Castles

ASSEMBLY INSTRUCTIONS for PN191

Gatehouse

PLEASE - PAY ATTENTION

Read through the instructions and familiarise yourself with the kit components before you start any building.

You must follow these step by step instructions carefully to make this wonderfully detailed kit.

1 Tools to build this kit.

To build this kit you will need a few basic tools:

1. A modellers knife.
2. A cutting surface - A cutting mat or a sheet of thick card will do.
3. A sharp pair of scissors
4. A steel ruler.
5. Fine point tweezers.
6. Something to clamp surfaces together, Buldog clips are good for this job.
6. METCALFE Ultra Fine Tip Glue Bottles (see 3)

2 Glue.

We recommend using a combination of two types of glue: **Speed Bond** and **Roket Card Glue**. Both are made by Deluxe Materials - www.deluxematerials.com

Roket Card Glue is an instant and fast drying glue, great for where you need stuff to stay just where you place it.
Supplied with its own fine tip applicator.
Speed Bond is slightly slower drying, ideal for where a little positioning is required as you build.

3 Ultra Fine Tip Glue Applicators.

An absolute 'must' when building this kit. When used with Speed Bond perfect amounts of glue can be applied to very precise areas without any mess.

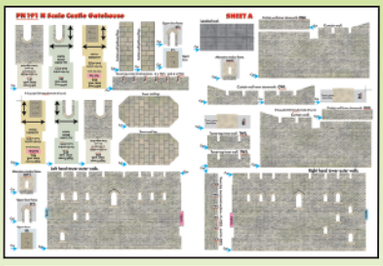
Speed Bond in an applicator was used to build most of this kit.

A METCALFE product supplied in packs of 3
Product code MT907
Glue not included

4 Extracting components from base sheets.

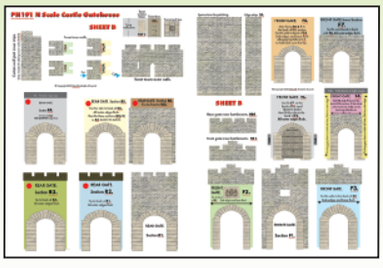
To stop the components falling off the base sheets, they are held secure with score lines (marked with blue arrows) that cut about 75% of the way through the card.
To release them run the point of your knife along these score lines and they will come seamlessly away.
WARNING, Cut with care to reduce the risk of the blade running out of the score and cutting the component.

5 Kit components.



This kit contains:

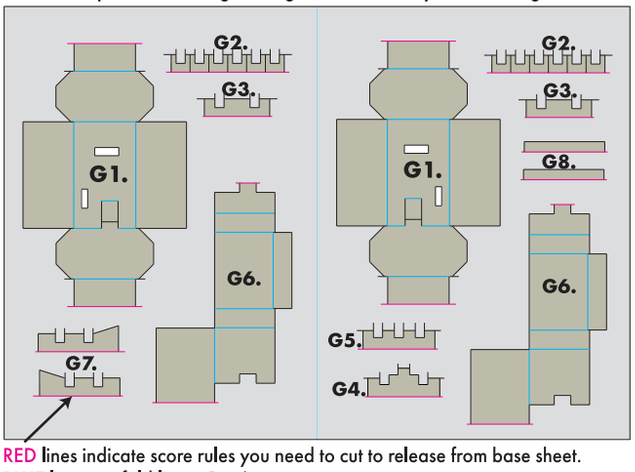
SHEET A.
Printed sheet with Main Towers and Wing Walls.



SHEET B.
Front and Rear Gate openings, and the Small Turret.

GREY CARD SHEET.

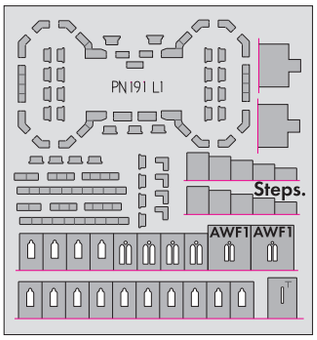
Thick card parts for strengthening the interior of your building.



RED lines indicate score rules you need to cut to release from base sheet.
BLUE lines are fold lines. Don't cut

Key to Grey Card Components:

G1. Main tower inner frame 1 x Left hand 1 x Right hand.
G2. Inner wall spacers for battlements TW1 & TW2. 12 in total.
G3. Inner wall spacers for battlements TW3. 2 in total.
G4. Front gate battlement spacer.
G5. Rear gate battlement spacer.
G6. Curtain wall inner former.
G7. Curtain wall front battlement spacers 1 x left, 1 x right hand.
G8. Curtain wall rear wall spacers.



LASER CUT SHEET L1.

On this sheet are the very tiny laser cut parts that make this kit look good. There are:

Window inner frames. W1. x 14.

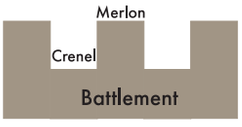
W2. x 4.

Turret window. x 1.

Crenel stones. x 29

Jig for making battlement walls x 2.

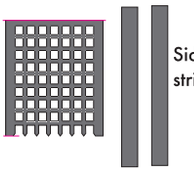
35 different shaped Merlon top stones.
Plus 2 x AWF1 window frames.
And two sets of steps for the curtain walls.

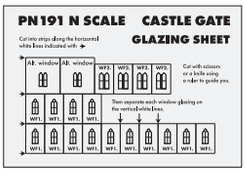


The merlon top stones are laid out on the sheet in the same order as the plan below. SEE PAGE 10. for more details.

LASER CUT SHEET L2.

This small card contains the laser cut Portcullis and the two long side tabs .





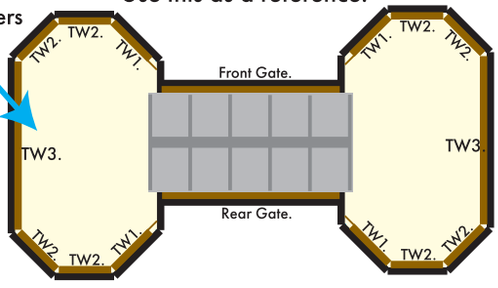
GLAZING SHEET.

A sheet of clear plastic printed with window frame detailing. Cut out each one and store in a safe place until needed.

6 Plan of Gatehouse.

Use this as a reference.

The 'TW' numbers shown here indicate the location of the inner turret wall sections.

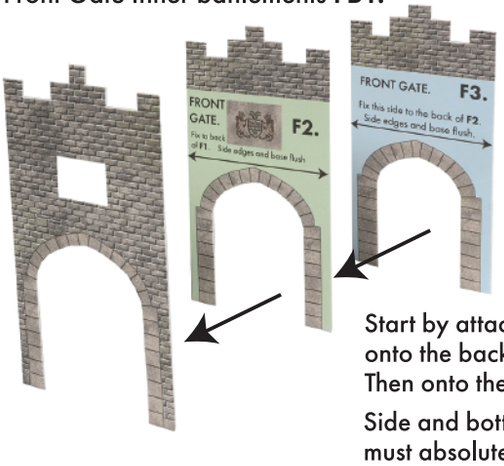


Lets get building.

7 Front Gate.

Which is made up of 7 layers of card **F1**. to **F7**.

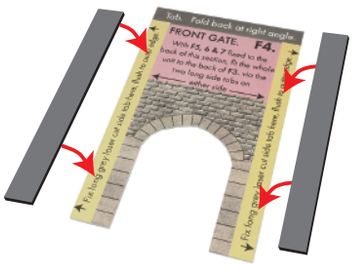
From SHEET B. Extract :
Front Gate sections **F1. F2. F3. F4. F5. F6.** and **F7.**
Front Gate Inner battlements **FB1.**

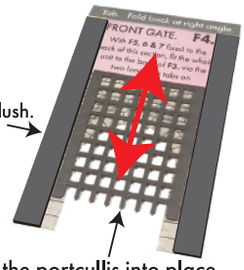


Start by attaching gate F3. onto the back of F2. Then onto the back of F1.

Side and bottom edges must absolutely be flush.

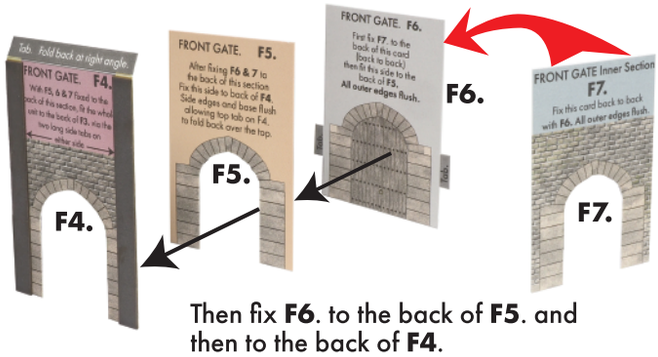
Extract the two laser cut side strips from **Laser Sheet L2.** Fix to Front Gate **F4**. on top of the yellow strips on either side. Keep outer edges flush.



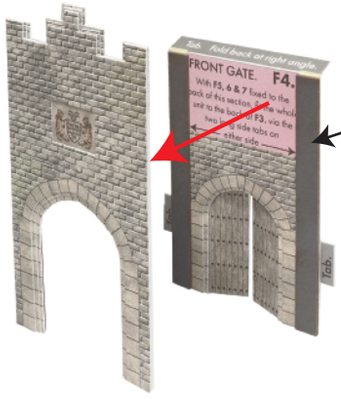


Drop the portcullis into place to check it can slide between the side tabs.

Now attach Gate **F7**. **back to back** with **F6**. Outer edges flush. Bend back the doors.



Then fix **F6**. to the back of **F5**. and then to the back of **F4**.



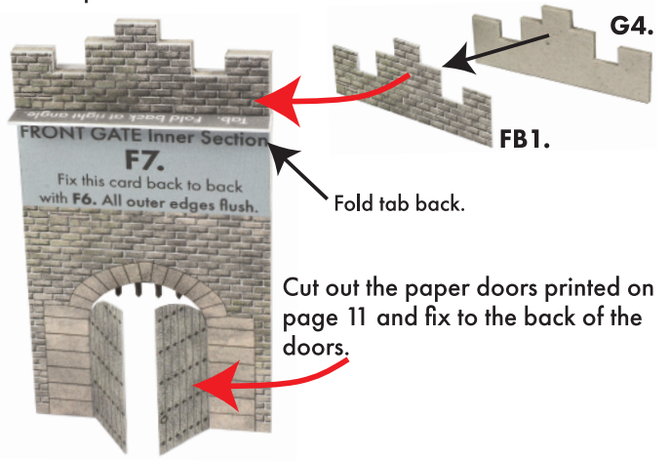
Fix the two sections together via the side strips

Make sure no glue oozes into the gap where the portcullis fits.

The portcullis can now be fitted up into the slot between the outer and inner walls.

Inner Battlements

Fix grey inner battlement spacer **G4**. to the back of the **FB1**. inner wall and then fit to the rear of the gate with top edges lined up flush.

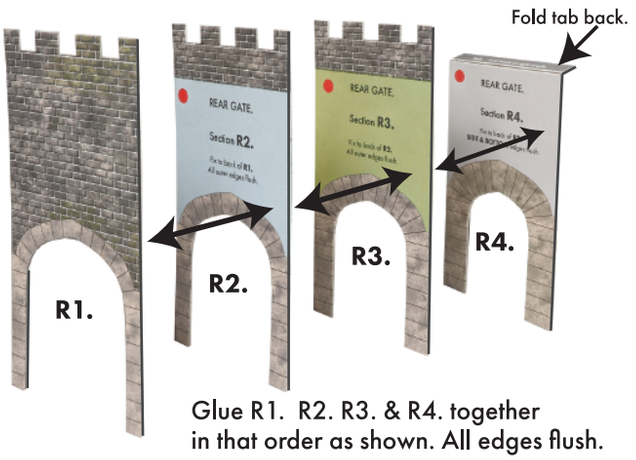


Fold tab back.

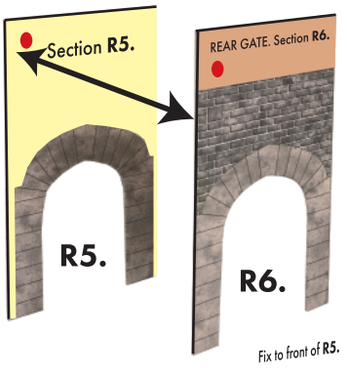
Cut out the paper doors printed on page 11 and fix to the back of the doors.

8 Rear Gate.

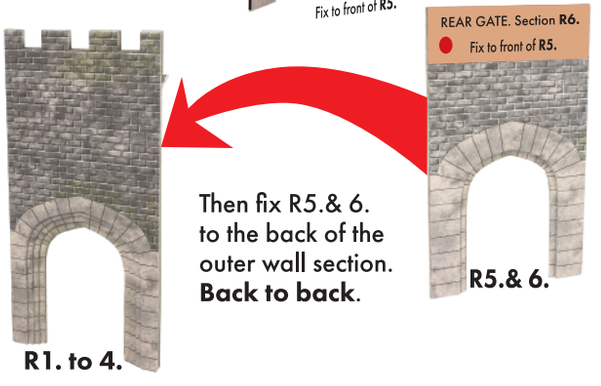
From SHEET B. Extract the following components:-
Rear Gate sections **R1. R2. R3. R4. R5.** and **R6.**
Rear Gate Inner battlements **RB1.**



Glue R1. R2. R3. & R4. together in that order as shown. All edges flush.



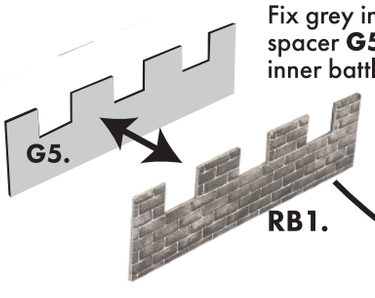
Fix R5. to the back of R6.



Then fix R5.& 6. to the back of the outer wall section. **Back to back**.

Inner Battlements

Fix grey inner battlement spacer **G5**. to the back of the **RB1**. inner battlement wall

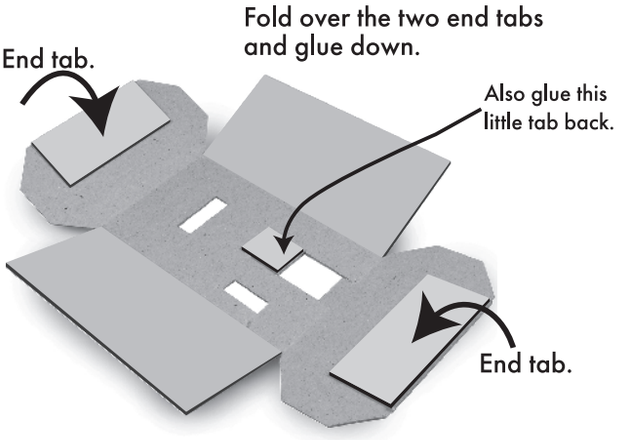


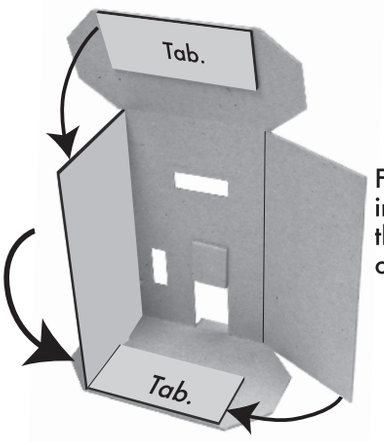
Fix the inner battlement wall to the back of the rear gate.
Top and side edges flush.

