

GertLUG Medieval / Castle Collaborative Build 2023

Introduction

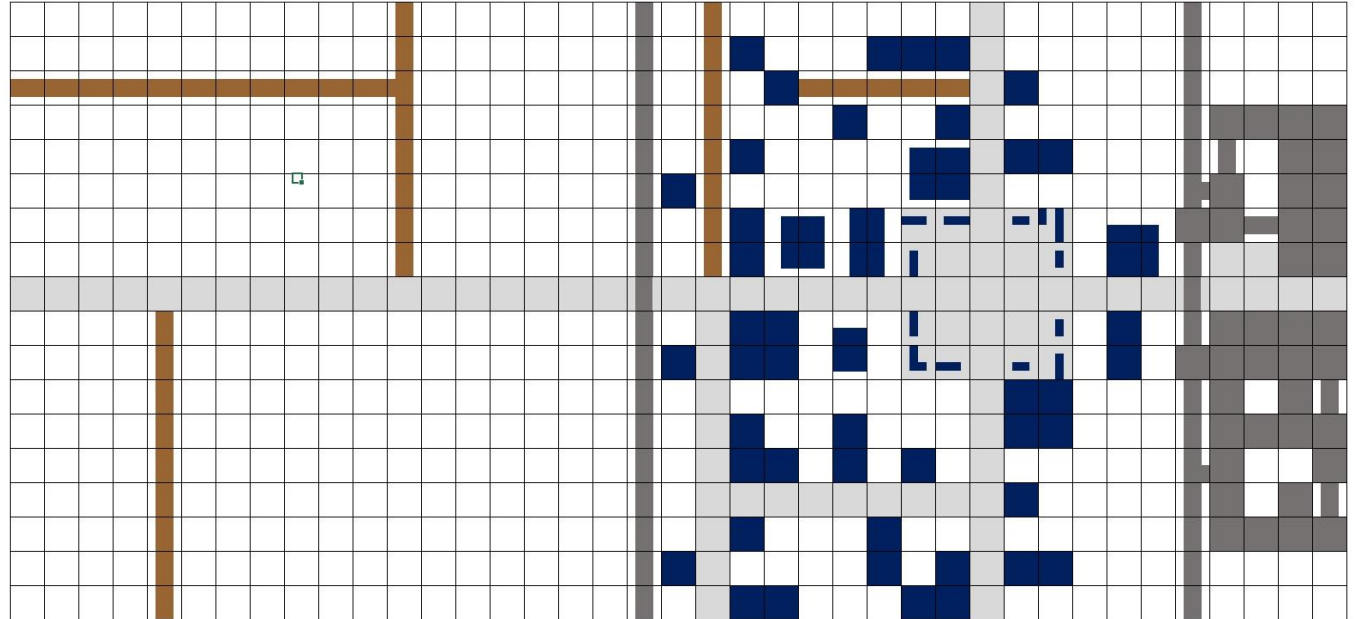
Welcome to the city of 'Anfloc' (it's an anagram of Falcon as I couldn't think of anything better and the latest knight minifigures are based on the Black Falcons from the 1980s sets). This medieval city is in an important trading area and is surrounded by a wall for protection in case of attack. Within the walls are various homes, shops and other buildings with visitors from many places in the land. Outside, on the road to the city are travellers, bandits and other people of the forest.

Inspired by the various castle themed sets that were available in the 1980s and 1990s, along with the return of the Back Falcon knight figures in more recent Creator and LEGO Ideas sets, we intend to create a large display featuring part of a medieval walled city with some forestmen and other characters amongst the trees outside.

Each builder will have the opportunity to build something that fits within the medieval / LEGO Castle theme along with some ground cover and landscaping to make an epic display. To assist with model stability, landscaping options and continuity, the ground surface will be built using a standardised system as a base. On top of this, we will need castle style city walls, roads and pathways, trees and bushes, and various buildings and market stalls. Some forestmen builds can be included alongside the roads outside the city with some travellers with horses and carts making their way to and from the city gates.

Instructions for any standardised sections, for example the ground surface and wall sections, will be provided to ensure a cohesive display.

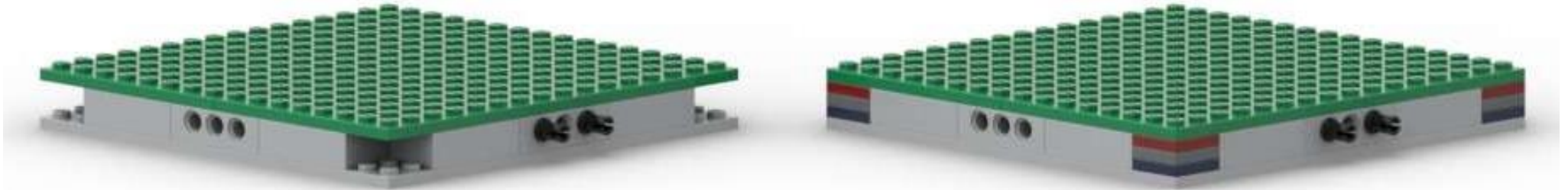
In the example display layout to the right, light grey sections represents cobblestone roads, brown represents dirt tracks, dark grey represents the city walls and castle towers, and the dark blue represents city buildings and market stalls.



