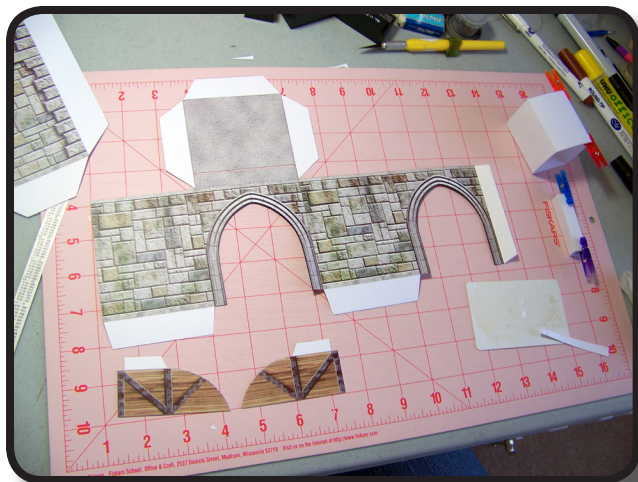
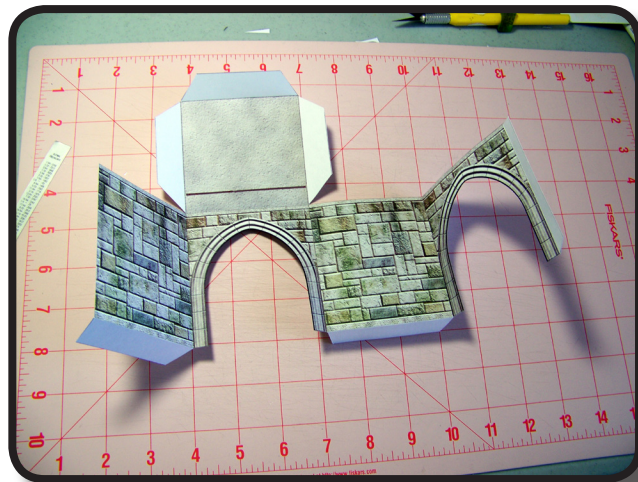


BORDERLAND KEEP

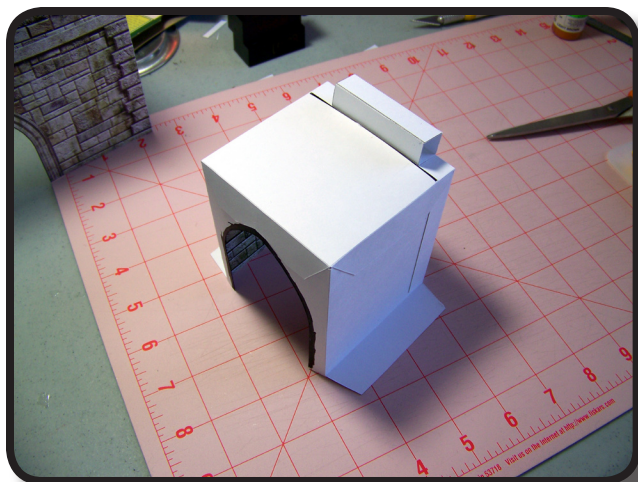
Gate House Instructions



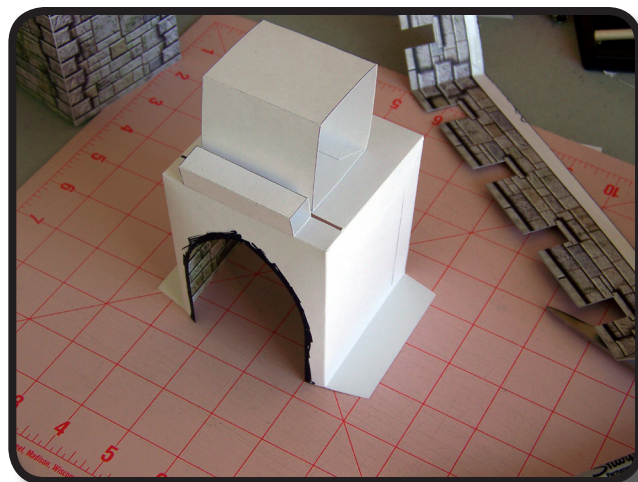
Step 1: Start by assembling the gate house interior structure. Glue the two sections together as shown above and allow to dry. While these dry you can glue the door halves and set aside for later.



