

The fascinating hobbies of PRINCE AUGUST

The largest collection in the world

A comprehensive guide to the many hours of enjoyment which may be had out of casting, painting and playing with our full range of toy soldiers; recreating battle scenes, war gaming, fantasy gaming and assembling a collection.

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INTRODUCTION

Today more and more people are looking for a hobby to fill increasing leisure time. Whether you are young or old, Prince August can offer you a hobby giving you many hours of fun and satisfaction. It won't cost you the earth either. You can start for a small amount of money and gradually build up as you become more advanced.

On the following pages you will find information about how to use our products. It is not meant to be a comprehensive handbook, merely a help to get you started and to enjoy this fascinating hobby.

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HOW TO CAST

You need: Prince August starter kit, domestic gas or electric cooker, a match, pliers, small knife or file.



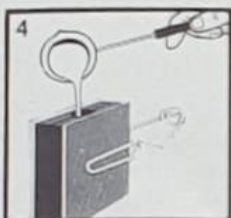
1. Dusting. Use a cotton pad, preparing inside moulds with talcum powder. Clap moulds together to remove loose powder.



2. Assembling. Assemble the mould with hardboards, rough side against mould, and clamp in the centre (see arrow). For large and long moulds use two clamps, one at each end of the mould. Or use two Prince August rubber bands.



on stove. Heat the metal match into the metal for about 5 seconds to test the temperature. Slight smoking of the match indicates correct temperature. Excessive smoking indicates over heated metal which makes bad castings and damages the mould.



4. Casting. Pour the metal quickly into the mould, fill to the top. Tap lightly on the mould to shake metal down. Allow to set for 1 minute.



5. Finishing. Release the casting, bending the mould if necessary. Using the figure drawing as a model, cut off ingates and channels with pliers. Trim over with a small knife or file. The ingates can be melted again. In the unlikely event of a bad casting, consult our fault-finding chart on page 13.

Points to Remember

- Cover the work area with a piece of paper.
- Handle the hot metal carefully.
- If you don't clean up after you, you might not be allowed back into the kitchen.
- Metal spilled on cooker should be removed when cold. Polish with steel wool.

Metal Information

The metal we supply is Model Metal and it is sold in 125g ingots. It is an alloy of tin/lead/bismuth. It is designed to give very crisp castings even for the beginner. The low melting point makes it possible to melt on any domestic cooker. Other low melting point alloys can be used in our moulds, a list of which is given on page 15.

SAFETY

Casting is not recommended for very young children. The hazard could be compared with making a cup of tea. A child who is able to do this safely could also cast with Modelmetal. However we recommend all parents to supervise at the beginning.

Modelmetal contains 50% lead. This is metallic

lead and should not be mixed up with lead combinations found in petrol and paint. For normal use Modelmetal is harmless. Do not give soldiers to children under 3 years of age.

Do not overheat the metal by leaving a ladle unattended for a long period.

Do not cool moulds or metal with water.

HOW TO PAINT YOUR SOLDIERS

You need: Sablehair brush no. 00 or Prince August Superstar, cheap brush no. 2, hobbypaints i.e. Molak/Humbrol/Pactra, thinners, gluepads or clear hobby adhesive, hardboard, metal primer or matt white paint, a match.

Soldiers may look very small and difficult to paint. However it is quite easy and most people will manage after a couple of hours practice. It is

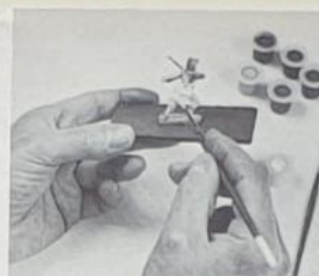
like a painting book, you just apply the paint evenly on the part you wish to paint. The best and easiest paint to use is a matt hobbypaint. The most durable is a gloss hobbypaint.

On your first figure do not try to paint every detail. Instead, try to improve your technique with the brush making steady lines between colours. After some practice you are ready to add the details.

If you are not happy with a painted soldier, you can simply melt it down and cast a new one.



1. Stick one or more figures on a piece of hardboard with a glue pad or hobby adhesive to hold the figure while painting.



