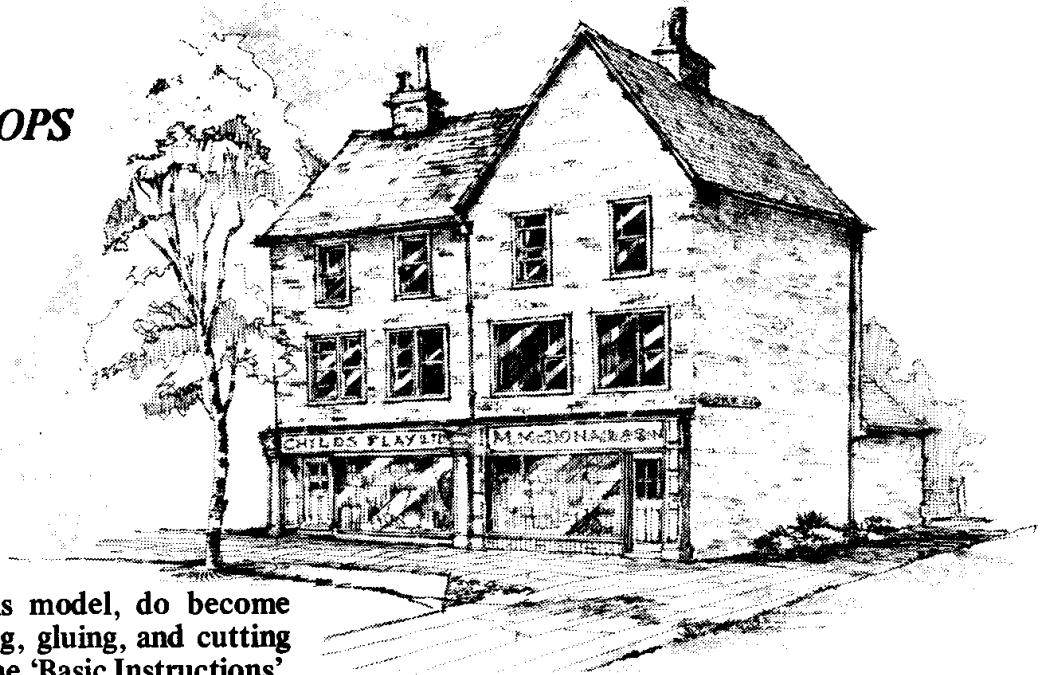


LINKA BUILDING KIT

LINKA

VILLAGE SHOPS

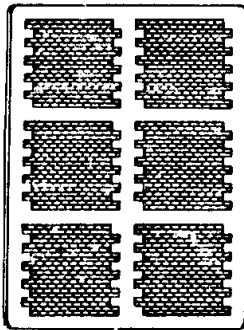
Designer: Brian Zobel



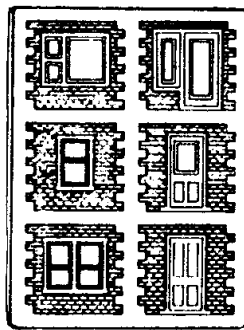
Before building this model, do become familiar with casting, gluing, and cutting parts, as shown in the 'Basic Instructions'.

PARTS NEEDED:

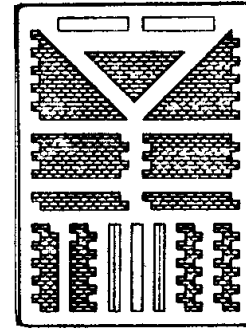
There are four moulds in this set. Cast each mould as shown below:



CAST B1 FIVE TIMES

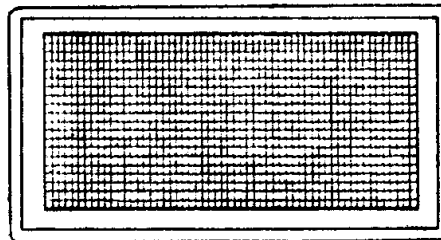


CAST B2 SIX TIMES



CAST B6 THREE TIMES

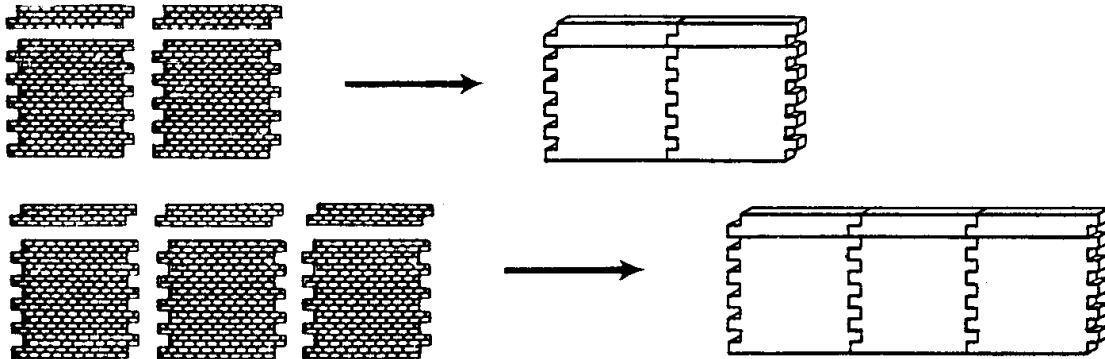
CAST PR1 TWICE



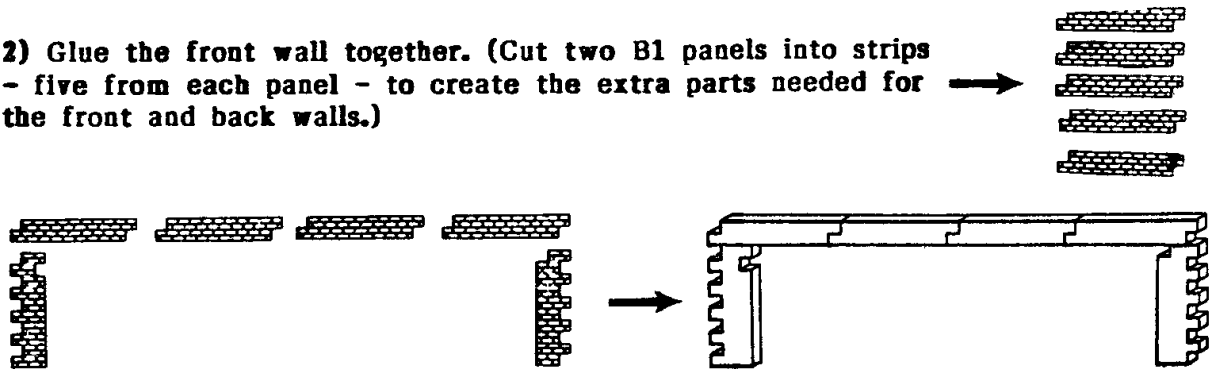
This will produce all the castings needed for this model, as well as a number of spare parts. These spare parts are useful in case you accidentally break any parts during construction, as well as providing extra parts for any variations you may choose to add.

BUILDING THE LOWER FLOOR:

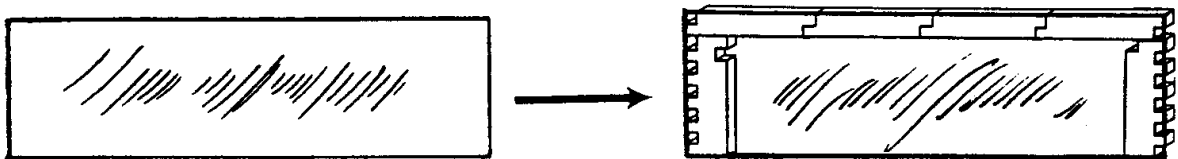
1) Using the castings shown below, glue the two side walls together, taking care to align joints well before leaving to set.



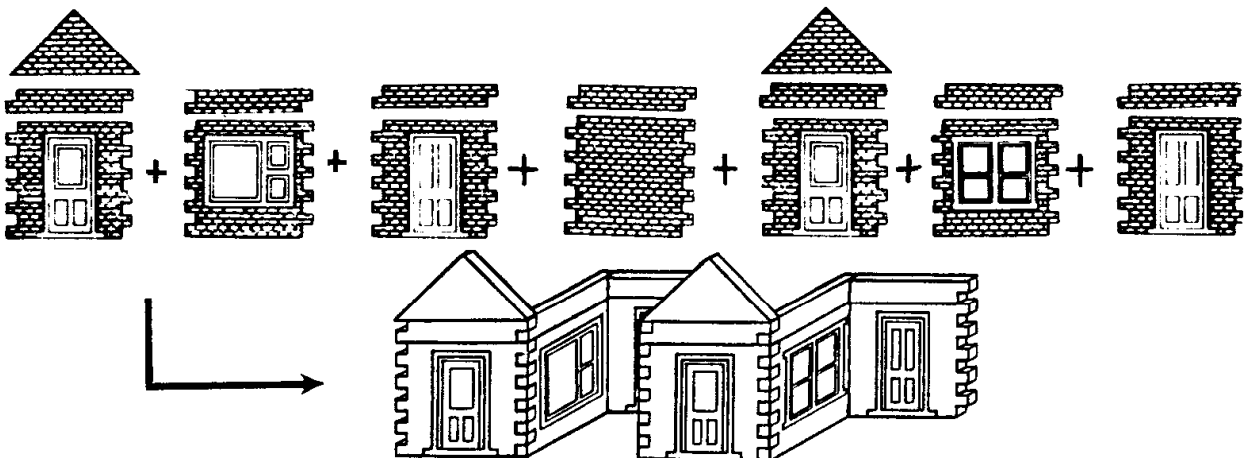
2) Glue the front wall together. (Cut two B1 panels into strips - five from each panel - to create the extra parts needed for the front and back walls.)



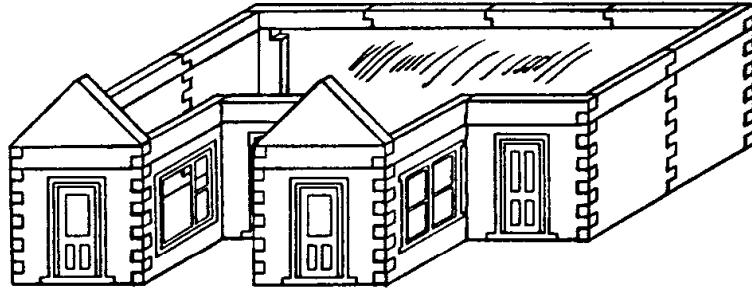
3) Glue the supplied sheet of thick clear material on top of the completed wall. (This clear sheet will become the shop windows.)



