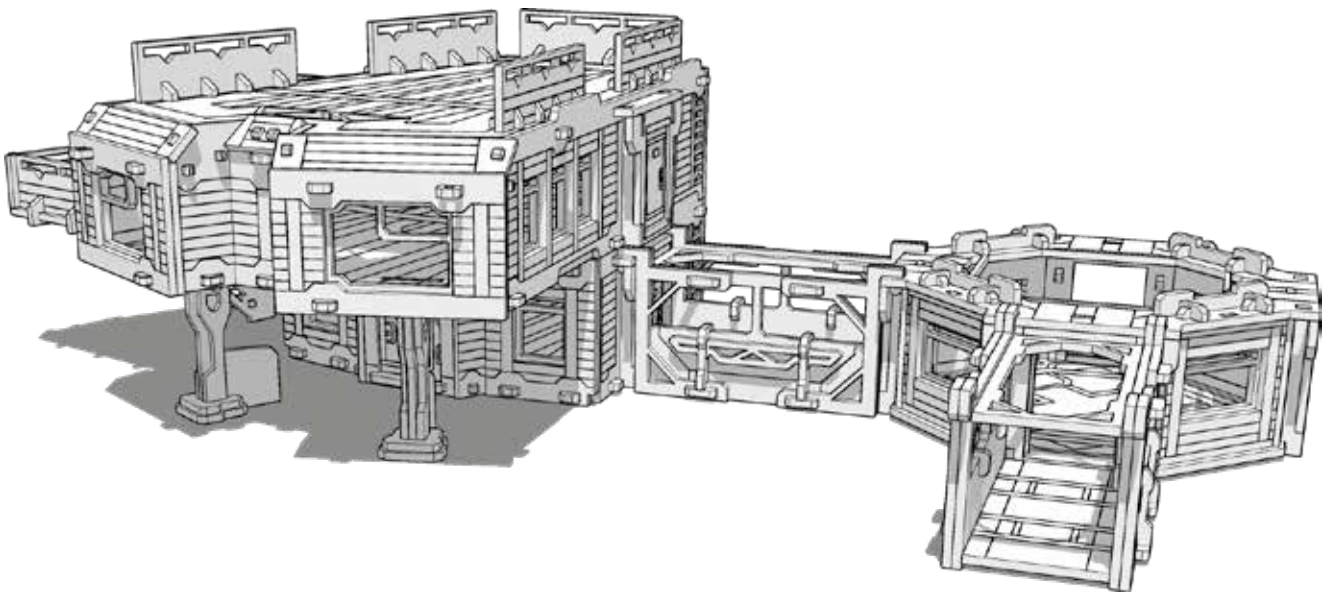




**TABLETOP  
SCENICS**

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



**TTCOMBAT**



# TABLETOP SCENICS

**TTPSX-SFU-O31**  
**Cashstacks: Facility**

## 2

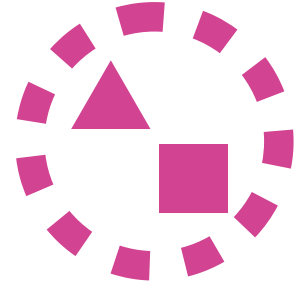
These are a series of icons that may be used throughout the instructions to help your assembly.  
If in doubt, scroll ahead to confirm.



Do not glue this part



Carefully score and  
fold this part



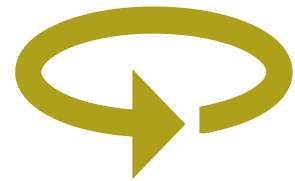
This part - or its placement is  
completely optional



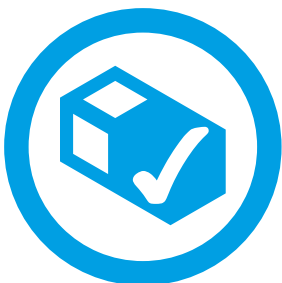
Look closely at this step -  
The process order or part  
used, may be specific



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



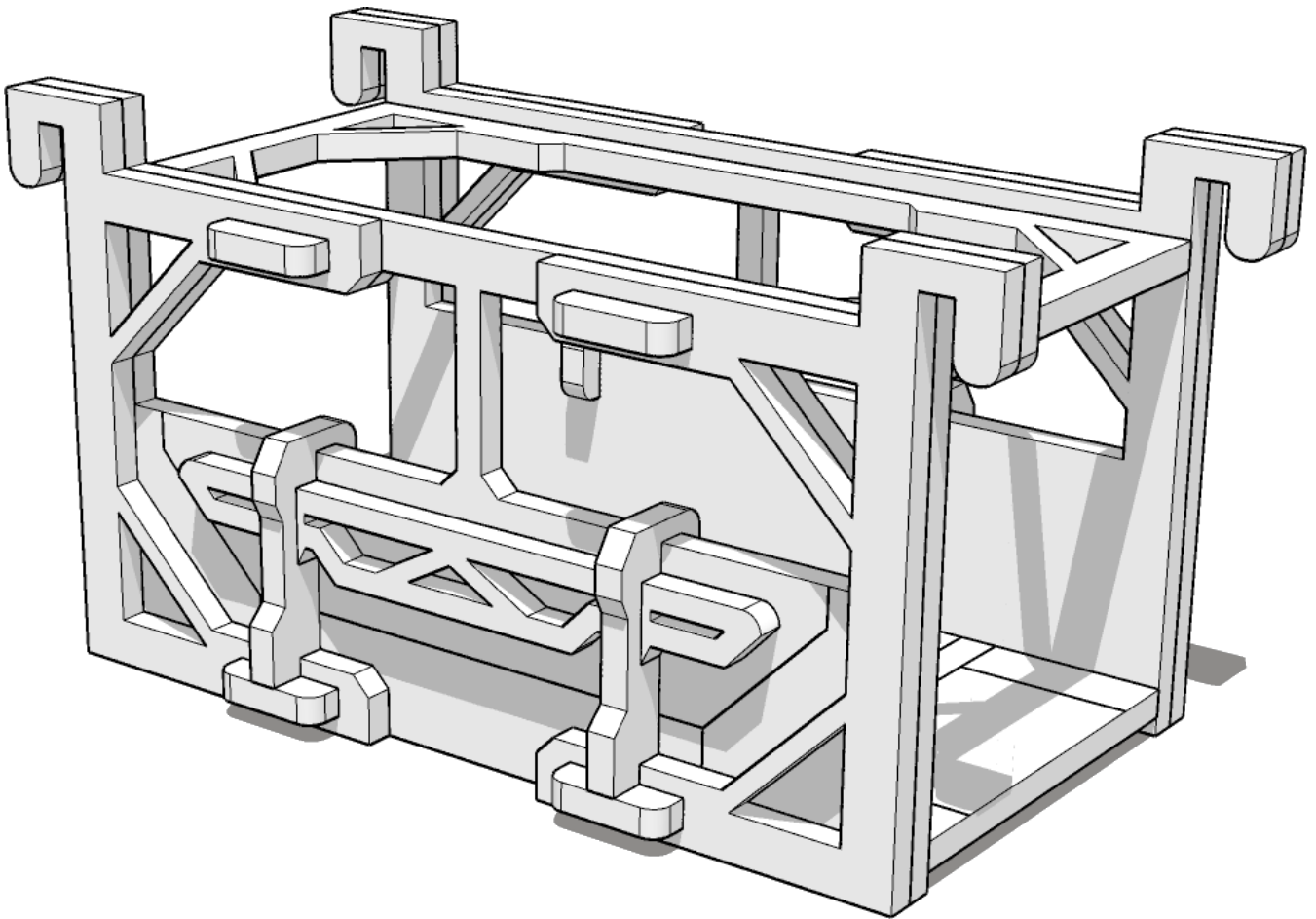
FRAGILE: DO NOT BEND.  
“Bendy wood” is designed to  
curve around a designed  
frame only.



# TABLETOP SCENICS

TTPSX-SFU-O31  
Cashstacks: Facility

3



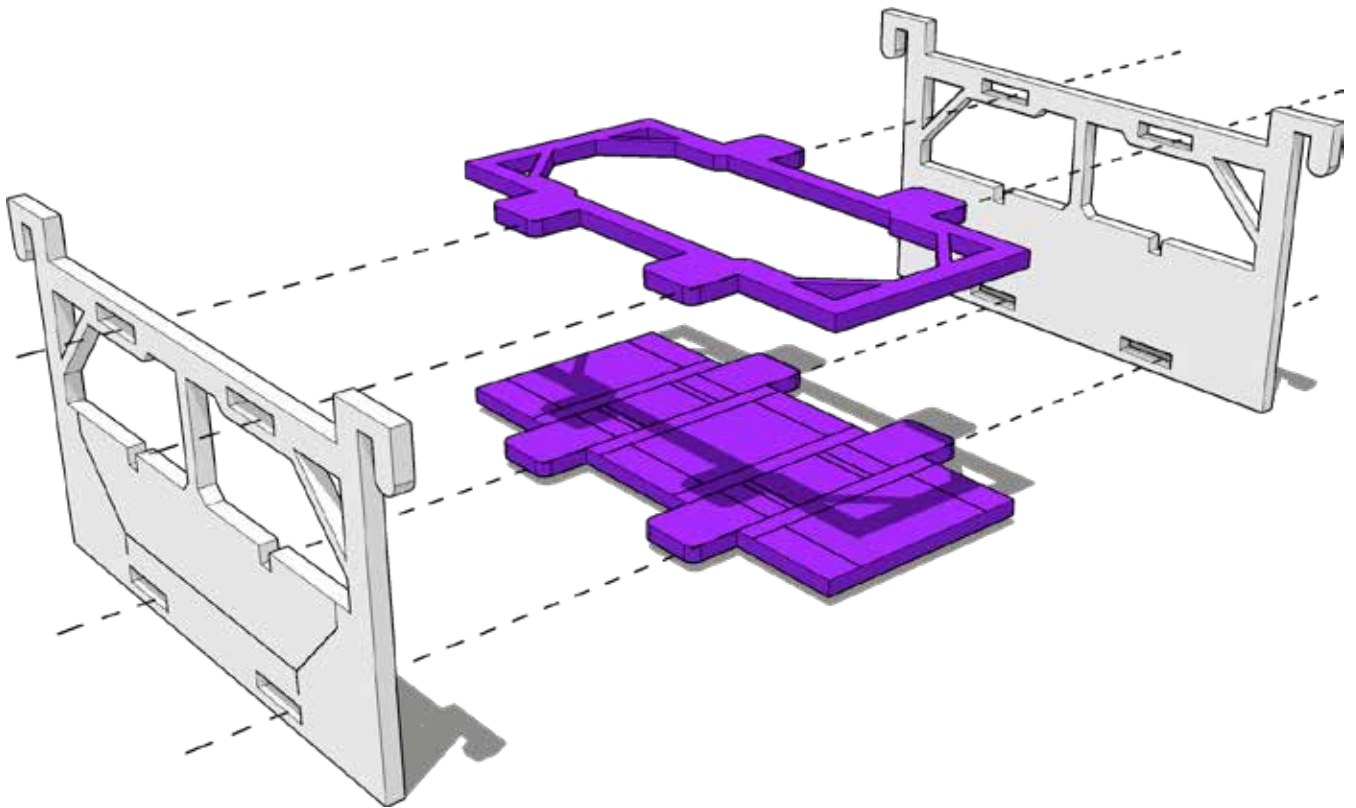
Walkways



# TABLETOP SCENICS

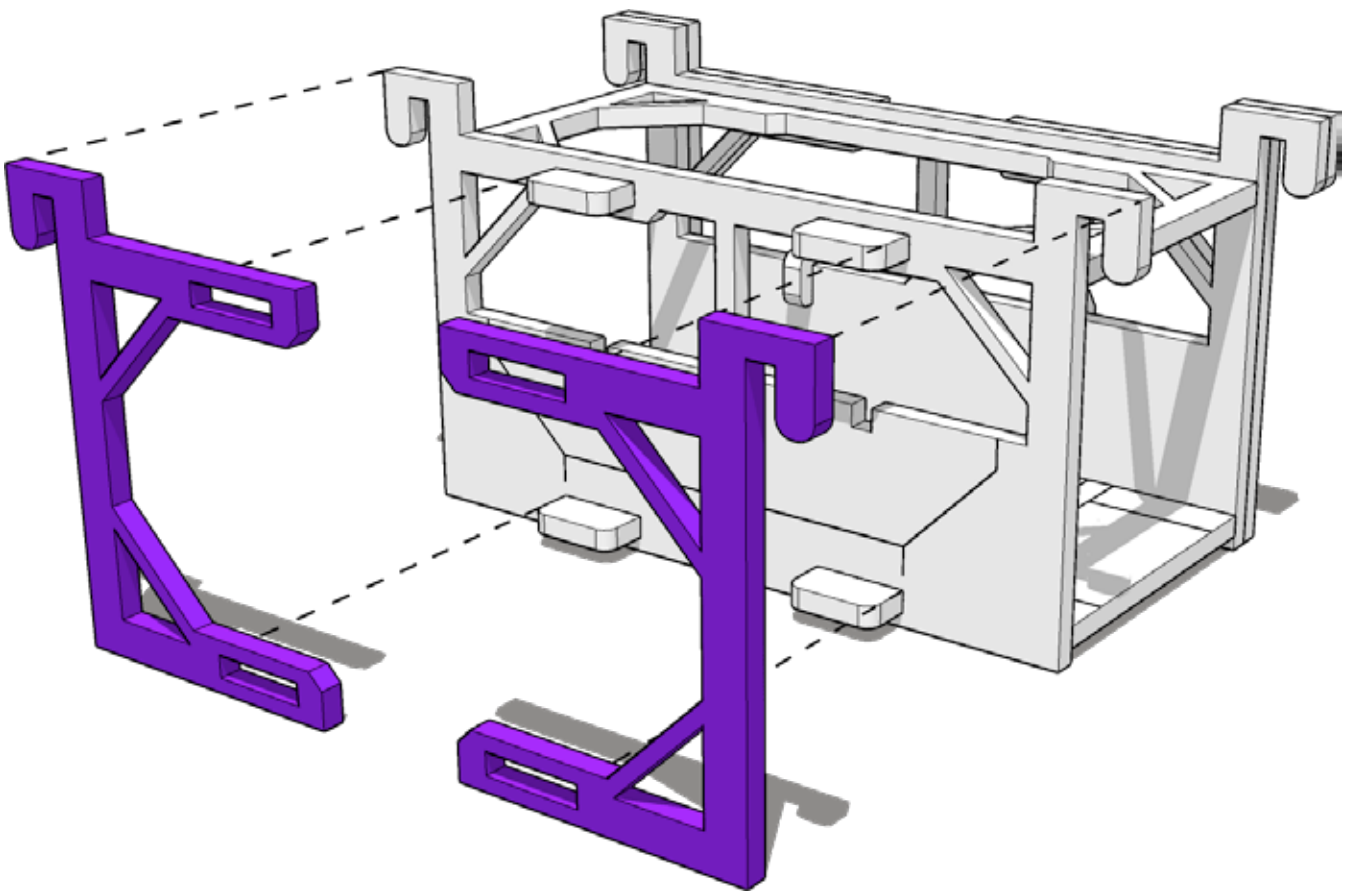
**TTPSX-SFU-031**  
**Cashstacks: Facility**

**4**





5



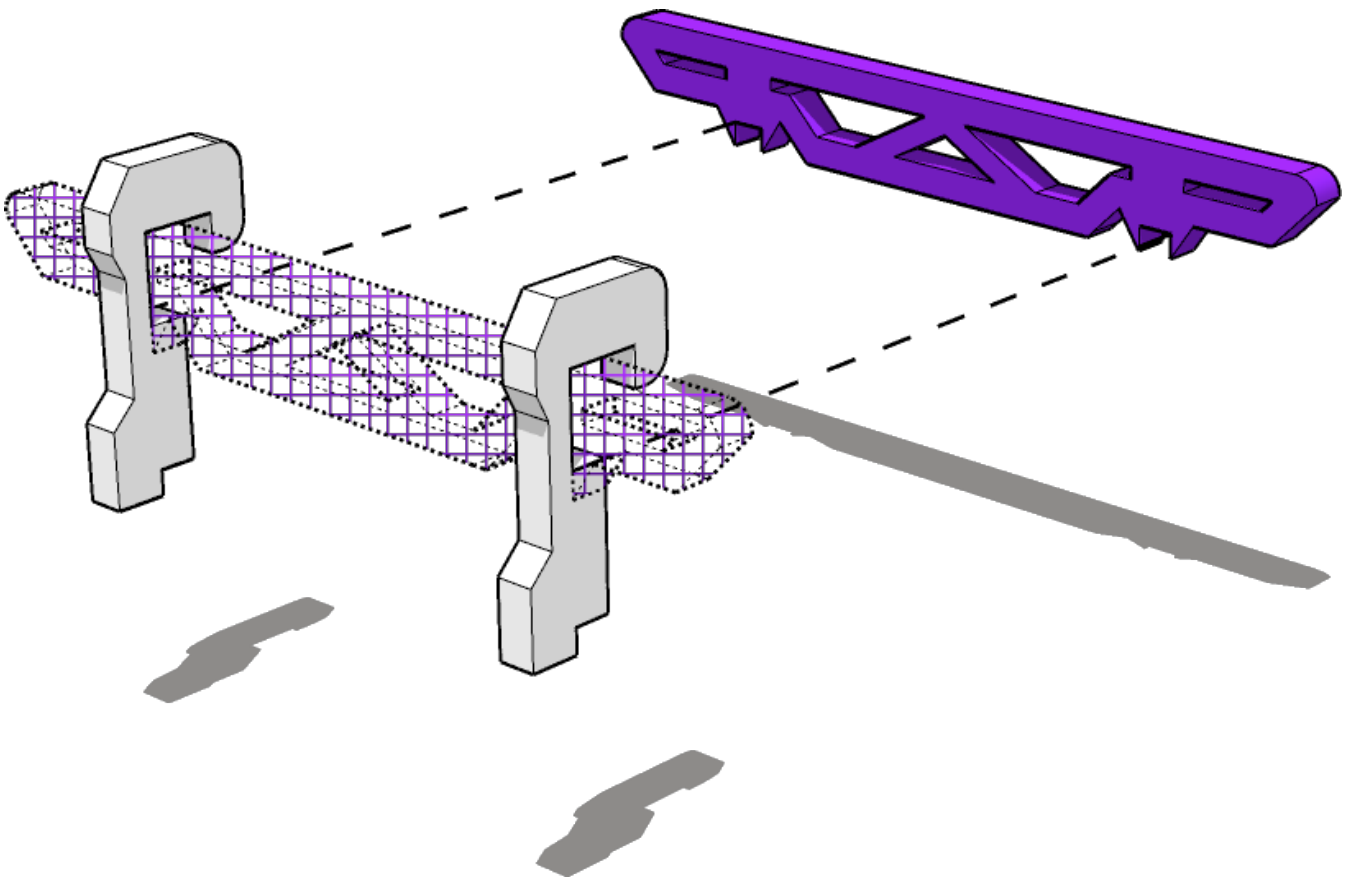
Repeat this step on the reverse of  
model



# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

6

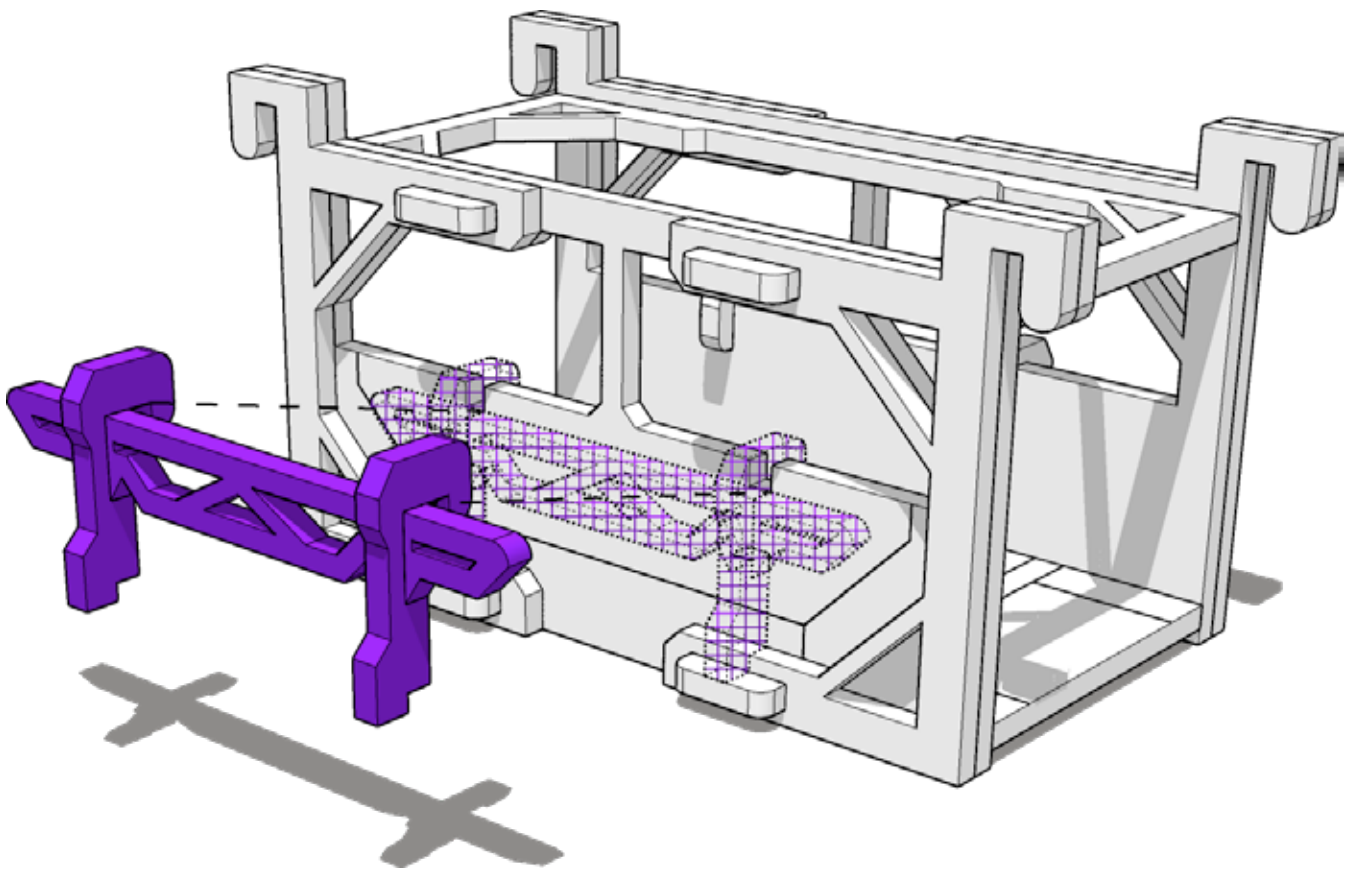




# TABLETOP SCENICS

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

**7**

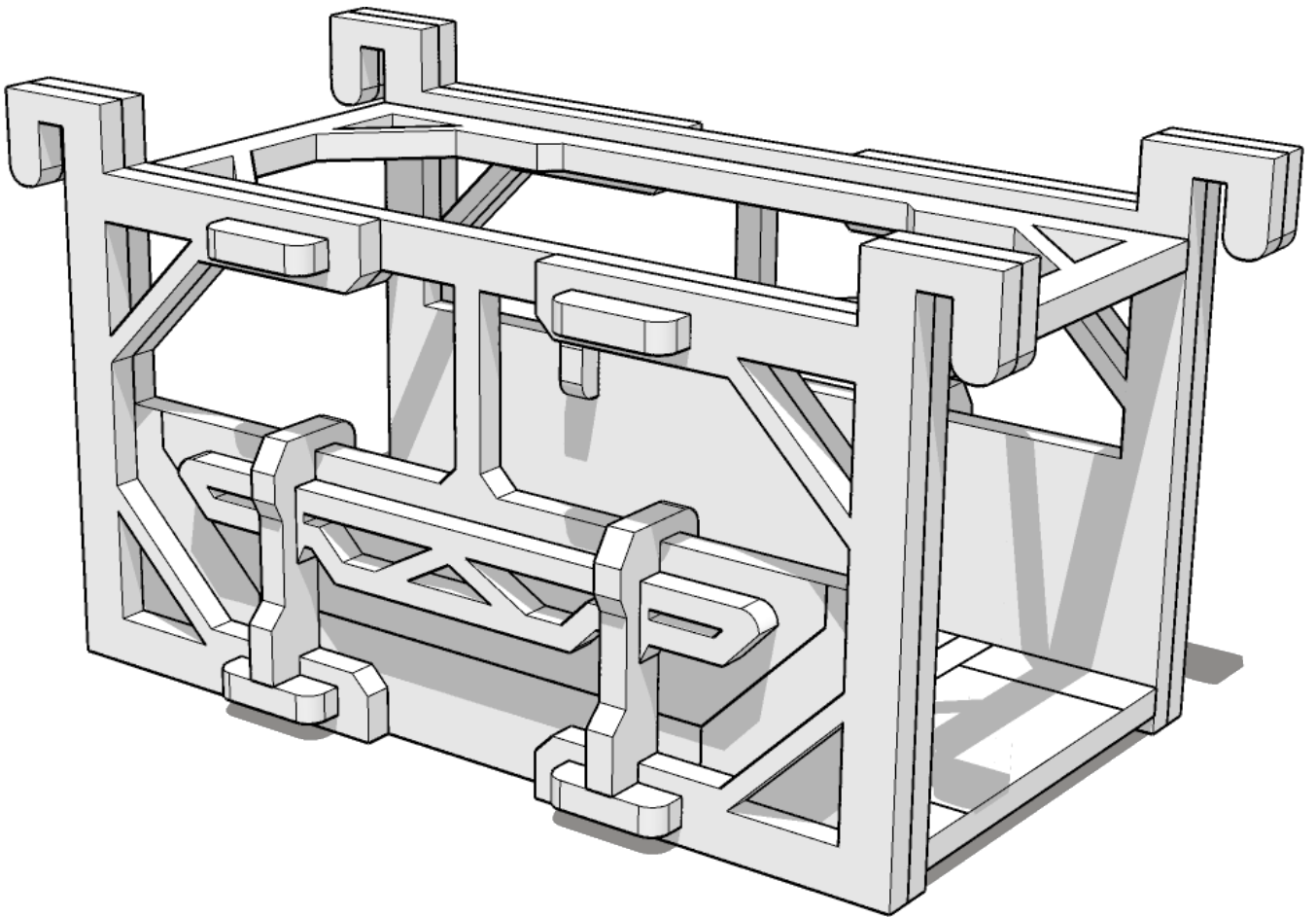




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

8

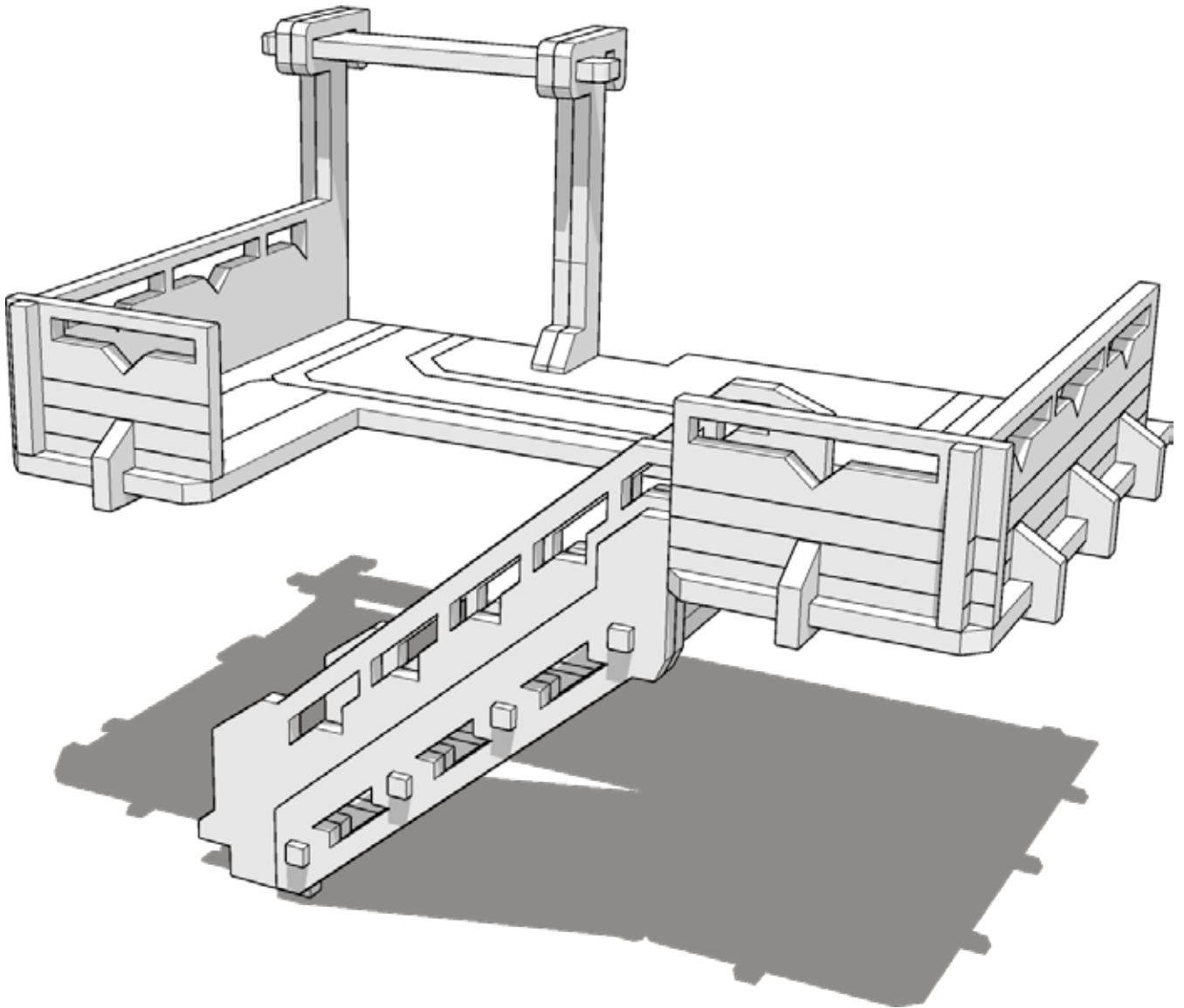


x2





9



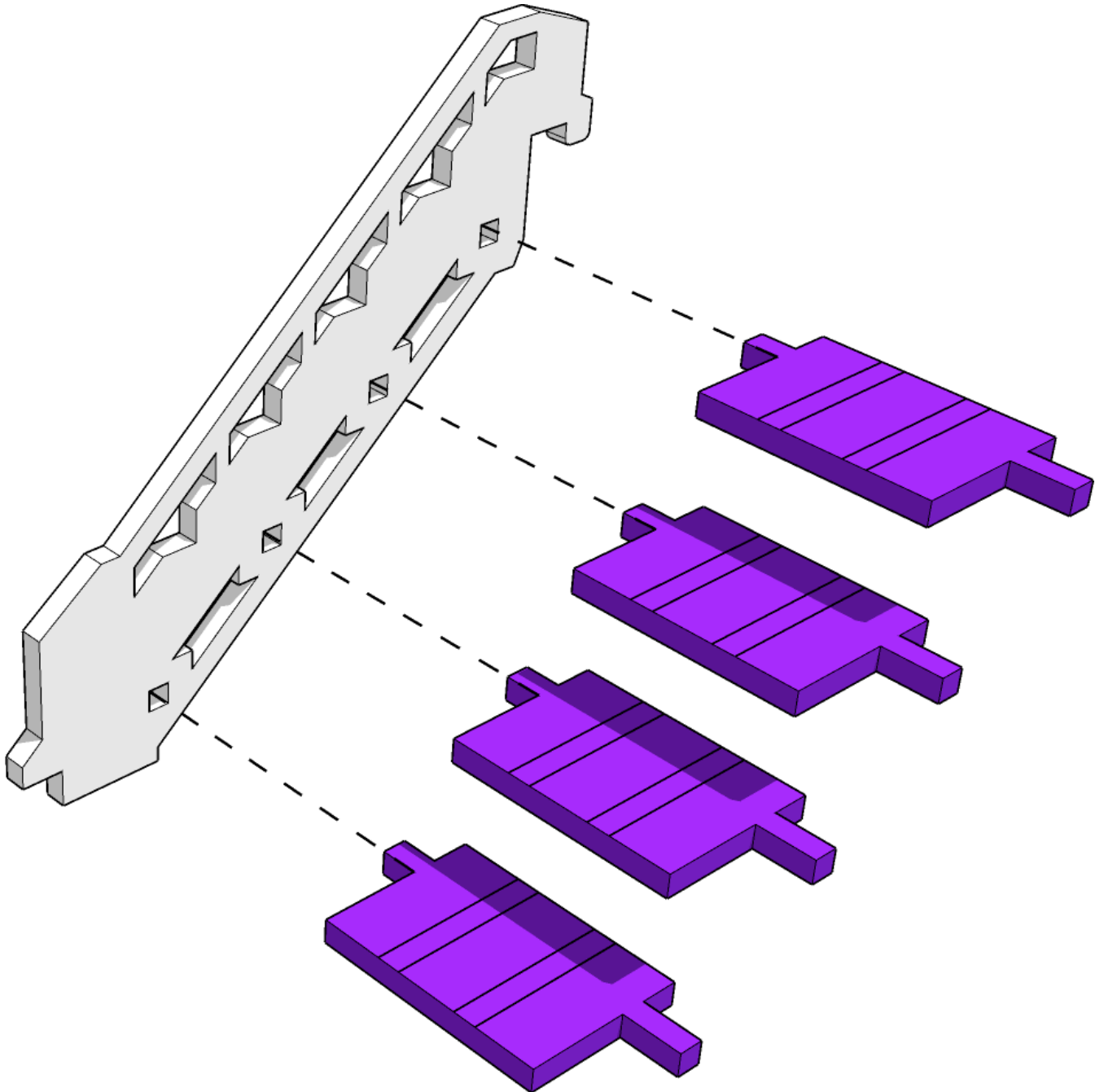
Fire escape



# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

10

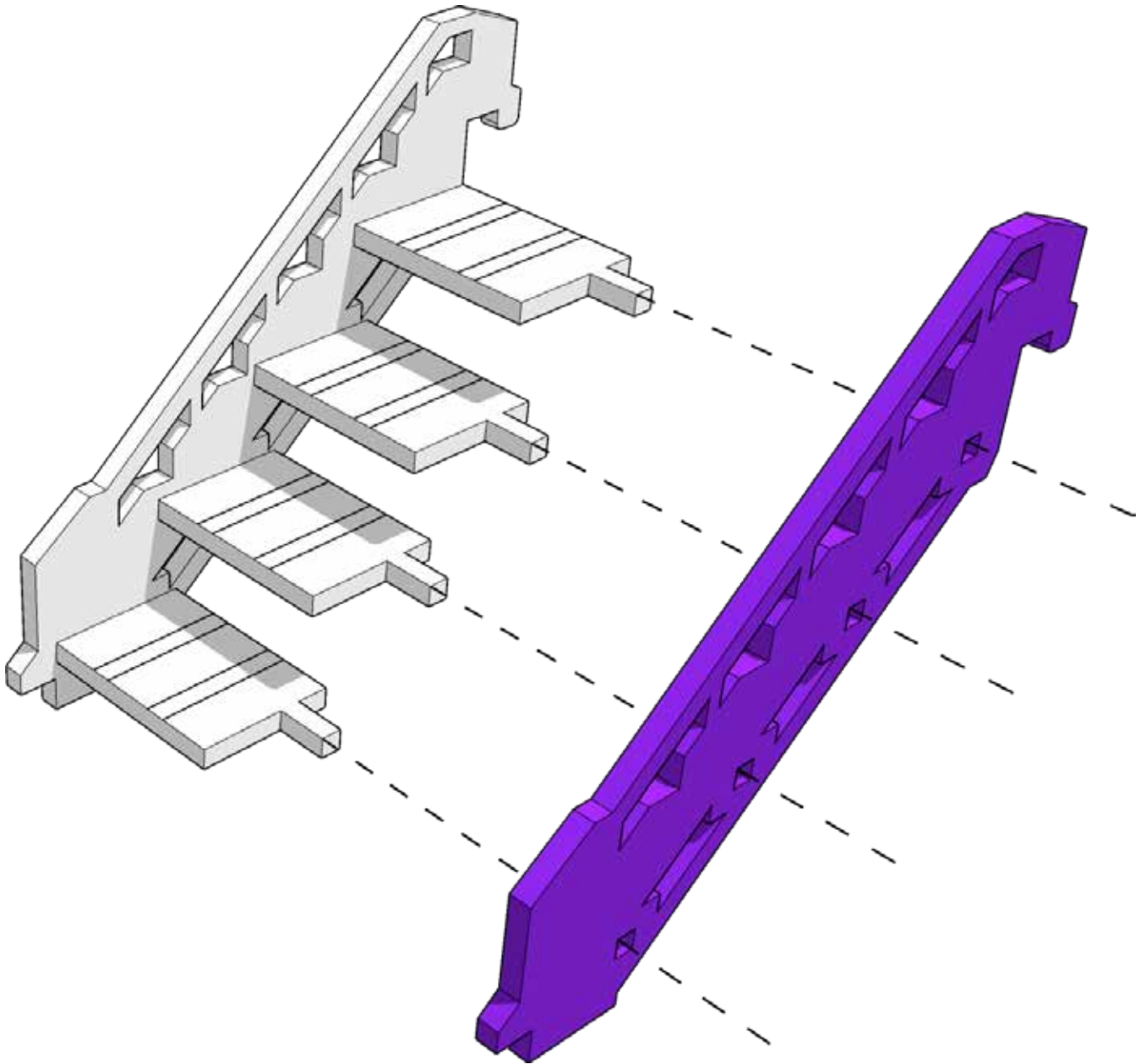




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

11

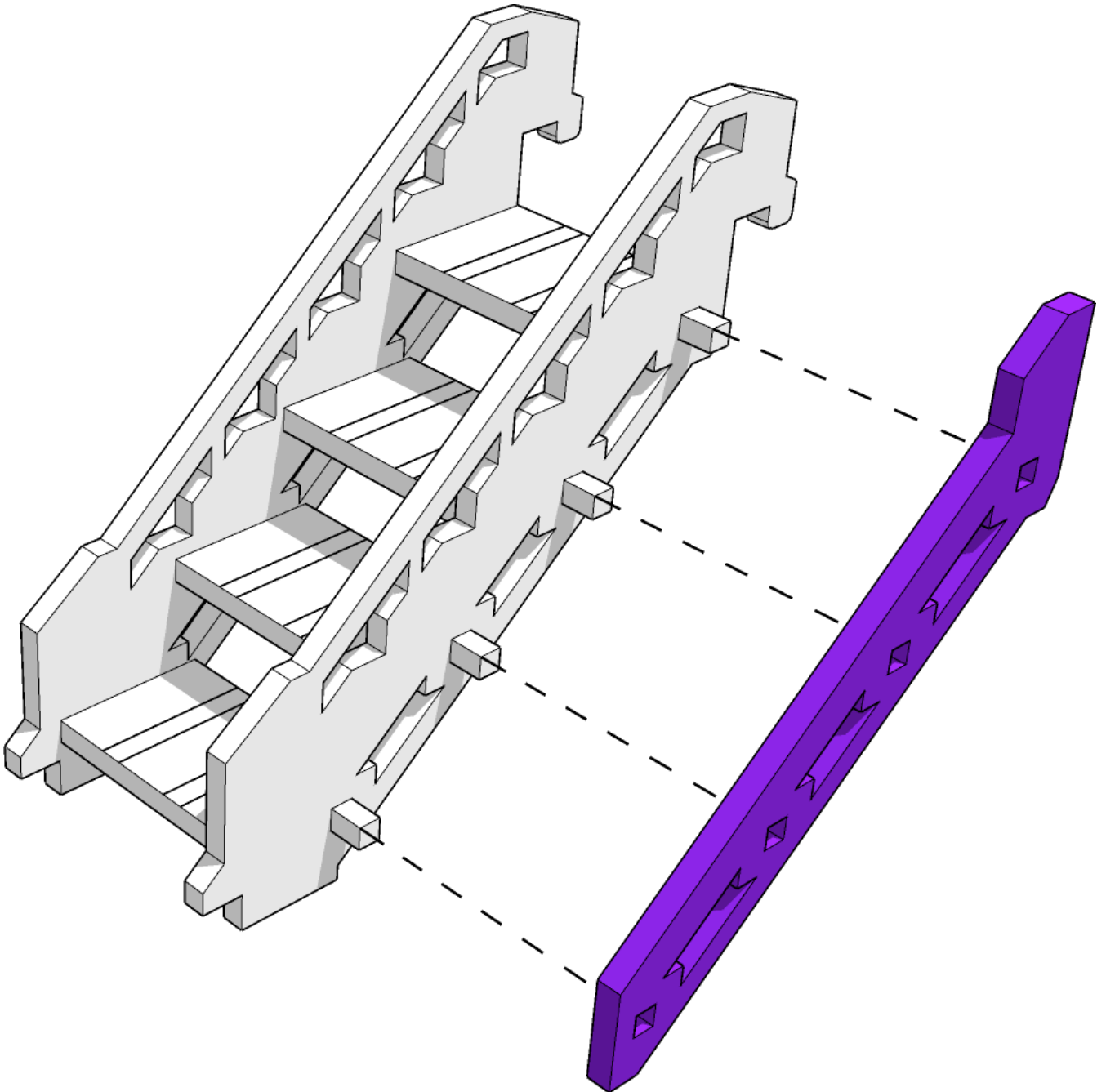




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

12

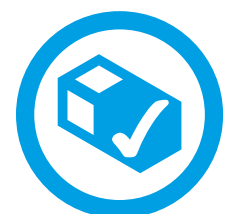
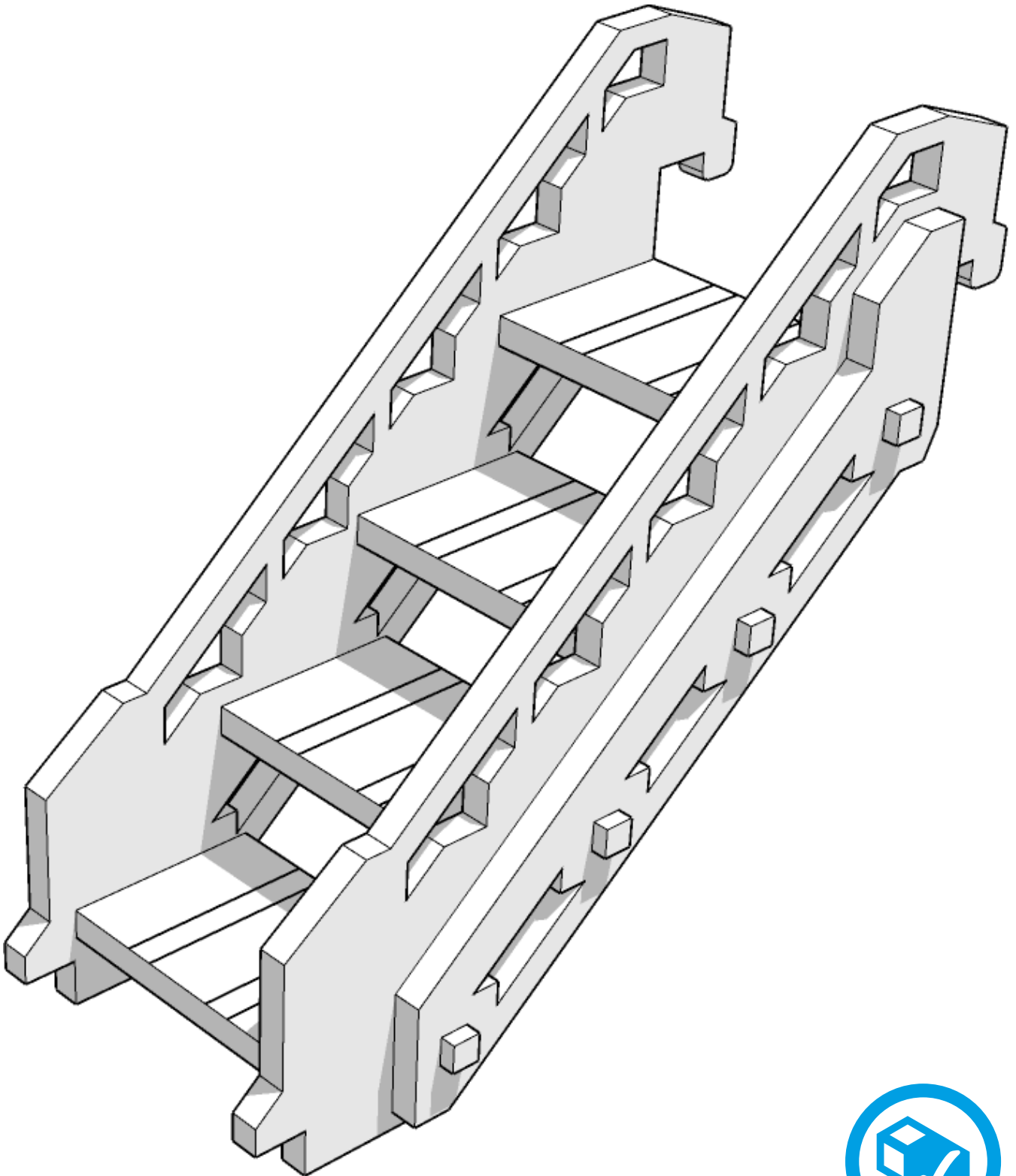




