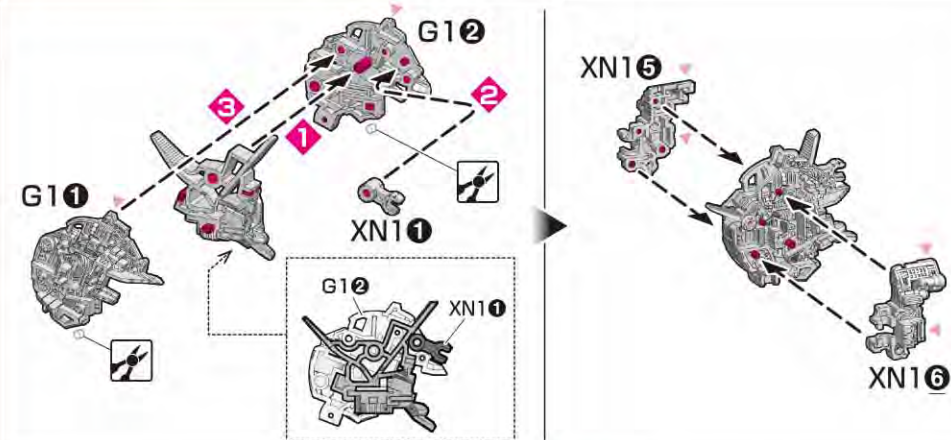
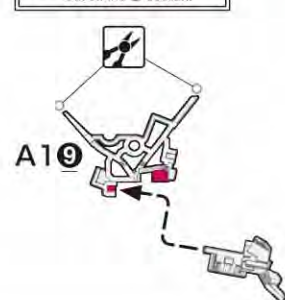
～メタリック3Dシールの貼り位置～



## HEAD-FRAME

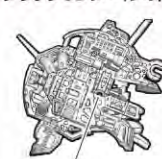


○は切り取ってください。  
Cut off the ○ section.

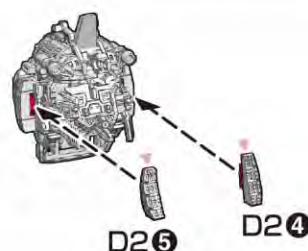
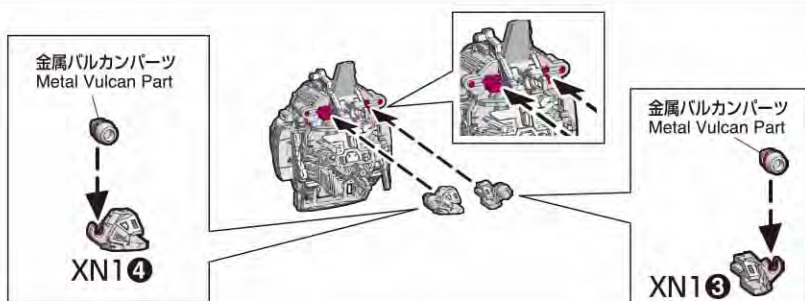


### METALLIC 3D STICKERS LOCATION

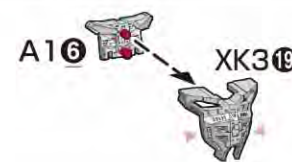
～メタリック3Dシールの貼り位置～



シール2  
Sticker 2  
※反対側も同様  
\* Same on the opposite side



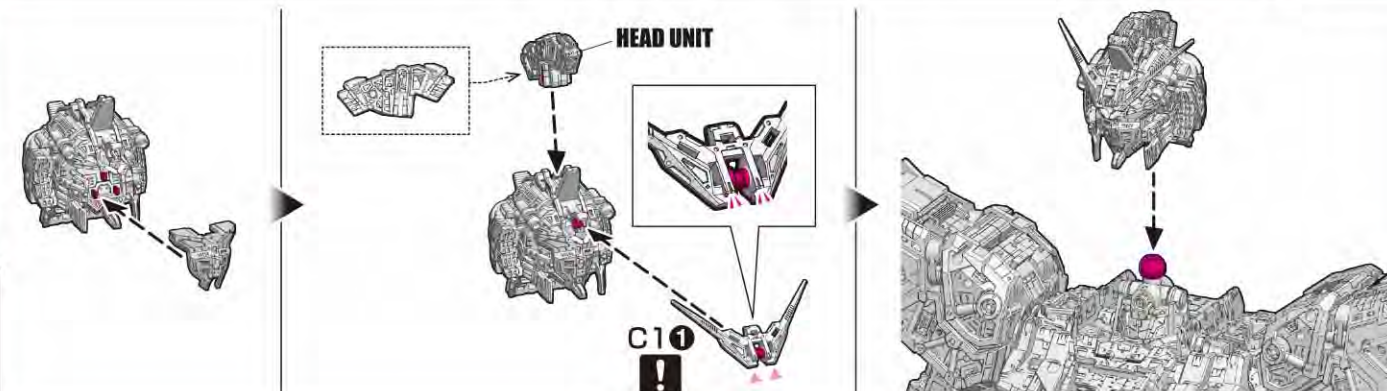
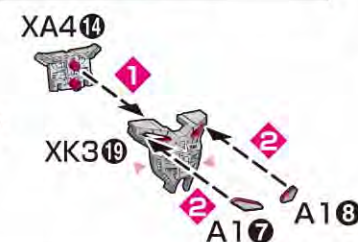
PG UNLEASHED 1/60 Vガンダム用  
LEDユニット(別売り)を取り付ける場合  
When attaching the LED UNIT for PG UNLEASHED  
1/60 V GUNDAM (sold separately).



デュアルアイ(ディテール無し)  
Dual Eyes (Without Details)



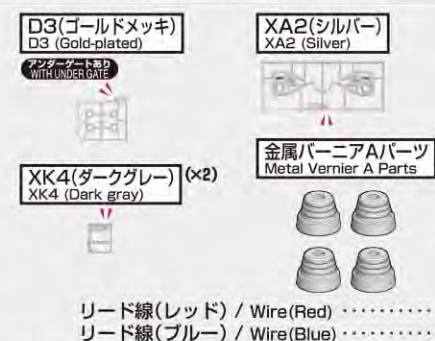
デュアルアイ(ディテールあり)  
Dual Eyes (With Details)



## BACKPACK-FRAME

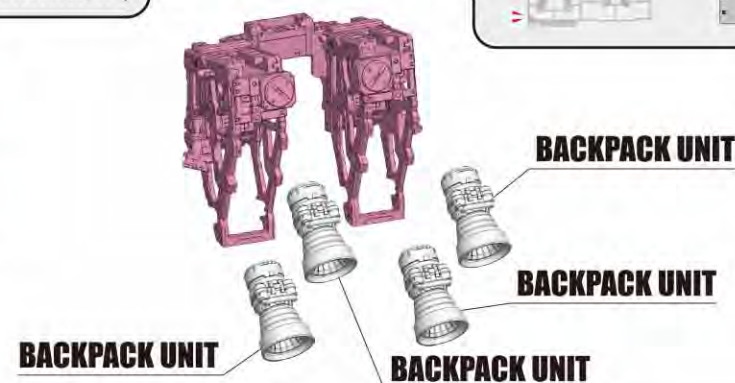
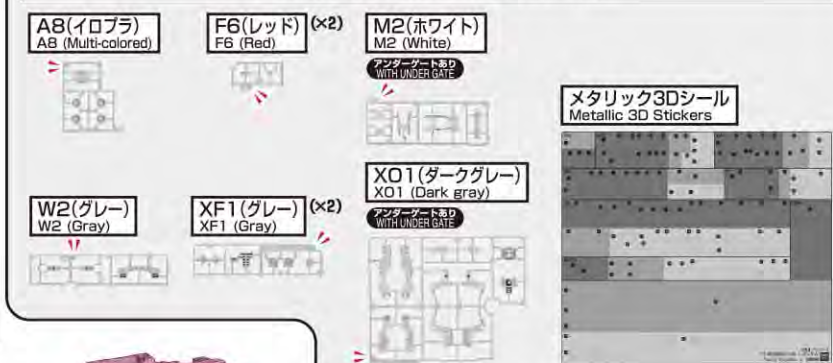
### メインパーツ (BACKPACK-FRAMEで使うパーツ)

Main part (Parts used for BACKPACK-FRAME)

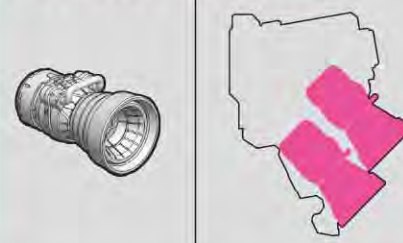


### サブパーツ (他の組み立てでも使うパーツ)

Sub part (Parts used to assemble other sections)



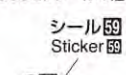
## BACKPACK UNIT



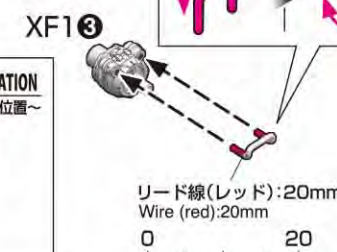
×2

### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～



シール6  
Sticker 6

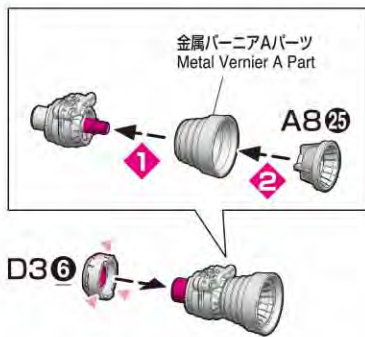


CHECK



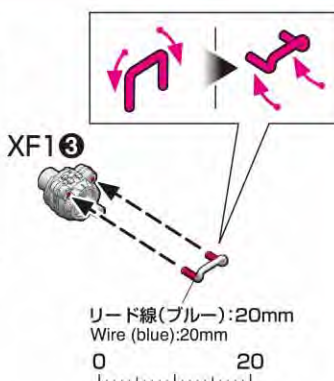


×2



×2

**METALLIC 3D STICKERS LOCATION**  
～メタリック3Dシールの貼り位置～



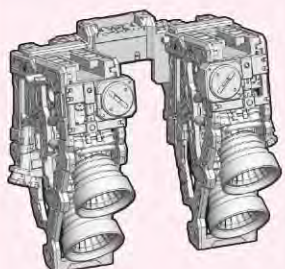
**CHECK**



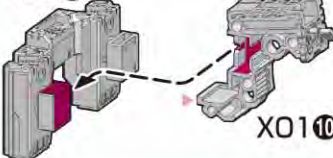
×2



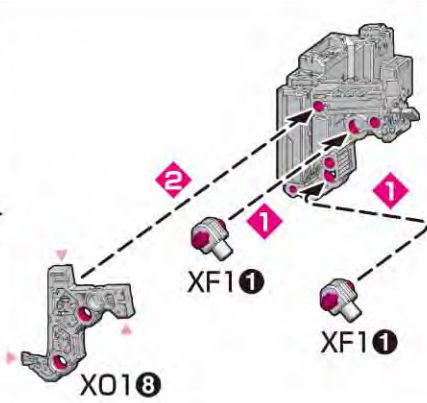
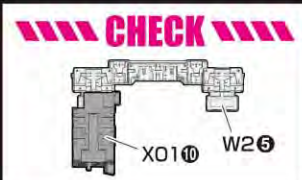
**BACKPACK-FRAME**



W2 5



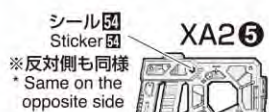
XO1 10



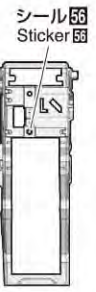
XF1 1

XF1 1

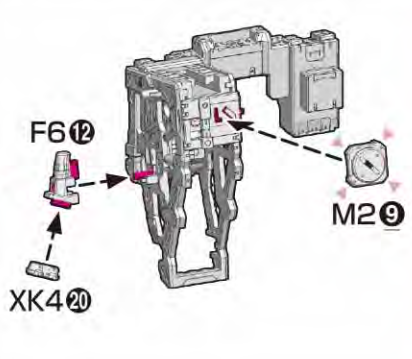
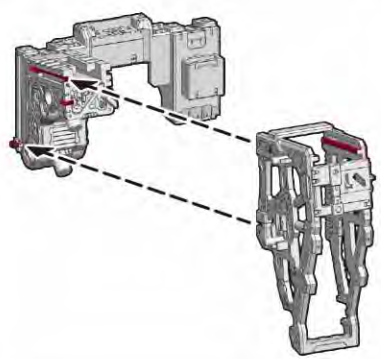
**METALLIC 3D STICKERS LOCATION**  
～メタリック3Dシールの貼り位置～



※反対側も同様  
\* Same on the opposite side



※反対側も同様  
\* Same on the opposite side



XK4 20

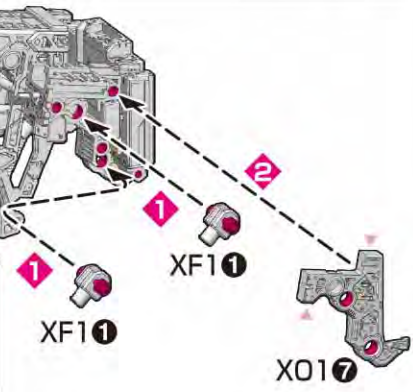
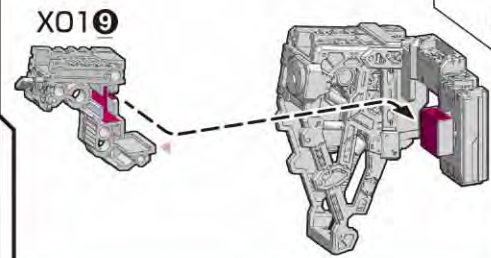
**METALLIC 3D STICKERS LOCATION**  
～メタリック3Dシールの貼り位置～



※反対側も同様  
\* Same on the opposite side

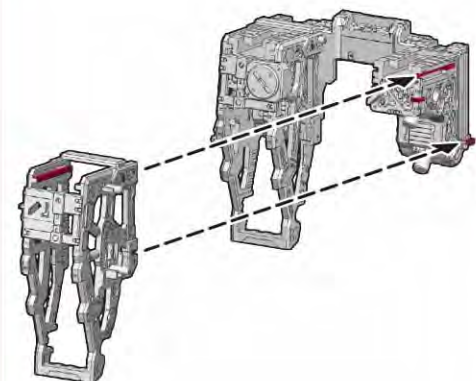


※反対側も同様  
\* Same on the opposite side

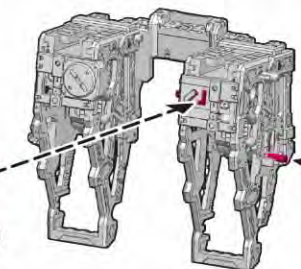


XF1 1

XO1 7

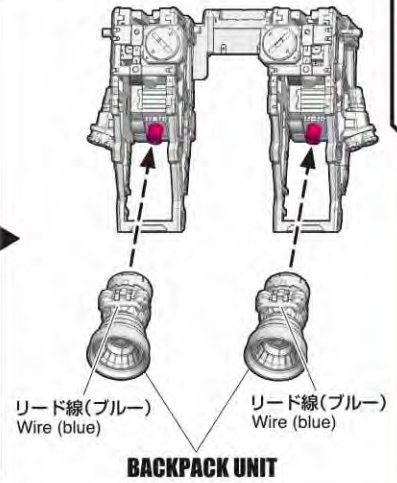


M2 8



F6 12

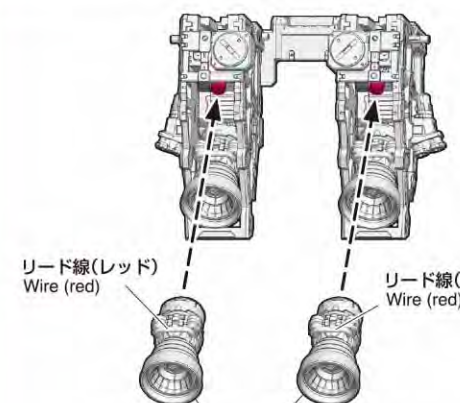
XK4 20



リード線(ブルー)  
Wire (blue)

リード線(ブルー)  
Wire (blue)

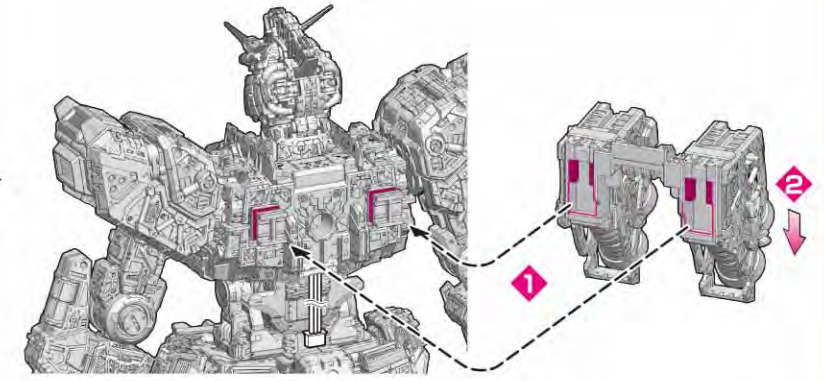
**BACKPACK UNIT**



リード線(レッド)  
Wire (red)

リード線(レッド)  
Wire (red)

**BACKPACK UNIT**



1

2



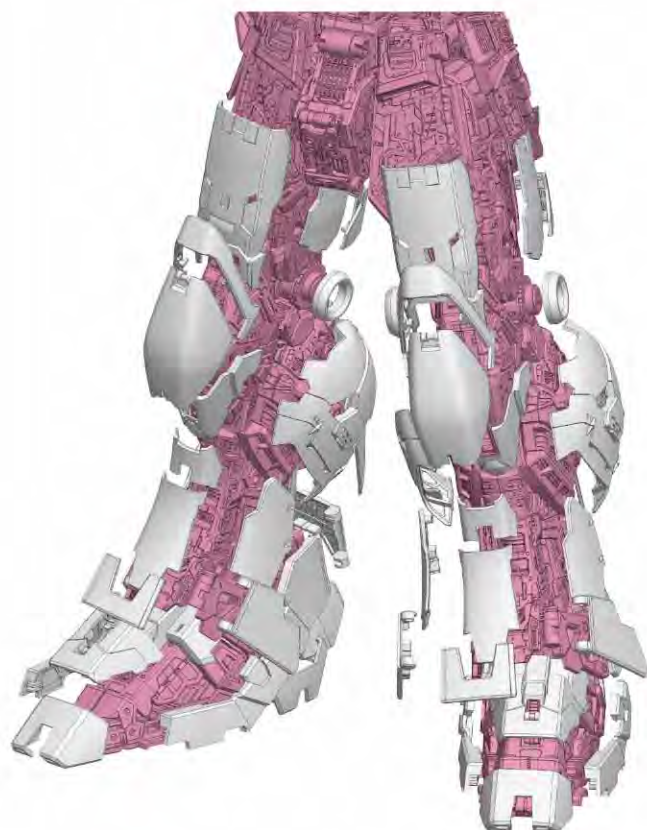
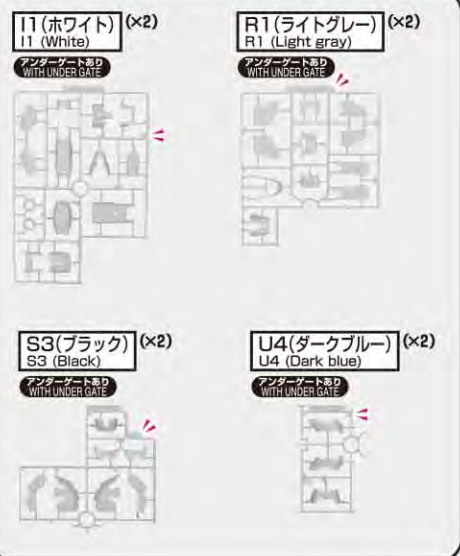
※関節の可動チェックを行ってください。  
動かすときはゆっくり動かしてください。  
\* Check the articulation of the joints.  
Carefully handle the parts when moving them.

※掲載の画像は開発中の設計データを使用したCGです。  
※掲載の画像はイメージです。  
\* The images are CG representations based on developmental design data.  
\* Images are for illustrative purposes only.



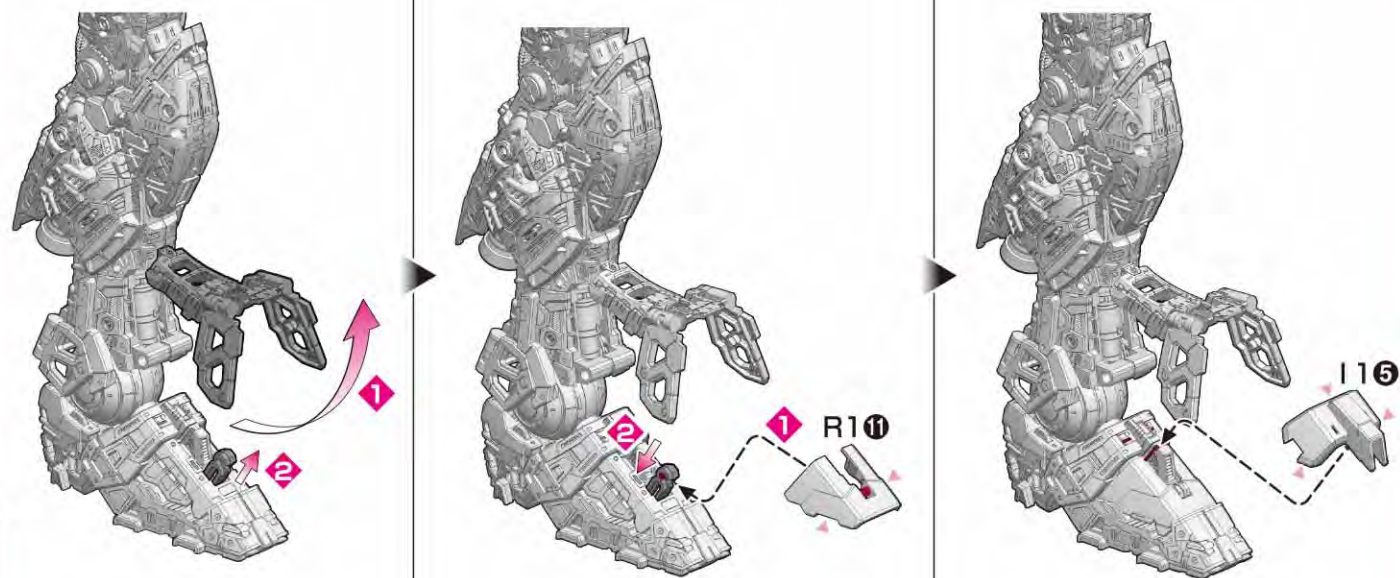
# PHASE 03 ～外装パーツの装着～ Attaching the Armor Parts

## LEGS-ARMOR

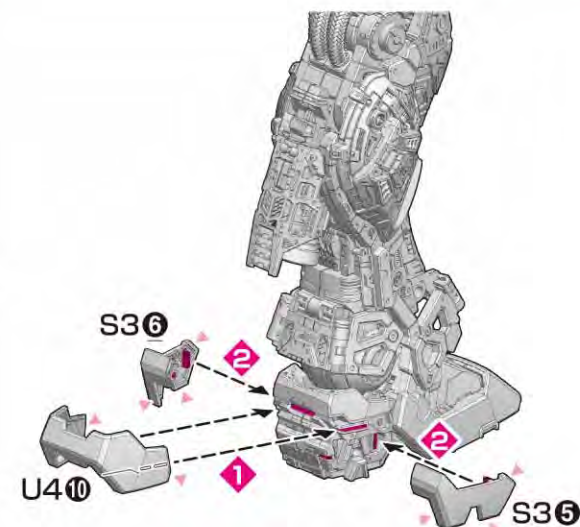
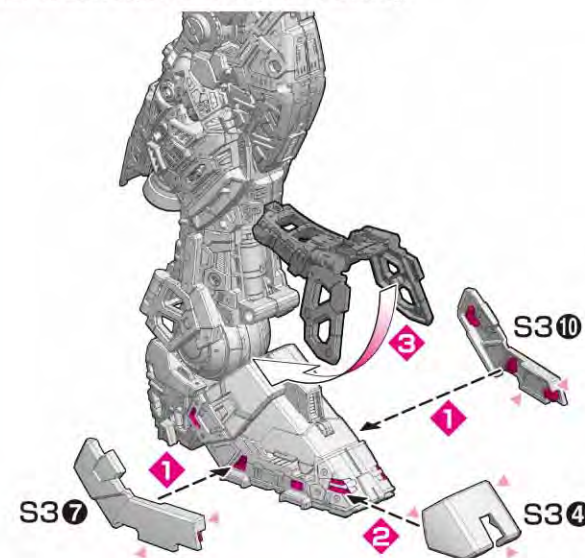


外装パーツの装着の際は、各部位を外しておくと装着の難易度が下がります。  
Detaching each section will make the armor attachment process easier.

※左脚も同様に取り付けてください。  
\* Follow the same steps to attach the parts to the left leg.

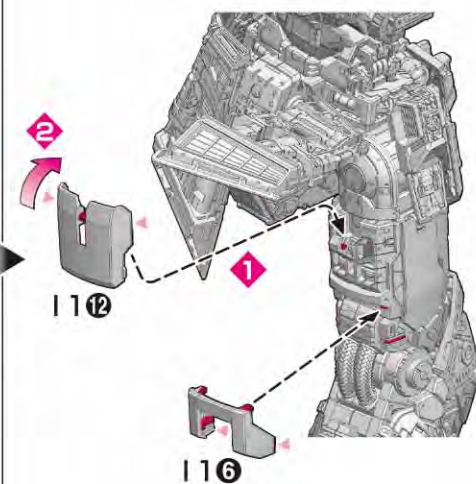
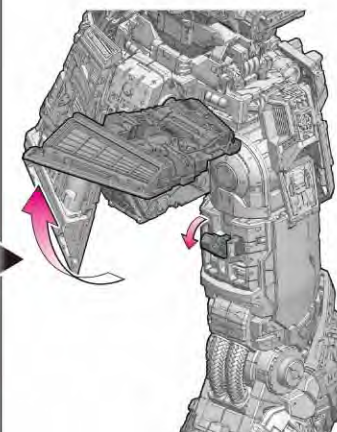
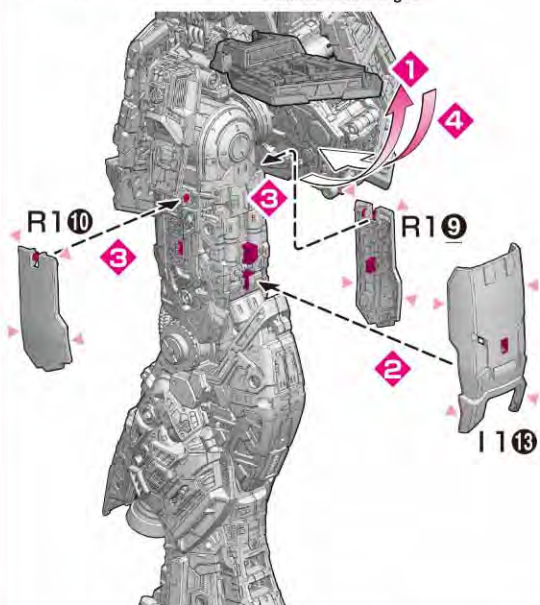


※左脚も同様に取り付けてください。  
\* Follow the same steps to attach the parts to the left leg.



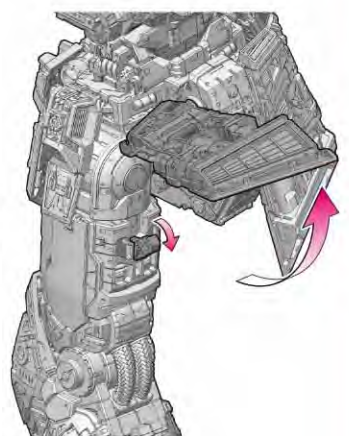
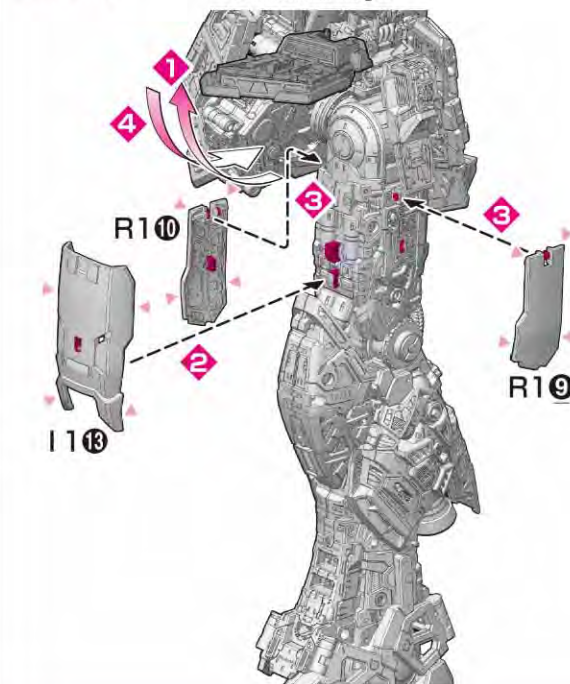
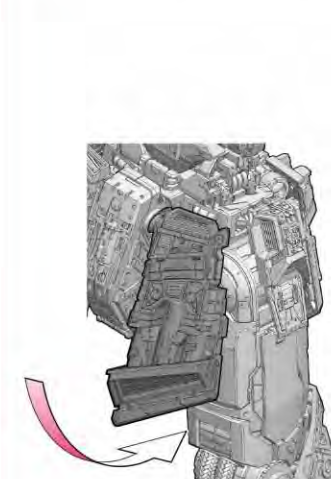
[RIGHT LEG]

〈省略画像〉  
<Abbreviated image>

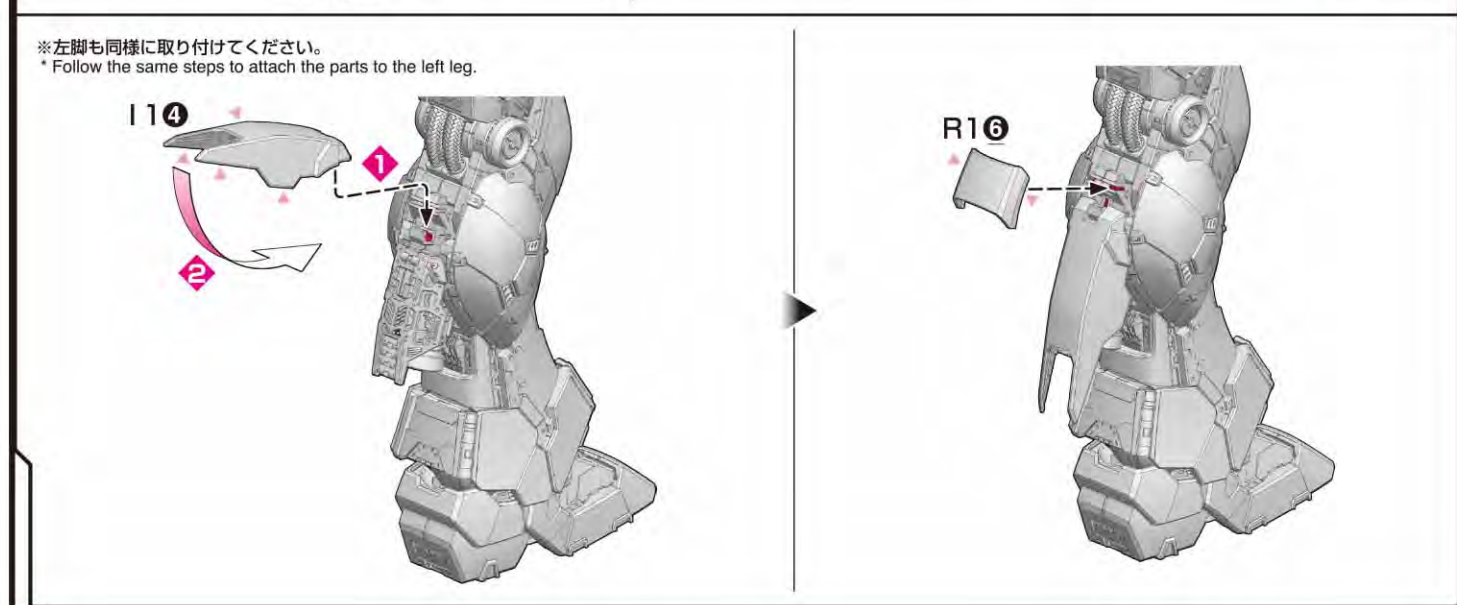
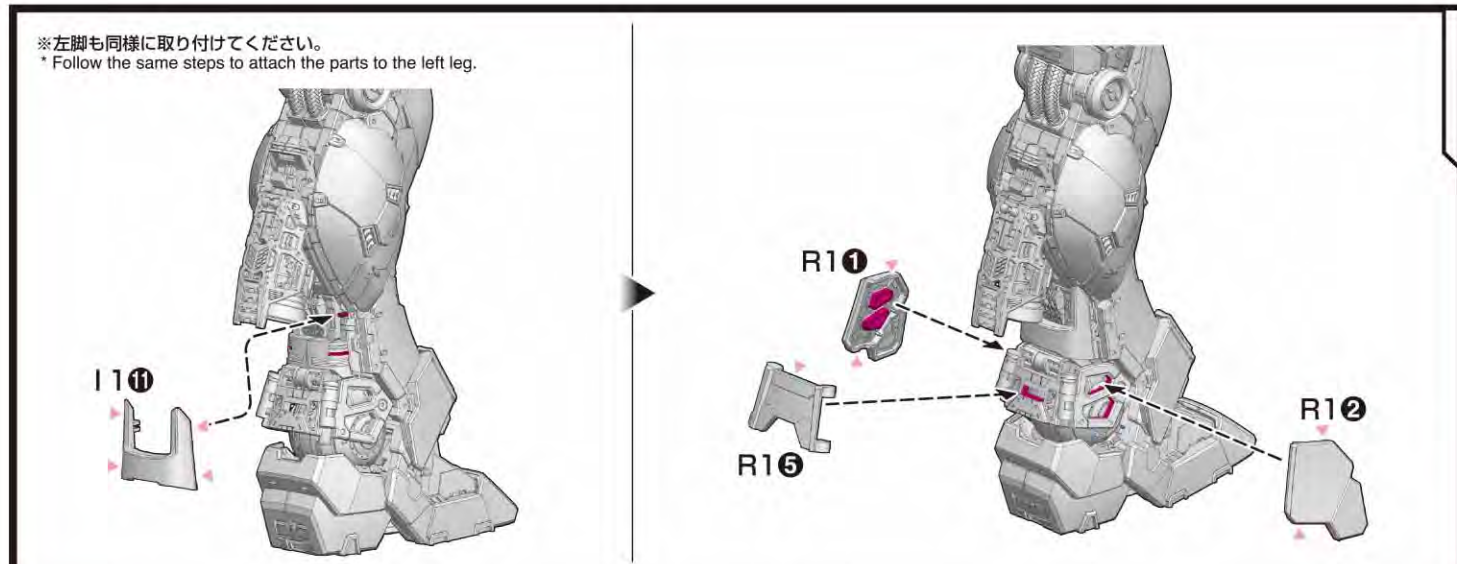
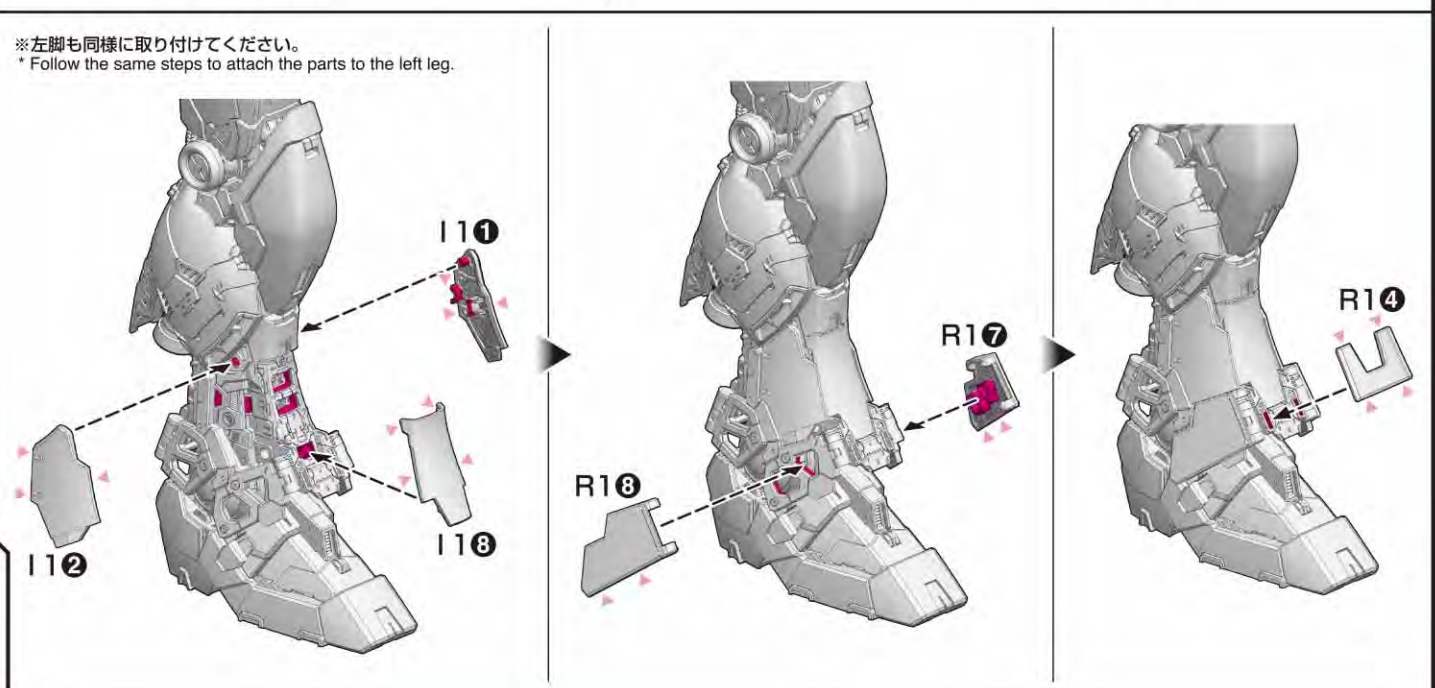
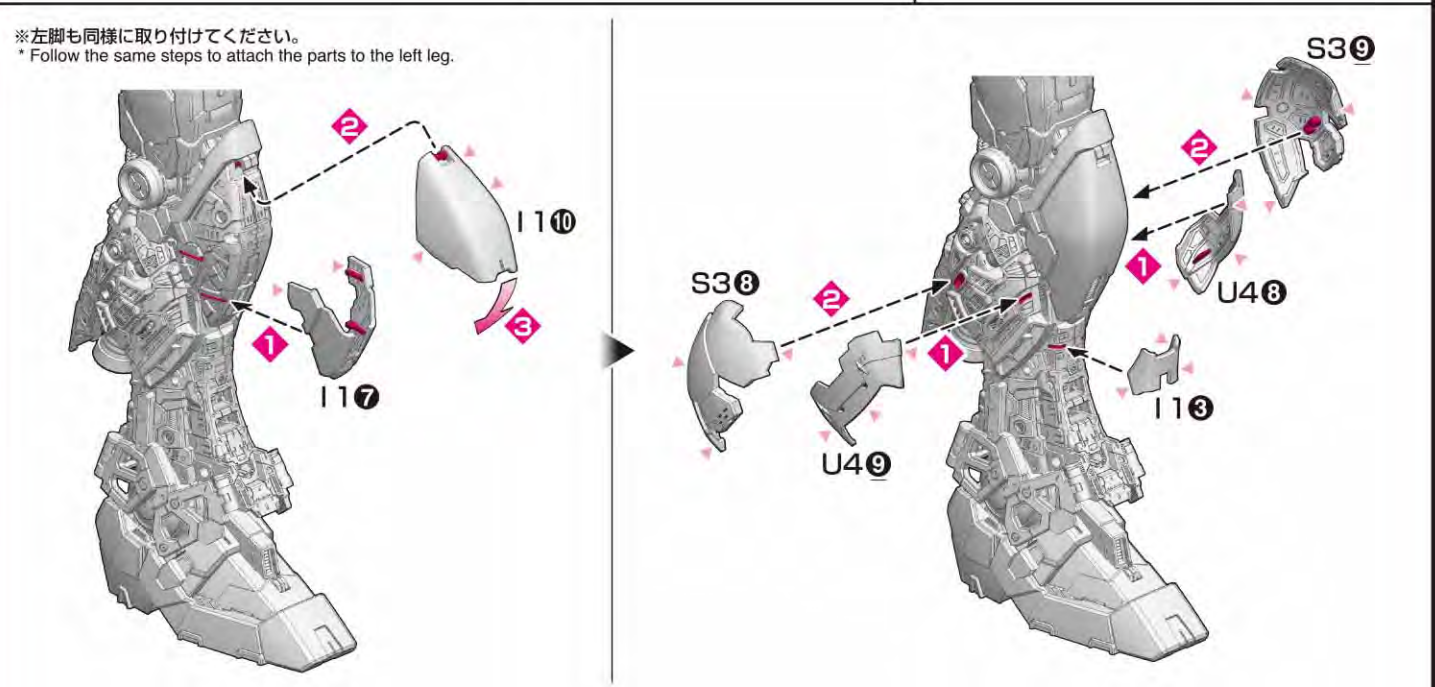
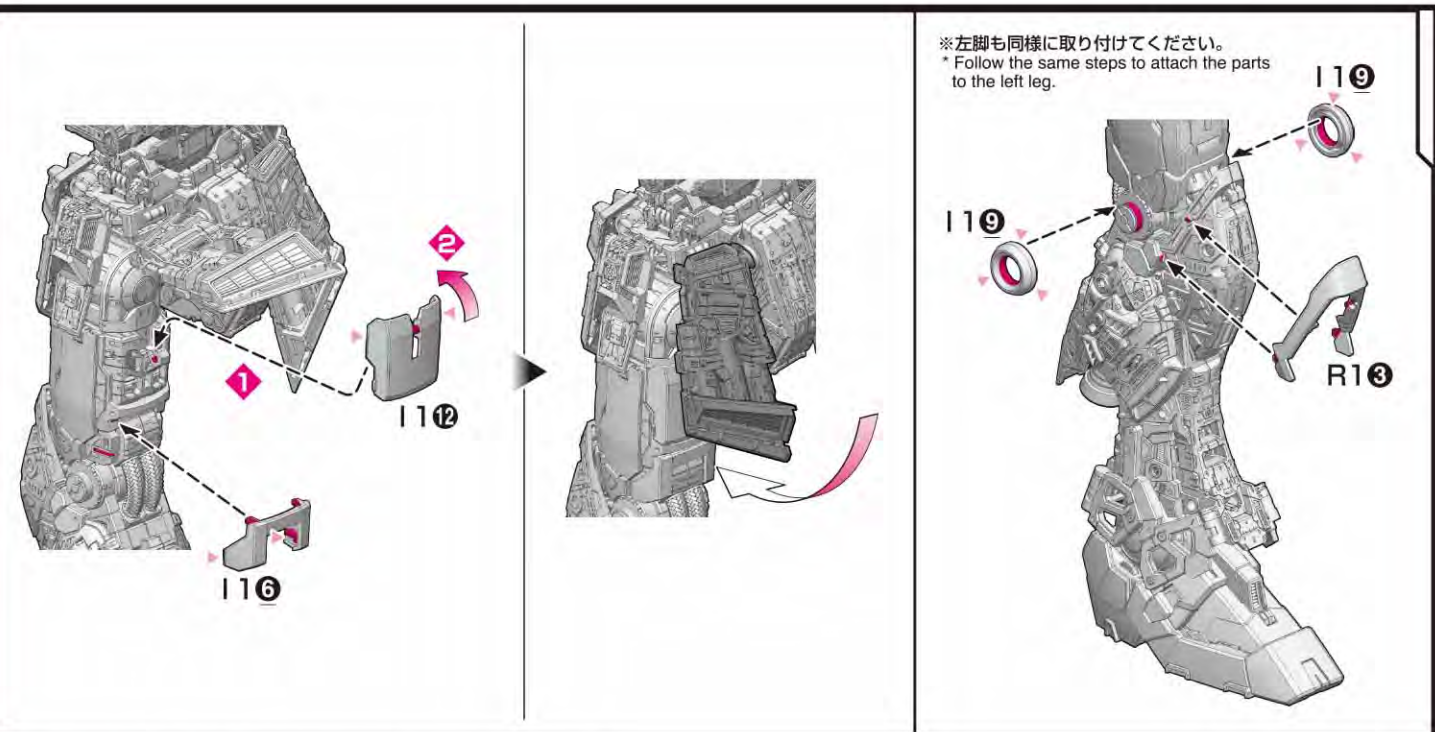