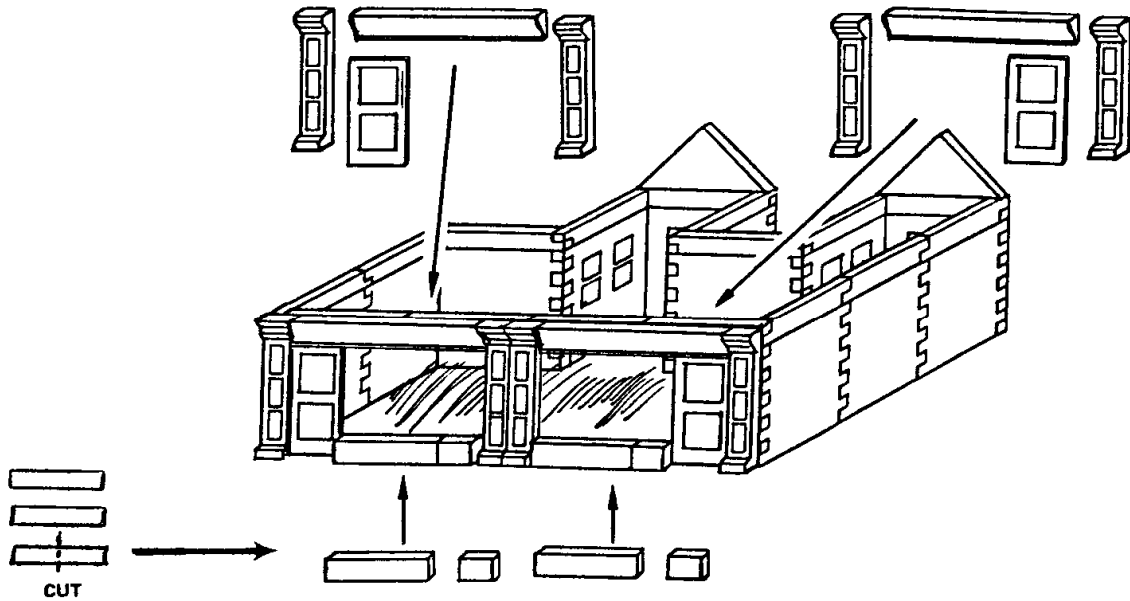
4) Glue the rear wall together, each part at a right angle to form the rear porches, as shown below.



5) When set, carefully glue all four walls together.

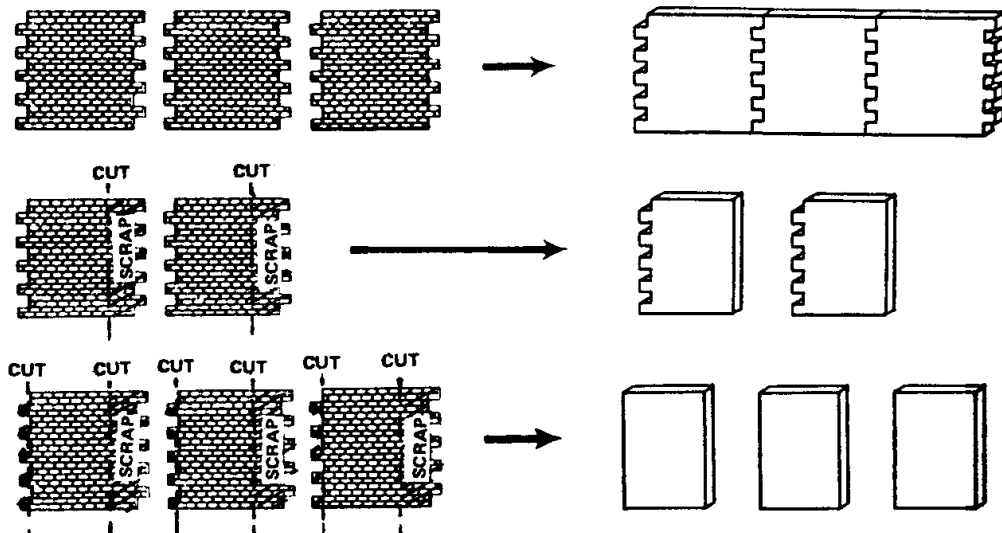


6) Glue the supplied shop fittings in place onto the clear sheet on the front wall, as shown below. The window bases can be made either from coping stones or thin brickwork, which are both available on mould B6.

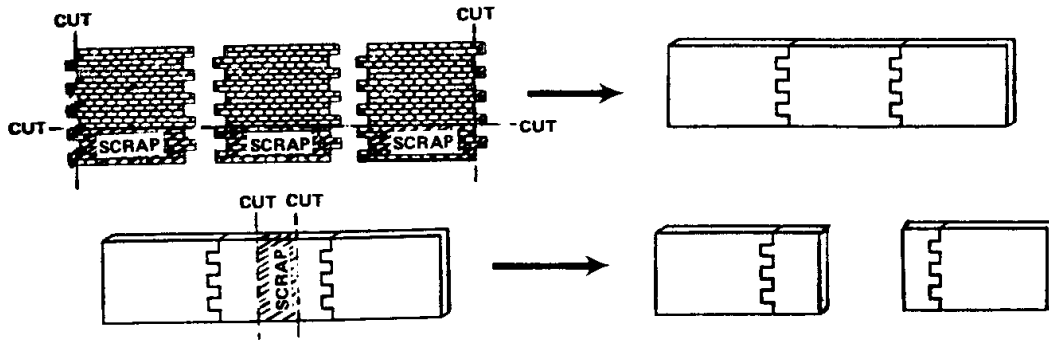


BUILDING THE WINDOW DISPLAYS:

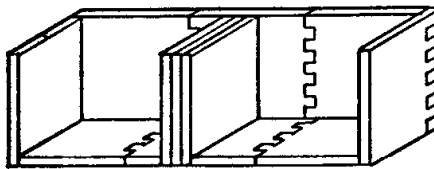
1) Prepare all the parts from standard panels, cutting as needed, as shown in the drawings below.



4

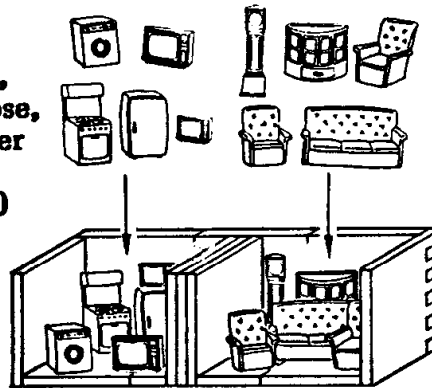


2) Glue together as shown below. Note that all panels are smooth side outwards to create the window interior.



3) Prepare for the window display by either painting the window interiors, or gluing in place coloured papers.

4) Glue the supplied fittings in place, after first painting them as you choose, one set for a furniture shop, the other for an electrical shop. (The supplied parts may vary from the illustration.)



5) Glue the completed window displays in place behind the shop windows.

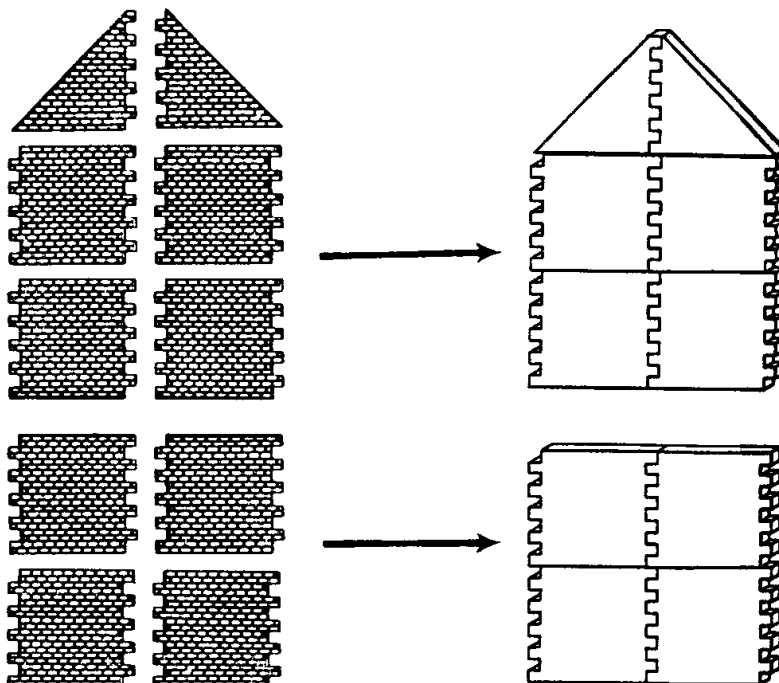


BUILDING THE UPPER FLOORS:

1) Using the castings shown below, glue the front and back walls together. When each wall is complete, place face down onto a flat working surface and press all the castings into good alignment before leaving to set. This final lining up of each wall is important, for poor alignment will show up on the finished model.



2) Glue the two side walls together.



3) When set, glue all four walls together, one wall at a time, carefully easing the teeth from one wall into another. 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.

