BUILD THE

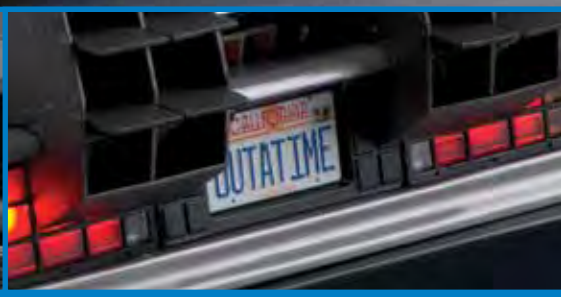
BACK TO THE FUTURE™ DELOREAN

ISSUE 49









FANHOME

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BACK TO THE FUTURE DELOREAN

ISSUE 49





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In the bizarre surroundings of the Cafe '80s in the year 2015, Marty finds the familiar arcade game Wild Gunman is now an antique.



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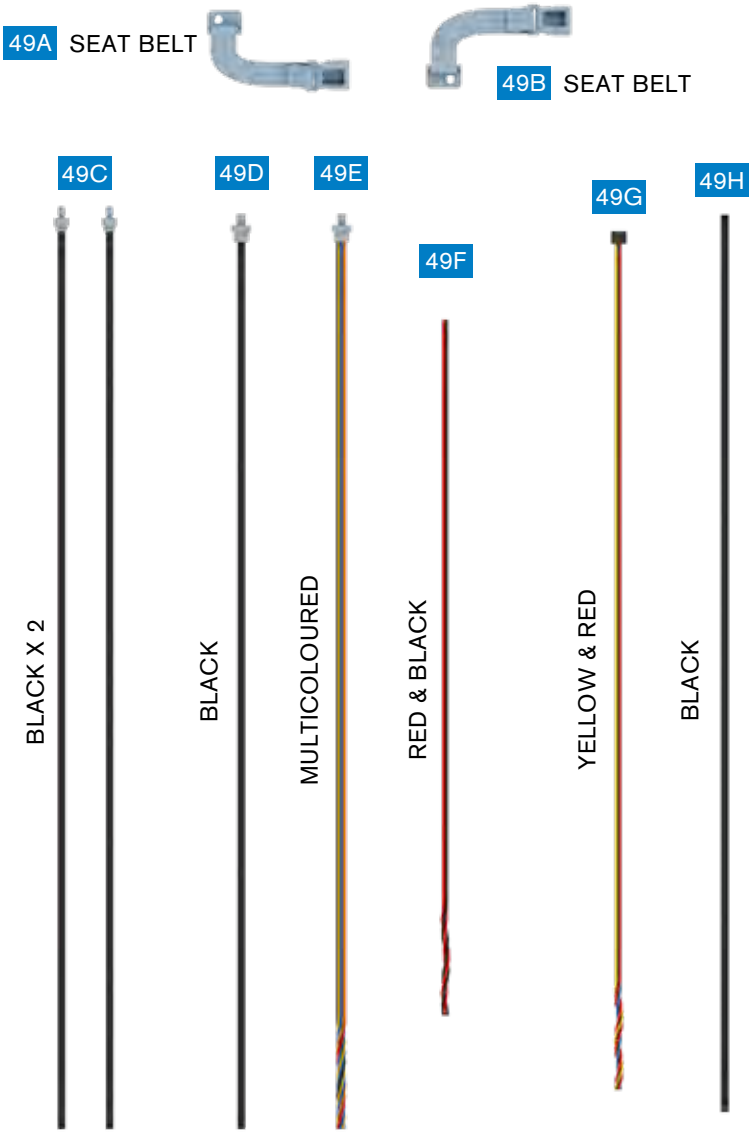
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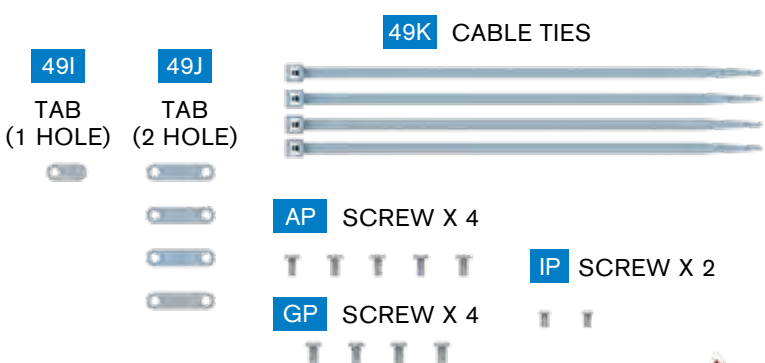


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YOUR CAR PARTS

With this issue you receive two seat belts for your DeLorean, plus more cables and cable ties.

