

# Castles

## ASSEMBLY INSTRUCTIONS for PO291

# Gatehouse



### PLEASE - PAY ATTENTION

Read through the instructions and familiarise yourself with the kit components before you start any building.

You must follow these step by step instructions carefully to make this wonderfully detailed kit.

### 1 Tools to build this kit.

To build this kit you will need a few basic tools:

1. A modellers knife.
2. A cutting surface - A cutting mat or a sheet of thick card will do.
3. A sharp pair of scissors
4. A steel ruler.
5. Fine point tweezers.
6. Something to clamp surfaces together, Bulldog clips are good for this job.
6. METCALFE Ultra Fine Tip Glue Bottles (see 3)

### 2 Glue.

We recommend using a combination of two types of glue: **Speed Bond** and **Rocket Card Glue**.

Both are made by Deluxe Materials -

[www.deluxematerials.com](http://www.deluxematerials.com)

**Rocket Card Glue** is an instant and fast drying glue, great for where you need stuff to stay just where you place it.

Supplied with its own fine tip applicator.

**Speed Bond** is slightly slower drying, ideal for where a little positioning is required as you build.



### 3 Ultra Fine Tip Glue Applicators.

An absolute 'must' when building this kit. When used with Speed Bond perfect amounts of glue can be applied to very precise areas without any mess.



Speed Bond in an applicator was used to build most of this kit.

A METCALFE product supplied in packs of 3  
Product code MT907  
Glue not included



### 4 Extracting components from base sheets.

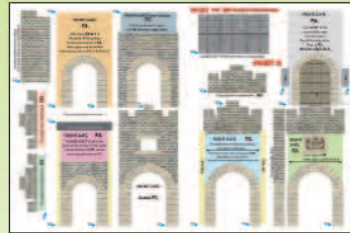
To stop the components falling off the base sheets, they are held secure with score lines (marked with blue arrows) that cut about 75% of the way through the card.

To release them run the point of your knife along these score lines and they will come seamlessly away.

**WARNING**, Cut with care to reduce the risk of the blade running out of the score and cutting the component.

### 5 Kit components.

This kit contains:



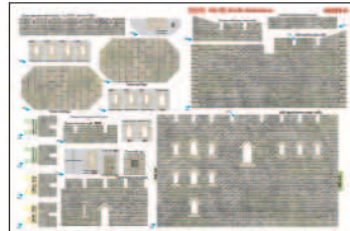
**SHEET A.**  
Printed sheet with Front Gate walls etc.



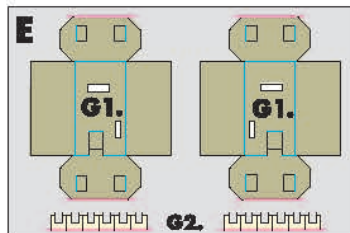
**SHEET B.**  
Printed sheet with Rear Gate walls etc.



**SHEET C.**  
Printed sheet with Right Hand walls and various other parts.



**SHEET D.**  
Printed sheet with Left Hand Tower and Turret walls etc.

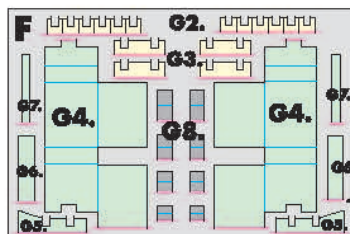


#### GREY CARD SHEET E.& F.

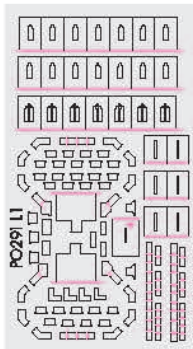
Thick card parts for strengthening the interior of your building.

**Key to Grey Card Components:**

- G1.** Main tower inner frame  
1 x Left hand 1 x Right hand.
- G2.** Inner wall spacers for battlements TW1 & TW2. 24 in total.
- G3.** Inner wall spacers for battlements TW3. 4 in total.
- G4.** Curtain wall inner former.
- G5.** Curtain wall battlement spacer.
- G6.** Curtain wall floor.
- G7.** Curtain wall rear spacer.
- G8.** Steps for curtain wall. x 8.



**RED** lines indicate score rules you need to cut to release from base sheet.  
**BLUE** lines are fold lines. Don't cut



### LASER CUT SHEET L1.

On this sheet are the very tiny laser cut parts that make this kit look so good. There are:

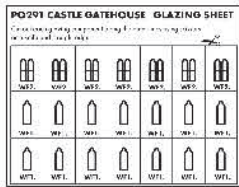
- Window inner frames.  $\times 14$ .
- Arrow slits.  $\times 7$ .
- Crenel stones.  $\times 3$ .
- Jig for assembling battlement walls  $\times 2$ .
- Plus  $\times 35$  different shaped Merlon top stones.

The merlon top stones are laid out on the sheet in the same order as the plan below. SEE PAGE 11. for more details.



### LASER CUT SHEET L2.

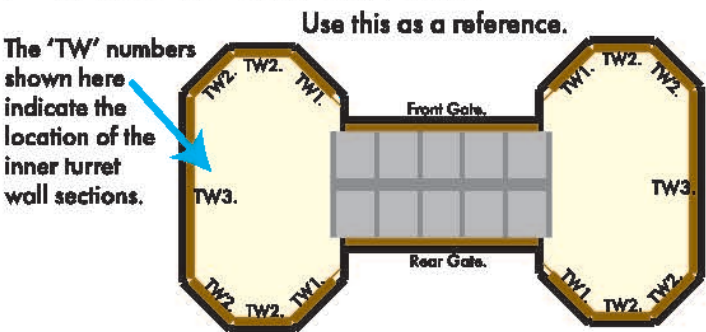
This small card contains the laser cut Portcullis.



### GLAZING SHEET.

A sheet of clear plastic printed with window frame detailing. Cut out each one and store in a safe place until needed.