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

13

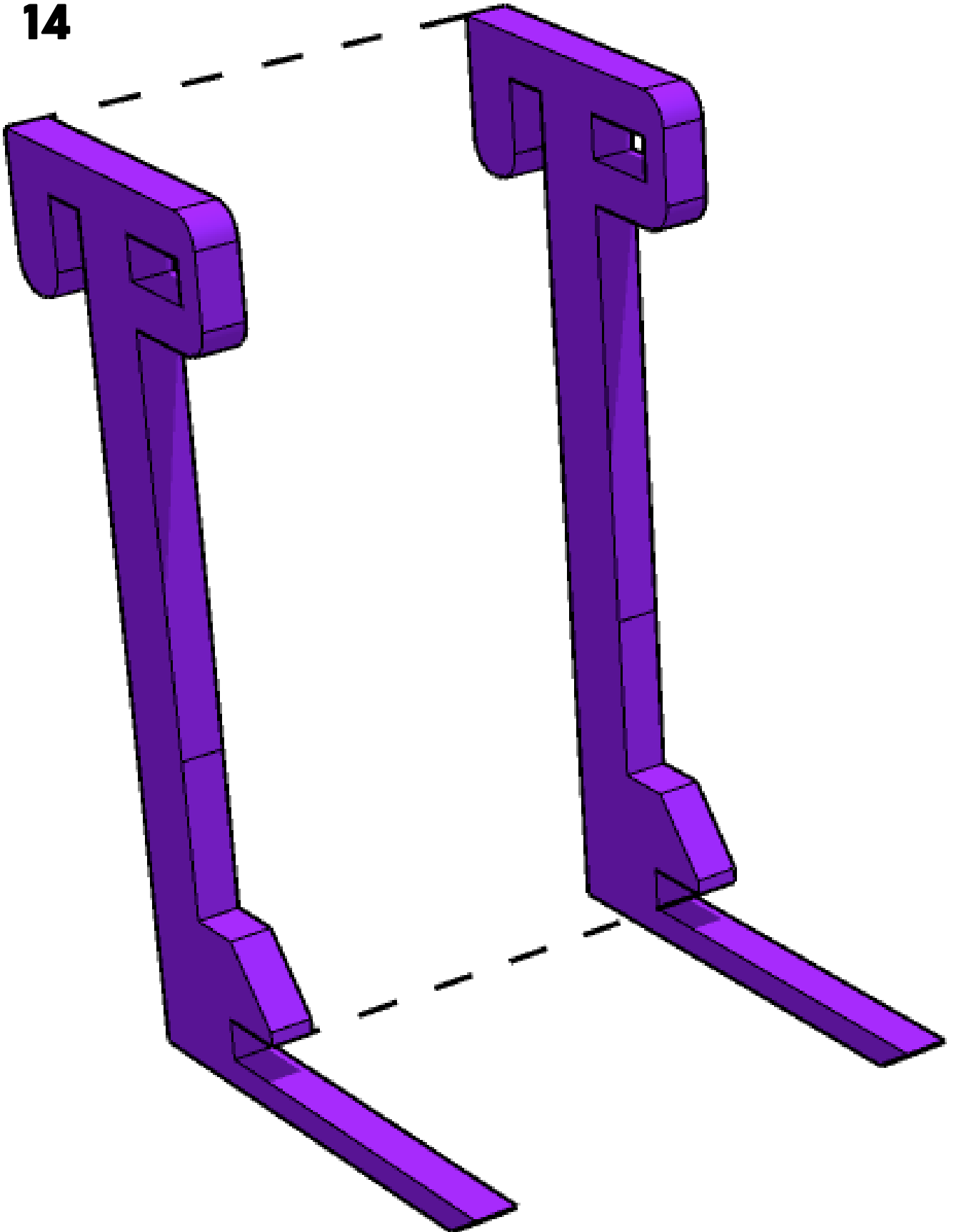




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

14

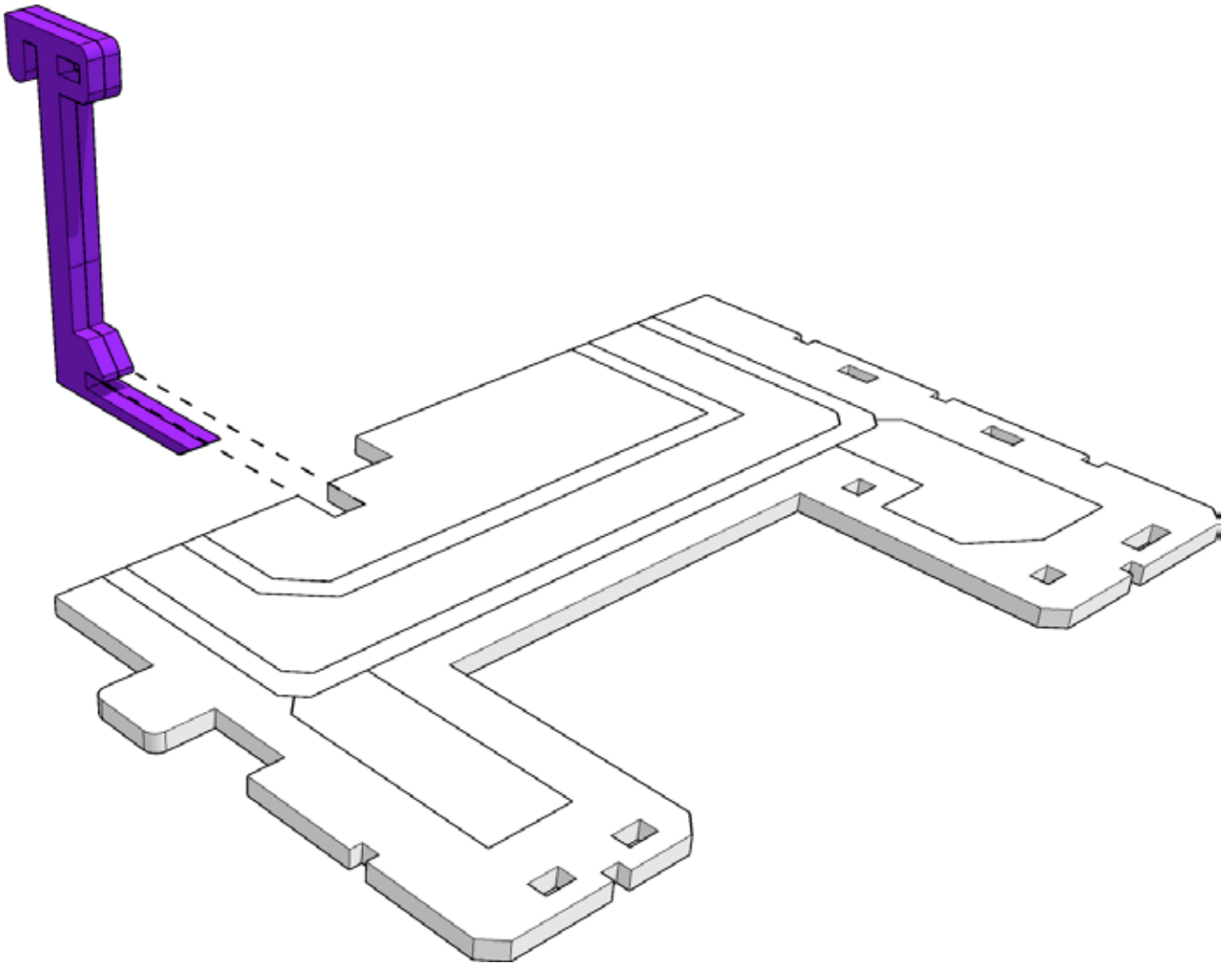




# TABLETOP SCENICS

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

**15**

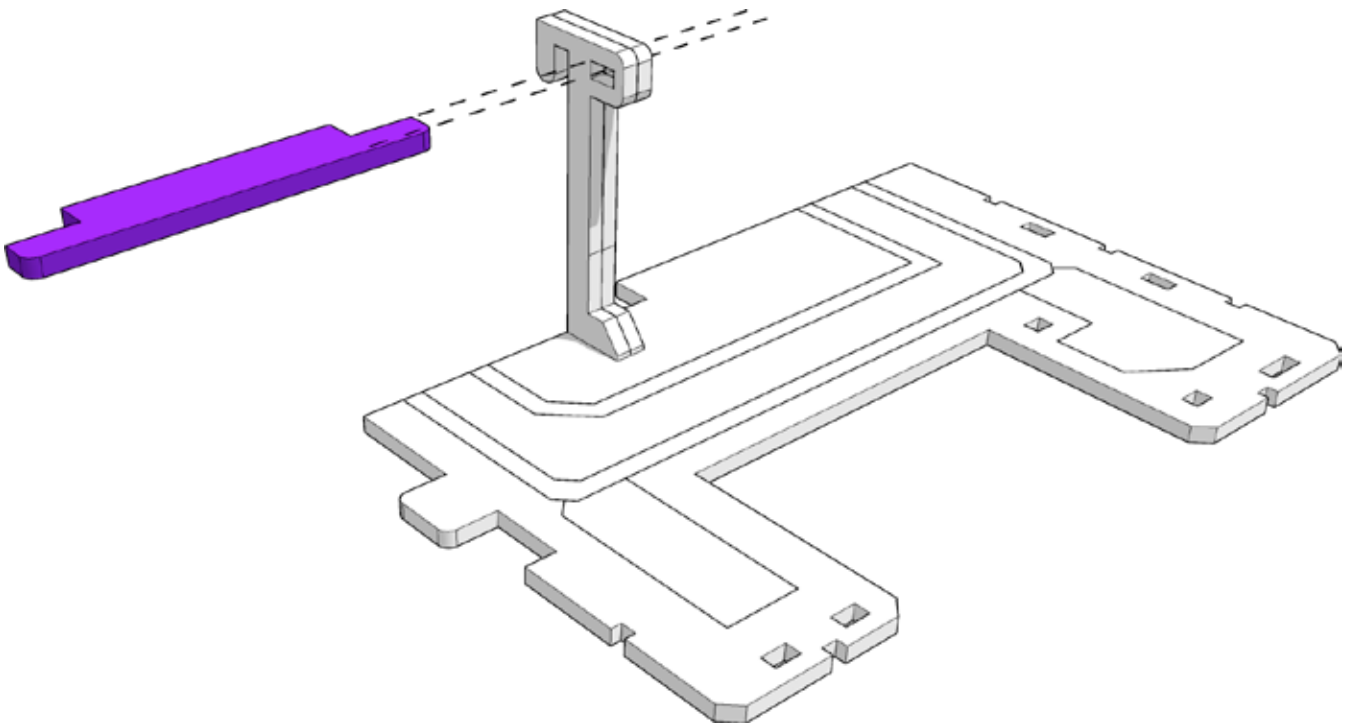




# TABLETOP SCENICS

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

**16**



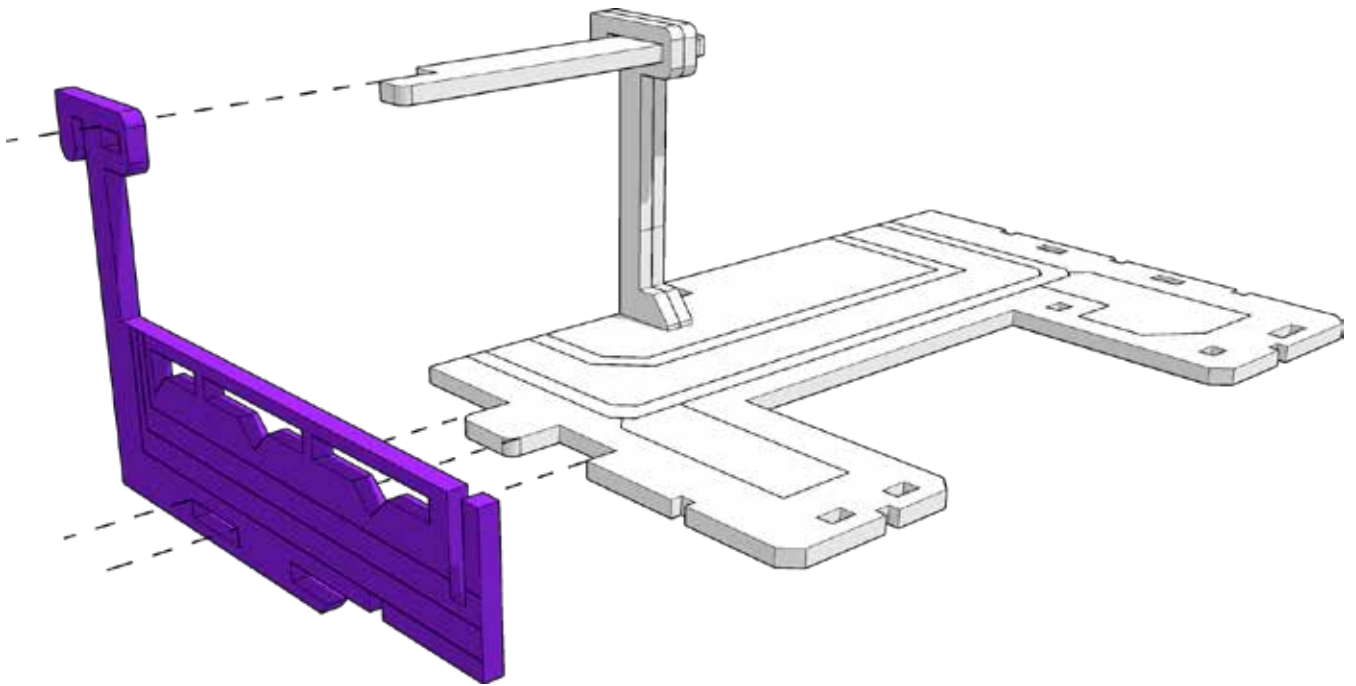




# TABLETOP SCENICS

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

**17**

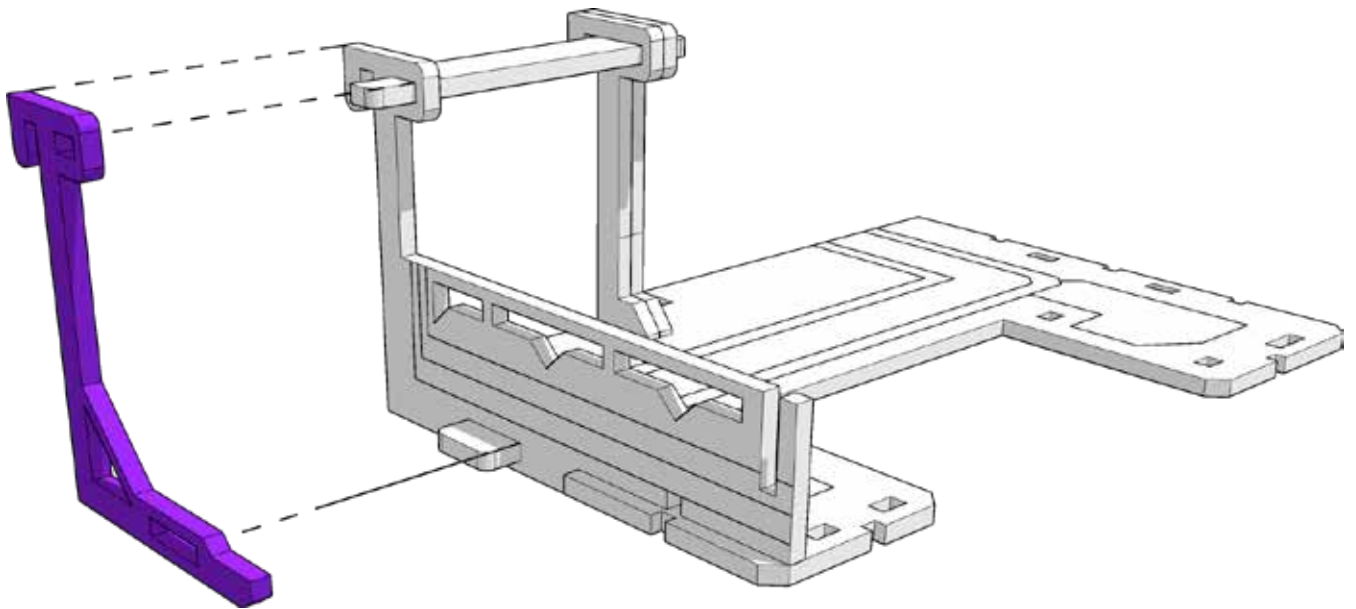




# TABLETOP SCENICS

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

**18**

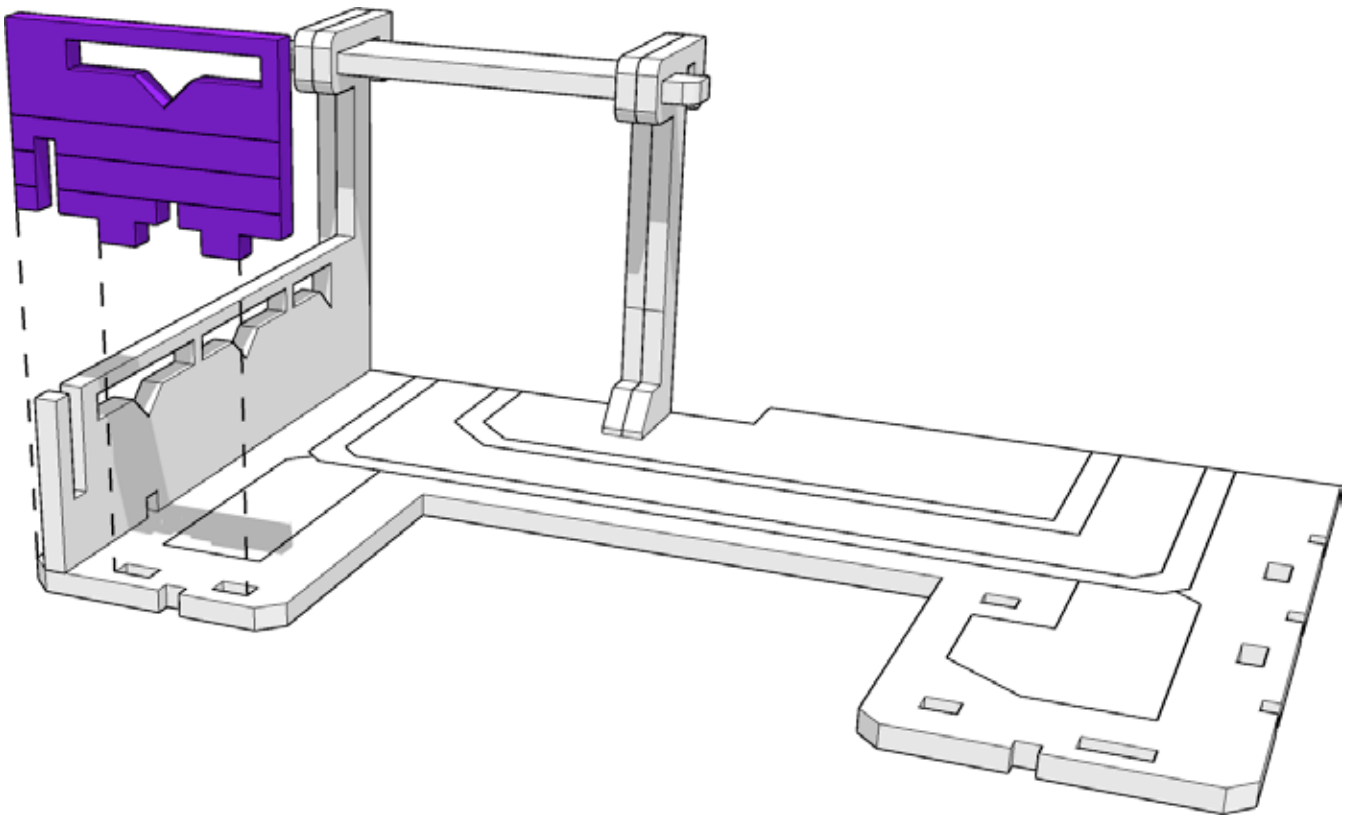




# TABLETOP SCENICS

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

**19**

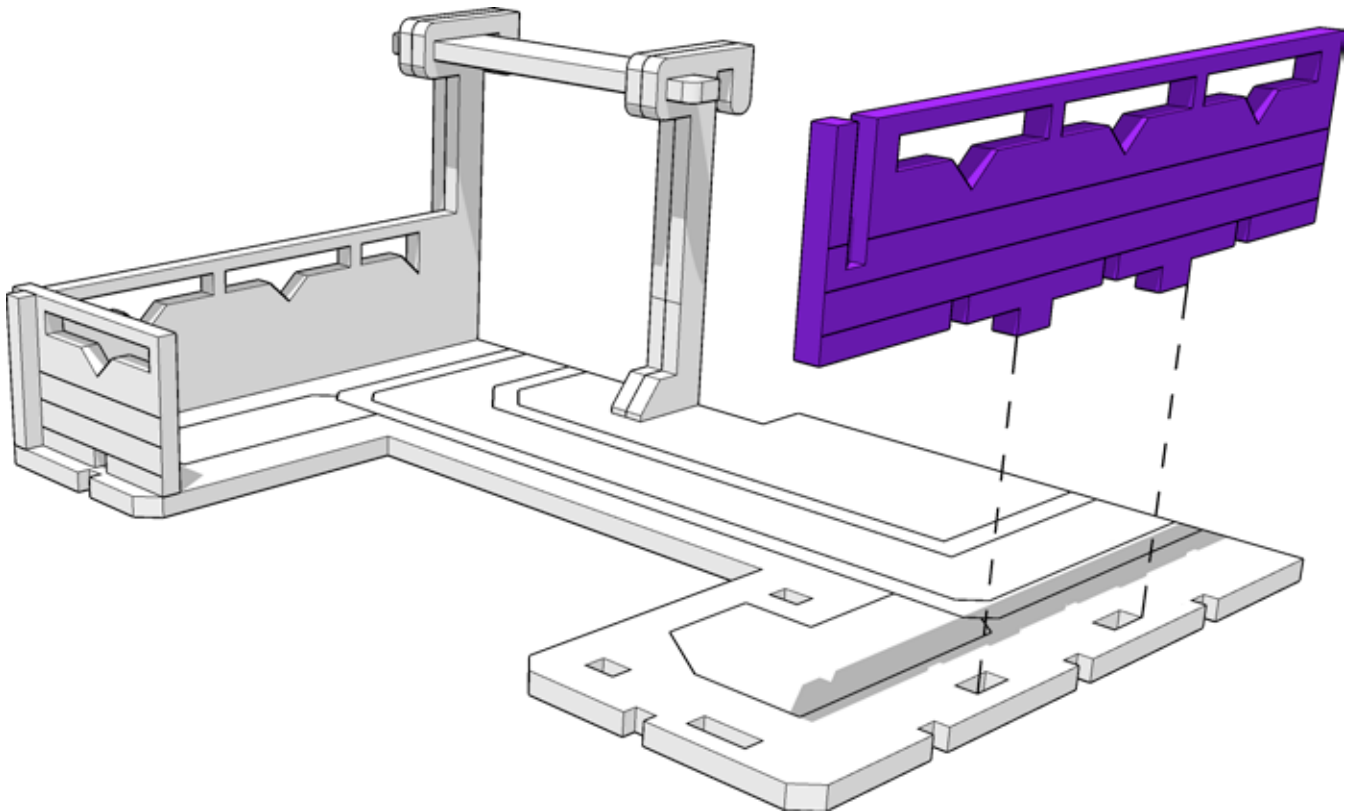




# TABLETOP SCENICS

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

**20**

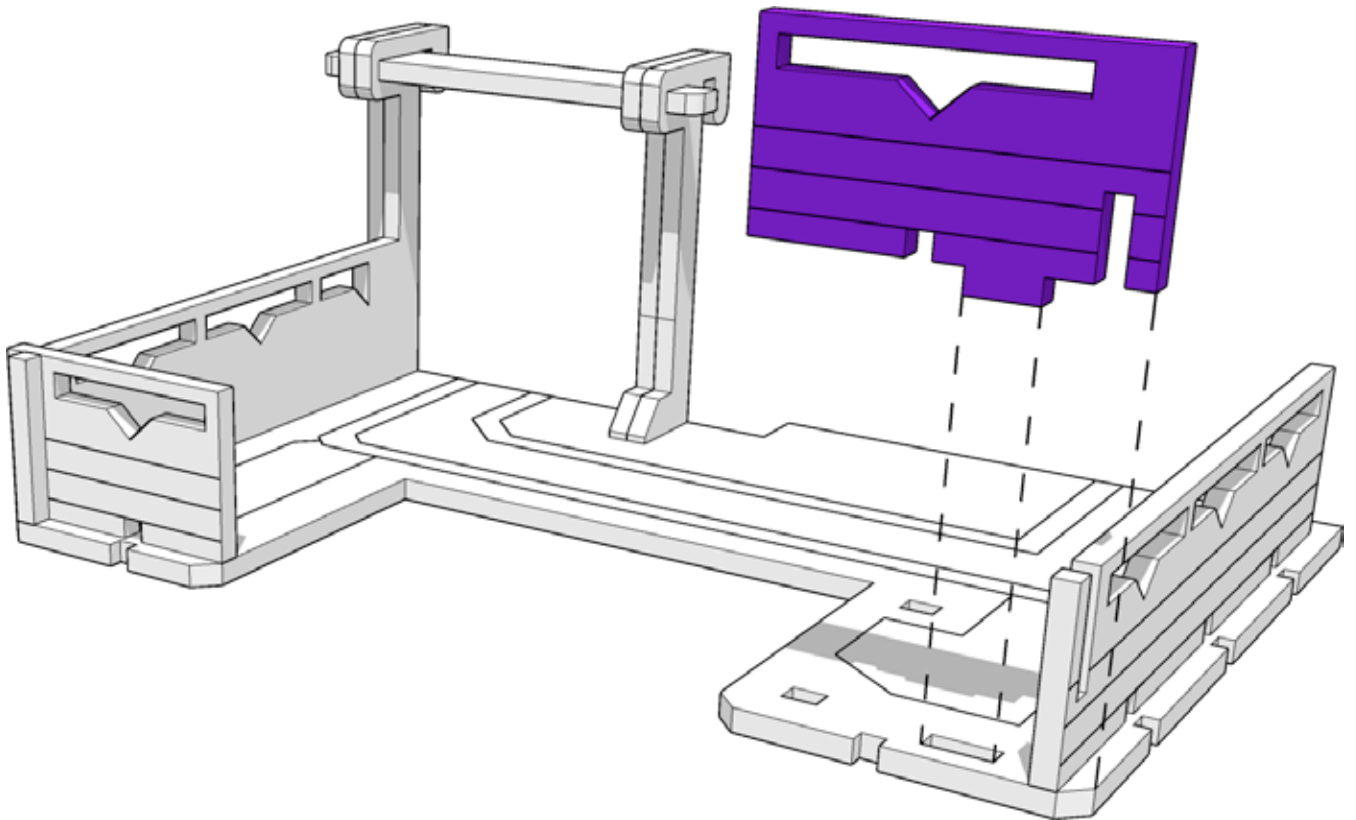


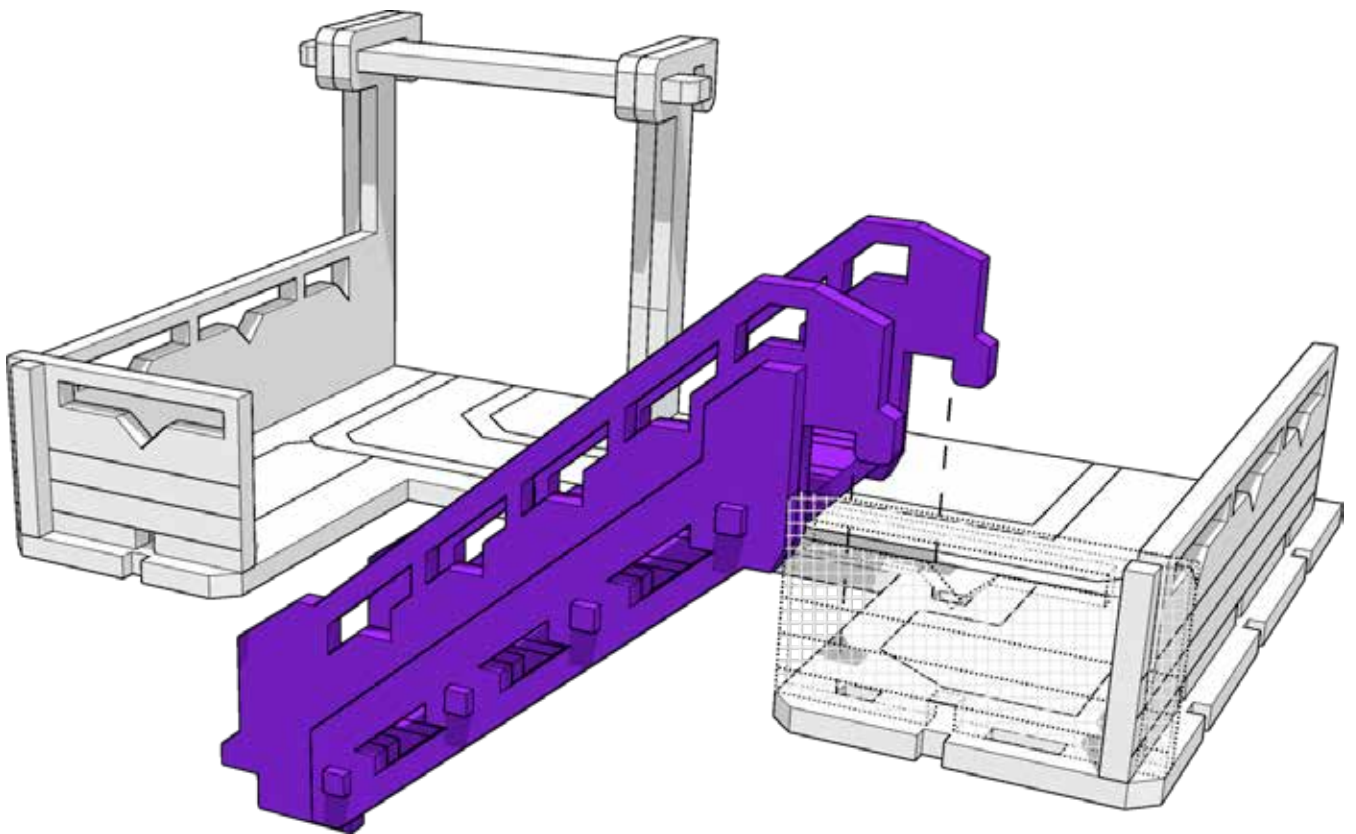


# TABLETOP SCENICS

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

**21**



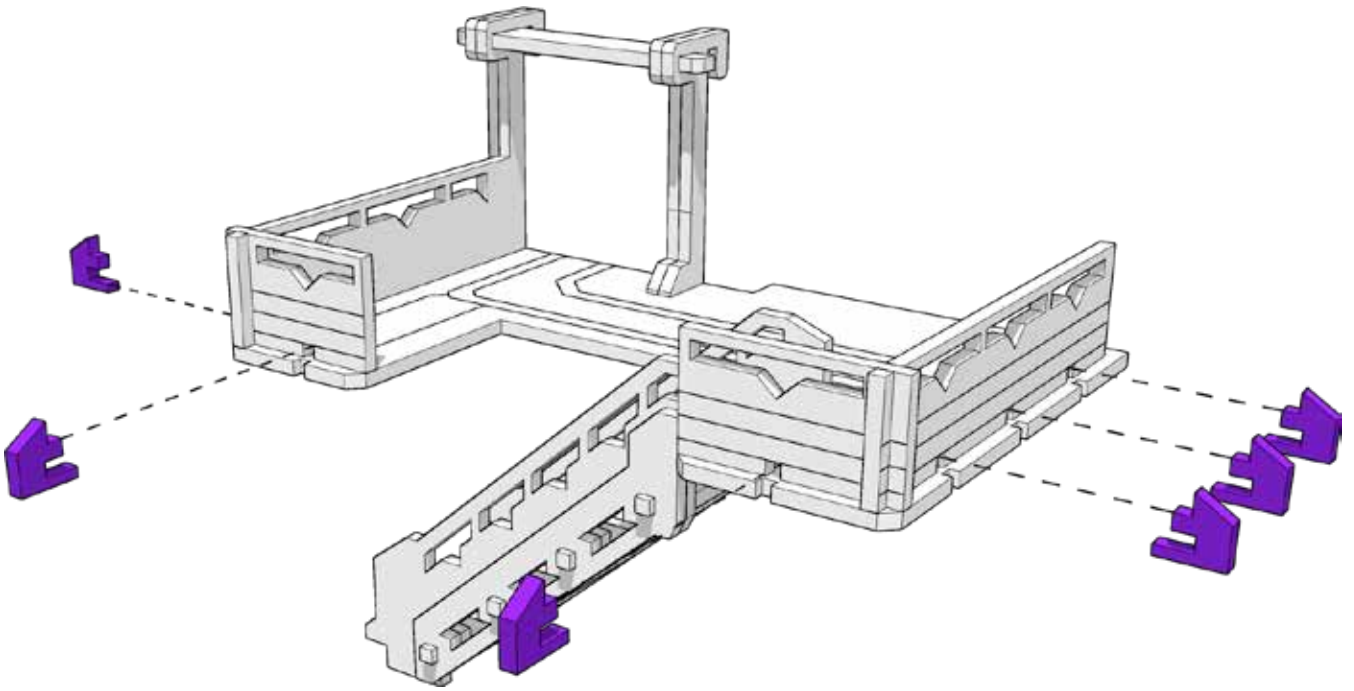




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

23

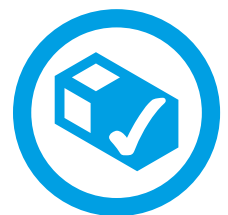
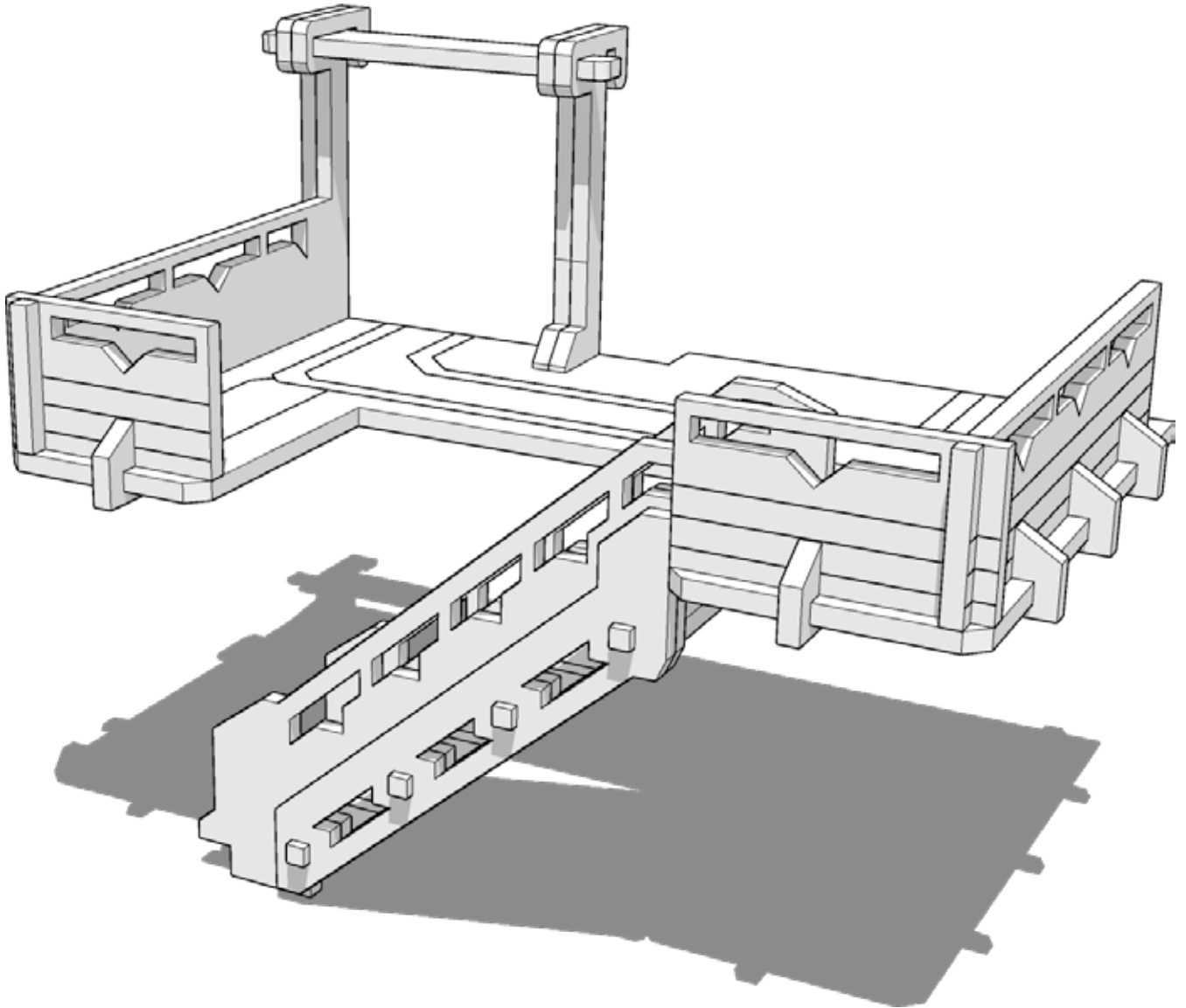




# TABLETOP SCENICS

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

**24**



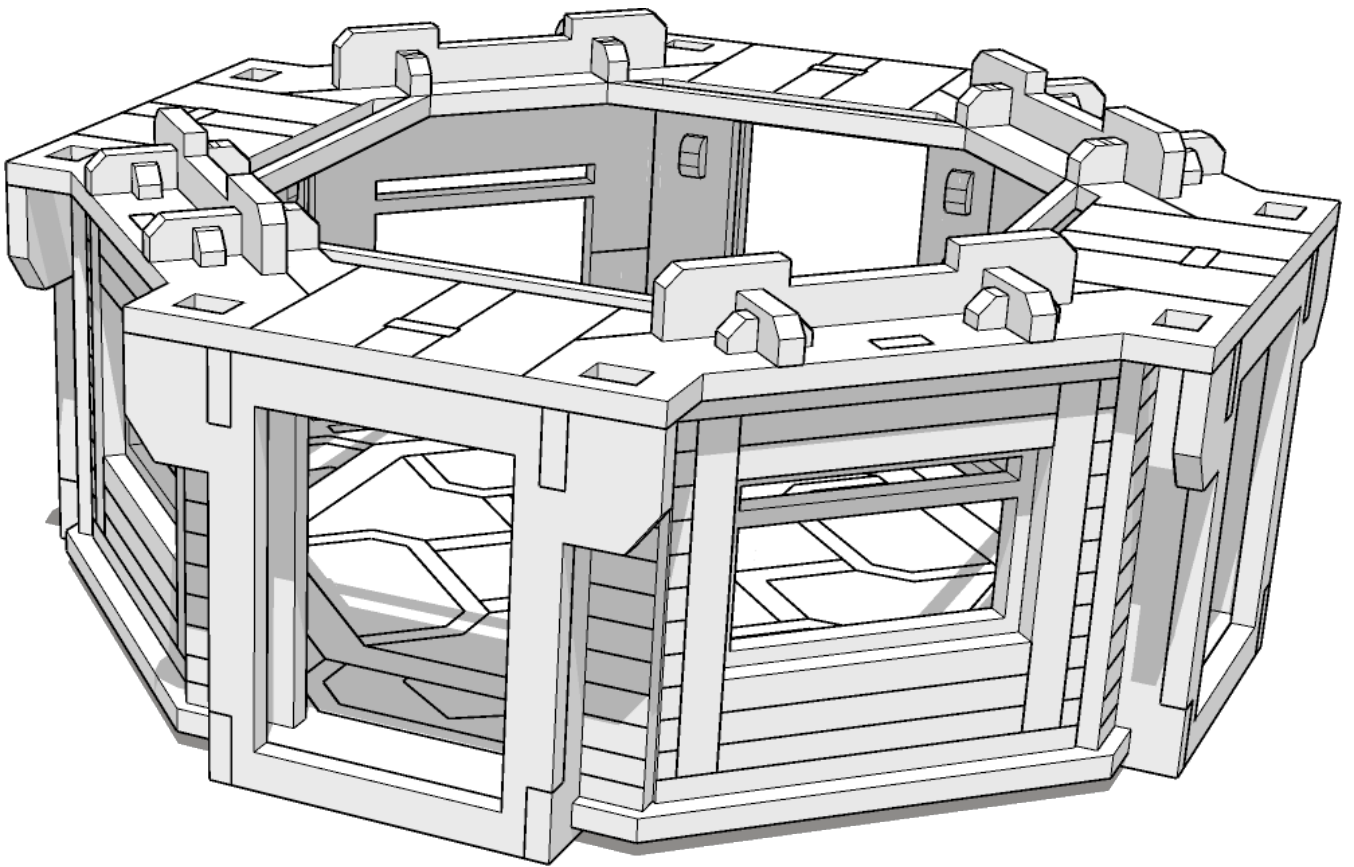




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

25



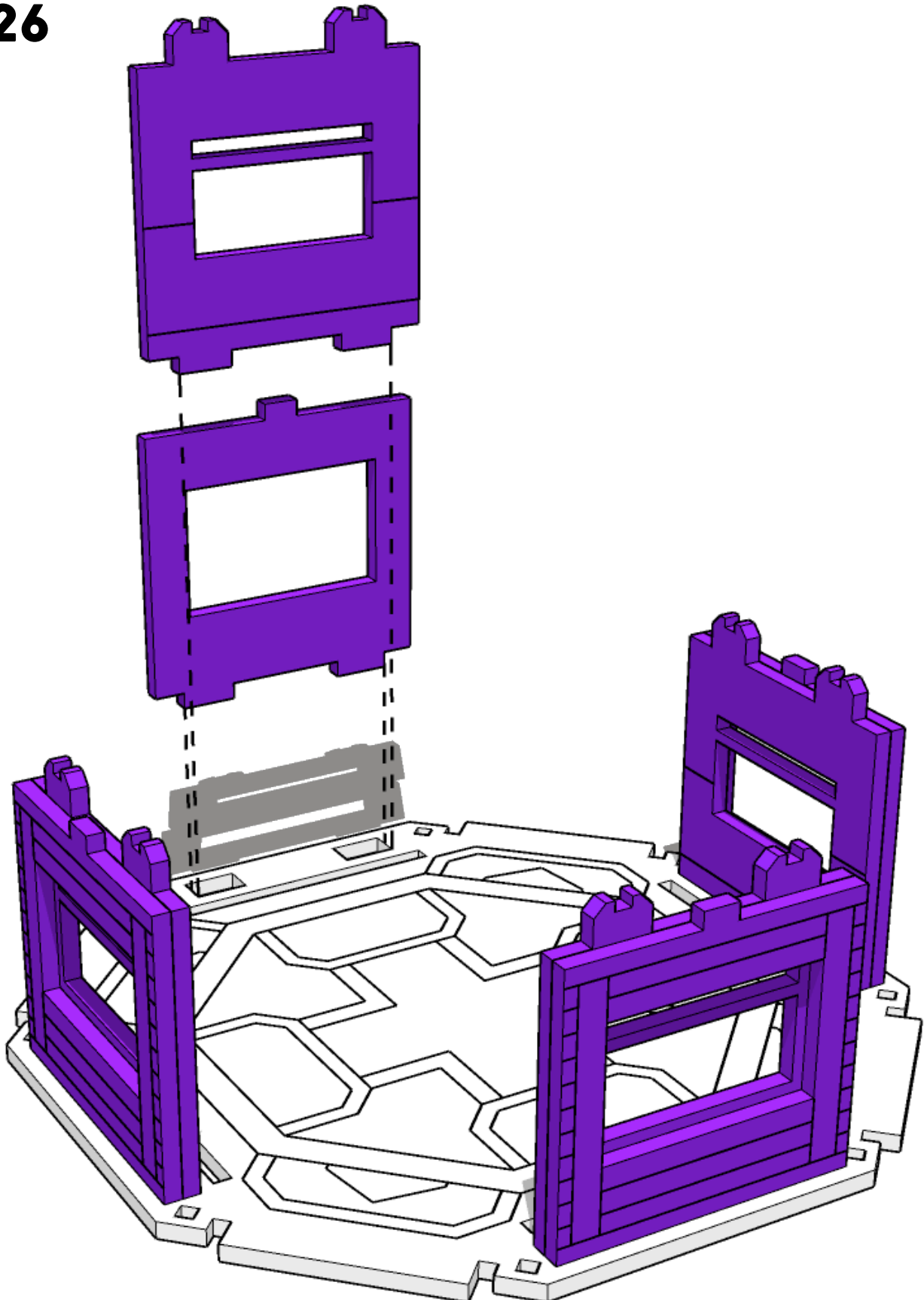
Core



# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

26



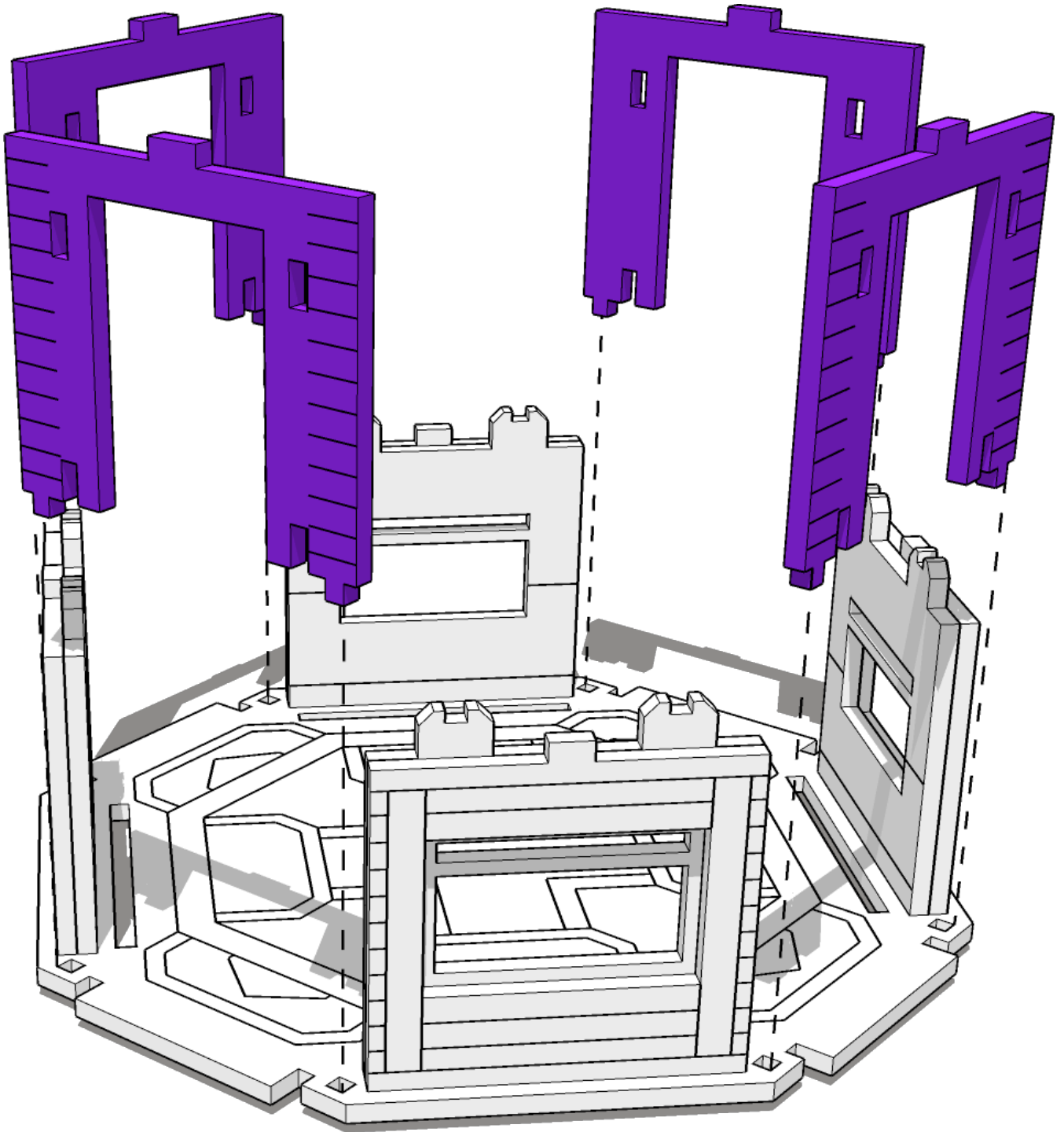
Interior panel has detailing facing inside



# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

27

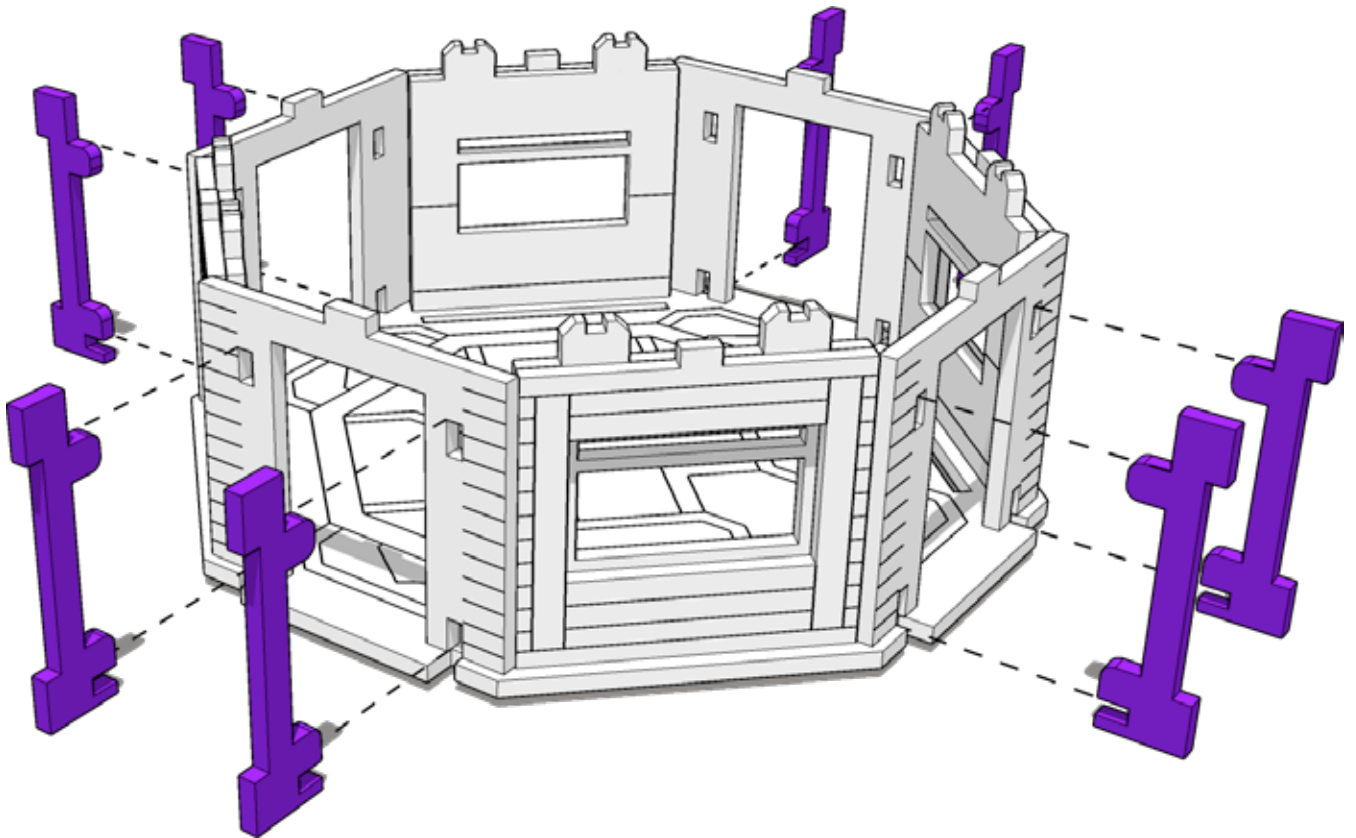




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

28

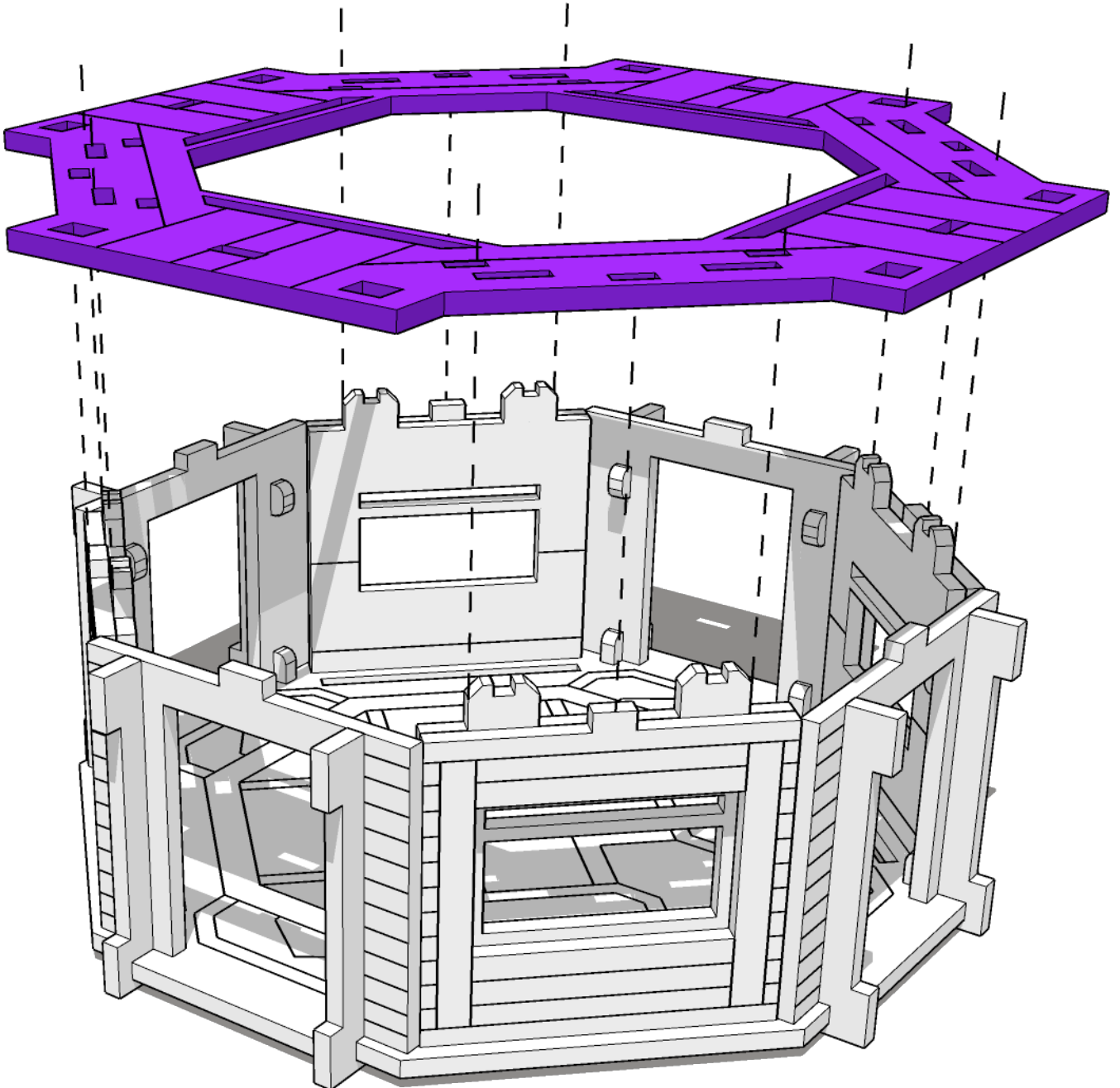




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

29

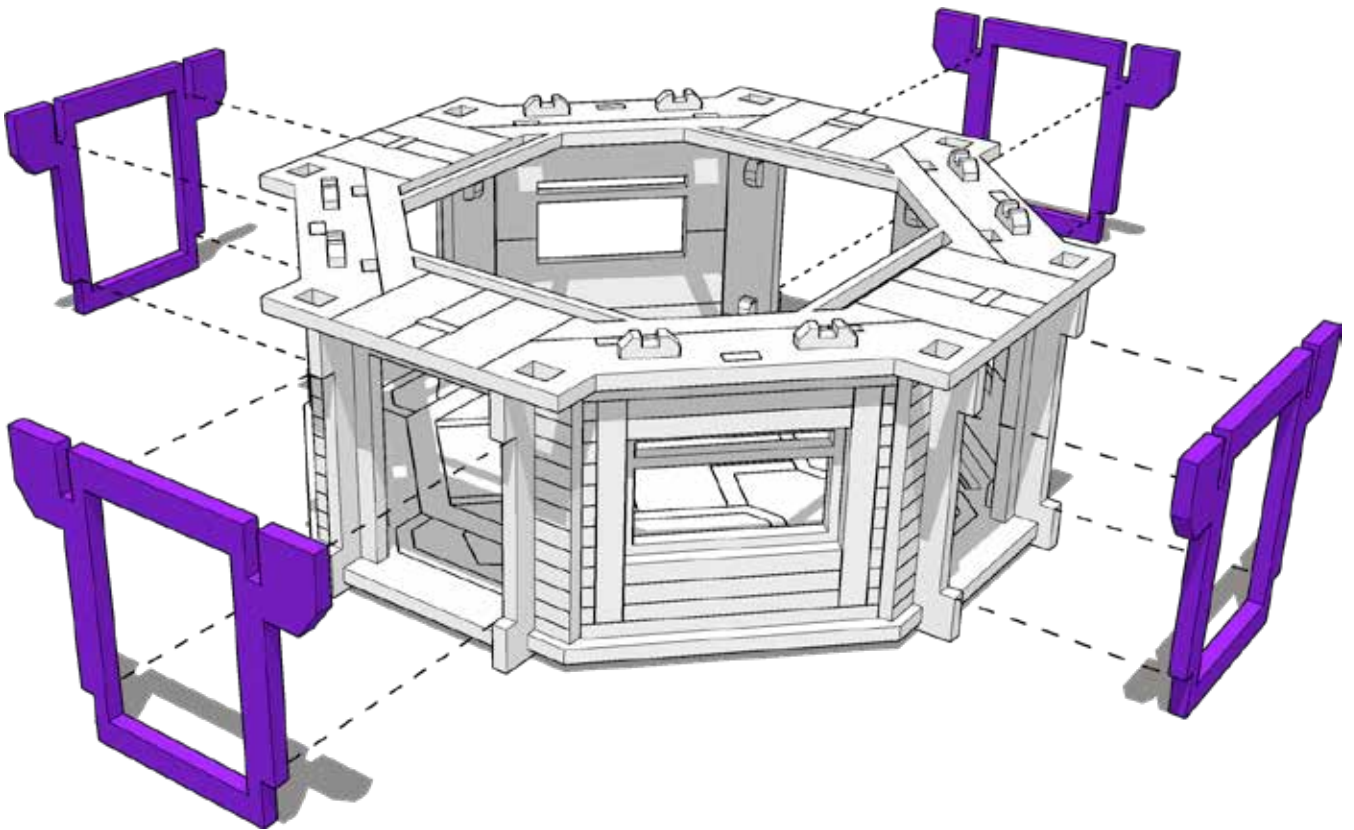




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

30

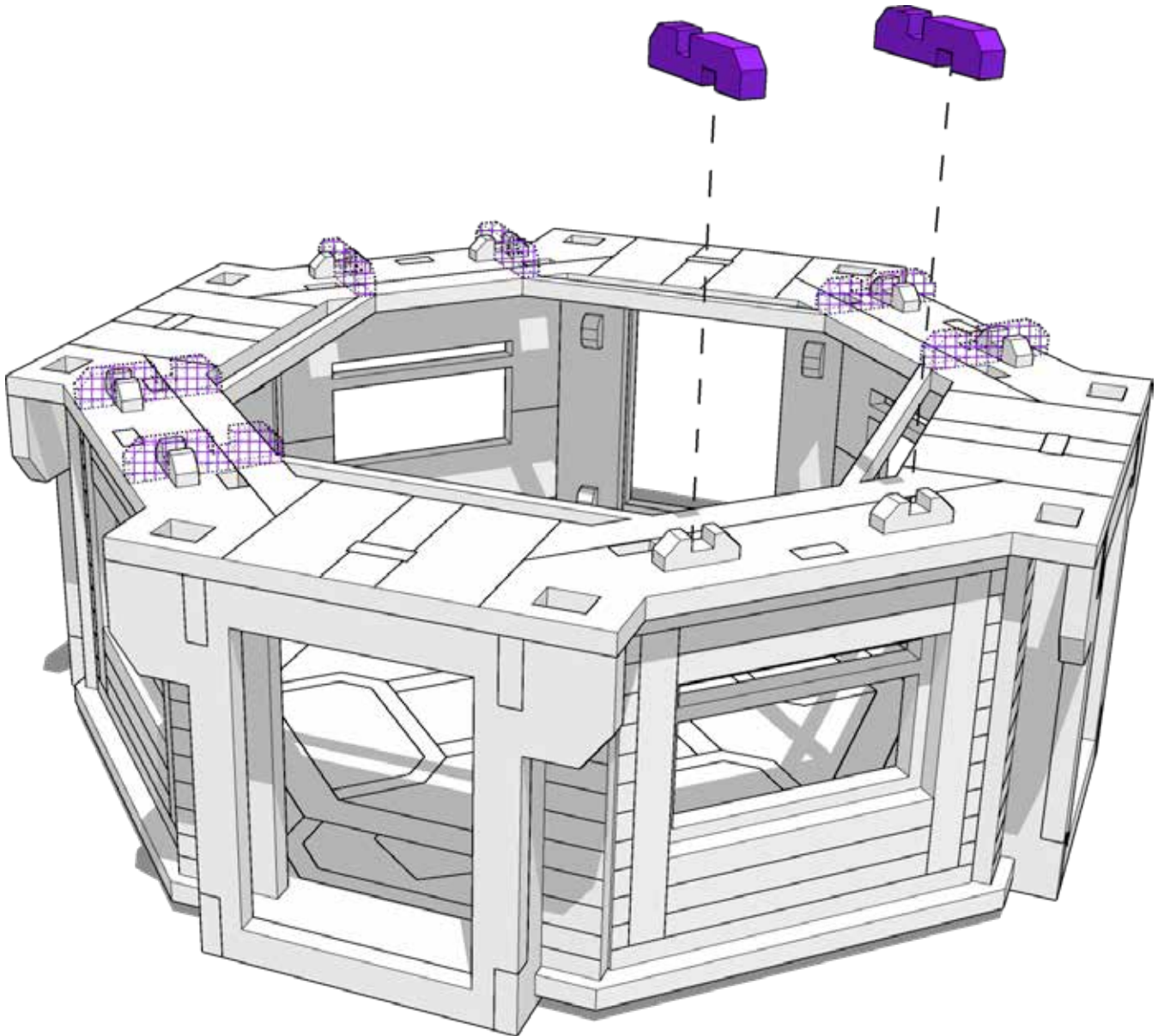




# TABLETOP SCENICS

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

**31**

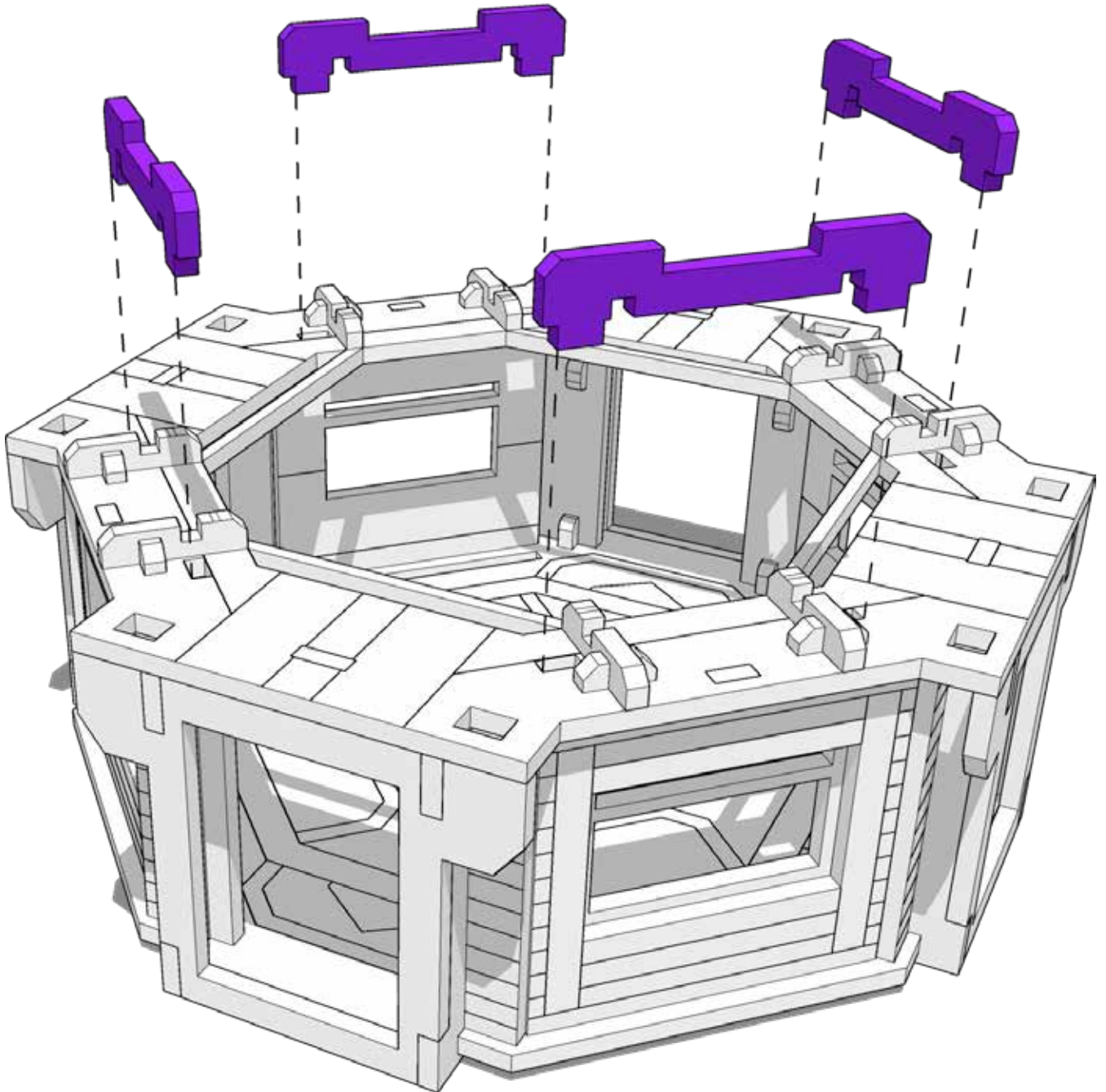




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

32



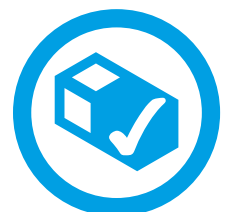
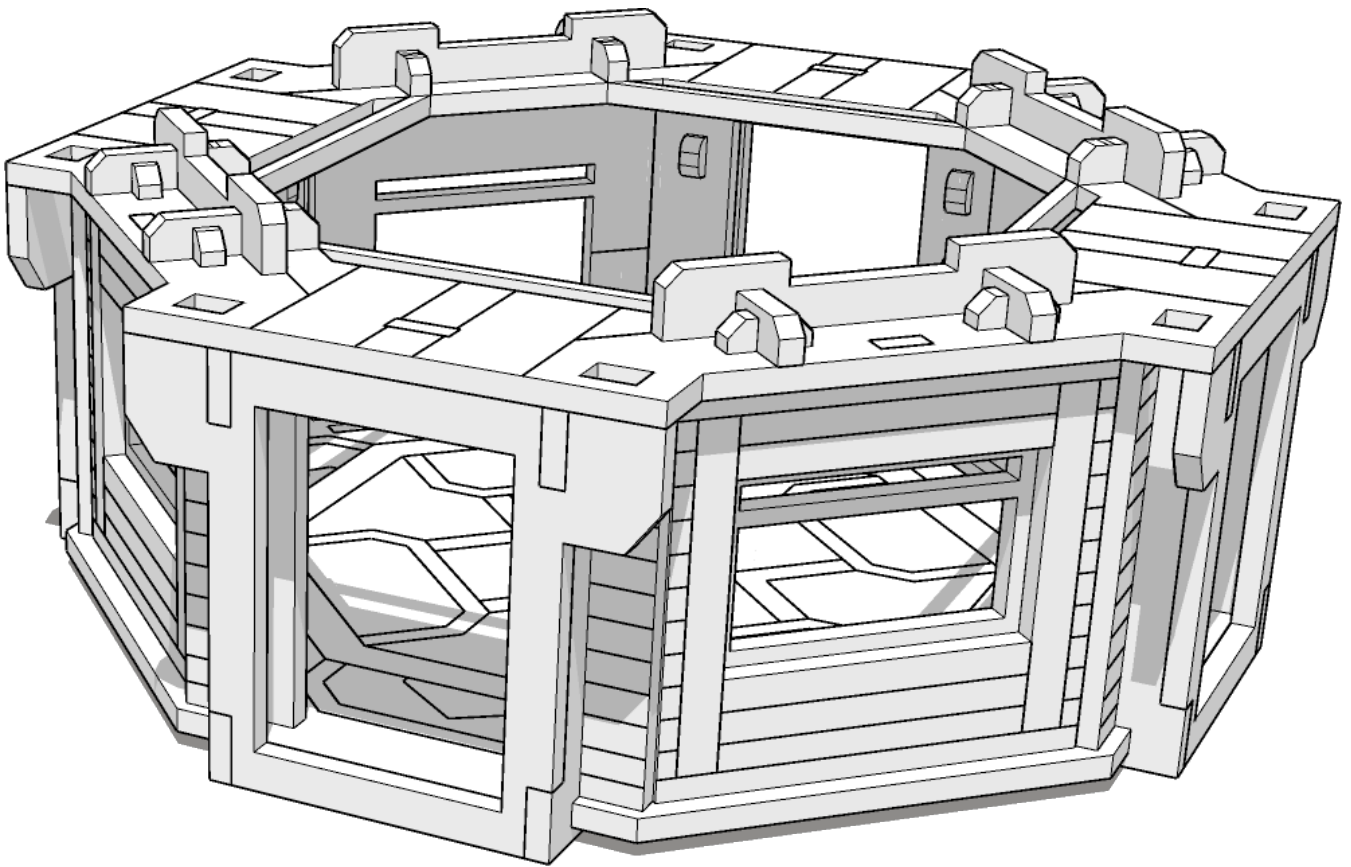