[LEFT LEG]

〈省略画像〉  
<Abbreviated image>







## WAIST-ARMOR

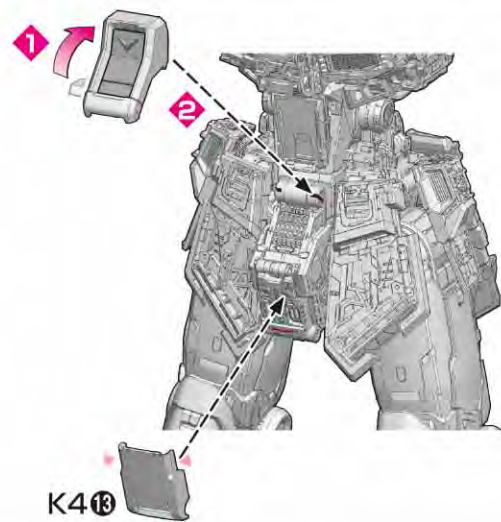
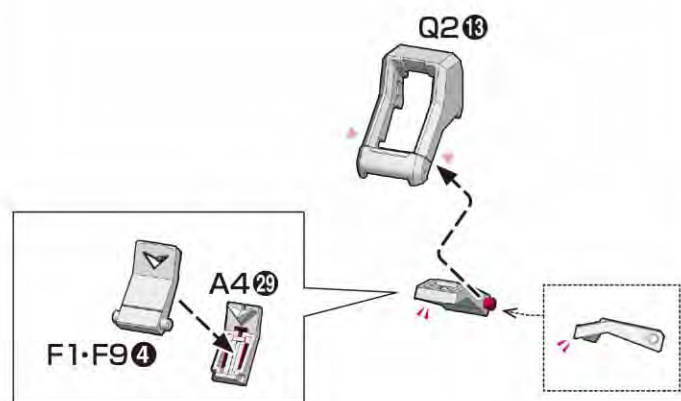
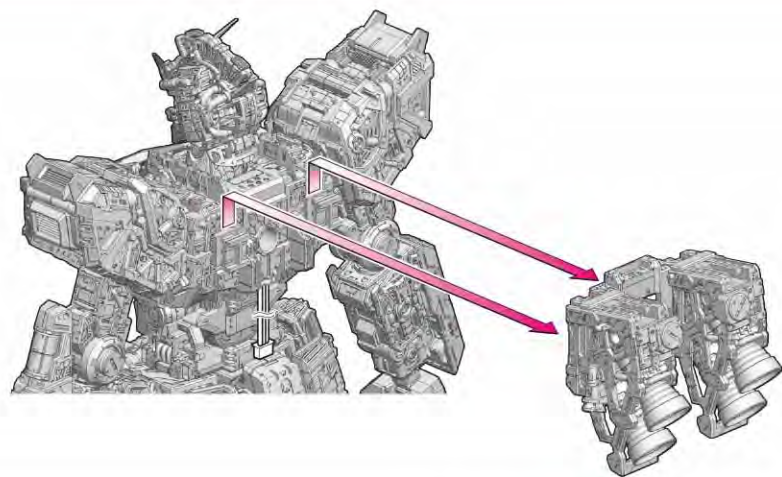
**メインパーツ (WAIST-ARMORで使うパーツ)**  
Main part (Parts used for WAIST-ARMOR)

|                                                        |                                                               |                                                             |
|--------------------------------------------------------|---------------------------------------------------------------|-------------------------------------------------------------|
| A4(イロブラ)<br>A4 (Multi-colored)                         | F1・F9(レッド)<br>F1・F9 (Red)                                     | I2(ホワイト) (x2)<br>I2 (White)<br>アンダーゲートあり<br>WITH UNDER GATE |
| K4(ホワイト)<br>K4 (White)<br>アンダーゲートあり<br>WITH UNDER GATE | Q2(ライトグレー)<br>Q2 (Light gray)<br>アンダーゲートあり<br>WITH UNDER GATE | XB1(シルバー)<br>XB1 (Silver)<br>アンダーゲートあり<br>WITH UNDER GATE   |

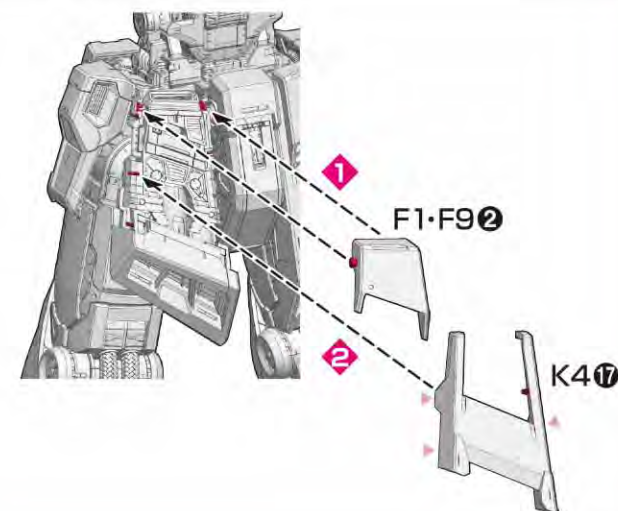
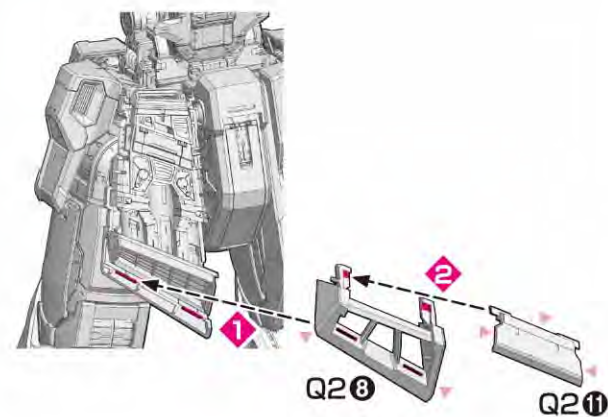
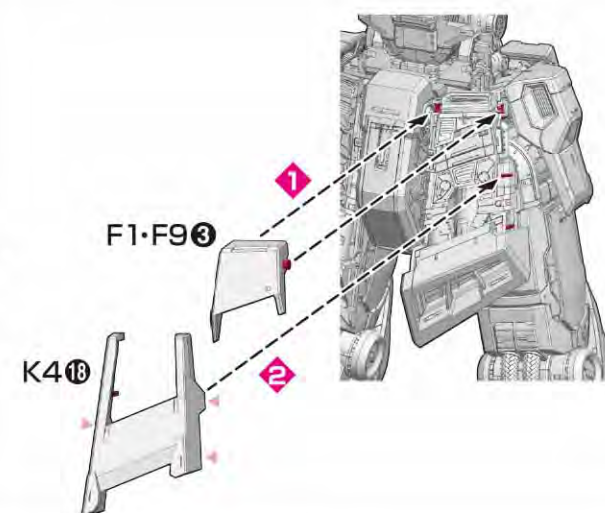
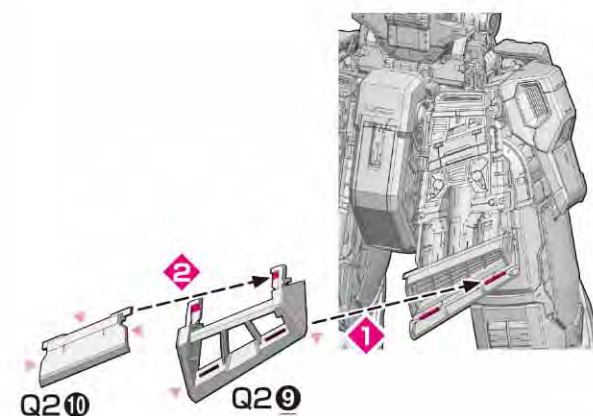
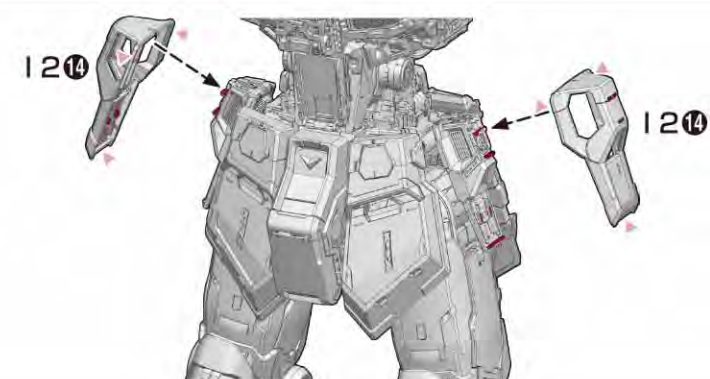
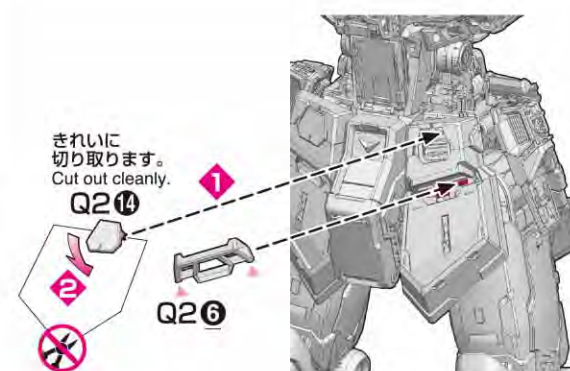
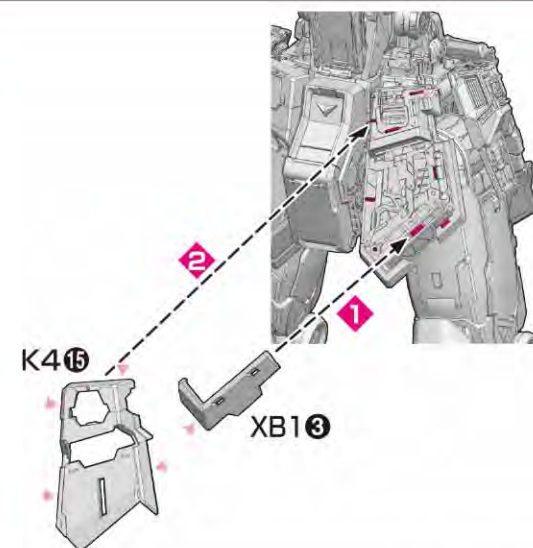
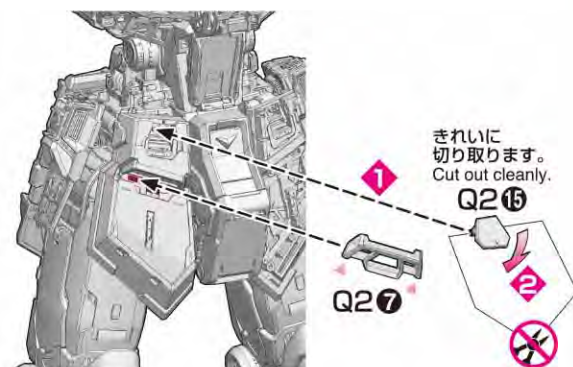
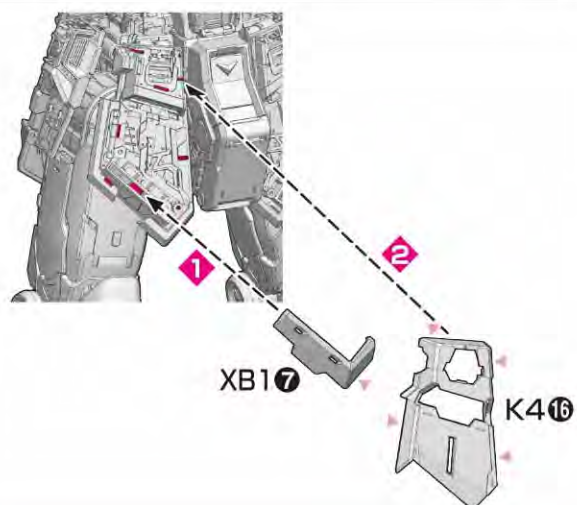
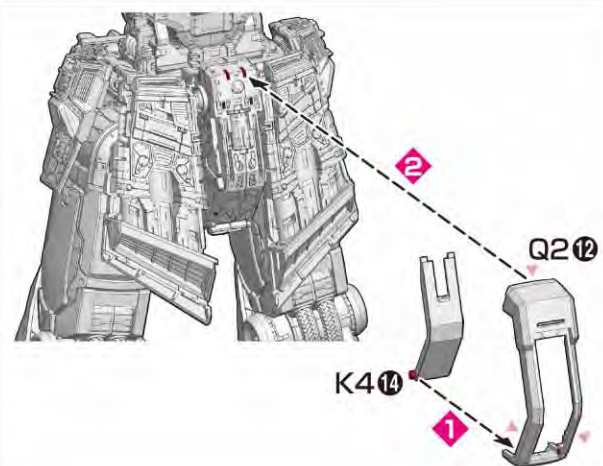
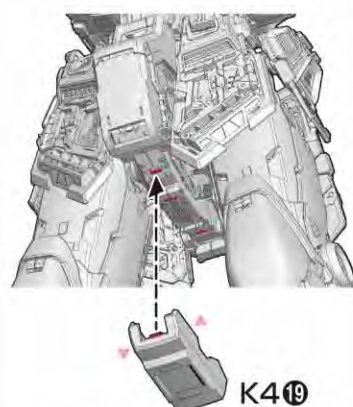
**サブパーツ (他の組み立てでも使うパーツ)**  
Sub part (Parts used to assemble other sections)

メタリック3Dシール  
Metallic 3D Stickers





# METALLIC 3D STICKERS LOCATION ～メタリック3Dシールの貼り位置～





# CHEST-ARMOR

A2(イロブラ)  
A2 (Multi-colored)  
アンダーゲートあり  
WITH UNDER GATE



K1(ホワイト)  
K1 (White)  
アンダーゲートあり  
WITH UNDER GATE



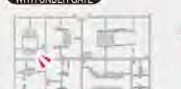
P4(ライトグレー)  
P4 (Light gray)  
アンダーゲートあり  
WITH UNDER GATE



S4(ブラック)  
S4 (Black)  
アンダーゲートあり  
WITH UNDER GATE



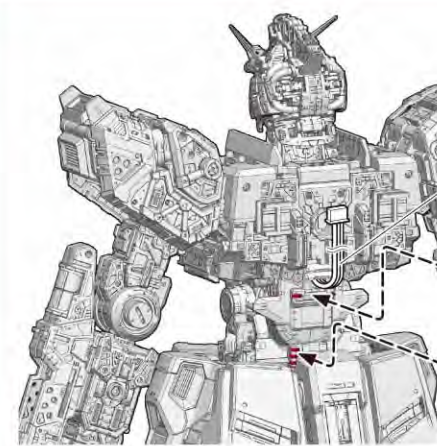
S4・S5(ブラック)  
S4・S5 (Black)  
アンダーゲートあり  
WITH UNDER GATE



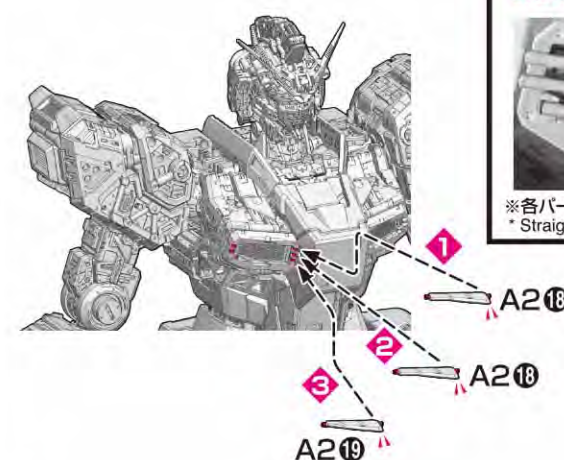
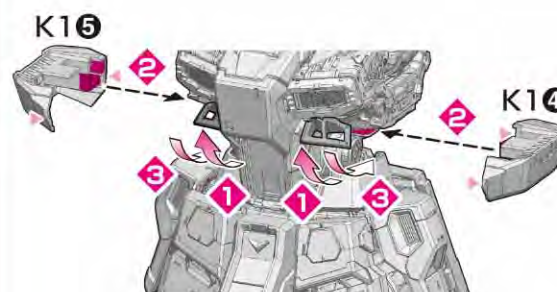
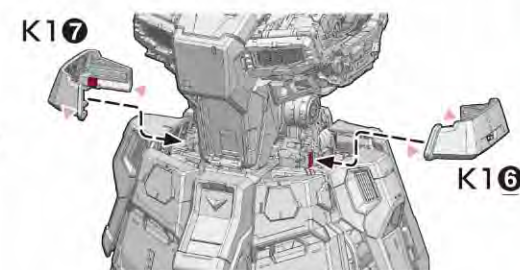
U3(ダークブルー)  
U3 (Dark blue)  
アンダーゲートあり  
WITH UNDER GATE



X1(ダークグレー)  
X1 (Dark gray)



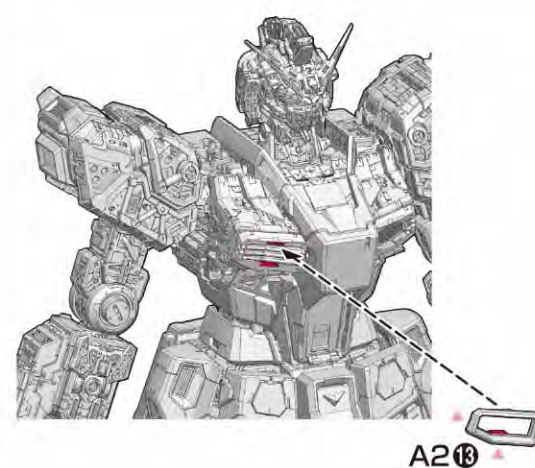
※リード線をよけながら取り付けください。  
\* Attach the part while avoiding the wire.



CHECK



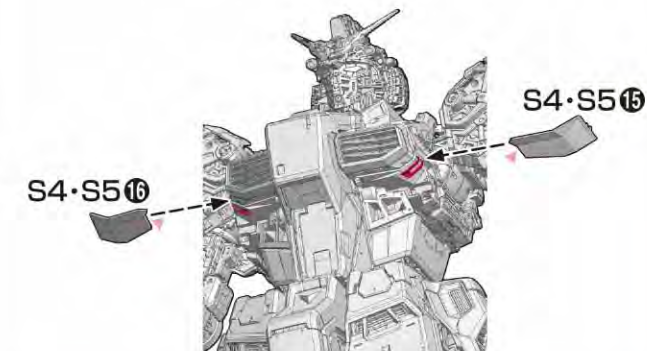
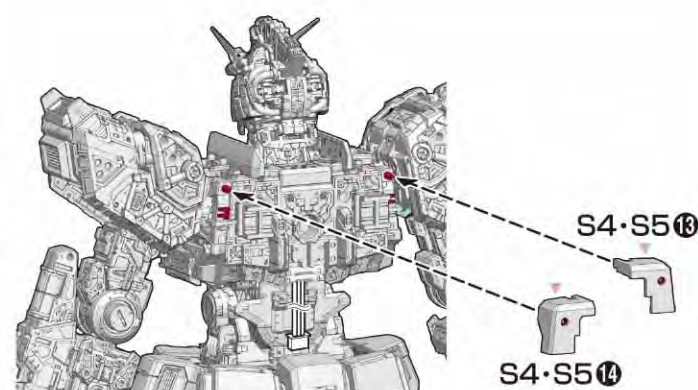
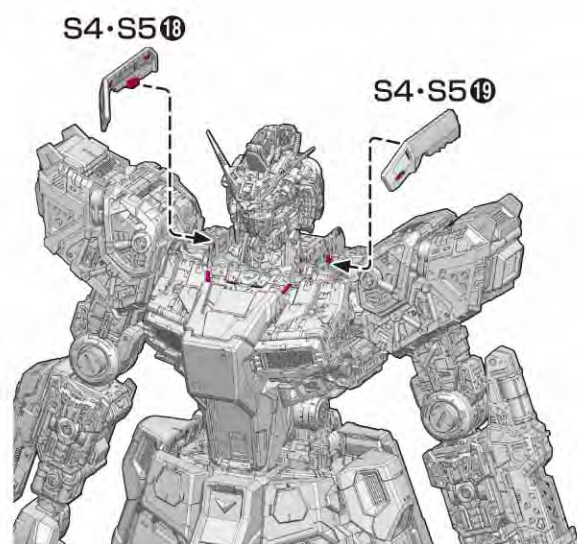
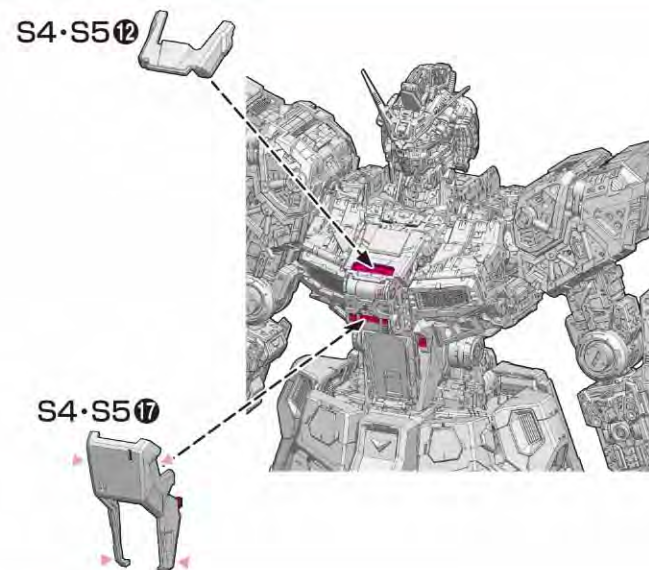
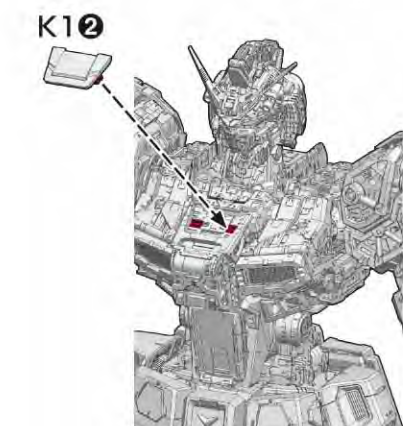
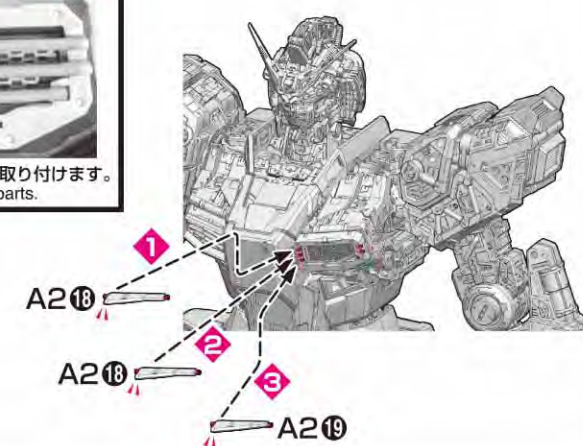
※各パーツをまっすぐ取り付けます。  
\* Straightly insert the parts.



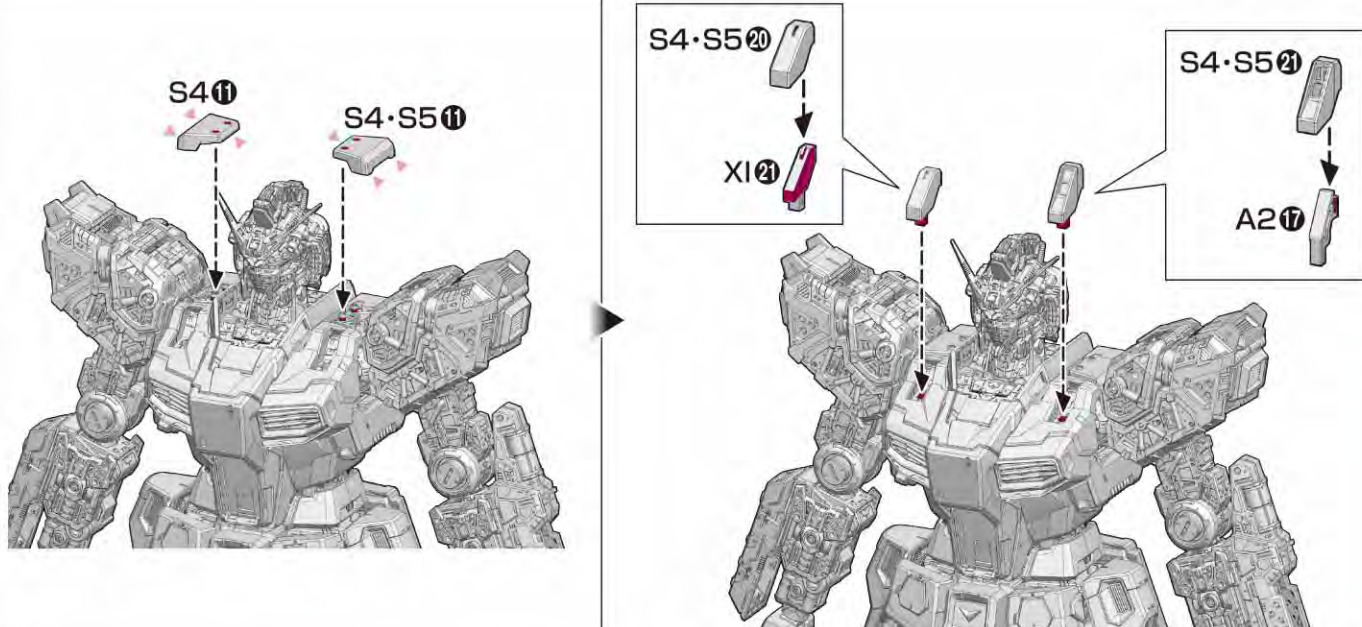
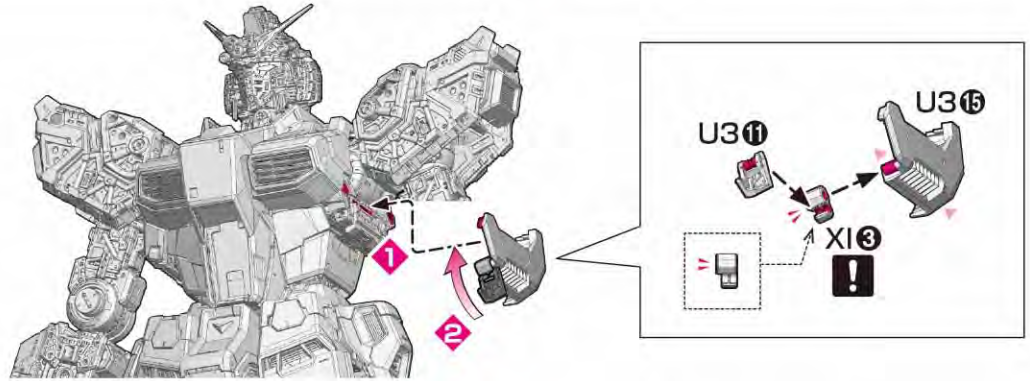
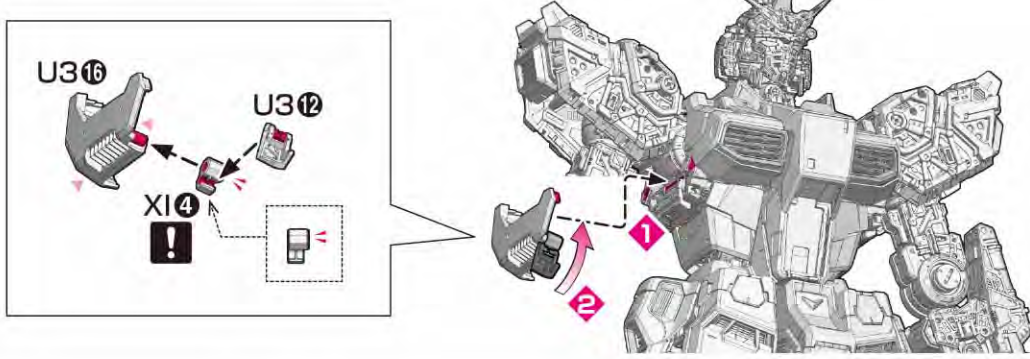
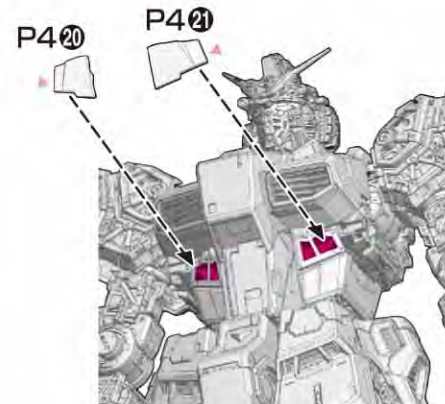
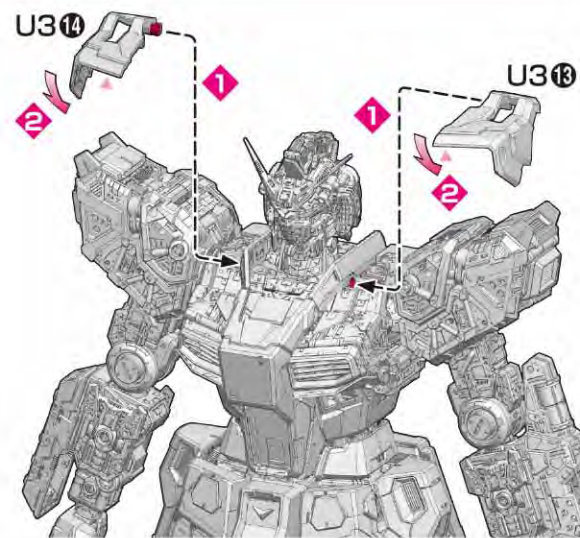
CHECK



※各パーツをまっすぐ取り付けます。  
\* Straightly insert the parts.





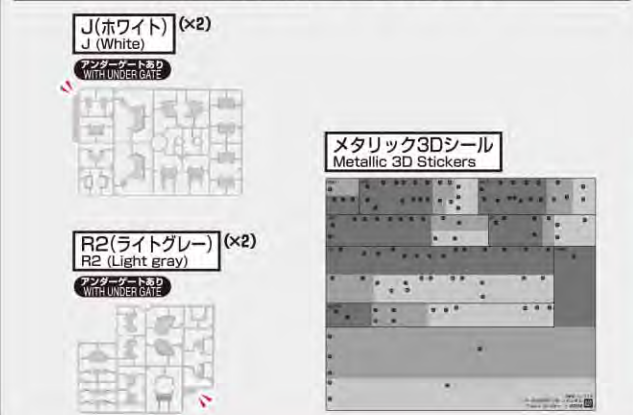


# ARMS-ARMOR

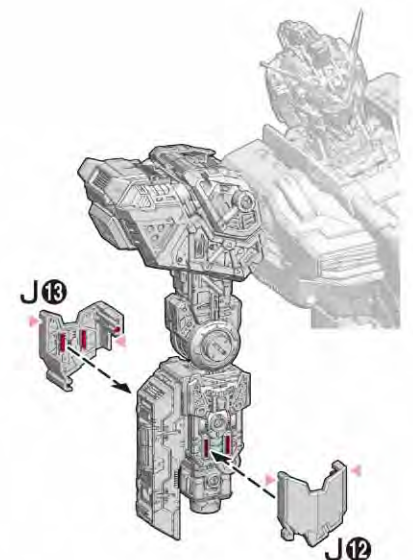
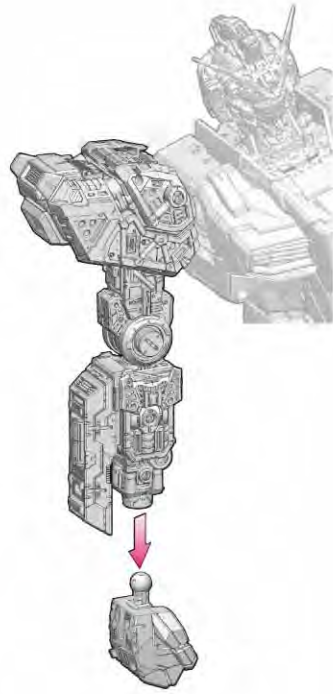
## メインパーツ (ARMS-ARMORで使うパーツ) Main part (Parts used for ARMS-ARMOR)