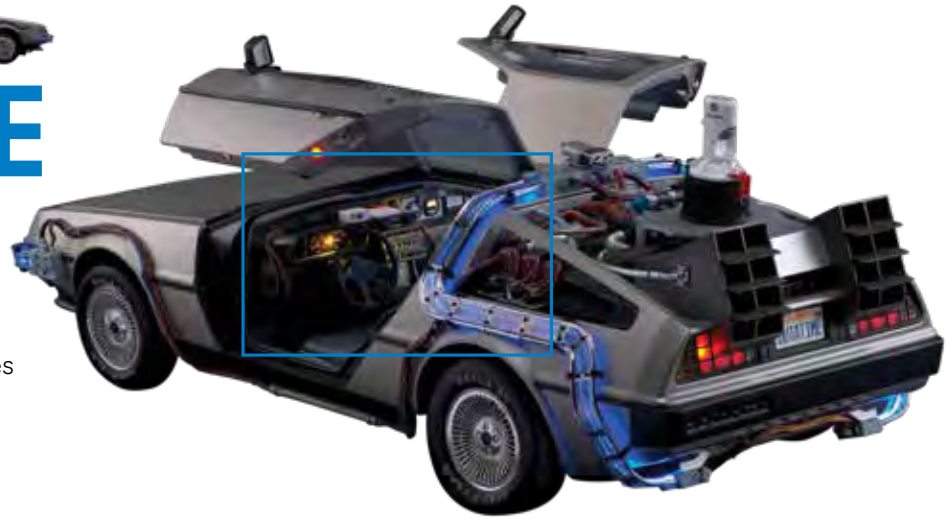




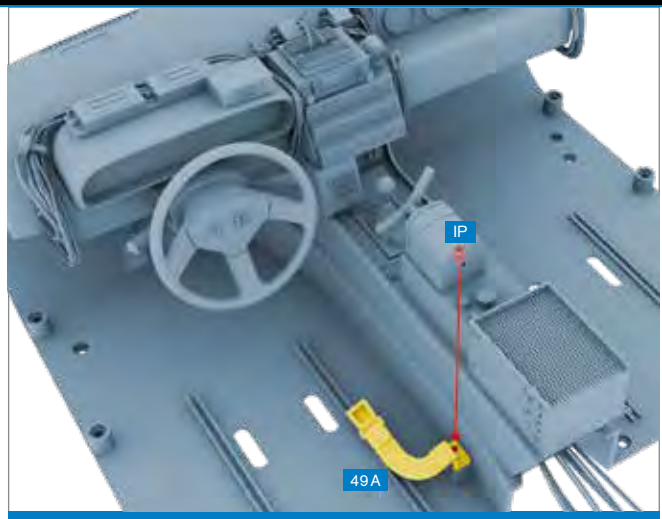
DRIVE TIME

Continuing the internal assembly for your DeLorean.

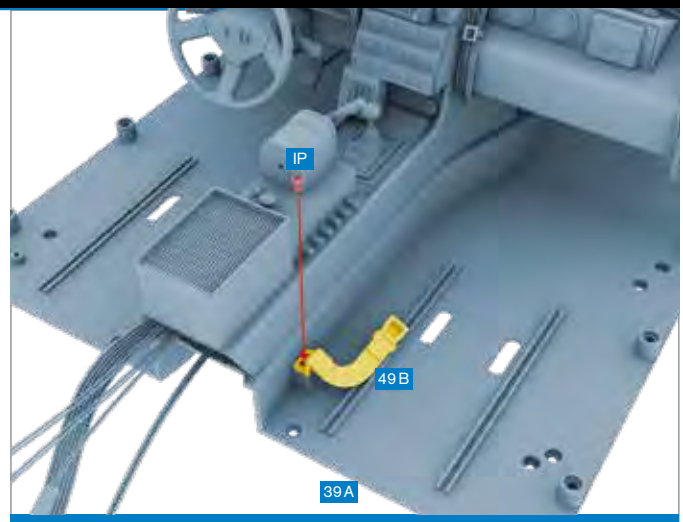
In this issue you can fit the seatbelts and more cables by following these step-by-step instructions.



