

Contents. The kit comprises SHEET 1 & SHEET 2, the illustrated SUPERQUICK header card, ACCESSORIES CARD, an acrylic glazing sheet, this ASSEMBLY INSTRUCTIONS sheet and a CUSTOMER REPORT card.

Tools. A sharp modelling knife and a steel rule are essential. Bulldog clips, a few rubber bands and 'Sellotape' might be useful to secure parts of the kit while glue is drying.

Glues. Most liquid glues are suitable. PVA glue is recommended, it becomes matte and almost transparent when dry, although in cold conditions the glue tends to dry white. A solvent glue like 'Evostick' or 'UHU' is also recommended as it is quick to dry but can present problems when touching up model

with water based paint. For gluing areas of paper, such as lining pieces, it is recommended that PVA be thinned or that a spray or a spreadable solvent glue is used.

Card-mounted components. Separate the parts only when called for by nicking with the knife at uncut points.

Scoring. Red arrows signal a fold back. Blue arrows signal a fold forward. Where the cutter lines are marked with arrows they are scored (i.e. only partly cut through). Here the component is intended to be bent or folded.

Sometimes additional scoring with the knife may be necessary, so that the board bends at the fold line without too much resistance. If the fold line is cut through, a

repair can be made by gluing a thin paper strip to the back.

When folding a piece forward on a perforated cut it is important to score lightly along the perforation on the reverse of the card.

Waste. Waste card is kept to a minimum & is indicated by the symbol **(W)**

Windows. The Glazing Sheet has 23 window pieces (shop A x11, shop B x12) divided by dotted lines. There are two methods of glazing, which can be combined for a really durable result:

(1) Lay down the window piece face up. Apply glue to the back of the wall around the window aperture and the lower the wall onto the window piece. This method is

easier for small windows and permits adjustment - correct the alignment before the glue sets and wipe excess glue from the window surface with a damp paintbrush or tissue.

(2) Apply narrow strips of 'Sellotape' along two sides of the unprinted back of the window piece. Lay the window piece down as before and lower the wall onto the partly exposed 'Sellotape'. When the window is attached to the wall, rub down the tape and apply further strips to the remaining two sides of the window piece.

Finishing. The appearance of the completed model will be greatly improved if all exposed edges are touched up with paint. It is important that there is no glue on exposed edges.

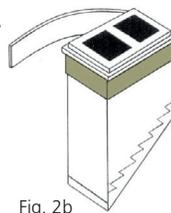
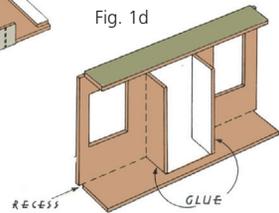
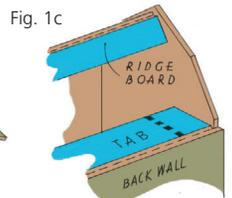
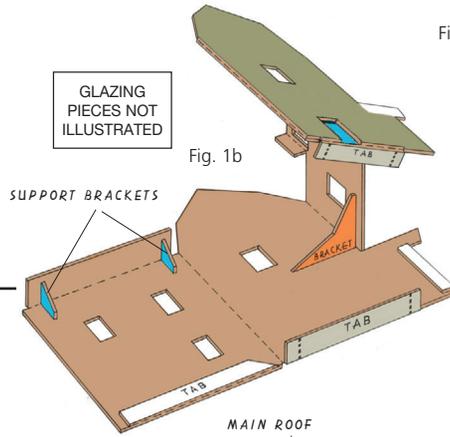
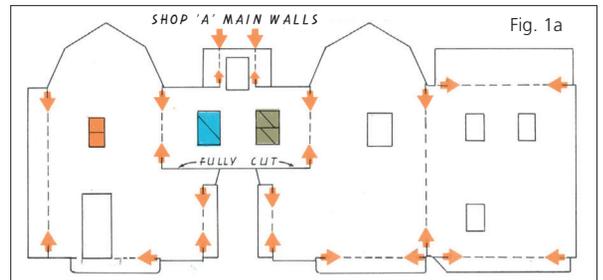
SECTION 1 - CONSTRUCTION OF SHOP 'A'.

