



The Henge

Please read the instructions before starting construction.

When opening the kit, you will notice the smell of burned wood. This is because the parts are laser-cut, which literally means a very tight light beam burns through the material. You may also notice some soot at the cut edges. The amount of soot depends on the material used. You can considerably reduce it by gently wiping at least the bigger and easy to reach edges with a soft cloth or household tissue.

PVA or equivalent glue will be required to glue parts together. Use super glue to MDF parts to the soda cans. Give glue enough time to dry. Wipe away any excess glue immediately using a fine cloth or the tip of a toothpick. A sharp hobby knife is needed to remove parts from the sheet. Be careful and always cut away from your body. Fine sandpaper may be useful to clean these areas or any tight-fitting joints. Clamps, pegs and elastic bands may help during the construction of the kit. Make sure that the parts are aligned correctly before applying any of these tools.

General pre-assembly preparations

You will achieve the best results in finishing this kit when you follow the steps listed below. Always double check with the provided pictures before gluing parts together and moving on to the next step.

Please keep in mind that - in general - engraved sides of parts are considered "outside"; not engraved sides are "inside" or positioned less visible once the kit is finished.

Assembly

1.







THINGS FREM BASEMENT

2.



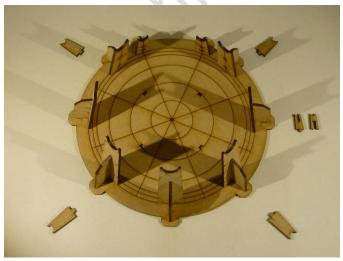


3.





4.

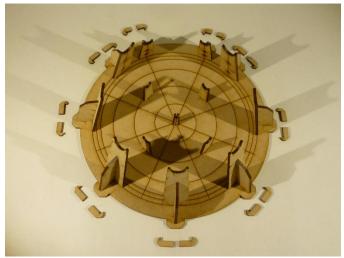


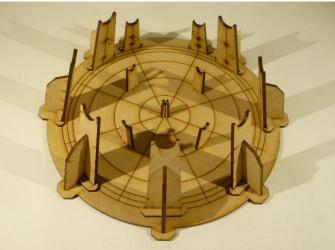






5.





If you ever experience problems or difficulties in finishing this kit don't become desperate! Just send me an email at thingsfromthebasement@gmail.com and I will help you get it done. Having designed the kit and then providing an instruction for everyone to understand is probably the hardest part of the whole project. I am ready for every kind of feedback to improve kit and instructions. I just need to know!

Photos of finished kit:



