

# 403 ENTERTAINMENT DISTRICT

Follow these step-by-step instructions to construct the Entertainment District's Belvidere Theatre and Bottoms Up Bar and Grill. Refer to Walls 1-4, 5-8 in Step 4 to identify each building part and determine its proper location. Look through the enclosed catalog to see the complete line of DPM HO scale buildings.

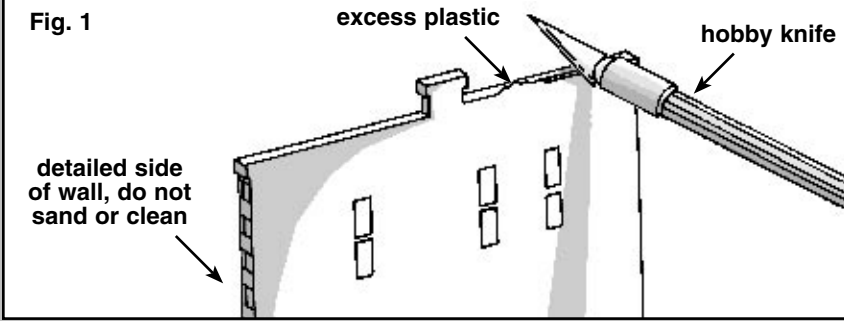
## 403 BUILDINGS PARTS LIST

Belvidere Theatre -	Bottoms Up Bar & Grill -	Additional Material
1. Front wall	5. Front wall	Roof material - 1 (5" x 6 1/2") 1 (3" x 6")
2. Three window (Right) side wall	5a. Door	Clear window material - 2 (5" x 5")
2a. Chimney back	5b. Entry panel right side	Styrene strip - 2 (.080" x 7")
3. Back wall	5c. Entry panel left side	Black paper - 2 (7 3/4" x 4 1/2")
4. Two window (Left) side wall	6. Three Window (Right) side wall	Decal sheets - 1
4a. Chimney back	6a. Chimney backs (2)	Posters and signs sheet - 1
	7. Rear wall	See reverse side for Details listing.
	8. Two window (Left) side wall	
	8a. Chimney backs (2)	

## 1 Clean and prepare parts.

Use a hobby knife (i.e., X-Acto) and/or diagonal cutters (i.e., Fiskars) to remove excess plastic created by molding process, where necessary (Fig. 1). Do not cut into detail.

Edges of all the molded parts have slight angles needed to remove parts from the molds. Following the instructions and illustrations in step 2, you will remove those angles from edges of certain parts only. Never sand edges that have brick detail.



## 2 Sand specified edges of walls and chimney parts.

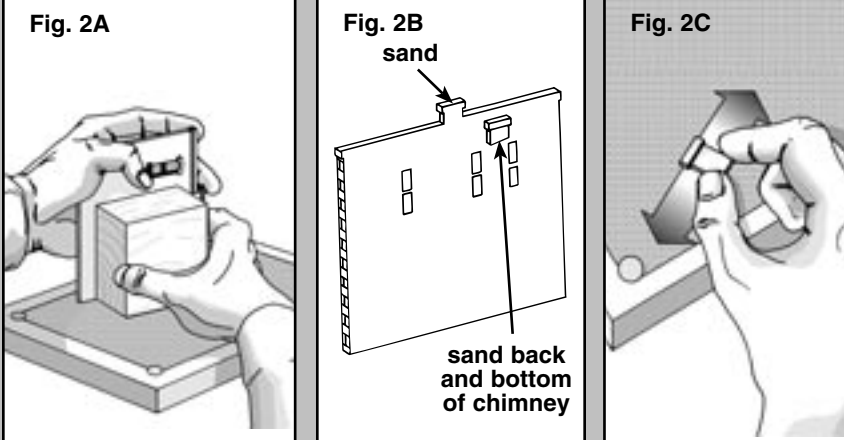
NOTE: This step is essential to achieve proper fit later.

Tack 100 grit sandpaper to flat surface. Make sanding area longer than longest wall.

Use squaring block to keep edges flat and hold panels square as you sand (Fig. 2A). (Move the wall panel, not the block.) Do not sand into details.

See illustrations in Step 4 for wall edges to sand.

Lightly sand or file the smooth sides of chimneys (Fig. 2B and 2C) so back and front will fit tightly and flush with each other.

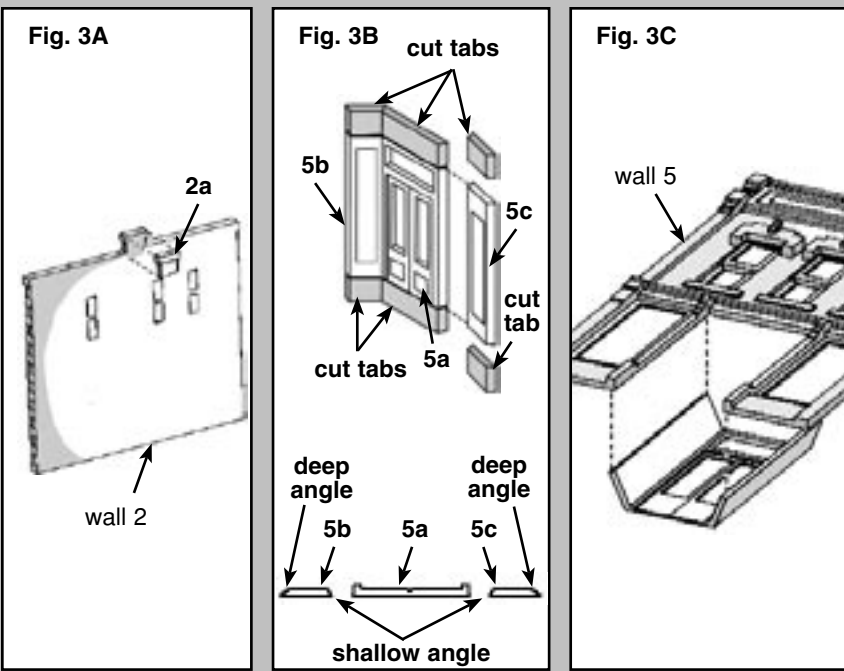


## 3 Glue chimneys together; prepare door assembly and attach it to wall 5.

Glue chimney backs to walls 2 and 4 (Fig. 3A).

Glue chimney backs to walls 6 and 8. When dry, sand tops of all chimneys flat.

Prepare door assembly by removing tabs from parts 5a, 5b and 5c (Fig. 3B). Note that both have a shallow angle on one edge and a deeper angle on the other. Glue shallow angled sides to part 5 (see Fig. 3B). While glue is still flexible on the resulting entry assembly, glue deep angled edges to back of columns by opening on front wall (Fig. 3C).

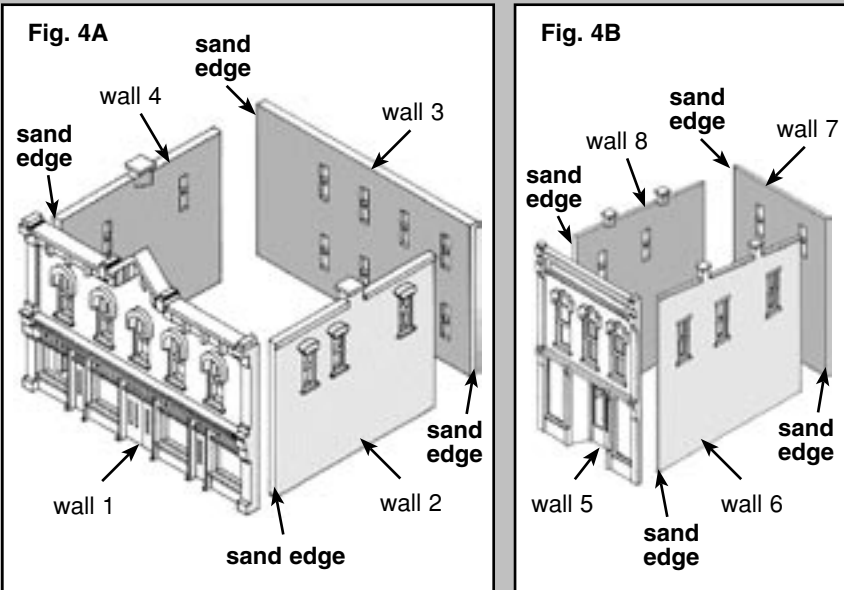


## 4 Assemble buildings by gluing walls together.

Use a squaring block to hold corners square while assembling.

