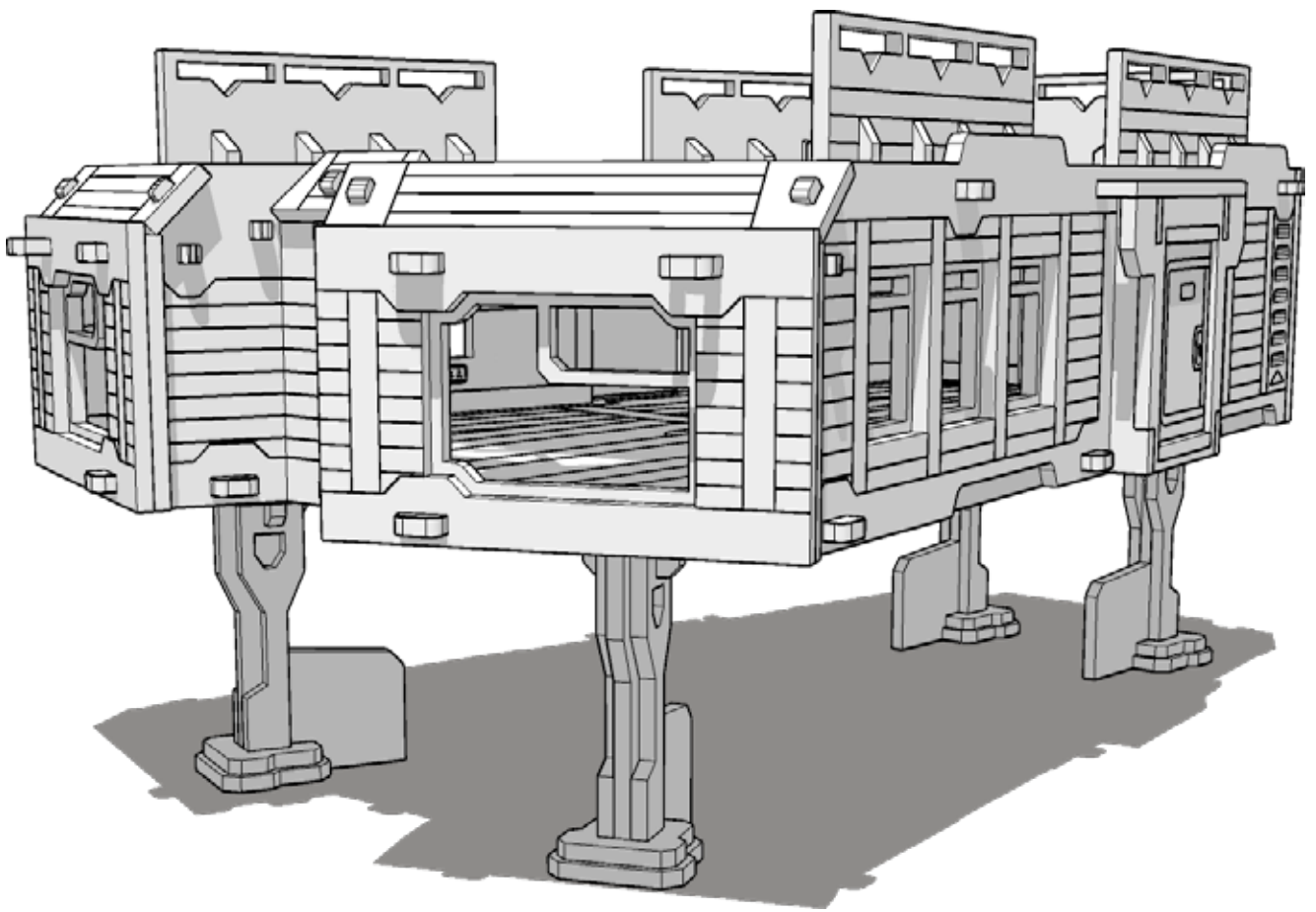




**TABLETOP
SCENICS**

**TTPSX-SFU-031
Cashstacks: Facility**



TTCOMBAT



TABLETOP SCENICS

TTPSX-SFU-O31
Cashstacks: Facility

2

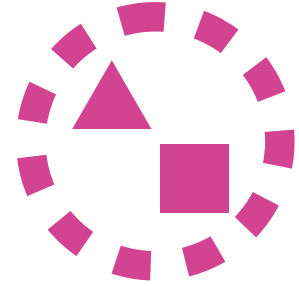
These are a series of icons that may be used throughout the instructions to help your assembly.
If in doubt, scroll ahead to confirm.



Do not glue this part



Carefully score and
fold this part



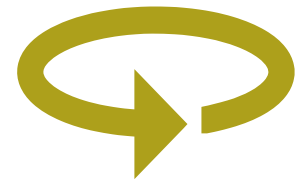
This part - or its placement is
completely optional



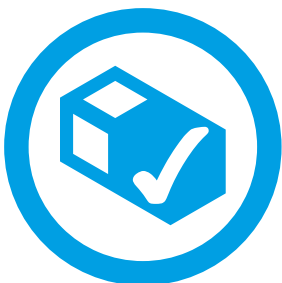
Look closely at this step -
The process order or part
used, may be specific



Repeat making this part
the specified number
of times



The next instruction step
will be the same assembly
so far, but from a different
angle



Sub-assembly complete.
This smaller construction
is ready to add to the
main kit



Assembly Complete! There
could be more optional
parts - check to the very end
of instructions



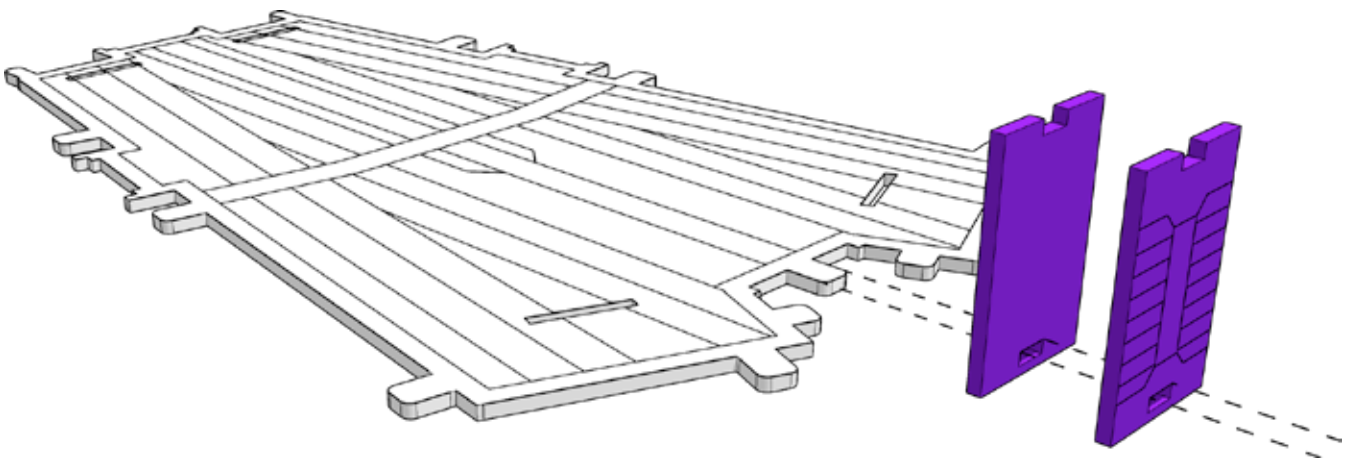
FRAGILE: DO NOT BEND.
“Bendy wood” is designed to
curve around a designed
frame only.