An example of a possible display layout showing how the basic grid of modules containing different features may fit together

Starting Your Build

Base sections are made up of 16 x 16 stud squares consisting of a plate, a layer of supporting bricks, topped off with another plate. (See available instructions for specific details). You can build as many 16 x 16 modules as you like (some restrictions apply, more on those below), either as individual modules that can be placed in any pattern or as a single larger section. Any modules larger than the standard base size must be a multiple of 16 studs, for example 32 x 32. Any features built onto the modules must not overhang the edges otherwise it may interfere with neighbouring modules. For easy identification of which modules are yours when collecting after a show, it is advised to include a unique pattern of three plates in each corner of your module below ground level. For example, all of my modules will include a dark blue plate, a dark bluish grey plate and a dark red plate stacked in the same order under each corner.



Shown on the left is a standard base, Shown on the right is a standard base with colour identifier on each corner to show that this module belongs to Adrian Croshaw

Additional notes on colour and module standards to be used are included at the end of this document to assist with maintaining a cohesive display when combining everyone's sections at shows and events.

Main Display Features

Once you have your basic base section, you will probably want to build something on it. The options are

- City wall sections
- Buildings or features that will go within the city walls
- Forest, farmland or other features that will go outside the city walls
- Castle tower

The display is intended to show a small slice of a medieval style city, with a city wall dividing the display into two main halves. With this in mind we will be limiting the number of city wall sections to fit across the width of the final display so we will need individual people to sign up to these sections in advance. Instructions will be made available for a standard style of city wall. If you wish, the details do not have to match the instructions exactly, as long as the connection points between neighbouring sections match a cohesive style.



An example of a 16 x 16 section of city wall

To populate the city will require various buildings and features such as inns, blacksmith shops and houses, etc. We will also have a market square, so various different market stalls can be positioned around that section. The majority of these buildings will join up to cobblestone road sections and as with all modules should fit on a multiple of 16 stud sized base.

Also within the city will be a number of different towers. As with the other modules, these will be on 16 x 16 stud bases or multiples of 16 and may include sections of wall similar to the city wall to join neighbouring towers together. To allow this, the ground floor level of your tower must match the height of the city wall sections, which must be 10 bricks and 2 plates from ground level to upper floor level (see provided city wall instructions for confirmation of this height). When positioned in a display, some sections of one or more sides of a tower may be obscured by other sections of towers depending on contributions provided at the time of display, however the final layout will be decided at the time of setting up, so we will aim to display each tower in the most appropriate way, with taller towers in the centre surrounded by lower towers. For public safety reasons, we may request that your tower is reduced in height if we deem it to be too tall.

Outside the city will be areas of open fields, farmland and forests alongside a main cobblestone road leading away from the city. Travellers along the road may need various designs of medieval carts and wagons to travel in. The main road shall be 16 studs wide, which will allow carts to pass each other. There will also be a couple of narrower dirt tracks leading off of the cobblestone road which are 8 studs wide.

Instructions will be provided for a basic tree that can be followed to quickly make up a few trees or to use as inspiration for your own design of tree. We encourage builders to create various sizes and shapes of tree as several of these will be required to imply the edge of a large forest where there may be some forestmen with their secret hideout or some magical creatures lurking. While features must not overhang the overall size of the base module, some tree branches may if their exact positioning is adjustable. Please avoid this overhang where possible however if you build a single tree on a stand alone 16 x 16 module as in the example instructions, please offset the tree in to one corner of the base module. This will make it easier to fit tree branches around neighbouring trees and reduce the obvious grid effect of multiple small tree modules grouped together.



An example of a small tree

When landscaping the fields, farmland, etc. outside the city walls, you may create some gentle slopes and hills that cross multiple 16 x 16 bases, however the extreme edges of your section of modules must match the standard height to allow easy attachment to neighbouring sections built by other people. It is intended to be able to display this at different shows over the year no matter how many contributors are able to make it to each show, so ease of joining different sections together is required so that every display looks cohesive.

Summary of Main Points

- Everything to be built on standard bases as a multiple of 16 x 16 studs.
- No parts to overhang the edges of the base.
- Edges of your build must match one of the standards to allow smooth transition between sections.
- General aesthetic is a medieval city / castle. Think of things that may appear in an official LEGO Castle theme.
- Build options include, but aren't limited to; City walls; Medieval businesses; Market stalls; Castle towers; Trees; Horse drawn wagons.

We encourage everyone to supply details of what they intend to build and bring to each event that the display will appear at so that the Committee can plan how the display may fit together in a cohesive manner.

Colour Standards

Colour standards are listed below to allow a cohesive display to be created by multiple builders. Variations of these colours is allowed, however you must bear in mind that any alternative colour shades that you use must be able to blend in to another builder's section with a smooth transition. Colours are listed using the Bricklink name [BL] followed by the official LEGO name [TLG].

- Grass = Green [BL] / Dark Green [TLG]
- Base edges below ground surface to give a neat edge to the overall display = Light Bluish Grey [BL] / Medium Stone Grey [TLG]
- Dirt roads and paths = Dark Tan [BL] / Sand Yellow [TLG]
- City walls dominant colour = Light Bluish Grey [BL] / Medium Stone Grey [TLG]

Certain details in the above guidelines are subject to change if we feel something needs more detail or alteration. Feel free to ask any questions related to the proposed display.

Instructions

Instructions for the builds listed below will be available on the GertLUG website (<https://gertlug.co.uk>). These will only be available to GertLUG members until after the 2023 Bristol Brick Show when they will be added to the public side of the website.

- Standard Base Instructions including Road and Path Standards
- City Wall Section Instructions
- Small Tree Instructions