

PN179

N Scale Low Relief

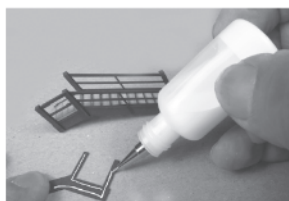
DEPARTMENT STORE

READ THROUGH ALL THE INSTRUCTIONS BEFORE YOU START.

To construct this kit you will need the following:

1. A Modellers knife.
2. A pair of sharp pointed scissors.
3. A steel ruler.
4. Glue - UHU Clear Adhesive is our favourite.
5. Ultra Fine Tip Glue Applicator, *see right*.
6. A cutting surface - a sheet of card or a cutting mat.
7. Fine point tweezers to hold the smaller components.
8. Water colour paints and a very fine brush, for painting the edges and corners.

The **METCALFE Ultra Fine Tip Glue Bottles** are essential for gluing the smaller components in this kit.



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



Always replace the pin after use and store the bottles upside down to keep the glue moist.

UHU All Purpose Adhesive Glue

Is available in standard and solvent free. Both types are fine for use in our glue bottles, even though the instructions on the back of the packs warn against solvent based glues, we have tested the UHU solvent based glue and it works fine. The solvent free glue doesn't string as much, but can be a little harder to clean off if it drips onto unwanted areas.

Speed Bond by Deluxe Materials

This is an excellent PVA. based glue that dries quickly, but also allows time to get parts into position. It has the added advantage that it dries clear leaving little evidence if it oozes out of joints etc. Used in our fine glue applicator bottles a 112g bottle lasts for ages. www.deluxematerials.com

GETTING STARTED

1 EXTRACTING COMPONENTS FROM SHEETS.

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

To release them simply run the point of your knife along the scorelines and they will come seamlessly away. These scorelines are indicated with blue arrows: →

WARNING, Cut with care using a knife that is not too sharp, this will reduce the risk of the blade running out of the score and cutting the kit components.

The Laser cut components are held to the sheet with tiny score points, these parts can be carefully pushed out from the base sheet.

INSTRUCTION SHEET 1

CHECK LIST

This kit pack should contain the following:

- 1 x SHEET A - Left Hand Store & generic parts
- 1 x SHEET B - Centre Store & Right Hand Store
- 1 x SHEET C - Window Displays and extras
- 2 x PLAIN GREY CARD 1 - R/H & L/H strengthening parts.
- 1 x PLAIN GREY CARD 2 - Centre strengthening parts.
- 1 x Glazing sheet - A clear plastic window sheet.
- 1 x DARK BROWN CARD - a small sheet with laser cut parts.
- 2 x INSTRUCTION SHEETS.

2 MAKE YOUR 'BUILDERS YARD'.

This is an area kept away from your working surface, where you store ALL components extracted from the base sheets until needed.

Use a piece of thick card or a tray to make your builders yard.



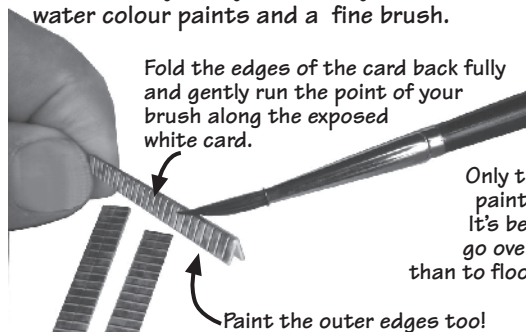
Your **WORKING** area should have a clean flat surface, and should only contain the kit parts you are actually working on.

EVERYTHING ELSE SHOULD BE KEPT NEATLY ARRANGED IN THE BUILDERS YARD, UNTIL NEEDED.

PLEASE NOTE: Don't throw anything away. Keep all the waste card in a box until the kit is finished, just in case you can't find anything. The chances are that it will be there.

3 PAINTING CORNERS & EDGES.

As you proceed with this kit you will notice that the white card this kit is printed on shows through on the edges and corners. To make a perfect job of things these areas look a lot better if they are hidden by painting over them. And this is best done as you are constructing the kit before fitting, and it is very easily done. All you need is simple set of child's water colour paints and a fine brush.



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!

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

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.

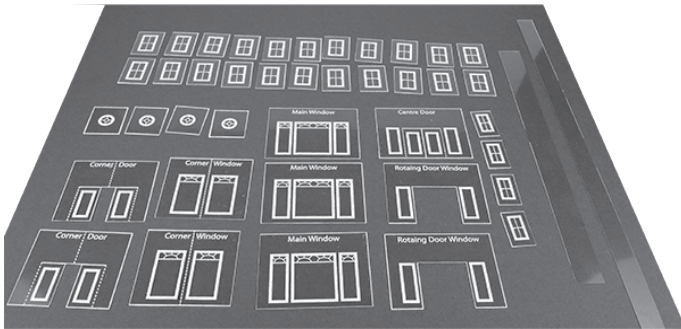
Remember, you only need to just slightly tint the card with a little colour, **DON'T** paint a thick solid line down the edges, you will only make it look worse.

Fig. 1. WINDOWS

Carefully cut out all the windows from the glazing sheet and arrange them on a separate dark 'builders yard' so it is easy for you to see them.

DO NOT THROW AWAY THE OFF-CUT PLASTIC!

Keep some of the plain off-cut plastic to one side, you will need to cut some up for the rotating door windows and the clock face. (see fig. 11 for the rotating door)



Now match the windows to the window frames.

There are 22 single windows, these match up with the 22 Inner window frames.

4 dormer windows that match to the 4 dormer frames.

3 Main windows that match to the 3 shop window frames. (1 may not be used depending on whether you decide to have a centre door).

The centre door has 2 versions, a 'glass' door and a solid door, use the same centre door glazing for either.

For the corner windows and doors, carefully score along the dashed line, align and glue into place. There are multiple choices for the corner, either window, door or the rotating door, so you only need to make 2.

For the tower, you can either use the tower windows with the clock tower frames, or if you'd like a clock face, use a clock from sheet C and a piece of off cut plastic (from the glazing sheet) for the glass.

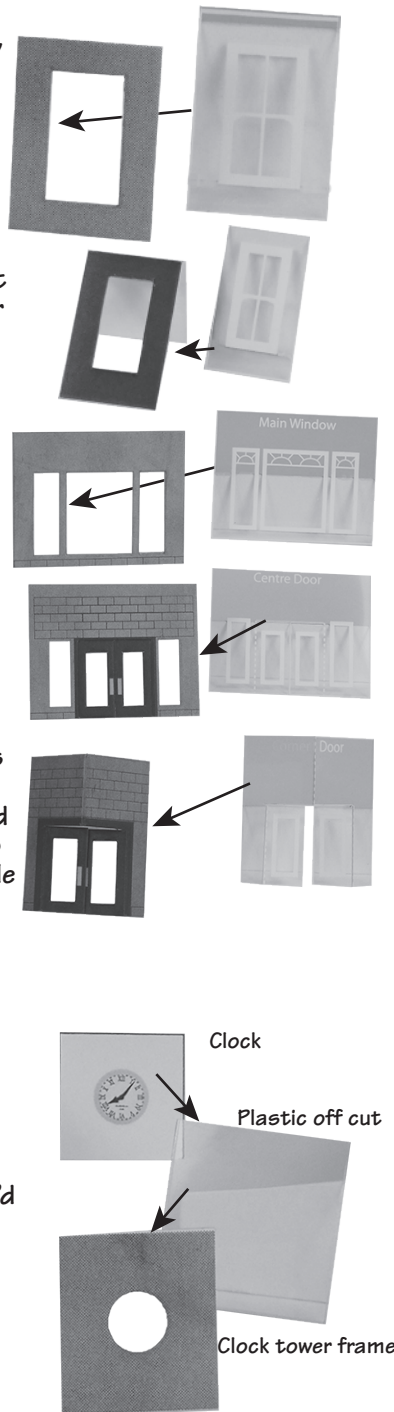


Fig. 1. WINDOWS cont'd...

Now carefully align the inner window frames to the Centre windows, corner windows (x2), R/H & L/H store windows, and place to one side.

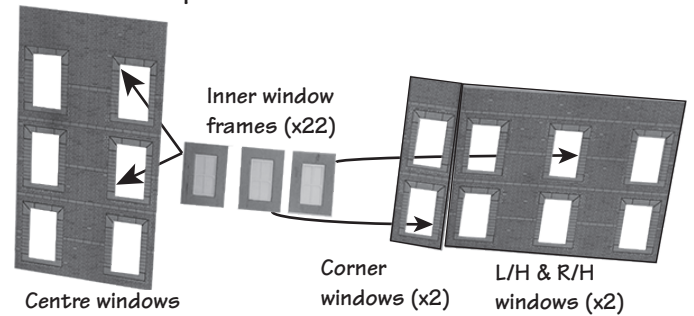
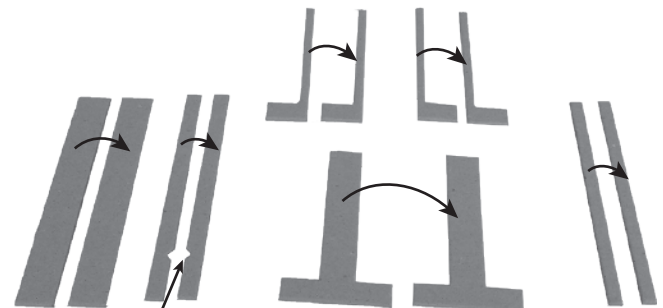


Fig. 2. L & R/H BUILDING - STRENGTHENERS

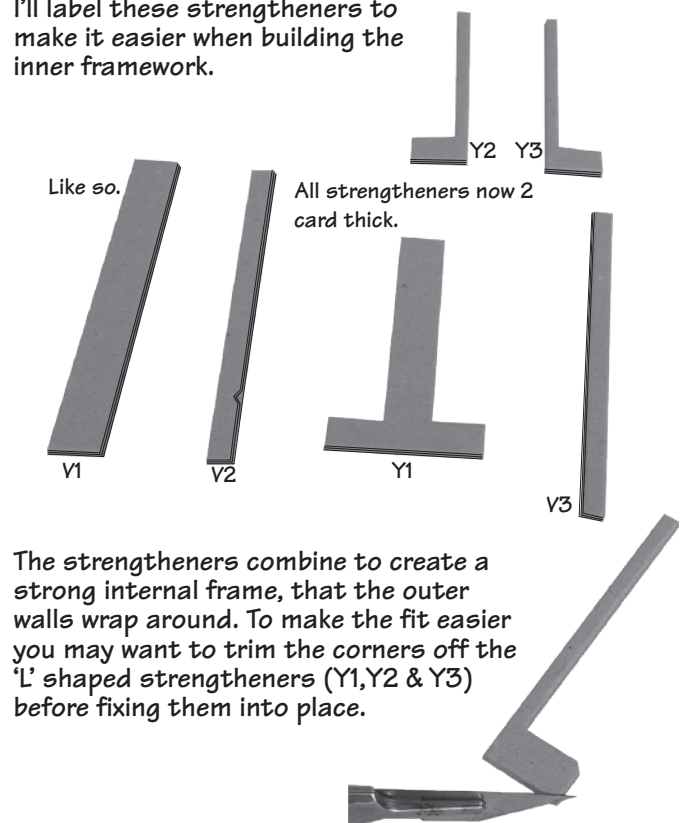
Lets start off with the 2 side buildings. The instructions are going to show the R/H store being built. The L/H store goes together the same way.



Note: these notch is only there to make it easier to pair up the parts, they have no part in the main build.

There are 2 of the same strengtheners in this kit, these are for the side buildings. Using the parts from 1 of the strengtheners, pair the same parts together then glue them together to create a double thick strengthener.

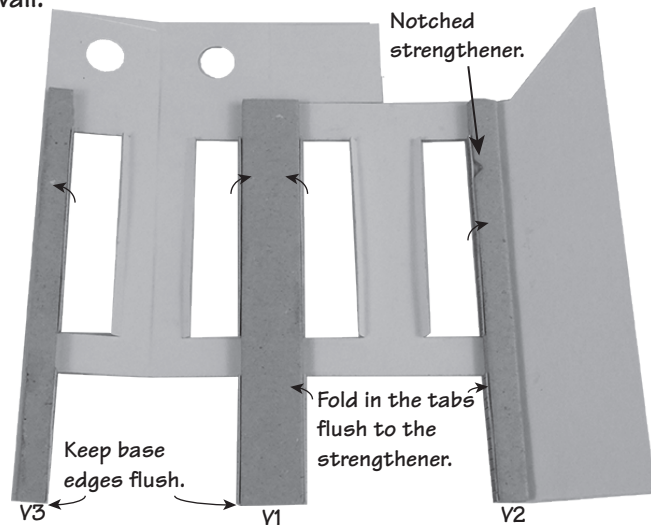
I'll label these strengtheners to make it easier when building the inner framework.