TABLETOP SCENICS

TTPSX-SFU-O31
Cashstacks: Facility

3

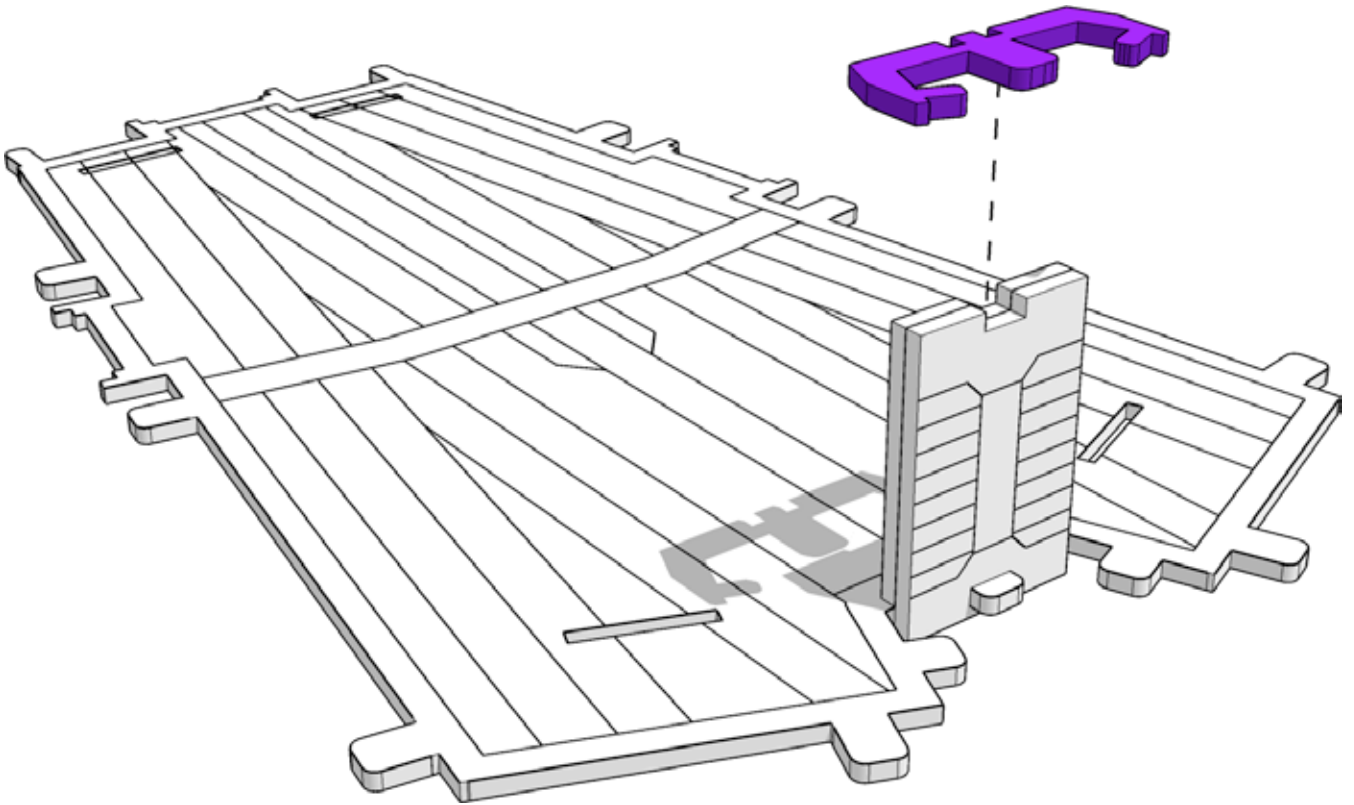




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

4

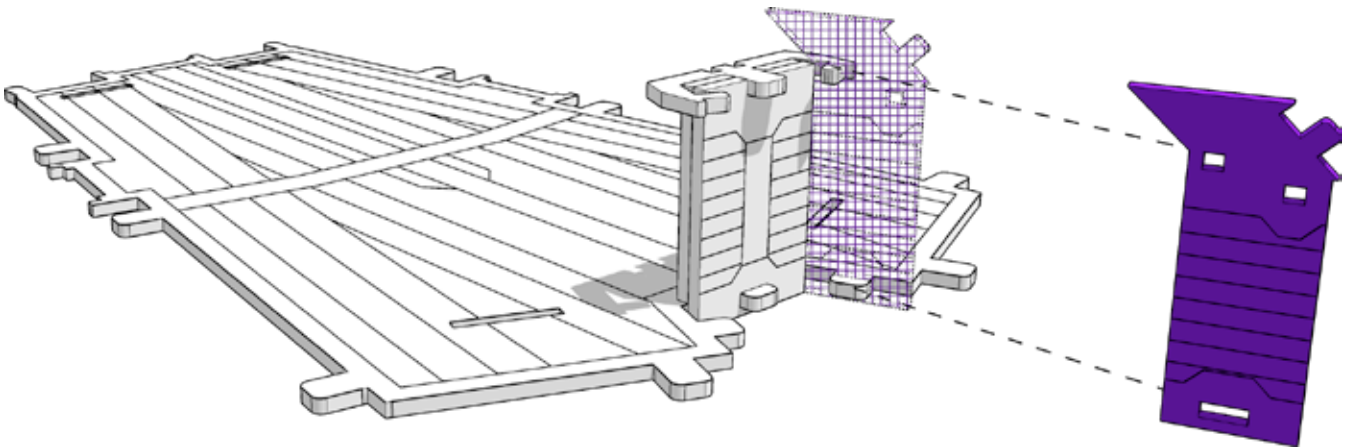




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

5

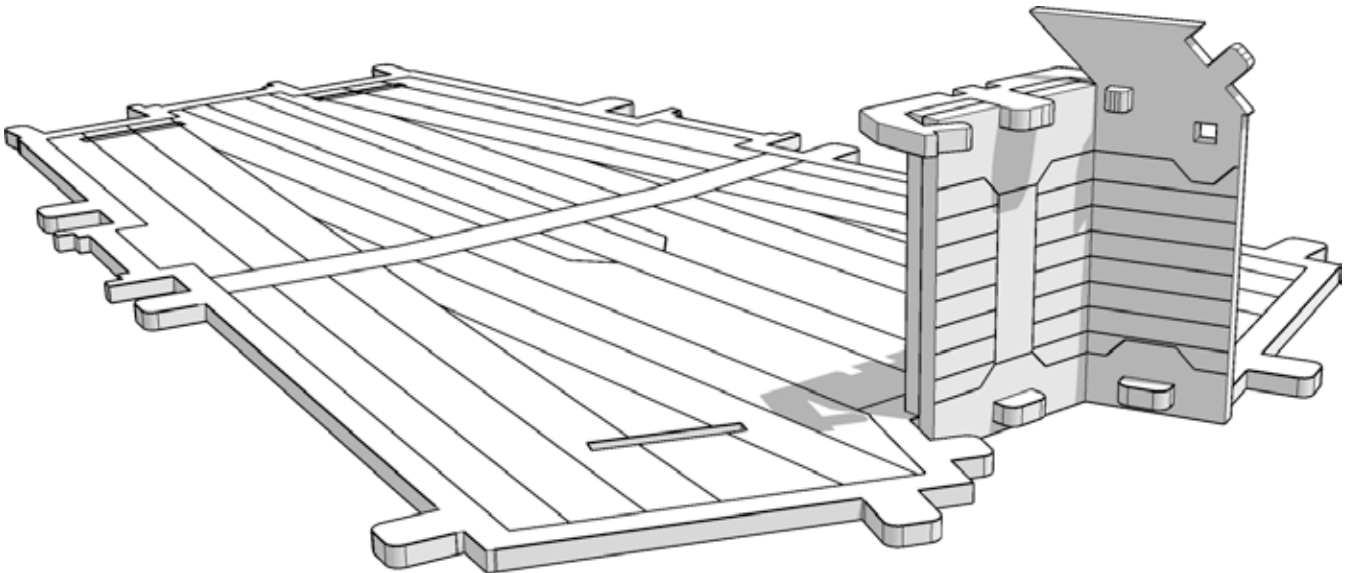




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

6

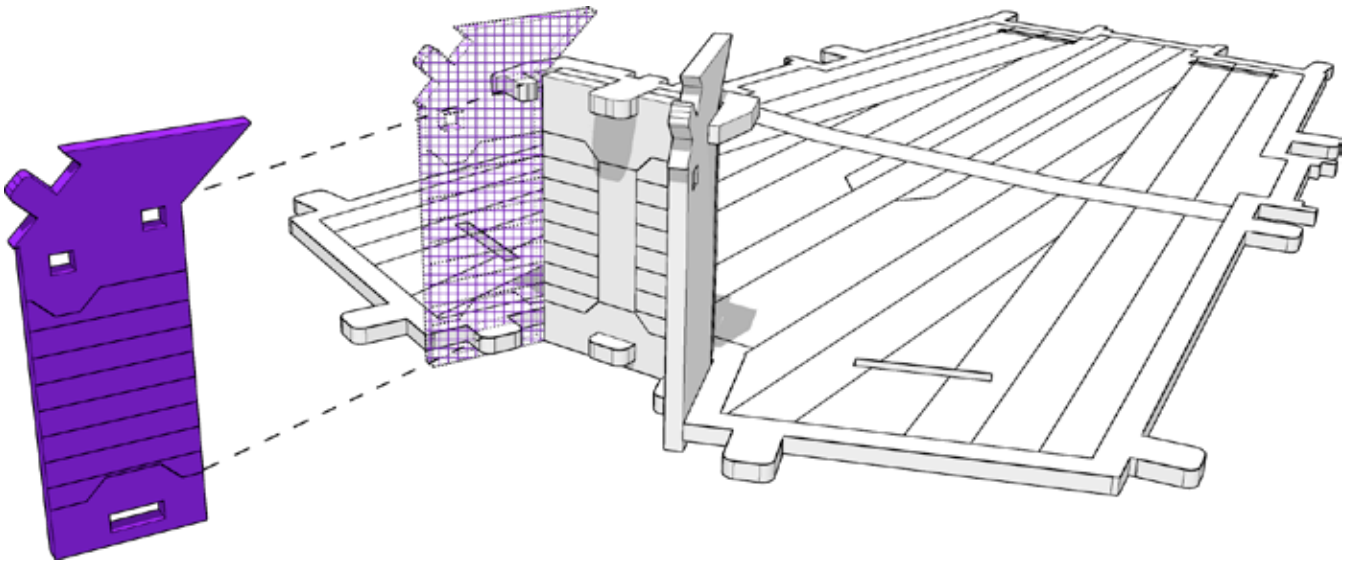




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

7

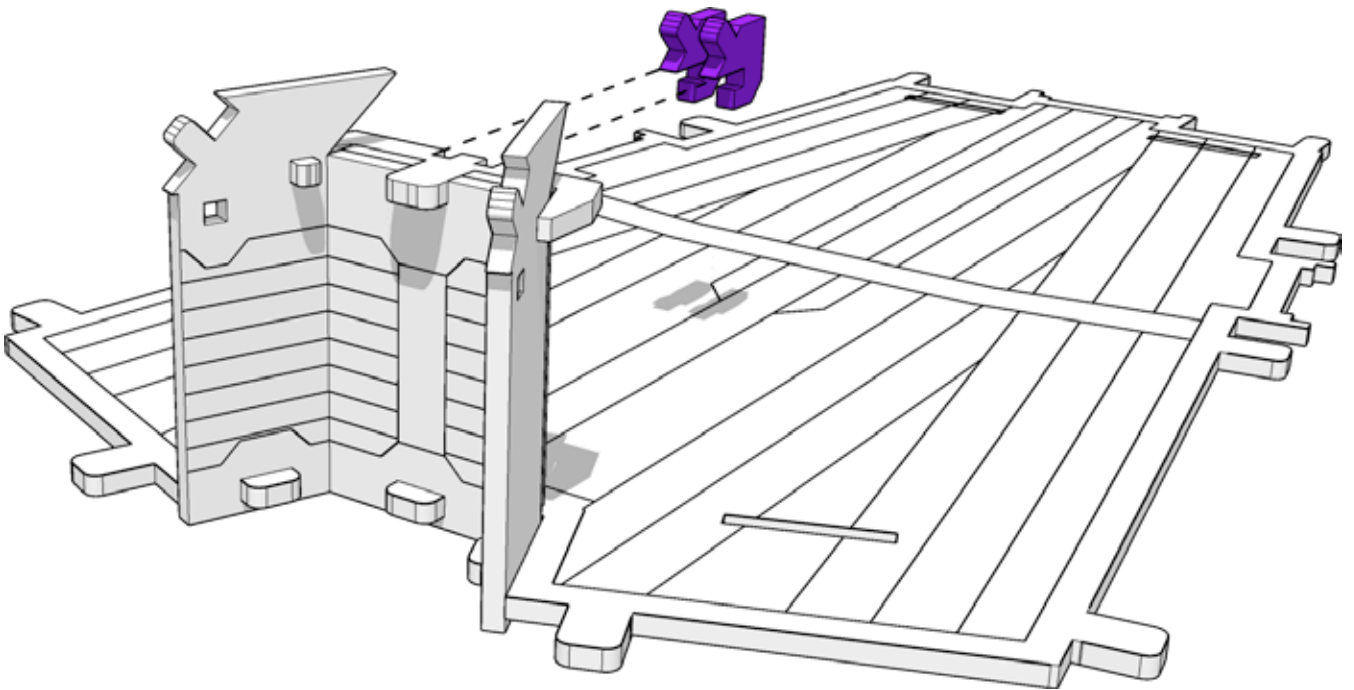




TABLETOP SCENICS

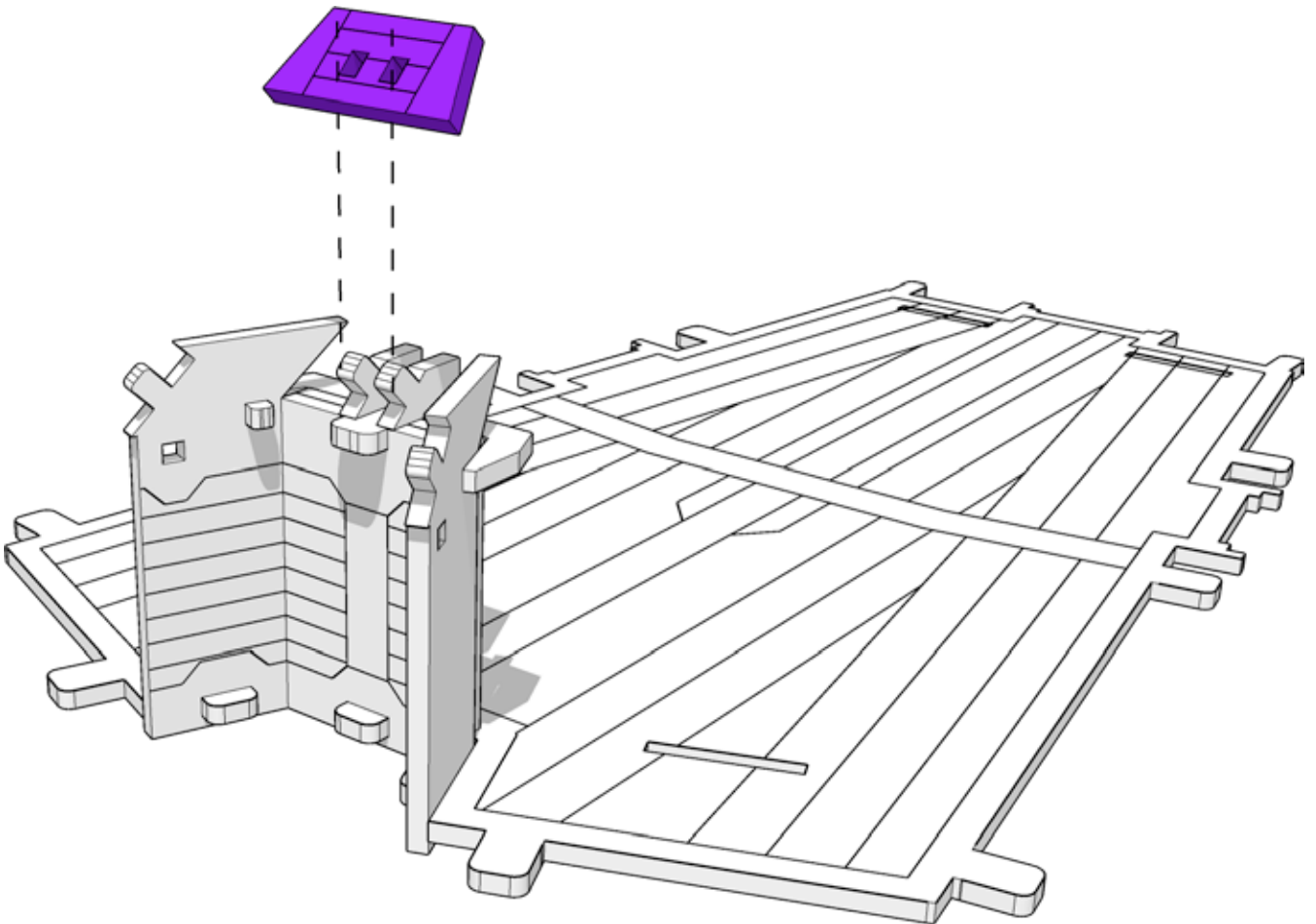
TTPSX-SFU-031
Cashstacks: Facility

8





9

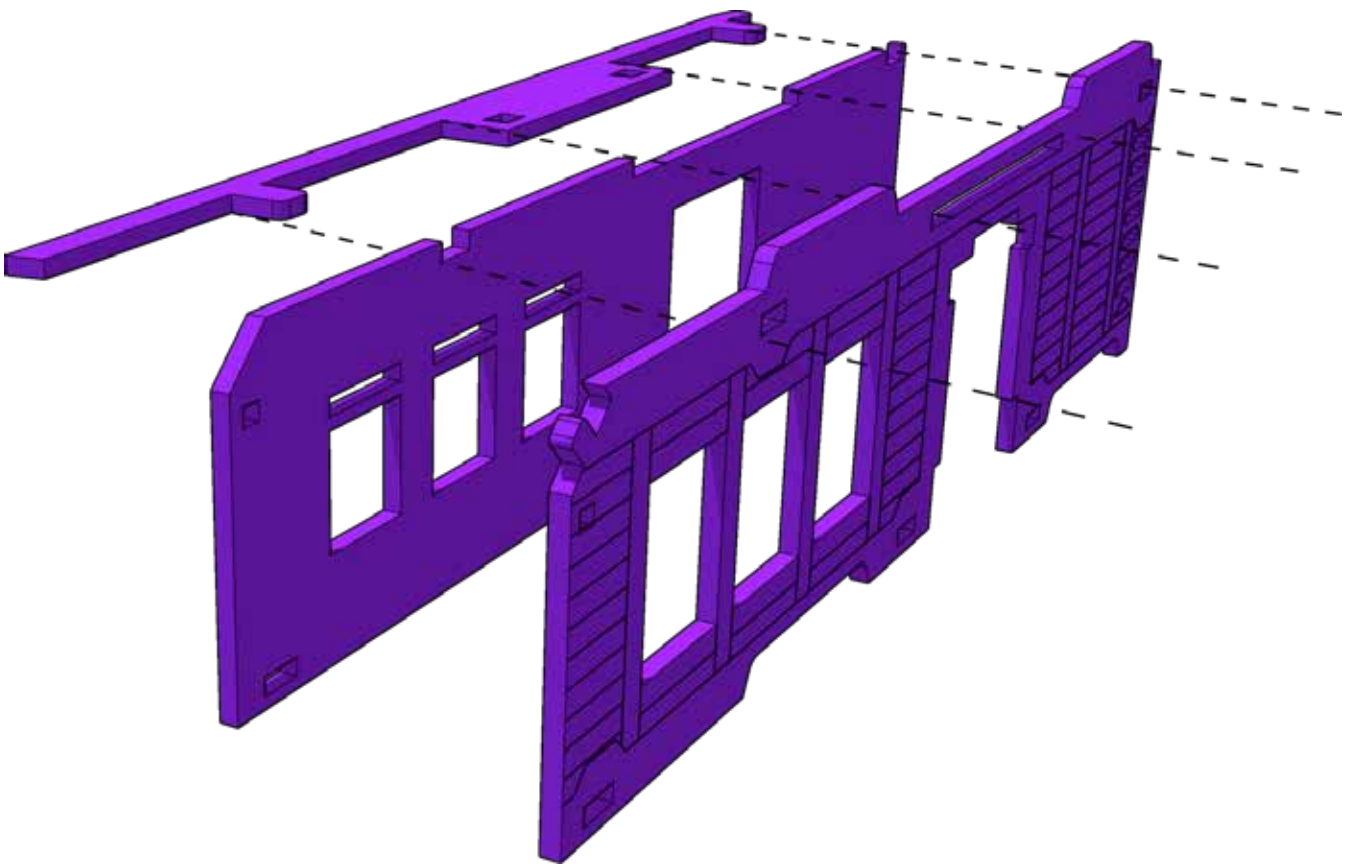




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

10

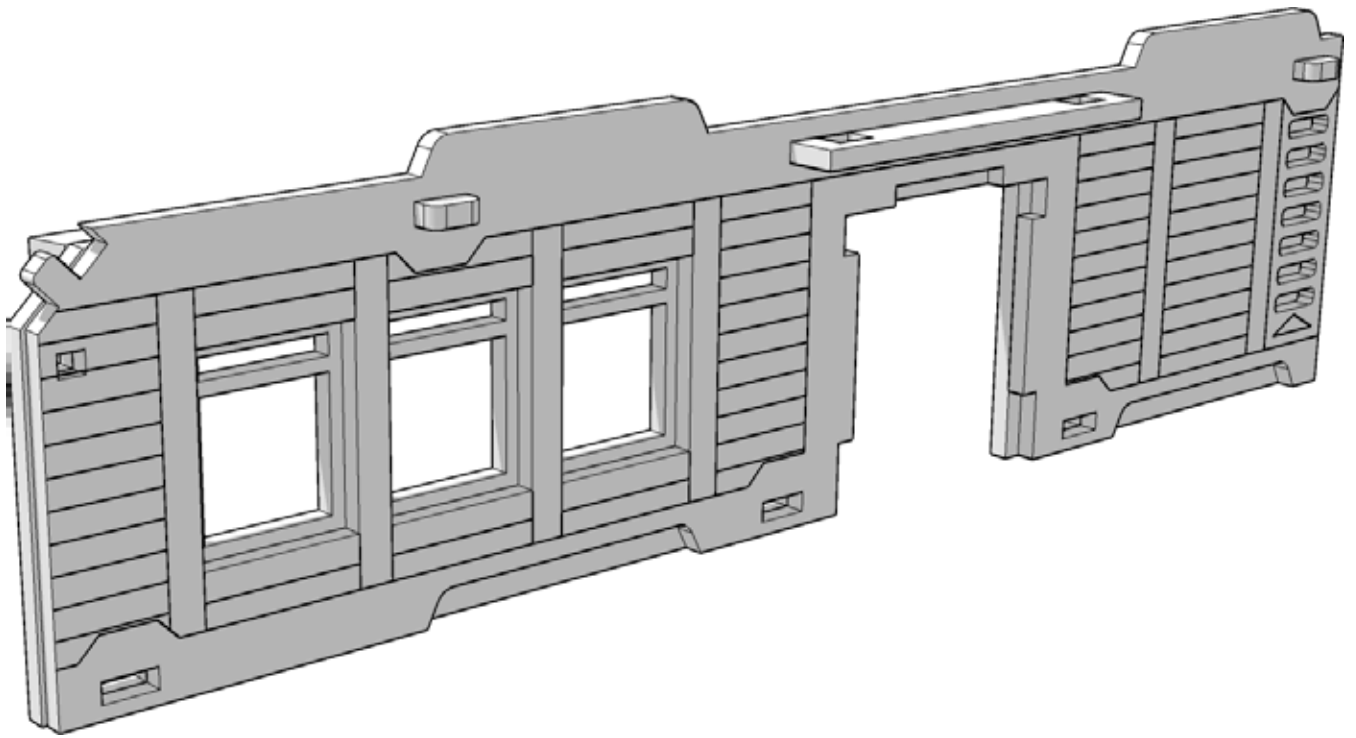




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

