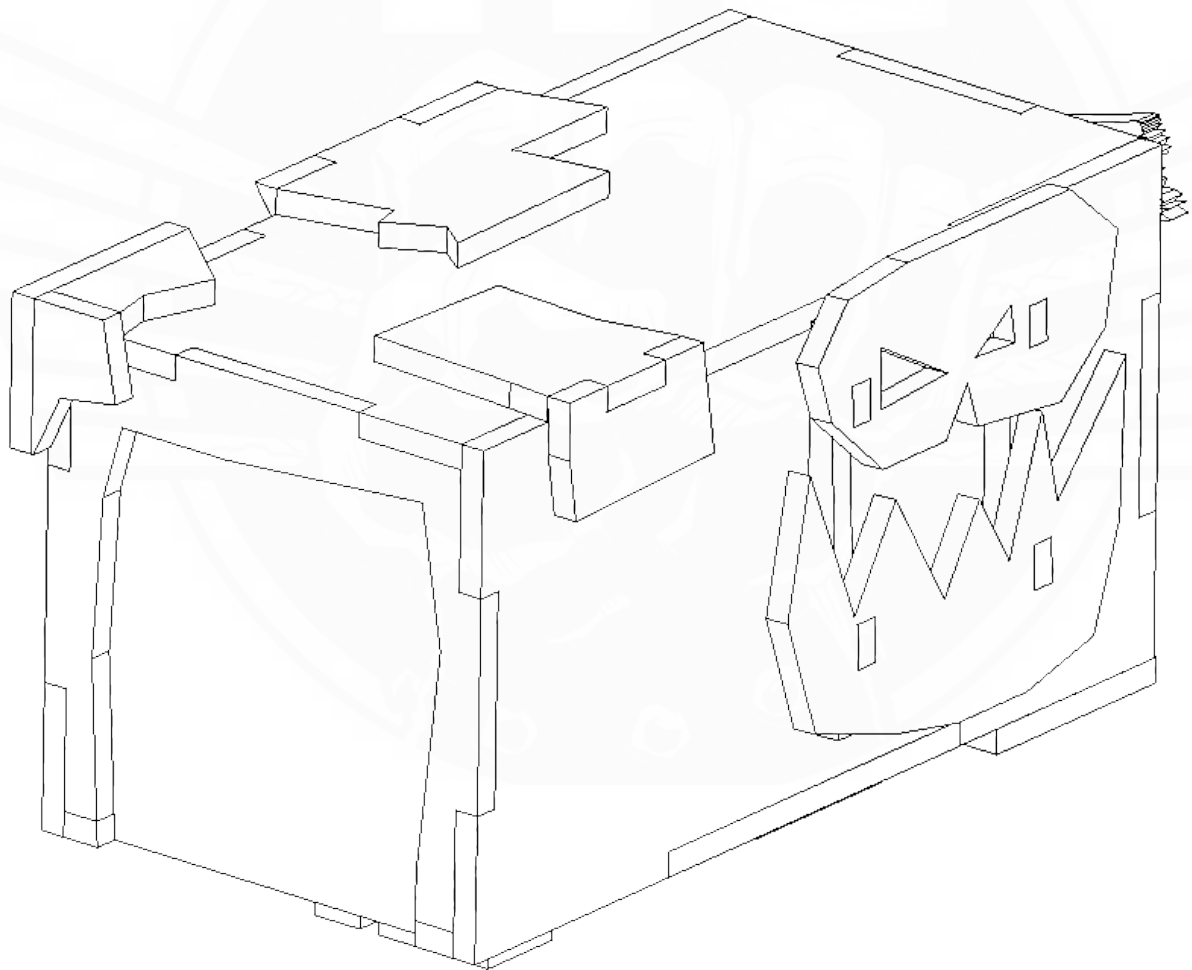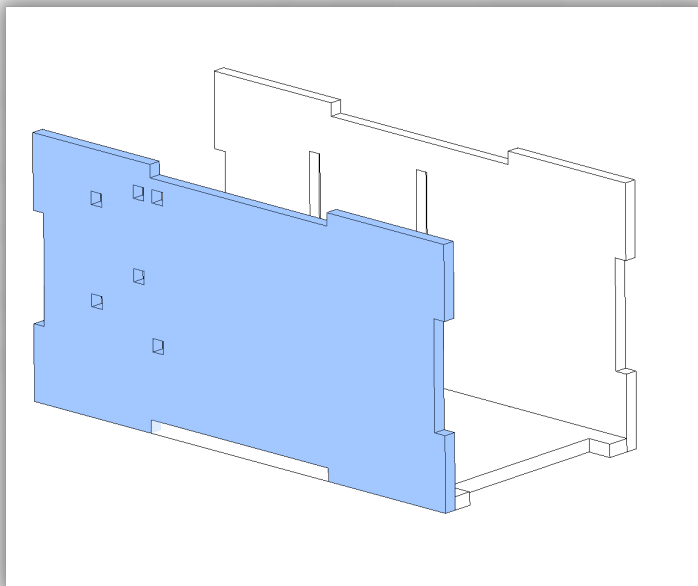