



Review and Photos by Alan Mann

Tom Daniel, the "Guru of all designers" has come up with what has to be the most mind-blowing rod of all time...the show-smashing CHERRY BOMB! Two of the wackiest rides you'll ever see in one kit! Tom Daniel designed the "Cherry Bomb" and its accompanying chopper, so you know they're going to be sweet rides. The futuristic racer includes a bubble canopy that shows off the detailed interior as well as a view bubble that exhibits the turbine motor. And right behind that sweet ride is a chopper with a "cherry bomb" gas tank on a custom trailer. Tom Daniel's quote from his website: I had been doing a lot of the old-time truck C-cab delivery rods and wanted to try something futuristic when I designed the Cherry bomb. The gas-turbine motor was just falling out of favor when I designed it so I thought it would be cool to put it in here. The tilt-up bubble top was also futuristic in my mind. I added that surfboard trailer and cherry bomb gas tank on the Harley chopper to complete the theme.

For the modeler: This review covers the Re-Release (repop) of the Monogram Kit# 85-4191 Cherry Bomb Show Car by Tom Daniel in 1:24 scale. Revell rates this as a Skill Level 2 for the moderate builder. This kit has been around for years, the Copyright stamp on the body is 1970. Based on previous versions this release is the same, with no changes to the kit. The kit consists of 65 parts molded in Red, Clear and Chrome with Vinyl tires. The decals remain the original design with Revell's current high quality printing. The kit is in reality like two models; you get the car itself and a separate motorcycle and trailer. The design has always been a "Curbside" kit with no complete motor; the Turbine "engine" is a one-piece insert that represents the top half of the motor. The suspension is simple and mounts directly to the body. The most detailed part of the build is the motorcycle, but it builds easily. When finished the overall look of the model is neat, and with some creativity, it is a great base for a custom build. Overall dimensions are as follows: Length: 6-11/16" (car), 4-7/16" (trailer), Width: 3-5/16", Height: 2-1/8".

BUILDING CAVIATS: Having organization and a proper work area is important if you want to build a model properly. But even without dedicated space a place to leave your build while you work is necessary. Being able to lay out your parts organized helps the build as you are not digging for parts in the box possibly losing or damaging them. Also you really should have a place to let painted parts cure. One of the major benefits of using automotive paint is a very fast drying time. You can get just as good results using Spray can products but they require a longer drying time. Automotive paint is FULLY cured in less than an hour and clear about 6 hours. Use a good quality airbrush to paint automotive products because Lacquer Thinner will destroy the cheaper ones quickly.

****NOTE**** Throughout the review you will find OPTIONAL IDEAS that I suggest. These are completely your choice. Not doing these steps will in no way affect the build, they are just ways to offer some personal and custom touches to your builds. OPTIONS will be noted.



Pic 1(left) shows the parts as they come from the box. Pic 2 (right) shows the box art for this kit as released in the 2014 re-release version. Unless otherwise stated I use Testors Tube Glue (Orange Tube) for assembly of the parts. Other adhesives used in the construction are Superglue and Elmer's White Glue. Paints consist of Testors Enamel bottle paints and "Rattle can" spray paints. The body is finished using 1:1 automotive use paint products shot with an airbrush. **Note: Assembly paint colors may vary from instructions as I use simplified colors that most model builders should have on hand. Before beginning your build soak and wash your parts with a mild detergent like DAWN to remove any mold release agents and help with paint adhesion.



