

### **Tool Check List**

Precision Craft Knife  
Cutting Mat  
Your Preferred Modelling Glue  
Tweezers

Fine Tip Applicator  
Low-tac Masking Tape  
Weights / Clips / Clamps

### **We recommend:**

Reading through the instructions to familiarise yourself with the construction style of the kit before starting the build.

Painting white edges as you remove the components from the sheet to improve the finished look.

Distributing glue evenly across components before bonding.

Applying even pressure across components when bonding them together.

Using low-tac masking tape, clamps and weights to aid the assembly process.

Removing each component as it is required to prevent losing or mixing it up with another component.

### **How to Remove Components from Sheets:**

Components are held in position using scores lines.

To remove a component held in by a score line (indicated by a scissor symbol), carefully run the tip of your craft knife through the score line.

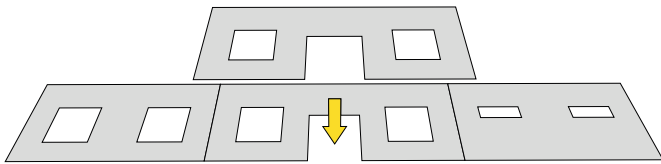
# Mess Hut Assembly

Components are Labelled in Black

1. Detach Component A and fold the walls along the score lines.

Detach Inner Wall A and glue it to the inside of Component A.

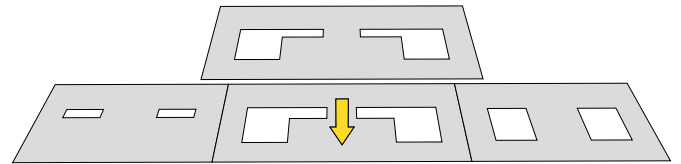
- i* Try to ensure that there is even spacing around the window openings and the bottom of the walls are flush with one another.



2. Detach Component B and fold the walls along the score lines.

Detach Inner Wall B and glue it to the inside of Component B.

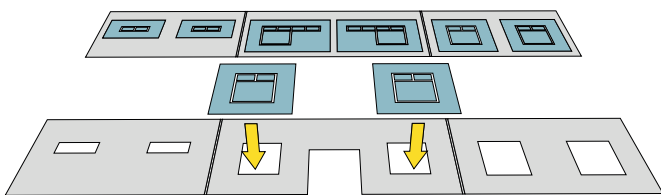
- i* Try to ensure that there is even spacing around the window openings and the bottom of the walls are flush with one another.



3. Locate the Glazing Sheet and cut out the windows along the thin outer lines.

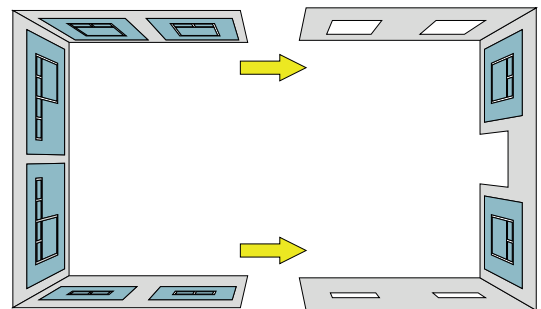
Glue each one into position.

- i* Ensure that the side wall glazing is glued to Component B as the window openings on Component A are slightly bigger.



4. Glue the side walls of Component B to the inside of Component A.

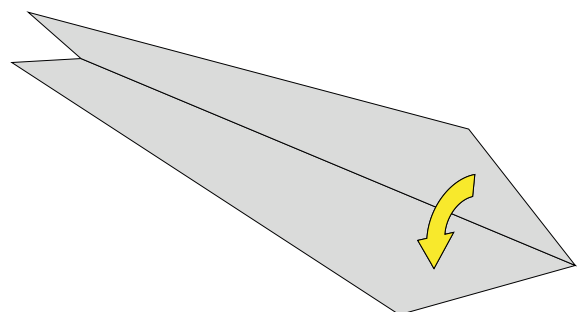
- i* The window openings on the inner layer are slightly smaller than the outer openings to give the model depth. Try to ensure that these are centrally aligned.



5. Detach Roof Packer:

A x 2  
B x 4  
C x 4

Fold each one along the score line and glue together.




6. Form the Roof Kerbs.

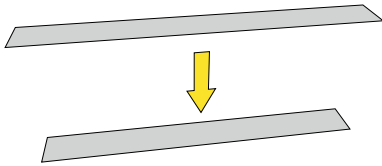
Kerb A - Glue 2 x Packer A together.

Kerb B - Glue 2 x Packer B together. Repeat.

Kerb C - Glue 2 x Packer C together. Repeat.

This will leave you with 1 x Kerb A, 2 x Kerb B and 2 x Kerb C.

