

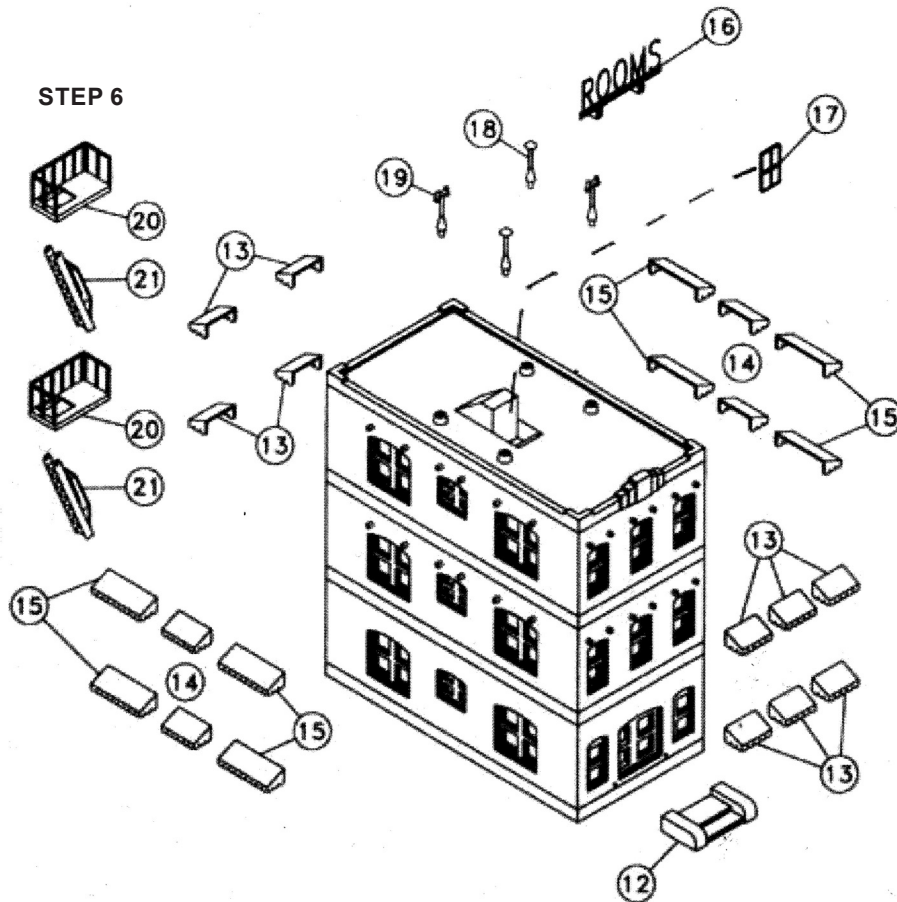


Division of
Wm. K. Walther's, Inc.

ASSEMBLY INSTRUCTIONS - ITEM # 433-7482

N Scale Downtown Hotel

STEP 6



Stick-ons included for
authenticity!

QUESTIONS?
**Call Life-Like's Toll-Free
Consumer Helpline at:**

1-866-833-1468

SERVICE DEPARTMENT HOURS:

9:00 AM — 3:30 PM (Central Time) MONDAY — FRIDAY

Wm. K. Walther's, Inc. • 5601 W. Florist Avenue • Milwaukee, WI 53218
Made in China RM516482R1

Before you begin:

Read the instructions carefully before beginning assembly! Read each step thoroughly before attempting to complete it. Study the diagram and locate where various parts will be needed. The part numbers are indicated on the sprues.

Life-Like kits are molded in realistic colors and may be assembled with little or no painting. However, if you do want to customize your building with painting, determine which parts will need to be painted before assembly. Find the parts on the sprues (sprues are the "rods" to which building pieces are connected) and decide whether it will be easier to paint them on or off the sprue. If the parts can best be painted off the sprue, remove them carefully with a hobby knife and make note of the part number so you can identify the part when assembling it.