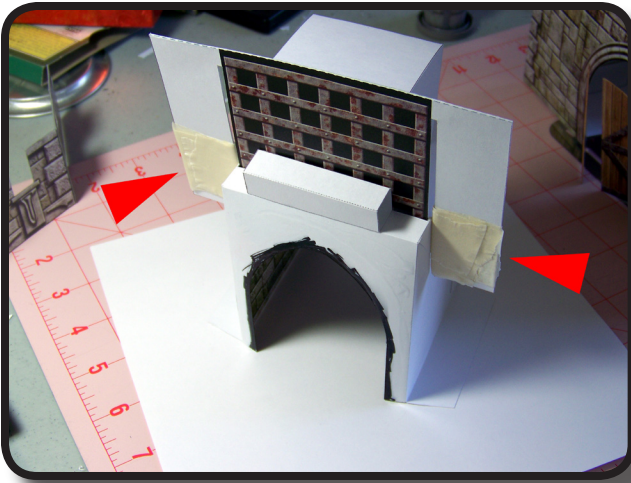
Step 2: Fold and glue the gate house model as shown and allow to dry.



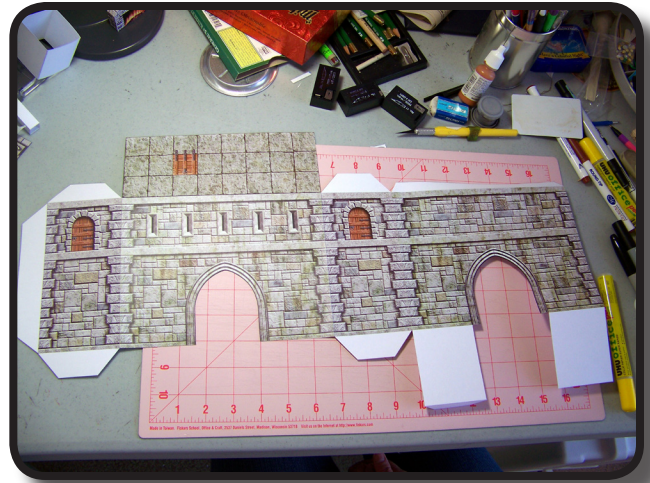
Step 3: Once the main interior assembly is complete, fold and glue the interior gate guides and attach to the top of the structure. Start with the small guide and glue along the front edge, allowing to dry fully before proceeding to Step 4.



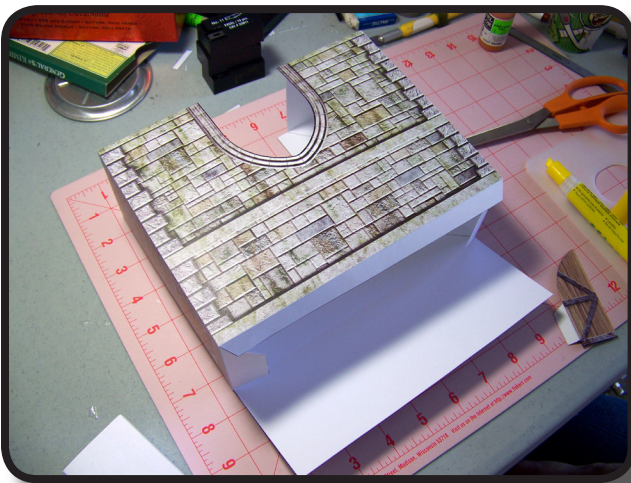
Step 4: Fold and glue the large gate guide and attach as shown. **DO NOT LEAVE ANY SPACE BETWEEN THE TWO GUIDES!** Make sure they are touching (but do not glue them together.)



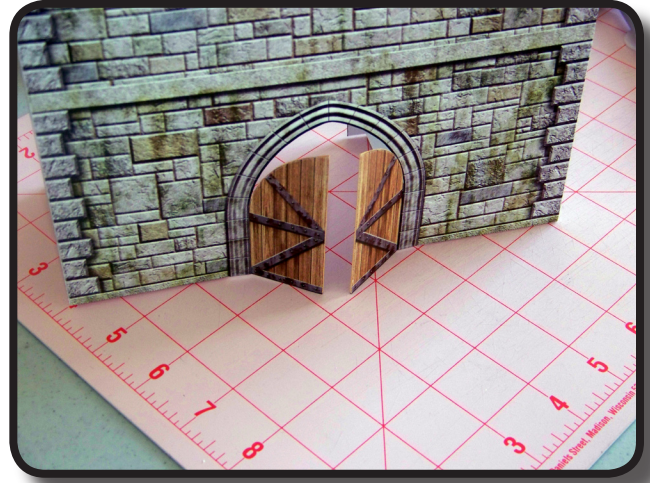
Step 5: Fold the portcullis in half and glue. When dry, wrap marking tape around the outer arms and insert into the interior assembly as shown. If the gate slides down on its own add more tape as necessary to increase resistance. The gate should stay at any position you place it at due to friction created by the tape.



