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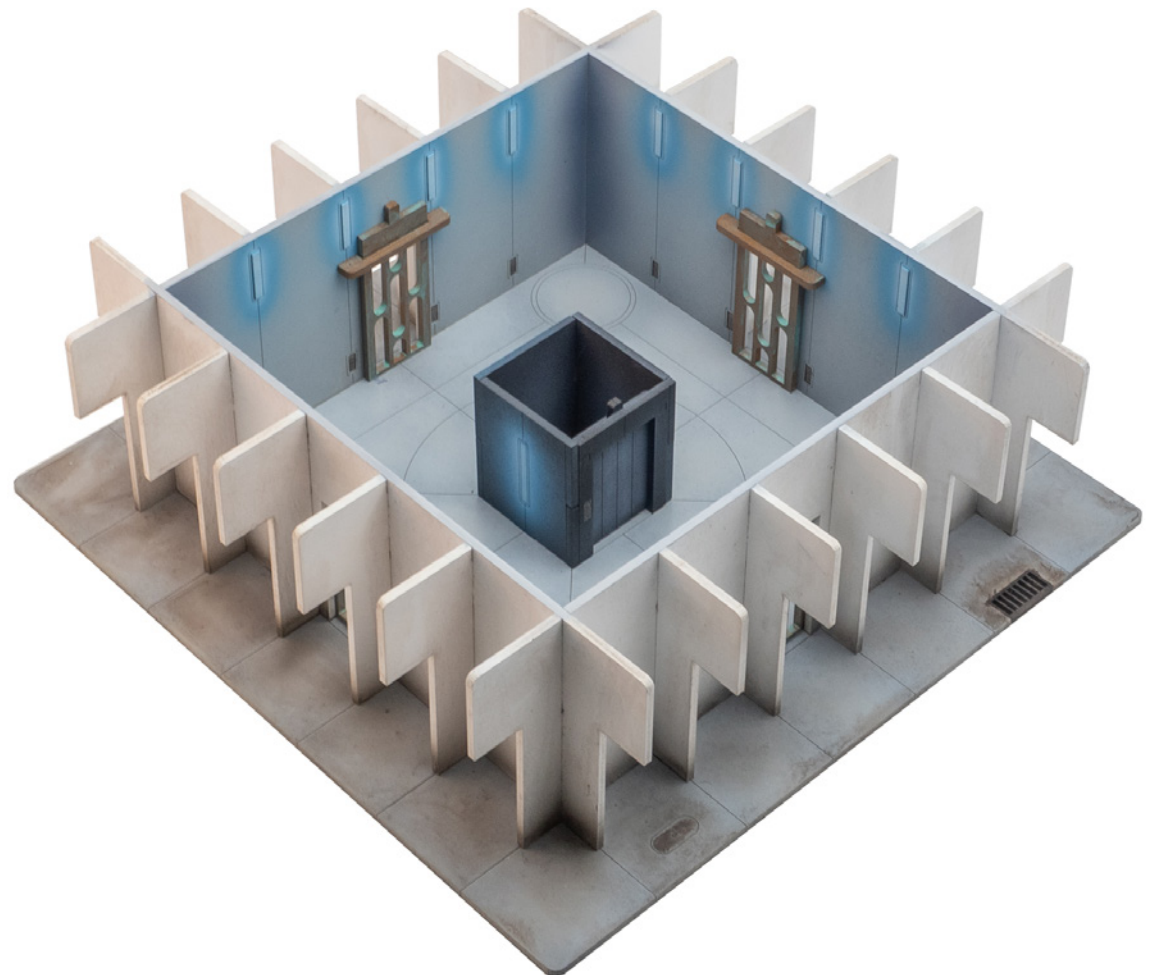
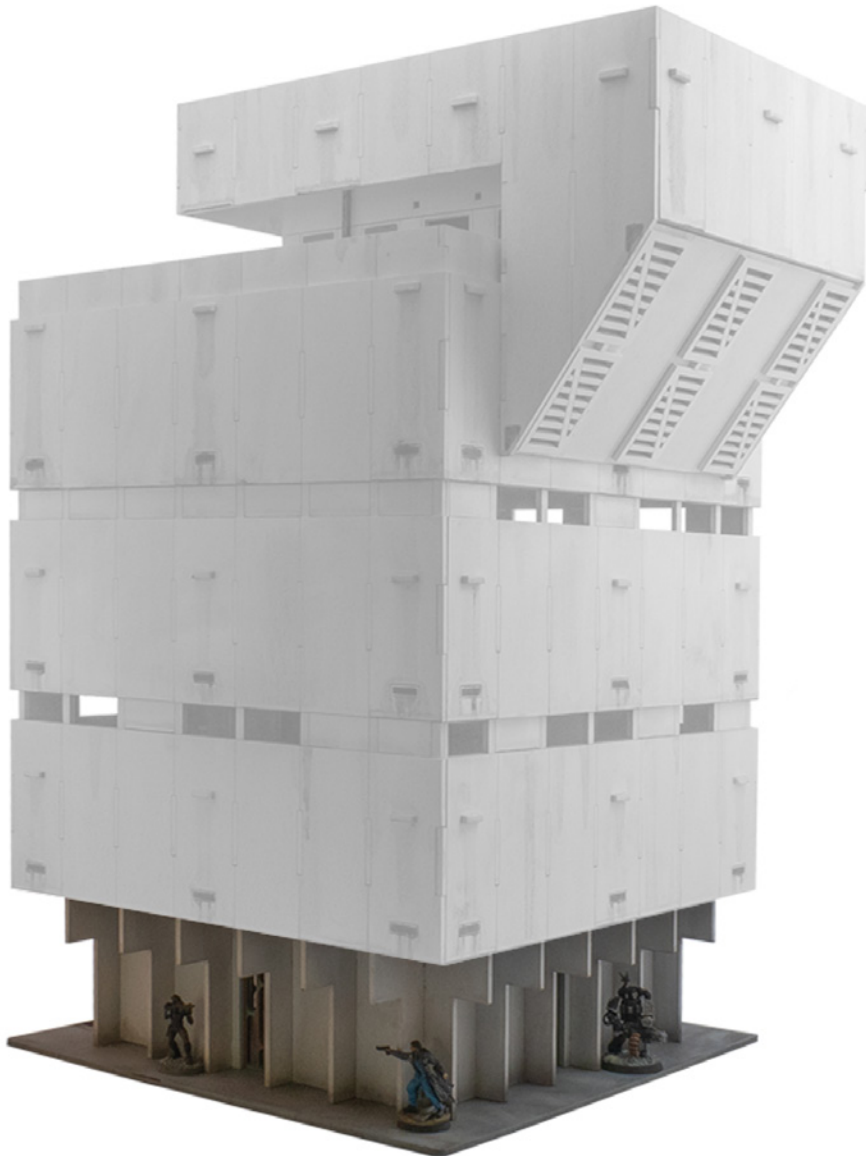
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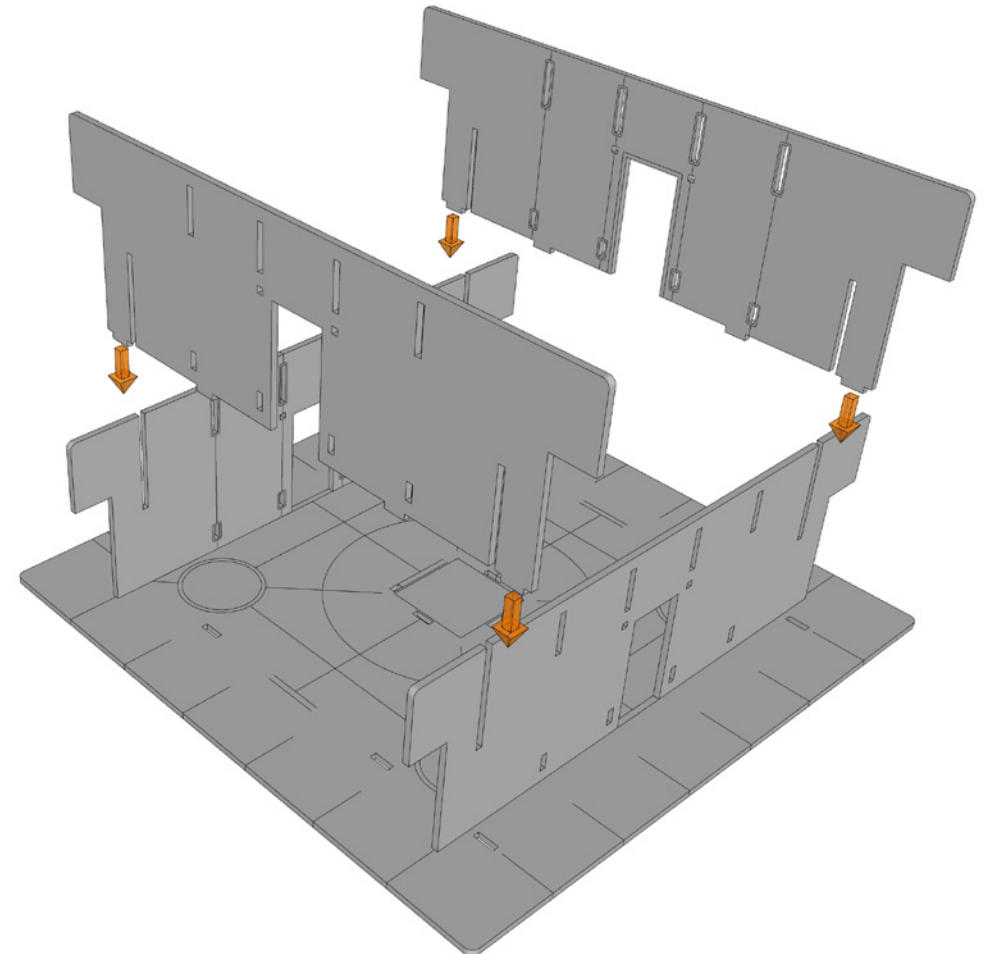
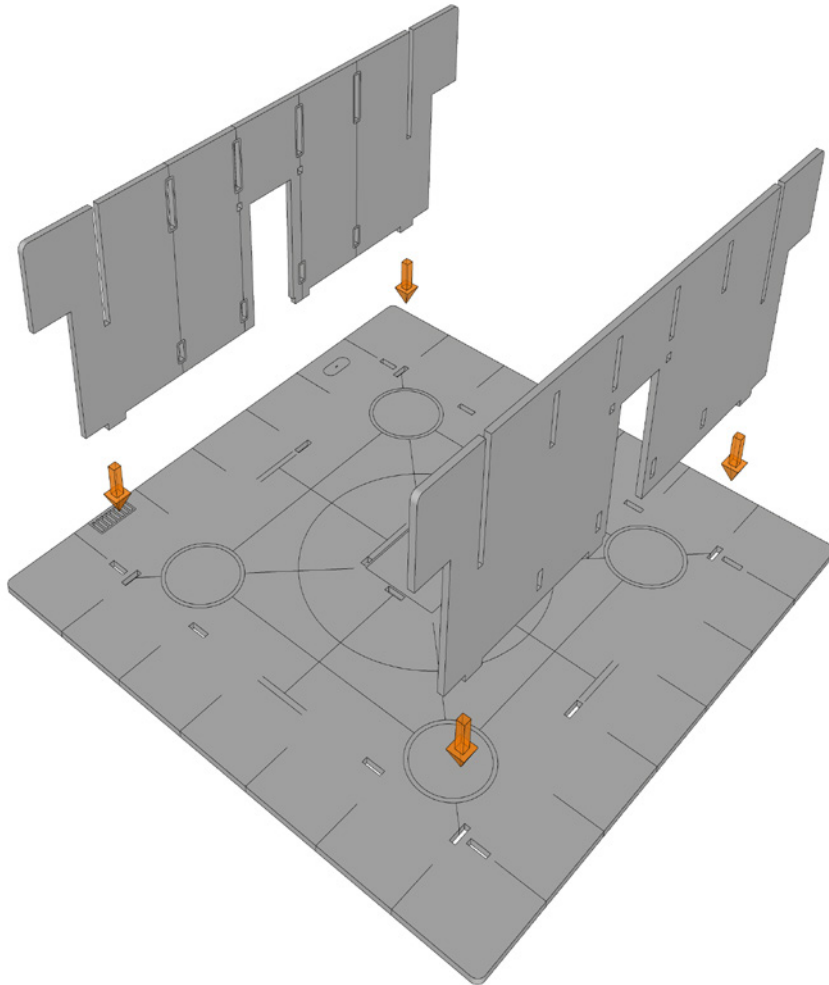
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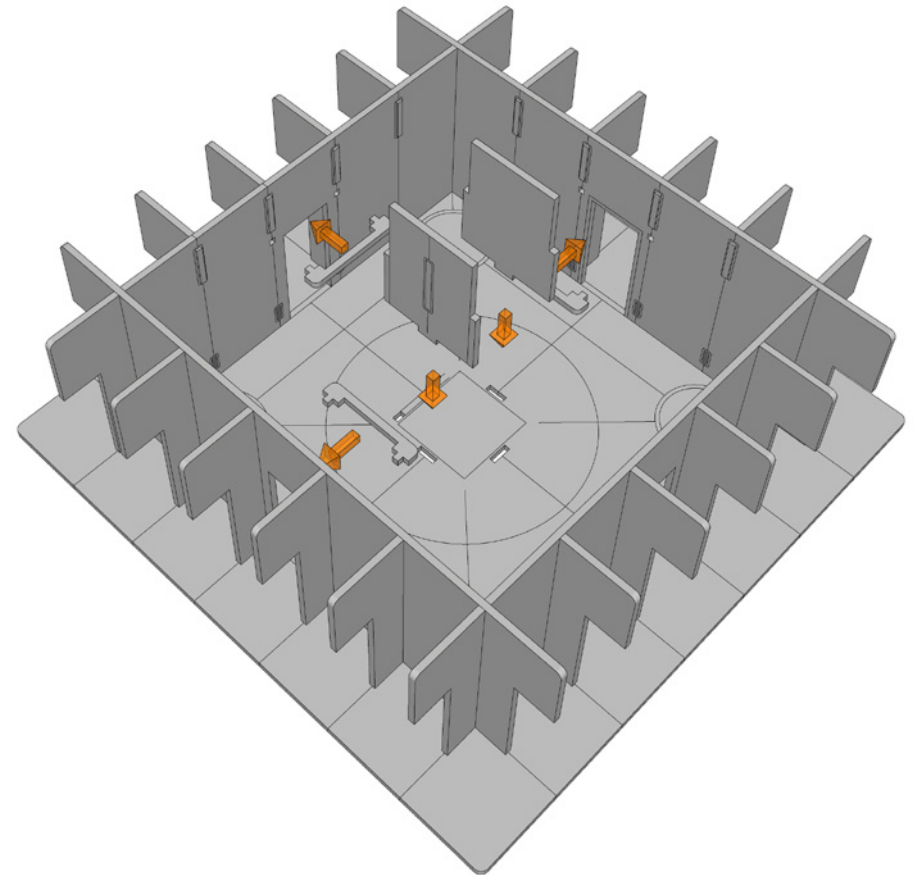
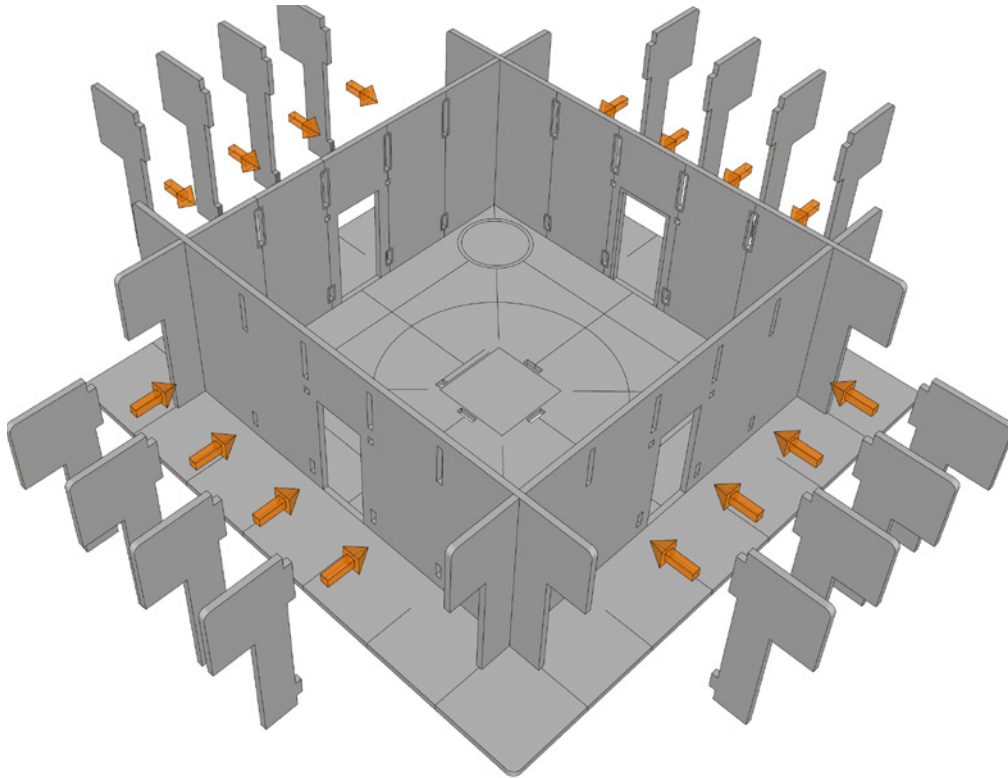
# BRUTEOPOLIS PLAZA TOWER INSTRUCTIONS



