

GENERAL INSTRUCTIONS

Clean and Fit Castings - Castings have parting lines, flash and stems that should be removed. Scrape off with a hobby knife, file or sand. If Castings do not align properly, fit them by removing metal with a hobby knife or file. Castings are somewhat brittle and should be handled carefully. If Castings are bent or warped, straighten by placing on a flat surface and pushing down high areas. Prior to gluing and painting, wash Castings in warm, soapy water, rinse and let dry.

Glue Castings - Glue Castings with cyanoacrylate adhesive (CA glue /super glue) or a fast-setting epoxy.

Prime and Paint Castings - Prime all Castings and let dry. If primer beads on Casting, touch paintbrush to a bar of wet soap and then dip in paint. This will help break surface tension of paint, allowing it to adhere to the casting. We recommend painting Castings with the Mini-Scene® Paint Set (M125). It includes detailed instructions on painting and weathering. High quality, flat hobby paints will also work. Plan ahead. It is often easier to paint Castings prior to assembly. Scrape paint from glue points.

INSTRUCTIONS

ROCKY'S TAVERN - D238

Read General Instructions and instructions on Dry Transfer Decals and Window Material Application before beginning.

1. Clean and fit castings. **NOTE:** Walls should be level along bottom and square at corners.
2. Prime and paint, as desired. Let dry completely.
3. Assemble and glue Parts 1 and 2 together. Assemble and glue Parts 3 and 4 together. (**Fig. 1**)
4. Assemble subassemblies (Parts 1 and 2) and (Parts 3 and 4), and Part 5 (edge of Part 5 should overlap Parts 1 and 4), then glue together.
5. Measure and cut Cardstock (Roof) to rest on pins (on Parts 2 and 4) and slope downward to rest on top edge of Part 3. Glue in place.
6. Cut three pieces of Wire, each 3/8" long. Bend to shape and glue to Parts 8 (**Fig. 3**).
7. Glue two of the Lamp Assemblies to Part 7. Drill holes for wire, if desired.
8. Glue Parts 6 and 7 to building.
9. Position and glue remaining Lamp Assembly and Parts 9-13 in place.
10. For tarpaper roof, cut 11 strips of paper 5/16" wide x 1-3/4" long. Glue strips to Roof, starting at bottom edge and overlapping each strip approximately 1/16" (**Fig. 2**).

Fig. 1

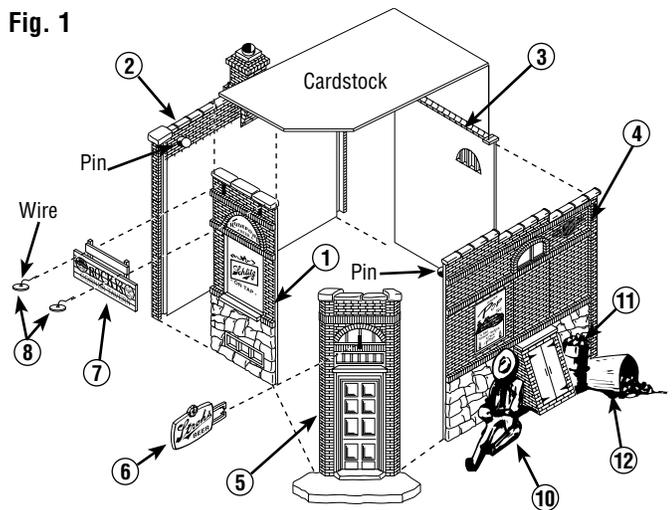
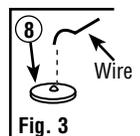
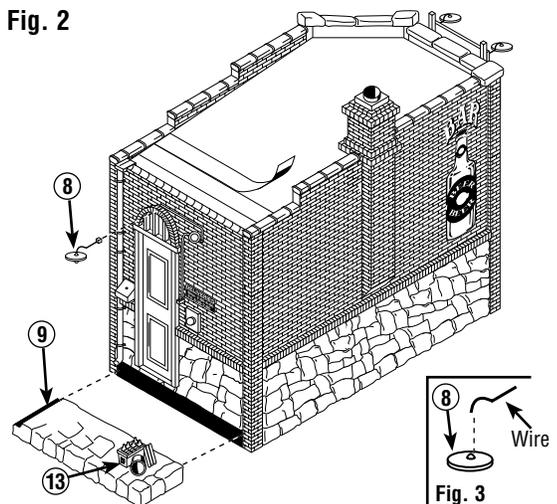


Fig. 2



Window and Decal Application Instructions



INSTRUCTIONS

Read through all instructions before beginning. Sections of these instructions are not applicable to all kits.

WINDOW MATERIAL

Cut Window Material to fit over windows on inside of building. Window installation is easier when material is installed over sections of windows at one time. Cut Window Material slightly larger than opening to make installation easier. **NOTE:** Some window frames are recessed and require window material be cut to exact size.

WINDOW DECALS

Apply Decals before installing Window Material. Place Window Material behind window opening and mark outline by scoring lightly. Clean Window Material with alcohol. Position Decal in desired location and transfer as instructed (see Decal Application).

DECAL APPLICATION

Keep Decal Sheet clean and free of dust. Apply to clean, dry and dust free surfaces. Cut out desired decal. To transfer, hold carrier sheet securely and rub with Burnisher (DT600) or a dull pencil. Work from one side of the Decal to the other. The image will appear to fade as it transfers. For maximum adhesion, place the backing paper over decal and burnish again. See photo on front of instruction sheet for suggested placement of Decals.

INSTALL WINDOWS

Window Material should be installed after all painting is completed. We recommend gluing windows with white glue or super glue. Apply glue around edges of Window Material. Be careful to not get glue on visible areas. If using super glue, apply a tiny amount around edges of window material only, as clouding can occur.

APPLICATION TIPS

Plan ahead. It is sometimes easier to apply Decals prior to assembly. When applying to a textured surface, rub Decal gently with a fingertip or soft eraser to press into the recesses of the texture.