## 6 Plan of Gatehouse.



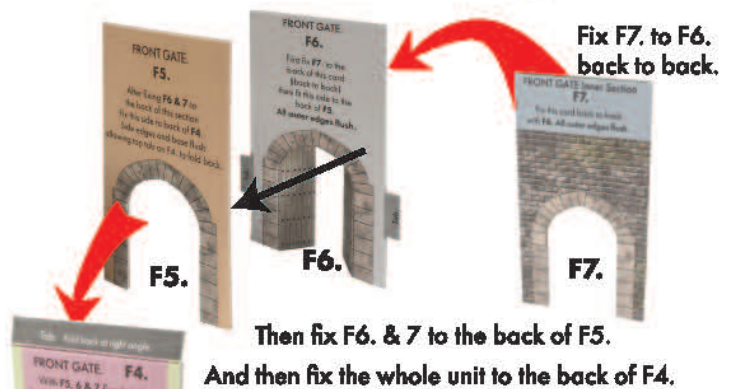
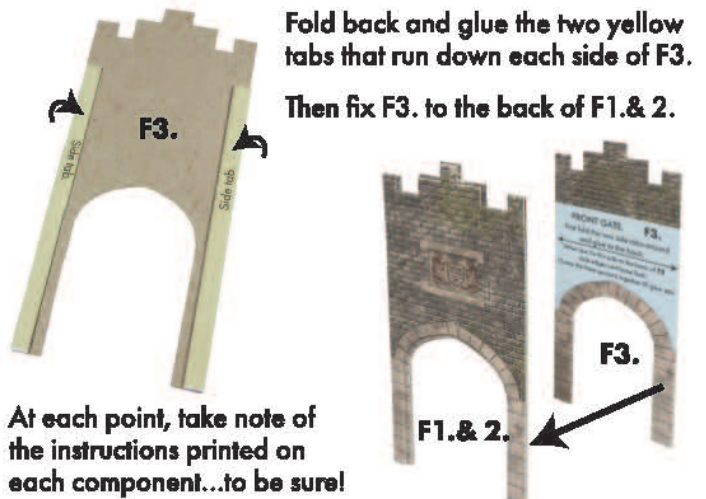
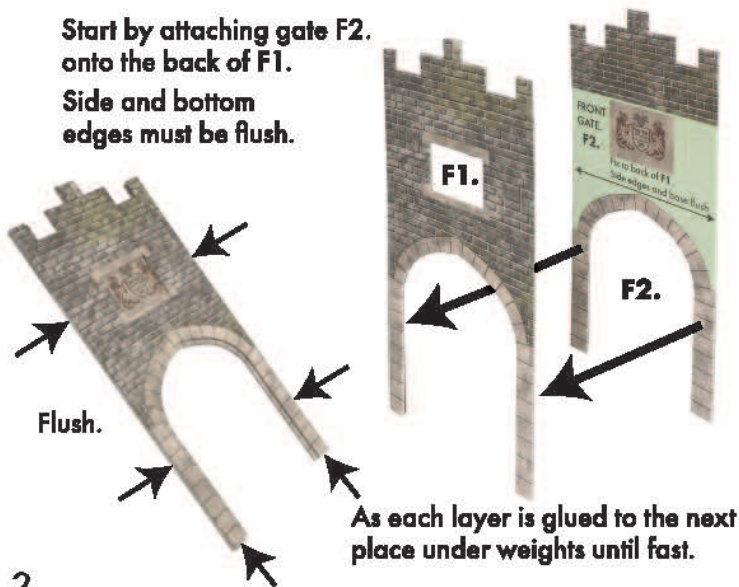
## Lets get building.

### 7 Front Gate

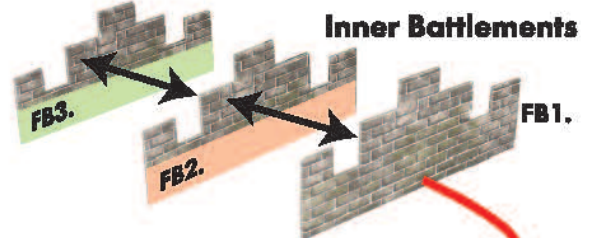
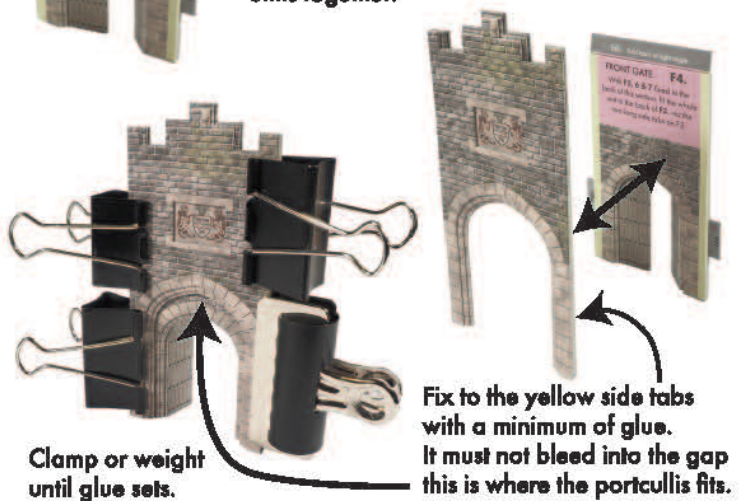
Which is made up of 7 layers of card F1. to F7.

From SHEET A. Extract all the components. There are:- Front Gate sections F1. F2. F3. F4. F5. F6. and F7. Front Gate Inner battlements FB1. FB2. and FB3. All these items you need now. The other items, put to one side.

Start by attaching gate F2. onto the back of F1. Side and bottom edges must be flush.

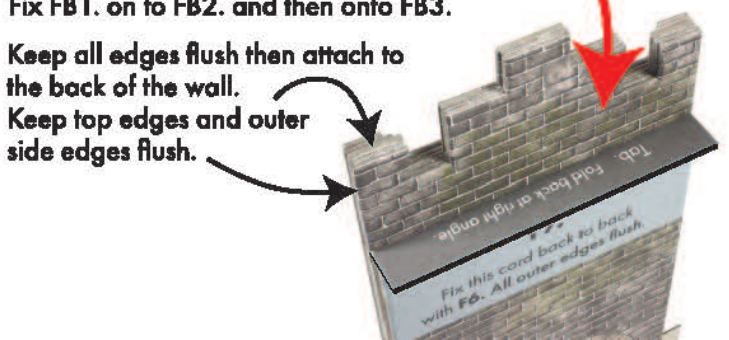


When glue has started to take hold place under weights to hold it flat as glue dries fully. This will stop the card from warping. Once dry (the longer left the better) you can now fix the two wall units together.



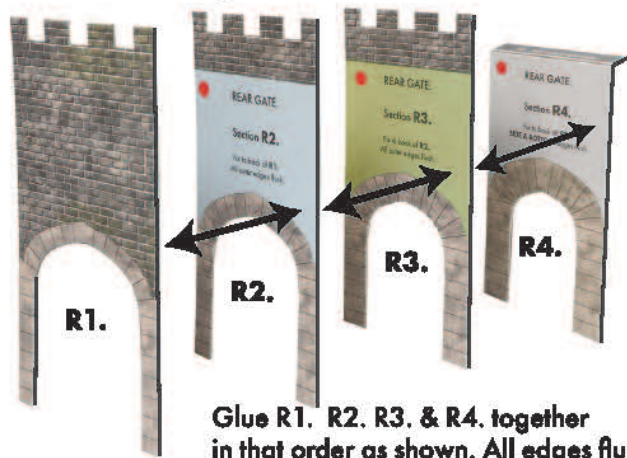
Fix FB1. on to FB2. and then onto FB3.

Keep all edges flush then attach to the back of the wall. Keep top edges and outer side edges flush.