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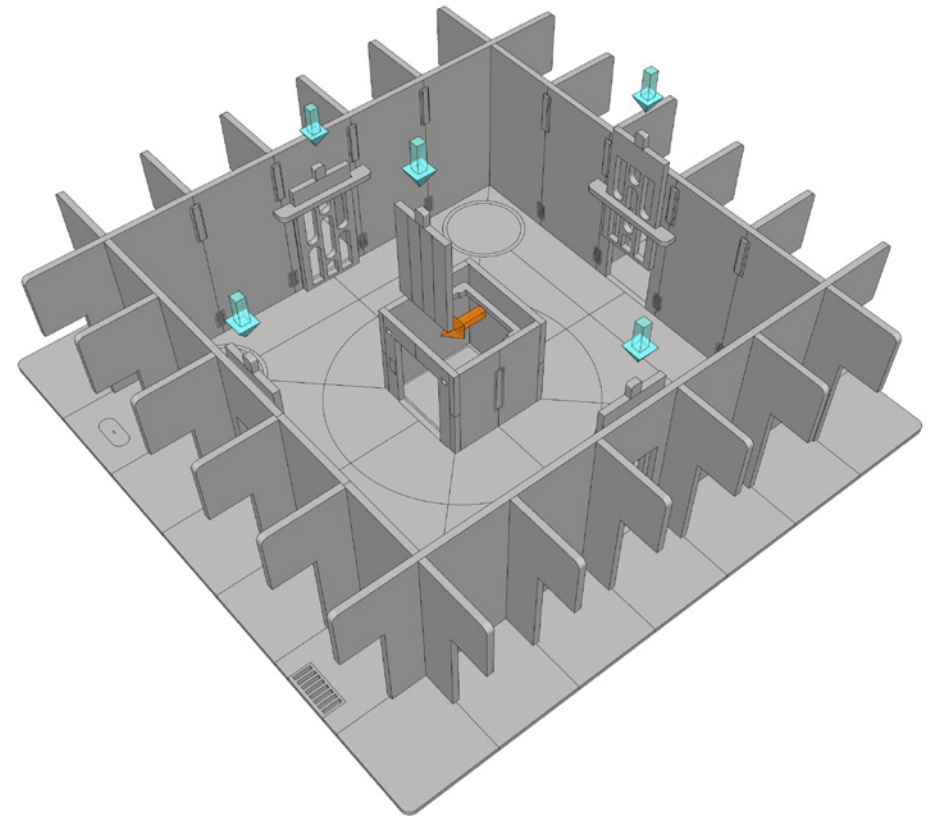
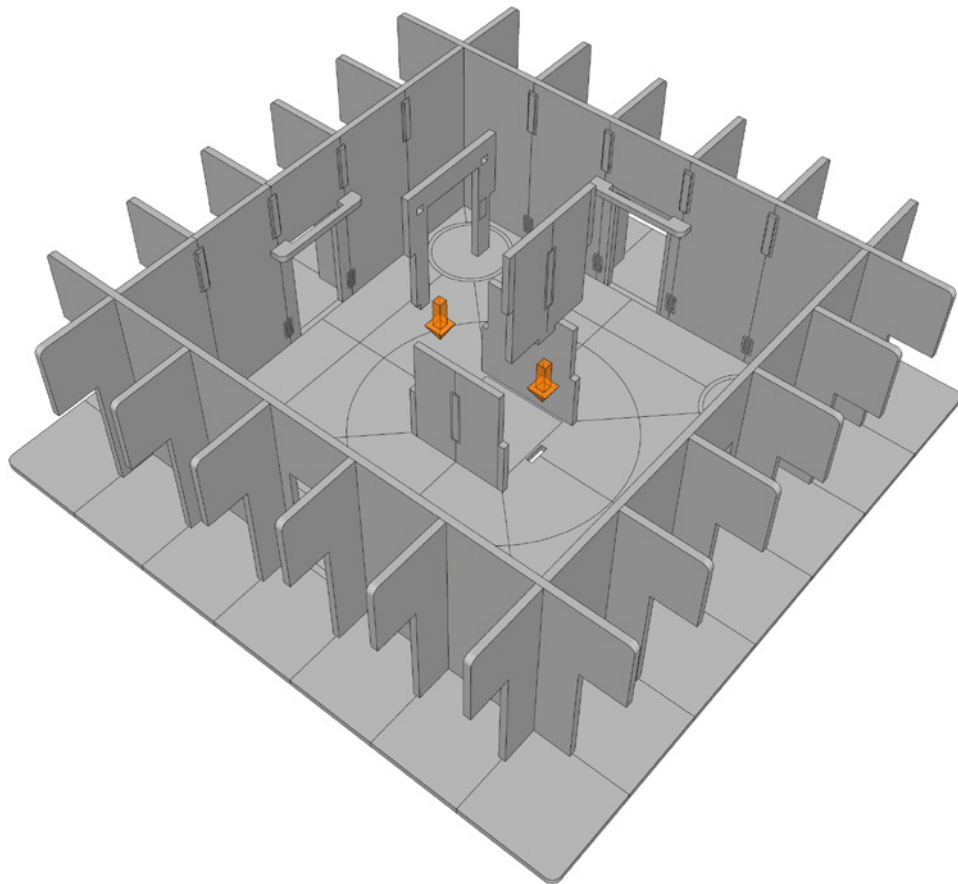


