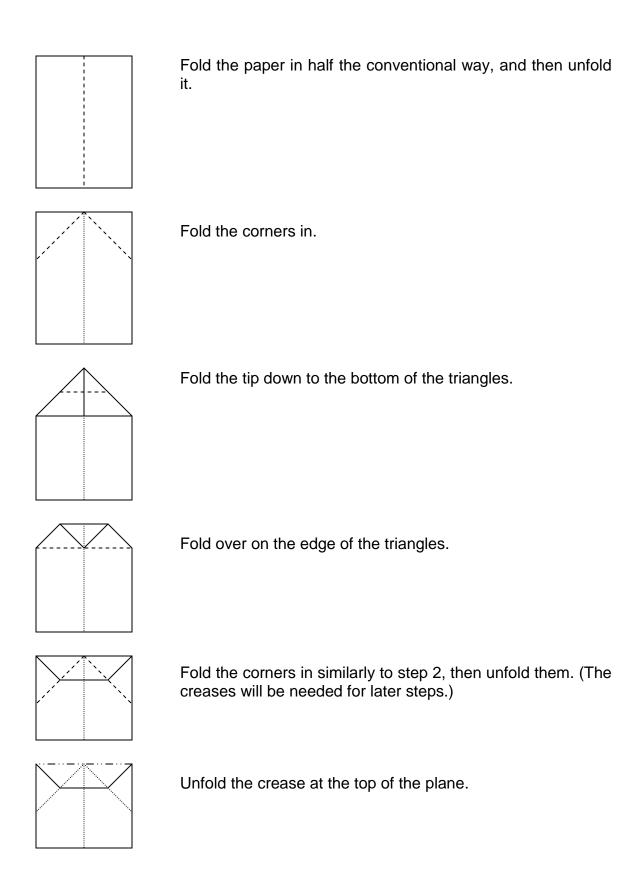
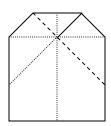
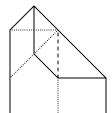
Racer Plane

This plane is a little hard to build, but flies wonderfully at high speed in a swooping path. It requires a bit of guesswork for the fuselage, and additionally has a very tricky step reminiscent of the Luna Moth. It is one of the hardest planes in this book, but a very worthwhile challenge.

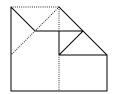




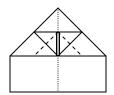
Fold along one of the diagonal creases. (It doesn't matter which one, but here, the top-left to bottom-right is being used.) The area folded over should be trapezoidal.



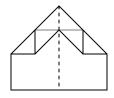
Fold the second largest right triangle over. The plane will not lie flat, but will be like a pentagon with a wall on part of its edge. Flatten it out so that it looks like the next step's illustration.



If you did it correctly, it should be asymmetrical. It will become symmetrical soon, however. Push in on the top-left corner of the plane so that the triangle is inside, not outside, the plane. It should now be symmetrical.



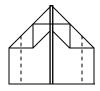
There should now be a right triangular pocket on the front of the plane. Next, fold outwards as the illustration shows. There should be what looks like the corner of a picture frame around an area of 1 layer thick paper.



Fold the center crease so that the 'picture frame' is on the inside of the plane.



Fold the wing about $\frac{1}{2}$ in. above the body. Do the same to the other side, and flatten it out so that the wing surfaces are about level with each other.



Fold the winglets so that the winglet length is $^{1}/_{3}$ the length of the *remaining* wing. Their edges (when being folded flat to the wing) should touch the edges of the triangles that are behind the main pocket. Straighten the wings to look like the diagram below, and you are done.

