

INSTRUCTIONS

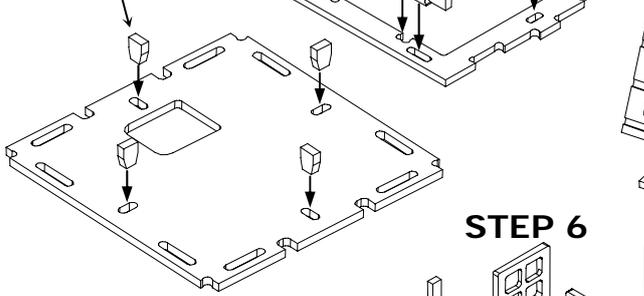
Dwelling

IMPORTANT: If you are intending to create a larger structure see **STEP 3** custom structures below before commencing.

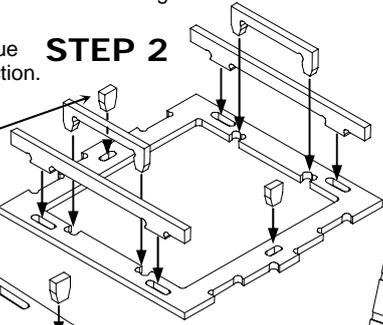
Gluing
Apply a small amount of glue wherever there is a connection.

STEP 1

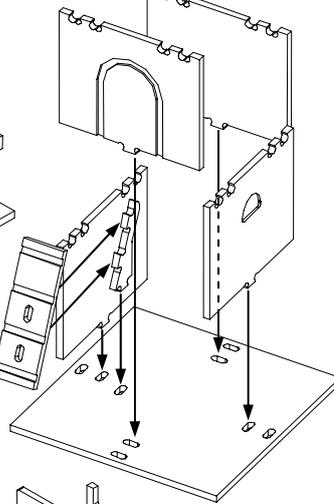
Push these pieces all the way through until the top surface is flush with the floor.



STEP 2

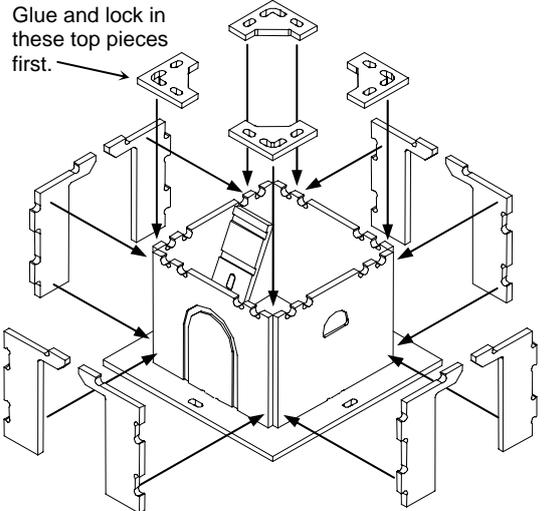


STEP 3

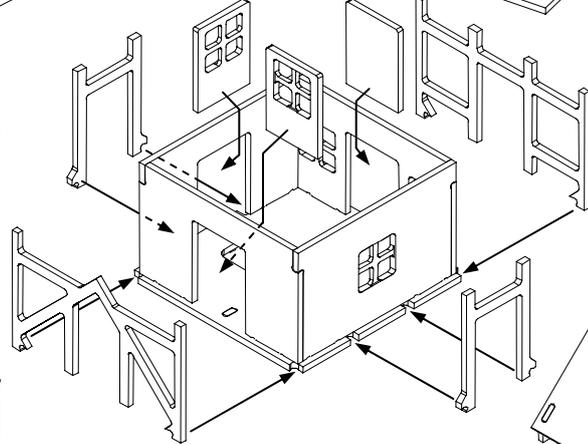


STEP 4

Glue and lock in these top pieces first.

