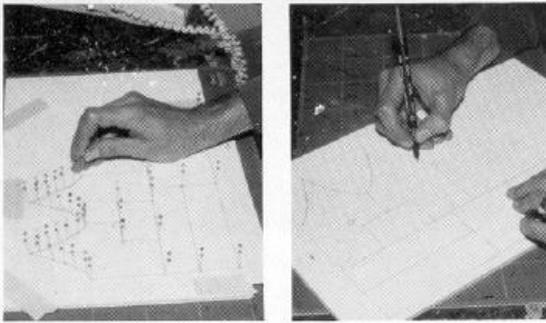


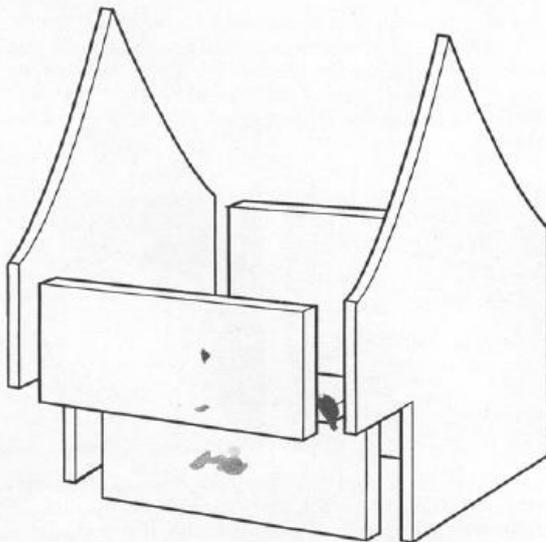
CONSTRUCTING THE TOWN HOUSE



The first step in making the town house is to transfer the design for the building onto your card. Photocopy the template and then fix it to your card with masking tape or small pieces of sellotape. Now take a pin and make a hole through the template into the card at each of the corner points.

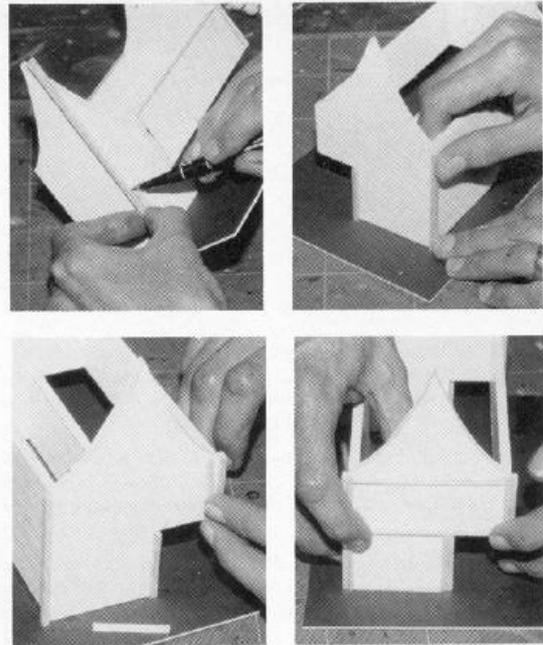
For the roof edges, make quite a few holes along the length of the edges so you can easily join them up to get the right curved shape.

When you've pricked a hole through all the points, remove the template. You should find that you've got a join-the-dots copy of the template on your card. Take a pencil and draw in the lines between the holes – you should have a perfect copy of the town house outline which you cut out ready to assemble.



*Exploded view of Town House*

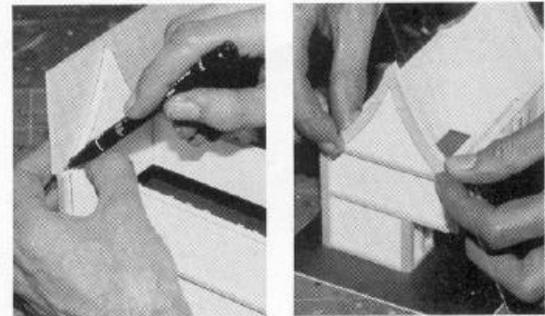
Now you've got the main parts of your town house cut out, you need to assemble the basic shape of the building. Glue the four walls to a base of reasonably thick card so there's a fair-sized overlap all around the building. You need to glue along the base of each wall and along the sides where the walls meet – glue the front and back walls so they fit inside the end walls. Don't bother putting on the roof, chimneys or overhang floor yet.



