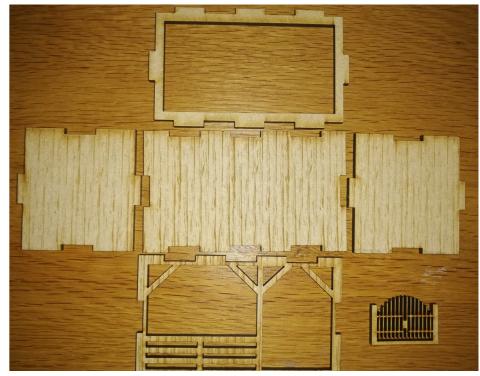
Step 1: Glue together windows and doors (sandwich).



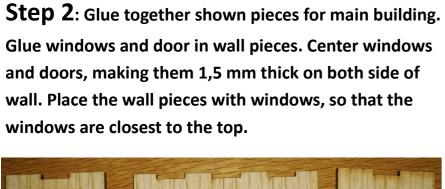




Step 3: Glue together shown pieces for stable building. Glue gate in wall piece.



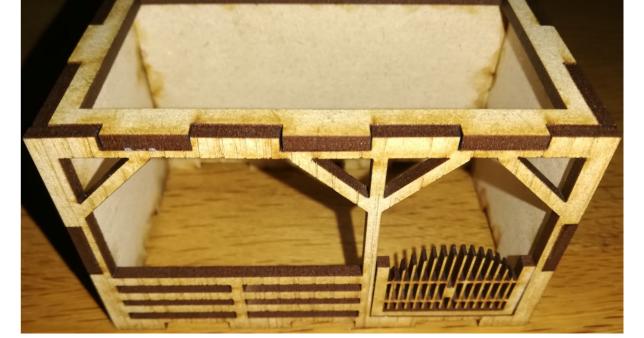






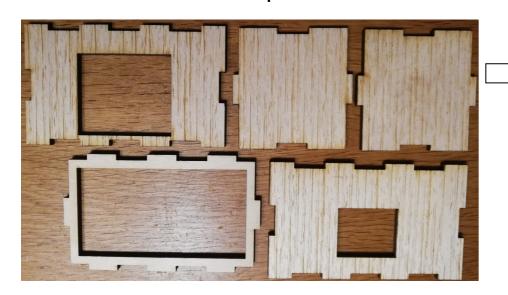








Step 4: Glue together shown pieces for storage building. Glue windows and door in wall pieces. Center windows and doors, making them 1,5 mm thick on both side of wall. Be careful to place the wall piece with door, so that door is closest to the bottom. Place the wall piece with the window, so that the window is closest to the top.

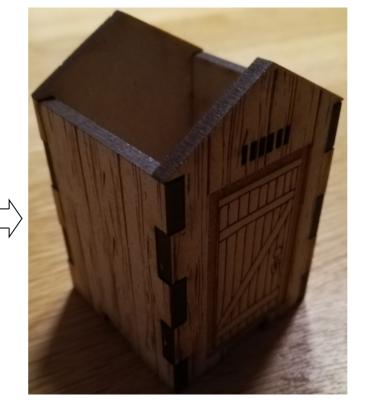




Step 5: Glue together shown pieces for outhouse.





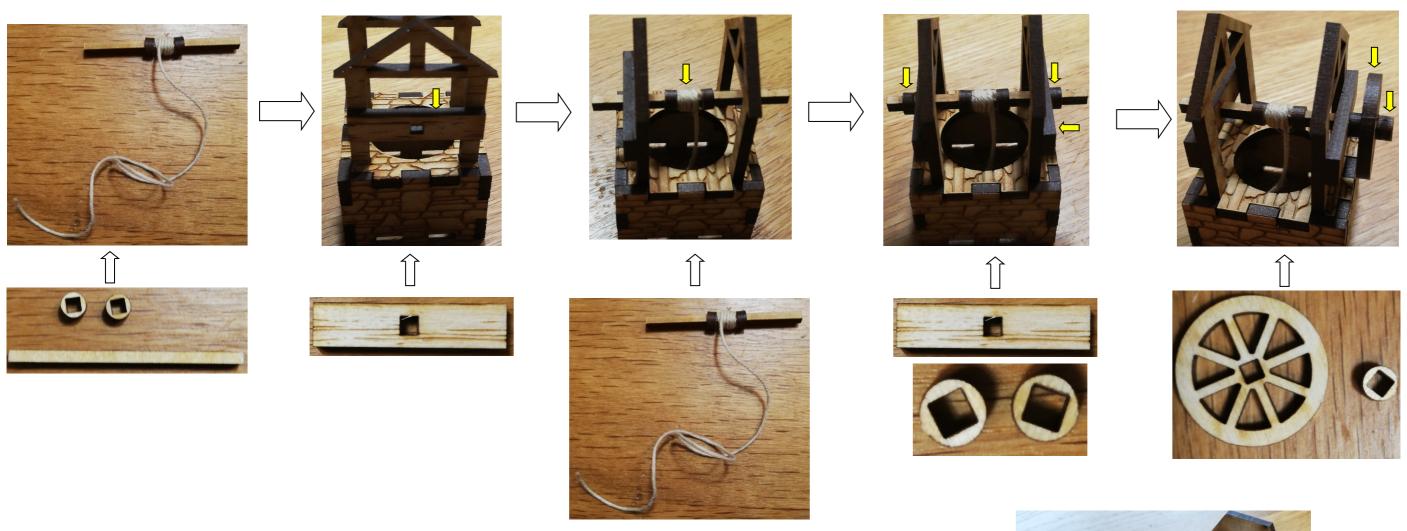


Step 6: Glue together shown pieces for well.