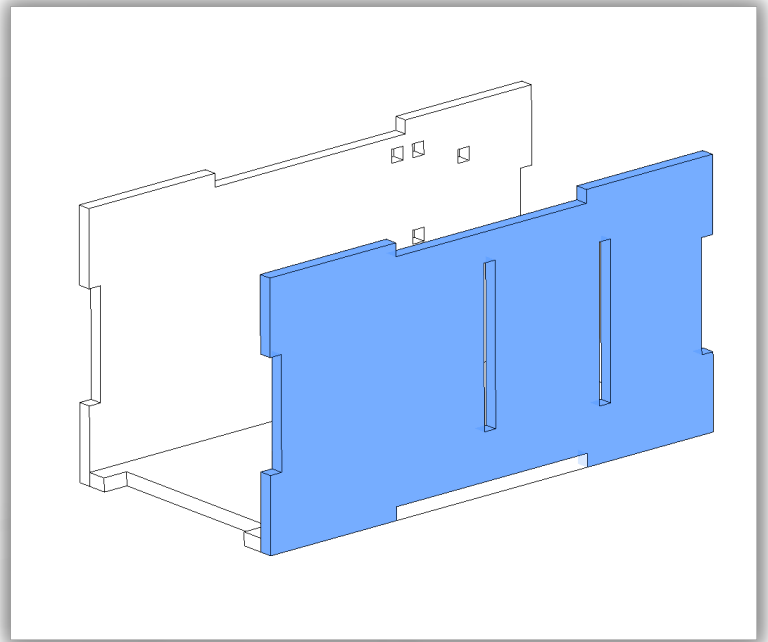# ORC CARGO CRATE

