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GAMECRAFT MINIATURES

Kit number 285CSS161
Burj Al Arab Hotel, AKA "The Sail"
Assembly Instructions and photos by Corey Riordan



General Notes: The Burj Al Arab is well suited for individuals who have previous modeling experience. It is not overly complex, but does require patience and may take several days to fully assemble as certain steps require the glue to fully set. The use of rubber bands and modeling blocks (or other squared angle) are highly advisable and make the assembly of this model relatively straight forward and more enjoyable. The rubber bands are used to force the front of the model into a curve and will hold the parts of the flush with the rest of the model until the glue is firmly set.

1. The Larger trapezoid base with 3 square cut holes is the bottom of the model. Start by gluing it to the spine (back) of the model.
2. With the base attached to the spine, glue the smaller trapezoid into the top insert along the spine.
3. Attach the left and right curved window panels. Note that the "left" and "right" window panels are distinct from each another by a curved guide line on one side of each panel, this is used for lining up the "wings" referenced in Steps 5 and 9. Make sure this guideline is facing out on each side during assembly. Select a side to start with and begin by gluing the bottom of the curved window panel to the base. The fit should be snug. Wipe excess glue from the exterior of the model. Next, glue the upper portion of the window panel in place. As before, the fit should be snug and excess glue on the exterior should be wiped clean. With the top and bottom of the window panel glued in place, run a bead along the back of the curved window pane and along the corresponding points on the spine



Step 1 and 2

of the model. Lay the model on its side and gently apply pressure so the seam along the spine and the back of the window is flush. Allow glue to fully set.



Step 3

4. Repeat Step 3 for the other window pane.

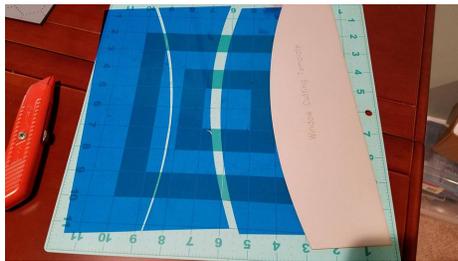
5. The Burj Al Arab has external curved “wing” structures on either side of the window panels. For this model, each wing is comprised of two mdf pieces (they are the largest pieces in the kit), glue one of the wings with diagonal struts to its corresponding piece that does not have a diagonal strut. Once glue is applied between the two pieces gently apply pressure, wipe excess glue from the edges, and make sure the pieces are flush. Place these under a heavy object while the glue sets. Set aside – these will be attached to the model in Step 9.

6. If you plan to paint your model, then you will need to spray the MatBoard now with a product like Deft Sanding Lacquer and then apply your paint. If you do not plan to paint your model, then you can skip this step.

7. If you plan to add window tinting, then do so after the frame has been painted. You will not be able to add windows once the front face of the building is glued in place (which happens in Step 8). Window cutting templates are included in the kit.



Step 5



Step 7 (Optional Windows)

8. Attach the front face of the model.
- a. Begin at the top of the model by running a bead of glue along the first 2-3" of the curved window pane edges and place the front face of the model so its edges overlap the beads. The edges of the front facing should line up with the edges of the curved window panels. Use rubber bands to hold the front face in place while the glue sets. With rubber bands in place, lay the model on its spine. In this position, you may add some light weight on the front face of the model (use modeling blocks if you have them) to help keep everything tight.

- b. **The glue must set completely!** As you continue to glue the front face into a curved shape, there will be increasing pressure at the top and bottom of the front face; if the glue is not completely set, then the front face will pull itself out of the curved shape you have been trying to hard to create. ERRRG!



Step 8

- c. After the glue along the first 2-3" has completely set, leave the rubber bands in place and apply glue to the remaining exposed edges of the curved window panes. Gently place the front face of the model along the beads of glue and use additional rubber bands to hold the curve. The edges of the front face should smoothly overlap the edges of the curved window panels.
- d. With rubber bands in place, lay the model on its spine and apply a weight on the bottom portion on of the front face to hold the curve while the glue completely sets.
- e. Leave the rubber bands in place for 24 hours as the front face may try to straighten and pull out of the curve.



Step 9

9. Remove rubber bands and attach the exterior wings from Step 5. Use the guidelines on the window panes as a reference while attaching. Note: the wings attach so that the diagonal struts are on the outside of the model (in other words, there should be a gap between these struts and the window panes).

10. Attach the observation deck along the spine.

11. Attach antenna and helipad.



Step 10



Step 11



Step 9