2. Prime the figure with a metal primer or matt paint using a no. 2 brush. This brings up the details and allows the top coat to be applied more evenly. Leave to dry.



3. Paint the figure using a no. 00 brush. For best paint control, use only the tip of the brush for each stroke. Start painting large areas with light colours i.e. white trousers, horses, faces, etc. Then follow with darker colours and finally details like buttons, moustaches etc. Allow each coat to dry before applying the next.

ANTIQUEING You will need:

Black hobbypaint, thinners, cheap brush no. 2, tissue paper.

Paint the figure with black paint. Let it soak in for a few minutes and then wipe off using a tissue paper and a little thinners. Using this simple method, you can create an antique finish which is very suitable for figures to be displayed on a mantelpiece.



LANDSCAPING You will need:

1/2' chipboard 750 x 300mm, 2kg artplaster, drawing paper 750 x 200mm,

cardboard 750 x 200mm, aquarell colours, scatter material green/brown,

model trees HEKI no. 9312+9615 wallpaper paste, cardboard nails.

By building a landscape for your soldiers, you will enhance the visual effect of your display. You will find that a diorama will do for the soldiers what a dolls house does for miniature furniture.

and it is only limited by the amount of effort and imagination you put into it. Here we are going to show how to build Battle of Rossbach, illustrated on the front cover. It is designed to suit a bookcase preferably lit from above. If your bookcase or shelf has different measurements to those recommended, adjust accordingly.



1. Measure .7 L of water in a plastic container and pour in 1 kg plaster while stirring with a large spoon. Add 20 spoons of scatter material. Spread the paste with the spoon on the board to form hills. Start with small hills and make them bigger as the plaster gets thicker. Mix another batch and use this to even out the landscape. The soldiers cannot stand if the ground is too rough.



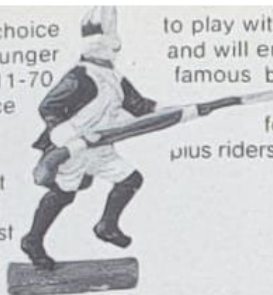
2. Mix wallpaper paste and spread a thick coat over the board. Sprinkle scatter material mixing green and brown. Press the scatter material into the adhesive with your hand, remembering to cover the sides of the board also. Glue trees in the background with hobby adhesive.



3. Paint a background with aquarell colours or buy a model railway background in your hobbyshop. Stick this with wallpaper paste to the cardboard and nail it to the back of the board. Place it on your bookshelf and then lay out your battle. (You can read more about this battle on page 6.)

40 mm TOY SOLDIERS

This range is our largest and the obvious choice for a beginner particularly for our younger enthusiasts. See cover for selection nos. 11-70. Castings from this type of mould produce the traditional continental style of toy soldier. They are called semi-flats, which means that they look round in profile but not from the front. The advantages with such a design are that they are easy to cast and paint, economical on metal and strong



to play with. The figures are full of action and will entice anyone to recreate those famous battles.

As a guideline you get 5-6 footsoldiers or about 2 horses plus riders from one ingot of Modelmetal.

STARTER KITS

You can start this hobby with any of our starter kits. All you need besides the kits are a domestic cooker, pliers and a small knife or file which we assume you already have.



KIT 1100

Contains: ladle, clamp, 2 hardboards, 75 g Modelmetal, bag of talcum, mould of a footsoldier.



KIT 1200

Contains: ladle, clamp, 2 hardboards, 125 g Modelmetal, jar of talcum, 2 moulds of footsoldiers.



KIT 1300

Contains: ladle, 2 clamps, 2 hardboards, 375 g Modelmetal, jar of talcum, 2 moulds of footsoldiers, canon, horse and rider.

MOULDS

There are two different sizes of moulds. Each pack contains 1 mould, colour illustration and 2 hardboards, except for the new ROSSBACH

1757, which do not contain any hardboards. If you don't have the hardboard already, you can get them in accessory pack no. 2051. One set of boards will do all your moulds.



Small Moulds

Nos. 15, 22, 23, 24, 33-35, 43, 44, 50, 58, 59, 66-70.



Large Moulds

Nos. 11, 21, 26, 28, 32, 36-38, 40, 41, 48, 49, 51-57, 60-65.