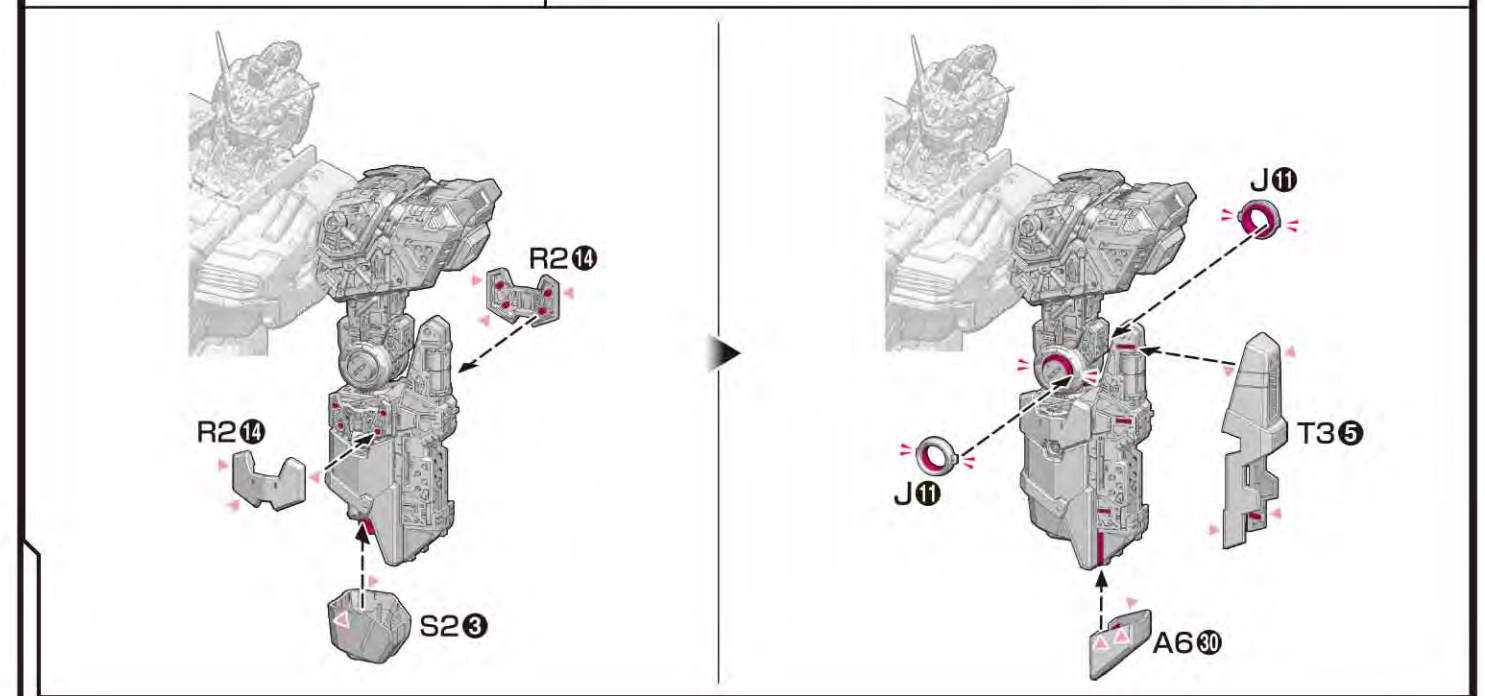
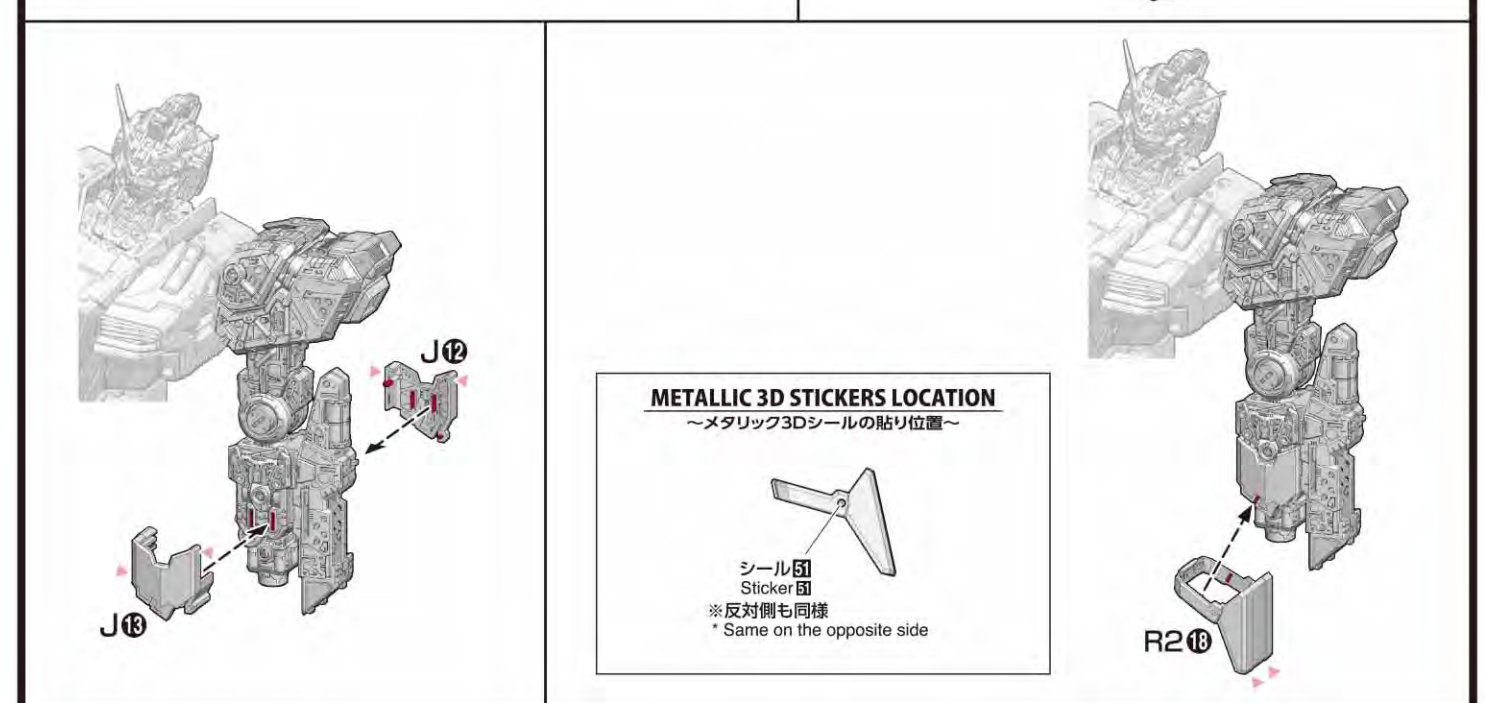
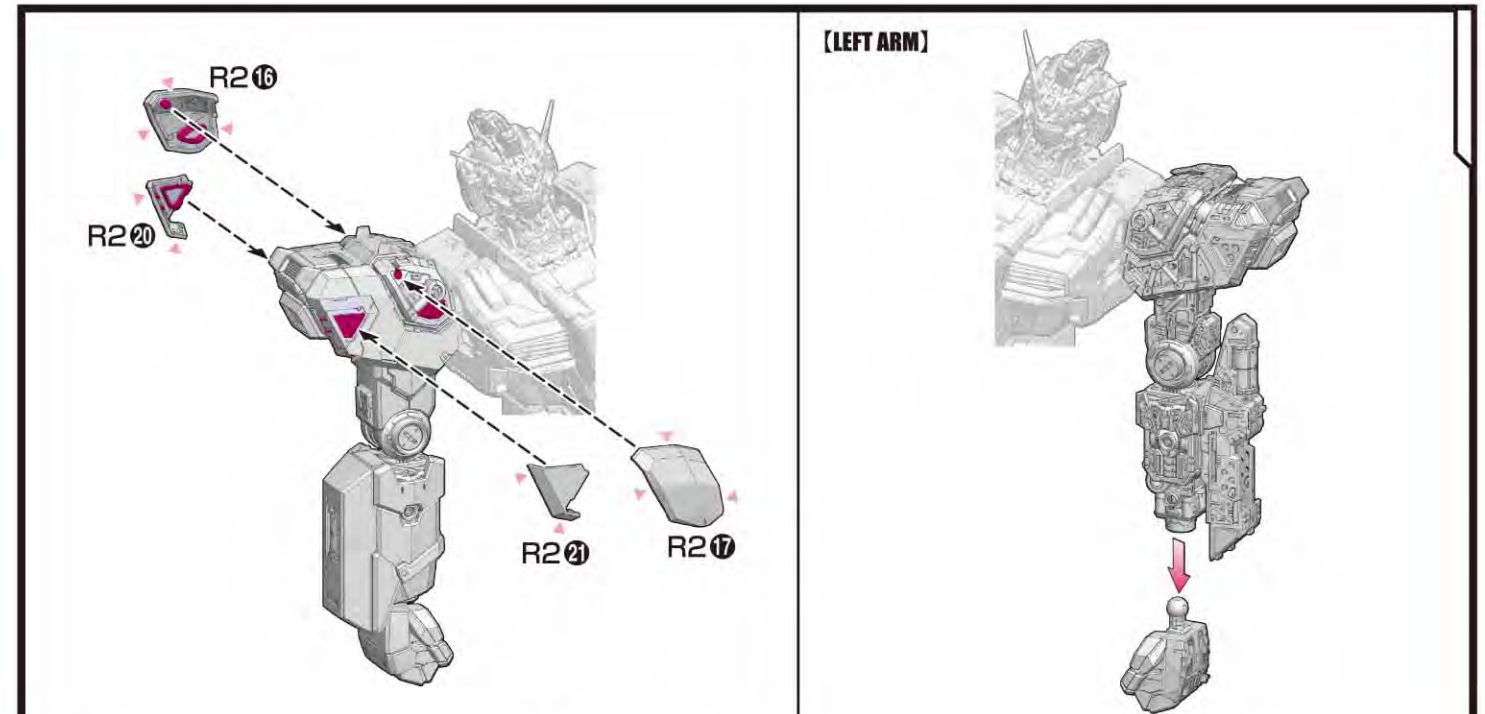
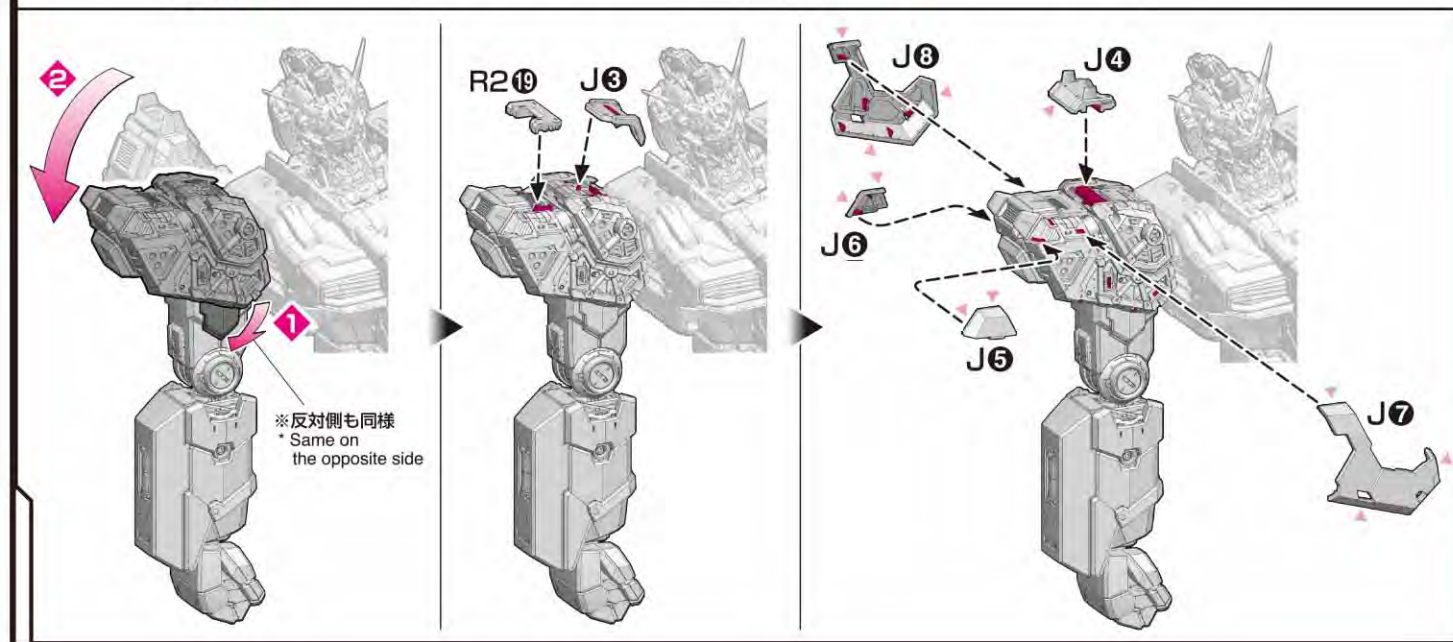
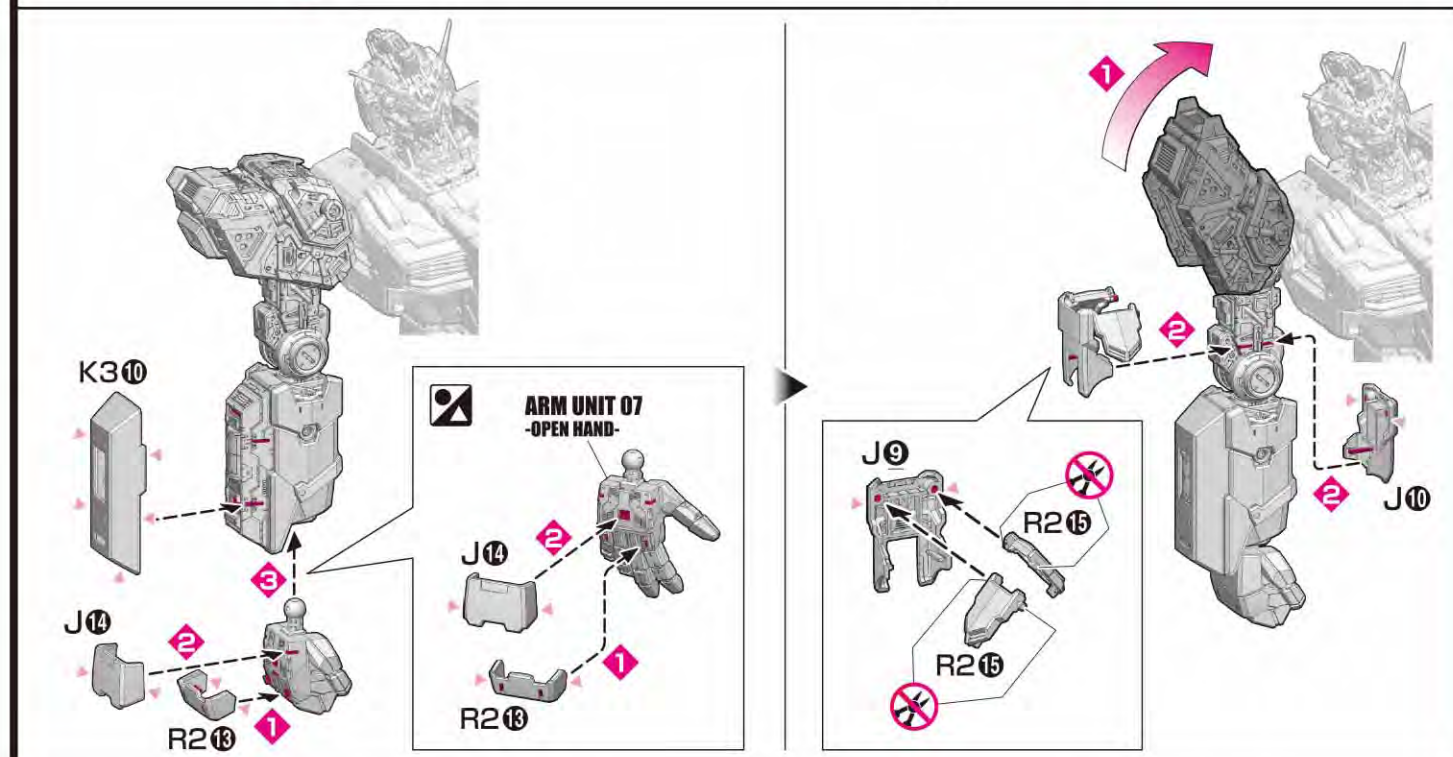
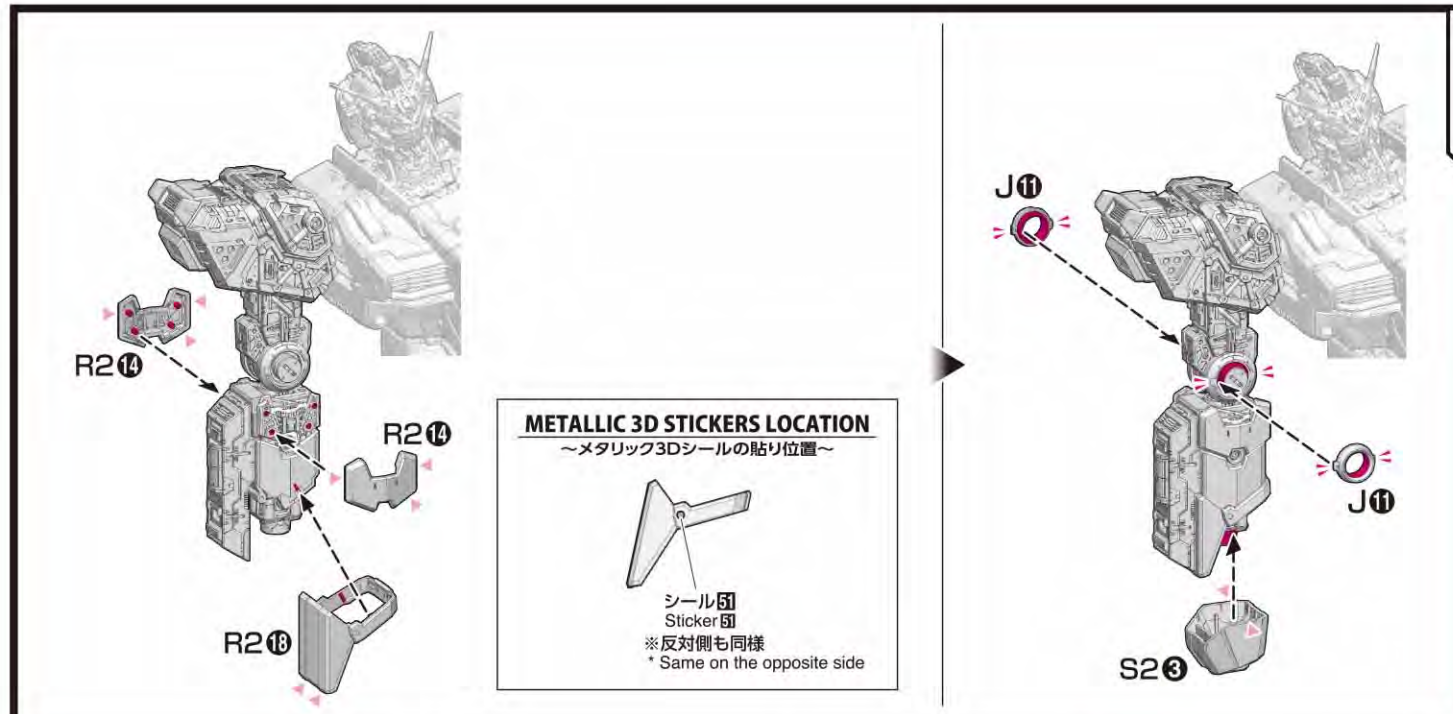
## サブパーツ (他の組み立てでも使うパーツ) Sub part (Parts used to assemble other sections)



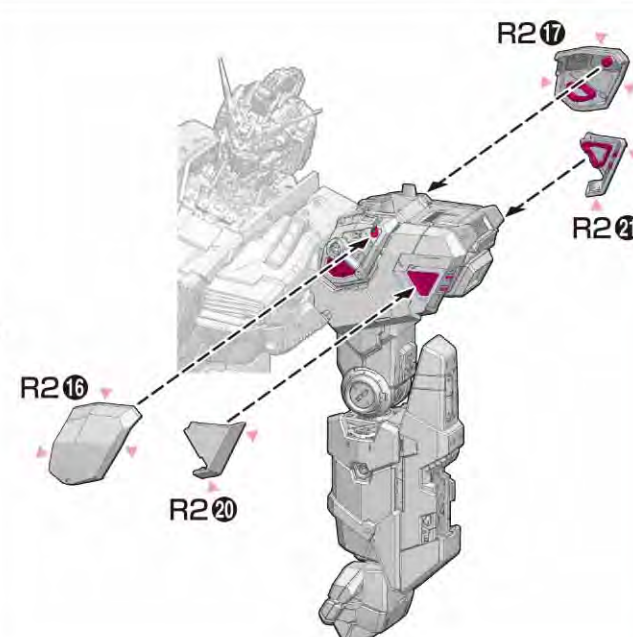
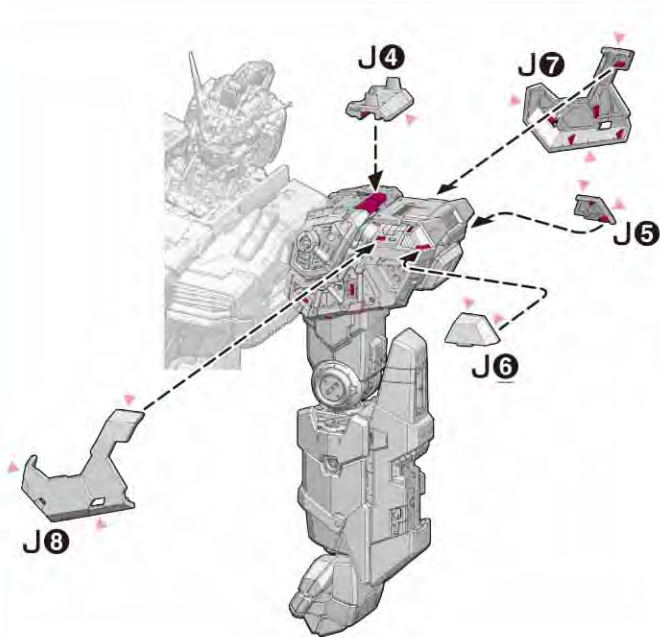
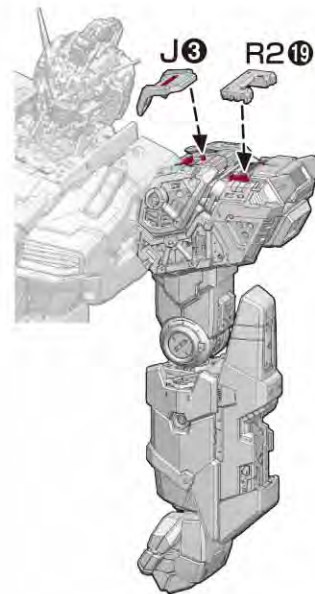
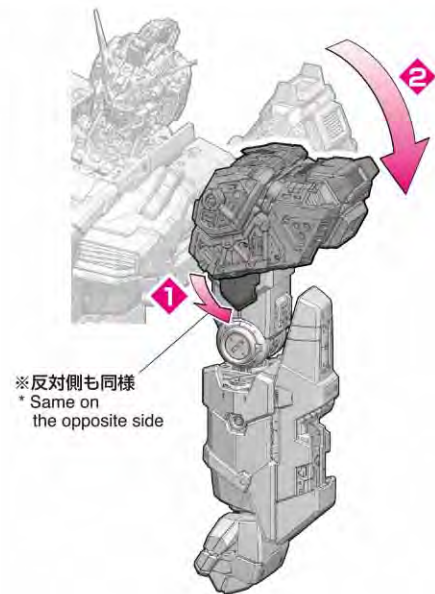
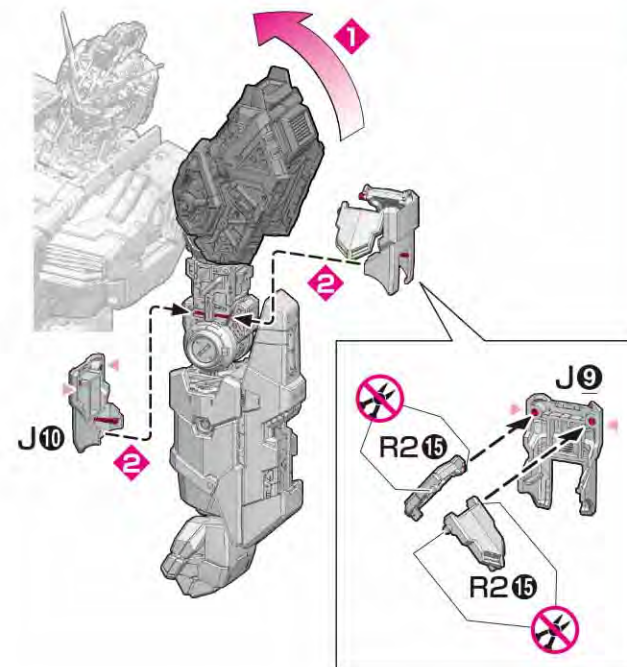
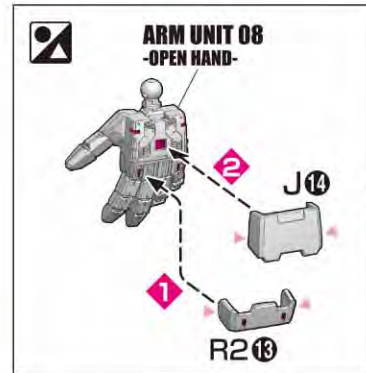
## [RIGHT ARM]



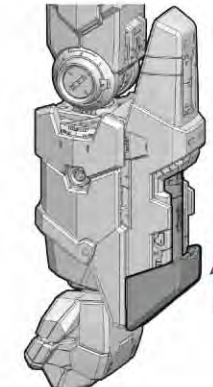
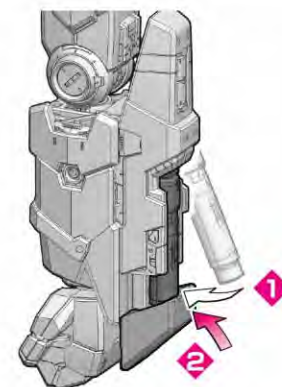
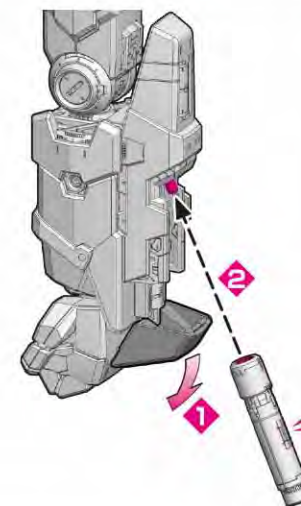
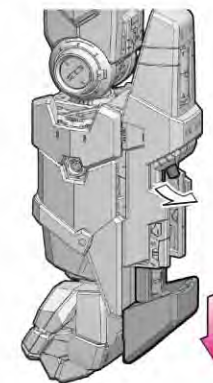
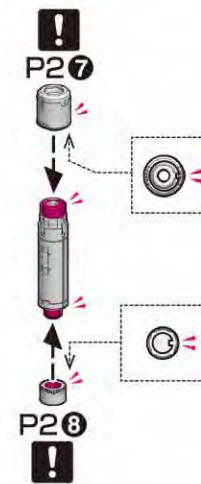
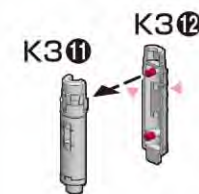








## BEAM SABER

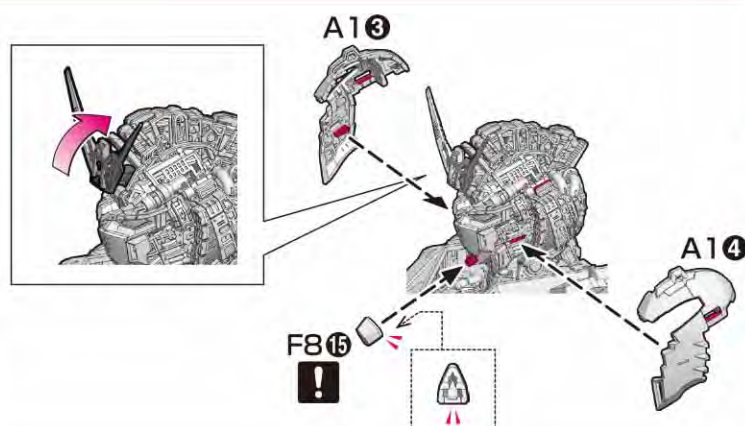
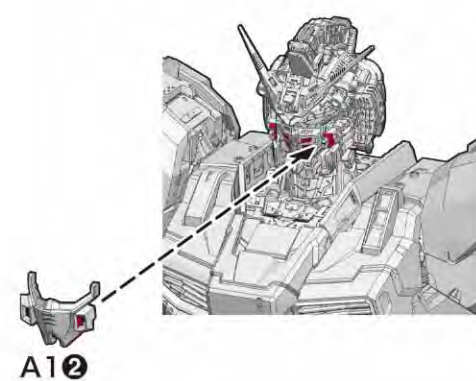


## HEAD-ARMOR

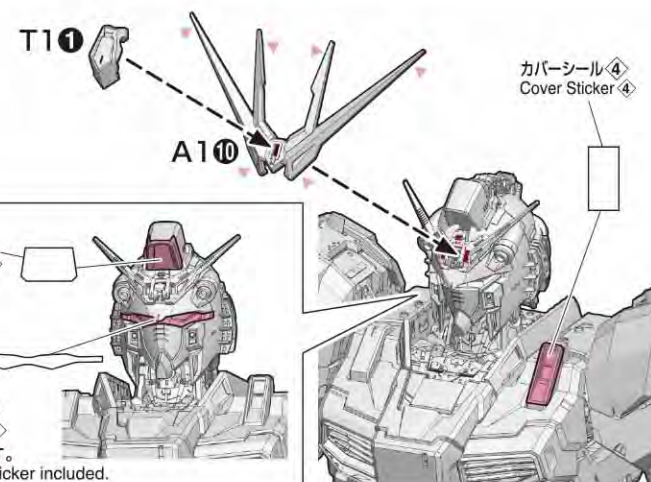
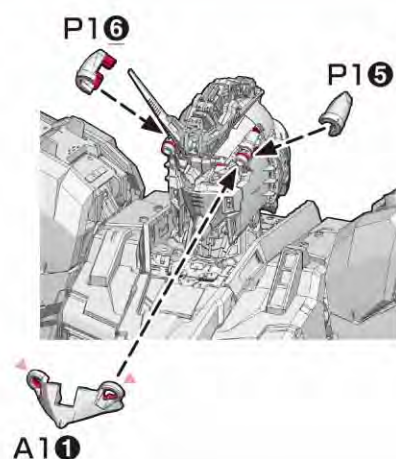
**メインパーツ (HEAD-ARMORで使うパーツ)**  
Main part (Parts used for HEAD-ARMOR)



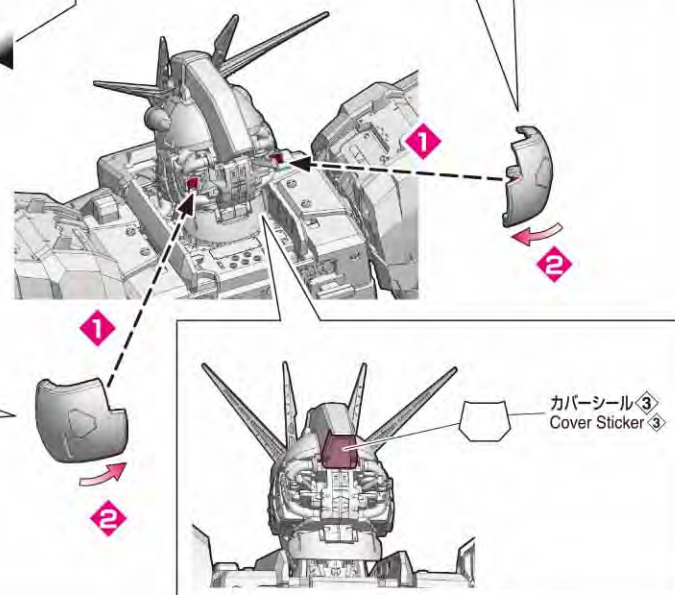
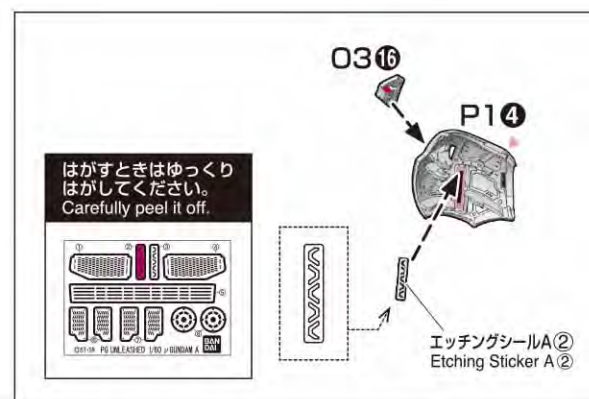
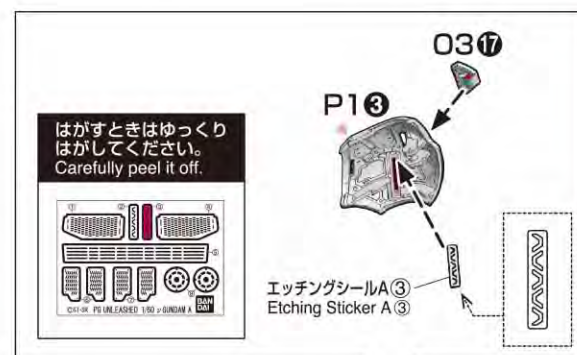
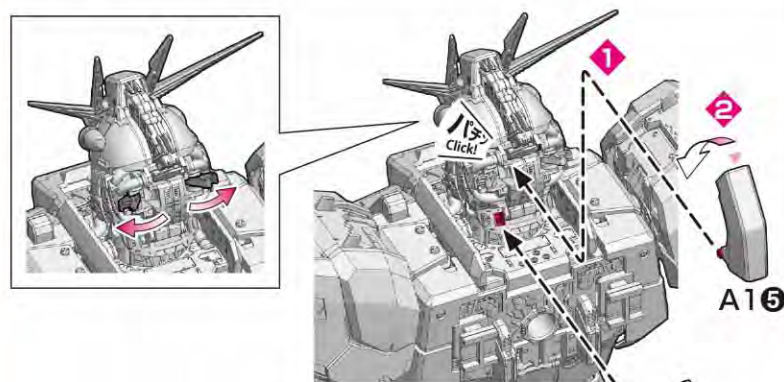
**サブパーツ (他の組み立てでも使うパーツ)**  
Sub part (Parts used to assemble other sections)





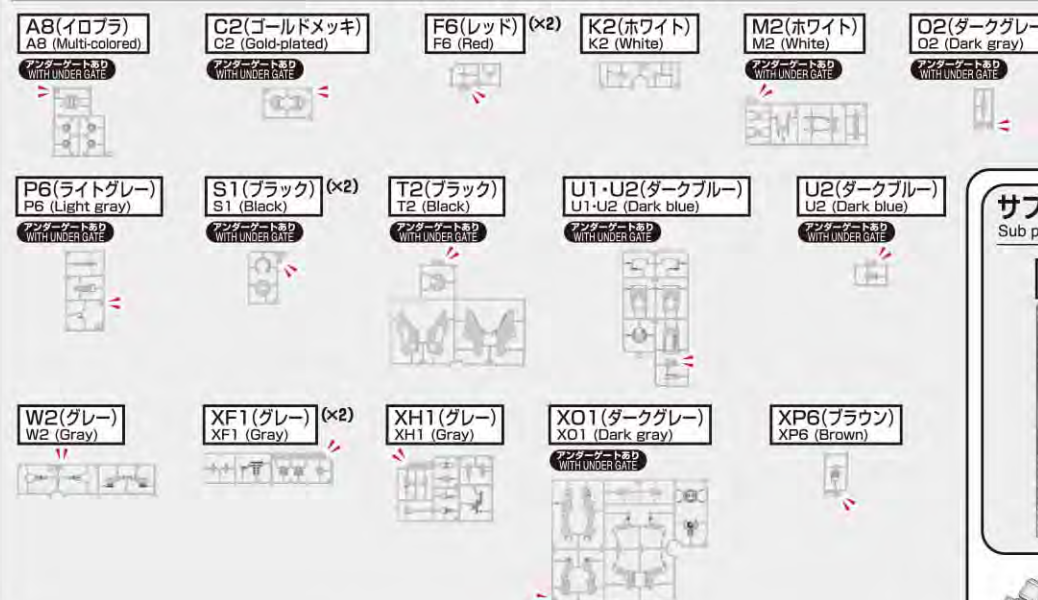


※画像は作品中のものです。  
\* Images are from the original work.

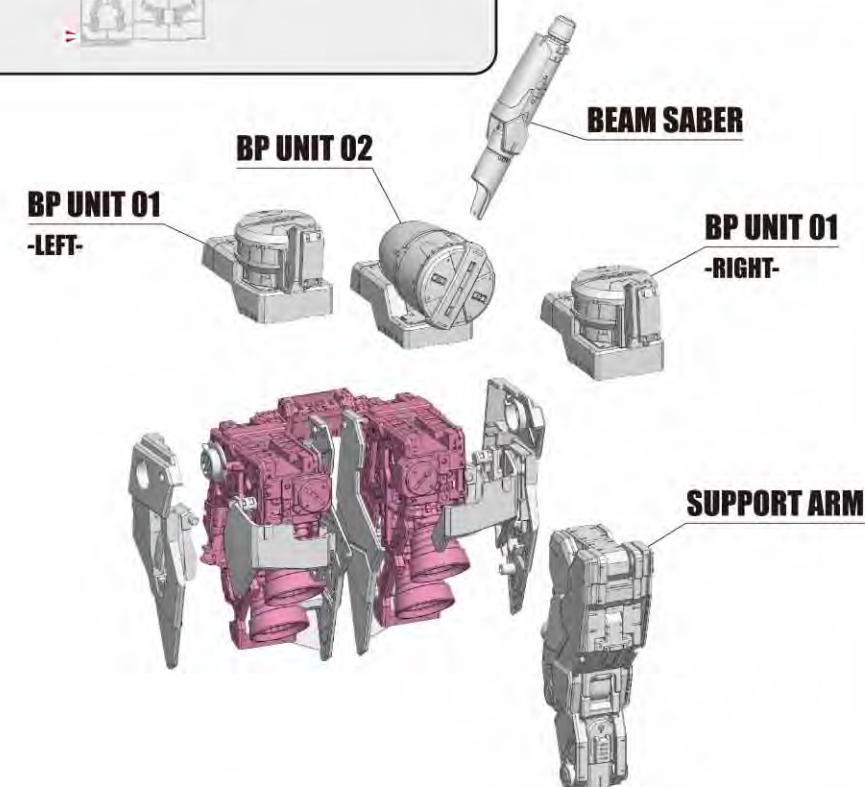
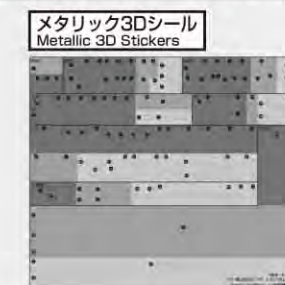


## BACKPACK-ARMOR

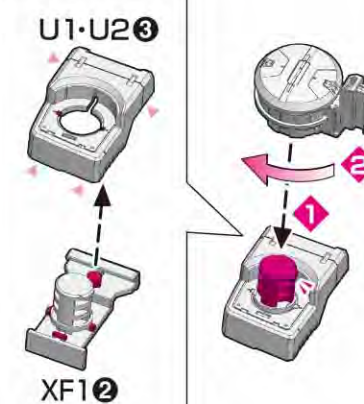
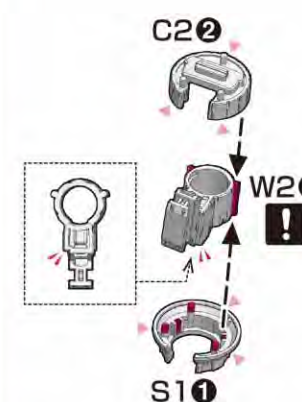
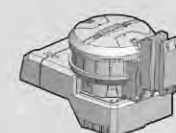
### メインパーツ (BACKPACK-ARMORで使うパーツ) Main part (Parts used for BACKPACK-ARMOR)



### サブパーツ (他の組み立てでも使うパーツ) Sub part (Parts used to assemble other sections)

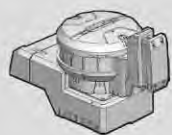


### BP UNIT 01 -LEFT-

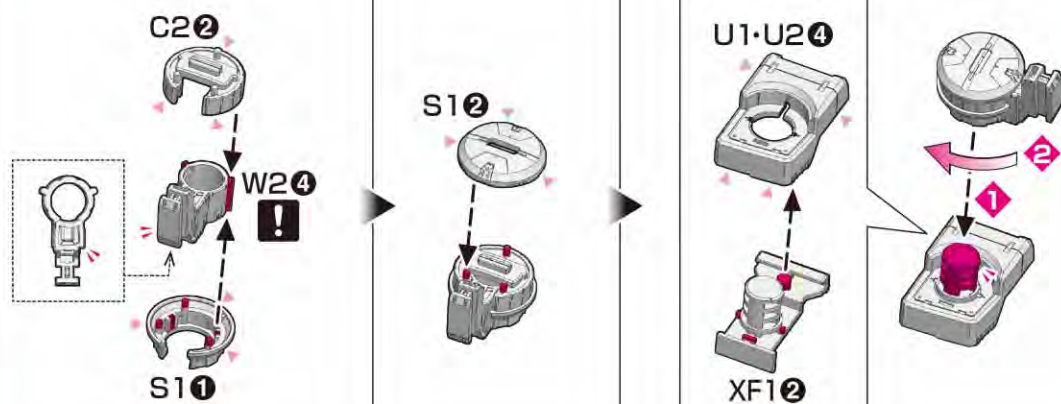




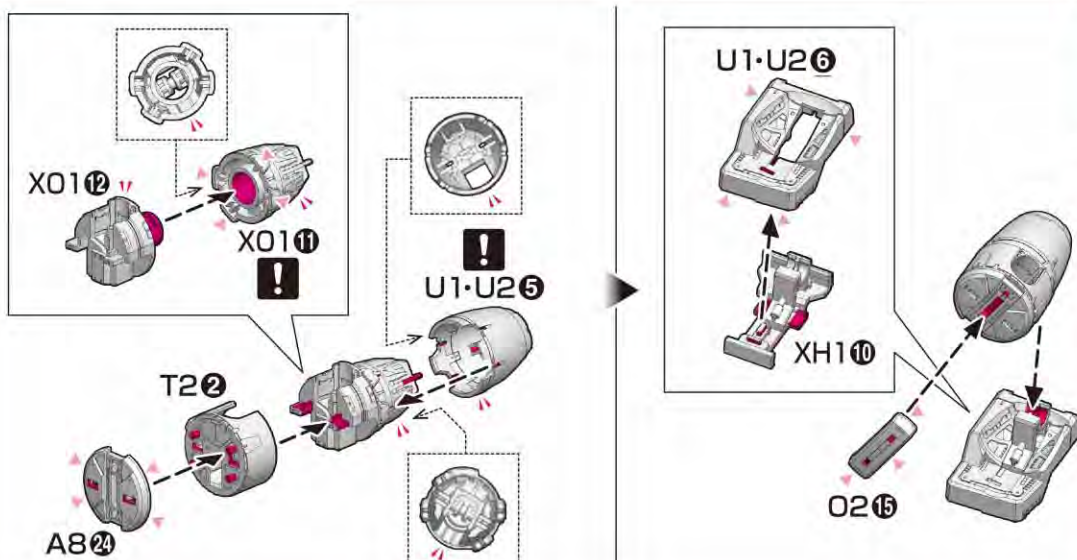
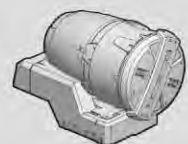
## BP UNIT 01 -RIGHT-



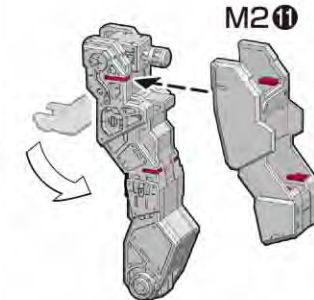
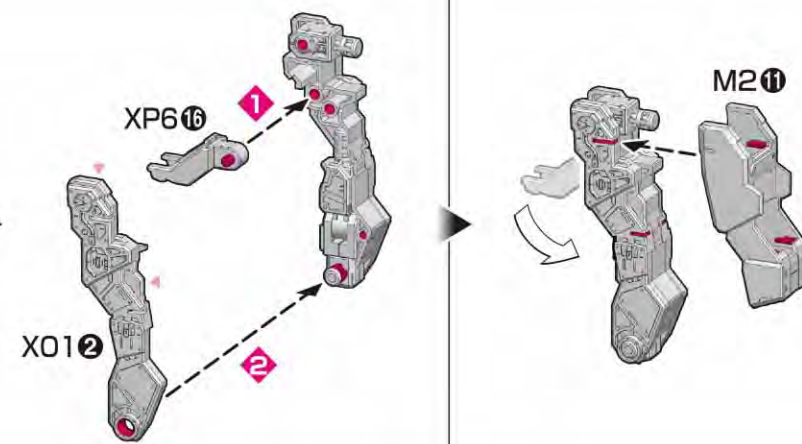
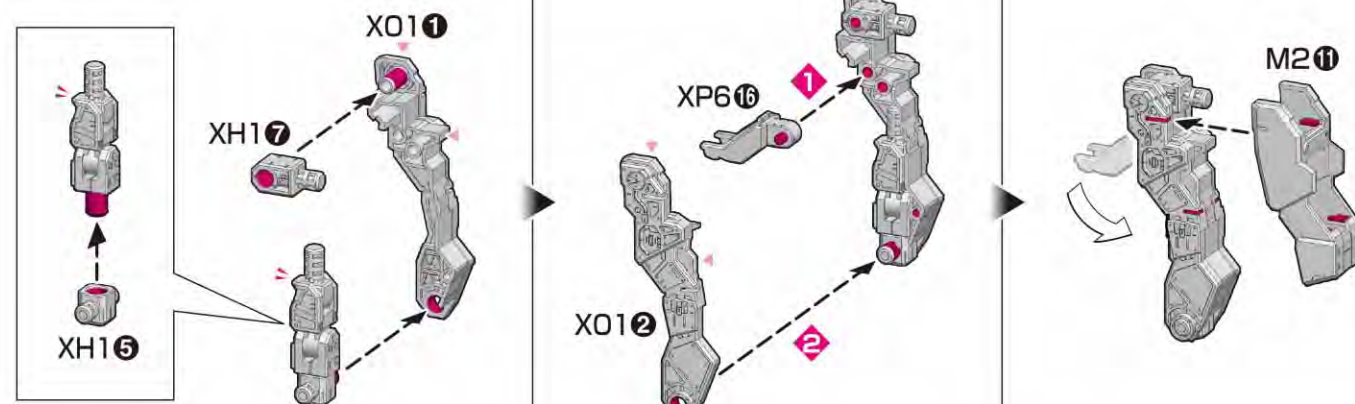
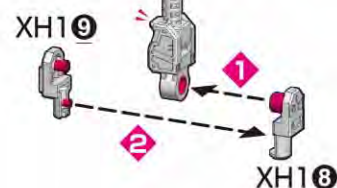
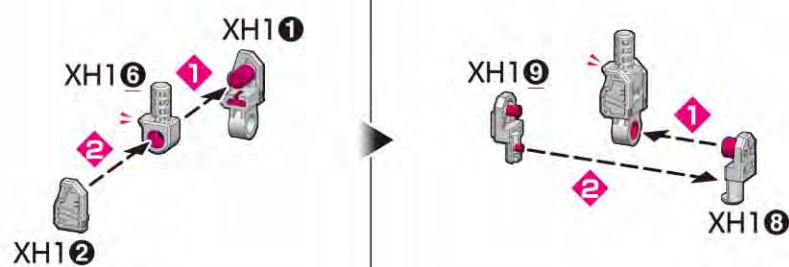
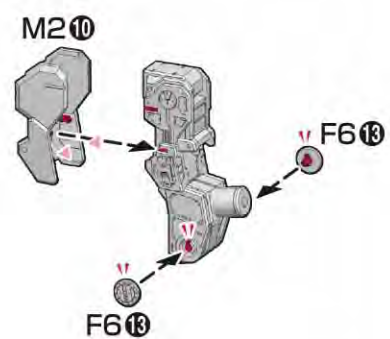
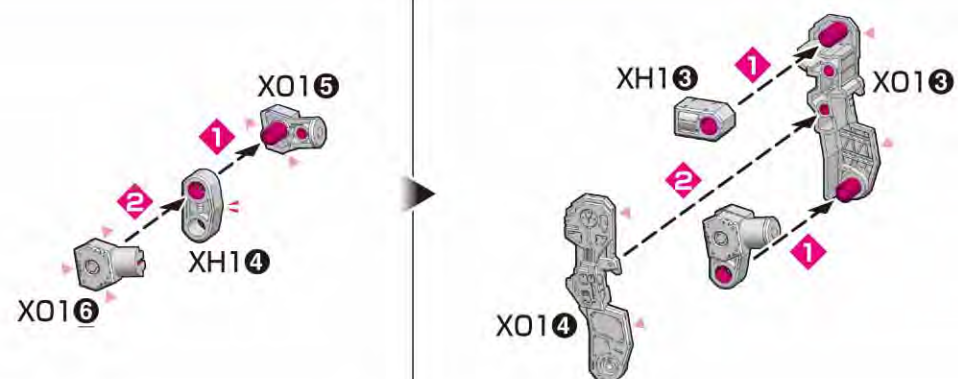
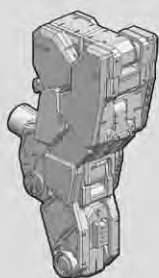
別の商品で使用するので、  
保管しておいてください。  
Please keep these parts, as they  
will be used when assembling  
other items.



