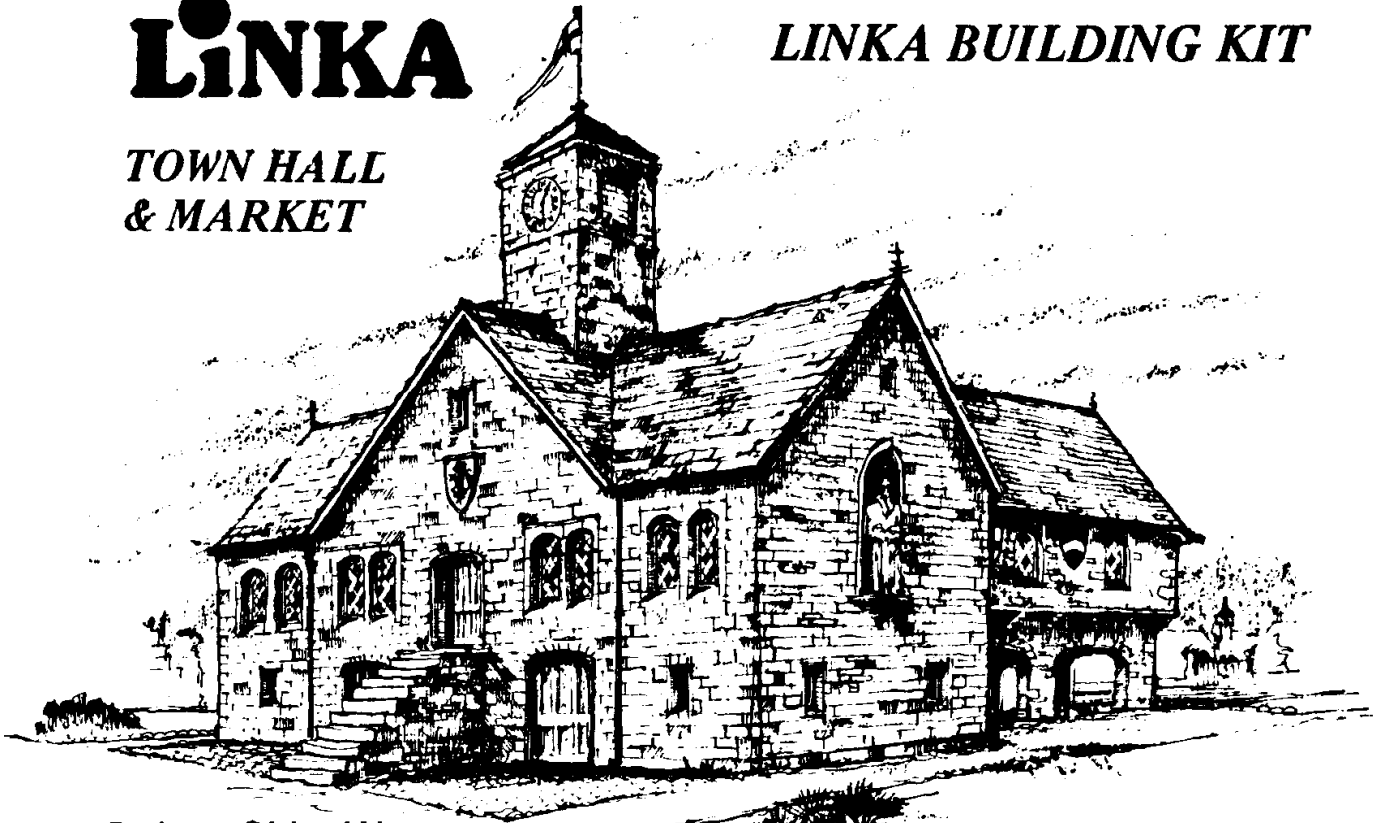


# LINKA

## LINKA BUILDING KIT

### TOWN HALL & MARKET

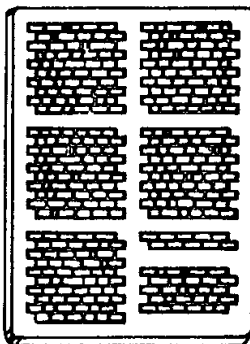


Designer: Richard Young

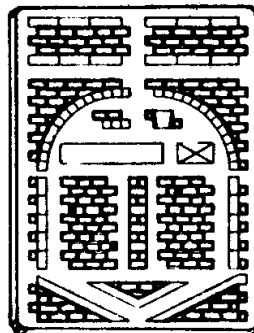
Before building this model, do become familiar with casting, gluing, and cutting parts, as shown in the 'Basic Instructions'.

#### PARTS NEEDED:

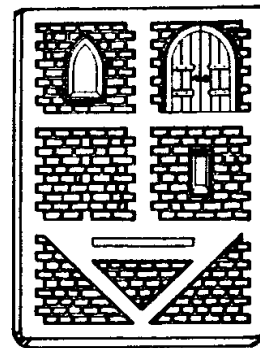
There are five moulds in this kit. Cast each mould as shown below:



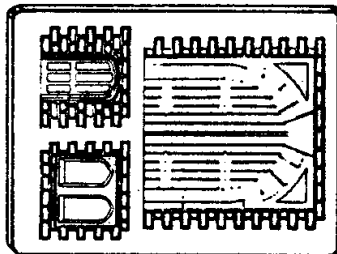
Cast S1 five times



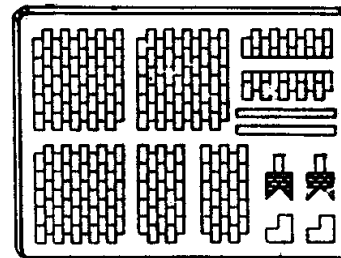
Cast S3 five times



Cast S4 eight times



Cast S6 six times



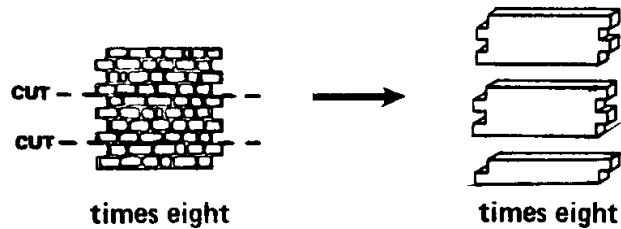
Cast R1 ten times

You will now have enough castings (plus extras) to make this model. The extras can be used to replace broken castings - or to help build your own design variations.

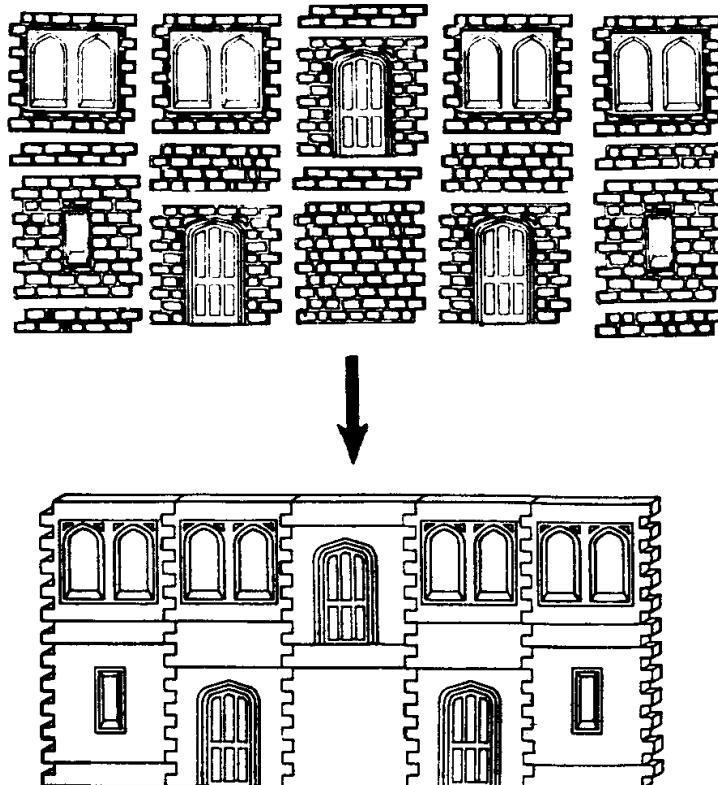
**ABOUT BUILDING THIS MODEL:** The Town Hall is a major kit, and will probably take more than average time and care. If it is your first Linka model, we recommend building a small practice model first (any simple design will do). Alternatively, go straight into the Town Hall - but accept that your first try might need to be rebuilt!

**BUILDING THE MAIN HALL:**

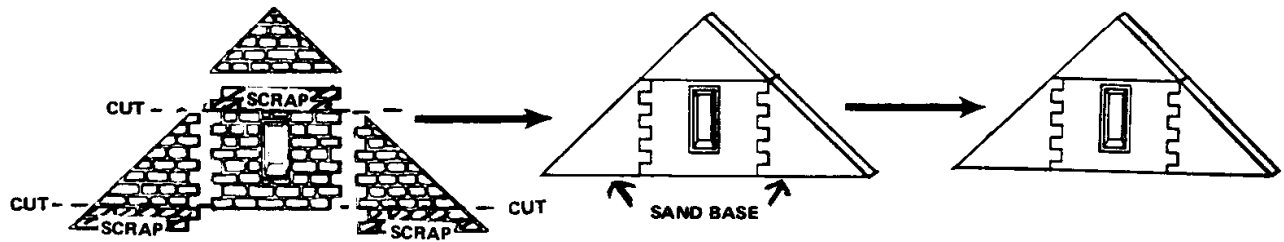
1) Extra four-tier and two-tier castings will be needed to build the main hall. Make these castings by cutting each of EIGHT full panels into four-tier and two-tier parts, as shown below. This will make a total of sixteen four-tier castings and eight two-tier castings.



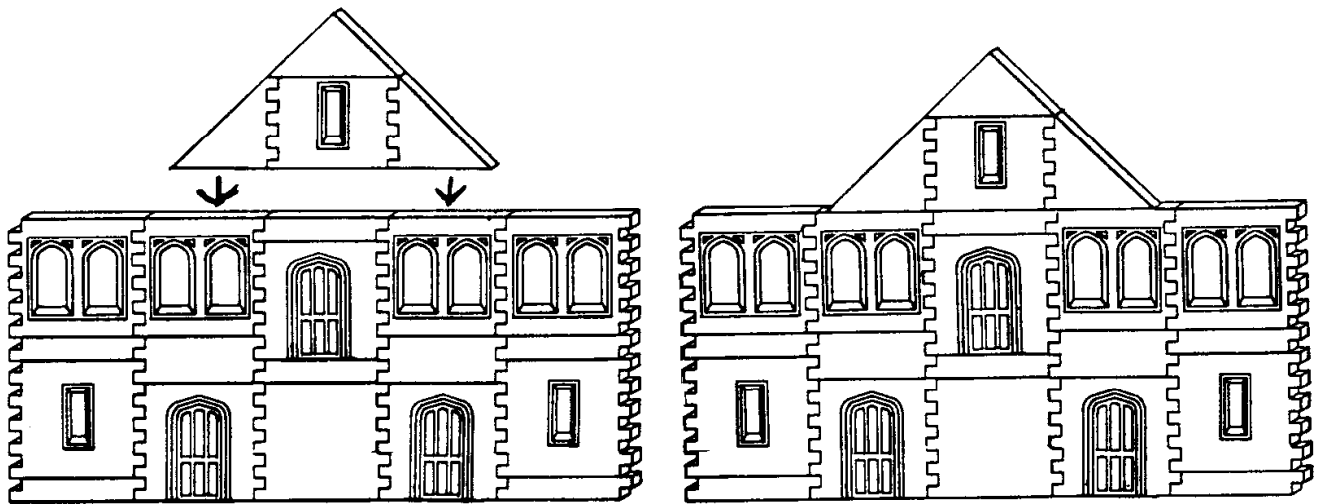
2) Using the castings shown below, carefully glue the front wall together. To do this, it is best to put the castings on a smooth surface (detail side face down) and then slide them together. When the wall is complete (and still face down), press all the castings into good alignment before leaving to set. This final lining up of each wall is important, because poor alignment will show up on the finished model.