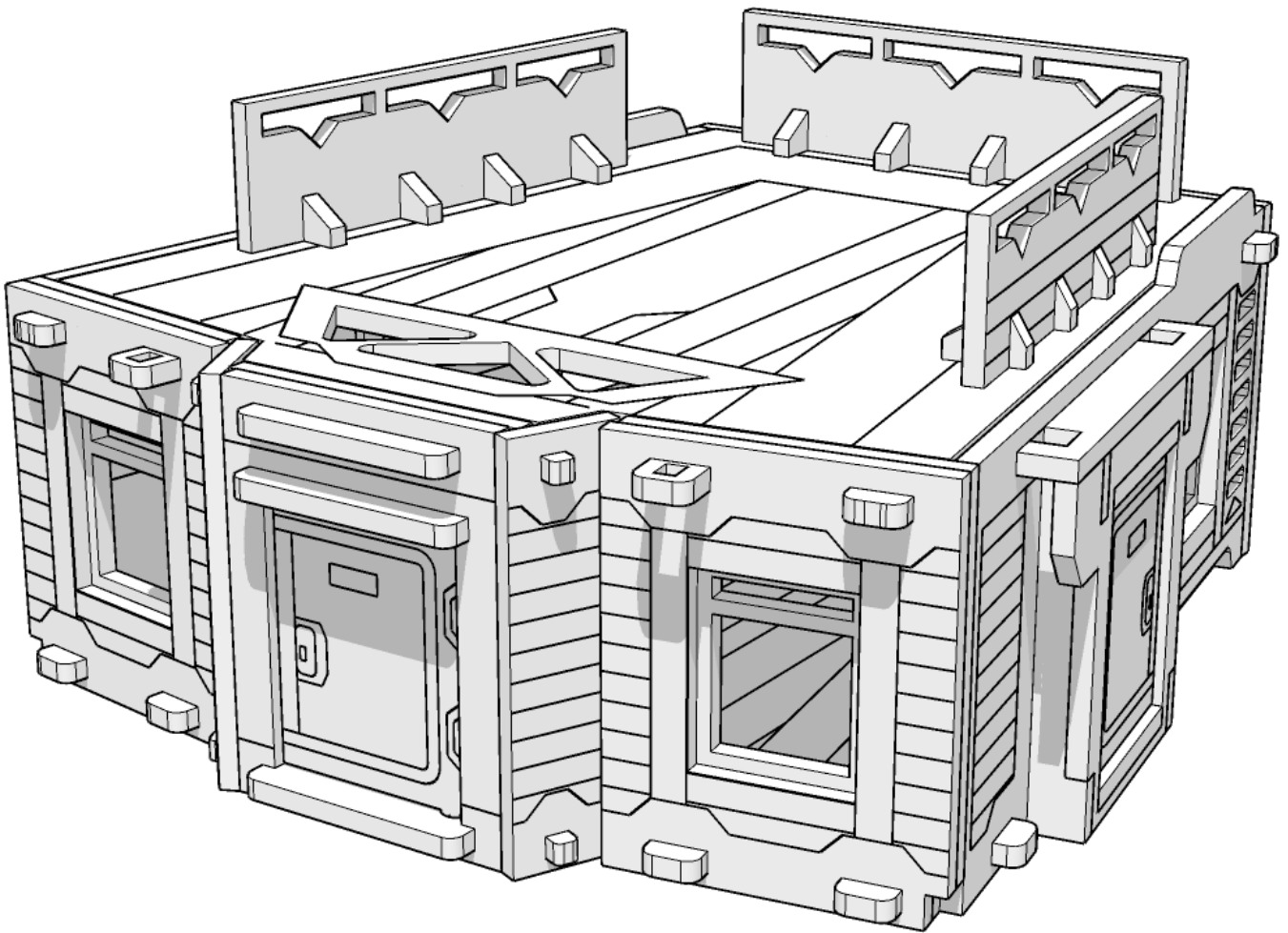


# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

33





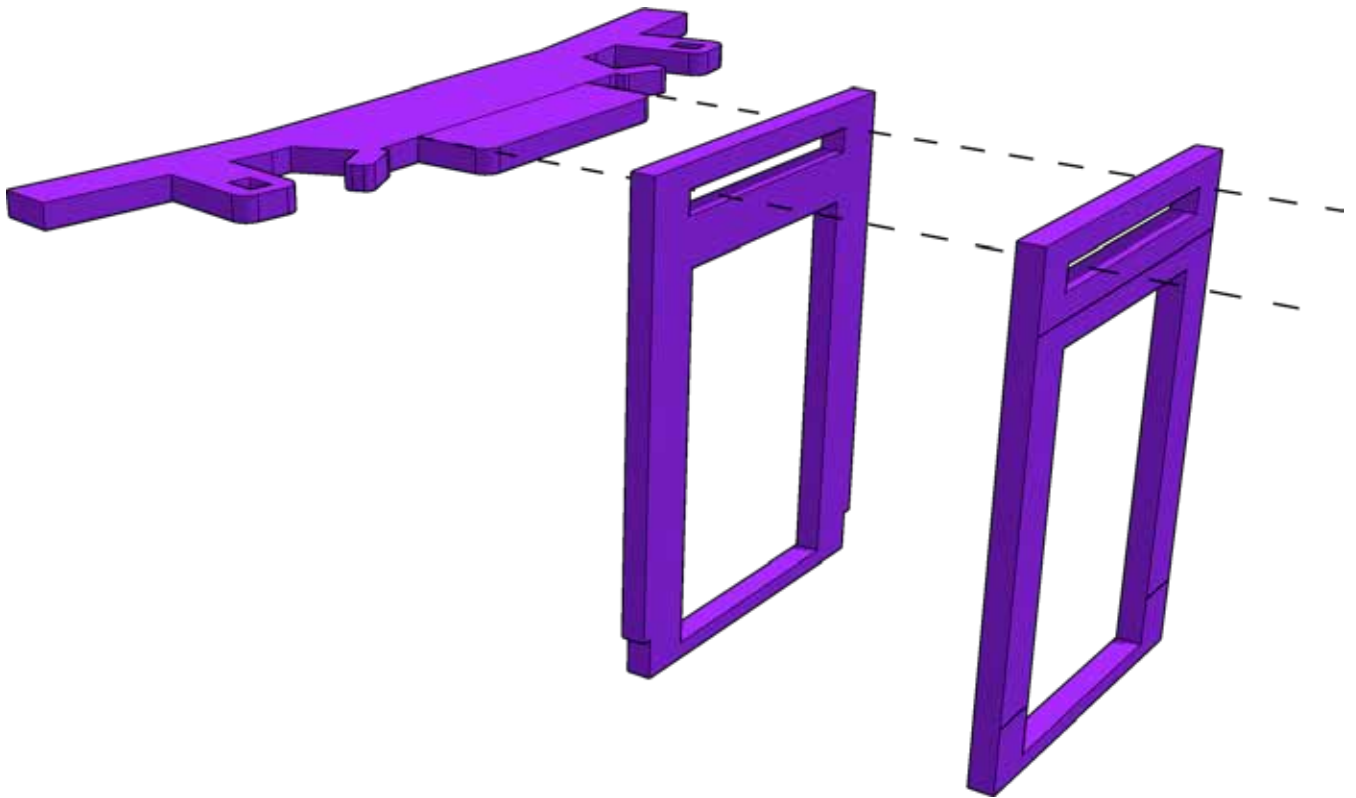
Cashstack Demi Block



# TABLETOP SCENICS

TTPSX-SFU-O31  
Cashstacks: Facility

35

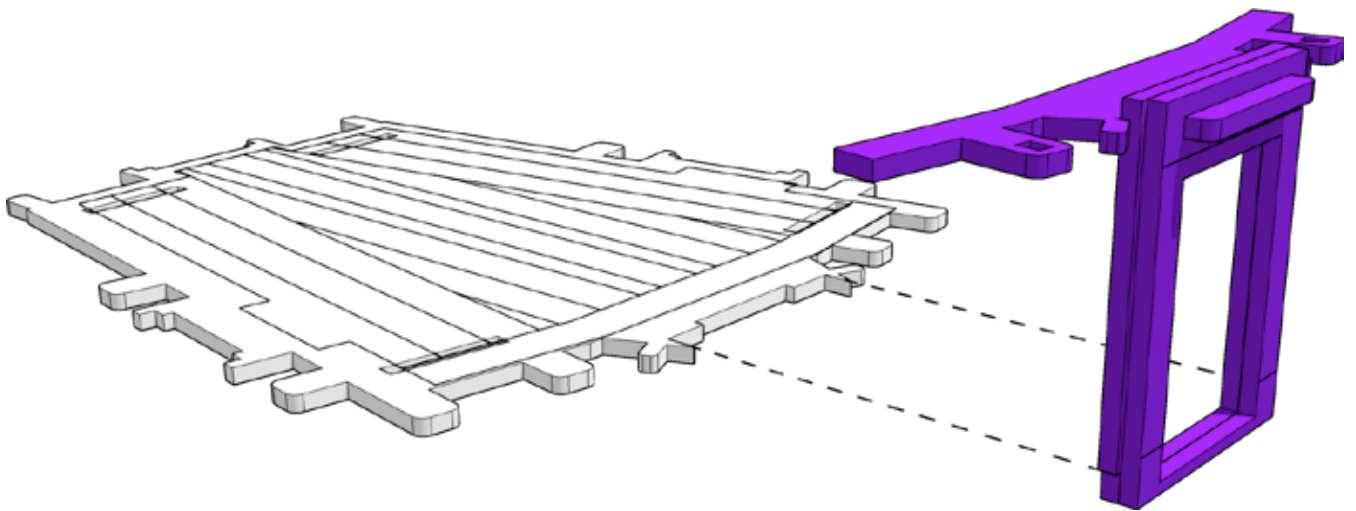




# TABLETOP SCENICS

**TTPSX-SFU-O31**  
**Cashstacks: Facility**

**36**

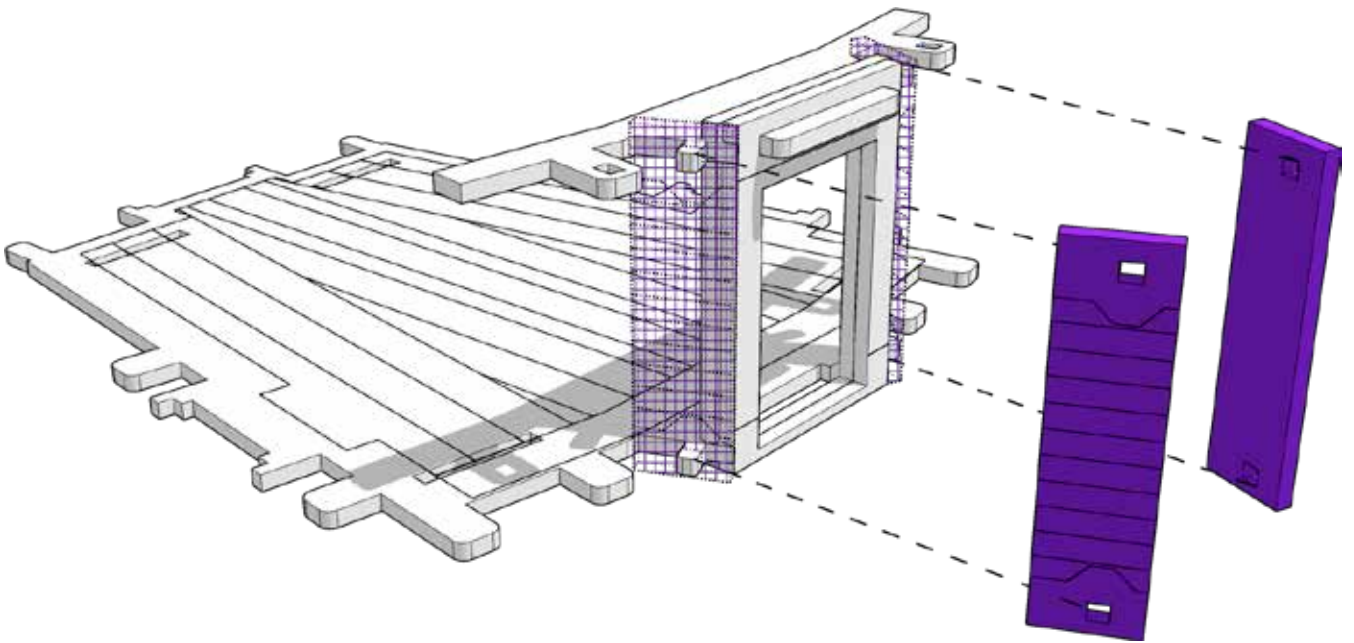




# TABLETOP SCENICS

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

**37**

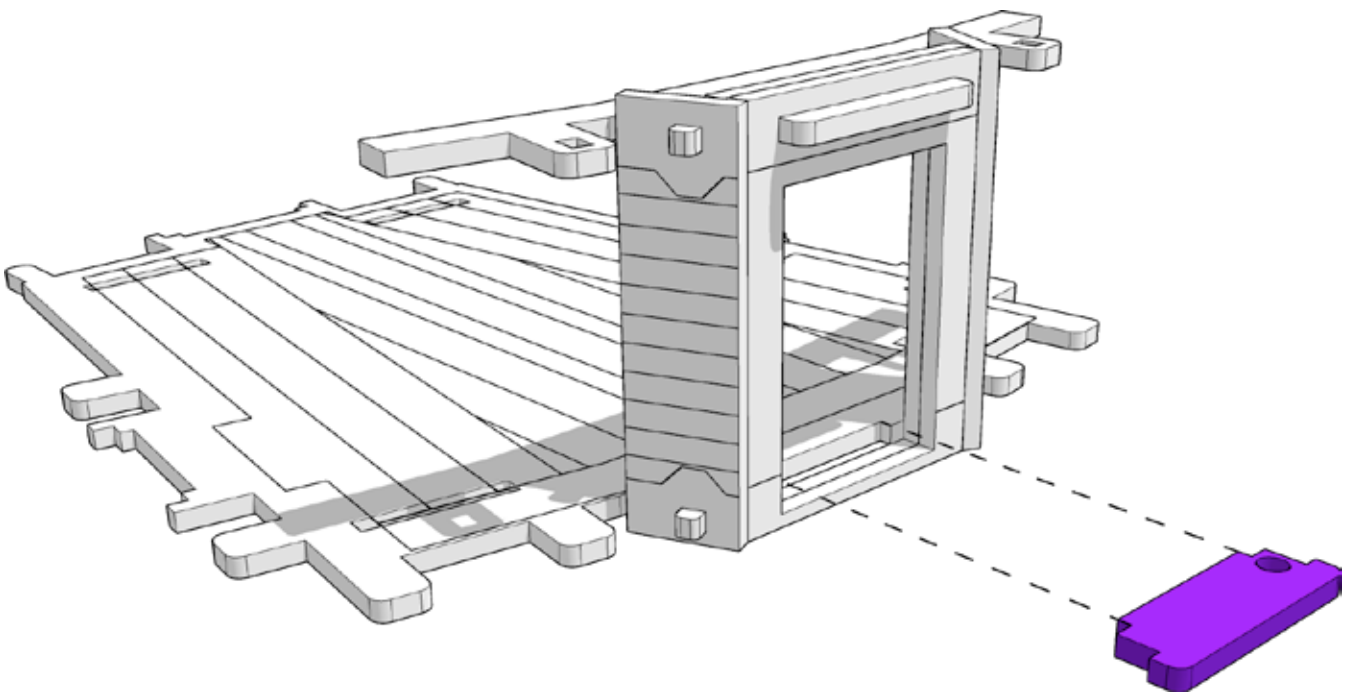




# TABLETOP SCENICS

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

**38**

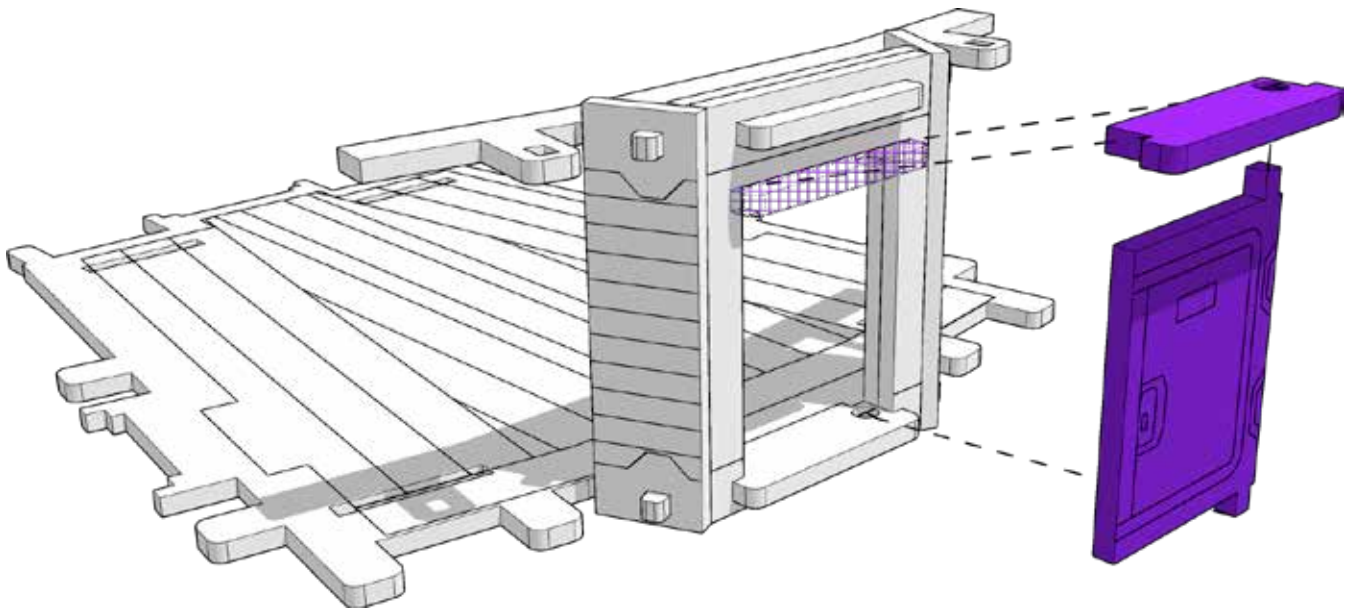




# TABLETOP SCENICS

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

**39**

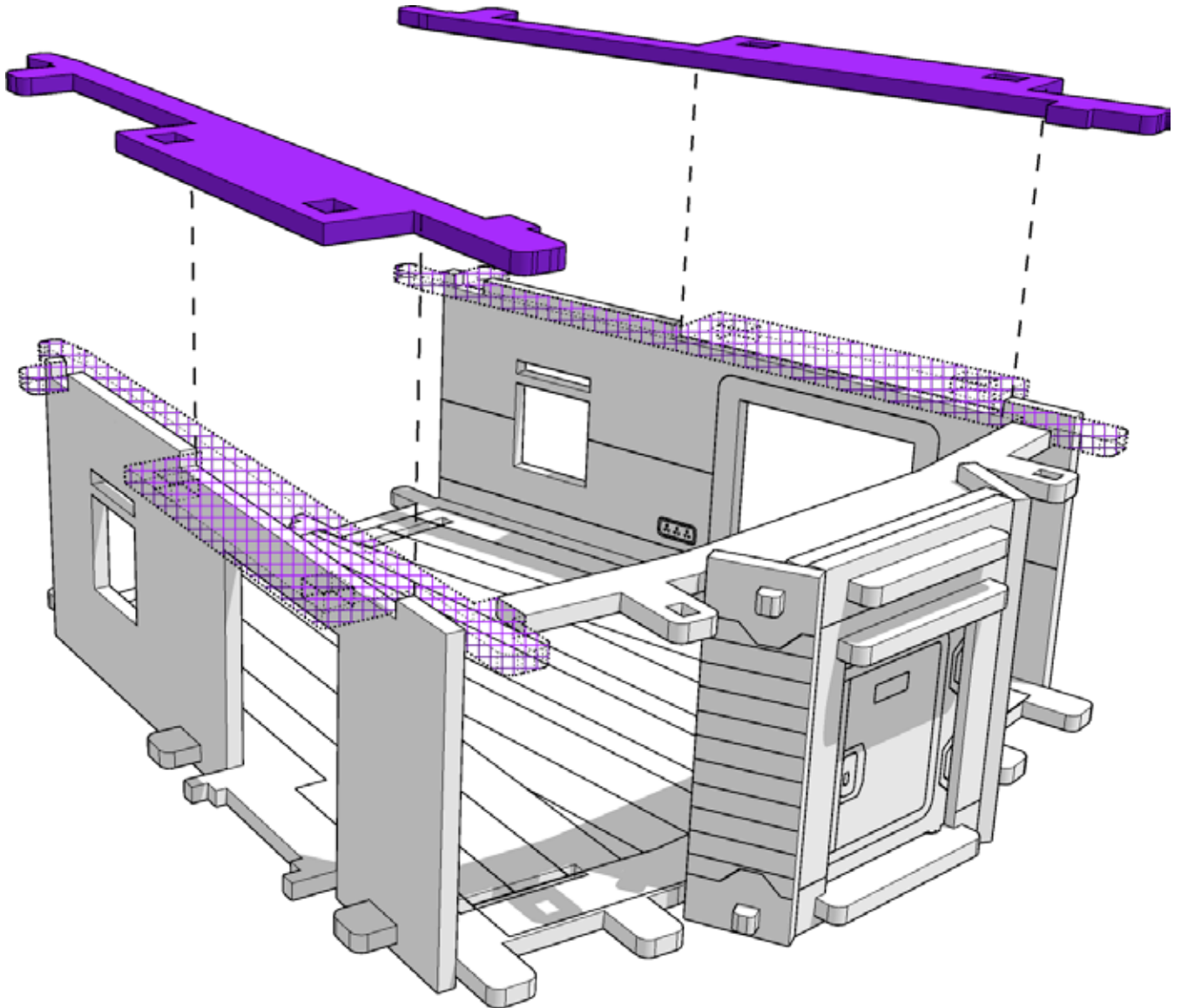




# TABLETOP SCENICS

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

**40**



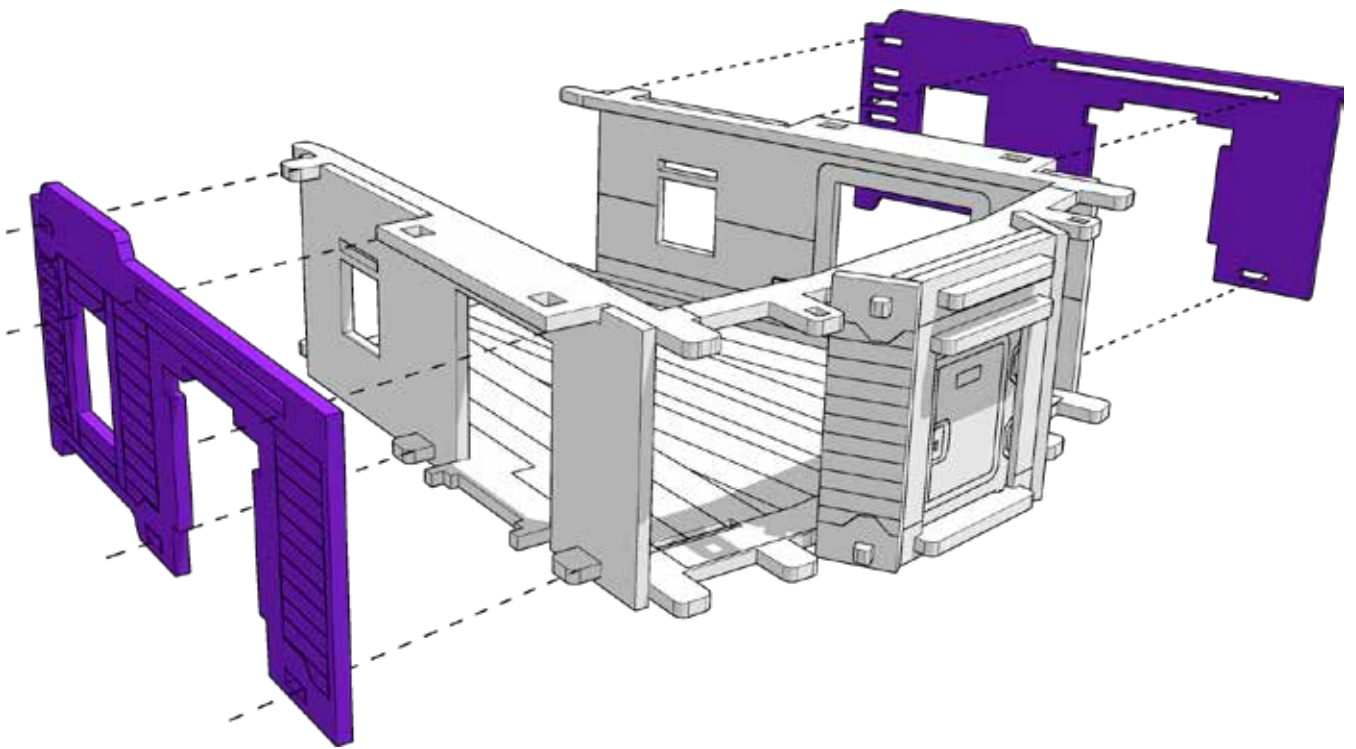




# TABLETOP SCENICS

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

**41**

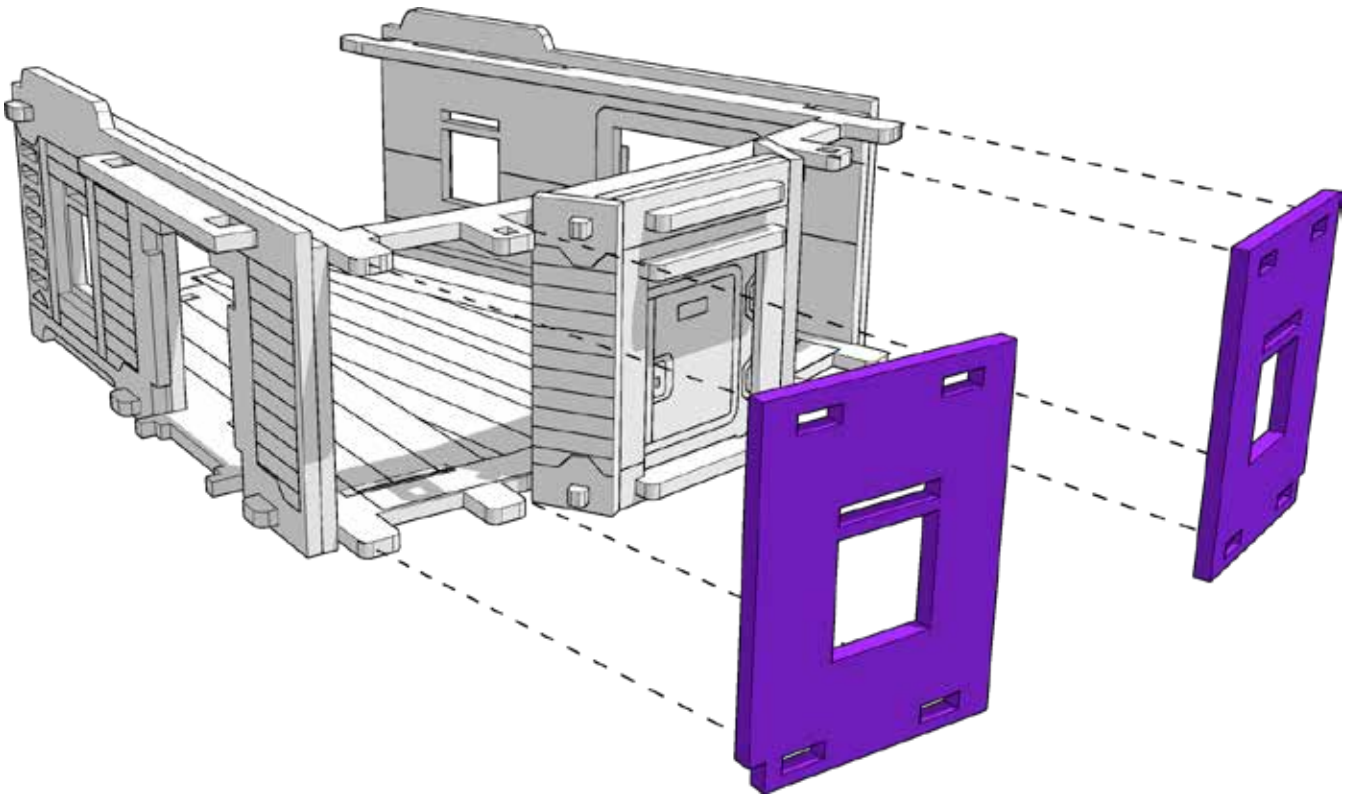




# TABLETOP SCENICS

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

**42**

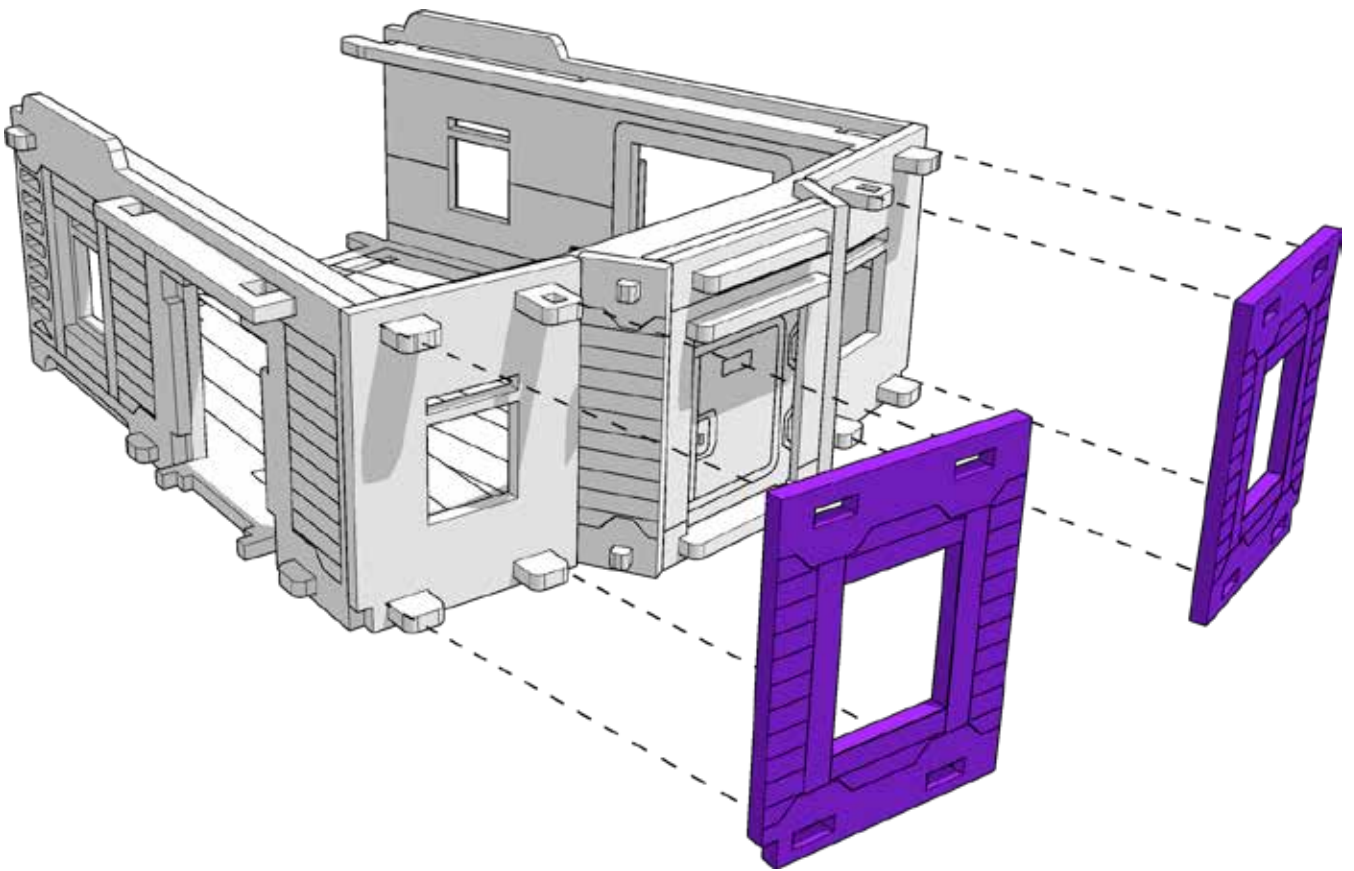




# TABLETOP SCENICS

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

**43**

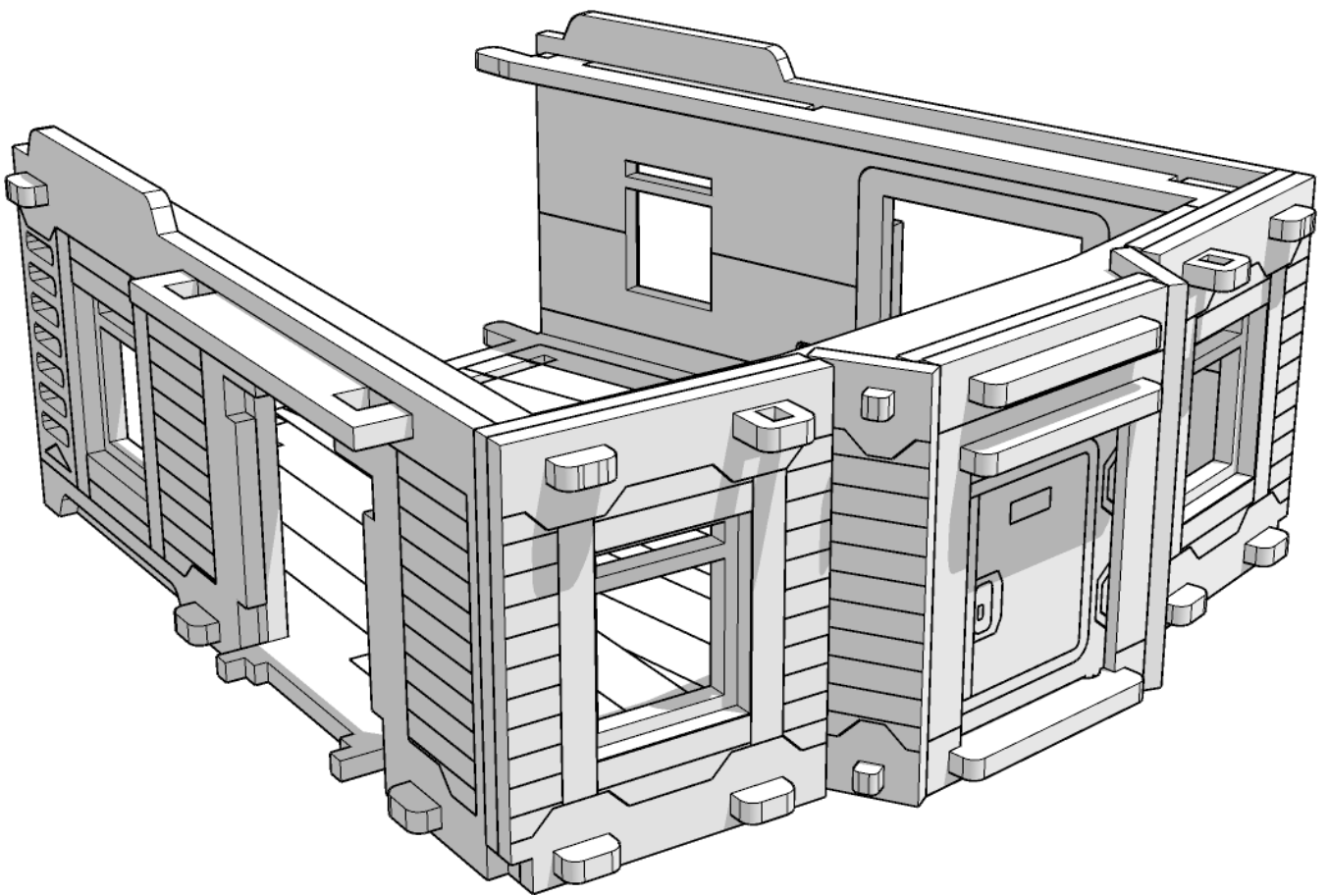




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

44

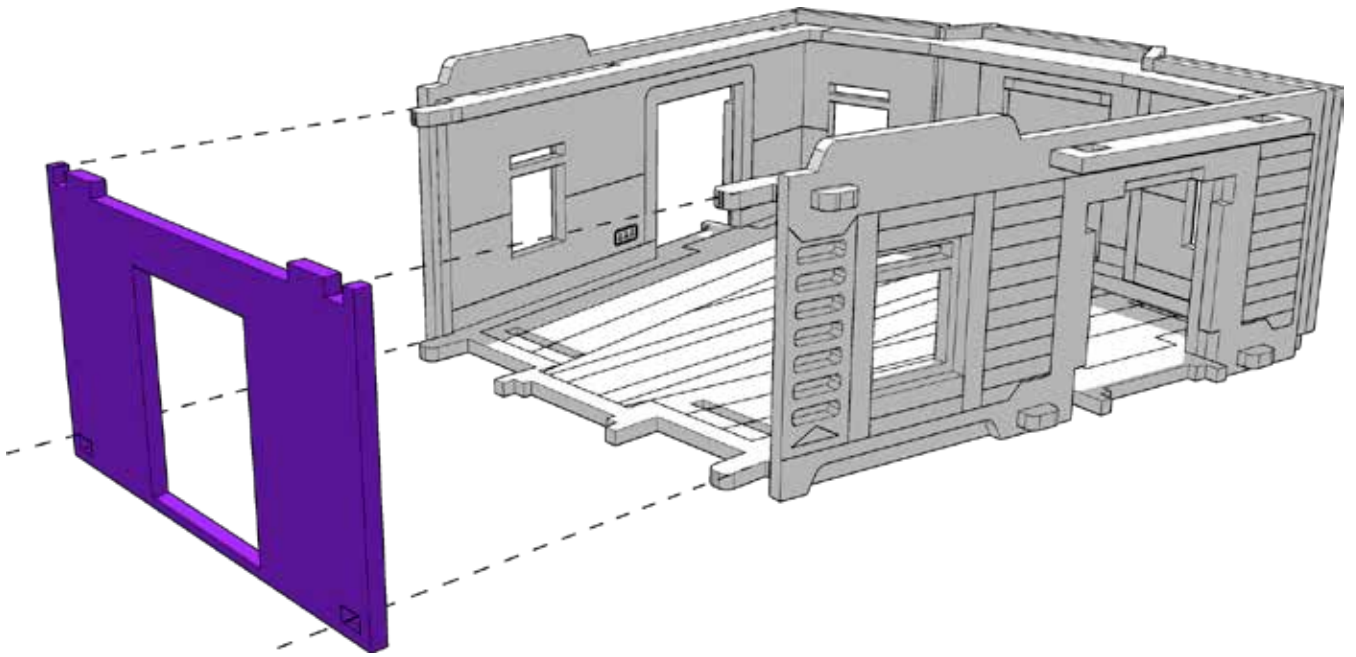




# TABLETOP SCENICS

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

**45**

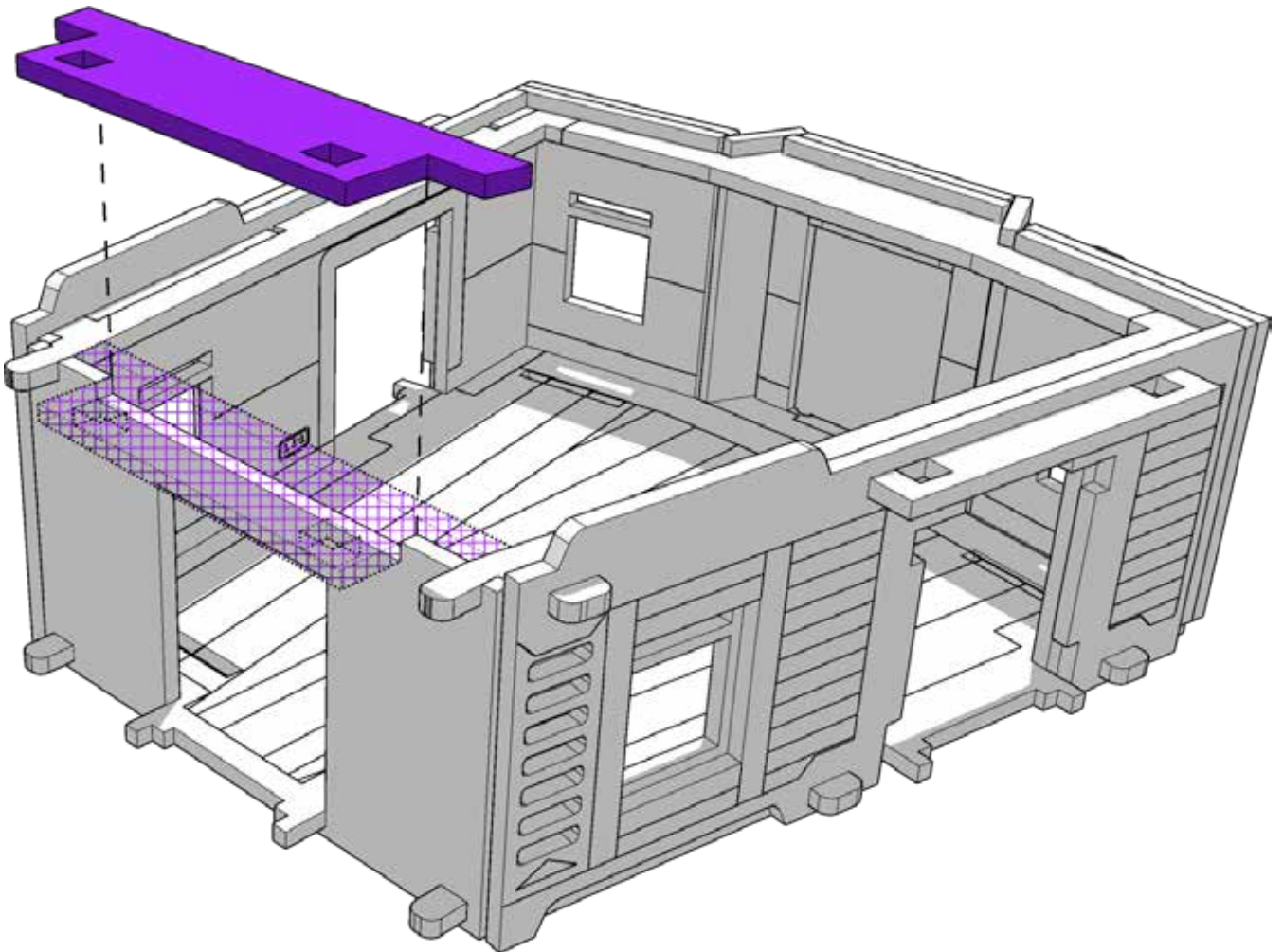




# TABLETOP SCENICS

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

**46**

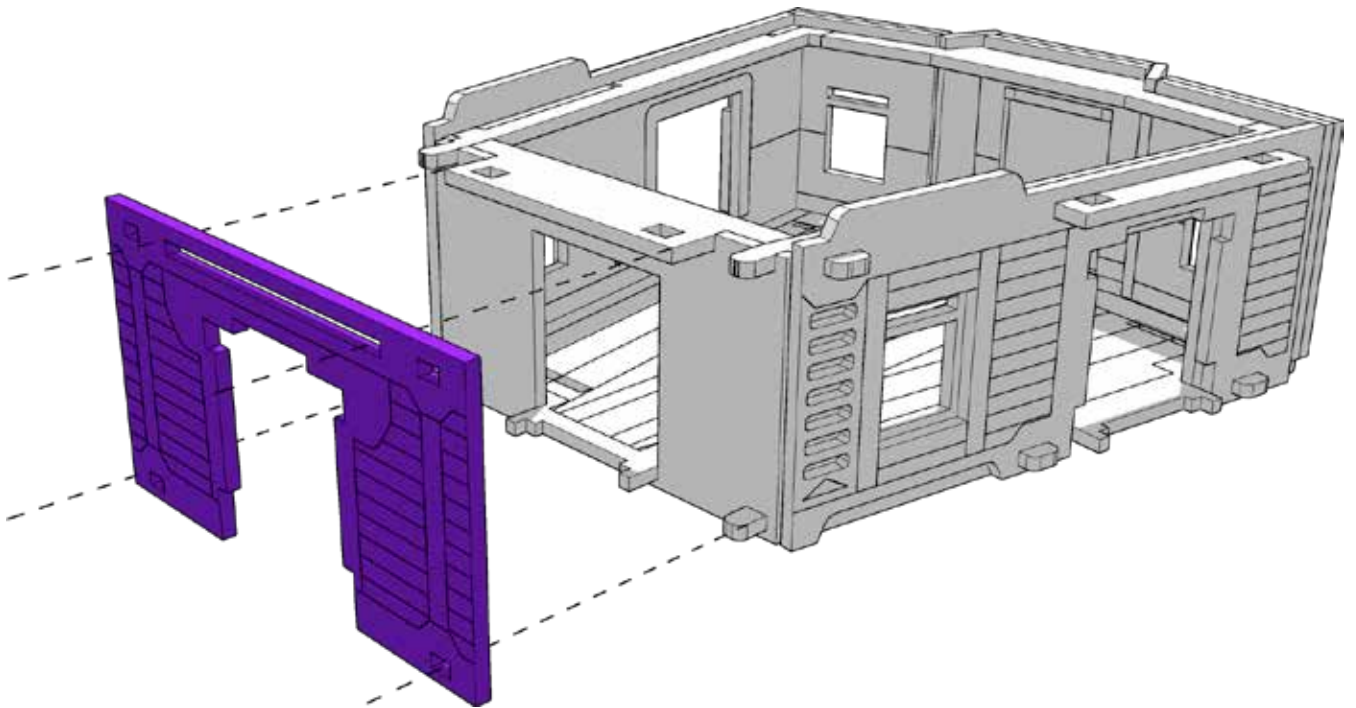




# TABLETOP SCENICS

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

**47**

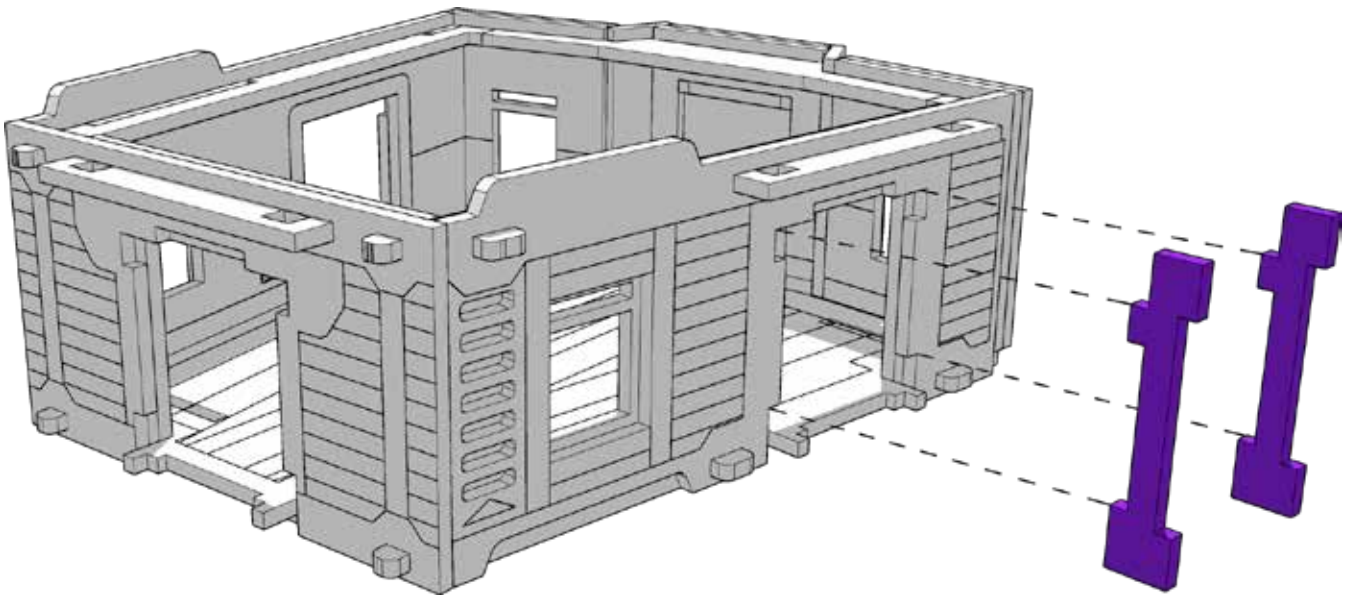




# TABLETOP SCENICS

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

**48**



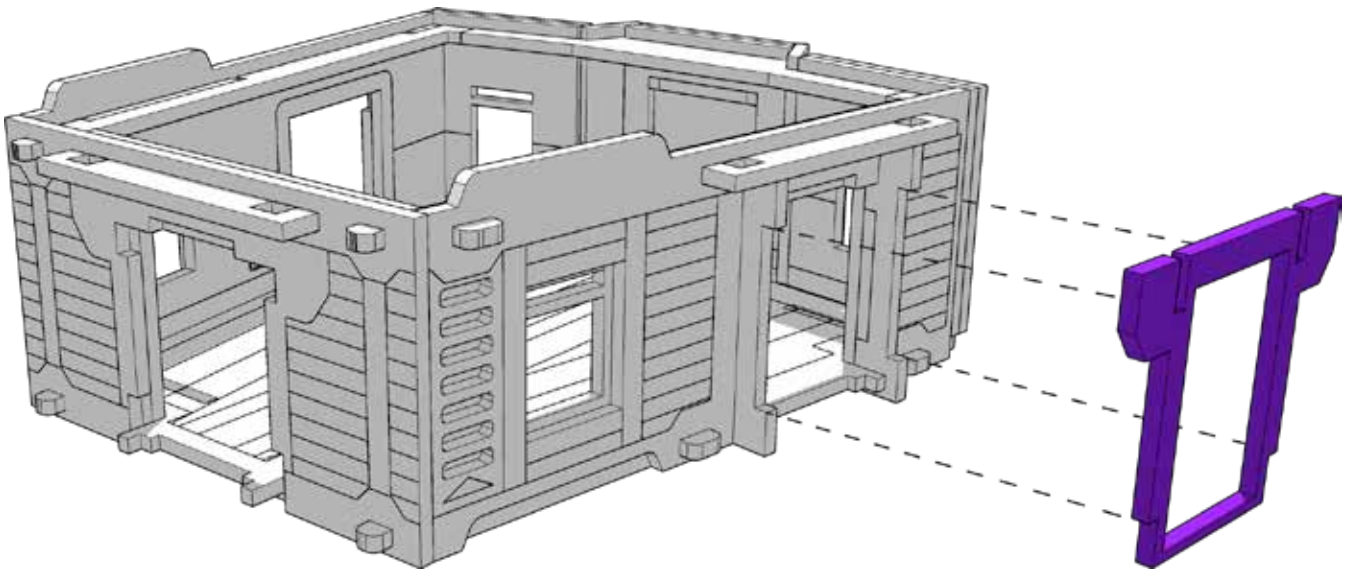




# TABLETOP SCENICS

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

**49**

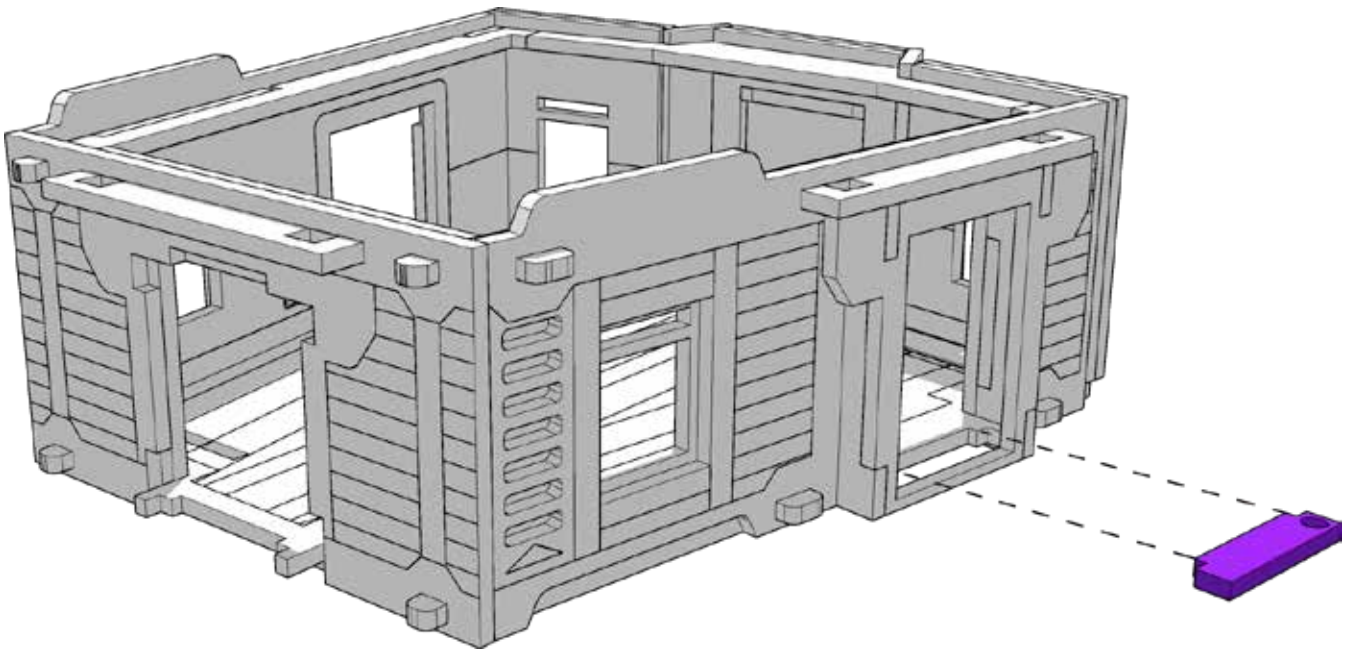




# TABLETOP SCENICS

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

**50**

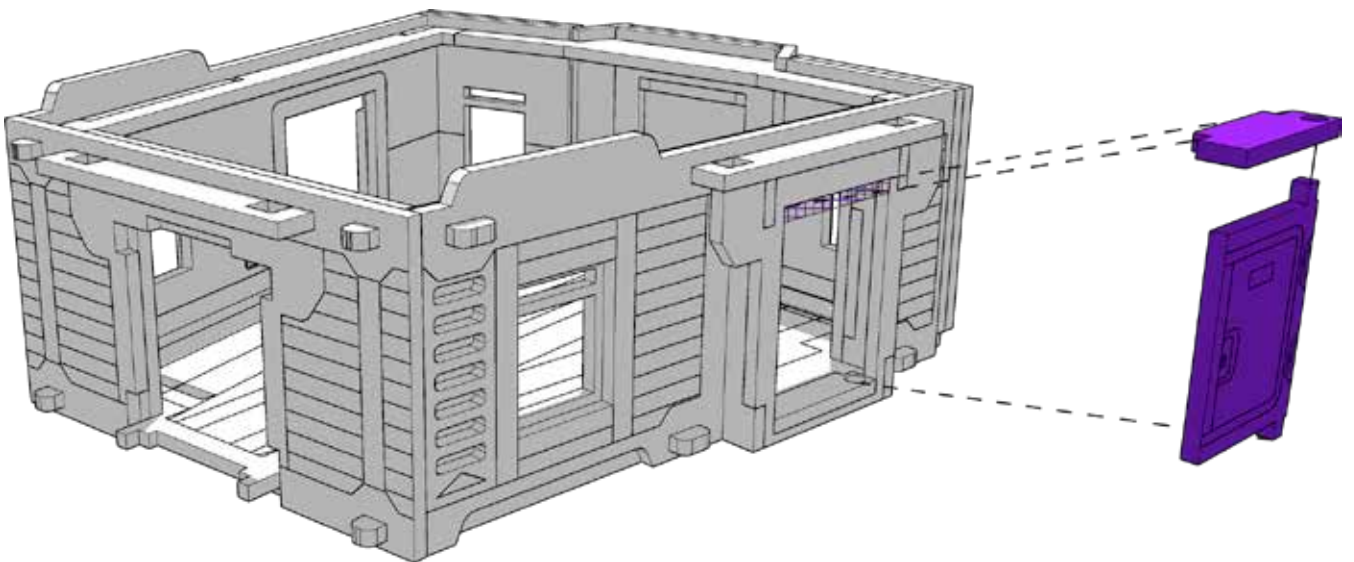




