



# Indix

## LORE DEVIL

# Assembly Guide

### EXPLANATION OF SYMBOLS USED THROUGHOUT THIS GUIDE:



**Special Instructions.**  
Please read before continuing



**Apply Glue Here**



**Close Up View**  
-Sometimes used to note important part connections or in conjunction with Special Instructions



**Turn part or Assembly around**



**Step or Model Subassembly Complete**  
-Good Job!



**Optional Assembly**  
-There are a variety of parts that may be used at this step



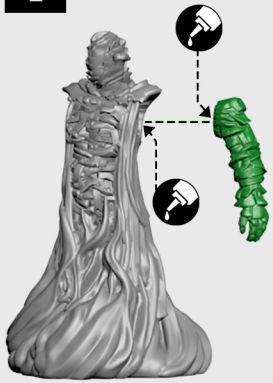
**READ THIS FIRST:** Before assembling your fine-detail resin cast model kit, please read through this assembly guide to familiarize yourself with the steps involved. Fine detail plastic snips or clippers and a hobby knife, should be used to carefully trim the parts from the component frames and to remove resin pour spouts. Occasionally, a small hobby saw should be used to separate large resin parts from thicker frame connections. Take care to work slowly when trimming excess resin from parts, removing a little at a time to avoid damaging the part. It is advised that this step be carried out by an adult, or under adult supervision and that proper safety precautions are taken.

Use a small file, emery board, or fine grit sandpaper to smooth out areas where excess resin has been trimmed away, or to reduce the visibility of mold lines.

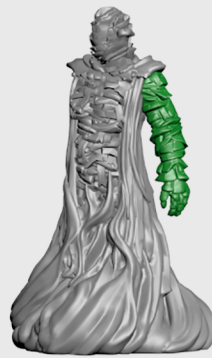
It is a good idea to wash your resin parts in a bowl of mild soap and water before gluing or painting any components. This helps to remove dust and dirt, as well as any excess oils that may have accumulated on the parts during storage or trimming.

If you find a part to be warped slightly out of place, use a hair dryer, warm water, or a nesting chicken, to heat the part until the resin becomes slightly flexible. You can then SLOWLY bend the part back into shape. While holding it in place, remove it to cool air or water in order to reset the resin part in the corrected shape.

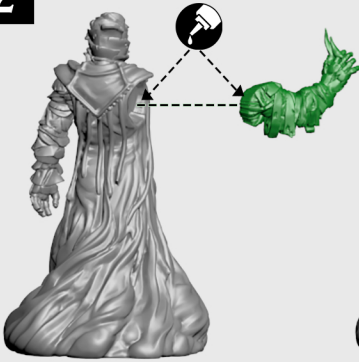
1



Components of each assembly step of this guide will be highlighted green to aid instruction



2



3

