

Fig. 1a

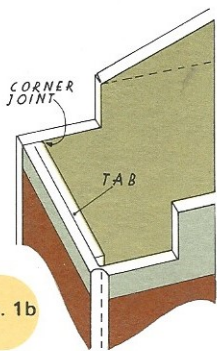


Fig. 1b

2. From SHEET 2 remove the two AWNING VALANCES noting that each consists of four joined parts which are bent and glued to produce a triangular box form, noting the position of the INSIDE TAB (Fig. 2a). Take the two END VALANCES, bend each at its red arrow line and set at right angles with the green BRACKETS positioned and glued so that they do not project beyond the upper edges of the valance. (Fig. 2b). Make up the complete VALANCE on a flat surface, gluing one corner at a time, checking squareness and allowing ample time for drying (Fig. 2c). Take the CROSS STRUT and its STRENGTHENER, bend the STRENGTHENER along its scored line and glue it along the STRUT where shown. Insert the completed CROSS STRUT, positioned where indicated by the blue printed areas. Take the AWNING ROOF, glaze and bend to the shape of the end valances and when the completed valance is quite dry, brush glue on to the edges of one END VALANCE only and set the AWNING ROOF in position. When ready, glue the opposite end leaving the long edges to be glued from the under side. Prepare the RIDGE COVERS by cutting the short lines marked Z at each end. Turn the card against the light to check that these lines are running accurately down the middle of the tiles before scoring the lines with a blunt knife. Turn the card over again, bend the tiles double, crease them well, cut away the waste and separate. Glue them in place.

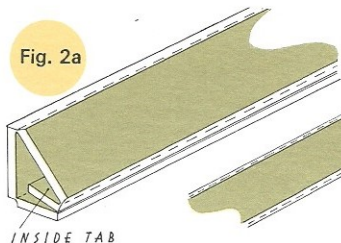


Fig. 2a

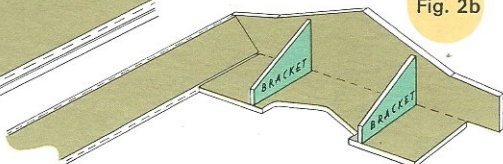


Fig. 2b

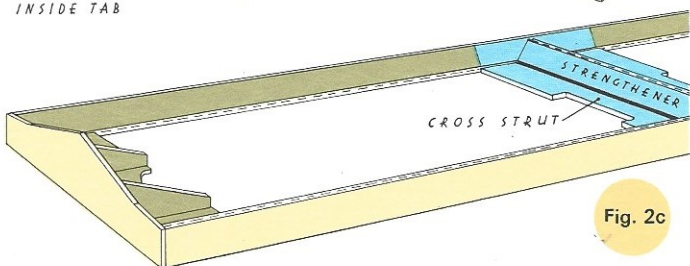


Fig. 2c

3. Place the AWNING upside down and attach the two WAITING ROOMS, the white arrows on their ceilings pointing outwards (Fig. 3).

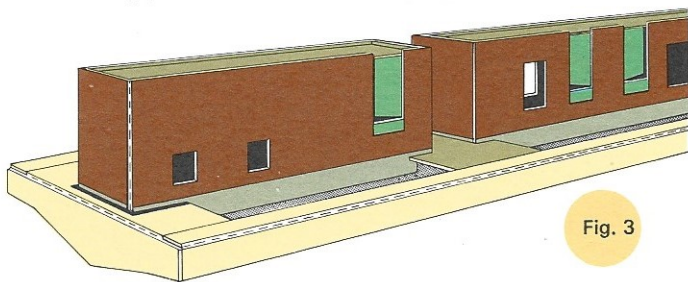


Fig. 3

4. Take the STAFF ROOM, noting that the boarded section at the right hand end is divided into two by a score cut. Bend this half section right back and glue down. Glaze the windows and fix the DOOR behind its aperture. Bend and glue to shape (Fig. 4a). Take the two parts comprising the SCREEN, also joined by a scored line, and glue double, forming down one side the recess into which the boarded part of this building is fixed at right angles. Retain the shape by adding the FORMER, its position shown by the heavy black line. Before adding the ROOF its GUTTERS can be attached. Prepare these by making light bending cuts along the red arrow lines. Bend right back along these lines before opening flat again and cutting out. Bend over and glue down for double thickness the two solid black sections leaving the TAB to be bent up and glued to the underside of the ROOF (Fig. 4b). Glue down the roof, overlapping the screen end by 1mm. or so. Add the RIDGE TILES and the model is complete.

