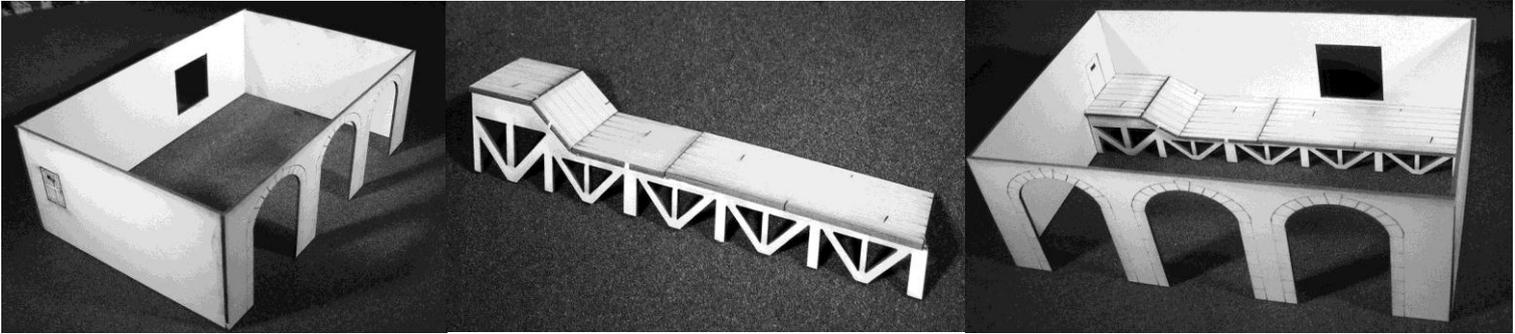


Foundations of War

15mm Warehouse no 1 Assembly Instructions

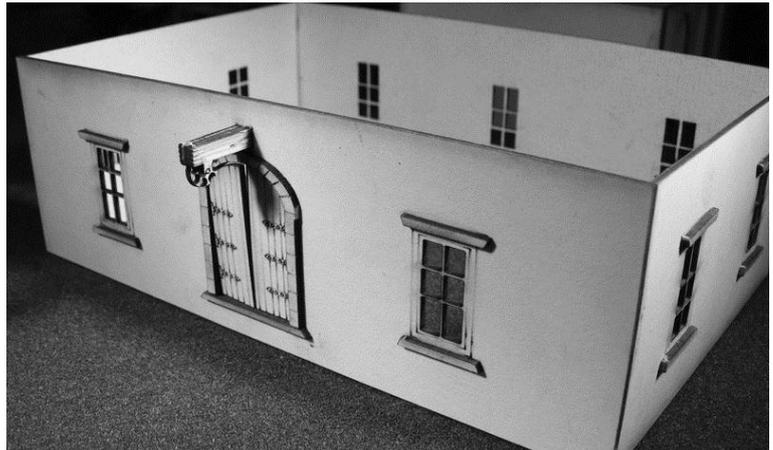
Stage 1

Trim out the ground floor panels, they're laid out on the sheet as they go together, the front and rear sections overlap the side sections so there is no visible join from the front (Pic 1). Next trim out parts 5,6,7,8,and 9 these form the interior loading dock. Attach part no 6 to the flat end of part 5, part 7 butts up next to it, up to the slope of the ramp, then part eight forms the slope, and part 9 tops the landing. (Pic 2) When its dry run glue along the far edge and slip into the ground floor making sure the top lines up with the small door in the left wall and the long edge meets the sliding door. (Pic 3)



