

UNPAINTED UNASSEMBLED FIGURE / 未塗装未組立キット(フィギュア)



メガミデバイス
MEGAMI DEVICE

2/1 SCALE UNPAINTED UNASSEMBLED FIGURE

ASRA NINJA

Modelers Edition

アスラ ニンジャ
[朱羅 忍者 モデラーズエディション]

Instruction Manuals

[English / 英語版]

Product Features

This product is an unassembled variant of the “Pre-painted, Pre-assembled PVC Statue ASRA NINJA” that was released in January 2023.

Unlike other Kotobukiya statue and model kit products, the design is intended to be assembled by factories and not end users. Because of that, some parts require manual adjustment of their fit and shape using tools by end users. Assembly requires some knowledge and skills in the use of the materials, adhesives, and necessary tools. Please enjoy with these features in mind.

■ The materials used are mostly PVC and ABS. Please use instant adhesives for gluing the parts together.

- If the parts are both made of ABS, specialized ABS adhesives can be used as well.

■ Almost all parts will have unfinished sprue marks and plastic burrs from the molding process. Please be aware of the following.

- Due to their shapes, it may be unclear which parts require removal. Please make sure to attempt temporary assembly to confirm if adjustment is necessary before sanding, cutting, or gluing.
- Please use a sturdy set of nippers (cutter knives and carving knives can be used as well) for removal of unnecessary materials. Use of thin and precise blades like those on precision nippers may damage the blade.
- Please be careful not to injure yourself when making adjustments using these bladed tools.

■ Certain types of thinners in the paint may attack and degrade the ABS plastic, leading to more brittleness and overall weakening of the parts.

- For painting the ABS parts, please use surfacer or primers for model kits to form a protective coating before applying paint.
- Even after forming the protective coating, please do not use paints with a lot of thinner to avoid chemical degradation.



【Kotobukiya Official Website: How to Paint ABS Parts】

URL : <https://www.kotobukiya.co.jp/en/page-21029/>

■ PVC is a soft material, and can deform if enough force is applied. Such deformations can be corrected by heating the parts using hair dryers or hot water, and then bending it back to shape.

- When doing so, please use warm water at a temperature that you can touch. Be aware of burns.

- After about 10 seconds the parts will become soft, depending on the temperature. Be sure to check the progress, especially thin portion of the parts as they become soft faster.
- When painting ABS parts, please be aware of the following.
- Usually paint thinners should not affect the overall integrity of the parts but may cause degradation on the surface. Do not expose the parts to paint thinners for a long time.
 - Paint layers on statues tend to be less durable than those on plastic model kits. We recommend using primer to treat the surface for a more durable paint layer.
 - Bending, pushing, or otherwise deforming the parts may cause the layer to peel off. Please be careful during assembly. Also, standard model-kit paint tends to have very limited elasticity after drying and will not conform to any adjustments.



URL : <https://www.kotobukiya.co.jp/blog2/megami/article/detail/252/>

Unfortunately the guide article is in Japanese only.

We apologize for your inconvenience.

A - Assemble Head (Left Twintail)

1

1

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4

5

6

7

[Completed Image]

2

7

5

6

3

3

2

1

4

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3

2

B - Assemble Head (Right Twintail)

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1

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6

7

8

[Completed Image]

⑤ will be used in [F - Assemble Entire Head]

2

8

6

7

3

1

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3

2

C - Assemble Head (Bangs)

1

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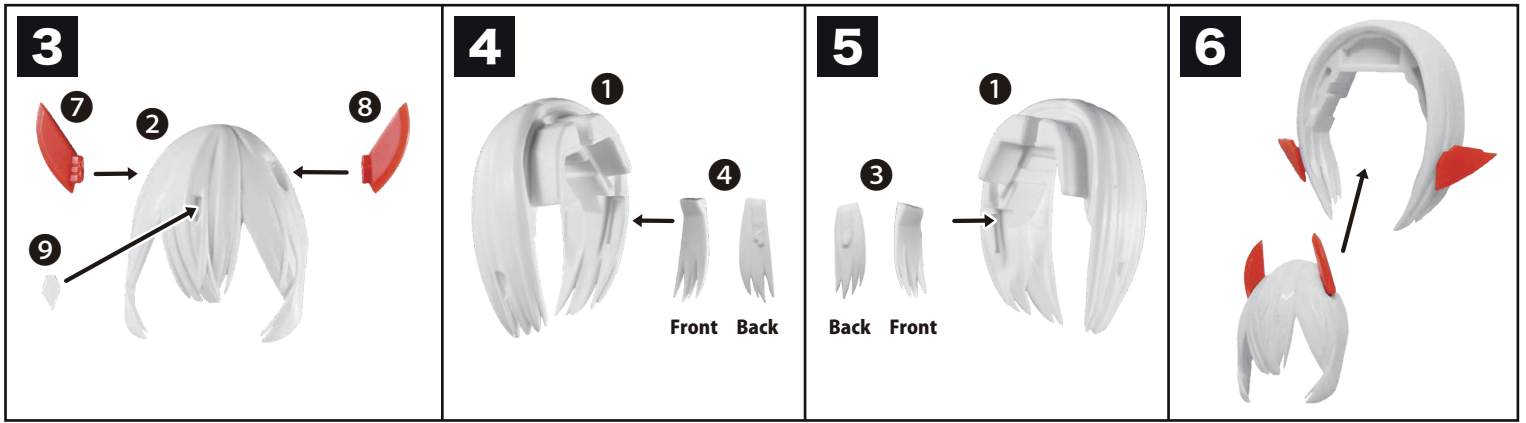
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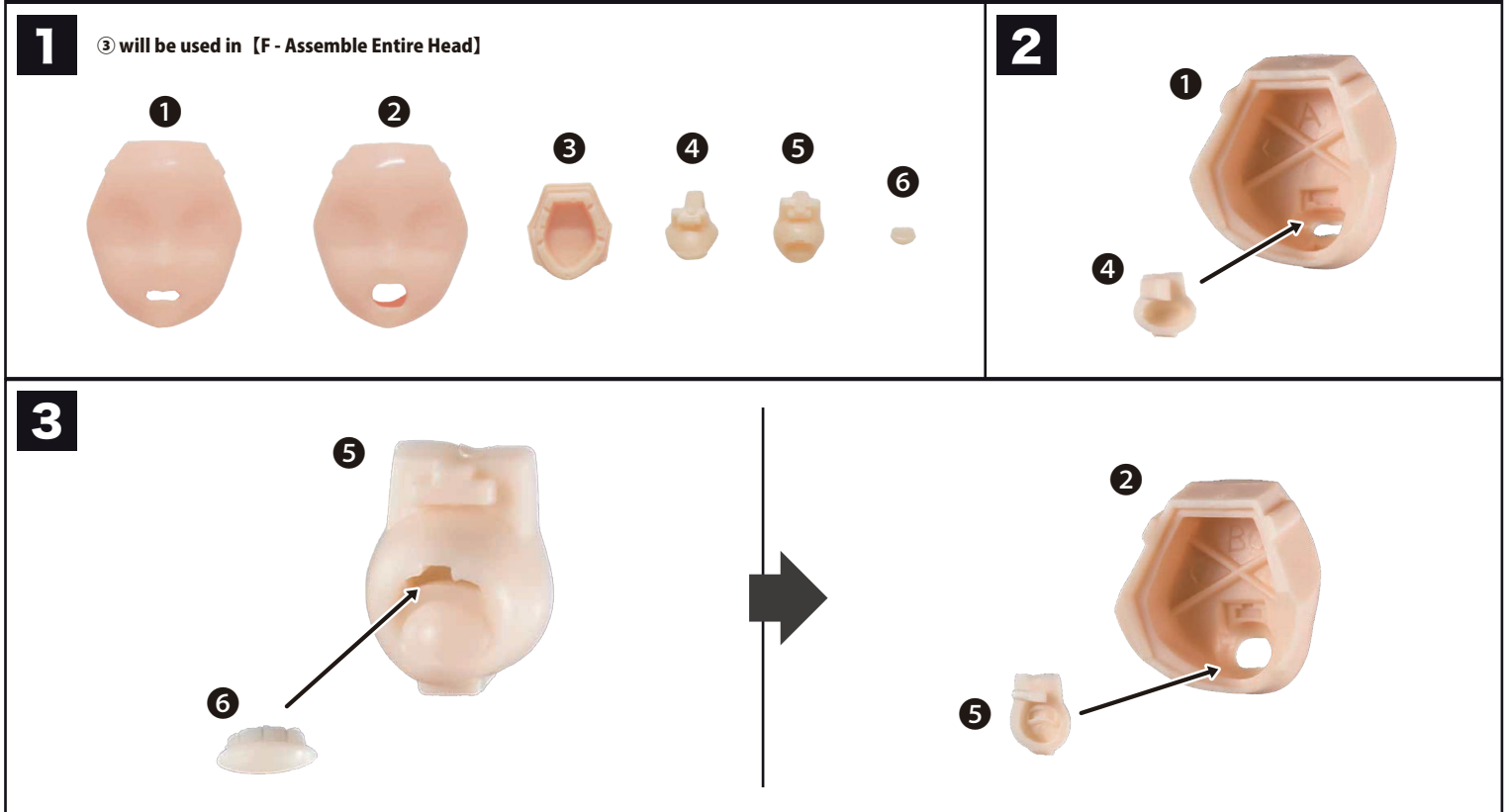
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5