The strengtheners combine to create a strong internal frame, that the outer walls wrap around. To make the fit easier you may want to trim the corners off the 'L' shaped strengtheners (Y1,Y2 & Y3) before fixing them into place.

Fig. 3. INNER FRAMEWORK

Start with the long vertical strengtheners. Fix them into place on the R/H Store (same for L/H store) Keep the bottom of the strengtheners flush with the outer wall.



Now add the 'L' shaped strengtheners. Again keep the bottom edges flush to the outer wall. Then fold the side wall flush to 'V2' and add the side wall Strengthener.

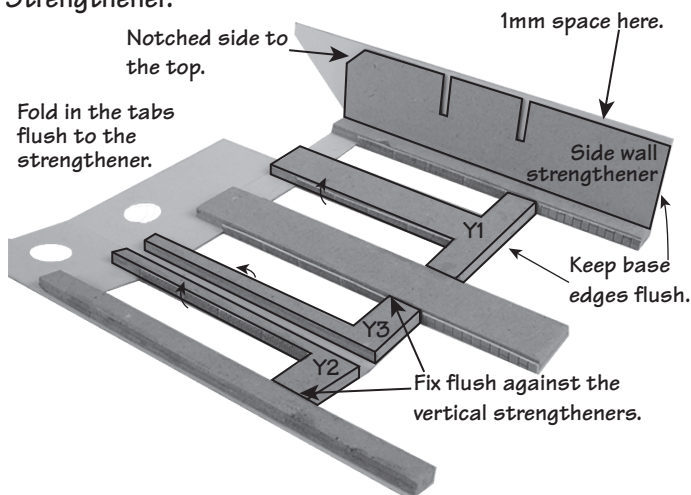


Fig. 4. FLOORS

Next the floors. Start with the R/H Store 1st Floor. Notice that the black tabs are designed to slot in-between the inner framework and a smaller side tab that slides into the side wall strengthener. Test the fit first before gluing.

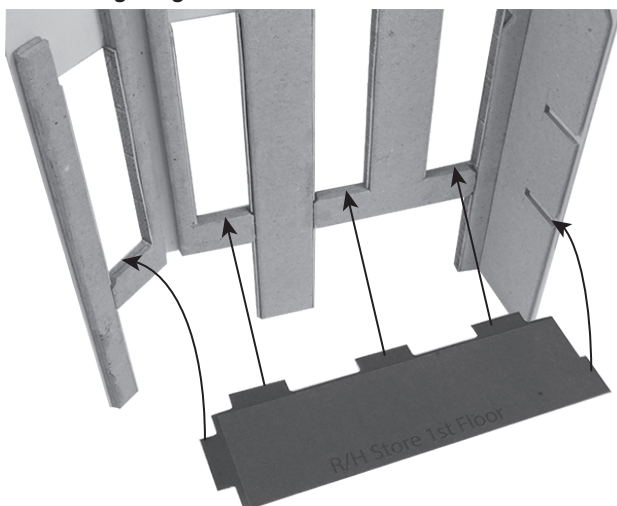
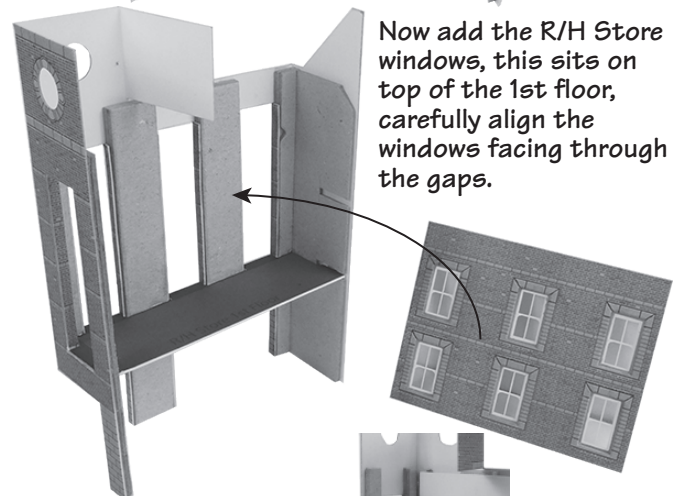
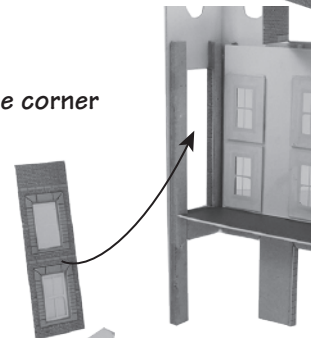


Fig. 4 . FLOORS cont'd...



Similar with the corner windows....



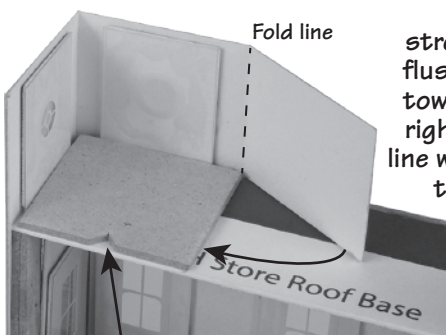
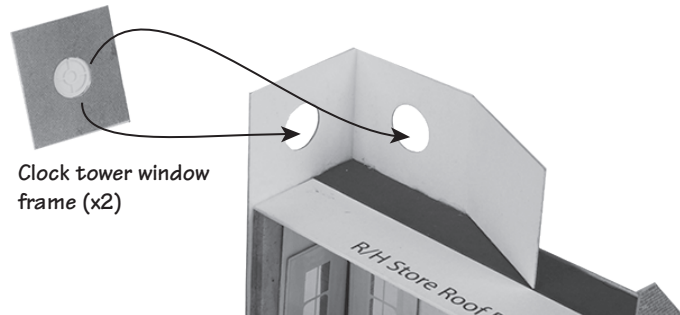
Now add the R/H 2nd floor. This slots into the side strengthener like the 1st floor.

Finally add the R/H Store Roof Base, with the black edge facing the front of the model. The base sits flush to the tops of the inner framework.