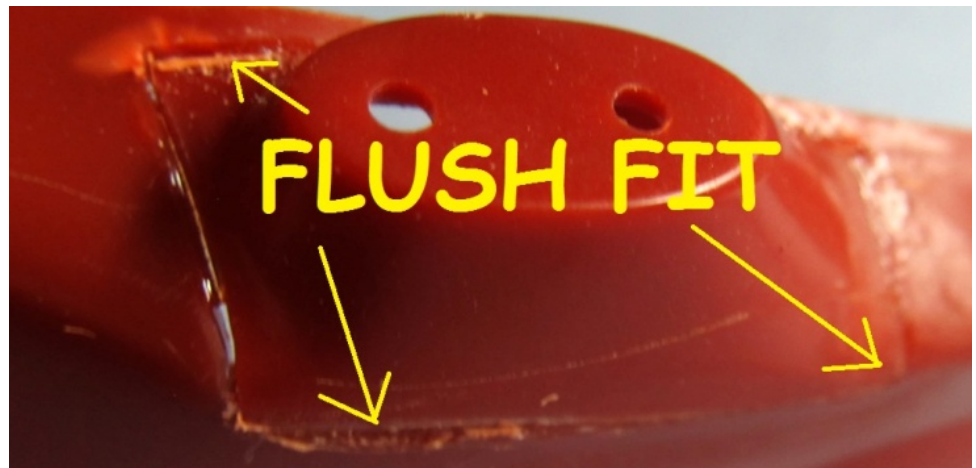
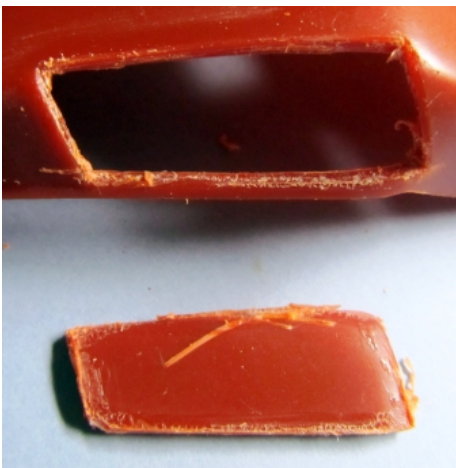
PIC 3 Here is a shot of the decals. These are typical Revell quality and float quick and easy. As the surfaces are smooth and size of the decals smaller there is no need to use solvents like Micro-Sol to aid in adhesion.

NOTE: Normally I would follow a Step by Step process using the instruction sheet. But this build is a little different as the main build starts with the body. You must paint all the parts prior to assembly. And as the body, trailer and motorcycle are all the same color it is easiest to do them all at one time. I will do some preassembly of parts that get painted to ease the chance of possible damage to the finished parts later. Also I will be repairing mold lines and doing optional body modifications.



PIC 4 PIC 5 Here are the body parts that need painting. Note the copyright date on the bottom of the lower body half. You need to scrape that off and sand it smooth prior to paint.

PIC 6 When you install the exhaust port on the body you will find it is not a good fit. This should be flush with the body not sticking out. It would have been a molded part of the body not added on to the real car. I decided to repair and correct this issue, if you decide not to do so SKIP the following steps of reworking the body. REWORKING THE BODY IS OPTIONAL.



PIC 7 PIC 8 First thing to reworking the body is remove the inner part of the body where the port installs. I used an Exacto Knife and slowly scribed along the edge until the panel was cut through and removed. Use a sanding stick to slowly sand and clean the opening smooth to fit the port flush. GO SLOW AND FIT THE PARTS OFTEN. Once the part fits flush together, glue the port into the opening. I will use a putty filler to smooth the area.



PIC 9 PIC 10 I use Bondo Glazing Putty as filler, there are different brands out there and many made specifically for model car builders. I use Bondo brand because it does not shrink and sands easily, also it is cheap and easy to find in almost any auto parts store. Cover the area where the port attaches with putty, I will sand away the excess after it cures a few hours. Use 320 grit sandpaper to remove the excess putty and shape the area to flow smooth. Most of the putty you apply will be removed as you are not adding shape as much as filling in the attachment lines. Once you get the putty close to where you want it sanded move up to 600 grit sandpaper and fine detail sand the area. Once finished sand the whole part with 800 grit paper and Primer it. Now you can see how the repair will look and go back and fix any blemishes.



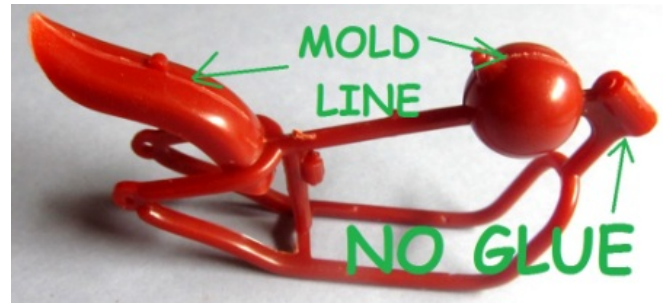
PIC 11 Since I was using the Primer anyway I did all my pre-paint work. Wet sand all the parts that need painting on the body with 800 grit sandpaper. The body parts are now in Primer. Closely check the repair area for blemishes that need further work.



PIC 12 A good wet sanding with 800 grit paper should remove any blemishes and make the parts ready for paint coat. If needed apply more putty and repeat the process until you get the proper look as in the photo.



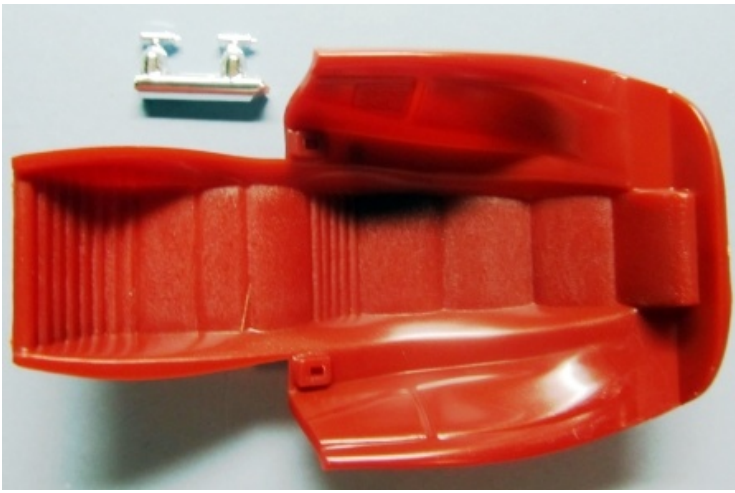
PIC 13 PIC 14 The trailer is the same color as the body so I did that at the same time. Assemble the two halves and wet sand the whole thing with 800 grit paper. Primer the trailer at the same time as the rest of the body parts as to save time.



PIC 15 PIC 16 The motorcycle frame is also the same color and needs to be assembled now. DO NOT use glue on the neck where the handle bars mount. The handle bars will be attached later but due to the mold line down the middle of the bike you must assemble and paint it as a unit to hide the mold line.



PIC 17 With the motorcycle frame in Primer you can carefully wet sand it and paint it with the rest of the parts. Notice the mold lines are hidden in the primer; the area on the fender where it shows will be under the seat so it won't matter.



PIC 18 PIC 19 The interior will also need to be painted at this time as the rear panel area on the part is Body Color and the seat will be Satin Black. Wet sand the part with 800 grit paper and Primer the same as you did the rest of the parts so far. Paint the seat Satin Black and the panel on the right side Aluminum with Black buttons. Install the two control sticks on each side of the seat.

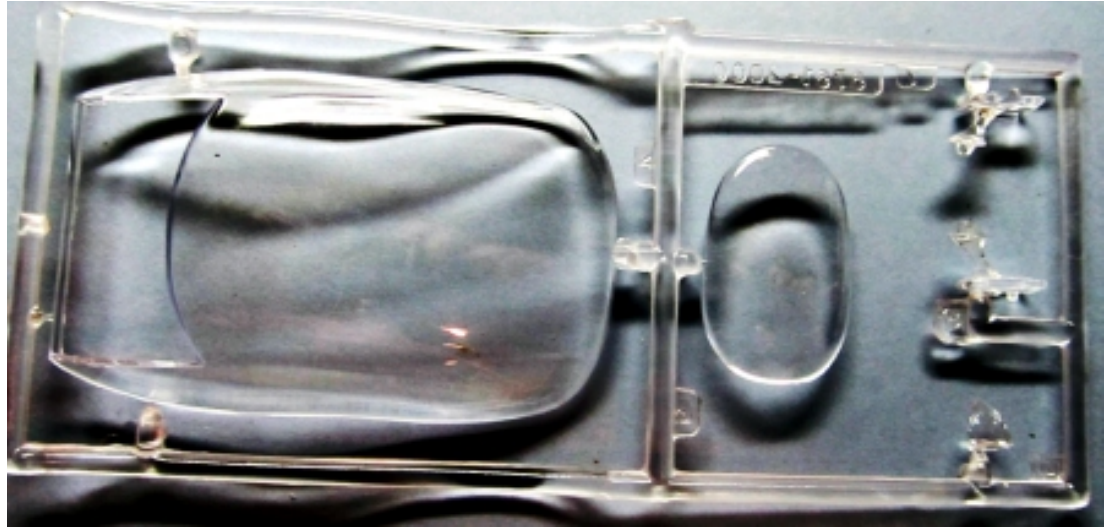
PIC 20 Paint all of the necessary parts with the Body color of your choice at this time. Paint the body halves, trailer, motorcycle, headlights for both the car and cycle. Reference the Photos 4, 13, 15 and 18 for all the parts that are body color. Do the decal work and then Clear Coat the parts. The only detail painting to be done is the "Dash Panel", it is Flat Black with Silver gauges and Red dials.



