### PN975 N Scale Low Relief Hotel Wednesday INSTRUCTIONS

## PLEASE - PAY ATTENTION Carefully read through all the instructions to familiarise yourself with the kit and the components before you start to build.

#### **COMPONENT CHECK LIST**

This kit should contain the following:

- 1 x PRINTED SHEET A Main components
- 1 x SMALL PRINTED SHEET B Window frames
- 1 x GREY CARD SHEET Inner supports.
- 1 x GLAZING SHEET Windows
- 1 x INSTRUCTION BOOKLET.

#### PRE-BUILD PREPARATIONS

#### Tools you'll need to build this kit

(all of which are available on our website: www.metcalfemodels.com)

- 1. A modellers knife
- 2. A cutting mat
- 3. A steel ruler
- 4. A pair of fine pointed tweezers
- 5. Water colour paint set
- 6. Metcalfe ultra fine tipped glue applicator
- 7. Glue (see below)

#### Glues

We recommend using a combination of two types of glue, Speed bond and Roket card glue, both are produced by Deluxe materials.

**Roket card glue** is an instant, fast drying glue which is great quickly securing components that require little positioning. It also comes with it's own fine tip applicator.

**Speed Bond** is a slightly slower drying glue which is ideal for the components where careful positioning is required.

UHU solvent free is also a great all round glue ideal for fixing the windows to the card frames

Metcalfe ultra fine tipped glue applicator is essential for applying small amounts of glue to the smaller components. These bottles come in a pack of 3 and are best used with Speed Bond and UHU, simply unscrew the top and fill with the glue.



#### Extracting the components from the base sheets

To prevent the components from falling off the sheets they are held secure with scorelines, marked with a —> These are cuts that only go about 75% of the way through the card. To release them carefully run the point of your knife along these scorelines and they will come seamlessly away, be very careful your blade does not run off the score and damage the components. Use a steel ruler as a guide especially if using a new sharp blade. Keep the components organised and away from your work area on a piece of card or tray that we will call your builders yard.



Painting the exposed edges

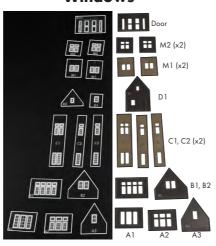
The wall sections and roof will need to be coloured to match the printed surface. Use some water paints, mix the colour with lots and lots of water, test against the leftover bleed on the base sheet to get the correct shade and colour. The card only has to be tinted, as a solid painted line will make it look worse. Quickly wipe away any excess paint off the printed surface before it dries

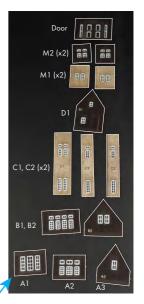


Carefully cut out the windows along the outer white line from the glazing sheet, organise and place on a dark piece of card (so that you can see them and they don't get lost) and place within your builders yard. Now gently extract the window frames from sheet B, these are held onto the sheet by small tabs and should just push free, if not just run your knife through the tabs.

Match up all the windows to

#### Windows





the corresponding frames, fitting the glazing to the back of the frames with the matt side facing through the openings. Then place back into the builders yard, organised in order - A, B, C etc. If you'd like to add curtains do this now - see page 11 Like so.

#### Strengtheners

**S8** 

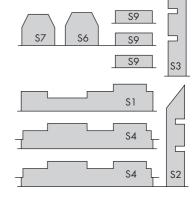
The thick, unprinted grey sheet of card holds components that strengthen the interior of the kit. Below is a key to each of parts with an abbreviated code, this code will be during the build. None of these parts will be visible when the build is complete so feel free to write the code numbers on the parts for easier reference.

S1 - Main Base
S2 - RH Side Wall
S3 - LH Side Wall
S4 - Floor supports (x2)
S5 - Main Back
S6 - Turret Base
S7 - Turret Roof
S8 - Turret Side Walls (x2)

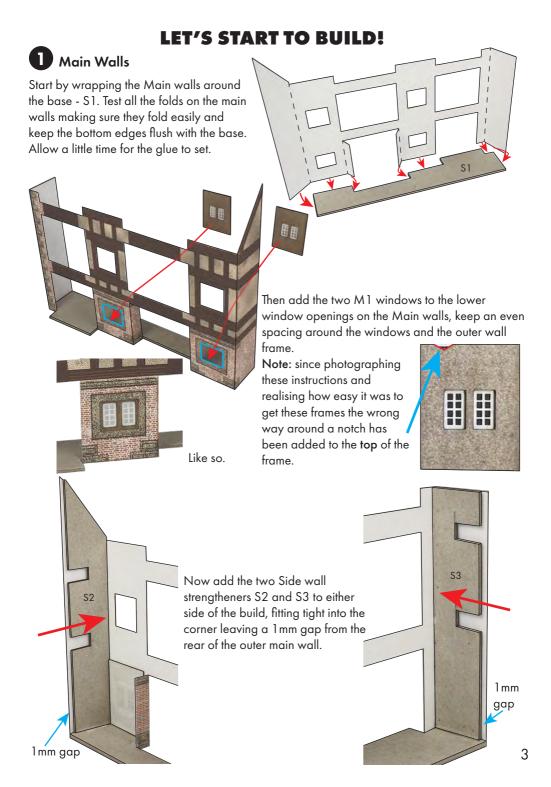
S9 - Chimney Formers (x3)