# TABLETOP SCENICS

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

**51**



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

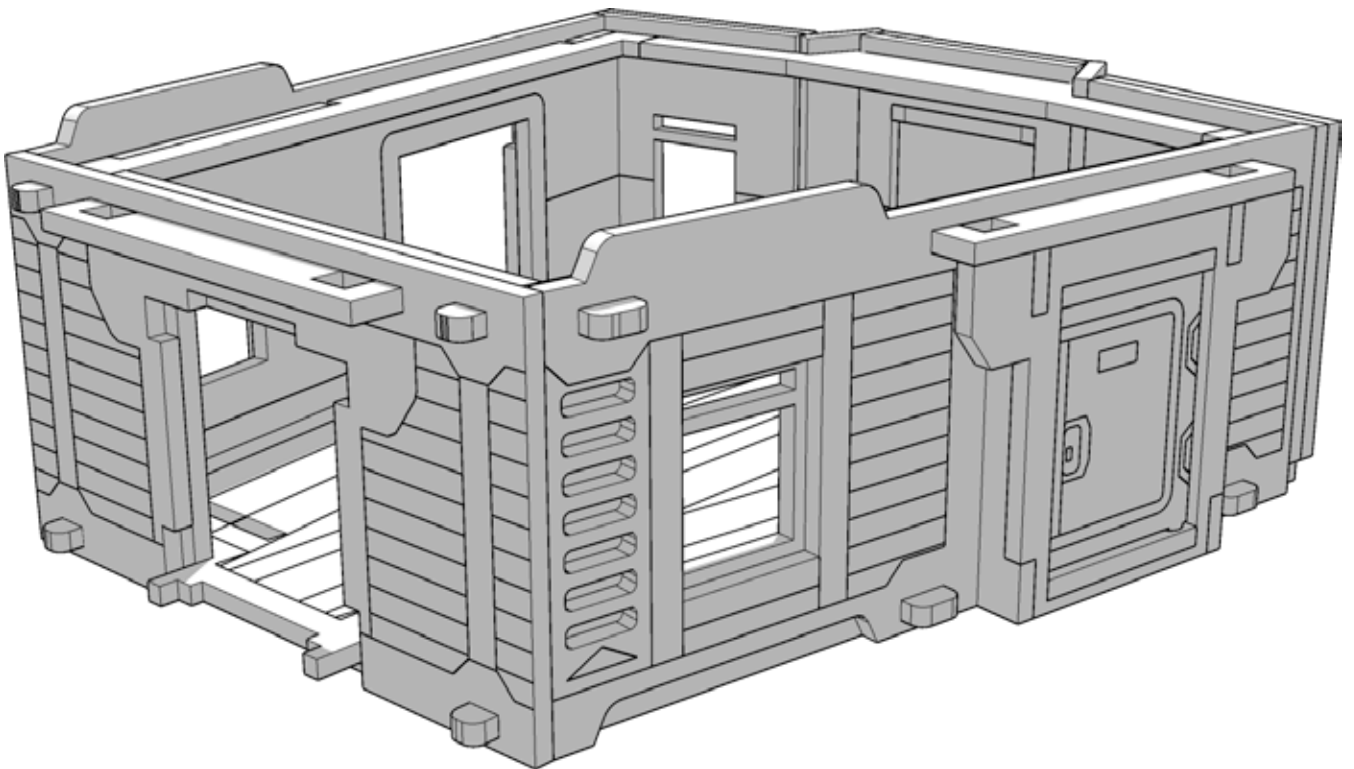




# TABLETOP SCENICS

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

**52**

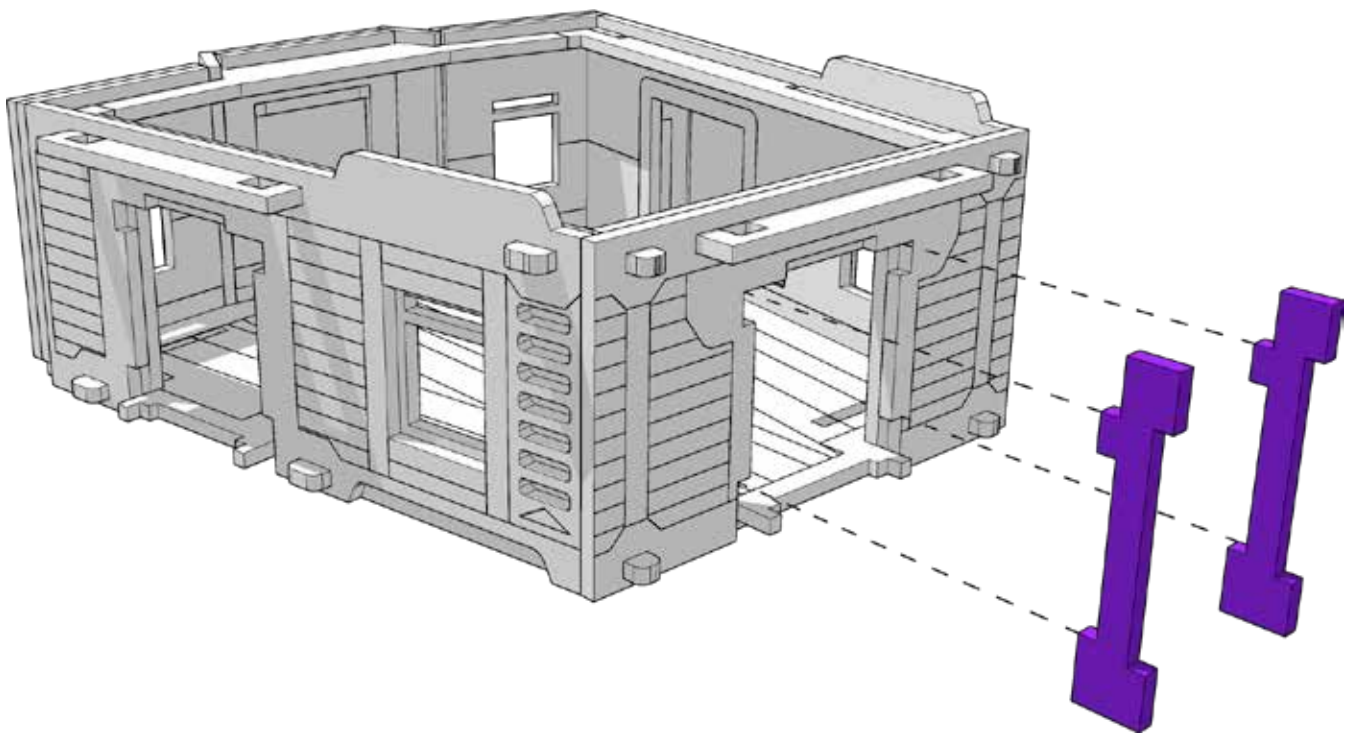




# TABLETOP SCENICS

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

**53**

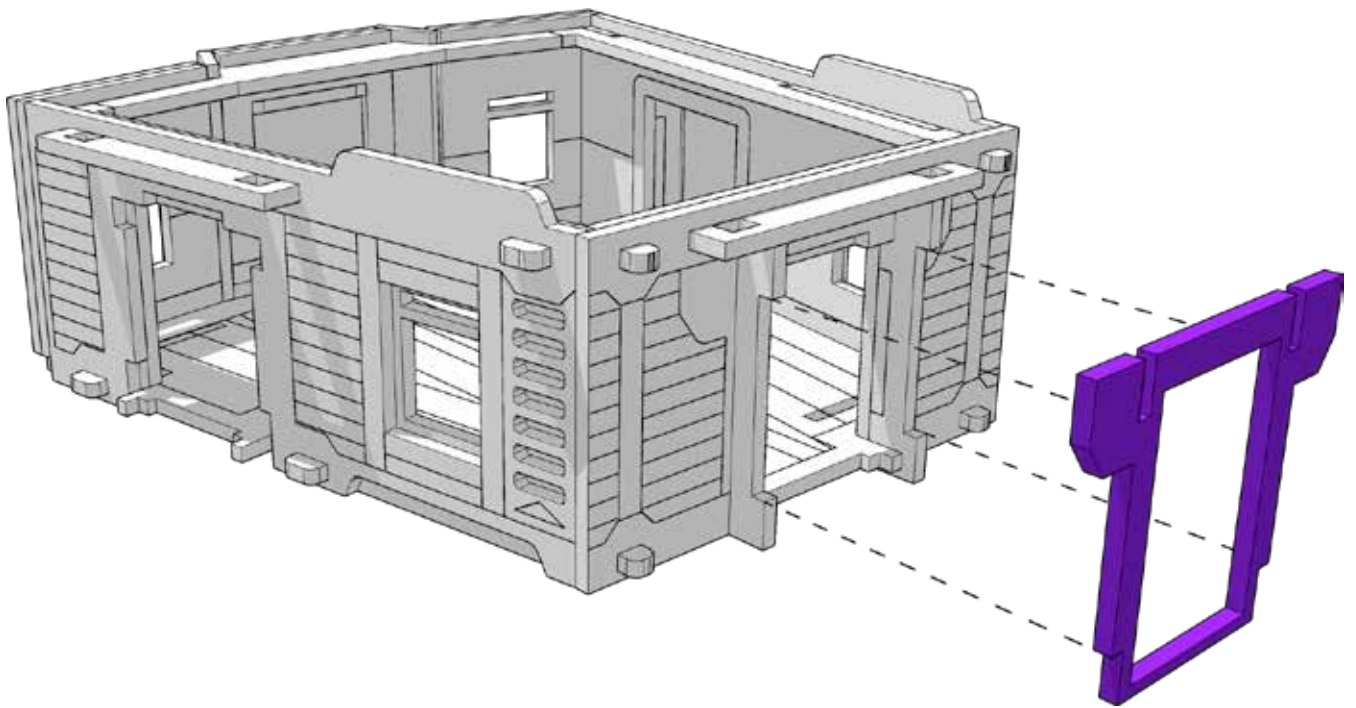




# TABLETOP SCENICS

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

**54**

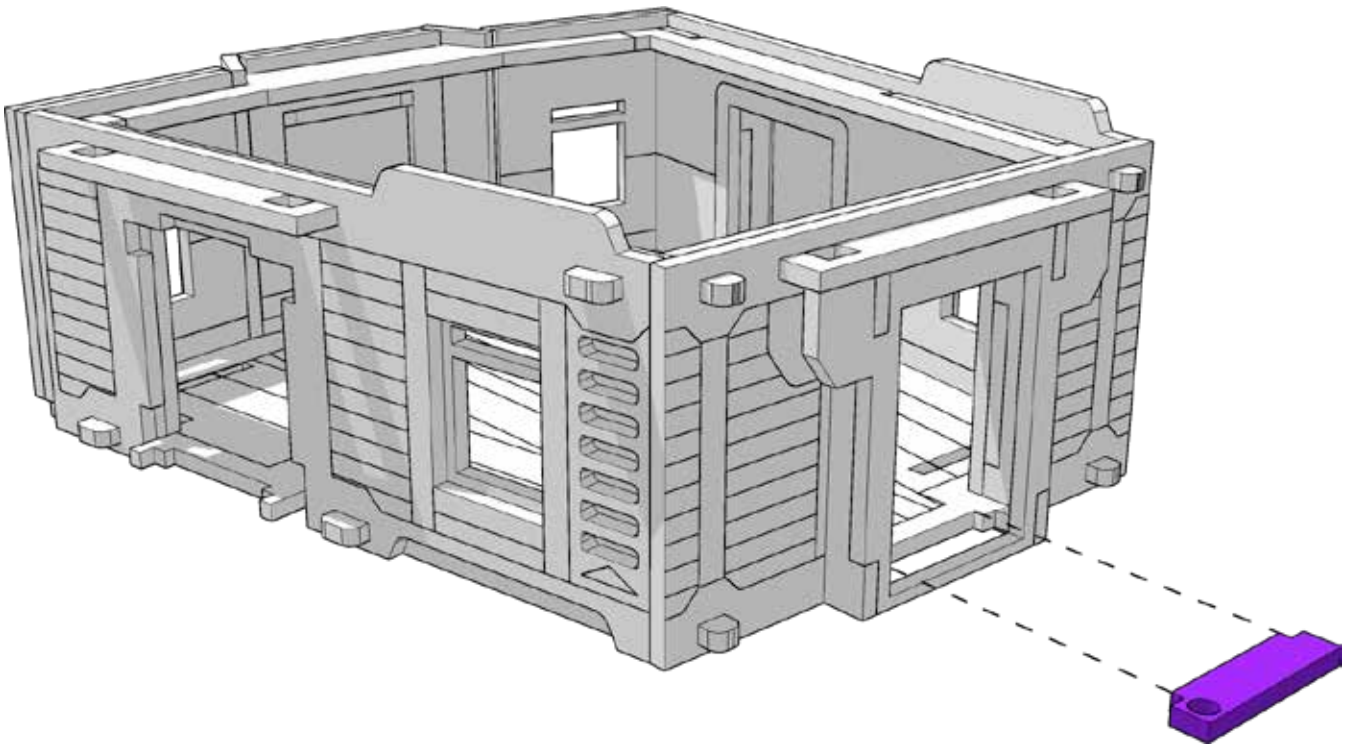




# TABLETOP SCENICS

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

**55**

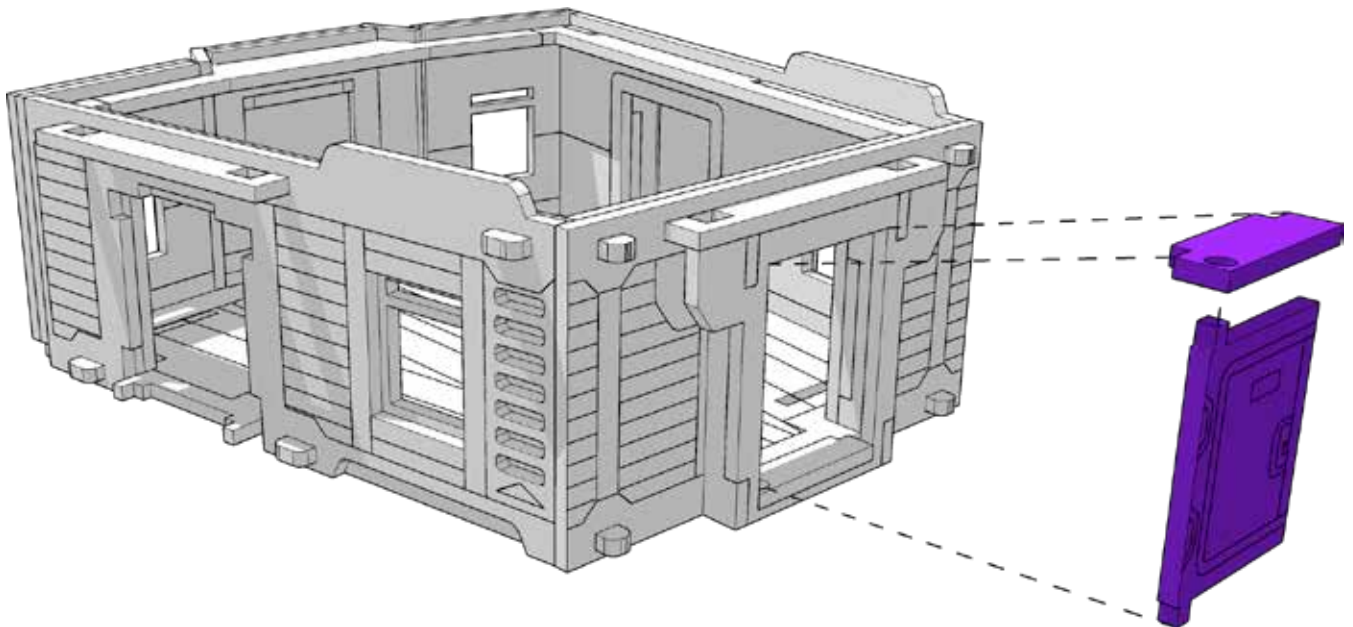




# TABLETOP SCENICS

**TTPSX-SFU-O31**  
**Cashstacks: Facility**

**56**



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

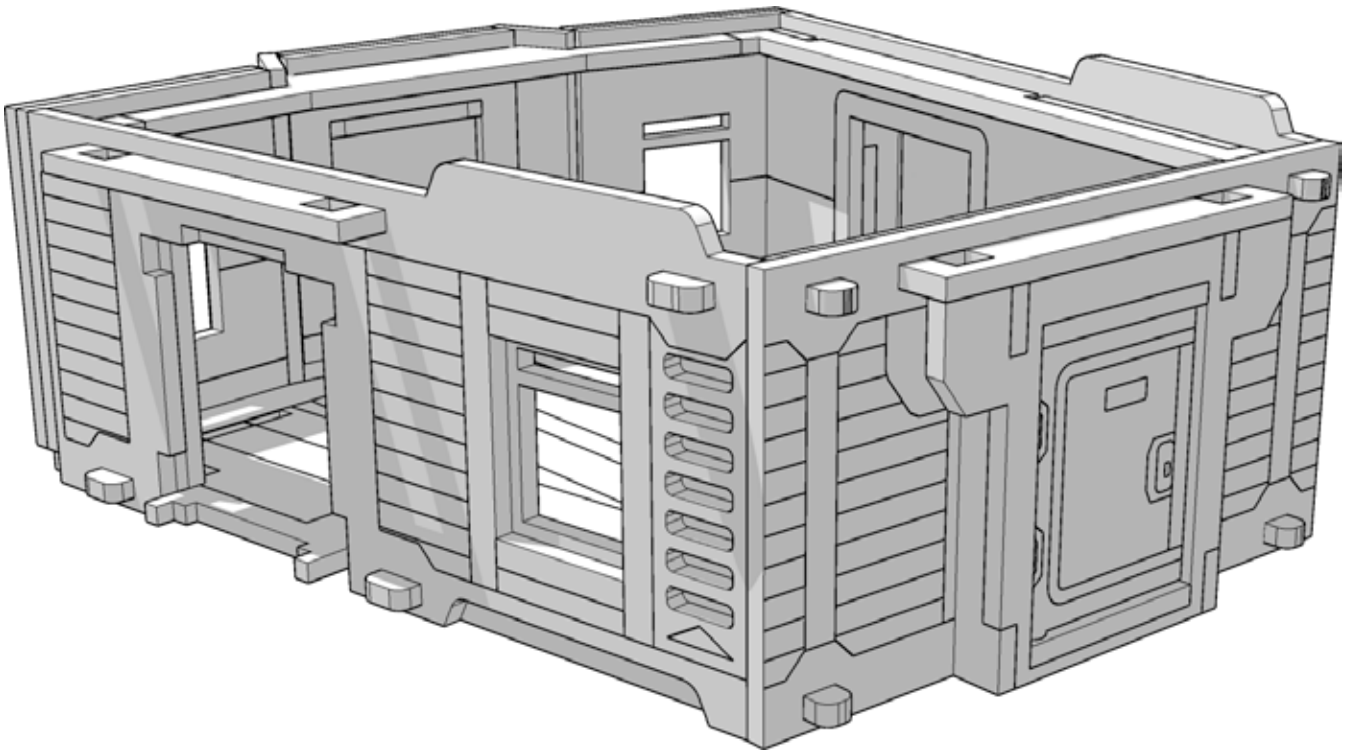




# TABLETOP SCENICS

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

**57**

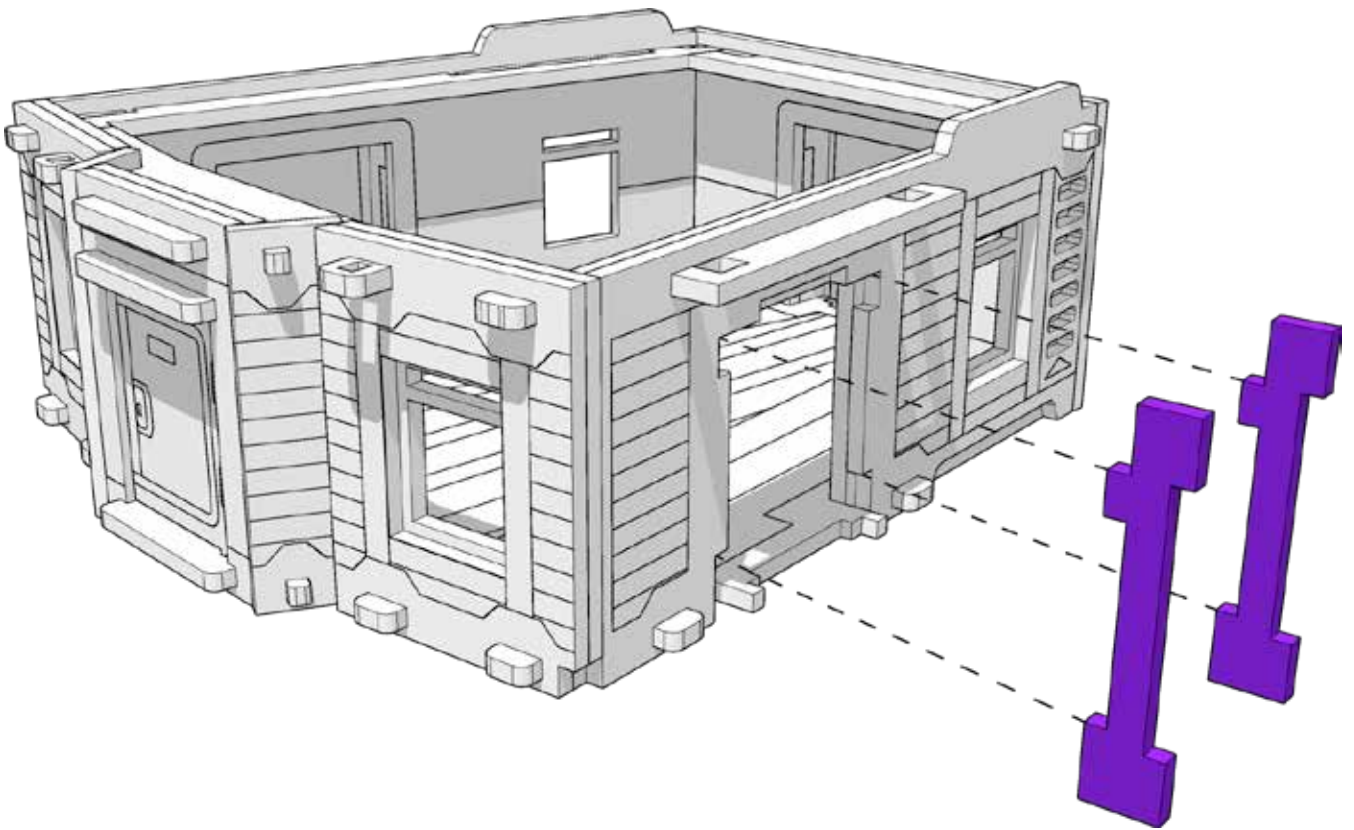




# TABLETOP SCENICS

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

**58**

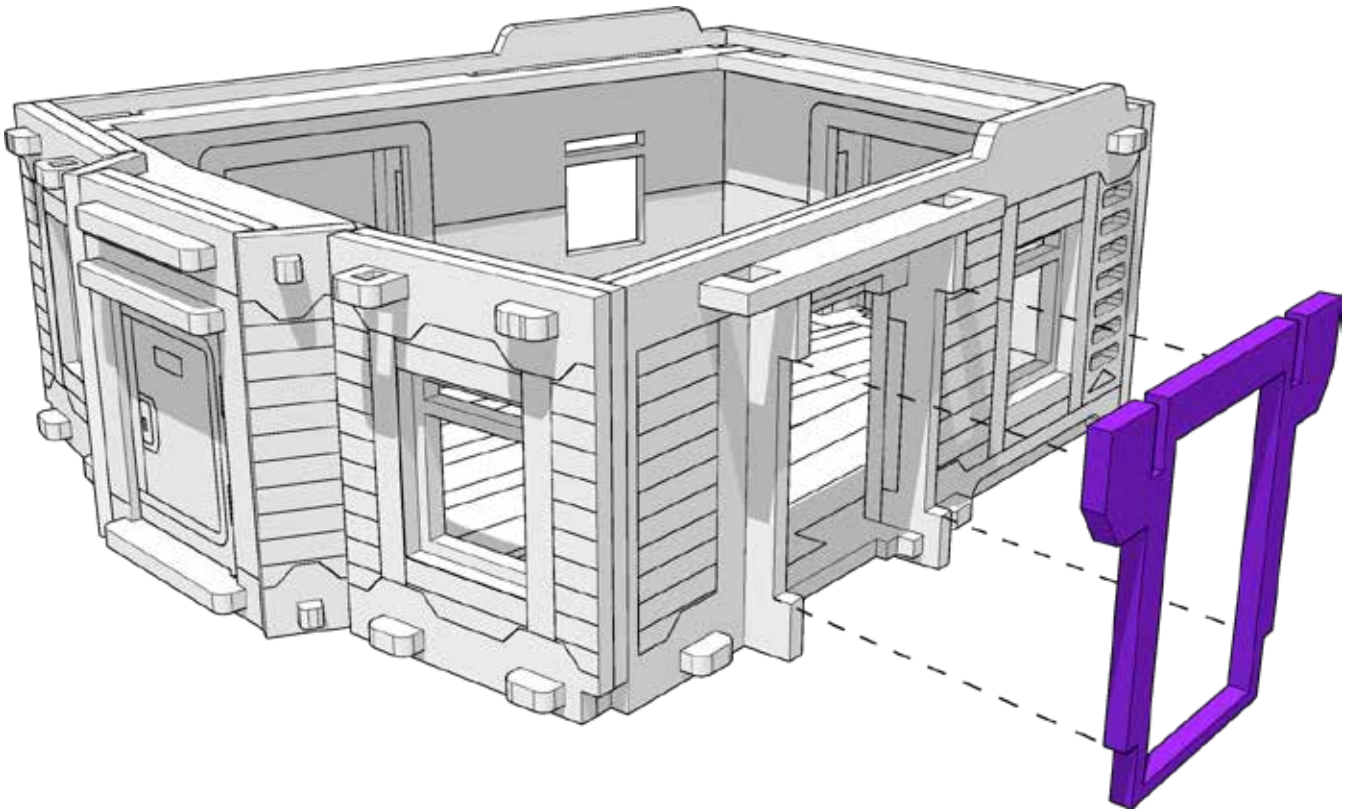




# TABLETOP SCENICS

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

**59**

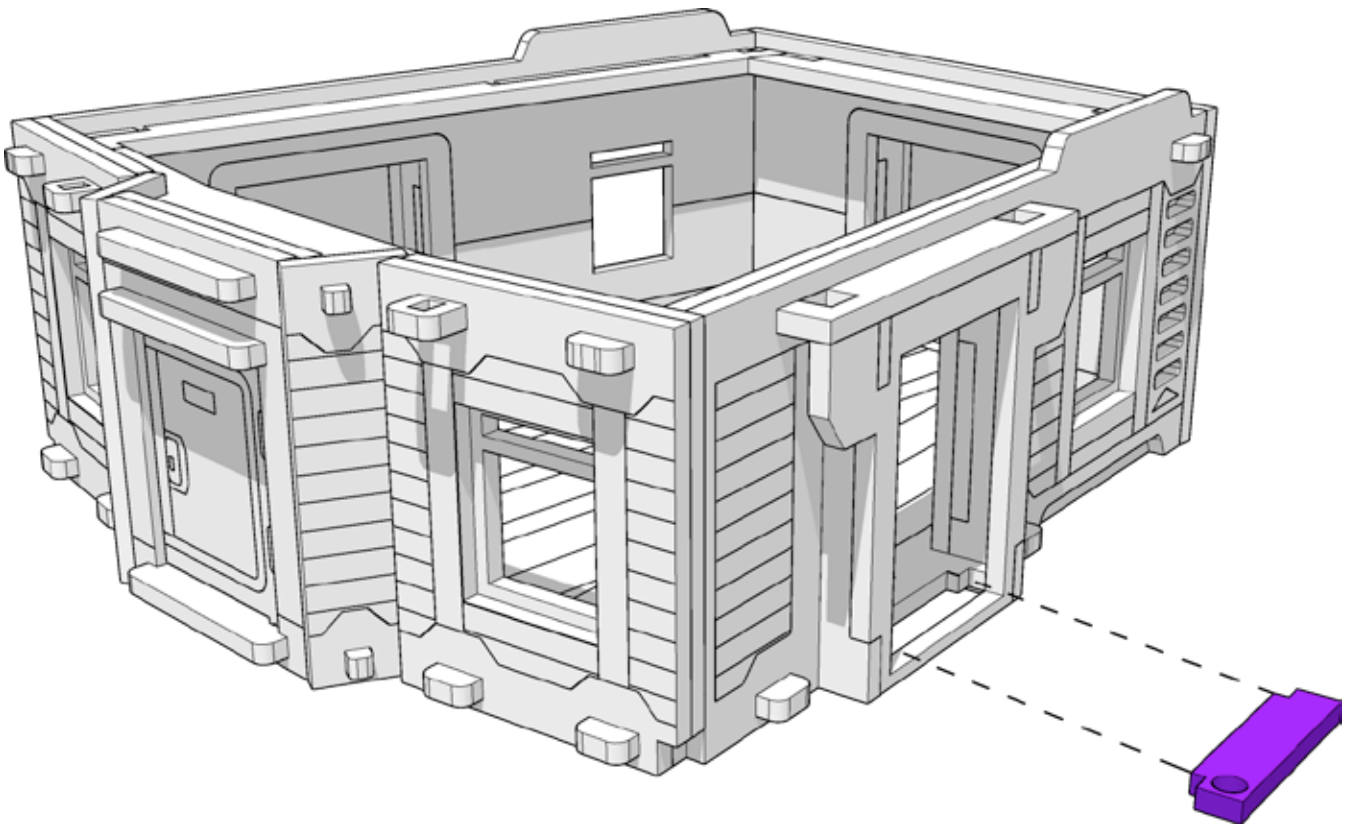




# TABLETOP SCENICS

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

**60**

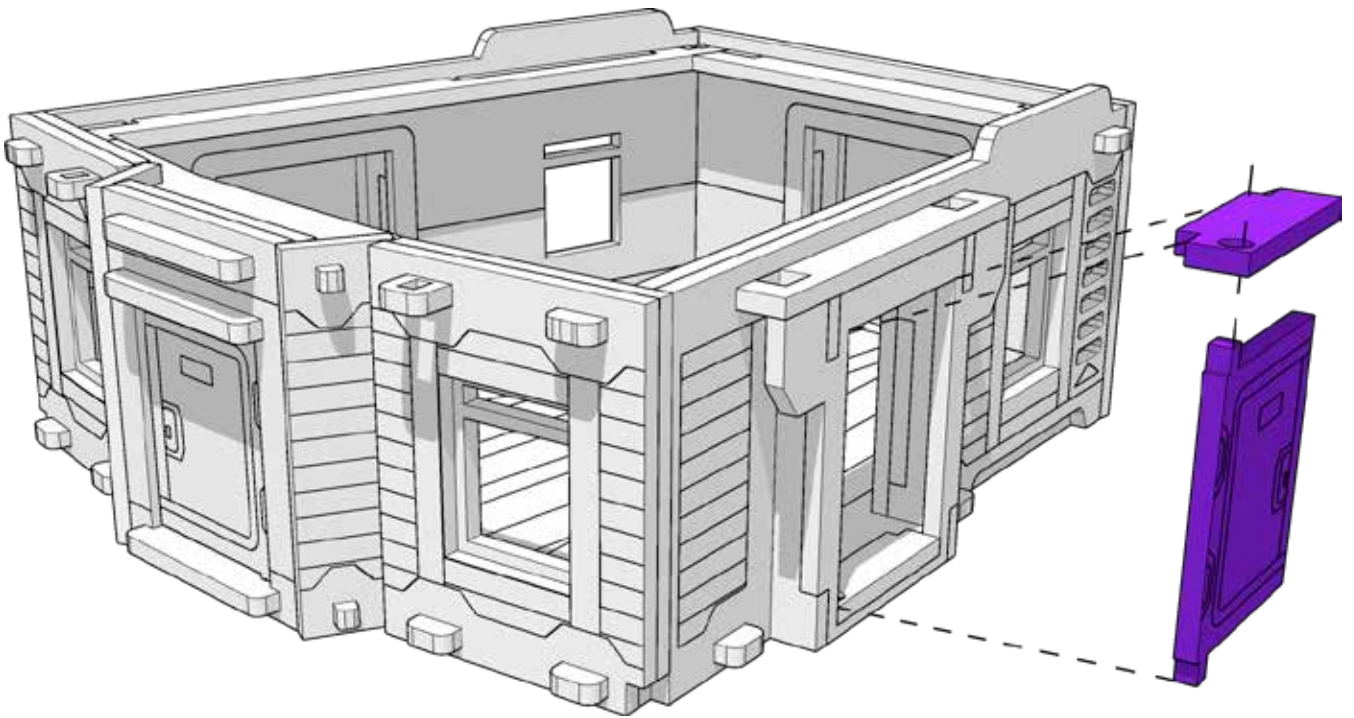




# TABLETOP SCENICS

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

**61**



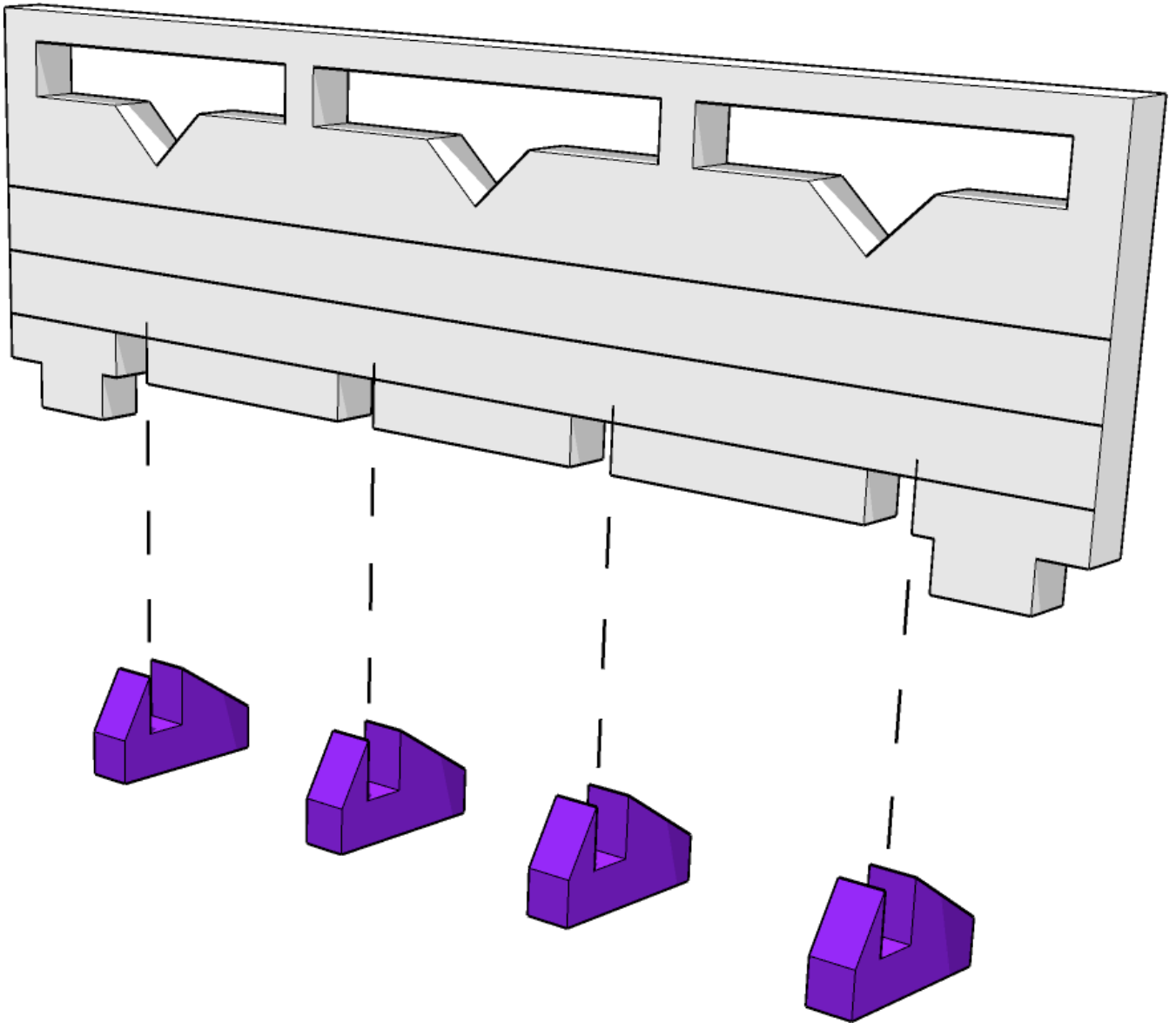
DO NOT GLUE the door in place.  
It sits freely in the two holes



# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

62

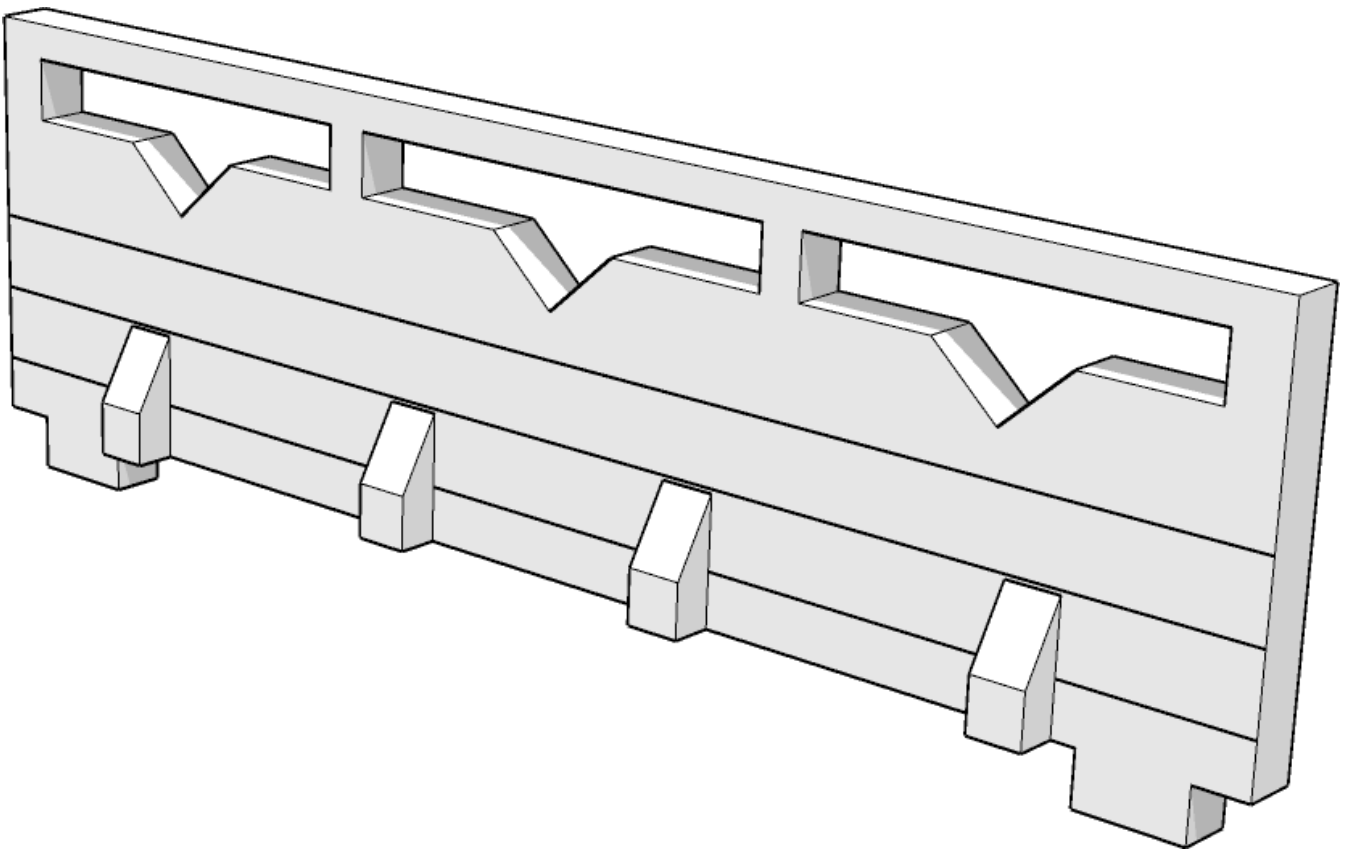




# TABLETOP SCENICS

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

**63**



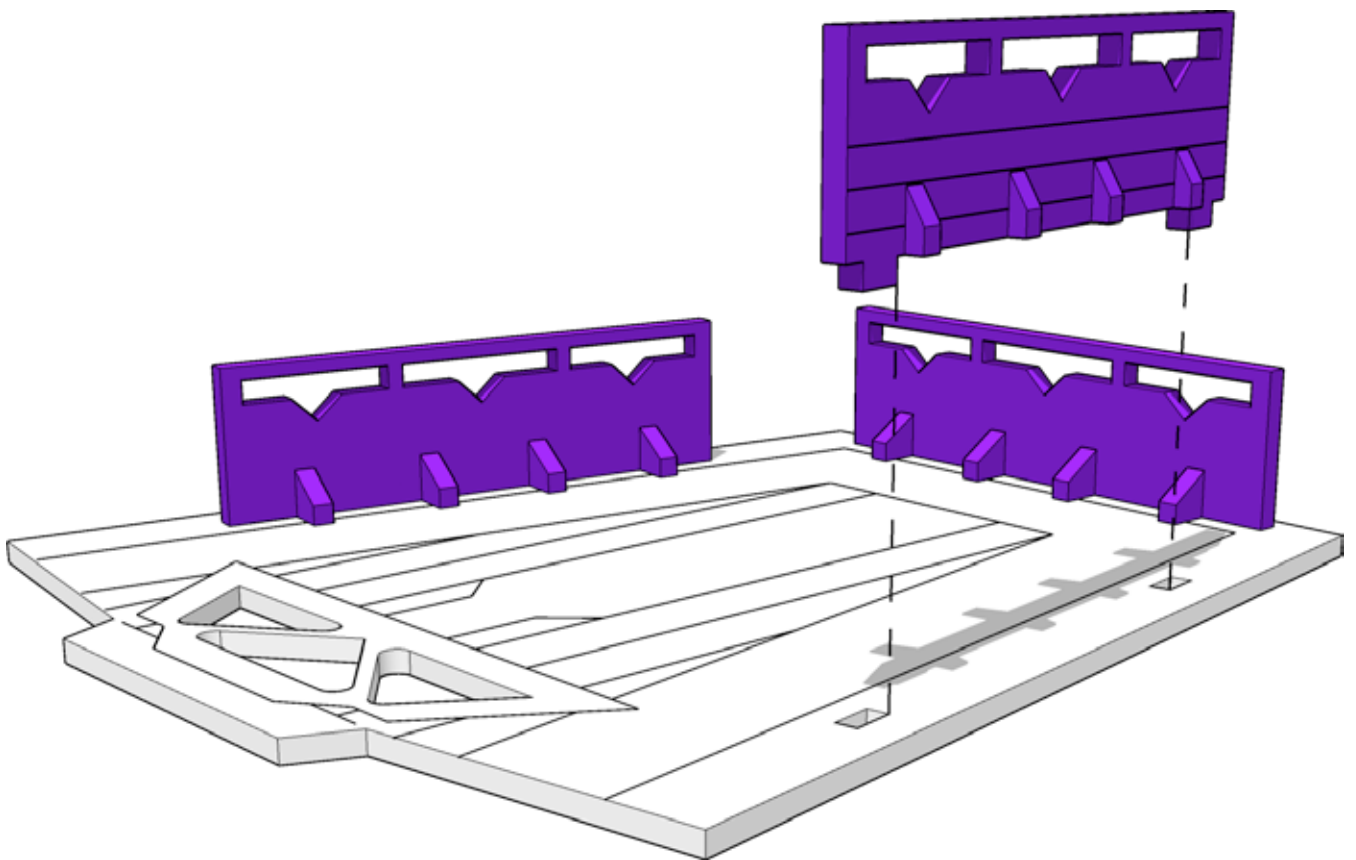
**x3**



# TABLETOP SCENICS

TTPSX-SFU-O31  
Cashstacks: Facility

64



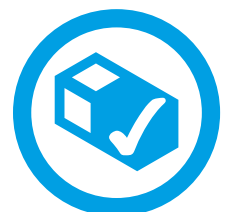
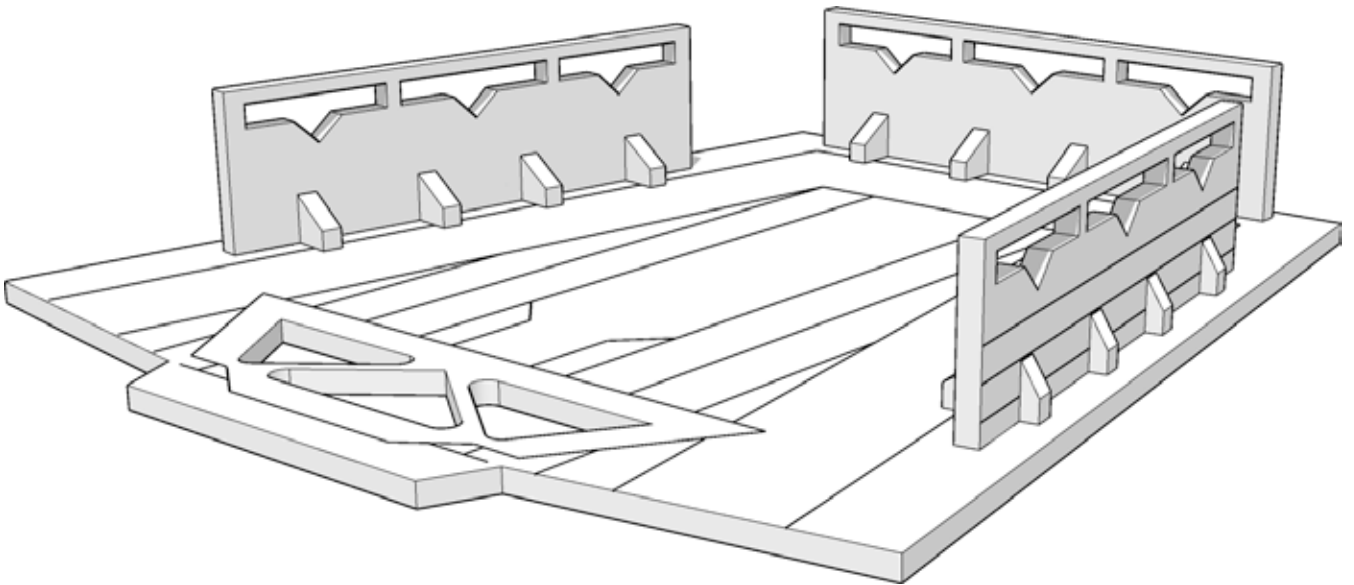




# TABLETOP SCENICS

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

**65**

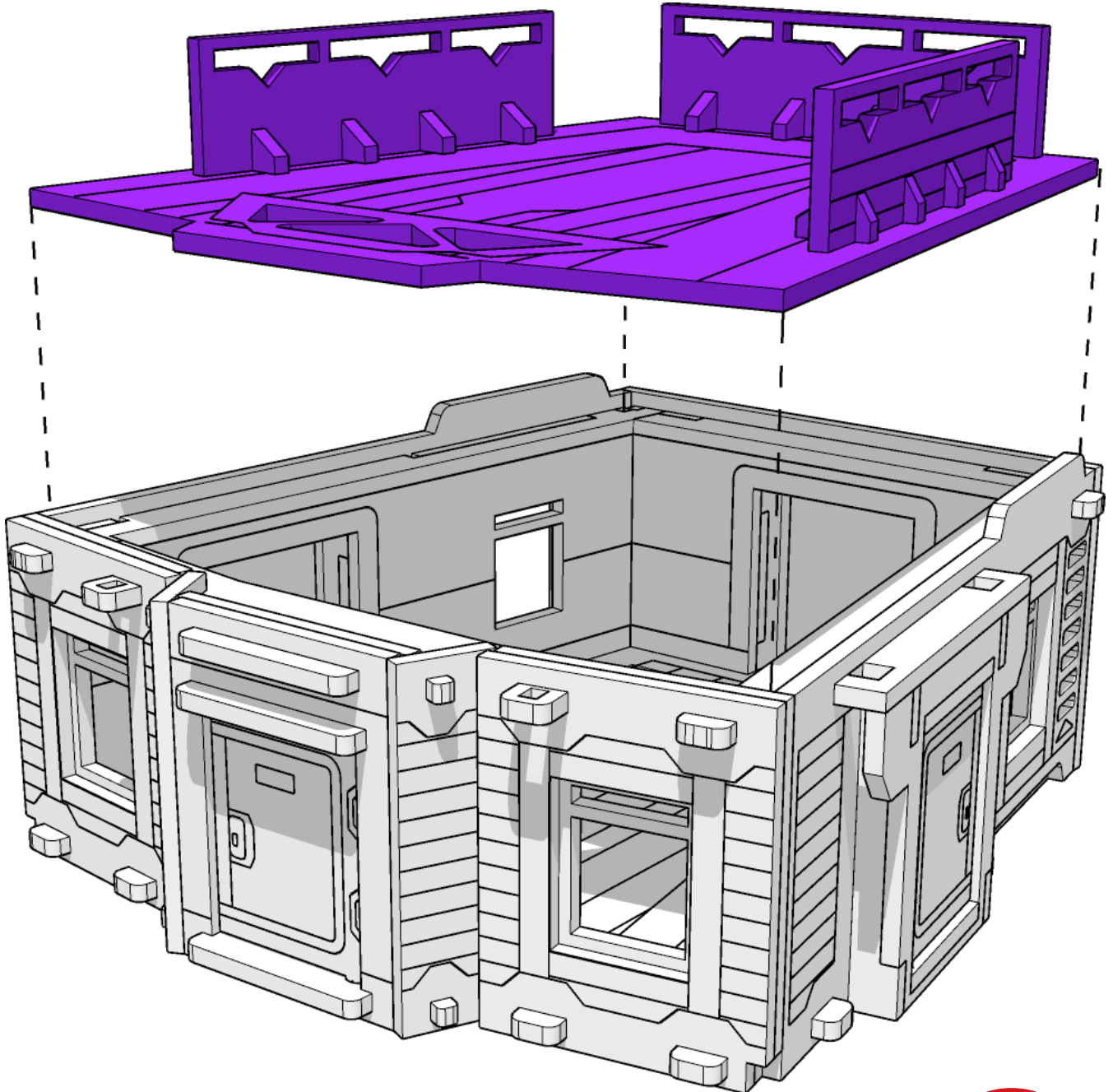




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

66

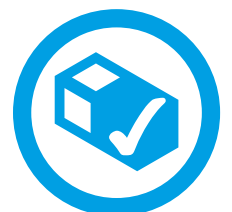
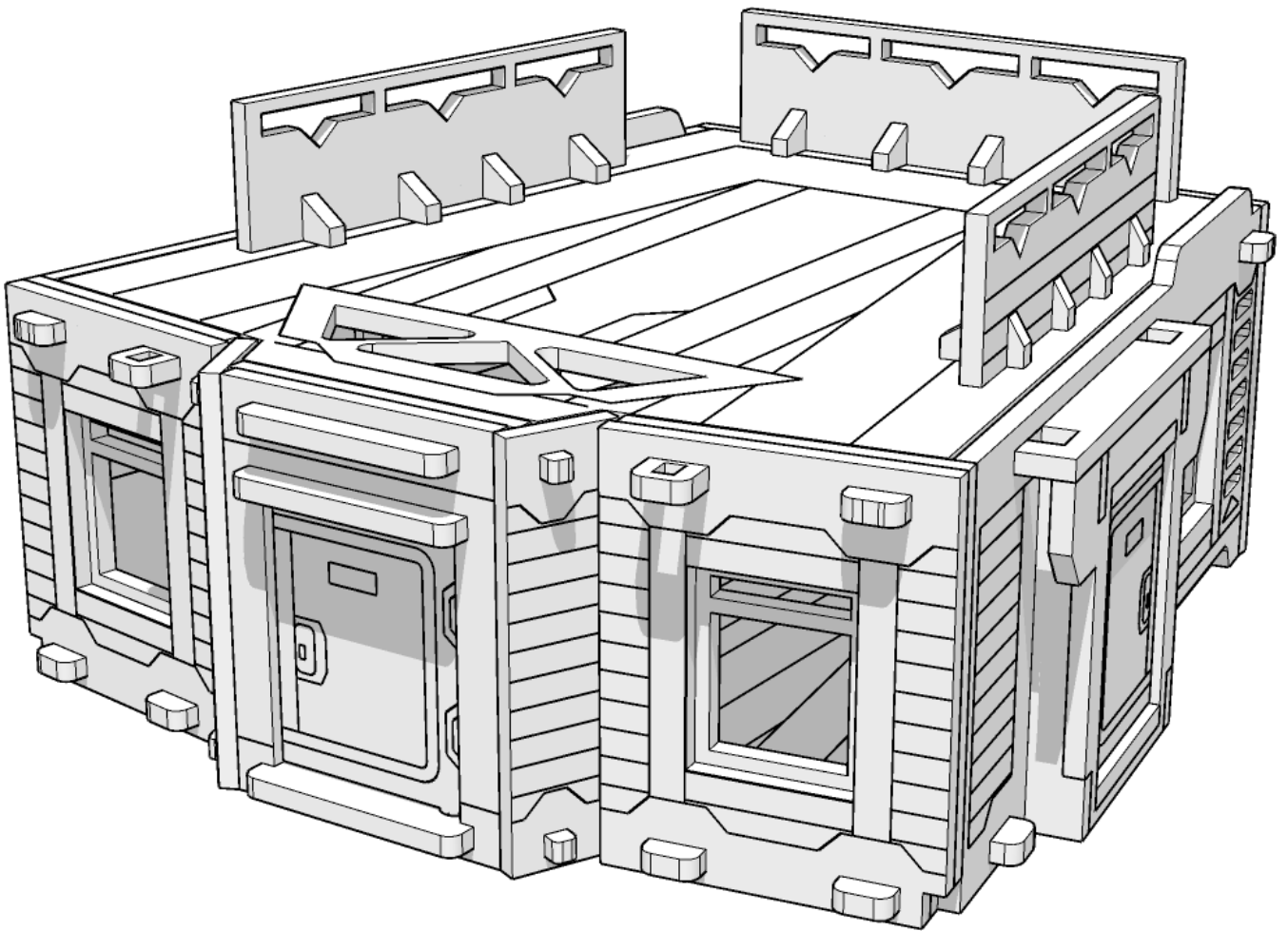