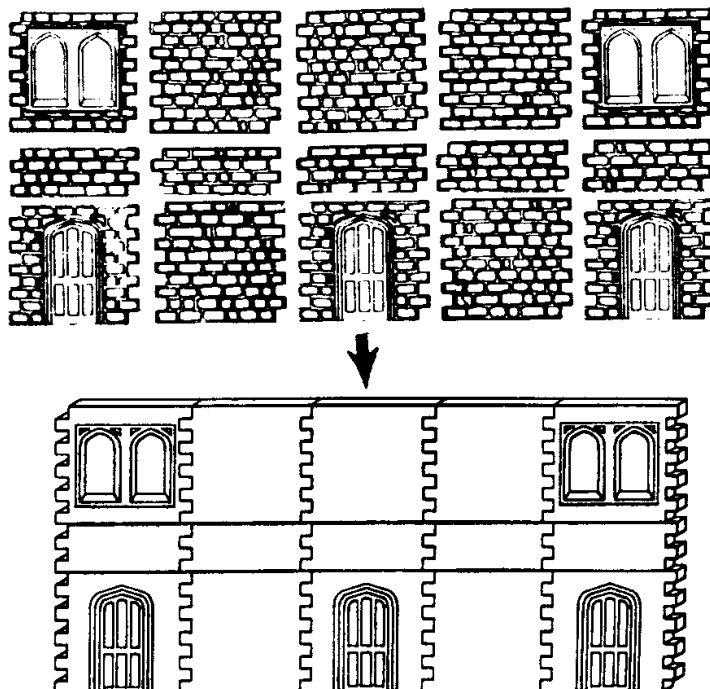
3) Glue the front gable together, cutting as shown below. When set, sand the base down by 1.5mm.



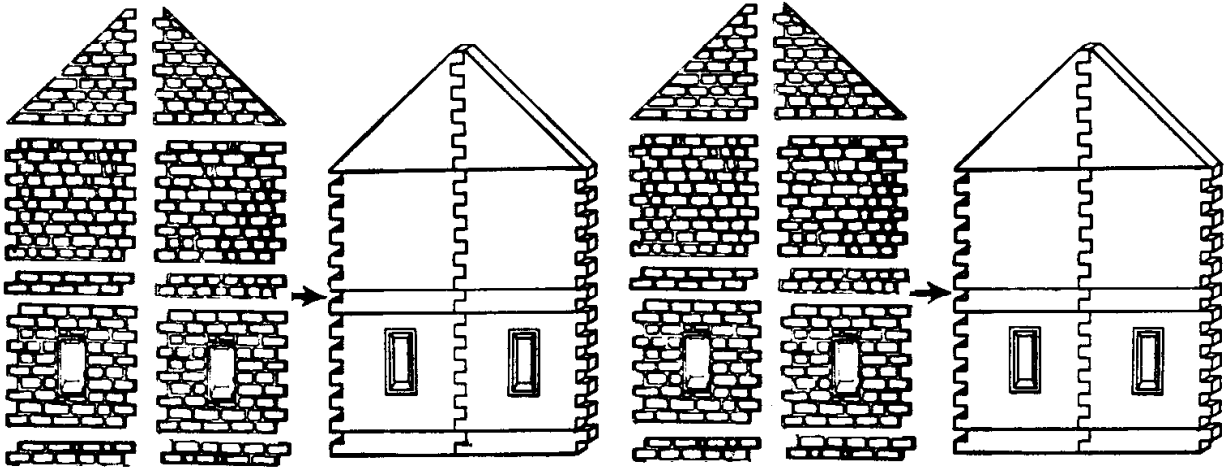
4) Glue the front gable on top of the front wall, as shown below. As the walls will be fragile until incorporated into the full model, put this completed wall carefully aside until the glue hardens completely.



5) Using the castings shown below, carefully glue the back wall together. Again, press all the castings into good alignment before leaving to set.

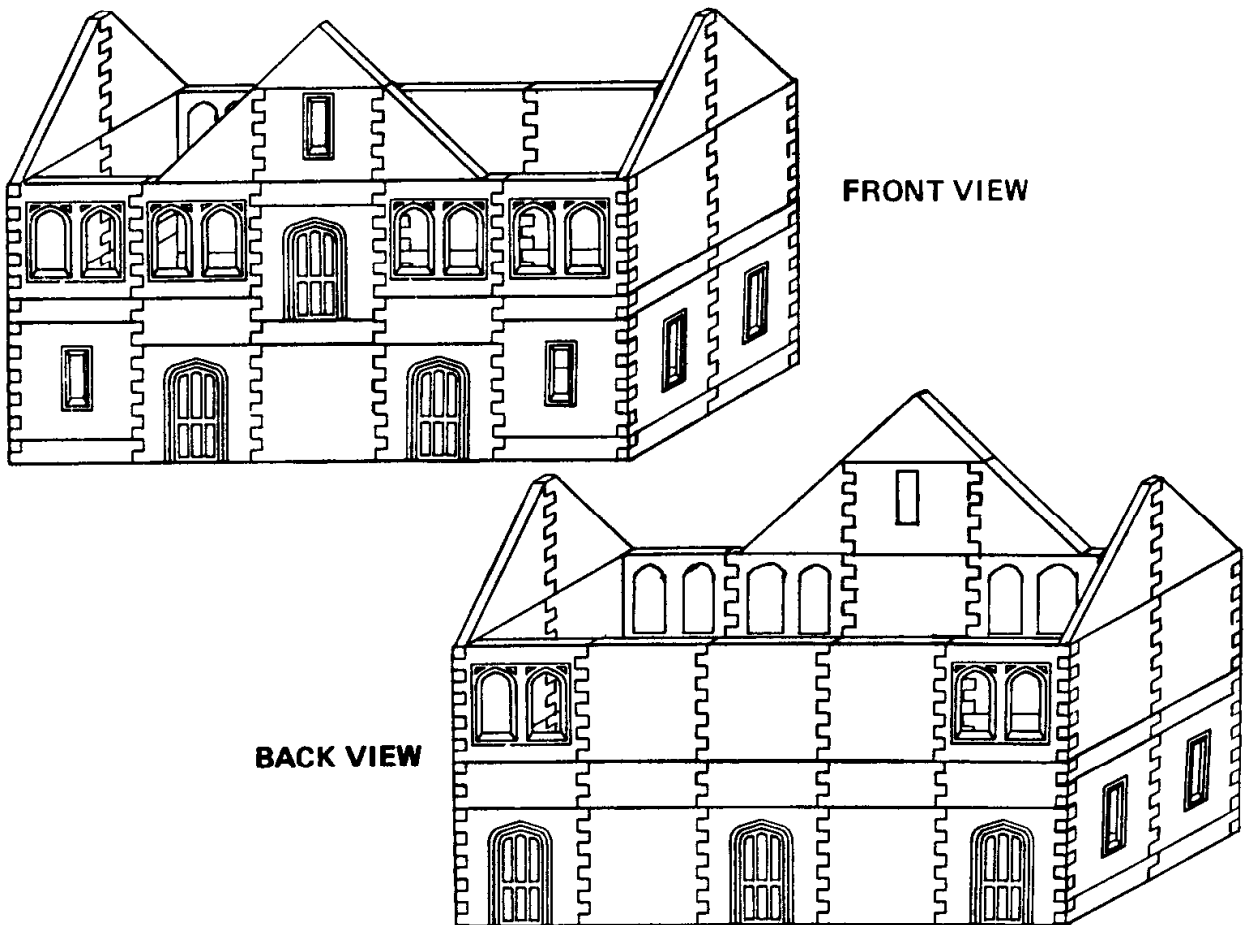


6) Glue the two side walls together, as shown below.



7) When set, glue the side walls onto the front wall, carefully easing the teeth from one wall into another. Try to be careful; but don't worry if some teeth break off during this tricky operation, as broken teeth can be glued back into place. (Any fracture line will become invisible after the model has been painted.)

8) Glue the back wall into place. Check that your model is square, and put it aside to set - but be careful, as the model is still fragile.

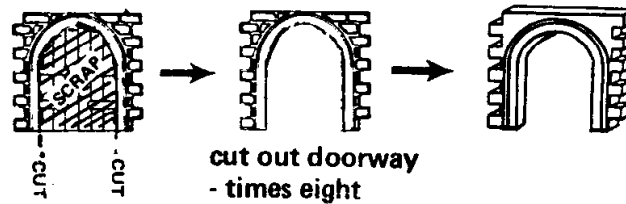


BUILDING THE MARKET ARCADE:

**PREPARATION:** The market arcade consists of eight of the gate castings from mould S4, with the central doors removed to create open archways.

Prepare each gate casting as follows:

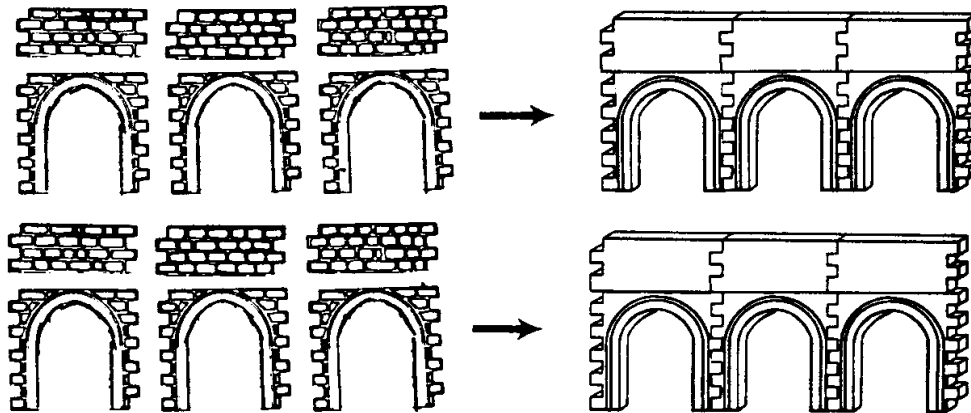
With a craft knife, gently and carefully score around the central door, as shown below by the dotted 'cut' lines.



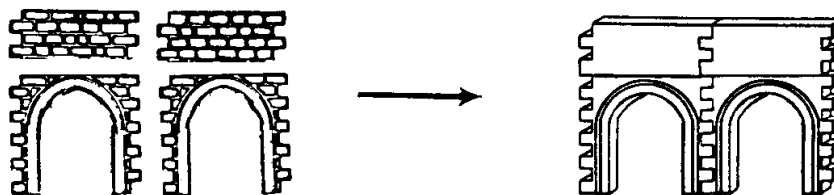
Keep on gently scoring around the door until it drops out. You may break the arch while you are doing this, but don't worry! Just glue the arch back together and put aside to set. (The arch will be reinforced when it is incorporated into the rest of the model; and any fracture lines will disappear once the model has been painted.)

Sand the edges smooth inside each archway, from which the door was removed.

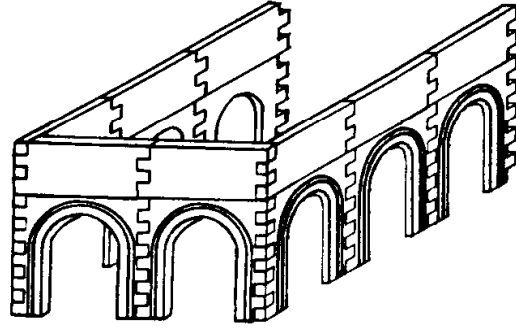
1) Glue the two side walls together.



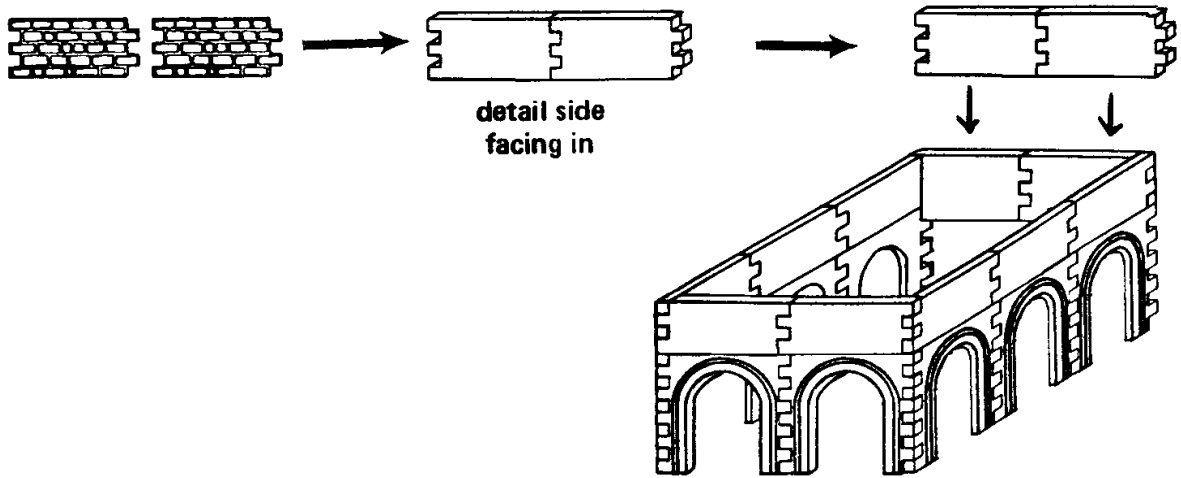
2) Glue the end wall together.