9 Tower Inner Frames.

The two towers that stand either side of the gate openings each have a central main frame that hold the outer walls in place when they are wrapped around them.
Both main frames build in exactly the same way.

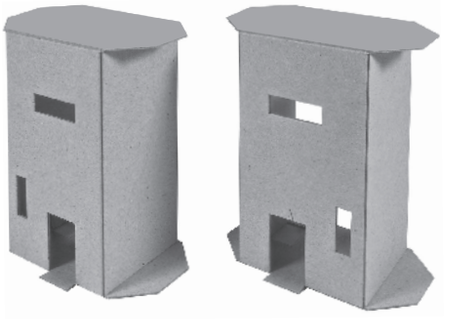
From GREY SHEET. Extract the two main frames **G1**.





Fold the side walls inwards and fix to the edges of the tabs on the base and the top

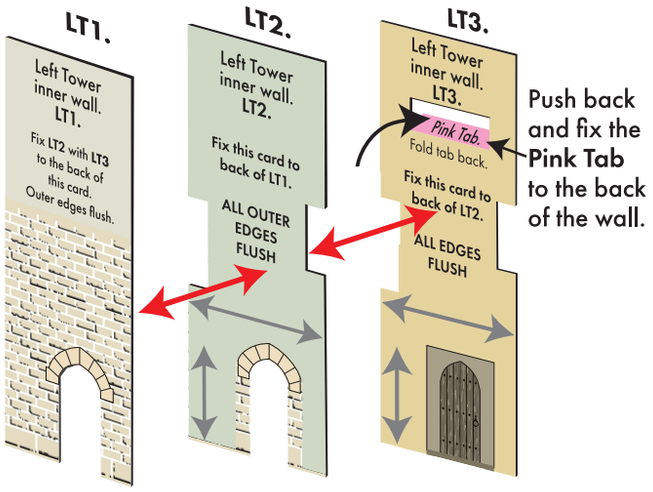
Here are both frames finished.
One is right hand and the other left hand.



10 Tower Inner Walls.

THE LEFT HAND INNER WALL.

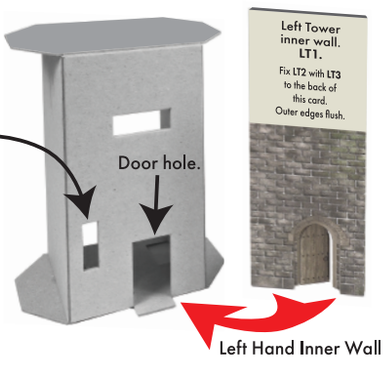
From SHEET A. Extract Inner walls **LT1. LT2. & LT3.**

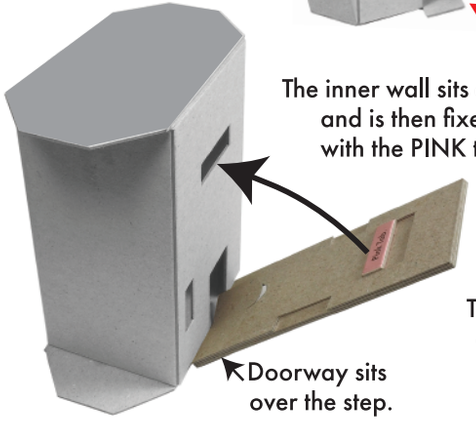


Fix **LT3.** onto the back of **LT2.** and then onto **LT1.**

Keep all edges flush, and watch you don't let glue ooze into the two slots in the side of LT3. Keep flat as the glue dries.

This Left Hand Wall is now fitted onto the Left Hand Inner Frame. To identify it, this slot in the wall is to the left of the door hole.





The inner wall sits over the door step and is then fixed against the wall with the PINK tab slotted into the upper slot hole.

Doorway sits over the step.

Take care not to let glue ooze into the slots at either side

Pink tab slotted into hole.

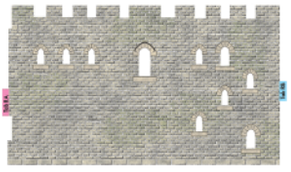
THE RIGHT HAND INNER WALL.

From SHEET A. Extract Inner walls **RT1. RT2. & RT3.**

The Right Hand Inner Wall makes up in exactly the same way as the left hand wall.

11 Tower Outer Walls (Right Hand).

From SHEET A.
Extract the **tower outer walls**



And the following smaller items:-

LASER SHEET L1.

Extract the following:

x 7. Fit to glazing WF1.

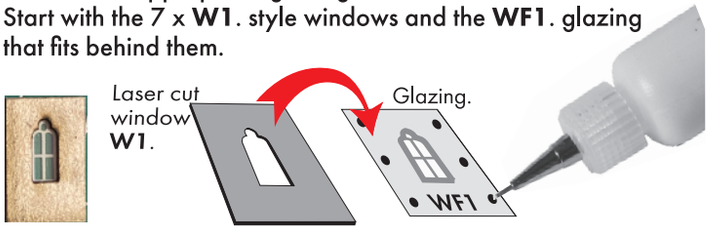
x 2. Fit to glazing WF2.

Before you do anything. Locate the eight score lines in the tower wall and fold each one fully back from top to bottom to loosen them up.

Next, you need to make up all the windows and the door before attaching them to the back of the appropriate openings in the walls.

Make up the windows first.

Sort out the appropriate glazing for each window. Start with the 7 x **W1**. style windows and the **WF1**. glazing that fits behind them.



Place tiny spots of glue on the surface of the glazing and fix the laser cut window on top with the burned side facing upwards. This gives a more authentic look of stone. Next attach the two **W2**. frames to **WF2**. glazing.

Fix windows to walls.

Lay the completed window flat on your work surface. Then place the wall with appropriate opening over the top. Slide to the correct position and press firmly down to fix.

Make up the Door.

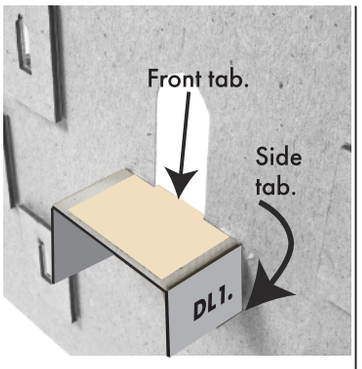
Fit door **D1**. to the back of door frame **DF1**.

ATTENTION!

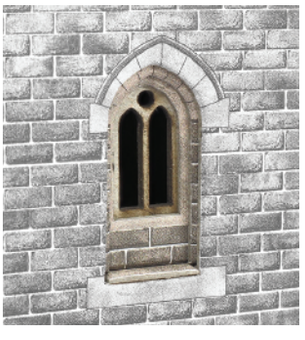
Once fast, trim 1mm. off the top of the door and frame. This stops it snagging against the inner frame when fitted.