A SHORT HISTORY OF THE PERIOD

In the eighteenth century the most important powers were Britain, France, Prussia and Austria. The two most important wars in Europe, The Austrian Succession War and The 7 Years War, were fought to decide who would be the leading power in the German Empire. Britain and France

as Canada and India, in order to enlarge their overseas Empires at each others expense. A third theme running through the period is the emergence of Russia as a great power, which she could only become by destroying the might of the other Eastern European states, Sweden, Poland and Turkey, all of whom fought unsuccessful

RECREATING BATTLES WITH TOY SOLDIERS

The following collections give you an idea how to build up a large battle step by step. During this period certain basic formation was used in battle which was common throughout different countries.



COLLECTION 2: CAVALRY

The cavalry was most important in those days and a king who could afford to command a large force of cavalry was also very successful. The following moulds will create a cavalry unit.

- No. 11 Charging Trooper — you need 30
- No. 26 Trumpeter — you need 2
- No. 28 Standardbearer — you need 2

Paint your cavalry as your French enemy no. 28.

The uniforms were also very similar. Only the colour schemes varied. This means that you can create from the same mould, not only your own army but also that of your enemy.

COLLECTION 1: INFANTRY

The infantry was the base in most armies and so also in your collection. You make a platoon from the following moulds:

- No. 15 Musketeer — you need 48
- No. 21 Standardbearer — you need 2
- No. 22 Drummerboy — you need 2
- No. 50 Officer — you need 2

Use colour illustration from no. 15 to paint them as English Infantry.



COLLECTION 3: ARTILLERY

Artillery not only adds gun smoke to your battlefield but also strength. Train your crews right and you can wipe out any enemy.

The following moulds will give you an effective cannon battery.

- No. 32 Cannon — you need 3
- No. 33 Crew — you need 3 + 3
- No. 34 Crew — you need 3
- No. 35 Crew — you need 3 + 3

Paint your artillery crew as English using colour illustration from mould no. 15.



COLLECTION 4: HORSE CARRIAGE

To transport the heavy cannons it was necessary to use at least 4 horses, sometimes even up to 12 horses. The horses are always in pairs, one with rider. The following moulds will produce a horse carriage of which you can be proud.

- No. 36 Rider and Horse — you need 2
- No. 37 Rider and Horse — you need 2
- No. 38 Limber — you need 1
- No. 32 Cannon — you need 1 + 2 wheels

Paint them up as English, using colour illustration from mould no. 15.

Note: This piece is not so easy to make and it is not recommended for our younger modellers.

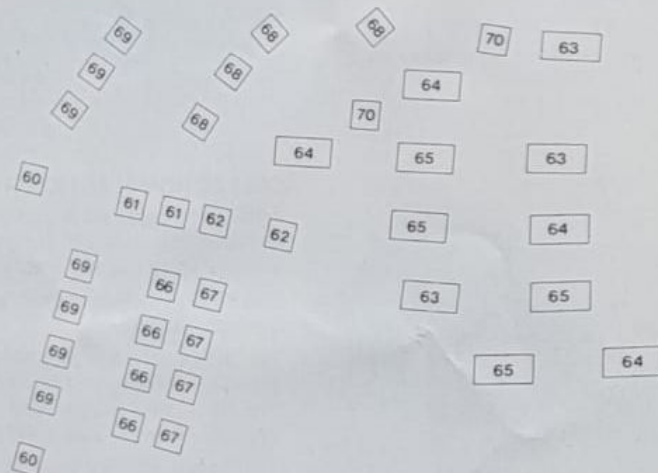




THE BIG BATTLE

Of course you can fight a battle before you get all these figures together, but even from your first mould you can create opposing sides. So

you can have plenty of fun while you are building up your troops for the big battle. For this you can build a landscape using techniques described on page 3.



BATTLE OF ROSSBACH 1757

The battle of Rossbach was fought on November 5 1757 between the Prussian army of Frederick The Great and the combined armies of France and the German Empire under Soubize.