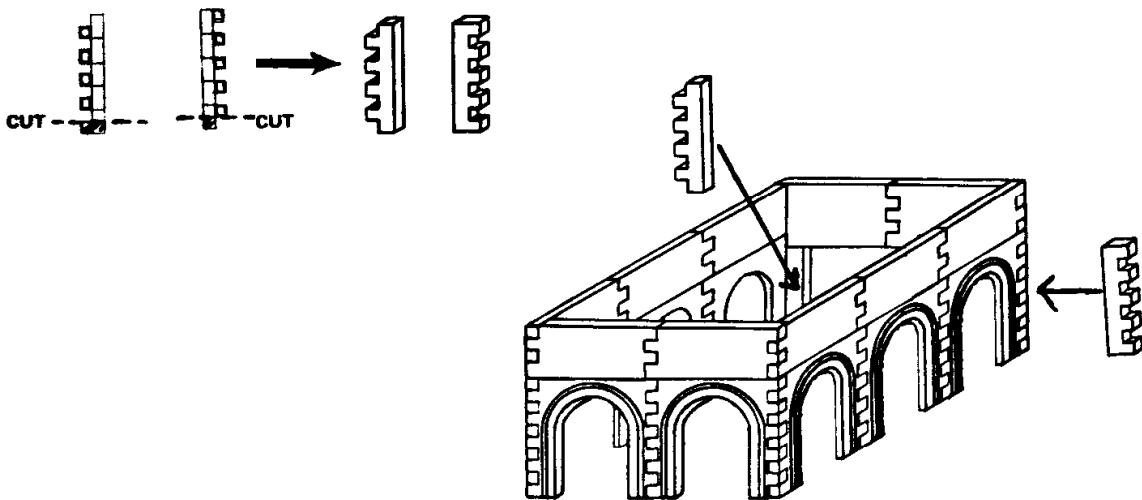
3) Glue the three walls together.



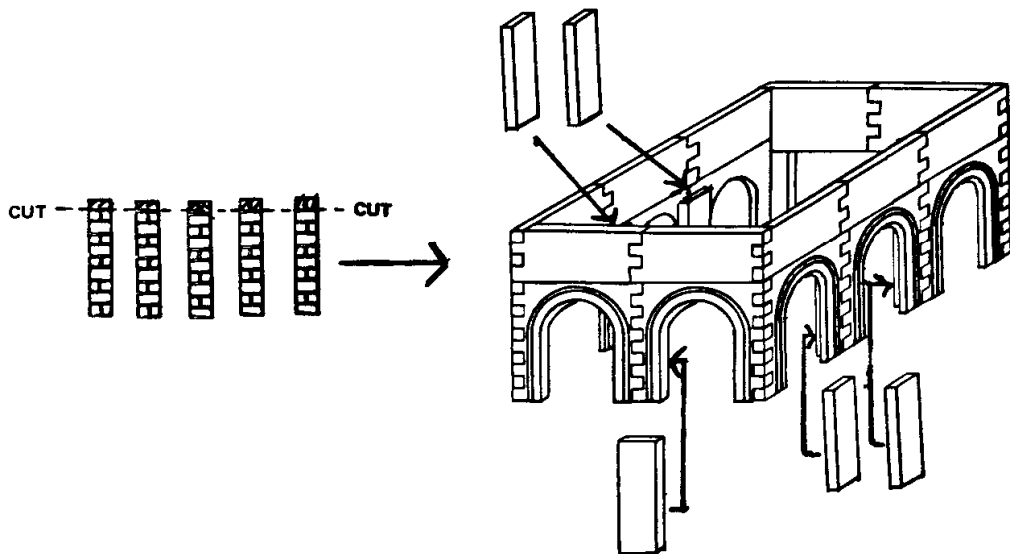
4) Glue together the two panels that form the top of the fourth wall; then glue them in place on the other three walls, with the detail facing inwards (this forms the inside wall of the arcade).



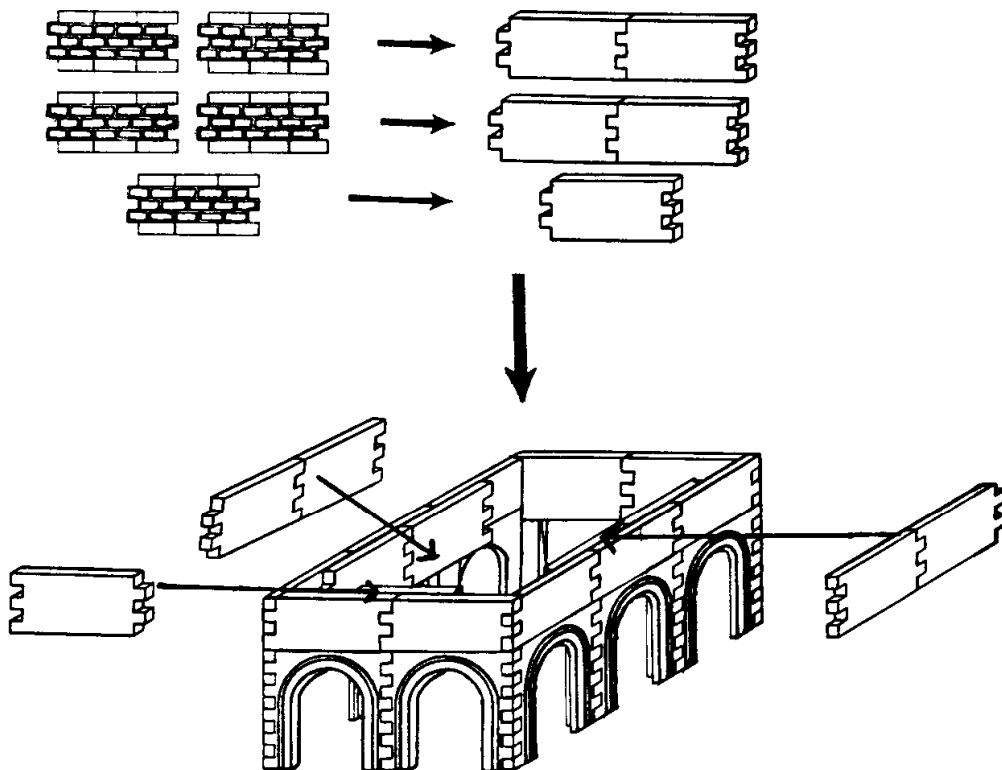
5) Glue the two thin strips (from mould S3) in place to complete the arcade, as shown below.



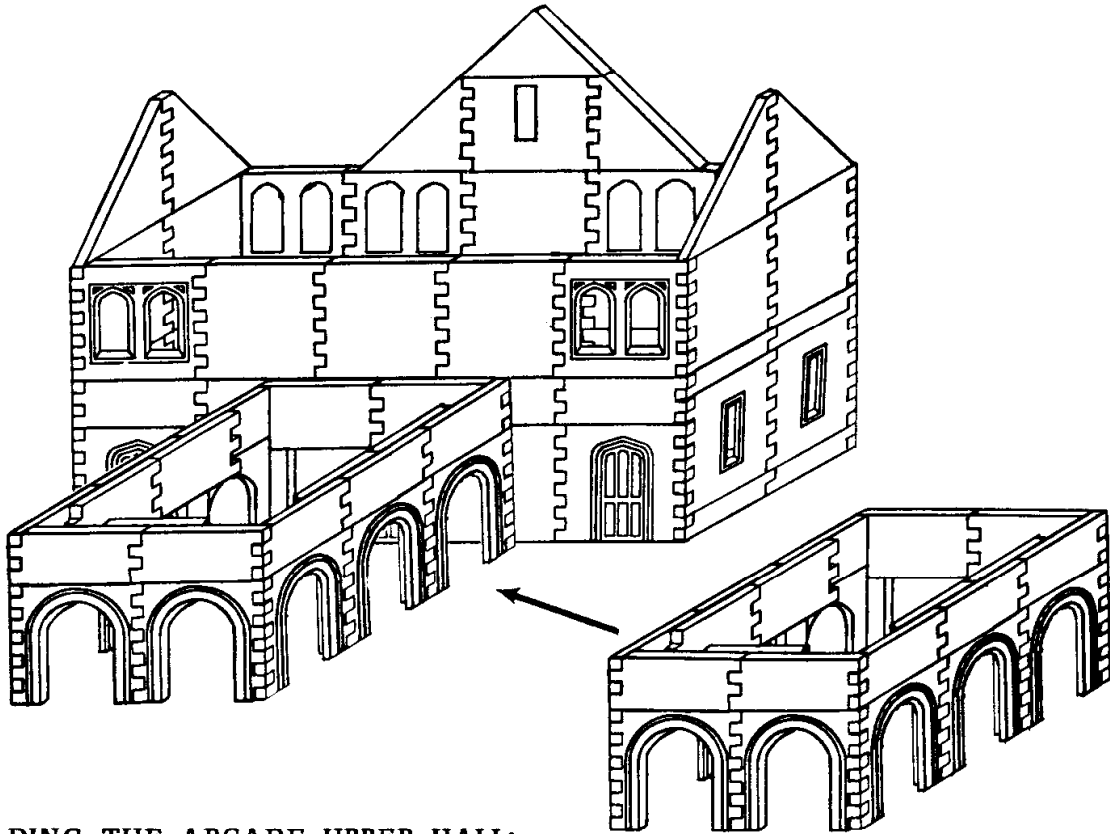
6) Reinforce the arcade by gluing stone columns (from mould S3), cut as shown below, behind each arcade column.



7) Reinforce the upper walls by gluing scrap castings behind them.

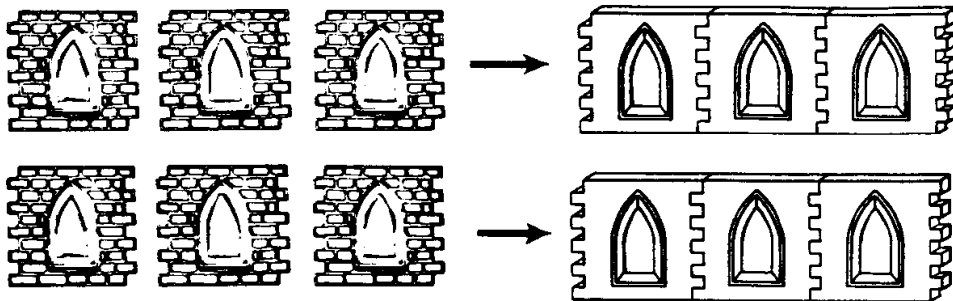


8) Glue the completed assembly in place against the main hall.

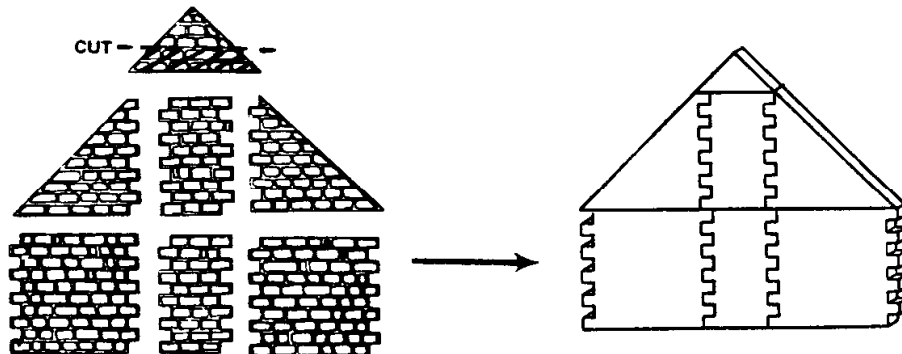


BUILDING THE ARCADE UPPER HALL:

1) Glue the two side walls together.