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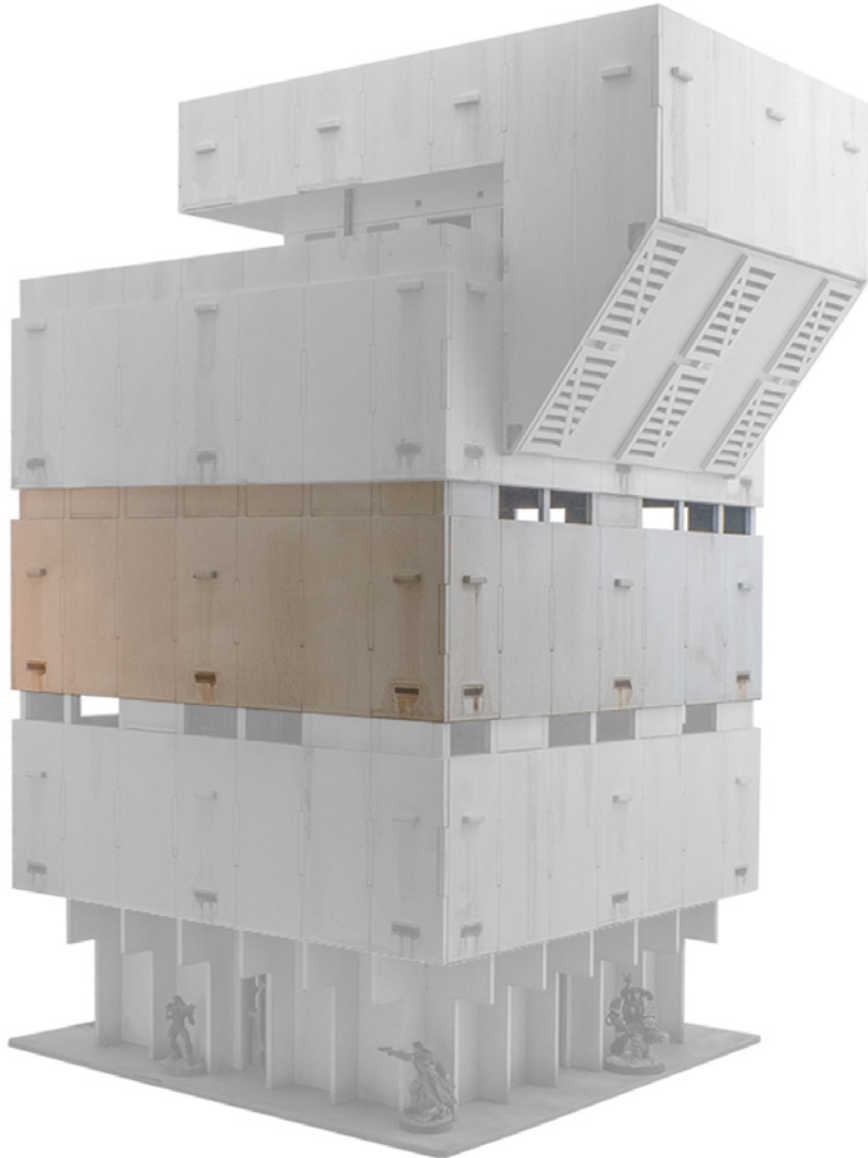




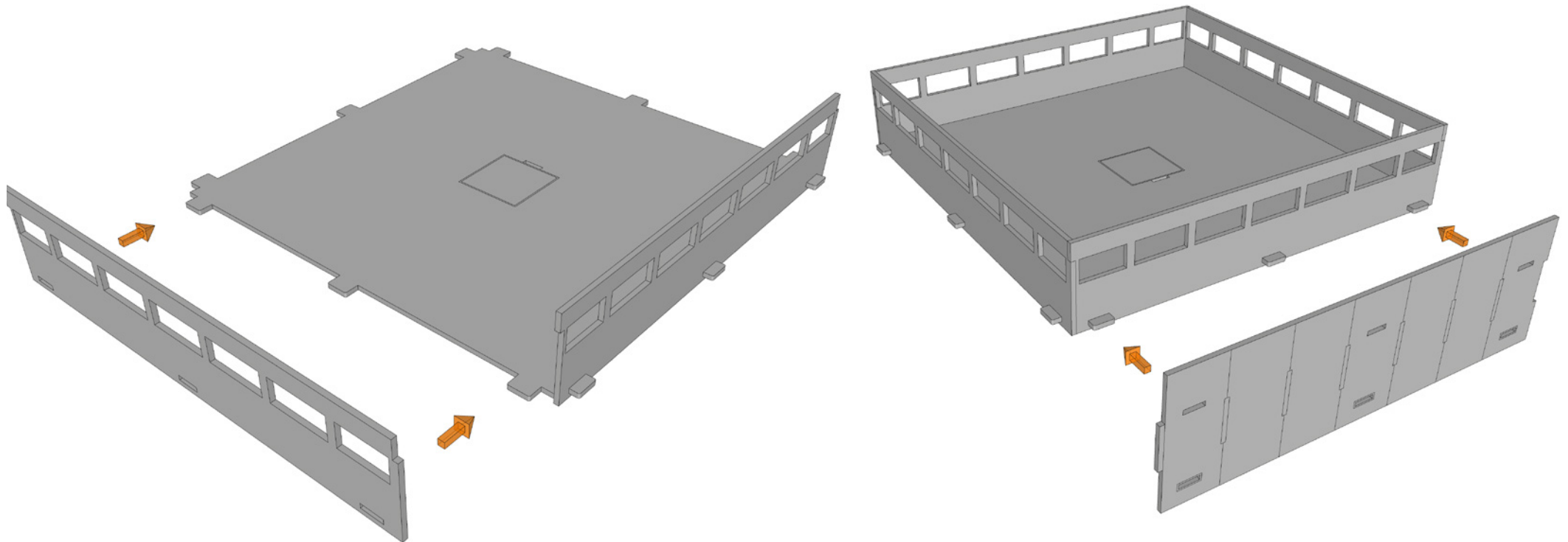
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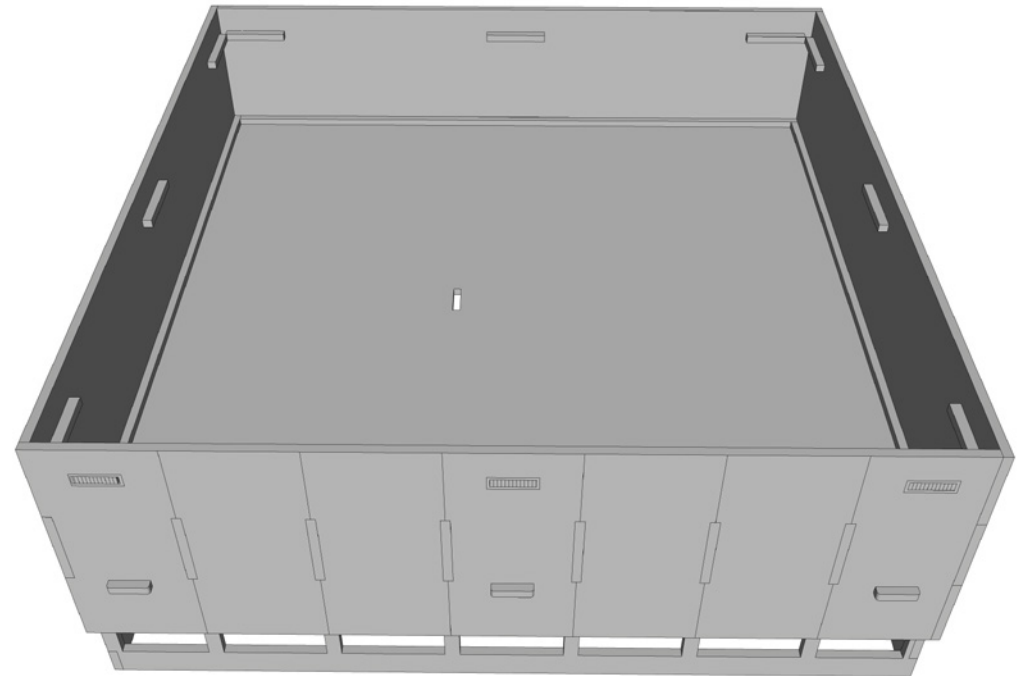
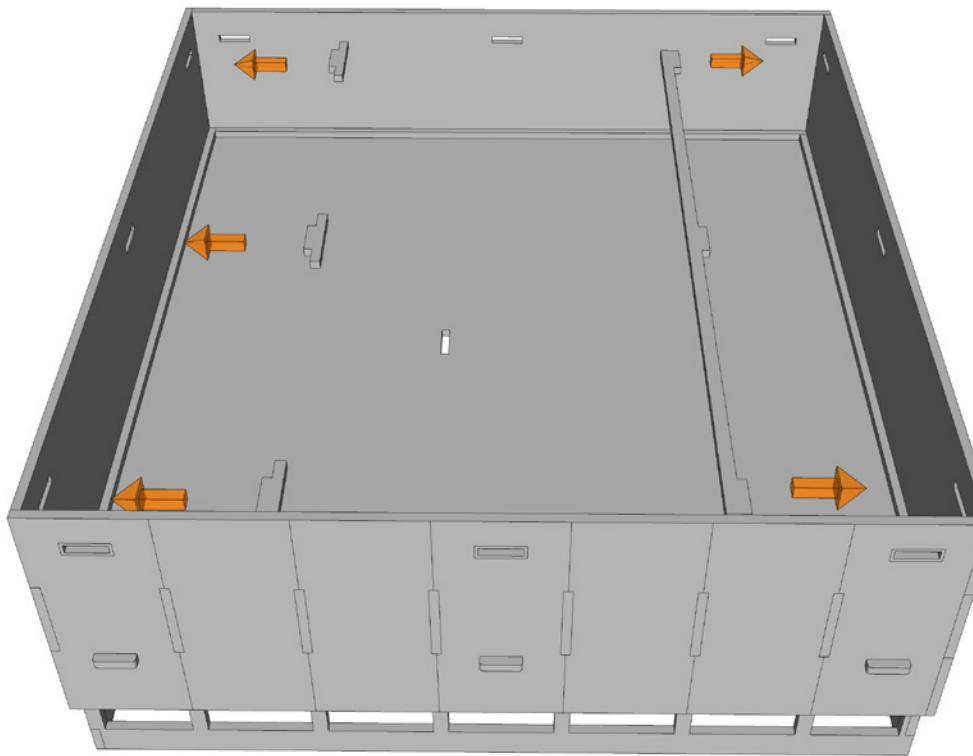
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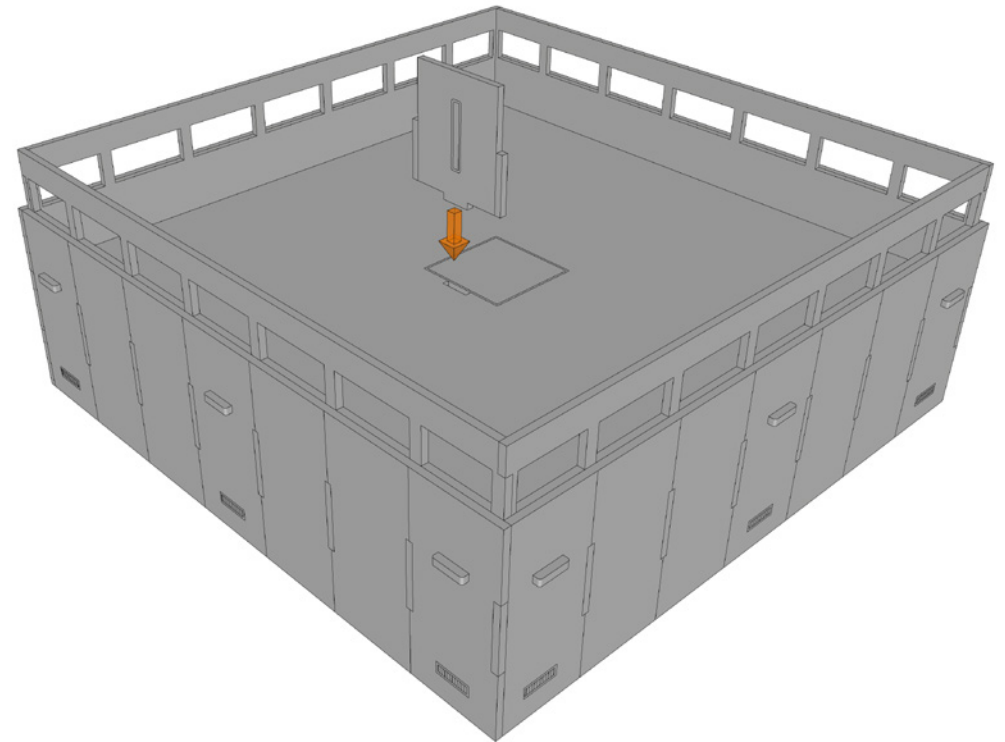
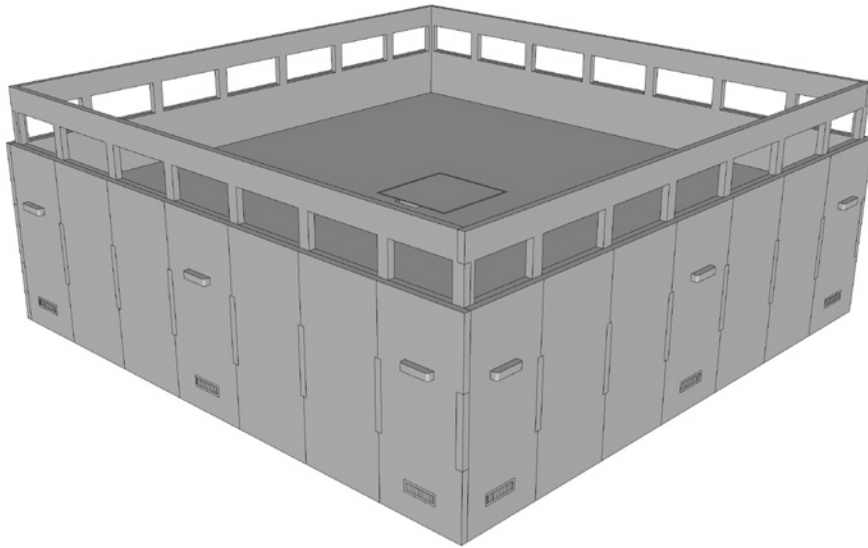


NOTE - Fill all centre holes with 4 x long vent beams for any level that you want to be able to be placed on the Objective Room Base - The short vents are not long enough to support the module on the base columns.