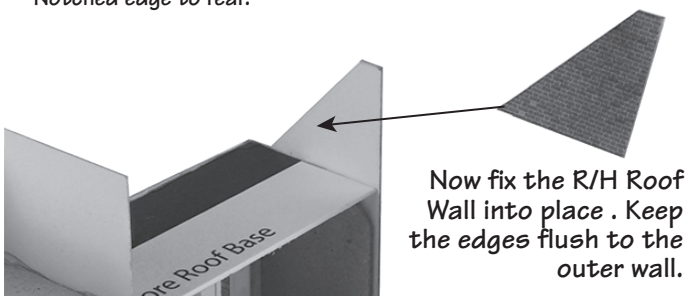


Fig. 5. ROOF

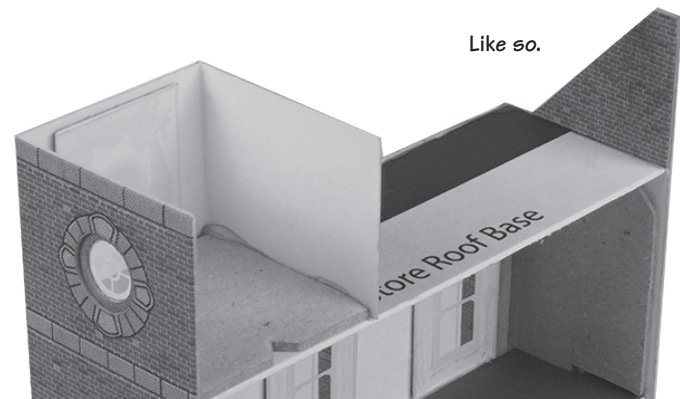
Before adding the roof, fit into place the round clock tower windows or clock face.



Next, the spacer strengthener. This fits flush against the clock tower windows and the right edge should be in line with the fold, so the tower side wall folds flush to the strengthener. Keep the notched edge to the rear.



Like so.



Next add the R/H Store roof. Fold back the grey tabs 90 degrees on either side.



Then slot the roof flush between the clock tower and the roof wall and flush to the rear of the building.

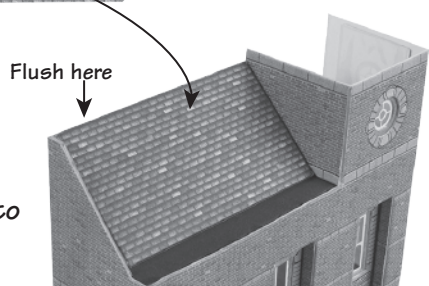
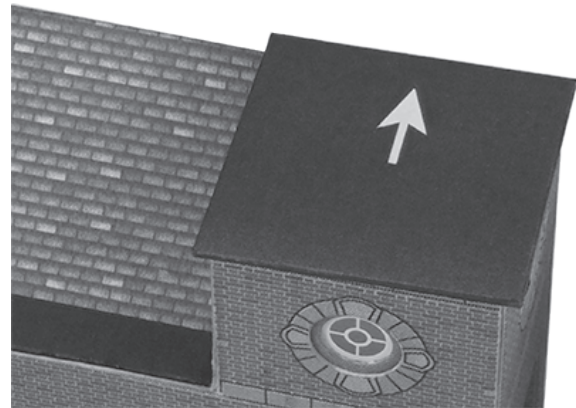
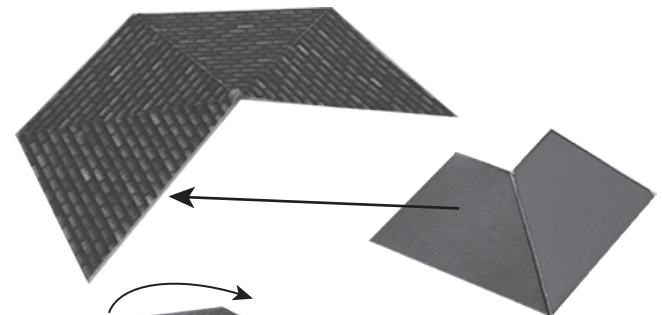


Fig. 5. ROOF cont'd...

Glue the clock tower base into place, position with the white arrow facing to the rear. Keep the rear flush with the rest of the building, and an even overhang around the rest of the tower.



Now using the coloured roof formers from Sheet C, glue one side/colour to the inside of the tower roof.



Now fold the rest of the roof around to form a 4 sided pyramid, using the former to hold the structure together.



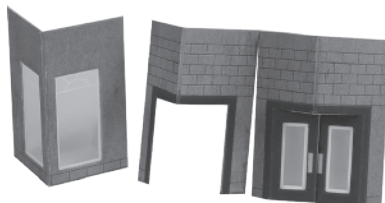
Then centre the tower roof onto the roof base leaving an even space around the roof.



PN179 N Scale L/R DEPARTMENT STORE

Fig. 6 . WINDOW DISPLAYS / DOORS

Now decide on how you'd like the ground floor windows/door configuration. Start off with the corner display or door.

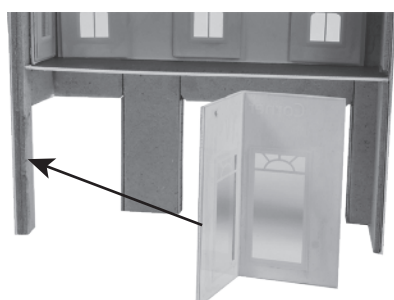


Window display.

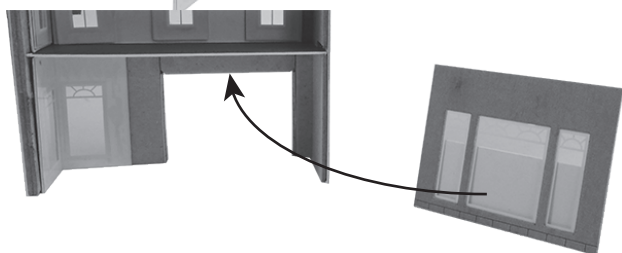
Frame for rotating door (see fig.11).

Double door.

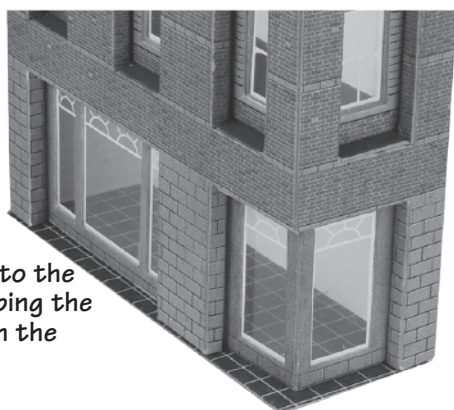
They all fit the same way. For this build I decided to have just the one door in the centre building and window displays on the side buildings. But there are many combinations available.