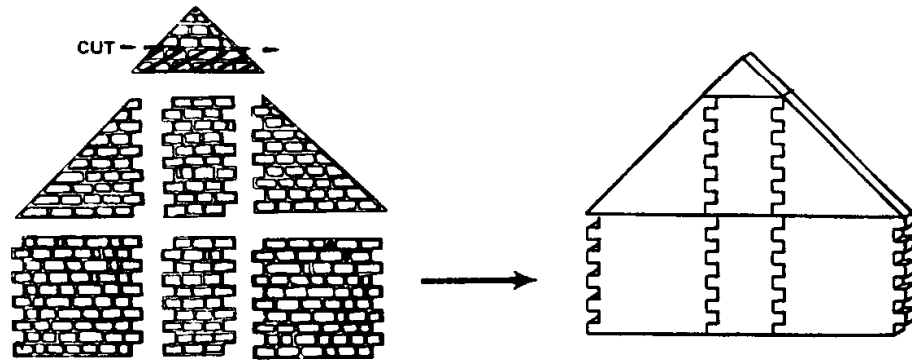


2) Leaving aside the apex, glue the gable wall together. Then cut the apex as shown, and sand its base until it fits the gable snugly; then glue the apex in place.

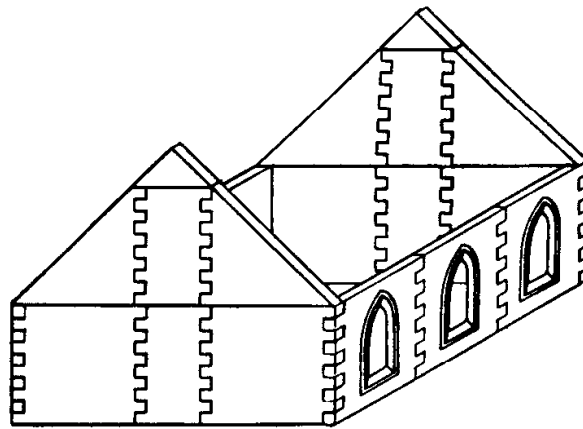




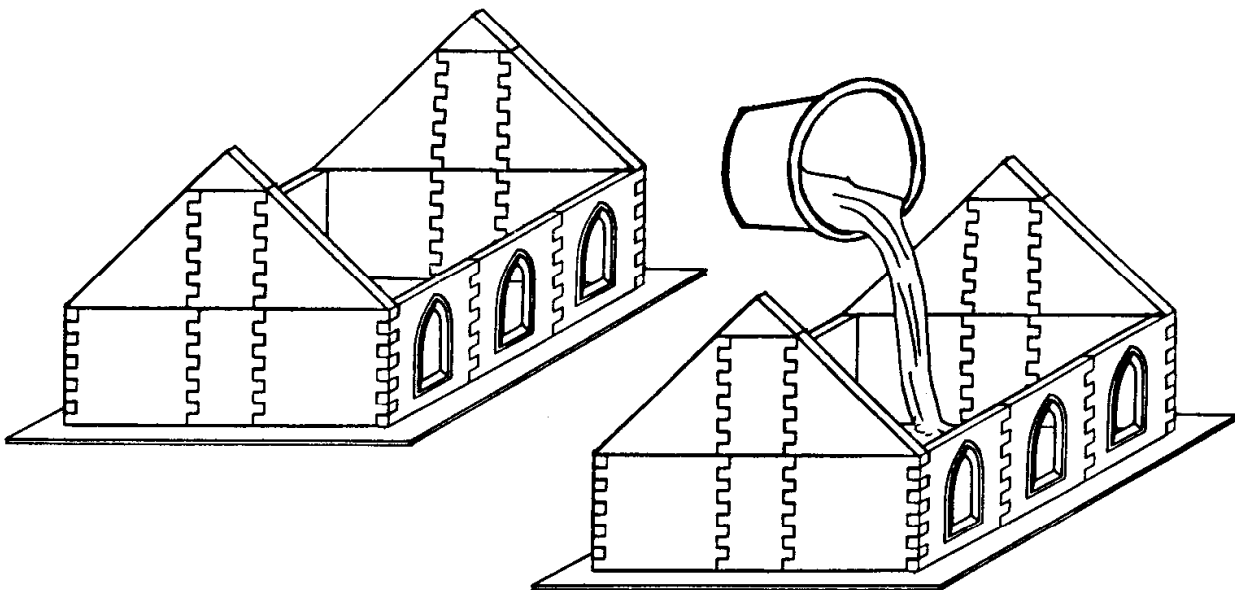
3) Repeat step 2 for the other gable wall.



4) Carefully glue the four walls together; then check that the completed hall is square before leaving to set.

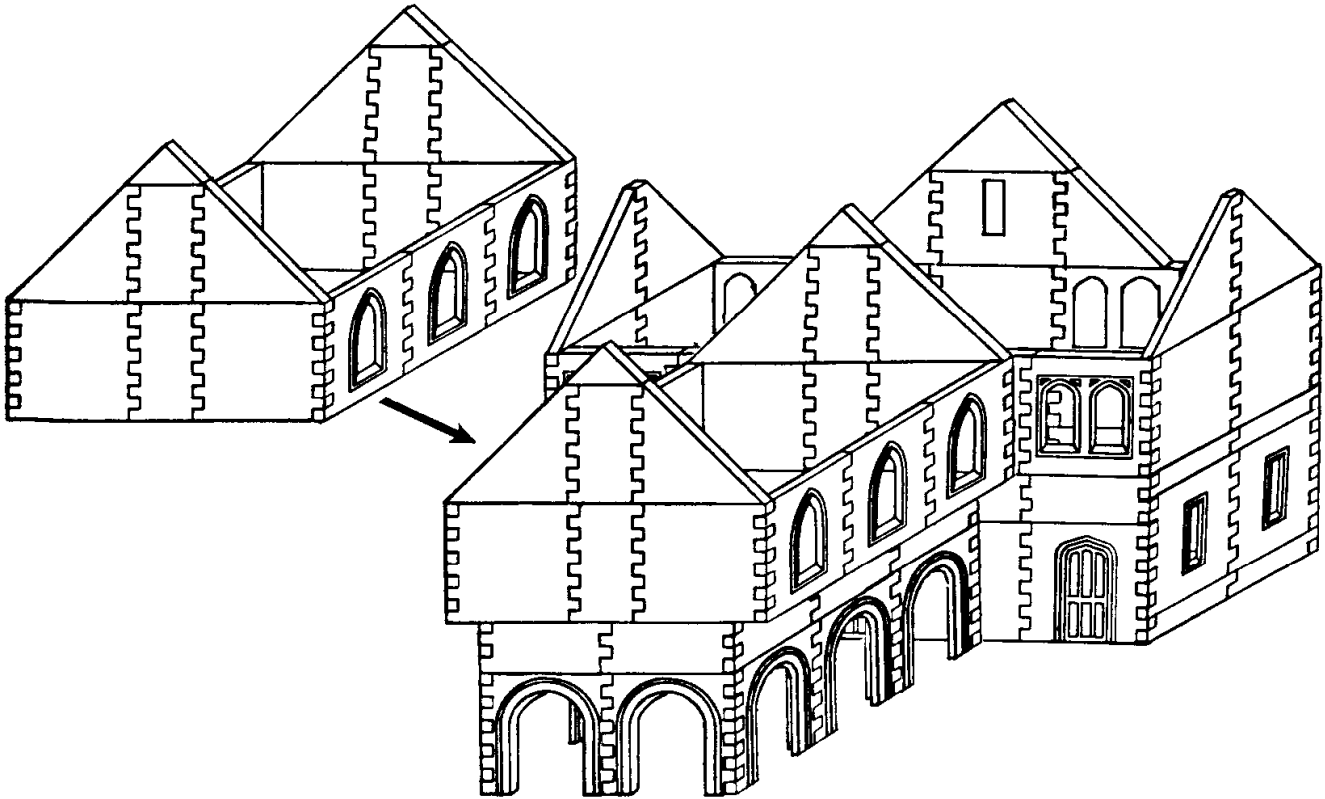


5) Glue the hall onto the supplied sheet of clear plastic. Pour in moulding compound to a depth of about 3mm, to form a floor.

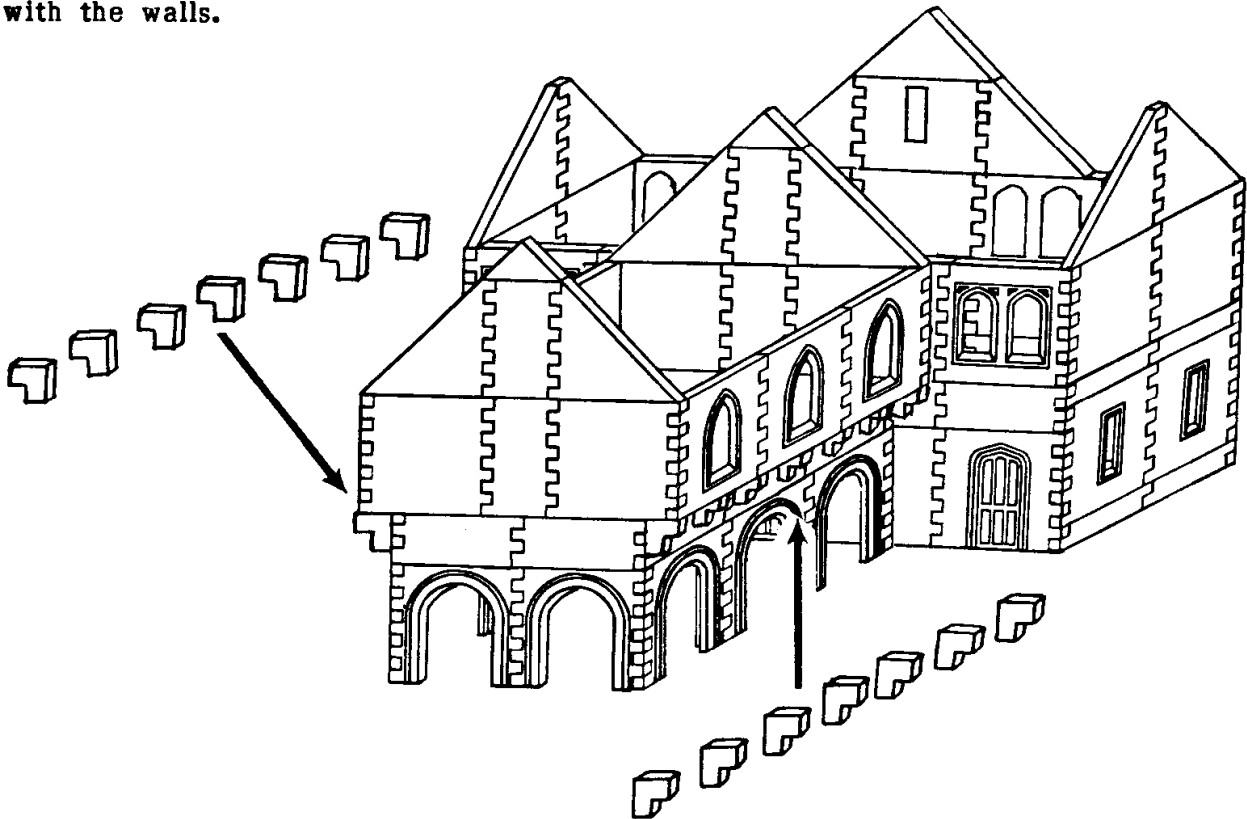


6) Allow this floor to dry overnight; then peel off (and discard) the clear plastic sheet.

7) Glue the completed upper hall in place onto the main model.



8) Glue "L" shaped castings (from mould R1) along each side above the arches, seven to each side, to act as corbels. When set, lightly sand each corbel flush with the walls.