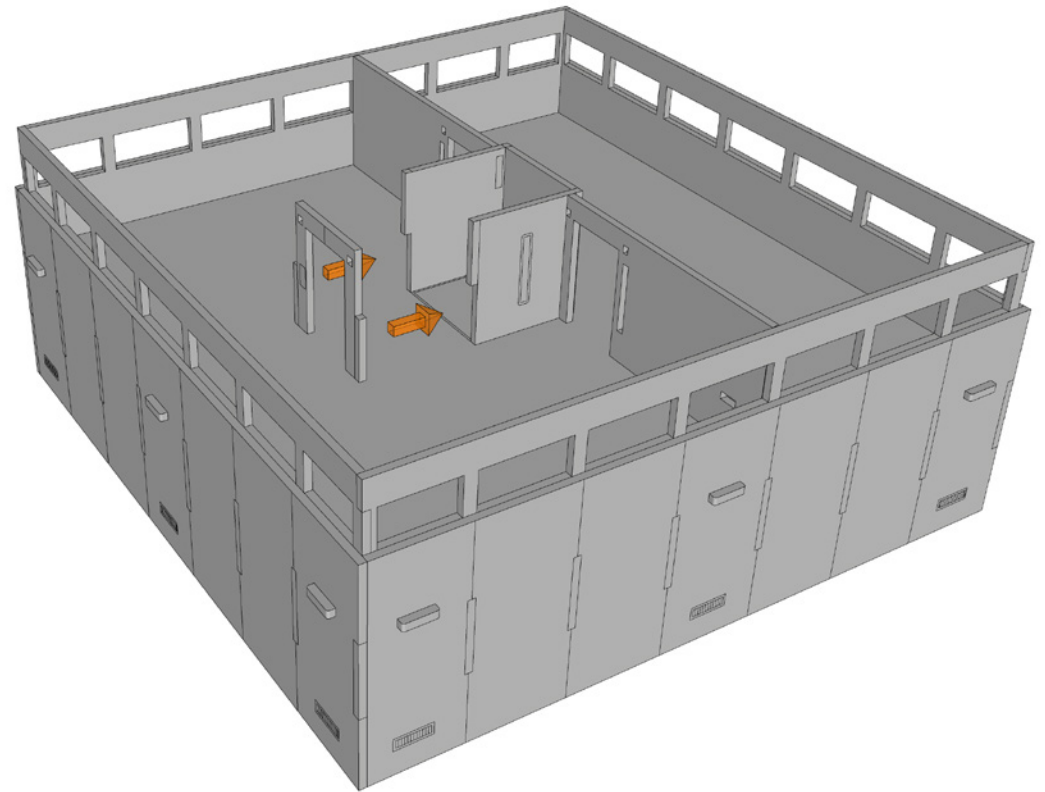
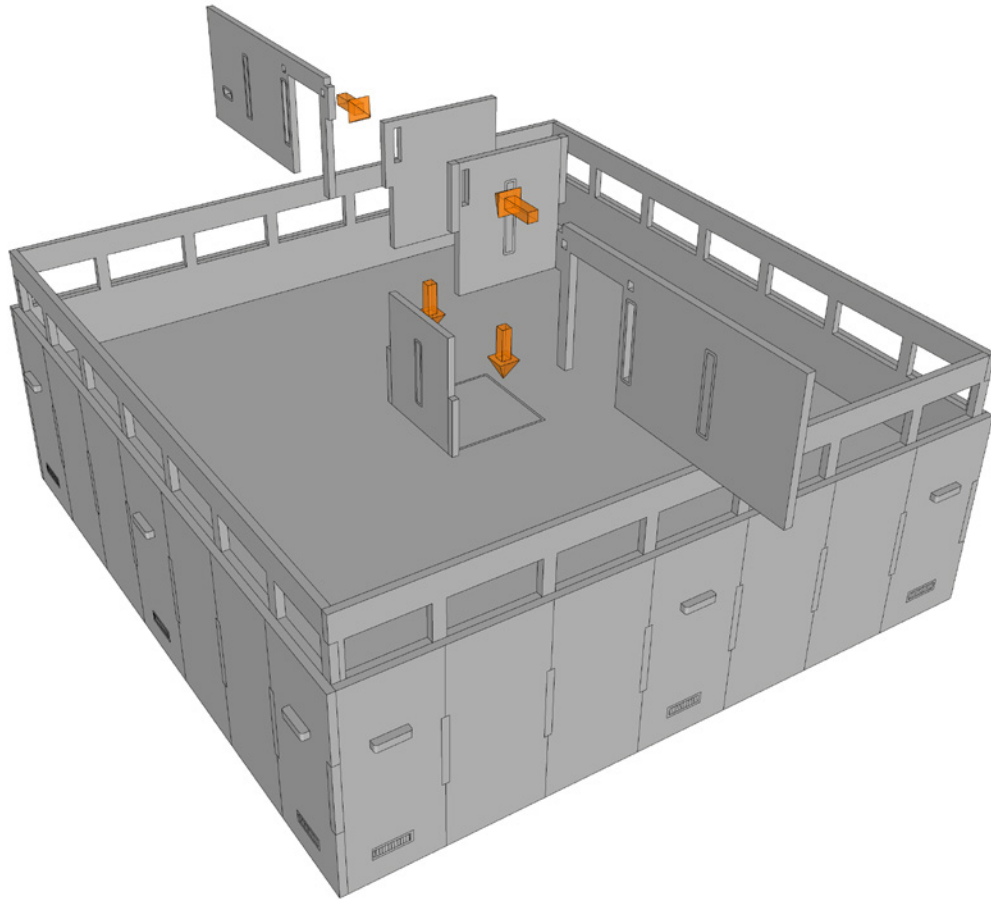


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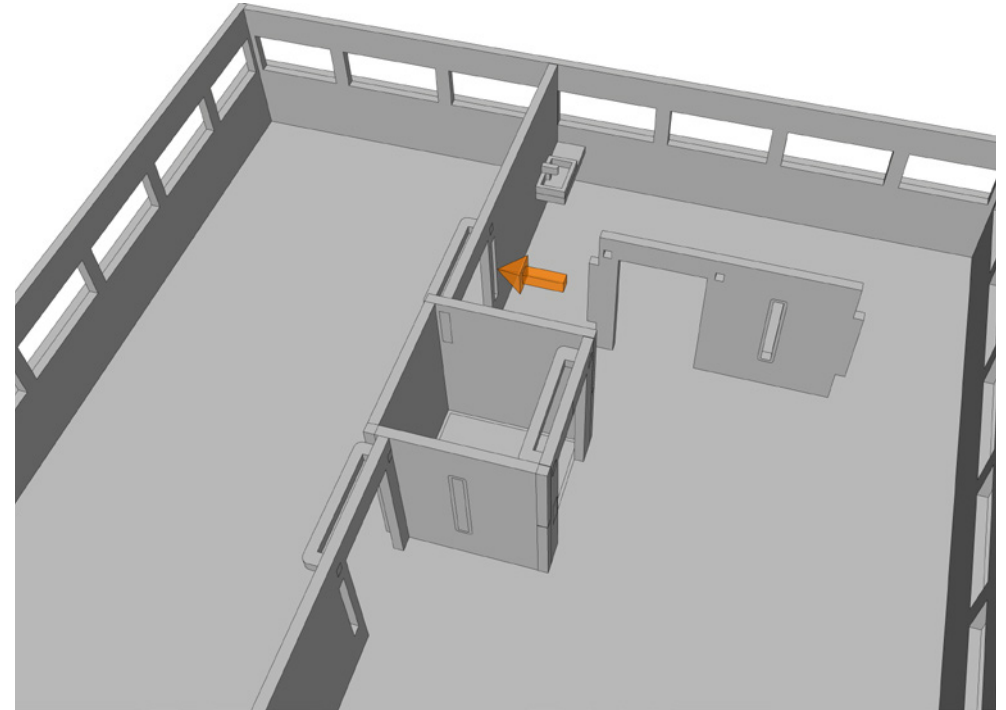
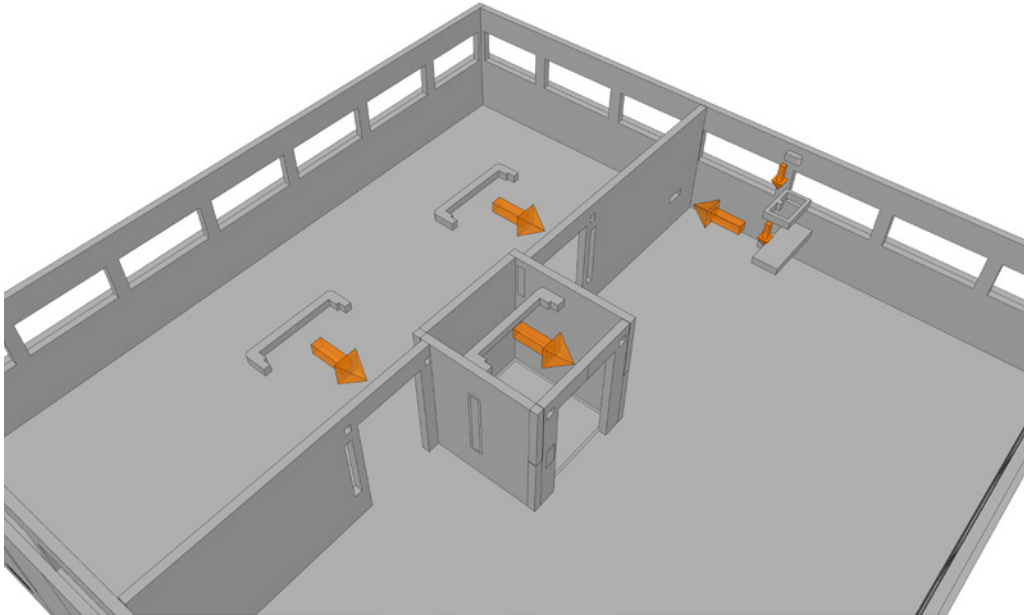