Fitting the Door.

Tower upper door floor.
Fold down the two side tabs and fix to the back of the door opening with the front tab sitting in the doorway on top of the threshold.



Fit the door to the back of the opening sitting down on the floor.



If you are not using curtain walls from this doorway, you can substitute the door for the alternative window.

Fit Glazing "**Alt. Window**" to the back of Laser Cut **AWF1**. frame which is fixed to the back of the printed **AWF1**. frame, which is then fitted to the back of the door frame.

Fix outer walls around the inner frame.

With the door, and all the windows now fitted to the inside of the tower wall, it's time to fit it to the inner frame.

Right tower inner wall and frame.

Glue these edges only.

Fit **Tab. RB.** into the slot in the side of the inner wall.
Fix with glue on the inner frame where shown as white dots.

Very gently wrap the wall around the inner frame.

Test without glue first so you see how it fits.

All bottom edges of the wall and inner frame must be standing flat on your work surface for this manoeuvre at all times.

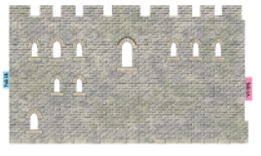
Tab.RA. fits into the slot at this side of the building.

This side of the tower is the front, with this slot here to house the front gate

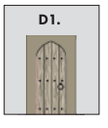
Extract the roof from **SHEET A.** and drop inside the top of the tower.

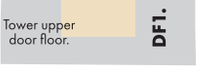
12 Tower Outer Walls (Left Hand).

From SHEET A.
Extract the **tower outer walls.**



And the following smaller items:-





LASER SHEET L1.
Extract the following:

x 7.
Fit to glazing WF1.

x 2.
Fit to glazing WF2.

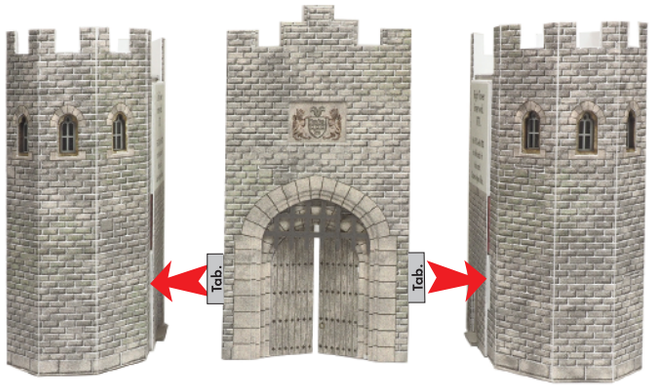
The Left Hand Tower fits together in exactly the same way as the Right Hand tower, See section 11

Don't forget to bend all the score lines from top to bottom.

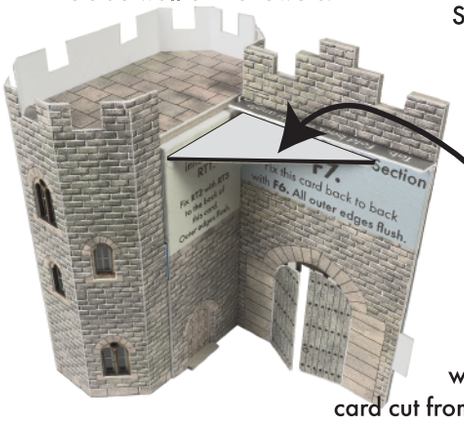
13 Fix Gate Walls To the Towers.

Now we have the four main components for the gate house made up, it's time to fix them all together.

The Front Gate.



Each side of the gate has a grey tab that slots into the hole in the side wall of the towers.



Start with one tower. Fit it into position against the side wall and pushed back against the inner wall.

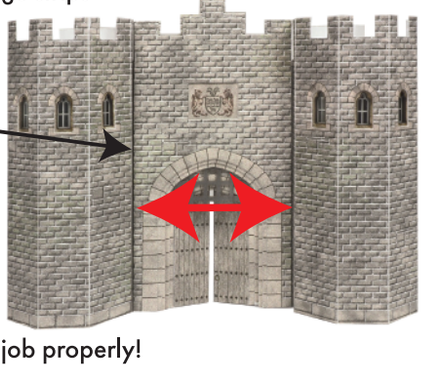
To hold it at a right angle, brace the corner high up with a piece of waste card cut from the corner of your grey card strengthener sheet.

Be gentle when doing this job. You don't want to buckle the tower wall applying too much pressure.

Fit the other tower and brace the opposite corner.

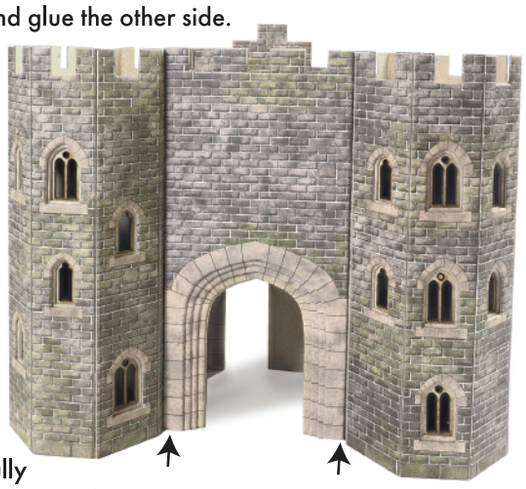
Leave to fully dry and set hard.
Time for a cup of tea!

The long thin gate edge strips are to cover any gaps you may have down the gate edges here.



Simply fix to the gate wall pushed up against the tower.
You won't need them if you have done the job properly!

To fit the back gate, lay the tower on its side and place plenty of glue along the edge where it will fit.
Turn over and glue the other side.



Fit the gate in place.
Push back against the inner wall.

Hold carefully together whilst the glue sets.

14 The Battlements.

This is a fiddly job, but if you follow these instructions TO THE LETTER, you shouldn't go wrong.

From **SHEET A.** Extract tower top inner walls.
Note: Described as turrets, but they are in fact battlements.

There are 4 x TW1. and 8 x TW2. Inner walls in total.

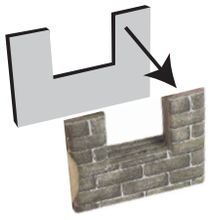
You will notice that TW1. are slightly longer on each end.
If you look at the plan you will see that these fit at each end of the inner walls placed around the tower where they need to be slightly longer.

There are 2 x TW3.

From the **GREY SHEET** Extract:-

There are 12 of these single **G2.** spacers to fit behind the TW1. and TW2. inner walls (above).

There are 2 of these G3. spacers to fit the TW3. walls.



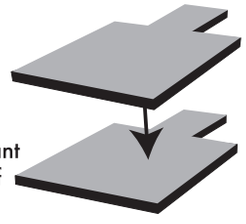
Each battlement wall has a grey matching spacer fixed to the back.

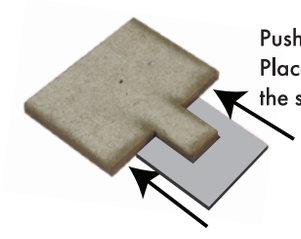
Using the jig located on the laser sheet to align them correctly, glue together to form a thick wall that is then attached to the back of the corresponding outer wall.

Make the Jig.

Extract the two identical battlement jigs from the laser card **L1**.