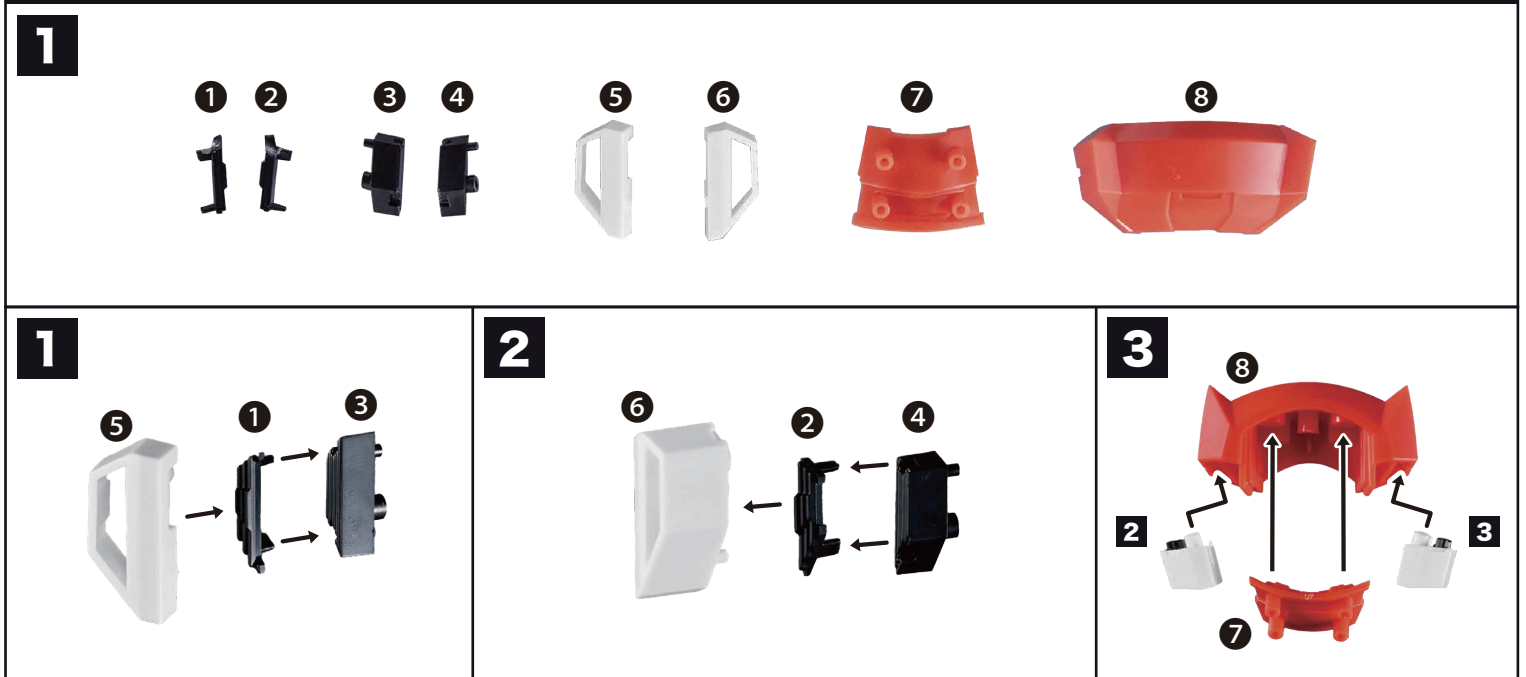
6



D - Assemble Head (Face)



E - Assemble Head (Back of Head)



F - Assemble Entire Head

1

D 3

B 5

Part D 3 is a light orange, semi-circular piece with a central opening. Part B 5 is a white, U-shaped piece with a central vertical slot and two curved side flaps.

2

D 1

D 2

F 1


Part D 1 is a light orange, semi-circular piece with a small white slot. Part D 2 is a light orange, semi-circular piece with a small white slot. Part F 1 is a white, U-shaped piece with a central vertical slot and two curved side flaps, similar to B 5 but with a different internal structure.

Leave unglued to exchange face parts.

3

C 3
+
C 5

2

Part C 3 + C 5 is a white, multi-lobed piece with red tips. Part 2 is a white, multi-lobed piece with a central opening and a light orange base.

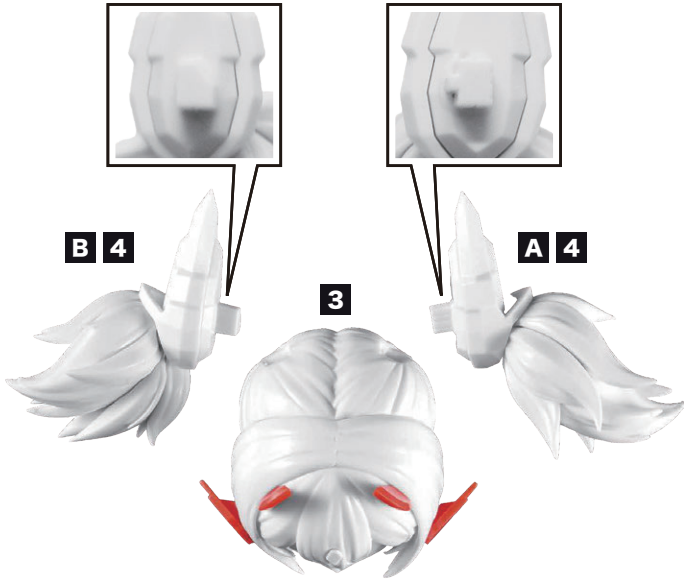
Leave the bangs and back of head unglued to exchange face parts.

4

B 4

3

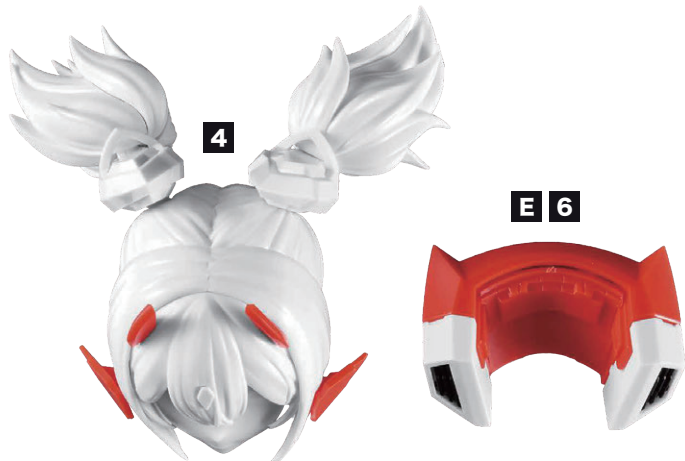
A 4

Part B 4 is a white, multi-lobed piece with a central opening. Part 3 is a white, multi-lobed piece with a central opening and a light orange base. Part A 4 is a white, multi-lobed piece with a central opening and a light orange base. Two inset images show the assembly of parts B 4 and A 4 onto part 3.

5

4

E 6

Part 4 is a white, multi-lobed piece with a central opening and a light orange base. Part E 6 is a red, U-shaped piece with a central vertical slot and two curved side flaps.

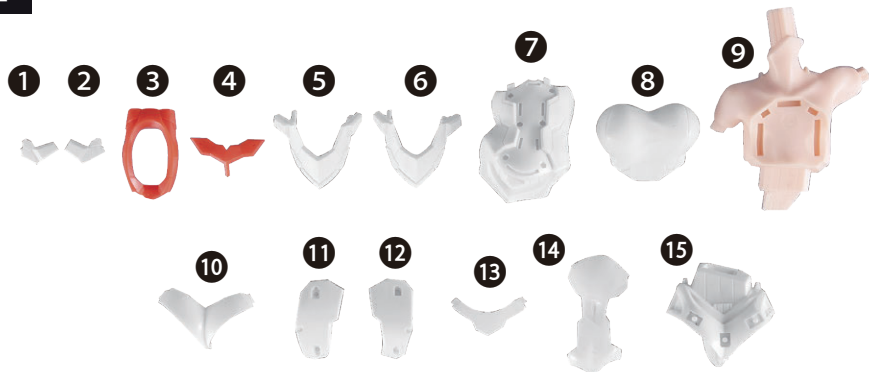
6

The completed image shows the assembled head, which is white with red tips and a red base.

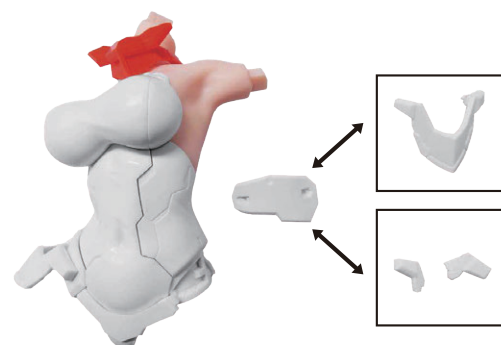
Completed Image

G - Assemble Torso

1

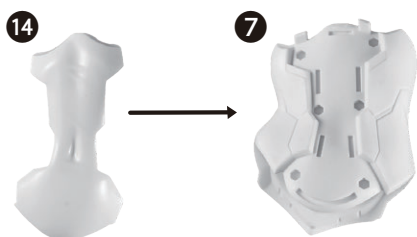


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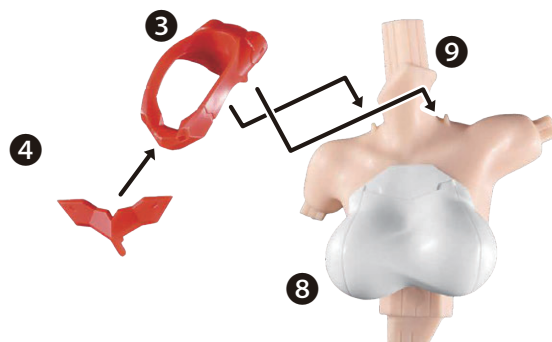


The parts shown in the squares are exchangeable.