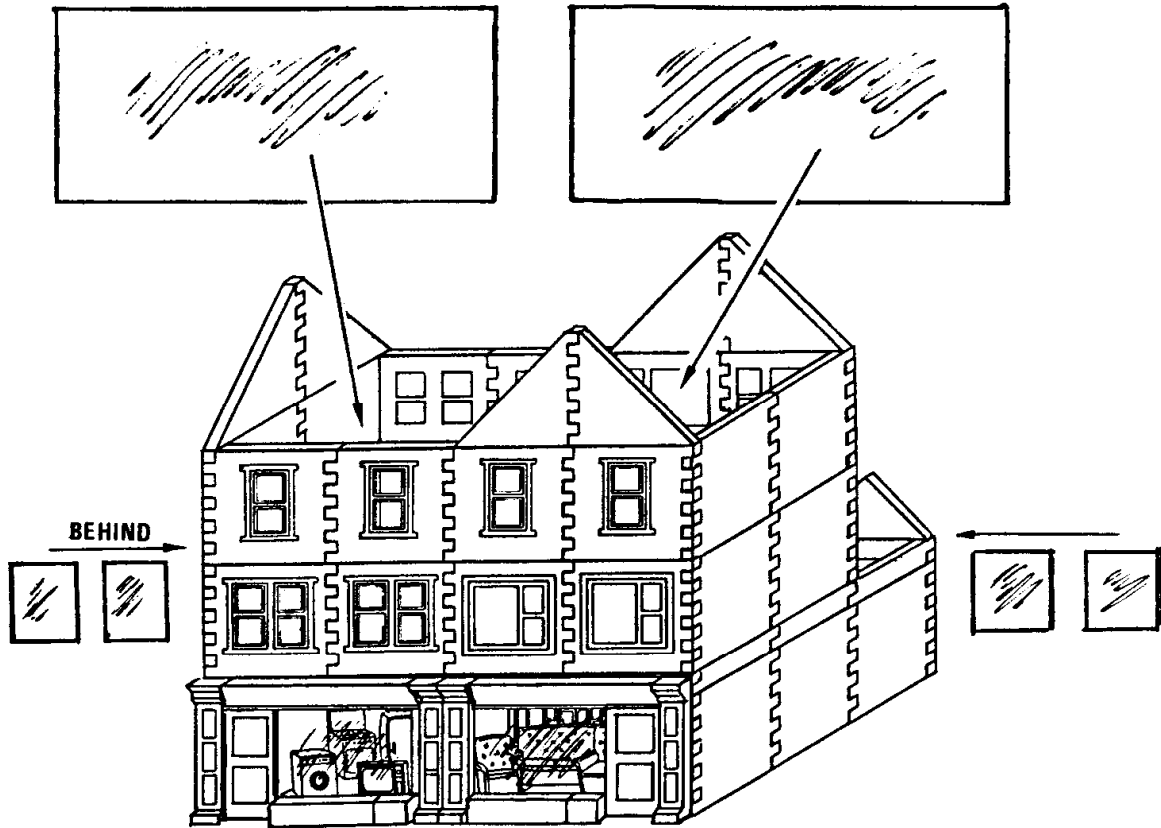


4) Glue the upper floors in place on top of the ground floor.



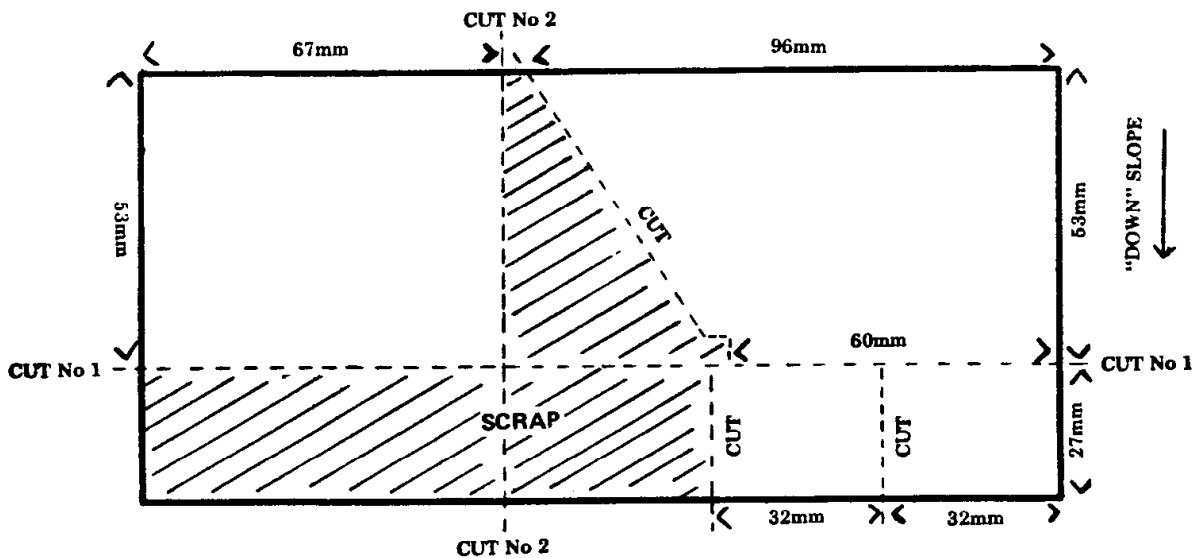
ADDING WINDOWS (See next page):

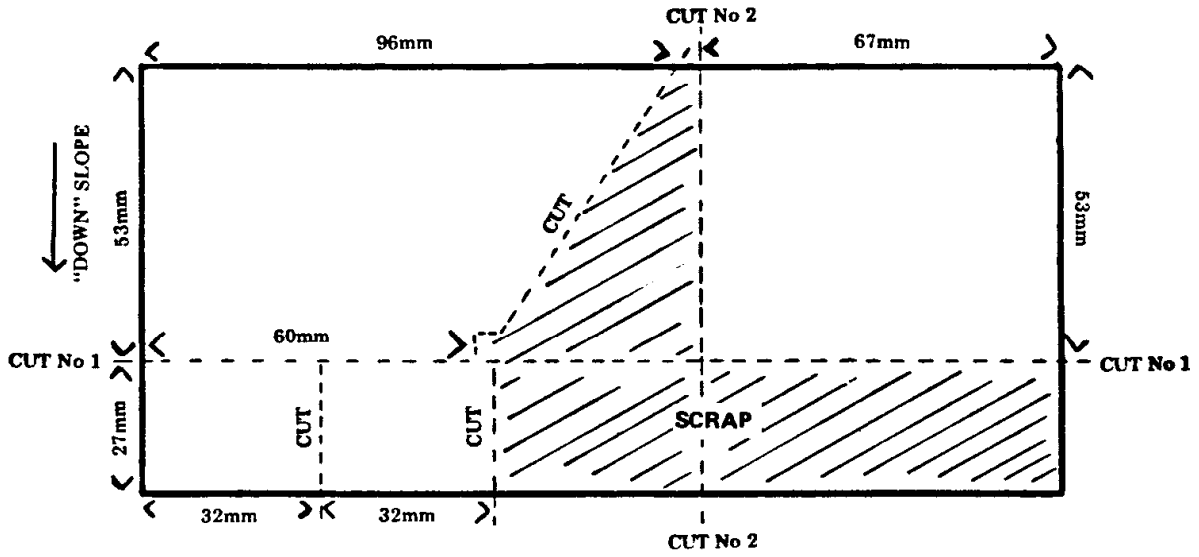
- 1) Cut two large sheets of the supplied clear window material and glue in place against the upper front and back windows.
- 2) Cut four small clear pieces and glue in place against the rear ground floor window apertures.