Use watery styrene cement, applied sparingly, to assemble this building. Make sure the parts fit correctly before you apply the cement. The grooves, notches, and slants on each part will help you determine how they fit together, as well as provide a better surface area for a stronger bond. Use sandpaper or a file to roughen a surface that is resisting the cement.

Finish building by adding the final painting, if any.

For extra realism: Add mortar lines to brick areas with one part flat, light-colored latex paint and one part water. Brush on wall, wait a minute, then wipe downward across mortar line with paper towel. Leave thin, white residue on bricks. Simulate the effects of weather for a natural look with one or more of these weathering ideas: • A bit of flat white paint, in any base color, becomes the bleaching results of sun, wind or rain. • After base coat has dried, dilute dark paint with thinner and wash over building. • Brush streaks of dark paint downward across rooftops to show deterioration from running water. • Dab rust-colored paint around "metal" areas such as gutters or tanks and blacken tops of chimneys or vents.

MOST IMPORTANTLY: Follow the sequence of these assembly instructions to create a building that you will be proud to display on your model railroad layout.

Assembly Instructions:

Step 1: Cement windows #8 to walls #3 & #6 (there is one #3 wall and two #6 walls). Cement clear windows to the backs of #8. Cement windows #7 to walls #2 & #5 (there is one #2 wall and two #5 walls). Cement the three clear windows to the backs of #7. Cement windows #9 to walls #1 & #4 (there are two #1 walls and four #4 walls).

Step 2: Cement walls #1, #2, & #3 to base #10. NOTE: THESE WALLS DO NOT HAVE ANY PROTRUSIONS ON THE OUTSIDE. This will be the first story.

Step 3: Cement walls #4, #5, & #6 to base #10. This will be the second story.

Step 4: Cement walls #4, #5, & #6 to base #10. Then cement roof #11 on top. This will be the third story.

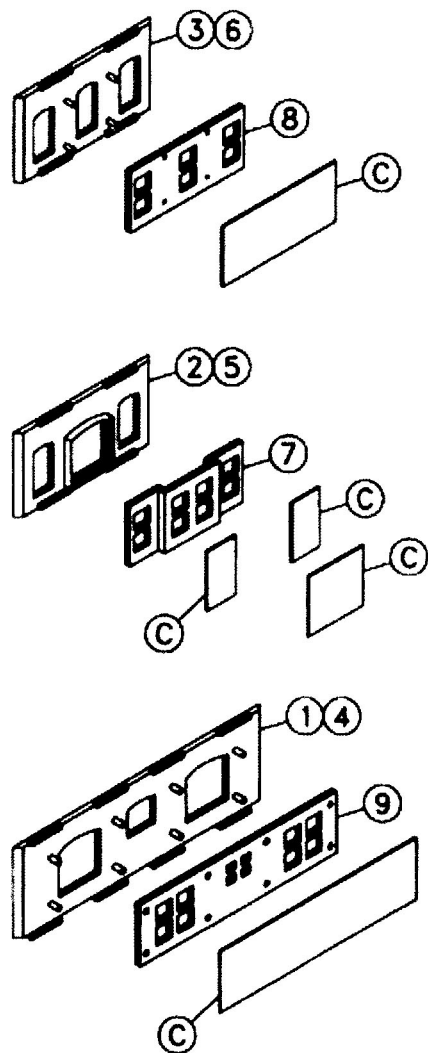
Step 5: Cement the first, second, and third stories together. Pay careful attention to have the front and back correctly oriented as shown.

Step 6: Add details as shown. Note that there are three different lengths of awnings. Remove only one size at a time from the sprues to keep from mixing them up. The holes in the fire escape ladders fit over the pins, or the fire escape landings. Gently squeeze the ladders to fit. DO NOT CEMENT the ladders to the landings so you will be able to swing them up and down.