PIC 21 Body Decaling and Finishing: After you have your base coat on the car you are ready to decal it. Remember decals lay better on a GLOSS surface and will not adhere properly on a FLAT surface. If you decal a flat surface you get what is called SILVERING of the decals, or the look that they are not adhered, as air is trapped under the decal. Clean your work area good so no dust or grunge from building and sanding gets under your decals. Pick the decals you want to work with and plan out how the best way to lay them out without handling previously laid decals will be. I try either a Front to Back or Top to Bottom approach doing one side at a time then the front and rear of the car in steps giving the decals time to set and dry in place before handling it again. Once you have a plan of action cut your first decal as close to the

edge of the outermost color as possible. Once trimmed place the decal into warm water and let it get soft

until it “Floats” loosely on the carrier paper. Put a little water on the spot of the car you want to transfer the decal on to and carefully float the decal off the carrier paper onto the car. Using tweezers and a Q-tip position the decal in to place where it will be located when finished. Now with a small part of paper towel carefully extract the water from the area by lightly dabbing around the decal and then on top of the decal. Using a moist paper towel and or moist Q-tip you can smooth out and air bubbles and wrinkles from the center of the decal out to the edges. Now continue this process until all the decals for that area are done, wait for them to set and continue the rest of the car.



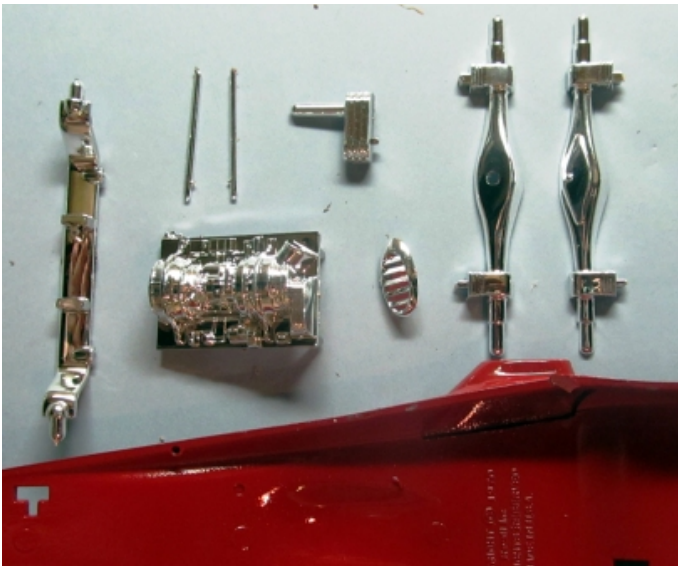
PIC 22 PIC 23 Prior to assembly I want to give the glass a thinner crisper look. I will dip the parts into Future Floor wax. (Now Pledge with Future). When applied to both sides of a piece of clear polystyrene, Future will make it appear thinner and clearer. It will help to hide minor scratches also. Simply pour some Future into a small container and dip your clear glass into it. It's a kind of magic; it will self-level and make the part clearer! After you dip in Future, be sure to place a cover over it to prevent dust from collecting on it. Place the parts on a sheet of paper towel to cure, the paper towel will draw out the excess Future and “Wick” it off the parts so it does not accumulate at the edges leaving an unwanted build up. I am now ready to start final assembly!



