



HO Structure Kit MUNICIPAL PIER TERMINAL 933-3066

Thanks for purchasing this Cornerstone Series® kit. All parts are molded in styrene, so use compatible paints and glues. Please take a few minutes to study the drawings prior to assembly.

Providing direct interchange between railroads, trucks and ships, your new Terminal can be a focal point for operations along your waterfront. Since box cars and reefers could be unloaded inside, the Terminal can be used to model loads in-empties out operations. If a longer structure is desired, parts from two or more kits can be combined.

The Pier & Traveling Crane (933-3067) will make it easy to transfer loads from the Terminal to ships. The deck features a single track for freight cars and is complete with an unpowered crane, based on prototypes used to move oversize loads as well as cargo nets.

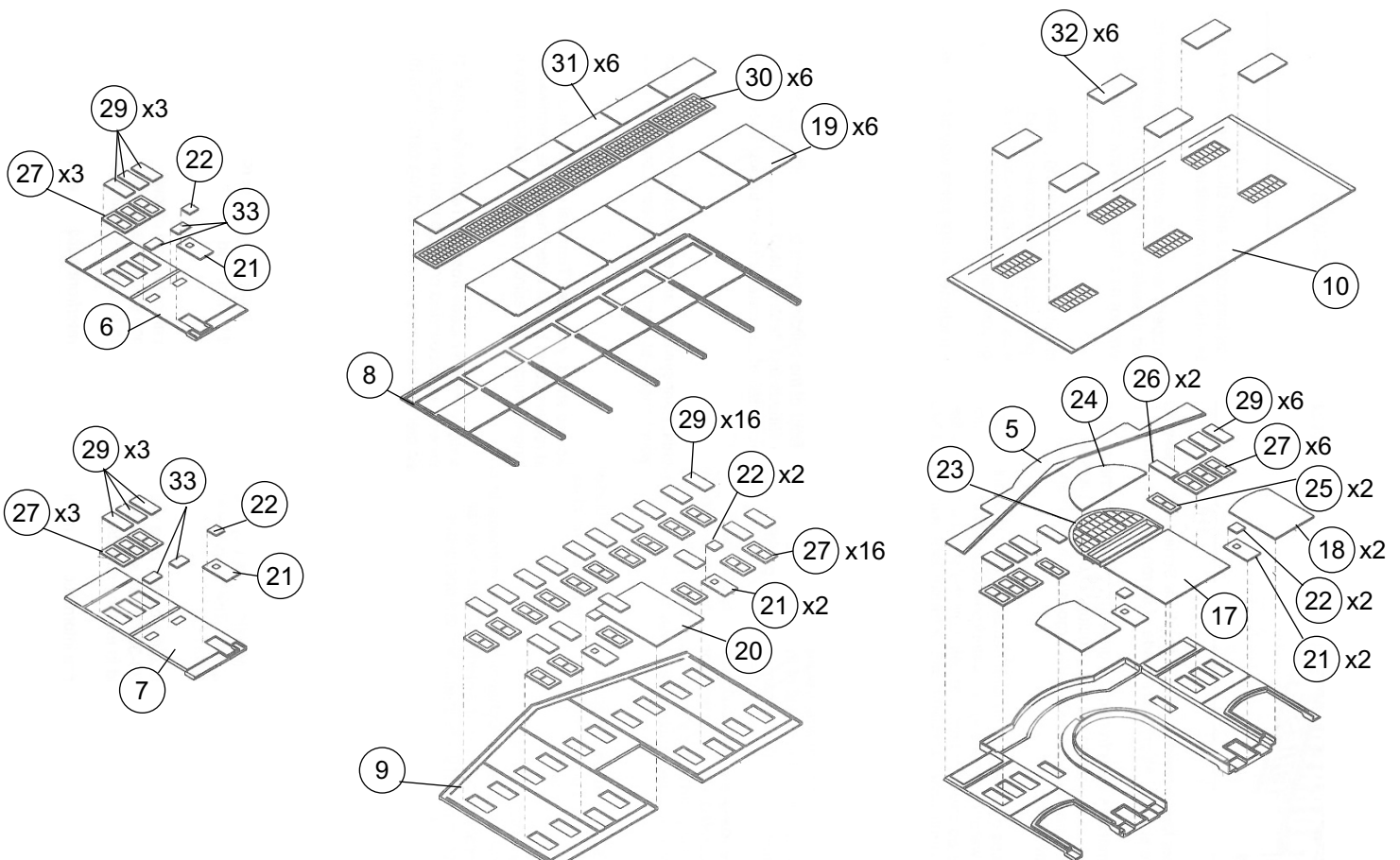
Many waterfronts were served by Railroad Carfloats (933-3152), which connected isolated areas with the mainline. The floats were moved by Railroad Tug Boats (933-3153) and docked at the Carfloat Apron (933-3068).