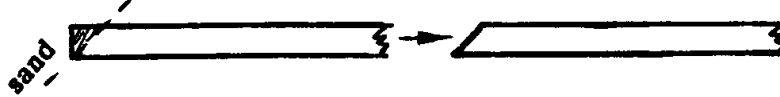
ADDING THE ROOF:

1) Take two PR1 castings, and ink in the cut lines, as shown on the diagrams below and overleaf. Carefully cut the four pieces needed from each casting, making cuts 1 & 2 first, which will separate the main parts before making the more difficult diagonal cut. Carefully carve out the small square inlet at the bottom of the diagonal cut.



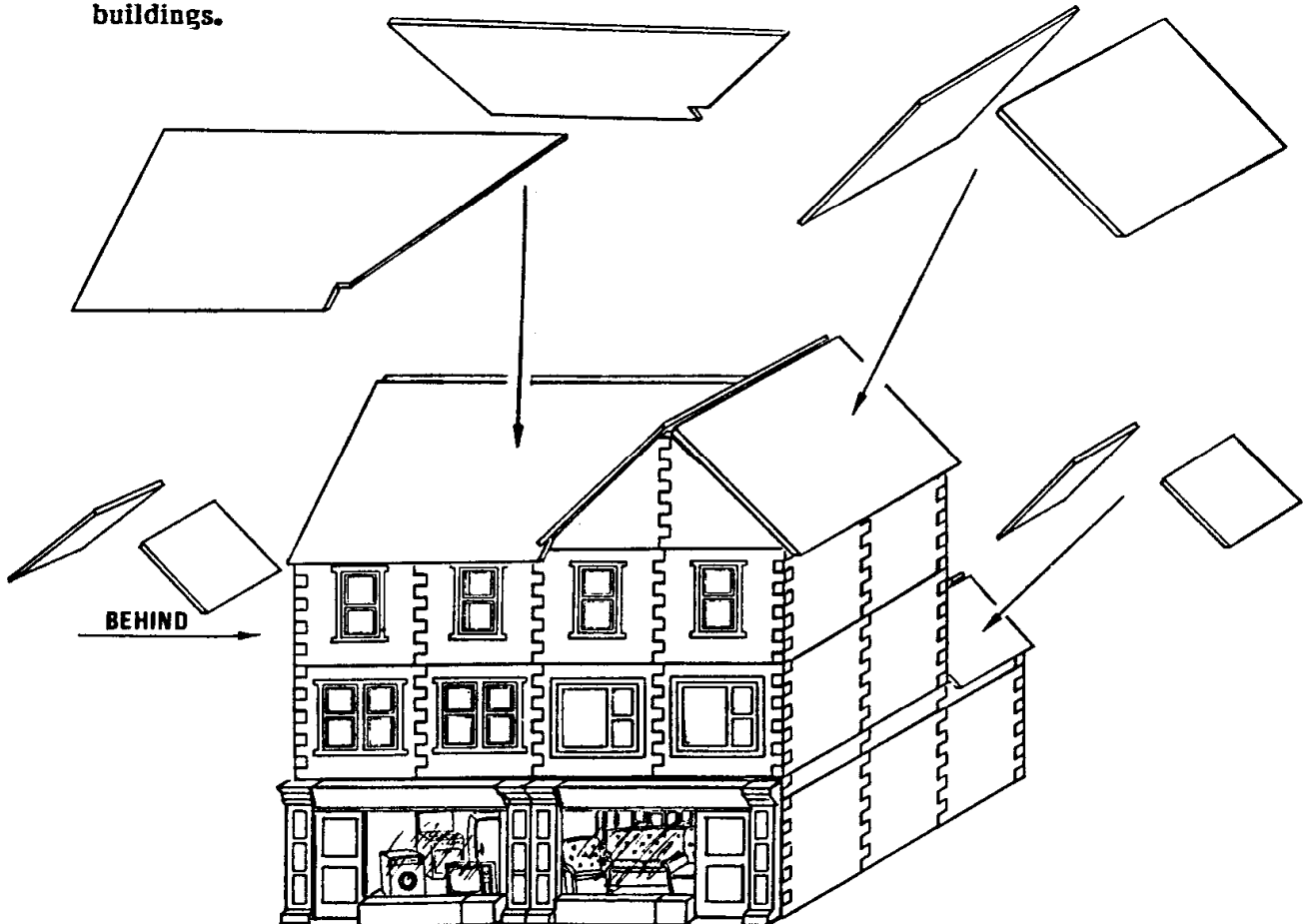


2) The bottom edge of each roof part needs to be chamfered to create the correct angle for gluing on the guttering. Place each roof part face down (smooth side up) on a firm surface and sand the bottom edge to an angle, as shown below.