Butt walls 2 and 4 to back side of wall 1 (Fig. 4A) and glue in place. Butt ends of wall 3 between walls 2 and 4 and glue in place.

Butt walls 6 and 8 to back side of wall 5 (Fig. 4B) and glue in place. Butt ends of wall 7 between walls 6 and 8 and glue in place.



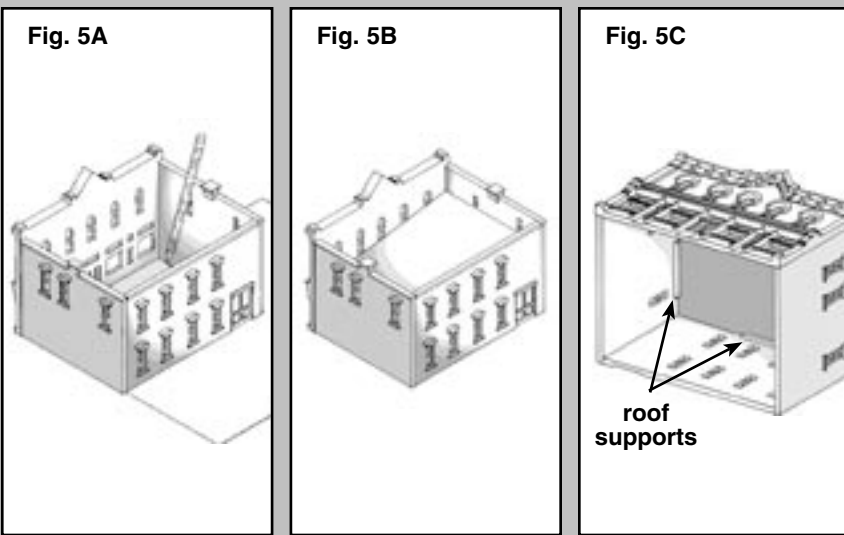
## 5 Make and install roofs.

Trace inside opening of building on scrap cardboard (Fig. 5A). Cut out and test fit cardboard; adjust as needed.

Trace cardboard roof on styrene roof material and cut out. Test fit and make any minor adjustments with hobby knife.

Slide roof in from bottom and glue roof to undersides of chimneys (Fig. 5B).

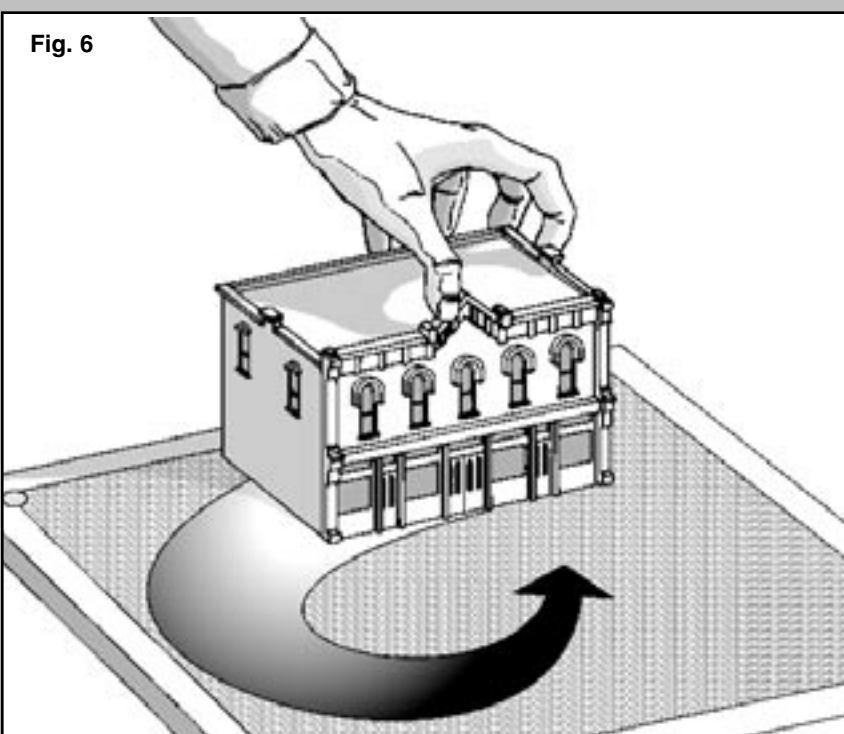
Repeat the previous procedures with Bottoms Up roof, omitting roof supports.



