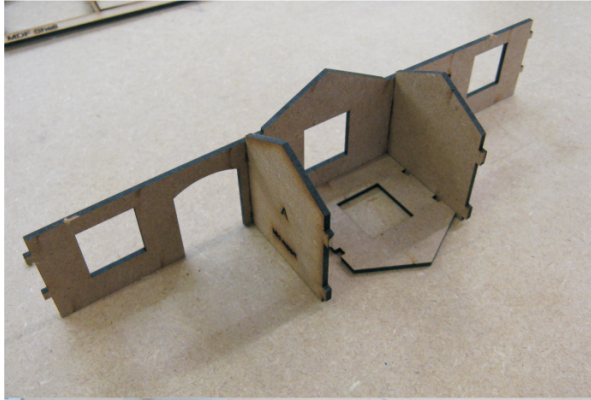


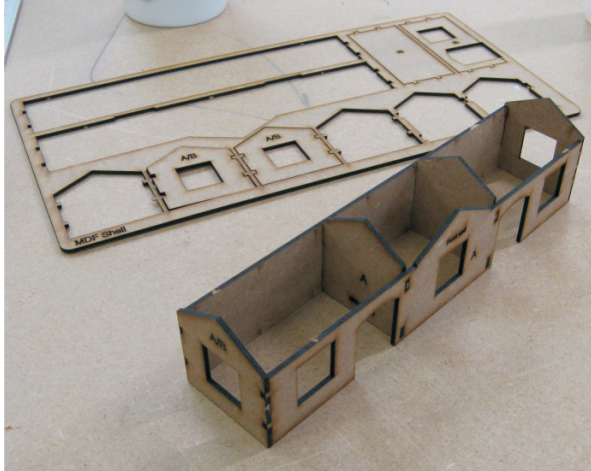
German Station Building Kit

Instructions OO Scale

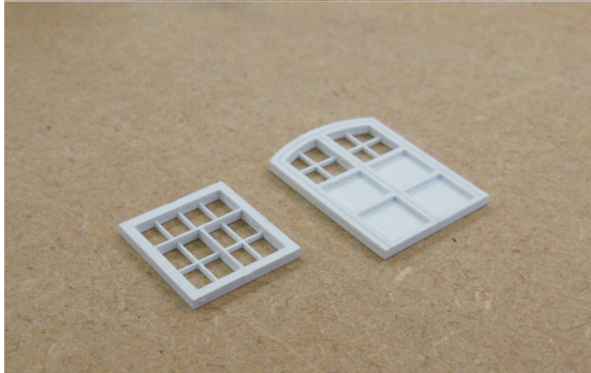


Remove parts from the MDF fret and trim the tabs off with a scalpel. Glue the long sides (A front wall) and the 'mid support A' together using either white PVA wood glue or superglue.

To make sure it is square, you can use the bottom corners of the end walls while gluing.

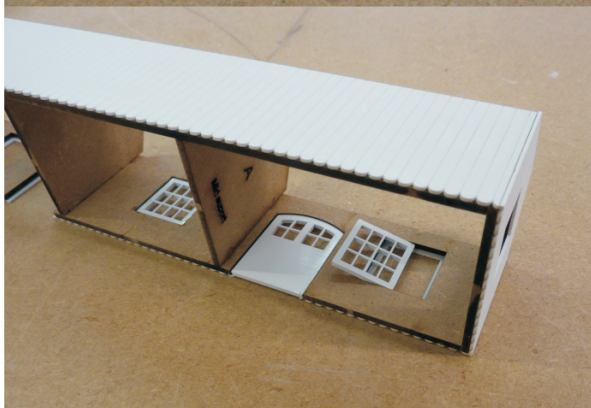


Glue on the end walls. (A/B) Do the same for the shed (B) but without mid supports



Lightly sand both sides of the four plastic frets (preferably 240 grit) Assemble the doors and windowframes 'front' over 'back' using a solvent such as EMA PlaticWeld or Deluxe Plastic Magic.