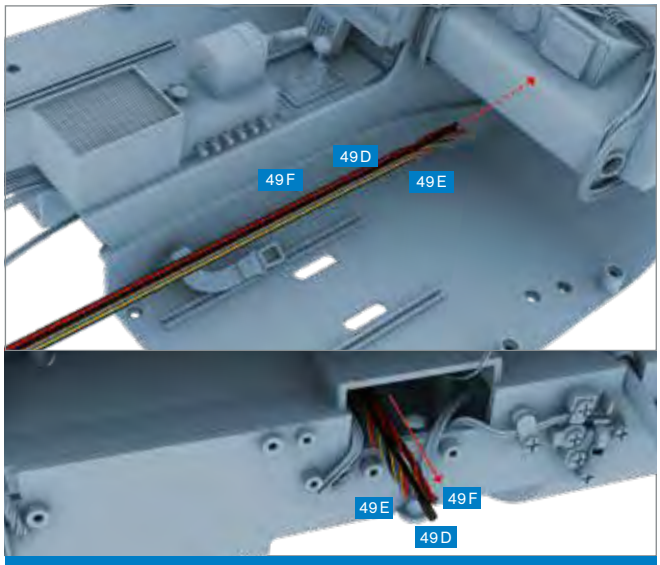
SEATBELTS AND CABLES



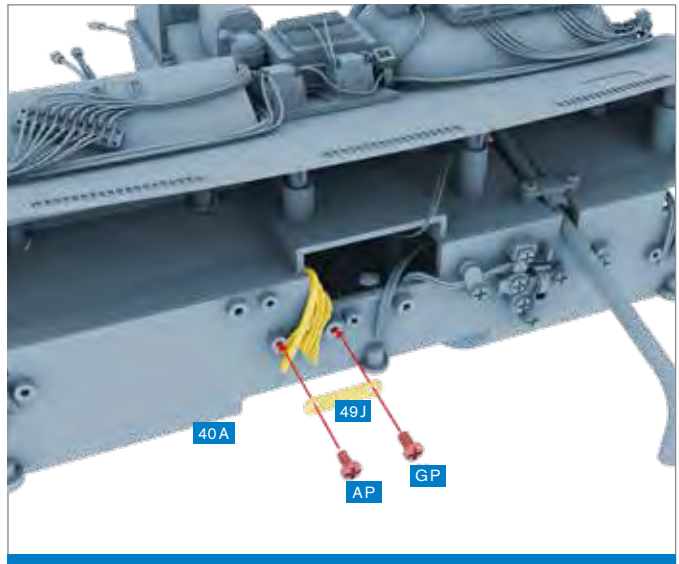
STEP 1 ›› Secure seatbelt 49A to the floor with an IP screw.



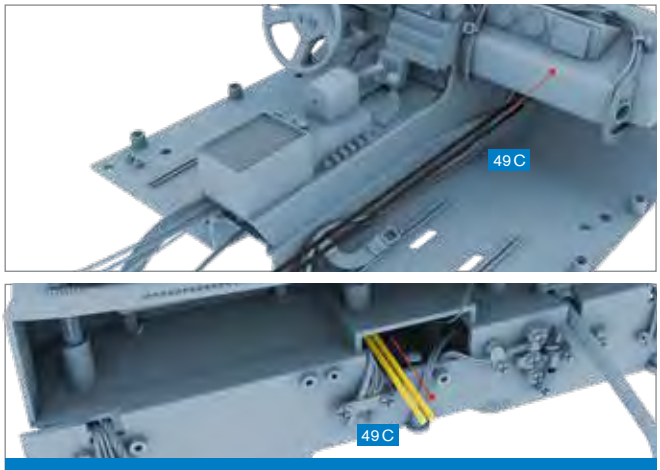
STEP 2 ›› On the other side of the centre console, secure the other seatbelt, 49B, to the floor with another IP screw.