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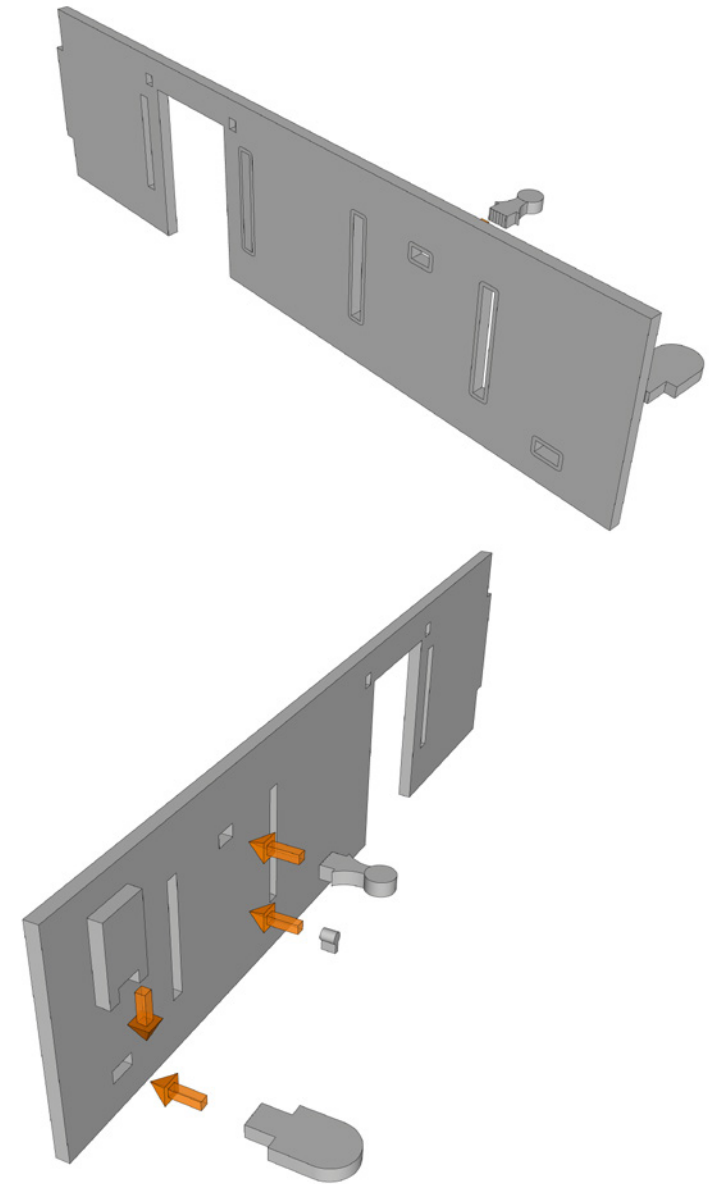
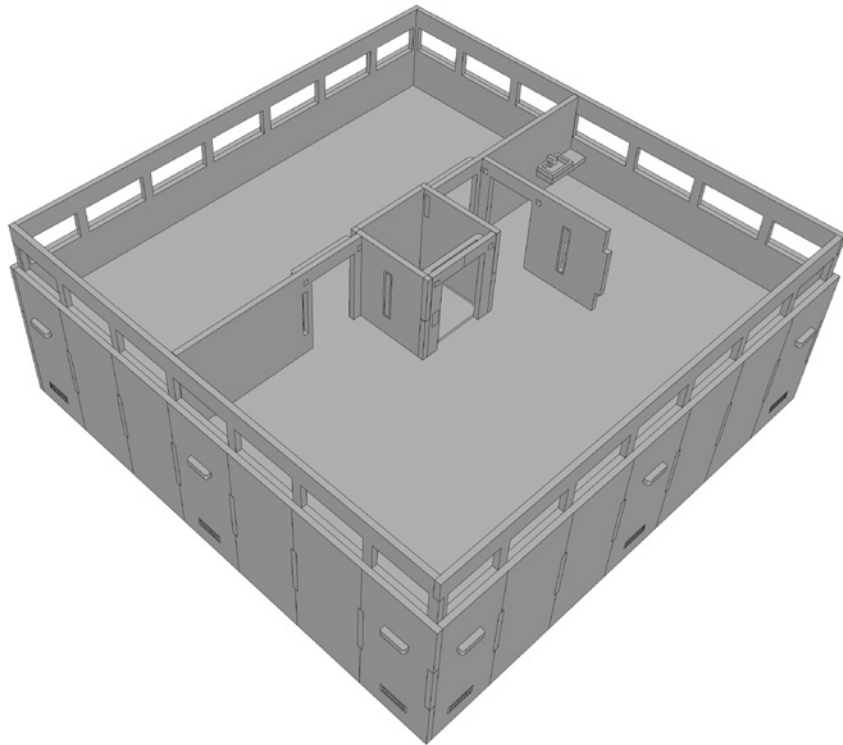


## BRUTEOPOLIS PLAZA TOWER INSTRUCTIONS

Don't Glue - Rear  
wall lifts off and on  
for interior access

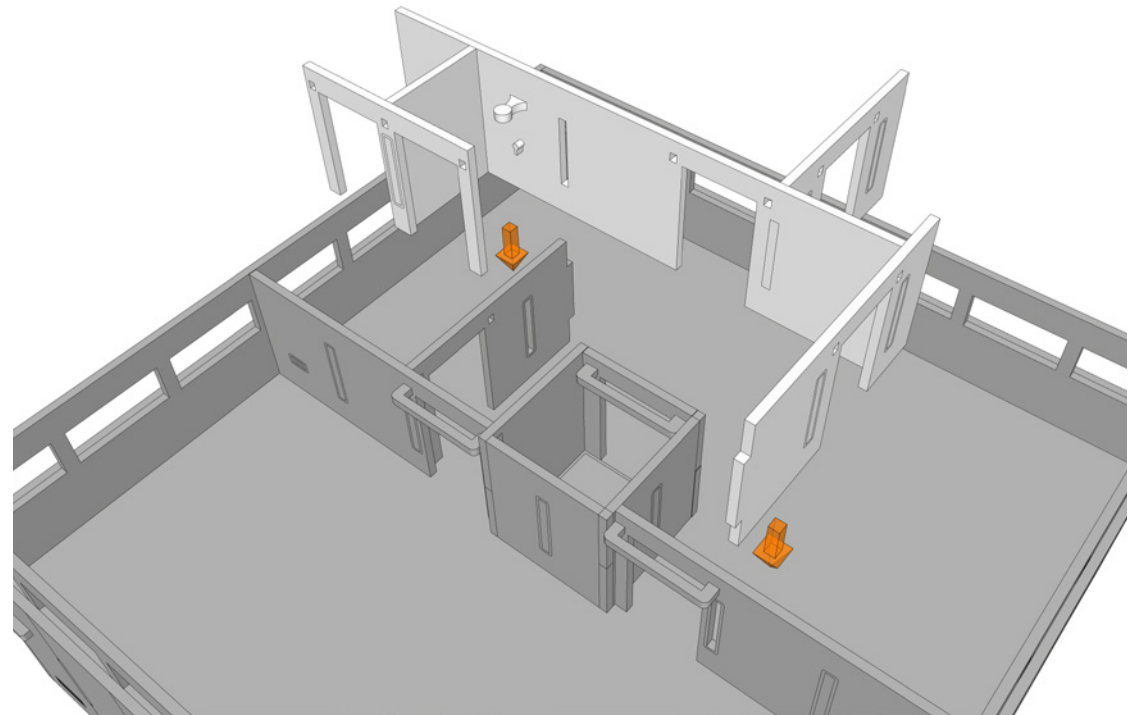
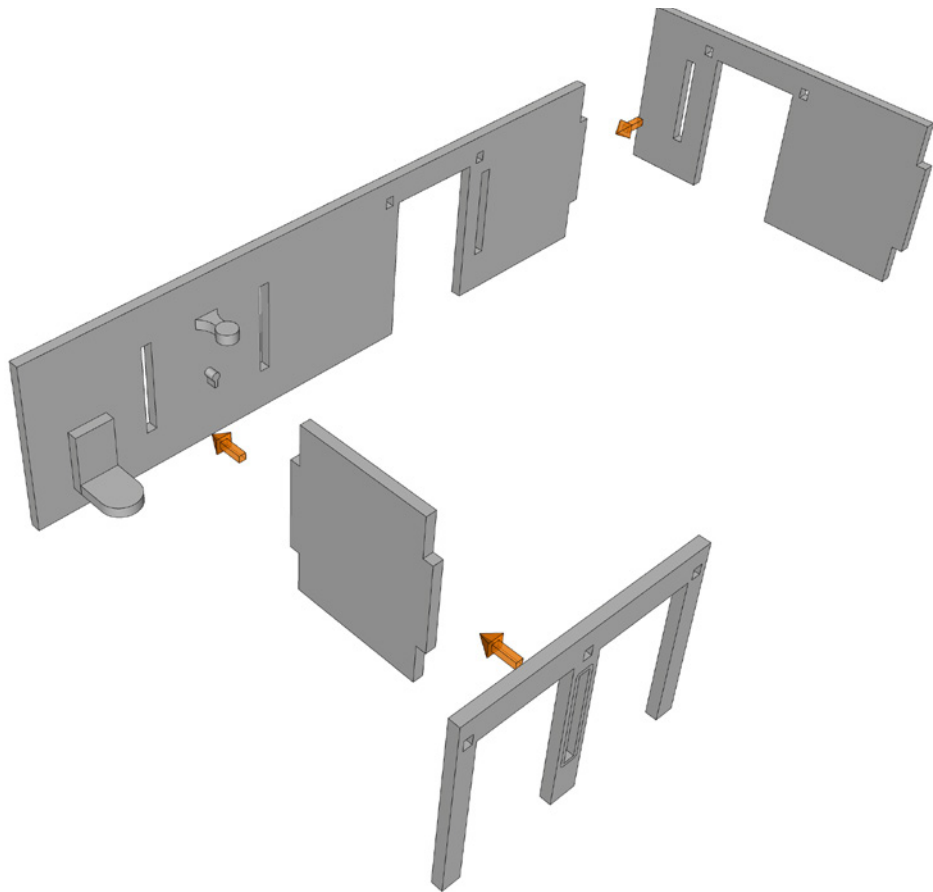