## BP UNIT 02

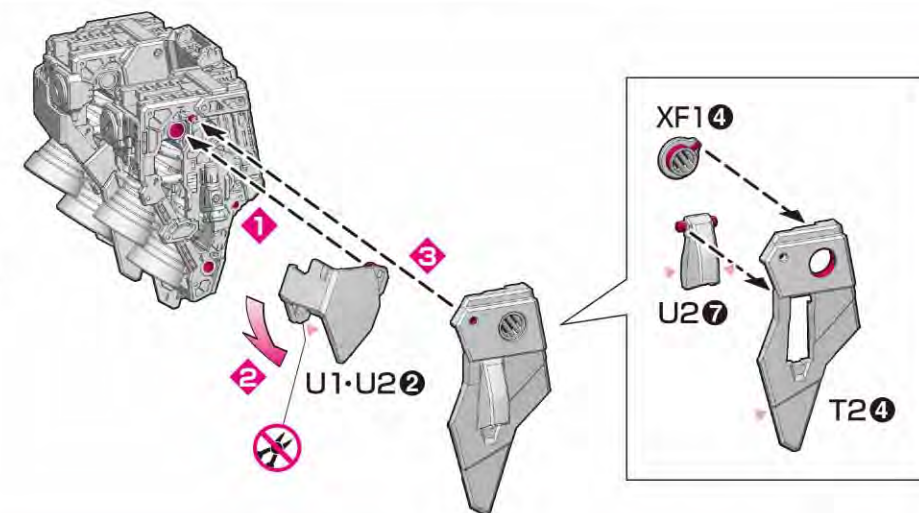
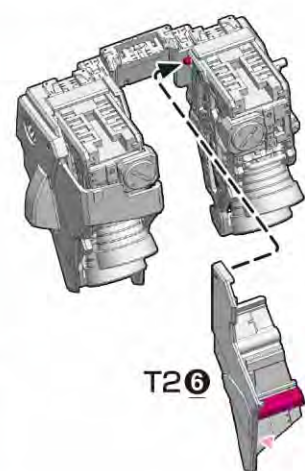
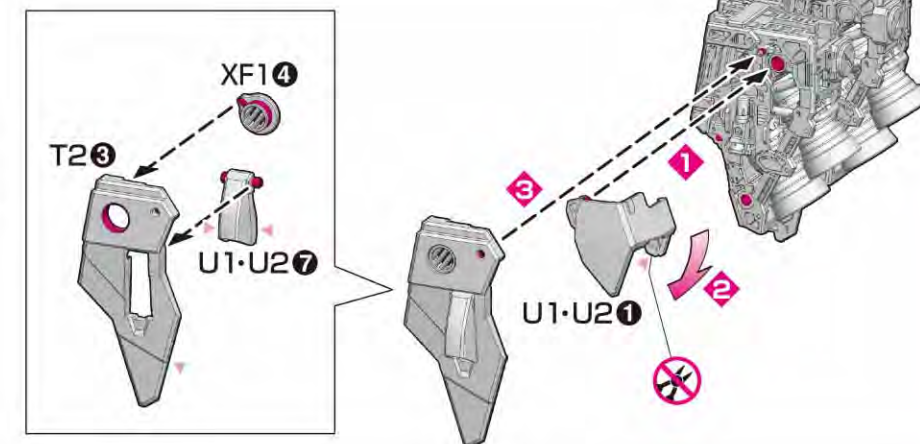
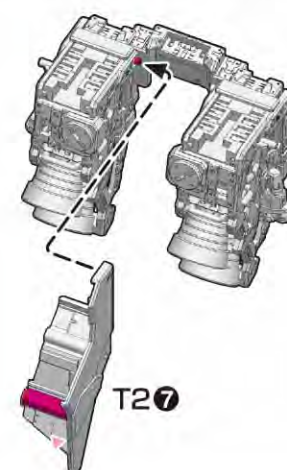
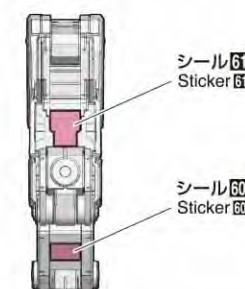
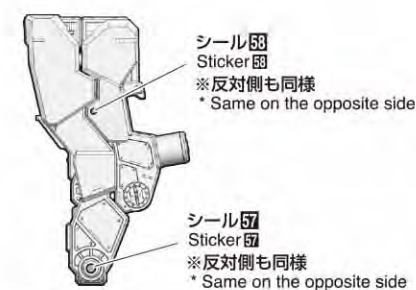
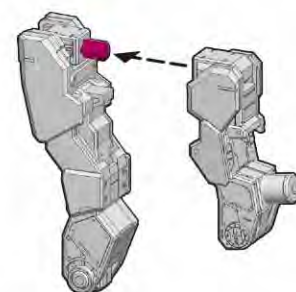


## SUPPORT ARM



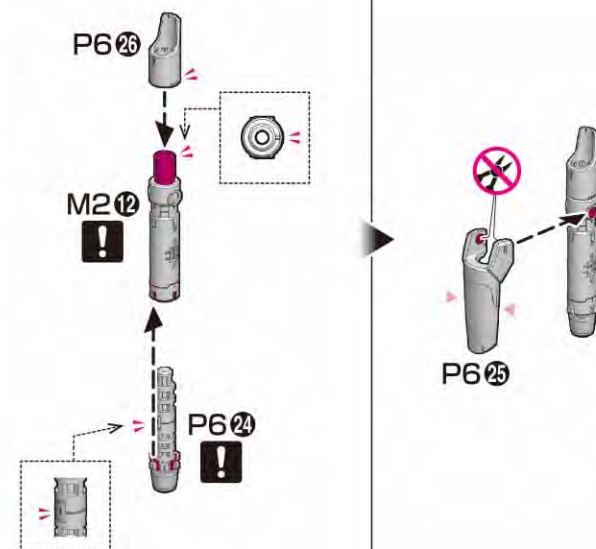
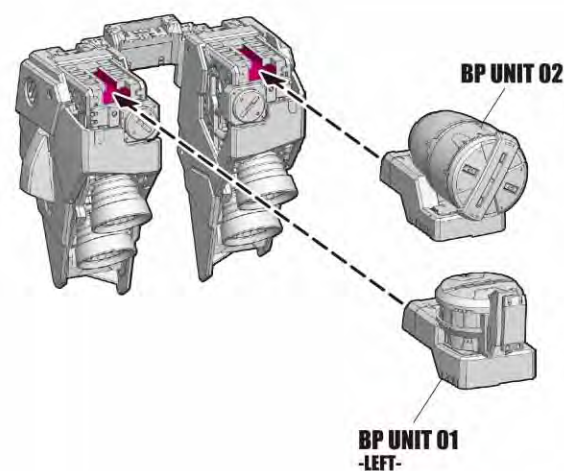
### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

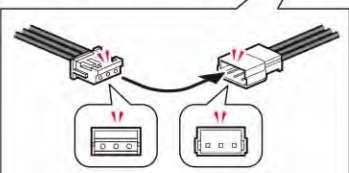
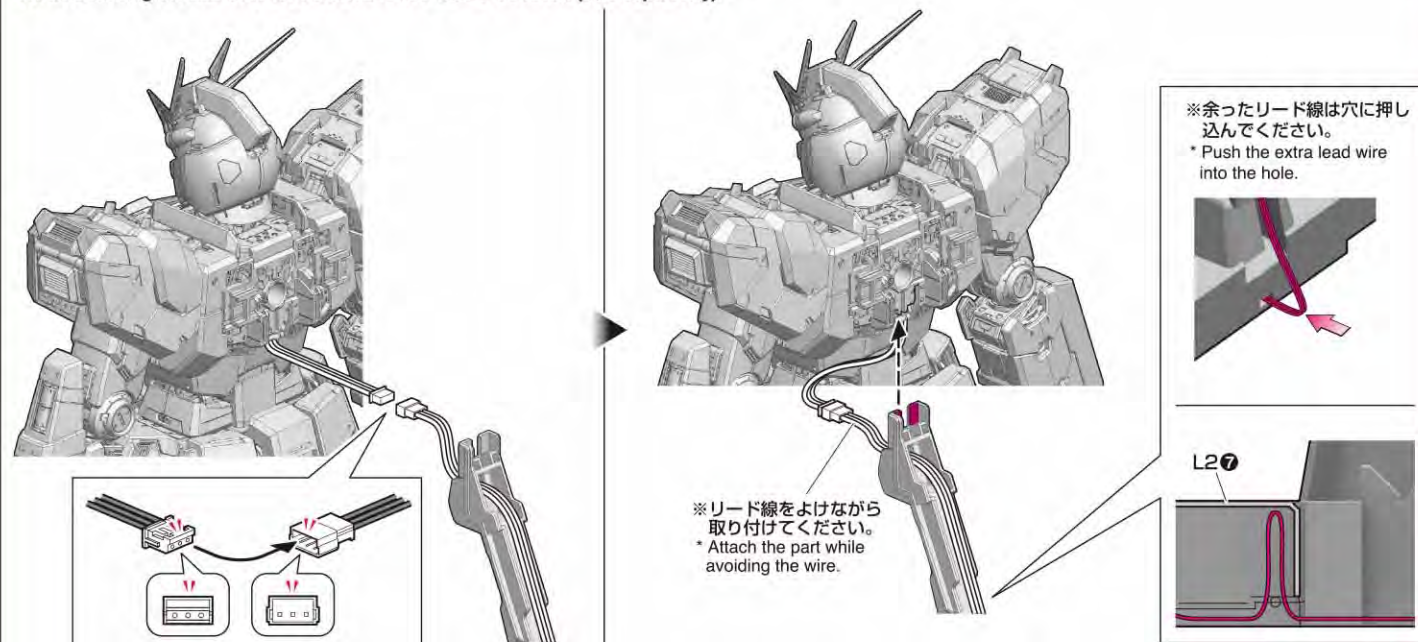




## BEAM SABER

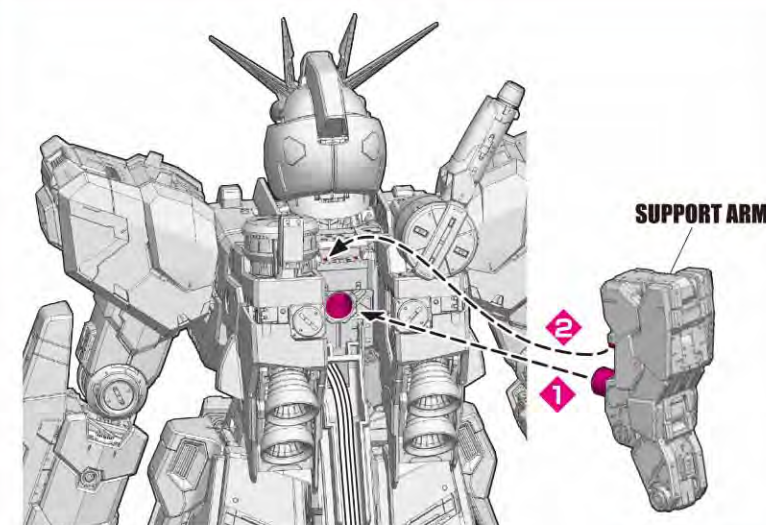
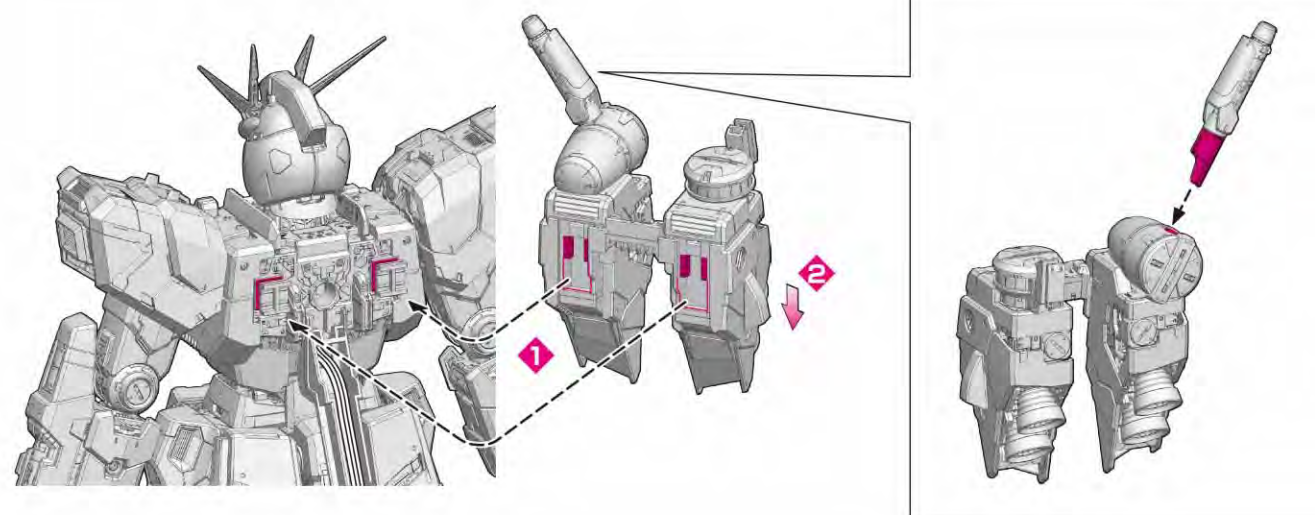
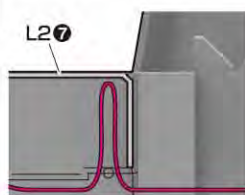
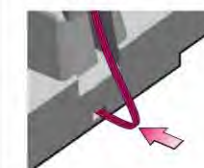


PG UNLEASHED 1/60 Vガンダム用 LEDユニット(別売り)を取り付ける場合  
When attaching the LED UNIT for PG UNLEASHED 1/60 V GUNDAM (sold separately).



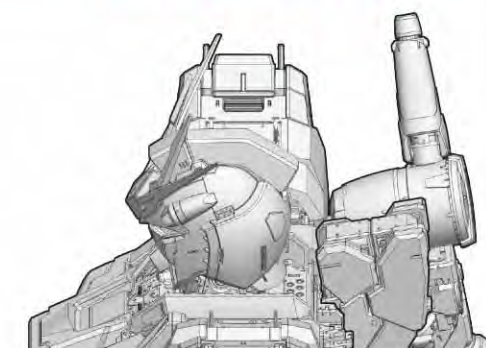
※リード線をよけながら  
取り付けてください。  
\* Attach the part while  
avoiding the wire.

※余ったリード線は穴に押し  
込んでください。  
\* Push the extra lead wire  
into the hole.



SUPPORT ARM

CHECK



〈省略画像〉  
〈Abbreviated image〉



※K2 8, K2 9 は好きな所に飾ってください。  
\* Place K2 8 and K2 9 wherever you prefer.

※画像は作品中のものです。  
\* Images are from the original work.



※関節の可動チェックを行ってください。  
動かすときはゆっくり動かしてください。  
\* Check the articulation of the joints.  
Carefully handle the parts when moving them.

※掲載の画像は開発中の設計データを使用したCGです。  
※掲載の画像はイメージです。  
\* The images are CG representations based on developmental design data.  
\* Images are for illustrative purposes only.



# PHASE 04 ～オプションの組立～

## OPTIONS ASSEMBLE

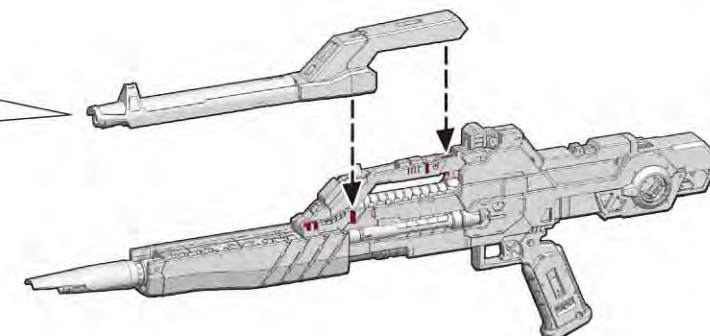
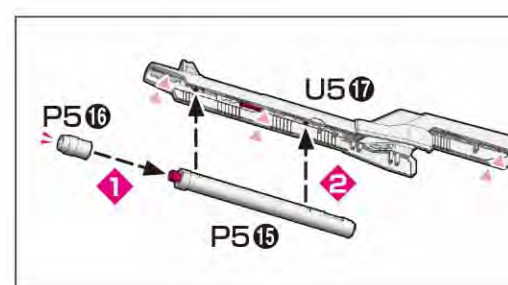
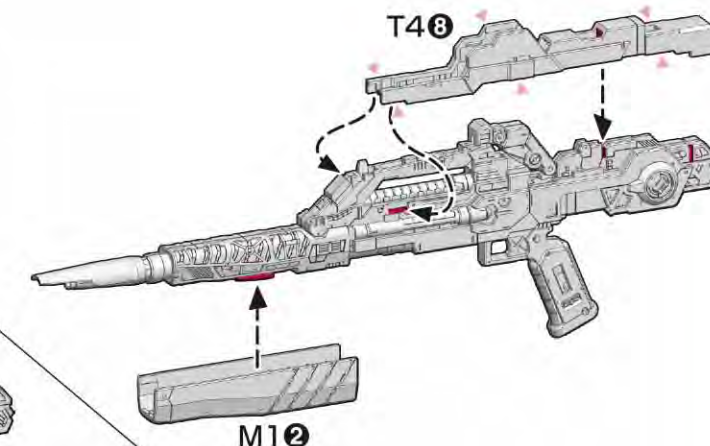
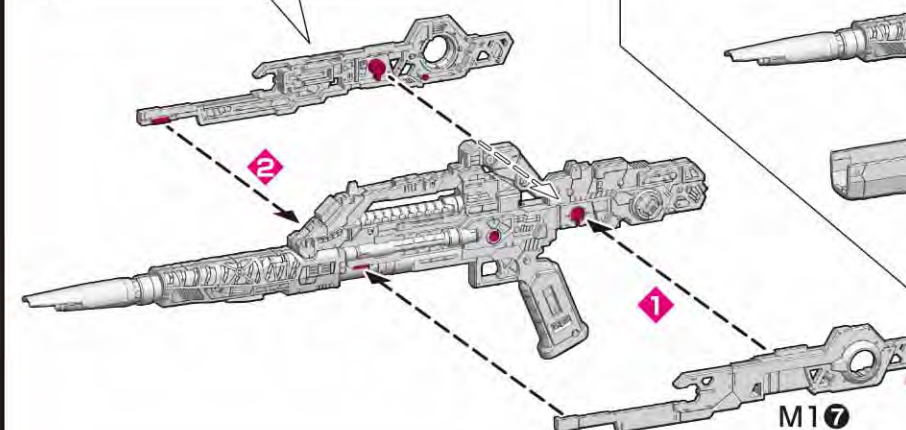
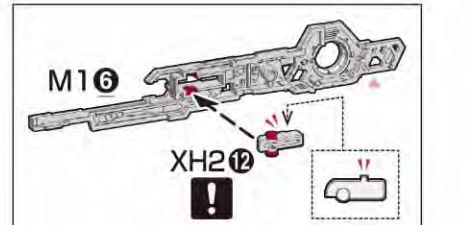
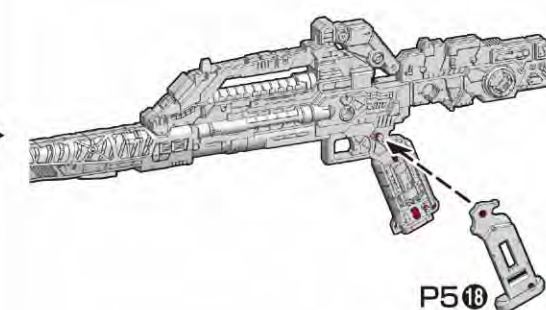
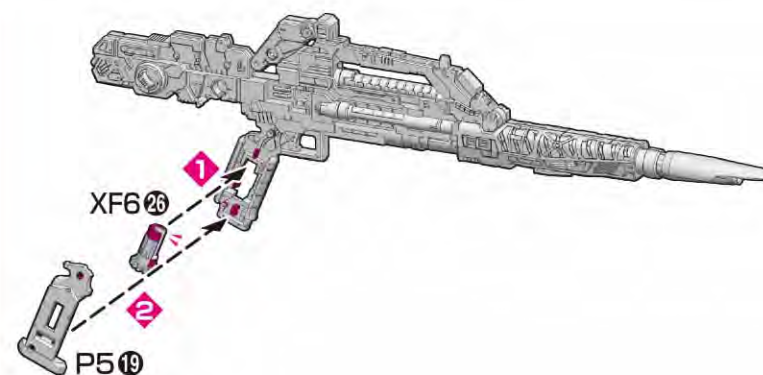
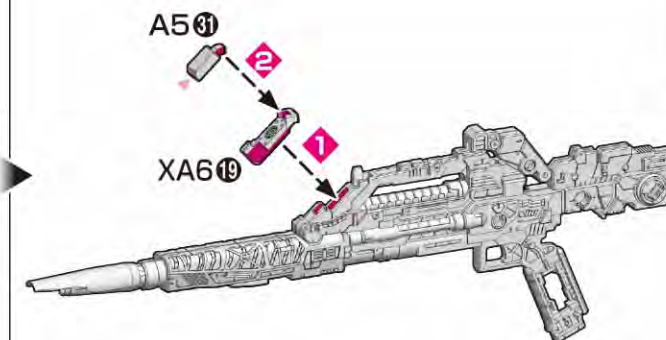
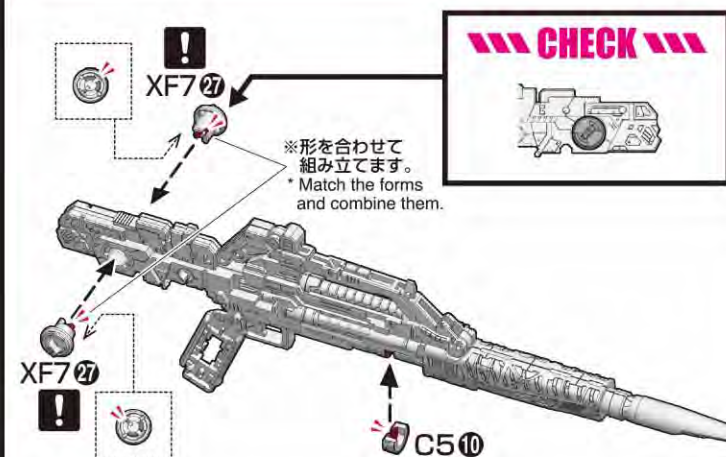
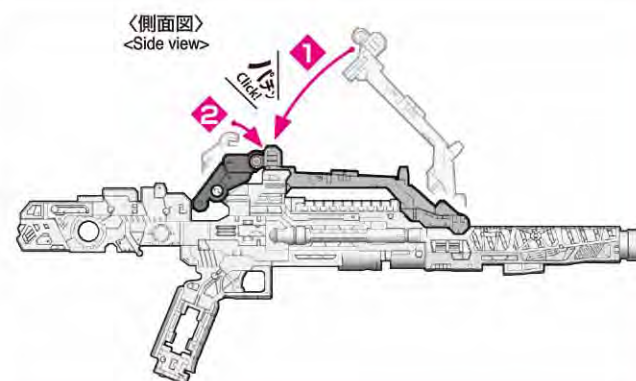
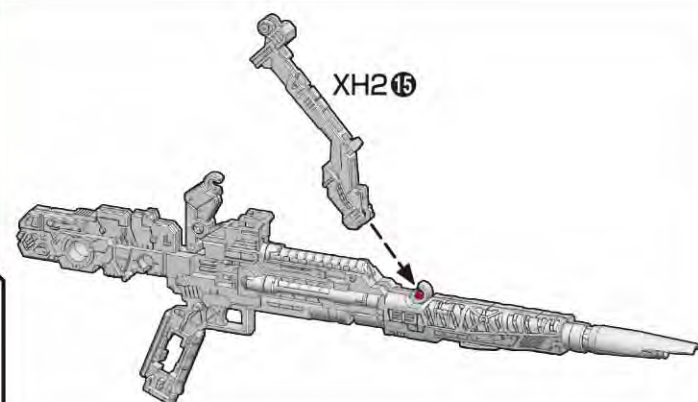
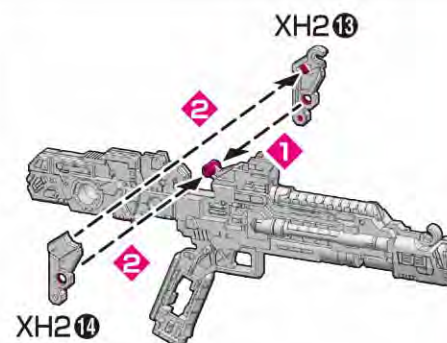
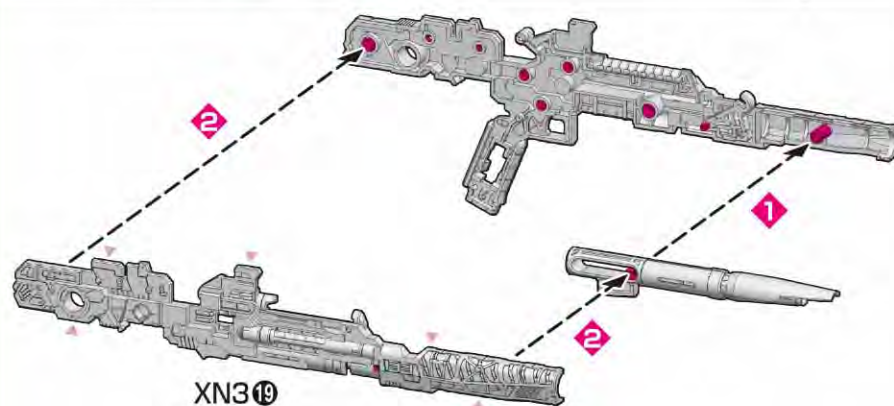
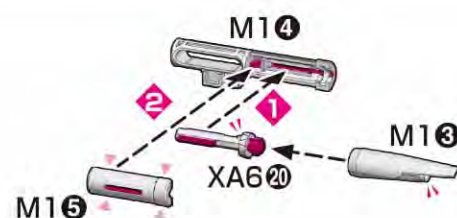
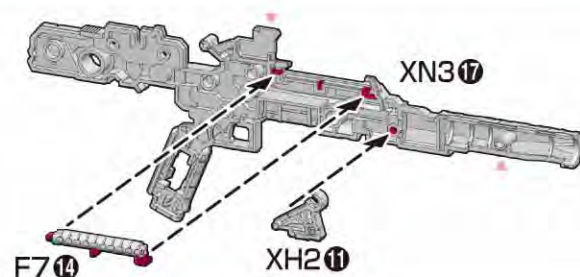
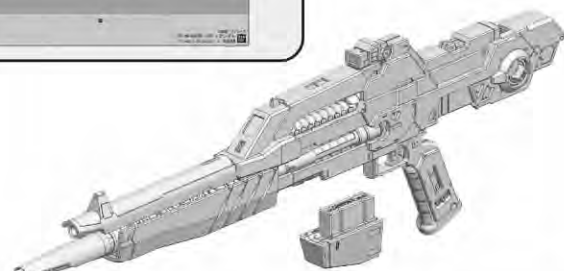
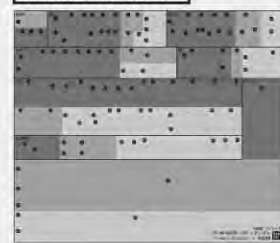
### BEAM RIFLE

#### メインパーツ (BEAM RIFLEで使うパーツ) Main part (Parts used for BEAM RIFLE)



#### サブパーツ (他の組み立てでも使うパーツ) Sub part (Parts used to assemble other sections)

##### メタリック3Dシール Metallic 3D Stickers





# METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

シール 05  
Sticker 05

M1 ①

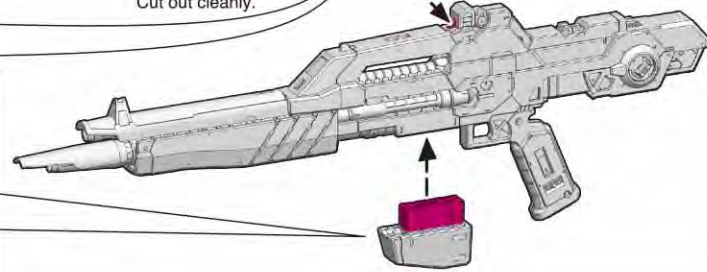
XN3 ⑩

P5 ⑦

A5 ③

! A5 ③

きれいに切り取ります。  
Cut out cleanly.



## SHIELD

### メインパーツ (SHIELDで使うパーツ) Main part (Parts used for SHIELD)

C8 (ゴールドメッキ)  
C8 (Gold-plated)

F4 (レッド) (×2)  
F4 (Red)

N (ホワイト)  
N (White)

P3 (ライトグレー)  
P3 (Light gray)

XA1 (シルバー)  
XA1 (Silver)

XC3 (シルバー) (×2)  
XC3 (Silver)

XH4 (グレー)  
XH4 (Gray)

XM3 (ダークグレー) (×2)  
XM3 (Dark gray)

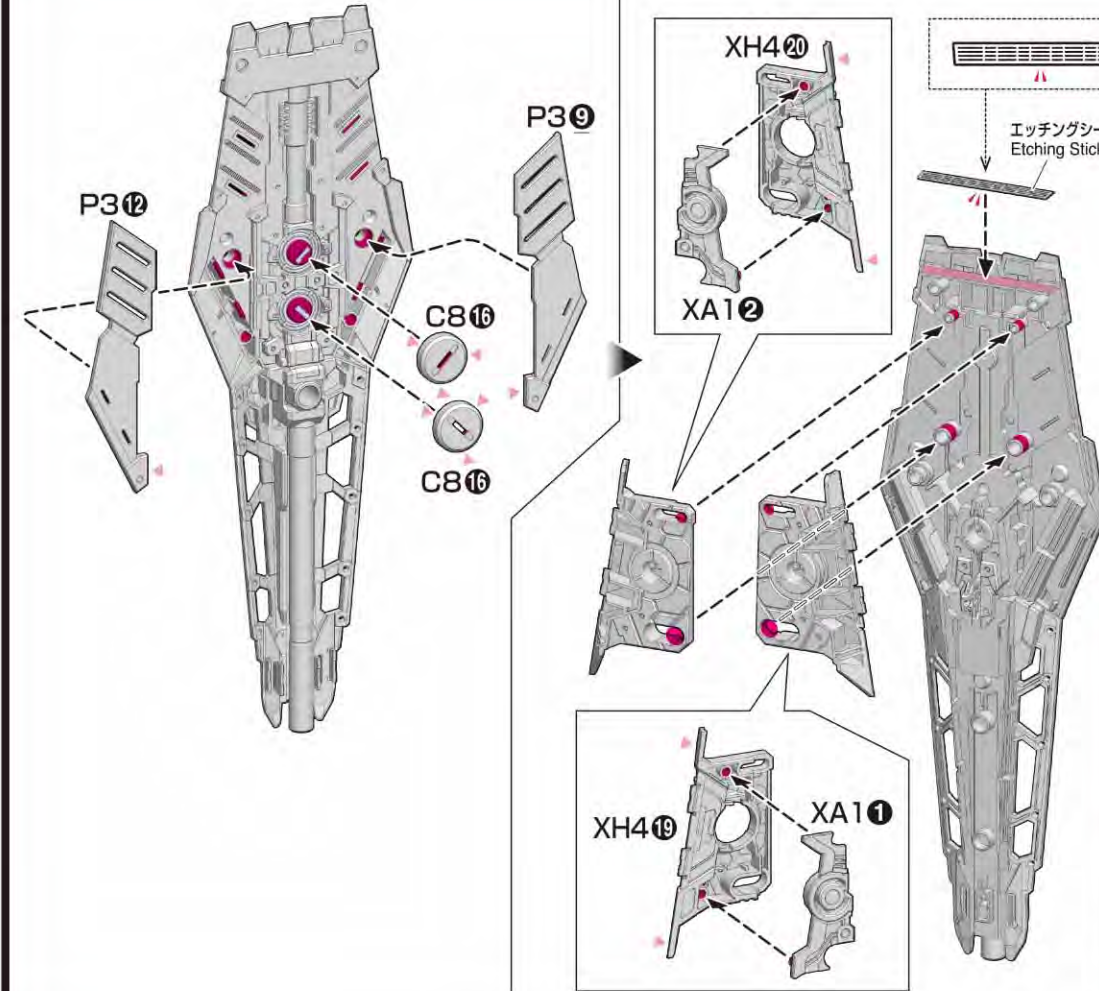
### サブパーツ (他の組み立てでも使うパーツ) Sub part (Parts used to assemble other sections)

メタリック3Dシール  
Metallic 3D Stickers

XQ3 (ダークグレー)  
XQ3 (Dark gray)

エッチングシールA  
Etching Stickers A

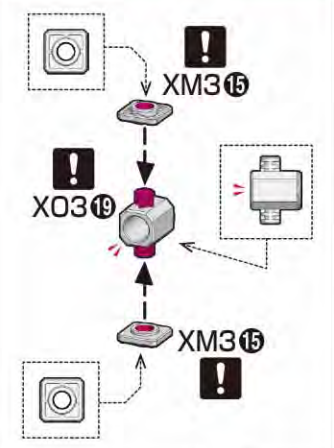
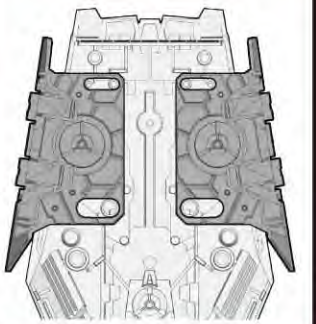
XQ (グレー)  
XQ (Gray)



エッチングシールA ⑤  
Etching Sticker A ⑤

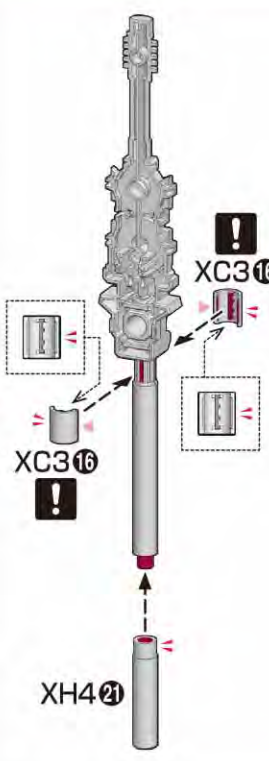
はがすときはゆっくり  
はがしてください。  
Carefully peel it off.

CHECK

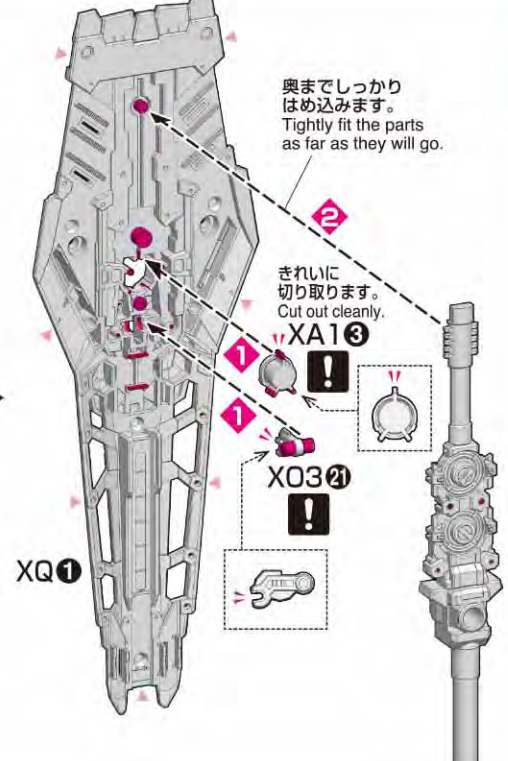


XH4 ⑫

XH4 ⑫



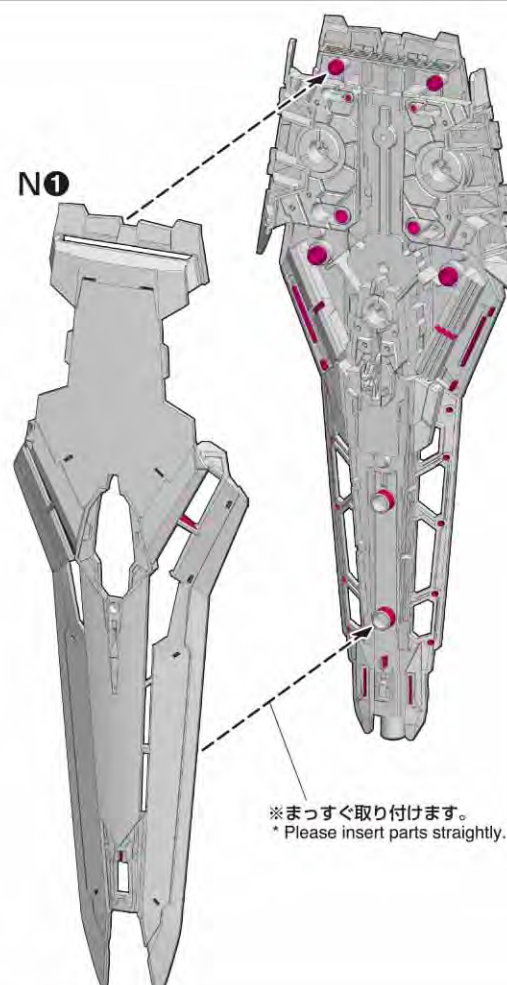
XH4 ⑫



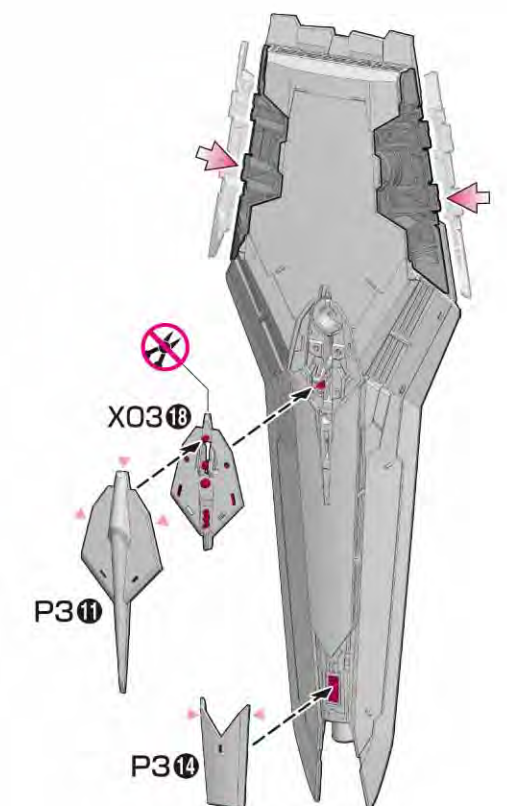
奥までしっかり  
はめ込みます。  
Tightly fit the parts  
as far as they will go.