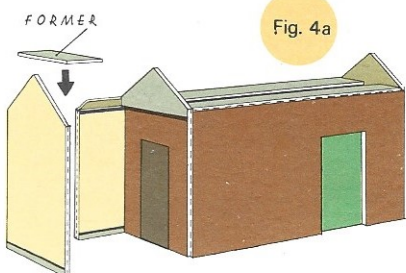


Fig. 4a

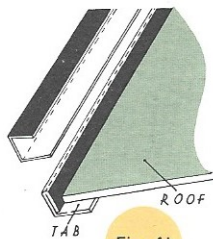
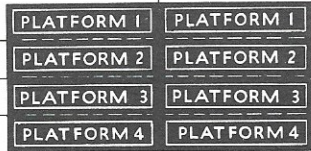
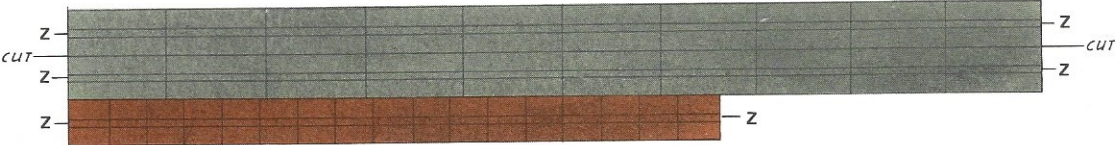
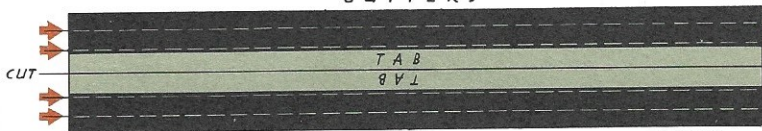


Fig. 4b

RIDGE COVERS & RIDGE TILES



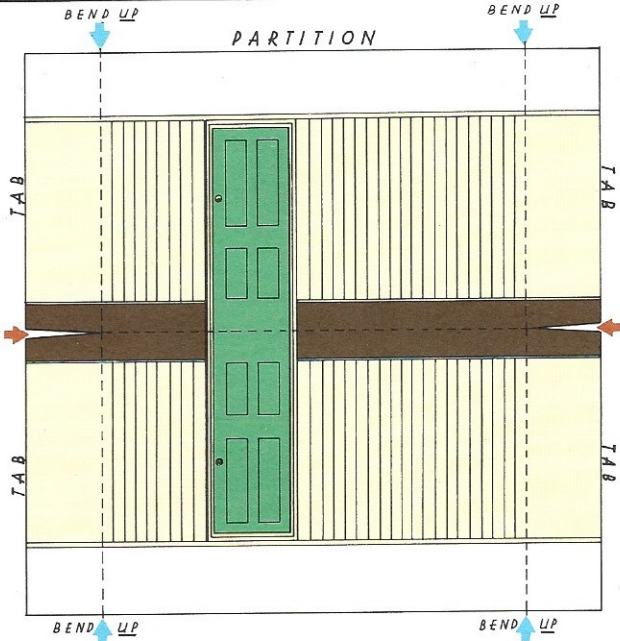
GUTTERS



A sharp, pointed modelling knife, steel rule and tweezers for the easier handling of small parts are the only tools required although great use will be found for six or more "Bulldog" spring clips. A P.V.A. white glue is particularly recommended as it becomes matt and almost transparent when dry although very cold atmospheres must be avoided. In such conditions the glue tends to dry white.

Separate the parts only when called for by nicking with the knife at uncut points except where the cutter lines are marked with red arrows. These lines are scored only (i.e. only partly cut through) as the board has to be bent back at an angle or right back on itself for double thickness. When dealing with a red arrow score line, see that the board bends right back without offering too much resistance. Should this not be so, increase the depth of the cut by lightly drawing the knife along it. If by mistake you cut right through, a repair can be made by gluing to the back a strip of thin paper or gummed tape. It will then be as good as new.

The appearance of the completed model will be greatly improved if all exposed edges are touched up with watercolour paint. Although this can be done after assembly it is more easily carried out beforehand. When a part has been removed and if needed to be, bent to shape, note which edges will be on show and colour them to an approximate match by running the side of the paint brush along the edges.



1. From SHEET 1 remove as one piece WAITING ROOM A, including its black CEILING, having first carefully noted the red arrow marked scored bending lines. Clear the waste from the window apertures and bend the TAB right back, gluing it down for double thickness. Cut away one of the larger windows from the transparent glazing material and attach a strip of 'Sellotape' across its width, overlapping each side by 5mm. or so. Place the window sticky side up on the table and lower the wall on to it. When positioned, the board should be pressed down hard, turned over and the tape between the glazing bars cut and lifted off. Add more strips of tape to the other sides. Repeat with the other three windows. Press the DOORS inwards a little and bend the walls to shape (Fig. 1a). Glue the corner joint with the long wall overlapping the double thickness edge of the end wall as shown in the enlarged diagram (Fig. 1b). Bend down the CEILING and glue it at one spot only, inside and flush with the edge of the other long wall. Turn the model upside down on to its CEILING and brush glue along the remainder of the joint being made. Take the DIVIDING WALL and FLOOR from SHEET 2. Insert and glue the DIVIDING WALL roughly at a middle position and set right up to the CEILING. With the DOORS still open insert and fix the FLOOR set just clear of the bottom edges of the walls. Repeat with WAITING ROOM B with the addition of the PARTITION taken from the 'accessories' card. The PARTITION is glued double with the TABS bent upwards and glued where shown on its DIVIDING WALL before being set between the walls marked as the 'LADIES ROOM'.