Stage 2

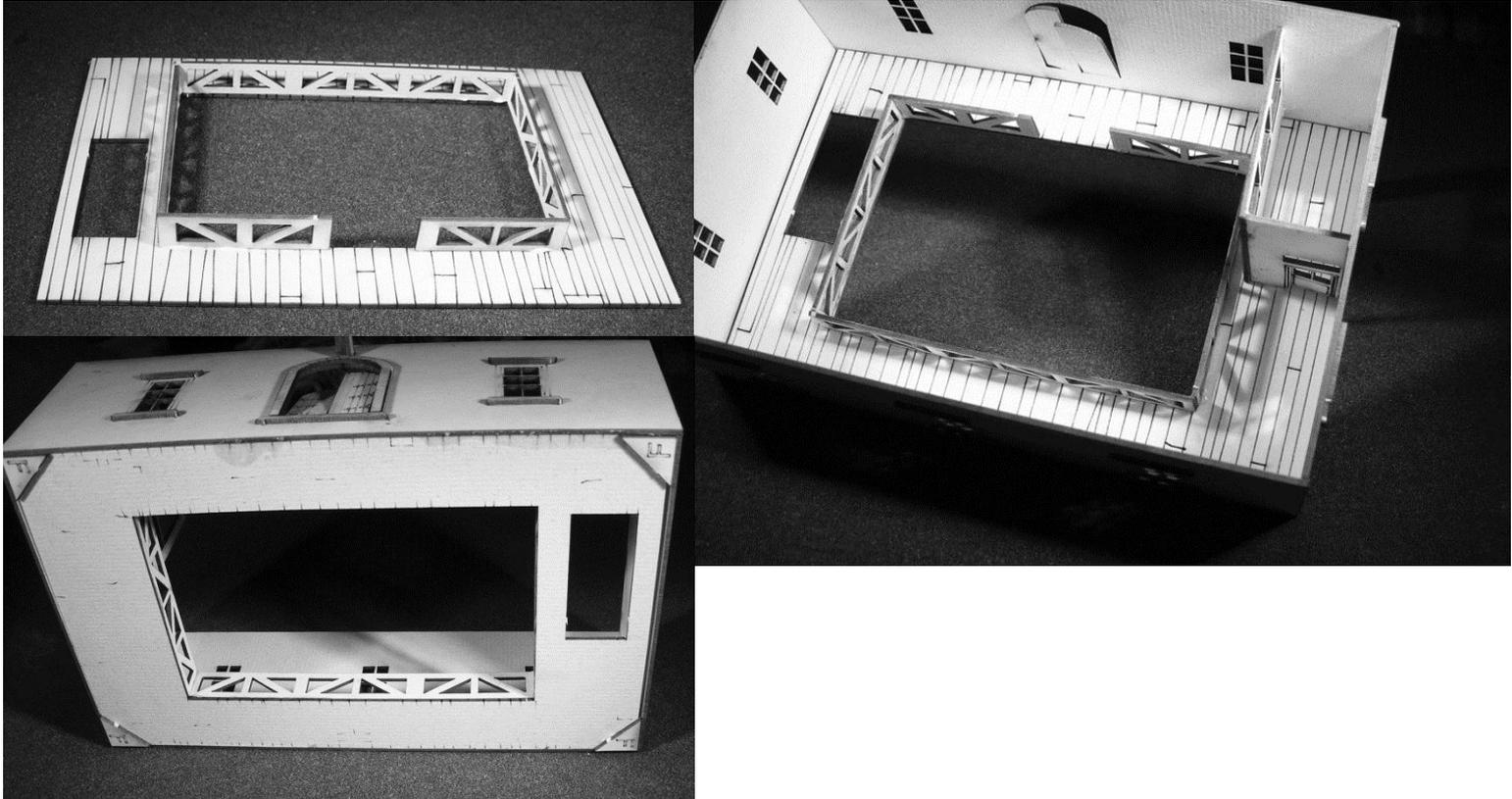
Trim out the parts for the top floor and assemble in the same way as the bottom floor in step 1. Now's a good time to trim out the window sills and door frames and attach them as indicated by the engraved surface. Trim out parts 1a, 1b, and 1c, this will form the winch above the upper door. Sandwich part 1b in between 1a and 1c making sure the wood grain is on the outside. (Pic 4), Pop it on the hole above the door, glue is optional. You should have an upper floor that looks like this, the doors can be fixed at any position.