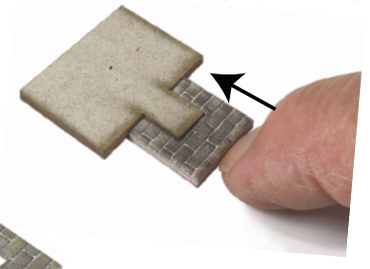
Glue them together so that ALL edges are **ABSOLUTELY FLUSH**, this is important as this tool will help to align the layers of each battlement wall as you make them.

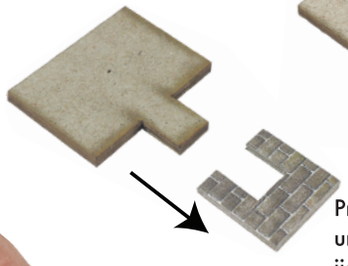




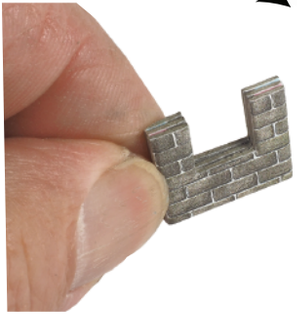
Push a GREY spacer onto the lug of the jig. Place tiny spots of glue on the surface of the spacer

Place the PRINTED wall section on top of the GREY spacer and push both tight up against the jig.





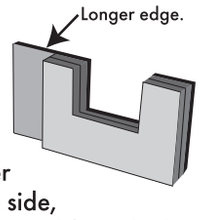
Press down on top of the wall until glue sets, then slide the jig away from the wall.



Like this.

With all inner edges perfectly aligned.

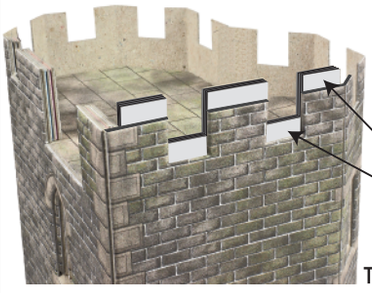
NOTE:



The **TW1**. walls which are slightly longer on one side fit together in exactly the same way, leaving one side, left or right, longer, as shown here viewed from the back.

Using the plan on page 2 to guide you, place the inner battlement walls behind the appropriate openings.

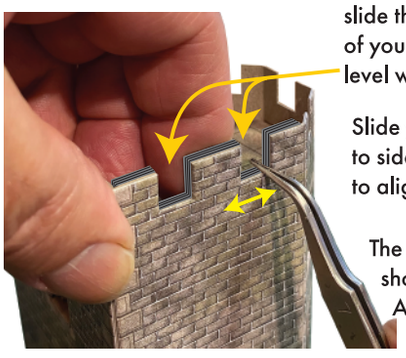
Read "Aligning the crenels" in the next column before fitting.



Aligning the crenels.

When fitting the inner walls to the battlements, always fit them just a little higher than the outer wall.

Then quickly before the glue dries slide them down using the point of your tweezers until they are level with the wall tops.

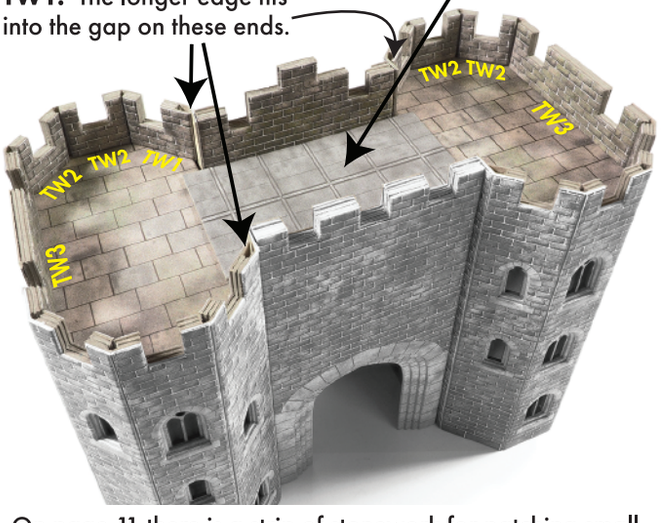


Slide your tweezers from side to side in the crenels as well to align the sides.

The inner walls can be slightly shorter than the outer walls. Always line them up along the top edge.

Fit the Leaded Roof which sits directly over the gate passageway.

TW1. The longer edge fits into the gap on these ends.



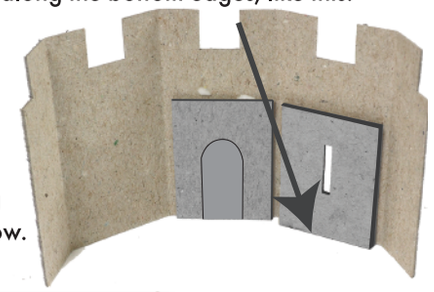
On page 11 there is a strip of stonework for patching small areas of bare card that show on the inner wall tops.

15 The Turret.

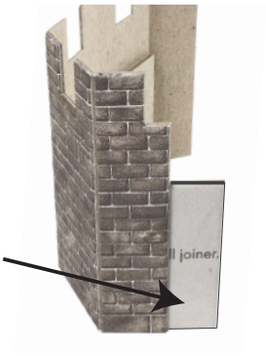
This little tower sits on top of the Gatehouse in a position of your own choice.

From **SHEET A** extract:
1 x Turret outer walls.
1 x Turret roof top.
1 x Turret door TD1.
1 x Turret window TWF1.
1 x Turret wall joiner.
2 x Green NTW1. Turret top inner walls.
2 x Yellow WTW2. Turret top inner walls.

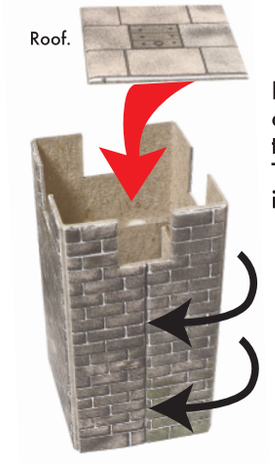
Fit door TD1. and the window frame TWF1. with the laser cut arrow slit fixed behind. There is no glazing for this window. All should be flush along the bottom edges, like this.



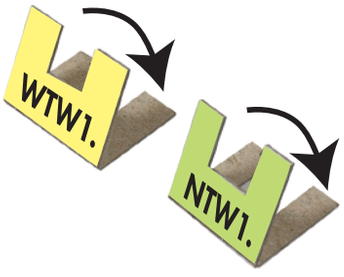
There is no glazing for the small window.



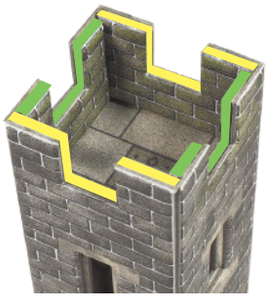
Fix the wall joiner to the back of one half of the rear wall. Flush with the outer wall base.



Fold the walls around and fix the other half to the joiner pushing two halves together.
Then drop the roof down inside so it sits on top of the door and joiner.
No glue needed.



Fold and glue in half the four Turret inner walls.



Fit them inside the turret battlements as you did with the tower walls.

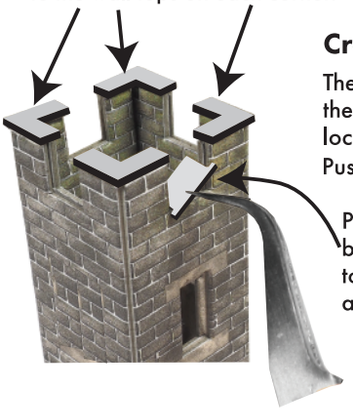
Fit the **YELLOW** WIDE walls first opposite each other.