When the allied commanders noticed the Prussians moving back from their previous positions to behind a hill, they mistakenly believed they were retreating even before the battle was begun, and recklessly advanced to overtake and destroy them. The Prussians realising the allies error, prepared their cavalry and artillery just out of sight of the allies over the hill crest. As the Franco-German army surged up the hill, they

were suddenly met by the Prussian cavalry at full gallop and together with the roar of artillery fire, were thrown into complete disarray. Despite valiant attempts by the French cavalry to halt the now advancing Prussian infantry and rank their own troops, the battle was lost and Prussia won the day.

The diorama shown on the front page depicts a scene from this battle, which you can make from the battle-plan above. It depicts one of the attempts by the French cavalry to stem the Prussian advance. With their standards flying and drums beating, the Prussian infantry is dauntless. Led by their officers and N.C.O.'s they repel the enemy and snatch victory from defeat.

25 mm WAR GAMING

This is a hobby for those seeking the challenge of a game as well as the pleasure of modelling. Most war games are played with 25 mm fully-round soldiers, a size big enough to give plenty of detail so you can identify your units and small enough to be displayed in their thousands on a dining room table. With Prince August kits and moulds you can afford to command those large armies because home casted figures are over 60% cheaper



than commercially casted ones; and it is as much fun to cast them as it is to play with them. You can also use 25 mm figures for dioramas. It is very economic as they use so little metal compared to 40 mm or 54 mm figures. However our younger friends might find them a bit small to paint. As a guideline you get up to 12 foot soldiers or 4 horses plus men out of one ingot of Modelmetal.



ANCIENT ARMIES

Ancient war gaming recreates the warfare of classical and medieval times, a warfare which knew no firearms and which depended largely on hand held or hand thrown weapons. The ranges of all ancient weapons, including missile weapons, were comparatively small. Hand to hand fighting was very common. This in turn meant that armour was more frequently worn, either mail, iron or leather.

The Prince August range no. 601-608 comprises of special composite moulds, each of which contains two heads and separate weapons. They are only recommended for the modeller with some experience. *Recommended reading:* Practical War Gaming by C. F. Wesenraft. Ancients Battles for War Gaming by Ch. Grant.



STARTER KITS

You can start this hobby by buying one or more moulds of your choice and the casting tool kit no. 2052 or you can buy our complete kit no. 12005 including moulds. To cast, all you need besides your kit is a domestic cooker, pliers and a small knife or file which we assume you already have.



KIT 1400 Contains: ladle, 2 clamps, 6 hardboards, bag of talcum, 75 g Modelmetal.



KIT 12005 Contains: ladle, clamps, 2 hardboards, container of talcum, 125 g Modelmetal moulds of British Footguard/ Scots Grey and horse.



507-516,
519-522;



531-536.



518, 523;



601-608;

MOULDS

There are 3 different sizes of moulds. Small and large mould packs contain mould, illustration and 2 hardboards. The long moulds contain mould and colour illustrations of both front and back views. The hardboards having been already supplied with casting tool kit no. 2052 or accessory pack no. 2051 or 2049.

AN INTRODUCTION TO WAR GAMING

War gaming is a fascinating and challenging hobby; recreating in miniature, a battle or skirmish using 25 mm figures which represent the actual units involved. It can be a small encounter, using a few dozen figures on each side, or a huge battle with thousands of figures. There are rules controlling the battle which, for the beginner

could be very simple but as you get more and more advanced, they get more and more difficult and closer to reality. The rules cover such things as the speed at which your troops can move, how often they can fire and what kind of ground they can or cannot cross etc. War games clubs specialising in all periods and particular interests exist in many areas and provide the beginner with advice and help in setting up a war game.

25 mm ADVENTURE GAMING

Adventure gaming is probably the most unusual and the most fascinating hobby ever invented. It started about ten years ago and has been growing so fast since that it is virtually a cult in America, and is hugely popular in the U.K.

It is a game of fantasy, originally inspired by such stories as the "Hobbit" and "The Lord of the Rings", by Tolkien. It is a game where you create your own world and people with it, whatever creatures you wish; a world of evil wizards, of dwarfs and kindly elves, fearful monsters, dragons who guard fabulous treasure, castles and deep dungeons whose depths may conceal coffers of gold, or deadly enemies. You do not play on a board like conventional games, nor do you play against



other players. All players invent their own characters, maybe a warrior, or a magician (magic really works here!) and join forces to find treasure, or rescue a princess, or over-throw a dark lord. The possibilities are limited only by the extent to which your imagination can stretch. If you would like to journey to unknown lands, maybe find a magic sword, and fight single handed against a horde of orcs, or outwit a cunning wizard and maybe solve the cryptic clues on an ancient treasure map, then try adventure gaming. Prince August carries a constantly increasing range of fantasy moulds, providing you with the characters you might like to be or to meet in the adventure of your choice

See back cover for selection no. 651-659. As a guideline you cast 10-15 figures out of one ingot of modelmetal.