Slide the corner section into place making sure it is flush to the base and tight against the inner framework.



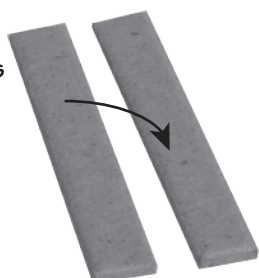
Now add the main window display, carefully centre it against the inner frame. If you decide to have this as a doorway the centre doorways fit the same way.



Fix the building to the store base, keeping the edges flush with the base.

To make fitting the window display easier, cut some strips from the strengthener waste card, approx 3-5mm wide by 30mm long.

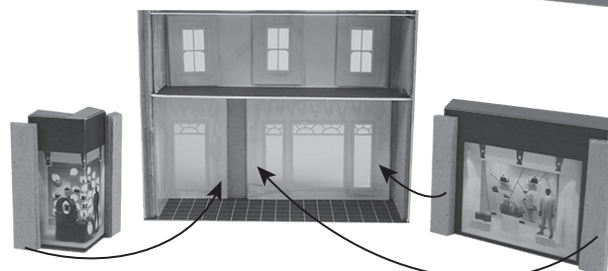
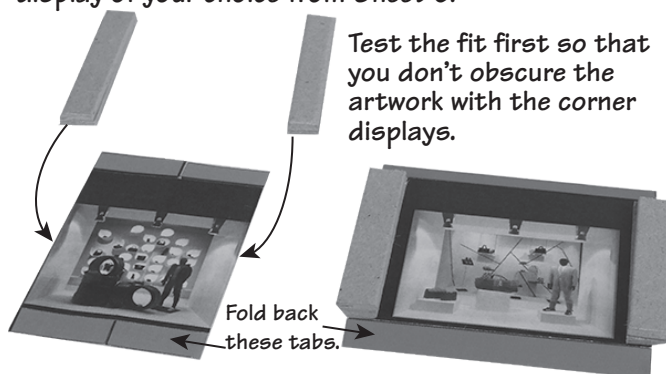
Glue them together to make them double thickness.



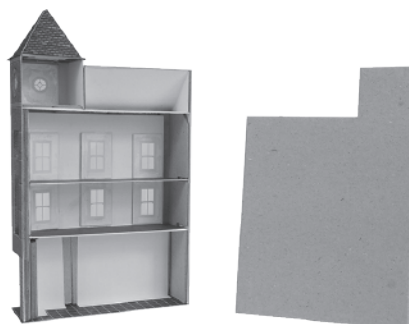
INSTRUCTION SHEET 2

Fig. 6 . WINDOW / DOORS cont'd...

Then glue the strips to either side of the window display of your choice from Sheet C.



The strengtheners offset the display from the window adding depth. Fix by gluing the strengtheners to either side of the window.



Finally fit the back. This fits against the inner strengtheners and flush to the outer walls.

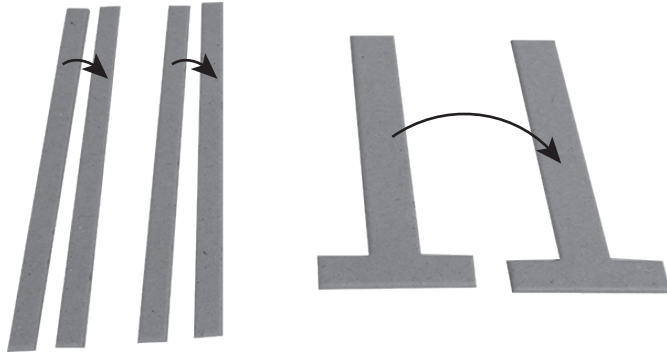
Like so.

Now build the opposite side building the same way.

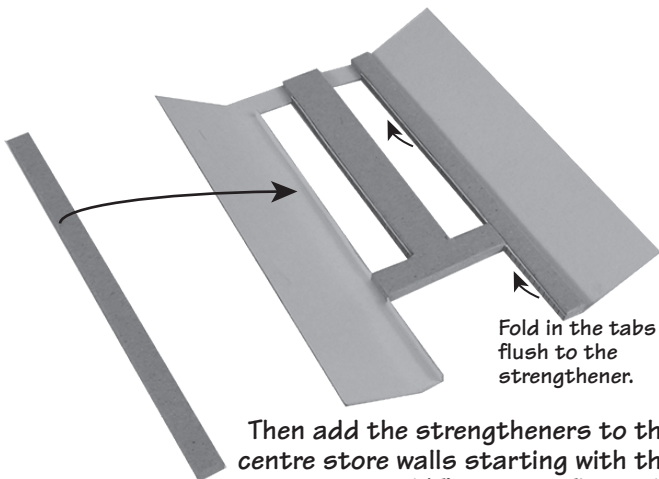


Fig. 7 . CENTRE BUILDING

This building is built in much the same way as the side buildings.



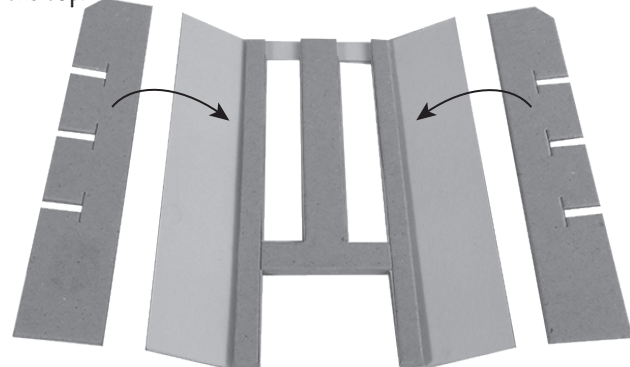
As before start off by doubling up the inner strengtheners keeping all edges flush.