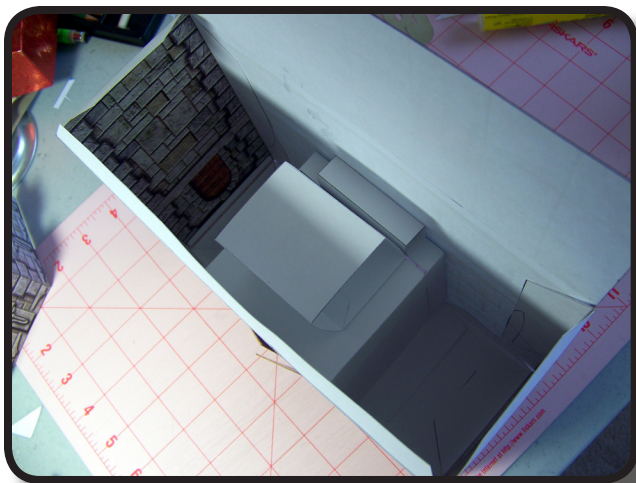
Step 6: Cut, score and glue the outer gate house building model as shown.



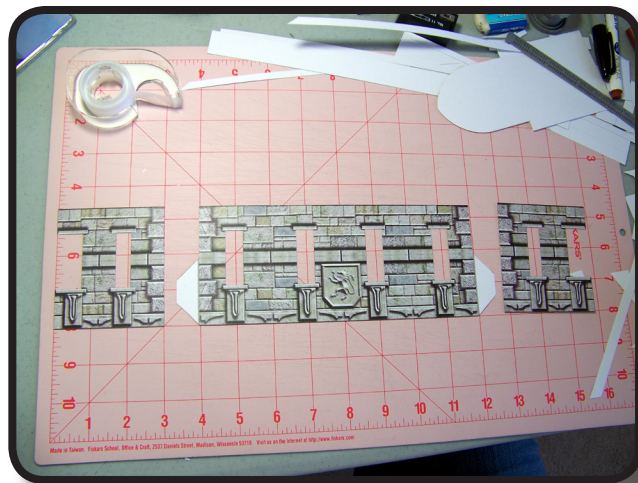
Step 7: Fold and glue the model as shown, but do not glue the roof flap down.



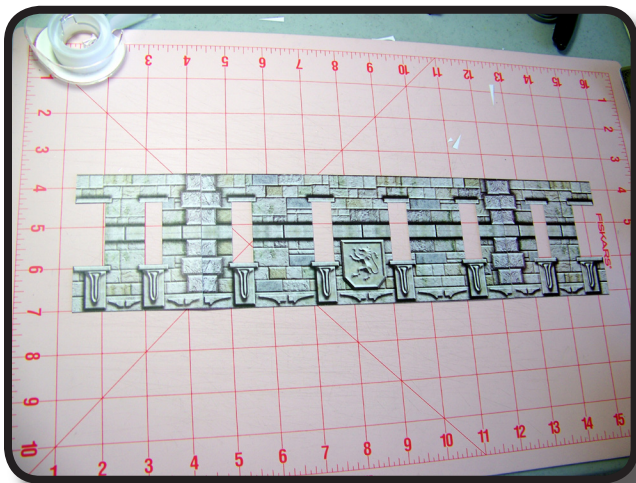
Step 8: Glue the two gate doors to the inside of the REAR side of the model now. Allow to dry before proceeding to the next step.



Step 9: Insert and glue the interior gate house model inside of the outer building. The portculis should be toward the front of the outer model. Once this has dried go ahead and glue the top flap of the model shut.



Step 10: Cut and score the crenelations for the gate house as shown above.



Step 11: Glue the three crenelation sections together as shown and allow to dry. Fold in half and glue together.



Step 12: Glue the crenelations around the upper perimeter of the gate house as shown.