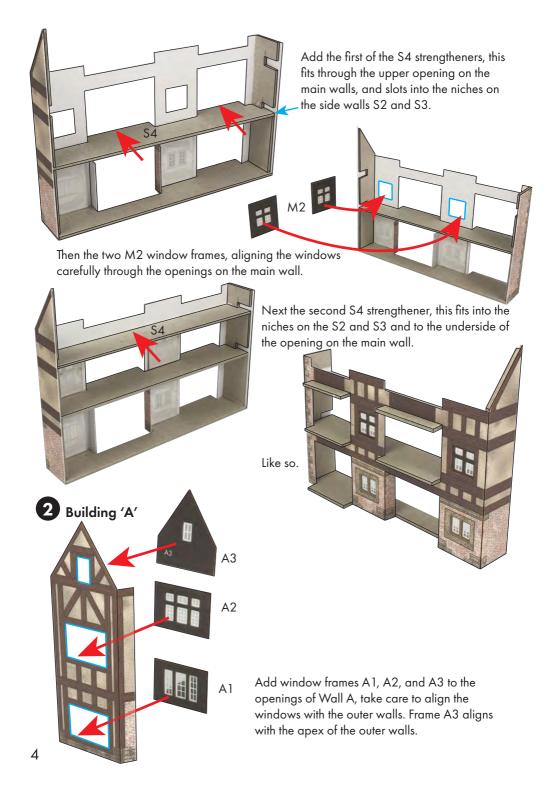
S10 - Turret Back

S5 S10



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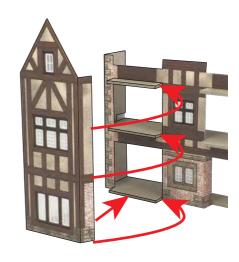




Test the fit first, the S4 strengtheners will fit between the window frames, the A1 walls wrapping around the sides of the S4's and S1 flush to the main wall.

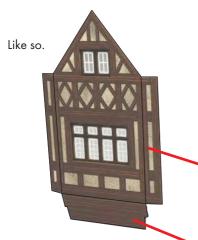


Like so.

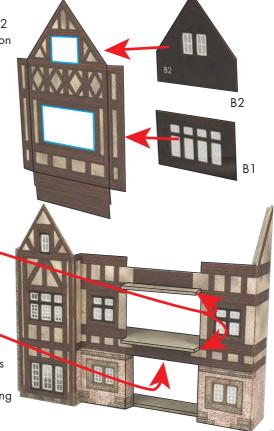


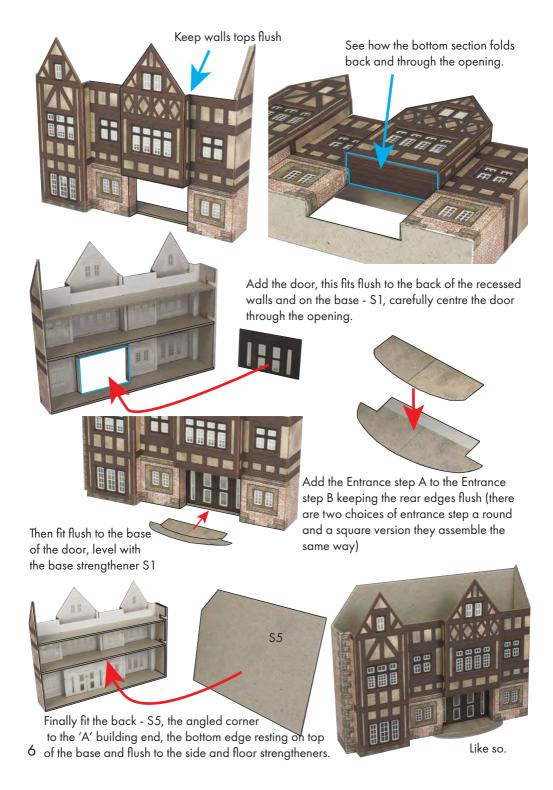
3 Building 'B'

Start off by adding the windows, B1 and B2 aligning the glazing through the openings on Wall B.



Now add to the main wall, like Building 'A' this wraps around the S4 strengtheners, but the bottom section folds through the bottom opening fitting flush with the recessed walls. See next page. Test the fit before applying glue.

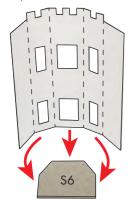




#### 4 Building 'C'

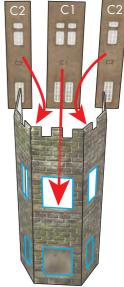
Strengtheners S6 and S7 are very similar so before we go any further combine the slightly smaller S7 to the Roof C, these are the same size, keep all edges flush

and put to one side.