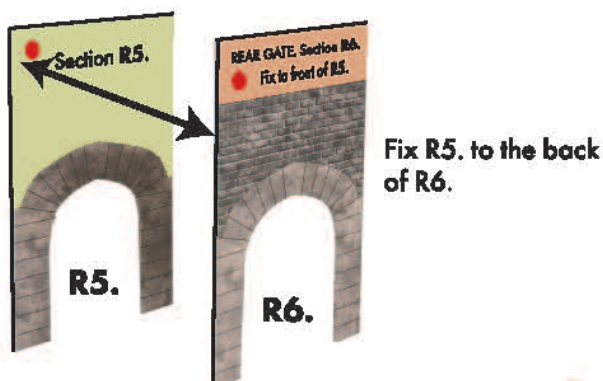
## 8 Rear Gate.

From SHEET B. Extract the following components:-  
Rear Gate sections R1, R2, R3, R4, R5, and R6.  
Rear Gate Inner battlements RB1, RB2, and RB3.  
Leave the other components on Sheet B until later.



Glue R1, R2, R3, & R4 together in that order as shown. All edges flush.

Use the Fine Tip Applicator with Speed Bond adhesive, to dot tiny spots of glue over the surface. Once all four layers are stuck together. Carefully press and hold layers together till glue has started to take hold then place weights on top to hold flat as the glue dries fully.

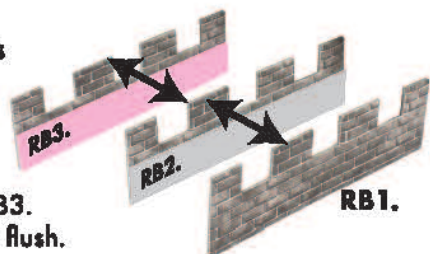


Fix R5 to the back of R6.

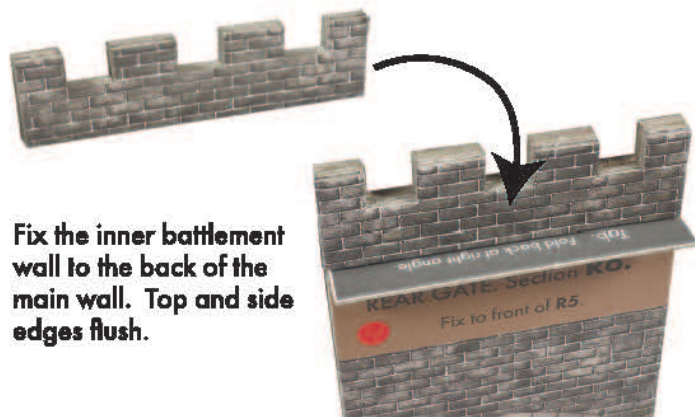


Then fix R5 & 6 to the back of the outer wall section. Back to back.

### Inner Battlements



Fix RB1, RB2, & RB3 together all edges flush.

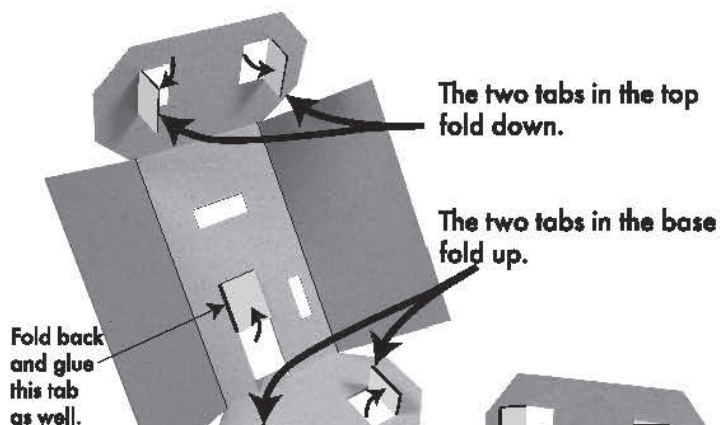


Fix the inner battlement wall to the back of the main wall. Top and side edges flush.

## 9 Tower Inner Frames.

The two towers that stand either side of the gate openings each have a central main frame that hold the outer walls in place when they are wrapped around them. Both main frames build in exactly the same way.

From GREY SHEET E. Extract the two main frames G1.

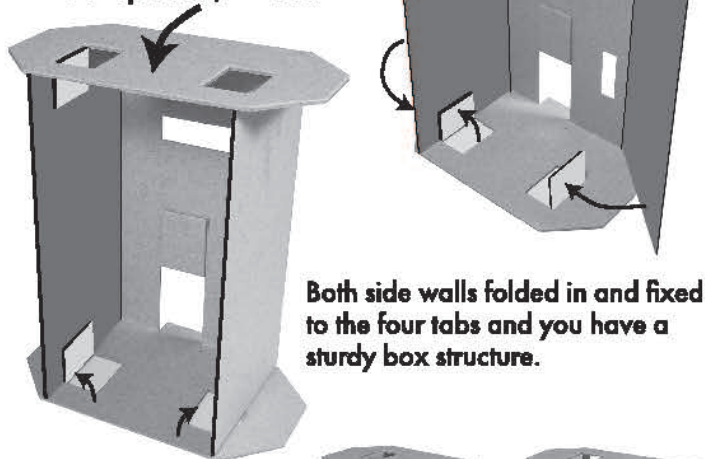


The two tabs in the top fold down.

The two tabs in the base fold up.

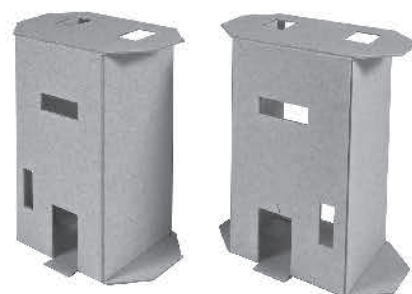
Fold back and glue this tab as well.

Fold in the side walls and fix to the back of the tabs. Fold top down, fix tabs.



Both side walls folded in and fixed to the four tabs and you have a sturdy box structure.

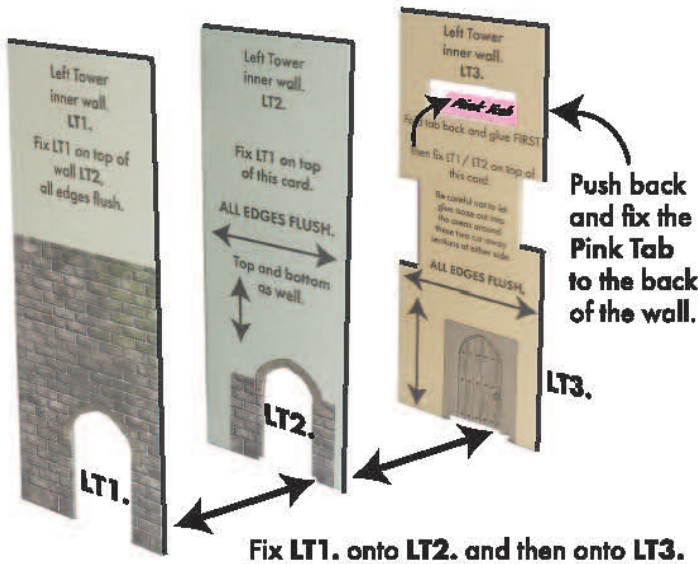
Here are both frames finished. One is right hand and the other left hand.