きれいに  
切り取ります。  
Cut out cleanly.

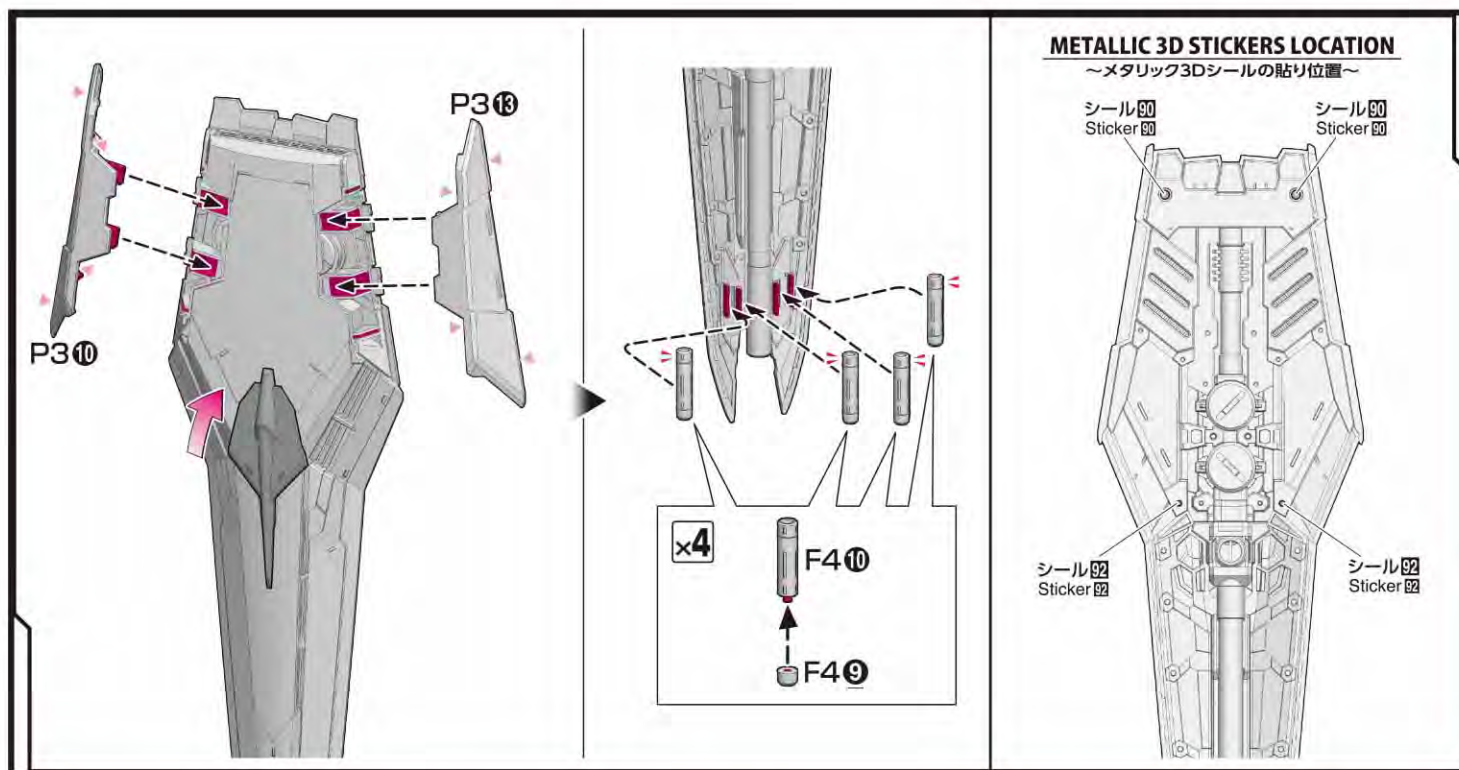
N ①



※まっすぐ取り付けます。  
\* Please insert parts straightly.







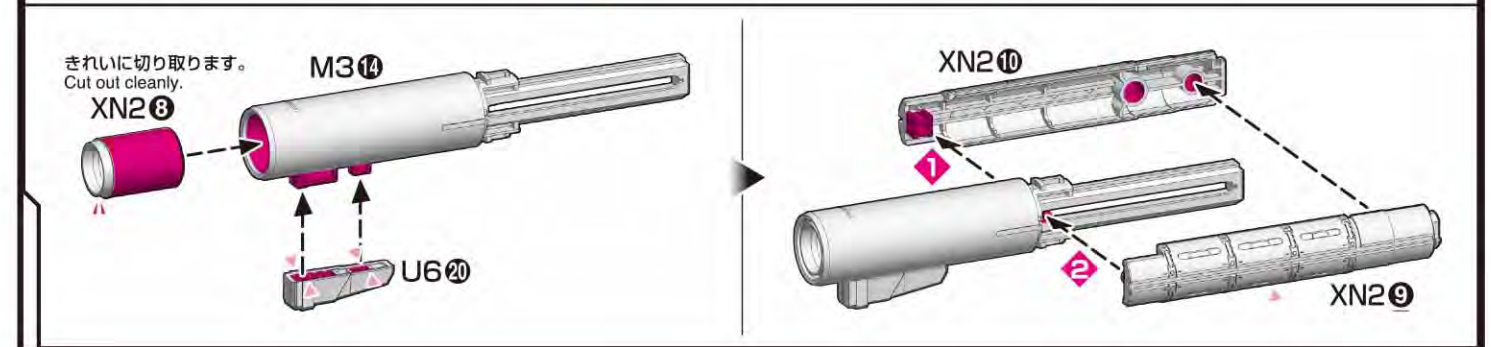
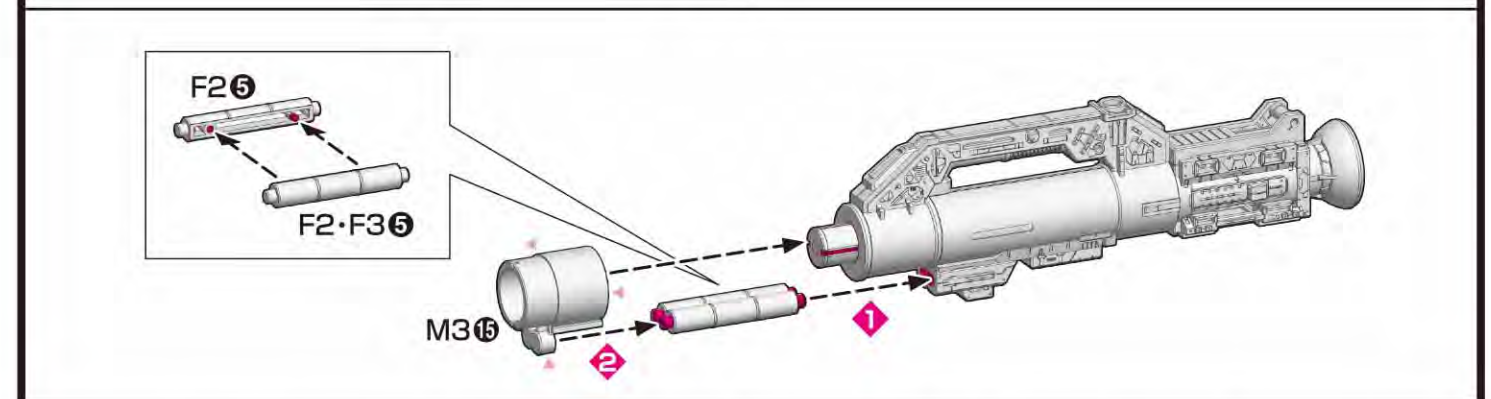
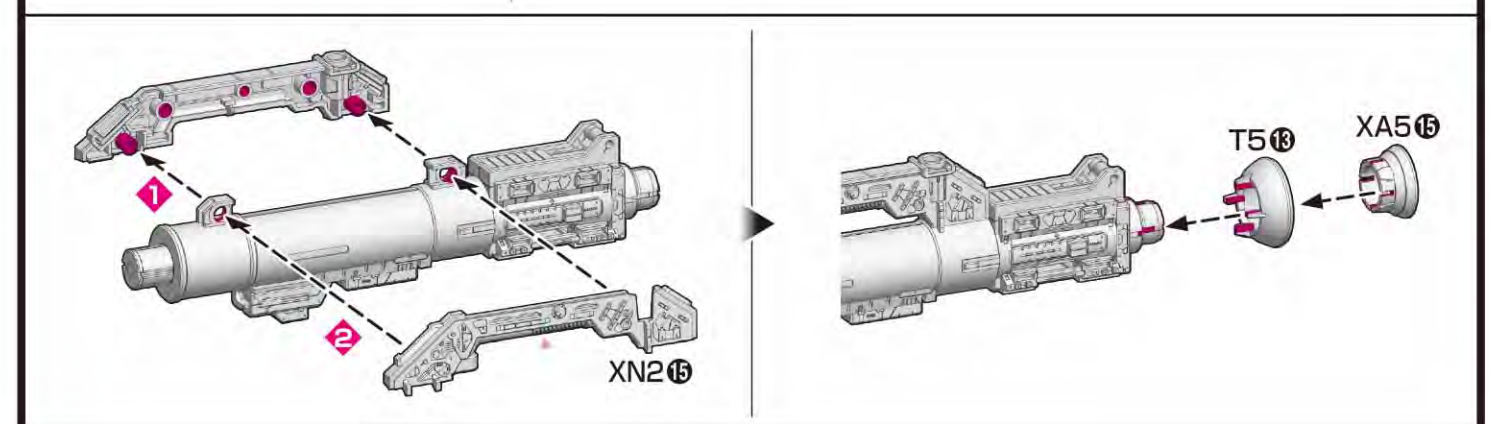
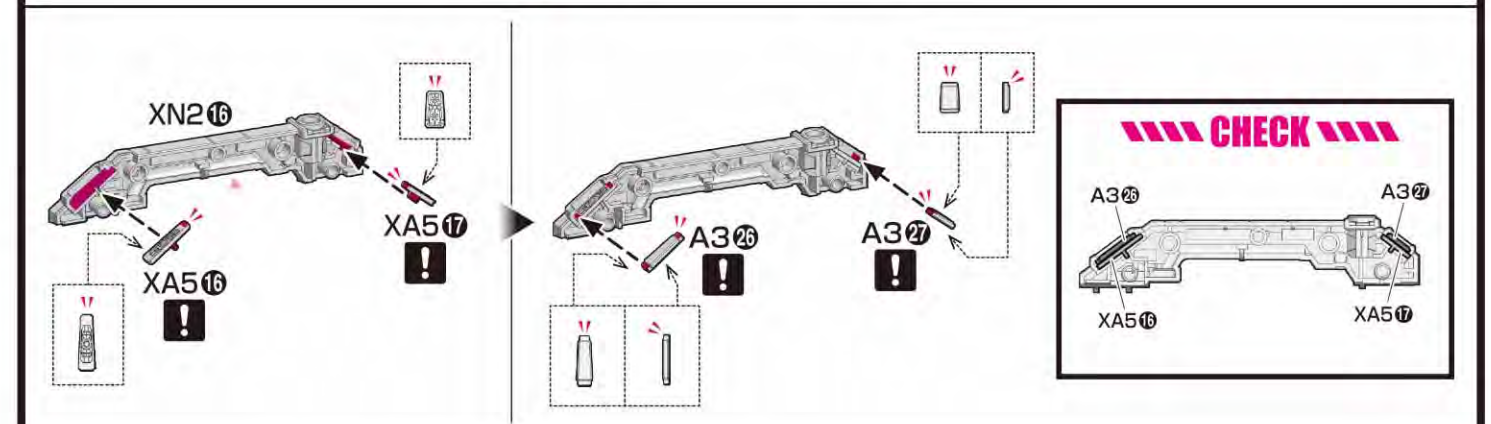
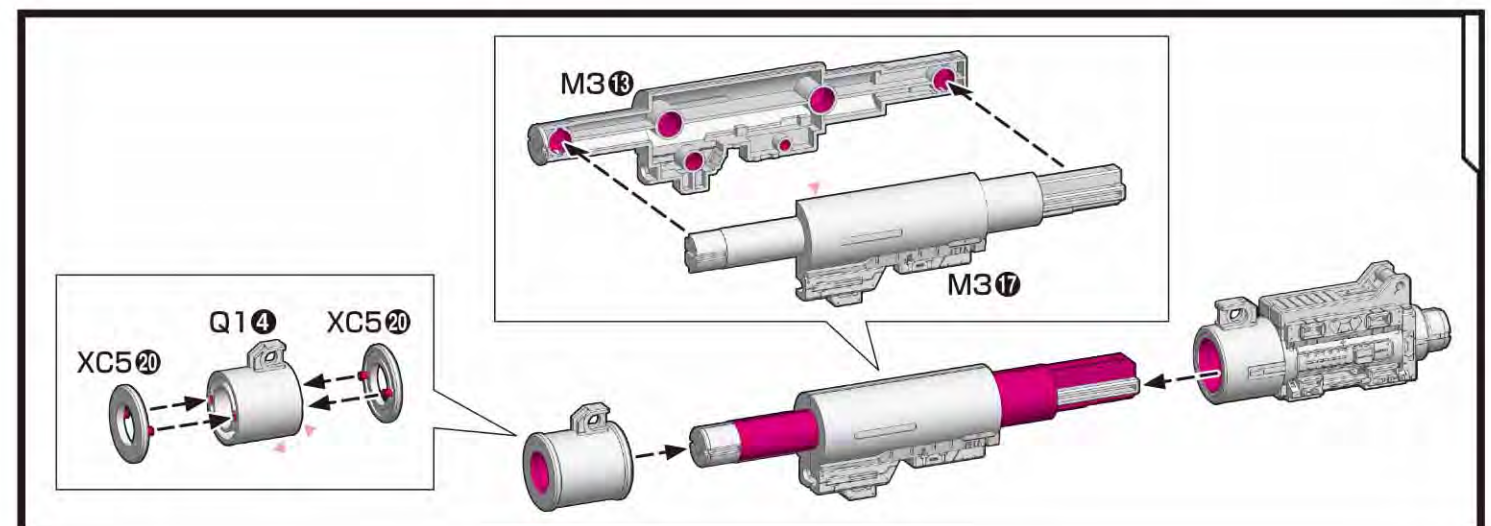
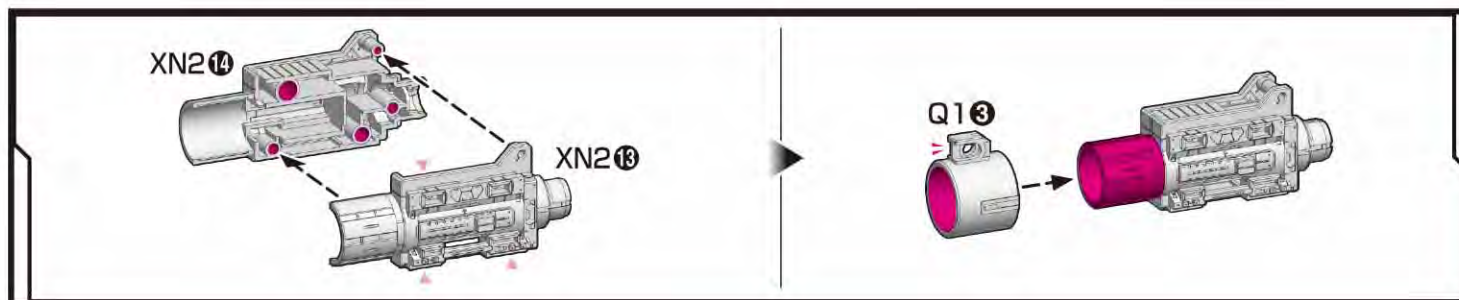
# NEW HYPER BAZOOKA

**メインパーツ (NEW HYPER BAZOOKAで使うパーツ)**  
 Main part (Parts used for NEW HYPER BAZOOKA)

|                                |                           |                           |                        |                                |                        |
|--------------------------------|---------------------------|---------------------------|------------------------|--------------------------------|------------------------|
| A3(イロブラ)<br>A3 (Multi-colored) | F2(レッド)<br>F2 (Red)       | F2・F3(レッド)<br>F2・F3 (Red) | M3(ホワイト)<br>M3 (White) | Q1(ライトグレー)<br>Q1 (Light gray)  | T5(ブラック)<br>T5 (Black) |
| U6(ダークブルー)<br>U6 (Dark blue)   | XA5(シルバー)<br>XA5 (Silver) | XC5(シルバー)<br>XC5 (Silver) | XF6(グレー)<br>XF6 (Gray) | XN2(ダークグレー)<br>XN2 (Dark gray) | XH3(グレー)<br>XH3 (Gray) |

**サブパーツ (他の組み立てでも使うパーツ)**  
 Sub part (Parts used to assemble other sections)

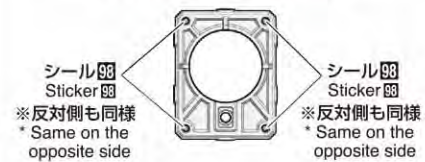
メタリック3Dシール  
 Metallic 3D Stickers





### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

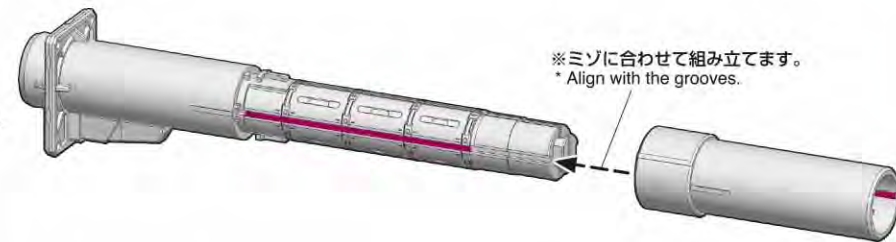


XA518

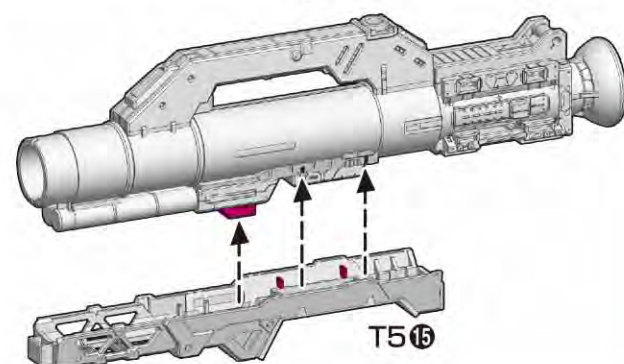
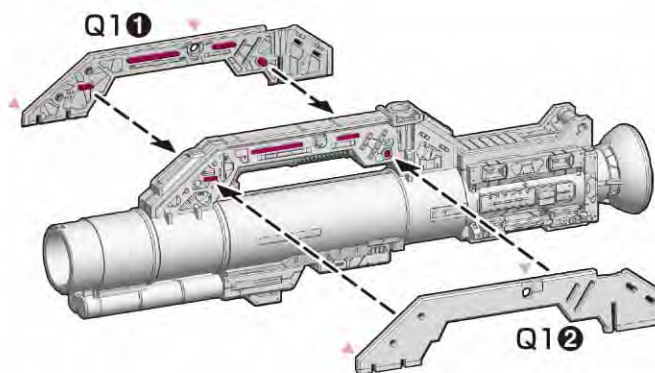
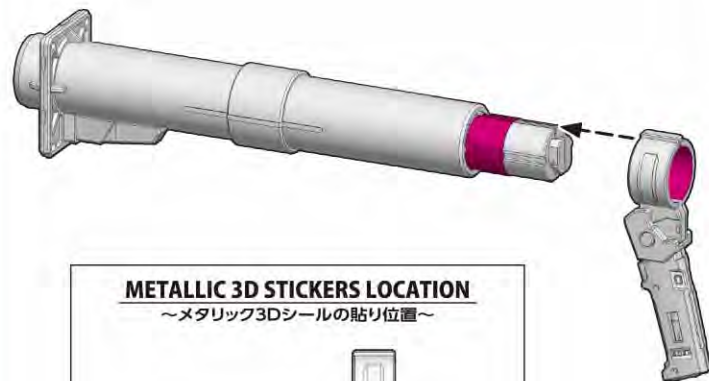
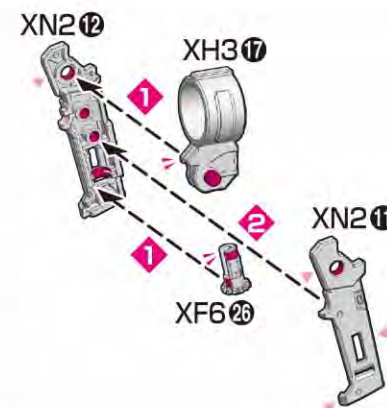
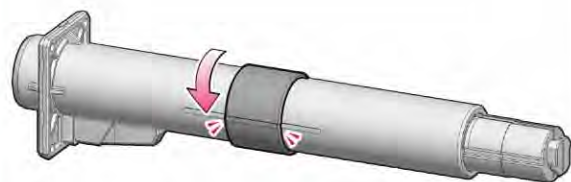
きれいに  
切り取ります。  
Cut out cleanly



きれいに切り取ります。  
Cut out cleanly.



※ミゾに合わせて組み立てます。  
\* Align with the grooves.



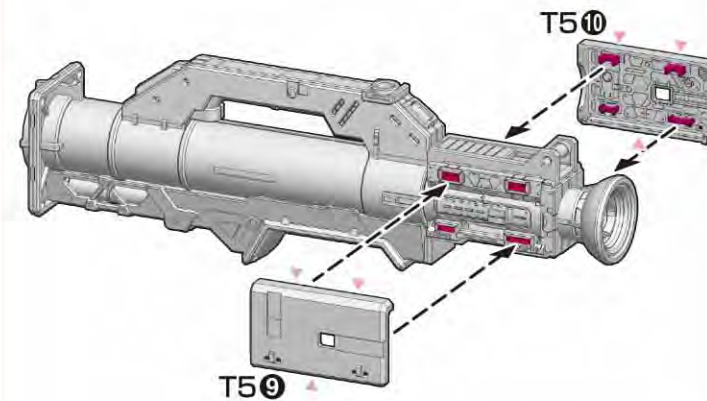
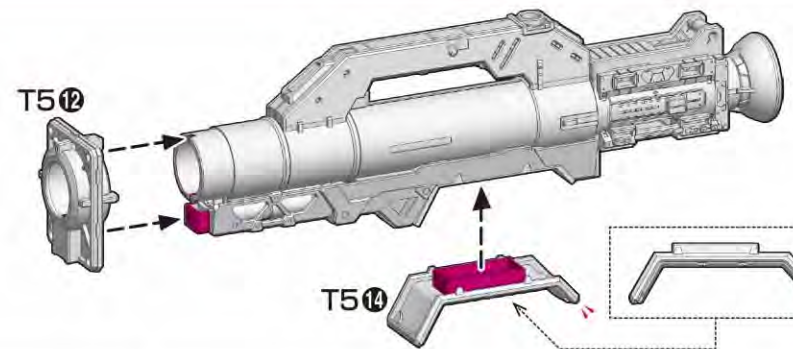
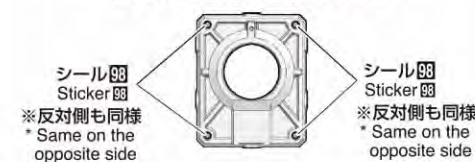
### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～



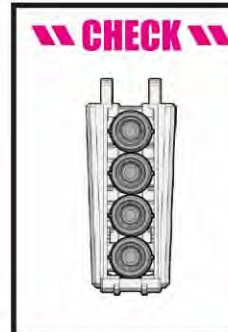
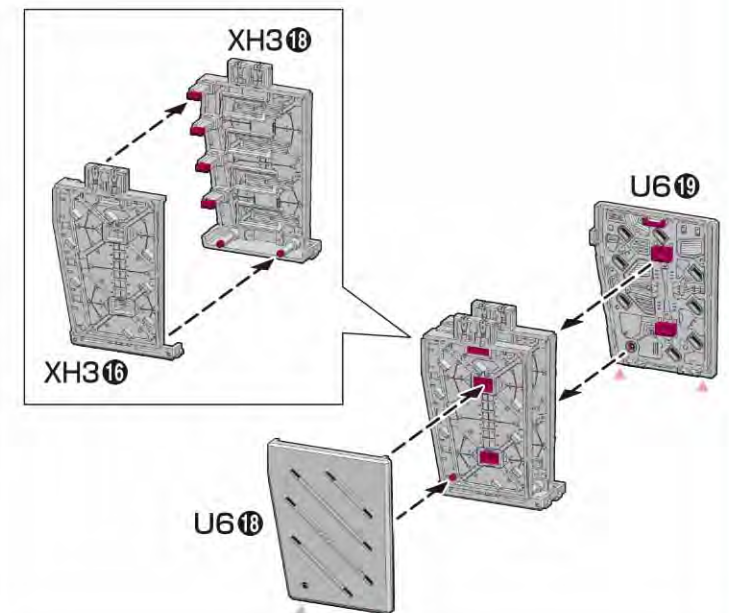
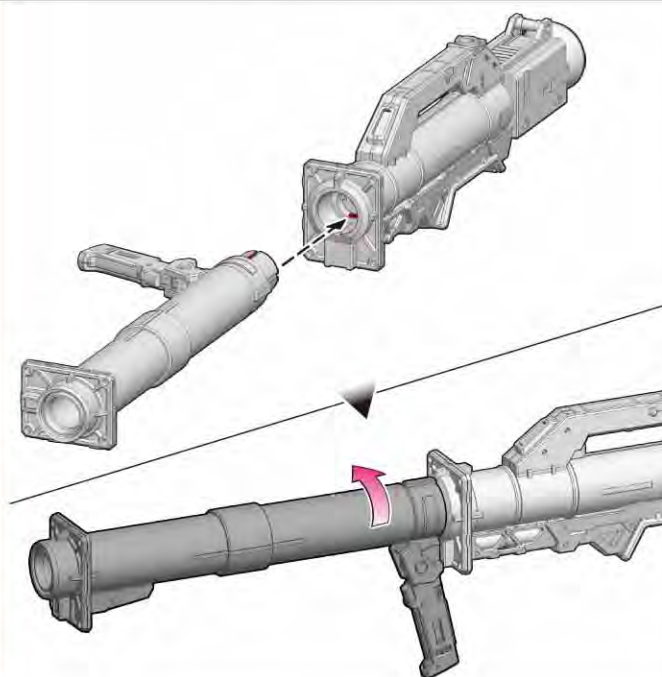
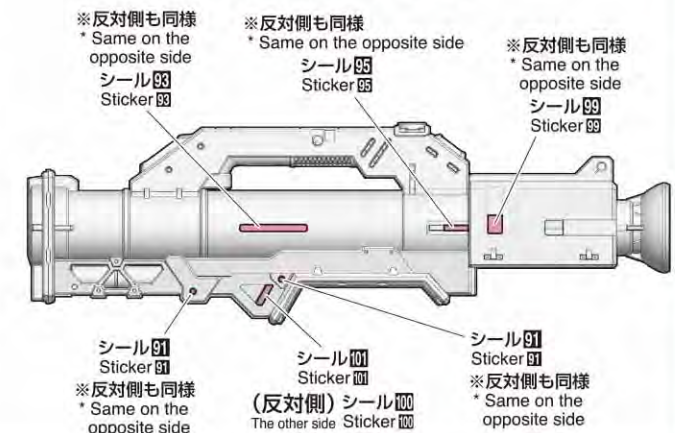
### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

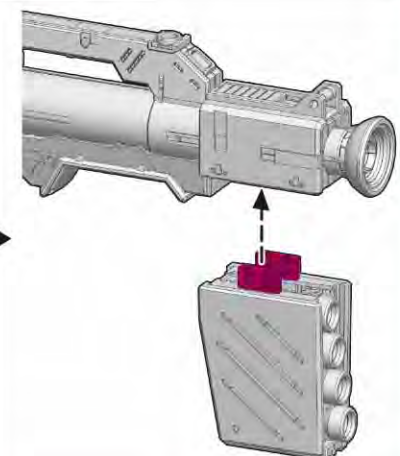
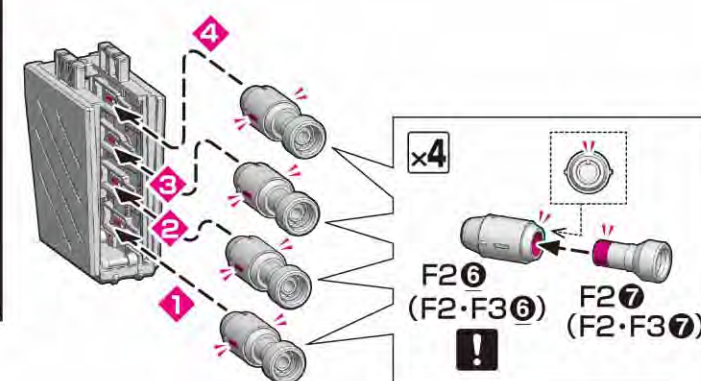


### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～



## ❖ CHECK ❖







# HAND & EQUIPMENT

## メインパーツ (HAND & EQUIPMENTで使うパーツ) Main part (Parts used for HAND & EQUIPMENT)



Z (クリアピンク) Z (Clear pink)

XB2 (シルバー) XB2 (Silver)  
アンダーゲートあり  
WITH UNDER GATE

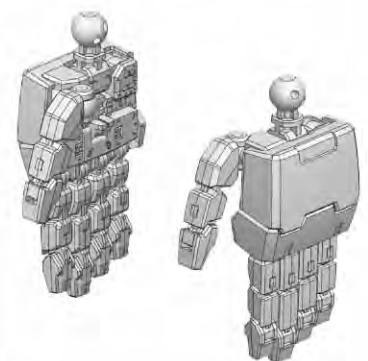
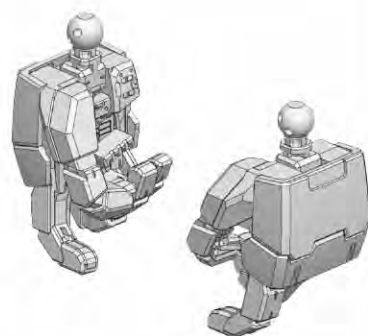
XD1 (シルバー) XD1 (Silver) (×2)

XK2 (ダークグレー) XK2 (Dark gray) (×2)

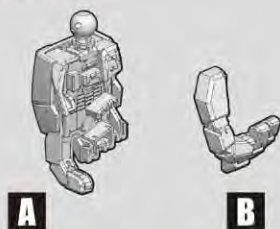
XO3 (ダークグレー) XO3 (Dark gray)

## サブパーツ (他の組み立てでも使うパーツ) Sub part (Parts used to assemble other sections)

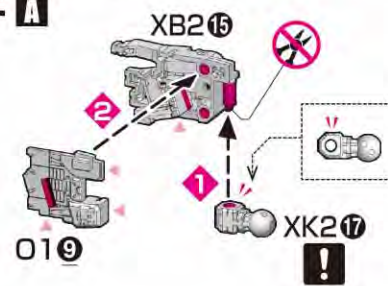
メタリック3Dシール  
Metallic 3D Stickers



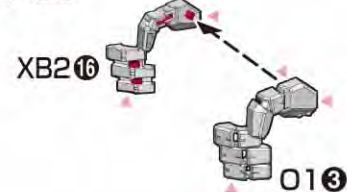
## WEAPON HAND -RIGHT-



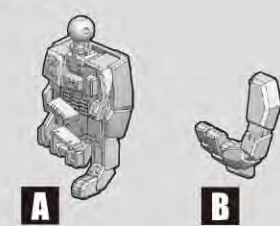
## WEAPON HAND -RIGHT- A



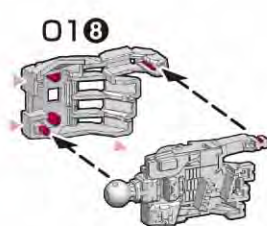
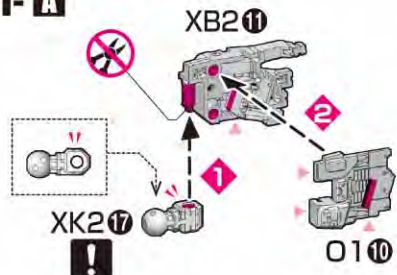
## WEAPON HAND -RIGHT- B



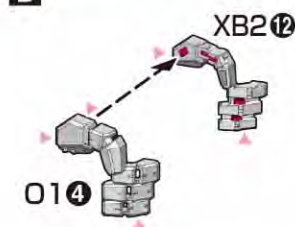
## WEAPON HAND -LEFT-



## WEAPON HAND -LEFT- A



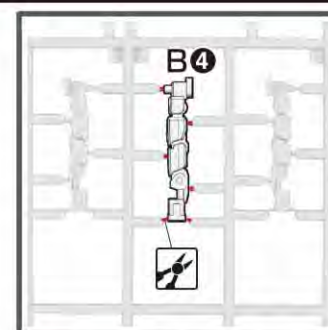
## WEAPON HAND -LEFT- B



## MOVABLE HAND -RIGHT-



L

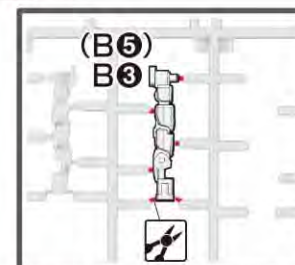


※B10も同様に切り取ってください。  
\* Cut out B10 in the same way.

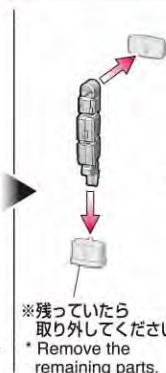
※残っていたら取り外してください。  
\* Remove the remaining parts.



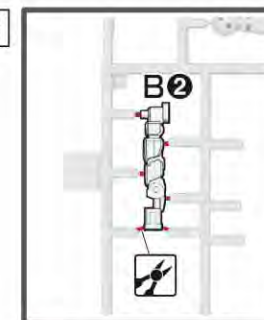
×2 M



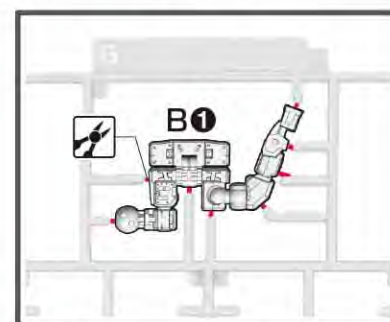
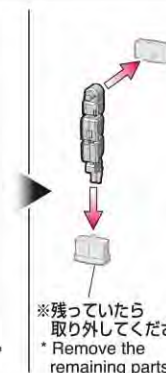
※B7 (B9) も同様に切り取ってください。  
\* Cut out B7 (B9) in the same way.



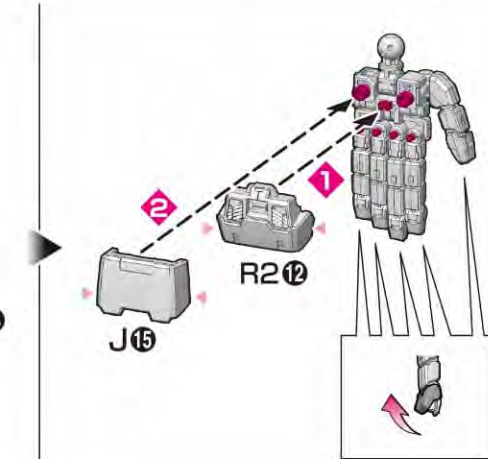
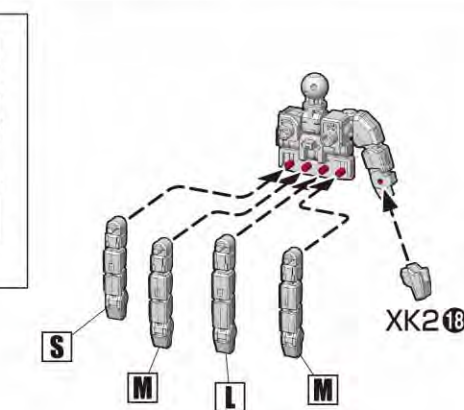
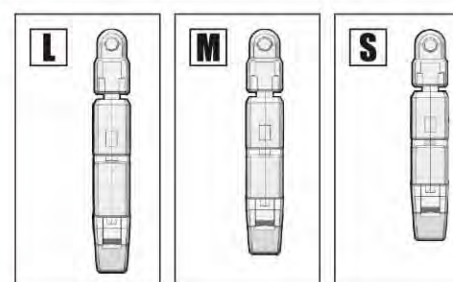
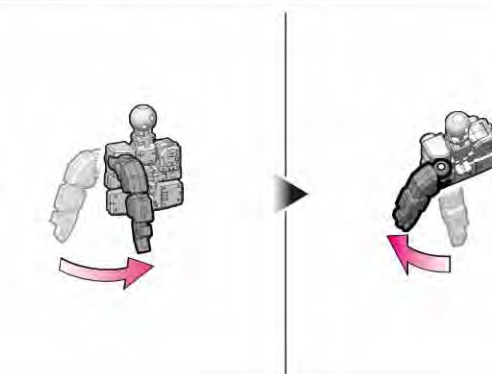
S



※B10も同様に切り取ってください。  
\* Cut out B10 in the same way.

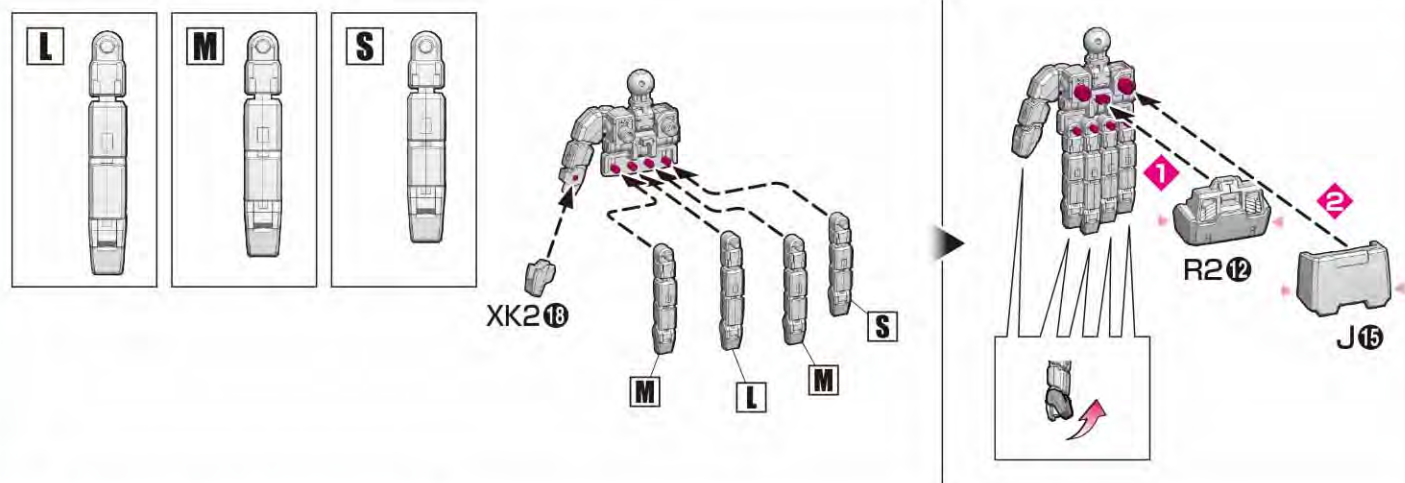
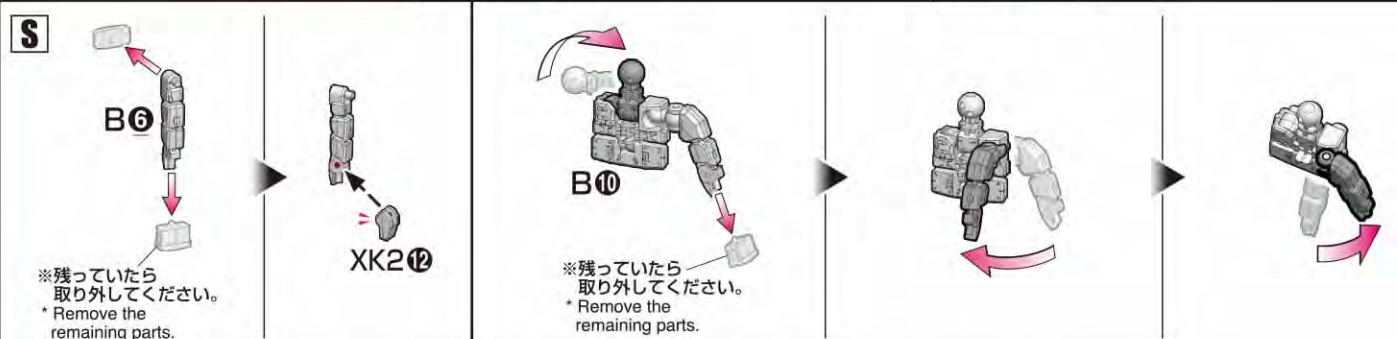
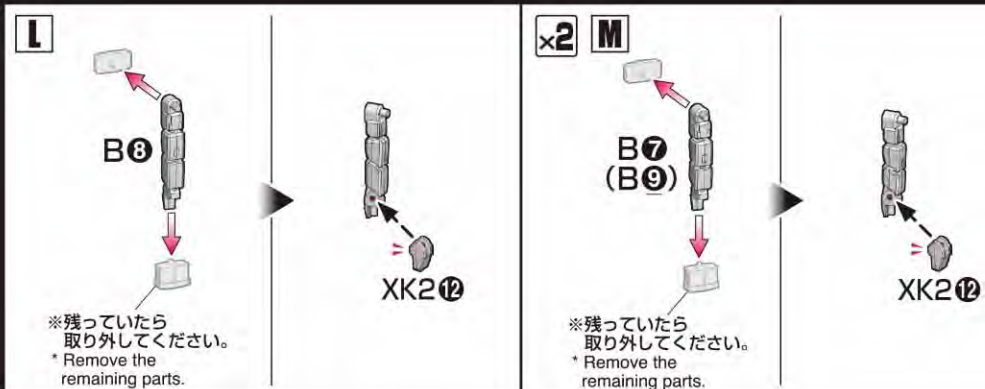


※B10も同様に切り取ってください。  
\* Cut out B10 in the same way.

