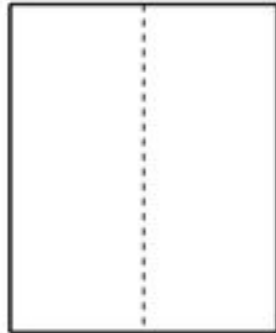


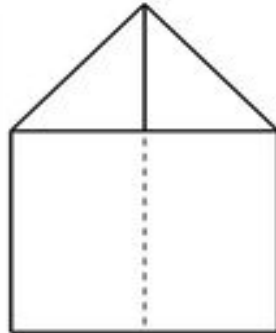
start with paper in portrait orientation



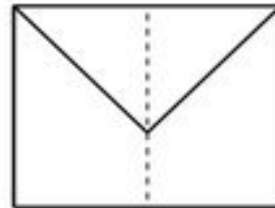
fold in half lengthwise



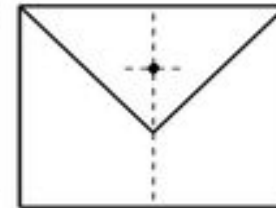
fold the upper edges to the centerline



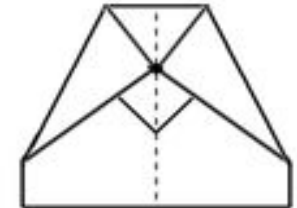
fold the triangle downwards along its lower edge



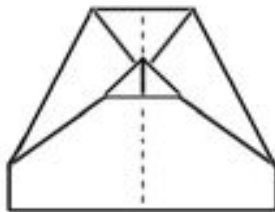
fold the tip of the triangle up to the top to locate the halfway point, then unfold



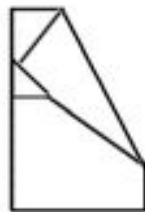
while firmly holding the center in place, fold both upper corners to the halfway point



fold the remaining tab up as far as it will go. it should slightly overlap the previous fold



fold in half along the centerline, with the tab on the outside



fold one wing such that the outer edge is brought colinear with the plane's centerline

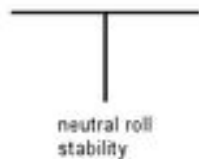


fold the other wing in a symmetrical fashion

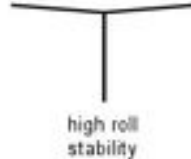


unfold and fly!

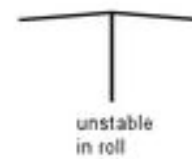
tips for flying:



neutral roll stability



high roll stability



unstable in roll

throw the plane, holding it by the tab. throw it directly forward, but give the wings a small upward angle of attack. 5 degrees should be plenty.

if the plane climbs, stalls, and crashes, curl the rear wingtips **downward** slightly.

if the plane nosedives rapidly, curl the rear wingtips **upward** slightly.

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