

PN128 N Scale Coaching Inn

CHECK LIST

This kit should contain the following:

- 1 x SHEET A1. Printed kit parts.
- 1 x SHEET A2. Printed kit parts.
- 1 x SHEET B. Base & Inner Supports
- 1 x SHEET C. card with laser cut parts
- 1 x GLAZING sheet.
- 1 x Ridge tiles card.
- 1 x INSTRUCTION BOOKLET.

READ THROUGH ALL THE INSTRUCTIONS BEFORE YOU START.

This is a complex kit that requires particular attention to detail, so proceed with care!

To construct this kit you will need the following:

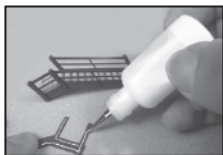
1. A modellers knife.
2. A pair of sharp scissors.
3. A steel ruler.
4. Glue - See *glues*.
5. Ultra Fine Tip Glue Applicator, see below.
6. A cutting surface - a sheet of card or cutting mat.
7. Fine point tweezers.
8. Water colour paints and a very fine brush for painting edges and corners.

METCALFE Ultra Fine Glue Tip Bottles.

These bottles are essential for gluing the smaller components in this kit.



Tiny strips and spots of glue can be accurately laid down with precision.



INSTRUCTIONS GLUES

UHU Solvent Free All Purpose Adhesive Glue

Works superbly well in our fine glue applicators. Dries quickly, but allows time for positioning of kit parts as described further on in the instructions.

Also Deluxe Materials 'SPEEDBOND'
A fast drying PVA.
see www.deluxematerials.com

GETTING STARTED

1 EXTRACTING COMPONENTS FROM THE BASE SHEETS.

To stop the components from falling off the sheets, they are held secure with score lines. These are cuts that only go about 75% of the way through the card.

To release them run the point of your knife along these score lines and they will come seamlessly away. These score lines are marked with blue arrows: WARNING, Cut with care using a knife that is not too sharp, this will reduce the risk of the blade running off the score and cutting the components.

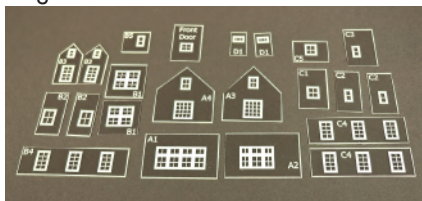
2 MAKE YOUR 'BUILDERS YARD'.

As you extract the components from the base sheets they need to be kept away from your working area on a thick piece of card or a tray until needed.



3 GLAZING

Cut out all the clear glazing components and place on a separate sheet of dark card so they don't get lost.



4 PAINTING CORNERS & EDGES.

The white card that shows on the corners and edges is best painted **before you build the kit**. All you need is a simple set of water colour paints and a fine brush.

Something like this set of 'Reeves' watercolours or even simple child's watercolours.

As long as it contains a warm red, a brown and black, you will be able to match the colours in this kit.



Mix your colour with lots and lots of water, apx. 1 part paint to 5 parts water or more. **TEST ON WASTE CARD FIRST UNTIL YOU HAVE THE CORRECT SHADE & COLOUR.**

Fold the edges of the card back fully and gently run the point of your brush along the exposed white card.

Only tiny amounts of paint on your brush. It's better to have to go over it a few times than to flood it with paint.

Paint the outer edges too.

Before the paint dries, run your finger along the edge to rub the colour into the absorbent white card.

Then wipe away any paint that has run onto the printed surface before it dries.

Remember, you only need to just slightly tint the card with a little colour.

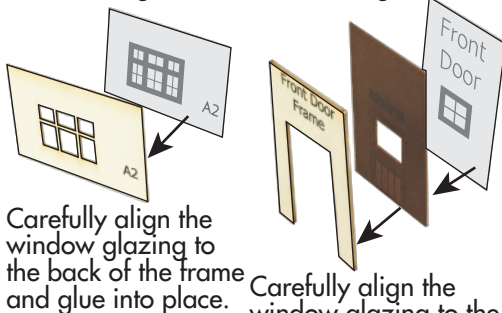
DON'T paint a thick solid line down the edges, you will only make it look worse.