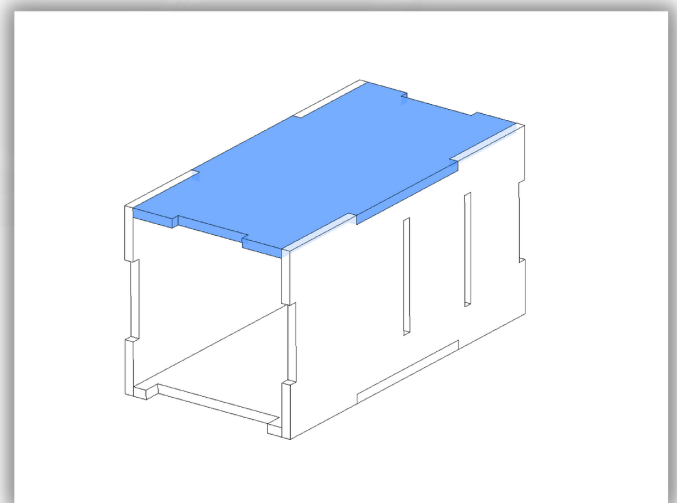DESIGNED FOR FRONTLINE GAMING BY KARL PAYNE

MAIN WALLS

FIRST START BY GLUING THE MAIN
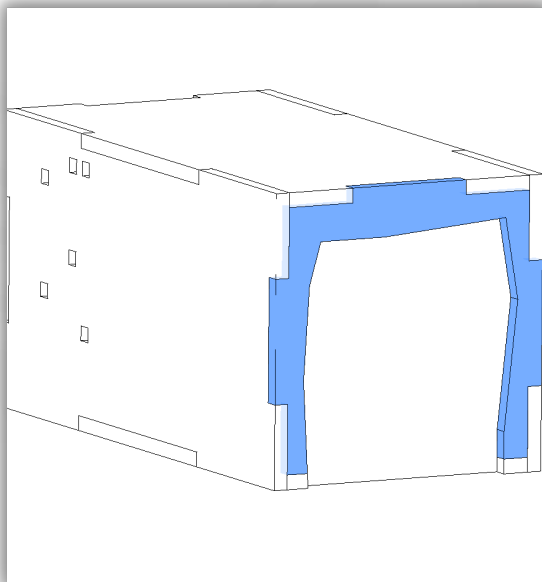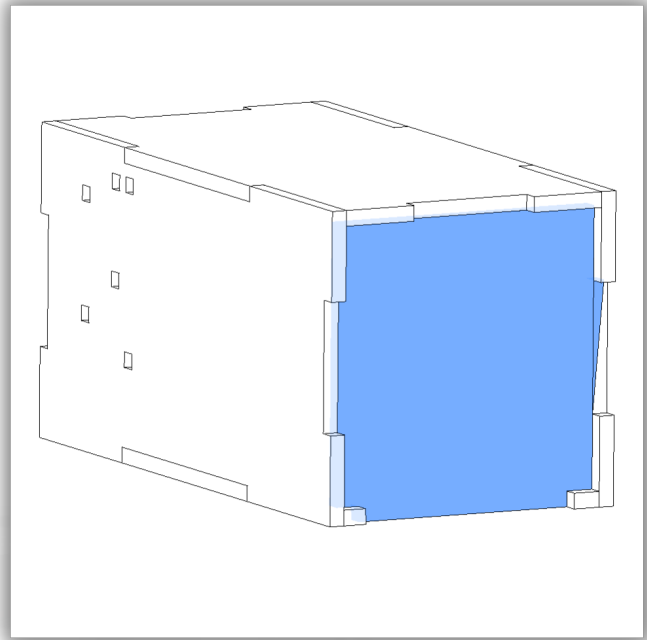WALLS TO THE BASE. NOTE THE
POSITION OF THE CUTOUTS

GLUE THE ROOF ON TO THE WALL
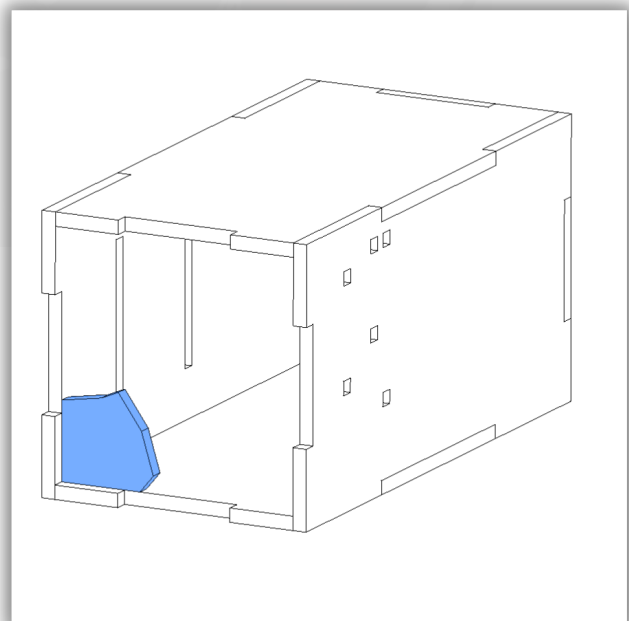ASSEMBLY AS SHOWN