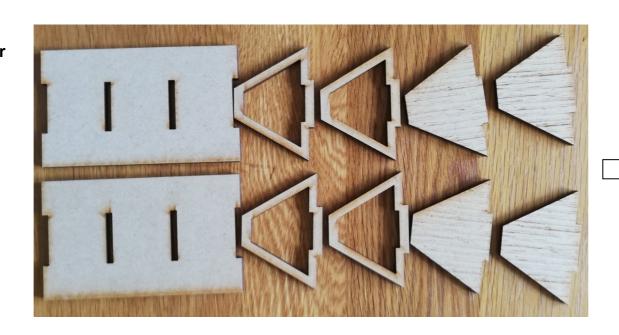


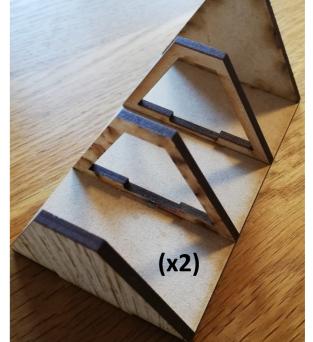
Step 7: Glue additional pieces onto the well. Optional—If you have a piece of string (not included), you can add this to the well.



Step 8: Glue together shown pieces for roof for the main and storage buildings.

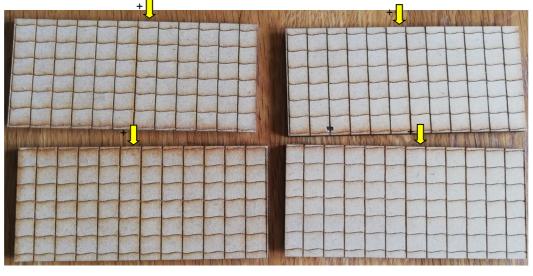






Step 9: (A little bit of manual work)

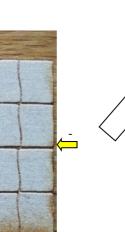
Using sand paper or a sharp knive, cut one end (Marked by yellow arrows) diagonally on roof pieces for main and storage buildings. (Roof pieces are 4 identical pieces)

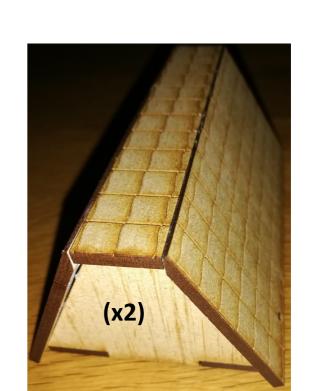




Step 10: (A little more manual work) Using sand paper or a sharp knive, cut one end diagonally on roof pieces for out house and well.

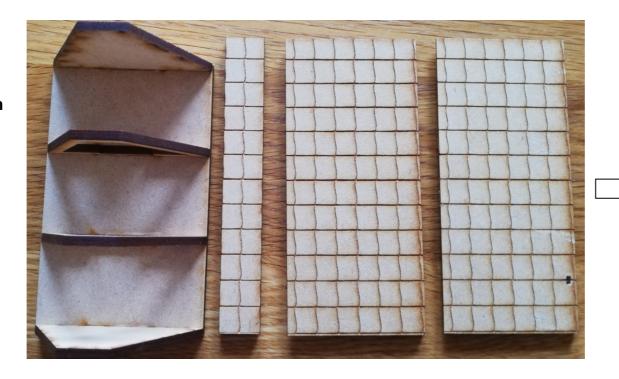






Step 11: Glue together roof pieces for main and storage buildings

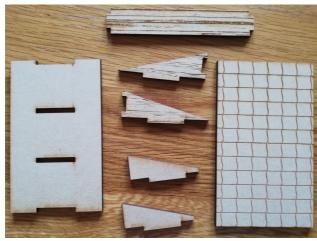




Step 12:

Use shown pieces for assembling roof for

stable building.







Step 13: Glue roof pieces onto out house



Step 14: Glue roof pieces onto well

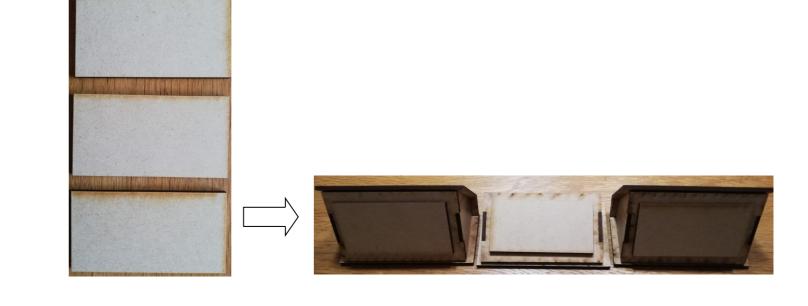






Step 15: Glue shown pieces underneath the three roofs. Make sure pieces are centered.









Step 16:
Glue well and outhouse onto cortyard piece





Step 18:
Glue stepping stones onto courtyard piece.





Step 17:

Glue main building, storage building and stable onto courtyard piece.







Model is finished:

Add roofs to buildings, and the model is done.

You can remove roof pieces on main building, storage building and stable during gameplay making placing of miniatures easier