Then fit the **GREEN** NARROW walls at either side.

16 The Turret Capping Stones.

The various capping stones are the final bits that make this castle look really good.
Follow the instructions carefully and you won't get lost.

Carefully push out the four '**L**' shaped top stones from laser sheet L1. and fit to the wall tops on each corner.

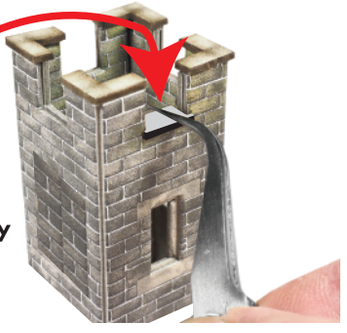


Crenel Top Stones.

These tiny top stones that fit into the bottom of each crenel are located all over the laser sheet L1. Push out 4 of them for the turret.

Place a tiny spot of glue on the bottom of the crenel and lift the top stone into the opening at an angle with your tweezers.

Then with the end of your tweezers push the top stone down level and into place.



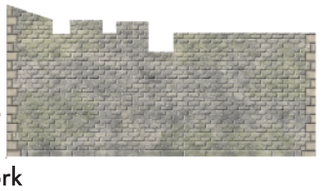
All Crenel Top Stones fit this way throughout the rest of this kit.

Don't fit any more capping stones until you have finished the rest of this kit..

17 The Curtain Walls.

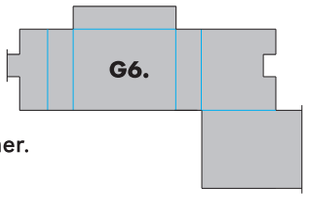
There are two curtain walls.
Build them one at a time starting with the right hand wall.

From SHEET C.
Extract the **curtain wall.**

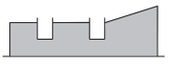


and these two pieces of inner stonework

From GREY SHEET.
Extract ONE EACH

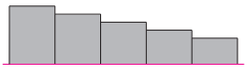


G6. Curtain wall inner former.



G7. Curtain wall battlement spacer.

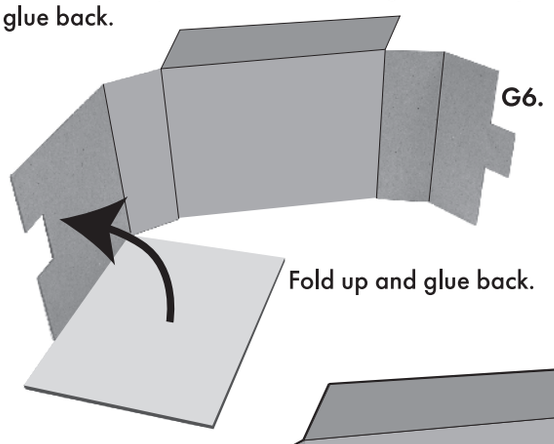
G8. Curtain wall rear spacer.



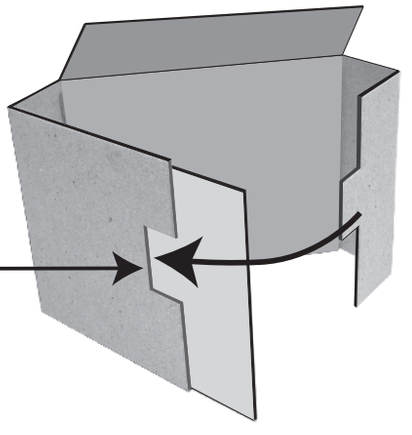
From LASER SHEET L1.
Extract ONE SET of five steps, each slightly shorter than the other.

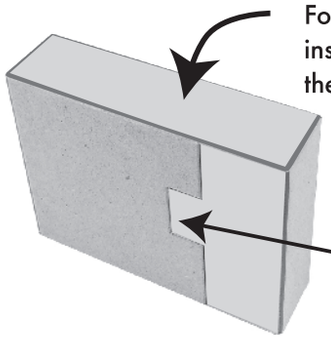
Also extract the Curtain wall Pathway Flags.

Take the **G6**. spacer, fold the rectangular card up and glue back.

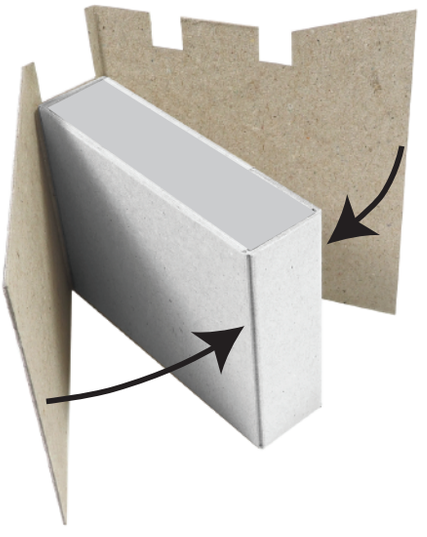


The sides then fold and wrap around so that the lug slots into the slot here.

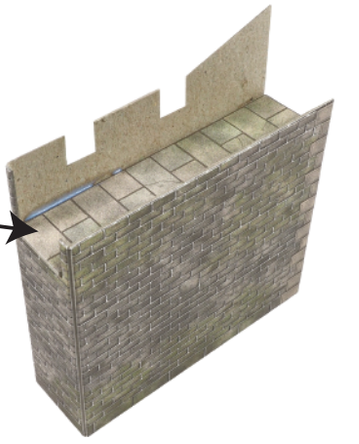


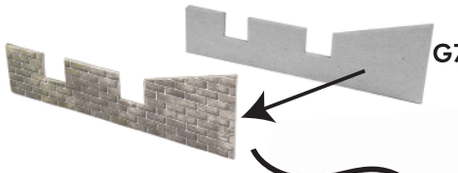


Wrap the curtain wall around it and fix tightly on both sides.



Fix the floor on top of the inner box.

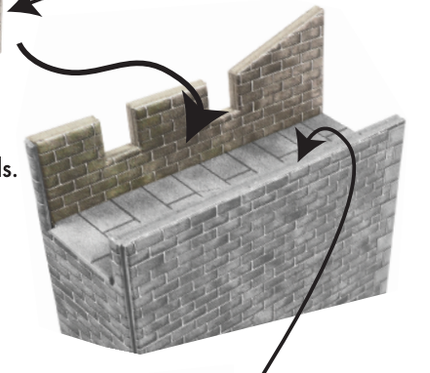


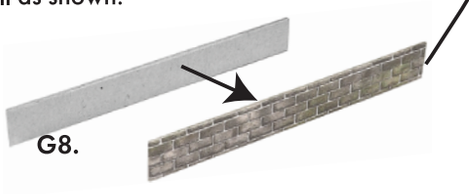


Fix the grey spacers G7. & G8. to the back of the inner walls.

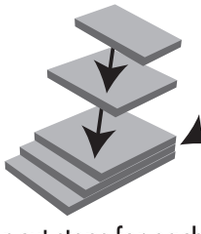
Keep flush on bottom edges and sides.

Then fit to the curtain wall as shown.