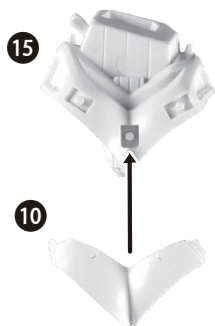
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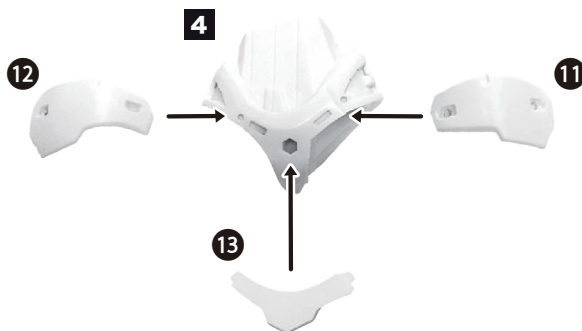
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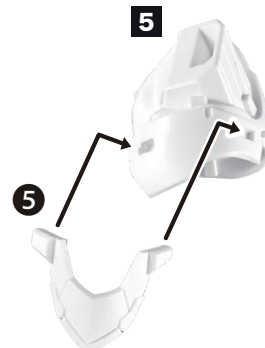
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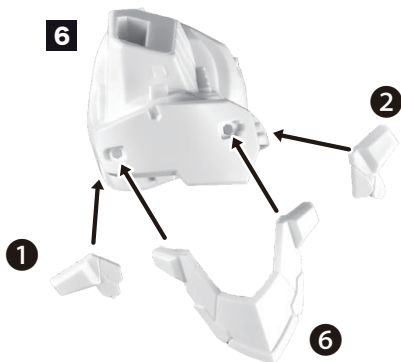
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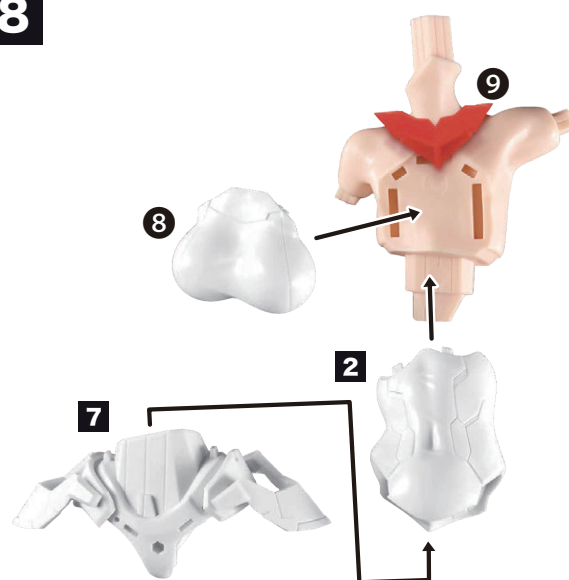
6



7



8



Leave part of the cylinder-shaped connection joints to keep the parts exchangeable without the use of glue.

H - Assemble Accessories

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Medium Mold

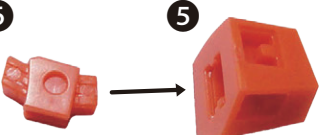
Completed Image



2

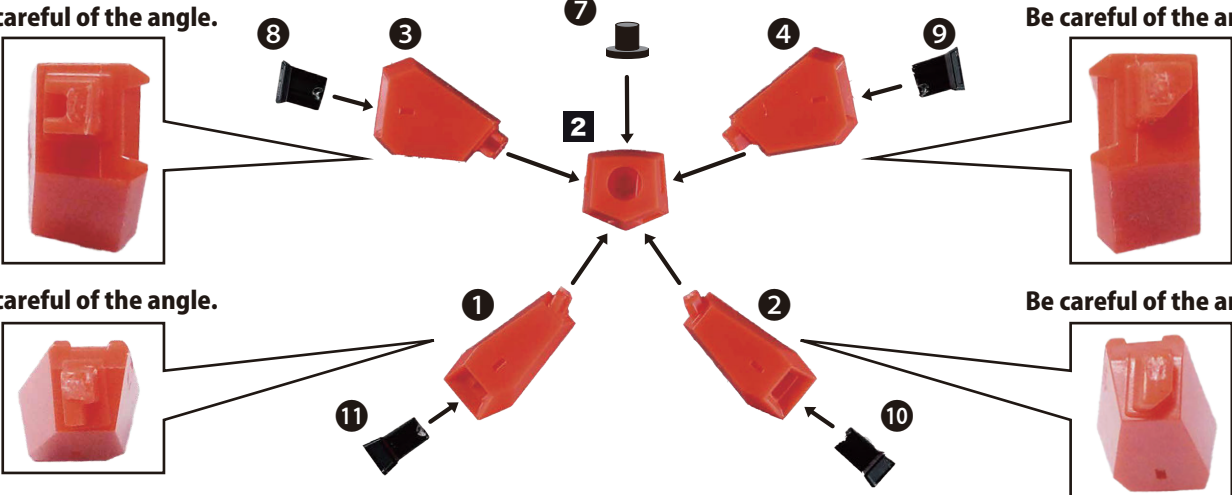
6

5



3

Be careful of the angle.



I - Assemble Torso with Accessories

1

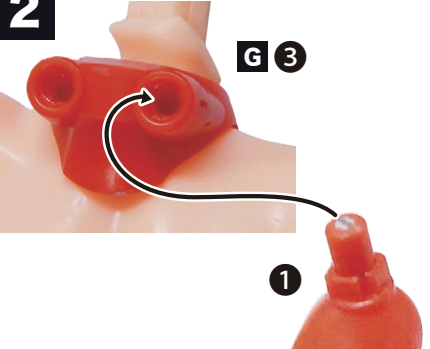
1

2

2

G 3

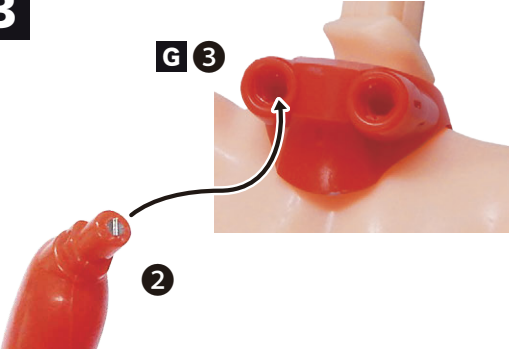
1



3

G 3

2

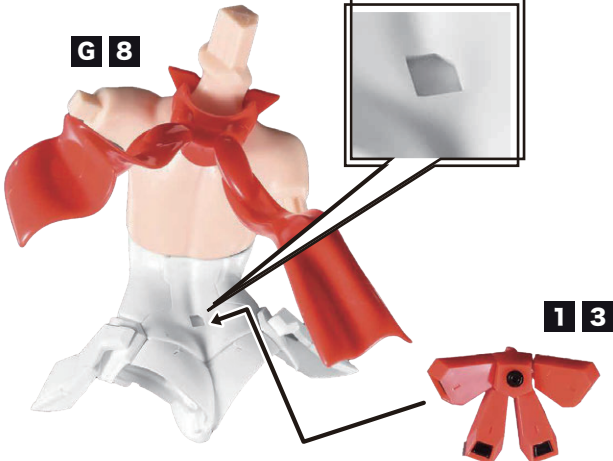


1

Be careful of the angle.


G 8

1 3



2

Completed Image

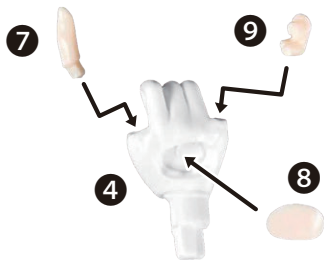


J - Assemble Wrists

1



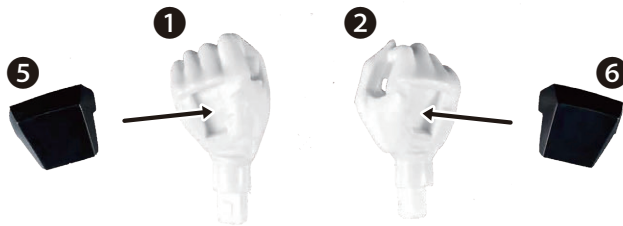
2



[Completed Image]



3



K - Assemble Arm Parts

1

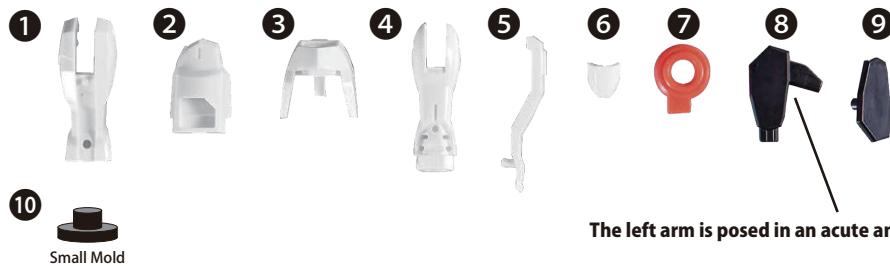


2



L - Assemble Left Arm

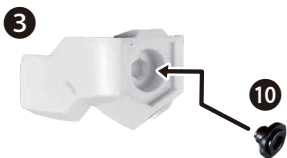
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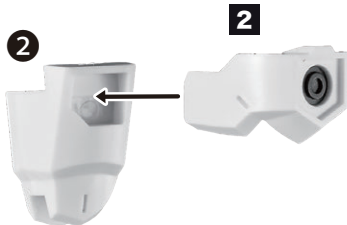
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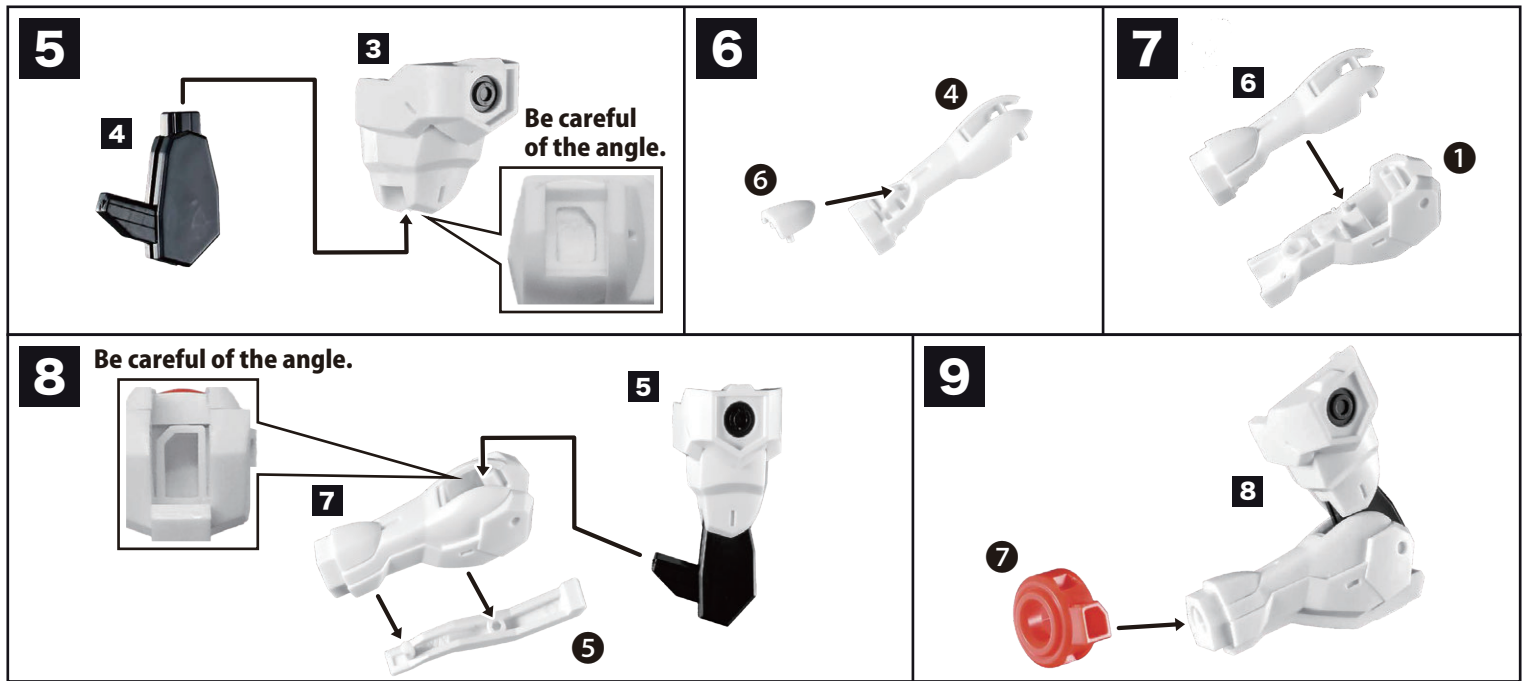