# 10 Tower Inner Walls.

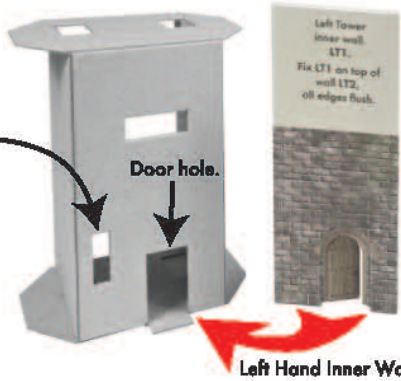
## THE LEFT HAND INNER WALL.

From SHEET B. Extract Inner walls LT1. LT2. & LT3.

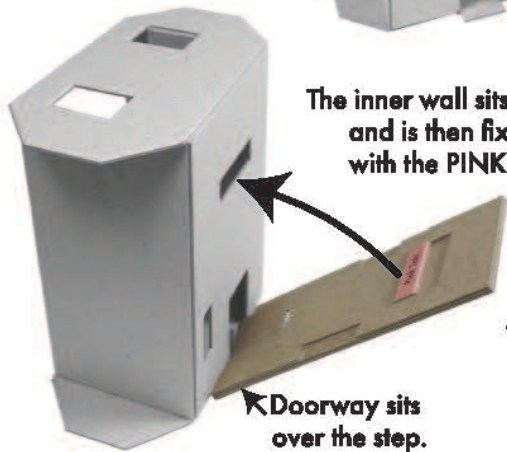


Keep all edges flush, and watch you don't let glue ooze into the two slots in the side of LT3. Keep flat as the glue dries.

This Left Hand Wall is now fitted onto the Left Hand Inner Frame. To identify it, this slot in the wall is to the left of the door hole.



The inner wall sits over the door step and is then fixed against the wall with the PINK tab slotted into the upper slot hole.



Take care not to let glue ooze into the slots at either side



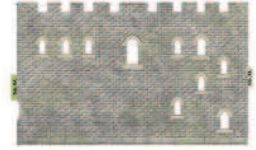
## THE RIGHT HAND INNER WALL.

From SHEET C. Extract Inner walls RT1. RT2. & RT3.

The Right Hand Inner Wall makes up in exactly the same way as the left hand wall.

## Tower Outer Walls (Right Hand).

From SHEET C. Extract the tower outer walls



And the following smaller items:-



Only extract what's shown here. Leave everything else on the sheet.

### LASER SHEET L1.

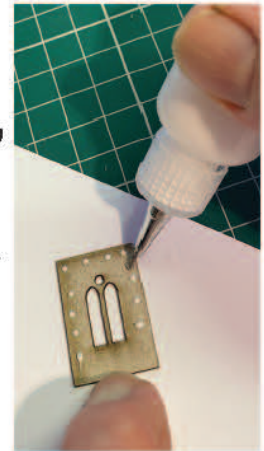
Extract the following:



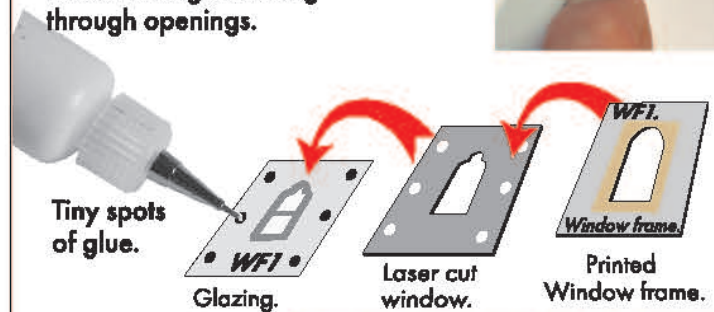
Before you do anything with the tower outer walls, you need to make up all the windows and door and then fix them all to the appropriate openings in the tower walls.

Make up the windows first.

Sort out the appropriate glazing for each window. Next column shows you the order you glue them together. Lay them on a flat surface, hold each piece on bottom edge as shown and place only tiny amounts of glue away from the window openings.



The laser windows look best if the burnt edge is facing through openings.



Like this.

Lay the completed window flat on your work surface.

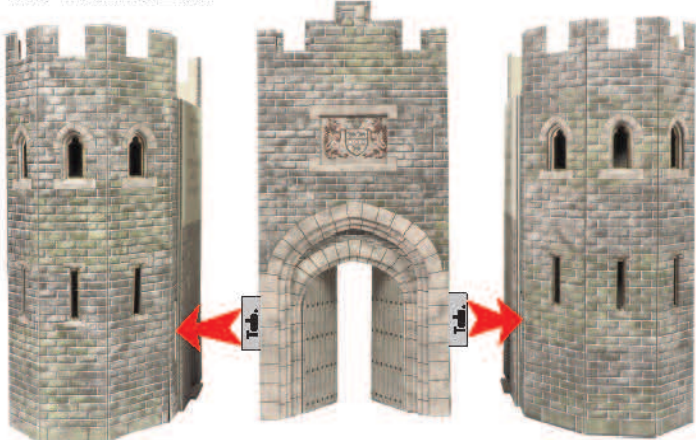
Then place the wall with appropriate opening over the top. Slide to the correct position and press firmly down to fix.



### 13 Fix Gate Walls To the Towers.

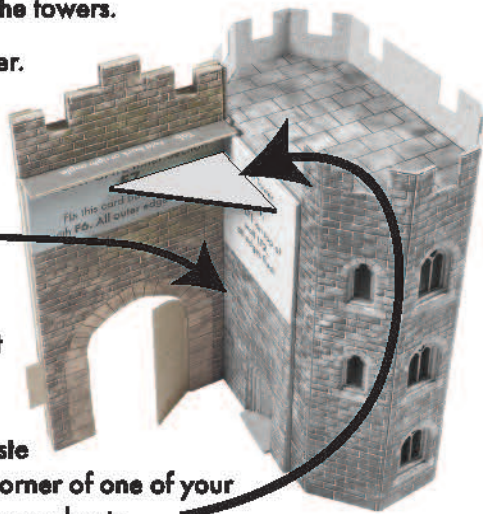
Now we have the four main components for the gate house made up, it's time to fix them all together.

#### The Front Gate.



Each side of the gate has a grey tab that slots into the hole in the side wall of the towers.

Start with one tower. Fit it into position against the side wall and pushed back against the inner wall.



