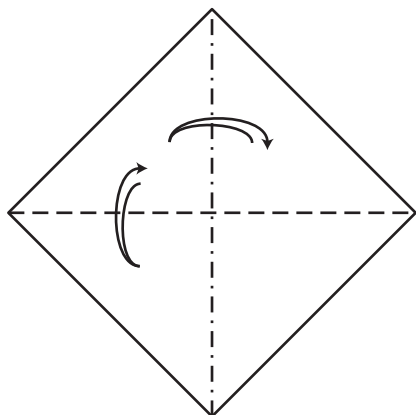


WRONGWAY (199?)

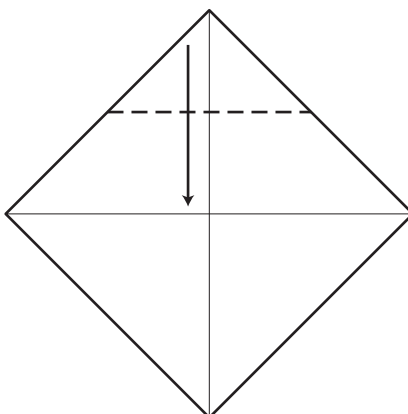
By: Charles Esseltine

The Wrongway is a Reverse Delta. i.e. It forms a triangle, (Hence the Delta part!) but the center point is at the tail, instead of pointing forwards. Which is opposite of the way most paper airplanes are made. So the Wrongway got it's name because invariably someone would try to throw it "backwards". And while you can toss it many ways, it doesn't fly very well THAT way.

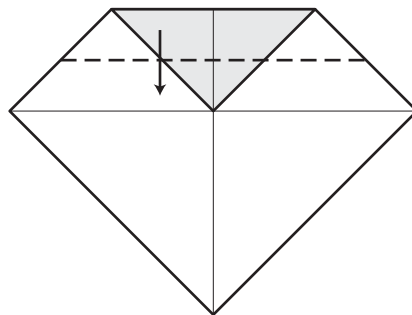
1.) Fold, and unfold, both diagonals. One mountain, and the other valley. The mountain crease will be the keel.



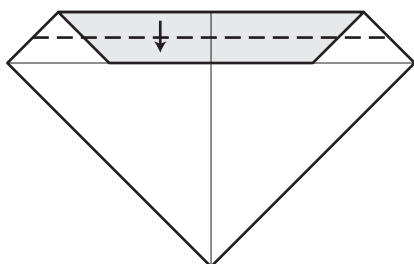
2.) Fold down the tip to meet the center. (Once)



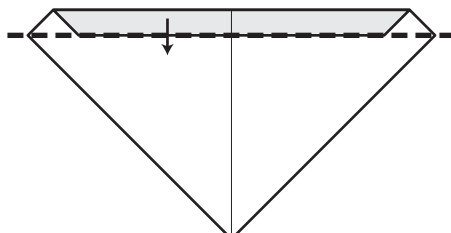
3.) Fold the new edge down to the center. (Twice)



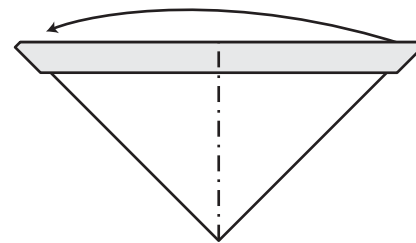
4.) Fold the new edge down to the center. (Third time's a charm!)



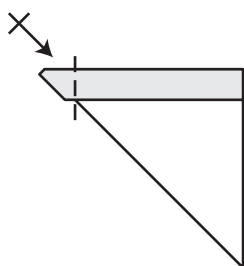
5.) Fold the layers over the center line. Just about every time you do this, you will experience PAPER CREEP! DON'T WORRY! It happens, go with it! Even I get it. That's why step 6 has that little bit of paper creep showing!



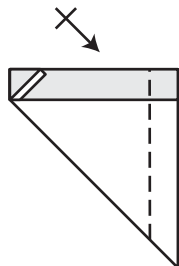
6.) See it shows the edges aren't quite flush. Like I said don't worry about it! Now lets do step 6 before we run out of room! Fold the model in half. There wasn't that easy! I just knew we wouldn't run out of roo



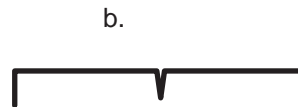
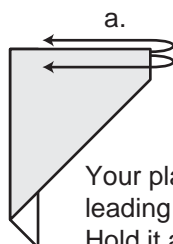
7.) Oh I guess we did run out of room! Let's try not to let that happen again! Fold the tips down on both sides.



8.) Fold the wings down on both sides.



9.) Unfold the model (a.) until it looks like this (b.)



Your plane is now ready to fly. Just remember that the leading edge is the front, not the point! Hold it at the very front, and launch in a slightly downward direction. The plane will loop, and possibly return to you. But whatever you do DON'T aim it at someone! It NEVER goes where you aim it!