LET'S START TO BUILD!

Fig.1. WINDOWS

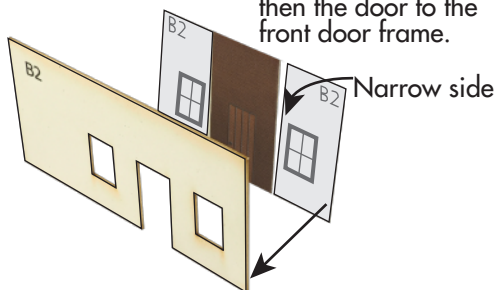
Start by matching the glazing to the window frames, located on the laser cut Sheet C. Notice the same code on the glazing and the corresponding frame.

Windows A - for building A, B for building B, C for building C and D for building D.



Carefully align the window glazing to the back of the frame and glue into place.

Carefully align the window glazing to the back of the front door, then the door to the front door frame.



There are 2 B2 windows that fix onto 1 B2 Frame with a door in between. Note how the B2 windows fit. The narrow side fits close to the doorway.

Affix all the window glazing to the corresponding frame and the doors to the door frames. Return the completed parts to the builders yard until needed.

Before you progress onto the main building, if you require curtains, now is the time to fit them. These on the last page of this booklet.

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).

For extra curtains the visit this product on our website www.metcalfe-models.com

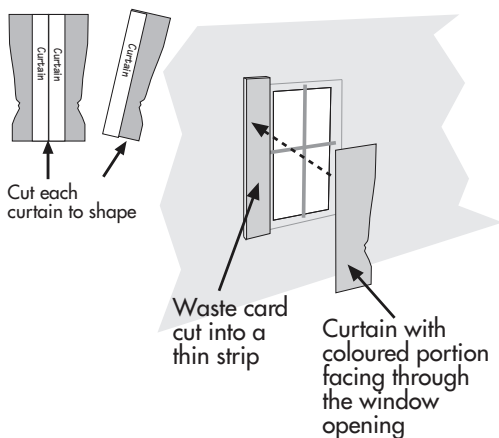
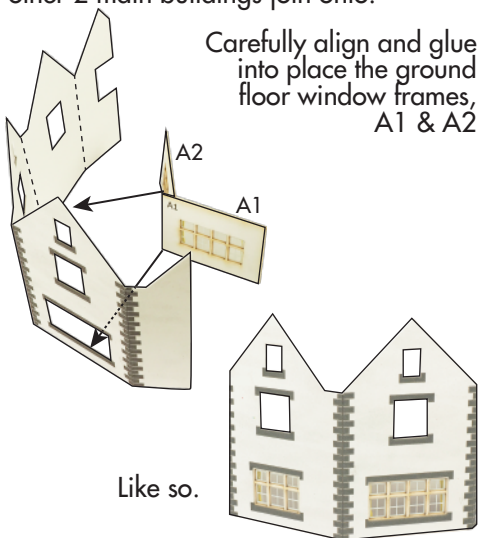


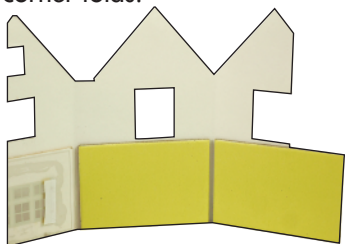
Fig.2. BUILDING 'A'

Building A is the corner building that the other 2 main buildings join onto.