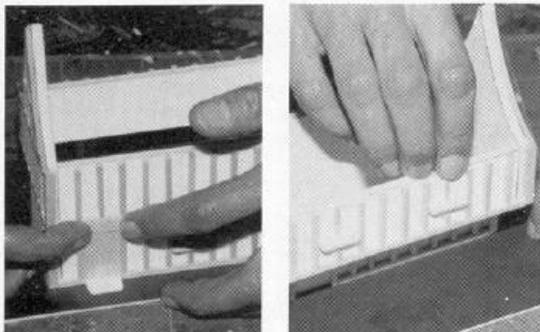
We've marked the positions for all the timbers on the templates – this is just to give you a rough idea where they go and it doesn't matter if you don't match these positions exactly. In fact, if you make more than one building, it's a good idea to vary the positions of the doors, windows and timbers so that each building is different.

To get the length of each timber, simply hold a piece of balsa wood up against the model and mark off with a pencil where you've got to cut.

The end posts are made with two pieces of balsa, one cut into a strip half the width of the other. As shown in the photo above, stick the first piece on so it juts out from the side of the building then simply butt the second, thinner piece up to it.



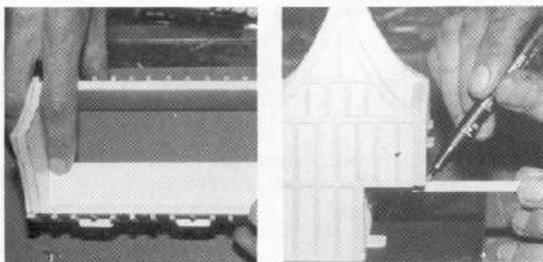
For the curved timbering that runs along the top edge of the end walls, use the walls themselves as a template to mark out the shape on a piece of balsa. The strip of balsa you cut out should look something like an upside-down V – you may find it a bit easier to cut this timber out as two separate pieces.



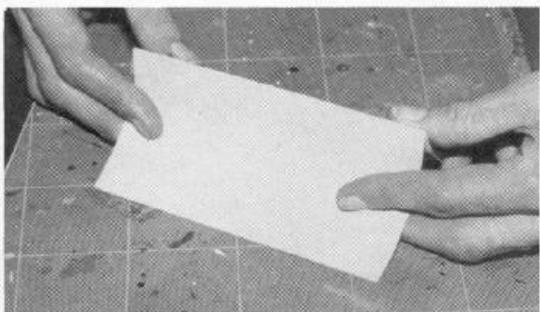
The door is simply a rectangle of thin balsa wood cut to size and glued in place – the existing timbering already forms the door-frame. If you want, you can score three or four lines into the surface of the balsa wood to represent planks.

For the door hinges, glue thin strips of card or plastic into place. For the handle either glue a small blob of modelling putty onto the door or push a round-headed pin through the balsa and card.

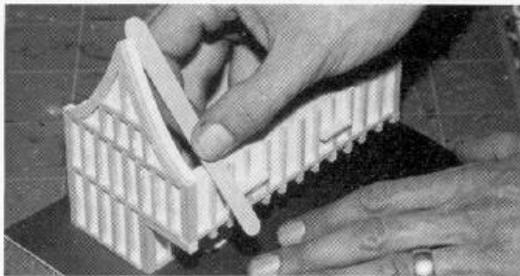
The sides of the windows have already been formed by the vertical timbering so to make the windows you just need to add a window ledge. First cut out a small section of thin balsa and round off the corners along one edge. Stick this to the wall with the rounded edges to the front to make the window ledge. Another small strip of balsa glued vertically above the ledge gives the impression of two thin upright windows.



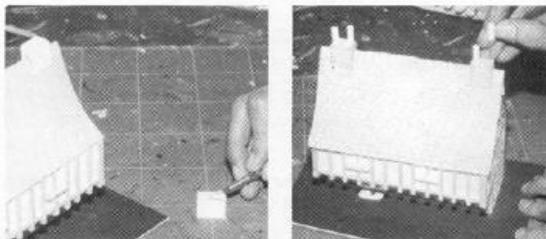
Now you need to add the floor to the overhang. This just drops inside the building and sits on top of the ground floor front wall. Once you've checked it fits, glue it into place and then glue on the timbering under the overhang.



Cut the roof out of thin card and score it along the middle to make it easier to bend in two. It's also a good idea to curve the card by flexing it gently – this makes it easier to glue to the curved roof edges. Before you glue it in place, cut out the two holes for the chimneys.