Stage 3

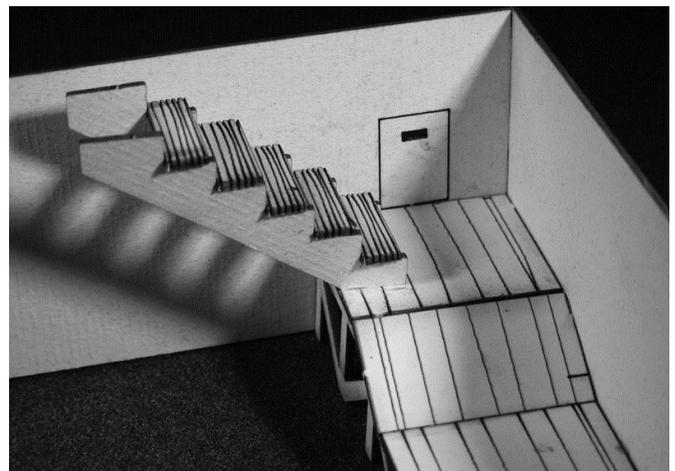
This bit is a little tricky, so is much easier if you assemble the next stage before you put in the floor, you may want to skip this stage if you plan on gluing the top half to the bottom half and not having the insides visible.

Trim out parts 10, 11, 12 and 13. On a flat surface place part 10 with the small hole on the left, this means the front is towards you. Glue the pieces marked 12 to the short sides, piece 11 will overlap them both creating a neat join much like the upper and ground floors did. Parts 13 glue to parts 12 in the same way leaving a gap in the middle in front of the doors. (pic 5) Whilst these dry cut out and assemble the overseers' office, parts 14, 15 and 16, there are multiple places to put this and the best way to do it is to assemble it and keep it to one side to dry once you've decided which way to face it. When the floors dry, glue it in place in the upper floor, this pulls everything square. Then pop in the overseers' office (Pic 6), then when the floors dry, stick the corner braces K to the bottom of the floor section, note that it doesn't overlap the walls, this allows the top floor to lock in place with the bottom floor (Pic7)



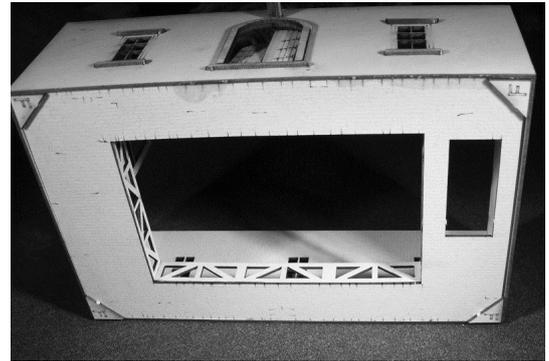
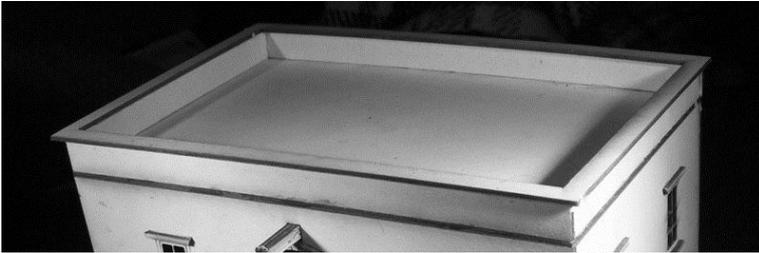
Stage 4 (optional)

This bit is quite fiddly but rewarding, take parts 18 and the stair treads (not marked) carefully stick the treads to the runners making sure thin edge of the runners (18) is downwards (Pic8) Then, when dry, glue the bottom to the top of the ramp in the ground floor, making sure the to aligns with the hole in the upper floor. (Pic9)