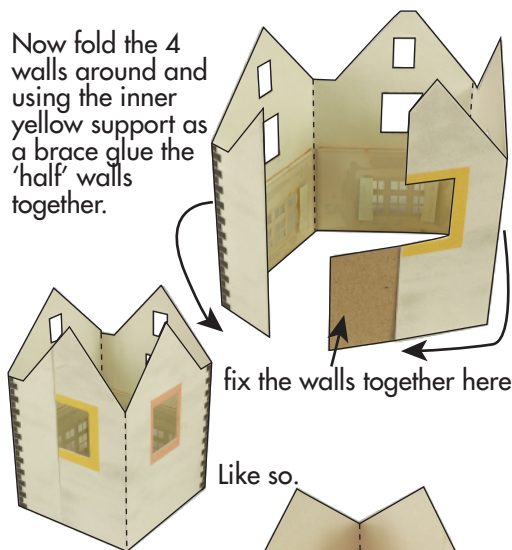
Carefully align and glue into place the ground floor window frames, A1 & A2



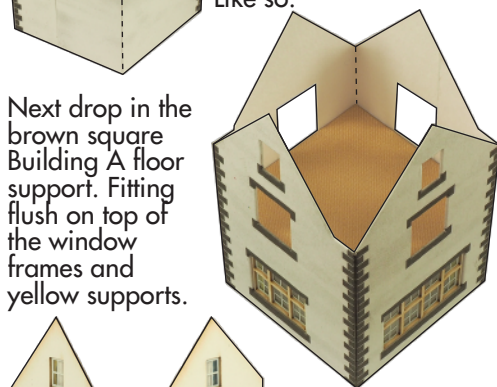
Now add the 2 yellow Building A wall supports to other wall and 'half' wall. Make sure the supports are flush to the base of the wall and centred between the corner folds.



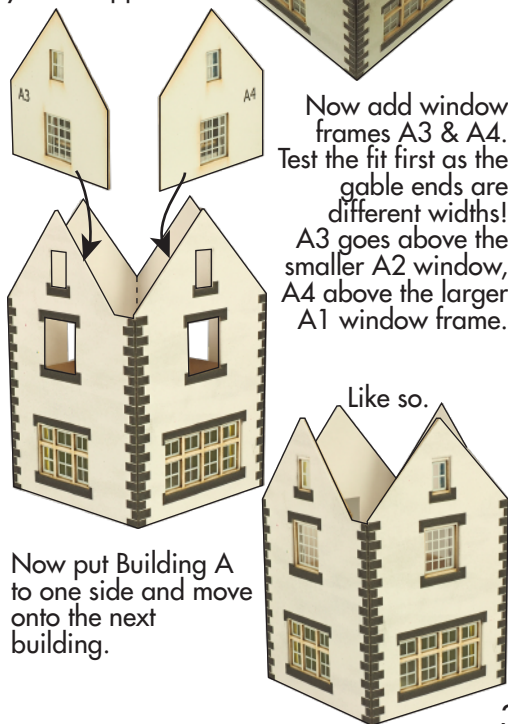
Now fold the 4 walls around and using the inner yellow support as a brace glue the 'half' walls together.



Next drop in the brown square Building A floor support. Fitting flush on top of the window frames and yellow supports.



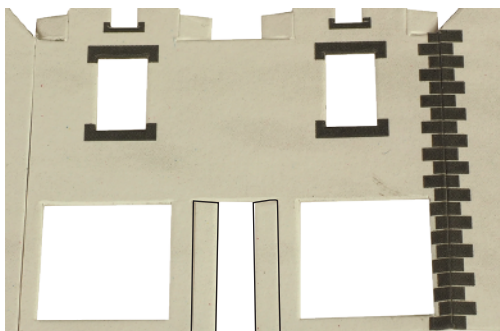
Now add window frames A3 & A4. Test the fit first as the gable ends are different widths! A3 goes above the smaller A2 window, A4 above the larger A1 window frame.



Now put Building A to one side and move onto the next building.

Fig.3. BUILDING 'B'

Building B is the front of the building with the main entrance.

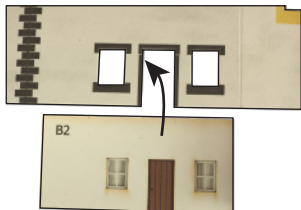


First off, fold the 2 small tabs back around and glue to make the doorway double thickness.