# TABLETOP SCENICS

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

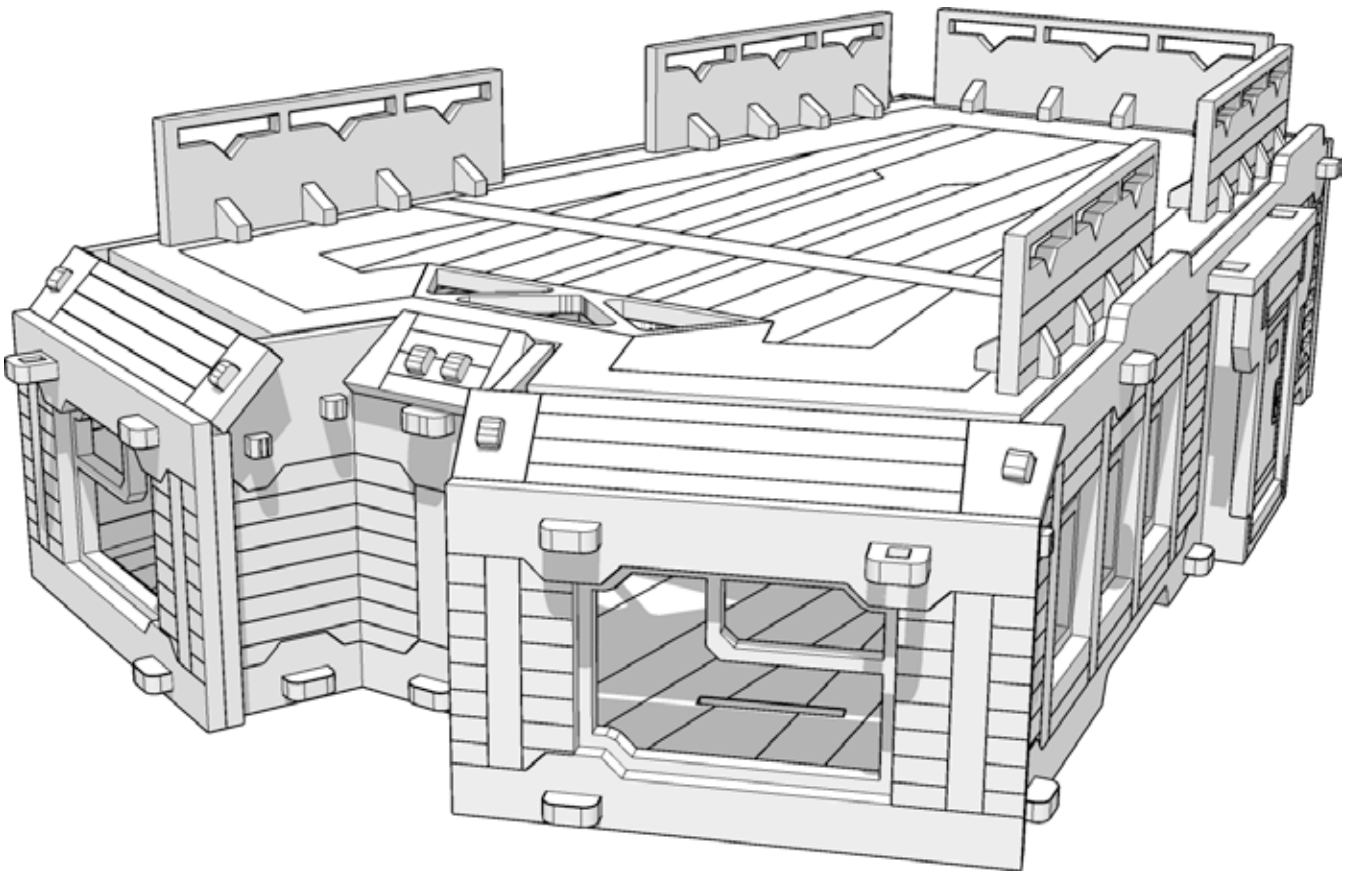
**67**



 **TTCOMBAT**



68

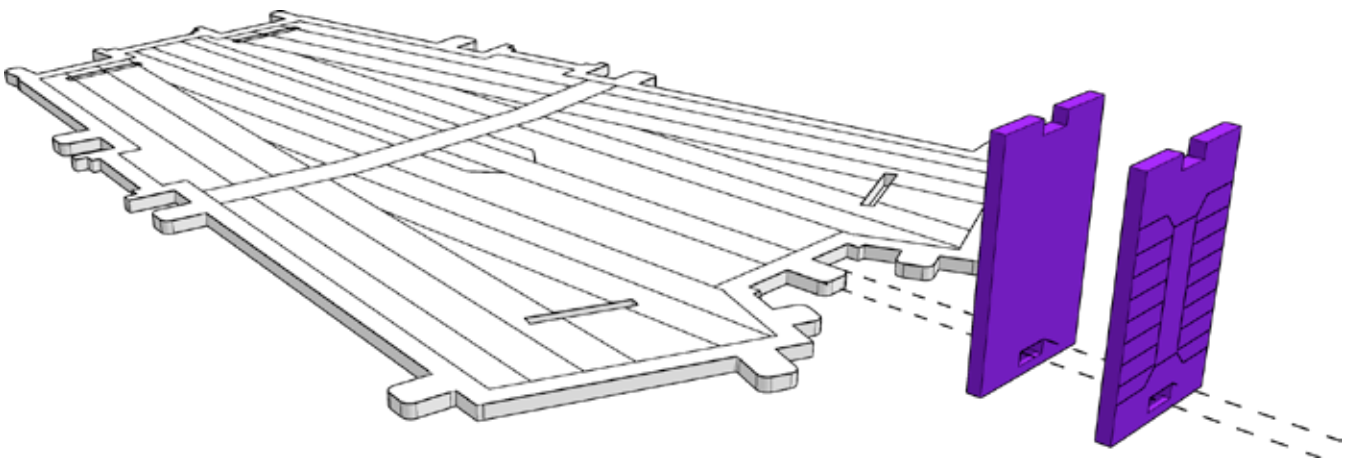




# TABLETOP SCENICS

**TTPSX-SFU-O31**  
**Cashstacks: Facility**

**69**

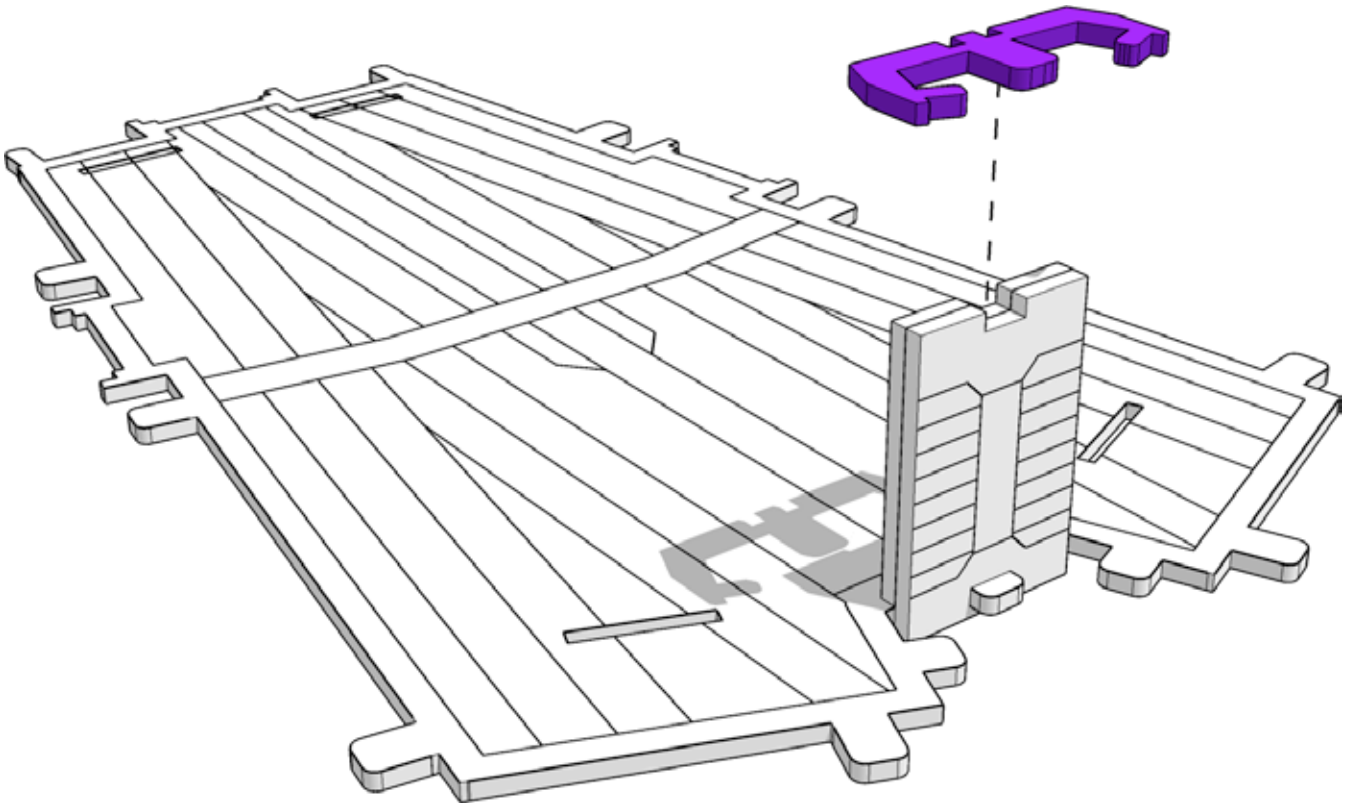




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

70

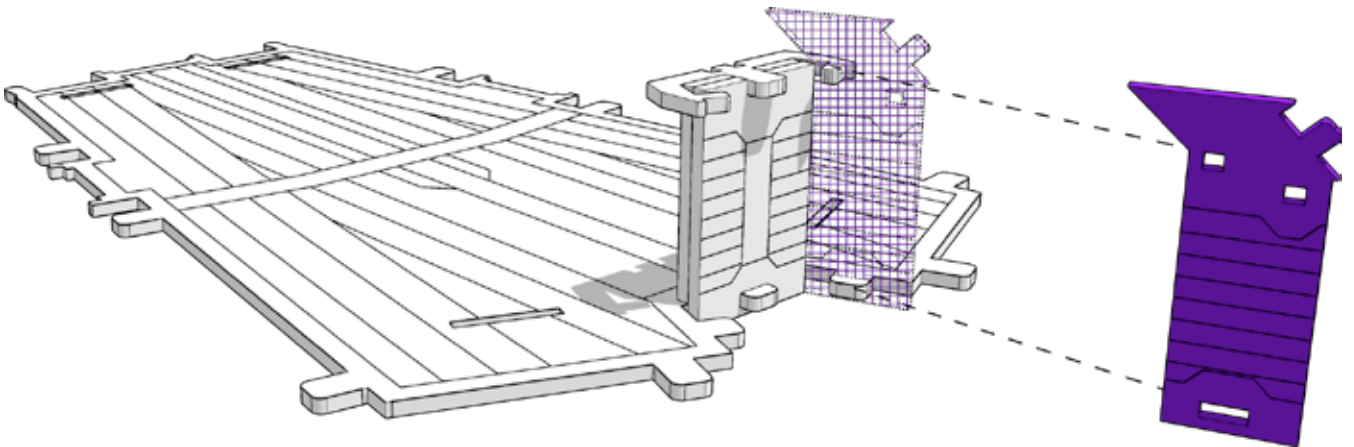




# TABLETOP SCENICS

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

**71**

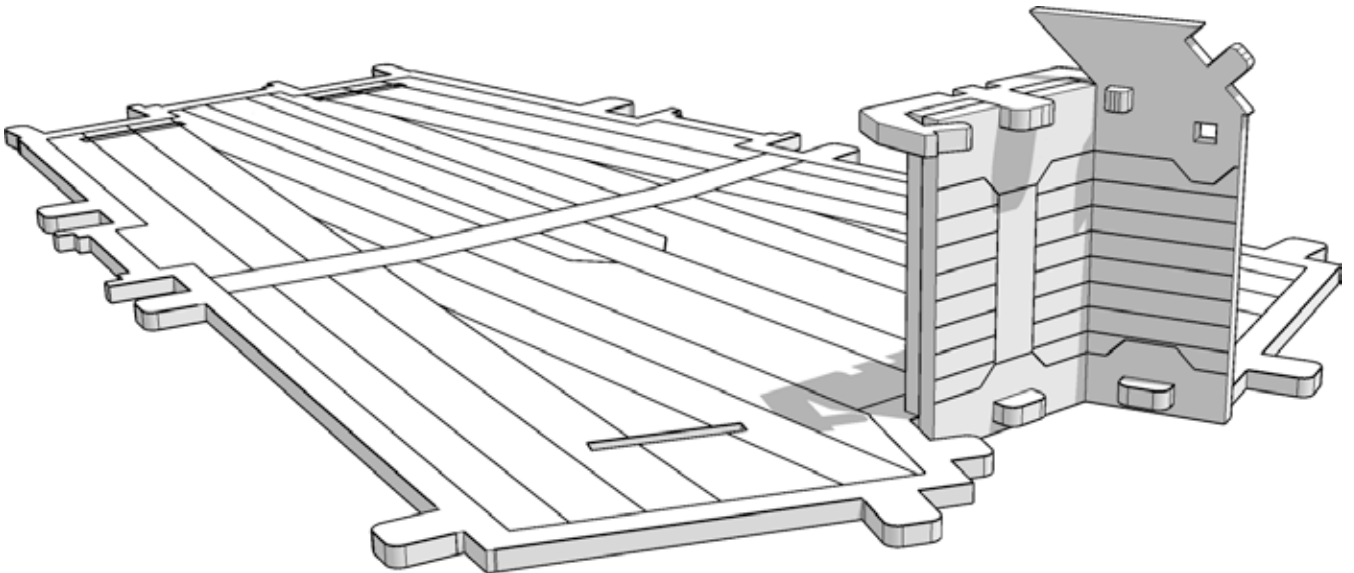




# TABLETOP SCENICS

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

**72**



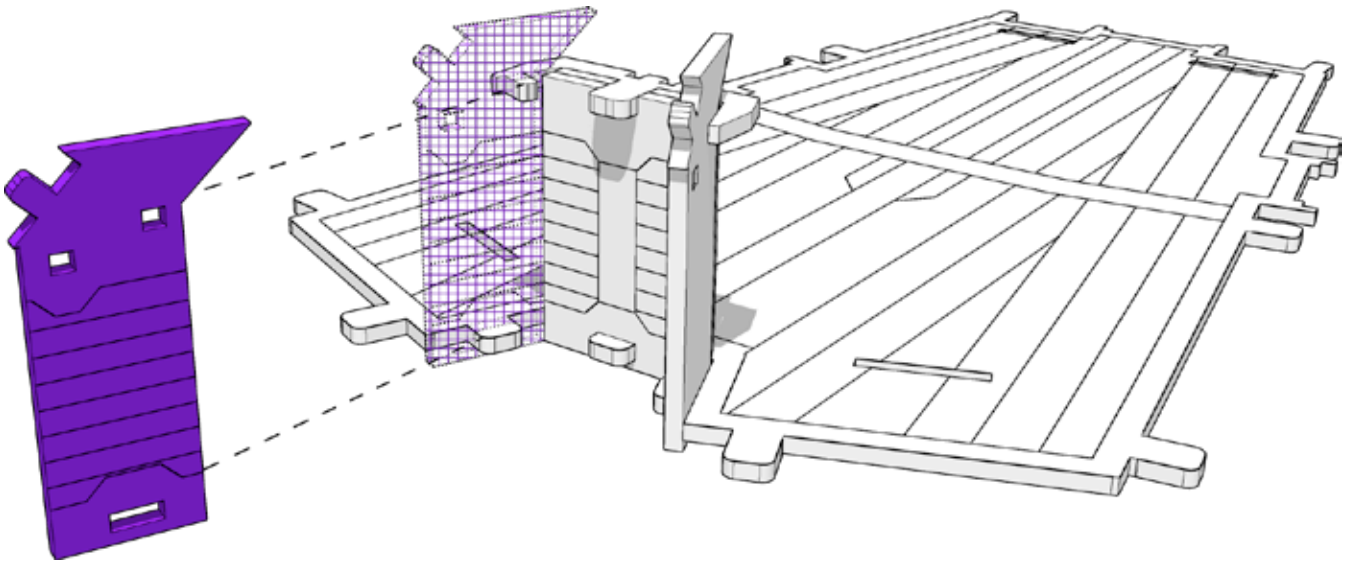




# TABLETOP SCENICS

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

**73**

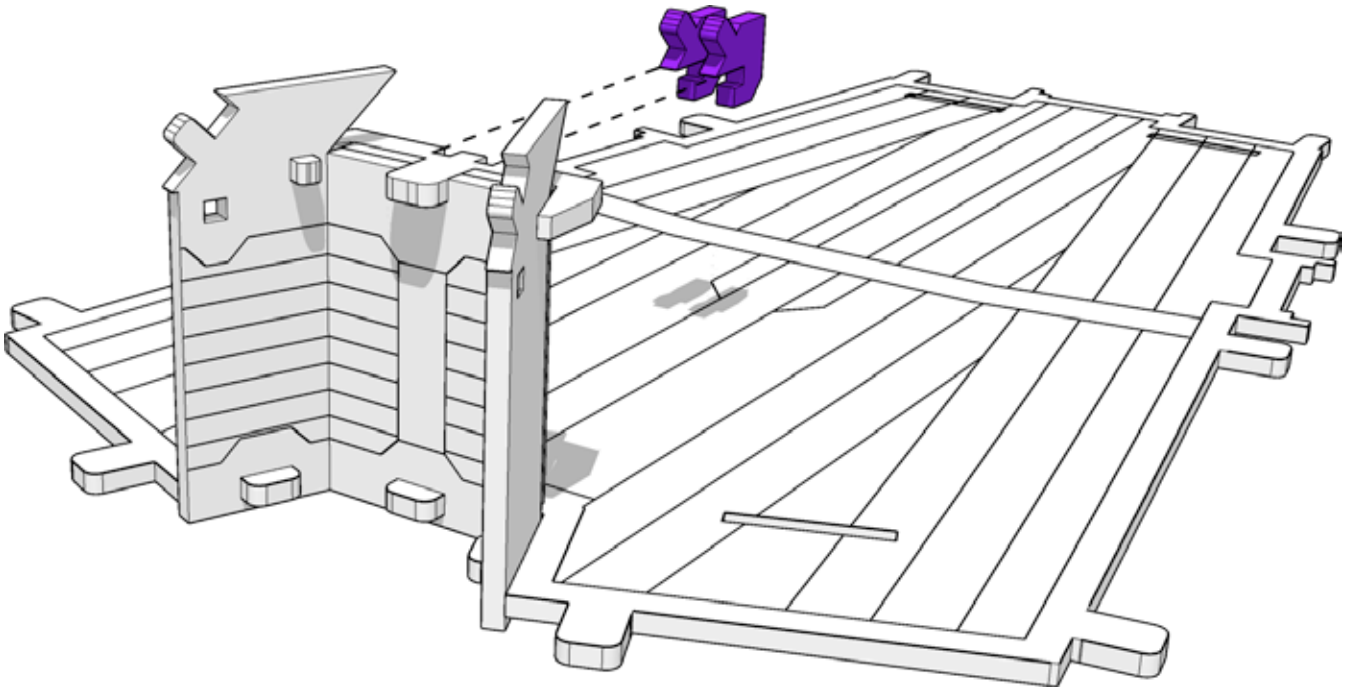




# TABLETOP SCENICS

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

**74**

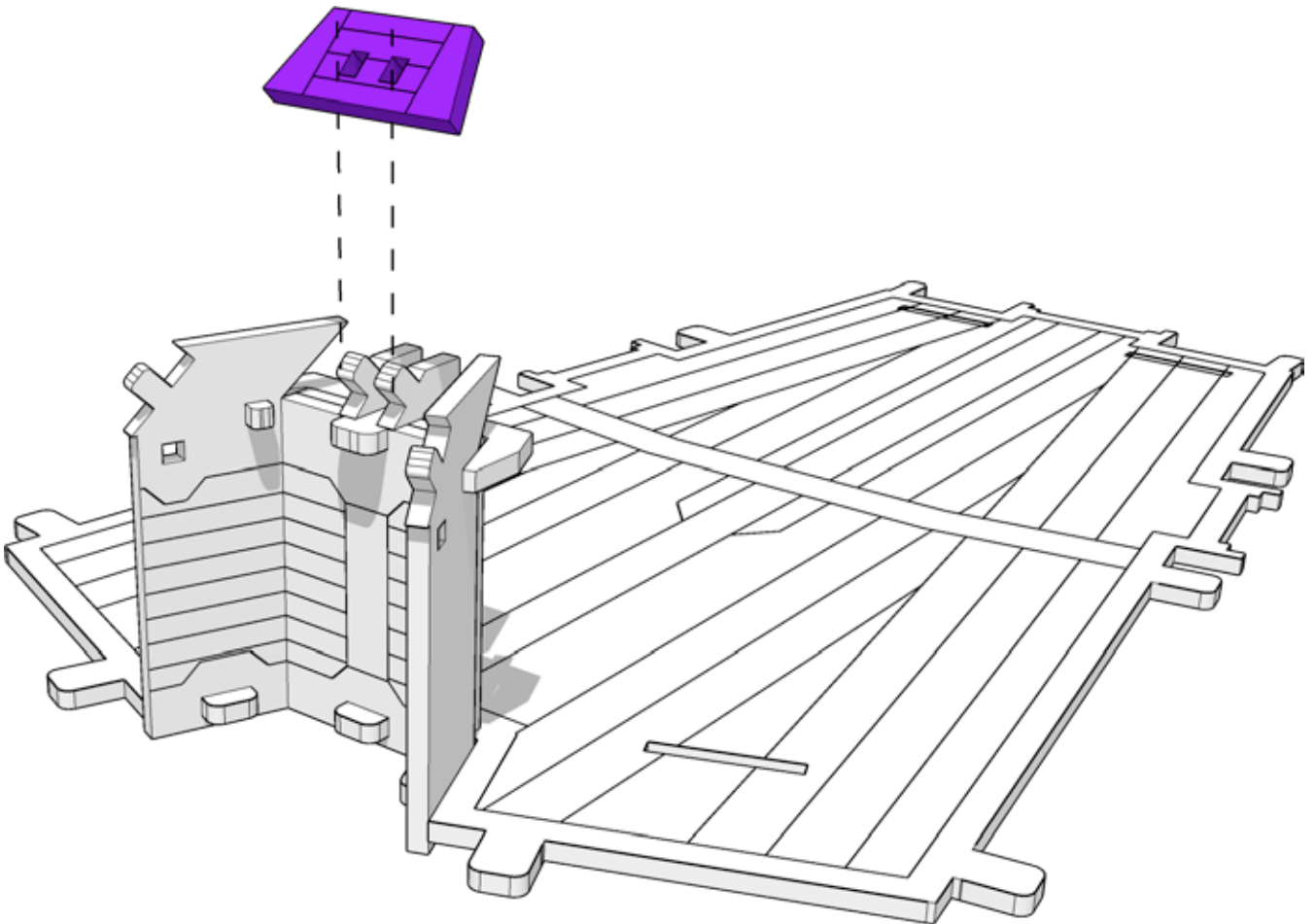




# TABLETOP SCENICS

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

**75**

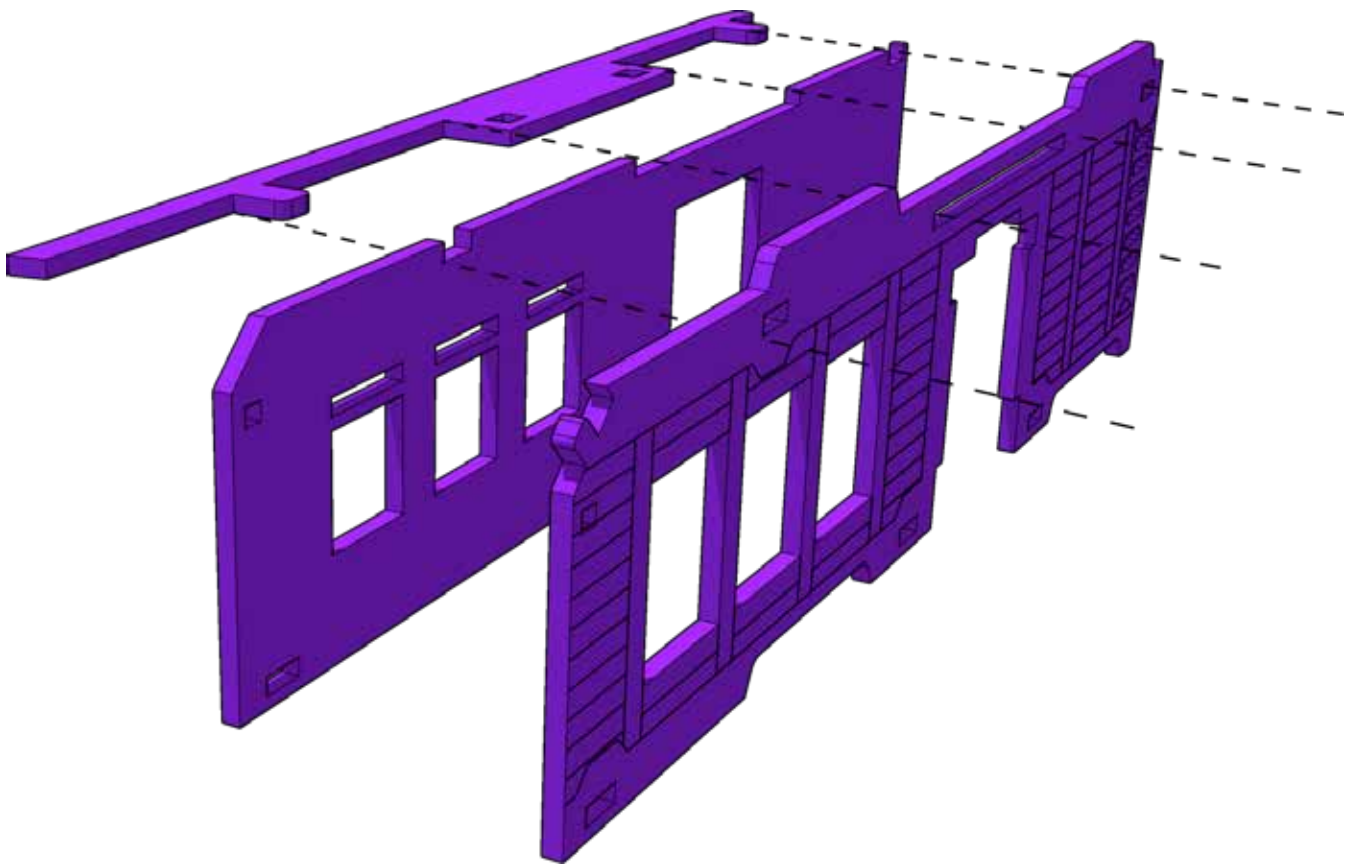




# TABLETOP SCENICS

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

**76**

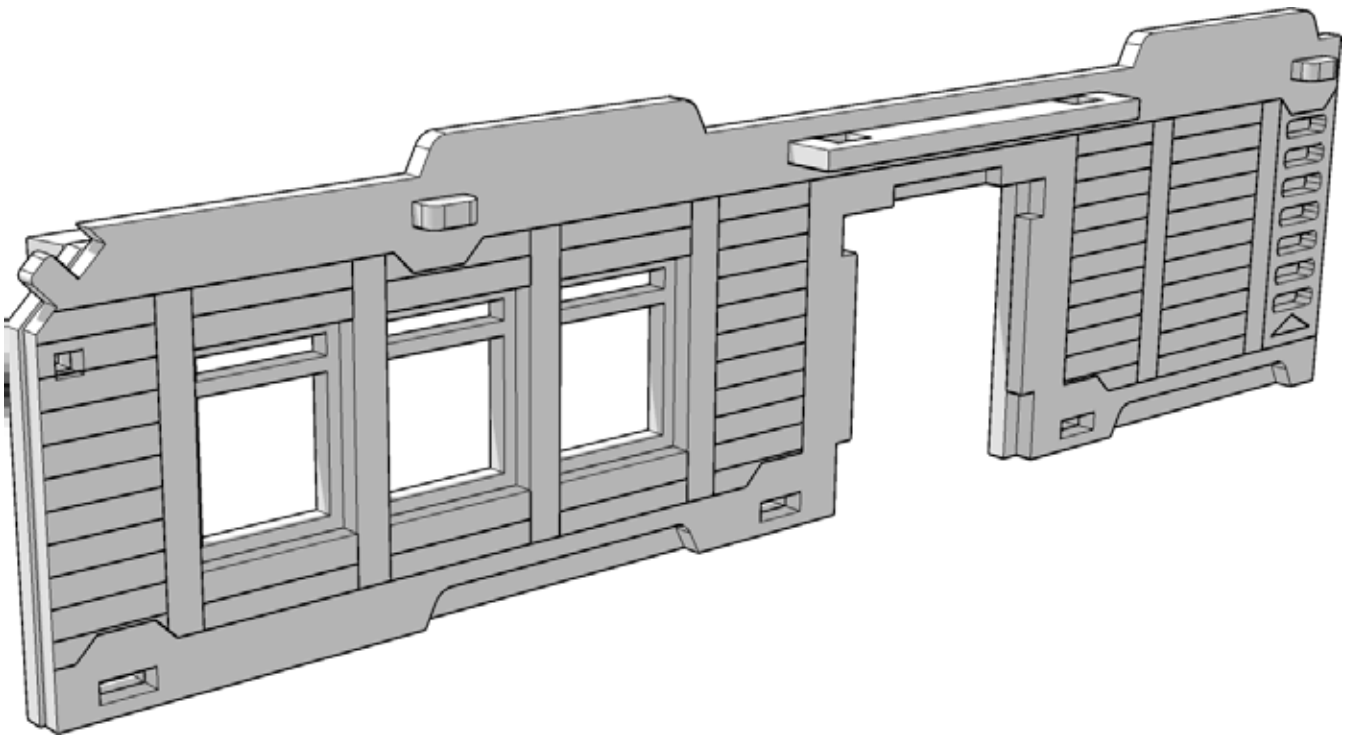




# TABLETOP SCENICS

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

**77**



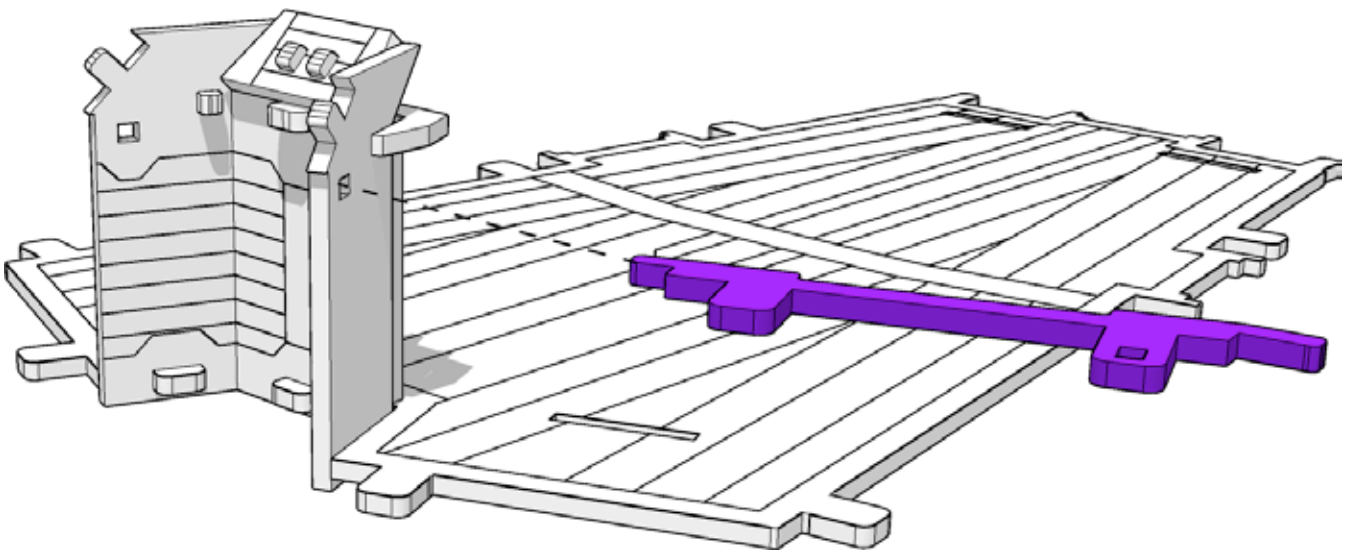
**x2**



# TABLETOP SCENICS

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

**78**

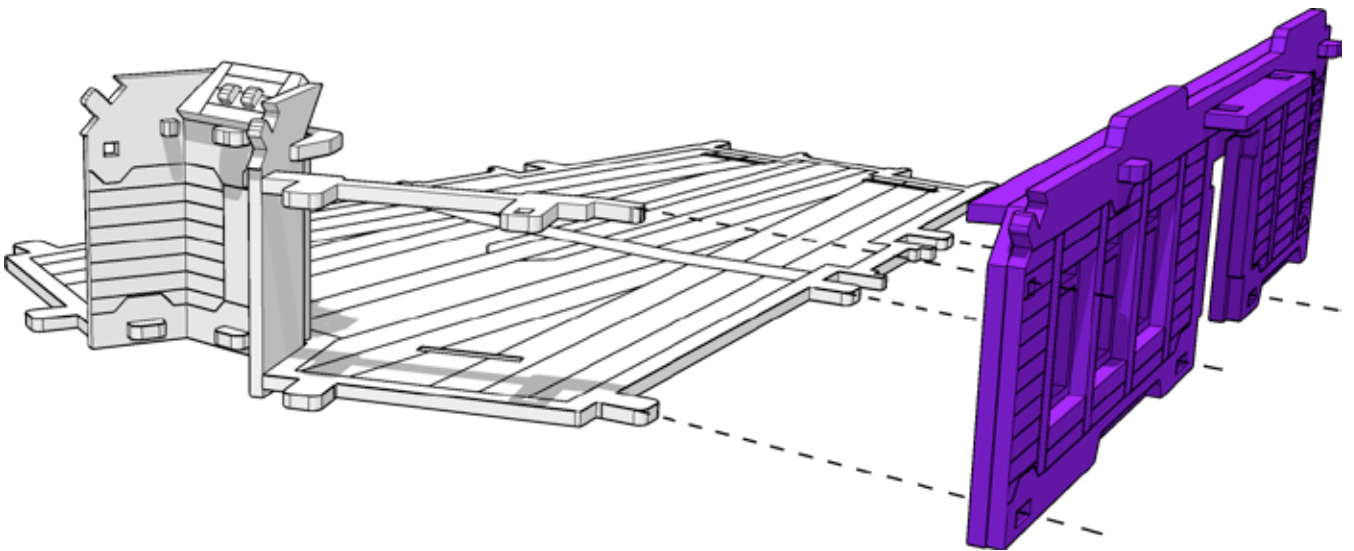




# TABLETOP SCENICS

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

**79**

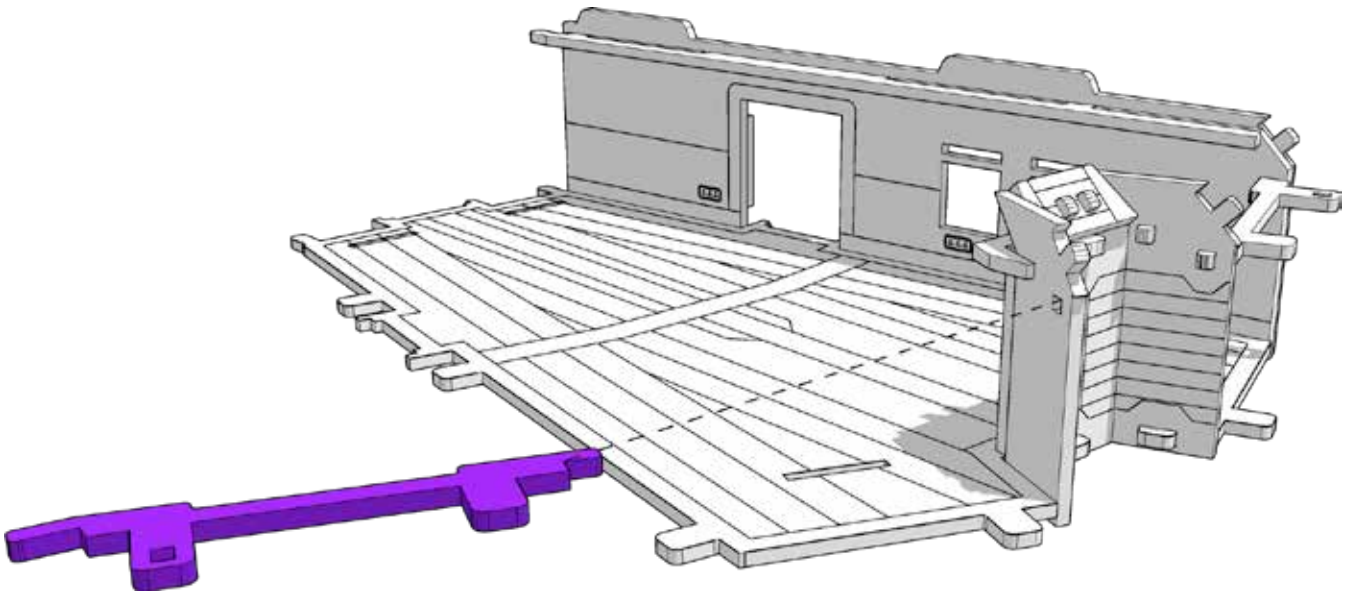




# TABLETOP SCENICS

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

**80**



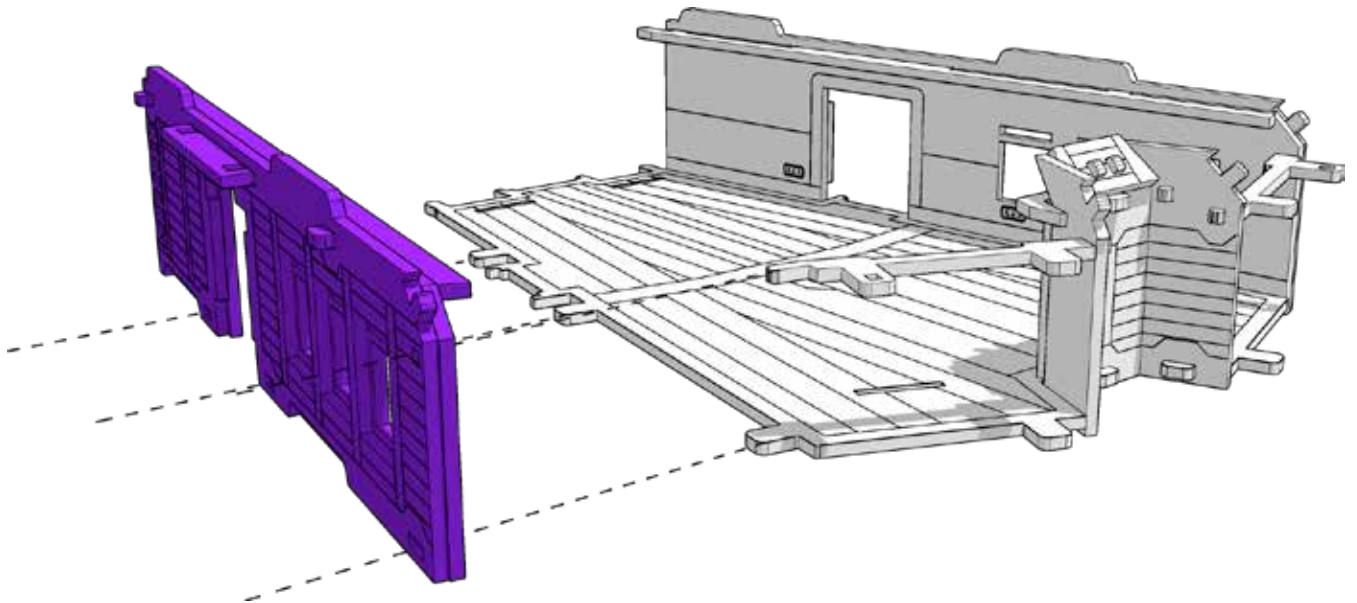


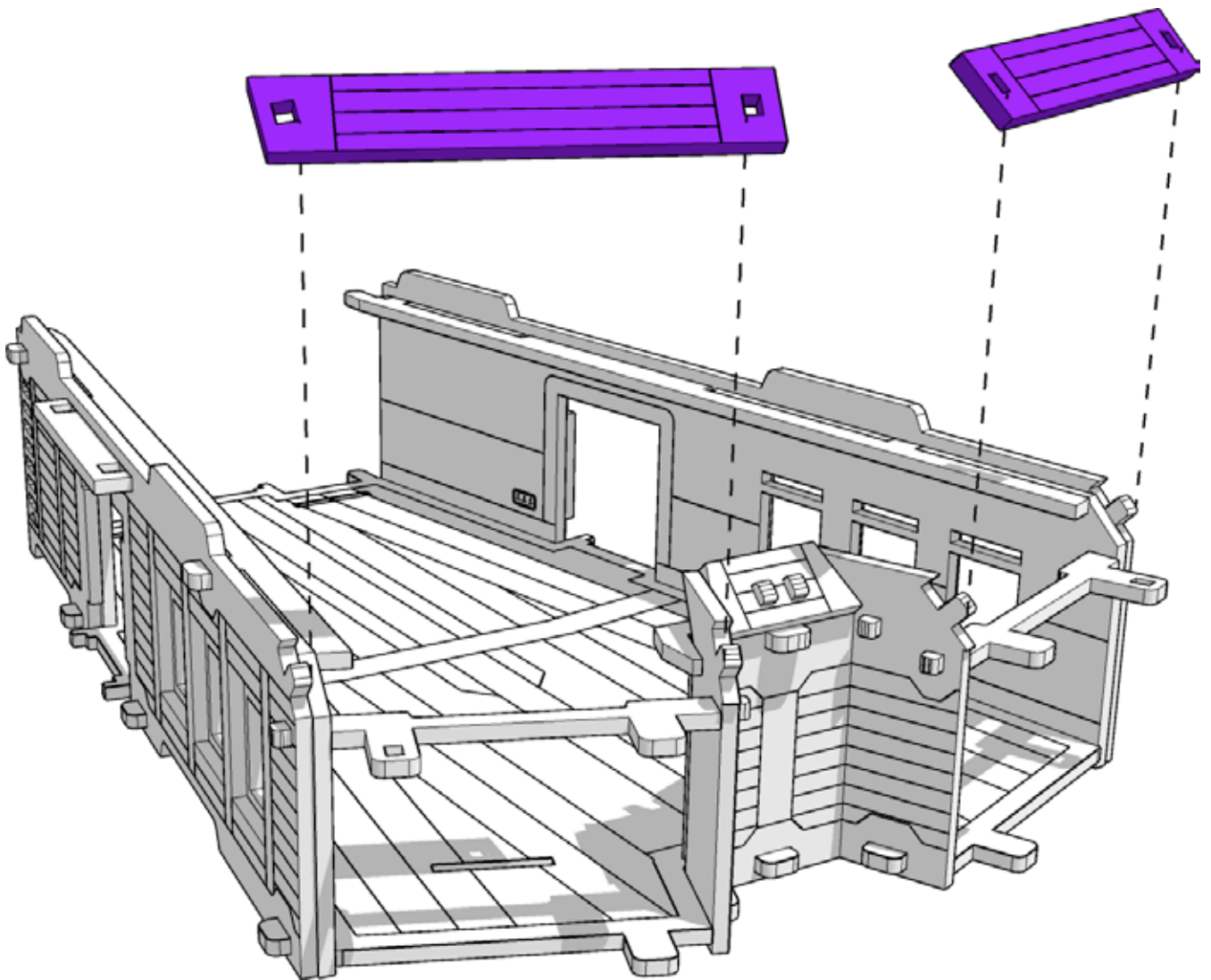


# TABLETOP SCENICS

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

**81**



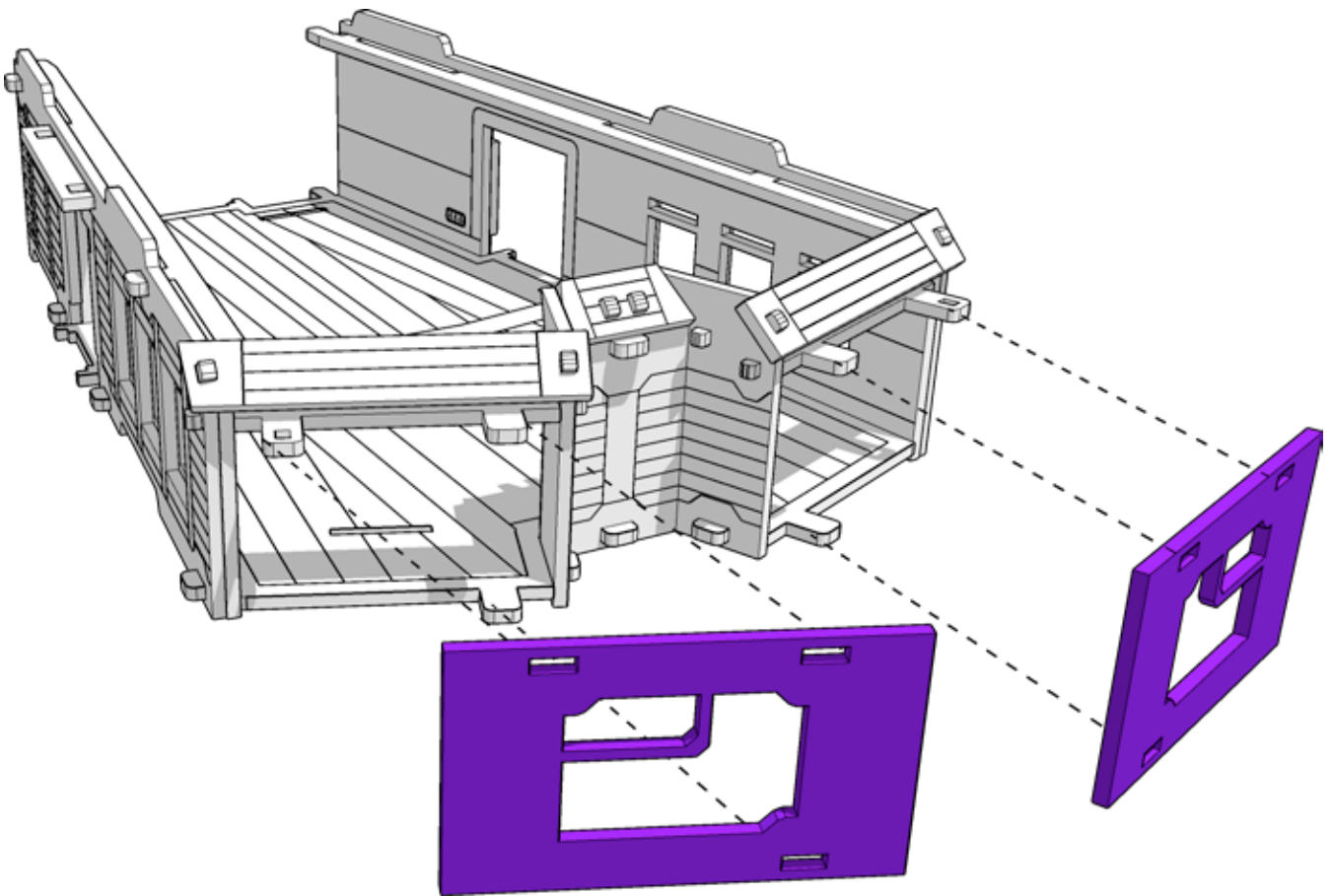




# TABLETOP SCENICS

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

**83**

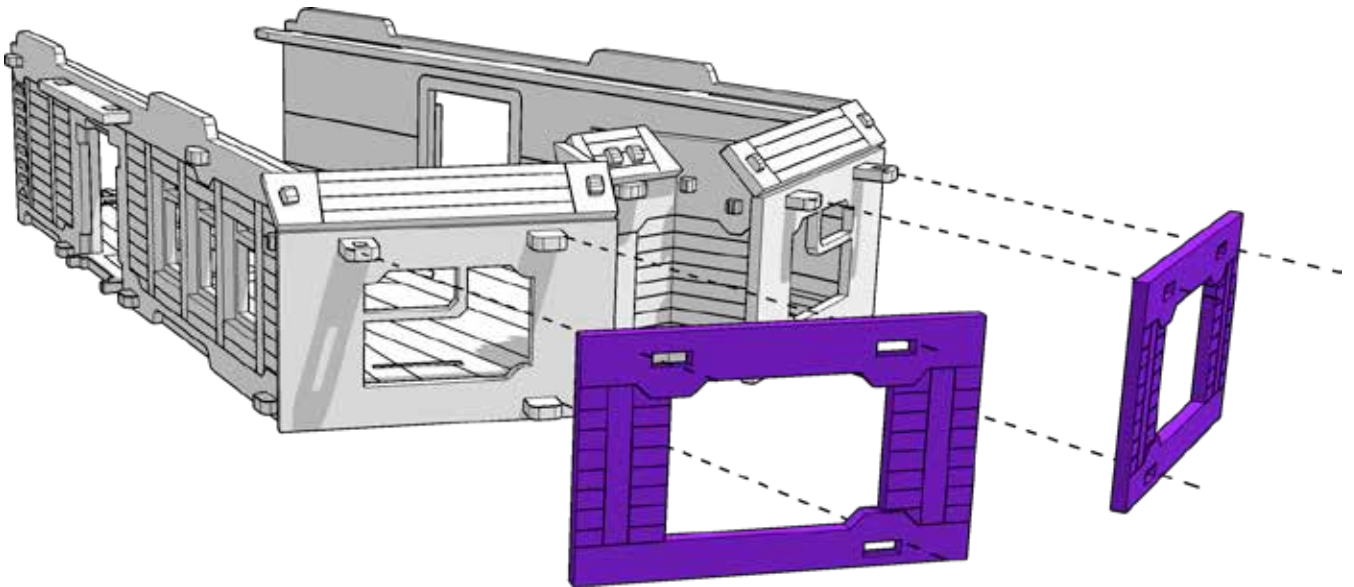




# TABLETOP SCENICS

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

**84**

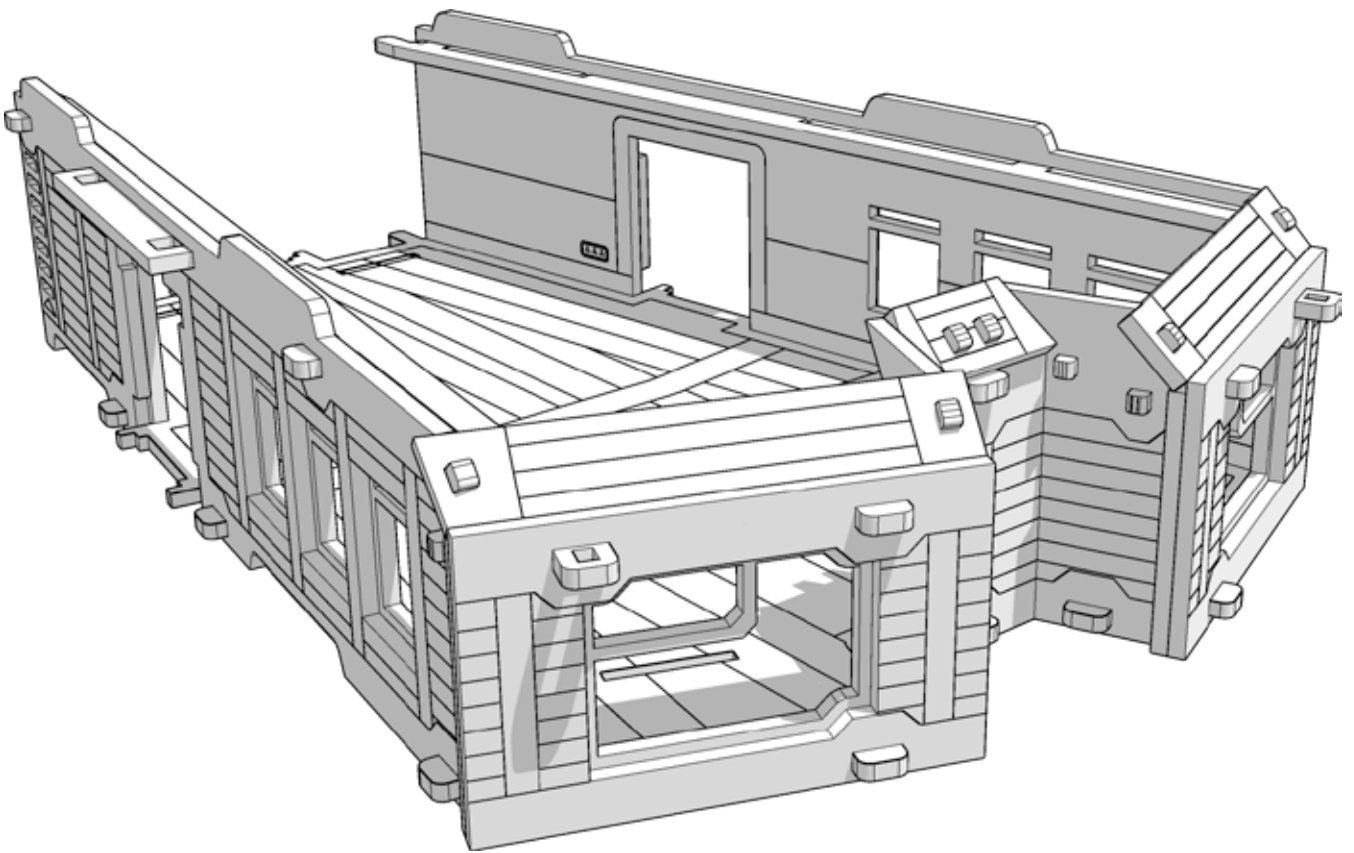




# TABLETOP SCENICS

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

**85**

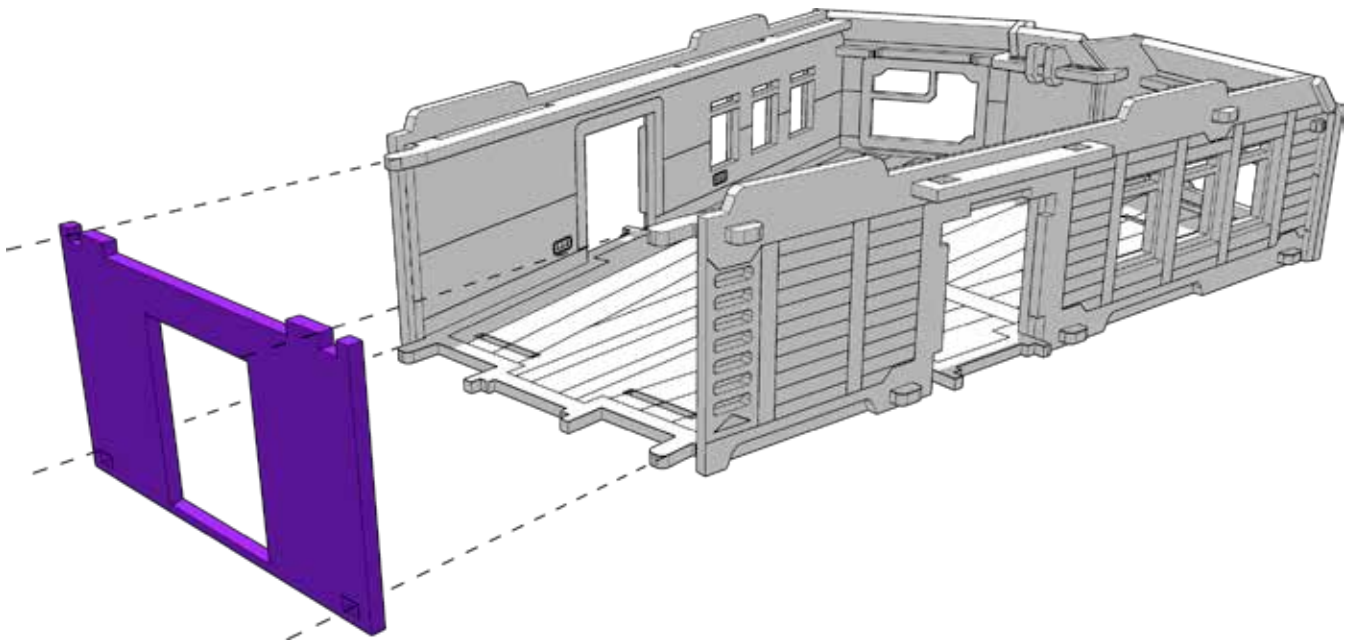




# TABLETOP SCENICS

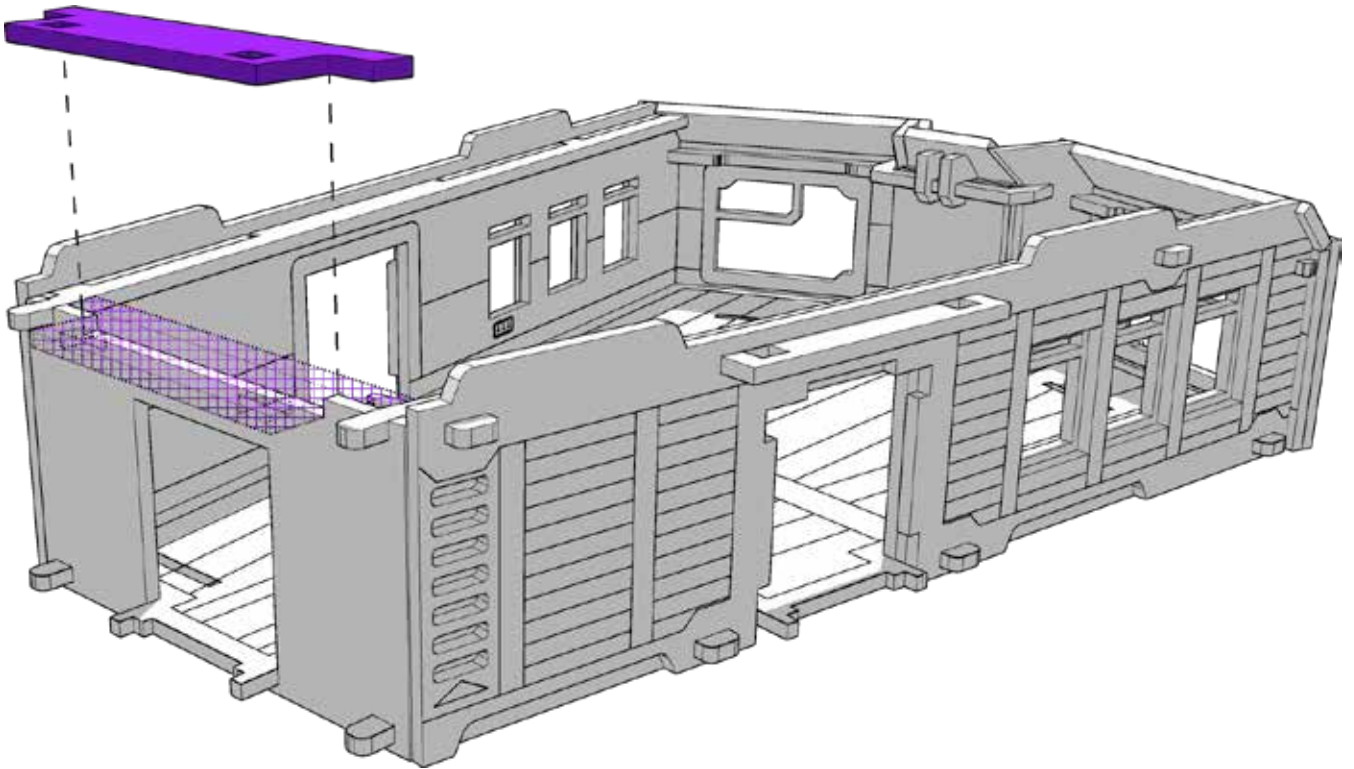
**TTPSX-SFU-031**  
**Cashstacks: Facility**