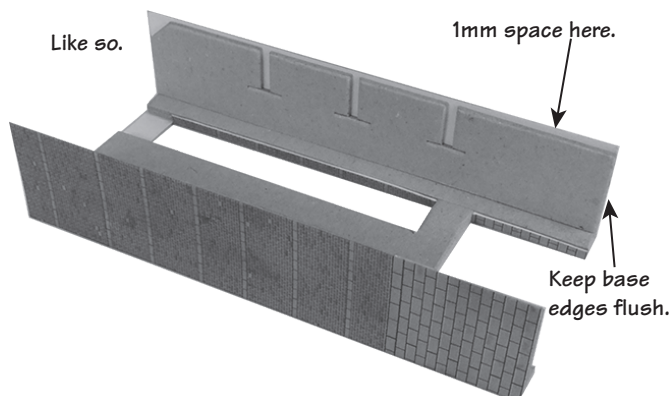
Fold in the tabs flush to the strengthener.

Then add the strengtheners to the centre store walls starting with the centre inverted 'T' section. Then add the 2 long strengtheners. Folding in the wall tabs flush to the inner frame.

Notched side to the top.



Fold the side walls flush against the frame then add the 2 side wall strengtheners flush against the inner frame.

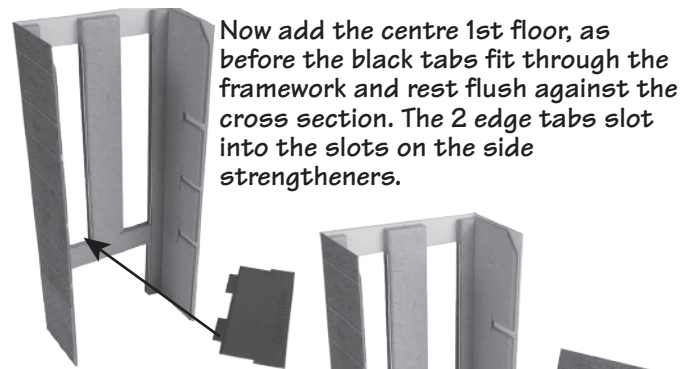


Like so.

1mm space here.

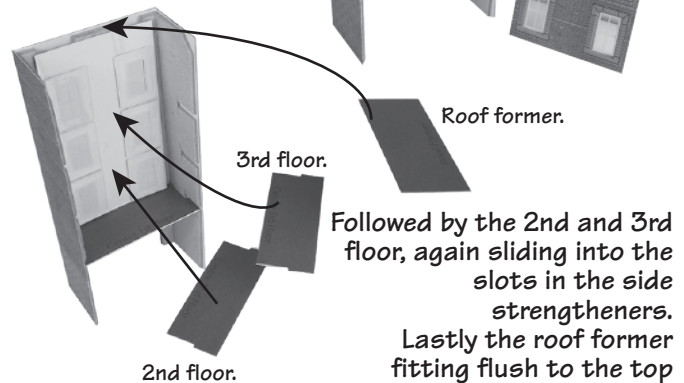
Keep base edges flush.

Fig. 8 . CENTRE FLOORS



Now add the centre 1st floor, as before the black tabs fit through the framework and rest flush against the cross section. The 2 edge tabs slot into the slots on the side strengtheners.

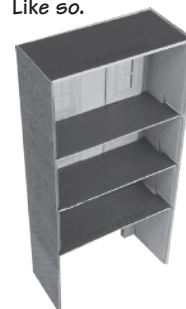
Add the centre windows, resting them flush on the 1st floor and against the inner frame.



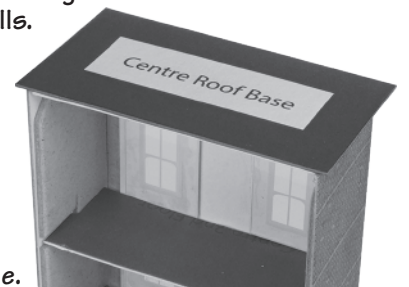
Followed by the 2nd and 3rd floor, again sliding into the slots in the side strengtheners.

Lastly the roof former fitting flush to the top resting on the inner frame.

Like so.



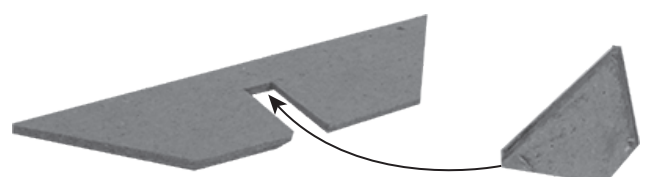
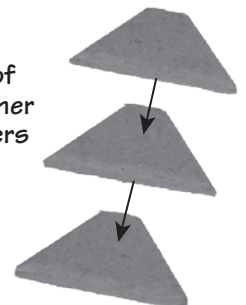
Now add the centre roof base, fit flush to the back and keep an even overhang over the side and front walls.



Add the back wall strengthener flush against the inner frame.

Fig. 9 . CENTRE ROOF

First we need to build the inner roof support. Start off by gluing together the 3 small triangular strengtheners making a triple thick piece.



Then slide the angled side into the slot on one of the large trapezoid strengtheners

Fig. 9 . CENTRE ROOF cont'd...