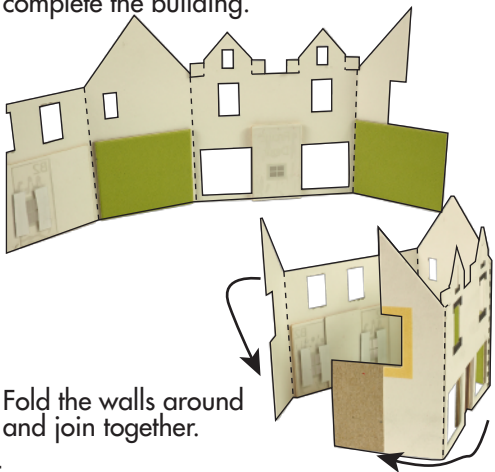


Now glue the front door frame to the folded back tabs.

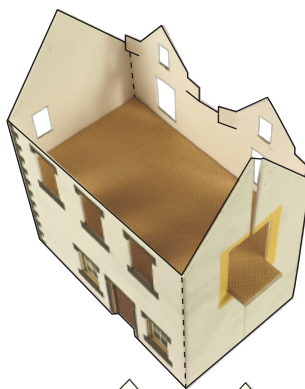
Position and glue into place B2 door and window frame on the opposite wall.



Lastly glue 2 of the green wall supports to the inside of the gable ends as you did with Building A. using 1 as a joiner to complete the building.



Fold the walls around and join together.

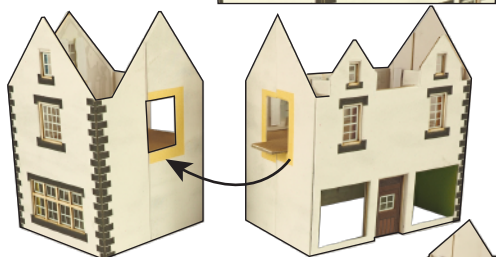


Now add the brown floor support, position so the tab fits through the yellow 'window'



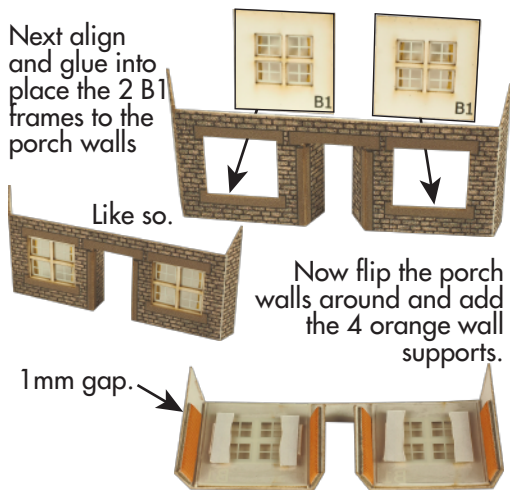
Carefully align the upper floor window frames into place, B3 for the front.

B5 for the gable end, and B4 over the rear door.

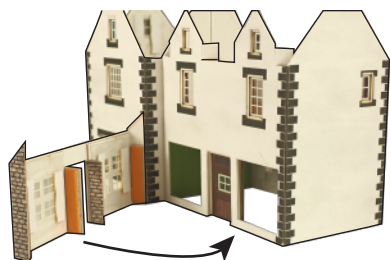


Now join buildings A & B together. Building B aligns with the corresponding yellow 'window' on building A the floor tab slotting through and sitting on top of Building A's floor support.

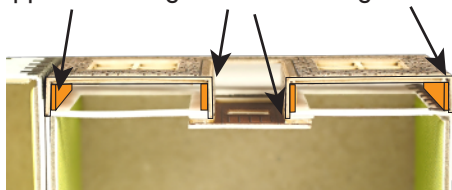




Make sure they are pressed flush to the wall/window frame leaving a 1mm approx. gap to the edge of the printed card.



Test the fit before fixing, then you can clearly see where to apply the glue. Note how the 1mm gap slots into the wall folds at either end and flush to the front door frame in the doorway with the orange supports flush against the building face.



Give time for the glue to set, then add the porch roof keeping the edges flush.

