

## #513 Corner Turret Building

Please read instructions first. Glue with plastic model cement or solvent. These work by dissolving plastic, so avoid contact with detail. Always allow glue to dry thoroughly before going to next step in construction. Note: Thin excess plastic on edges of some parts (called "flash") is caused by the molding process; "tabs" also are a result of the molding process. Remove "flash" and "tabs" by cutting with Fiskars Diagonal Cutters (handy, flush-cutting tool available at hobby and craft stores) or by scoring with hobby knife (X-Acto) flush with part and snapping off. Sand, leaving a clean edge. Never sand or cut into detail on parts.

Note: Some walls have alignment pins molded into their smooth back sides to assist you in proper alignment of parts. DO NOT REMOVE THESE PINS!

1. The edges of all parts are angled (draft angle) so they may be removed from the mold. It is necessary to remove this angle from both edges of wall 513-4 and the left edge of wall 513-3. Edges to be squared are marked "A" (Fig. 3). To square the edges, thumbtack a piece of 150 grit sandpaper to a board and push and pull the part back and forth evenly on the sandpaper until they are square.

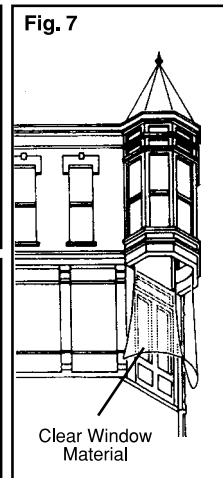
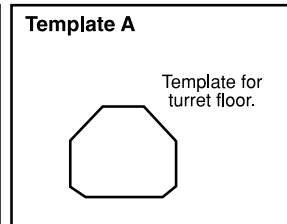
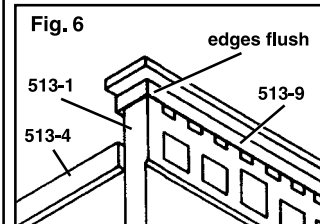
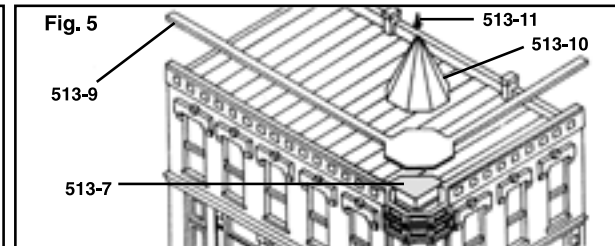
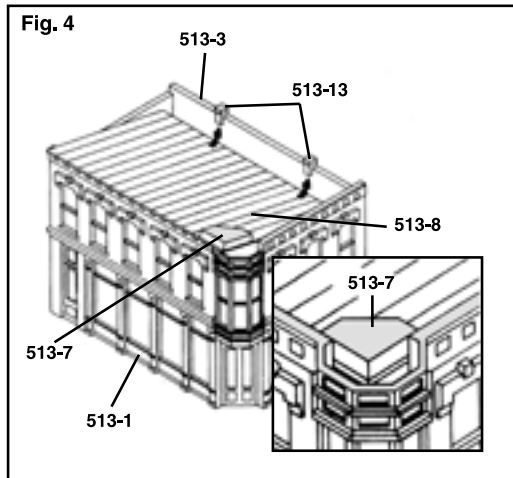
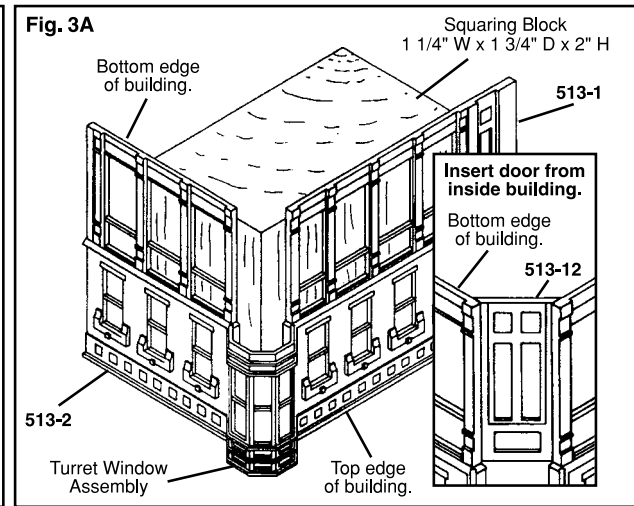
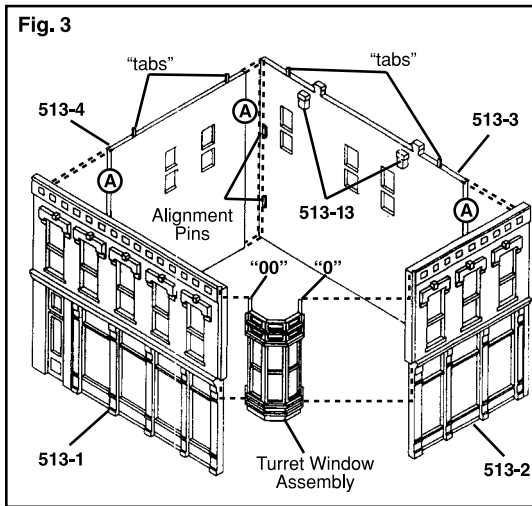
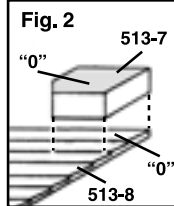
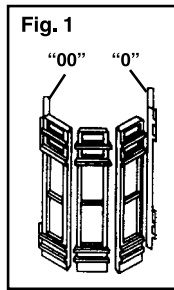
2. Turret Window Panels: These will be assembled as a unit and later attached to building. Look at the smooth side of the turret window panels. The panel stamped "00" at the top will attach to wall 513-1 at a later stage (Fig. 3). The panel stamped "0" at the top will attach to wall 513-2 at a later stage (Fig. 3). These two panels have one edge that is a square angle, which will attach to the building and one edge that has a mitered angle, which will attach to another panel. The three center panels are identical and have mitered angles on both edges, allowing a tight, smooth fit when attached to other panels. They also have no markings and will be assembled between panels "00" and "0". Remove the five turret window panels from sprue and clean as above if necessary. Carefully glue the window panels to each other in the proper order, being sure that all panels have their windows aligned with each other (Fig. 1). Set aside and allow to dry.