11



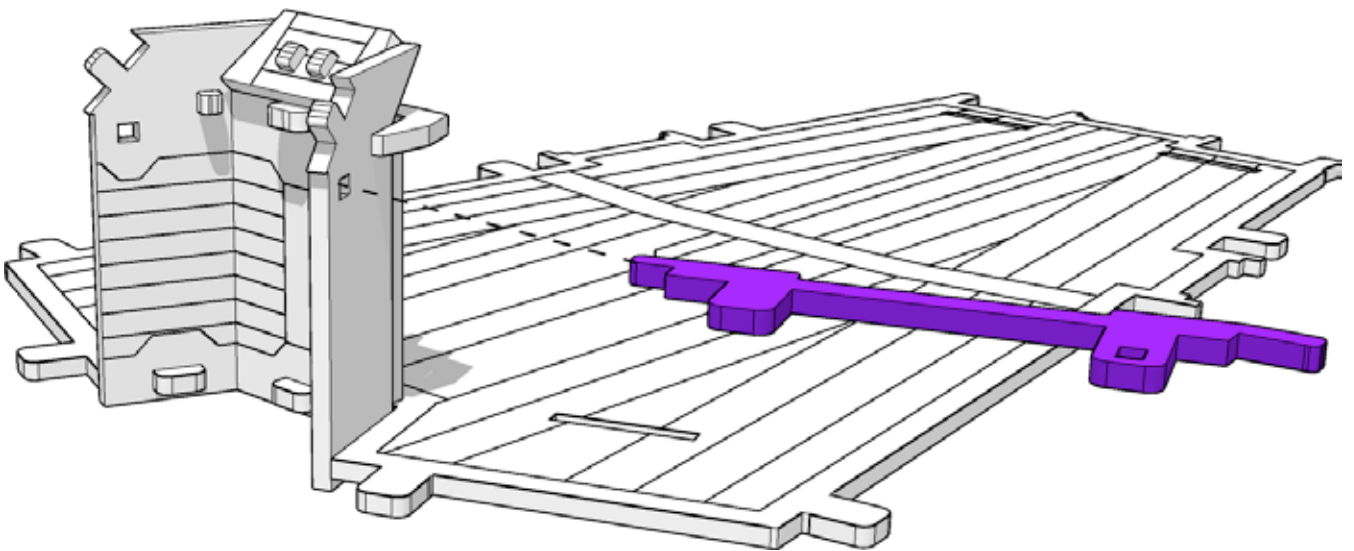
x2



TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

12

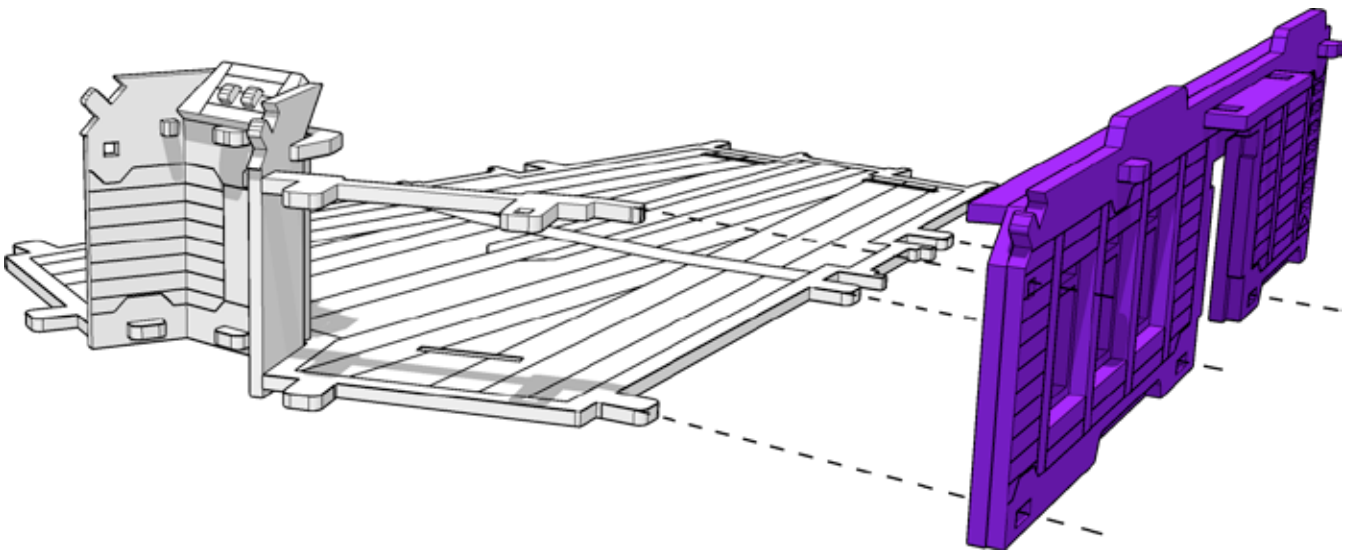




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

13

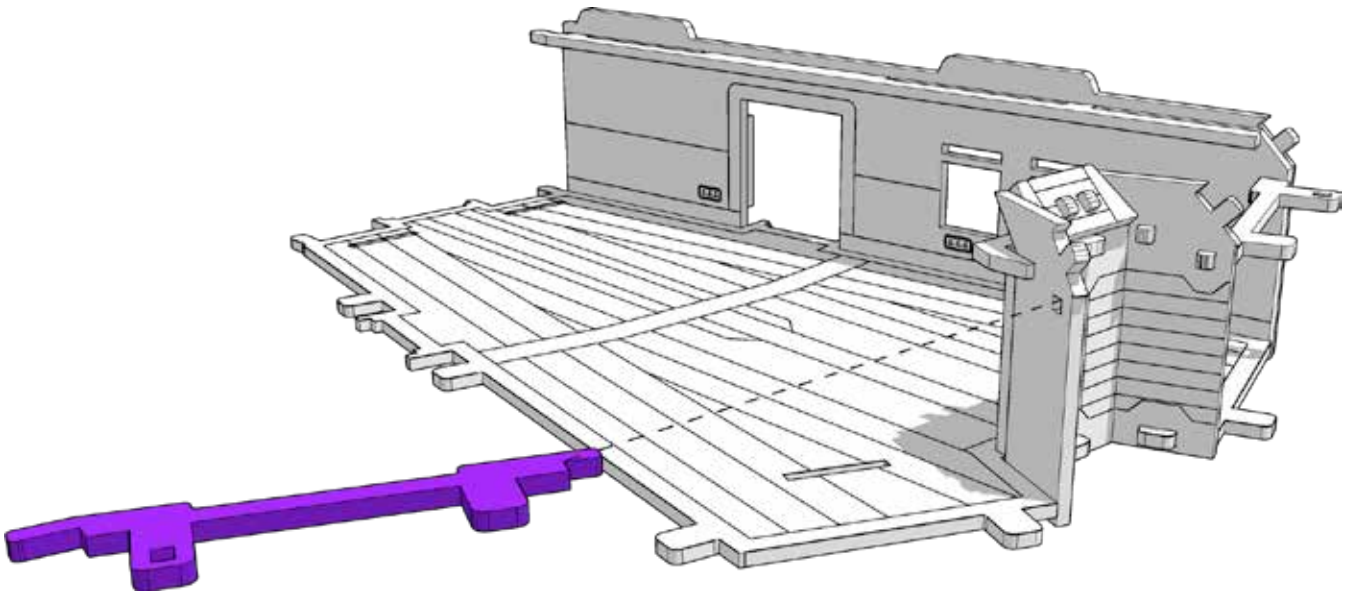




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

14

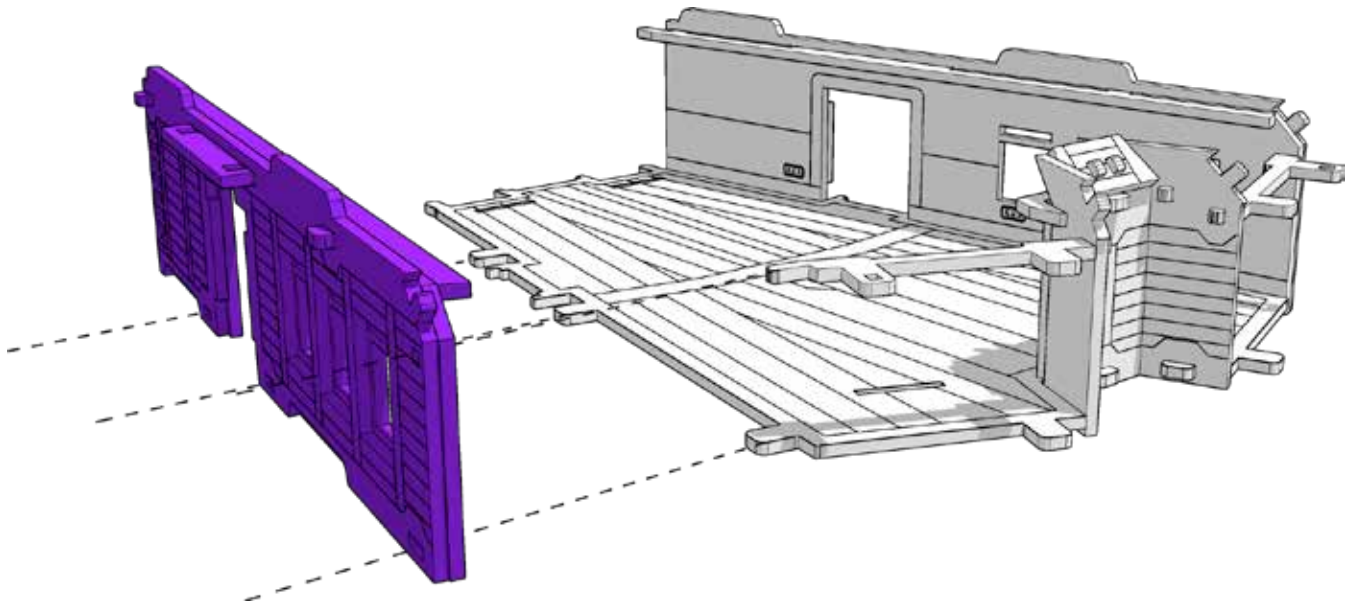




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

15

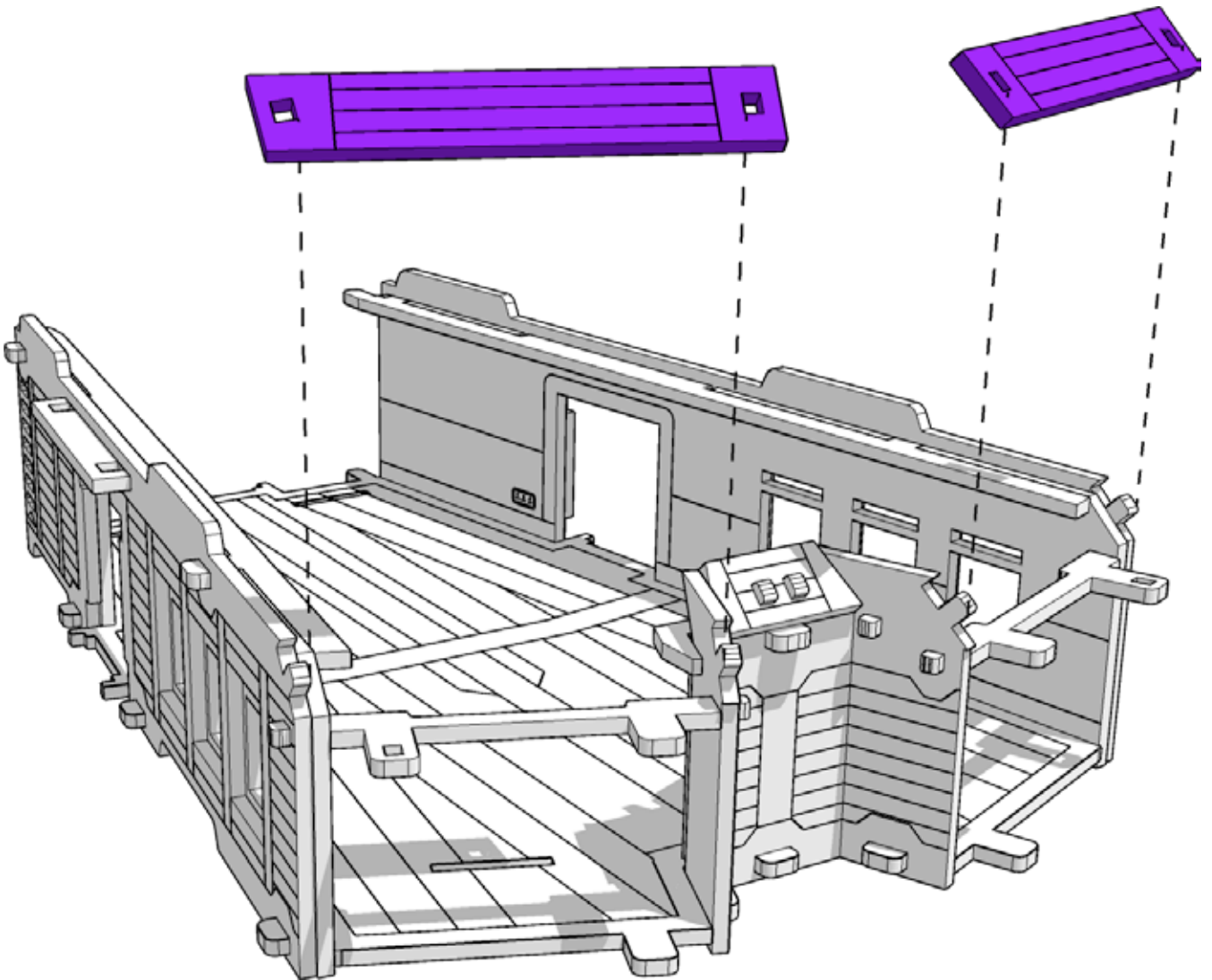




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

16

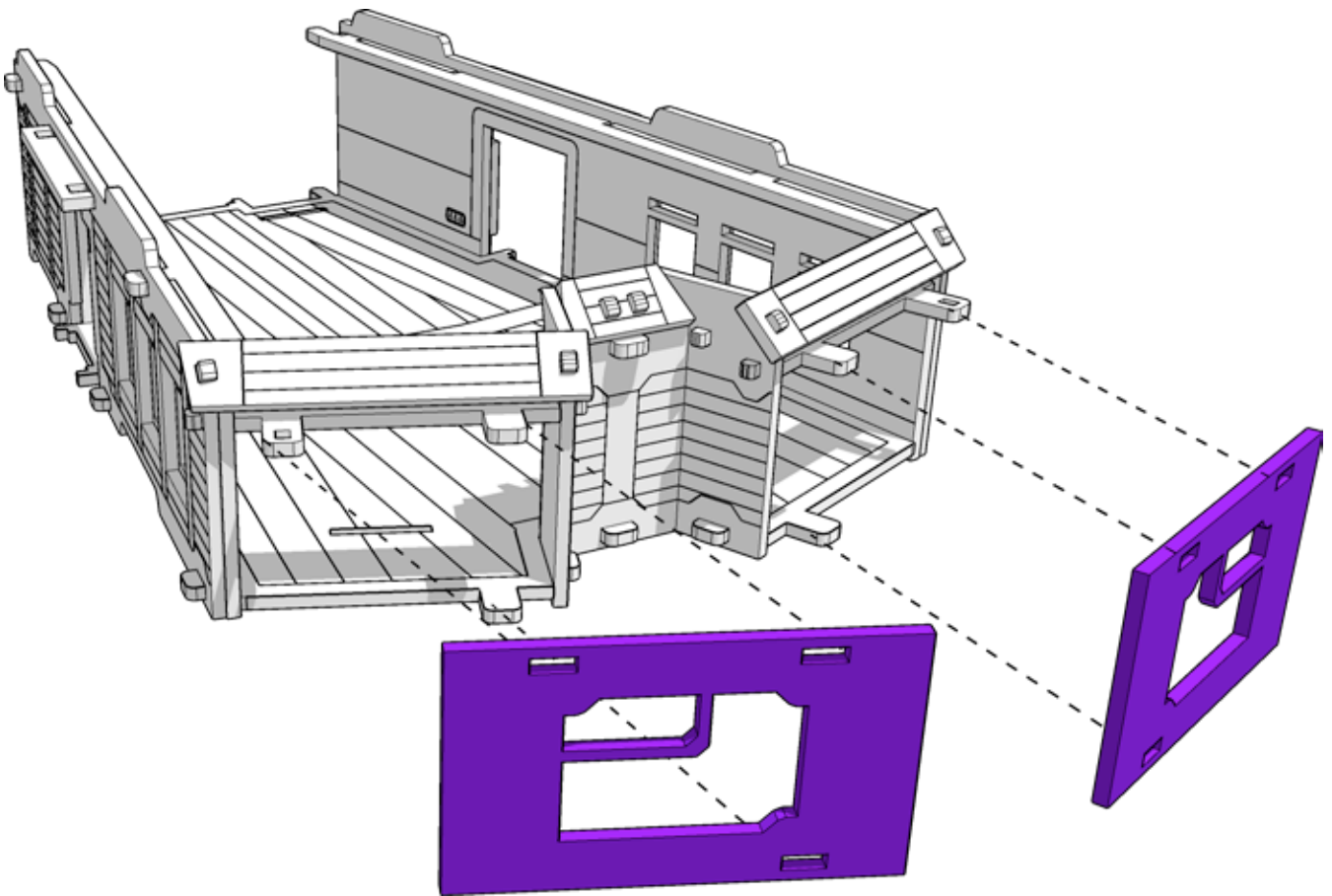




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

17

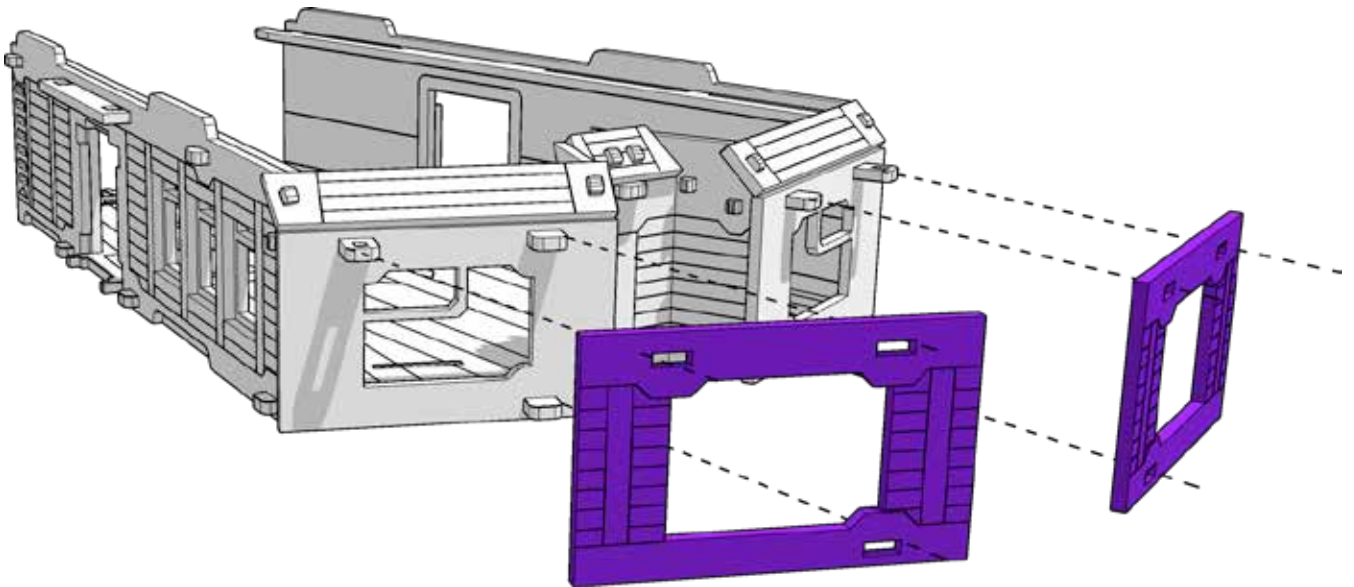




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

18

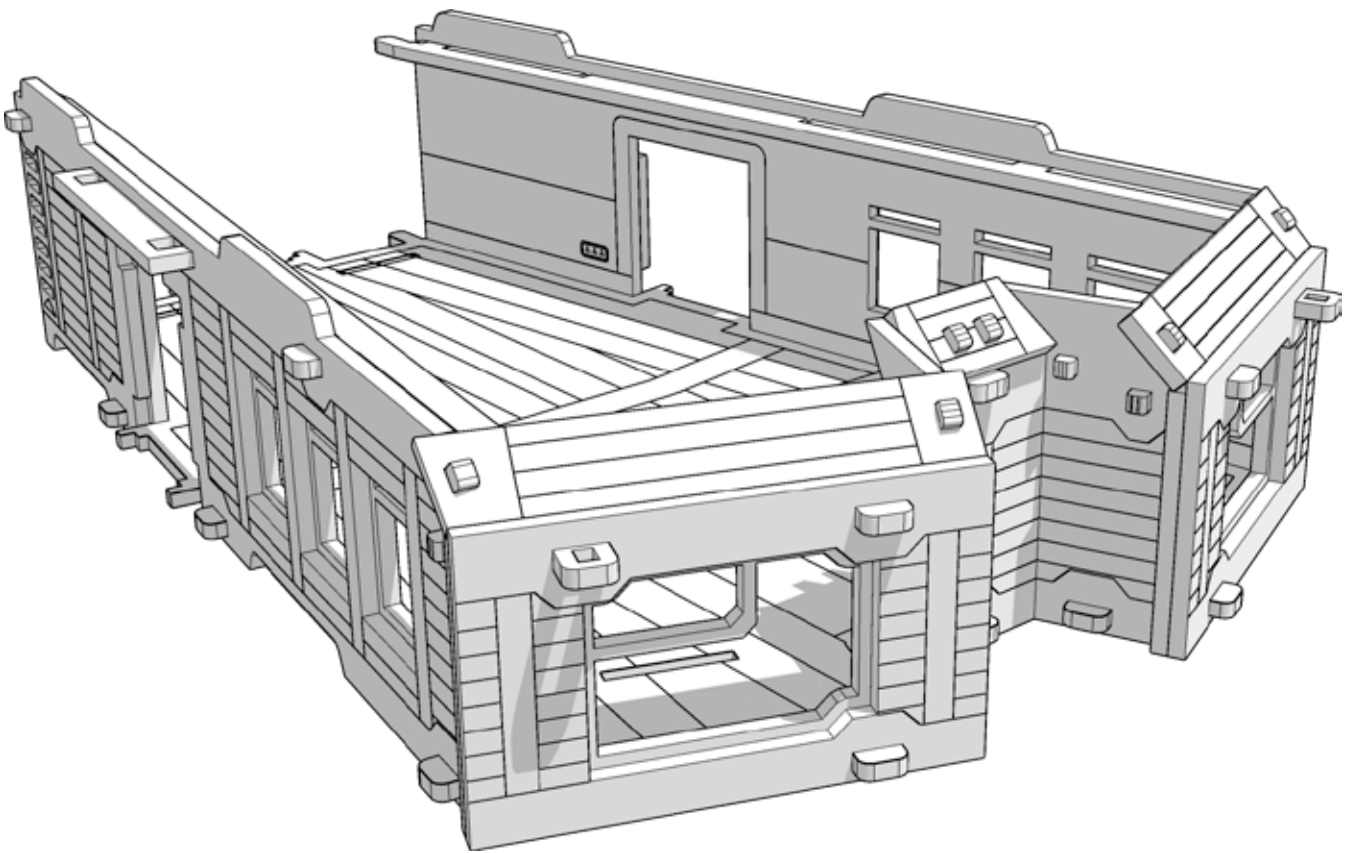