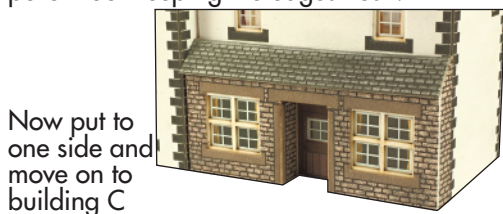
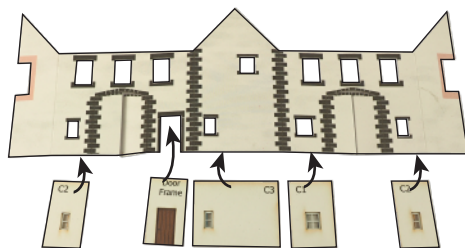
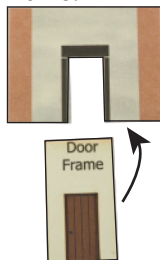


Fig.4. BUILDING 'C'

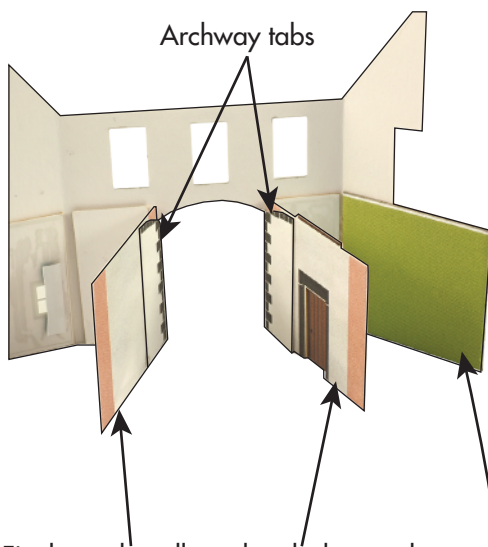
Building C is the side of the building with the archway through to the rear yard.



Start by carefully aligning and gluing into place the ground floor window frames and door frame. C1, C2 (x2), C3 and a door frame.

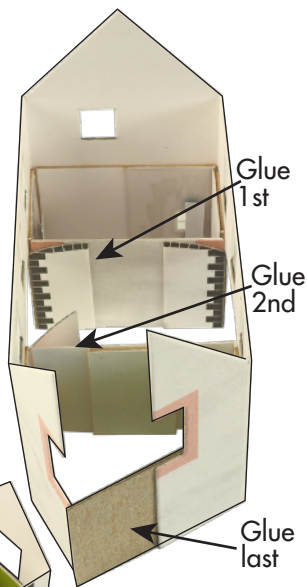


Next fit a door frame to Building C arch door

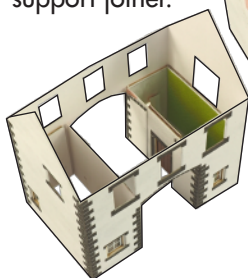


Fix the arch walls and arch door to the archway tabs on one side only fitting tight against into the corner of the main wall and archway tab. Also fit the last green support to the 'half' wall, again flush into the corner.

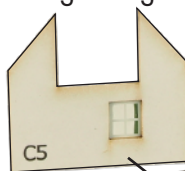
Starting at the gable end (the one with the windows) carefully fold the walls around. Glue each centre support in turn take your time and make sure they glue flush before moving outwards finally finishing with the green support joiner.



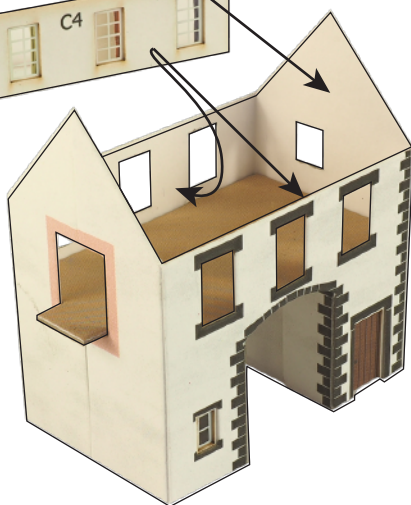
Like so.