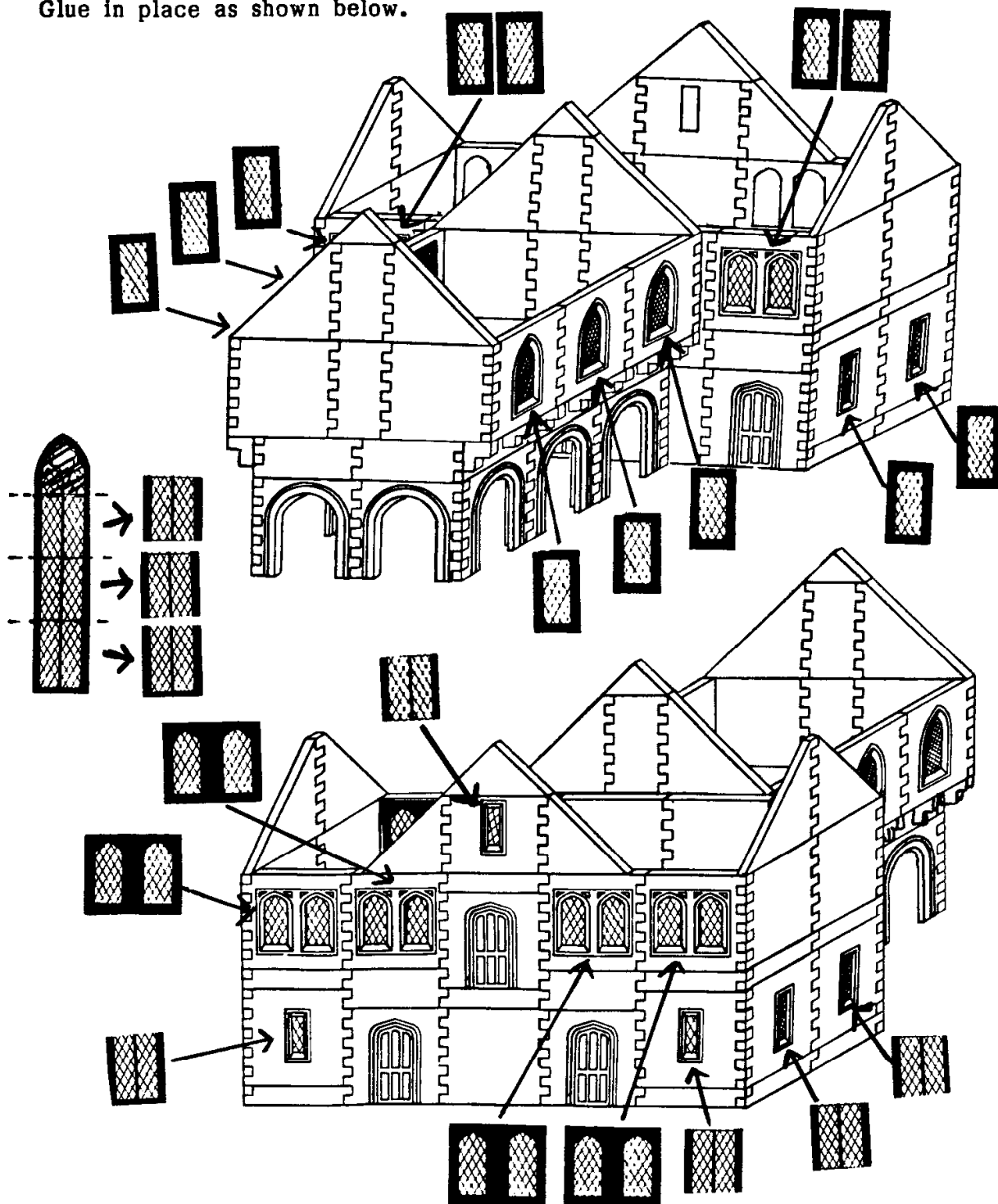


**ADDING THE WINDOWS:**

Access is impossible once the roof is in place; therefore, add the windows now.

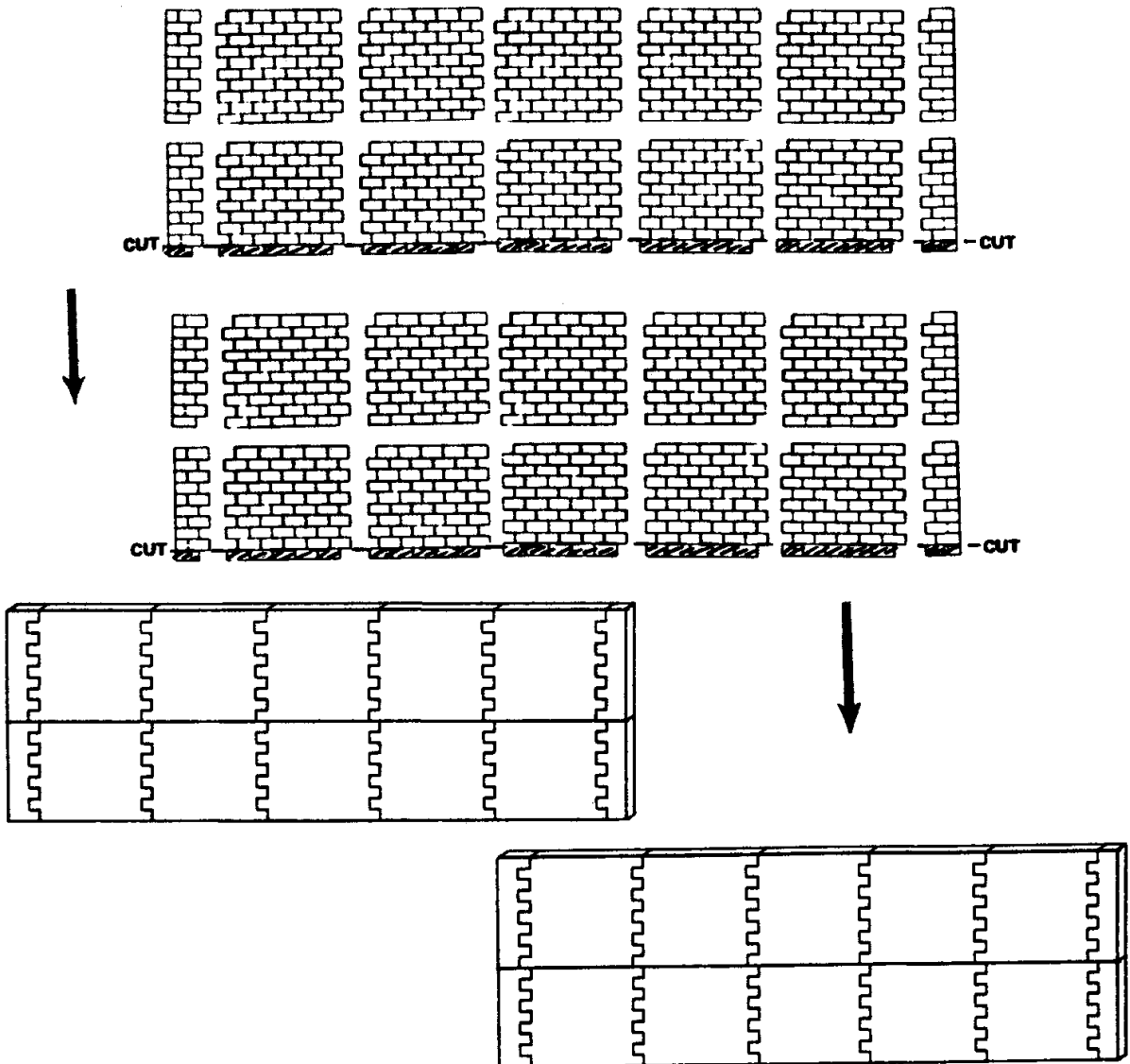
As paint may splash on to the windows when you paint the model, we feel it is a good idea to paint the window surrounds with a stone-colour paint before fitting the windows (see 'Painting instructions' on page 18).

When the paint is dry, cut out the windows from the supplied window sheet. Glue in place as shown below.

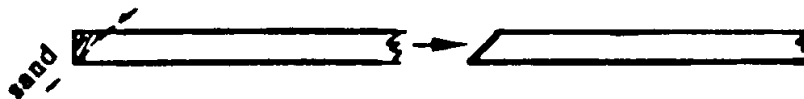


ADDING THE MAIN ROOF:

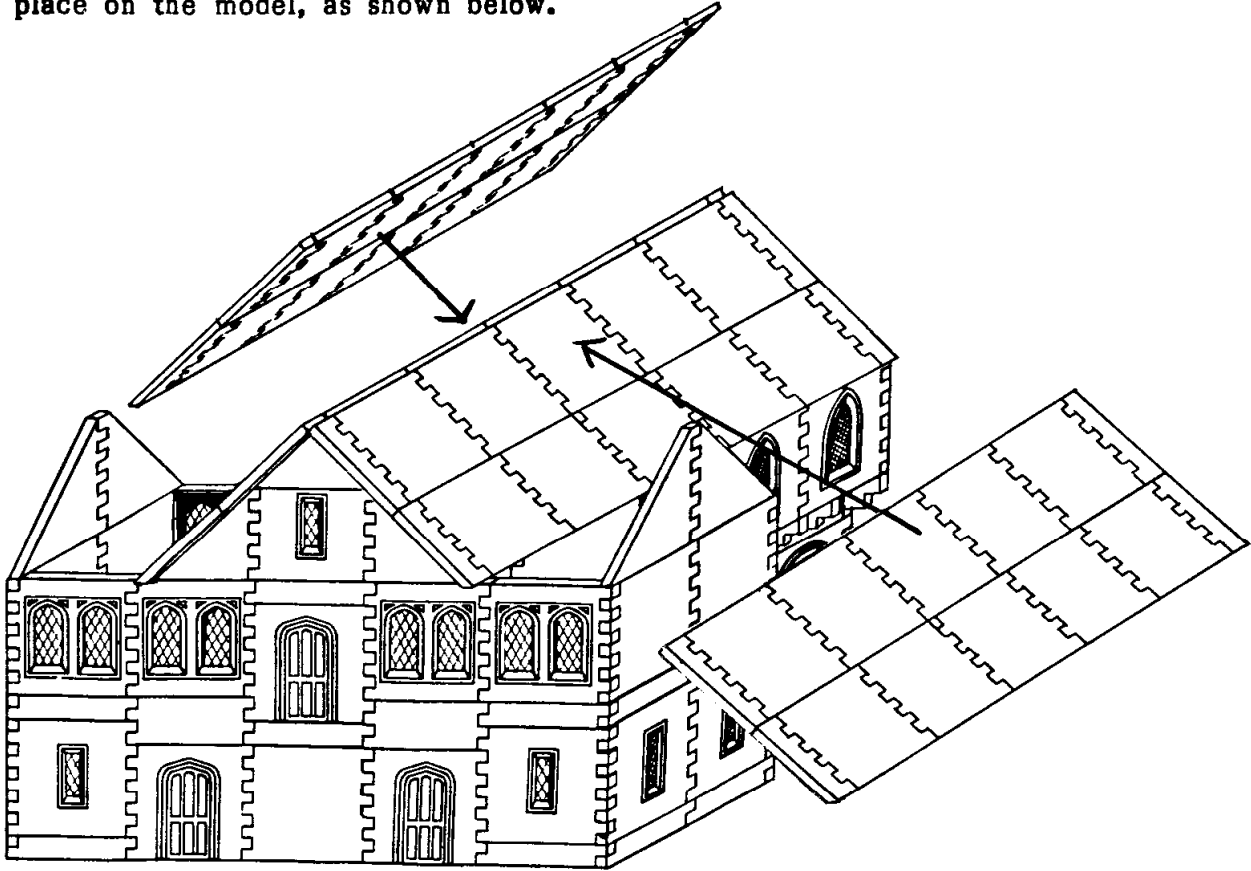
1) Glue the left and right-hand main roofs together, cutting off one row of tiles, as shown below. Check for good alignment before leaving to set.



2) The bottom edge of each roof part needs to be chamfered to create the correct angle for gluing on the guttering. Place each roof part face down (smooth side up) on a firm surface and sand the bottom edge to an angle, as shown below.