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

19

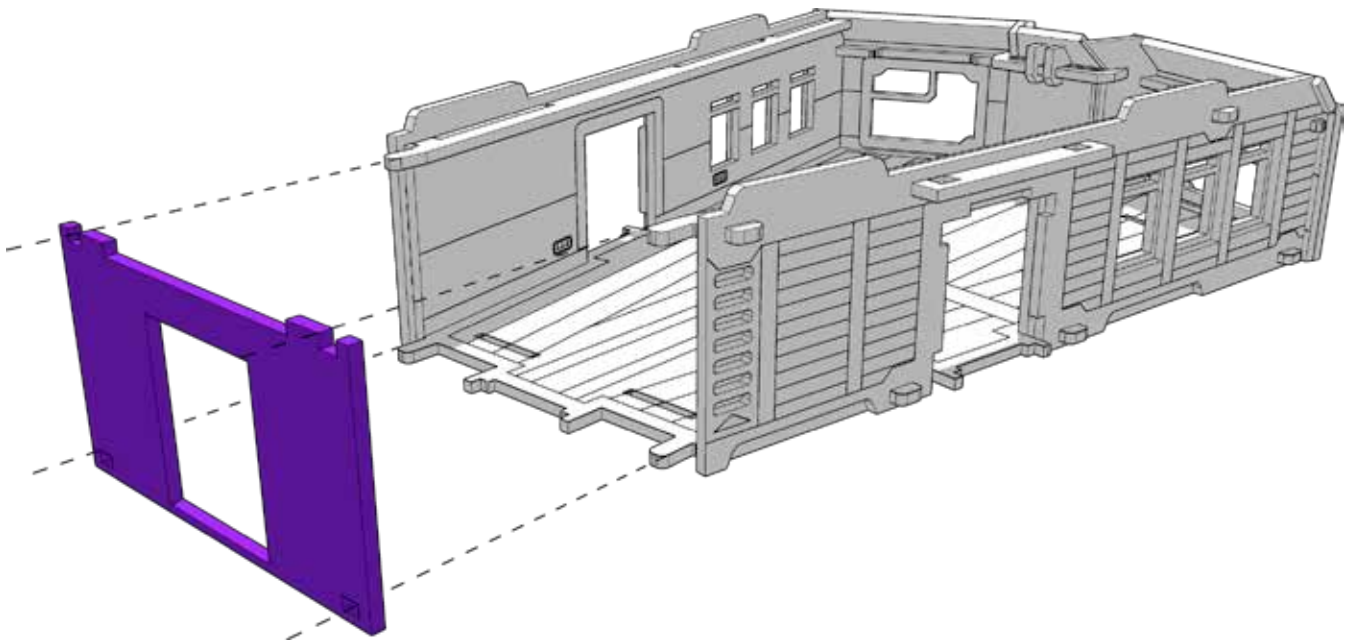




TABLETOP SCENICS

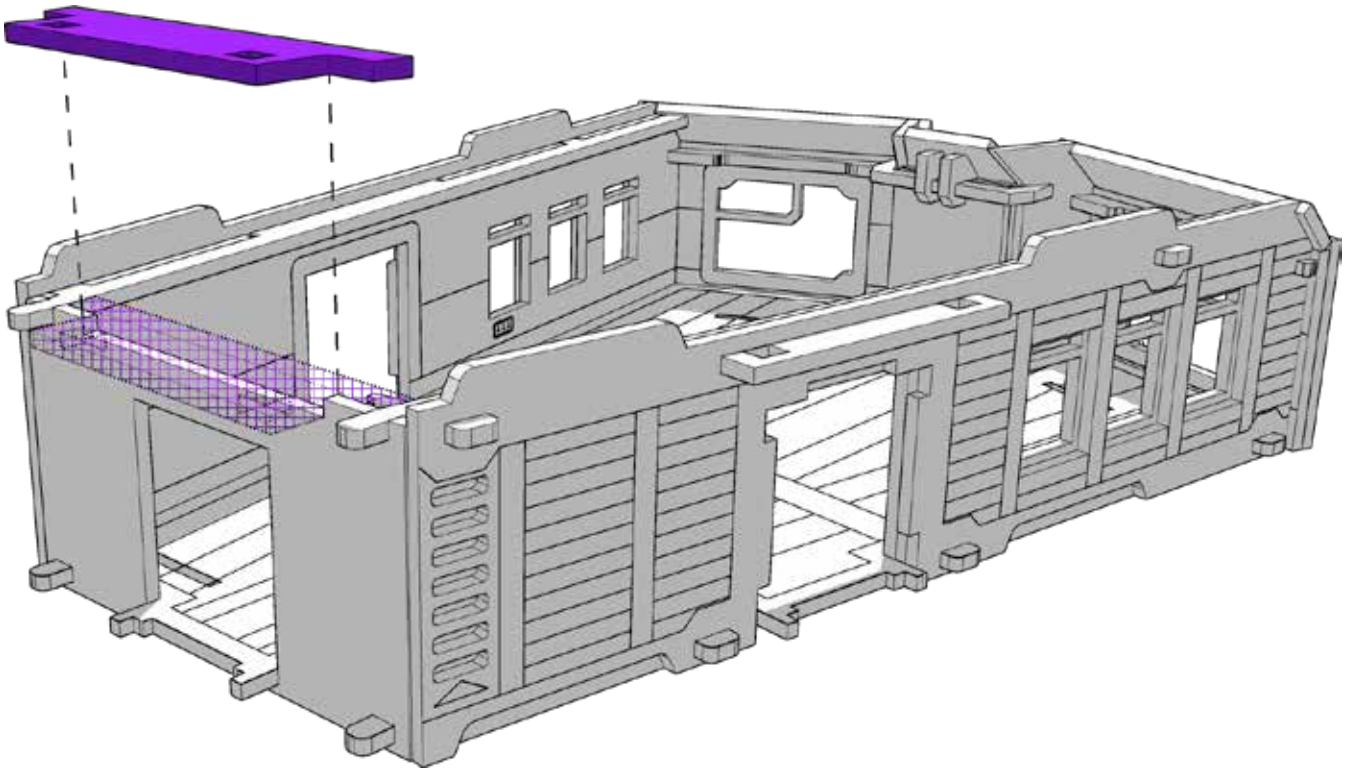
TTPSX-SFU-031
Cashstacks: Facility

20





21

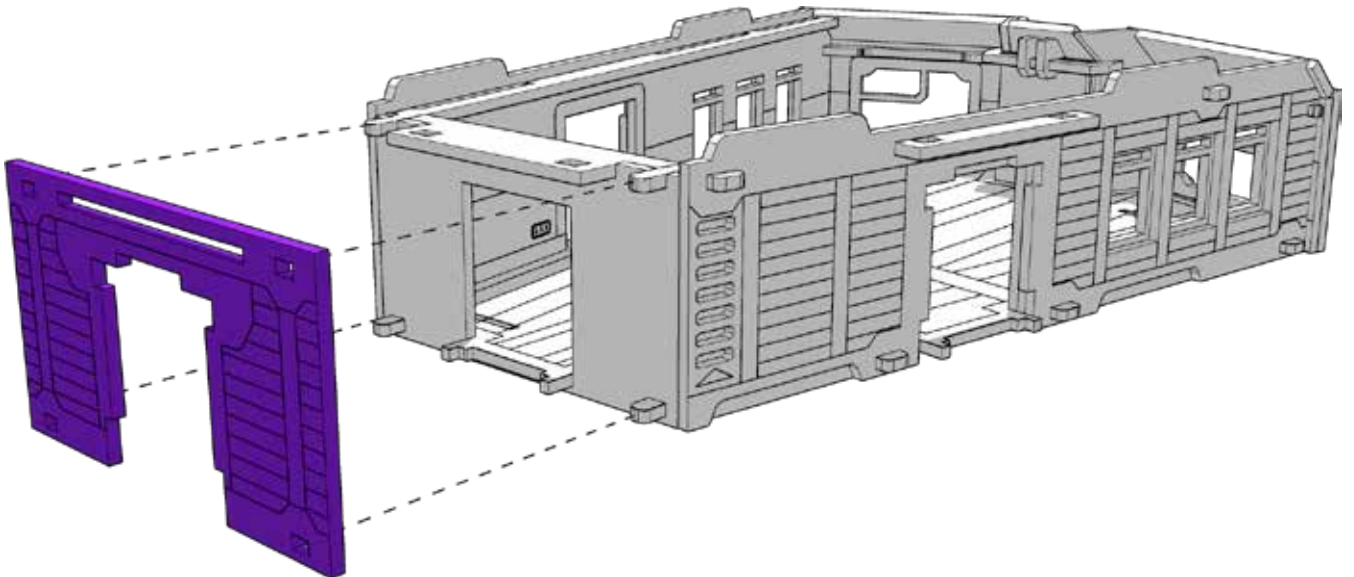




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

22

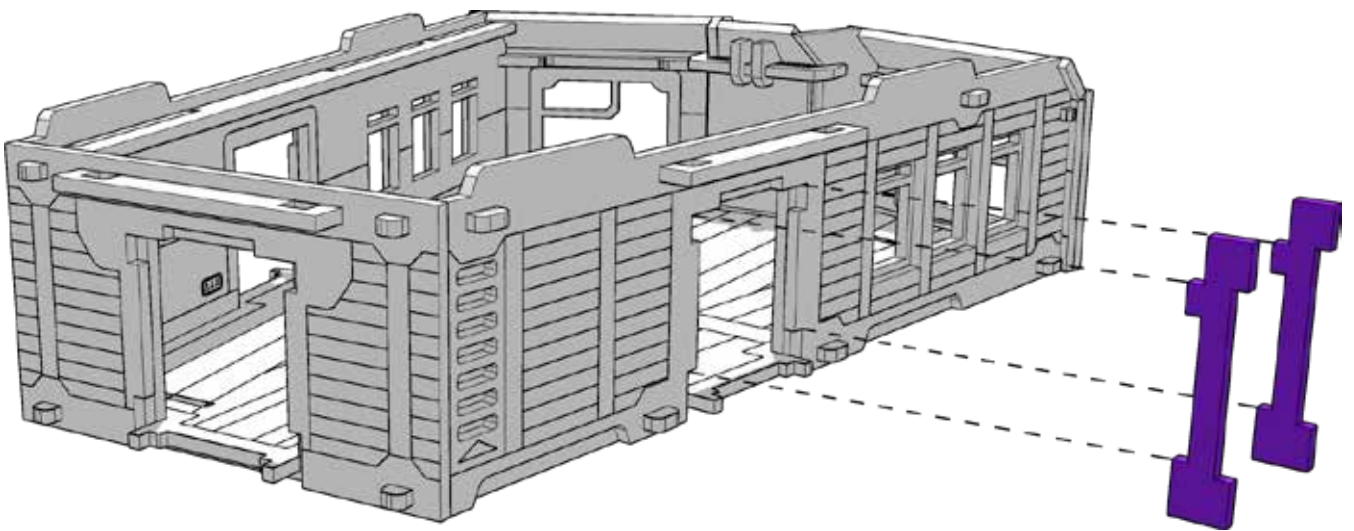




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

23

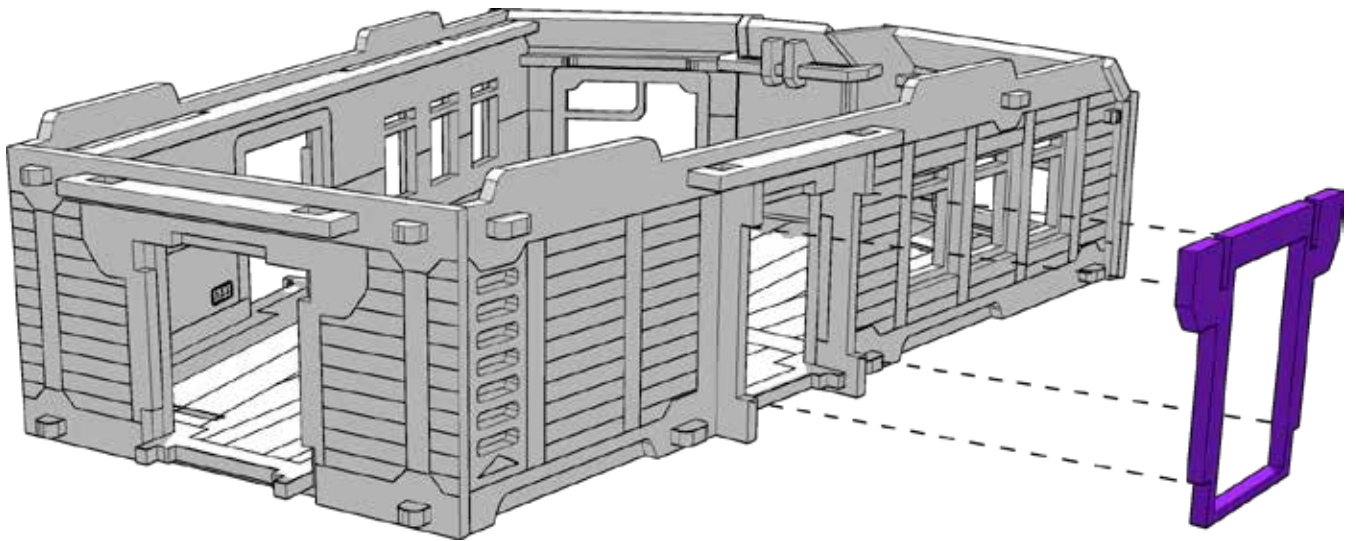




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

24

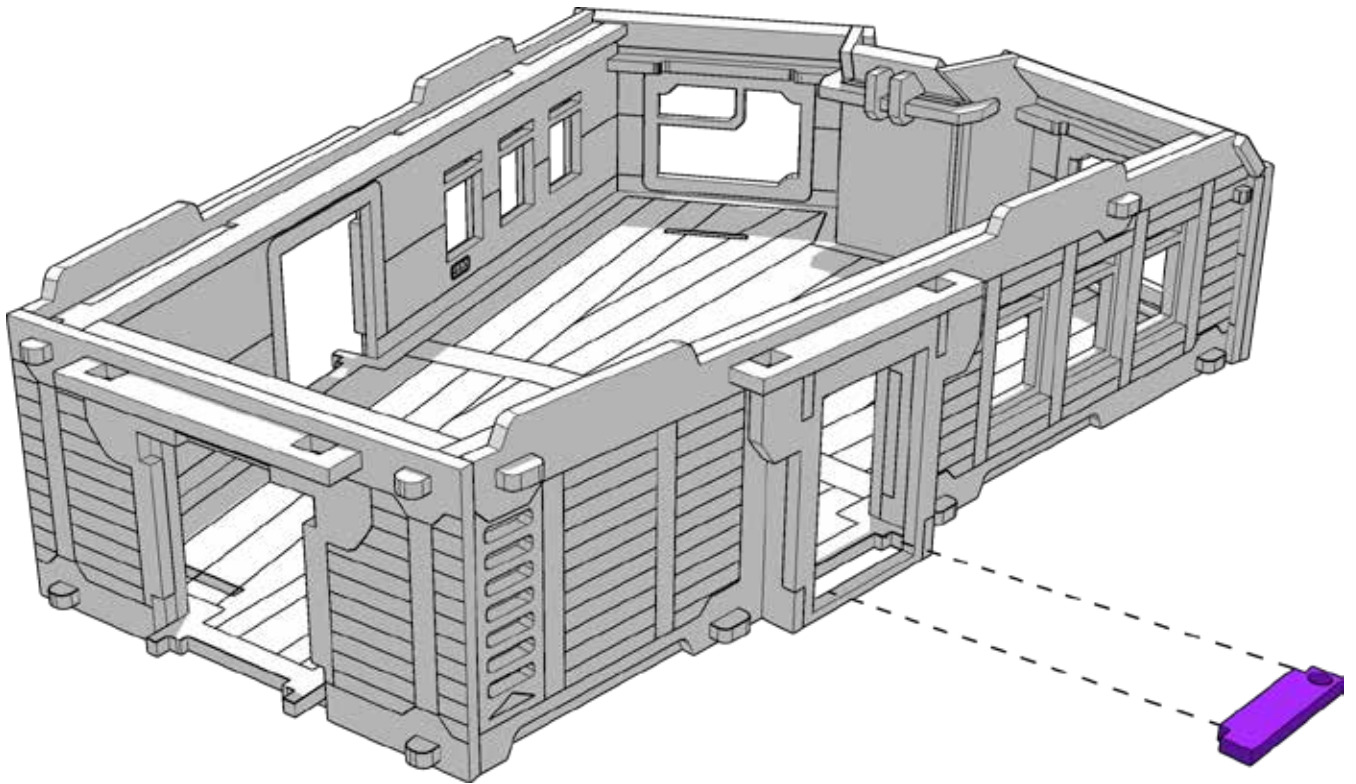




TABLETOP SCENICS

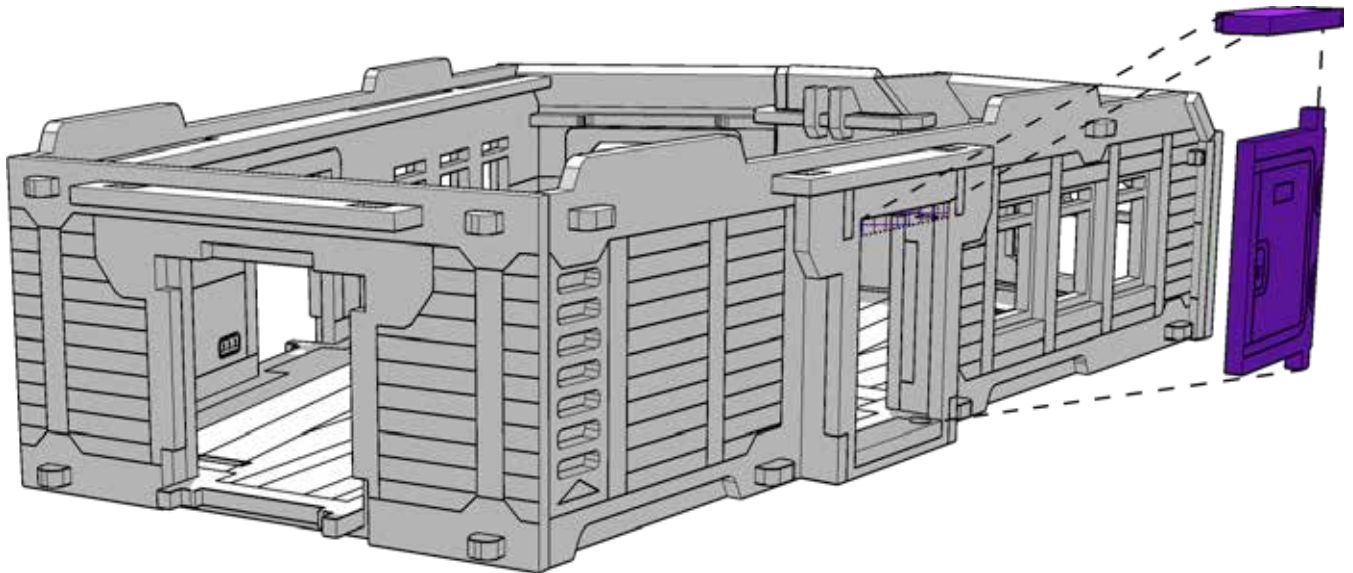
TTPSX-SFU-031
Cashstacks: Facility

25





26



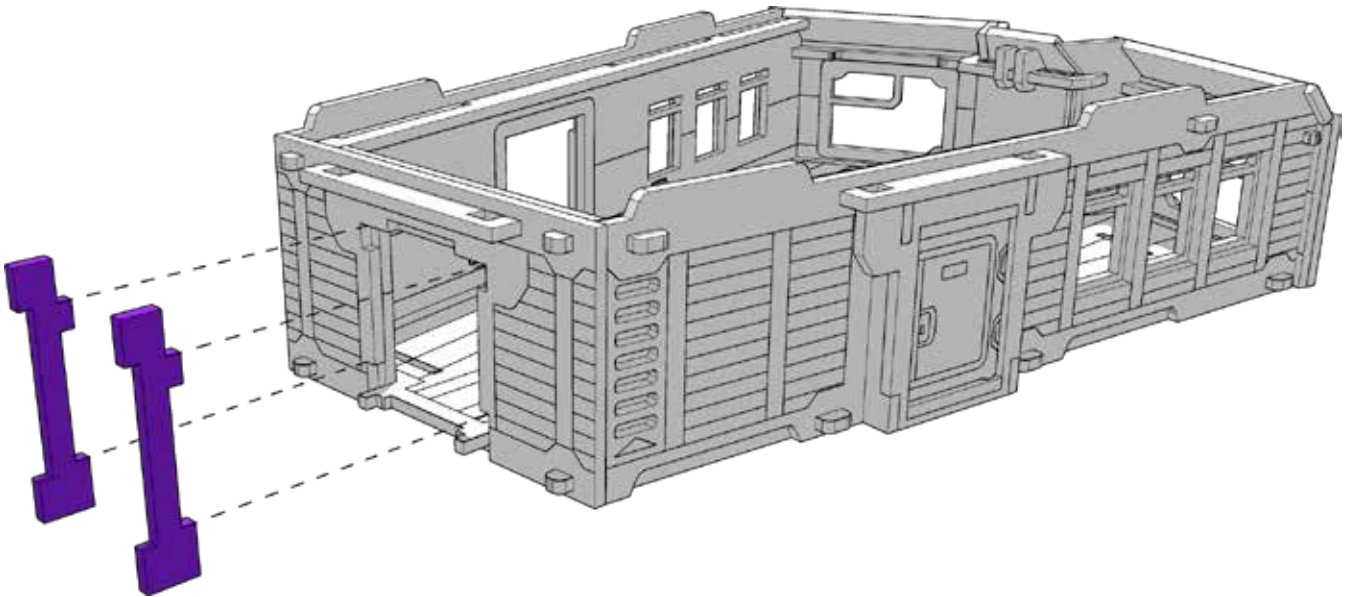
DO NOT GLUE the door in place.
It sits freely in the two holes



TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

27

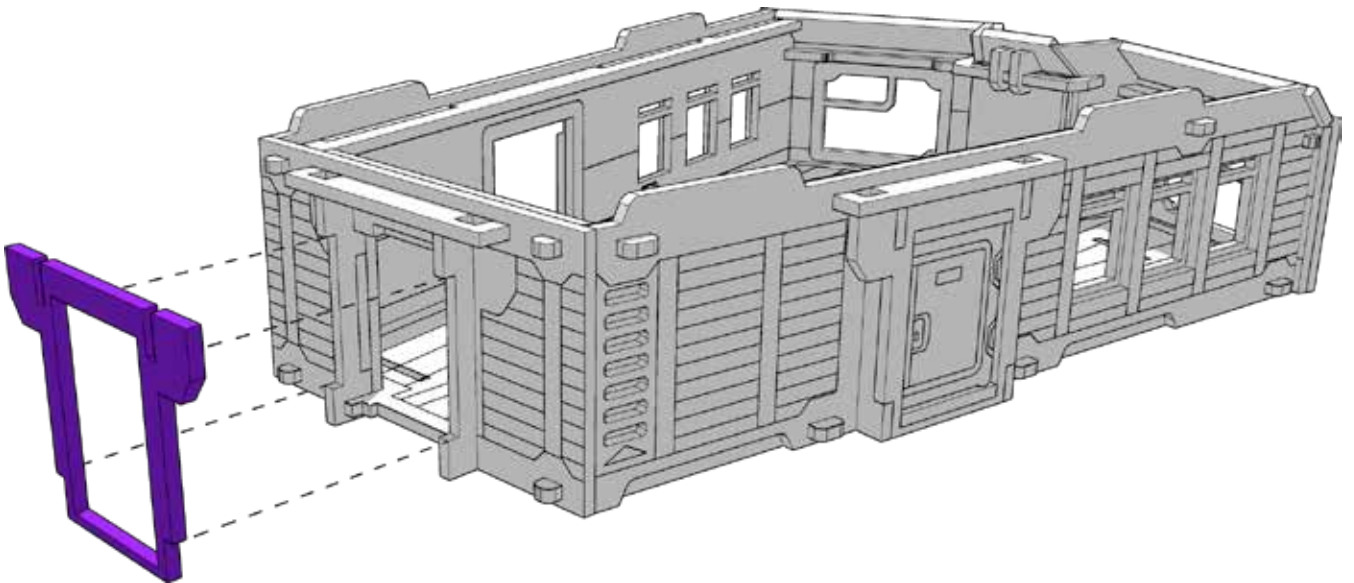




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

28

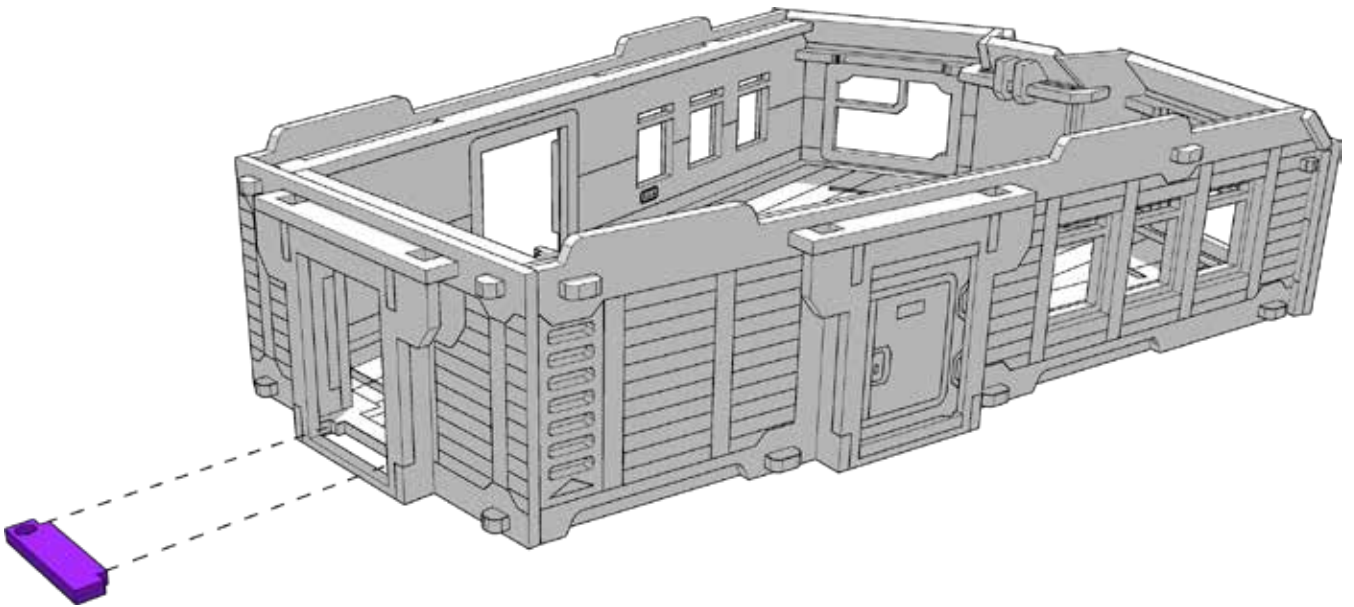




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

29

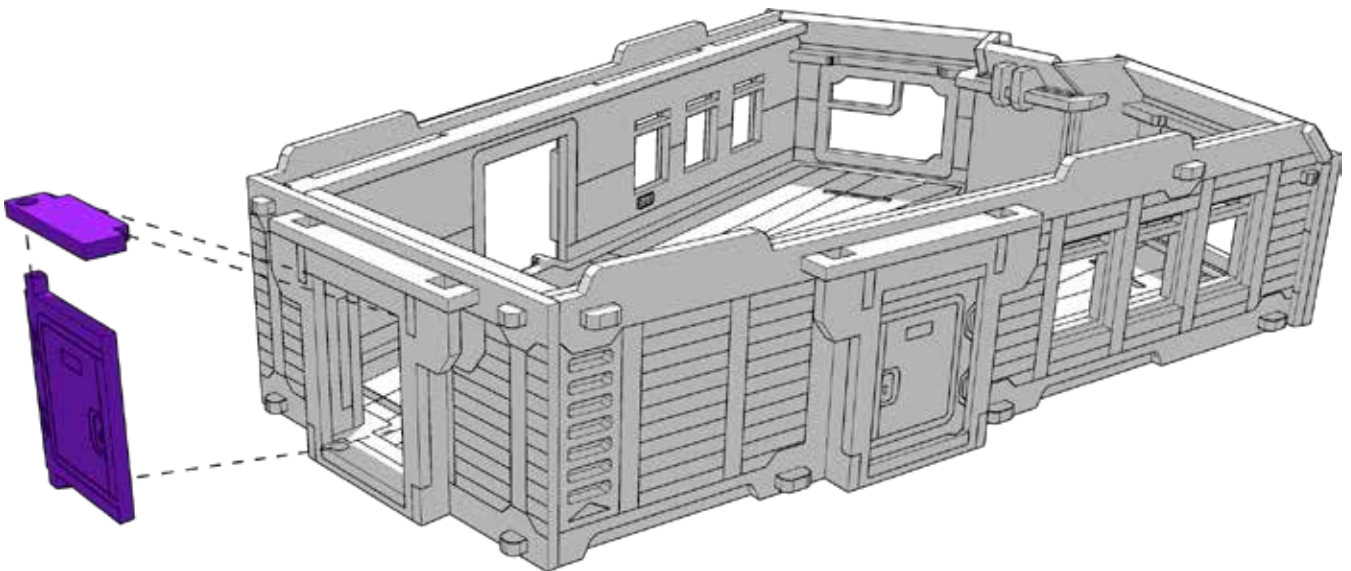




TABLETOP SCENICS

TTPSX-SFU-O31
Cashstacks: Facility

30



DO NOT GLUE the door in place.
It sits freely in the two holes

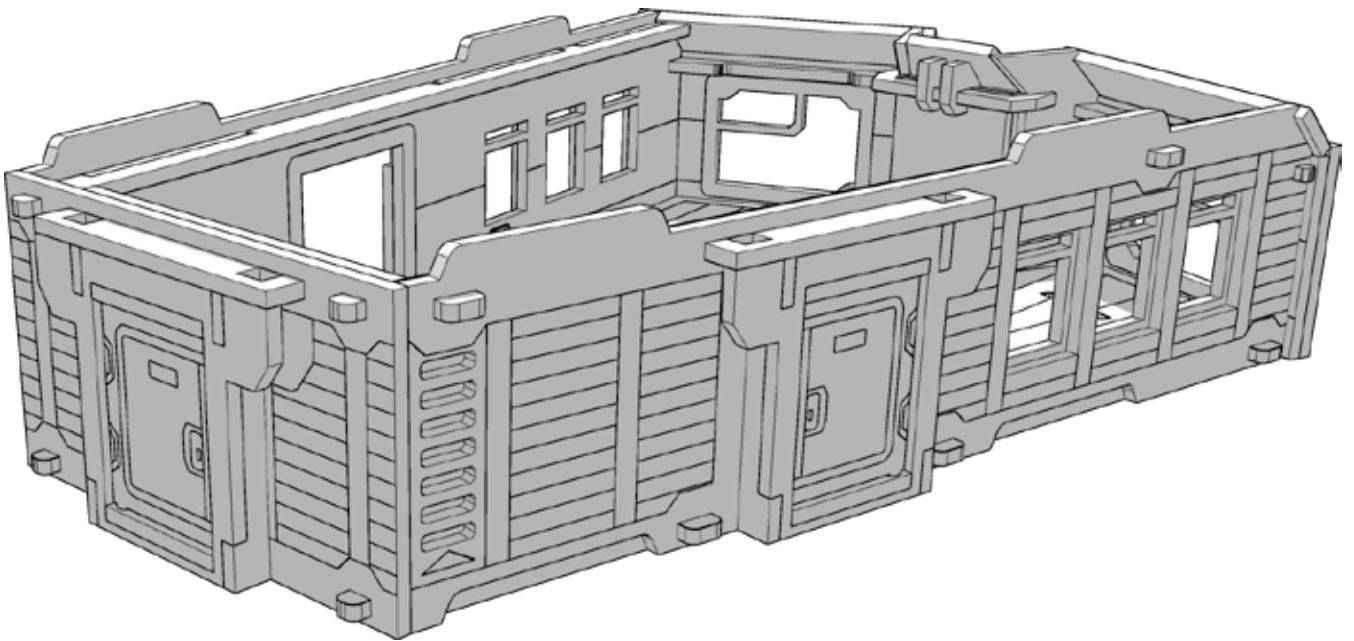




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

31

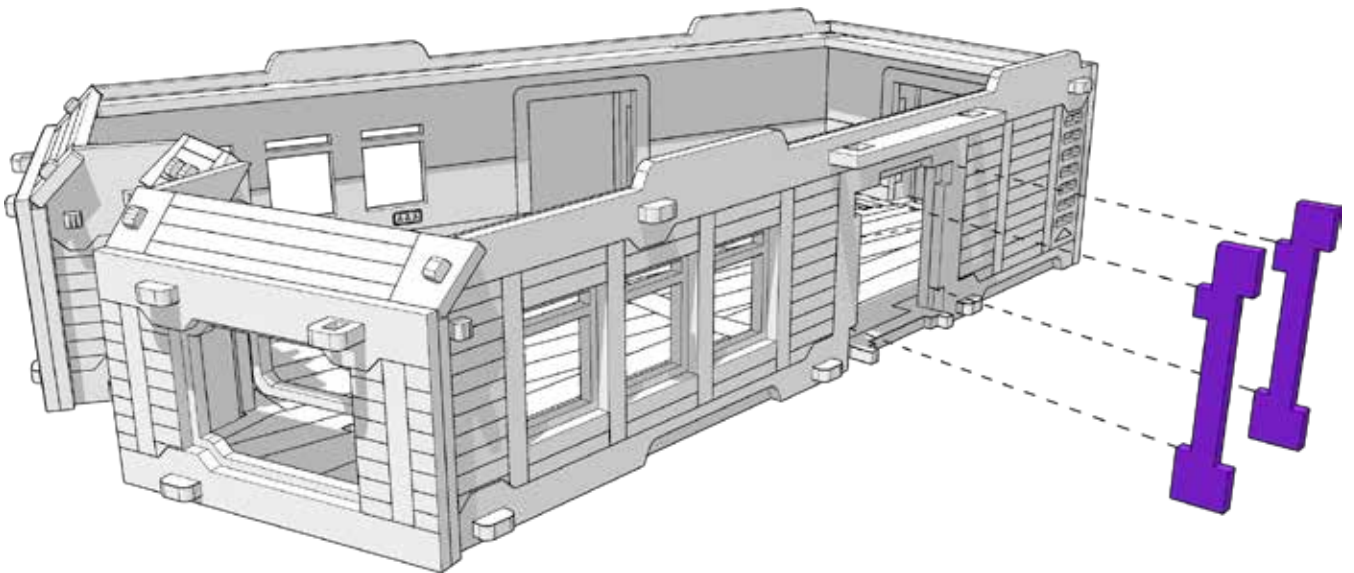




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

32

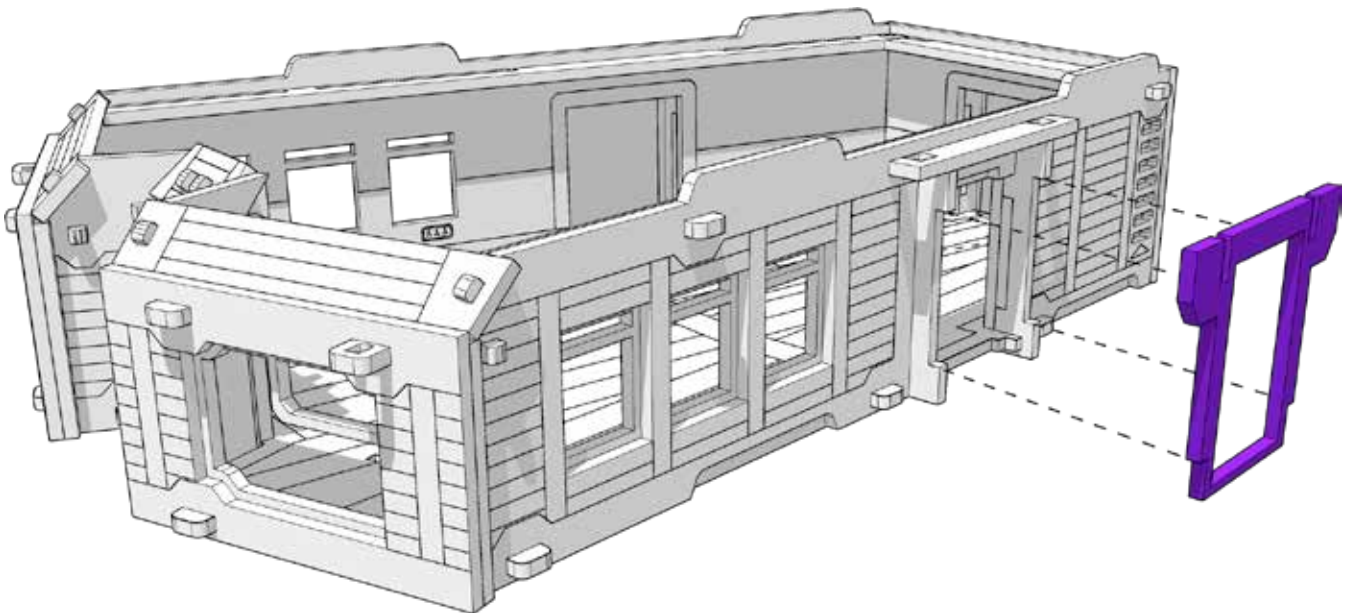




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

33

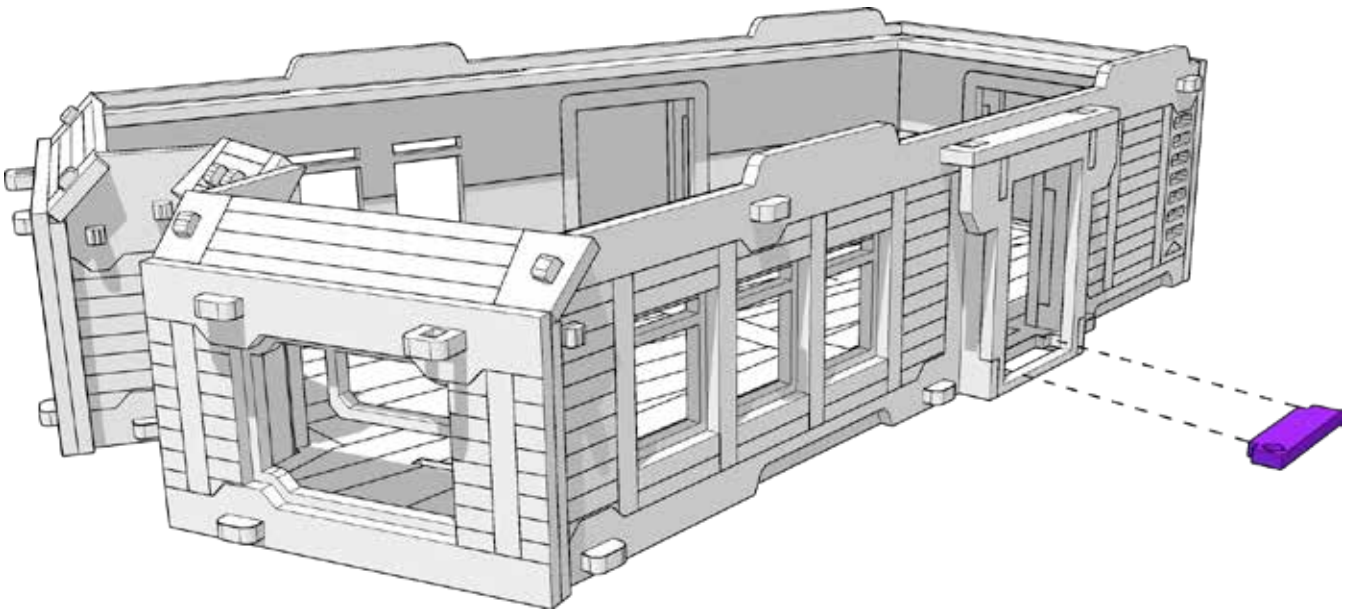