 Try to ensure the components are as flat/level as possible. This will help to ensure roof is level on the completed model.



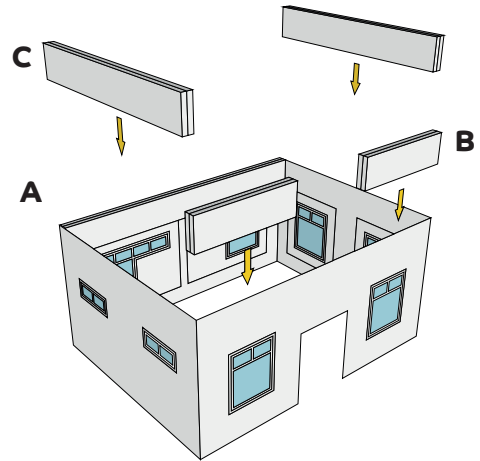
7. Glue each Roof Kerb into position.

Glue Kerb A to the back wall.

Glue Kerb B(1) and B(2) to the front wall (there will be a gap in the middle).

Finally, glue Kerb C(1) and C(2) to the side walls (we've designed these to be snug!)

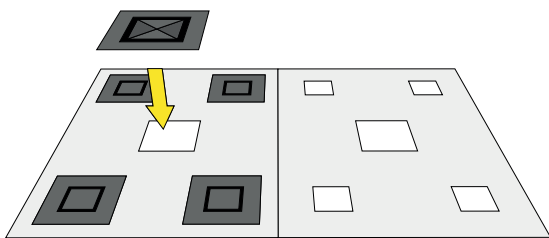
 The top of each kerb should be flush with the top of the wall.



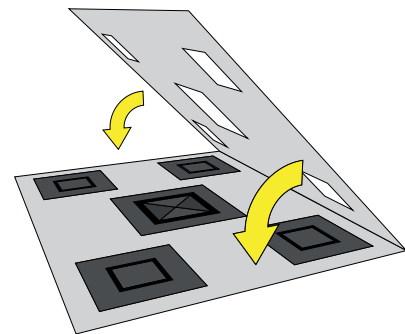
8. Detach the Roof and place it face down on your work surface.

Locate the glazing sheet and cut out the Sky Lights along the thin outer lines.

Glue each window into position.

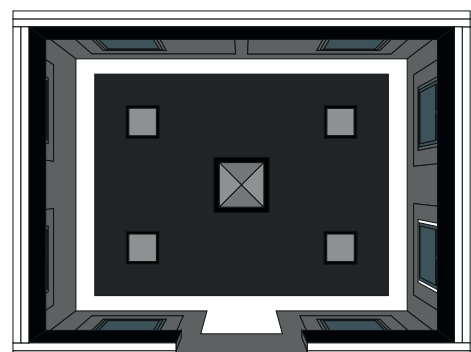


9. Fold the Roof along the score lines and glue both sides together, sandwiching the Sky Lights between the card.



10. Apply glue to the underside of the roof kerbs.

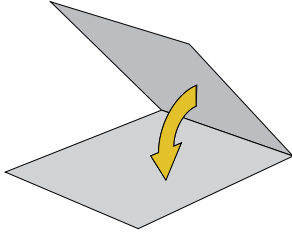
Carefully guide the roof inside the building from the bottom and bond it to the roof kerbs.



**11.** Detach Roof Packer D (x4).

Fold the first packer along the score line and glue together.

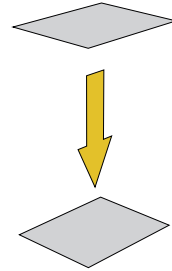
Repeat this step for the remaining three packers.



**12.** Form Roof Kerb D.

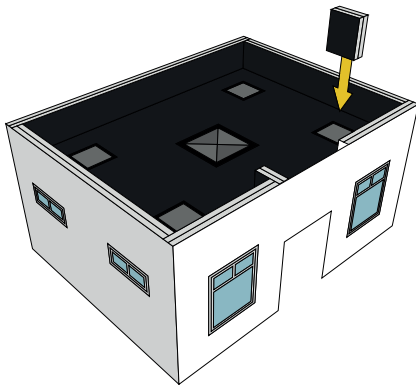
Glue 2 x Packer D together.

Repeat this step for two remaining packers.

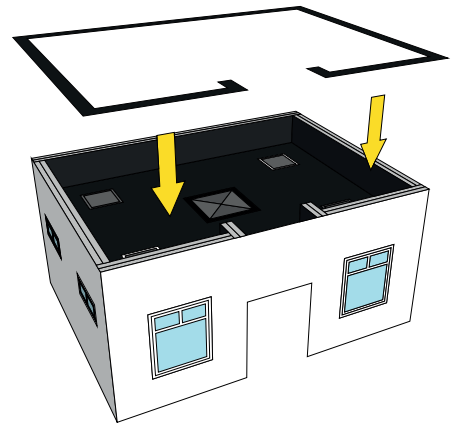


**13.** Glue Kerb D into position.

The top of the component should be flush with the roof.