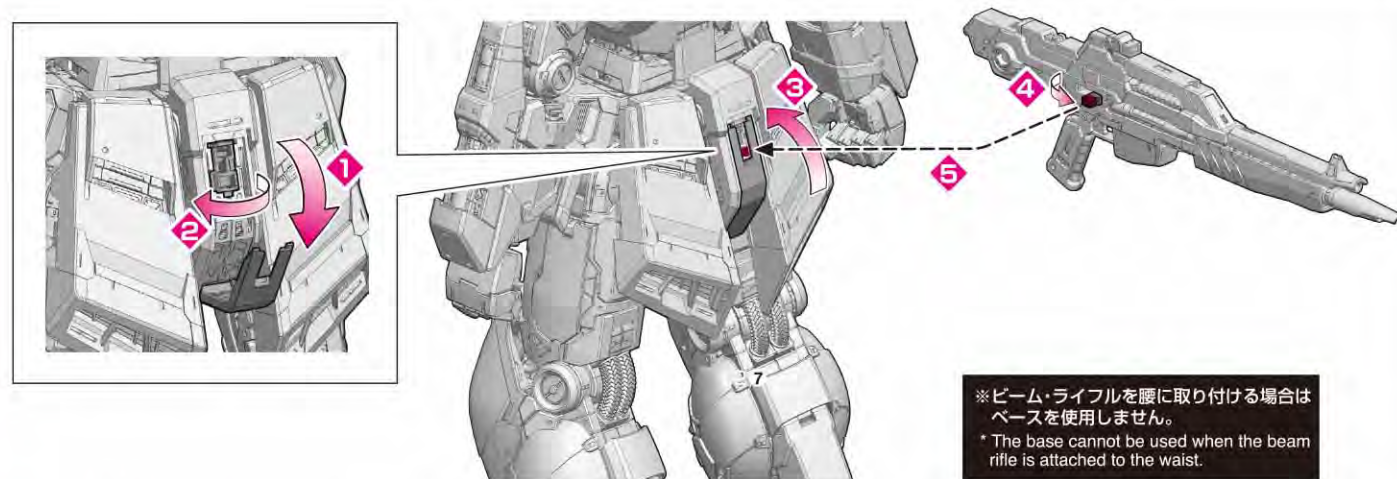
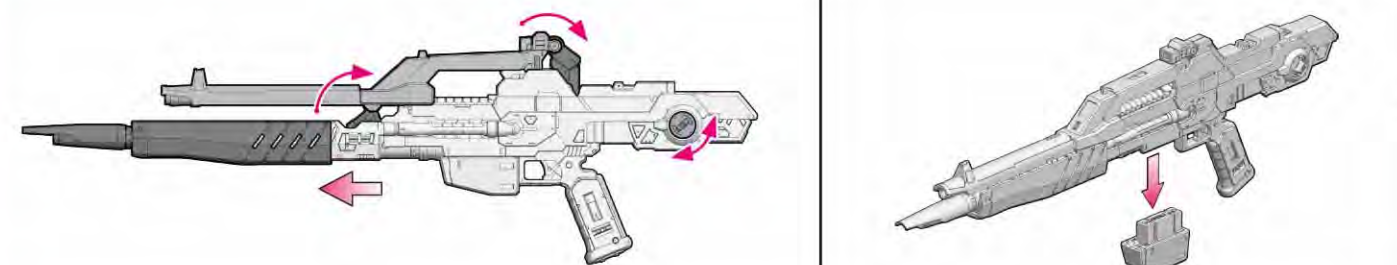
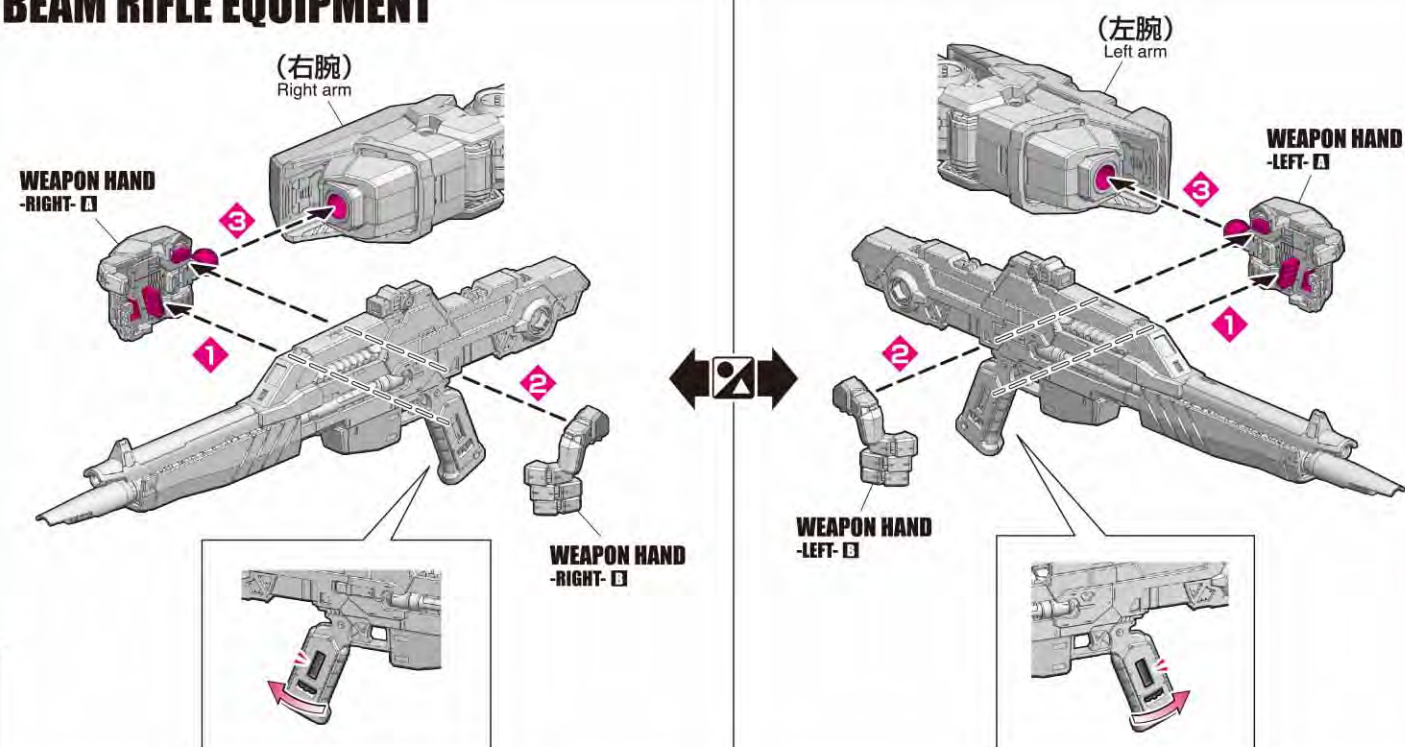




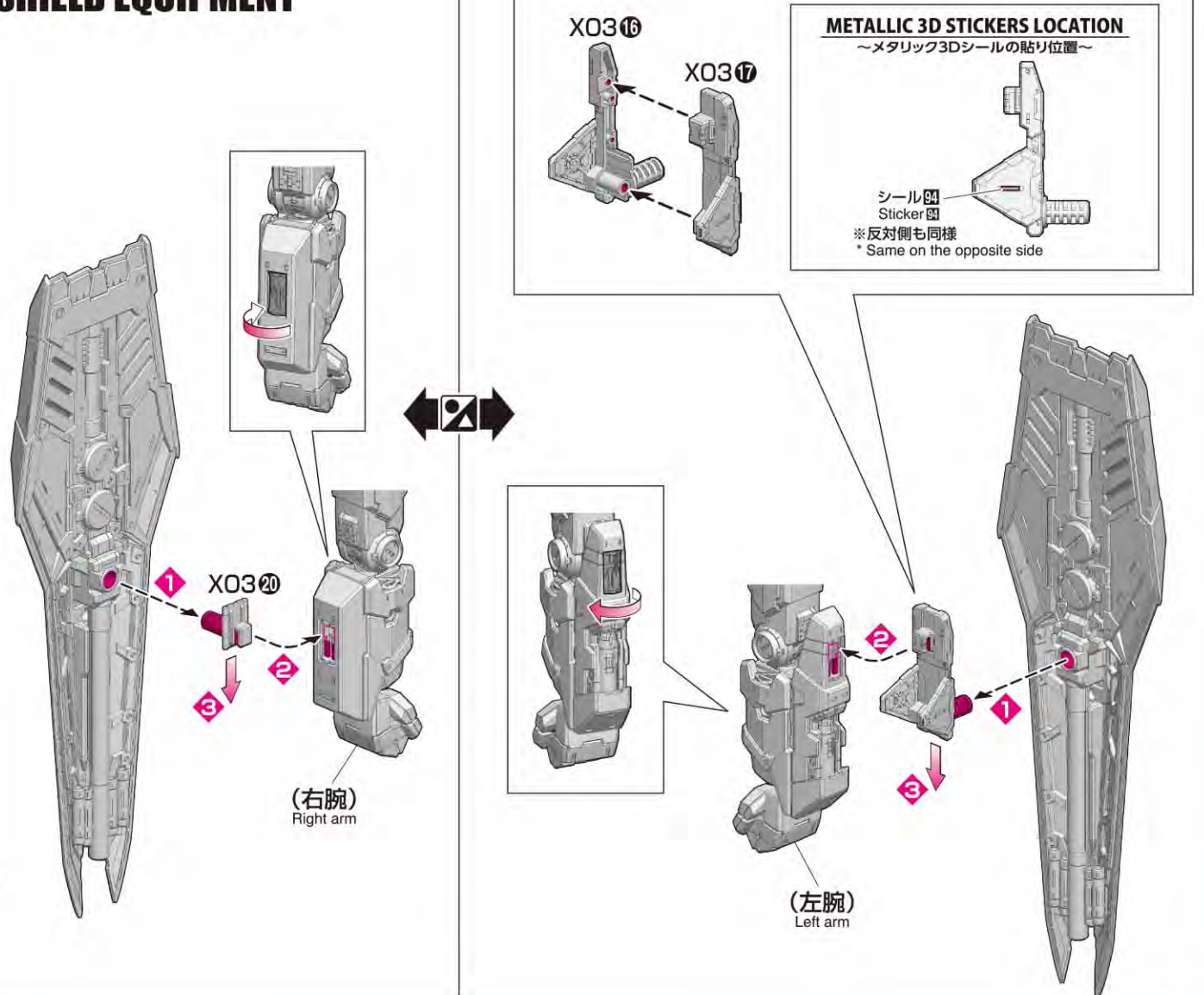
## MOVABLE HAND -LEFT-



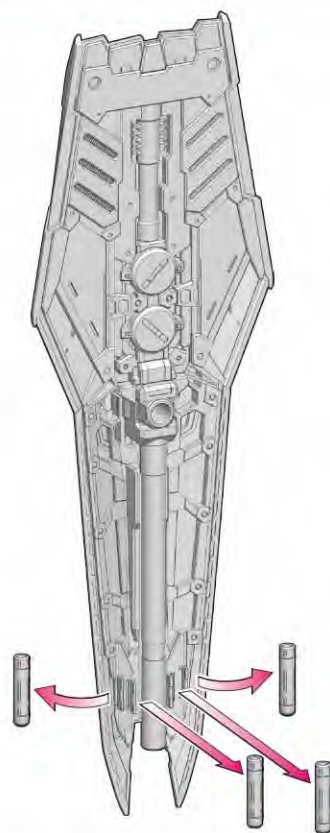
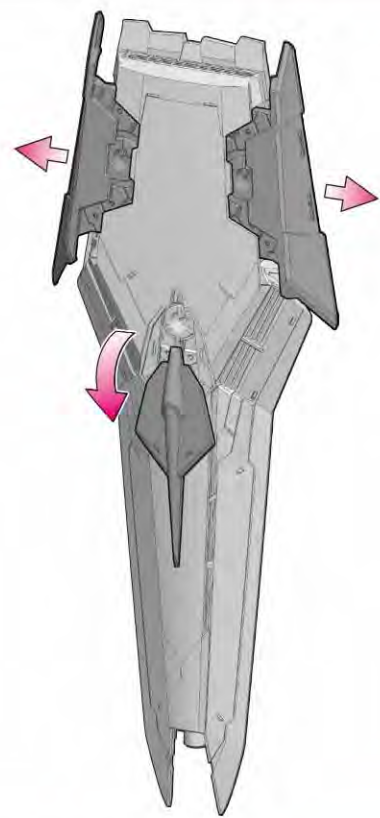
## BEAM RIFLE EQUIPMENT



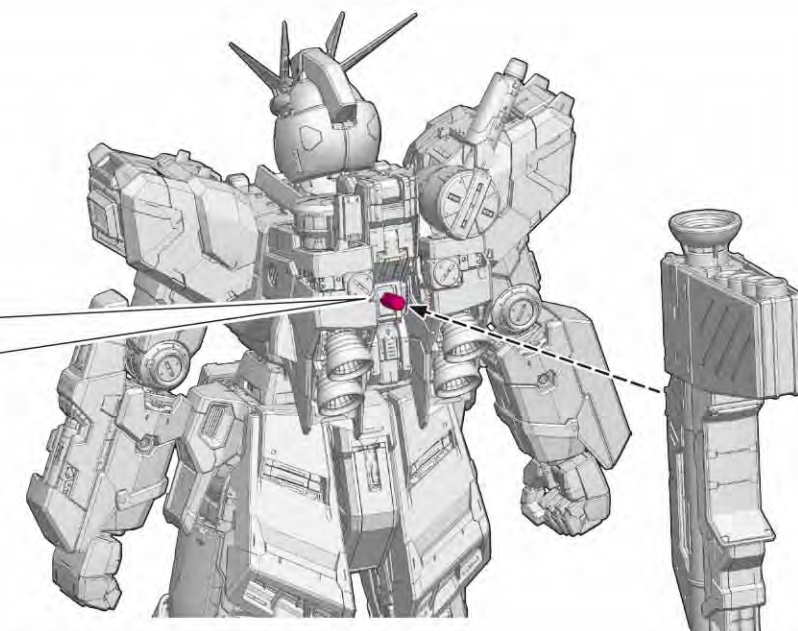
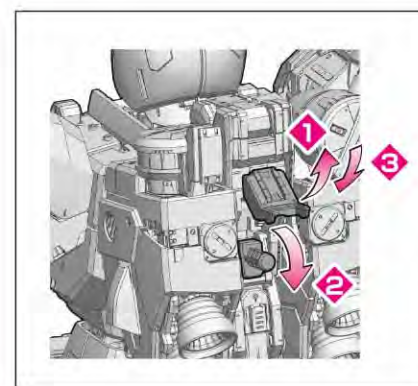
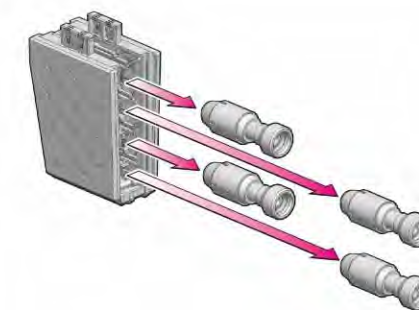
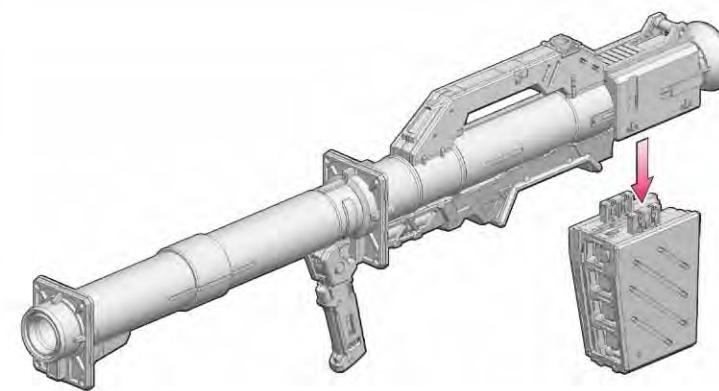
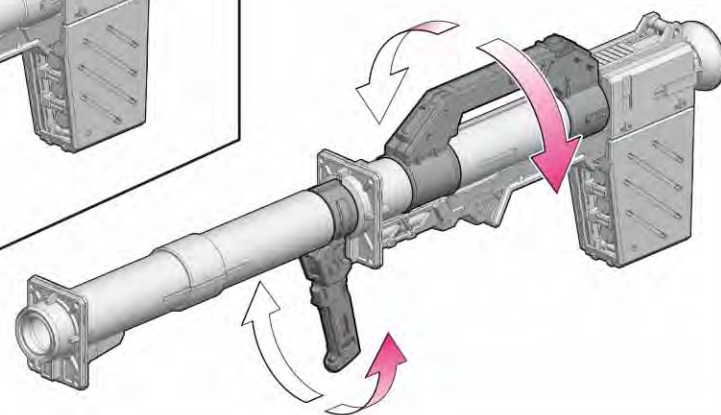
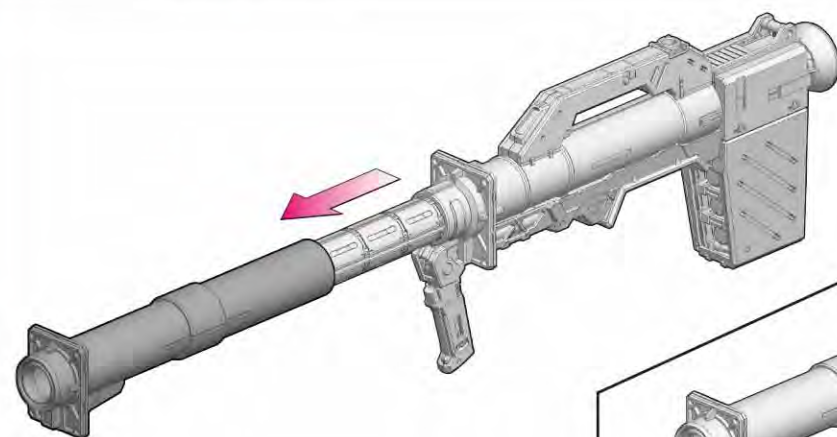
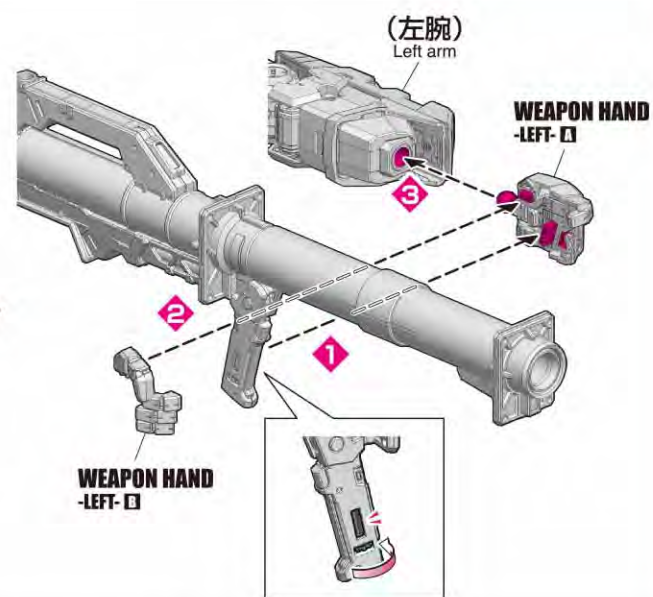
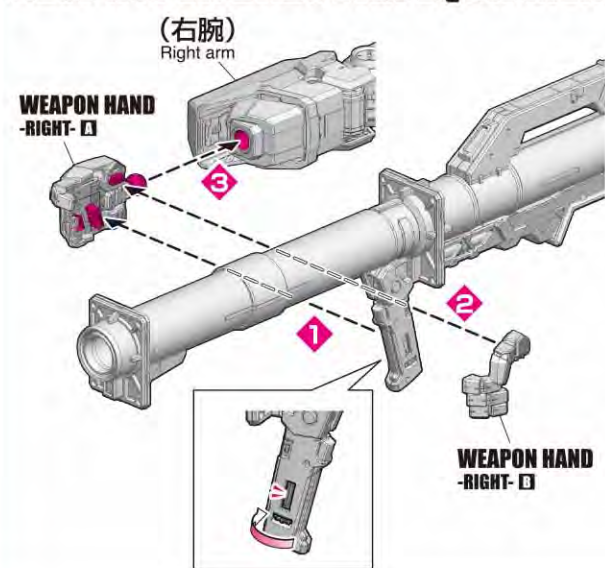
## SHIELD EQUIPMENT



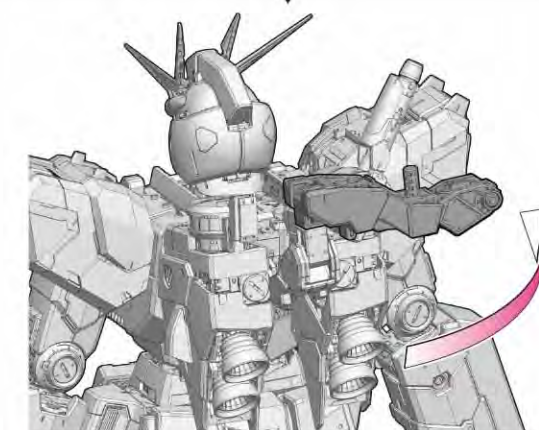
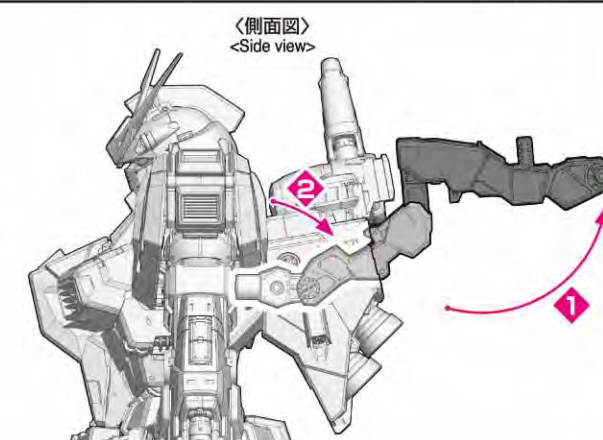
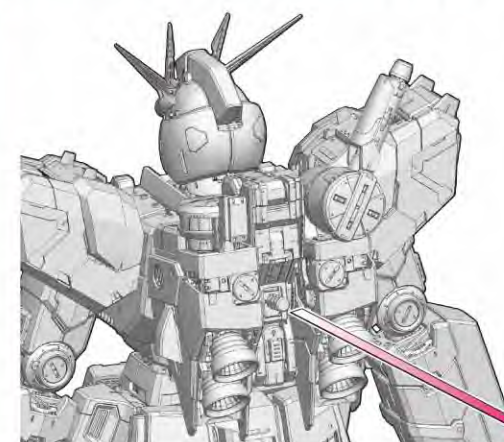




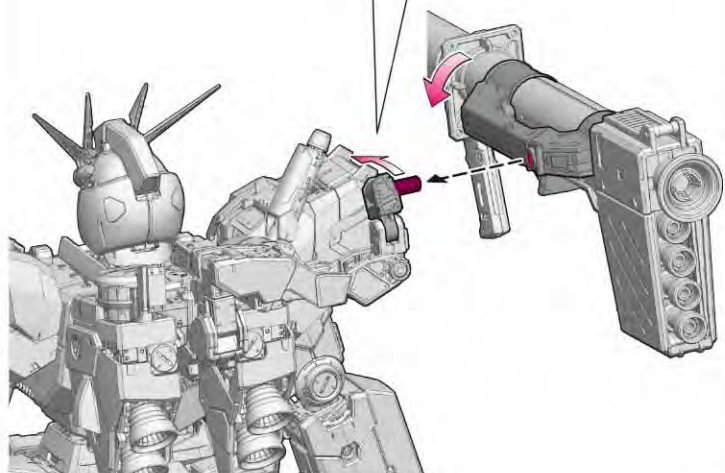
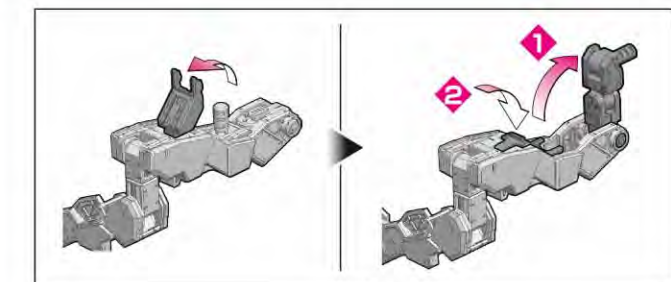
## NEW HYPER BAZOOKA EQUIPMENT



## SUPPORT ARM GIMMICK-1

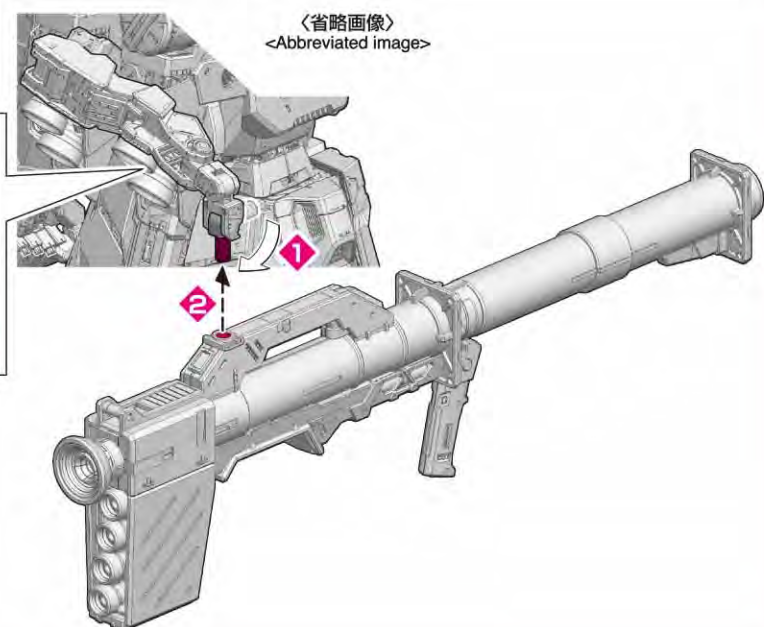
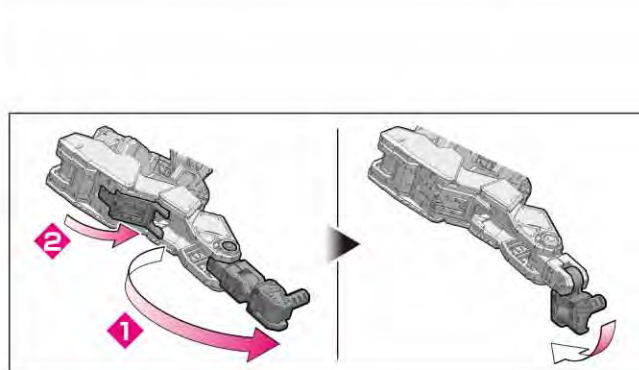
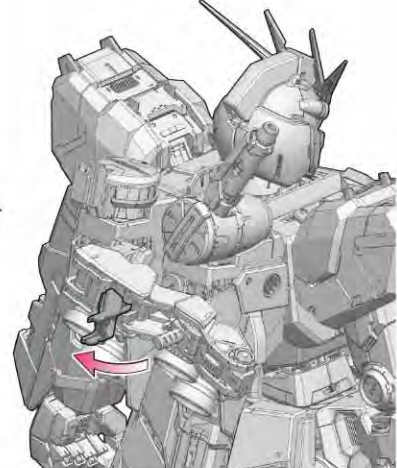
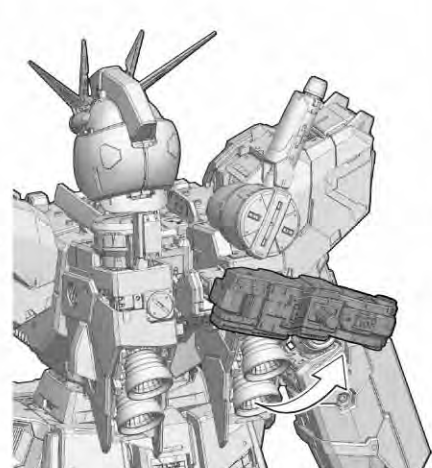
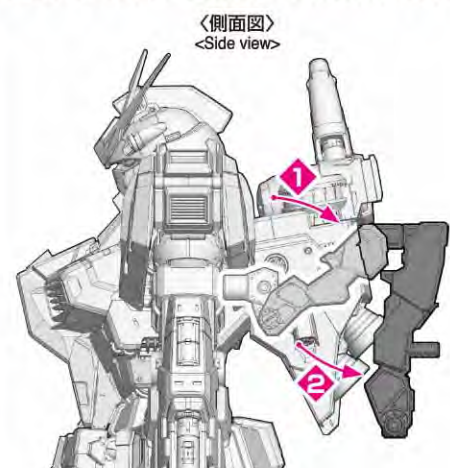




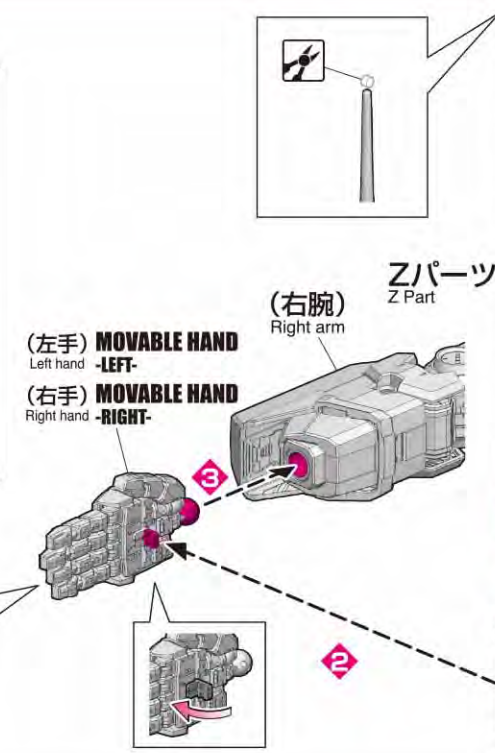
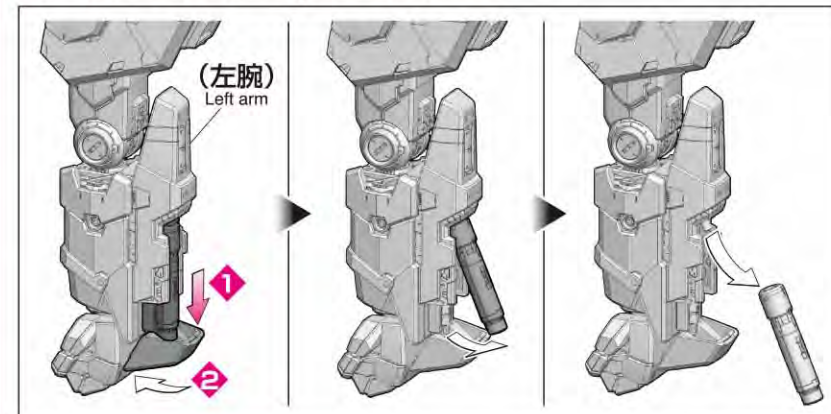


※掲載の画像は開発中の設計データを使用したCGです。  
 ※掲載の画像はイメージです。  
 \* The images are CG representations based on developmental design data.  
 \* Images are for illustrative purposes only.

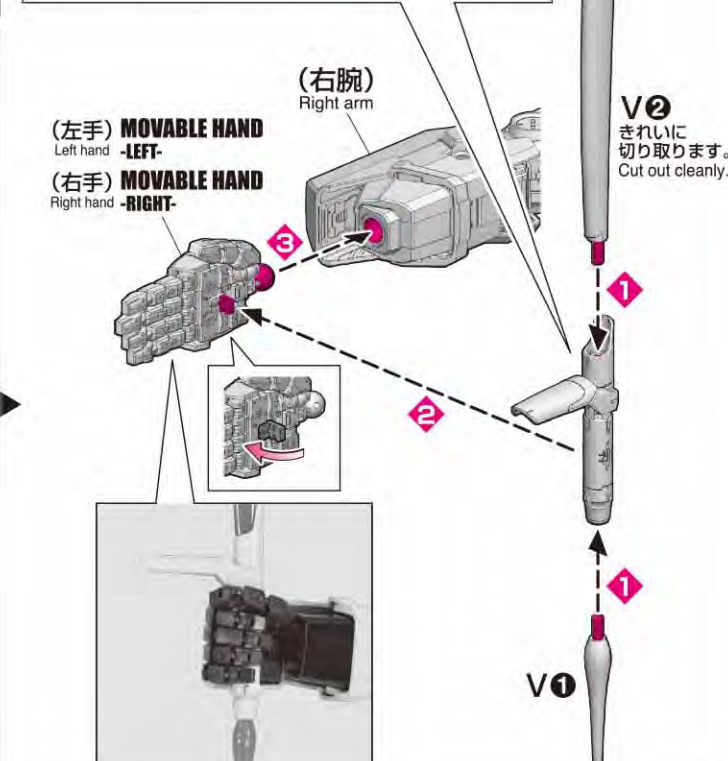
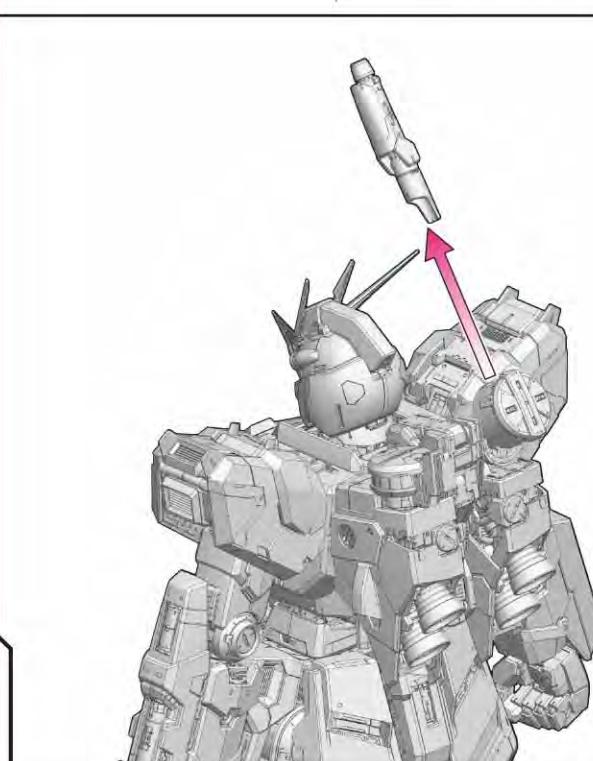
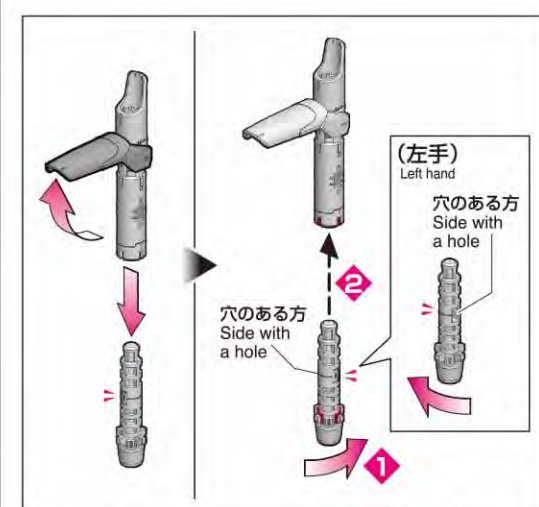
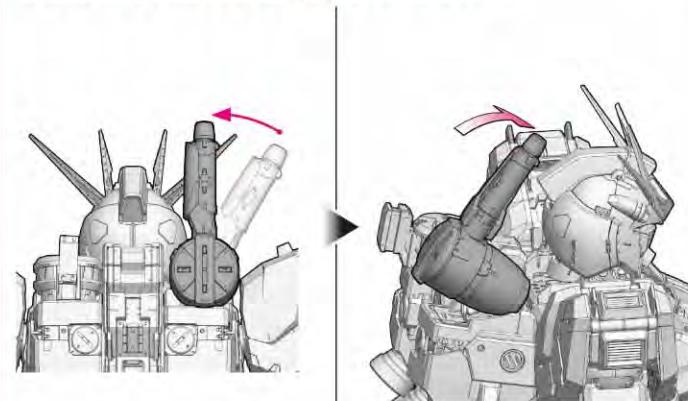
## SUPPORT ARM GIMMICK-2



## BEAM SABER EQUIPMENT-1

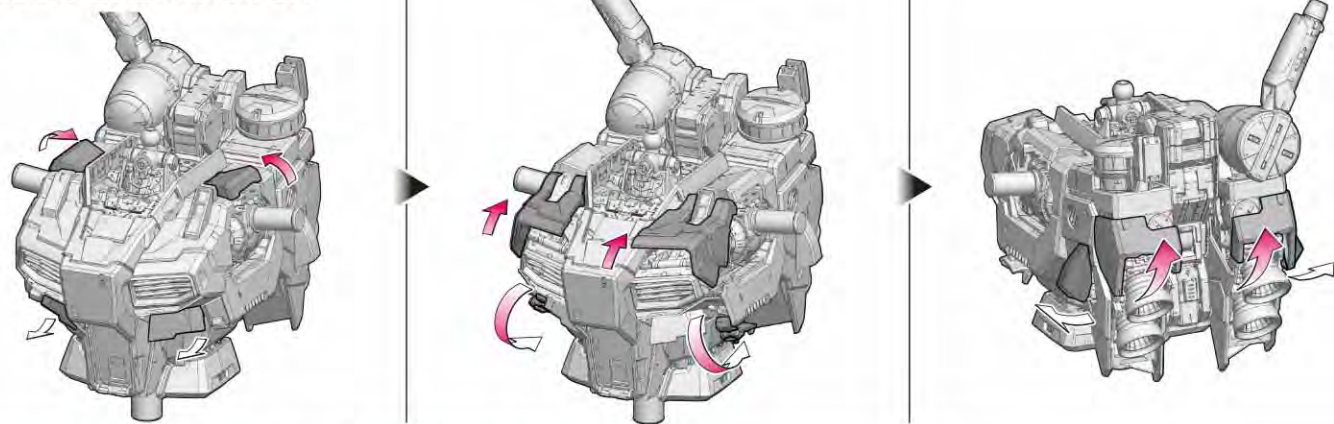


## BEAM SABER EQUIPMENT-2





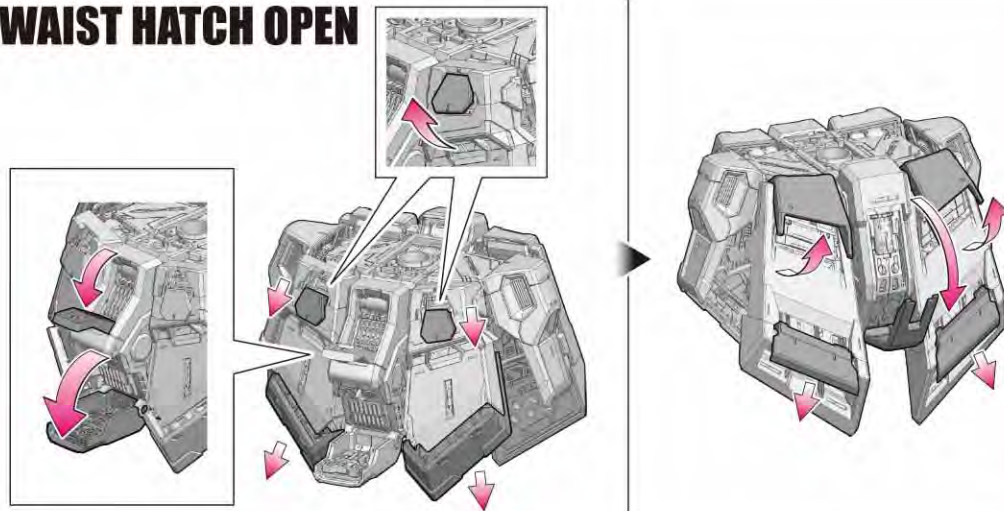
## CHEST HATCH OPEN



## HEAD HATCH OPEN



## WAIST HATCH OPEN



## SHOULDERS HATCH OPEN

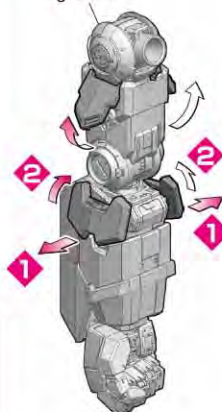
※両肩同様  
\* Same on the both shoulders



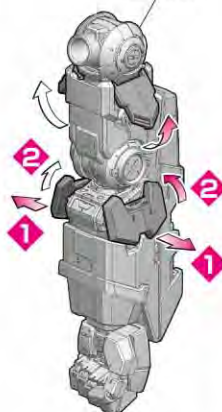
※反対側も同様  
\* Same on the opposite side

## ARMS HATCH OPEN

(右腕)  
Right arm

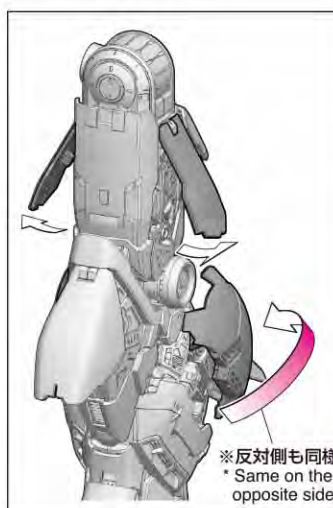


(左腕)  
Left arm

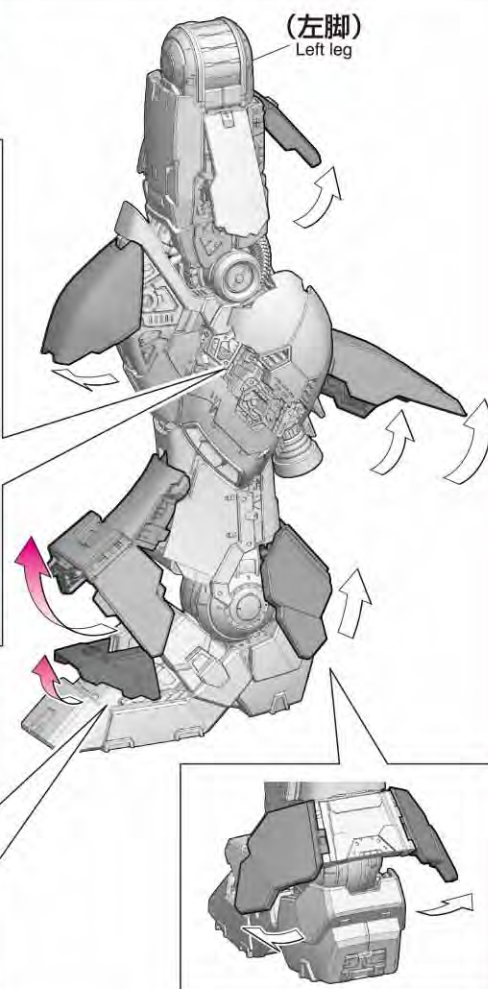
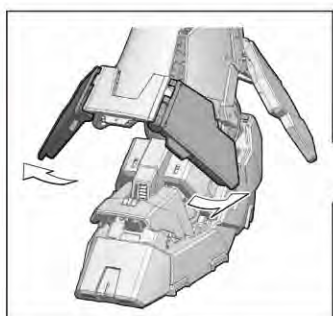


## LEGS HATCH OPEN

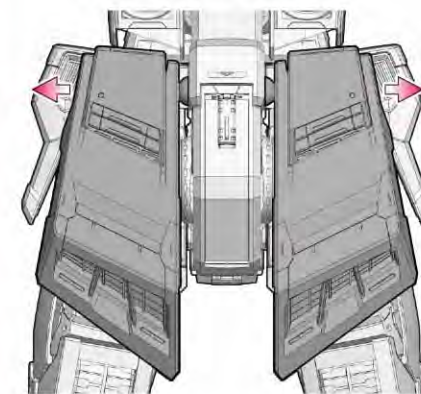
※右脚も同様  
\* Same on the right leg



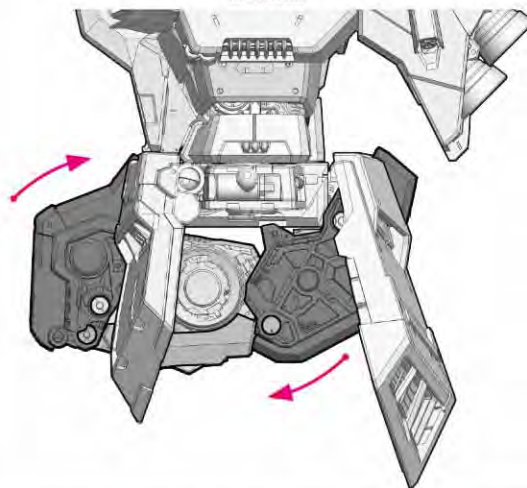
※反対側も同様  
\* Same on the opposite side



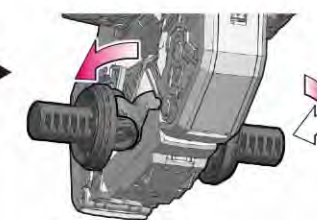
リアアーマー部分を引き出します。  
Pull the rear armor outward.