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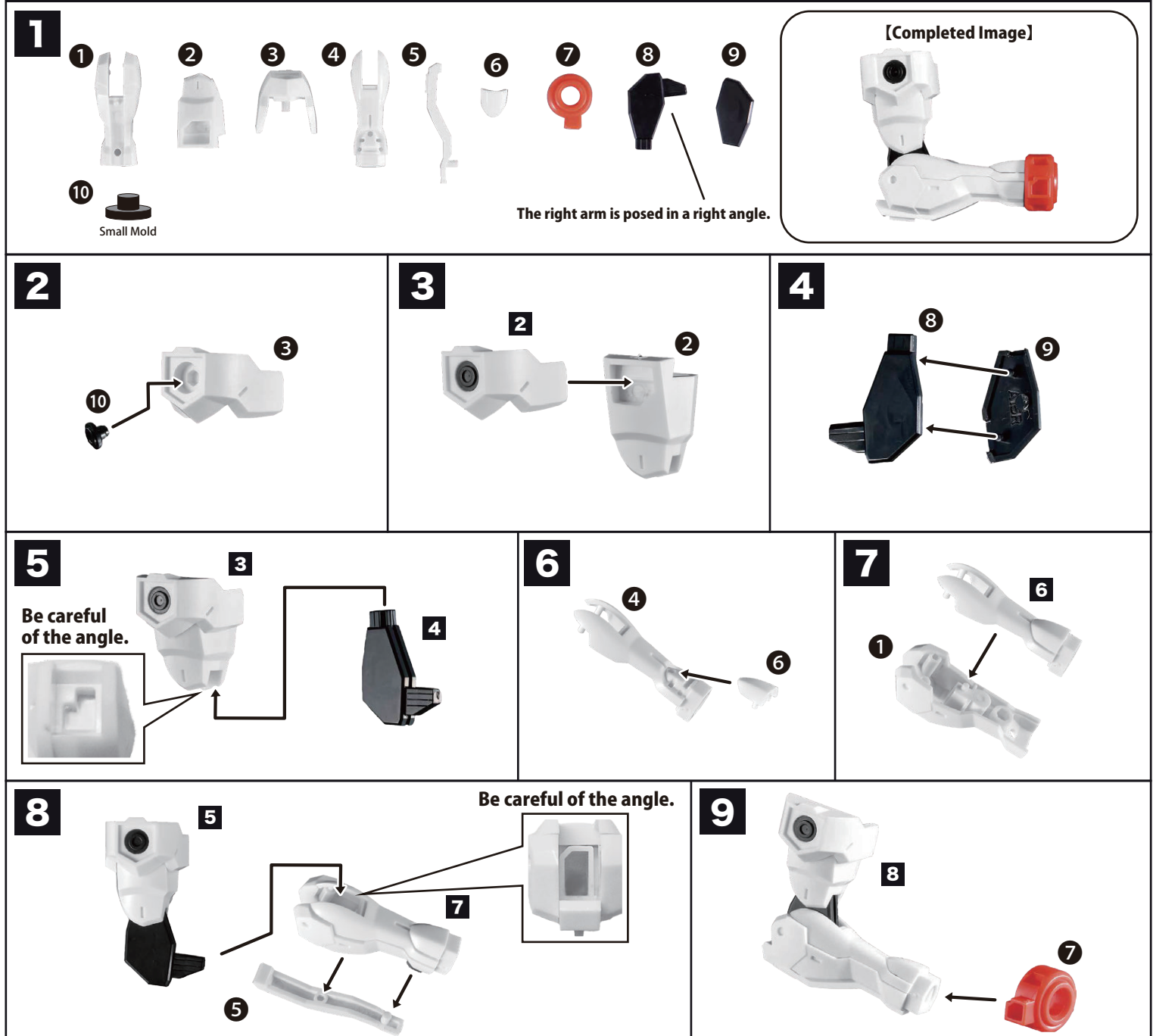


4





M – Assemble Right Arm



N - Assemble Left Leg Armor

1

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5

Medium Mold

[Completed Image]

2

2

5

3

2

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4

1

O - Assemble Left Right Armor

1

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5

Medium Mold

[Completed Image]

Leave unglued to place in the right hand.

2

2

5

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2

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1

P - Assemble Right Leg

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Medium Molds

2

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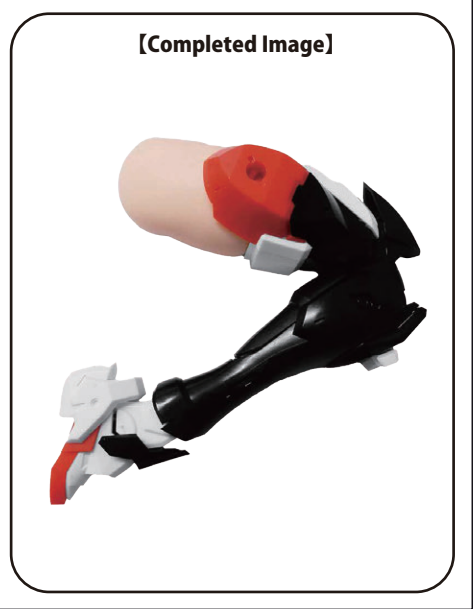
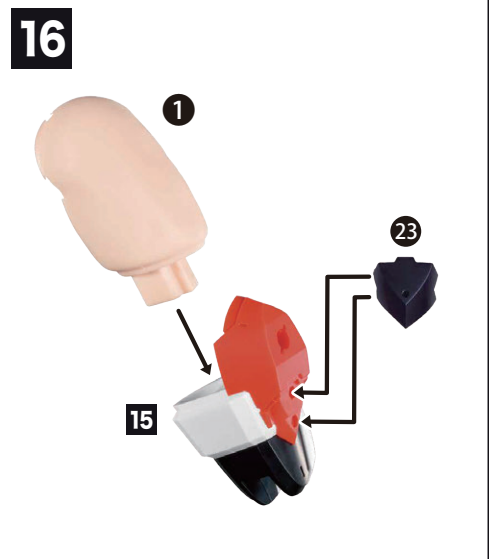
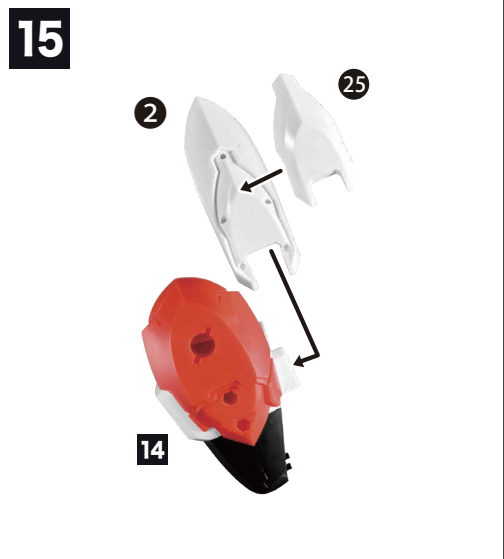
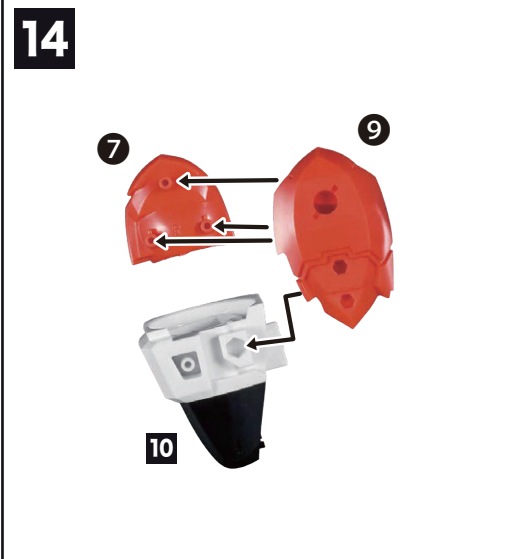
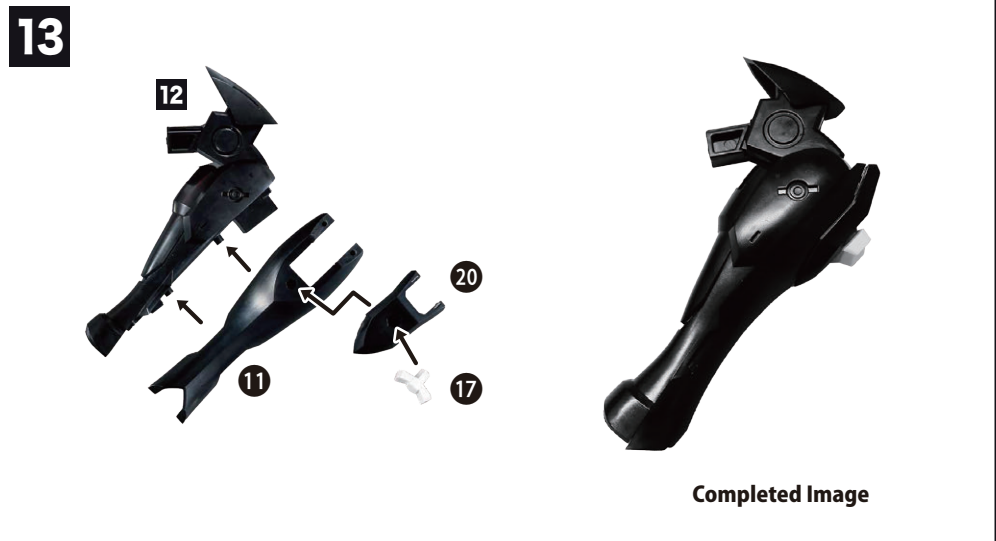
3