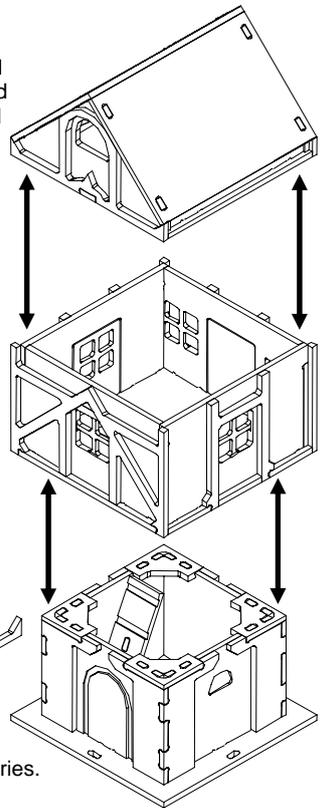


STEP 6

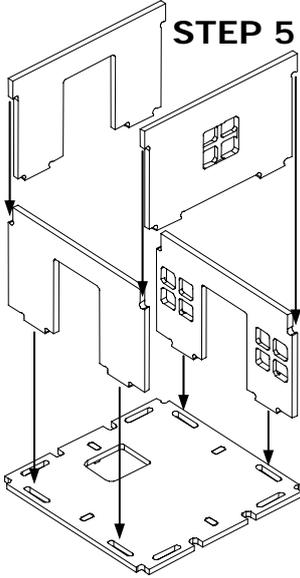


STEP 9

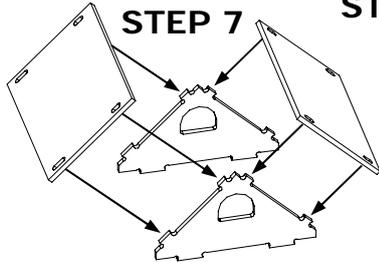
Once the glue for all three parts has dried they can be stacked to create the finished model. No more gluing is required.



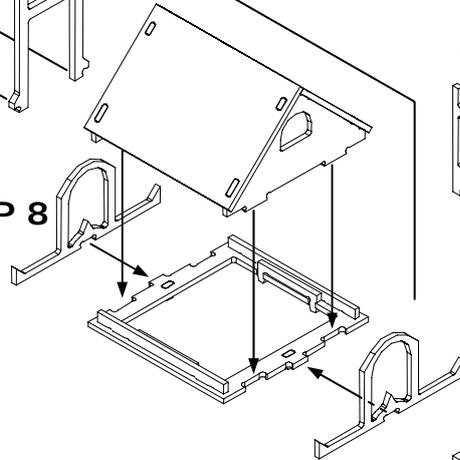
STEP 5



STEP 7



STEP 8

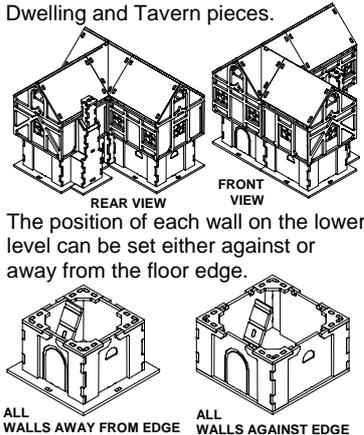


PAINTING

At www.miniaturescenery.com we provide a detailed and easy to follow illustrated guide for painting the Village series. We also share simple, effective painting techniques that you can use to get your model looking its best.

Custom structures

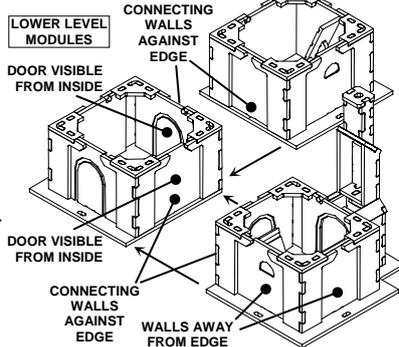
This section shows how a large structure can be created from the Dwelling and Tavern pieces.



The position of each wall on the lower level can be set either against or away from the floor edge.

ALL WALLS AWAY FROM EDGE ALL WALLS AGAINST EDGE

Lower level modules can be seamlessly joined to create custom layouts of large structures.

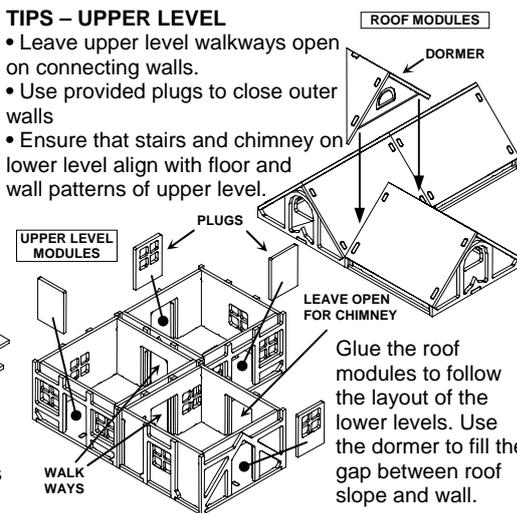


TIP - LOWER LEVEL

• Ensure that doors on connecting walls are visible from the inside

TIPS - UPPER LEVEL

- Leave upper level walkways open on connecting walls.
- Use provided plugs to close outer walls
- Ensure that stairs and chimney on lower level align with floor and wall patterns of upper level.



Glue the roof modules to follow the layout of the lower levels. Use the dormer to fill the gap between roof slope and wall.

Stack all levels to complete the structure. This concludes the construction of one of the many custom designs possible. Taller buildings can be created by stacking several upper level modules.

For more inspiration visit www.miniaturescenery.com