This kit contains two separate model shop buildings and are constructed in very similar ways, the differences being a roof dormer and barge boards included in shop B

1 From SHEET 1 remove as one piece, having noted the red arrow marked scored lines, the two SIDE WALLS, FRONTWALL, BACKWALL and the grey, white and blue TABS (Fig. 1a). Clear the SIDE DOOR and WINDOW apertures, setting aside the four grey and two blue BRACKETS. Also the two small red square pieces which will be used as BRACKETS when assembling the CANOPY later. Take the transparent glazing material and cut away the 'A' windows. Fix the eight windows as instructed in the intro section. Remove the part marked SIDE DOOR and glue it behind its aperture and positioned to touch the TAB below when this has been temporarily bent back at right angles. A narrow gap will be left above the DOOR piece to receive the CANOPY later. Bend right back and glue down for double thickness the four white TABS. Set the two grey TABS at right angles using the grey BRACKETS roughly positioned behind the black dotted lines (Fig. 1b). Similarly, set the blue TAB using the blue BRACKETS. Take the two brown BRACKETS. With the walls lying flat, raise the FRONT WALL to a right angle and glue a BRACKET into the corner formed, just clear of the FRONT WALL's lower edge. Repeat the procedure at the other FRONT WALL CORNER. Complete the BACK and SIDE WALL joint (Fig. 1c). Remove the RIDGE BOARD, bend to an angle and glue it between and just below the tops of the SIDE WALLS.

2 Take the SHOP FRONT with its top and bottom TABS. Glaze the windows and set back at right angles the two grey TABS together with the two 'hinged' sides to the doorway, gluing these sides to the bottom TAB where they touch (Fig. 1d). The PAVING is then set into the doorway and into the narrow recess running along the bottom edges of the SHOP FRONT. Take the two WINDOW DISPLAY SHELVES. From the ACCESSORIES card cut out the two SHOP 'A' WINDOW DISPLAYS. Score them where shown and glue them around their SHELVES, positioned on the black lines to slope forward. Take the SHOP DOOR, glaze it and fix it behind the doorway's back edges. With the model on its back, glue the SHOP FRONT in place, its TABS seated upon the top and bottom edges of the white TABS.

3 Take the FLAT ROOF, bend the TAB and the SHOP SIGN back at an angle and glue in position. Take the main ROOF. It is better to attach the GUTTERS to the ROOF before it is fixed to the walls. Prepare them by making light bending cuts along the red arrow marked dotted lines. Bend the strips right back along these lines before opening flat again and cutting out. Glue down for double thickness the two black sections, leaving the TABS to be bent at right angles and glued to the underside of the ROOF (Fig. 2a). Place the ROOF in position noting how the front middle section forms a backing to the DORMER WINDOW. Now glue the front half only. When dry, glue the back half, checking that it overlaps the walls equally at each side. Prepare the RIDGE TILES by cutting through the short end lines marked Z. Turn the card over and join these cuts with a pencil line. Hold the card against the light to check that this line is running accurately down the middle of the tiles before scoring the line with a blunt knife. Turn the card over, bend the tiles double, crease them well and cut away the waste. Apply them to the model after the CHIMNEY STACK has been made and positioned. To construct it use the same scoring methods as for the RIDGE TILES, adding the double layer CHIMNEY TOP and when dry, the BANDING (Fig. 2b). Add the DORMER ROOF. Take the SIDE DOOR CANOPY, shaping it by gluing a red BRACKET as shown (Fig. 2c). Insert it into the slot above the SIDE DOOR and add its ROOF and RIDGE TILES when fully set. The two parts forming the PASSAGE DOOR can be joined if the two models are to be set together. Finally add the side door STEP.