**86**





### 87

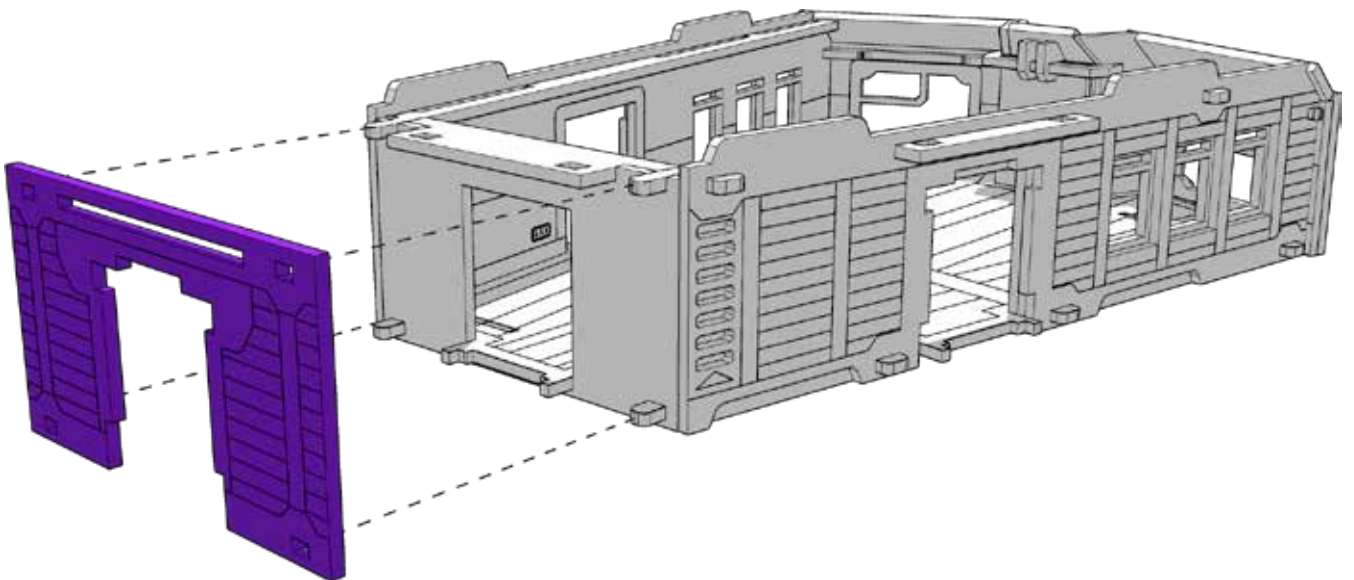




# TABLETOP SCENICS

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

**88**



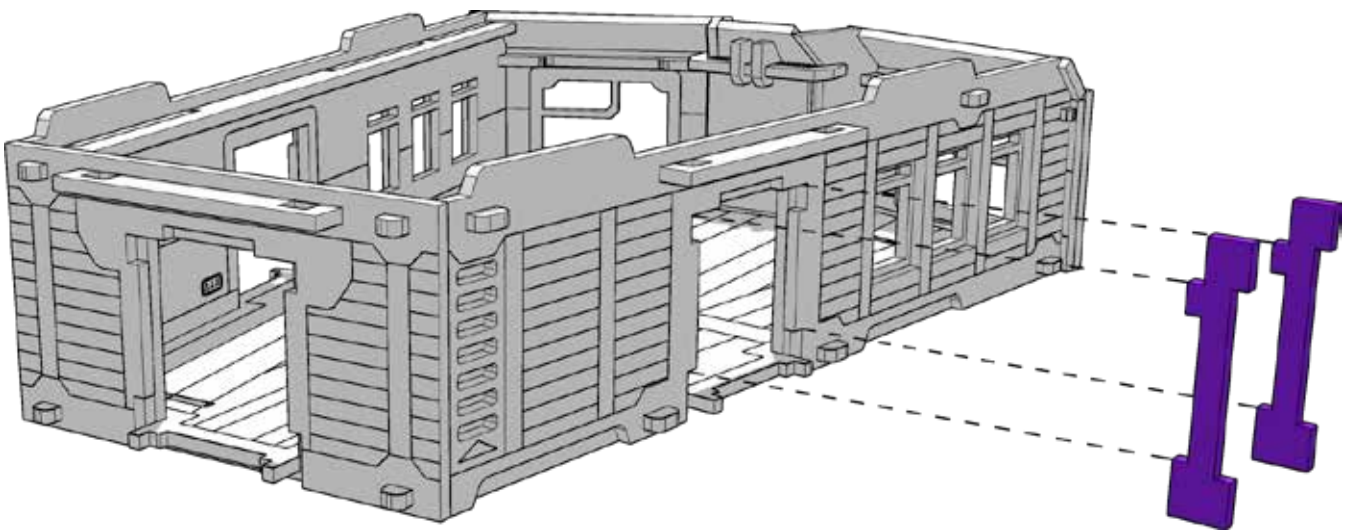




# TABLETOP SCENICS

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

**89**

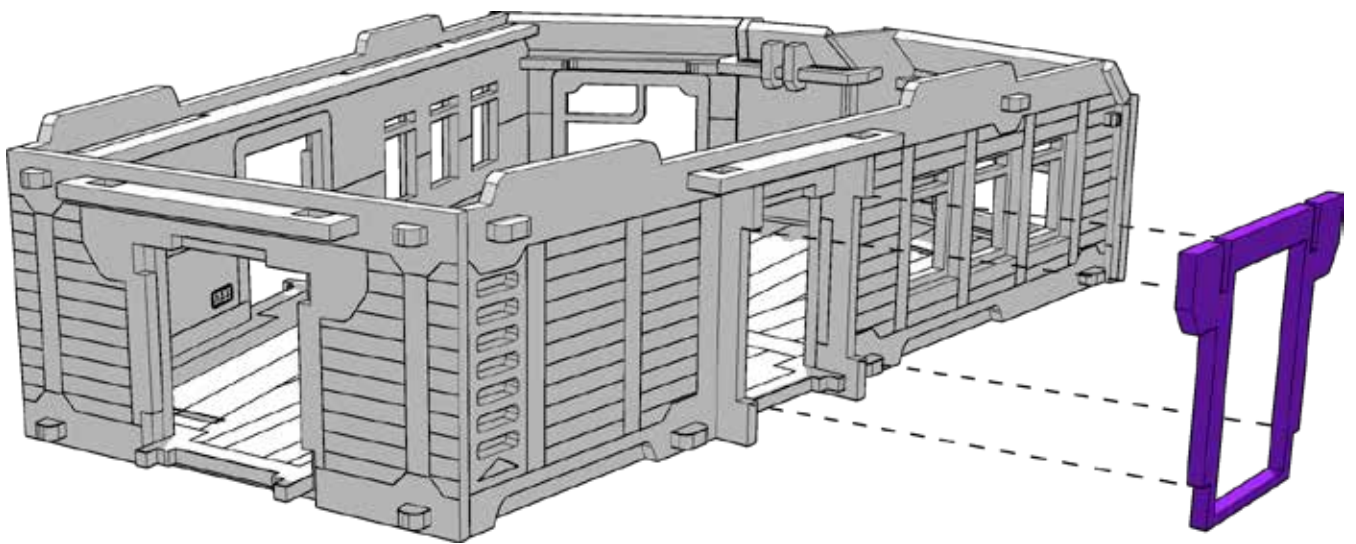




# TABLETOP SCENICS

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

**90**

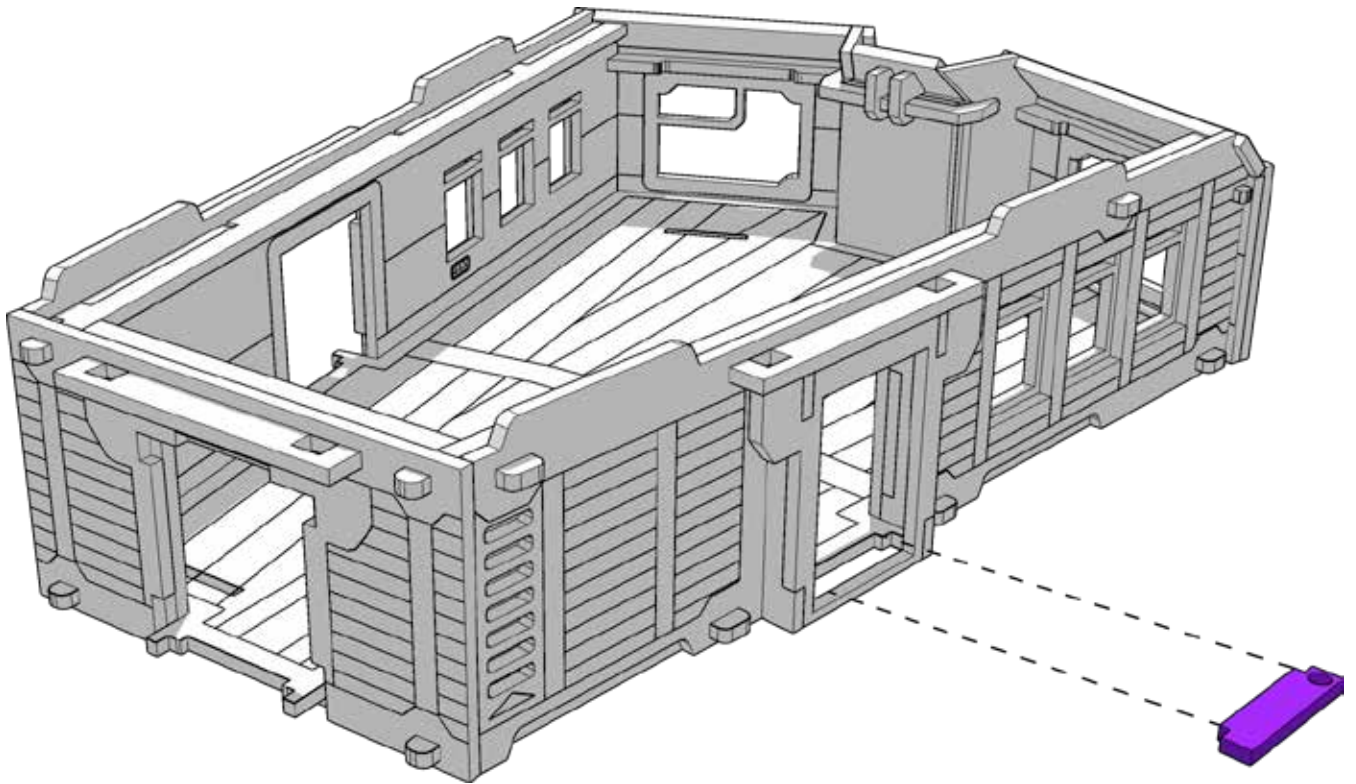




# TABLETOP SCENICS

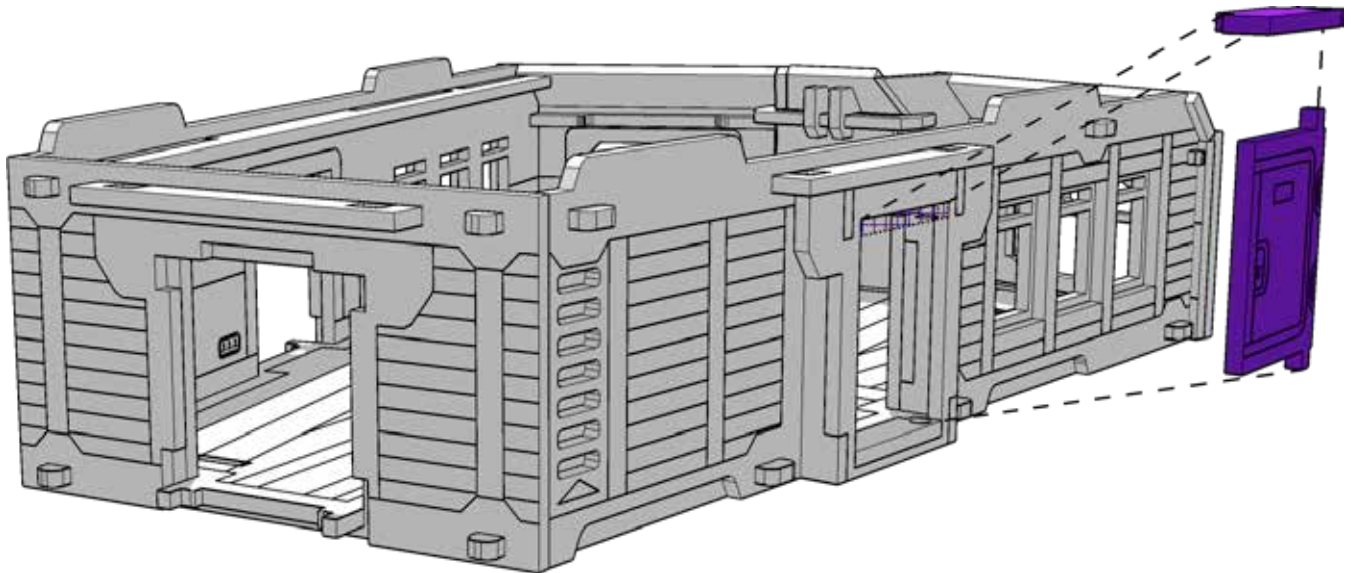
**TTPSX-SFU-031**  
**Cashstacks: Facility**

**91**





# 92



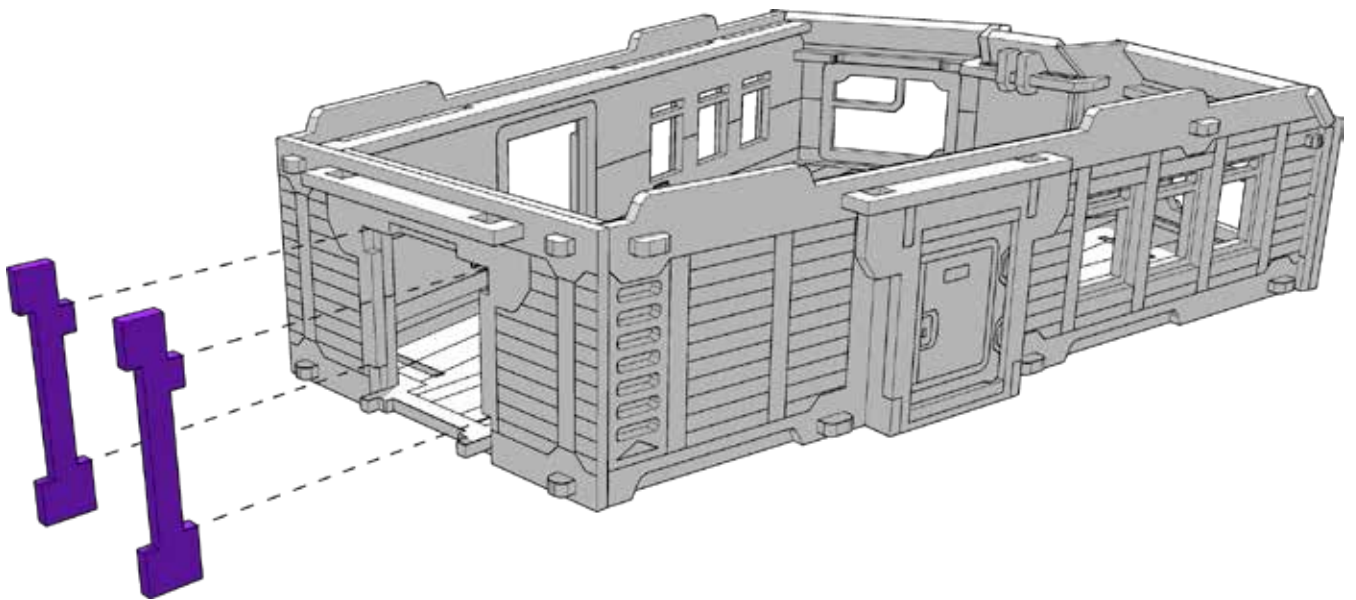
DO NOT GLUE the door in place.  
It sits freely in the two holes



# TABLETOP SCENICS

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

**93**

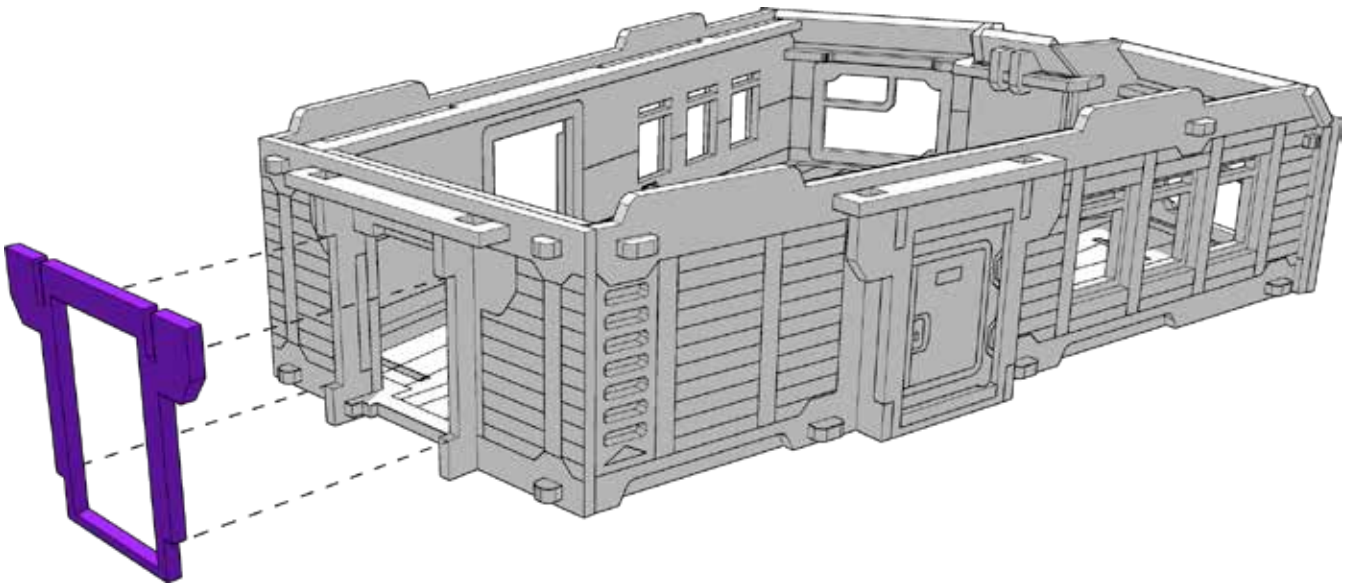




# TABLETOP SCENICS

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

**94**

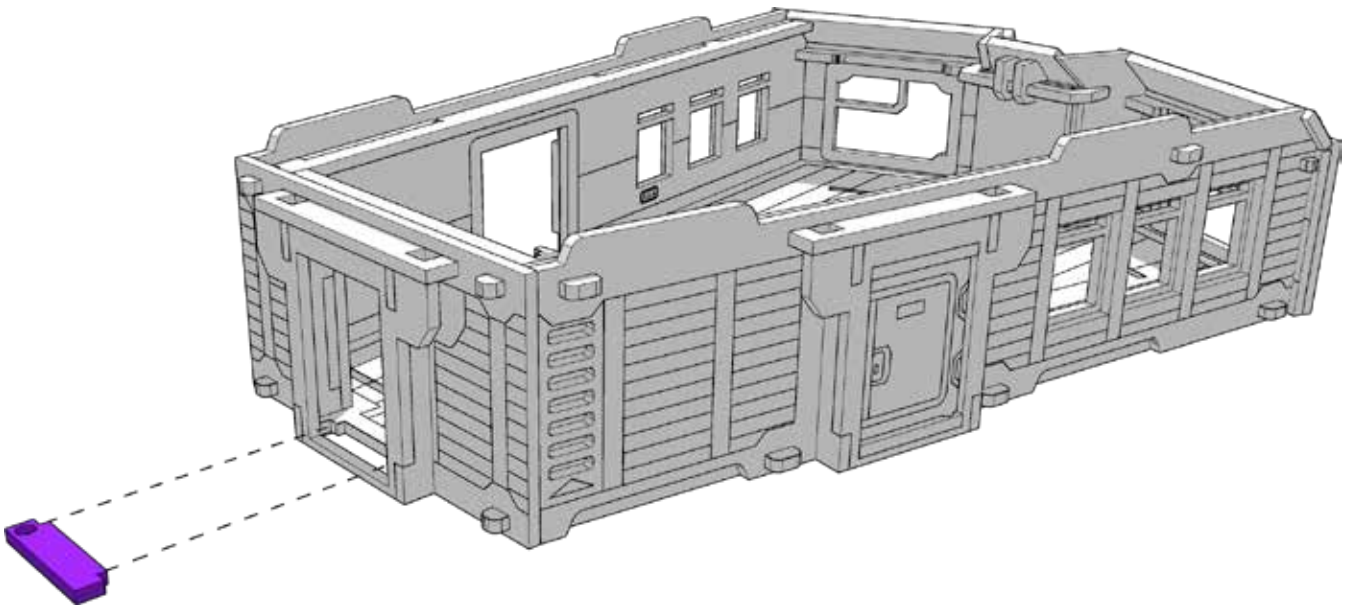




# TABLETOP SCENICS

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

**95**

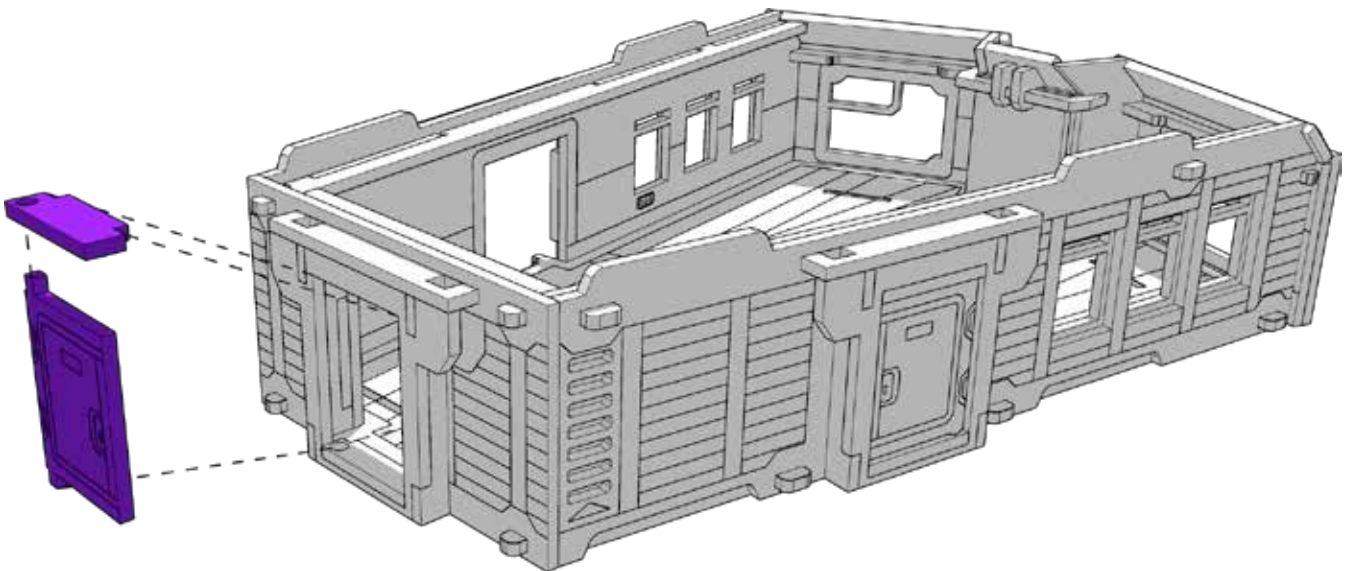




# TABLETOP SCENICS

**TTPSX-SFU-O31**  
**Cashstacks: Facility**

**96**



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



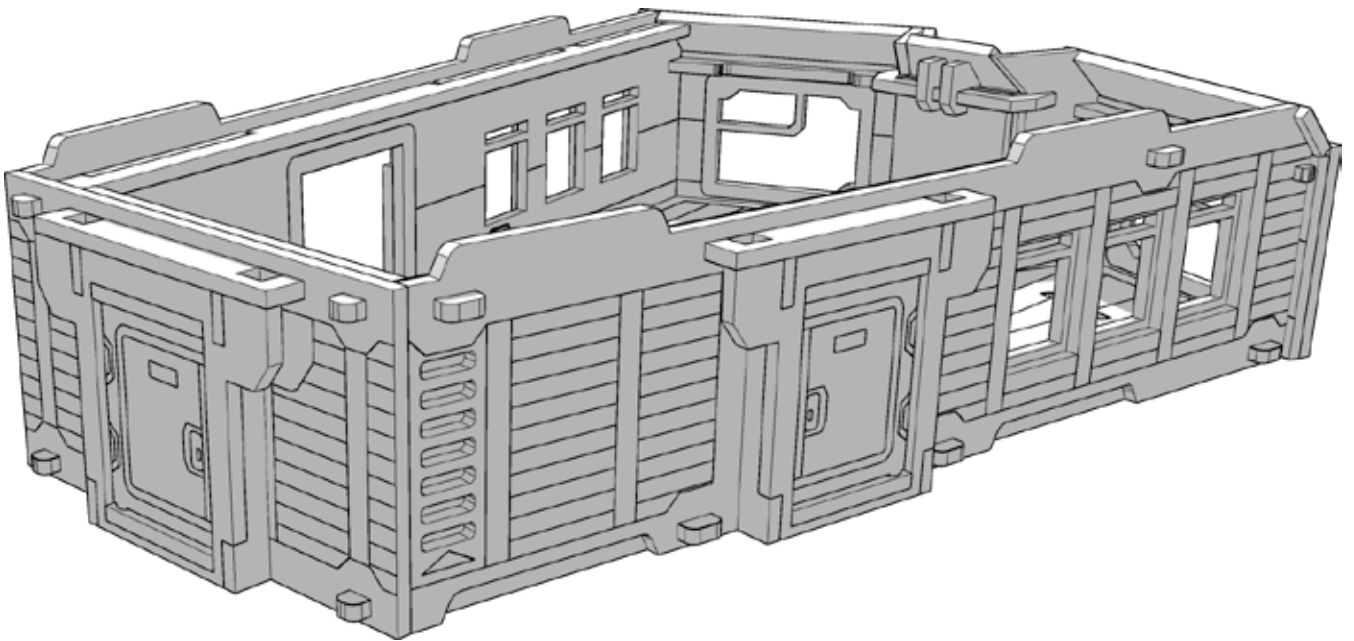




# TABLETOP SCENICS

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

**97**

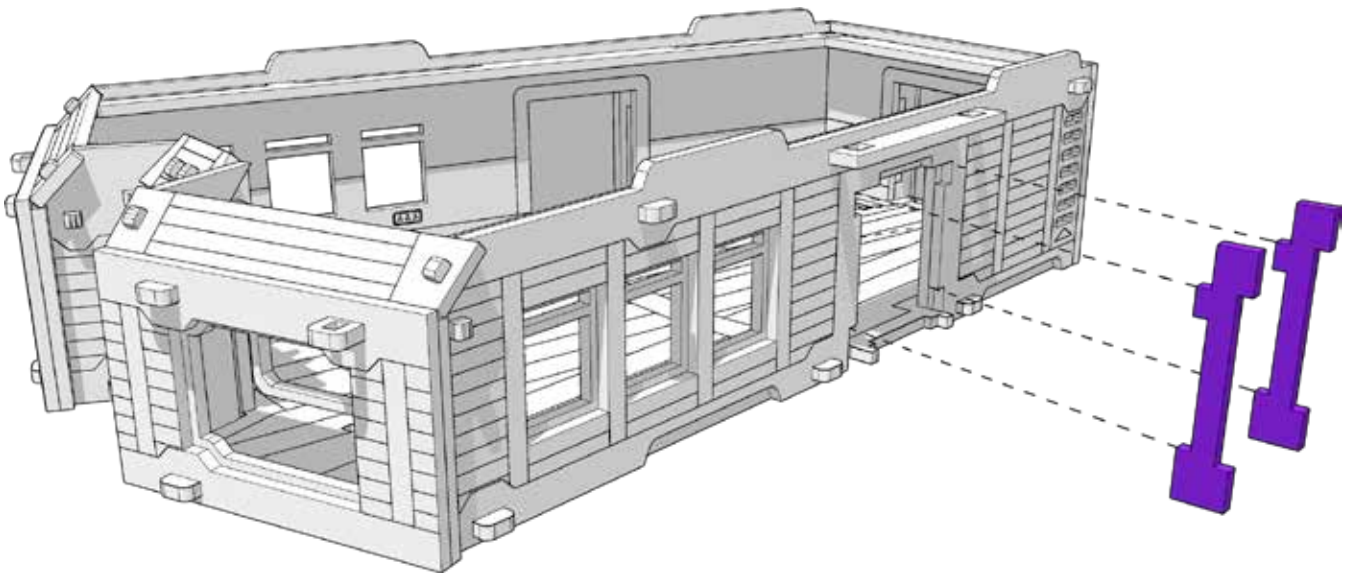




# TABLETOP SCENICS

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

**98**

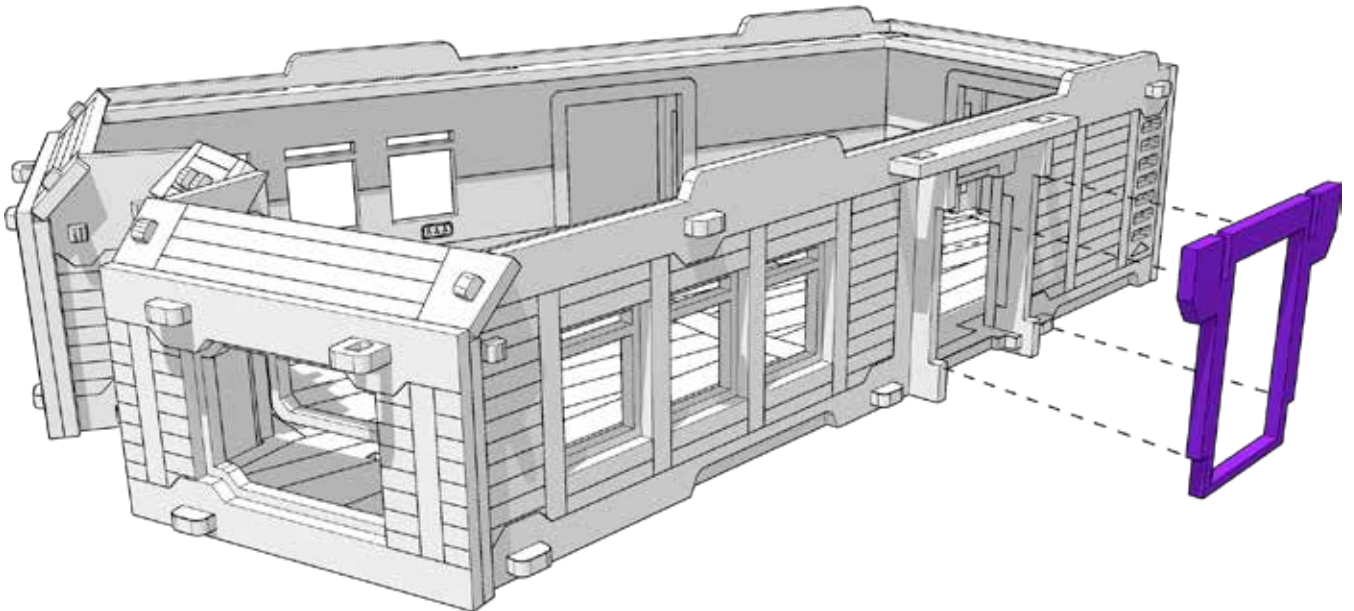




# TABLETOP SCENICS

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

**99**

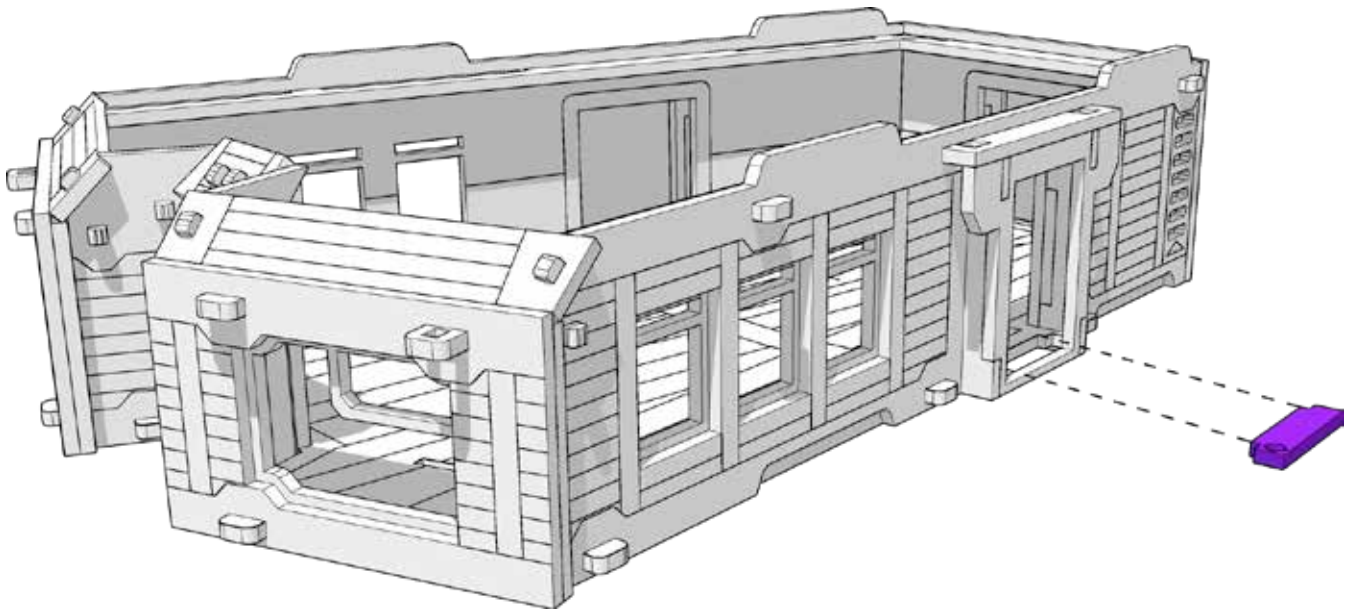




# TABLETOP SCENICS

100

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

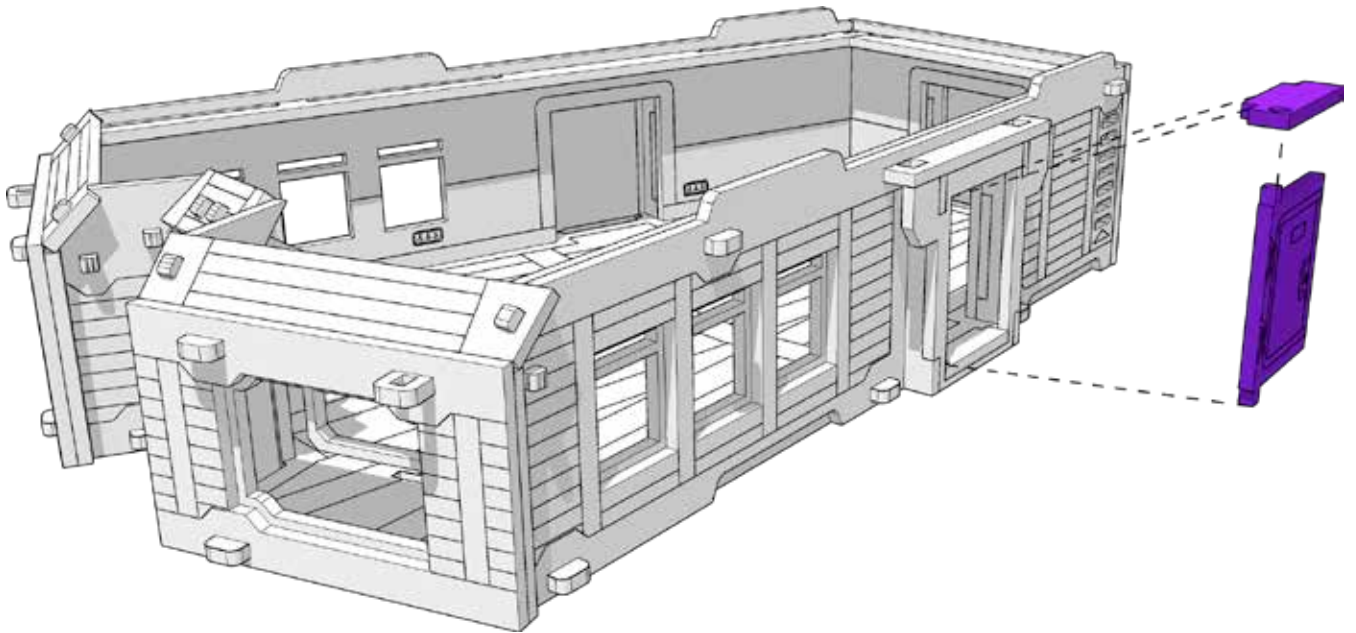




# TABLETOP SCENICS

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

**101**



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

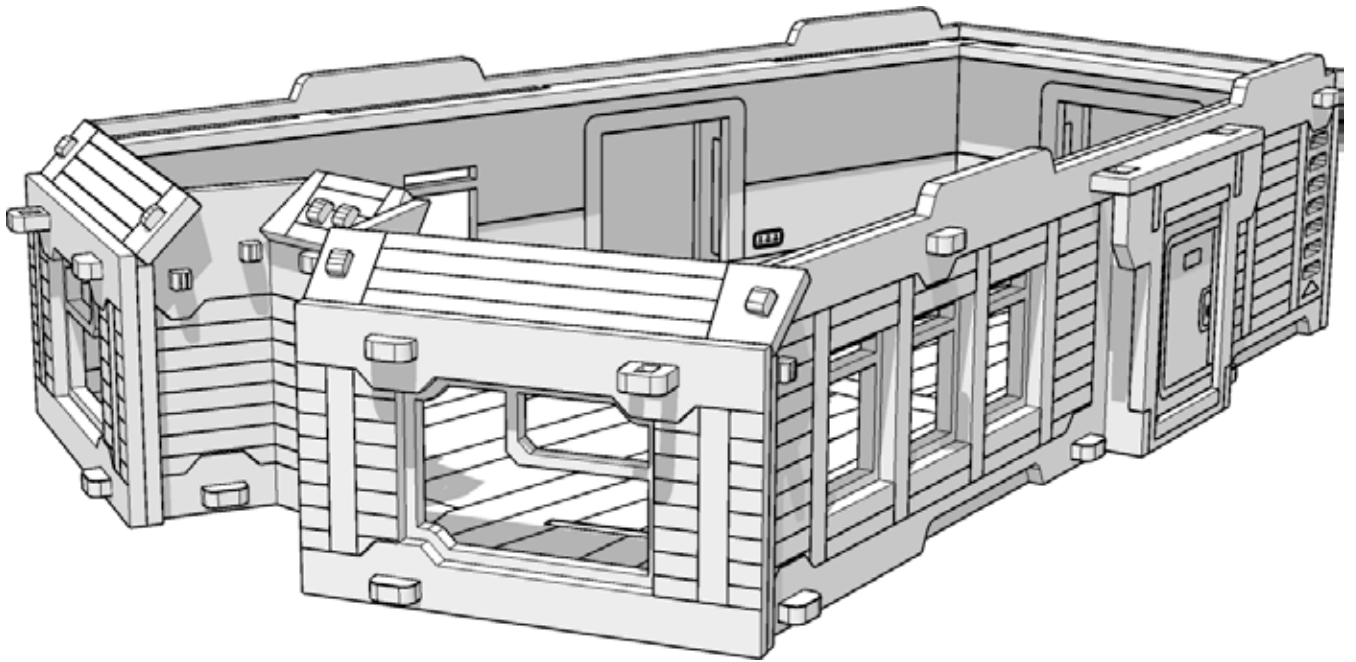




# TABLETOP SCENICS

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

**102**

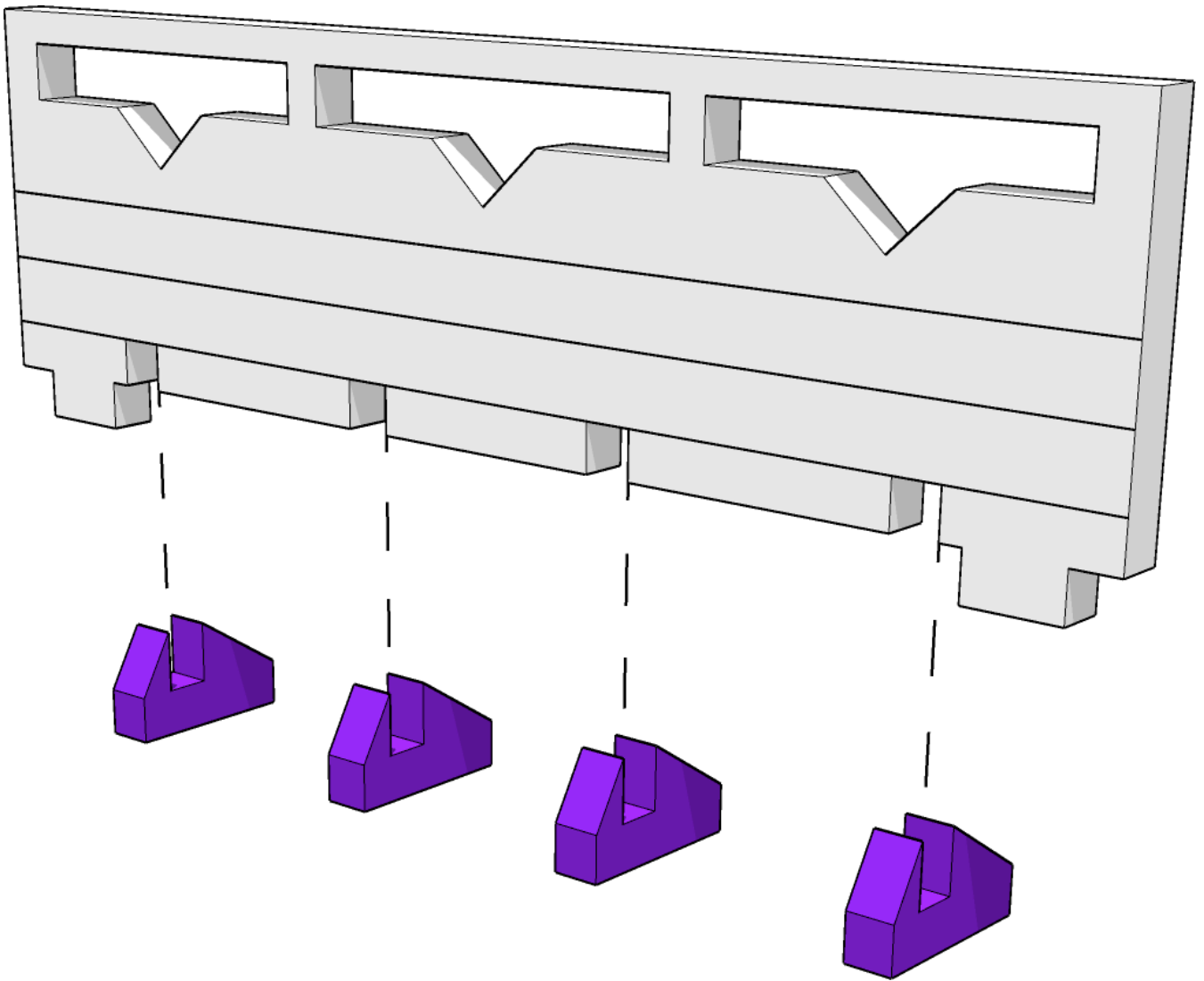




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

103

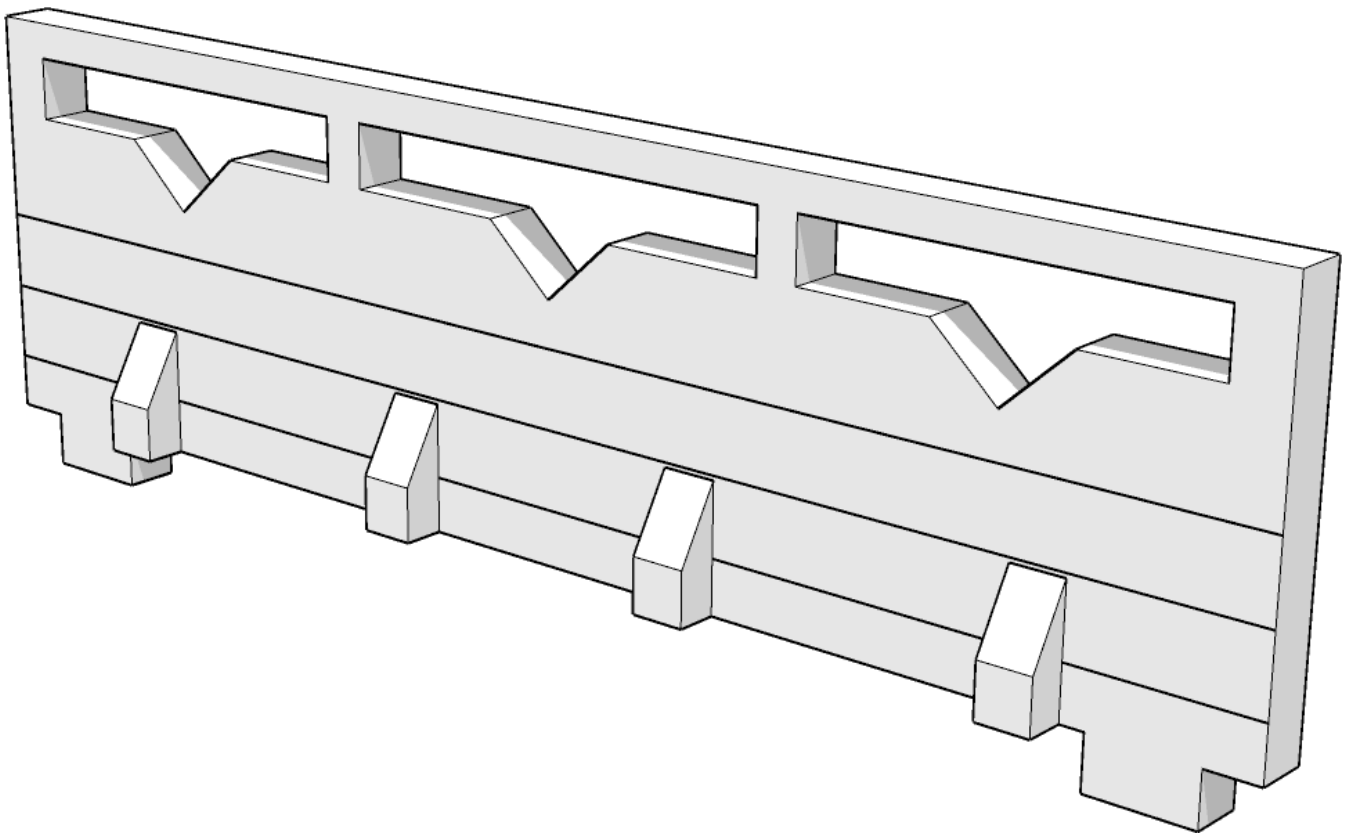




# TABLETOP SCENICS

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

**104**



**x5**

 **TTCOMBAT**

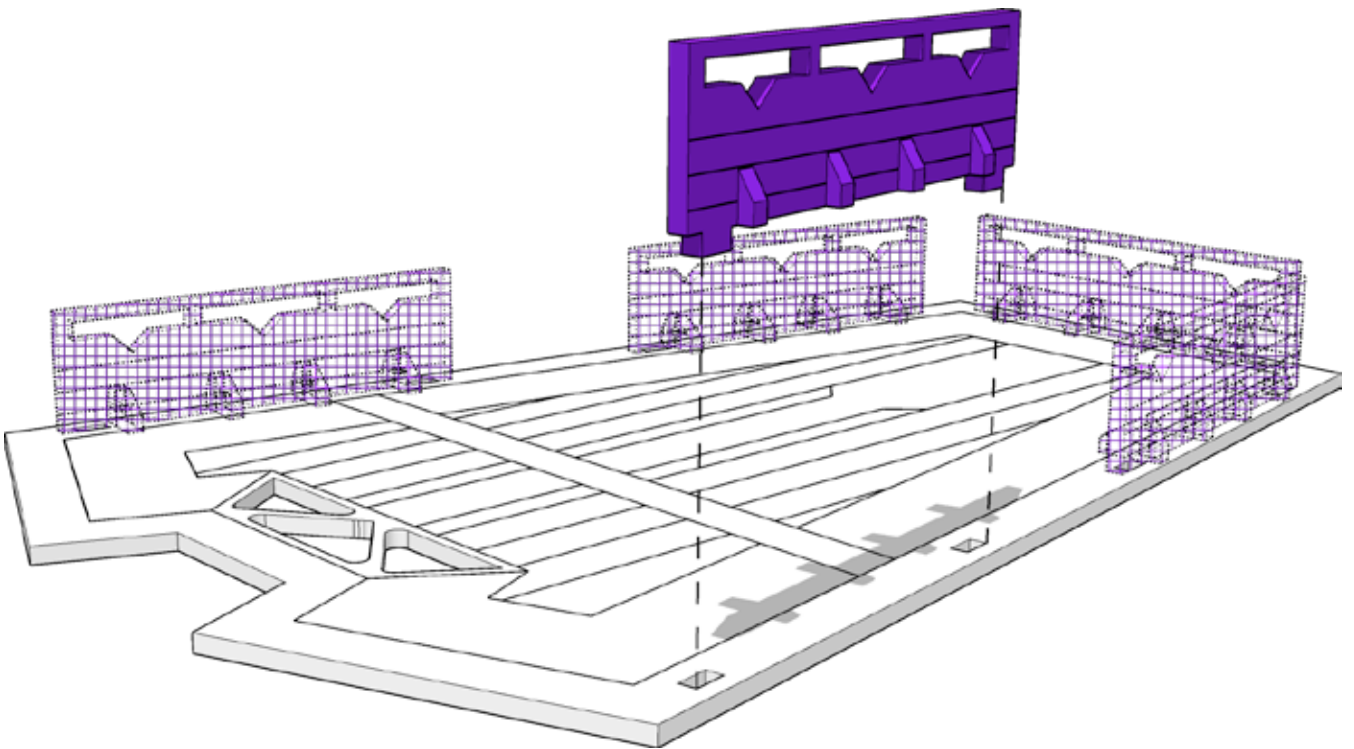




# TABLETOP SCENICS

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

**105**

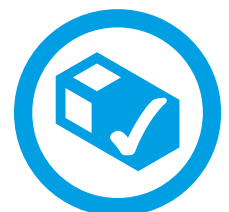
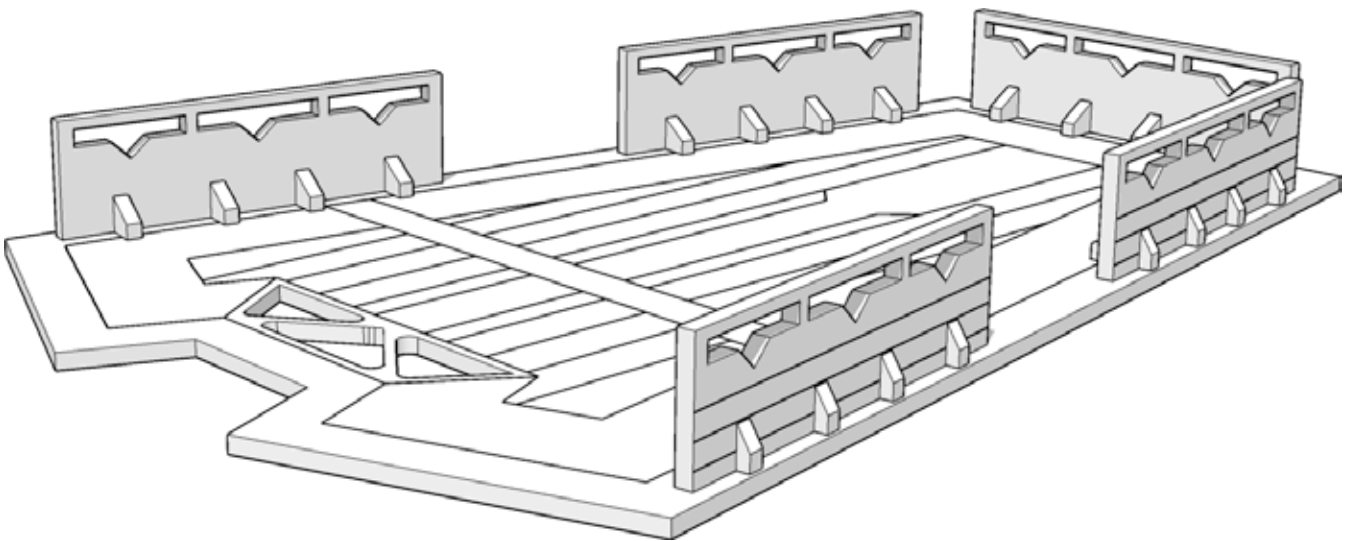