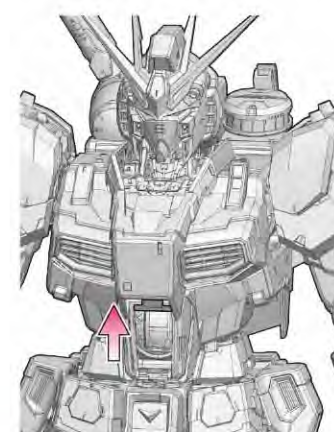
<側面図>  
<Side view>



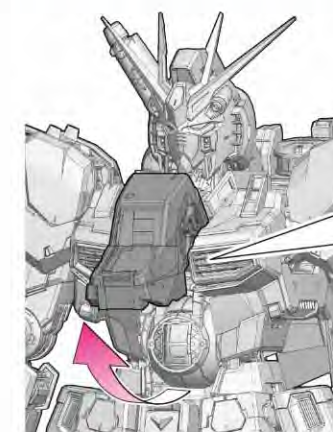
脚の可動範囲が広がります。  
Expands possible range of legs.



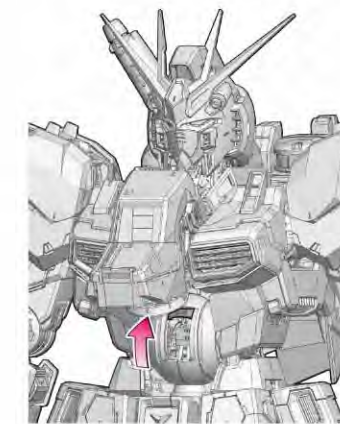
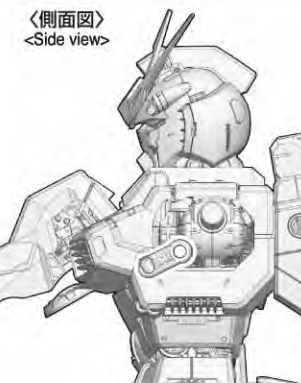
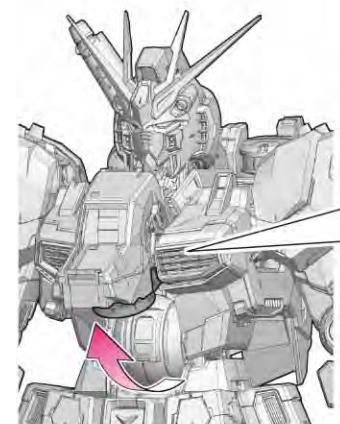
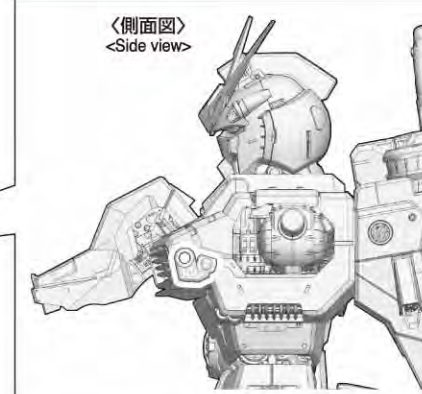
## How to open the cockpit hatch-1



## How to open the cockpit hatch-2

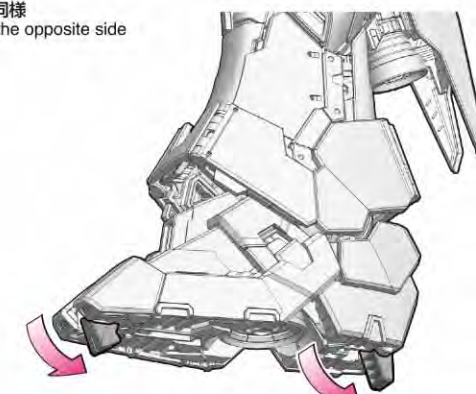


<側面図>  
<Side view>



※画像は作品中のものです。  
\* Images are from the original work.

※反対側も同様  
\* Same on the opposite side

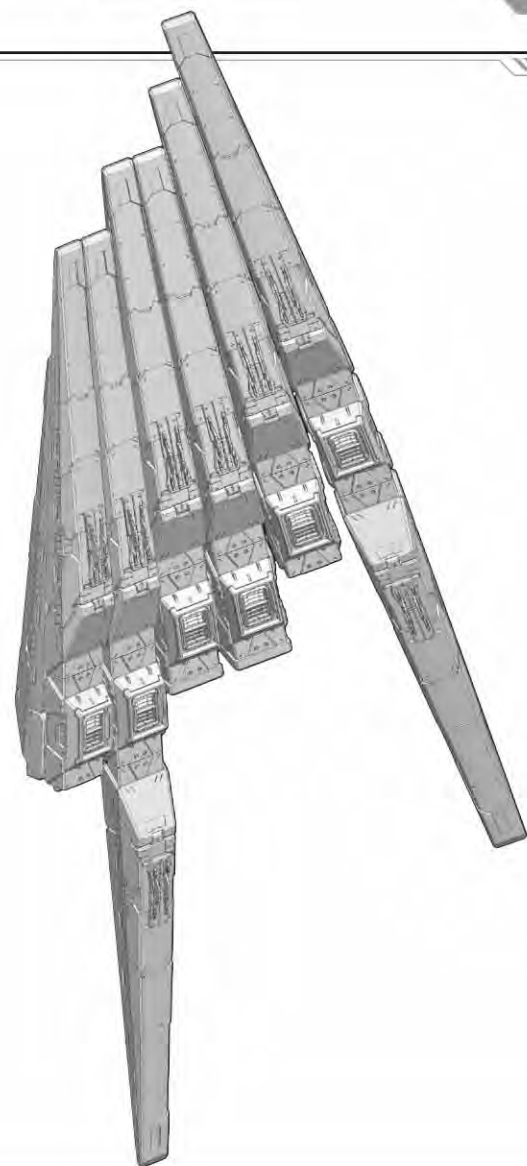
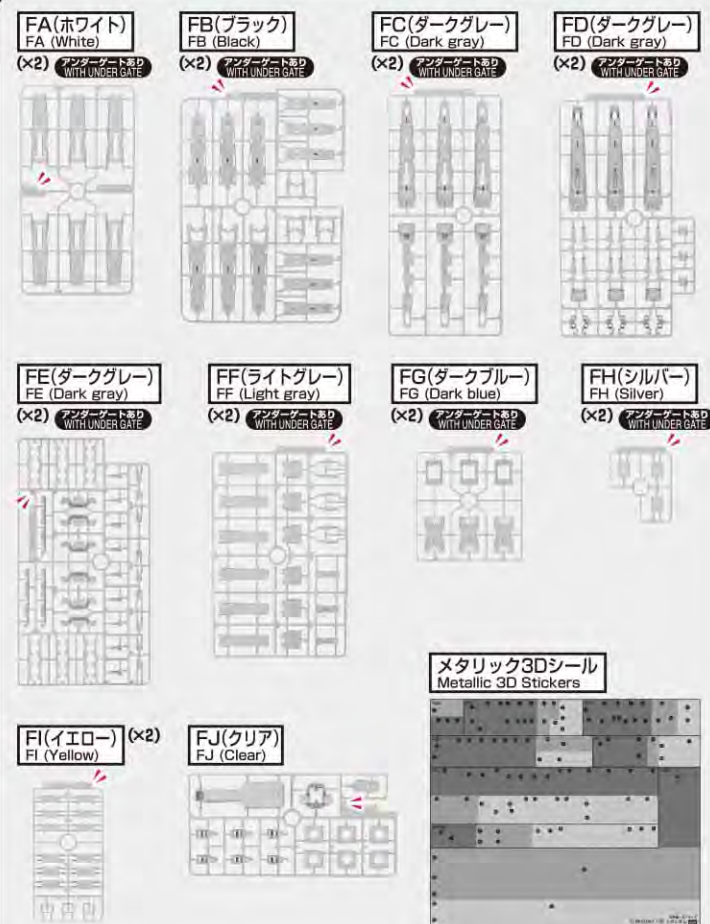




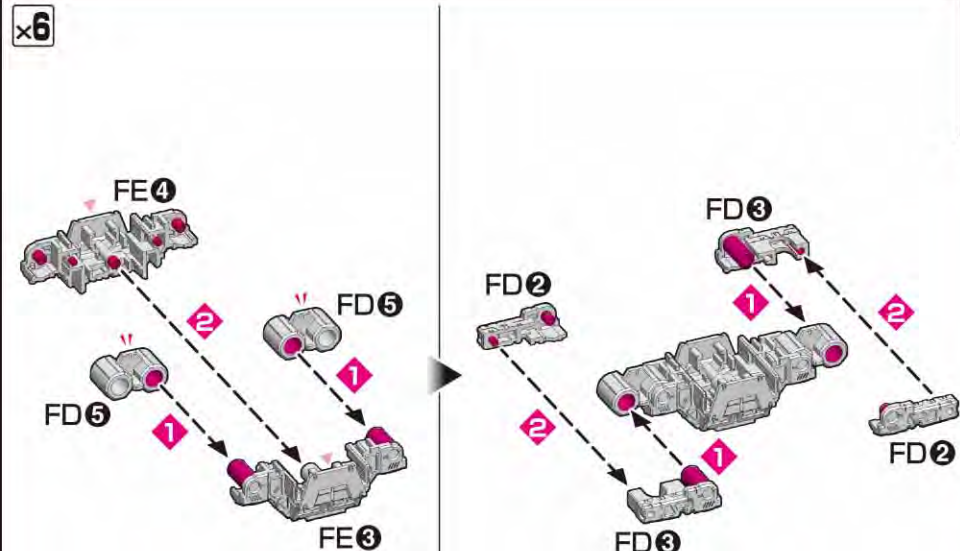
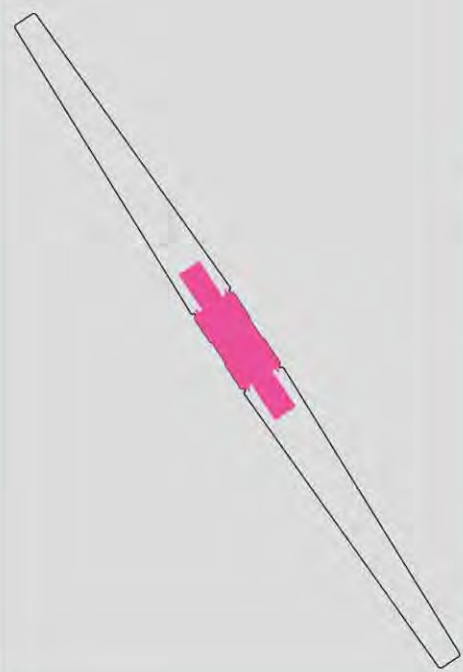
# PHASE 05 ~フィン・ファンネルの組立~

## FIN FUNNEL ASSEMBLE

### FIN FUNNEL 01~06



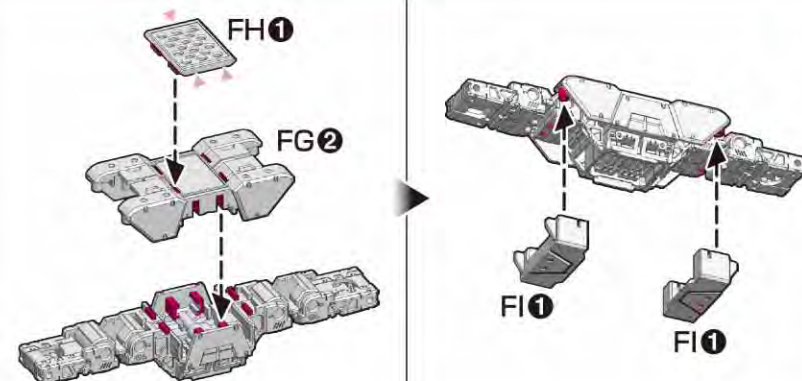
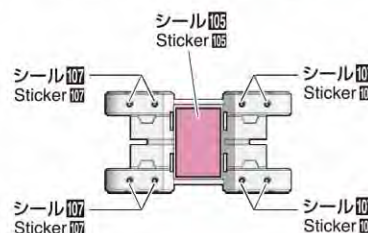
### FIN FUNNEL UNIT 01



×6

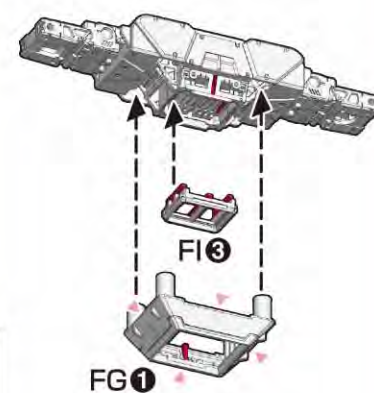
### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

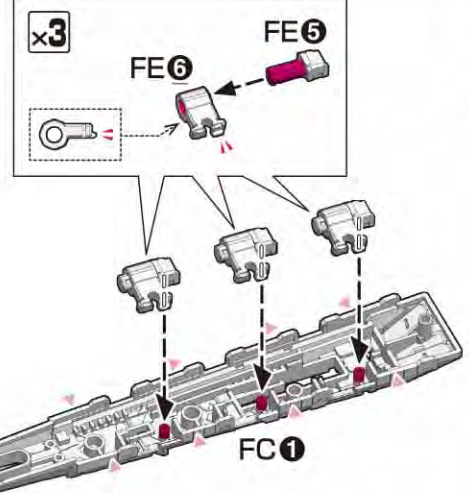


×6

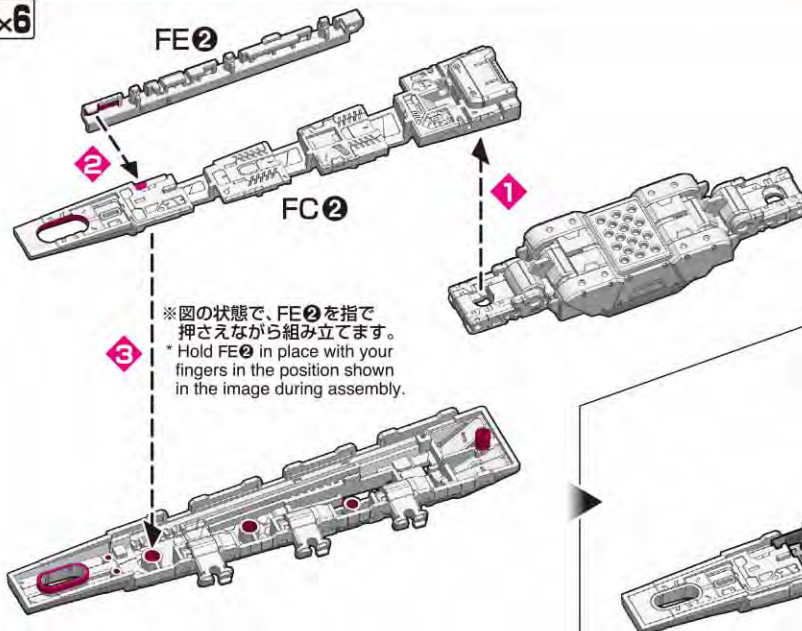
### FIN FUNNEL UNIT 02



×6

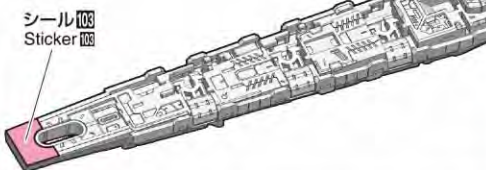


×6

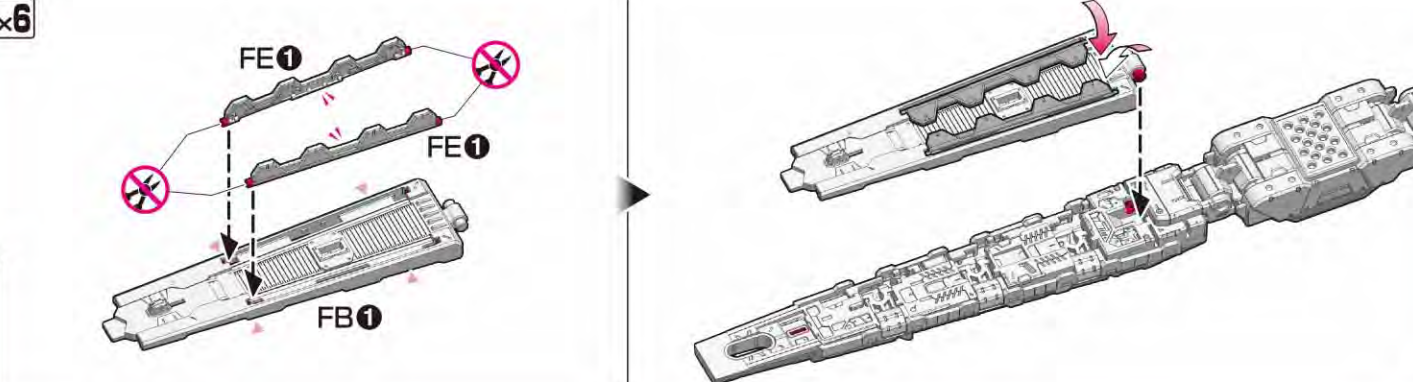


### METALLIC 3D STICKERS LOCATION

～メタリック3Dシールの貼り位置～

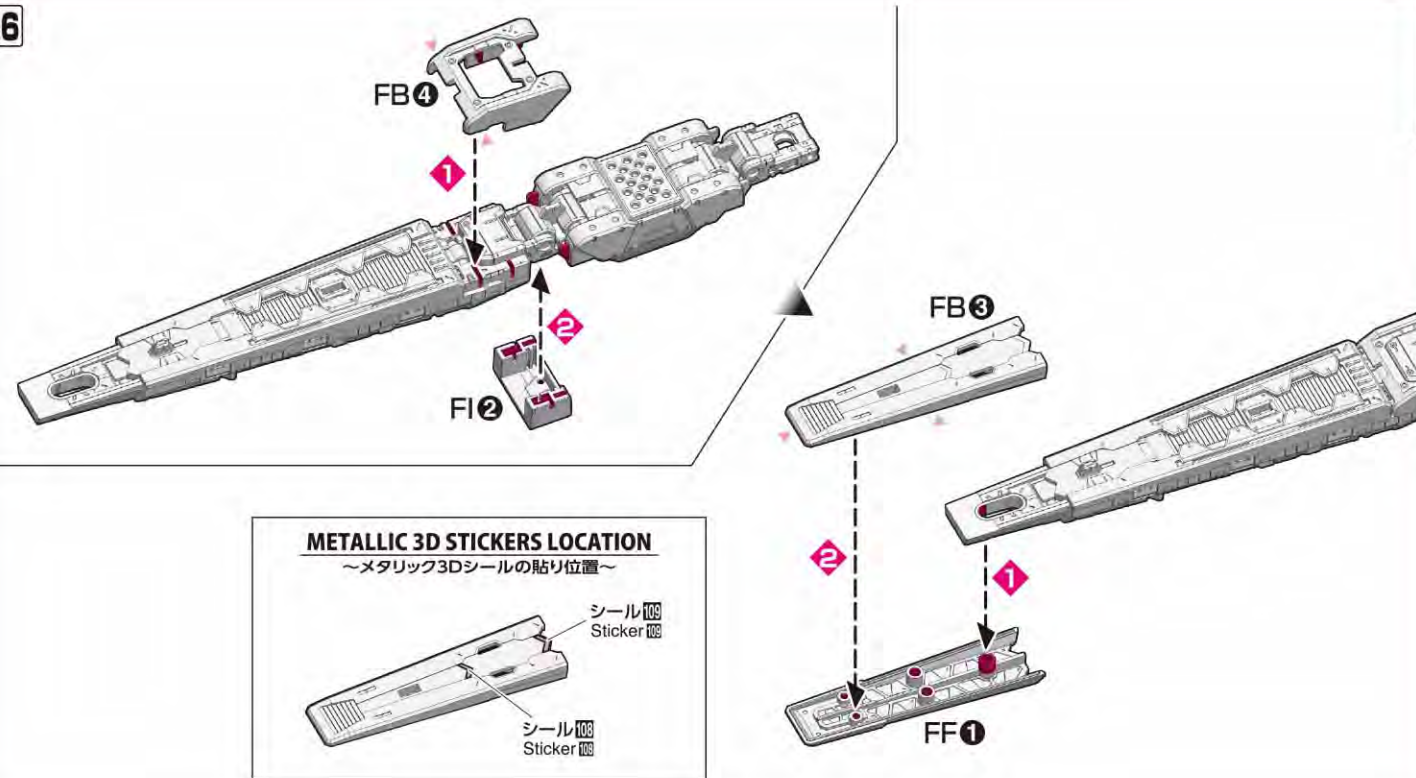


×6

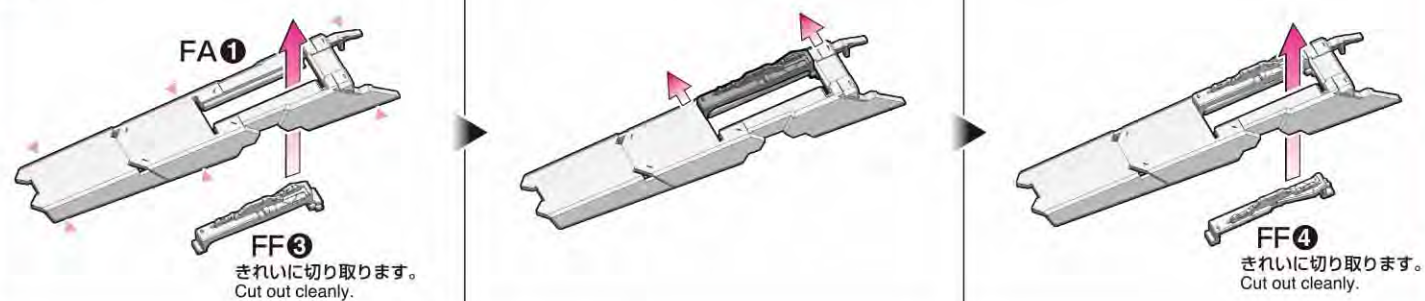




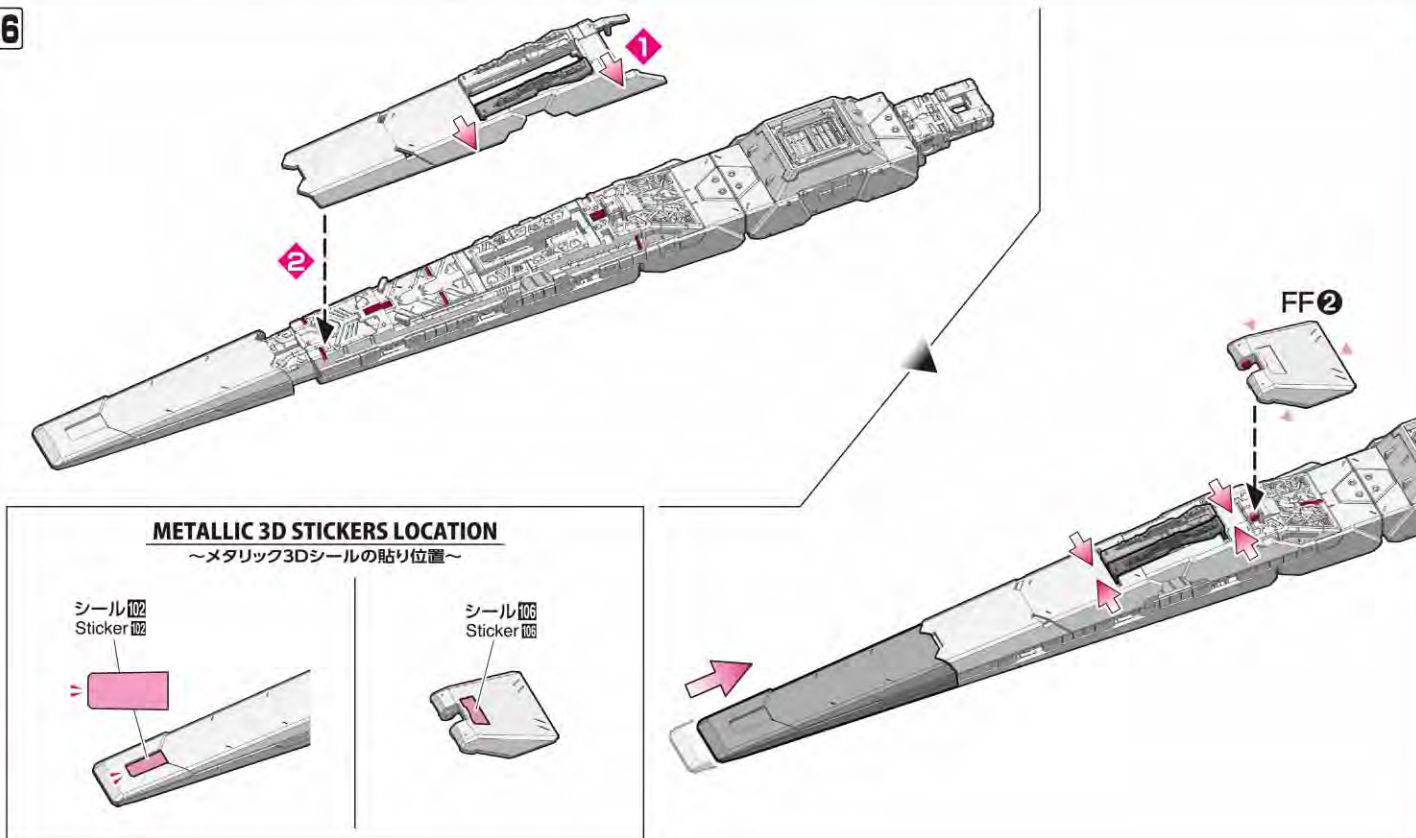
×6



×6

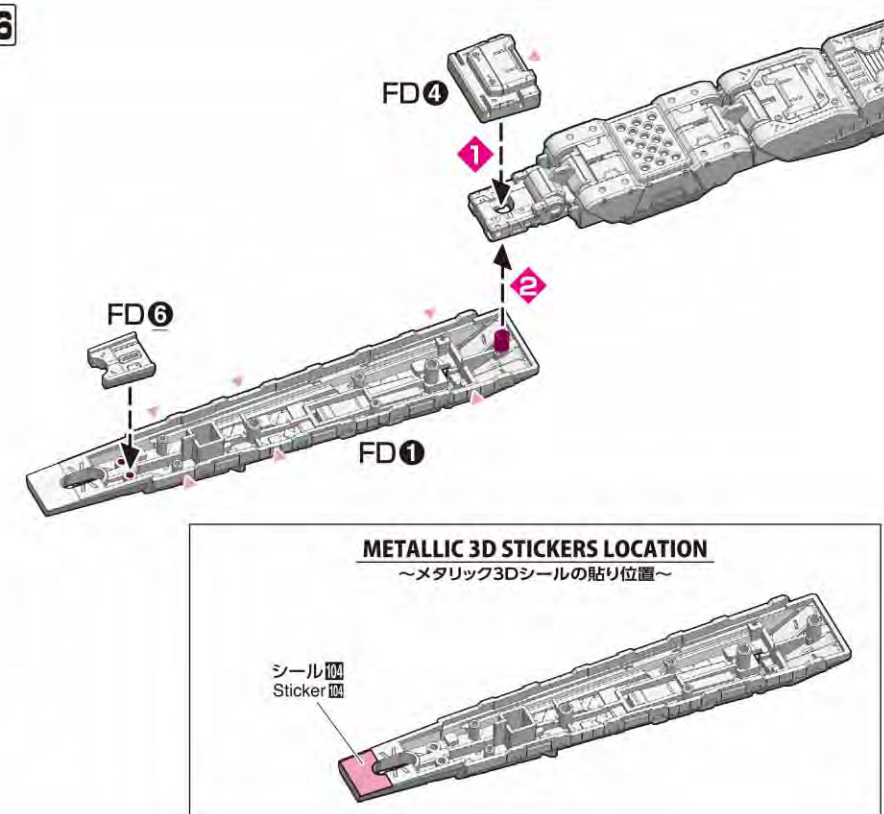


×6

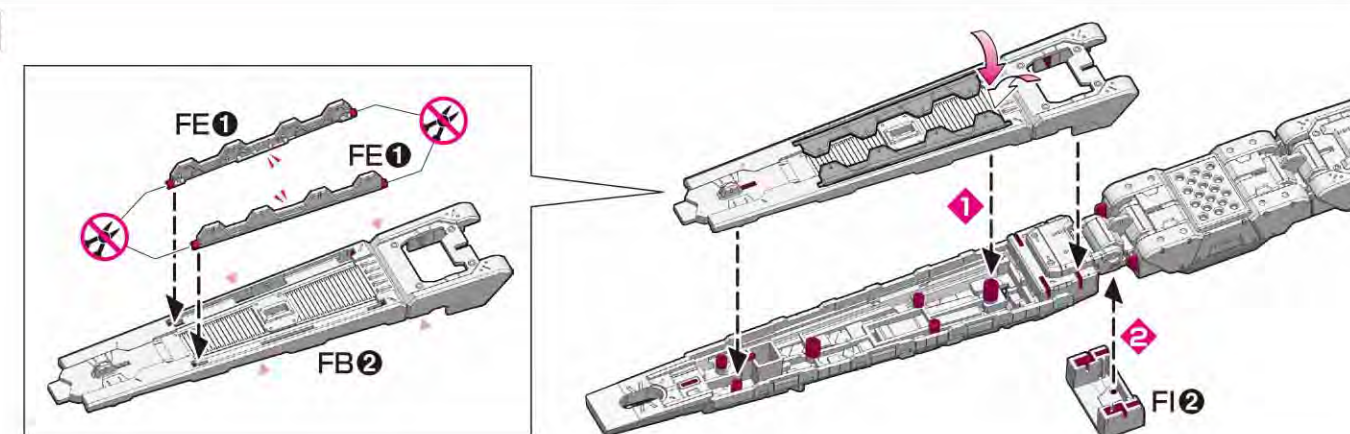


## FIN FUNNEL UNIT 03

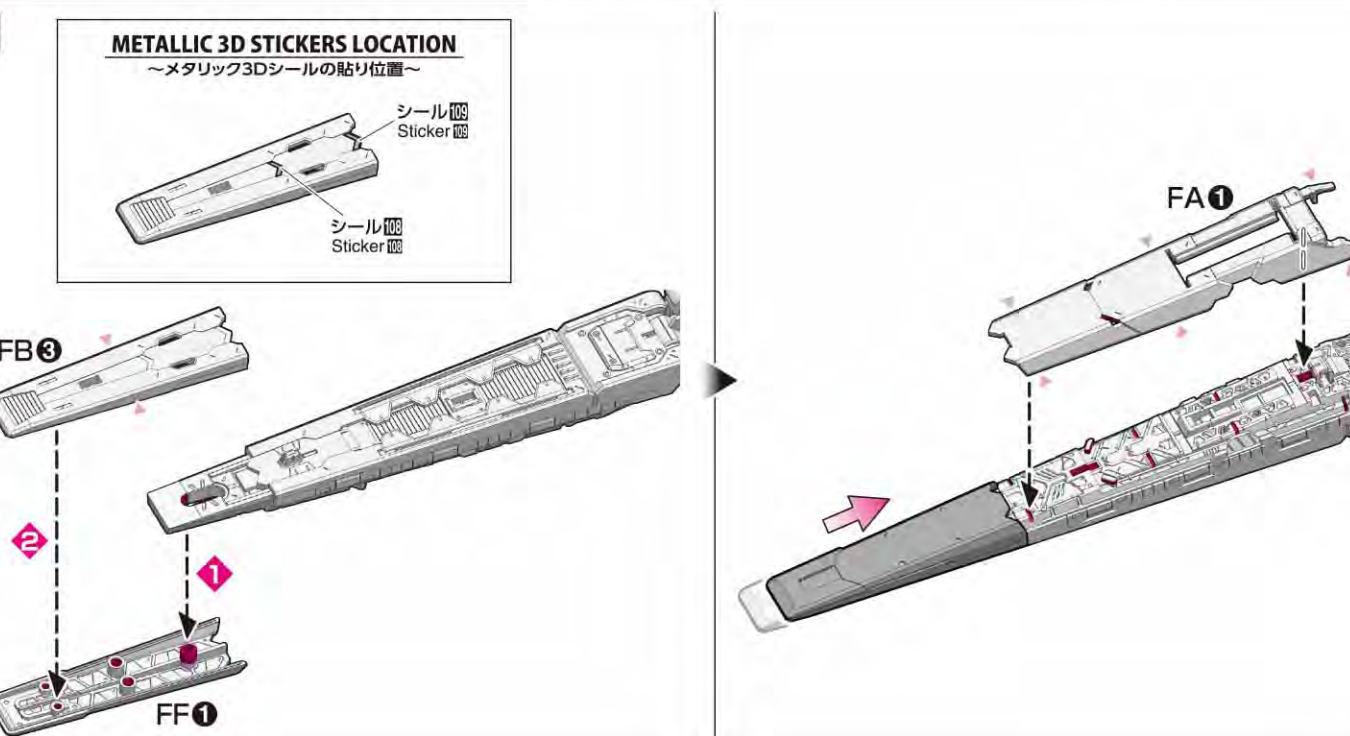
×6



×6



×6





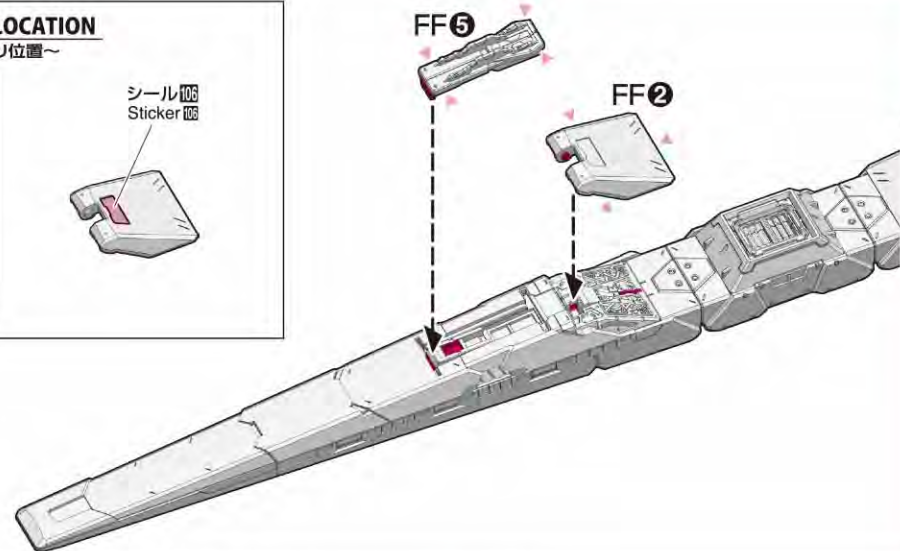
×6

# METALLIC 3D STICKERS LOCATION

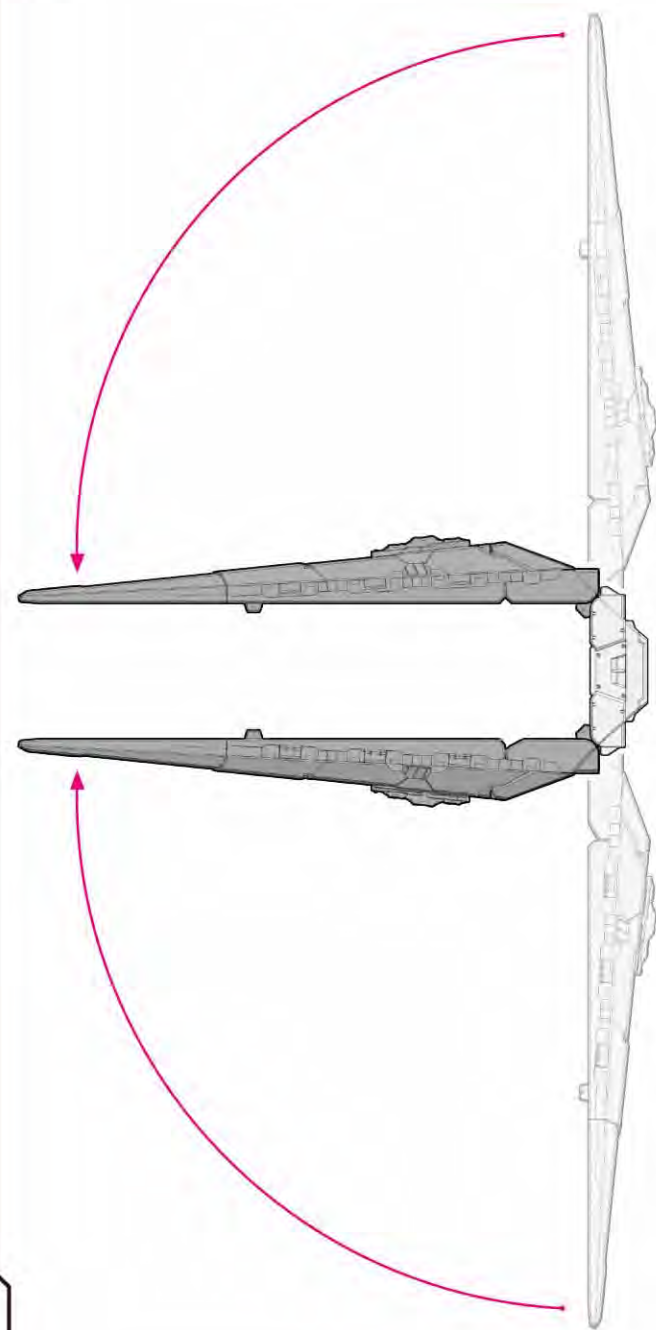
～メタリック3Dシールの貼り位置～

シール  
Sticker

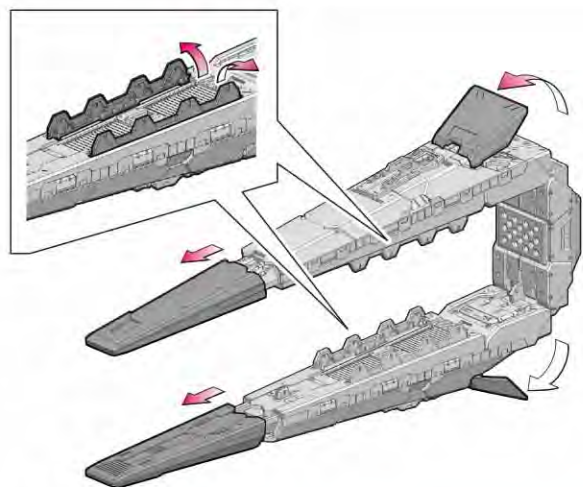
シール  
Sticker



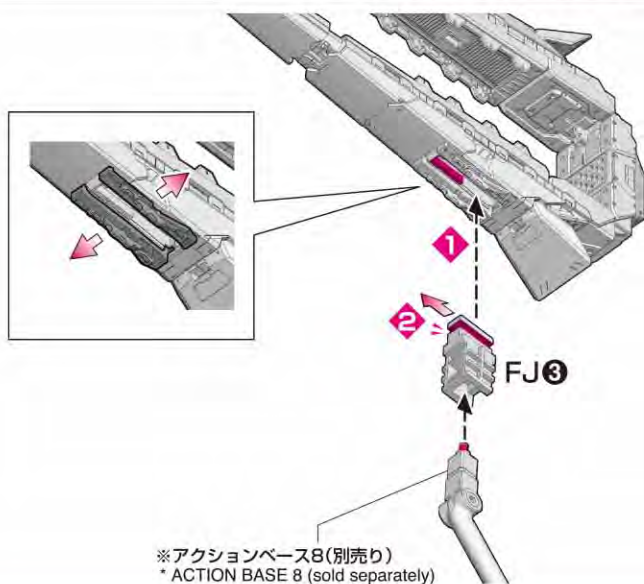
×6



×6



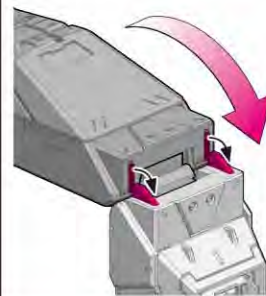
※画像は作品中のものです。  
\* Images are from the original work.