3. Corner Block: Roof will be placed with rolled roofing side up. Carefully scrape "0" off corner of roof 513-8 and "0" from the top side of corner block 513-7. Align and glue corner block 513-7 to roof 513-8 in the front corner of the roof that was marked "0" (Fig. 2). Set aside and allow to dry.

4. Note: Before installing the roof, paint it "Grimy Black" and set it aside to dry.

5. Chimneys: Glue chimney backs 513-13 to molded-in chimney fronts (Fig. 3). When glue is dry, sand tops of chimneys flat if necessary.

6. Wall Sub-Assembly: Note: Walls 513-1, 513-2, and 513-3 have alignment pins molded into their smooth sides to aid in the proper alignment of parts. Butt wall 513-4 against alignment pins on wall 513-3 (Fig. 3). Check seams to assure perfect fit. Although walls are different heights, bottoms of walls must be flush. Glue in place and allow to dry. Several rubber bands will help keep



(instructions continued on back)

the whole thing together while you adjust the sides to each other.  
(instructions continued)

7. Attaching Turret Window Assembly to Front Walls: To assure proper alignment, turn walls 513-1 and 513-2 (Fig. 3A) upside down. We suggest using a "squaring block" with 90 degree angles to ensure these walls are at a right angle to each other (Fig. 3A). Note: There is a groove in each wall's edge where the turret window assembly is to be attached. Run a narrow bead of glue in these grooves. Turn turret window assembly upside down and attach to walls (Fig. 3A), being sure turret windows and the other second story windows are aligned in the same direction as shown (Fig. 3). Top of turret window assembly and tops of walls must all be flush with each other. Check alignment and allow to dry.

8. Door: From the inside, place corner door 513-12 in opening inset and glue in place (Fig. 3A).

9. Final Wall Assembly: Using alignment pins as an aid, glue the 513-3 and 513-4 wall assembly to the 513-1 and 513-2 turret window assembly. Bottoms of walls must be flush. Allow to dry.

10. Roof: From the top of the building, slide roof 513-8 under the chimney backs 513-13 (Fig. 4). If roof does not quite fit, sand edge or edges as necessary. Level roof so that it is snug against chimney bottoms and the top of the corner block is flush with the top of the adjoining walls (Fig. 4) inset. Glue roof in place from the inside and allow to dry. Corner block must be flush with top of wall assembly before proceeding to the next step (Fig. 4) Inset. If necessary, lightly file these surfaces to level them.

11. Cornice: Sand bottom side of L-shaped cornice 513-9 to remove molding marks. Fit and glue this cornice to top of walls 513-1 and 513-2 (Fig. 5). Top of cornice will extend slightly beyond ends of walls as shown (Fig. 6).

12. Turret Dome and Finial: Center turret dome 513-10 on corner of cornice 513-9 and glue in place (Fig. 5). Glue finial 513-11 to top of turret dome.

13. Leveling: Carefully sand bottom of building in a circular motion to level all bottom edges so building will sit squarely on your layout.

14. Painting: For airbrushing, our preferred method of painting, we recommend flat finish solvent-based enamel paints such as Floquil®. Use water-soluble flat paint such as "Polly S" for hand brushing. Colors are your choice. Note: We do recommend over-spraying the whole building with a light, uneven coat of "Grimy Black" to weather it and give it the appearance of being around a long time.

15. Windows: Cut both pieces of clear window material lengthwise into 3 strips, each 3/4" wide so you have 6 strips 3/4" wide by 3 1/2" long. Cut a 15/16" piece from one of these strips. Carefully bend this 15/16" piece into a circular shape, taking care to not crease the material. Fit into turret (Fig. 7). It is not necessary to glue this piece as turret floor will hold it in place.



Corner Turret Building  
#513

## N SCALE

(instructions continued)

Measure a set of window openings (example: first floor window on wall 513-1), trim a 3/4" strip to proper length (2 1/4" long in this example) and glue in place. Repeat procedure for second story windows on wall 513-1. Repeat for remaining sets of window openings.

16. Turret Floor: From the instruction sheet, use Template A as a pattern and cut the turret floor from clear window material. Paint clear material black and allow to dry. Carefully glue floor to bottom of turret, being sure glue does not run into detailed turret patterns.

17. Finishing Touches: To give your building the illusion of being occupied, place a piece of black construction paper diagonally from corner to corner inside the building to block the light.

Corner Turret Building is an example of American commercial Victorian architecture. The turret or small tower crowning the building's corner entrance was probably inspired by European castles. This beautiful and fanciful style dominated building design during the latter half of the Nineteenth Century. Examples of Victorian architecture are still very much in evidence today in many towns and cities throughout the country - especially "down by the tracks." This building is a composite of typical period architectural details, not a model of any specific prototype building.

MADE IN USA

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STRUCTURE KIT



Vehicles, figures and decals not included.

#513  
CORNER TURRET  
BUILDING

2"W x 2 7/8"D x 3"H



Design Preservation Models  
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