To hold it at a right angle, brace the corner high up with a piece of waste card cut from the corner of one of your grey card strengthener sheets.

Be gentle when doing this job. You don't want to buckle the tower wall applying too much pressure.

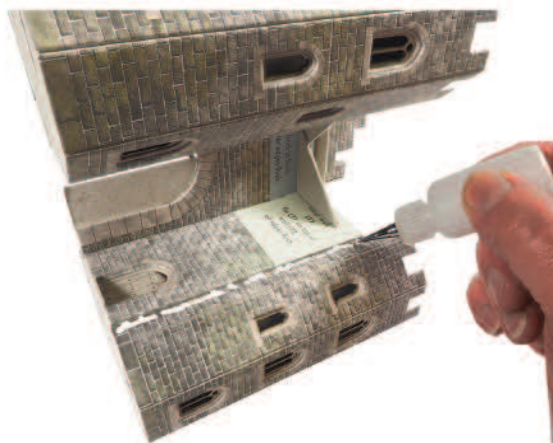
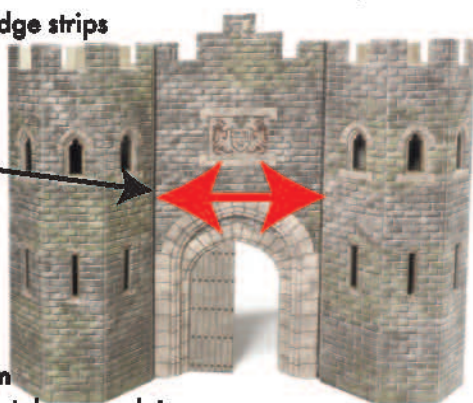
Fit the other tower and brace the corner as above.

Leave to fully dry and set hard. Time for a cup of tea!

The long thin gate edge strips are to cover any gaps you may have down the gate edges here.

Simply fix to the gate wall pushed up against the tower.

You won't need them if you have done the job properly!



To fit the back gate, lay the tower on its side and place plenty of glue along the edge where it will fit. Turn over and glue the other side.



Fit the gate in place. Push back against the inner wall.

Hold carefully together whilst the glue sets.

### 14 The Battlements.

This is a fiddly job, but if you follow these instructions TO THE LETTER, you shouldn't go wrong.

From SHEET C. & D. Extract tower top inner walls:-



There are 4 x TW1. and 8 x TW2. Inner walls in total.

You will notice that TW1. are slightly longer on each end. If you look at the plan you will see that these fit at each end of the inner walls placed around the tower where they need to be slightly longer.

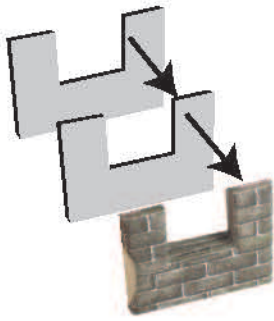


There are 2 x TW3.

From the GREY SHEETS E.& F. Extract:-

**G2.** There are 24 of these single G2. spacers to fit behind the TW1. and TW2. inner walls (above).

**G3.** There are 4 of these G3. spacers to fit the TW3. walls.



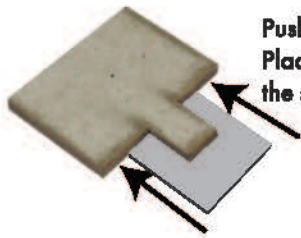
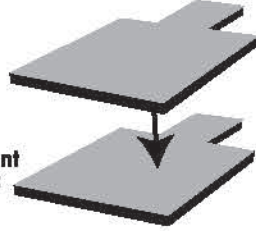
Each battlement wall has two grey matching spacers fixed to the back.

Using the jig located on the laser sheet to align them correctly, glue together to form a thick wall that is then attached to the back of the corresponding outer wall.

### Make the Jig.

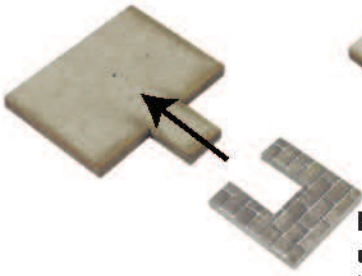
Extract the two identical battlement jigs from the laser card L1.

Glue them together so that ALL edges are **ABSOLUTELY FLUSH**, this is important as this tool will help to align the layers of each battlement wall as you make them.

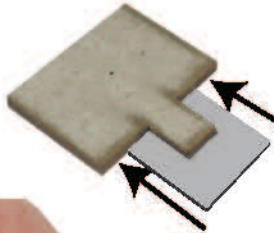


Push a **GREY** spacer onto the lug of the jig. Place tiny spots of glue on the surface of the spacer.

Place the **PRINTED** wall section on top of the **GREY** spacer and push both tight up against the jig.



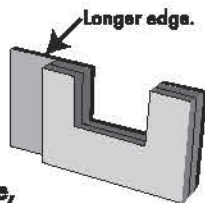
Press down on top of the wall until glue sets, then slide the jig away from the wall.



Now take another **GREY** spacer and place it on the jig, as you did with the first one. Then place the stone wall with the grey spacer attached on top of this spacer. Push all layers up tight against the jig. When fast slide out the whole wall unit.



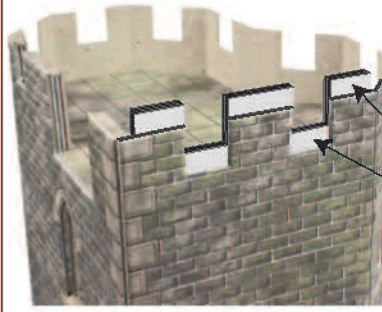
Like this. With all inner edges perfectly aligned.



**NOTE:** The TW1. walls which are slightly longer on one side fit together in exactly the same way, leaving one side, left or right, longer, as shown here viewed from the back.

Using the plan on page 2 to guide you, place the inner battlement walls behind the appropriate openings.

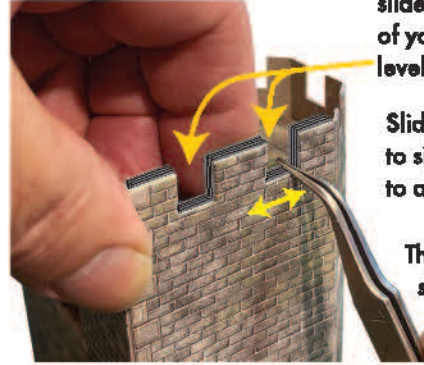
Read "Aligning the crenels" in the next column before fitting.



### Aligning the crenels.

When fitting the inner walls to the battlements, always fit them just a little higher than the outer wall.

Then quickly before the glue dries slide them down using the point of your tweezers until they are level with the wall tops.