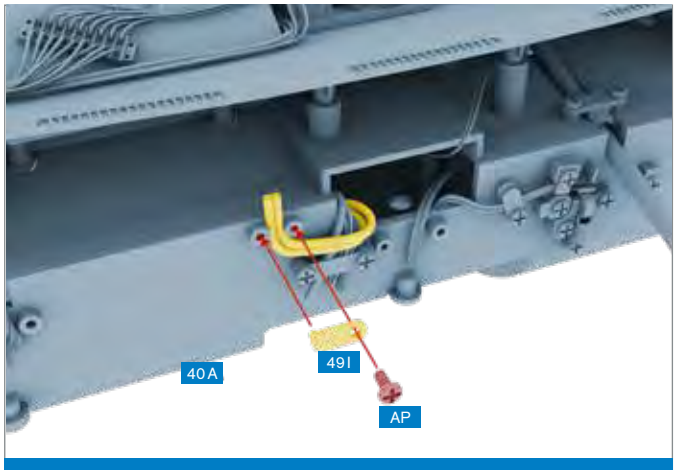
STEP 3 ›› Pass cables 49D, E and F along the right side of the centre console, through the hole underneath the dashboard.



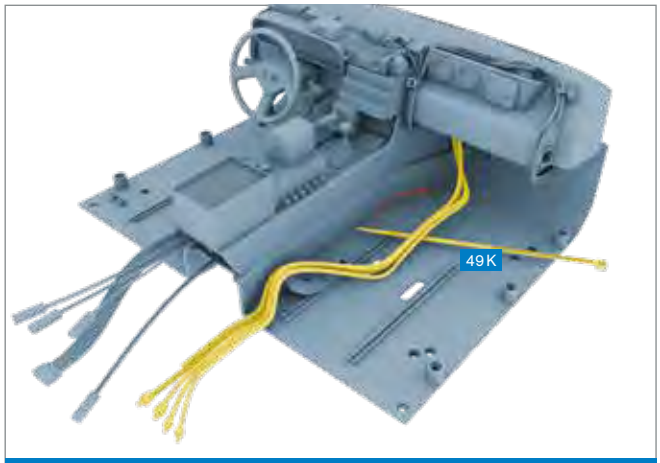
STEP 4 ›› Place the ends of the cables between the two posts, then place 49J over them and secure with an AP and GP screw.



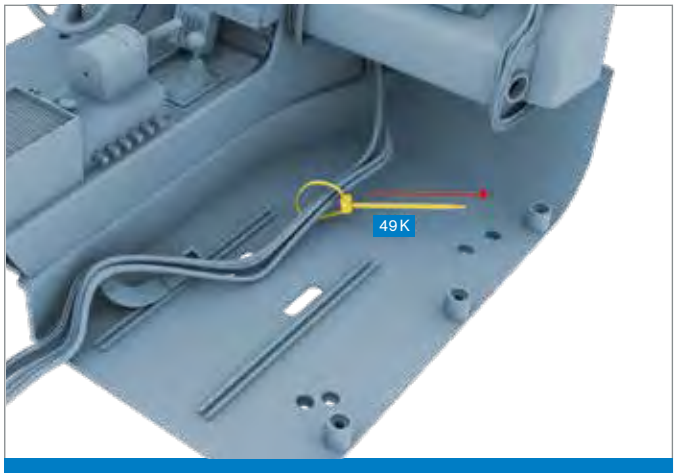
STEP 5 ›› Pass the two 49C cables along the right side of the centre console, and out through under the dashboard.



STEP 6 ›› Secure the ends of the cables between the two posts with tab 49I and an AP screw.



STEP 7 ›› Collect the cables from Steps 2-6 and pass a cable tie 49K around them.



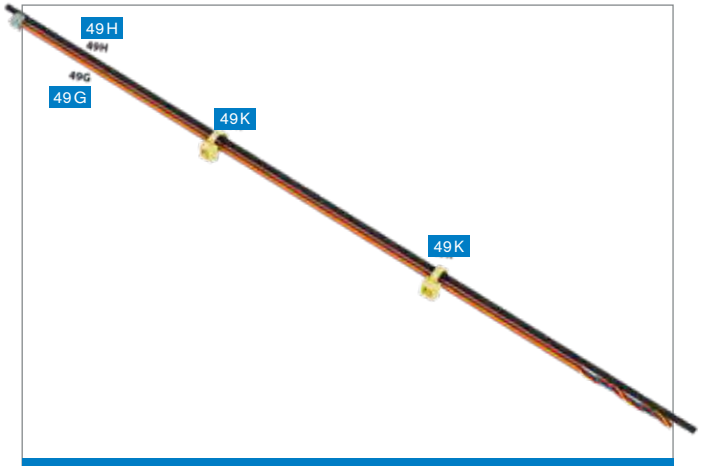
STEP 8 ›› Pass the end of the cable tie through hole at the other end and tighten.