Next drop in the floor support with the tab pointing through the 'pink' window.



Then the upper floor window frames, C5 at the gable end and C4 (x2) on either side wall.



Attach building C to the building A the same way as with building B, but this time matching the 'pink windows'

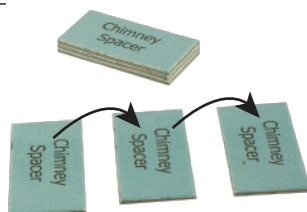


Like so.

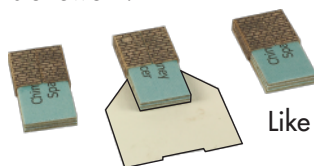
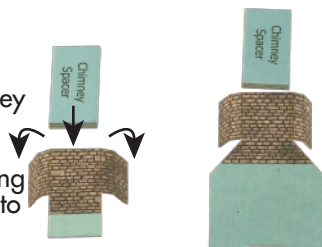
Fig.5. ROOF

Start off making the chimney stacks.

There are 9 chimney spacers glue 3 of them flush together to create 3 thick spacers

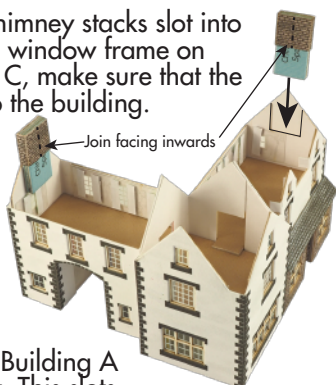


Now wrap the building chimney stacks around each of the spacers. Keeping all edges flush to the top of the stonework.

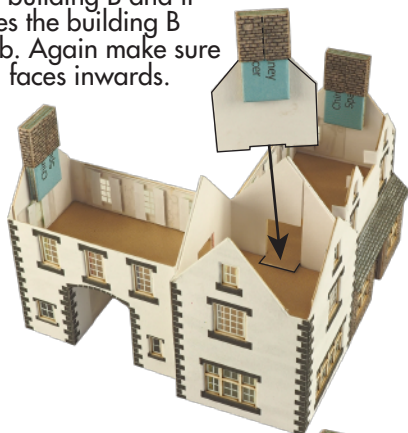


Like so.

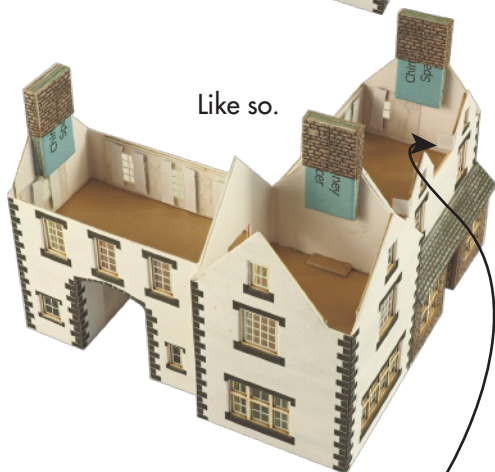
The 2 small chimney stacks slot into the gable end window frame on buildings B & C, make sure that the join faces into the building.



Next add the Building A chimney stack. This slots inside the wall that butts against building B and it straddles the building B floor tab. Again make sure the join faces inwards.

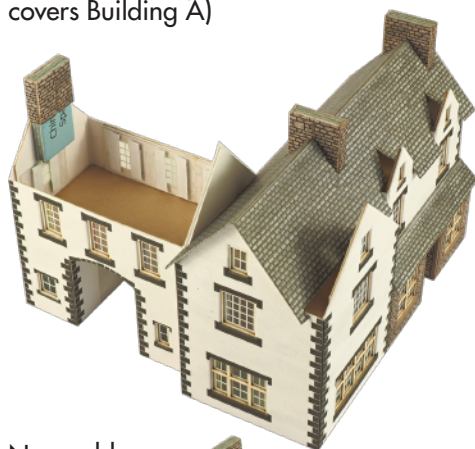


Like so.