MAIN WALLS

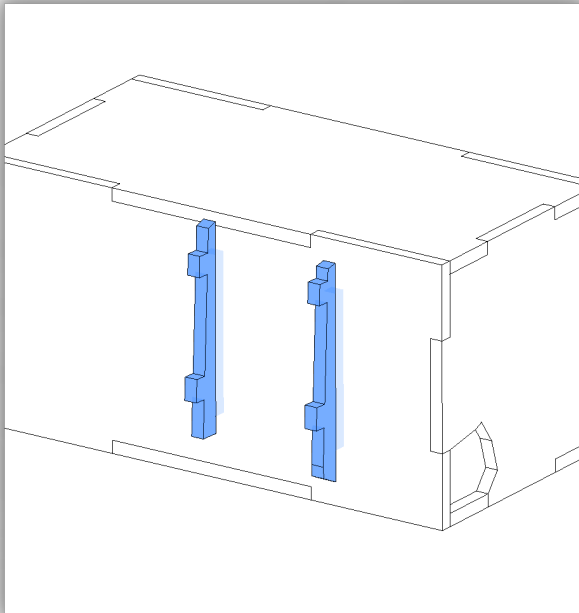ADD THE FIRST LAYER END CAP ON THE
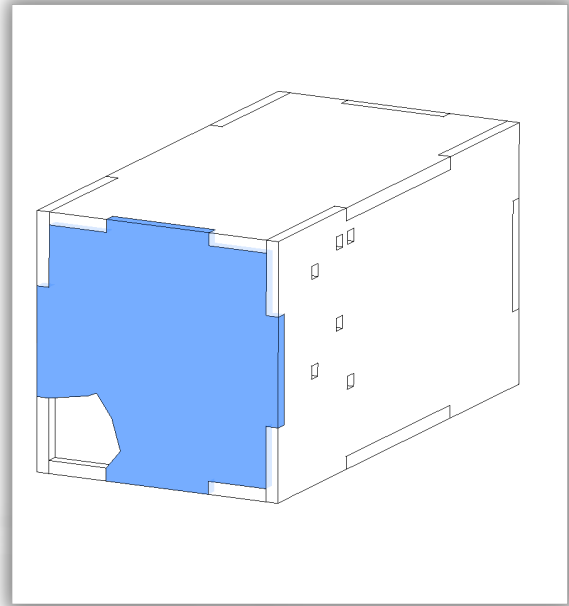CORRECT END SHOWN

GLUE THE SECOND LAYER TO THE END
CAP SHOWN

GLUE THE SMALL FIRST LAYER PIECE IN
PLACE. YOU CAN ALSO GLUE THIS
PIECE TO THE ENDCAP INSTEAD IF
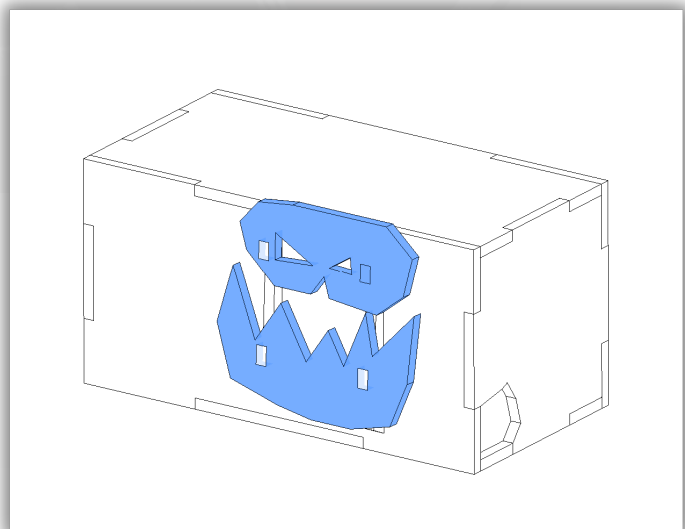YOU'D LIKE THEN GLUE THE ASSEMBLY
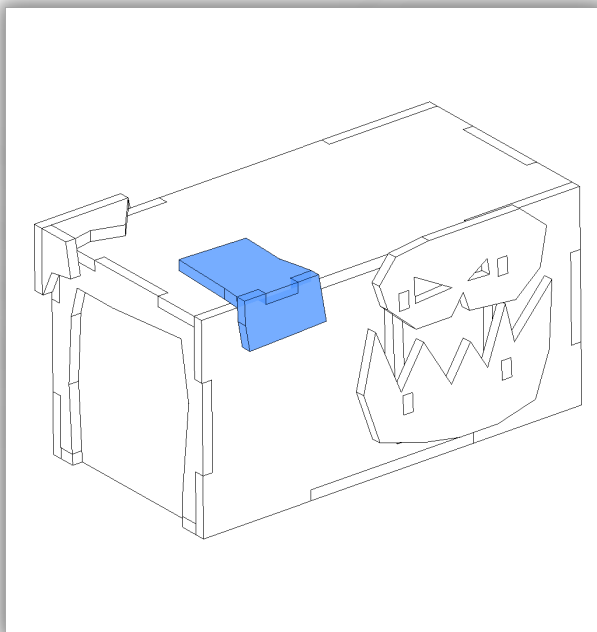IN PLACE.