7

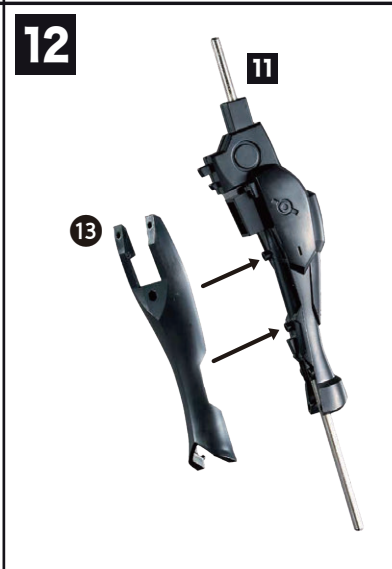
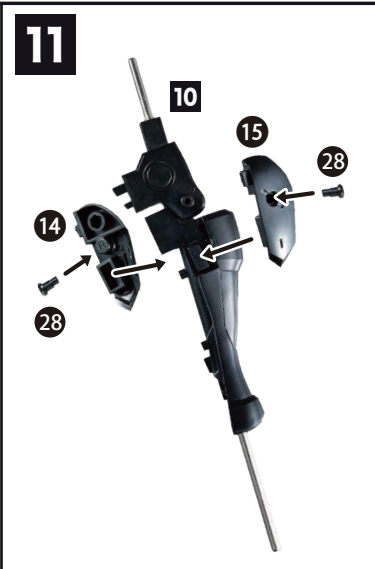
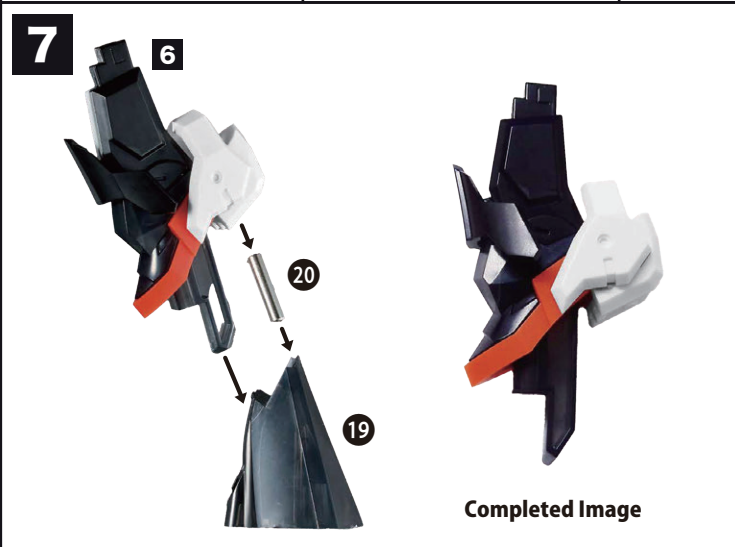
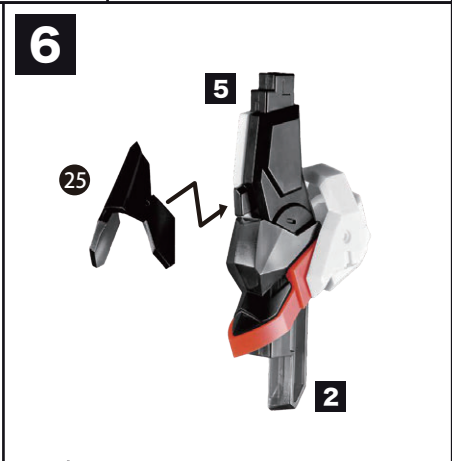
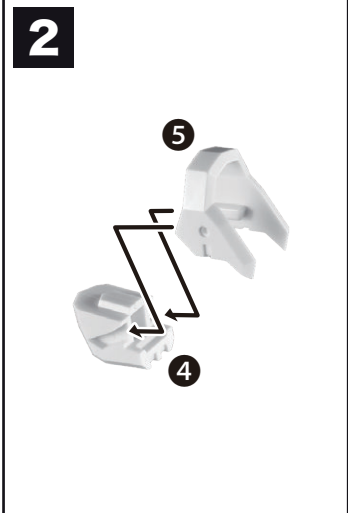
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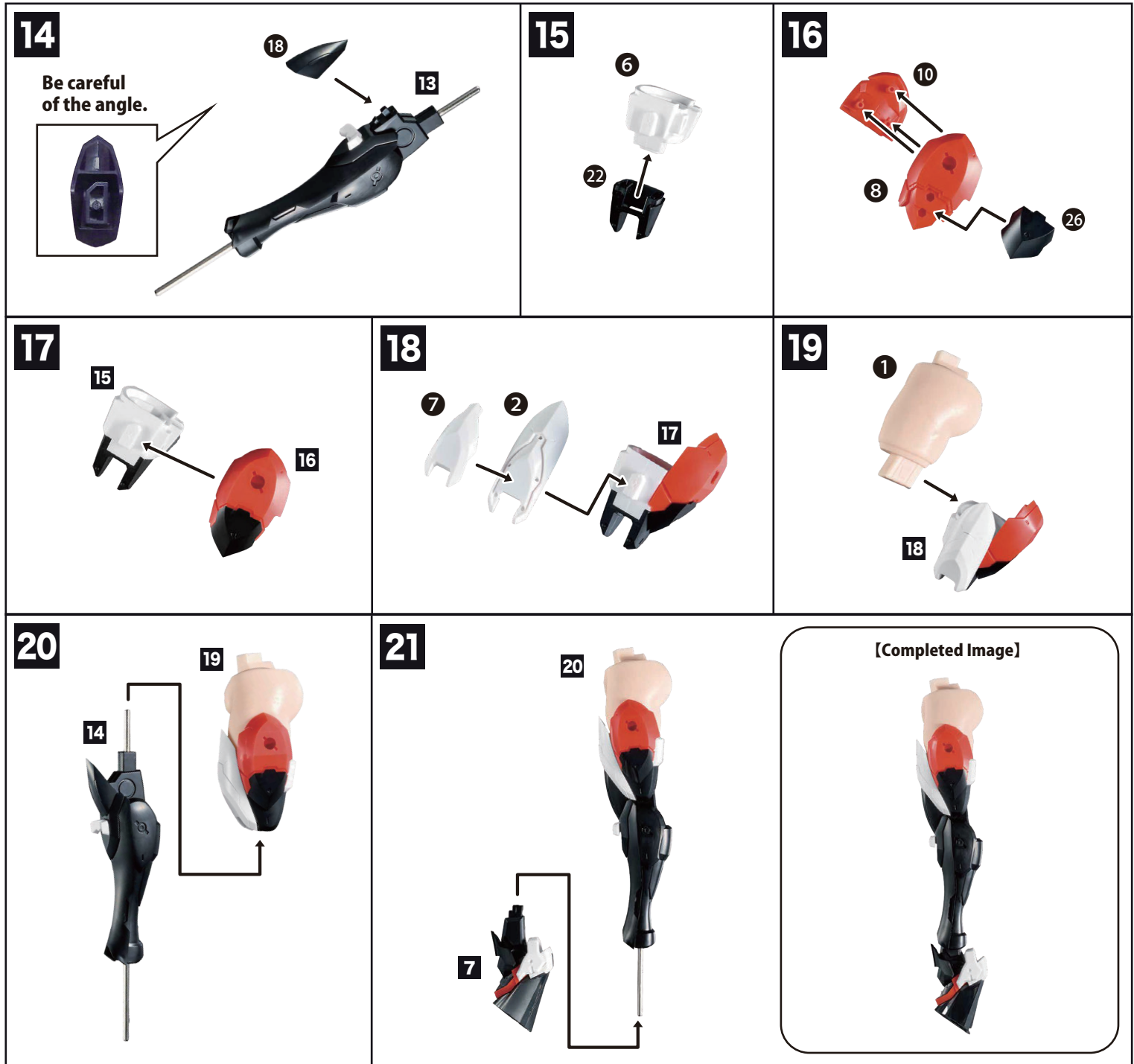
6

Completed Image



Q - Assemble Left Leg ①





S - Assemble Right Arm Weapon

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16

Large Molds

The connection joints should match those shown in the image.

Small Mold

[Completed Image]

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16

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4

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6

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13

12

7

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4

9

T - Assemble Left Arm Weapon

1

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16

Large Molds

The connection joints should match those shown in the image.

