

# ROOMETTES

## SIGNAL BREWERY #01-103-01 AND COMBO R4370

### INSTRUCTIONS

1. REMOVE THE MAIN FLOOR FROM THE CARDSTOCK SHEET WITH A SHARP HOBBY KNIFE. **DO NOT CUT THE DOTTED LINES.** THEY ARE FOR REQUIRED FOR FOLDING.
2. CAREFULLY BEND THE WALLS, FLOOR AND CEILING INWARD TO CREATE A BOX. **DO NOT OVERBEND THEM!**
3. BEND AND GLUE THE LEFT AND RIGHT WING TABS UNDER THE FLOOR. USE A POPSICLE STICK OR SIMILAR TOOL TO CAREFULLY APPLY PRESSURE ON THE FLOOR OVER EACH WING TO SET THE GLUE.
4. FLIP THE ROOM OVER AND GLUE THE LEFT AND RIGHT WING TABS OVER THE TOP OF THE CEILING.
5. BEND THE TABS LABELLED "GLUE TO WALL" AT A RIGHT ANGLE OUT OF THE ROOM. SET THE ROOM ASIDE TO DRY.
6. ASSEMBLE THE UPPER FLOOR ROOM CONTAINING THE VATS IN A SIMILAR MANNER.
7. THE THIRD ROOM IS A BIT MORE COMPLEX SINCE IT HAS FOUR WALLS. ASSEMBLE IT USING THE SAME STEPS AS ABOVE. ONCE YOU HAVE GLUED THE LEFT AND RIGHT WING TABS, WRAP THE TABS LABELLED "GLUE" AROUND THE FOURTH WALL. GLUE THE LAST TAB OVER THE CEILING.
8. CHECK ALL GLUE JOINTS TO MAKE SURE THEY ARE SOLID BEFORE PROCEEDING. TEST FIT THE ROOMS USING THE WINDOWS TO CONFIRM PLACEMENT. IF YOU HAVE ASSEMBLED YOUR BUILDING ACCORDING TO THE MANUFACTURER'S INSTRUCTIONS THEY SHOULD FIT EASILY. IF YOU FIND THEY FIT TOO TIGHT VERTICALLY YOU CAN REMOVE SOME OF THE WALL-MOUNT TAB MATERIAL WITH SCISSORS FOR ADDITIONAL CLEARANCE.
9. TO PREVENT LIGHT LEAKAGE, SPREAD A BIT OF GLUE INTO THE PERFORATED SEAMS ON THE CORNERS OF THE ROOM FROM THE OUTSIDE. THIS WILL ALSO MAKE THE JOINTS STRONGER.
10. USE YOUR KNIFE TO REMOVE THE CEILING PLUGS AND INSTALL PROVIDED LEDS, FASTENING THEM IN PLACE WITH GOOD QUALITY TAPE OR GLUE.
11. STARTING WITH THE UPPER FLOORS GLUE THE ROOMS TO THE WALL, BEING CAREFUL NOT TO GET GLUE ON YOUR CLEAR WINDOW MATERIAL.
12. GLUE THE SIGNS ONTO THE OUTSIDE OF THE BUILDING.
13. PLUG THE LED HARNESS INTO YOUR WOODLAND SCENICS® JUST PLUG® OR NCE ILLUMINATOR MODULE. SIT BACK AND ENJOY YOUR EFFORTS!

THIS IS NOT A TOY.  
NOT SUITABLE FOR CHILDREN  
UNDER 14 YEARS OF AGE.