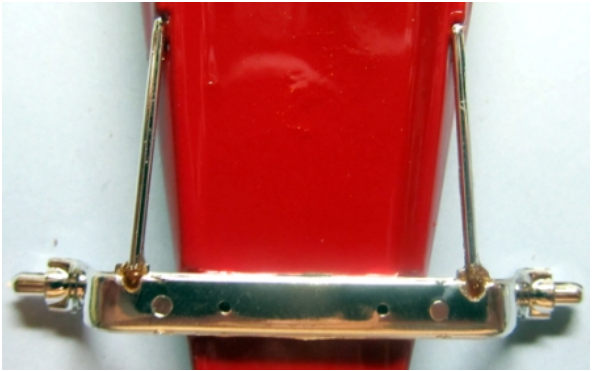
PIC 24 PIC 25 The bubble top slides in place under the back grille and is attached with White Glue. You can leave it loose so it will open if you wish but I tacked mine with a spot of glue to hold it. From the inside attach the seat in place.



Assemble the headlight stalk to the cover and add the lens in place. Install the finished headlights to the body. Install the dome over the engine bay.



PIC 26 PIC 27 The bottom half is assembled next. Use Flat Black mixed 50/50 with thinner and wash over the turbine to highlight details. Paint the ends of the turbine Steel. Install that unit in place with the long pins in the back, inside the body tub. Install the exhaust port grille in place.



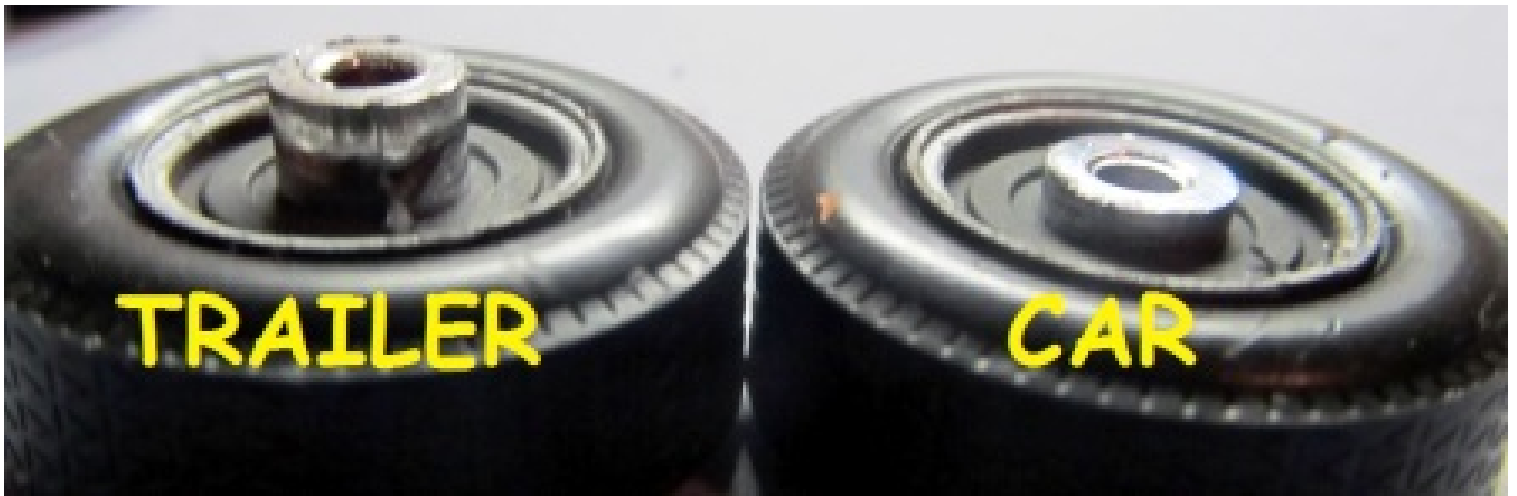
PIC 28 PIC 29 The front and rear suspension mount directly to the bottom of the body tub. Install the front axle in place and attach the radius rods to it and the indent on the body. Assemble the rear axle halves and add the transmission box. Install that unit in place on the back of the body tub.



PIC 30 PIC 31 There are 4 small tires and 2 drag slicks. Due to this being a "Show Car" there would be little to no use on the tires. If you



wish to make your car have a driven look use 220 grit sandpaper and roll the tires while pressing them on the paper. Paint the wheel backs Flat Black with a Silver rim. Install the rim fronts in place and slide the hub through the hole in the wheel backs until the back is flush in the tire.



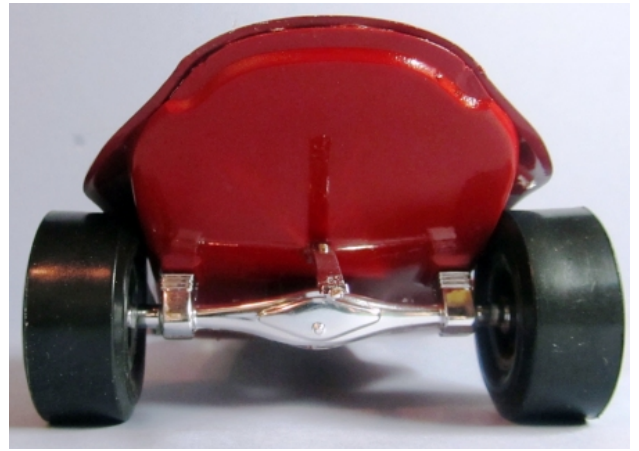
PIC 32 Note there are different length hubs on the small tires. The short ones go on the car, the longer ones, on the trailer.



PIC 33 Install the small tires on to the front axle and the slicks on to the rear axle. Glue in place.



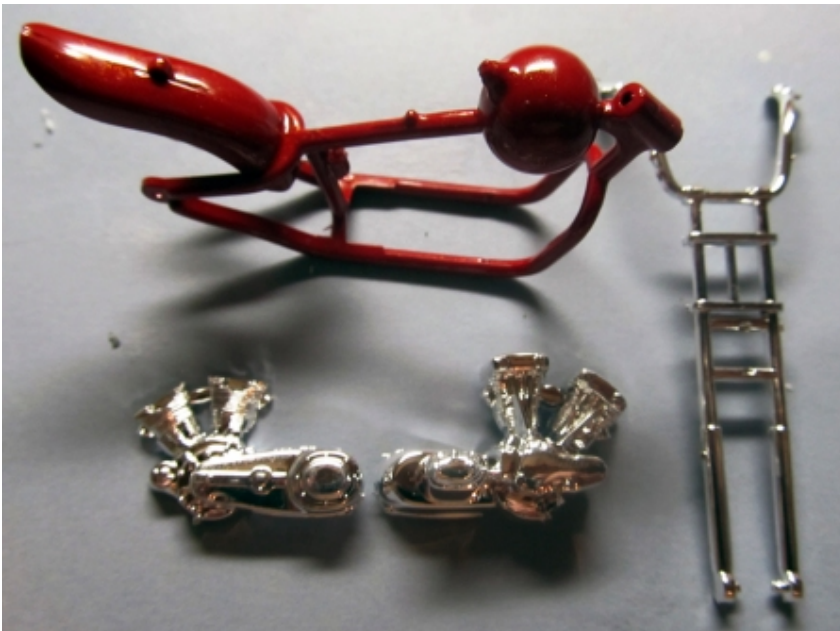
PIC 34 PIC 35 Install the upper half of the body on to the lower half of the body. Install the trailer hitch to the rear end. This completes the assembly of the car itself. Set this aside to finish the trailer and motorcycle.



PIC 36 PIC 37 Here are shots of the front and rear of the finished car.



PIC 38 PIC 39 There is a trailer hitch to install on the front of the trailer. Add the tires to the trailer axles and you are complete with the trailer assembly. Set this aside to finish the motorcycle.



PIC 40 PIC 41 These are the parts to start the motorcycle. Note the close up of installing the forks on to the frame. Slide the center bar into the neck mount carefully. The gas cap is Silver and the handle bar grips are Black. Assemble the motor halves and use the Flat Black wash of 50/50 thinner and highlight the motor heads.