GLAZING PIECES NOT ILLUSTRATED



SECTION 2 - CONSTRUCTION OF SHOP 'B'

1 From SHEET 2 remove as one piece, having noted the red arrow marked scored lines, the two SIDE WALLS, FRONTWALL, BACKWALL and the grey, white and blue TABS (Fig. 1). Clear the SIDE DOOR and WINDOW apertures, setting aside the four grey and two blue BRACKETS. Also the two small red square pieces which will be used as BRACKETS when assembling the CANOPY later. Take the transparent glazing material and cut away the 'B' windows. Fix the eight windows as instructed in the intro section.

2 Now apply the BARGE BOARDS to the SIDE WALLS. These are set more realistically away from the walls by first applying pieces of the white PACKING (Fig. 1a).

3 Remove the part marked SIDE DOOR and glue it behind its aperture and positioned to touch the TAB below when this has been temporarily bent back at right angles. A narrow gap will be left above the DOOR piece to receive the CANOPY later. Bend right back and glue down for double thickness the four white TABS. Set the two grey TABS at right angles using the grey BRACKETS roughly positioned behind the black dotted lines (Fig. 1b). Similarly, set the blue TAB using the blue BRACKETS. Take the two brown BRACKETS. With the walls lying flat, raise the FRONT WALL to a right angle and glue a BRACKET into the corner formed, just clear of the FRONT WALL's lower edge. Repeat the procedure at the other FRONT WALL CORNER. Complete the BACK and SIDE WALL joint (Fig. 1c). Remove the RIDGE BOARD, bend to an angle and glue it between and just below the tops of the SIDE WALLS.

4 Take the SHOP FRONT with its top and bottom TABS. Glaze the windows and set back at right angles the two grey TABS together with the two 'hinged' sides to the doorway, gluing these sides to the bottom TAB where they touch (Fig. 1d). The PAVING is then set into the doorway and into the narrow recess running along the bottom edges of the SHOP FRONT. Take the two WINDOW DISPLAY SHELVES. From the ACCESSORIES card cut out the two SHOP 'B' WINDOW DISPLAYS. Score them where shown and glue them around their SHELVES, positioned on the black lines to slope forward. Take the SHOP DOOR, glaze it and fix it behind the doorway's back edges. With the model on its back, glue the SHOP FRONT in place, its TABS seated upon the top and bottom edges of the white TABS.

5 Take the FLAT ROOF, bend the TAB and the SHOP SIGN back at an angle and glue in position.

Take the main ROOF. It is better to attach the GUTTERS to the ROOF before it is fixed to the walls. Prepare them by making light bending cuts along the red arrow marked dotted lines. Bend the strips right back along these lines before opening flat again and cutting out. Glue down for double thickness the two black sections, leaving the TABS to be bent at right angles and glued to the underside of the ROOF (Fig. 2a).

6 Place the ROOF in position noting how the front section houses the DORMER WINDOW. Now glue the front half only. When dry, glue the back half, checking that it overlaps the walls equally at each side.

7 The DORMER WINDOW, after glazing, is shaped by its FORMER being set just above the front bottom edge. This edge is seated upon the roof aperture front edge when fixing the DORMER in place. Add its curved ROOF, CANOPY and CHIMNEY to complete this model.

8 Prepare the RIDGE TILES by cutting through the short end lines marked Z. Turn the card over and join these cuts with a pencil line. Hold the card against the light to check that this line is running accurately down the middle of the tiles before scoring the line with a blunt knife. Turn the card over, bend the tiles double, crease them well and cut away the waste. Apply them to the model after the CHIMNEY STACK has been made and positioned. To construct it use the same scoring methods as for the RIDGE TILES, adding the double layer CHIMNEY TOP and when dry, the BANDING (Fig. 2b). Add the DORMER ROOF. Take the SIDE DOOR CANOPY, shaping it by gluing a red BRACKET as shown (Fig. 2c). Insert it into the slot above the SIDE DOOR and add its ROOF and RIDGE TILES when fully set. The two parts forming the PASSAGE DOOR can be joined if the two models are to be set together. Finally add the side door STEP.