# TABLETOP SCENICS

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

**106**

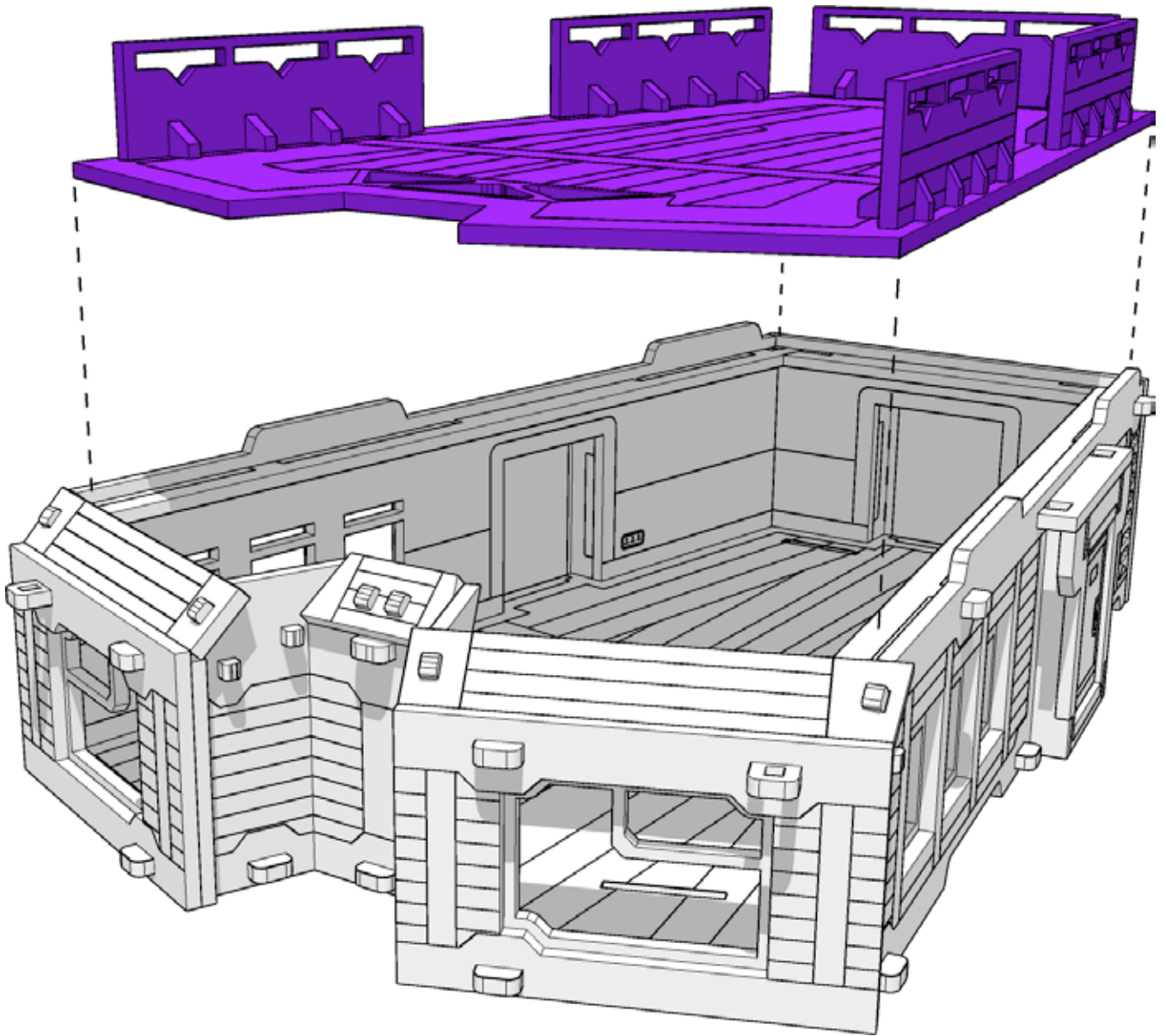




# TABLETOP SCENICS

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

**107**

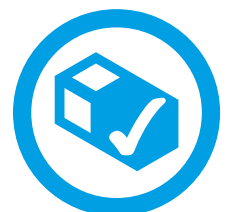
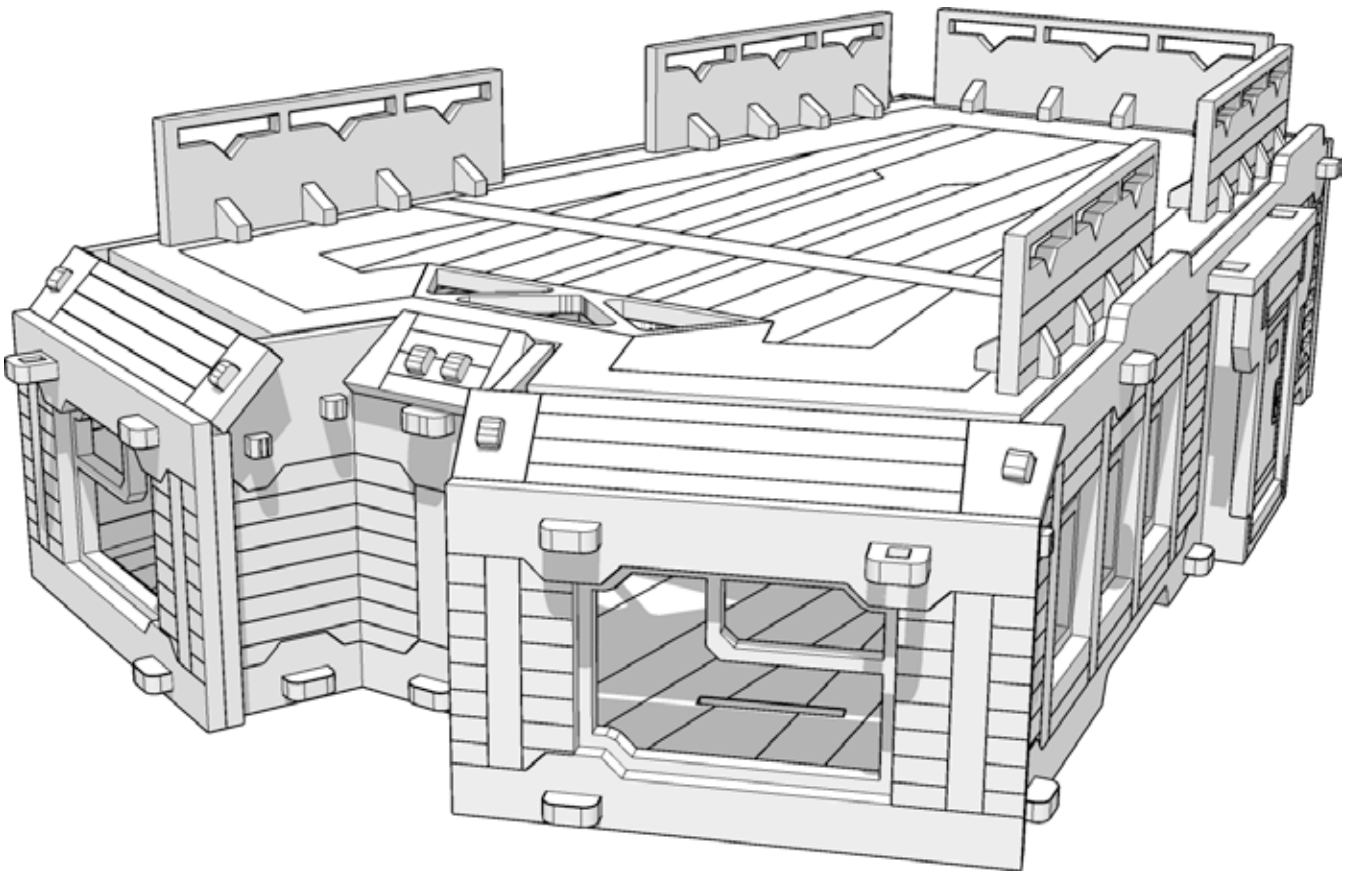




# TABLETOP SCENICS

108

TTPSX-SFU-031  
Cashstacks: Facility



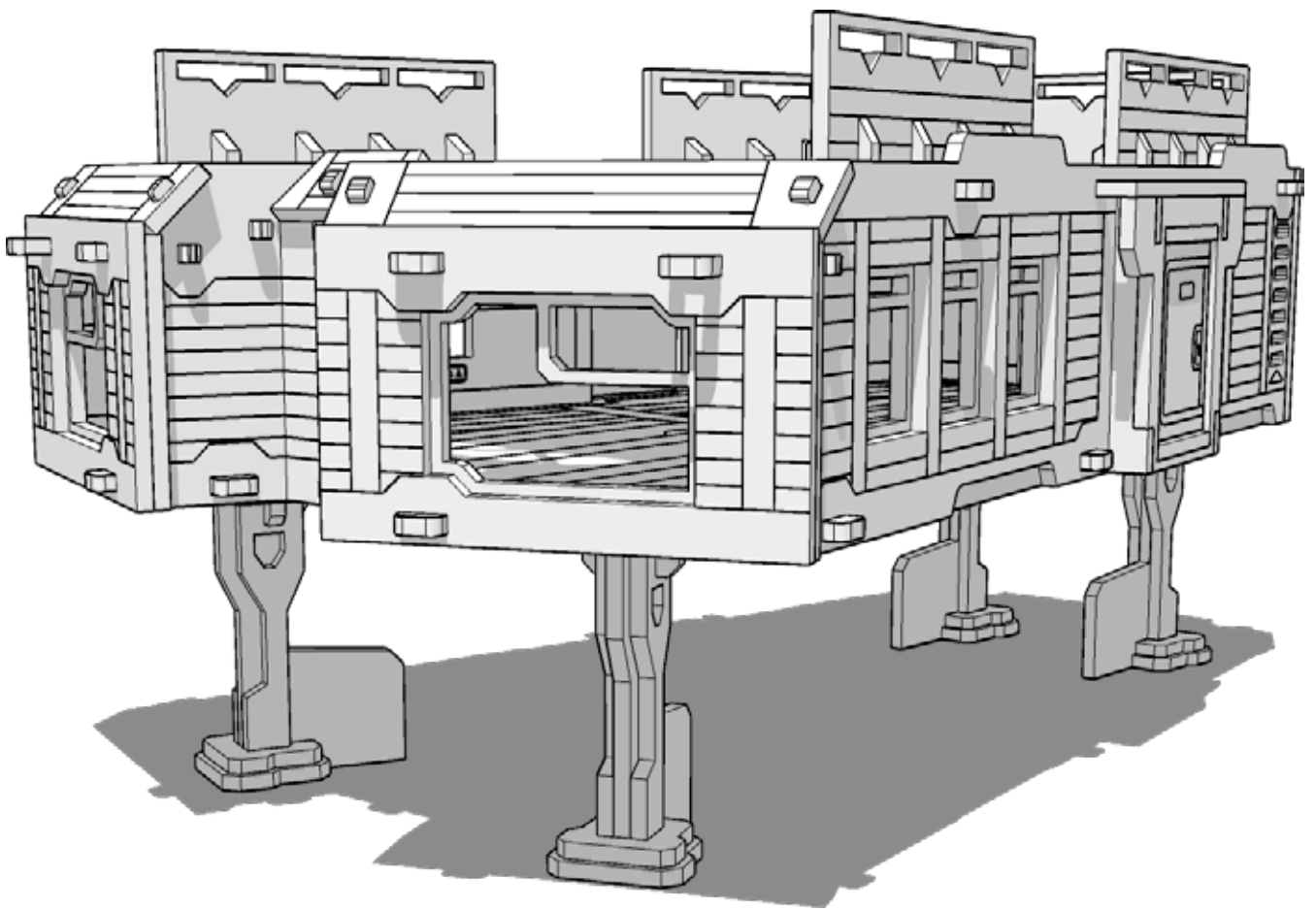
 **TTCOMBAT**



# TABLETOP SCENICS

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

**109**



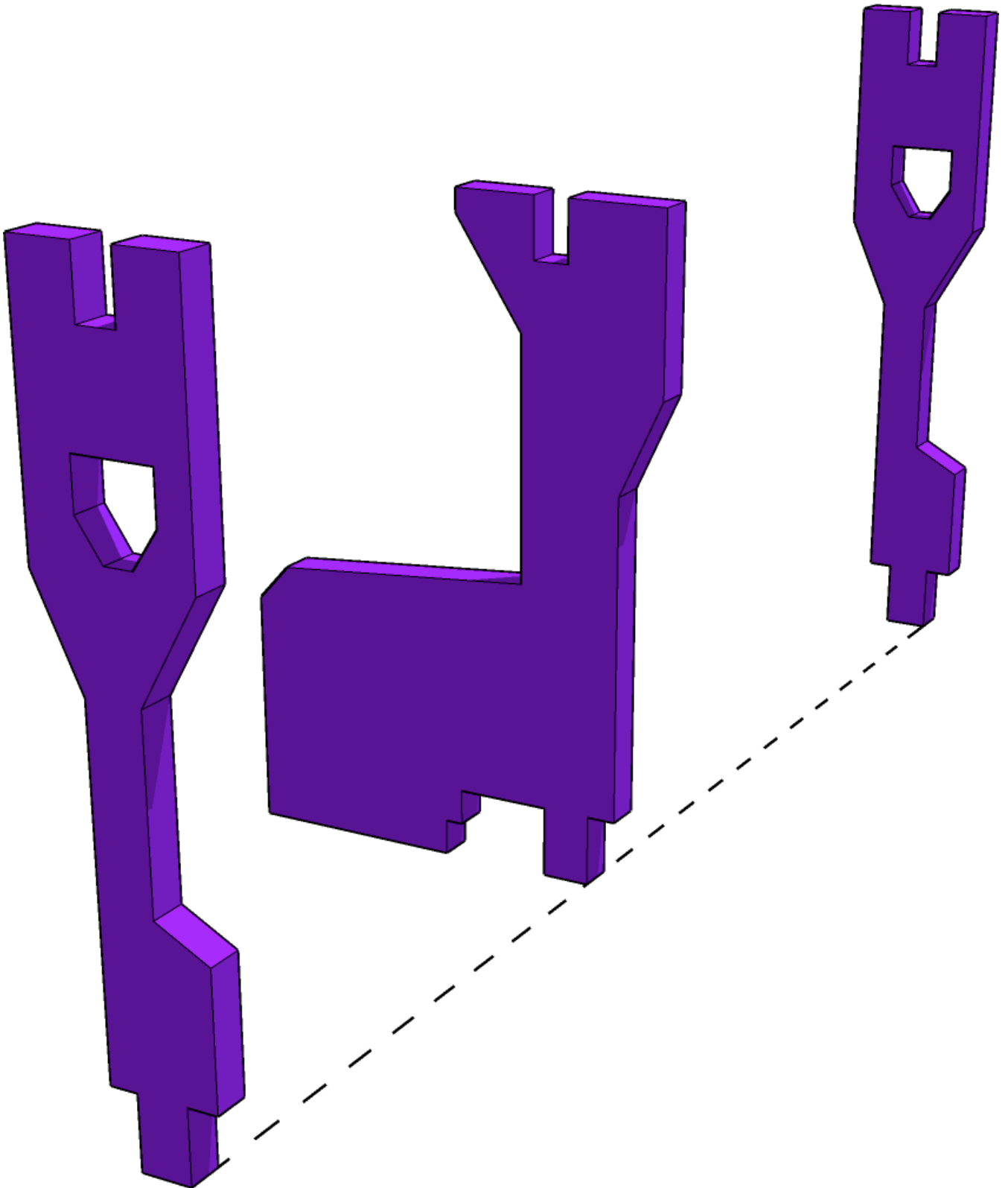
Block Legs



# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

110

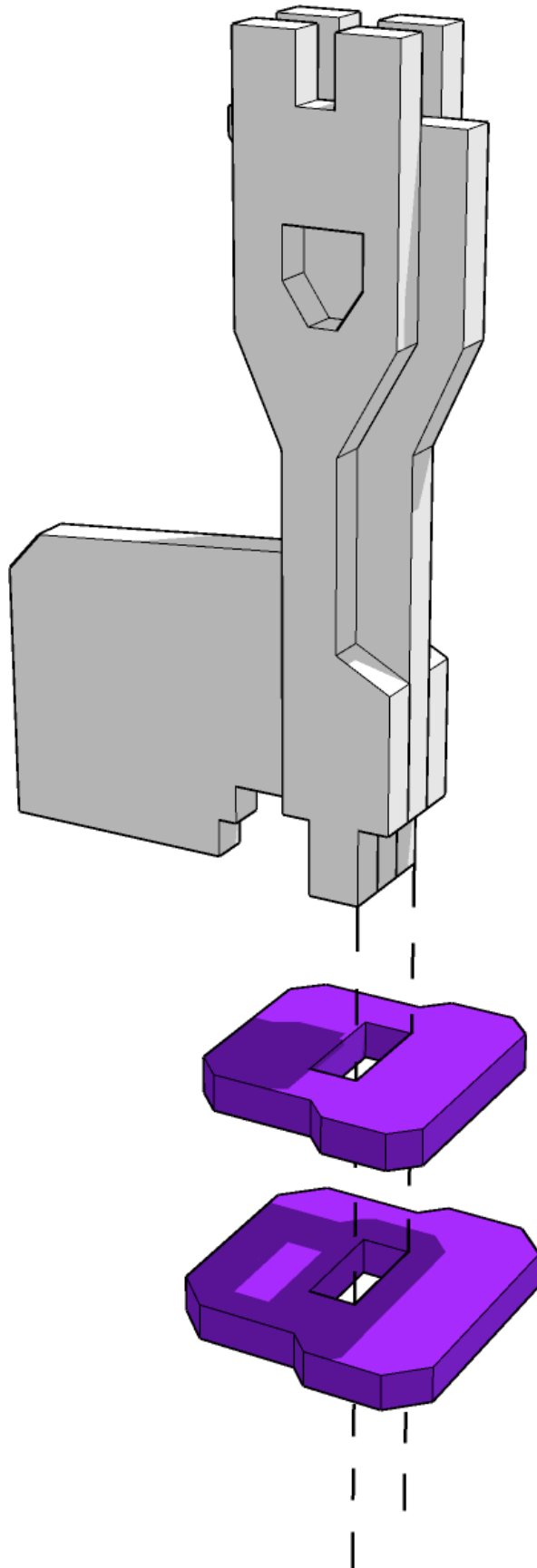




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

111

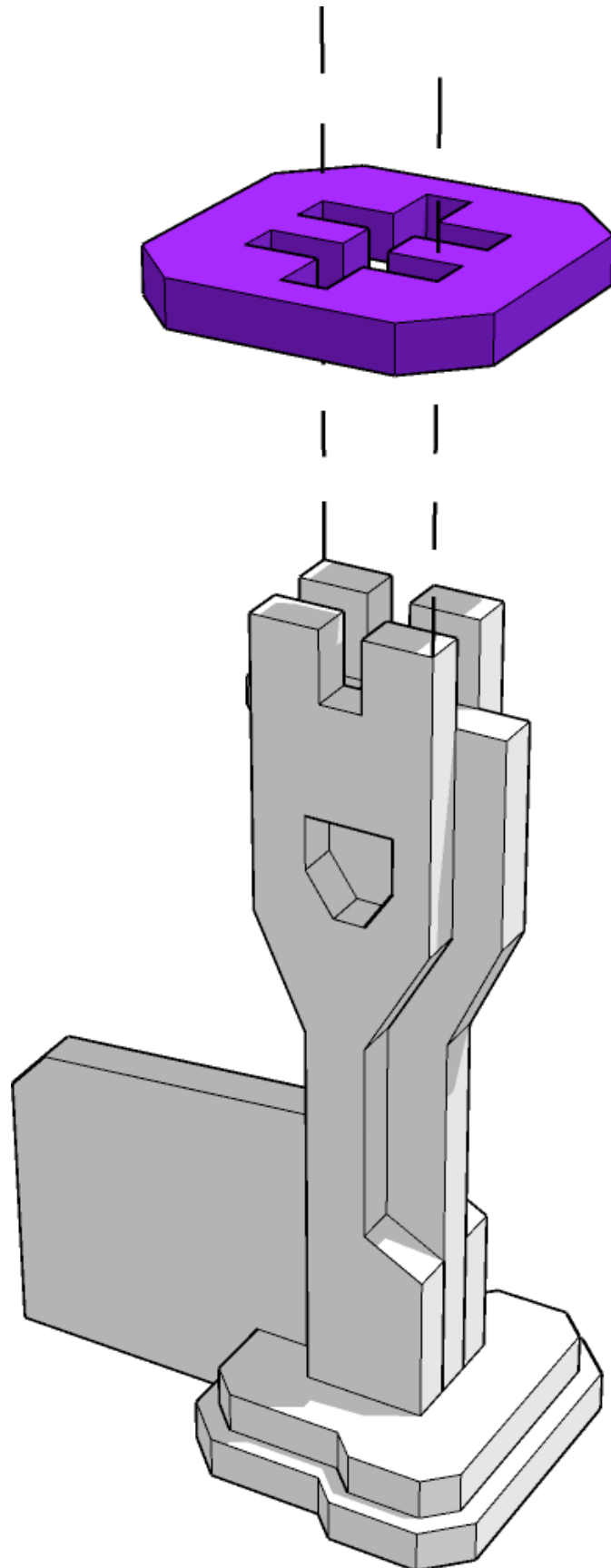




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

112



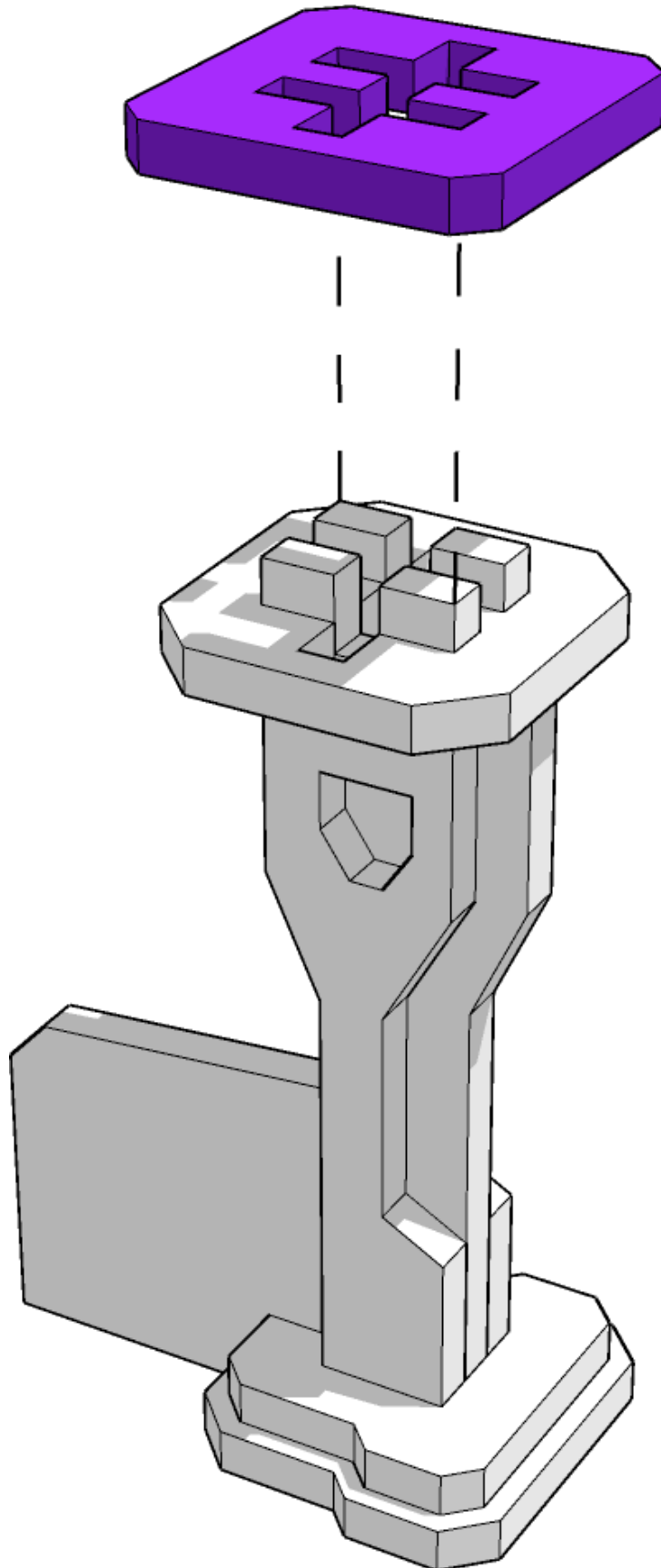




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

113

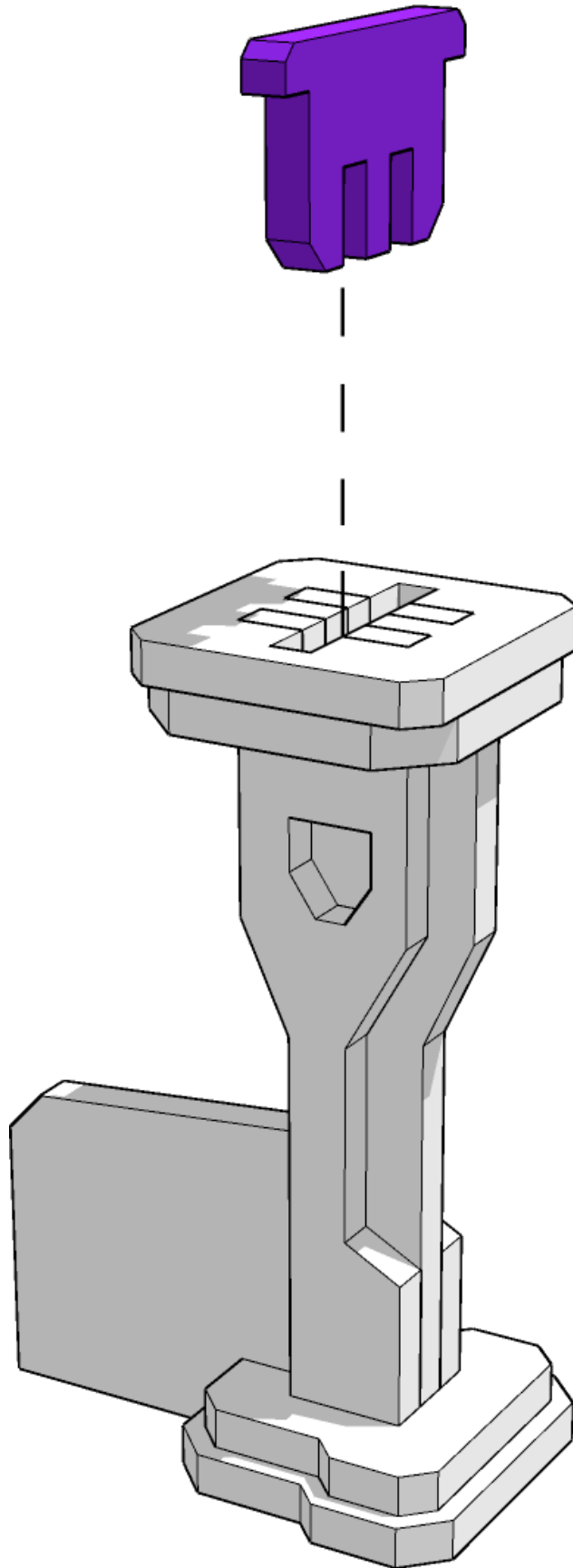




# TABLETOP SCENICS

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

**114**

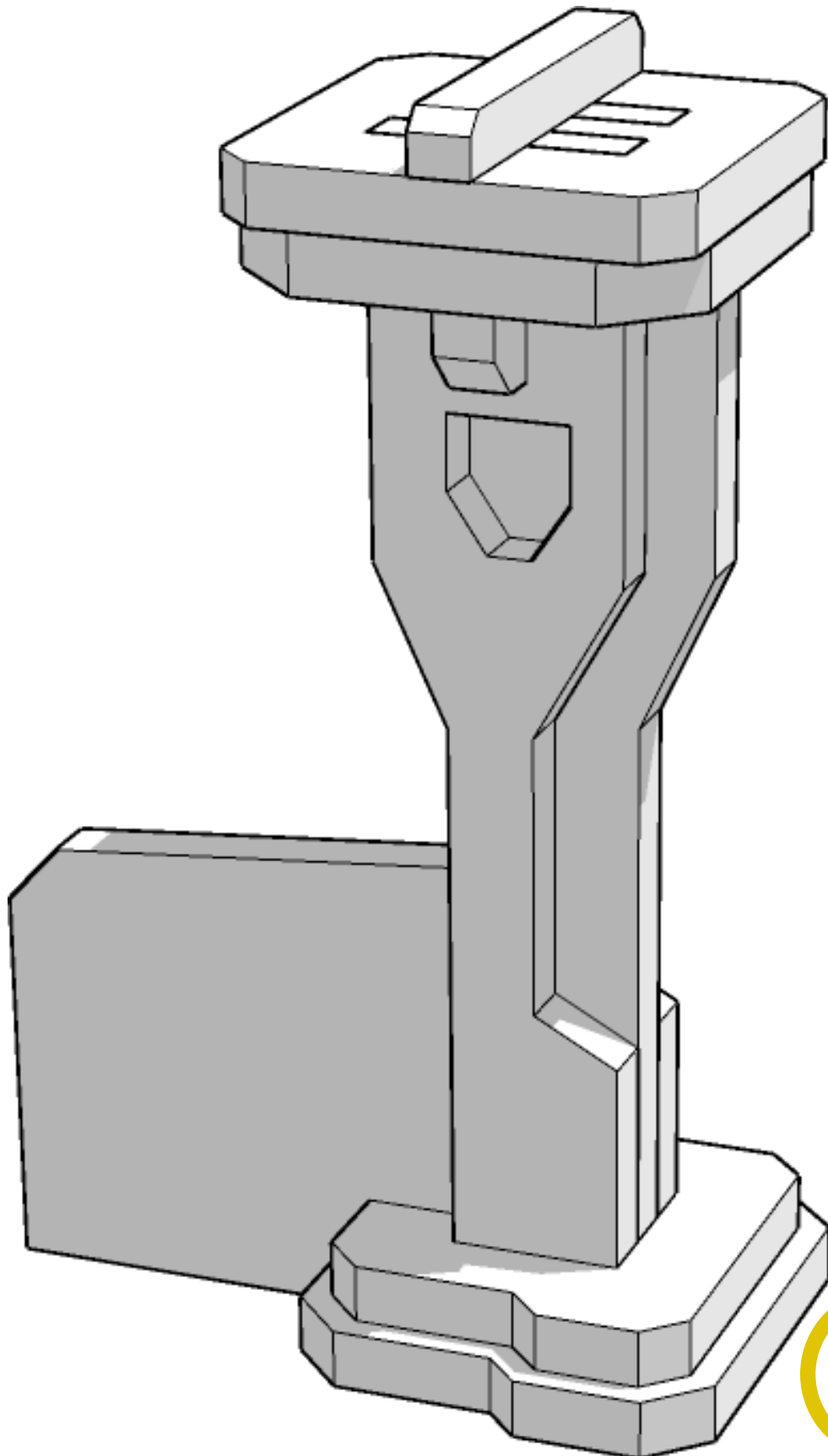




# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

115



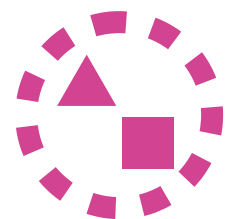
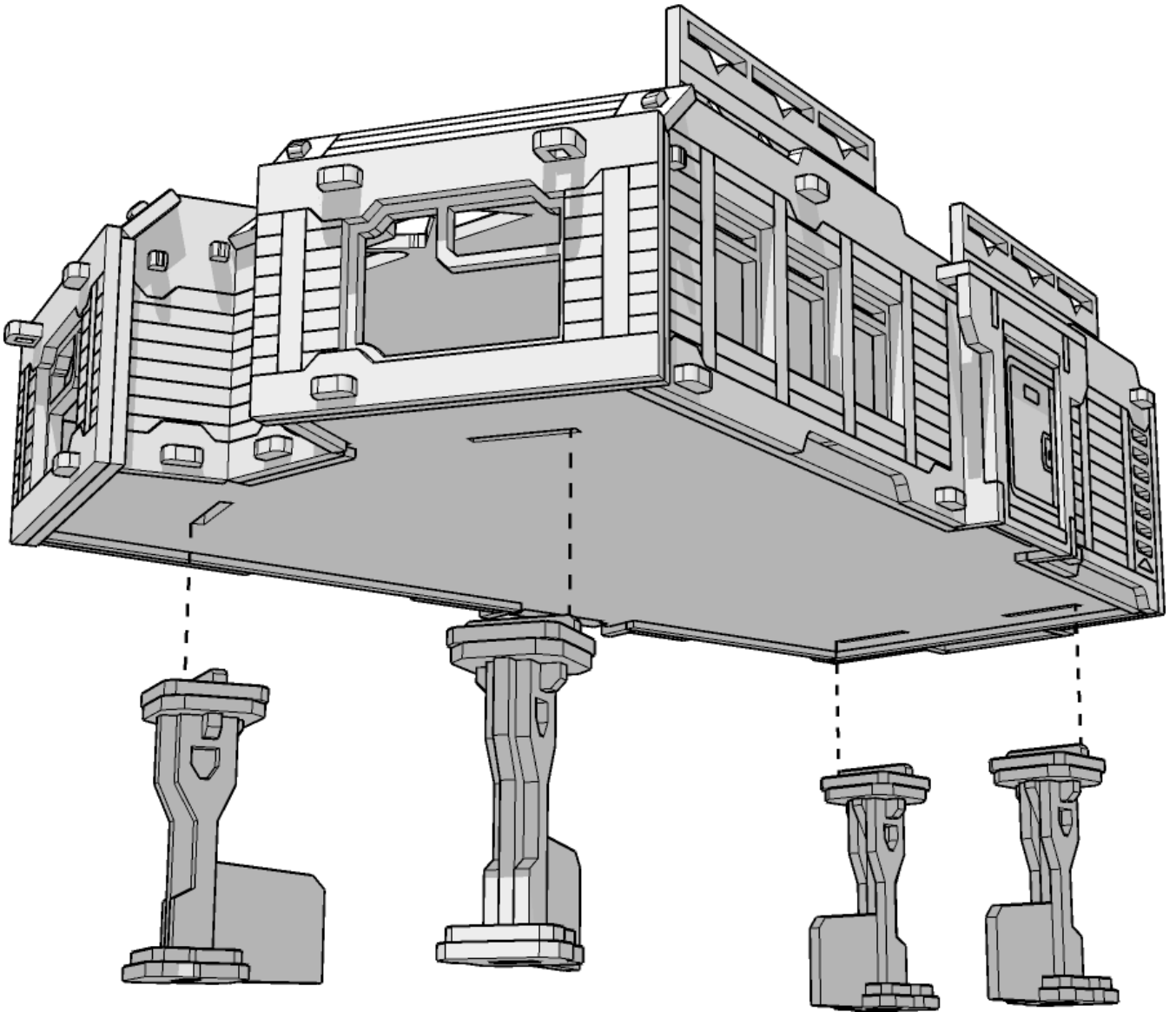
x4



# TABLETOP SCENICS

TTPSX-SFU-031  
Cashstacks: Facility

116



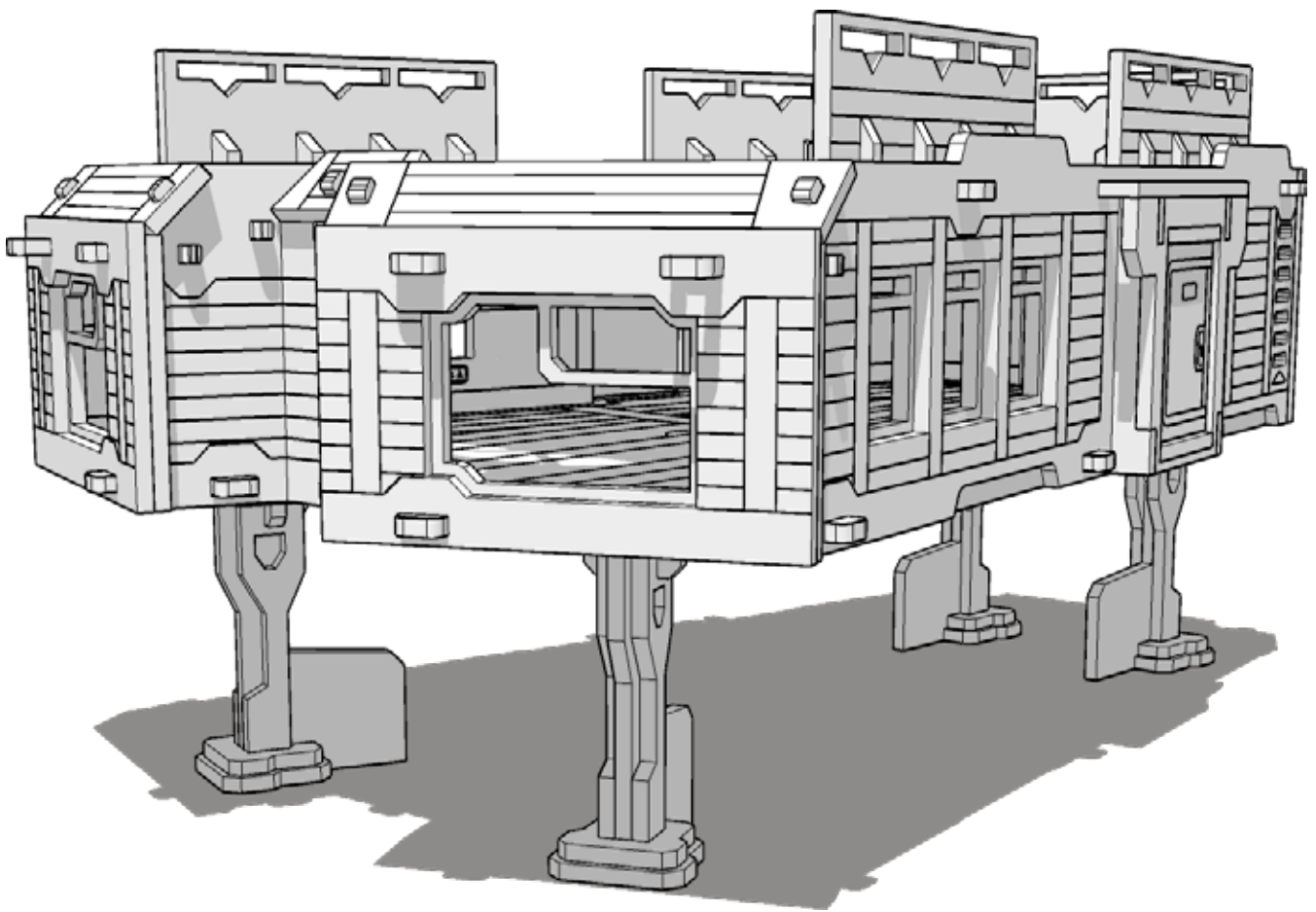
 **TTCOMBAT**



# TABLETOP SCENICS

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

**117**



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

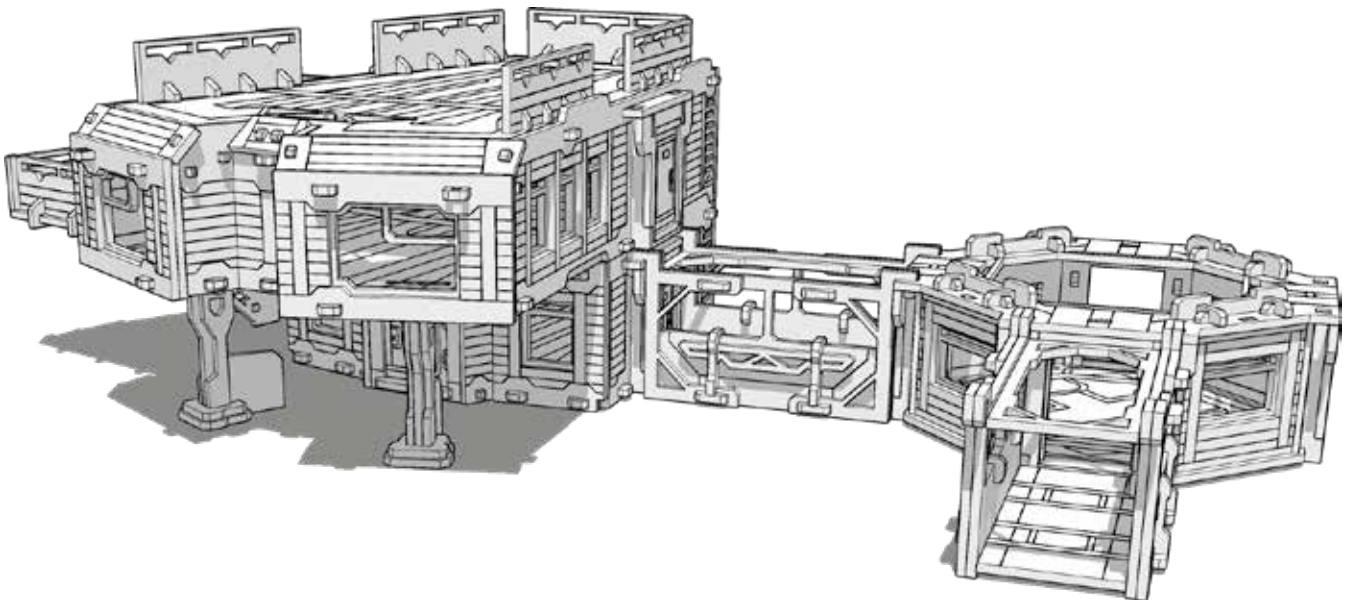




# TABLETOP SCENICS

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

**118**



 **TTCOMBAT**