MAIN WALLS

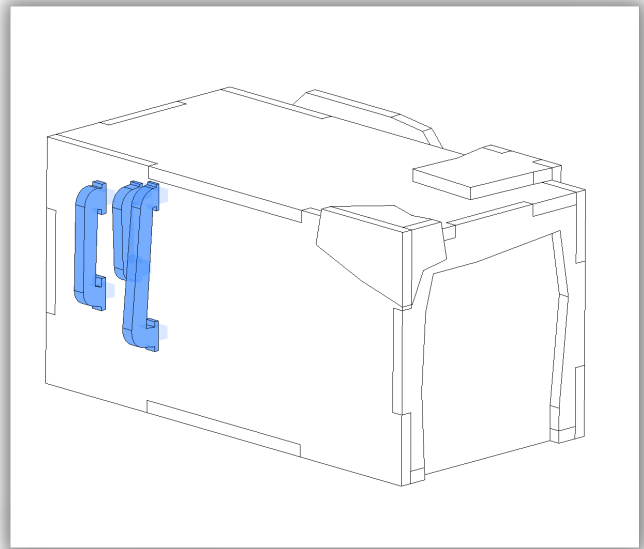GLUE THE END CAP IN PLACE AS
SHOWN

GLUE THE VERTICAL STAND-OFFS
ONTO THE SIDES AS SHOWN. MAKE
SURE TO ORIENT THEM CORRECTLY
(ORC SIGN SHOULD TILT SLIGHTLY
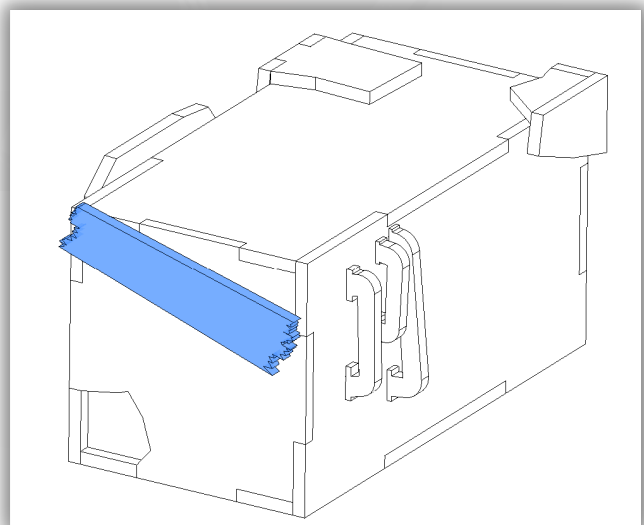UPWARDS)