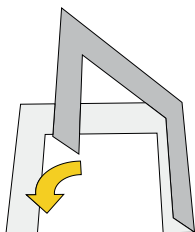
**14.** Detach the Roof Cap and glue it to the top of the roof kerb.



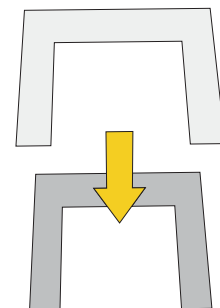
**15.** Detach the Door Packers (x2).

Fold the first Door Packer along the score line and glue together.

Repeat for the second Door Packer.




**16.** Glue the two Door Packers together.

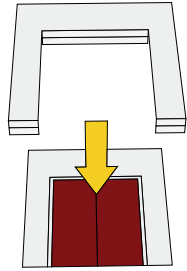


17. Detach your preferred door.

Apply glue to one side of the Door Packers.


Bond the packer to the front of the door.

 Try to ensure that the packer is aligned to the door frame for the best finish.

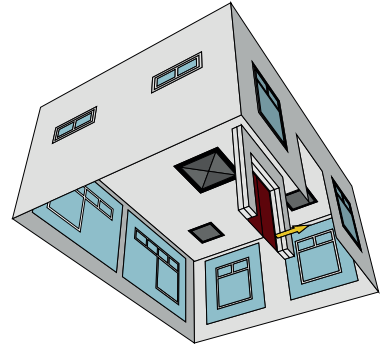


18. Apply glue to the front of the packer.

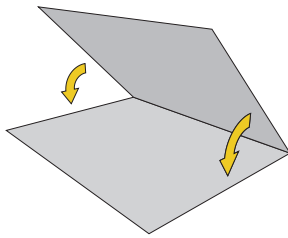
Bond component to the inside of the building.

 Try to ensure that the top of the component is touching the underside of the roof.

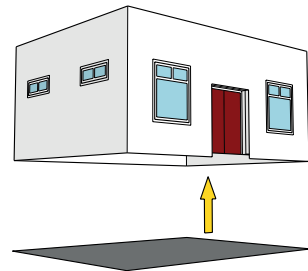
The bottom edge of the door should fall approx. 1mm short of the bottom of the walls.



19. Detach the Floor, fold it along the score line and glue together.



20. Apply glue around the edge of the floor (excluding the door area) and glue it into position.



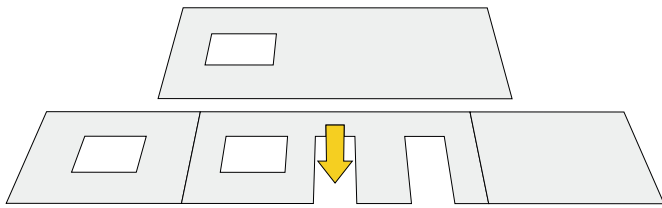
# Store Assembly

Components are Labelled in Red

1. Detach Component A and fold the walls along the score lines.

Detach Inner Wall A and glue to the inside of the wall.

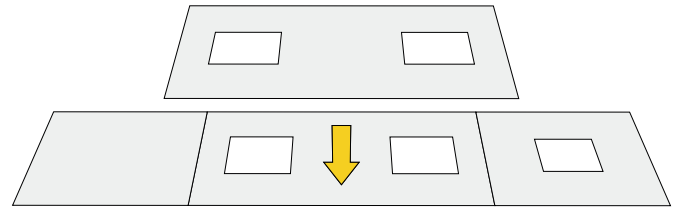
- i* Try to ensure that there is even spacing around the window openings and the bottom of the walls are flush with one another.



2. Detach Component B and fold the walls along the score lines.

Detach Inner Wall B and glue to the inside of the wall.

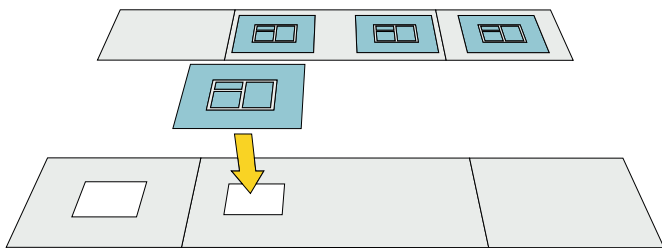
- i* Try to ensure that there is even spacing around the window openings and the bottom of the walls are flush with one another.