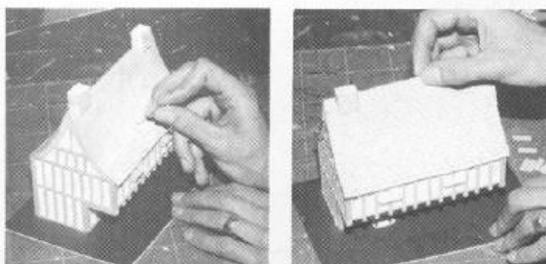


Check the fit of the roof to see if the vertical timbering gets slightly in the way. It's only the work of a moment to trim these to the same angle as the slant of the roof by using an emery board or sandpaper.



The chimneys are made from small squares of card, about 10-12mm ( $\frac{1}{2}$ " square). Glue these together into a box shape without a base, then glue them into the holes in the roof. If you want, you can glue small rectangles of card to the chimney to represent bricks.

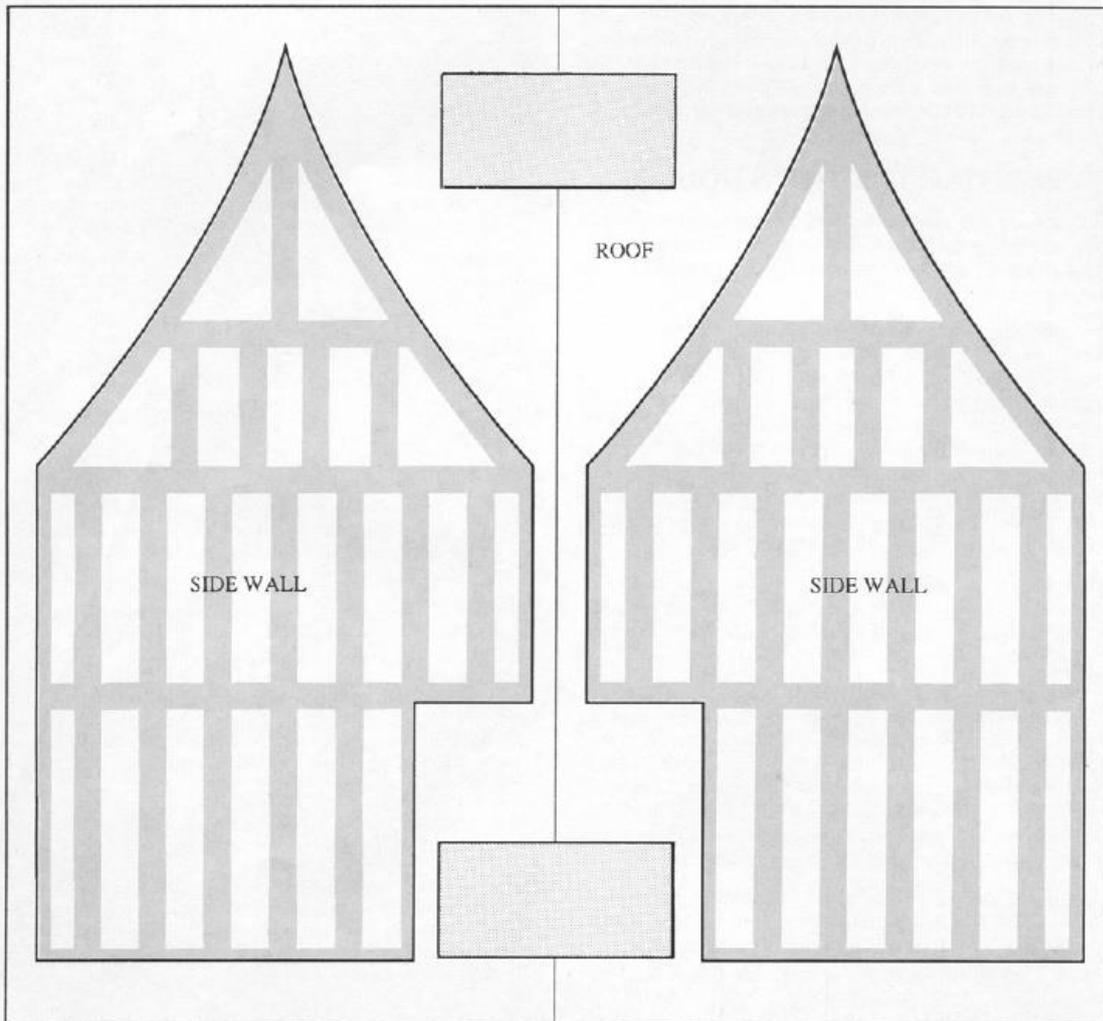
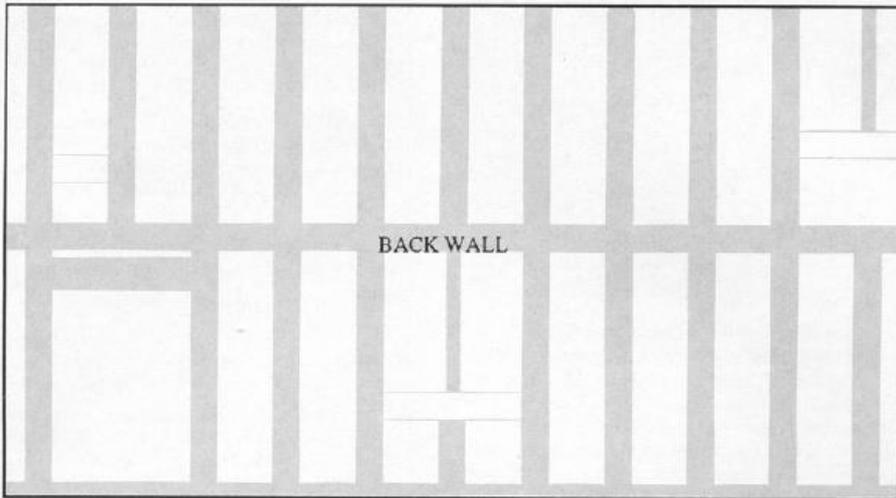
We made the chimney pots from short lengths of hollow plastic tube – you could also use balsa dowelling, the tops from tubes of glue or anything similar. If you want to make sure of a secure fit, glue a short length of wire to the inside of the chimney pot and push it down into the card of the chimney.