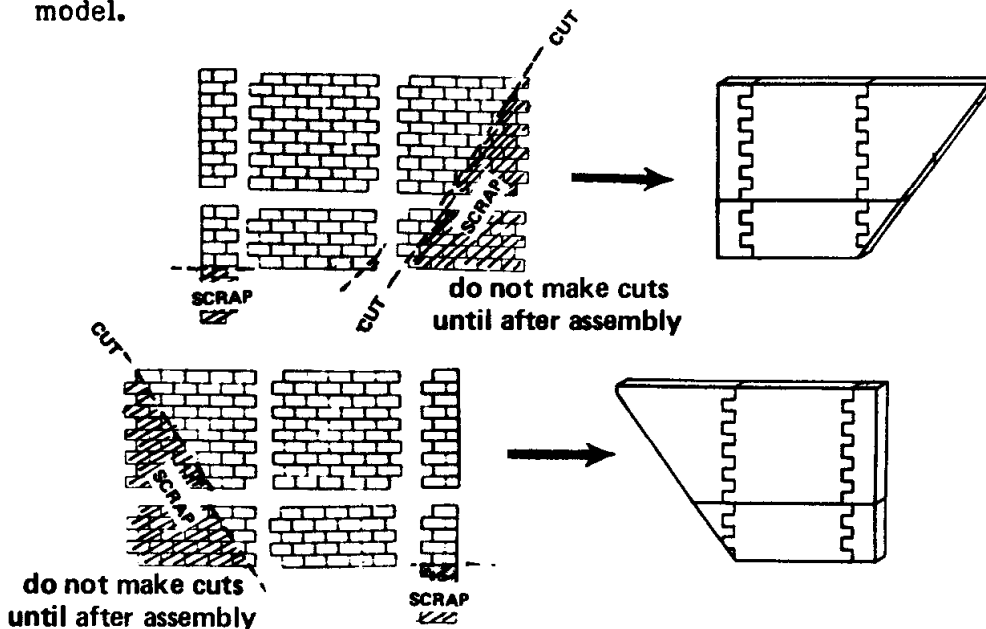


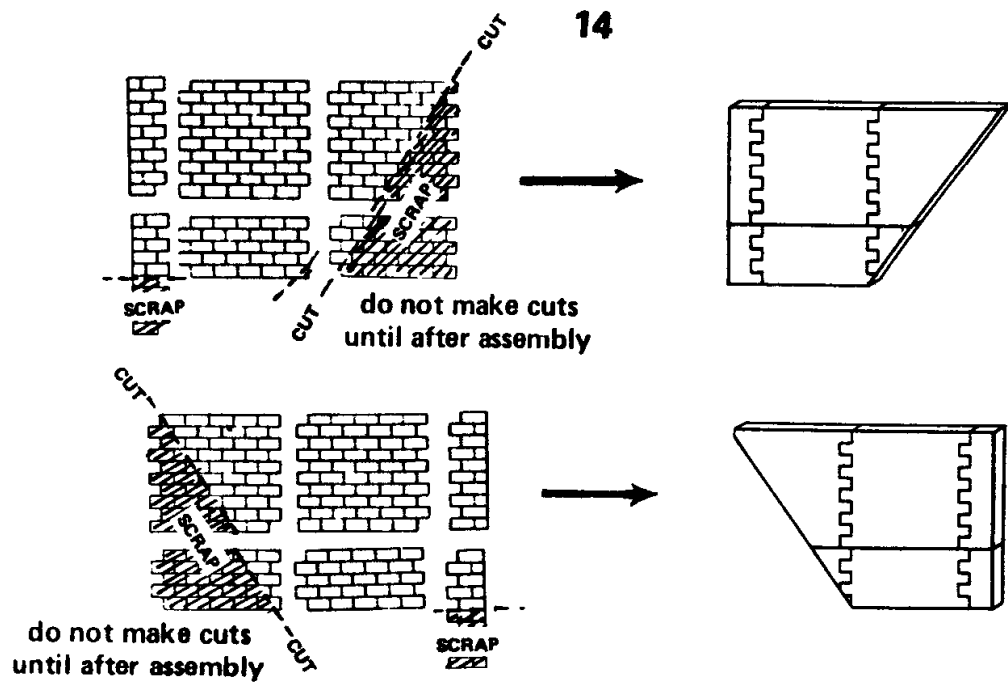
3) The main hall walls, on which the roofs will rest, must be sanded first to ensure a snug fit. After sanding, carefully glue the two completed roof parts in place on the model, as shown below.



**ADDING THE SIDE ROOFS:**

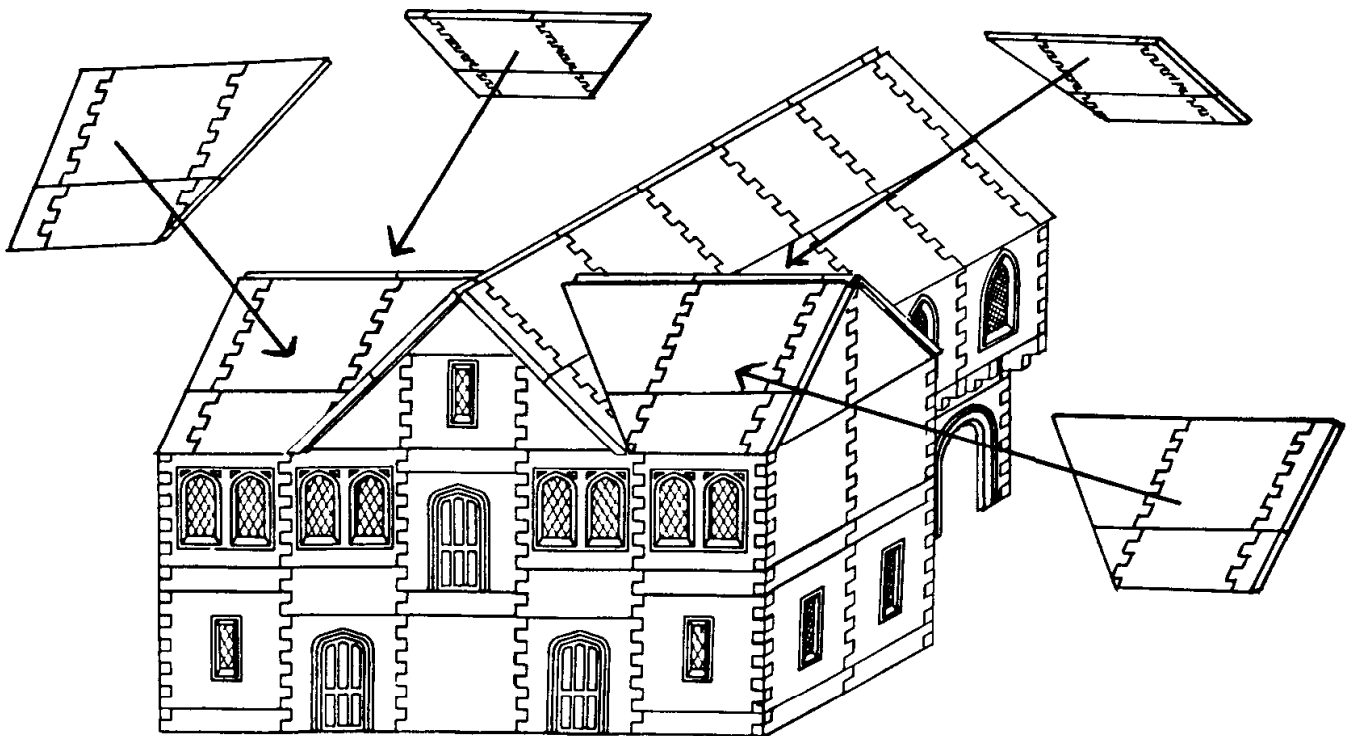
1) Glue the front and back side roofs together, two for each side. These roofs need to be cut to an angle of about 55°, as shown below. It is best to glue together each roof and let it set BEFORE cutting the angle and scrapping the surplus, as this gives a clean cut and allows you to check the fit against the model.



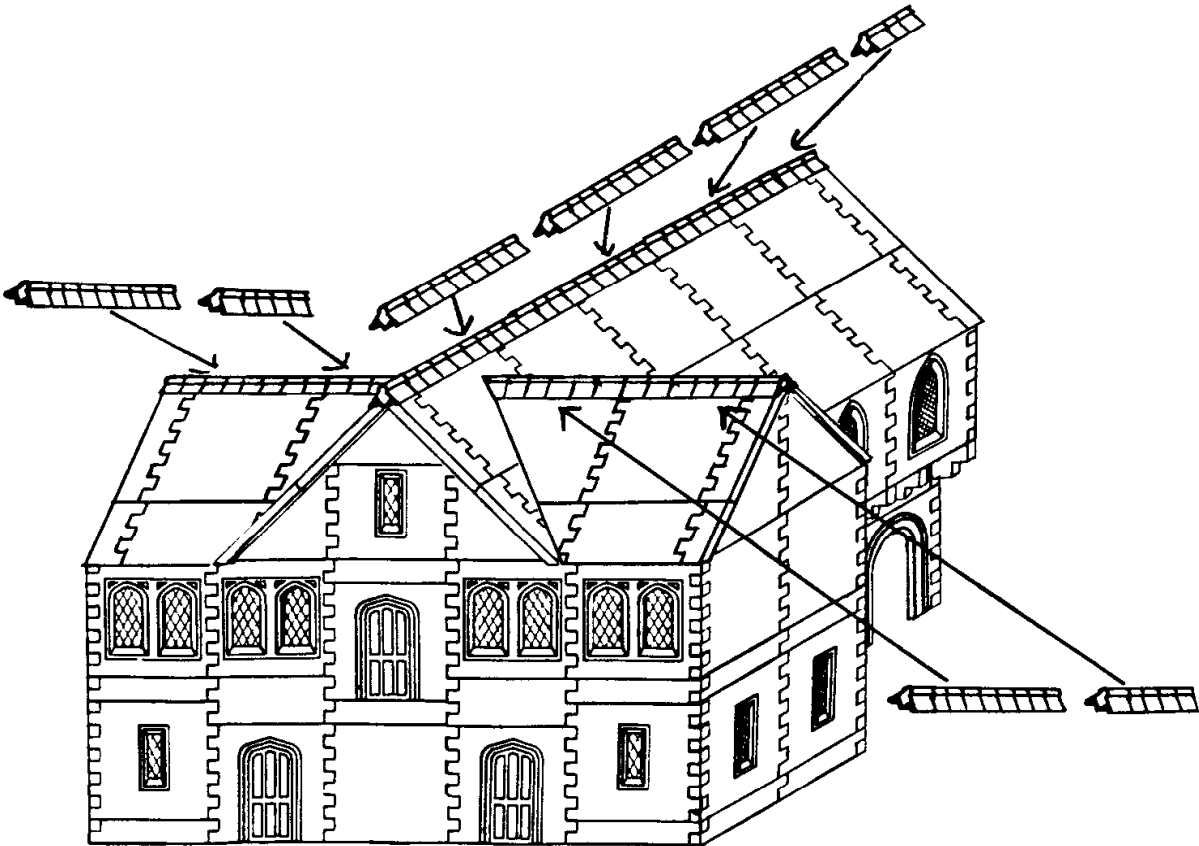


2) Once again, the bottom edge of each roof part needs to be chamfered to create the correct angle for gluing on the guttering.

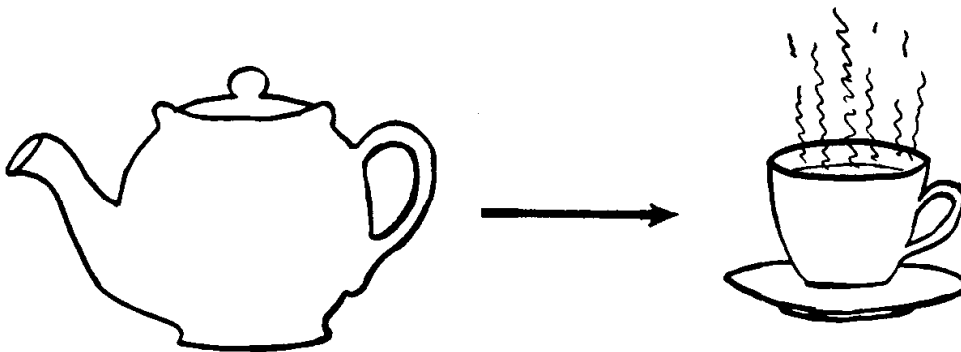
3) Glue the four roof parts in place, as shown below.



4) Glue the supplied metal ridging in place, cutting as needed, as shown below.