Wrap the Wall C around the S6 base keeping the wall bottom flush with the base.

> Now add the window frames, start with the centre windows - C1 aligning the windows through the openings and then add the two C2 windows to either side.

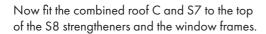


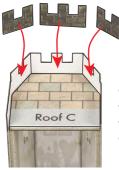
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Roof C

**S8** 

Next add the two side strengtheners - S8, these fit flush to the C2 window frames leaving a 1mm recess from the outer wall at the rear.





Carefully align the Wall C tops to the inside of the turret walls, starting with the centre section, then the two side sections, sitting flush to the Roof C.

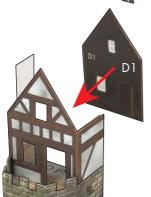
#### **5** Building 'D'

Fold back the two light brown tabs on the Wall D side walls.



This creates two tabs that slot to the inside of the turret walls help position the wall D into place. Test the fit, and glue into place, keeping the

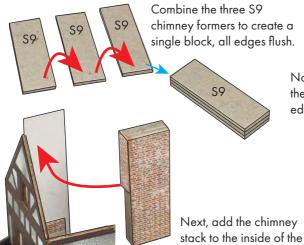
rear flush.



Now add the D1 window and door frame, keeping the top edges flush and the windows equally spaced through the openings on wall D.

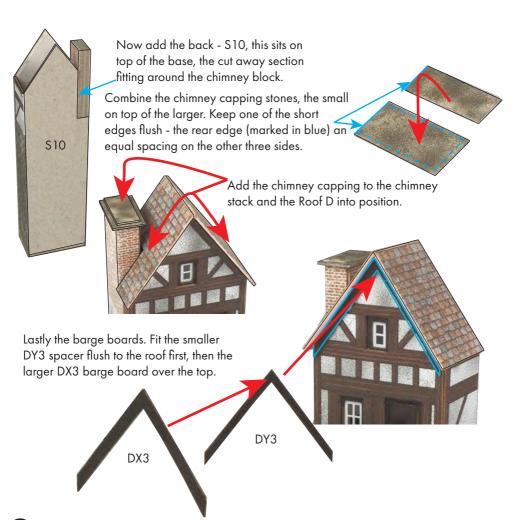
Like so.

side wall, again keeping the top edges flush.

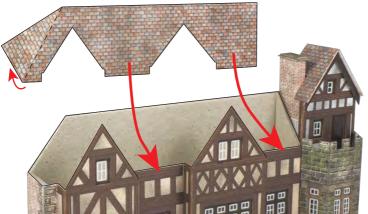


Now add the chimney to one side the front tab folds over the front top edge, keep the top edges flush.





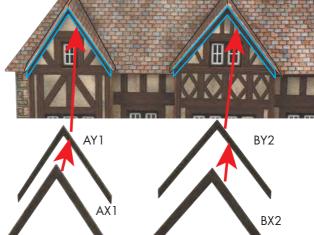
#### 6 Combining the buildings and finishing touches



Glue to the turret to the end of the main building, then add the Main roof, test the fit first so see the areas to add glue and how the corner folds around to fit.

Now add the Roof A and Roof B, again test the fit first and use tiny spots of glue to fix in place.

Next the barge boards, fit the smaller spacers first, AY1 and BY1 flush to the slope of the dormer roofs, then fit the larger barge boards over the top, AX1 and BX2



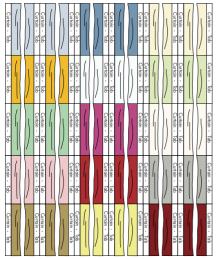
Lastly add some ridge tiles (see ridge tile sheet) and the chimney pots (see next page)



Also add a sign above the doorway - see next page for a choice of signs.

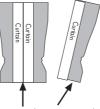


#### **Curtains**



Curtains for inside the windows.

To fit curtains fix a small strip of waste card to each side of the window, then glue the curtain to the waste card so that it shows through the window (the waste card will space the curtain back from the window a little giving a greater effect of depth).

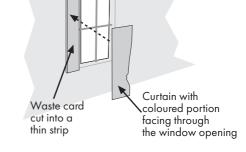


Cut each curtain to shape



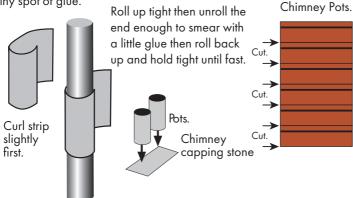


Cut out and glue over the door from sheet B or back with a piece of waste card.



#### **Chimney pots**

Cut into strips then roll tightly around a nail or drill bit (apx. 2mm dia.) and fix the end with a tiny spot of glue.



This sheet can be downloaded, along with the instructions at our website: www.metcalfemodels.com

# HOTEL WEDNESDAY Castle Tower Hotel THE OLD HALL Chateau de Bois Lakeside Hotel Model View Manor

Townhead Inn

Metcalfe Manor

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