## 6 Level building.

Carefully sand bottom of entire building in a circular motion to level all bottom edges so that the building will sit squarely on your layout (Fig. 6). Do not sand into detail.

Repeat with other building.



## ASSEMBLING DETAILS PREPARING WHITE METAL CASTINGS

Remove parting lines, flash and stems with a hobby knife (i.e., X-Acto), diagonal cutters (i.e., Fiskars), sandpaper or file. Align and fit castings. Note: Castings bend easily and should be handled carefully. To straighten bent or warped castings, lay them flat on a table and push down to table top.

Wash all metal castings in soapy water to remove residue caused by molding process. Rinse and allow parts to dry.

Plan ahead; it is often easier to prepaint certain castings before assembly. We recommend using a primer coat and then painting castings with a high quality, flat paint. If you prepaint, scrape paint from glue points before gluing and touch up paint if necessary after assembly. See PAINTING under FINISHING TOUCHES for some helpful hints. Glue castings together with a fast-setting epoxy or a cyanoacrylate such as "super glue." (We prefer a thick, gap-filling cyanoacrylate.)

## DETAILS PARTS LIST

The following list contains all details included with the 403 kit. Sort and organize individual detail parts; this will make assembly easier.

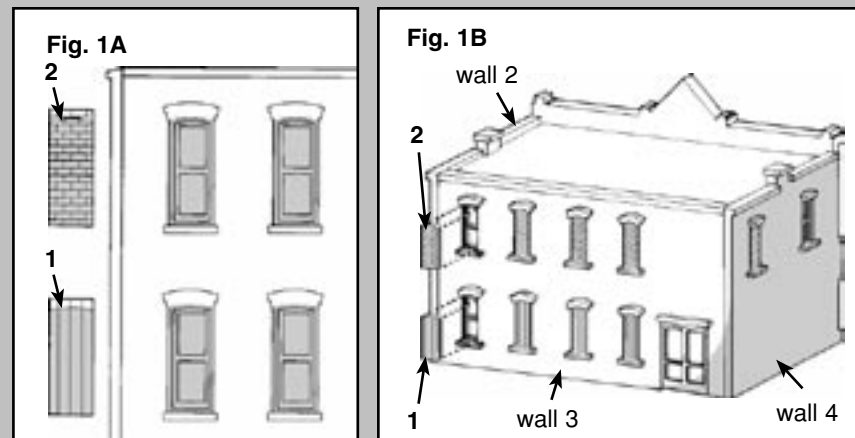
Part No.	Name	Qty.	Part No.	Name	Qty.
WINDOW ENCLOSURES	1 Board covering.....	5	WAITING LINE	27 Red Carpeting (Velour) .....	1
	2 Brick covering .....	10		28 Stanchions .....	6
CANOPY, MARQUEES & AWNINGS	3 Canopy Base .....	1		29 Stanchion rope (12" Red Thread) .....	1
	4 Marquees .....	2	BUILDING DETAILS	30 Roof Hatch .....	2
	5 Canopy Awning (Plastic) .....	1		31 Medium Vents .....	3
	6 Canopy Posts.....	4		32 Large Vents .....	3
	7 Window Awnings (Plastic).....	6		33 Septic Vents (plastic tube) .....	4
	8 Bar Awning (Plastic).....	1		34 Small Louver .....	1
SIGNS	9 "Belvidere Theatre" Sign.....	1		35 Down Spouts.....	3
	10 Billboard .....	1		36 Building Lights.....	3
	11 Beer Bottle .....	1		37 Power Masts .....	2
SEARCH LIGHT	12 Radiators.....	2	MISC. DETAILS	38 Street Lights .....	4
	13 Generator .....	1		39 Benches .....	2
	14 Main Frame Deck with Fenders... 1			40 Fire Hydrant with Dog .....	1
	15 Axles .....	2		41 Mailbox .....	1
	16 Wheels .....	4		42 Trash Can with Lid On .....	1
	17 Battery Box .....	1		43 Trash Can with Lid Off .....	1
	18 Wheel Jack .....	1		44 Spilled Trash Cans.....	1
	19 Tool Box .....	1		45 Kegs .....	2
	20 Tail Light Bar .....	1		46 Crates.....	2
	21 Exhaust Stack .....	1		47 Pile of Small Cans .....	1
	22 Searchlight .....	1		48 Barrel & Crate .....	1
	23 Pivot Yoke .....	1		49 Steel Barrel .....	1
	24 Control Box .....	1			
SWAMP COOLER	25 Side .....	4			
	26 Top .....	1			