Small Mold

[Completed Image]

2

10

5

2

3

1

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11

4

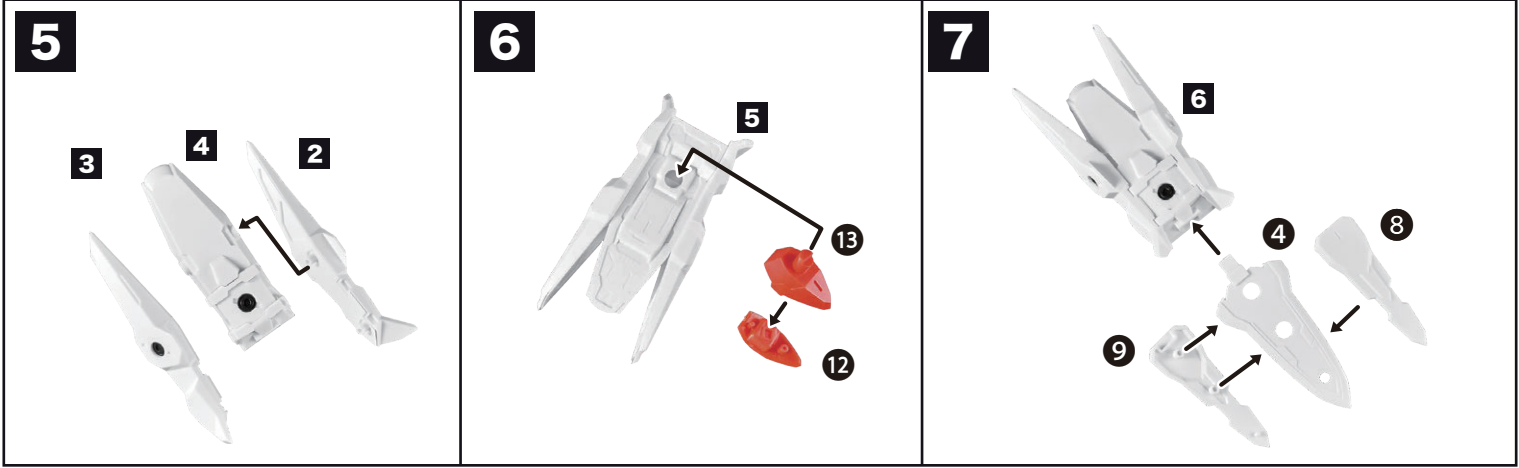
16

3

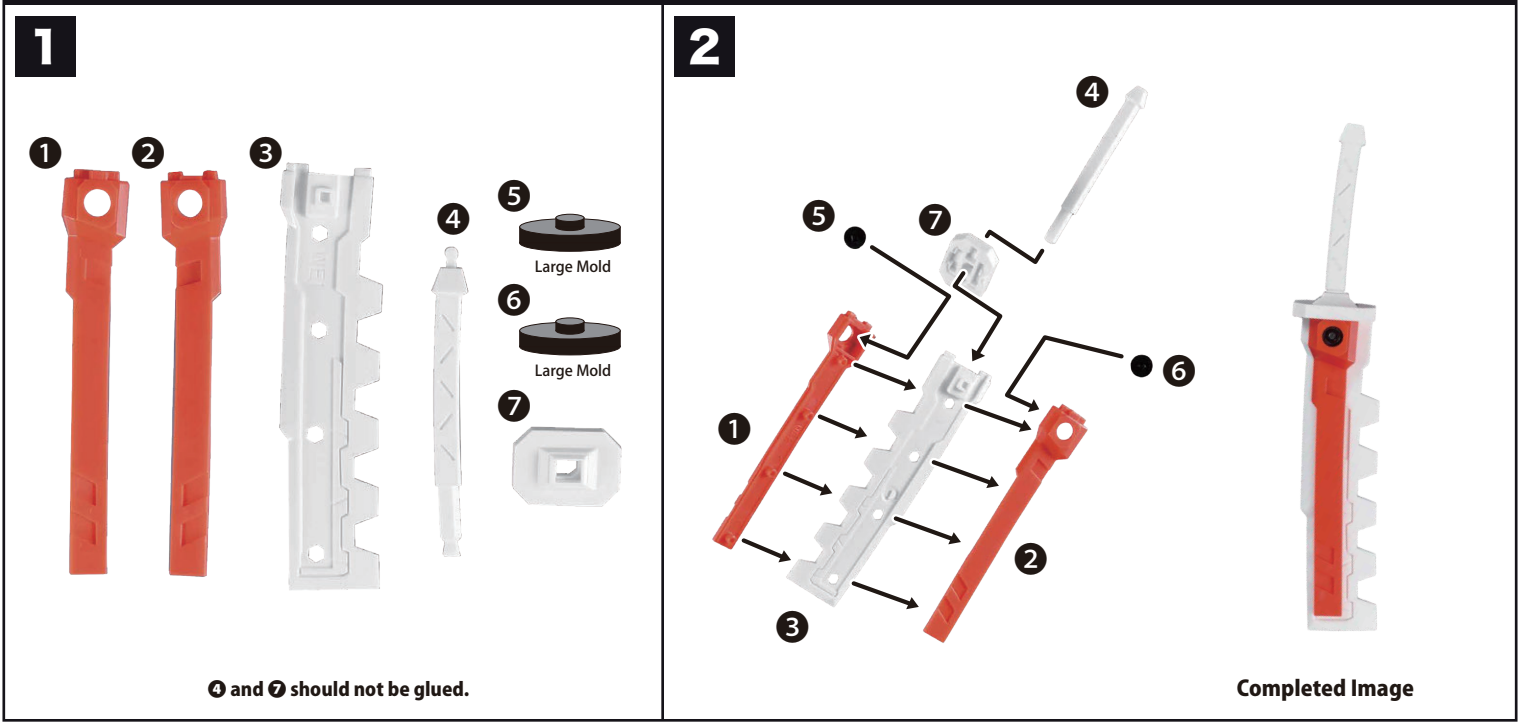
7

14

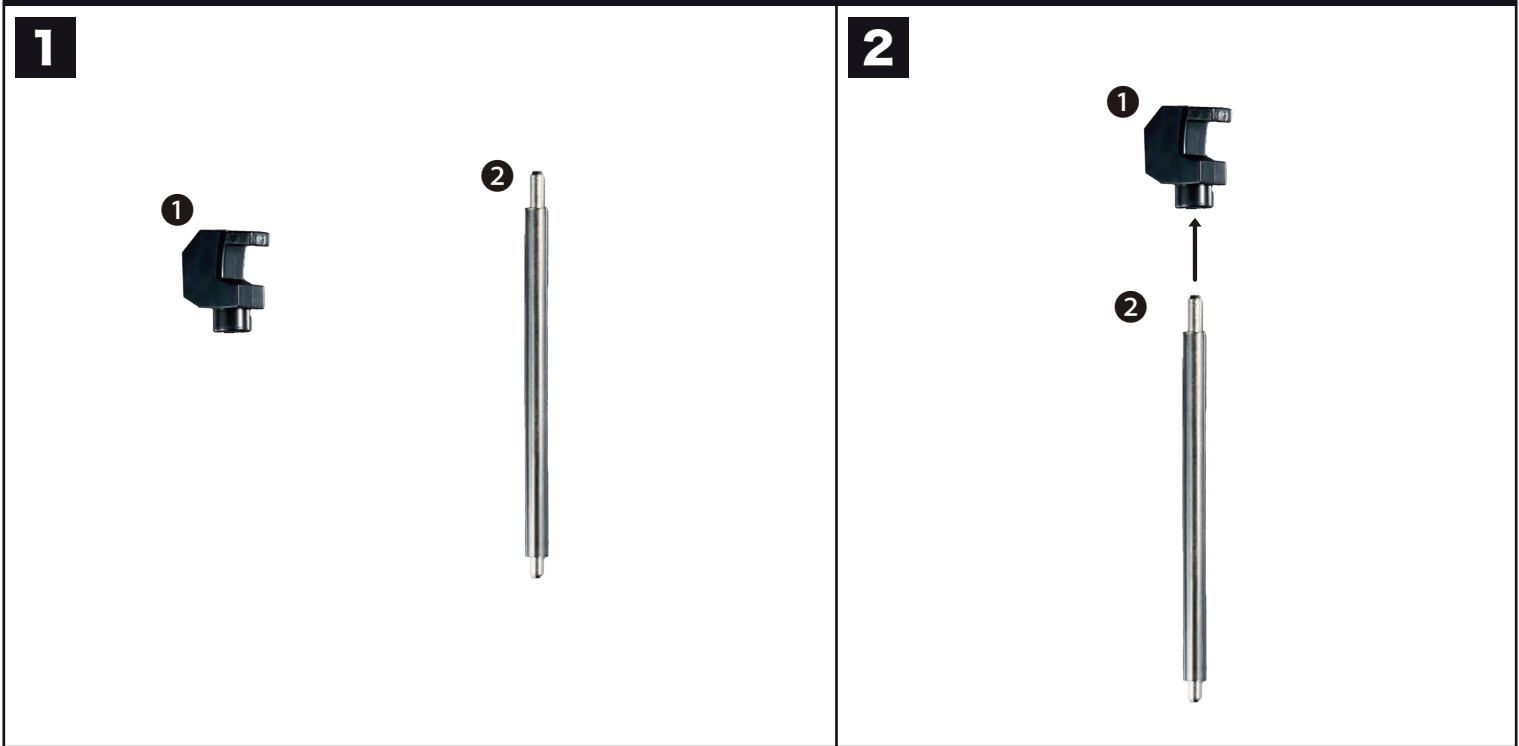
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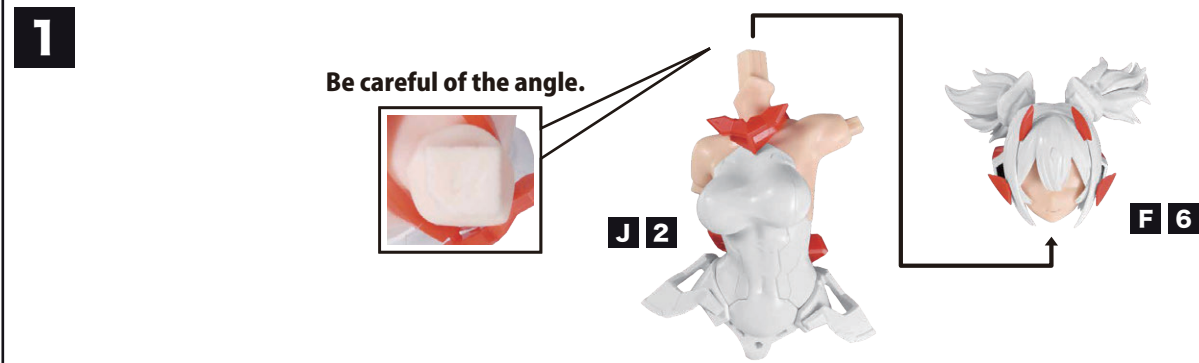
U - Assemble Left Hand Weapon