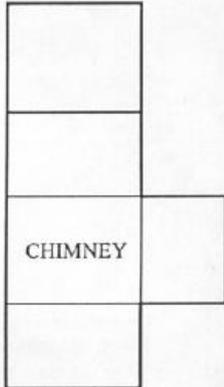
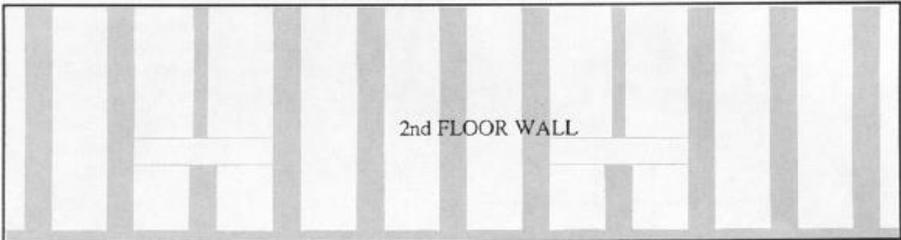
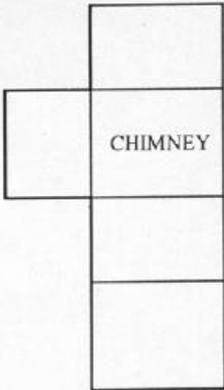
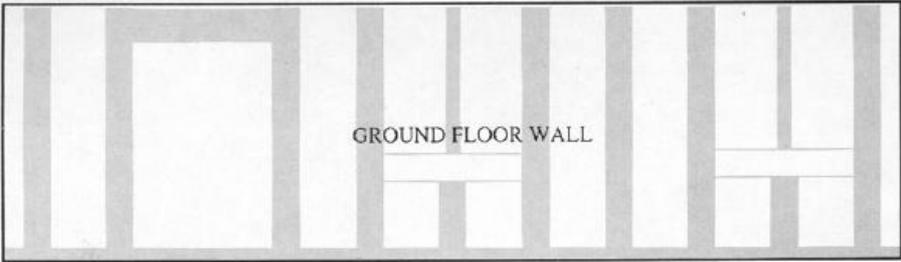


Cut the tiles for the roof out of thin card – we made ours about 10mm by 6mm ( $\frac{1}{2}$ " by  $\frac{1}{4}$ "). You can either cut the tiles out individually, or cut thin slivers out of strips of card to make a whole row at a time – use whichever method you prefer. Always glue the tiles onto the roof starting at the bottom and working your way up. Each row should overlap the one below – stagger the cuts between the tiles so they don't line up.