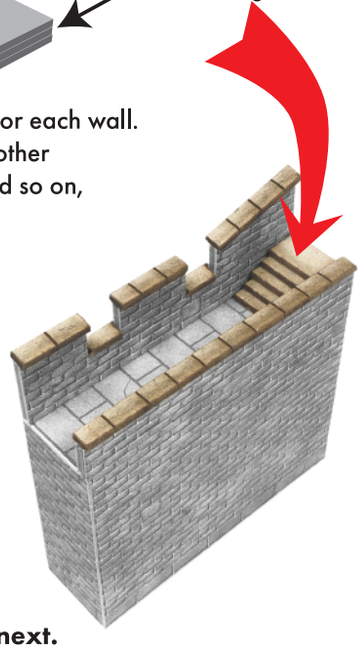
The Steps.



There are 5 laser cut steps for each wall. Fix them one on top of the other Longest step at the base and so on, to make a short stairs.

Place the steps on the wall.

Then attach the crenel top stones and the wall top strips located on Laser sheet L1.
See page 10.



Left Hand Curtain Wall next.
Extract the final components from SHEET A. and the GREY SHEET. It is an exact mirror of this wall and goes together in just the same way.

18 The Capping Stones.

The various capping stones are the final bits that make this castle look really good.
Follow the instructions carefully and you won't get lost.

ALL LOCATED ON LASER SHEET L1

Starting with the curtain walls.
Push out four of the Crenel Stones (shaped like this ▬) from the laser sheet, and fit them as described on page 8.

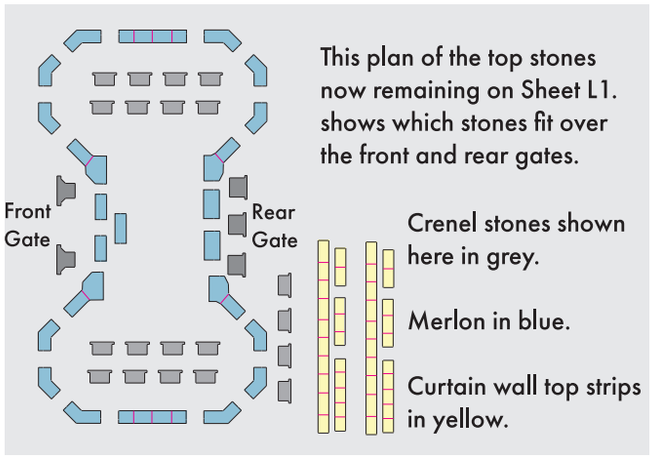
Then fit the various lengths of wall top stone strips.
Extract from laser sheet as you go.

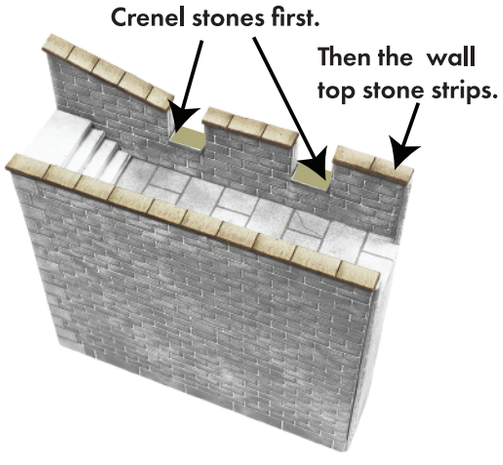
Now for the Gate House.
Again fit the Crenel stones first. There are 16 normal sized stones that fit around each tower.

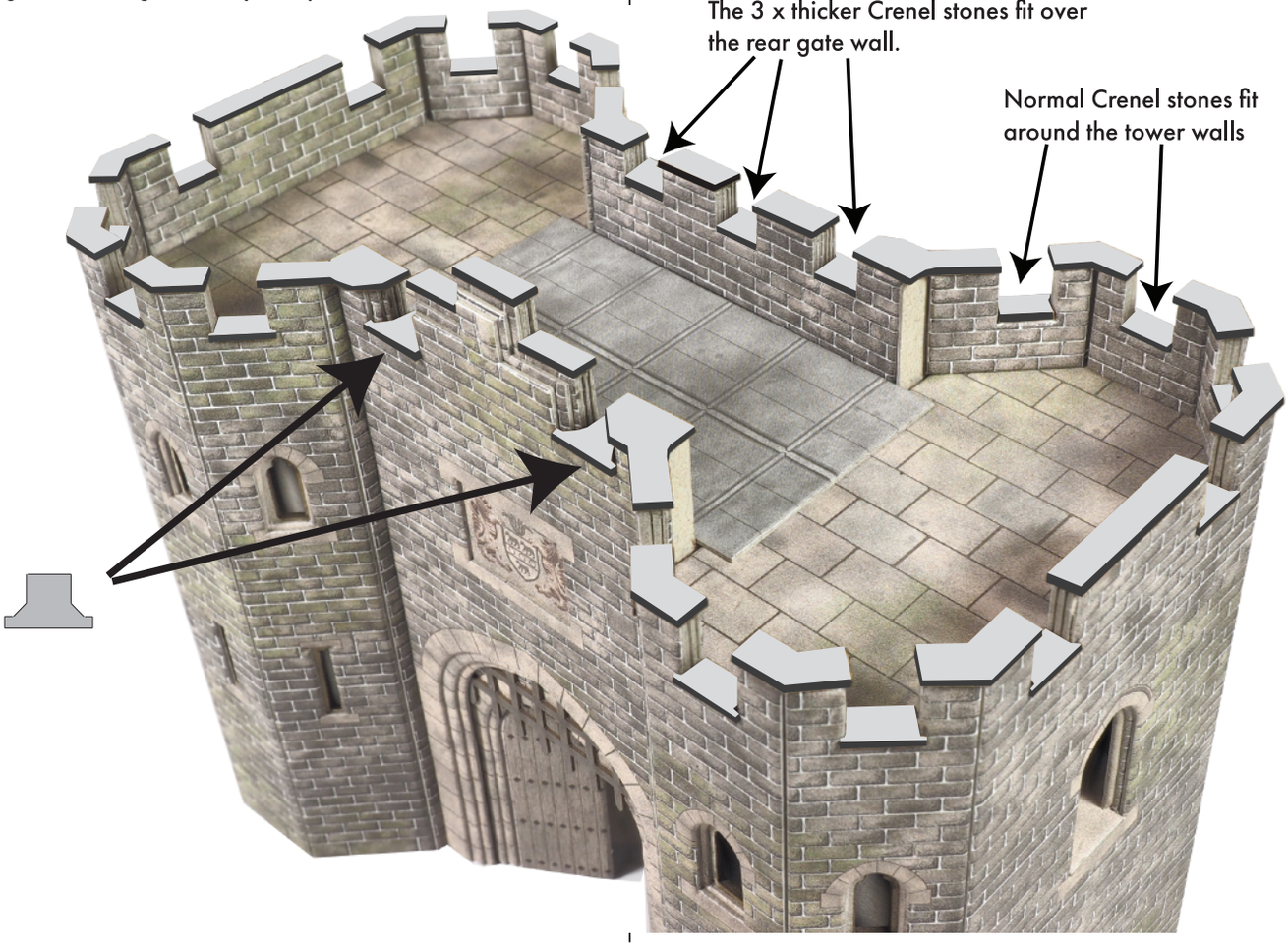
The front and rear gate crenels are slightly different in shape and size, to fit the thicker walls.

The Merlon top stones are laid out as the plan of the gate house. Is is self apparent where they fit.
Only remove them one at a time as you fit them to each Merlon.