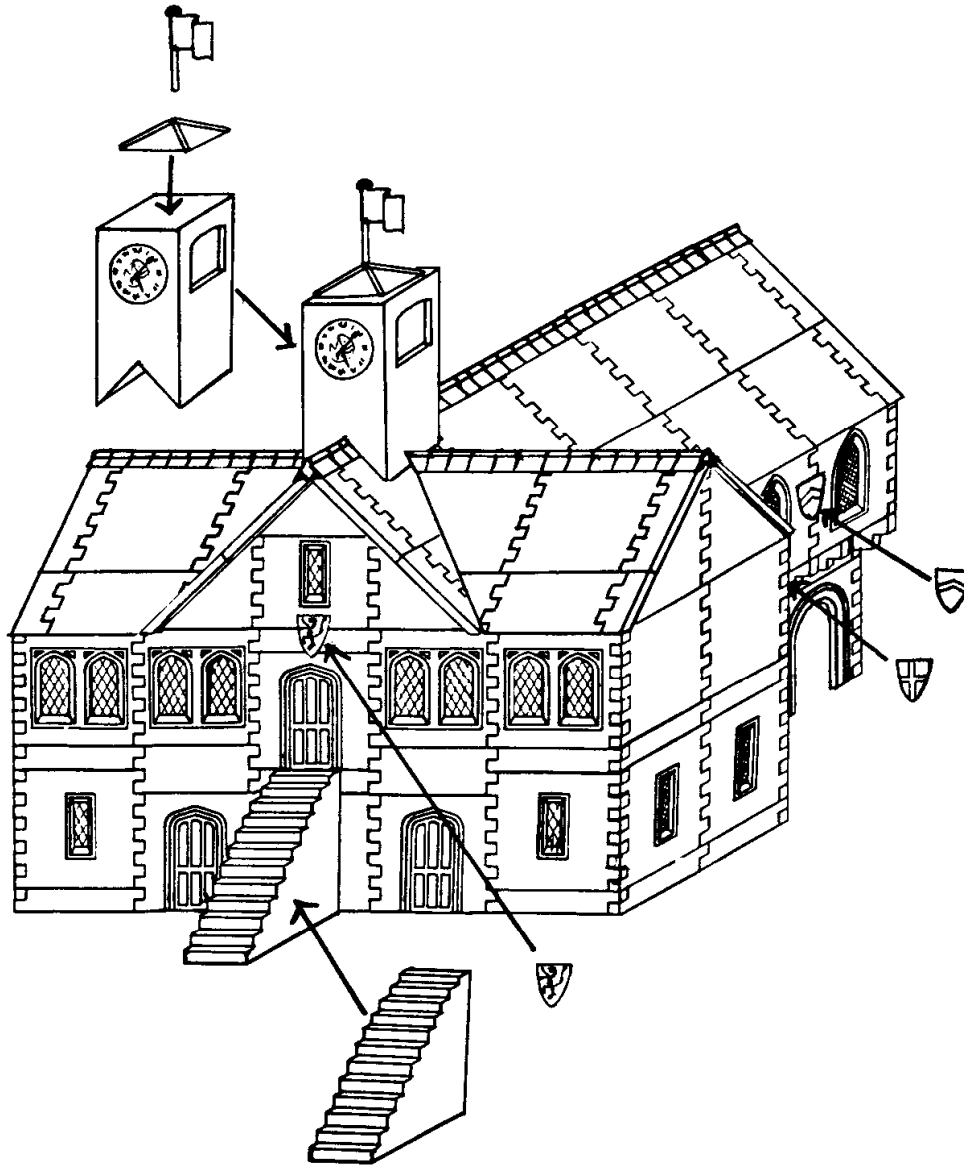
5) Take tea break (you deserve it!)



6) Now that you've had your cuppa (and the editor has his space filler!), it's back to work!

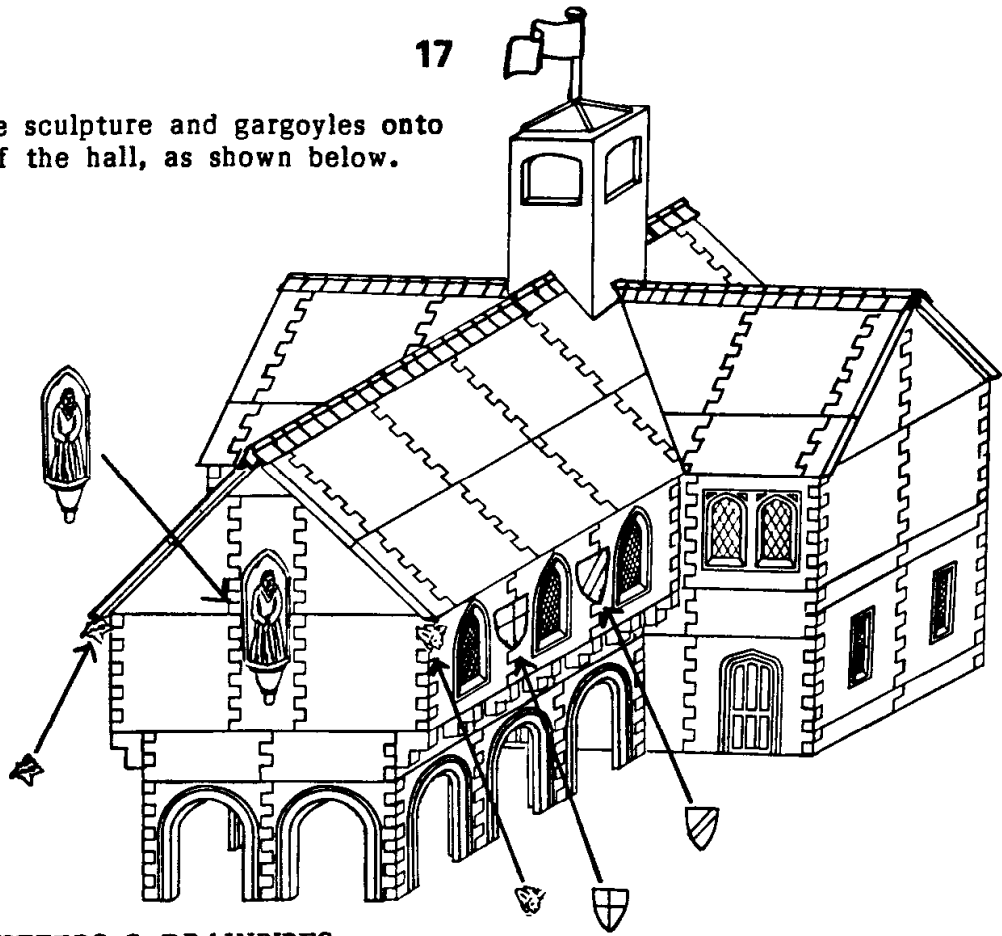
**ADDING THE TOWER, STEPS, SHIELDS, GARGOYLES, ETC.:**

- 1) Glue the supplied tower in place on the main roof, cutting or sanding a small "vee" into the base, to ensure a snug fit with the side roofs.
- 2) Cut out a flag from the supplied sheet and glue it around the flagpole. Glue the tower roof and flagpole on top of the tower.
- 3) Glue the supplied flight of steps in place.
- 4) Glue the supplied shields around the hall, as shown below.





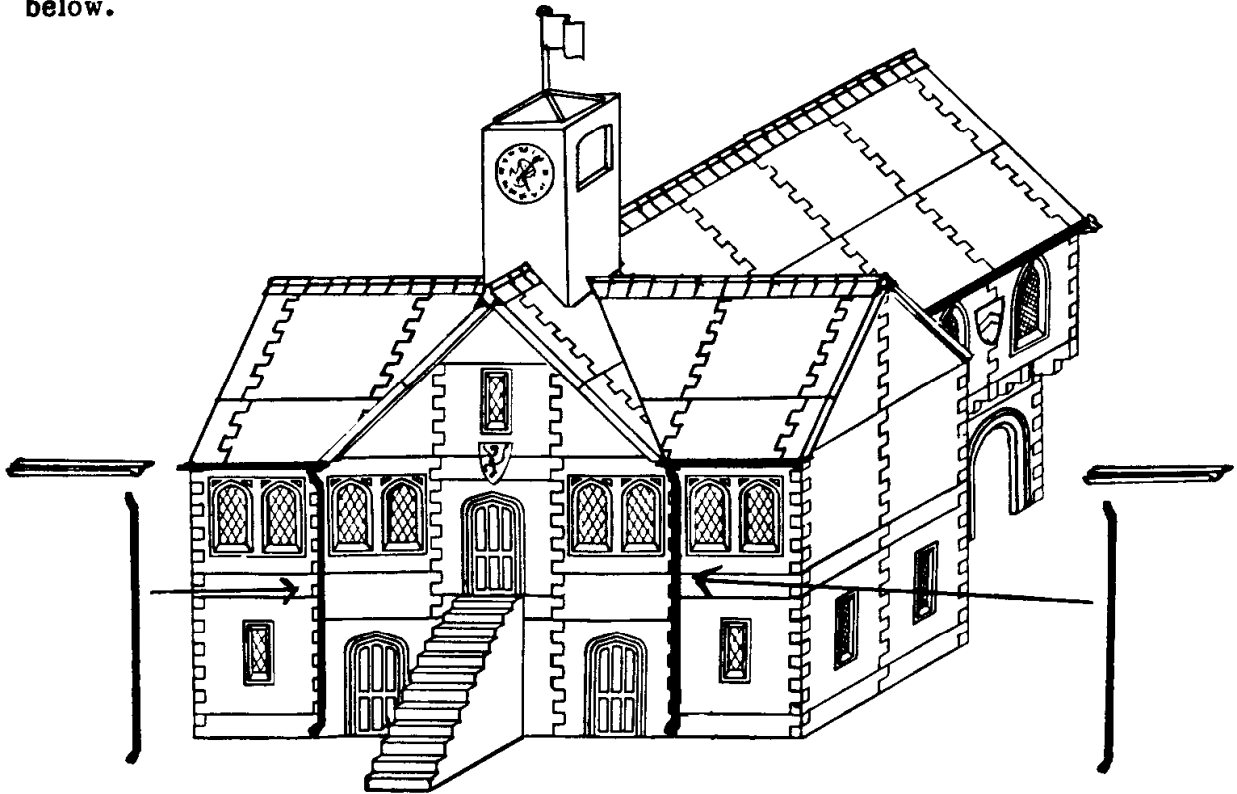
5) Glue the sculpture and gargoyles onto the back of the hall, as shown below.

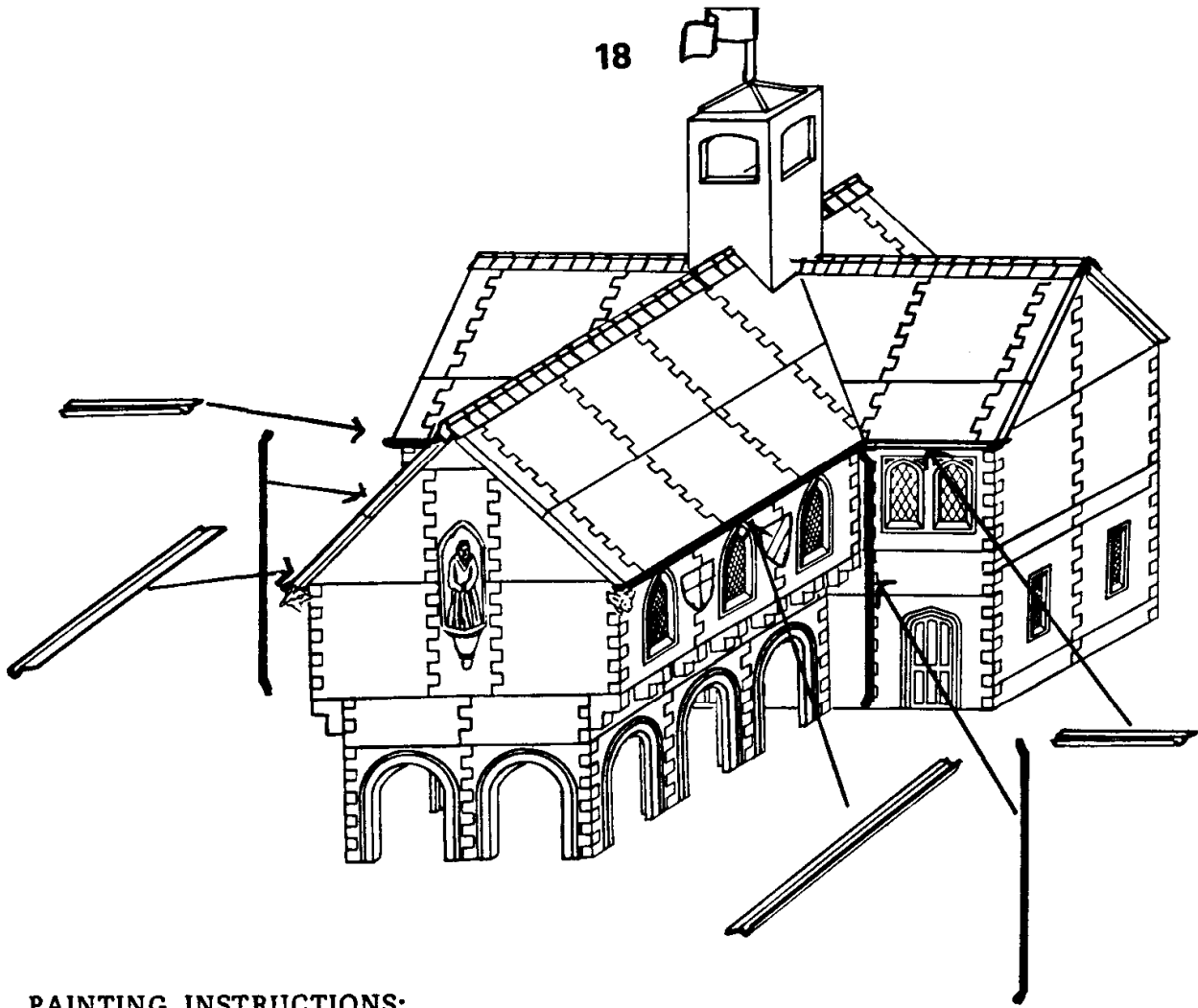


**ADDING GUTTERS & DRAINPIPES:**

1) Cut the supplied plastic gutters to length, and glue in place, as shown below.