3. Locate the Glazing Sheet and cut out the windows along the thin outer lines.

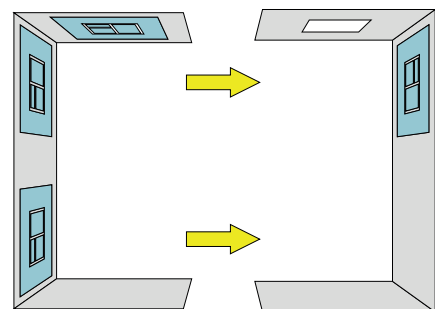
Glue each one into position.

- i* Ensure that the side wall glazing is glued to Component B as the window openings on Component A are slightly bigger.

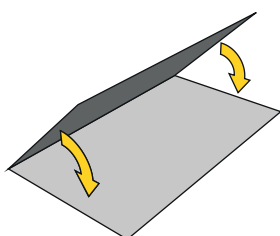


4. Glue the side walls of Component B to the inside of Component A.

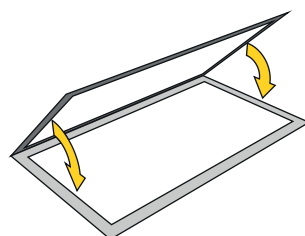
- i* The window openings on the inner layer are slightly smaller than the outer openings to give the model depth. Try to ensure that these are centrally aligned.



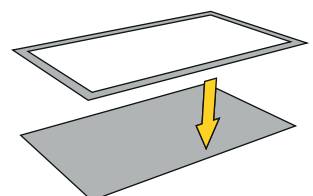
5. Detach the Roof, fold it along the score line and glue together.




6. Detach the Roof Kerb, fold it along the score line and glue together.

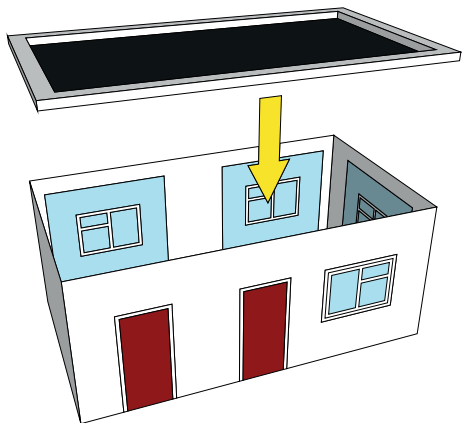


7. Glue the Roof Kerb to the Roof.

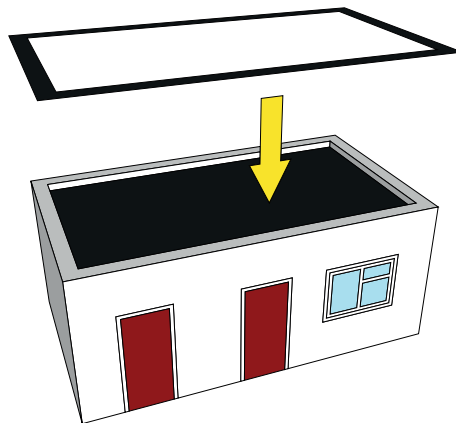


8. Apply glue around the edge of the roof and glue it into position, ensuring it's flush with the top of the wall.

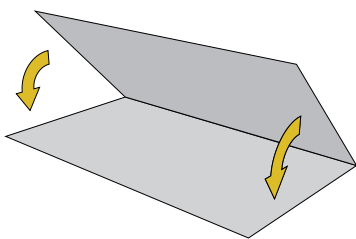
 Applying even pressure where the floor meets the wall until it's semi-cured will ensure a firm hold.




9. Detach the Roof Cap and glue it to the top of the roof kerb.

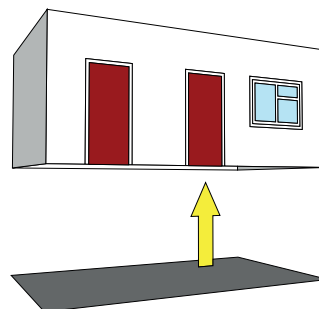


10. Detach the Floor, fold it along the score line and glue together.



11. Apply glue around the edge of the floor and glue it into position.

 Applying even pressure where the floor meets the wall until it's semi-cured will ensure a firm hold.



You have now completed the TT Scale TMD Mess Hut and Store. We hope you enjoyed and successfully built the kit! To view our other card kits, more products and find your local stockist, visit [www.atdmodels.co.uk](http://www.atdmodels.co.uk)

We'd love to see photos of your finished models. Please send them to [enquiries@atdmodels.co.uk](mailto:enquiries@atdmodels.co.uk) for a chance to be featured on our social media pages.