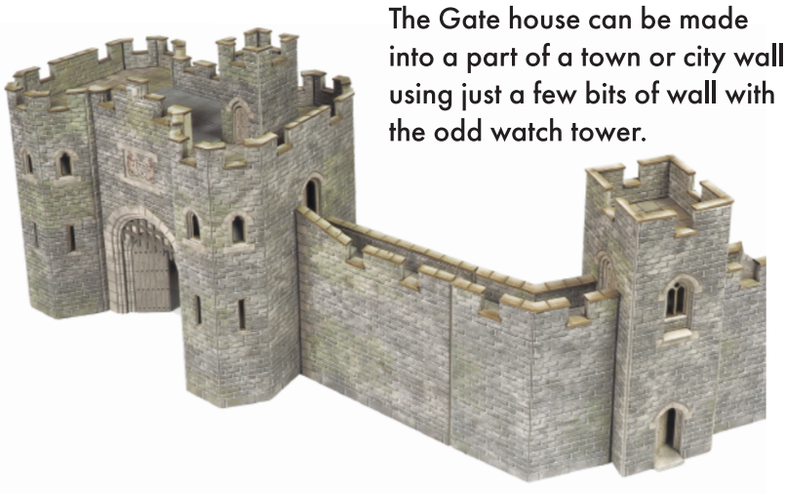
NOTE: We find that Roket Card Glue is the best glue for fitting these tiny components.





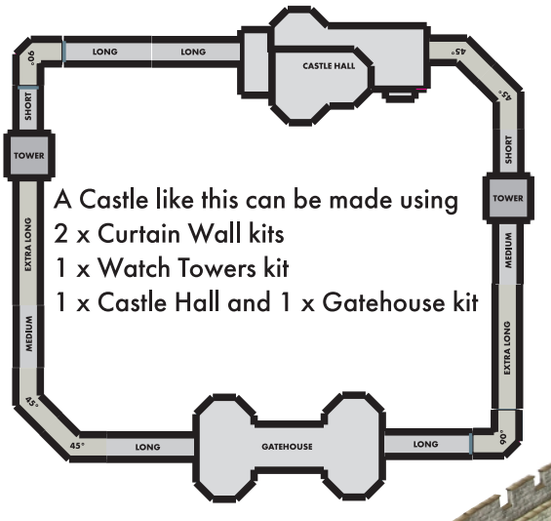


There are many variations of models you can make with the Metcalfe range of castle kits.

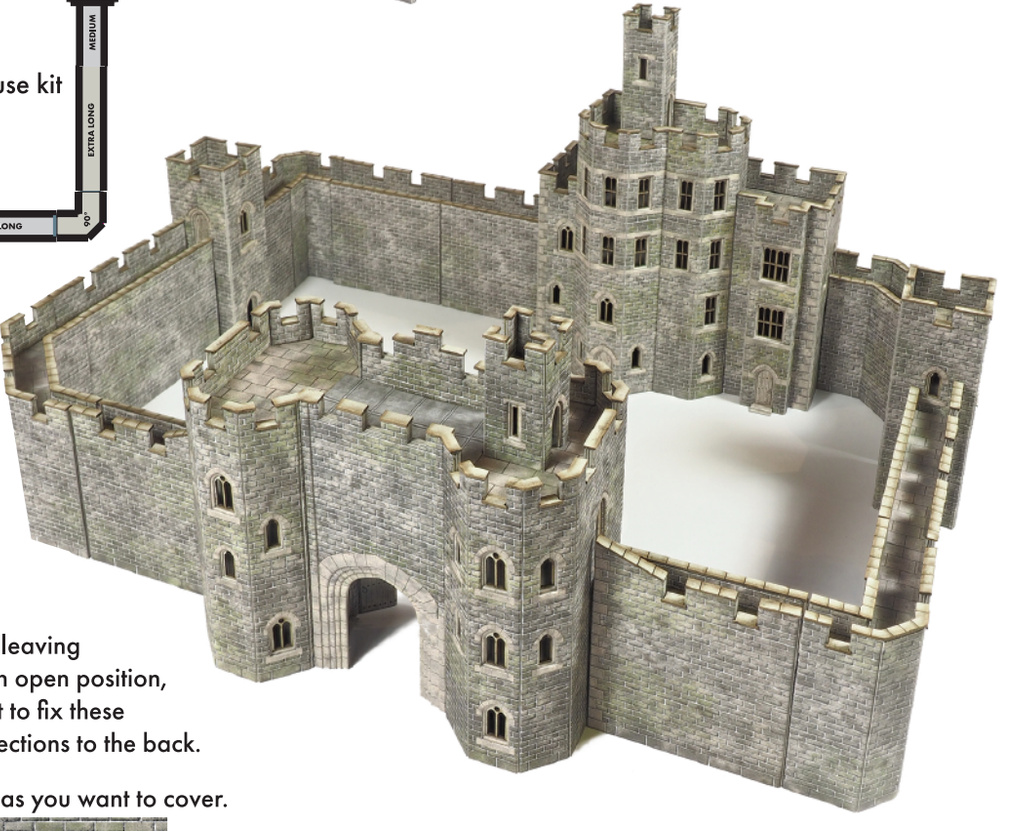


The Gate house can be made into a part of a town or city wall using just a few bits of wall with the odd watch tower.

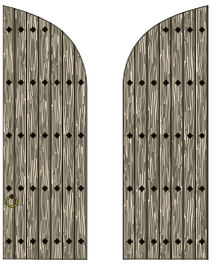
A corner scene like this fortified house is made using the Castle Hall PN194 with two 45° corners and two Watch Towers PN192.



A Castle like this can be made using
2 x Curtain Wall kits
1 x Watch Towers kit
1 x Castle Hall and 1 x Gatehouse kit

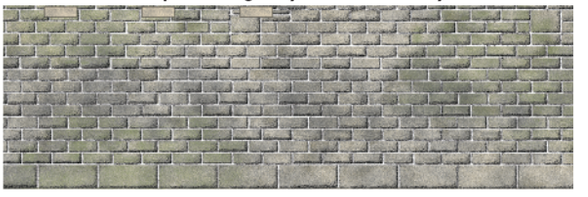


GATES



If you are not leaving the gates in an open position, you may want to fix these printed rear sections to the back.

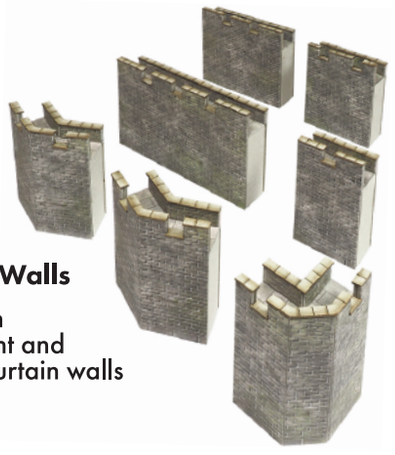
Stonework for patching any small areas you want to cover.



Other kits in the Castles range.

PN194 Castle Hall

The beating heart of the castle.
Or could be a stand alone country house.



PN193 Curtain Walls

Selection of straight and corner curtain walls

PN192 Watch Towers

Two useful little towers designed to fit in with the curtain walls

Or could even be used as a stand alone folly

Plus our PN195 Castle Stonework

A pack of matching stone and paving, plus strips of laser cut wall top stone.
Ideal for customising and adding your own touches to the castle scene.

Let your imagination run wild.

It's truly amazing just what can be achieved if you just put your mind to it (and a lot of work).

This diorama is actually made in 00 scale, but all buildings in N scale are exactly the same design. They just take up less space!