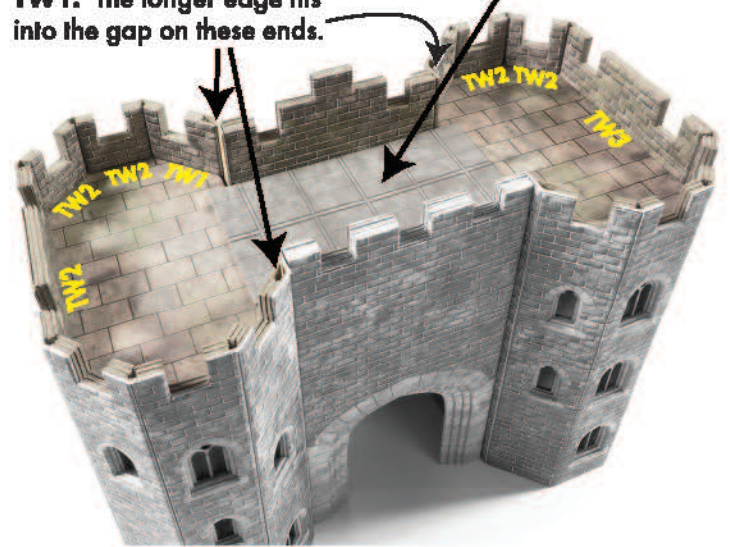


Slide your tweezers from side to side in the crenels as well to align the sides.

The inner walls can be slightly shorter than the outer walls. Always line them up along the top edge.

Fit the **Leaded Roof** which sits directly over the gate passageway.

**TW1.** The longer edge fits into the gap on these ends.



On page 12 there is a strip of stonework for patching small areas of bare card that show on the inner wall tops.

## 15 The Turret.

This little tower sits on top of the Gatehouse in a position of your own choice.

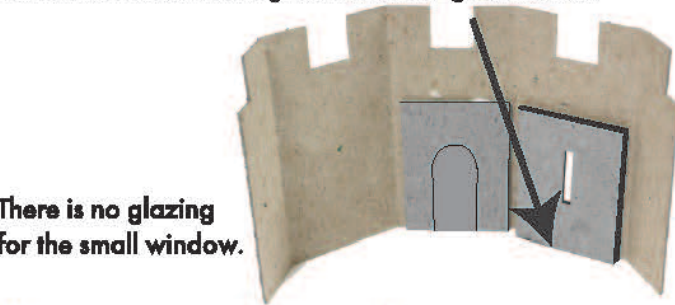
We go to **SHEET D** now and extract the following:

- 1 x Turret outer walls.
- 1 x Turret roof top.
- 1 x Turret door TD1.
- 1 x Turret window TWF1.
- 1 x Turret wall joiner.
- 2 x Green NTW1. Turret top inner walls.
- 2 x Yellow NTW2. Turret top inner walls.

From Laser sheet L1 Arrow slit window marked with a T.

Fit door TD1. and the window frame TWF1. with its laser cut arrow slit opening attached to the back. All should be flush along the bottom edges, like this.

There is no glazing for the small window.

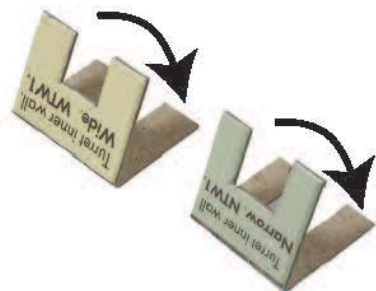
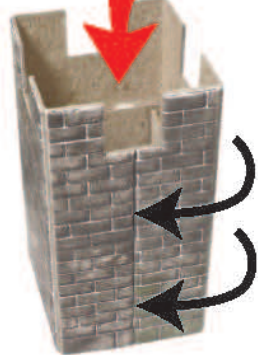


Fix the wall joiner to the back of one half of the rear wall. Flush with the outer wall base.

Roof.



Fold the walls around and fix the other half to the joiner pushing two halves together. Then drop the roof down inside so it sits on top of the door and joiner. No glue needed.

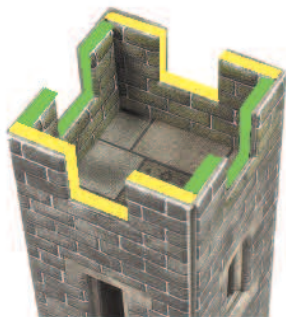


Fold and glue in half the four Turret inner walls.

Fit them inside the turret battlements as you did with the tower walls.

Fit the **YELLOW WIDE** walls first opposite each other.

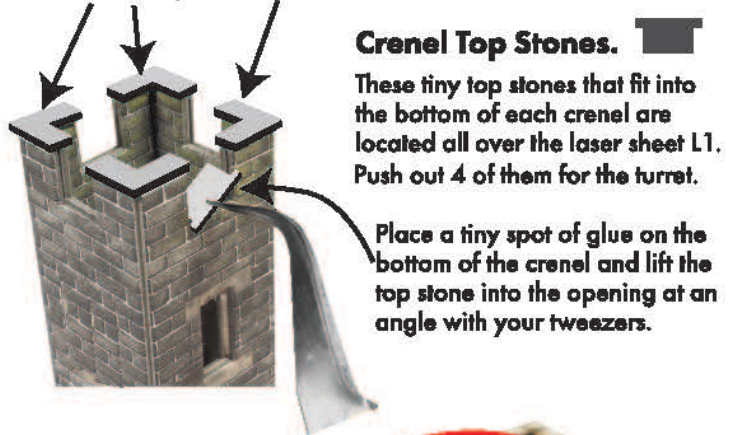
Then fit the **GREEN NARROW** walls at either side.



## 16 The Turret Capping Stones.

The various capping stones are the final bits that make this castle look really good. Follow the instructions carefully and you won't get lost.

Carefully push out the four 'L' shaped top stones from laser sheet L1. and fit to the wall tops on each corner.



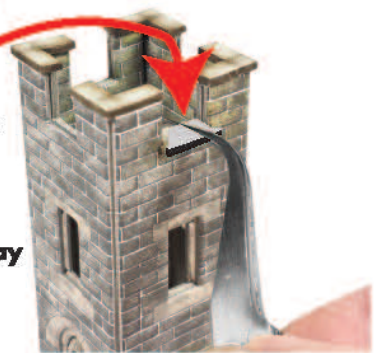
### Crenel Top Stones.

These tiny top stones that fit into the bottom of each crenel are located all over the laser sheet L1. Push out 4 of them for the turret.

Place a tiny spot of glue on the bottom of the crenel and lift the top stone into the opening at an angle with your tweezers.

Then with the end of your tweezers push the top stone down level and into place.

All Crenel Top Stones fit this way throughout the rest of this kit.



Don't fit any more capping stones until you have finished the rest of this kit..

## 17 The Curtain Walls.

There are two curtain walls. Build them one at a time starting with the right hand wall.

From **SHEET C.**  
Extract the curtain wall.