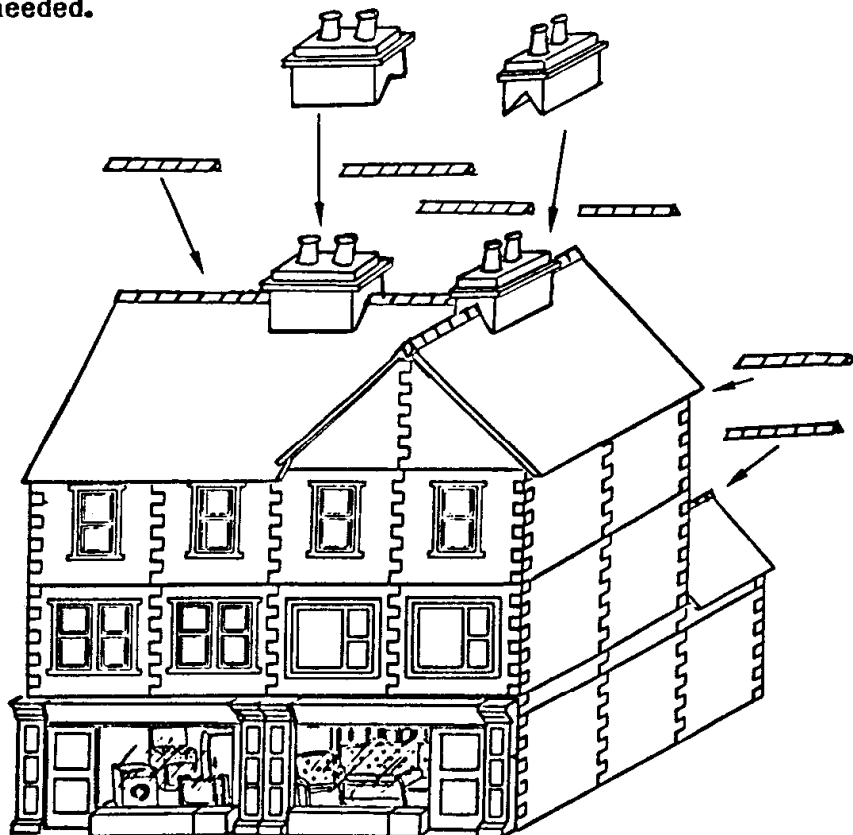
3) Glue the four main roof parts into place.

4) Glue the four small roof parts into place on the two ground floor back buildings.



5) Glue the supplied chimney pots in place on the chimney stacks, then glue the completed assemblies in place on the main roof. (The right hand stack needs a small "vee" nick cut into it to fit with the adjoining roof.)

6) Glue the supplied ridge tiles in place on the apex of the roofs, cutting to length as needed.



PAINTING:

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 brick and tile vary greatly in hue. You may find it helpful to refer to the coloured illustration on the box. A colour guide is also included in this kit.

1) Paint all brickwork with your chosen brick colour, then all roofing with your chosen tile 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 $\frac{1}{2}$ teaspoonful of compound to 3 teaspoonfuls 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 cleaning out any detail that may have been inadvertently covered. Repaint with brick or tile colour as needed.

3) Decide on your colour scheme and, using gloss paint, paint the doors, shop fascias, and roof gable ends the colour chosen. Paint the window frames gloss white. Paint the chimney stack tops cement colour, and the pots matt orange.

4) For greater realism, pick out various bricks in different shades of brick colour: mix a little palette of brick colour, then add small dabs of red or yellow to give different shades of brick. This can be applied at random to various bricks around the model. Do this two or three times with different shades. Repeat the process with varying shades of tile colour on the roof.