2) Cut the drainpipes to length, then bend as needed. Glue in place, as shown below.





### PAINTING INSTRUCTIONS:

The model is now ready for painting. Many model paints can be used for painting Linka models, with pots of enamel or acrylic paints (such as "Humbrol", available from most model and craft stores) being popular. For brick and stonework, etc., use a matt paint; for doors, window frames, gutters, drainpipes, etc., use a gloss paint.

You should find the painting both interesting and straightforward, as the castings take paint well, with the crisp detail helping to guide your brush.

The exact shades and colours to be used are up to you, as stone and slate vary greatly in hue. The coloured illustration on the box shows the Town Hall in sandstone, and you may choose to copy that. Alternatively, stone buildings come in many shades from grey granite through to attractive reds. A colour guide is included in this kit to help you choose other shades, if desired.

1) Paint all stonework with your chosen stone colour, then the slate roof with your chosen slate colour.

2) Once this first coat of paint is dry, check the model for any gaps or ill fitting joints. Fill any gaps by making a very weak mix of Linka moulding compound (about  $\frac{1}{2}$  teaspoon of compound to 3 teaspoons of water) and paint this mix into the gaps with a small paintbrush. An old toothbrush is useful for cleaning off any excess mix, as well as for cleaning out any detail that may have been inadvertently covered. Repaint with stone or slate colour as needed.

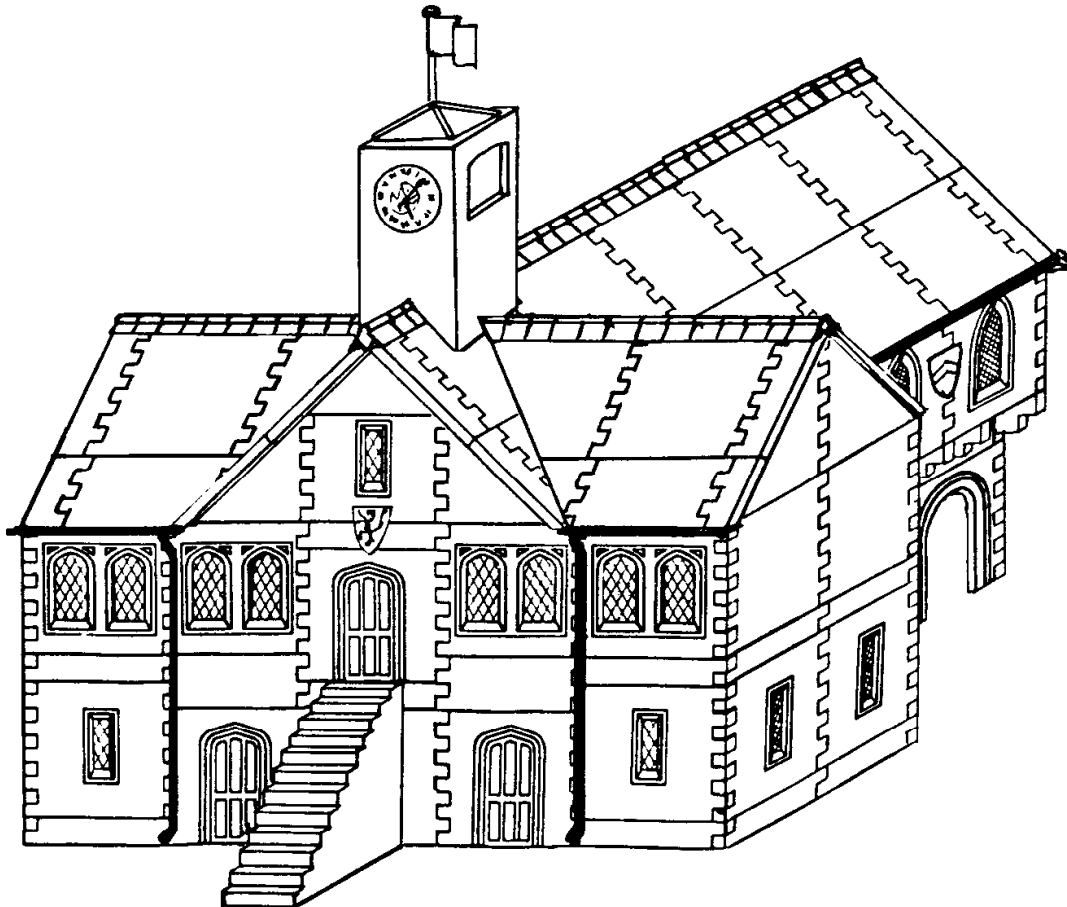
3) Decide on your colour scheme for the doors and fittings. Using gloss paint, paint the doors, gutters, and drainpipes the colour chosen. Paint the shields, gargoyles, statue and flagpole, copying the illustration on the box, if needed.

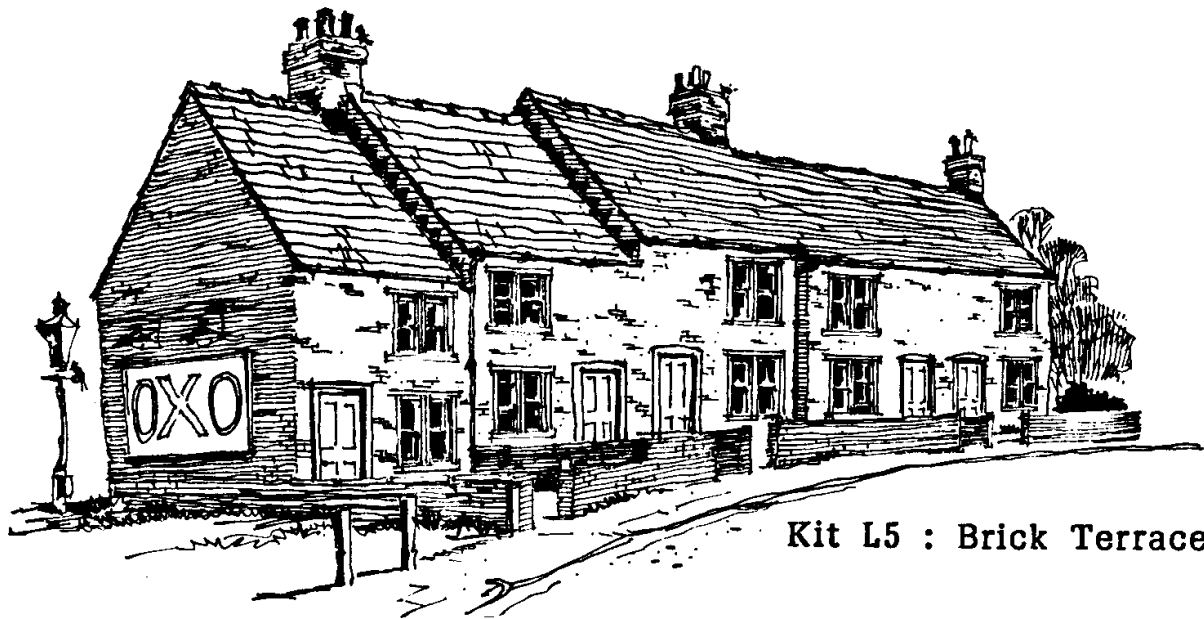
4) For greater realism, pick out various stones in different shades. Do this by putting a small amount of your basic stone colour on your palette. Then mix in a small dab of another colour to create a different shade. Apply this shade at random to stones around the model. Repeat this process two or three times with other shades. (Using different shades of your basic slate colour, apply the same method to the roof.)

### FINISHING:

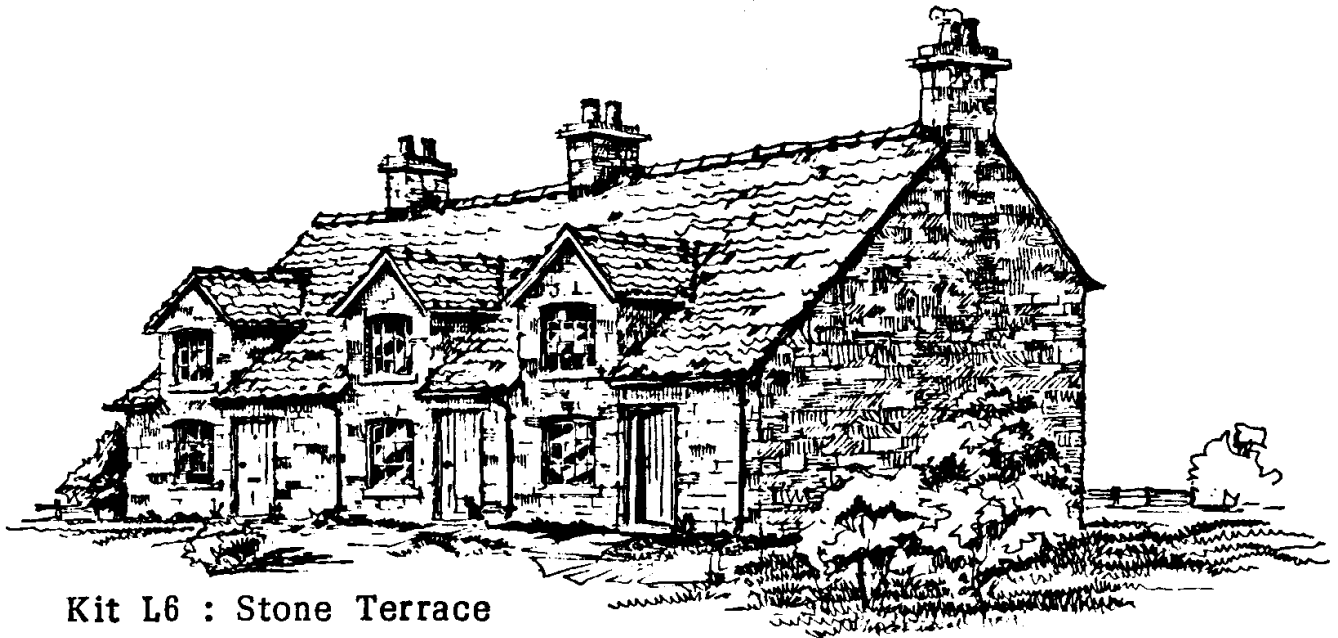
For the finishing and weathering of the model, switch to watercolour paint, in either powder, tube, or block form. With a well-diluted mix of grey/black watercolour, paint the entire stonework area; when dry, some of the paint will have collected in the mortar runs to represent cement. If it has 'greyed' the stonework too much, sponge off the excess. Repeat with a black wash for the slate roof. This process can be repeated for heavier weathering effects, or washed off and re-applied for any change of effect.

You have now completed a complex and challenging model. Well done! But don't stop there! Your moulds can be re-used to build many other models. As big and imposing as a castle. Or as small and charming as a walled garden. Whatever your ideas, take a look at Linka's catalogue (see enclosed order form). Our wide range of extra kits, moulds, and parts will make almost anything you want. Except the cuppa....





Kit L5 : Brick Terrace



Kit L6 : Stone Terrace

**LINKA KITS:**

- L1 Country Inn L2 Village Shops L3 Watermill  
L4 Village Church L5 Brick Terrace L6 Stone Terrace  
L7 Gatehouse L8 Town Hall & Market L9 Farmhouse  
L10 Farmyard Buildings L11 Detached House & Garage  
L12 Town Station L13 Town Pub L14 Corner Shop  
L15 Factory & Workshop L16 Queen Elizabeth Centre

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