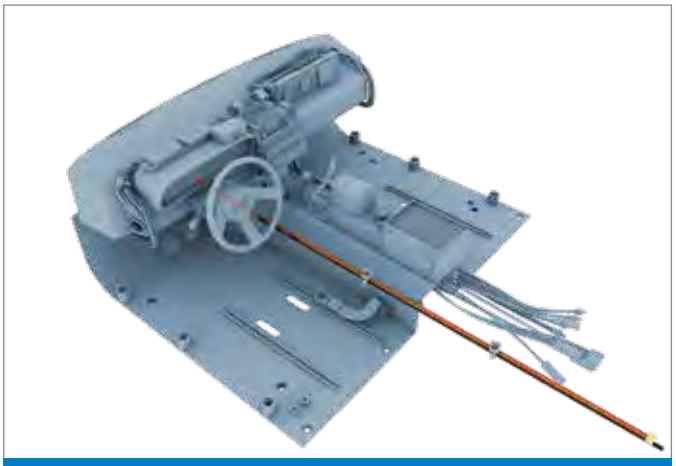
STEP 9 ›› Cut away the excess of the cable tie and position the cables up against the centre console.



STEP 10 ›› Fit another cable tie 49K further along the cables, as shown.



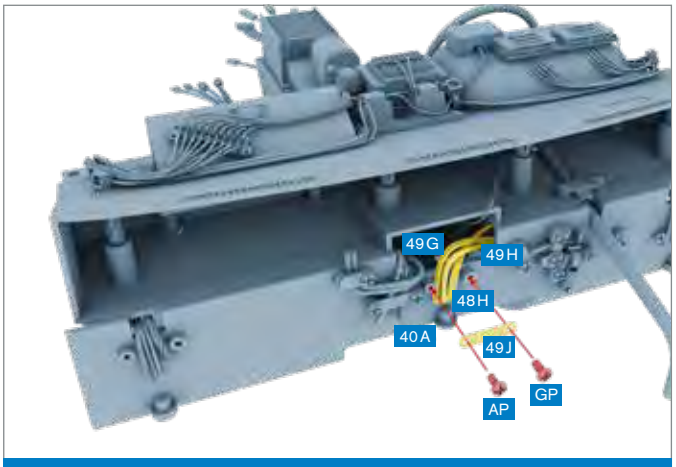
STEP 11 ›› Connect cables 49G and 49H together with two 49K cable ties.



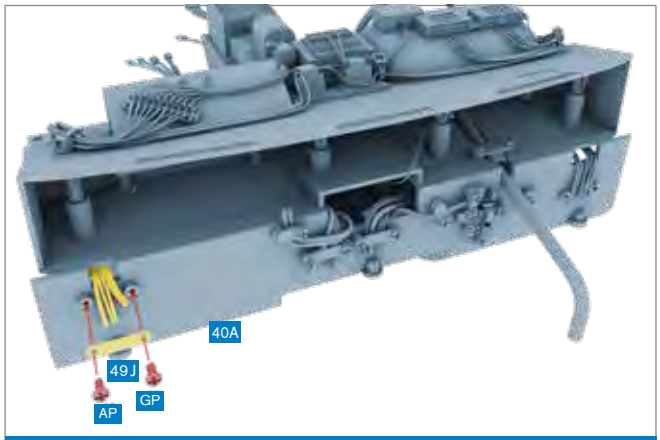
STEP 12 ›› Position the ends of the cables with no connectors along the left side of the centre console.



STEP 13 ›› Pass the ends of the cables out through the hole under the dashboard.



STEP 14 ›› Collect all the free ends of the cables and fit them between the two posts. Secure with a 49J tab and an AP and GP screw.