STARTER KIT

You can start this hobby by buying one or more moulds of your choice and casting tool kit no. 1400 or the complete kit no. 11006. All you need with these kits is a domestic cooker, pliers and a small knife or file, which we assume you have already.



KIT 1400

1 Ladle, 2 Clamps, 6 Hardboards, 1 Bag of Talcum, 1 Modelmetal 75g.



KIT 11006

1 Ladle, 3 Rubber Bands, 2 Hardboards, 1 Bag of Talcum, 1 Modelmetal 75g, 1 Mould of three figures.



MOULDS

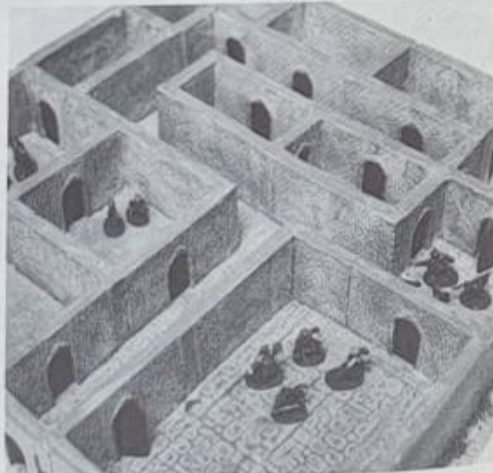
Each pack contains 1 mould for three figures and colour illustrations. With first mould you need hardboards which are supplied in the kits or accessory pack no. 2051.

DUNGEON BUILDERS

This year Prince August are releasing the dungeon-builder set, one of the most exciting developments in adventure gaming to date. With this set of moulds, you will be able to make your dungeons in 3-D, in full and perfect detail, and no longer have to just plot your adventure on a flat board. The dungeon-builder system provides wall sections, door sections, floors, doors, trap-doors etc., so that you can build up any shape dungeon with interlocking rooms and corridors, secret passages etc., as small or as large as you like. You can make tiny cells, for unfortunate captured adventurers; of vast banqueting halls if you wish your party to be entertained by the King of the dwarfs.

The dungeon is cast in a fine-art plaster which is inexpensive and allows very large systems to be built at little cost.

Available August 1983.



IN ADVENTURE GAMING ANYTHING CAN HAPPEN

As the party entered the room through the black door, the flickering light from their torches lit up the interior, it was a large room full of old furniture and dusty old books on shelves, cobwebs were thick and black and the room smelt horribly damp. Odo the thief immediately began checking the floor for trapdoors and treasure.

"Shut the door", called the Wizard, "Ogrim the dwarf, those noises outside tell me that we are not alone in this Dungeon".

Oriana whose little chaplet of elvish silver glimmered luminously in the dim light moved cautiously to a curtain at the far corner of the room; drawing it open she revealed a small door.

"It's locked", she called having tried the handle.

"I'll try it", Odo said, having found no trapdoors or loot.

"If you can't manage it thief", said Alfhre the warrior grimly, "then my axe will oblige".

As Odo tried to pick the lock the dwarf who was acting as lookout called from the end of the room.

"Hurry up, I can hear voices in the corridor and they're getting closer".

"Orcs" replied the Wizard, as he replaced one of the Tomes back on its shelf.

"That means we must hurry".

"It's no good" Odo called, "I can't shift the lock at all".

"Stand aside thief" Alfhre said, wielding his axe. Oriana and Odo did so, and the great axe cleaved a split in the door.

"Another couple should do it", smiled Alfhre.

At this point, the dwarf called.

"Orcs, dozens of them coming this way, they must have heard the noise of your axe Alfhre".

"Hurry", said the Wizard to the warrior, "open that door as quickly as possible. I will hold off the horde as long as I can".