Remove parts A1 and A2 from the fret and glue them to the MDF shell using superglue. Start with the long sides, sand the ends so MDF shell and walls are flush, then glue the ends on (2x 'E1 end').



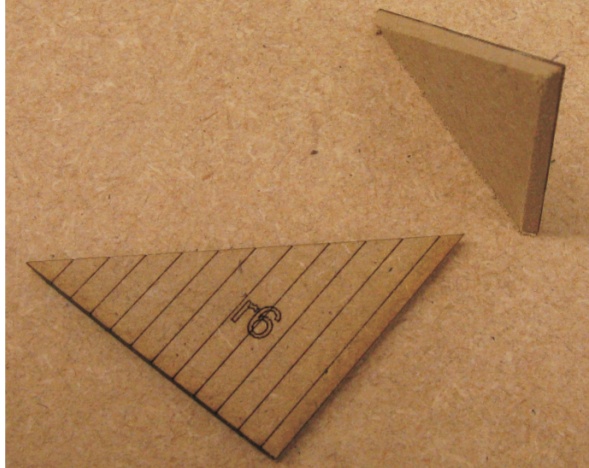
Glue the windows and doors in place from the back of the walls, make sure they align when seen from the front.

Repeat for the waiting room Hut.



Remove r2 & r1 from MDF fret and trim. Glue r2 on top of the structure as shown. Sand with a sanding block to follow the pitch of the roof on the other side then add r1 so it just overlaps r2 (see ) then sand it using a sanding block so it is flush with r2

On building B start with r4.



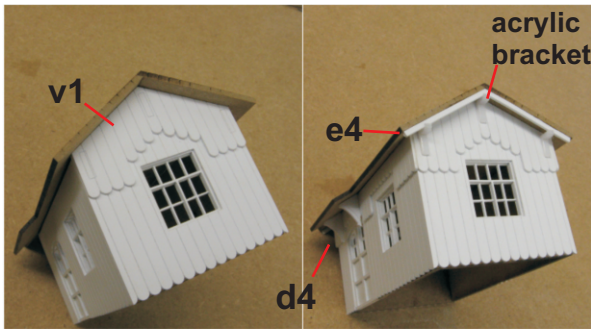
On parts r5 & r6 sand the shortest side at approx 63 degrees to fit together.



Glue r5 & r6 together at the shortest sides. Place this small roof on a sanding block and sand a bit off. It is useful to place it on the model to see how it fits.



Make sure the top of the roofs meet, rather than the etch lines



To glue on the valancing start with the end V1's so they are flush with sides, then add the long sides V2-V5.

If there are any gaps left at the corners now is a good time to fill them and sand smooth.

Add the brackets d4 under the overhanging roof sections to the side of each door. Glue the supports e4 and one d1 (d1 is for the middle of building A) under the roof at about 3mm in from the edge. Add 3 angular acrylic brackets underneath each support.

Add cills under the windows.

Assemble the three chimneys starting with d6. Glue 2-3 small acrylic squares to the smooth side for support. Glue on d7 then d8, and finally d9. Add the chimney top d10.

We recommend waiting to put the chimneys on the model until the roof has had its tiles laid on.