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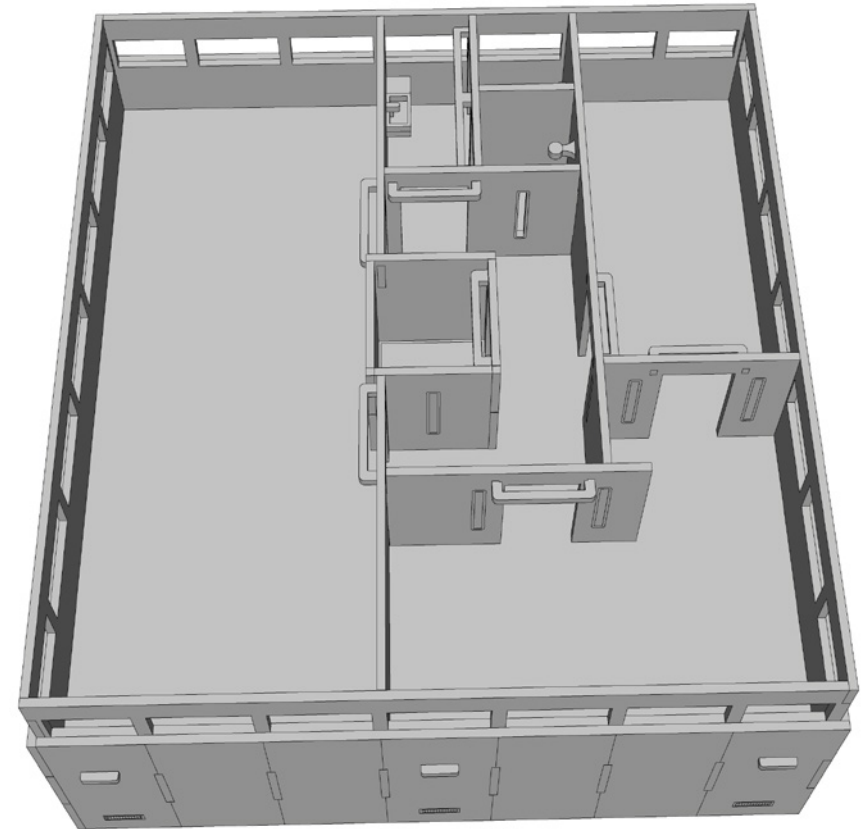
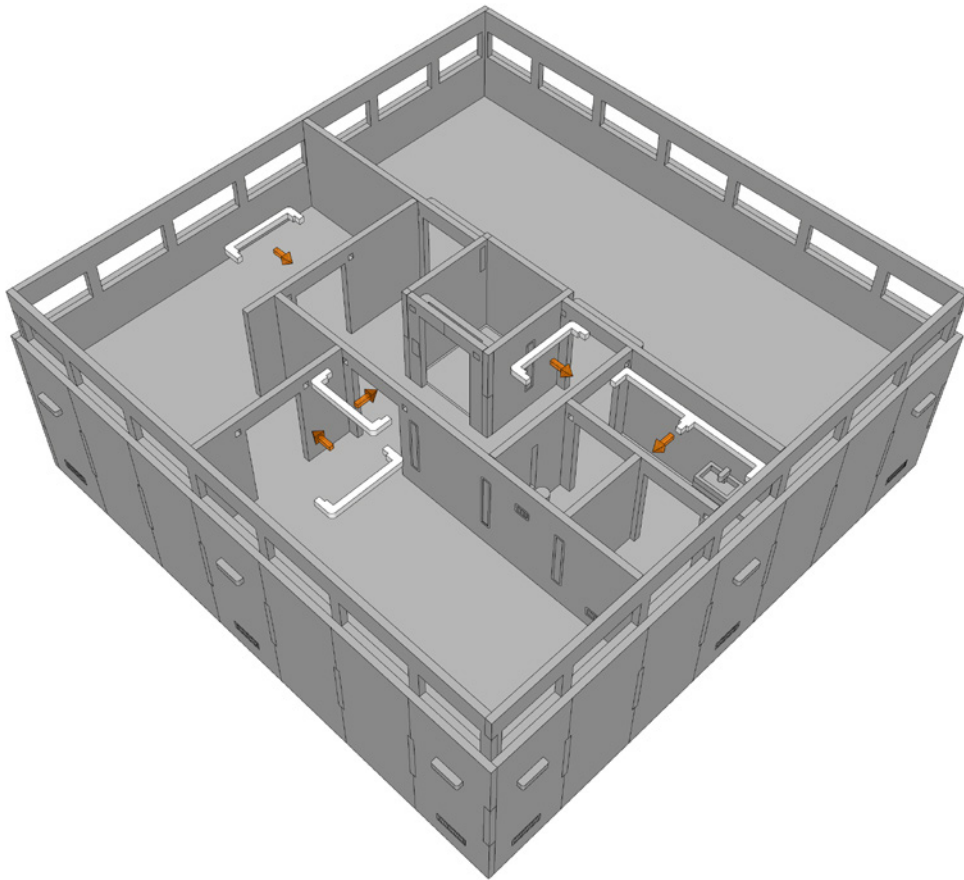




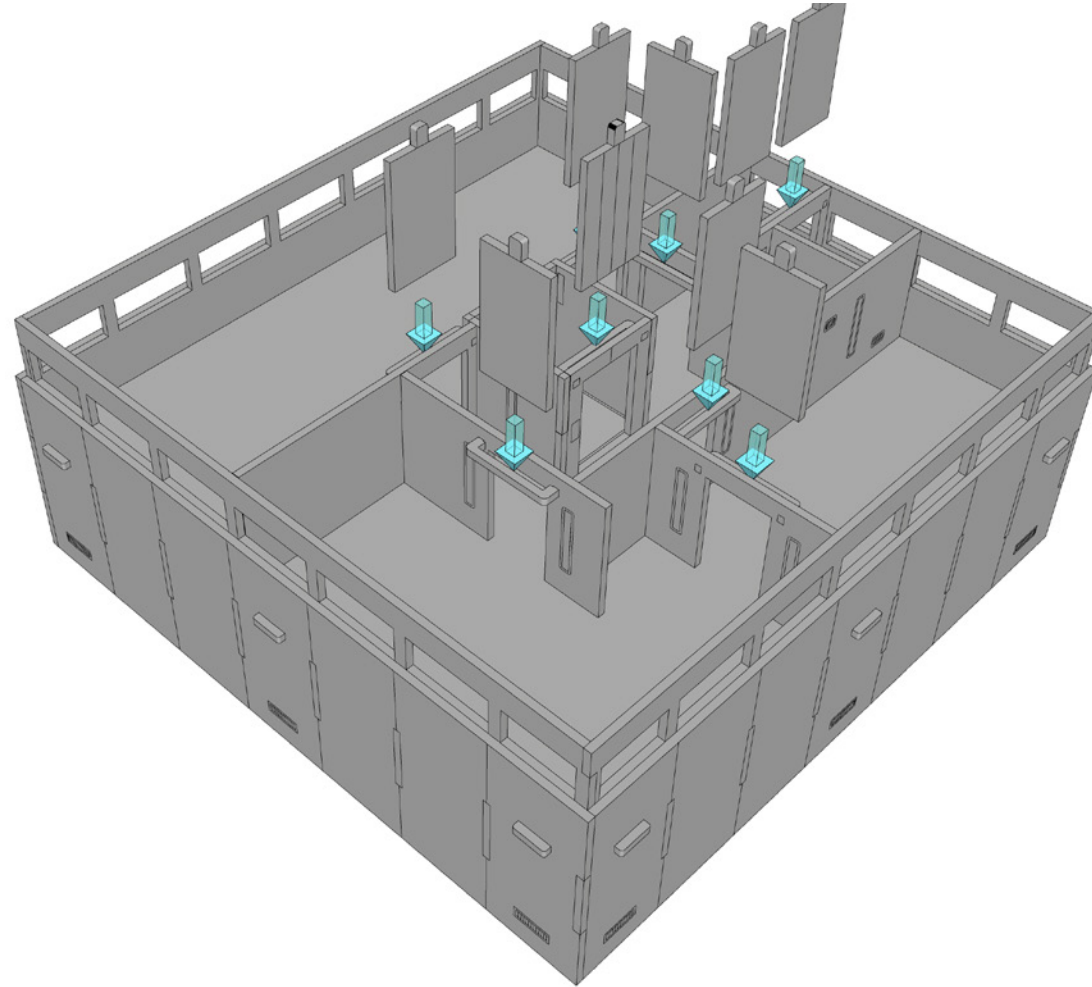
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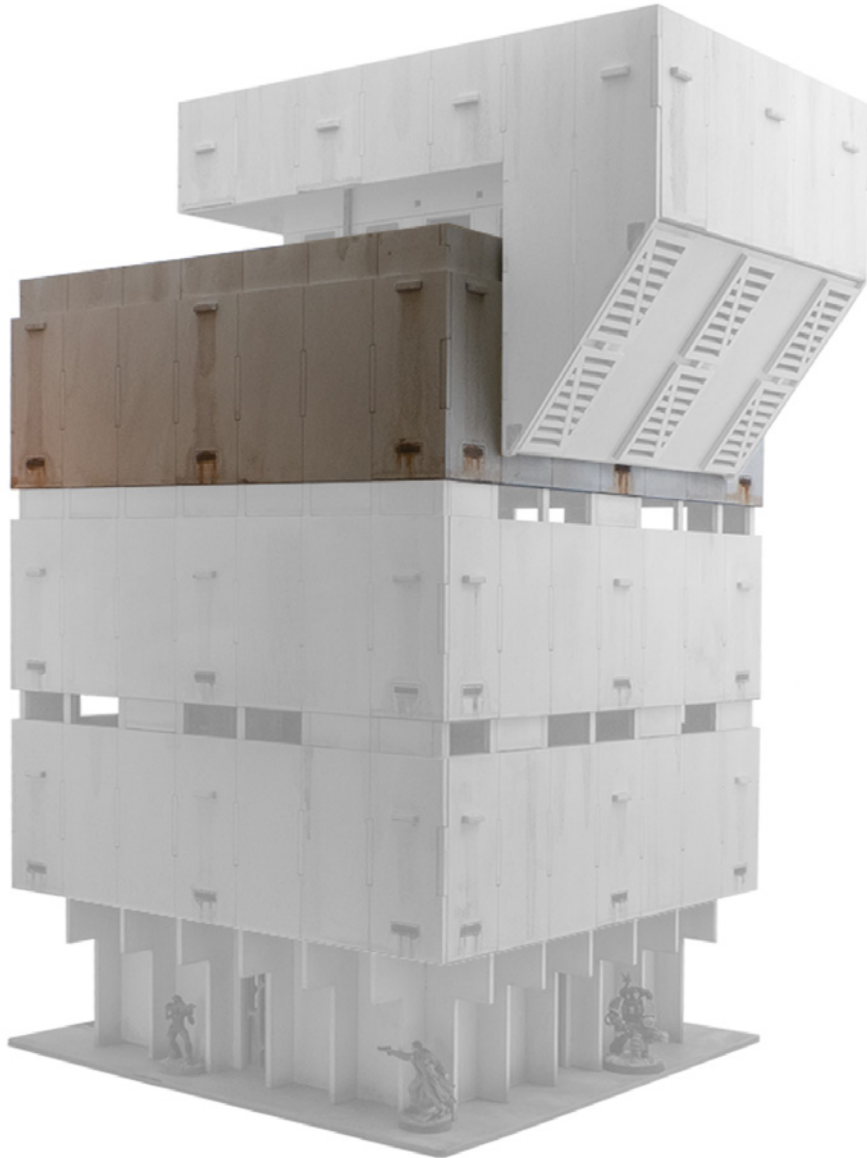
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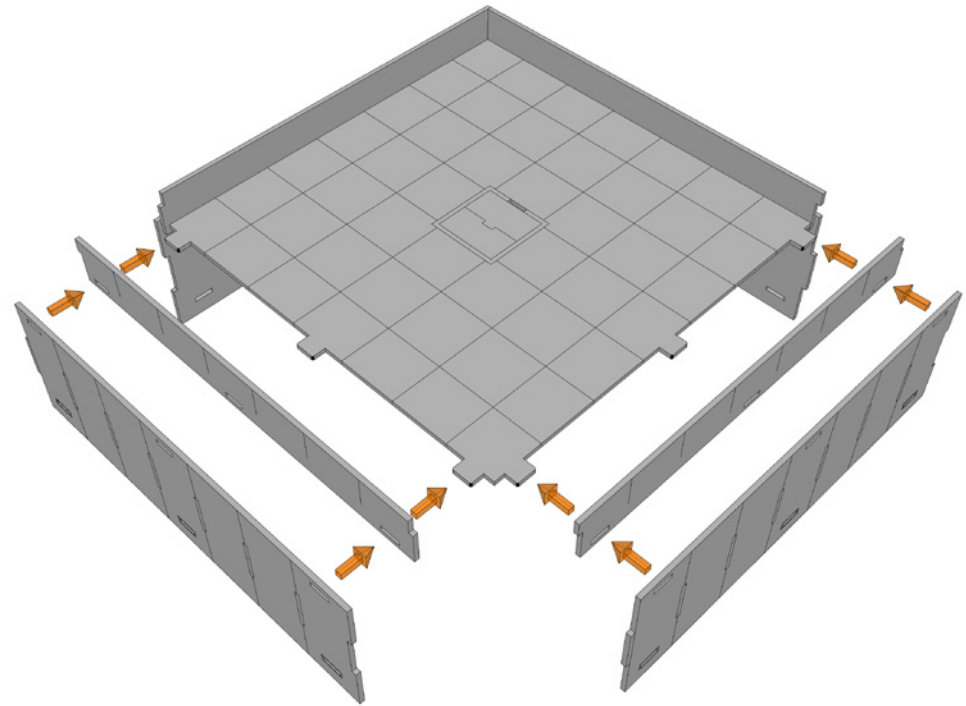
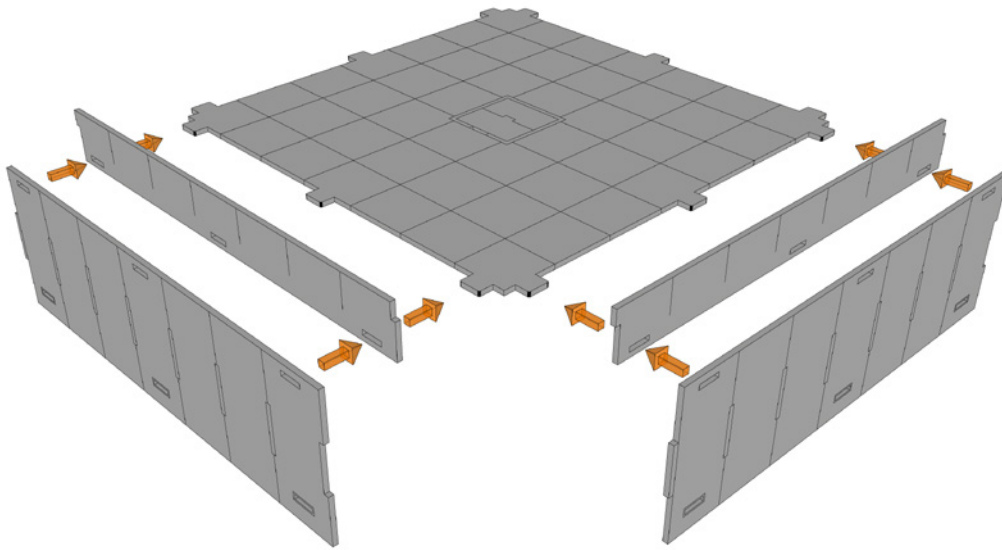
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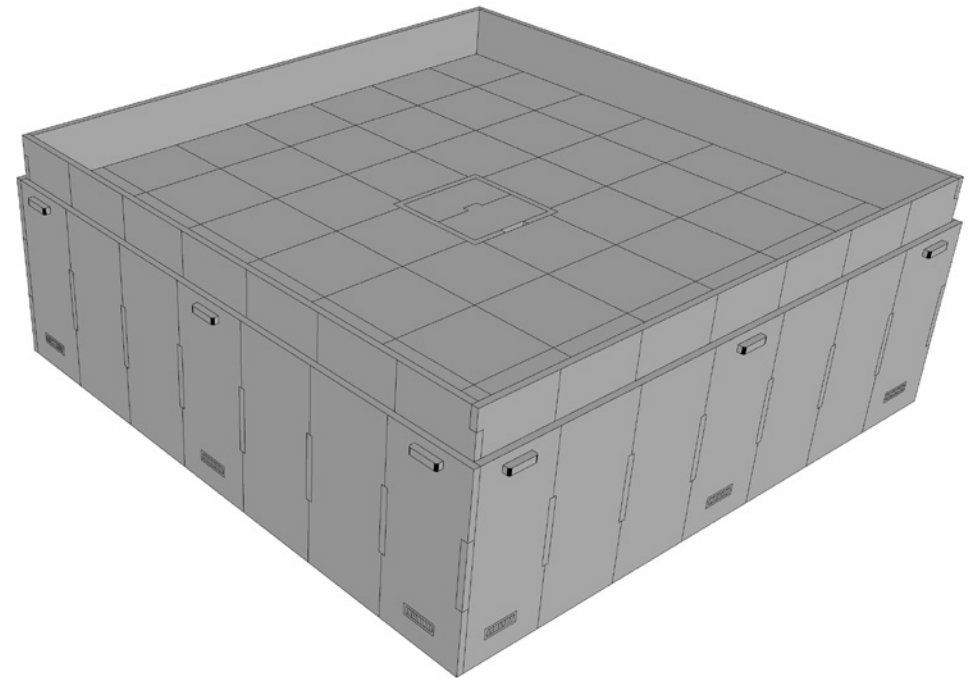
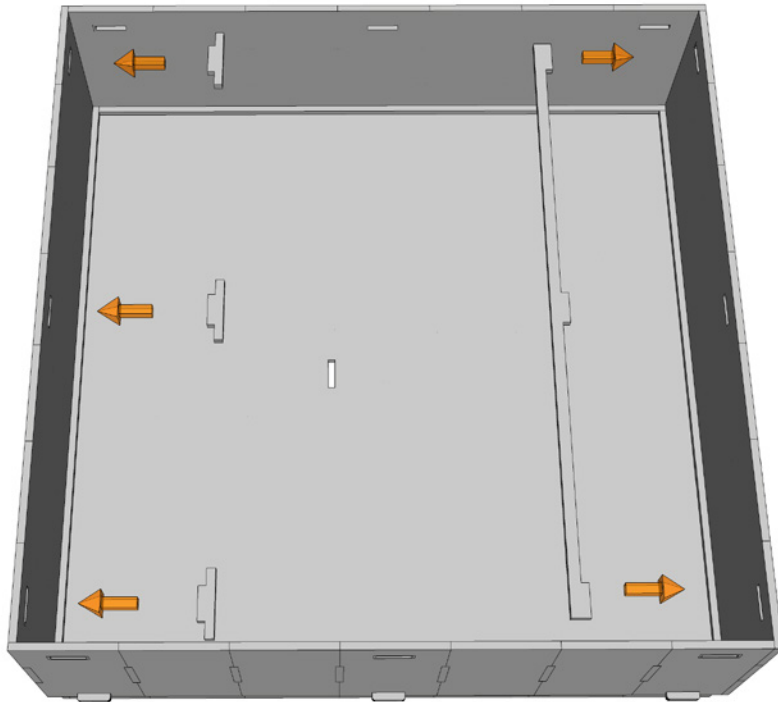
## *BRUTEOPOLIS PLAZA TOWER INSTRUCTIONS*