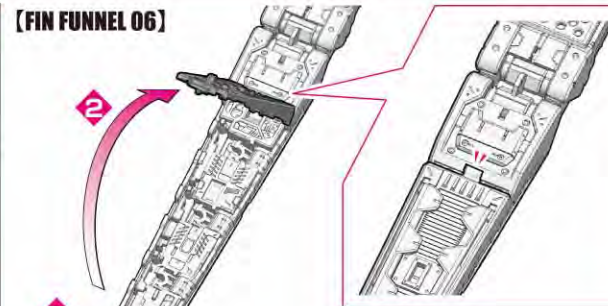
※アクションベース8(別売り)  
\* ACTION BASE 8 (sold separately)

## CHECK

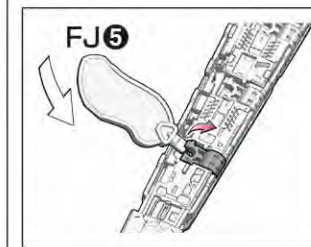
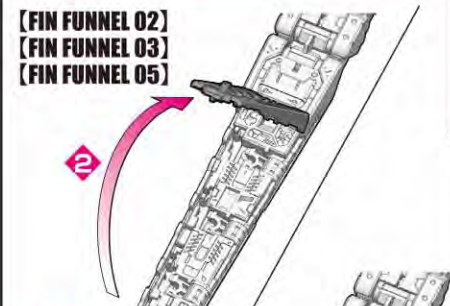
※突起をミソに差し込みながら  
フィン・ファンネルをまっすぐに  
戻します。  
\* Return the Fin funnels to their  
straight configuration while inserting  
the protrusions into the grooves.



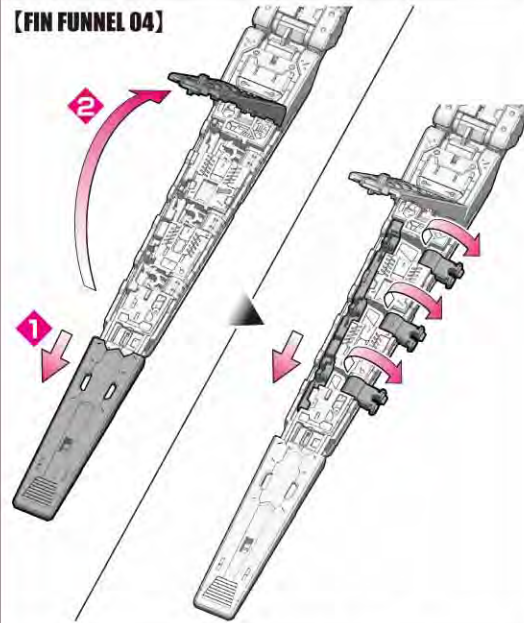
[FIN FUNNEL 06]



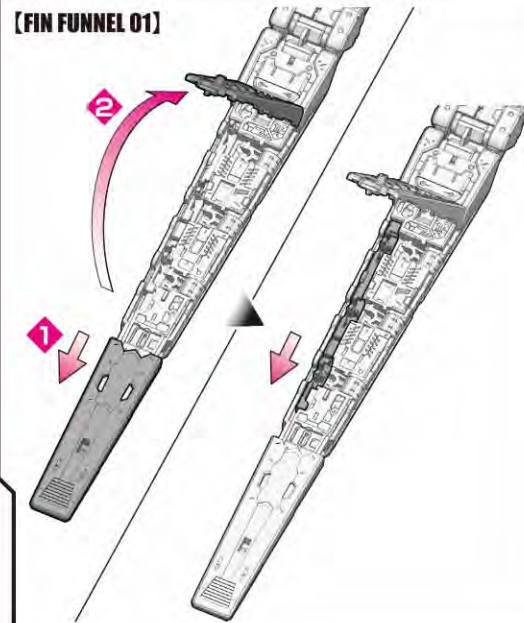
[FIN FUNNEL 02]  
[FIN FUNNEL 03]  
[FIN FUNNEL 05]



[FIN FUNNEL 04]

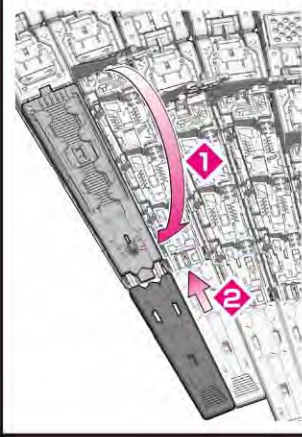


[FIN FUNNEL 01]



## ONE POINT ADVICE

※フィン・ファンネルを連結させながら、  
順次閉じていくとよいでしょう。  
\* We recommend closing the parts one  
by one while connecting the Fin funnels.



[FIN FUNNEL 06]

[FIN FUNNEL 05]

[FIN FUNNEL 04]

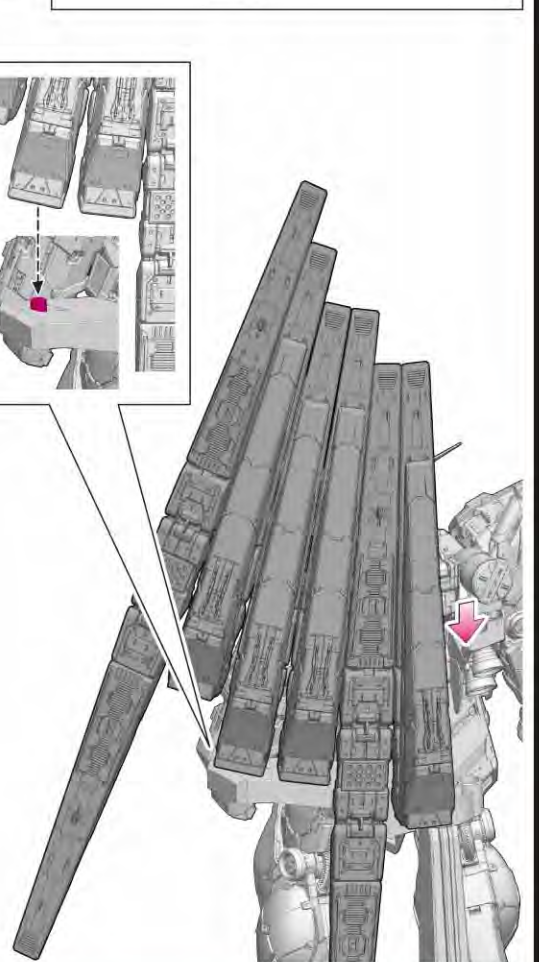
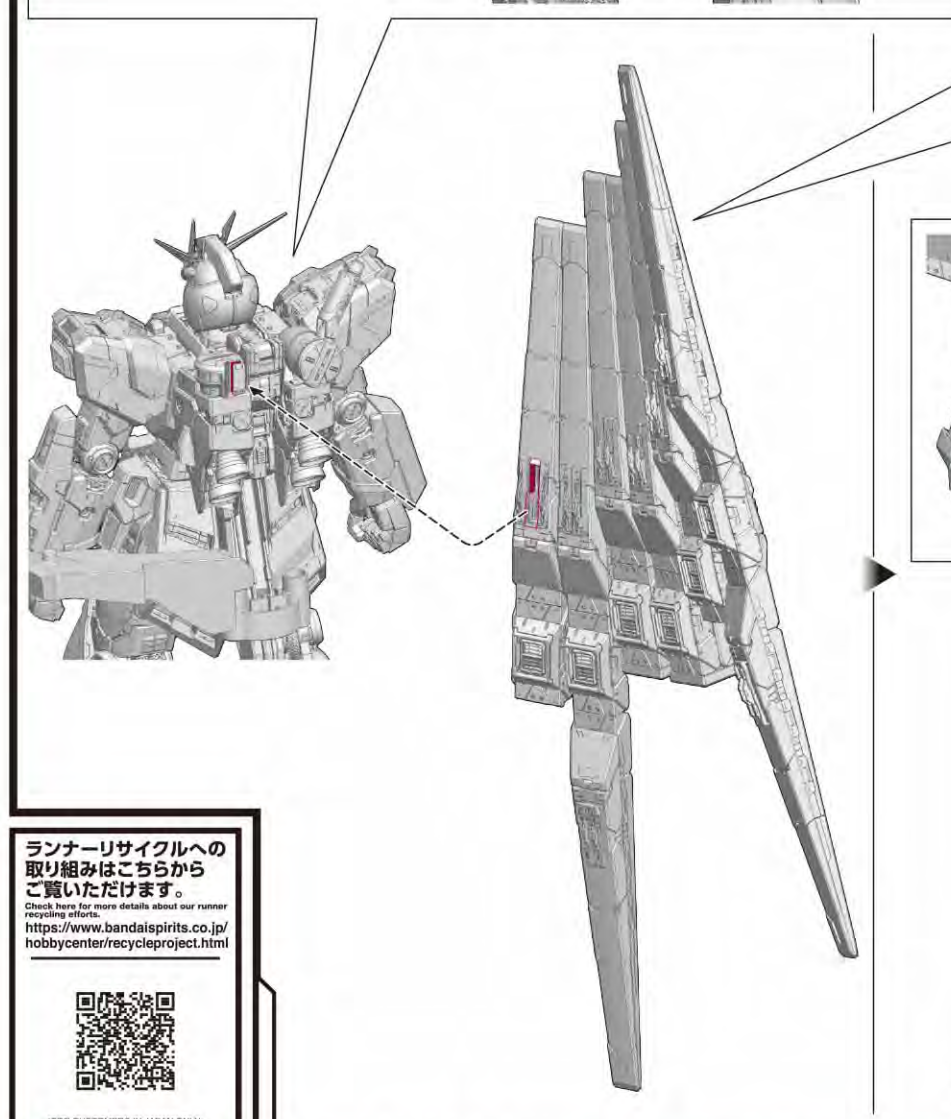
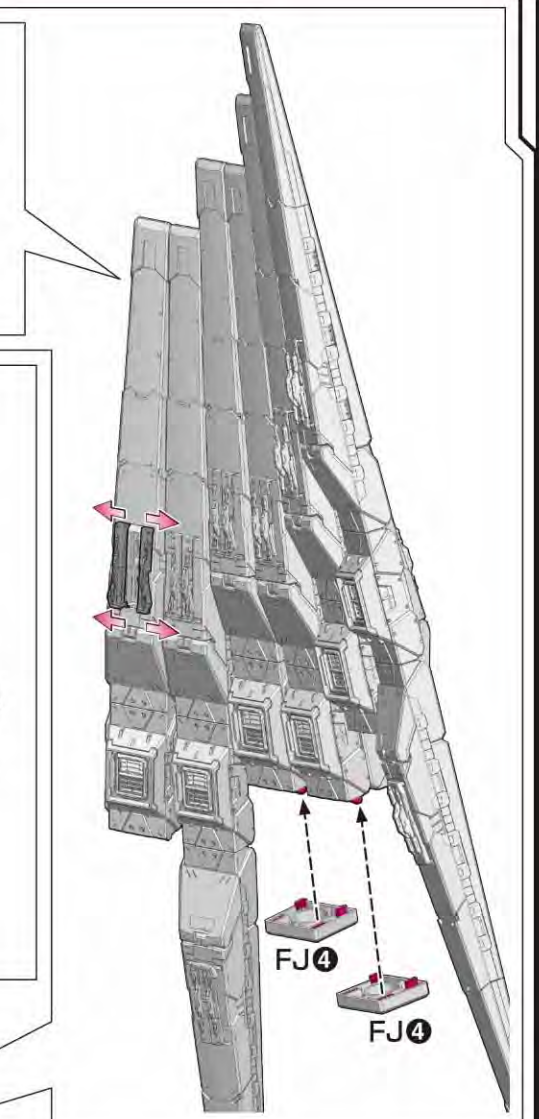
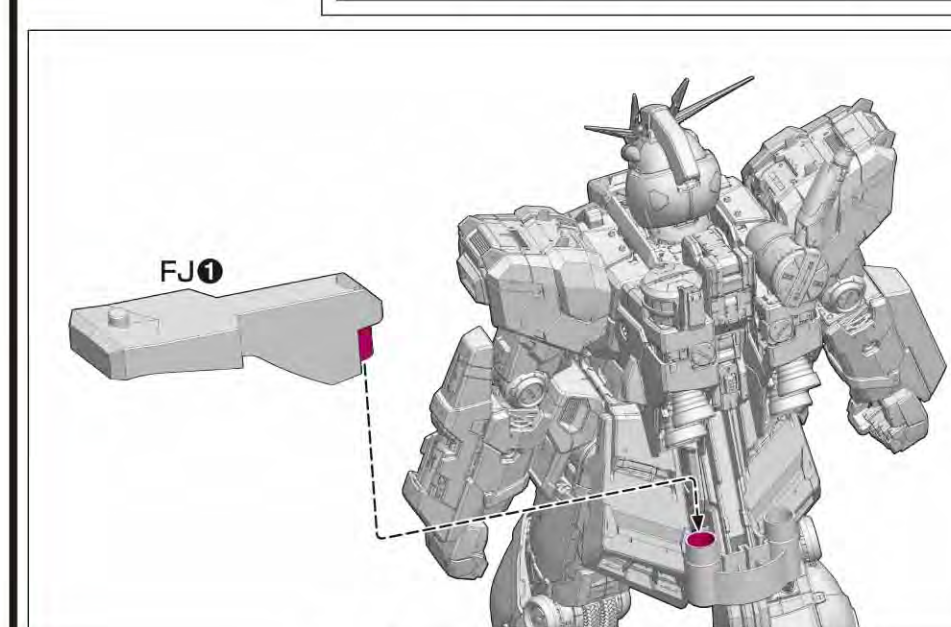
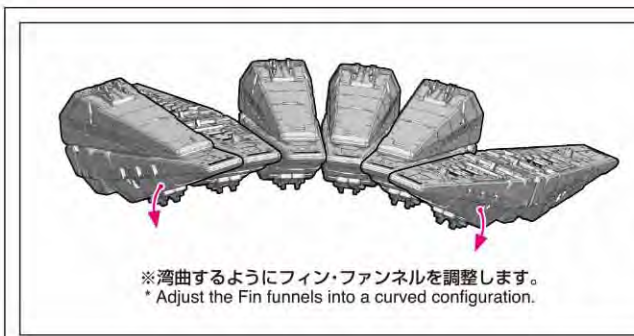
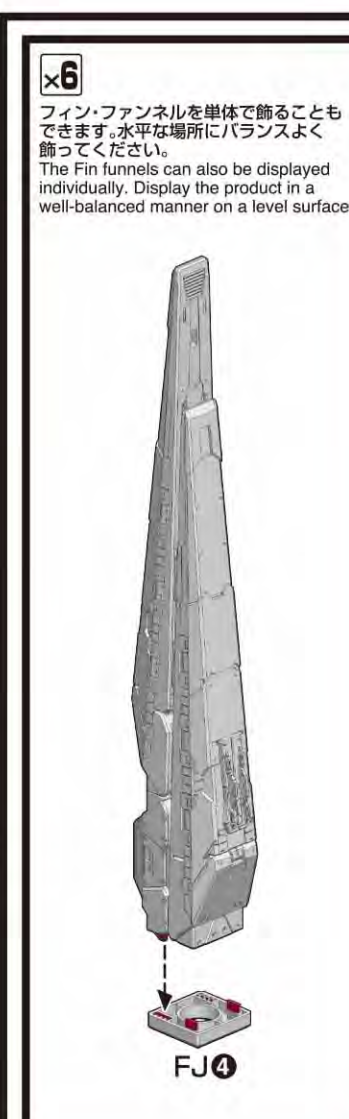
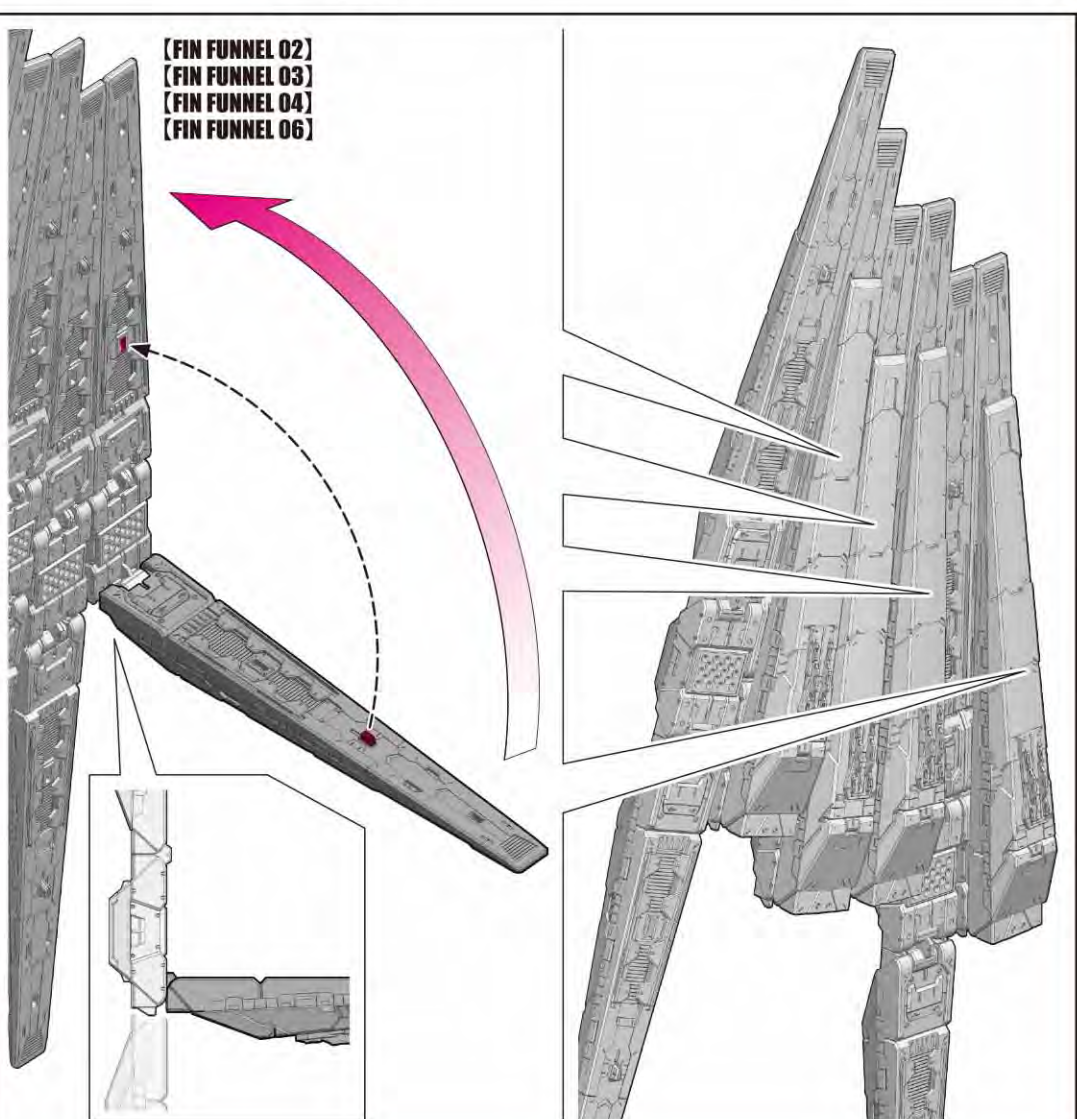
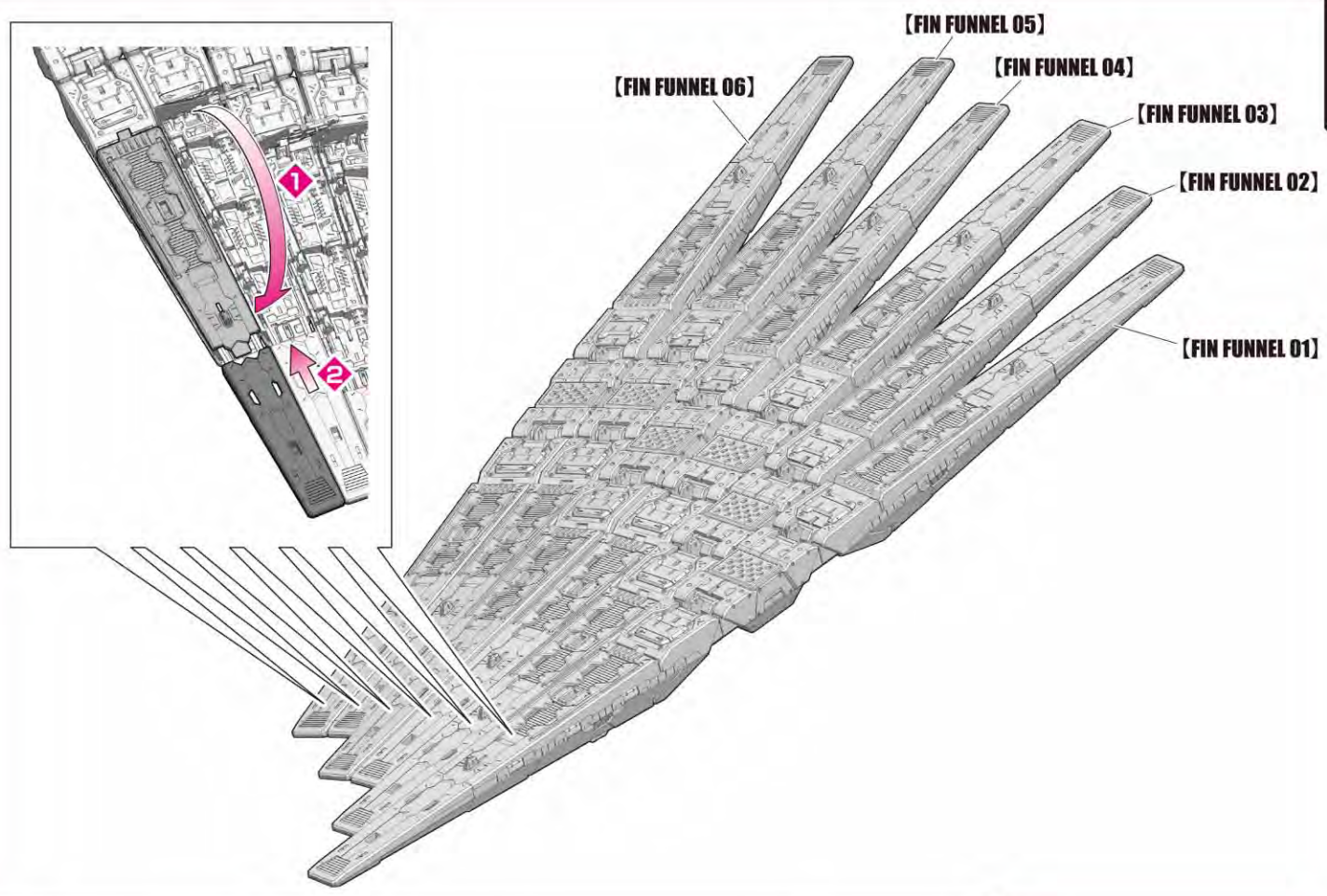
[FIN FUNNEL 03]

[FIN FUNNEL 02]

[FIN FUNNEL 01]

平らなところで行ってください。  
Perform this step on a flat surface.





ランナーリサイクルへの  
取り組みはこちらから  
ご覧いただけます。  
Check here for more details about our runner  
recycling efforts.  
<https://www.bandaispirits.co.jp/hobbycenter/recycleproject.html>

\*FOR CUSTOMERS IN JAPAN ONLY.

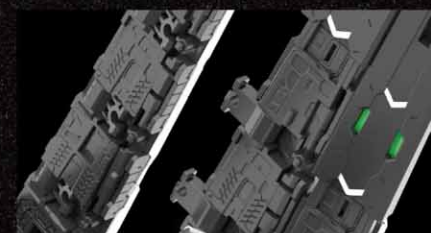
※長い時間の組み立て作業、お疲れ様でした!! \* Congratulations on completing the long assembly process!  
カバーシールをはがしましょう! Now it's time to remove the cover stickers!



# Action

劇中の多彩なアクションと躍動を再現すべく、大型モデルに柔軟な体躯と剛健な関節機構を実装。フレームには高剛性のABSを採用し、複数軸での勘合保持やロック機構など、可動ギミックを徹底的に追求している。ダイナミックな動きに追従するスライド装甲が、常に破綻のない美しいシルエットを生み出す。

In order to reproduce the diverse actions and dynamic movements featured in the film, this large model incorporates a flexible body with robust joints. The frame consists of highly rigid ABS, and an extreme focus was placed on moving gimmicks, such as the multi-axis attachment retention and locking mechanisms. The sliding armor parts move in conjunction with dynamic maneuvers, culminating in a beautiful, consistent silhouette.



フィン・ファンネル同士の接続部は新規の接続方法を開発。強固に保持しながらマントのような湾曲した表情付けが可能となっている。

A new attachment method was developed for the Funnels, achieving strong connections while enabling curved, cape-like configurations.

上腕付け根とヒジにはロール可動軸が設けられ、複雑なポーズも自然に再現できる。

The base of the upper arm and elbow have rolling axes, enabling the natural reproduction of complex poses.



フィン・ファンネルはアクションベース8（別売り）を用いて独立したディスプレイが可能。プラモデルオリジナルギミックの伸縮・展開ギミックも搭載。

The fin funnels can be displayed independently using the ACTION BASE 8 (sold separately). They also incorporate expanding/retracting gimmicks unique to this plastic model.

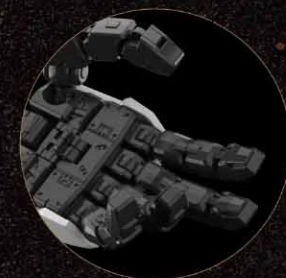


装甲のスライド・可動機構により、デザインを損なうことなく可動域を確保。

The sliding and moving armor mechanisms enable a wide range of articulation without compromising its design.

可動マニピュレーターは五指の関節のみならず握る際の手の平の動きまでも再現し、より自然な表情を見せることができる。

All of the joints of the five digits of the movable manipulators, as well as the movements of the palm when gripping objects, have been reproduced to create natural expressions.



# RX-93 v GUNDAM

プラモデルオリジナルギミックとしてニュー・ハイパー・バズーカを背面懸架状態から腕での保持にスムーズに移行させるサポートアームを搭載。

A support arm, a gimmick unique to this plastic model kit, has been installed to smoothly move the New Hyper Bazooka from its suspended state on the back to its arms.

※掲載の画像はイメージです。※掲載の画像は開発中の設計データを使用したCGです。 \* Images are for illustrative purposes only. \* The images are CG representations based on developmental design data.



# Full Hatch Opening

## フルハッチオープン

全身の各ユニットにはハッチオープンギミックを搭載。実際のモビルスーツメンテナンスでの整備性を考慮した配置が行われている。ハッチオープンすることで、装甲を取り付けたあとでも多彩なマテリアルで構成された内部フレームを楽しむことができる。

The units throughout the body incorporate hatch-opening gimmicks. They were positioned with maintainability in mind when an actual mobile suit undergoes maintenance. Even after the armor parts are attached, the hatches can be opened to enjoy the internal frame, which consists of various materials.



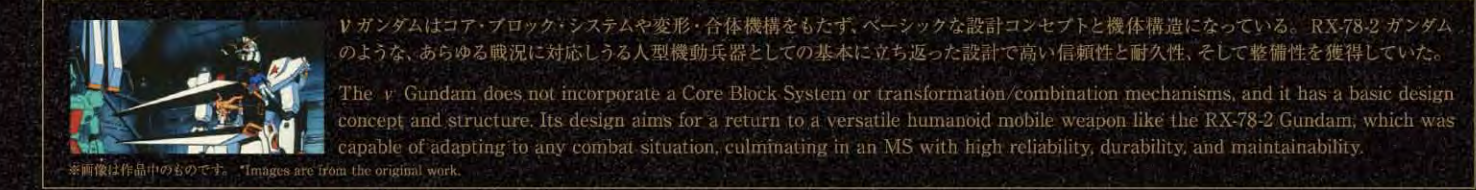
コックピット・ハッチは層状に重なっており、高い気密性を確保できるようになっている。通常は胸部正面のスライド式ハッチが開閉するが、整備時には胸部装甲を跳ね上げることでコックピット・ブロックを露出することができる。

The cockpit hatch has a layered structure to create an airtight design. The sliding hatch on the front of the chest is usually used to open and close the cockpit, but chest armor can be lifted to reveal the cockpit block for maintenance.



νガンダムにはフルアーマー構想やフィン・ファンネル増設案もあったとされ、機体各所にその拡張用と思われる部位が存在する。

It is said that there were Full Armor plans and configurations with additional Fin Funnels for the ν Gundam, and there are sections throughout the MS which are speculated to be used for such expansions.



※掲載の画像はイメージです。※掲載の画像は開発中の設計データを使用したCGです。 \* Images are for illustrative purposes only. \* The images are CG representations based on developmental design data.

# DECAL GUIDE

この水転写式デカールはプラモデルオリジナルのもので、貼り指示は一例ですのでイメージに合わせてお貼りください。  
The water decals are designed for this plastic model kit. The instructions show one example. Please apply according to your preferences.

- 水転写式デカールの貼り方
1. 水転写式デカールは、転写するマークより大きめに切り出し、ぬるま湯に3秒程度浸し、ピンセットで引き上げます。
  2. 台紙から水転写式デカールがずれるようになるまで待ち、表を上にしてすべらせて貼ってください。
  3. 綿棒などで押して、気泡を取ってください。
- How to apply water decals
1. Cut out the decal, leaving a little margin around the design.
  2. Place the decal in lukewarm water for 3 seconds, and then take it out with tweezers.
  3. When the decal is ready to slide off the backing paper, apply it by sliding it onto the surface of the model.
  4. Press with a cotton swab or other absorbent item to squeeze out air bubbles.

乾くまで、手を触れないでください。  
Do not touch until it is completely dry.

※水転写式デカールを貼る部分のキットパーツの油分を、あらかじめ中性洗剤などでふきとると一層よく密着します。  
※水転写式デカールを貼るための道具(ハサミ、ピンセット、綿棒など)は、別にご用意ください。  
※水転写式デカールがモールドをまたいだり、乾いてはかれる箇所につきましては、別売りの水転写式デカール用軟化剤や水転写式デカール用接着剤を使用することで対応できます。  
※余った水転写式デカールは好きな所に貼ってください。  
\* Use a neutral cleanser to wash off oil on parts before applying. This helps the decal adhere better.  
\* This kit does not include tools for applying water decals (scissors, tweezers, cotton swabs, etc.).  
\* If a water decal peels off due to mold lines or drying out, etc., the problem can be fixed with water decal softener or water decal glue (sold separately).  
\* Use the extra water decals freely.

## COLOR GUIDE

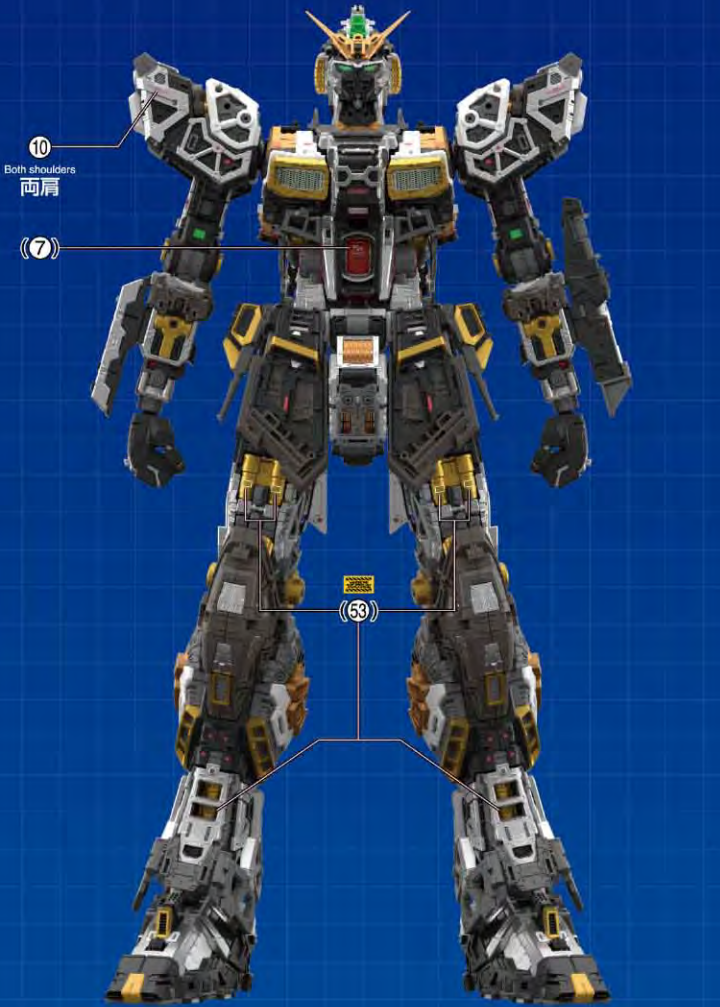
※よりリアルに仕上げたい方は、こちらの基本色をご覧ください。  
※塗装には、より安全な「水性塗料」のご使用をおすすめします。  
※ABS樹脂部分への塗装は破損する恐れがありますので、塗装はおすすめできません。  
※カラー配合は参考値であり、画像とカラーガイドの色は異なる場合があります。  
\* For a more life-like finish, refer to the color guide.  
\* Use of water-based paint is recommended for safety reasons.  
\* Painting ABS plastic parts is not recommended, as paint can damage the plastic.  
\* The color blending is shown for reference and the actual color may differ from the image.

| RX-93 ν GUNDAM |                                                                                                                                                        |        |                                                                                                                                        |
|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|--------|----------------------------------------------------------------------------------------------------------------------------------------|
| 外装等            | ホワイト部の塗装色<br>External Armor, etc. (White part)<br>ホワイト(White) 90%<br>+ニュートラルグレー(Neutral gray) 10%                                                      | コックピット | レッド部の塗装色<br>Cockpit (Red part)<br>ワインレッド(マルーン)(Wine red) 50%<br>+モンザレッド(Red madder) 30%<br>+ホワイト(White) 20%                            |
| 外装等            | ライトグレー部の塗装色<br>External Armor, etc. (Light gray part)<br>ホワイト(White) 90%<br>+ニュートラルグレー(Neutral gray) 10%<br>+ブルーグレー(Blue gray)少量(small dose)           | フレーム   | シルバー部の塗装色<br>Frame structure (Silver part)<br>シルバー(Silver) 70%<br>+グレー(Gray) 30%                                                       |
| 外装等            | ブラック部の塗装色<br>External Armor, etc. (Black part)<br>ブラック(Black) 100%                                                                                     | フレーム   | ホワイト部の塗装色<br>Frame structure (White part)<br>ホワイト(White) 100%<br>+ブルーグレー(Blue gray)少量(small dose)                                      |
| 外装等            | ダークブルー部の塗装色<br>External Armor, etc. (Dark blue part)<br>コバルトブルー(Cobalt blue) 40%<br>+インディブルー(Bright blue) 30%<br>+パープル(Purple) 20%<br>+ブラック(Black) 10% | フレーム   | グレー部の塗装色<br>Frame structure (Gray part)<br>グレー(Gray) 60%<br>+ブルーグレー(Blue gray) 30%<br>+ブラック(Black) 10%                                 |
| 外装等            | イエロー部の塗装色<br>External Armor, etc. (Yellow part)<br>オレンジイエロー(Orange yellow) 80%<br>+ホワイト(White) 20%                                                     | フレーム   | ダークグレー部の塗装色<br>Frame structure (Dark gray part)<br>グレー(Gray) 80%<br>+ブラック(Black) 20%<br>+コバルトブルー(Cobalt blue) 10%<br>+パープル(Purple) 10% |
| 外装等            | レッド部の塗装色<br>External Armor, etc. (Red part)<br>モンザレッド(Red madder) 100%                                                                                 | フレーム   | ブラウン部の塗装色<br>Frame structure (Brown part)<br>レッドブラウン(Red brown) 40%<br>+グレー(Gray) 30%<br>+ミッドナイトブルー(Midnight blue) 30%                 |
| AMURO RAY      |                                                                                                                                                        |        |                                                                                                                                        |
| 髪              | 塗装色 Hair<br>ココアブラウン(Cocoa brown) 40%<br>+ブラウン(Brown) 30%<br>+あざき色(Russet) 30%                                                                          | レッド部   | 塗装色 (Red part)<br>モンザレッド(Red madder) 100%                                                                                              |
| 顔              | 塗装色 Face<br>薄茶色(Pale Brown) 80%<br>+クリアオレンジ(Clear orange) 20%                                                                                          | ホワイト部  | 塗装色 (White part)<br>ホワイト(White) 100%                                                                                                   |
| ブルー部           | 塗装色 (Blue part)<br>コバルトブルー(Cobalt blue) 90%<br>+ホワイト(White) 10%                                                                                        | ブラック部  | 塗装色 (Black part)<br>ブラック(Black) 100%                                                                                                   |
| イエロー部          | 塗装色 (Yellow part)<br>イエロー(Yellow) 80%<br>+オレンジイエロー(Orange yellow) 30%<br>+ホワイト(White) 10%                                                              | ズボン    | 塗装色 Pants<br>ホワイトグリーン(White green) 100%<br>+インディブルー(Bright blue)少量(small dose)                                                         |
| CHAN AGI       |                                                                                                                                                        |        |                                                                                                                                        |
| 髪              | 塗装色 Hair<br>ブルー(Blue) 80%<br>+ブラック(Black) 10%<br>+パープル(Purple) 10%                                                                                     | イエロー部  | 塗装色 (Yellow part)<br>イエロー(Yellow) 60%<br>+オレンジイエロー(Orange yellow) 30%<br>+ホワイト(White) 10%                                              |
| 顔              | 塗装色 Face<br>ホワイト(White) 80%<br>+クリアオレンジ(Clear Orange) 10%<br>+薄茶色(Pale brown) 10%                                                                      | ブラック部  | 塗装色 (Black part)<br>ブラック(Black) 100%                                                                                                   |
| ブラウン部          | 塗装色 (Brown Part)<br>ホワイト(White) 40%<br>+ウッドブラウン(Wood brown) 40%<br>+オレンジイエロー(Orange yellow) 20%<br>+モンザレッド(Red madder)少量(small dose)                   | ブーツ    | 塗装色 Boots<br>サンディイエロー(ダークイエロー)(Sandy yellow) 100%                                                                                      |
| レッド部           | 塗装色 (Red part)<br>モンザレッド(Red madder) 100%                                                                                                              |        |                                                                                                                                        |

※ここに掲載している情報は2026年1月現在のもので、  
\* The information is current as of January, 2026.

## 内部フレーム (Internal Frame)

( )内のシールは組立途中に貼るシールです。  
Stickers within ( ) should be applied while assembling.



10  
逆側も同様  
Same on the other side  
Same on right leg  
右脚も同様