For the ridge tiles, make a double-width row of tiles and score them down the centre so that they fold over the apex of the roof. If you want you can glue an upright strip of card or plasticard along the ridge itself. This can be cut, or filed if you're using thicker plasticard, to give a pattern along the top edge. A spike glued to each end of the ridge is a nice finishing touch.

# TEMPLATES FOR THE FANTASY TOWNHOUSE

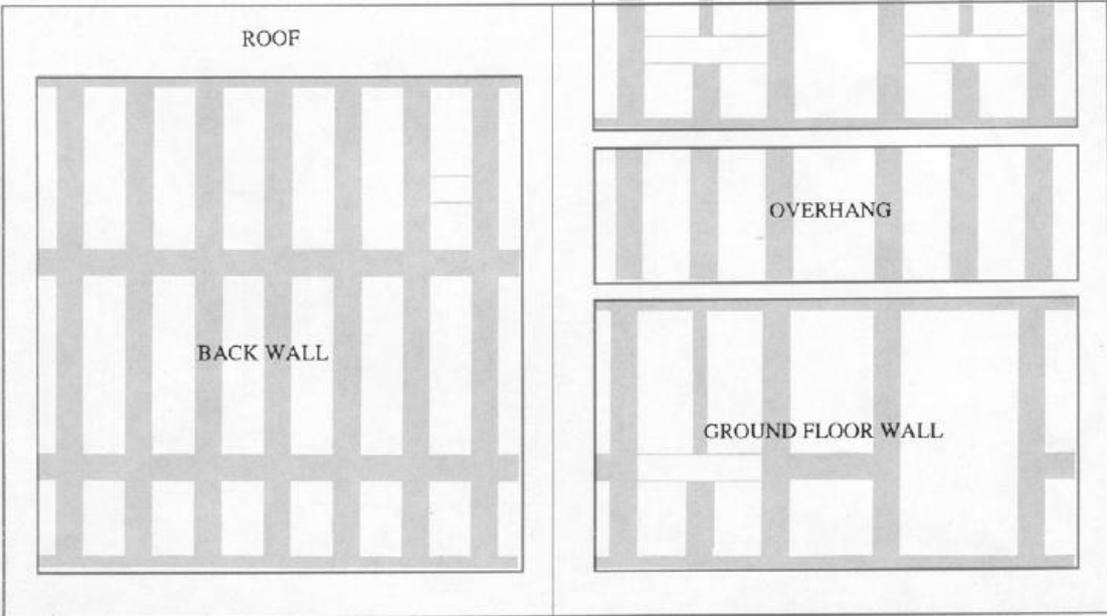