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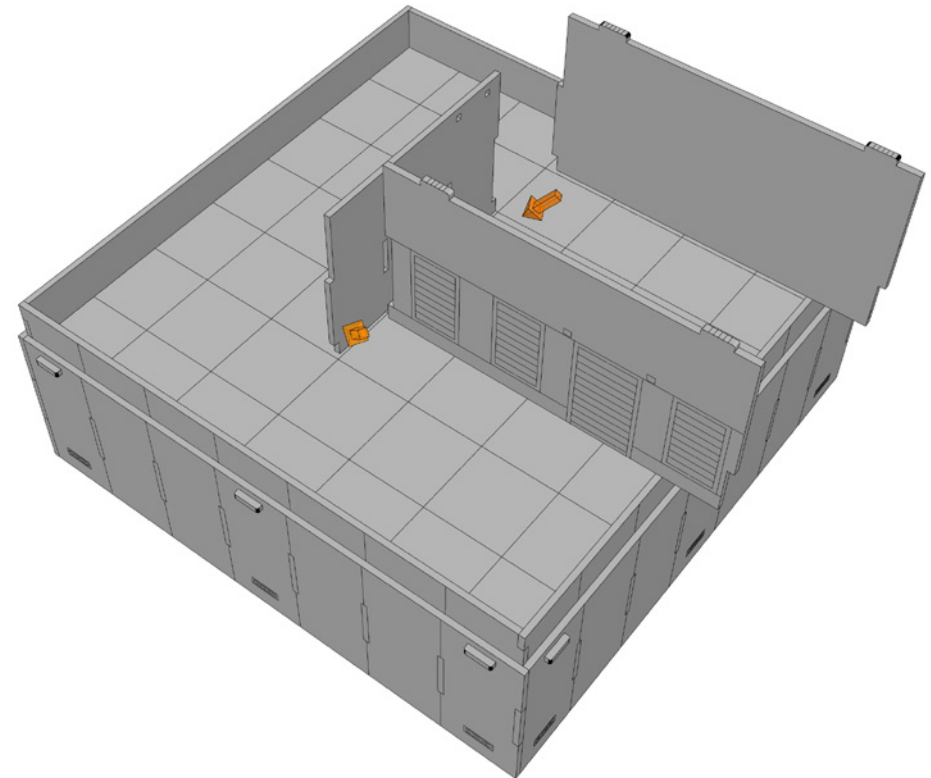
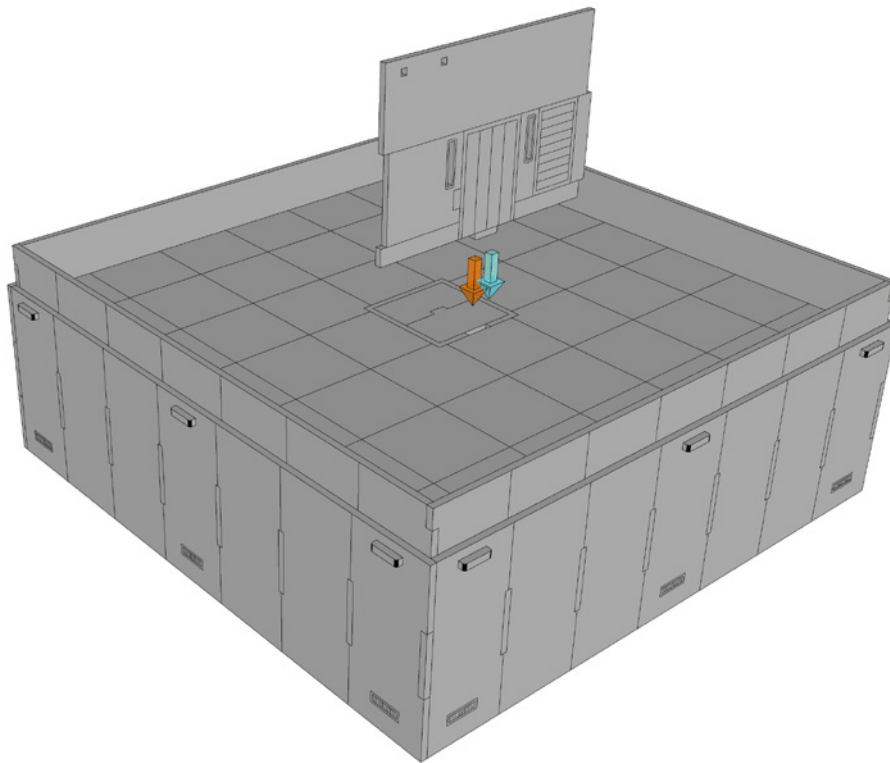




NOTE - Fill all centre holes with 4 x long vent beams for any level that you want to be able to be placed on the Objective Room Base - The short vents are not long enough to support the module on the base columns.