## 1 Prepare and install window enclosures.

Enclose the first floor windows on wall 3 with Part 1 and the second floor windows on walls 2, 3 and 4 with Part 2.

To prepare a window enclosure for the particular window you are covering, cut metal casting and sand to fit width and height of opening. Mark casting to match approximate curve at top of enclosure (Fig. 1A). Sand to remove excess material. Test fit and make final adjustments; glue in place.

Repeat with other window enclosures (Fig. 1B). The windows in the Belvidere Theatre vary in size so check each opening before cutting.

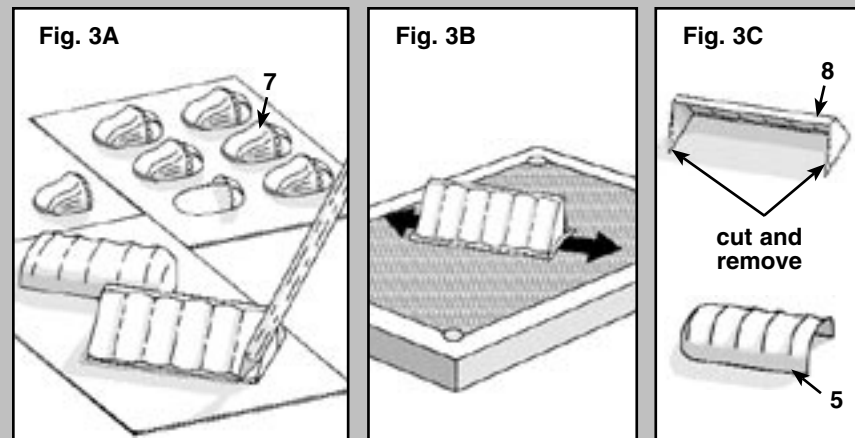


## 3 Prepare parts 5, 7, and 8.

These parts are molded white plastic. Trace carefully around parts. Using scissors or X-Acto hobby knife, cut around parts, leaving a small lip next to part on all edges (Fig. 3A). Round corners so parts will be easier to sand.

Sand away extra material around part by moving part back and forth over medium grit sandpaper, turning part or sanding in a different direction if necessary (3B). To smooth edges, gently sand part on fine grit sandpaper.

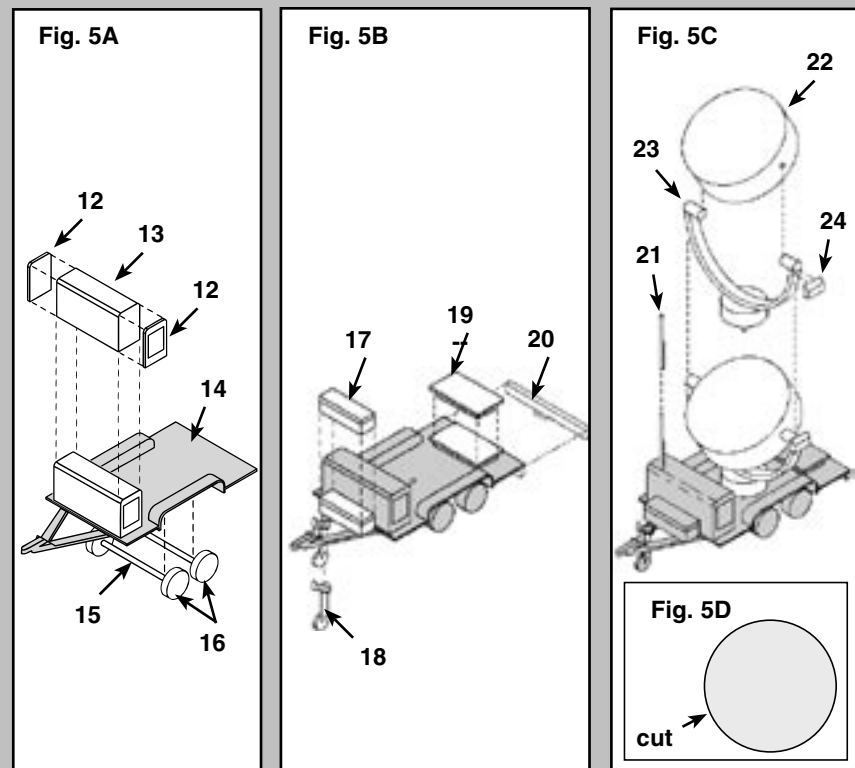
Remove back side of Parts 5 using scissors (Fig. 3C) and bottom half of Parts 7 (Fig. 3A). Remove back side of Part 8 and cut off sides to molded-in line (Fig. 3C) so they will meet wall 5 at a right angle when attached during Step 4.