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

34

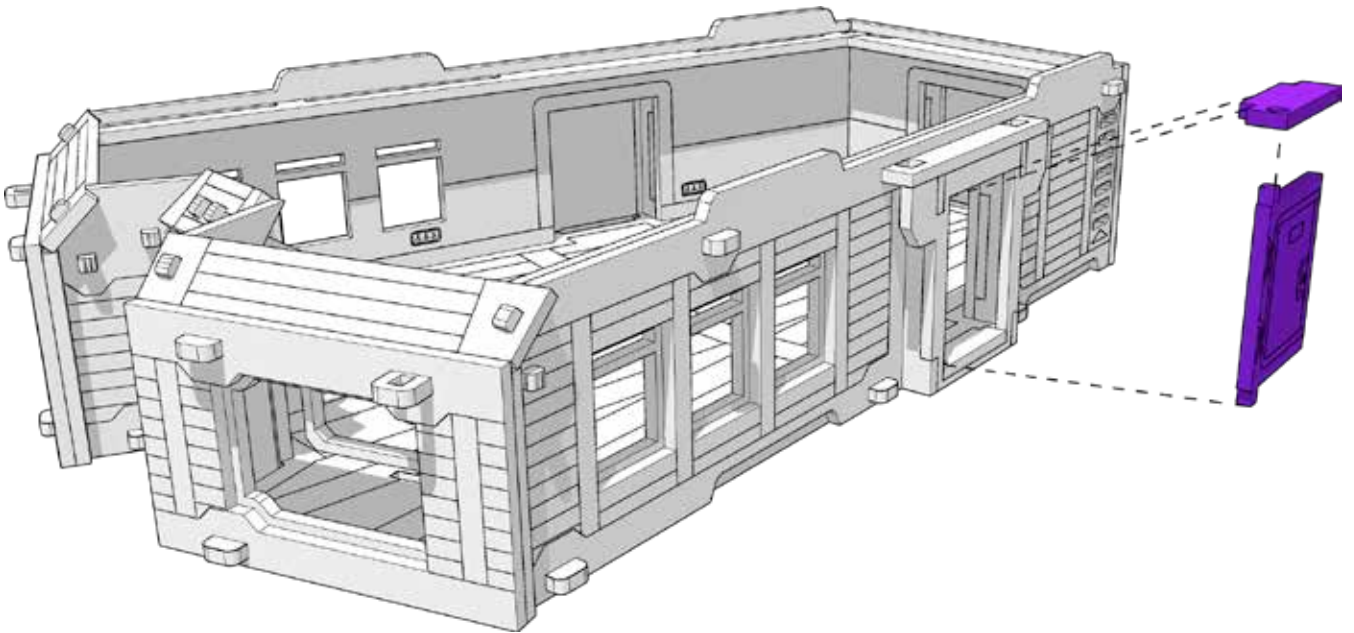




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

35



DO NOT GLUE the door in place.
It sits freely in the two holes

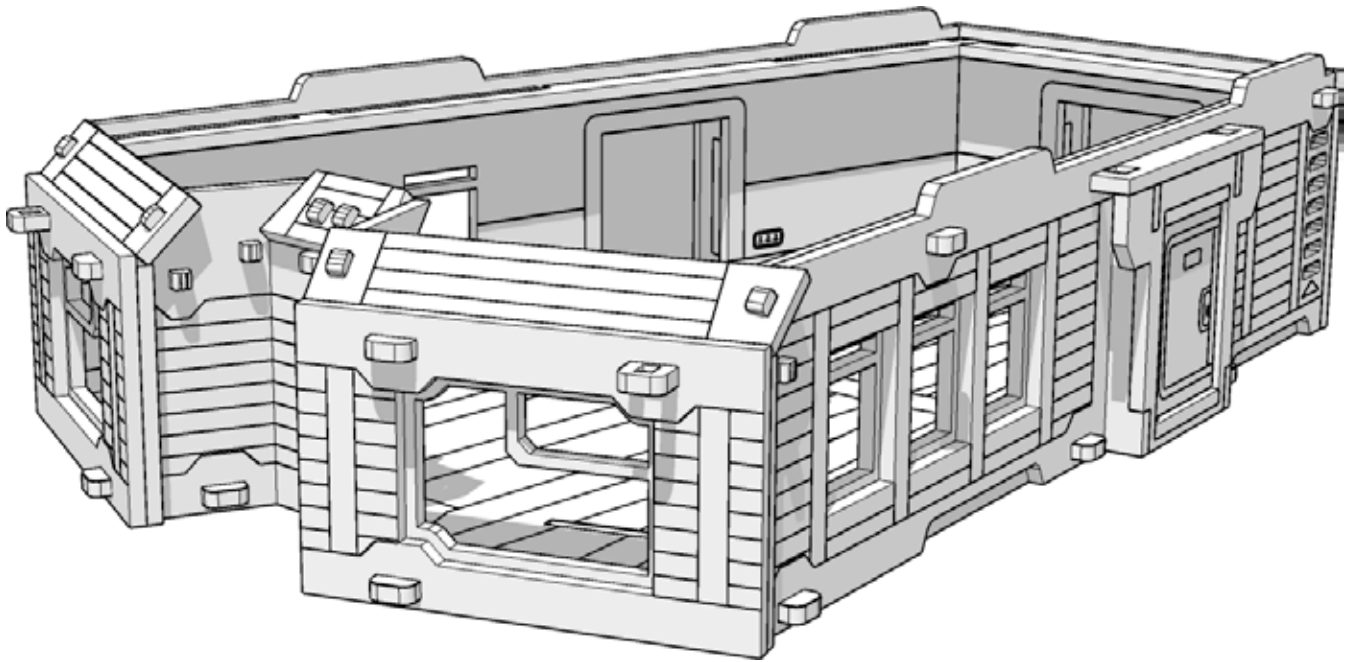




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

36

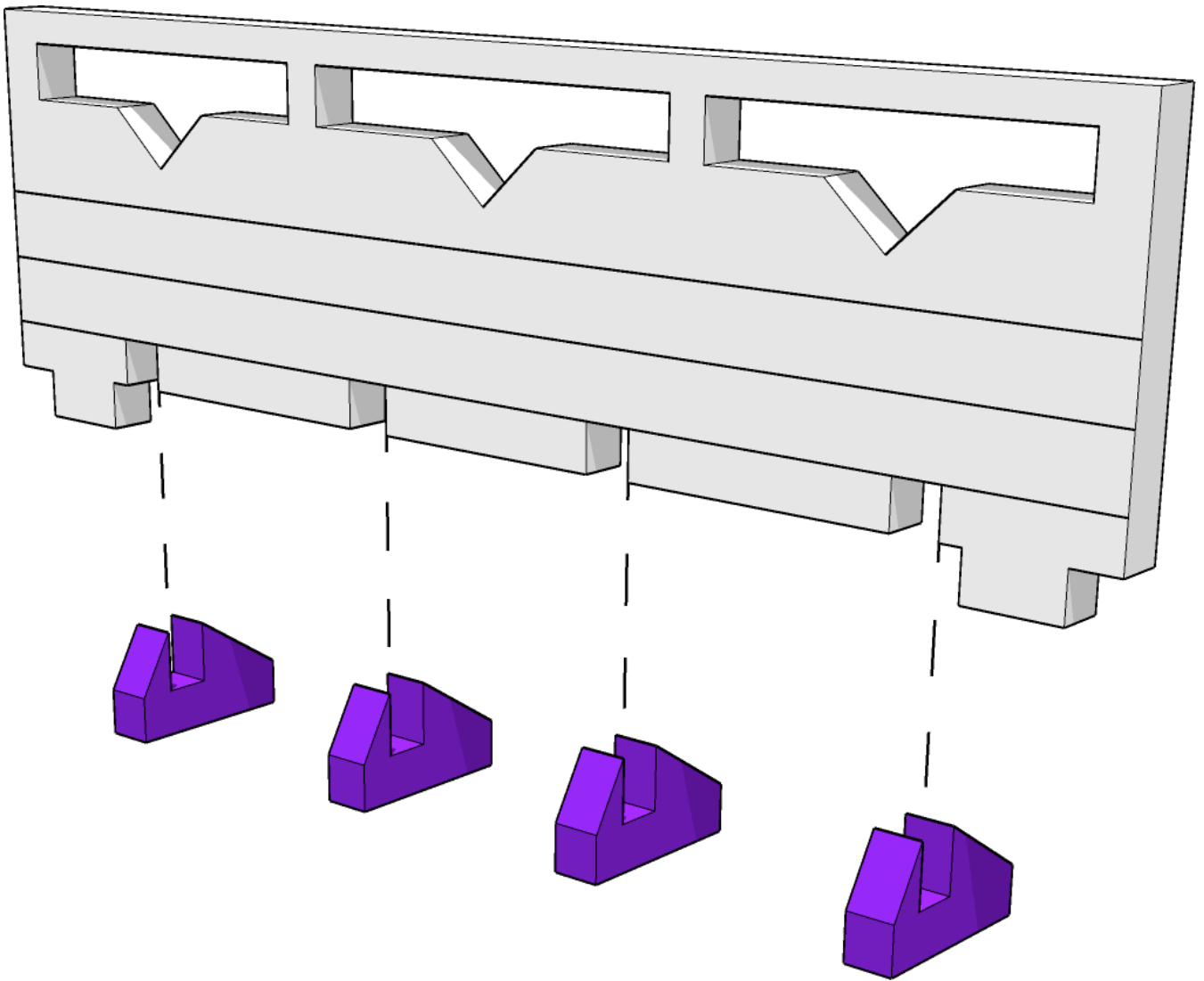




TABLETOP SCENICS

TTPSX-SFU-O31
Cashstacks: Facility

37

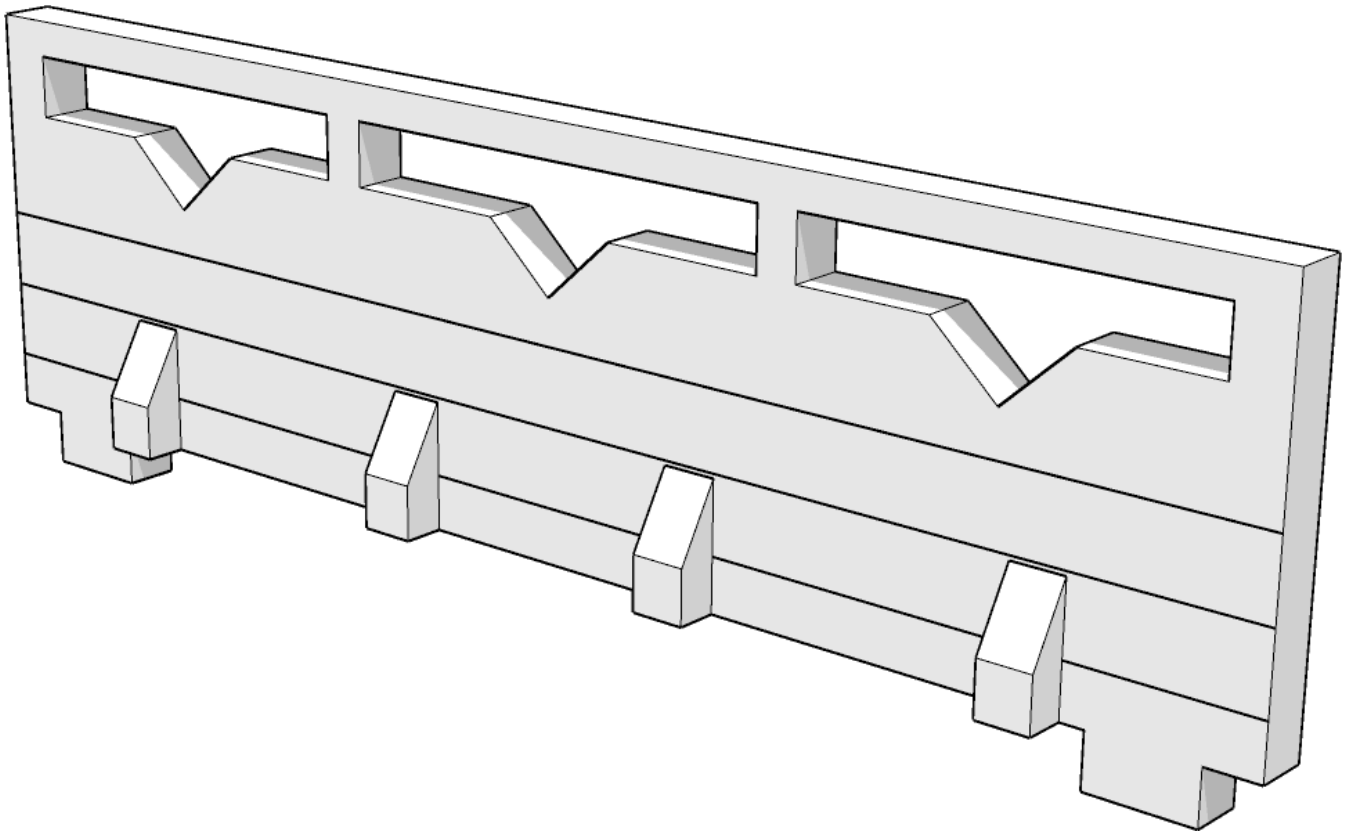




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

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x5

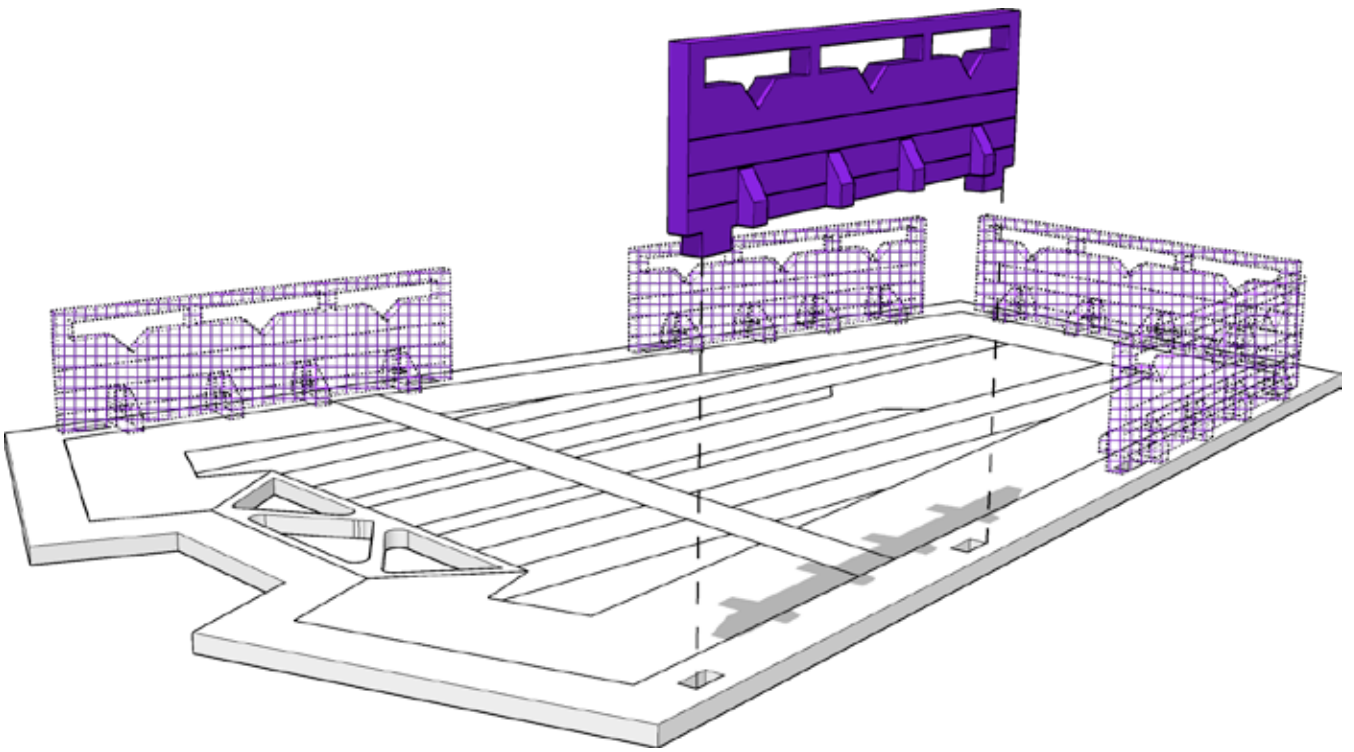
 **TTCOMBAT**



TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

39

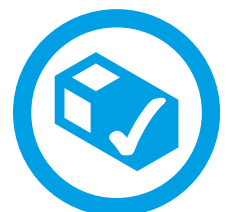
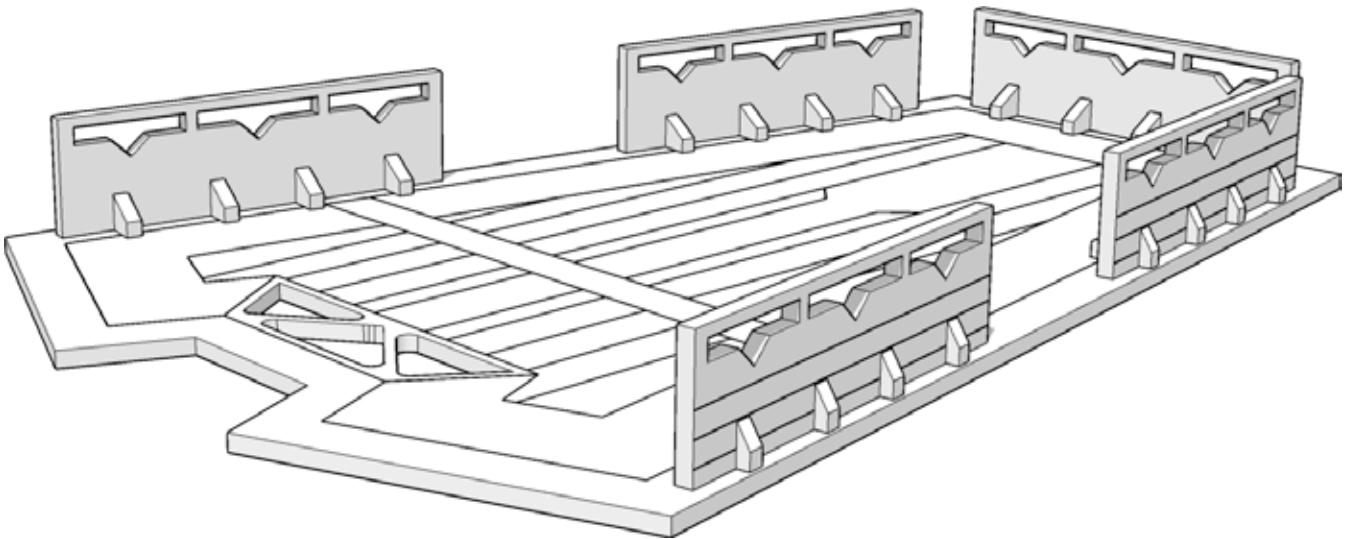