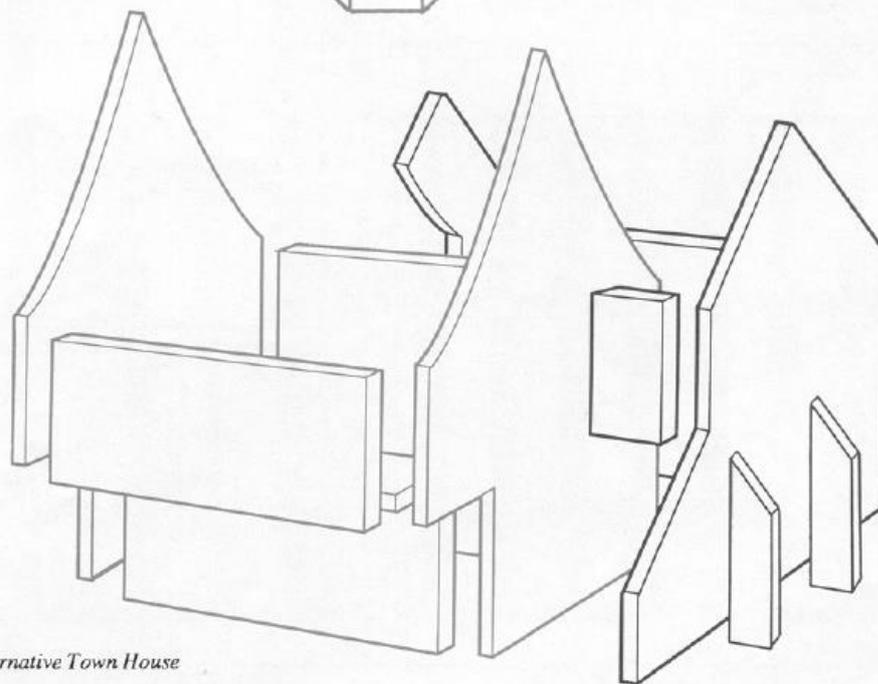
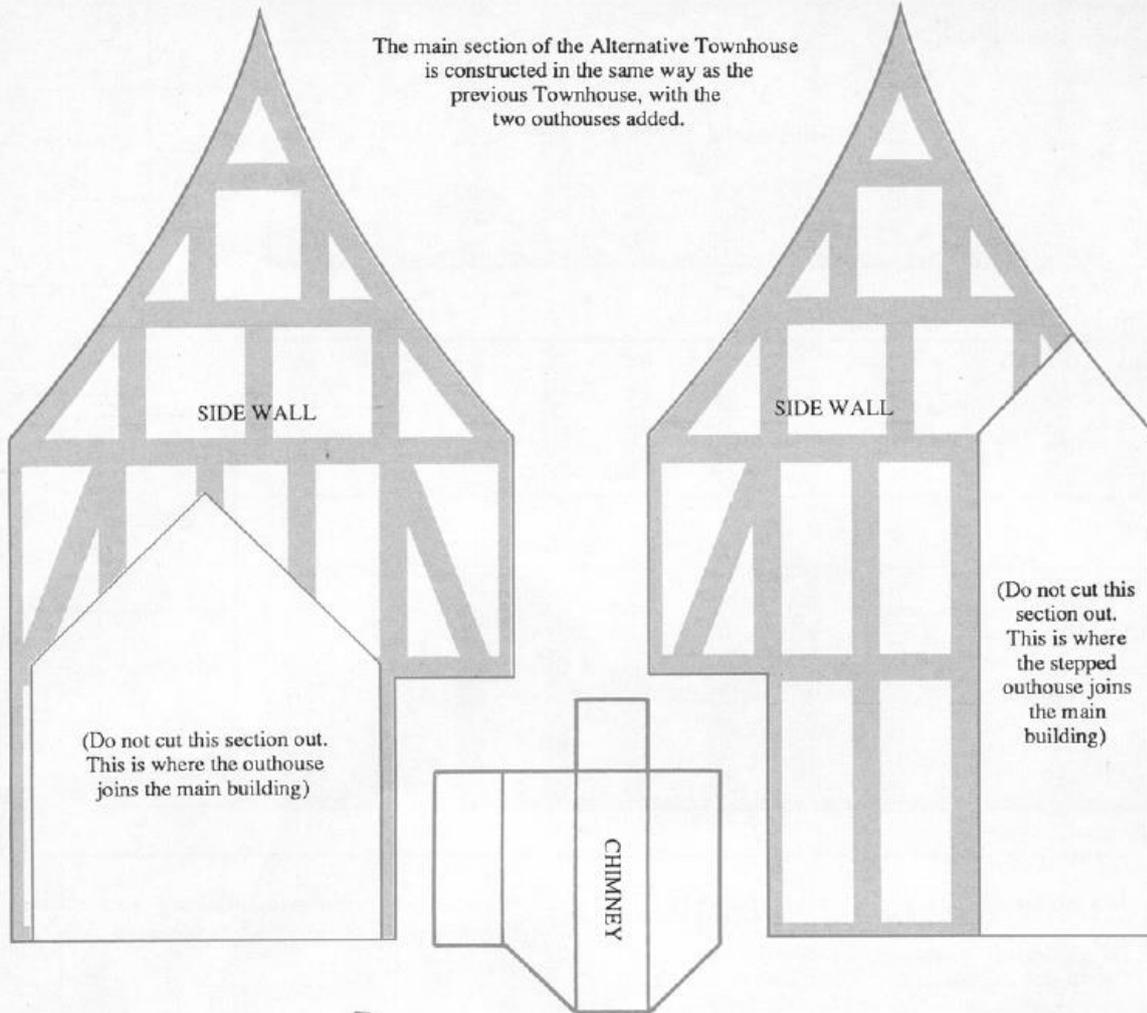
**ALTERNATIVE TOWNHOUSE**

Don't be put off by the complex look of the Alternative Townhouse as it is constructed in much the same way as the first one, with two simple additions.

Templates for the Alternative Townhouse continued over the page



The main section of the Alternative Townhouse is constructed in the same way as the previous Townhouse, with the two outhouses added.



*Exploded view of Alternative Town House*