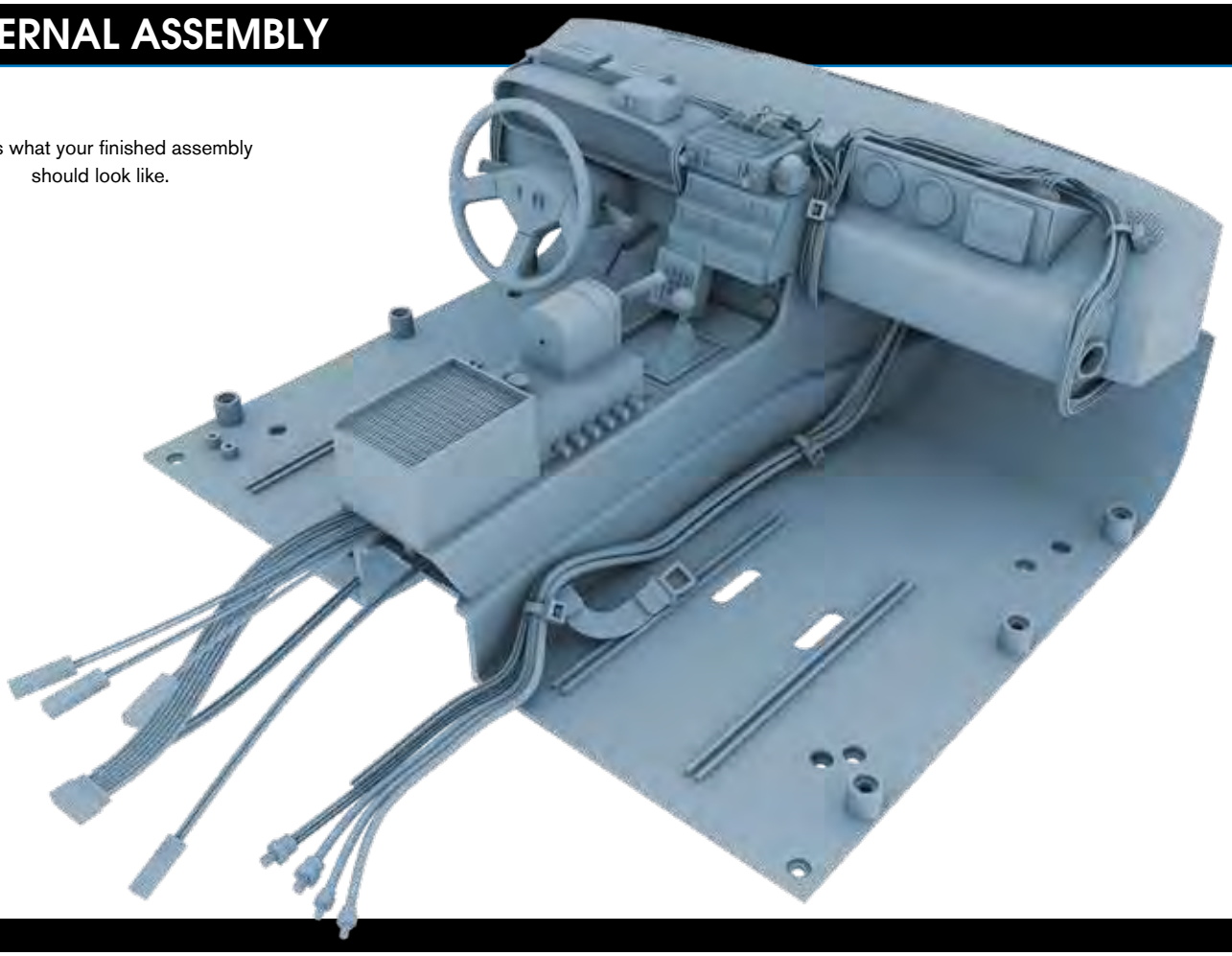
STEP 15 ›› Place the free ends of the cables at the right side of the floor between the two posts. Secure them with a 49J tab, and an AP and GP screw.



STEP 16 ›› Secure the cables at the left side with a 49J tab and an AP and GP screw.

INTERNAL ASSEMBLY

This is what your finished assembly should look like.





RECREATION TIME

PRODUCTION DIARY

How the makers of Back to the Future Part II *recreated a famous scene from the first movie, with a couple of changes...*



DOC'S BACK
Elisabeth Shue, Michael J Fox and Christopher Lloyd recreate a scene from Back to the Future *for the opening moments of* Part II.

© Moviestore collection Ltd/ Alamy Stock Photo

On Tuesday 5th May 1989, in their tenth week of shooting, the crew of *Back to the Future Part II* travelled to Arleta in Los Angeles, for scenes outside the McFly house. There was an added complication here, in that the cast and crew had to recreate exactly a scene from the end of the first movie, as Marty and Jennifer were whisked away in the DeLorean to save the future of their kids. This was to disguise the fact that the actress playing Jennifer had changed – from Claudia Wells to Elisabeth Shue. Director Robert Zemeckis didn't want to shoot a scene where Jennifer turned up in a completely different setting played by a completely different person, so the original scene had to be remade.