## 5 Assemble search light.

Glue parts 12-24 in place and allow to dry (see Figs. 5A, 5B and 5C).

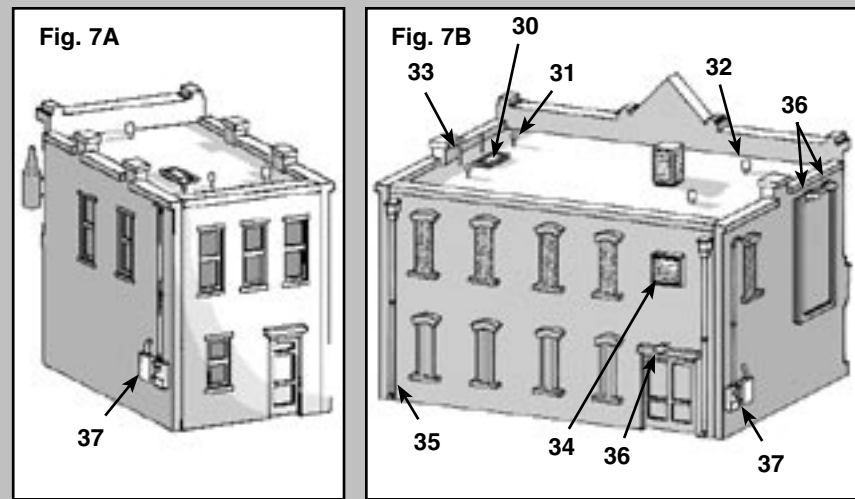
Optional: If desired, use pattern in 5D to carefully cut a lens for spotlight out of clear window material. Smooth edges with fine sandpaper and snap in place. Place finished spotlight where desired.



## 7 Finish installing details.

Glue Parts 30-37 to buildings where shown on the box and in Fig. 7A and 7B, or where desired.

Attach parts 38-50 to layout where shown in picture on box, or wherever desired.



## Paint building.

We recommend that you paint all building parts for the most realistic appearance.

See Painting under Finishing Touches for helpful hints.

NOTE: When attaching details to building, clean paint from surfaces to be glued. Touch up paint if needed.