From **GREY SHEET F.**  
Extract **ONE EACH**



**G4.** Curtain wall inner former.

**G5.** Curtain wall battlement spacer.

**G6.** Curtain wall floor.

**G7.** Curtain wall rear spacer.

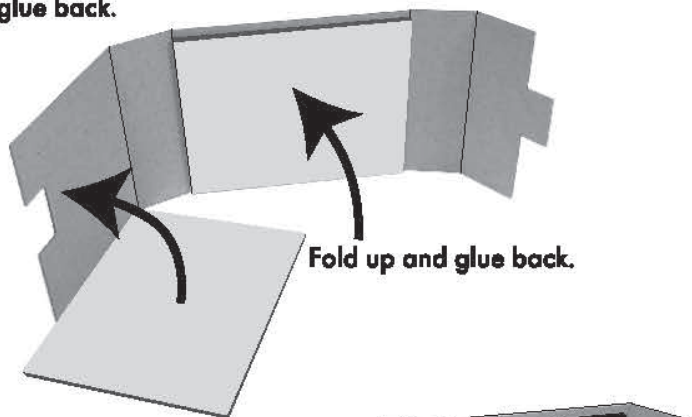
And one set of **G8.** steps.  
There are two sets of four steps. Each step slightly shorter than the other.



Also from SHEET B. extract: 2 x Curtain wall Pathway Flags.

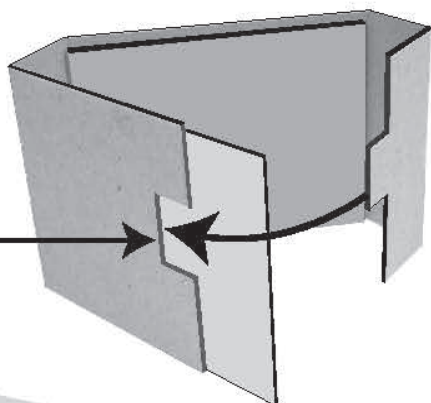


Take the G4. spacer, fold the two rectangular cards up and glue back.

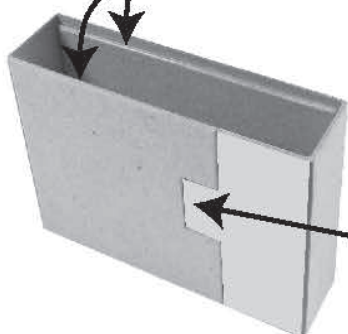


Fold up and glue back.

The sides then fold and wrap around so that the lug slots into the slot here.



G6. Floor sits down inside the box sitting on top of the inner walls.

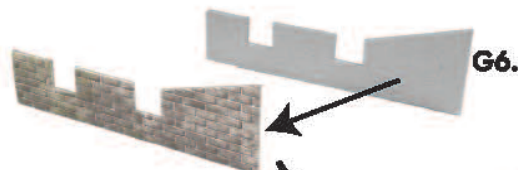
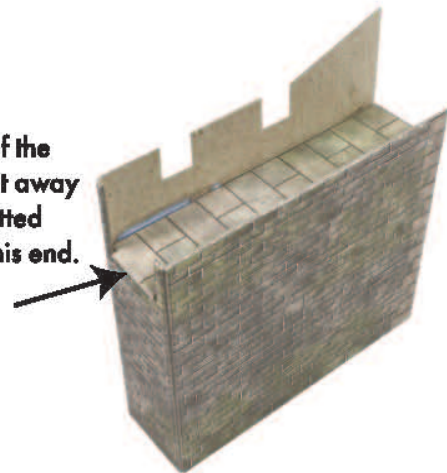


Lug pushed tight into slot and fixed to inner wall.

Turn the box over so open end is facing upwards and wrap the curtain wall around it and fix tightly on both sides.



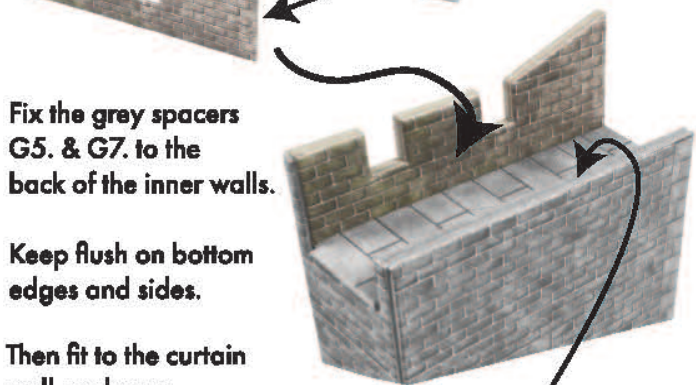
Fix the floor on top of the inner box with the cut away section on one end fitted into the opening at this end.



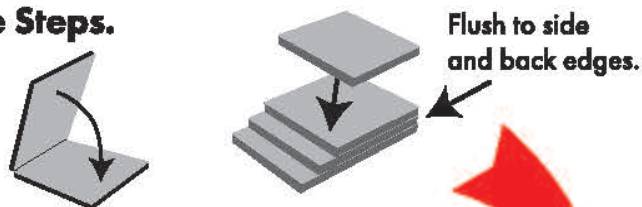
Fix the grey spacers G5. & G7. to the back of the inner walls.

Keep flush on bottom edges and sides.

Then fit to the curtain wall as shown.



### The Steps.



Fold each of the four steps in half and glue to make double thickness.

Then fix them one on top of the other Longest step at the base and so on, to make a short stairs.

Place the steps in the wall as shown. Don't glue down, you may want to use them with other walls as you proceed.



### Left Hand Curtain Wall next.

Extract the final components from SHEET D. and GREY SHEET F. It is an exact mirror of this wall and goes together in just the same way.

## 18 The Capping Stones.

The various capping stones are the final bits that make this castle look really good. Follow the instructions carefully and you won't get lost.

### ALL LOCATED ON LASER SHEET L1

Starting with the curtain walls.

Push out four of the Crenel Stones (shaped like this ) from the laser sheet, and fit them as described on page 8.

Then fit the various lengths of wall top stone strips. Extract from laser sheet as you go.