Before adding the roof make sure that the small dormer 'wings' are folded 90 degrees inwards.

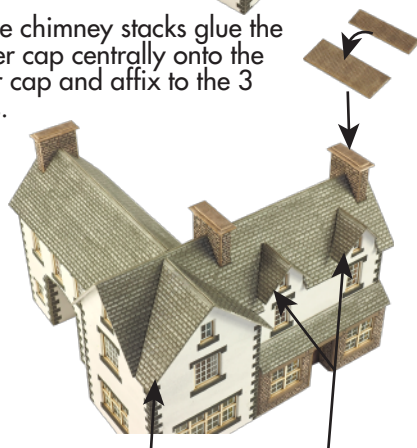
TEST THE FIT BEFORE APPLYING GLUE - this is a cosy fit and requires some careful fitting over the chimney stacks. Add the Building B roof first (this also covers Building A)



Now add building C roof again careful fitting the roof over the chimney stack.



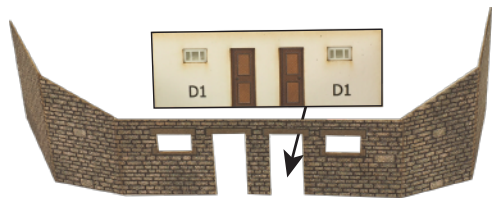
For the chimney stacks glue the smaller cap centrally onto the larger cap and affix to the 3 stacks.



Then add the building A Roof and the dormer roofs.

Fig.6. YARD

Start the yard by building the small building 'D'.
Position the window/door frame D1 and fix behind the walls.



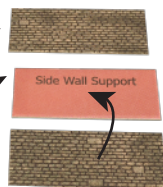
Fold around the walls and join together with the purple wall support.

Then add the roof. make sure the right edge of the roof is flush with the walls, as this is the edge that glues to the main pub.

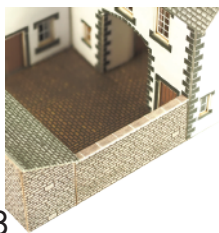
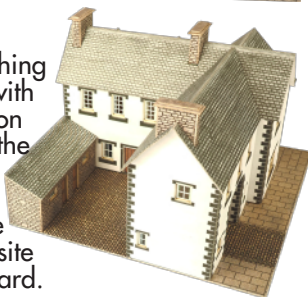


Keep this wall flush with roof edge.

Make up the side wall, by sandwiching the red support in between the 2 side walls to make a double sided wall 3 layers thick.



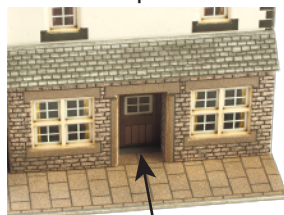
Now carefully position the coaching inn on the base with the cobbled section running through the archway and building 'D' flush to the edge of the base at the opposite end of the courtyard.



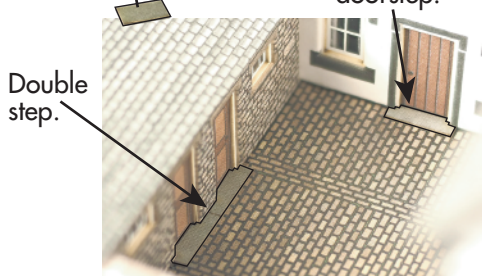
Lastly add the side wall flush to the base edge and snug between the Inn and the outbuilding.
Add the side wall capping strip once in position.

Fig.7. FINISHING TOUCHES

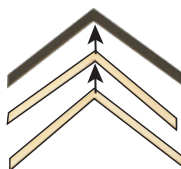
Fit the doorsteps next, located on Sheet C there are 3 steps for the standard doors, a larger rectangle for the front door and a 'double step' for the building D doors.



Fix all the doorsteps flush to the door.