## 2 Install window material on both buildings.

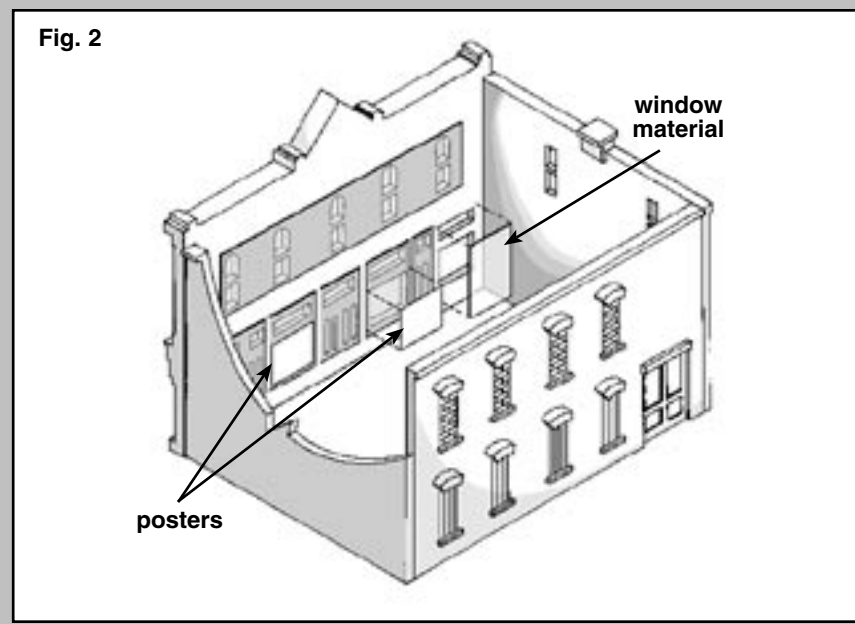
Only the window openings on walls 1, 5-8 and windows on doors will have clear window material.

Measure window openings and cut clear window material to fit (Fig. 2). Measure and cut each window individually on first floor, wall 1 because of posters. The remaining window openings can be covered a floor at a time. Important Note: Dry Transfer Decals are applied face up to outside of window material before window material is installed. See DRY TRANSFER DECALS to apply.

Then carefully glue window material to inside of window openings.

Repeat for each set of window openings on both buildings.

If you wish to install posters in windows on first floor of Belvidere Theatre, select the ones you wish to use, carefully cut them out (do not remove black frame around poster), and test fit on window material. Use clear tape or glue to attach them on window material on the inside of building.



## 4 Install canopy, marquees, awnings and signs.

Using picture on box as a guide, glue marquee signs to Part 4's and poster to Part 10 before installing these parts; attach Dry Transfers to Parts 5, 8, 11 (see DRY TRANSFER DECALS section).

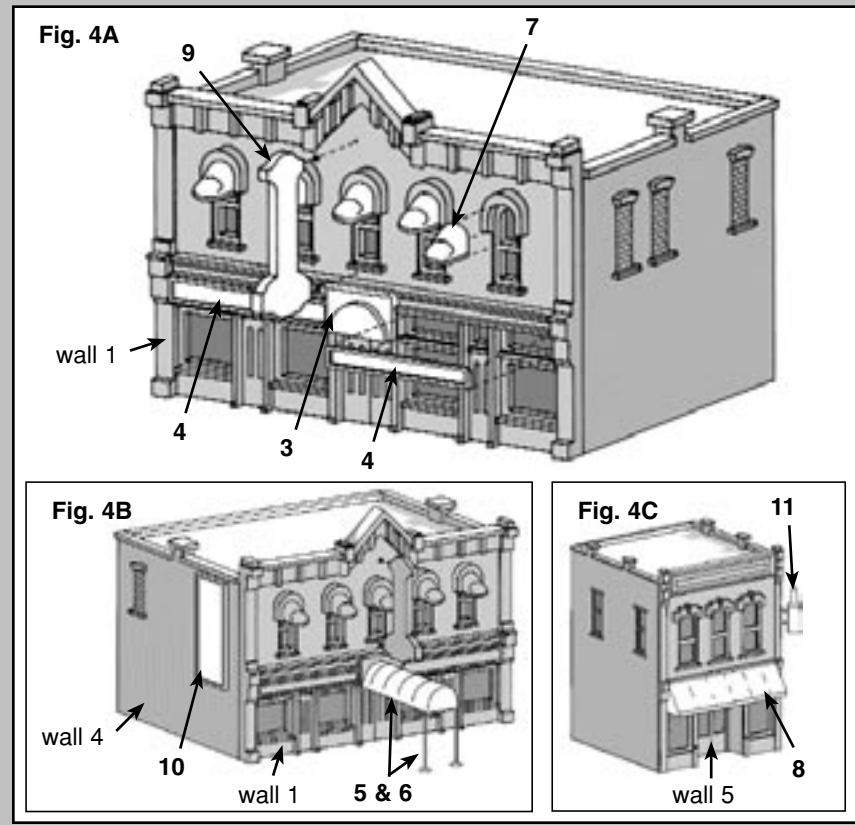
Glue Part 3 and both Part 4's to wall 1 over front entrance in position shown in Fig. 4A. Allow to dry.