In a terrible voice the Wizard commanded the black door to shut.

"That 'Hold' spell should keep them out for a minute or two", he said.

Another blow, and the little door in the corner was broken and open, leading into a pitch black tunnel.

"Quickly", called the Wizard, "into the tunnel I can't keep them out much longer".

As the party retreated into the unknown passage the black door groaned and split under the swords and cudgels of the orcs.

Do you want to carry on? Use your fantasy.

There are many guide books, and rules available to teach you fantasy games; ask at your local Hobby Shop for details.

Recommended lists of Books and Games:

The Hobbit / "The Lord of the Rings"

— J.R.R. Tolkien.

Dicing with Dragons — Ian Livingstone.

Adventure Games: ® TM

Dungeons and Dragons — T.S.R.

Tunnels and Trolls — Flying Buffalo.

54 mm COLLECTING

Collecting 54 mm soldiers is a hobby we can recommend to anyone who wants to relax in their own home with an interesting pastime. You may think that the pieces look too small and complicated but you will be surprised how your patience develops as you become absorbed by the soothing effect of this hobby. There are many aspects of this hobby as casting, painting, researching and building dioramas. Your final result quite often finds a place on your mantelpiece or bookshelf for the admiration of your friends.

Prince August Collecting 54 mm soldiers doesn't make a big hole in your wallet and you get hours of pleasure for every pound spent. You can see the range on the inside cover nos. 401-412.

As a guideline you get 2-3 soldiers from each ingot of Modelmetal.



HOW TO START

You buy a casting tool kit no. 1400 and a mould of your choice. All you need besides this as we have already mentioned, is a domestic cooker, pliers, a small knife or file, some hobby paint and brushes.



KIT 1400

Contains: ladle, 2 clamps, 6 hardboards, bag of talcum, 75 g Modelmetal.



MOULDS

There are two different sizes of moulds. Each contains a mould, 2 hardboards and full colour illustration showing both front and back views.

Nos. 401-405, 407-412; No. 406.



ASSEMBLING A 54 mm SOLDIER



1. Casting. If you have followed our instructions, you now have a casting which consists of a body, footplate, head and weapon. Pull the casting carefully from the mould.



2. Trimming. Cut off the parts from the ingate with a pliers. Trim the joints and any flash and parting line. A common mistake is that the neck is not trimmed short enough. Make sure the pieces fit well together.



3. Glueing. Use Bostik Hyperbond, 5 min Epoxi or Superglue. Hold the pieces together until the glue has set or put on a piece of plasticine while glue is setting. Do not glue the swords until painted.

HOW TO COLLECT

54 mm figures are an international size for collectors. They are big enough to look natural with a lot of detail but small enough to still be miniatures. Each mould is supplied with a full

COLLECTION 1

Unit in combat

- No. 402 — you need 6
- No. 403 — you need 1
- No. 405 — you need 6
- No. 408 — you need 6
- No. 409 — you need 6



COLLECTION 2

Unit on parade

- No. 406 — you need 2
- No. 407 — you need 2
- No. 410 — you need 1
- No. 411 — you need 12
- No. 412 — you need 1



HOW TO MAKE CONVERSIONS

Most of the figures in the 54 mm Prussian series can quite easily be converted into soldiers of other types and countries of the same period. All the figures in the series come with separate heads and weapons, a feature which makes converting much easier.

The basic tools needed to convert a figure are a file, a craft knife, some modelling putty and glue. You may also need some books on 18th century soldiers and uniforms.

Most foot soldiers in 18th century Europe were dressed in fairly similar uniforms and armed very much alike. The main difference between one country and another being the uniform colours and small details such as buttons and lace

colour illustration of both front and back views to make painting easy. These figures look particularly good in an antique finish. (The antiqueing method is described on page 3.) To help you to build an authentic collection we suggest the following:

pattern on the front of the coat. A British musketeer for instance would not have differed greatly from a Prussian and making a conversion from one to another is fairly straightforward. Firstly select a Prussian figure and a head with bicorn hat. With a file and a craft knife, remove the badge on the cartouche and the lace details on the coat front. Also cut away the pom-pom from the hat. Fill in the button-slits with a little putty. A small bow can be cut from paper or plastic and glued to the front left of the bicorn hat. The figure is then assembled in the usual way and painted in the colours of a British musketeer.