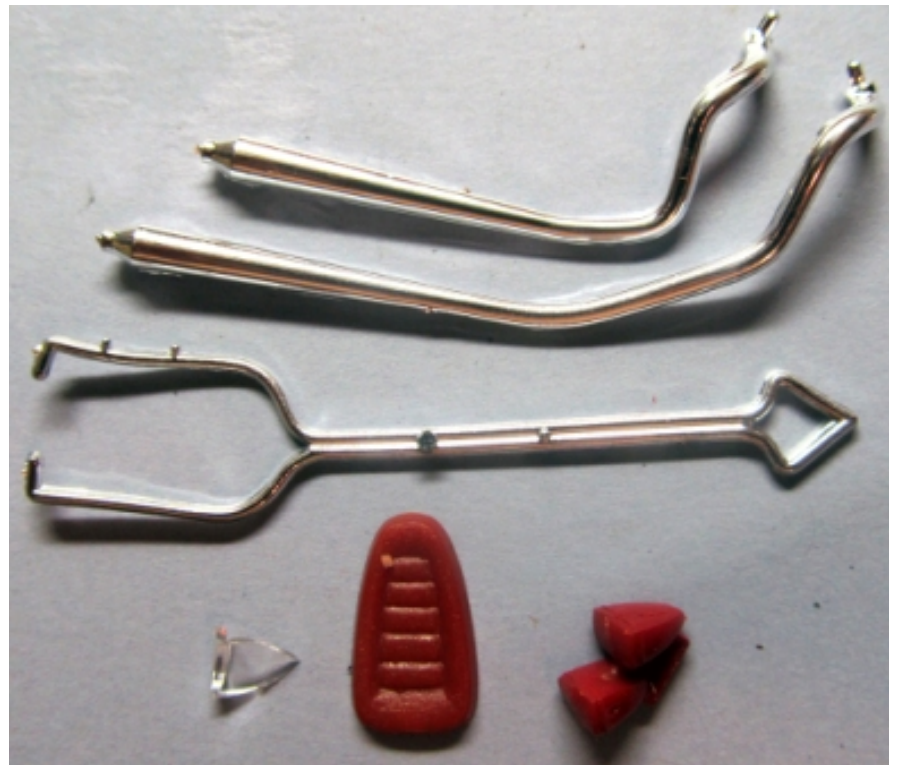


PIC 42 Here is the assembled motor and handle bars.



PIC 43 PIC 44 The front and rear tires and rims are different sizes. Match them up and install the front rim halves into the front tire. Do the same with the rears. Insert the smaller tire in the front forks. Paint the chain Gold and line up the sprocket in the rear wheel. Slide the rear wheel into place inserting the chain into the transmission. The rear wheel is not attached yet; in the next step the pins from the sissy bar hold the wheel in place. Note how the chain slides into the transmission. There is no positive mount for it. The seat is painted Black and installed.

PIC 45 Here are the final parts for the motorcycle. Paint the seat back Black and attach it to the sissy bar. Install the sissy bar in place with the pins through the rear wheel hub. Install the exhaust pipes in place. Paint the headlights Silver and install on the front crossbar.



PIC 46 The clear light is installed in the rear fender.



The model should be complete now and you should have no excess parts or decals.



999 OVERALL IMPRESSIONS: I have never built this kit before, and I think it was a really fun build! Not the most difficult of builds as it is a curbside it still gives enough to keep you busy for a few days. The issue with the exhaust port is poor design and although easy to fix. I would have liked more details but this is a show car and during the time Tom Daniel was creating these for Revell they were meant to get new builders interested, so ease of assembly with a wild look, was key to their design. Overall I am happy with it. The motorcycle went together quite easily and is very solid for its frail look. The car was not difficult but when finished looks better than you expect. For a new builder or someone who just wants one of those fun builds this one fits the bill. I am unhappy with the one issue and it does affect the overall rating but I still give this one an 8 on a scale of 1 to 10. And if you do a little research on the internet you will find this is the base car for many customs. So go build it!

PREMIUM MODEL REVIEWS