GLUE ON THE ORC SIGN PIECES
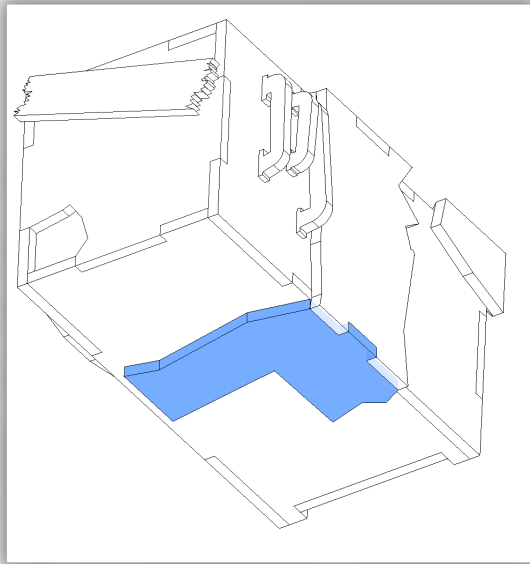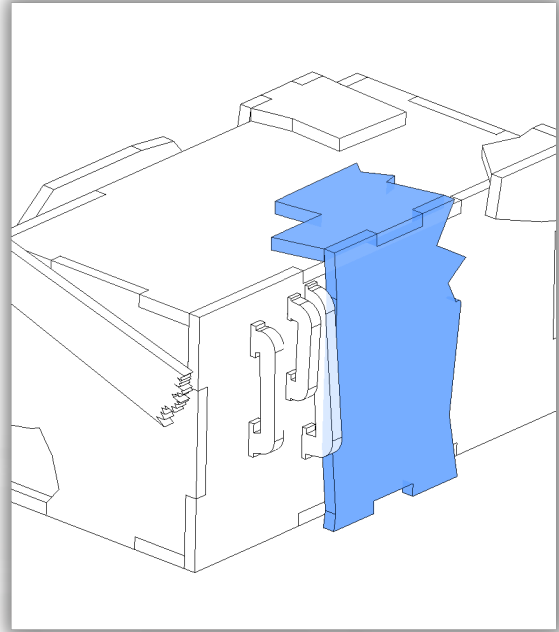
CRATE DETAILS

GLUE THE SIDE PIPES AS SHOWN

GLUE ONE OF THE EDGE DETAILS ON AS SHOWN. THESE CAN BE PLACED ANYWHERE ALONG THE MODEL.

GLUE THE WOOD PLANK PIECE ON AS SHOWN. THIS PIECE CAN BE GLUED ANYWHERE ON THE MODEL IF YOU'D LIKE.
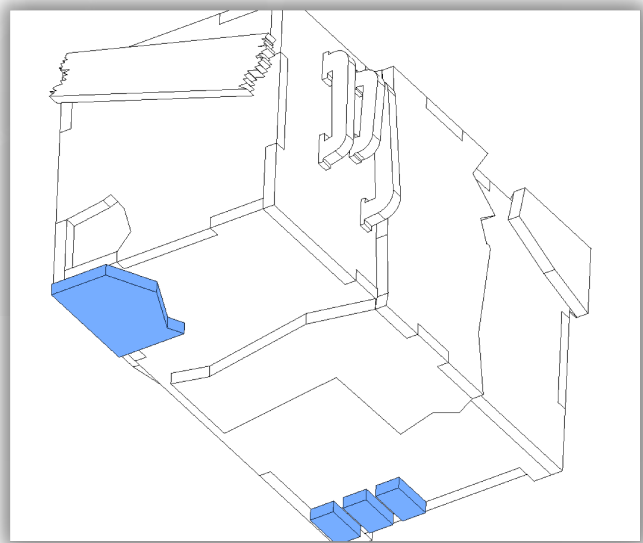
CRATE DETAILS

GLUE ON THE SIDE PANELS AS SHOWN.
THESE CAN BE GLUED ANYWHERE
ALONG THE EDGE.

GLUE BOTTOM PART OF THE PANEL AS
SHOWN.

GLUE THE LAST DETAIL PANELS IN
PLACE. THESE CAN BE GLUED
ANYWHERE ON THE MODEL FOR
VARIETY.

ASSEMBLY COMPLETE!