Recommended reading:

Uniforms of The Seven Years War by John Mollo.
The Lace Wars by L. & F. Funcken.

NON-MILITARY

Some people don't like figures with military associations, even if it is historical. For them, we have a range of moulds of animals, cowboys and indians. The figures are 40 mm high and fully round, except nos. 203, 208, 209, 211 which are semi-round. Particularly nice is the English hunting scene, nos. 105-109 with fox, dogs and riders.

As a guideline, you get 3-4 foot figures or 1 horse from one ingot of modelmetal.

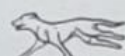
You may start this hobby with a casting tool kit no. 1400 and the mould of your choice.



105



106



107



108



101



102



103



104



303



301



302



109



203



204



208



205



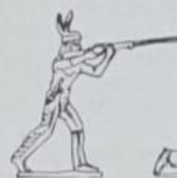
207



202



209



201



206



211



210



214

PRINCE AUGUST FAULTFINDING CHART

Problem	Check	Action	Para. No.
Metal not melting		<ul style="list-style-type: none"> Use a gas or electric cooker on high until metal is molten, then reduce heat. Do not try to melt the talcum powder, melt the badge or bar. 	3
Smoke coming from ladle		<ul style="list-style-type: none"> The ladle is covered with a rust protector which will burn off for the first five minutes. No action necessary. 	
Metal is not flowing into all parts		<ul style="list-style-type: none"> No talcum powder. The mould needs a thin coat which helps air to escape. Too much talcum powder is blocking the details. Metal not hot enough. Test temperature with a match. Metal is too hot. Smoke gases are pressing metal back. Mould needs an airvent. Make a hole right through mould half in the missing part with a 1-1, 5mm drill bit or a yawl. You can also make a very small channel from the missing part to the top of the mould. Use Modelmetal. No other metal casts as well. Do not use a vise for clamping the mould, because it will lock the air into the mould. Use Prince August Clamps or rubber bands. Use Prince August talcum. Not all talcum powders are suitable. Pour the metal to the top of the mould to get full gravity pressure. Tap the mould to shake down the metal. 	1 3 3 1 4 4
Smoke coming from mould while pouring		<ul style="list-style-type: none"> Metal too hot. Melt more metal to cool and check temperature with match. No talcum powder on mould. Powder mould. 	3 1
Flash on casting		<ul style="list-style-type: none"> Mould not clamped right. Use one clamp with pressure point in the centre or two clamps on each side. Mould too hot in the centre. Leave mould to allow heat to spread evenly. 	2 4

Availability of the full Prince August range may vary in different countries. If you have problems in obtaining any of our products, write direct to us: **Prince August Moulds Ltd., Macroom, Ireland.**

PRINCE AUGUST FAULTFINDING CHART

Problem	Check	Action	Para. No.
Mould leaks		<ul style="list-style-type: none"> Mould not clamped right. Use one clamp with pressure point in the centre or two clamps at each side. For certain big moulds it might be necessary to use four clamps. Check if there is a gap between mould halves. When opening the mould you might have bent the mould getting a casting out. Rectify this by bending halves towards each other. You have not put the hardboards on the mould. This is essential to apply even pressure. Put a clamp over the leaking point. If above actions don't help, do the following: Where the metal is leaking from the <i>figure</i>, cut a v-shaped airvent going to the top of the mould with a hobby knife. It stops the escaping air from parting the moulds while pouring the metal. 	2 2
Mould exploding		<ul style="list-style-type: none"> Do not cool mould or metal with water. Even a small amount of dampness could be dangerous. 	
Part of figure buried in the mould half		<ul style="list-style-type: none"> It is quite normal on a complex figure. It is sometimes necessary to cut or drill an air vent into the detail. 	

CLUB PRINCE AUGUST

On request from our customers we have started a collectors club. Membership costs £1 and you will get:

- Information on any new product.
- 1984 handbook/catalogue free.
- A Prince August badge.
- Access to computer dating for games.

Send your completed entry form together with a P.O. for £1 to Club Prince August, Macroom, Ireland.