Glue Part 5 to Part 3 (Fig. 4B). Glue a Part 6 to each corner of Part 5; shorten posts if necessary prior to attachment.

Glue five Part 7's to upper windows on wall 1. Glue Part 8 to wall 5 (Fig. 4C).

On Part 9, cut or sand "foot" on lower bracket to fit on wall 1 between window sill and building detail.

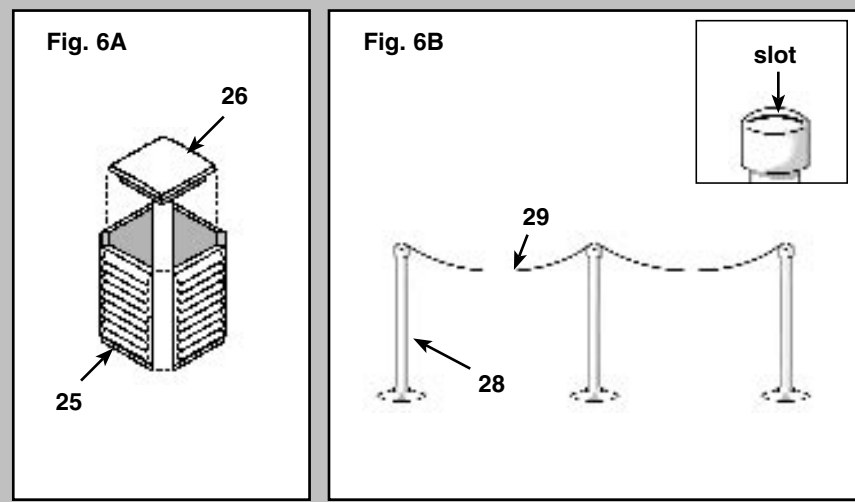
Attach Parts 9, 10, and 11 to buildings where shown in picture on box or where desired.



## 6 Assemble swamp cooler; assemble and install waiting line.

Glue the four Parts 25 together (Fig. 6A.) Glue Part 26 to assembled Parts 25. Place on building roof or where desired.

Cut Part 27 (red carpet) to length and attach to layout as shown on box or as desired. Evenly space the six Part 28's (Fig. 6B) along edge of Part 27 and glue in place. Glue Part 29 in slots in tops of Part 28's (6B inset), allowing it to drape slightly (Fig. 6B).



## FINISHING TOUCHES

### PAINTING

Appearance of buildings is enhanced by painting. We recommend airbrushing with solvent-based enamel paints, such as Floquil, in a flat finish. Use water soluble flat paint such as Polly 'S' for brushing (color is your choice). We prefer natural brick colors in earth tones for the buildings. Other suggestions: roofs - "Flat Black," vents - a black or gray color. Color of window and door frames can match or contrast with building. Building may be aged with chalks or lightly misted by airbrushing with thinned flat black paint such as Floquil 'Grimy Black.' Small details painted a contrasting color will add realism and enhance buildings' appearance. See the picture on the box for painting ideas. Scrape paint from glue points as necessary.

### OPTIONAL IDEA

To complete the illusion that buildings are occupied, place black paper (included in this kit) diagonally from corner to corner inside buildings to block light from entering. You may want to apply a very fine sand to the roofs to simulate a "gravel" texture. Masking tape placed on inside surface of windows at various heights from top of the windows simulates window shades and gives the upstairs above Bottoms Up Bar & Grill an occupied appearance.

### DRY TRANSFER DECALS

- Place a dry transfer decal in position shown in picture on front of package, or where desired.
- Hold carrier sheet gently so it cannot move while you rub over the decal with a burnisher or dull pencil.
- Carefully remove carrier sheet. If transfer was incomplete, let sheet fall back into place and transfer remainder.
- Place backing paper over decal and reburnish. Repeat with other decals.

NOTE: The cast details and Dry Transfers in this kit were made by Woodland Scenics for Design Preservation Models. See the entire line of Woodland Scenics Dry Transfers and castings at your favorite hobby store.

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MADE IN USA

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