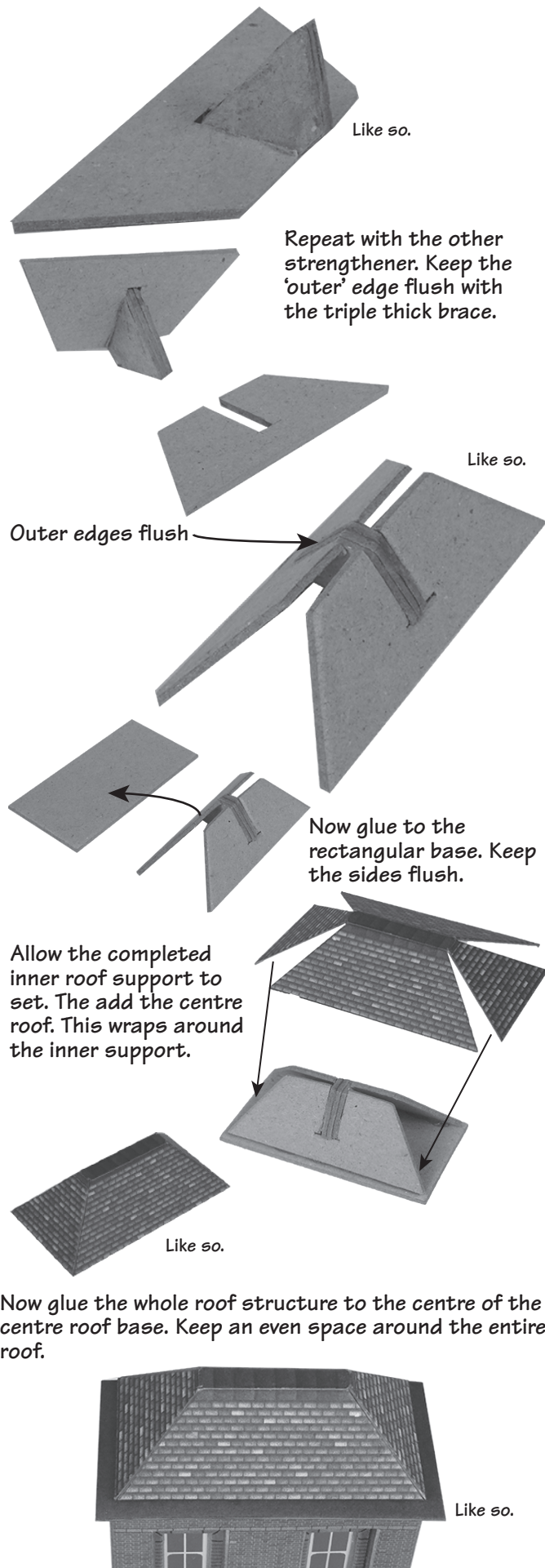


Fig. 10 . DISPLAY / DOORS

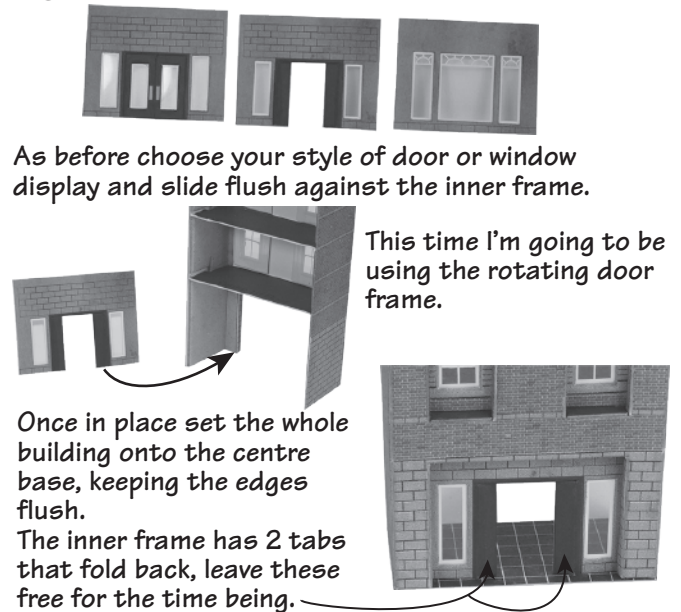


Fig. 11 . ROTATING DOOR

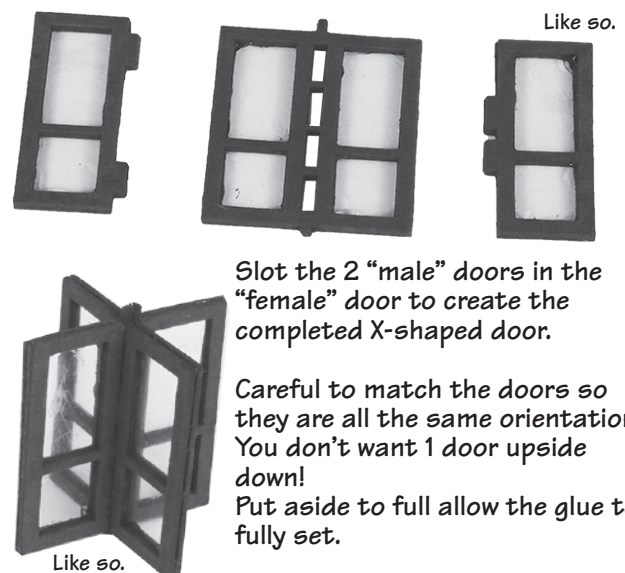
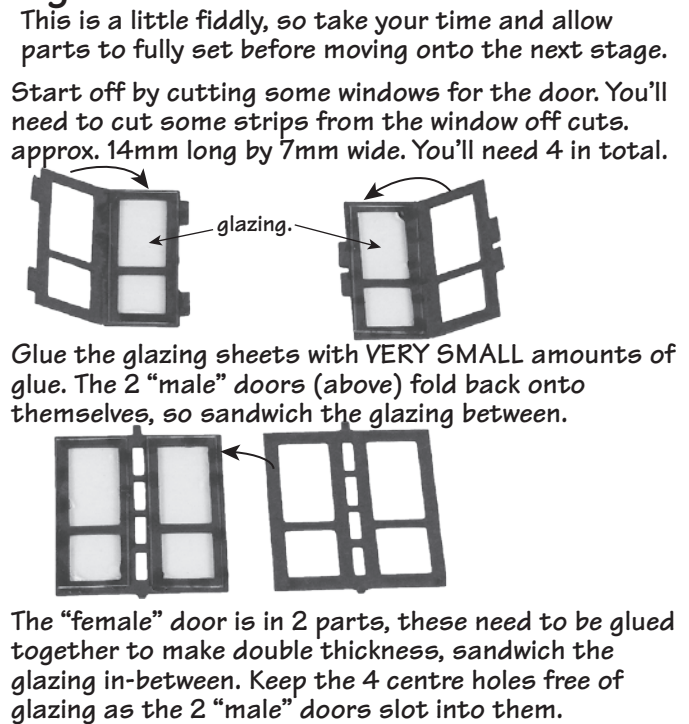
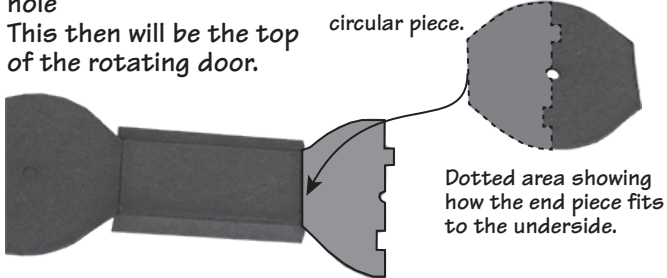


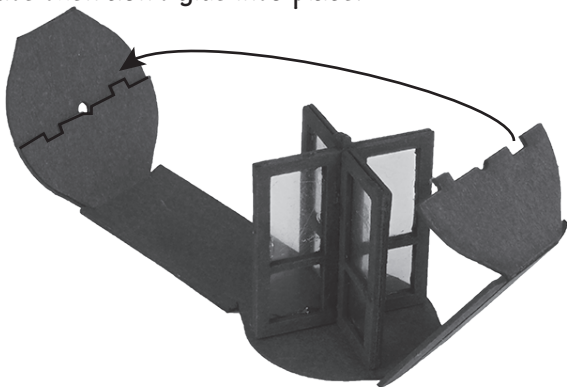
Fig. 11 . ROTATING DOOR cont'd...