Cinematographer Dean Cundey was impressed at how Zemeckis and his crew handled the challenge of recreating the scene. As it was not possible to use the original footage, it was a case of looking at the original sequence very carefully and shooting it all again. "We had to do it shot for shot," Cundey

> **"We wanted people to say 'Yes, of course that's the scene from the first movie'."**
>
> DEAN CUNDEY

explained. “We wanted people to say ‘Yes, of course that’s the scene from the first movie, we’re just seeing it again.’ We looked at every single frame of that sequence, to reconstruct it. We lit it as it had been lit, used the same camera placements, the same lenses, everything. It was a testament to the crew that they were paying such close attention because they remembered the problem-solving and the set-ups that we did the first time around.”

The recreation of the scene was so successful that few people even noticed the change of actress – helped by the fact that Shue was made-up and costumed in the same way that Wells had been in the original scene.



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DOC AND THE DELOREAN
For scenes of the DeLorean flying, a full-size version (seen here) was combined with footage of the miniature car at special effects house ILM.

PAUSE FOR THOUGHT

Zemeckis did add one small subtle change, however. When Marty asks Doc what happens to himself and Jennifer in the future, he says “Do we become assholes or something?” The director instructed Christopher Lloyd, as Doc, to add an almost imperceptible pause as he considers the question, implying that he knows a good deal more than he’s letting on. It’s one more deftly brilliant touch that embellishes the film on multiple viewings.

After a meticulous couple of days on the recreated scene, the crew moved on to Monrovia, where the exteriors for Jennifer’s house were filmed. Michael J Fox and Elisabeth Shue also shot a scene that would appear at the end of *Back to the Future Part III*. This required Fox to be dressed in Marty’s ‘Old West’ costume – he runs up to Jennifer, who is sleeping on the porch, and kisses her, waking her up.

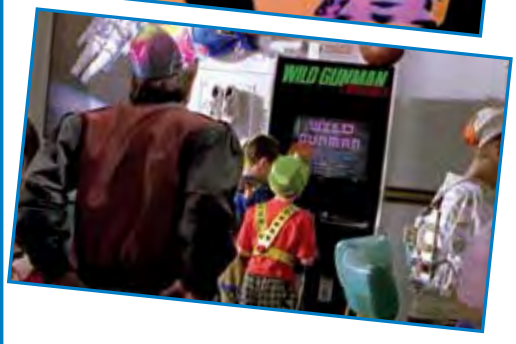
After dark, the effects team filmed a scene with the DeLorean arriving to drop Jennifer off at the house. The scene was recorded with the motion-control camera so that the moving footage of the full-size car could be mixed with shots of the model DeLorean flying in to land. Once Robert Zemeckis had the shot he wanted, the shot of the flying DeLorean was handled by Special Effects supervisor Ken Ralston and his team at Industrial Light and Magic.

The miniature DeLorean (which was only used for the final shot in the first film) was rebuilt with extra details added inside and out. Scaled-down figures of Marty, Doc and Biff were used for the scenes where the characters could be seen inside the car.

From the week beginning 8th May, the scenes in Courthouse Square in 2015 would be filmed. There was the advantage of working in the controlled environment of the Universal backlot, but great demands would be placed on the set, costume and effects designers. The crew was about to enter the world of tomorrow! ■ TO BE CONTINUED....







WILD GUNMAN

BANG BANG, YOU'RE DEAD

In 2015, at the Cafe '80s, Marty tries his hand at an 'antique' arcade game.

In the frankly bizarre surroundings of the Cafe '80s, Marty McFly spots a reassuringly familiar sight – an arcade game called Wild Gunman. As a child of the 1980s, he's played it a million times, unlike, it would seem, the two bewildered 21st century children looking at it in confusion. Marty takes the gun from the console and skilfully blows away a few of the cartoon figures on screen. "You have to use your *hands?*" squeaks one child, unimpressed. "That's like a baby's toy!"

Its computer graphics may look very basic now, but in its day, Wild Gunman was the state of the art for video games. It was created by Gunpei Yokoi for Nintendo and released in 1974, using an electronic 'light gun' connected to a screen which showed footage of a Wild West gunslinger – when the gunman's eyes flashed, the player had to draw and shoot. If the player was fast enough, the gunman fell down, if not, the gunman fired and took the point, and so on. The version of the game seen in *Part II*, with cartoon-style computer-generated characters, appeared in 1984, with a console version released in 1985.