Yes I would like to be a member of the Prince August Club and I enclose membership fee of £1. (U.K. and Ireland only)

Name

Address

Country

METAL INFORMATION

Type of Metal	Melting temp.	Casting temp.	Details	Success rate	Strength of casting	Mould life time	Price range	Available from	Comments
Modelmetal	140°C	200°C	100%	90%	50%	300-1000	Medium	Prince August Stockists	Best casting metal on the market
40% tin/60% lead	230°C	300°C	60%	60%	70%	100-500	Medium	Some Hardware Stores	A good all round metal
48% tin/2% antimony 50% lead	185°C	275°C	80%	70%	90%	200-1000	High	Some Hardware Stores	Very fine metal finish. Suitable for antiqued figures.
Linotype Printers Metal	230°C	300°C	40%	45%	50%	100-500	Low	Some Printers Scrapdealers	Recommended if you want quantity instead of quality.
Monotype Printers Metal	230°C	300°C	60%	60%	40%	100-500	Low	Some Printers Scrapdealers	Recommended if you want quantity instead of quality.
Lead	312°C							Old Pipes Old Bullets Tyro Weights	Not suitable
90% lead/10% tin	235°C	300°C	40%	40%	50%	100-500	Cheap		If you have lead scrap you can add tin to make into a suitable casting metal.
2 part lead	220°C	300°C	45%	45%	50%	100-500	Cheap		If you have lead scrap you can add modelmetal to make it into suitable casting metal.
White Metal	185-275°C								All tin/lead alloys is called white metal. Might be suitable.
Powder	240°C	300°C	20%	20%	90%	100-500	Very High	Some Scrapdealer	Not very suitable.
1 part pewter 1 part lead	190°C	275°C	75%	65%	90%	200-1000	High	Some Scrapdealer	Very fine metal finish.
Solder	180-230°C						Medium High	Hardware Stores	Depending on alloy, could be very suitable.
Zinc									Not suitable.
Aluminium									Not suitable.
Iron									Not suitable.

Ratings and lifetimes are only given as an average for all moulds. Certain moulds, particularly the 54 mm range, are much more difficult to cast and are not really suitable for lower grade alloys. If you have problems, use Modelmetal. It is the only metal we guarantee to give perfect results.

Hint: Venting gates improve the result for cheaper alloys, allowing the metal to fill faster and achieve better detail. The gates should run from the upper and thin parts of the figure to the top of the mould. Use a sharp hobby knife.

ACCESSORIES

2040 Talcum powder in a handy plastic jar with dusting pad. Lasts for hundreds of castings.

2041 Clamp made of steel wire, easy to use even for a youngster. We recommend 1 clamp for a small mould, 2 for a large and long mould and sometimes 3-4 for a 54mm mould.

2042 Ladle which holds 2 ingots. Suitable for both gas and electric cooker. Double pipes for both left and right handed casters.

2046 File. A special file for soft metals.

2047 Modelmetal, 125g ingot which makes 10-12 25mm footsoldiers, 5-6 40mm footsoldiers or 2-3 54mm footsoldiers.

2048 Modelmetal 375g economy pack.

2049 Accessory pack for long moulds. Contains 2 boards, talcum, 4 rubber bands, modelmetal.

2050 Paper flags. 6 additional flags for mould no. 412.

2051 Set of boards for all sizes of moulds.

PLANNING CHART

This chart will help you to calculate what your collection should cost and how much you can afford to buy each week. When you fill out the chart, your purchase cost should be the same or smaller than the money you have to spend.

PRINCE AUGUST PLANNING CHART

	Money Available	Mould No.	Cost	Figures Required	Ingots Required	Cost Each	Ingots Affordable	Purchase Cost
Week 1								
Week 2								
Week 3								
Week 4								
Week 5								
Week 6								
Week 7								
Week 8								
Week 9								
Week 10								
Week 11								
Week 12								
Week 13								
Week 14								
Week 15								
Total								

25 mm Battle of Waterloo



507 + 511



508 + 512



509 + 512



510 + 511



514 + 511



515 + 513



516 + 511



518

523



519



520



521



522



531



532



533



534



535



536



25mm Ancient Armies



25mm Fantasy Armies



PRINCE AUGUST

Nº1

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