Next add the circular piece with the central hole to an end of the door 'casing'. Make sure you attach it to the side with the laser etching. Have all the edges flush and the half centre circle matching to the central hole

This then will be the top of the rotating door.



Now place the doors into the door casing. The points on the top and bottom of the doors fit into the circular holes in the casing. If you want the door to rotate then don't glue into place.



Wrap the casing over the top of the doors and the opposite tabs and slots fit together. Glue into place after testing the fit.

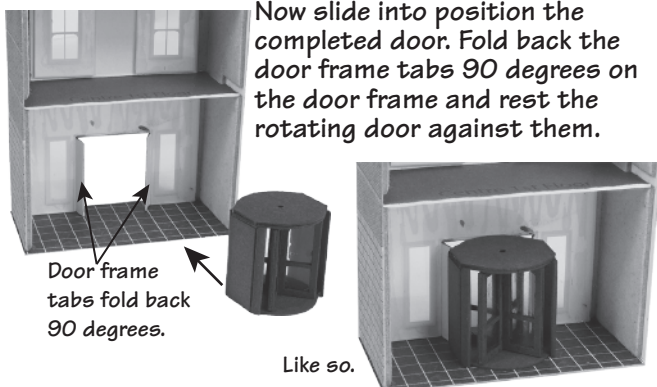
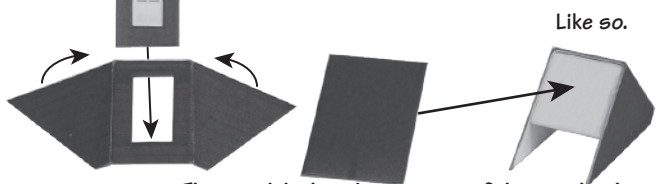
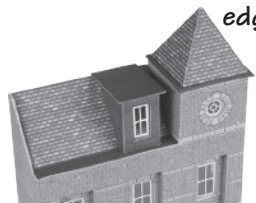


Fig. 12 . DORMER WINDOWS

Align the dormer frame to the main dormer. Fold back the sides flush against the white tab on the frame.



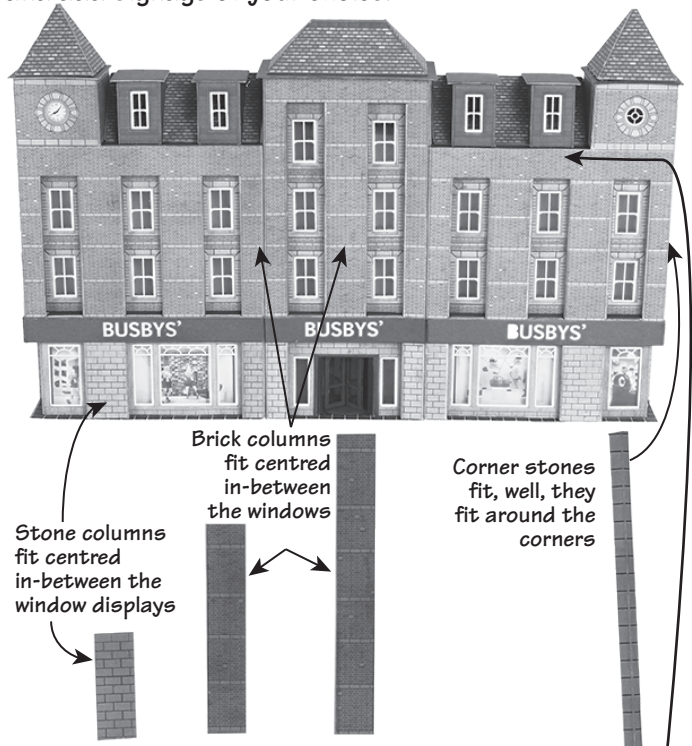
Then add the dormer roof, keep the back edge flush to the rear of the dormer.



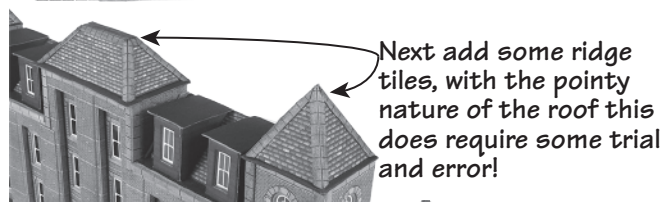
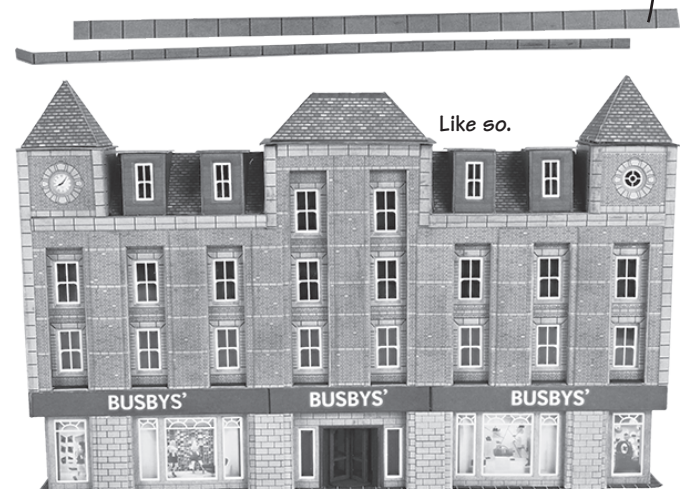
Add to the side buildings lining up with the windows below.

Fig. 13 . FINISHING TOUCHES

Almost there! Glue together the 3 separate buildings and add signage of your choice.



The Stone strings come in 2 sizes, and fit along the top of the wall. Fix the wide one first the narrow on top of it to give more relief to the structure.



Lastly centre the completed building on the Main base .