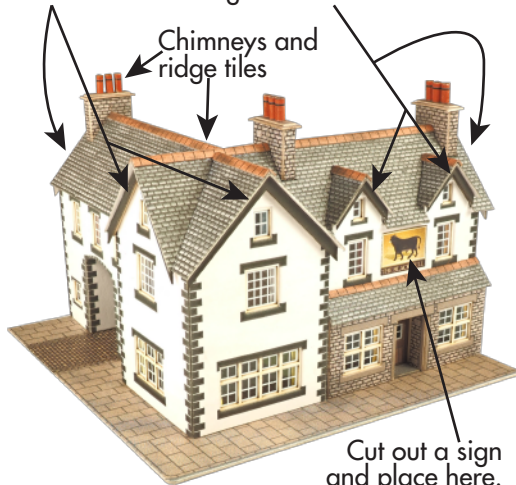


Double step.



All the barge boards fit together the same way. Locate the spacers (Sp1 etc.) glue 2 together then glue to the back of the equivalent black barge board. Keep the top edges flush.

Now fix all the barge boards



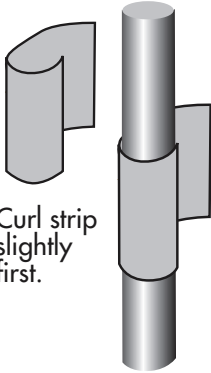
Chimneys and ridge tiles

Cut out a sign and place here.

Fig.8. EXTRA BITS & SIGNS

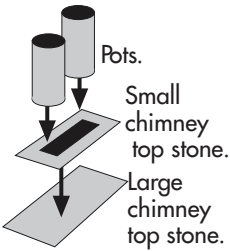
CHIMNEY POTS

Cut into strips the chimney pots on sheet c, then roll tightly around a nail or screw (apx. 2mm dia.) and fix the end with a tiny spot of glue.

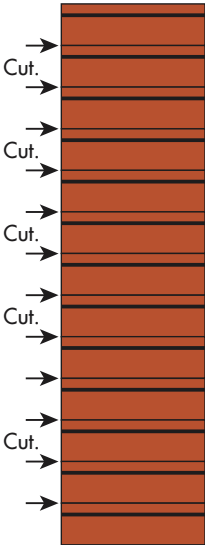


Roll up tight then unroll the end enough to smear with a little glue then roll back up and hold tight until fast.

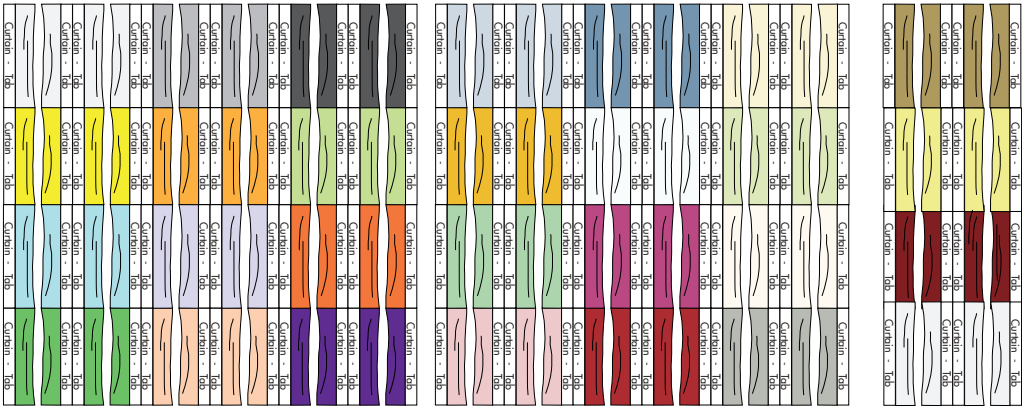
PLEASE NOTE - once you have perfected the art of rolling your own chimney pots you will soon realise that they are extremely realistic. So please be patient & keep trying, the chimney pots make all the difference.



Chimney Pots.



Curtains for inside the windows.



Pub Signs



Cellar Trapdoors.



Front doorway display menus