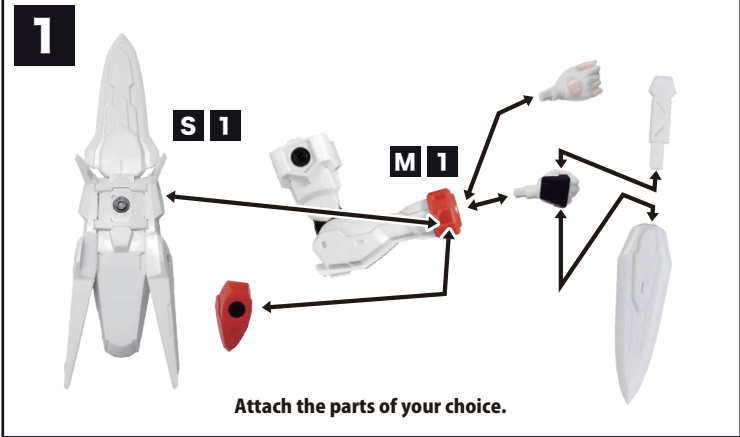
V - Assemble Display Base's Supporting Prop



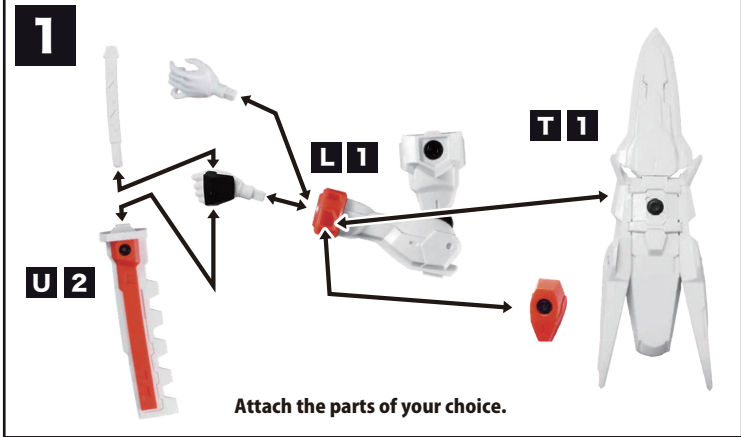
Combine Head and Torso



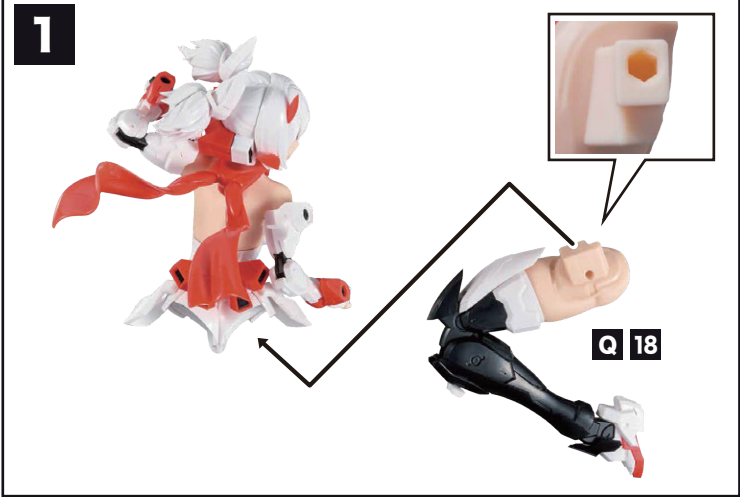
Combine Right Arm



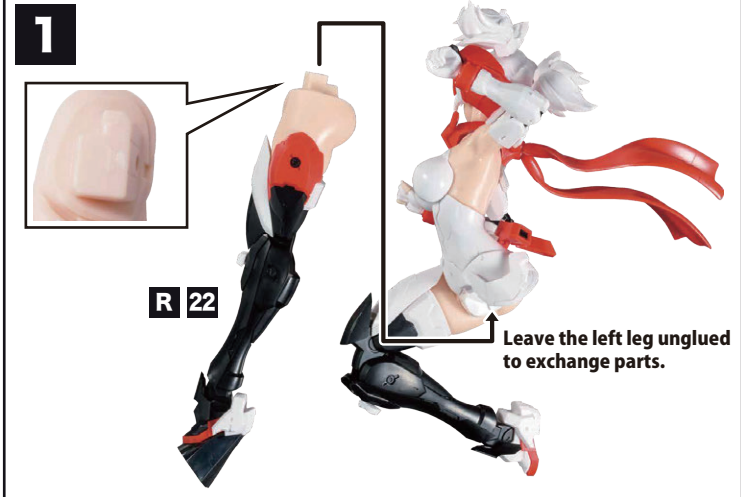
Combine Left Arm



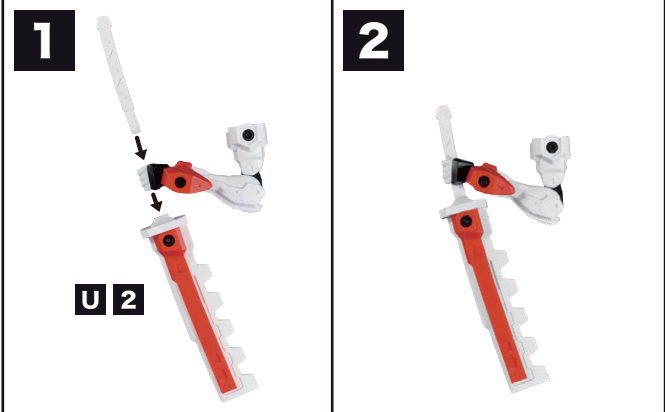
Combine Right Leg



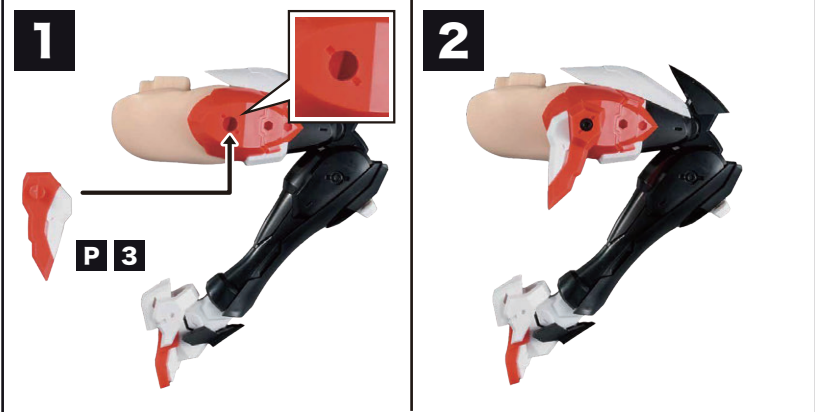
Combine Left Leg



Left Hand Weapon

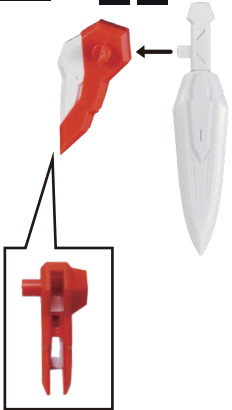


Attach Right Thigh Weapon



Assemble Left Thigh Weapon

1 0 3

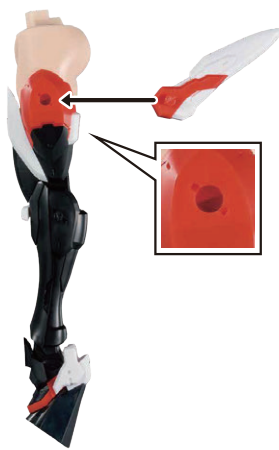


2



Attach Left Thigh Weapon

1



2



Complete Assembly

1



Exchange Left Leg

1 S 4



2



Exchange Left Hip Parts

1



2

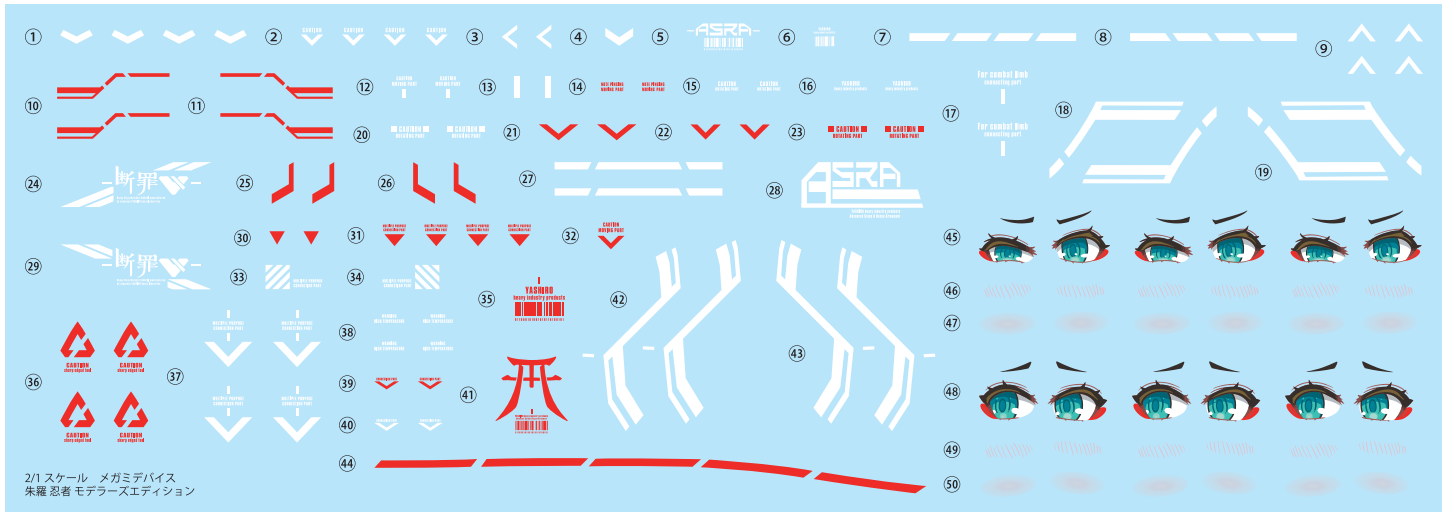


Exchanging these parts will better stabilize the model when placed on the cloth base.

Attach Decals

Check the placement and attach the included decals according to the instructions that follow.