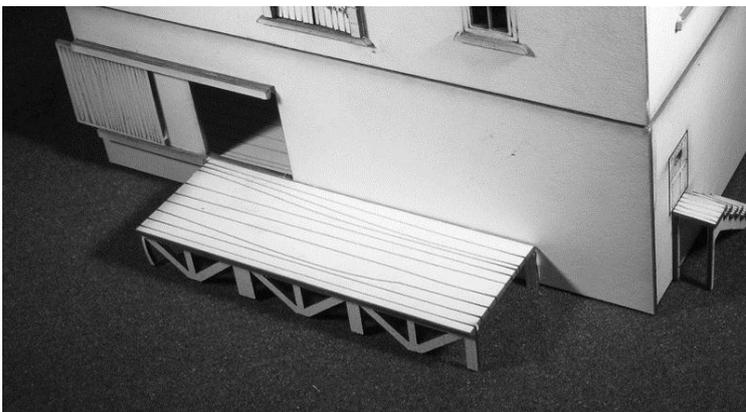
Stage 5 roof

Trim out parts marked 1, 2, 3 and 4, parts 1 and 2 make up a short wall that supports the top of the roof (part 3), glue is together with the long sections overlapping the short, as in the upper and lower floors, then when dry glue to the base plate (part 4) and glue part 3 to the top (Pic 10) When this is dry trim out parts 4a and stick them to the bottom of the roof section, making sure to leave 1mm around the edges to allow the roof to lock into the upper floor, check the position before the glue sets. (Pic 11)



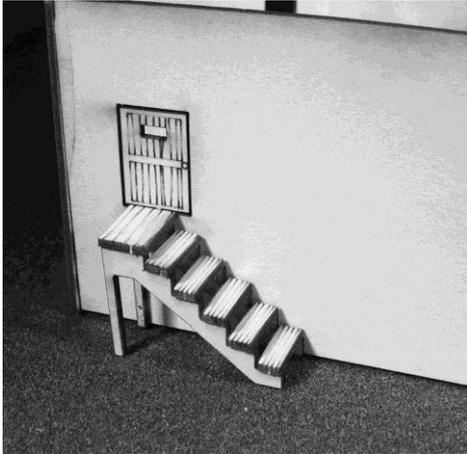
Stage 6 outer loading dock and steps

The outer loading dock is pretty easy to do, take pieces 17a and 17b and glue together like a table, making sure that one side is flat, with no overhang allowing it to be glued to the wall for extra strength. (Pic 12) Next we need to assemble the sliding door the opens onto the outer dock. Take parts a, b, c and d, these form the L-shaped brackets allowing the door to slide. Starting with part a glue it to the engraved surface underneath the door, then add part b on top, making sure the bottom of it is flush with part a (this is a bracket for the door to sit in), do the same with parts c and d for the top ensuring the tops are flush, take a piece of scrap card from the sheet and slide it in the gap formed by the brackets, making sure no glue has glooped out and blocked the gap. When its all dry slide the door (part e) in place, it should be firm but not too tight. (Pic 13)



The steps leading to the side entrance can be a bit fiddly again, but place one side flat against your cutting mat and it should make things easier. Trim out parts 2a, 2b and 2c. 2a is the top step and the 2b are the other treads. Place one of the runners flat as mentioned so that it will sit flush with the side of the warehouse, and glue the treads in place. When its set enough to hold them flip it upright and attach to the other runner. When they've set, glue them to the side of the warehouse underneath the small side door. (Pic 14)

Once you've got the main doors in place on the front then you're pretty much finished. There are some optional bits for the overseers' office, but they are not necessary. For the filing cabinet glue the thin parts inside the front and back and then top off with the small square. The table is simple, the two legs 1a and 1b glue to the underside of 1c. the chair is a bit more complicated, the best way to do it is to glue the seat to the front legs then the chair back to the seat, it keeps it nice and square. (Pic 15)



When finished it should look like this, there are other ways of assembling it, the bottom floor for example can be rotated to the doors on the right hand side and the loading dock hatch is reversed, but there are other ways too. Let your imagination run riot