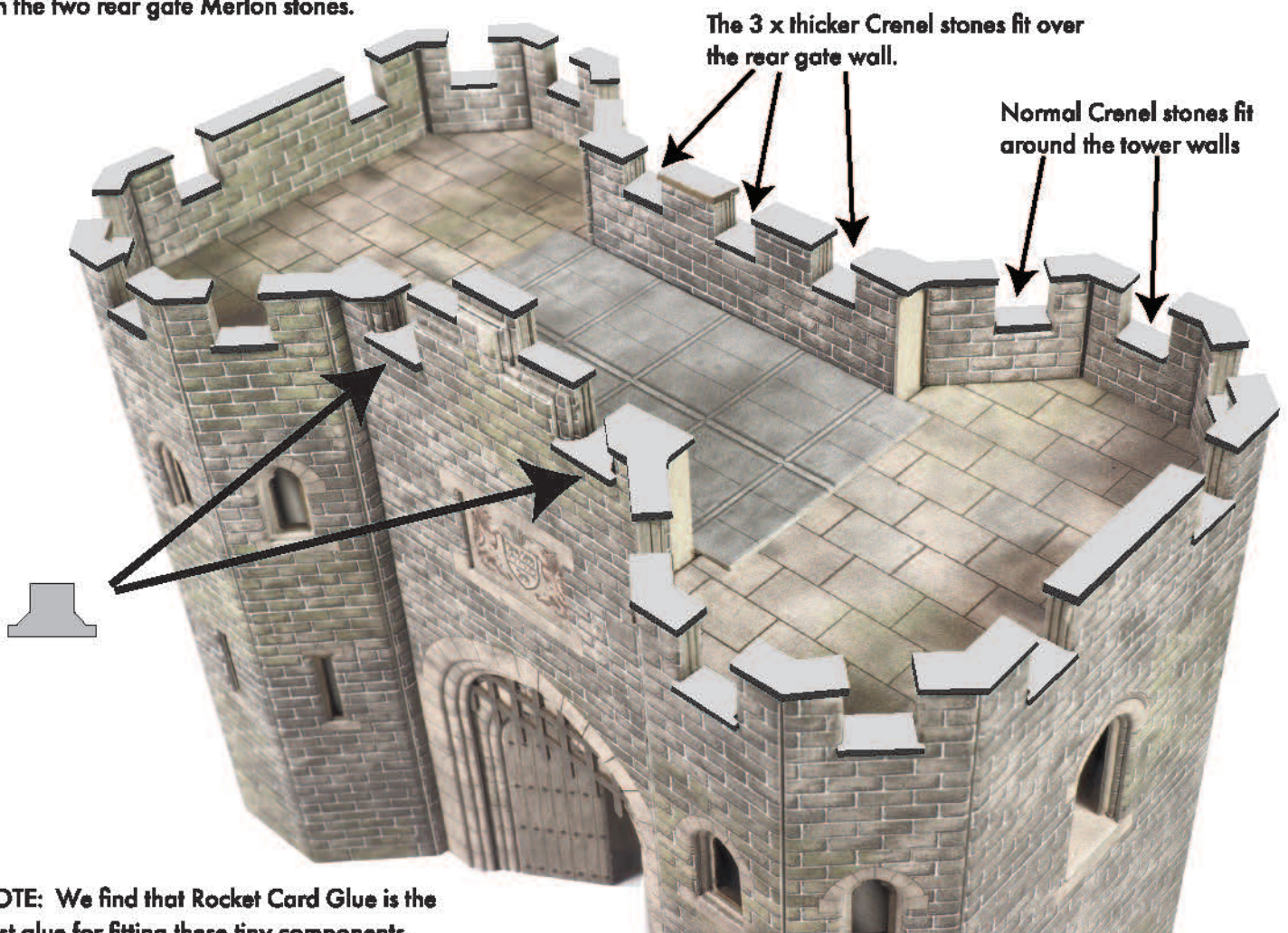
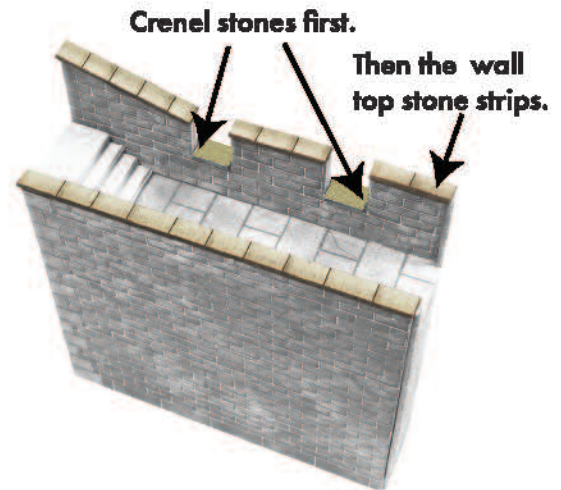
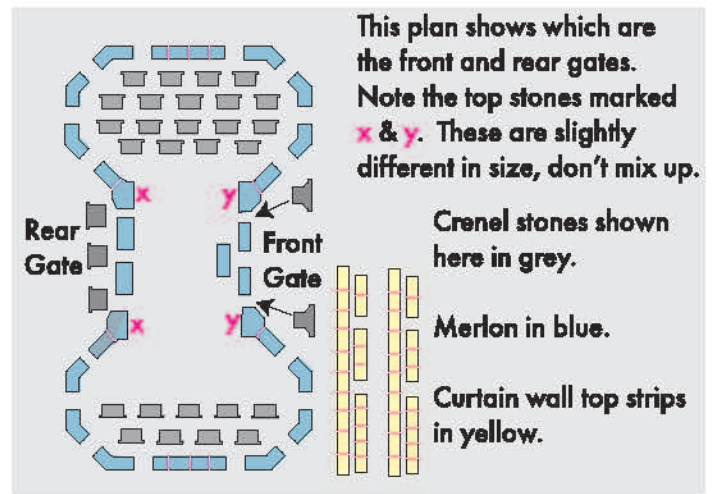
Now for the Gate House.

Again fit the Crenel stones first. There are 16 normal sized stones that fit around each tower.

The two thicker Crenel stones shaped like this  fit directly over the front gate

The Merlon top stones are laid out as the plan of the gate house. It is self apparent where they fit. Only remove them one at a time as you fit them to each Merlon.

Note the three front gate Merlon stones are thinner than the two rear gate Merlon stones.



**NOTE:** We find that Rocket Card Glue is the best glue for fitting these tiny components.

Added to our other Castle Kits, you can create all kinds of interesting scenes.





If you are attaching any of our other curtain walls to the side of the gate house, you can use the steps provided.

Note: You may need to trim them down a little to get them to fit comfortably.

### Other kits in the Castles range.



#### PO294 Castle Hall

The beating heart of the castle. Or could be a stand alone country house. see above for ideas.



#### PO292 Watch Tower

A useful little tower to fit in with the curtain walls

Or even a stand alone folly

#### PO293

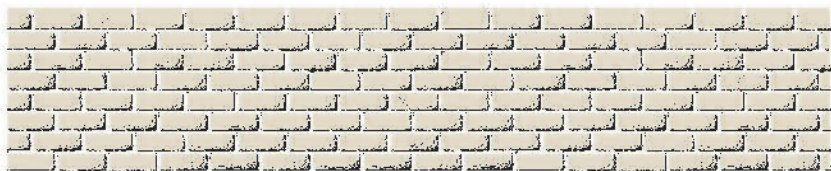
#### Curtain Walls



Various lengths of straight walls plus 2 x 45° corners and 1 x 90° corner. Two packs needed for a complete curtain wall as below.

### GATES

If you are not leaving the gates in an open position, you may want to fix these printed rear sections to the back.



Stonework for patching any small areas you want to cover.