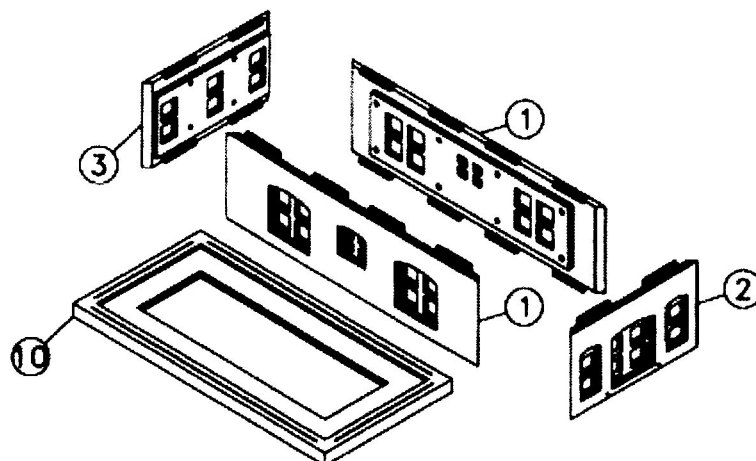
(There will be extra parts: 2 extra awnings, 1 extra room sign, 2 extra #18 & #19s)

For additional realism, cut a clear plastic sheet to fit window openings. Before assembling walls to base, cement clear plastic behind window openings.

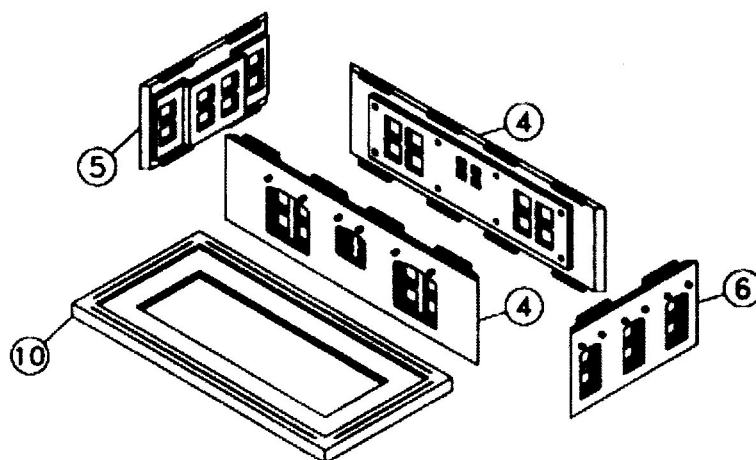
STEP 1



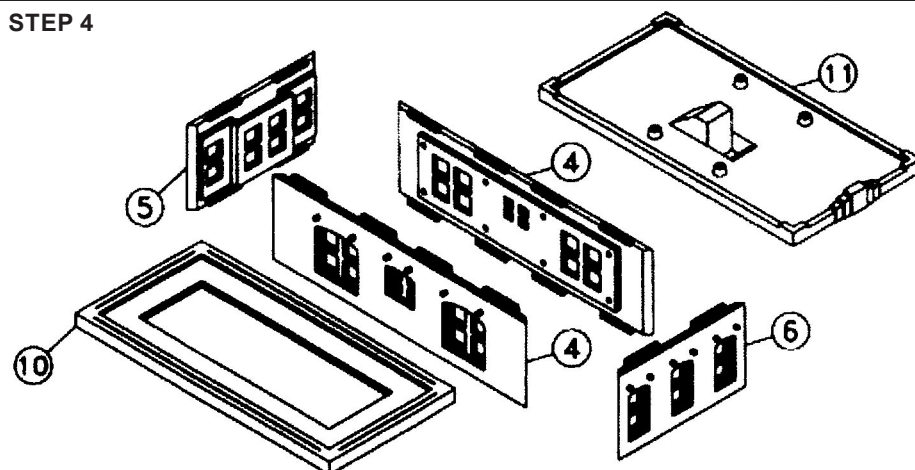
STEP 2



STEP 3



STEP 4



STEP 5