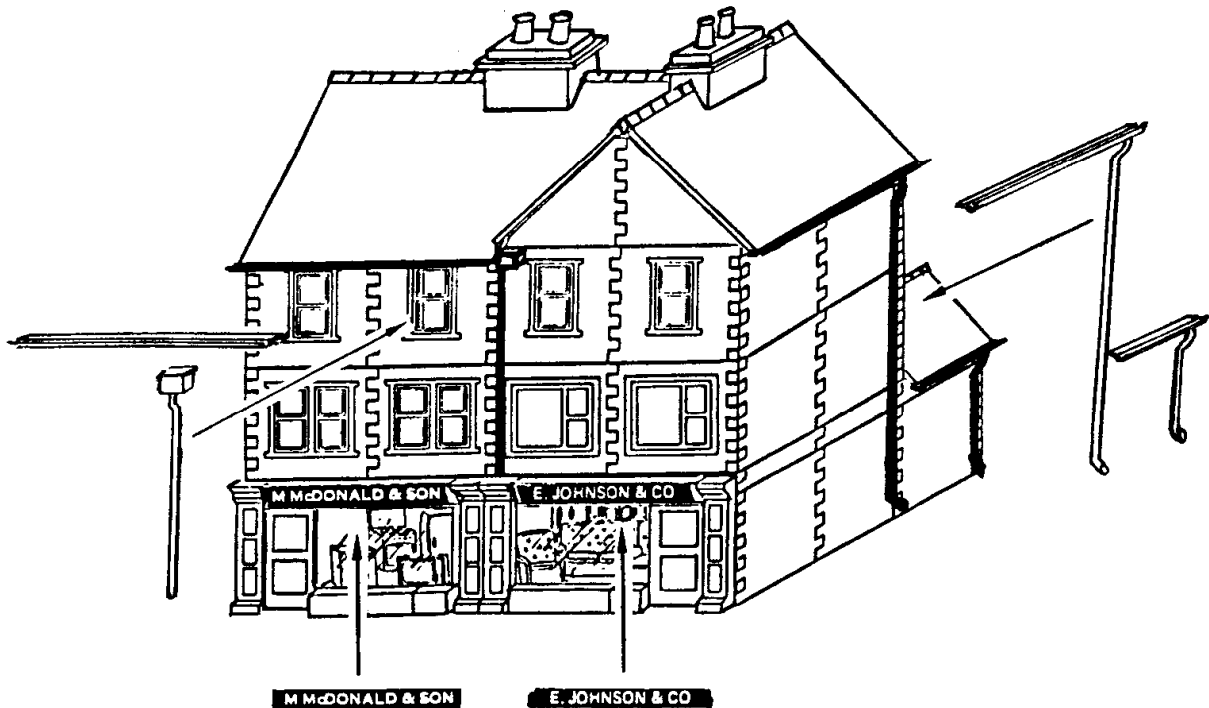
ADDING GUTTERS AND DRAINPIPES:

1) Cut a piece of plastic guttering to the length of the front roof; then glue in place under the eaves.

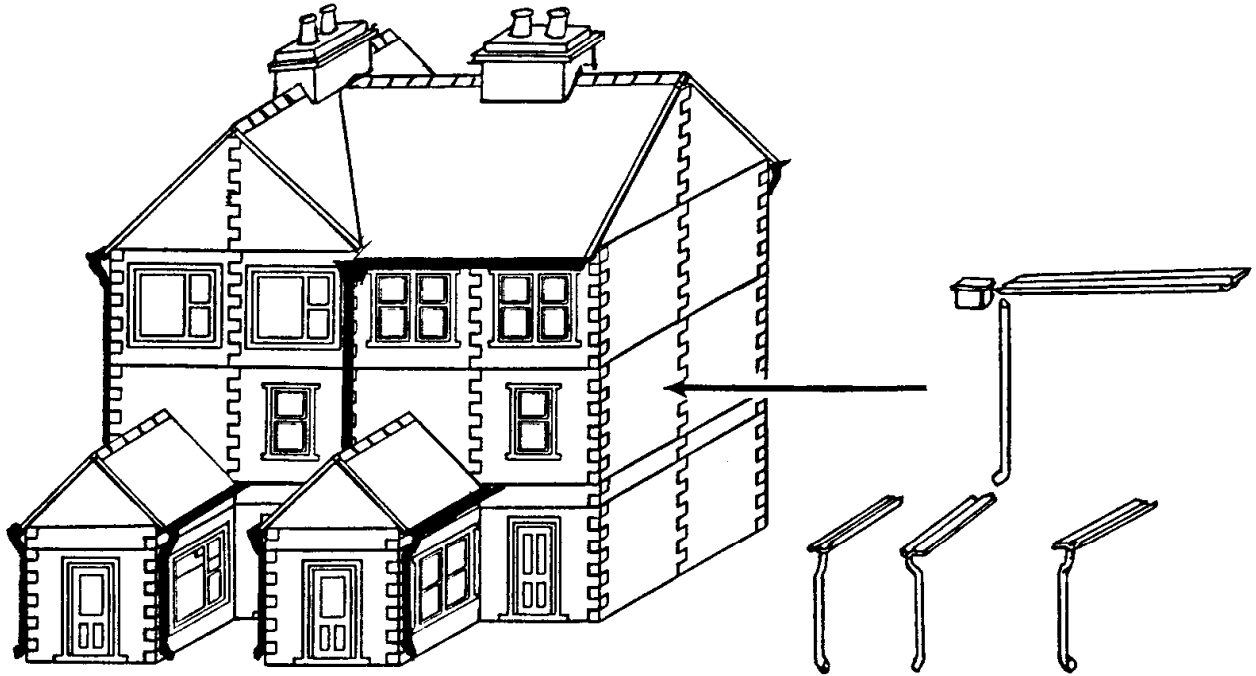
2) Cut a piece of plastic drainpipe to the height of the top two storeys and glue in place as shown below, gluing one of the supplied rain hoppers at the top.

3) Glue the shop nameboards in place.

4) Cut and glue into place the side guttering, then cut and glue the side drainpipes, bending as shown below.



4) Repeat with the rear guttering, drainpipes, and rain hopper.



FINISHING:

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

MAKING A STREET SCENE:

You can use the moulds in this set to make other models. Additional sets and moulds are available for extending your collection.

Moulds are available for pavements and other effects, such as cobbles and patios, so that a whole model street scene can be built - see the spares' order form for the full range.