As well as making another joke at the expense of '80s crazes, this arcade game sequence establishes Marty's skill as a sharpshooter – which would be crucial to the plot of *Part III.*

One of the youngsters in the cafe is played by Elijah Wood, who went on to movie stardom of his own, and will be featured in a future *Time Traveller's Guide.* ■

"You have to use your hands? That's like a baby's toy."

BOY IN CAFE

Left and above: Marty takes aim at the Wild Gunman screen and proves himself a 'crack shot' but the boys looking on are not impressed.

QUICK FACTS!

GOING WILD!

- On 21st October 2015, the day that Marty travels to in *Part II*, and now known as '*Back to the Future* Day', Nintendo re-released the game on the Wii U Virtual Console in honour of its appearance in the film.
- Although Wild Gunman was available as an arcade game, the set-up seen in *Part II* is an unreleased Nintendo VS. System version.
- Experimental filmmaker Craig Baldwin's short film *Wild Gunman* (1978) uses edited footage from the original 1974 video game, sped up and slowed down to surreal effect.

NEXT ISSUE...

SEATS

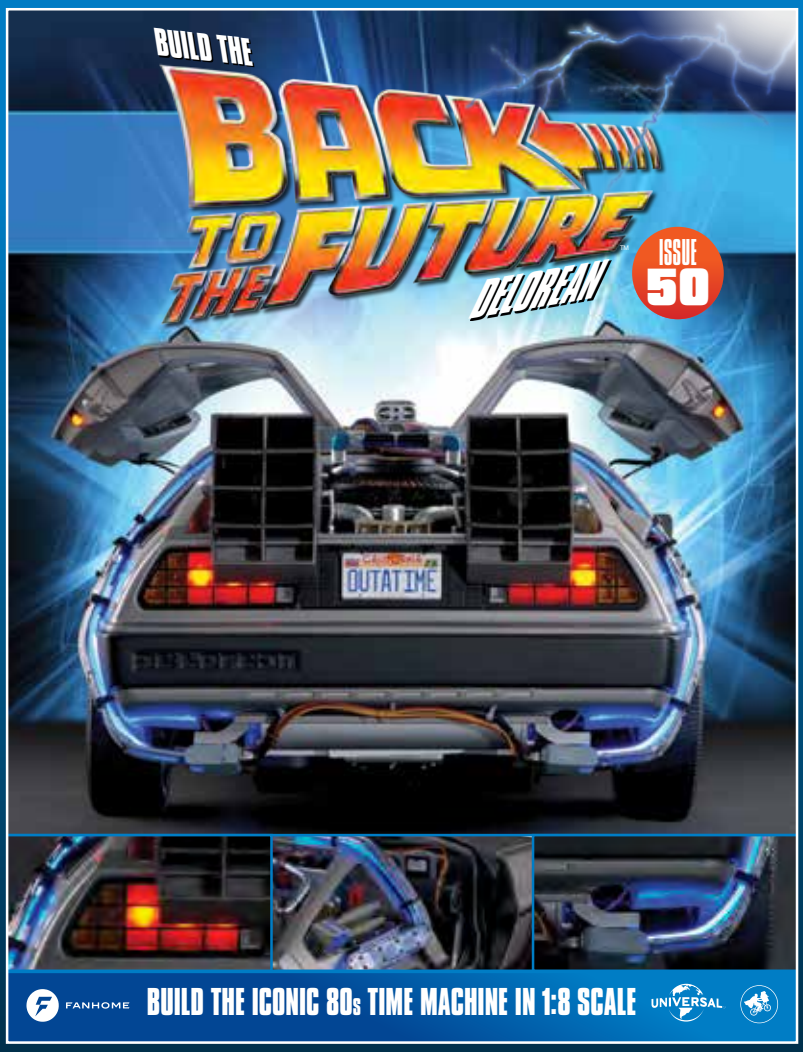
Make a seat for your DeLorean model.

In the next issue you'll receive the first seat for the DeLorean, plus fixing screws and detailed step-by-step instructions telling you how to fix it into your model.

YOUR CAR PARTS...

SEATS





THE WORLD OF TOMORROW

The Back to the Future *crew begins filming on the futuristic version of Hill Valley's famous town square.*

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