Since the harbor area was often an older part of town, earlier buildings like the Front Street Warehouse (933-3069) can still be seen. Since space is at a premium, railroad tracks leading to these buildings were often laid in existing streets. These can be modeled with the Street Track Insert set (933-3140).

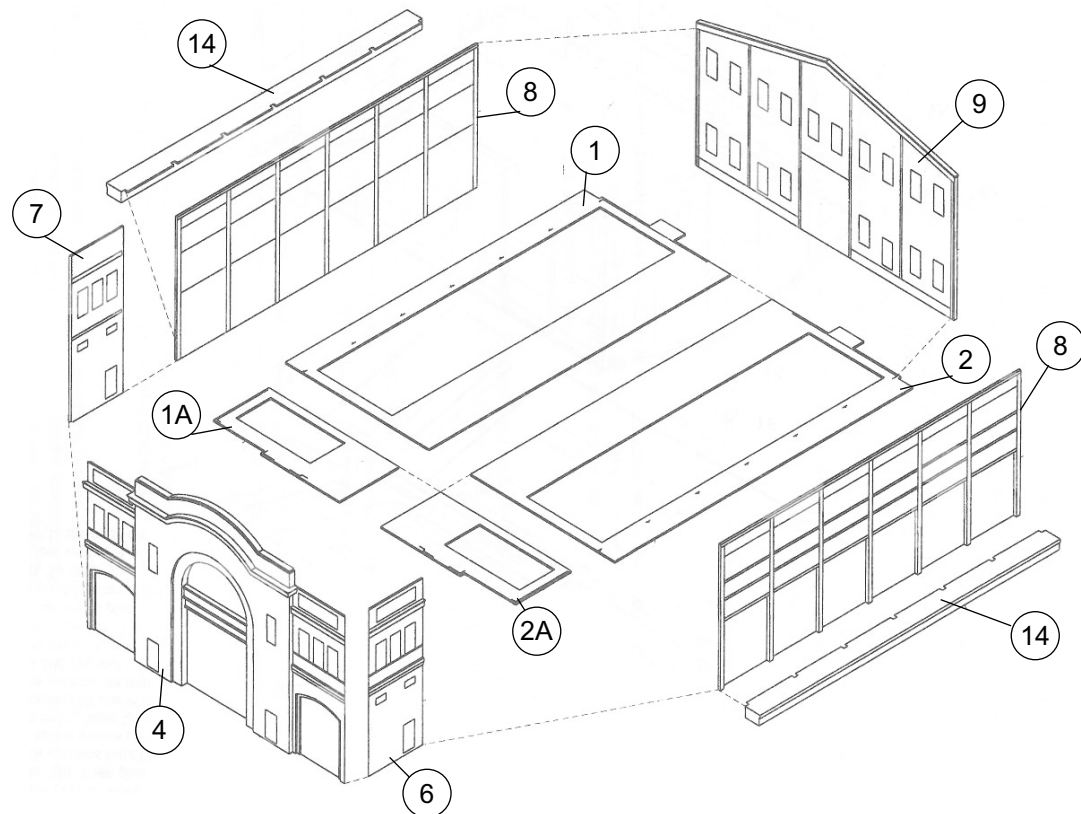
For additional figures, vehicle and accessories to set the scene see your dealer, check out the latest Walther's HO Scale Model Railroad Reference book or visit our web site at walthercornerstone.com for more ideas.

