



- 1 - Remove the rear wall, shutters and hinges from the sprues.
- 2 - Glue into place the top hinges for all the shutters.
- 3 - Slide the shutters into the top hinge one at a time and then glue the bottom hinges into place. Do not glue the shutters to the hinges as you'll want to open and close the shutters.
- 4 - Follow the same procedure for the front wall and the door.
- 5 - Fit the front wall assembly into place on the base.
- 6 - Followed by the 2 short walls.
- 7 - Then the 2 end walls can be glued into place.
- 8 - And the 2 side walls.
- 9 - Then we can fit the 2 end walls of the main building.
- 10 - Finally fit the rear wall assembly into position.
- 11 - Reversing the order we can fit the timber frames into position starting with the rear wall.
- 12 - Followed by the 2 side walls.
- 13 - And the 2 end walls.
- 14 - Penultimately fit the 2 short wall sections.
- 15 - And finally the frame to the front wall of the house.

THE 55TH DAY
IN BEIJING



16**17****18****19****20****21****22****23****24****25****26****27****28****29****30**

16 - Remove the pictured items from the sprue.
 17 - Fit the roof panels to the V shaped end part.
 18 - Fit the remaining end to the roof assembly.
 19 - You can now fit the ridge piece.
 20 - Run lines of glue as shown.
 21 - Using pegs or clamps fit the greyboard roof tiles into place.
 22 - Allow the glue to fully dry before you remove the clamps.
 23 - Remove from the sprues the parts pictured. Note that there are 2 sets of these in opposite hands for reasons that will become obvious.
 24 - Fit the roof panels to the centre V part as shown.
 25 - And the short roof panels.
 26 - Fit the V shaped end part to this assembly.
 27 - Fit the remaining end to the roof panels.
 28 - Finally fit the ridge part as pictured. You'll need to re-do steps 23-28 for the opposing hand roof section.
 29 - Follow the steps 20-22 to fix the grey tile sheets to the 2 roofs.
 30 - You can now fit the roofs to the model.
 31 - Paint to suit your own tastes. You may find it easier to paint some parts before assembly.

31**WARBASES**