● Decals



Attaching Decals

- Prepare scissors or a hobby knife, tweezers, and cotton swabs.
- The decal sticks on easily if the oil on the sticky part is removed with detergent first.



Do not touch the decal until it has dried completely.

- ① Cut the decal and backing with scissors or a hobby knife.
- ② Float the decal in cold or lukewarm water for 10 seconds and then remove with tweezers.
- ③ Remove the decal from the backing and attach while adjusting the position.
- ④ Gently push on the decal with the cotton swab to remove remaining water. It is complete when the decal is completely dry.

- Decals cannot be attached to rough surfaces or surfaces that absorb water (i.e. rough, unpainted wooden products).
- To remove a mistakenly attached decal, place a thoroughly wet towel over it for 10 minutes and lightly rub the decal off.

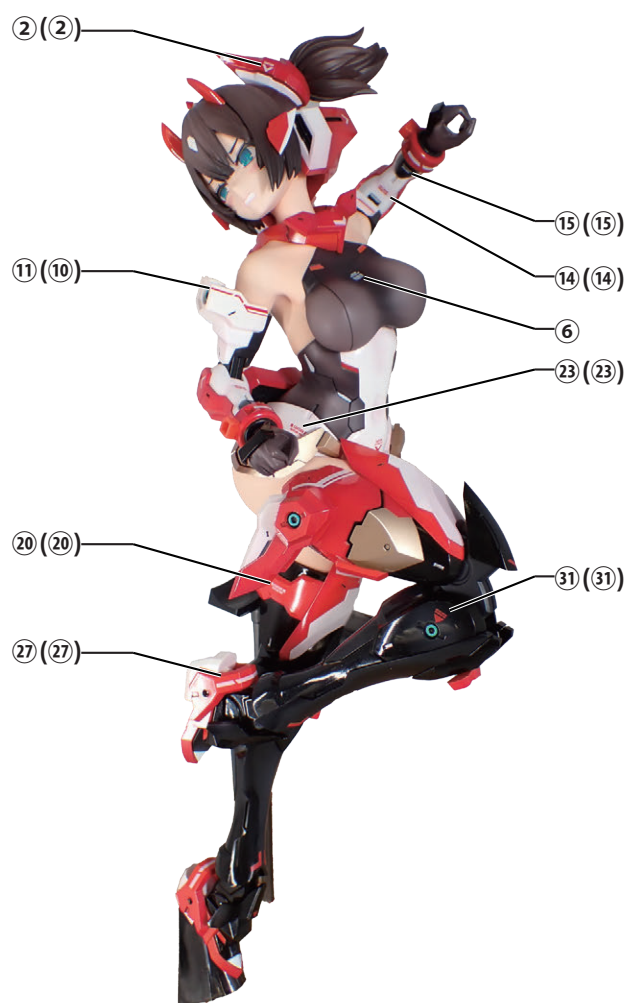
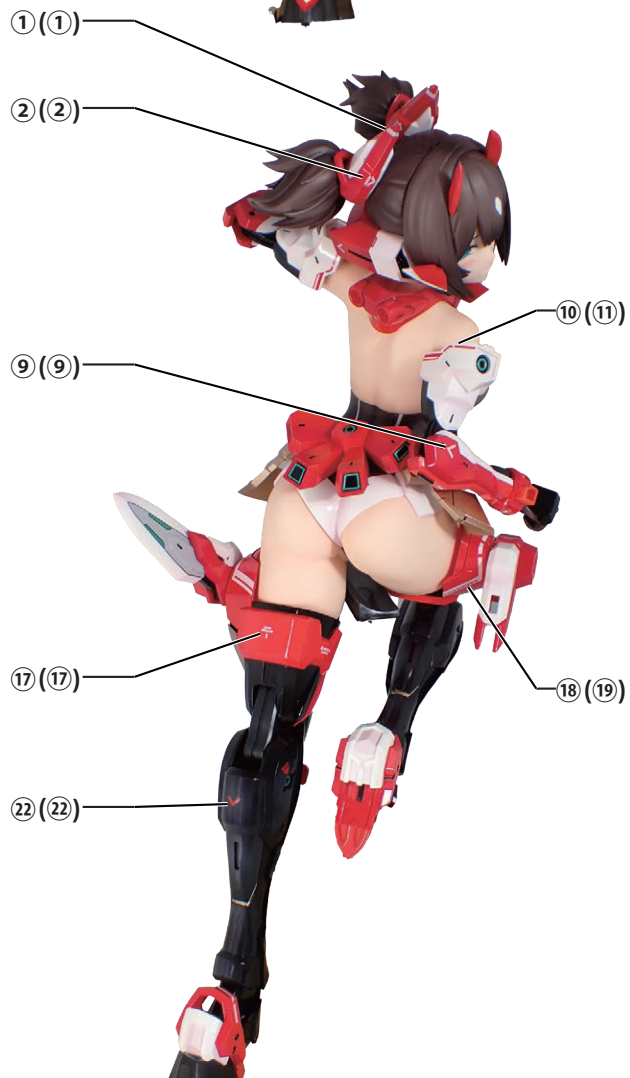
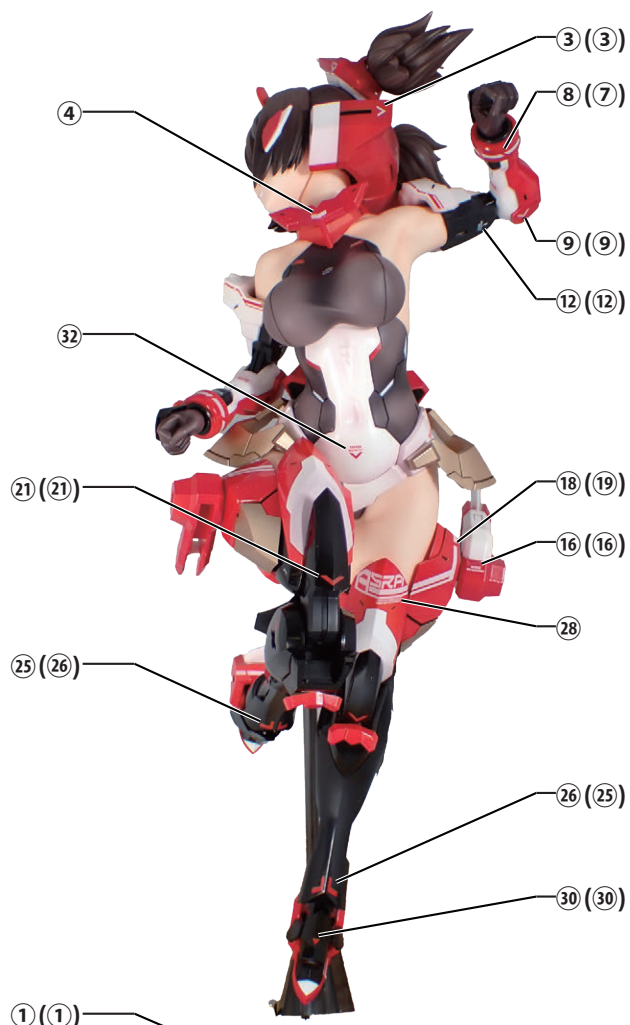
(Tips for Attaching Decals to Curved Surfaces)

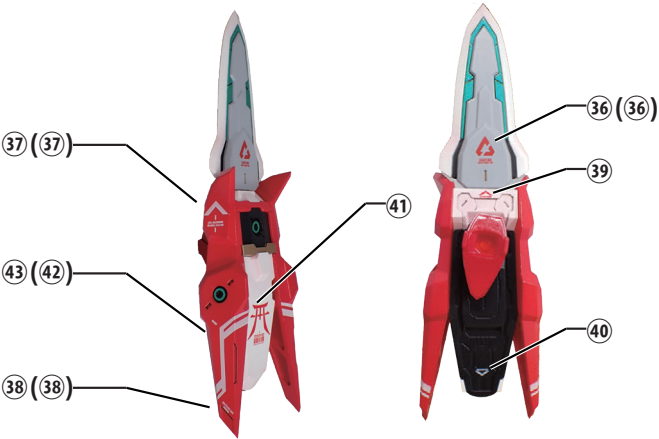
Decals attach smoothly to curved surfaces when softened first with decal softener (sold separately). Additionally, through the use of surface finishing spray (sold separately), the decal will be more resistant to ripping or tearing.

*When removing and attaching parts to your model, make sure to not touch the surface you have attached the decal to.

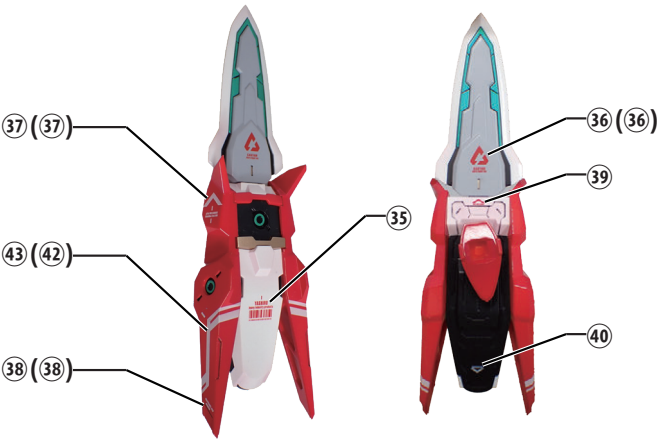
*Decals rip easily after the use of decal softener. Make sure to not touch the decal until it has fully dried. If a white space appears, you can either cut it out along the shape of the part, or fold it to the inside.

*When using decal softener and surface finishing spray, make sure to follow the product's directions.

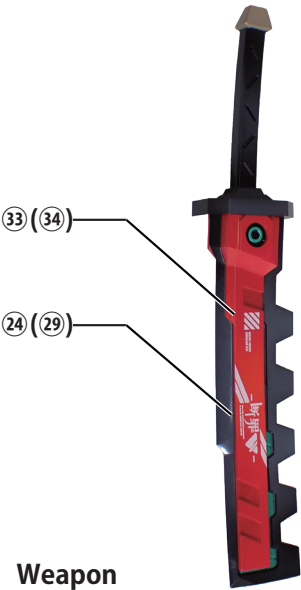




Left Hand Weapon



Right Hand Weapon



Weapon