1. Glue windows (23, 25, 27) and doors (17, 18, 20, 21) in the front (4) end rear (9) walls.

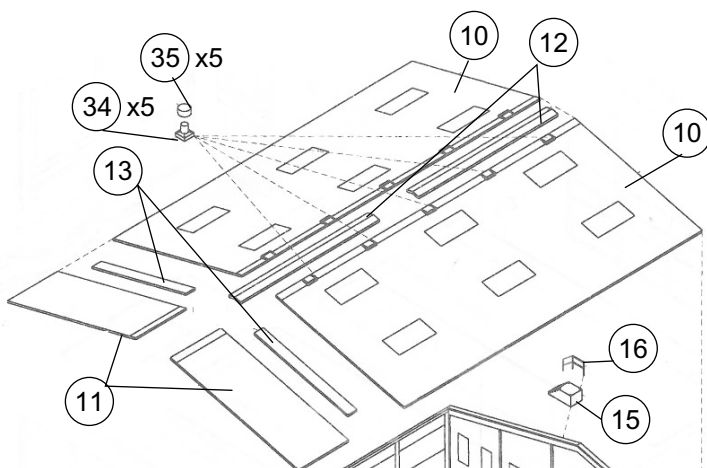
Note: doors 17, 18 and 20 can be left off to represent open access to the interior. Next glue the windows (27), vents (33) and doors (21) in the front sides (6, 7). Now glue the upper side windows (30) in both side walls (8). Again, you have the option of open, closed or partially dosed doors (19) on the side walls. Glue the window "glass" (22, 24, 26, 29, 31) in their appropriate places as illustrated. Then, glue the back piece (5) to the front wall. Glue the Sky light window "glass" (32) in place on the inside of the roof halves (10).



2. Before gluing the base together there are some options to consider. First, you have the ability to combine two or more kits lengthwise. To do so, you must first cut off the one end of pieces 1 & 2 following the groove on the underside. You can also eliminate one or both side platforms. Simply cut off the edges on 1 & 2, again following the grooves provided (this would be on the narrow side of the pieces). If you wish to have a track entering the center large door, cut off the edges on 1 & 2 (the wide side) and 1A & 2A. This will allow you to lay the rail at the proper gauge; however, it is up to you to provide the paving between the rails. The last option you have concerning the base is whether or not to put the stairways on the rear wall (9). Leaving them off will require you to cut off the pads on the ends 1 & 2. Again, use the grooves for a guide. After all cutting is done on the base pieces, glue them together as shown. Then glue the wall sections (4, 6, 7, 8, 9) to the completed base. If you opted for the side platforms (14), glue them in place.



3. Glue the steps (15) on along with the handrails (16). Then glue the main roof (10) sections together using the center splice pieces (12) to strengthen the bond. Note: Glue one 12 on, extending off one end of the roof to help support the roof extensions. Next add the roof extensions (11) to the main roof using the side splice pieces (13). Glue the completed roof in place using the ridges on the inside of the walls for location. To finish your model, glue the roof vents (34,35) together and then to the pads on the roof.



DECALING

1. After cutting out the decal, dip in water for 10 seconds, remove and let stand for 1 minute. Slide decal onto surface, position and then blot off any excess water.
2. Lightly brush Micro Sol® on top. This will soften the decal allowing it to conform to irregular surfaces. DO NOT TOUCH DECAL while wet!
3. When the decal is thoroughly dry, check for any trapped air bubbles. Prick them with the point of a small pin or hobby knife blade and apply more Micro Sol®.