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

40

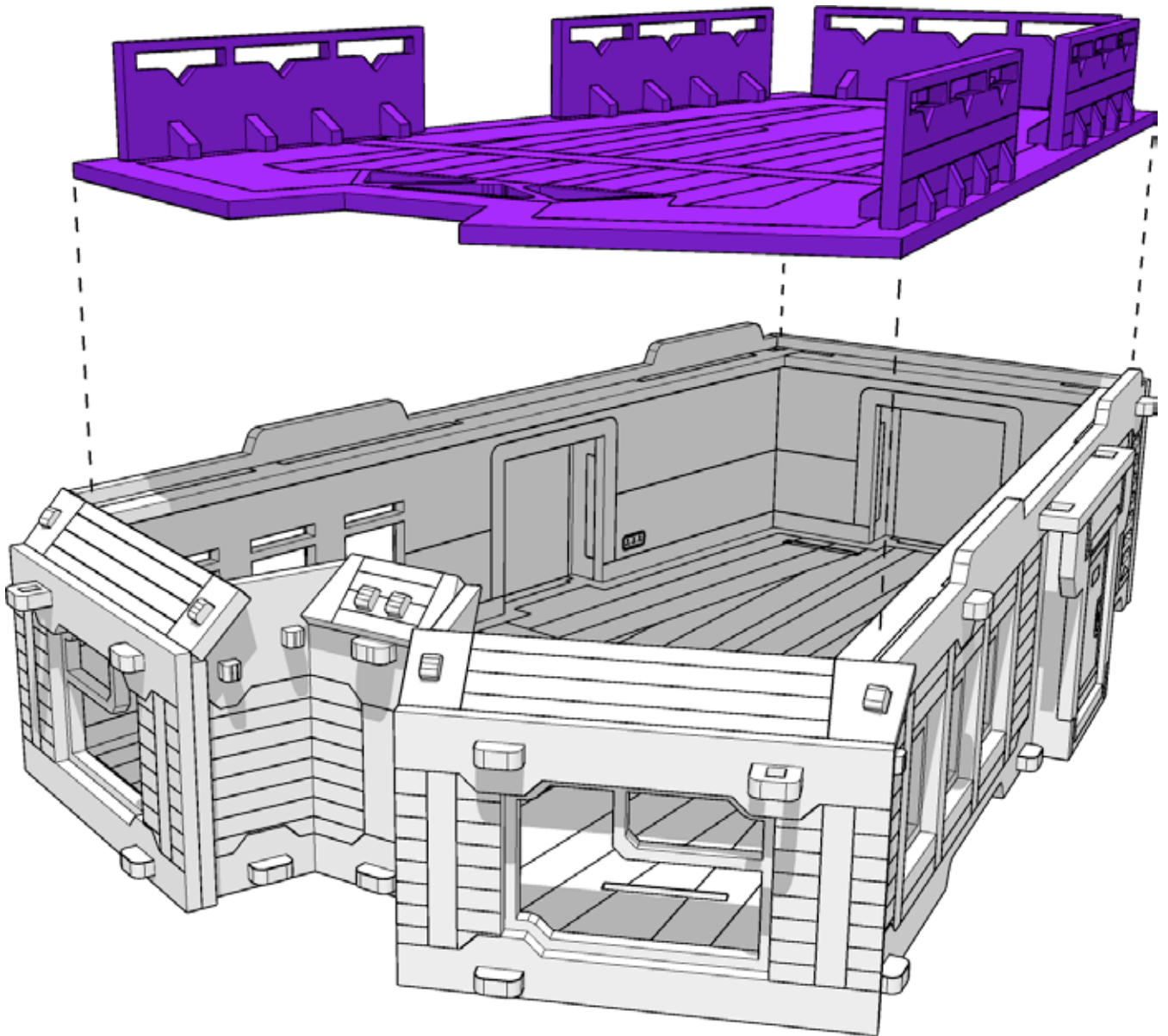




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

41

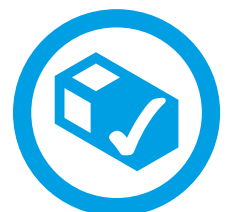
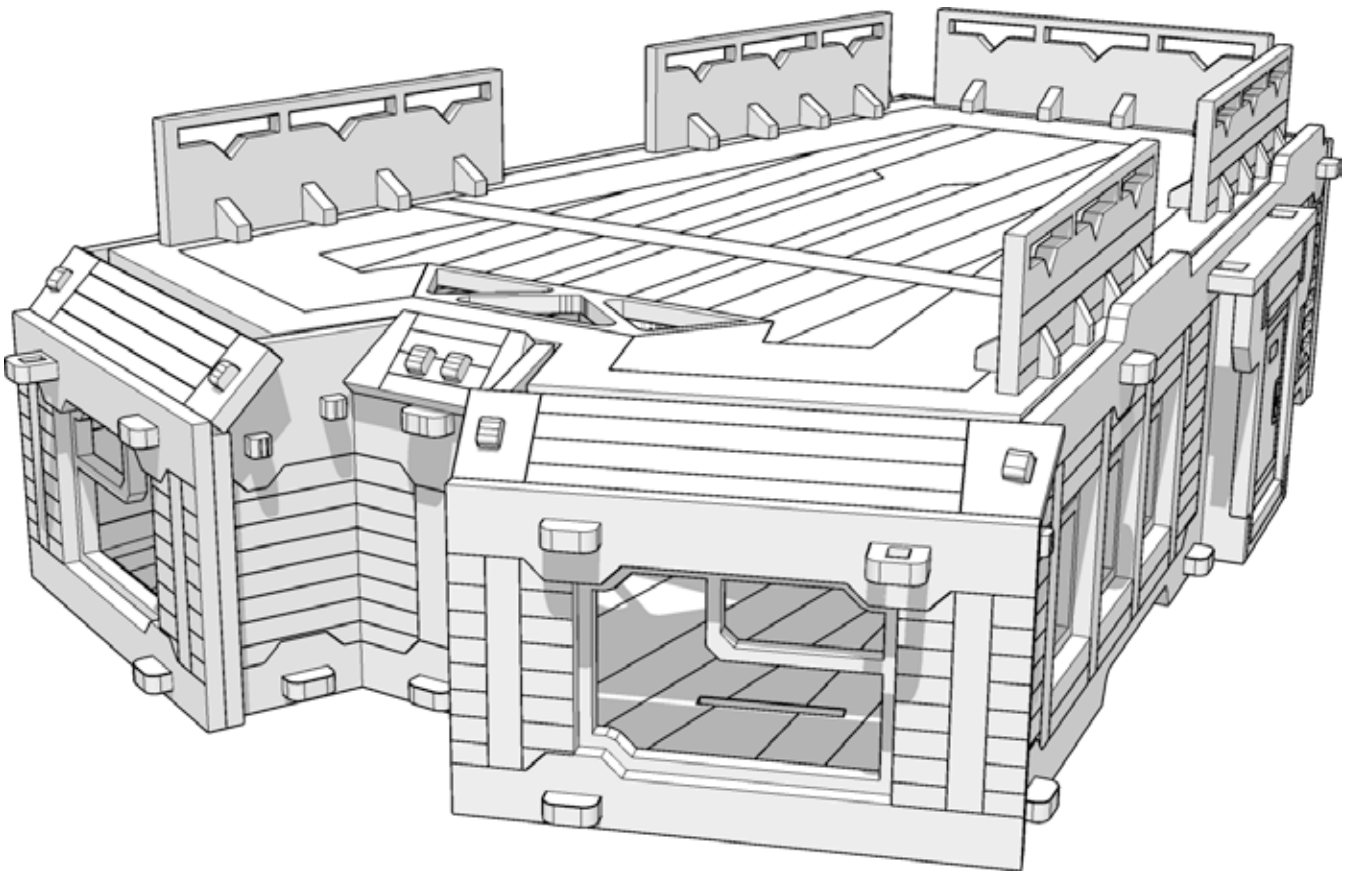




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

42



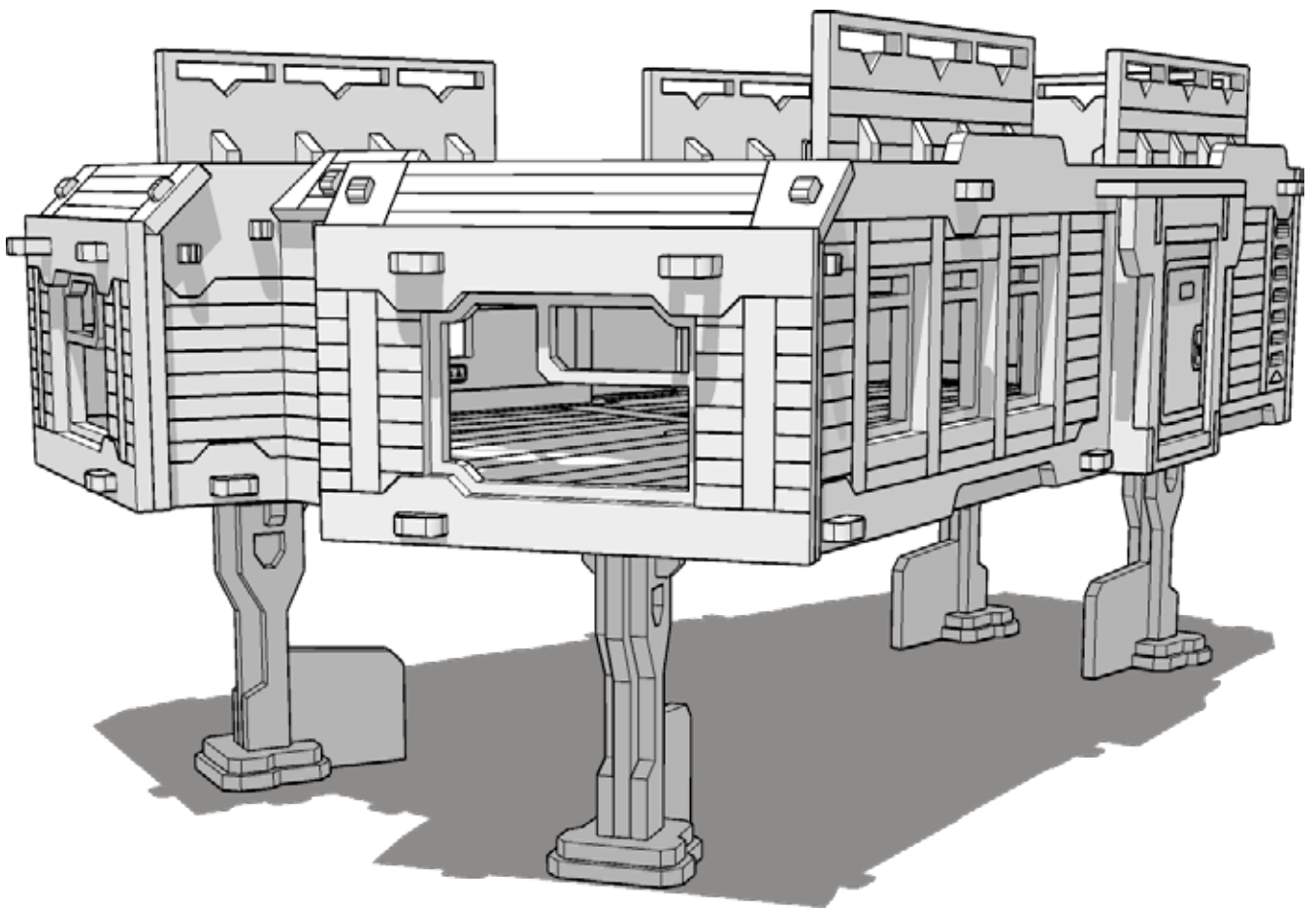
 **TTCOMBAT**



TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

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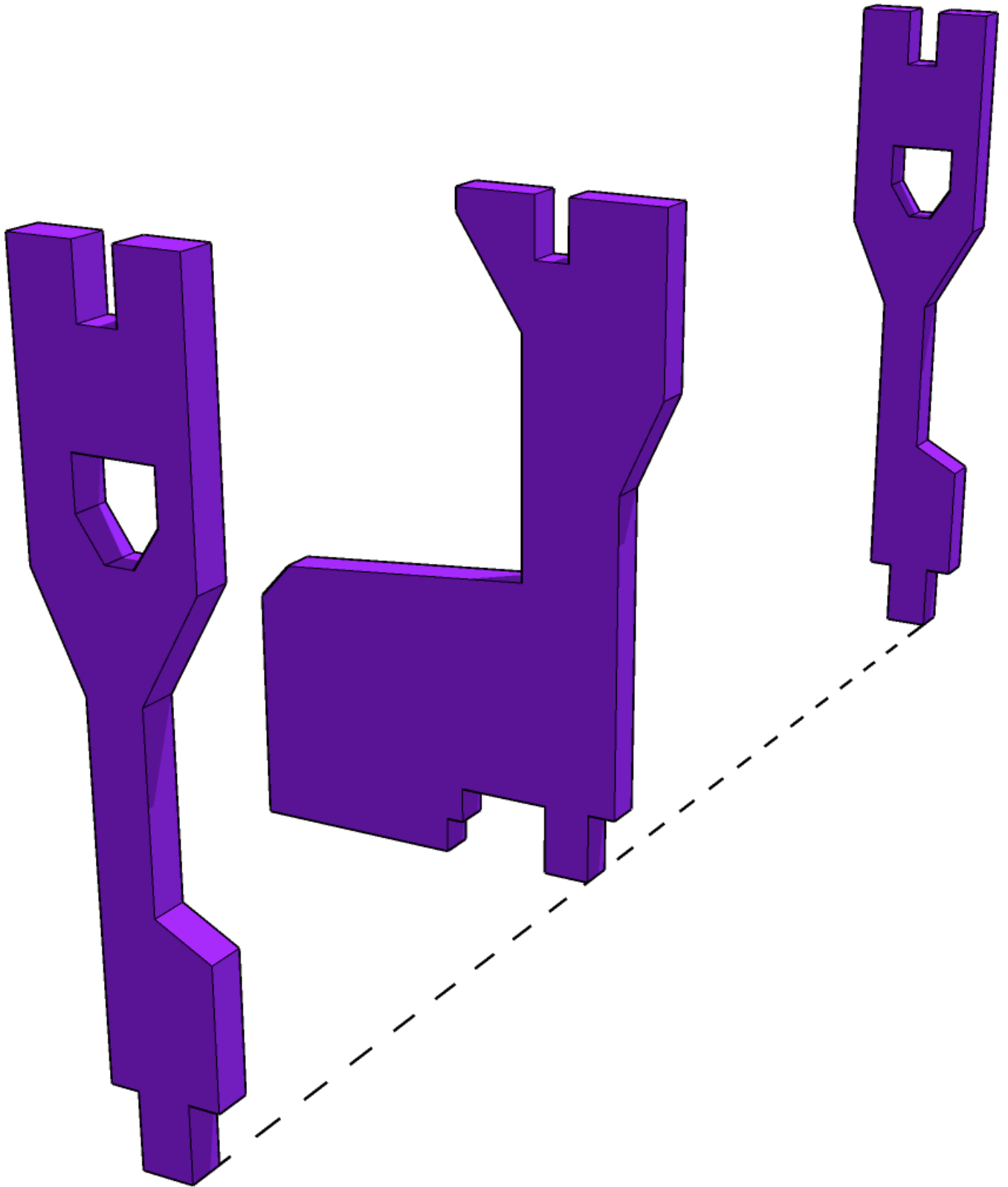
Block Legs



TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

44

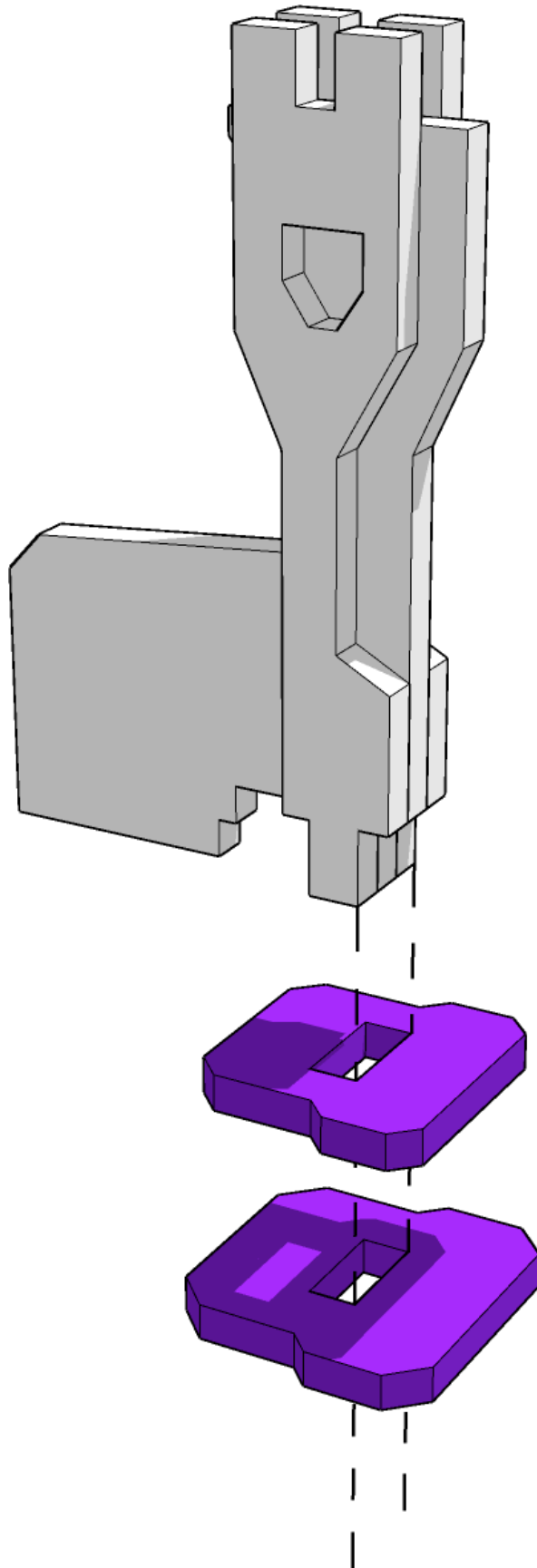




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

45

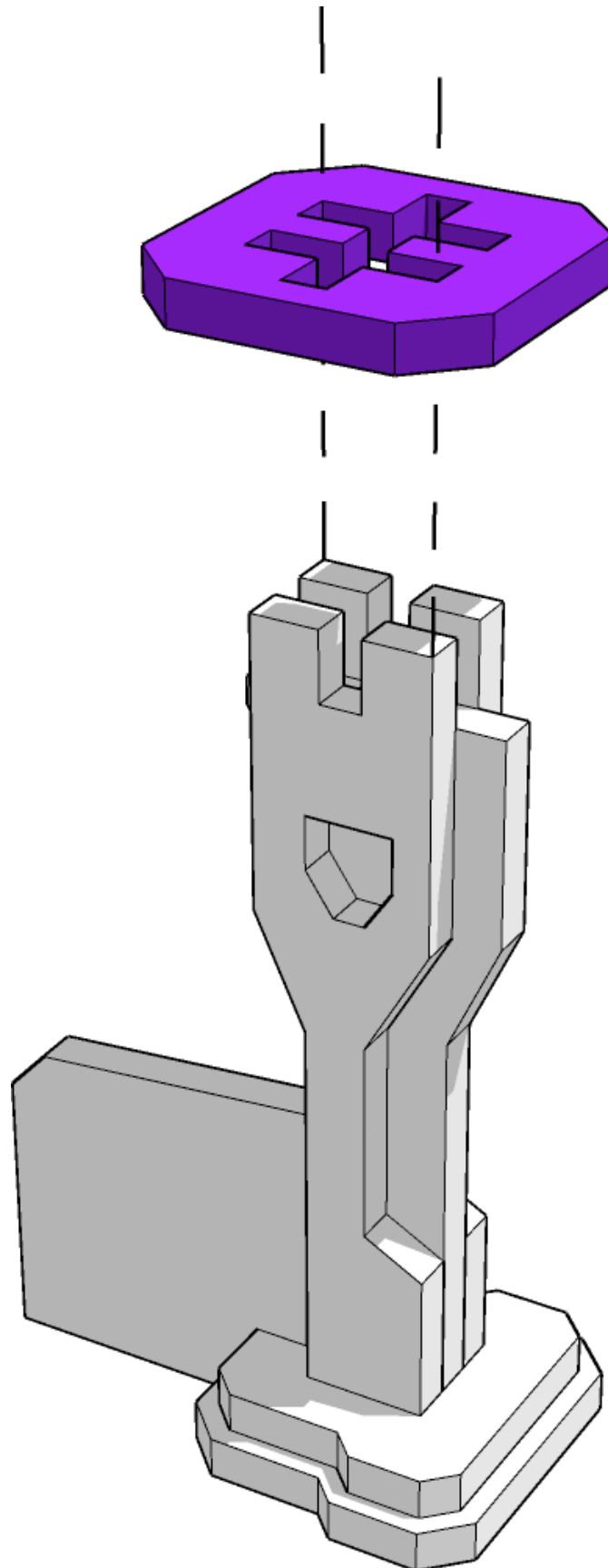




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

46

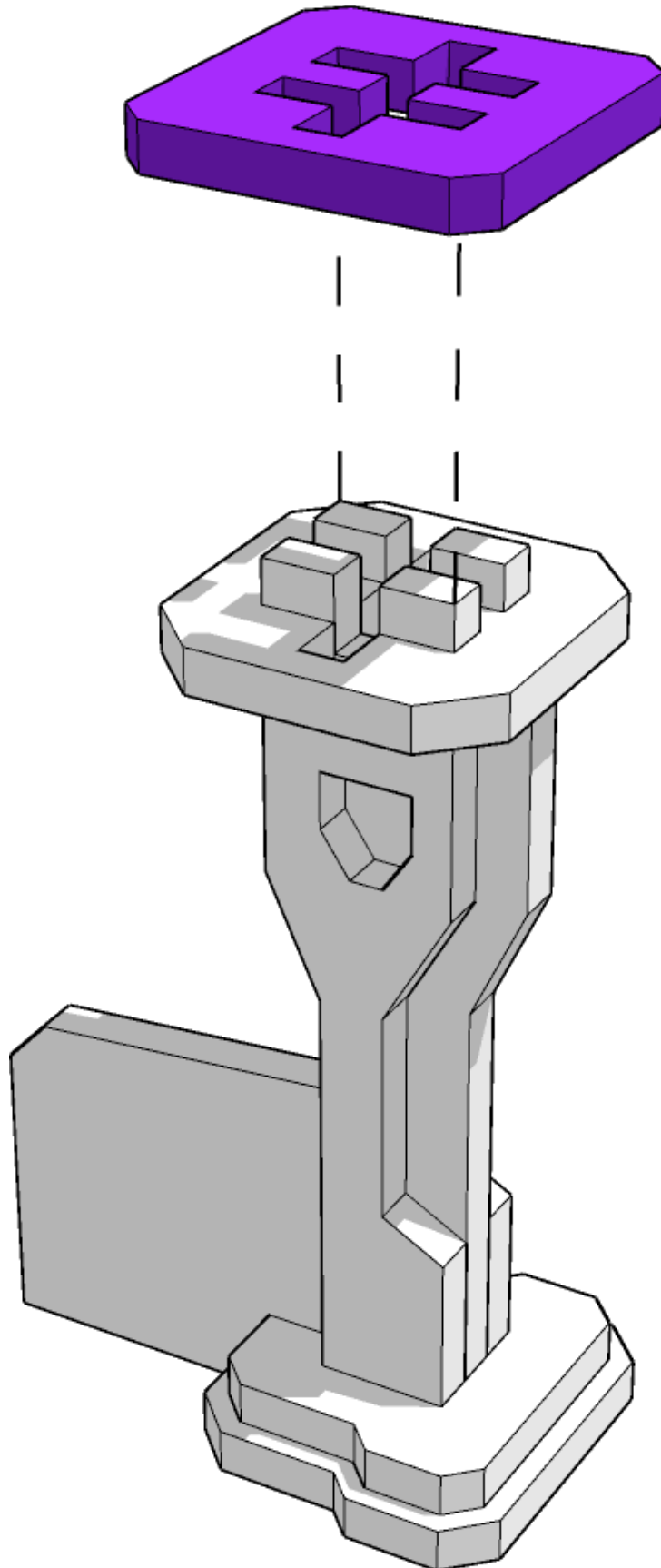




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

47

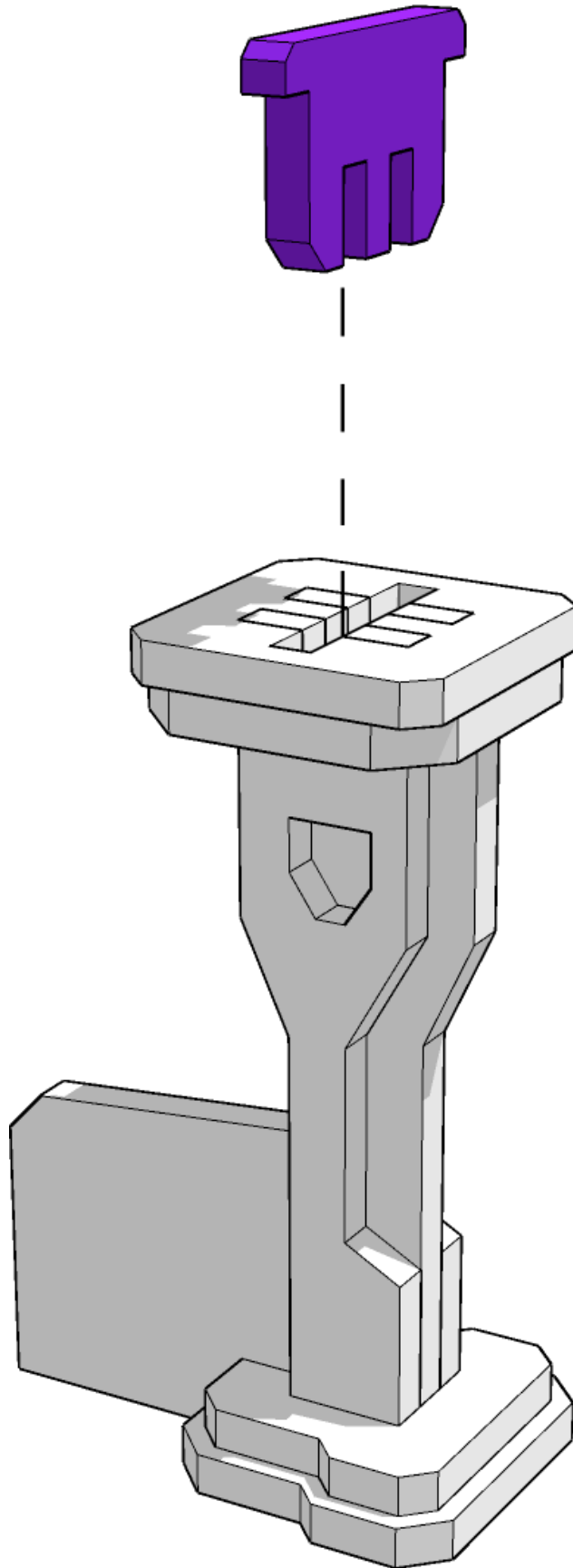




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

48

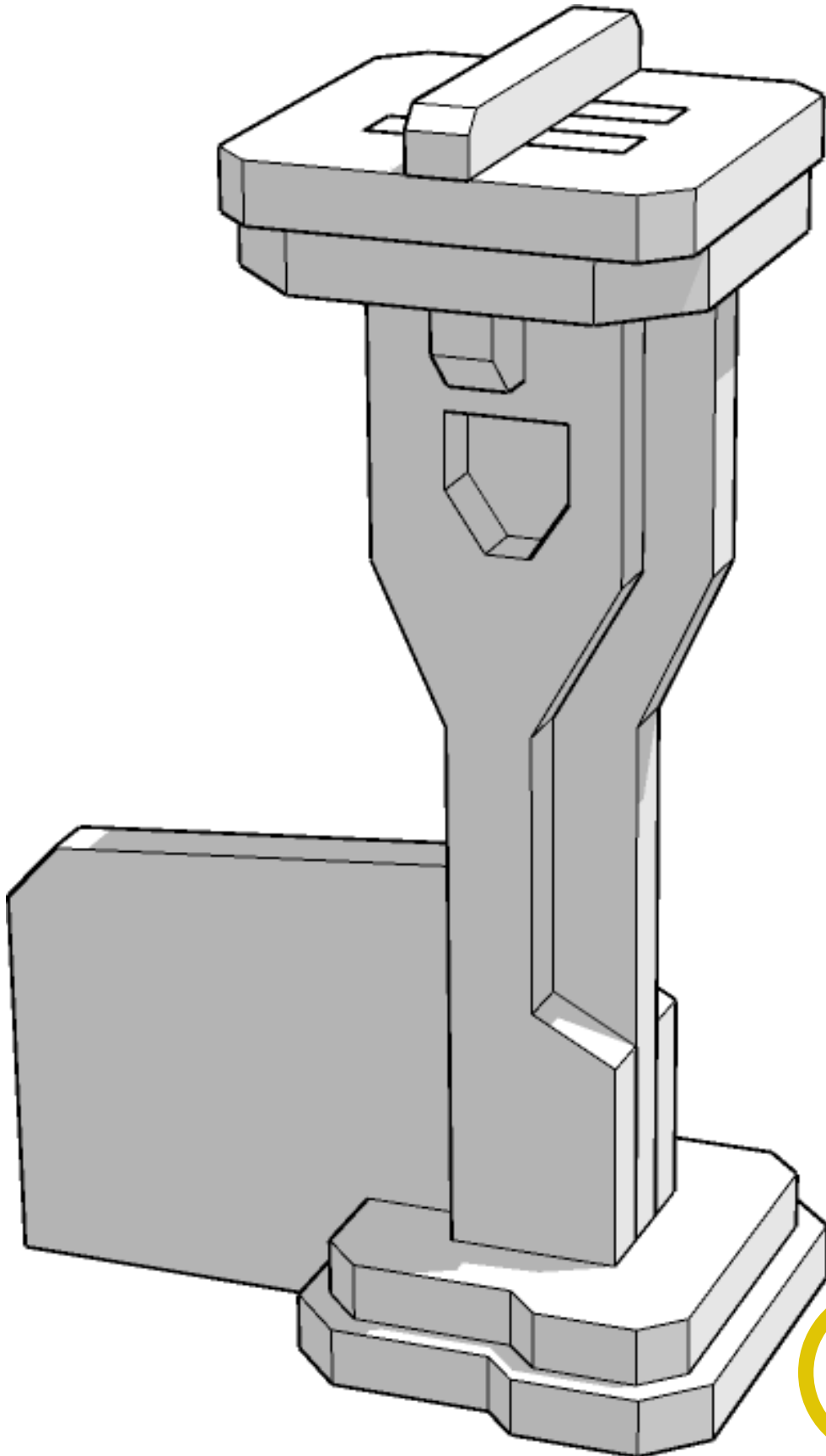




TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

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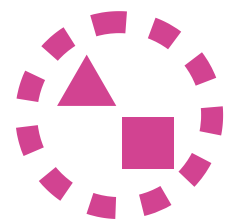
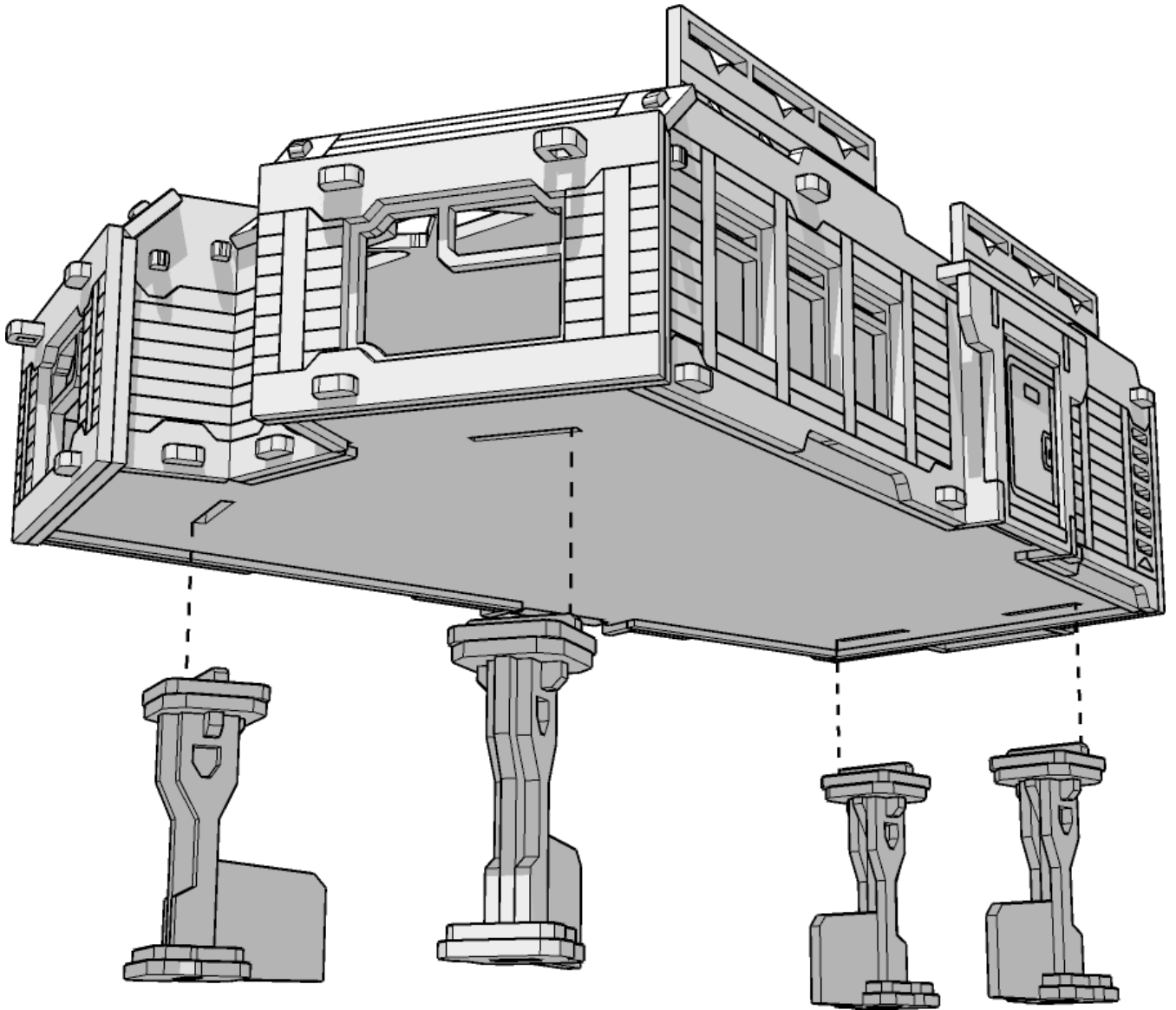
x4



TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

50



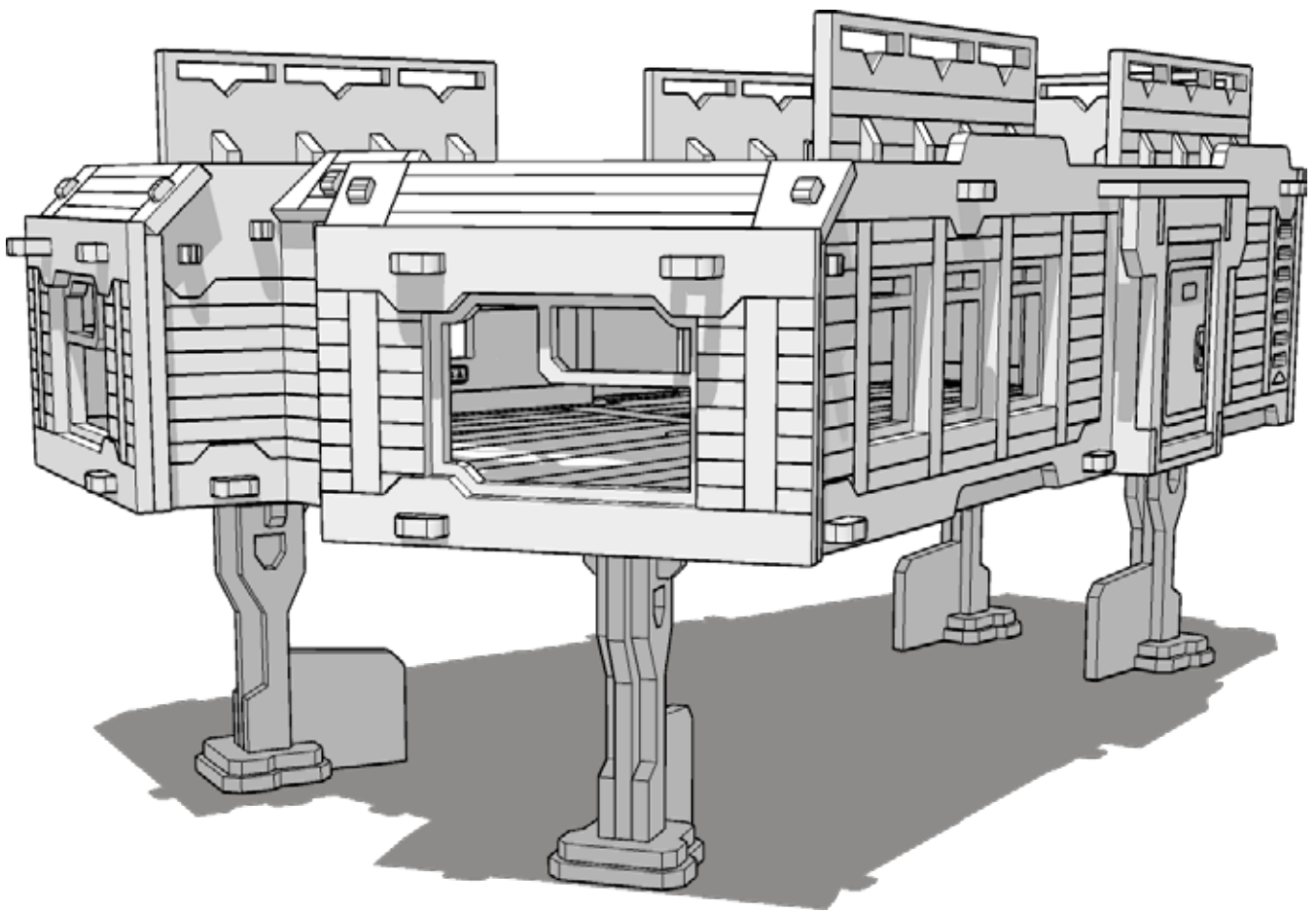
 TTCOMBAT



TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

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Legs can be used on large or demi block
Recommended to not glue into place to allow for alternative layouts





TABLETOP SCENICS

TTPSX-SFU-031
Cashstacks: Facility

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