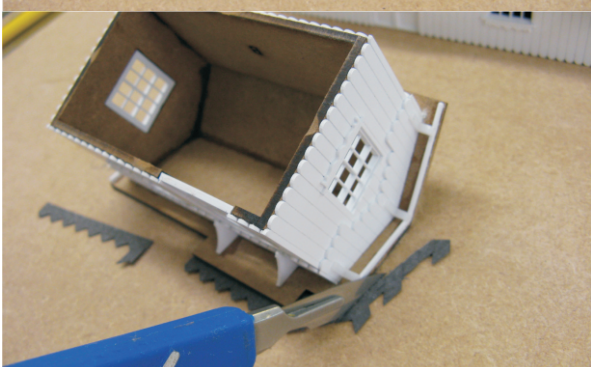
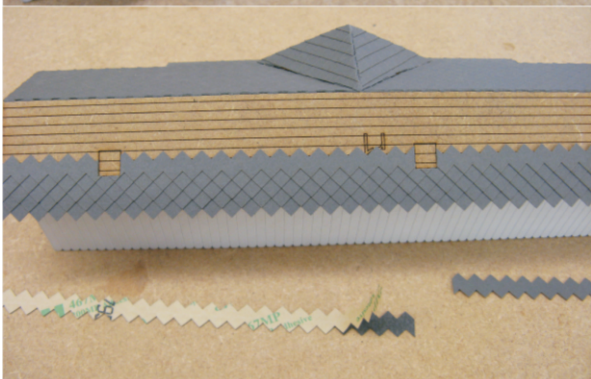
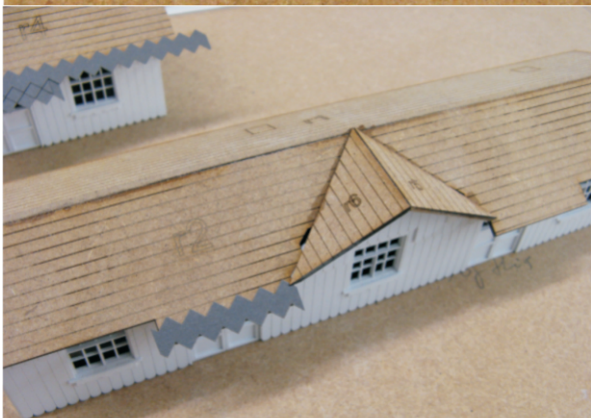
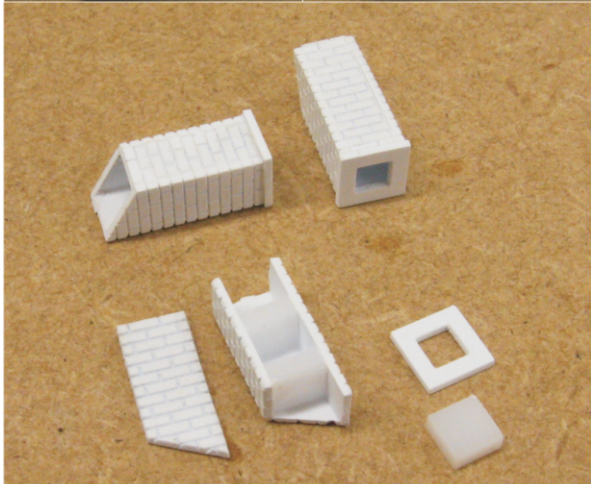
The model can be painted now or after tiling the roof.

The roof tiles are self adhesive. Start at the bottom of the roof panels (align top of tiles to line 3 on overhanging roof), following the planking lines, working your way up.

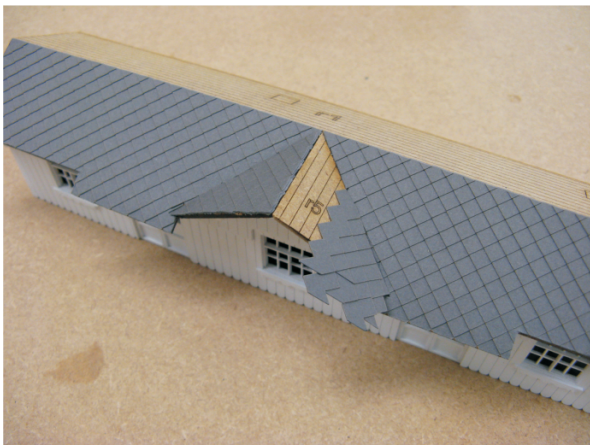
You will have to join strips of tile, make sure to join them at a top point in the angle, like this:



Cut around the etched square where the chimneys will go.



Trim the sides with a scalpel, and make sure it is a sharp blade.



Once at the top you can stick the ridge tiles on. These first need bending to match the roof pitch - this is best done over a straight edge such as a metal ruler.

Glue the chimneys in place.



Add the e4's to the ends of the roof and d2 to the middle roof.

Place the glazing on the back of the window or door frames and glue with small amount of white PVA.

Put the buildings on their Base.