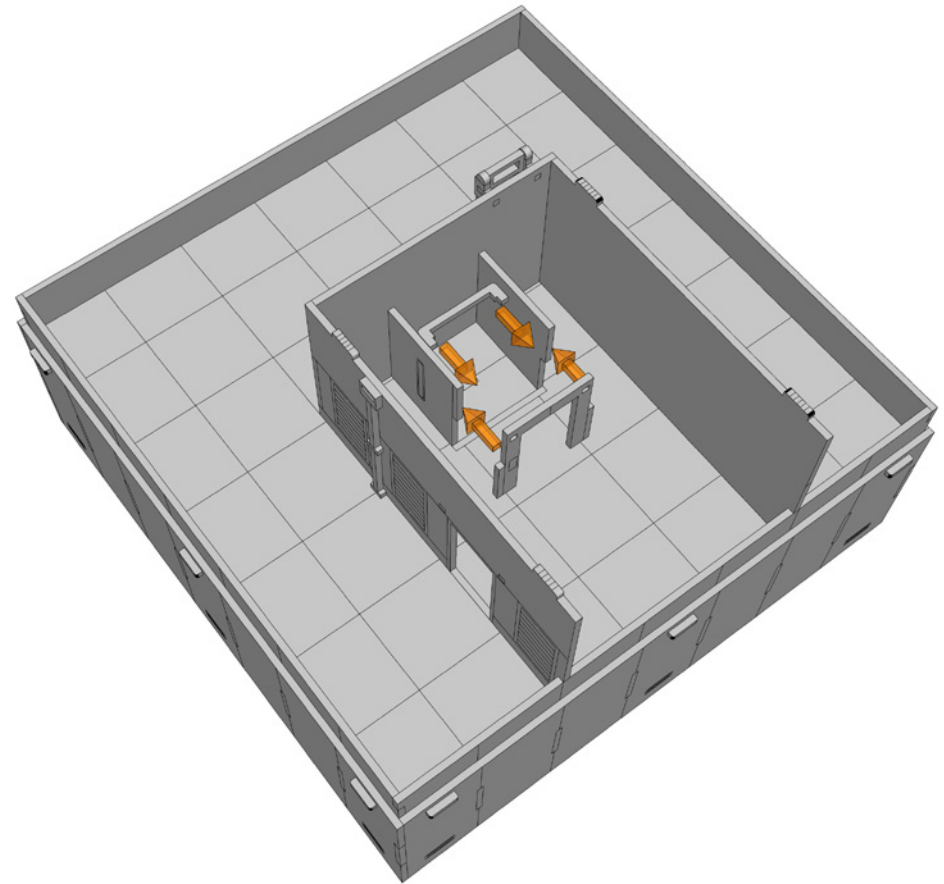
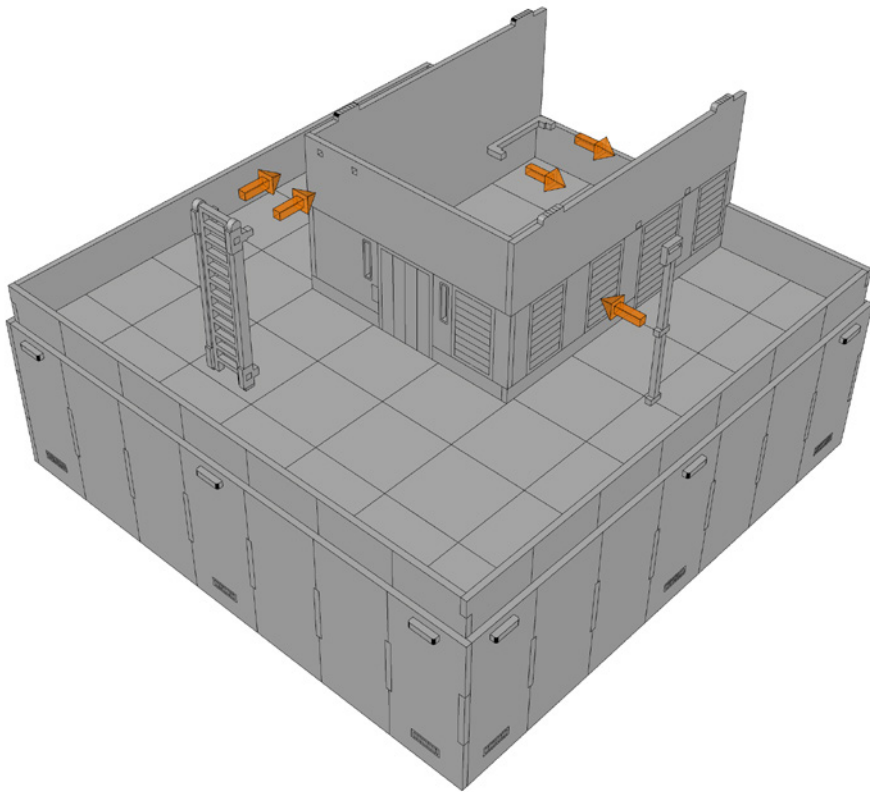
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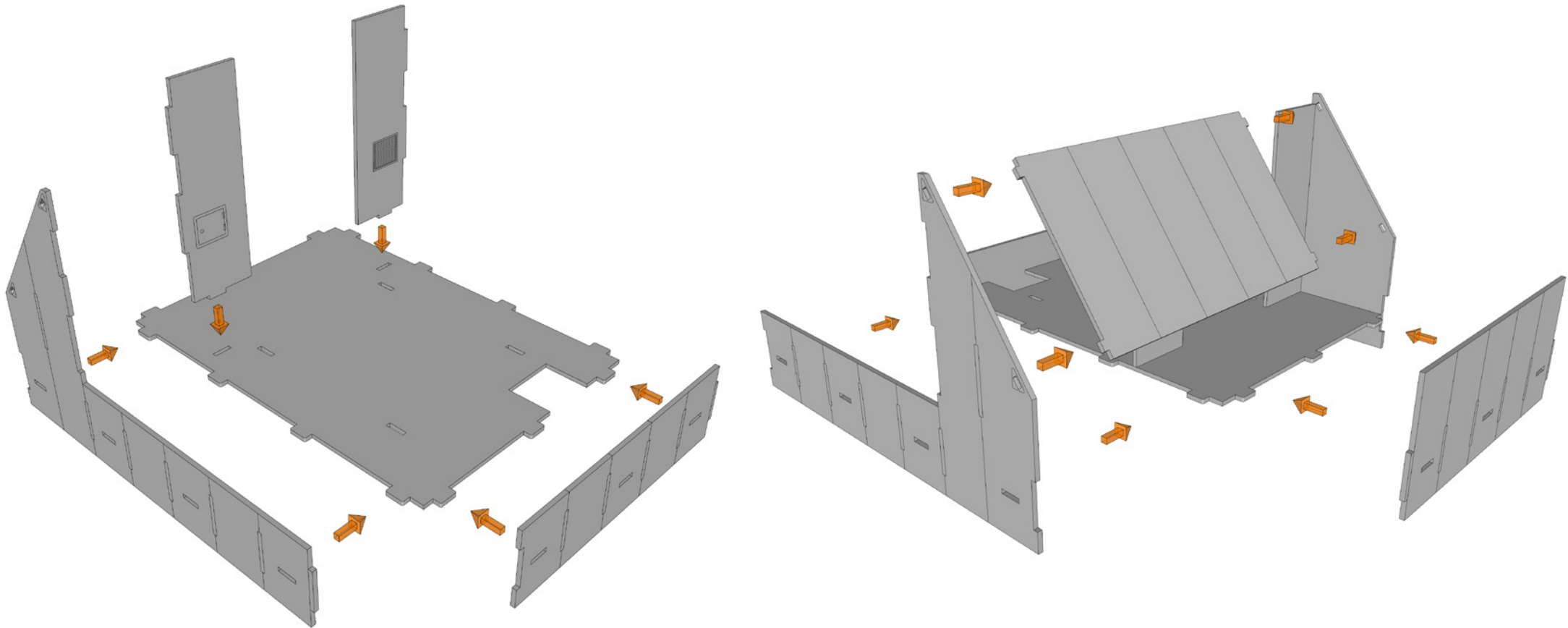


NOTE - If you instead want the entire plant room to be removable from the roof module, do not glue the walls on this page to the roof module. If you don't want to play interiors you may prefer to instead glue the walls to the underside of the uppermost plant deck (see page 23)

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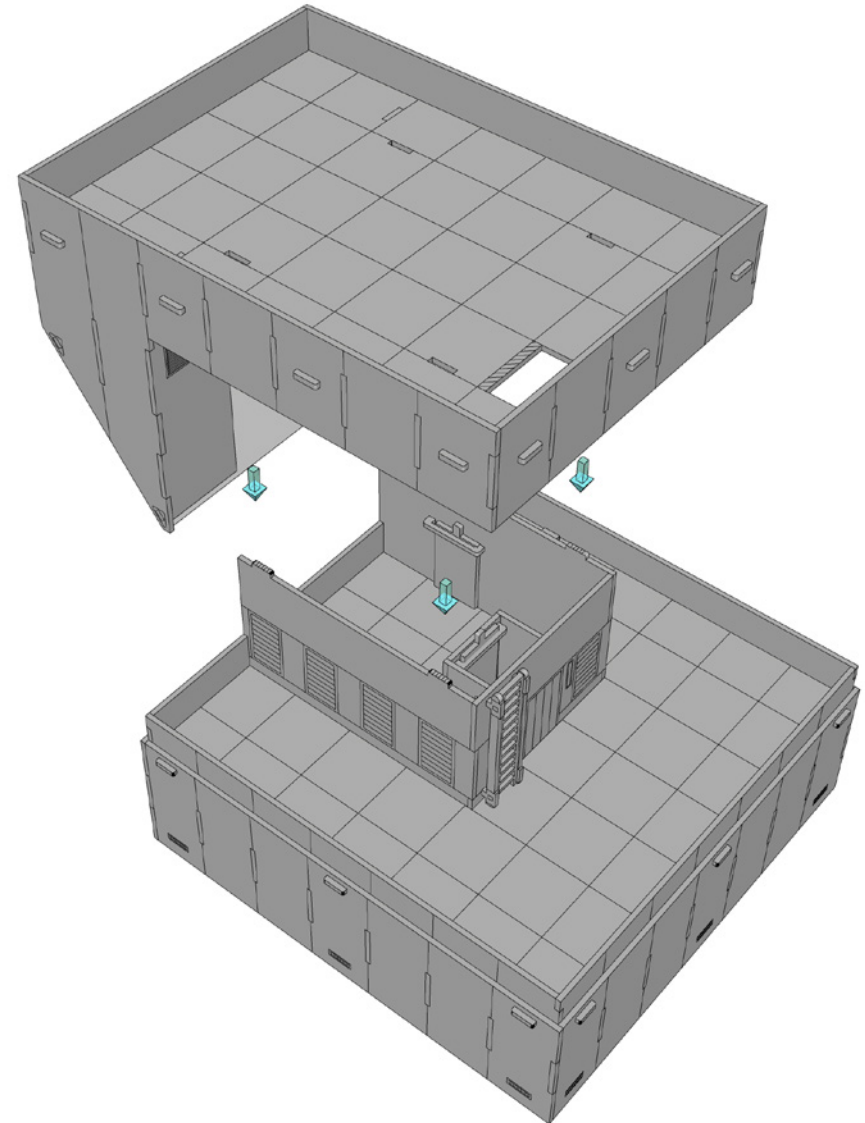
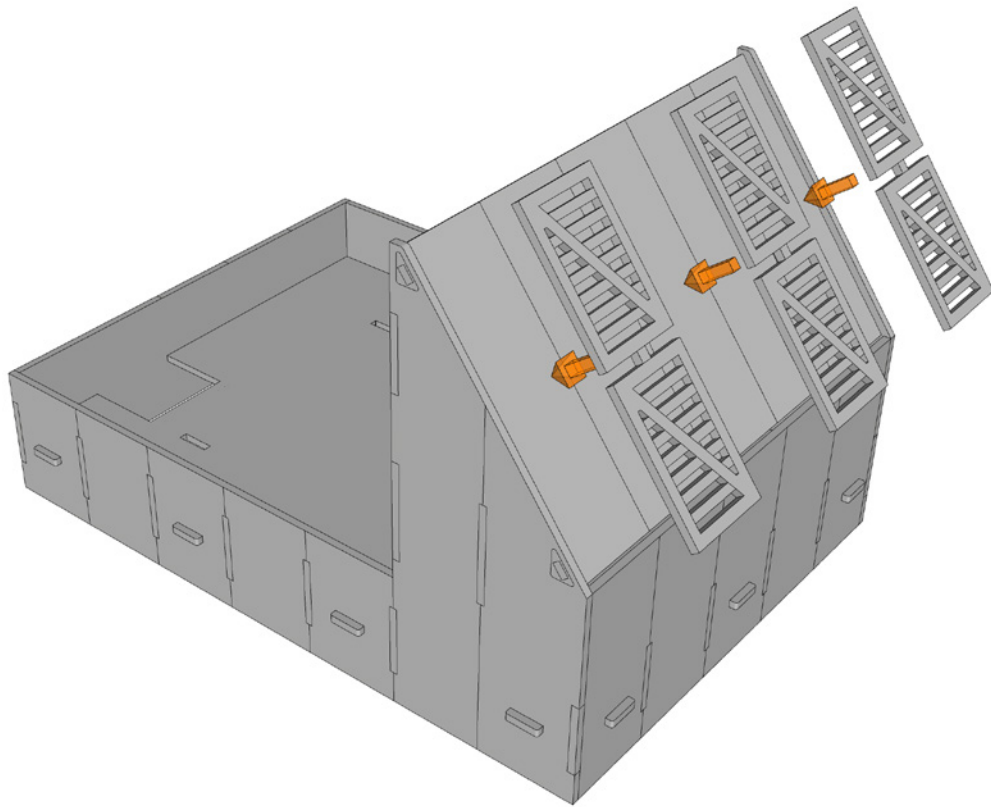


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