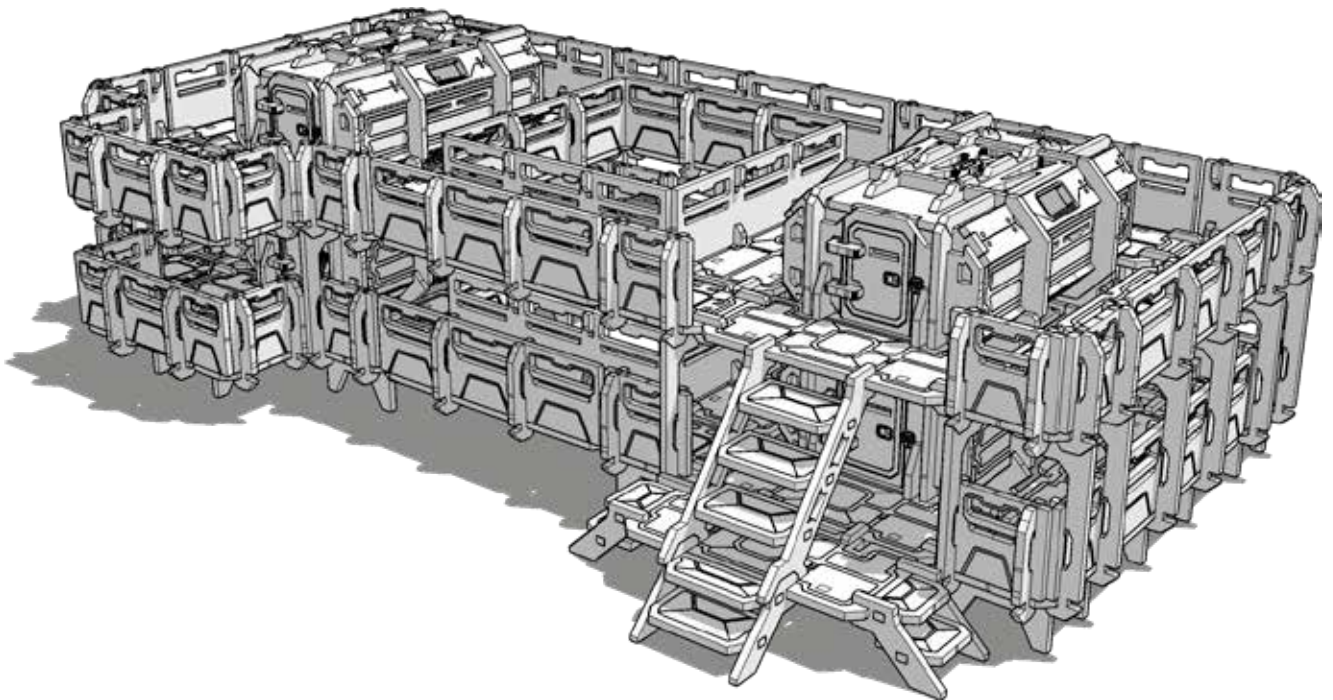




**TABLETOP
SCENICS**

TTSCW-SFU-148

**P.U.P:
Colony**



 **TTCOMBAT**



TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

2

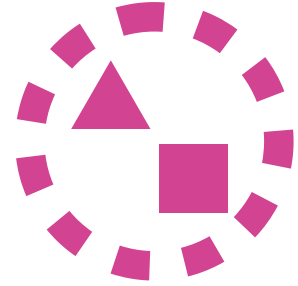
These are a series of icons that may be used throughout the instructions to help your assembly.
If in doubt, scroll ahead to confirm.



Do not glue this part



Carefully score and
fold this part



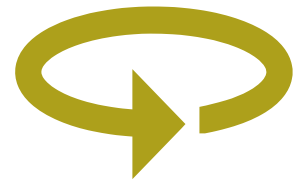
This part - or its placement is
completely optional



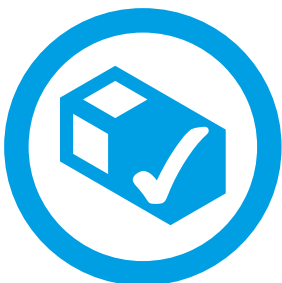
Look closely at this step -
The process order or part
used, may be specific



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.

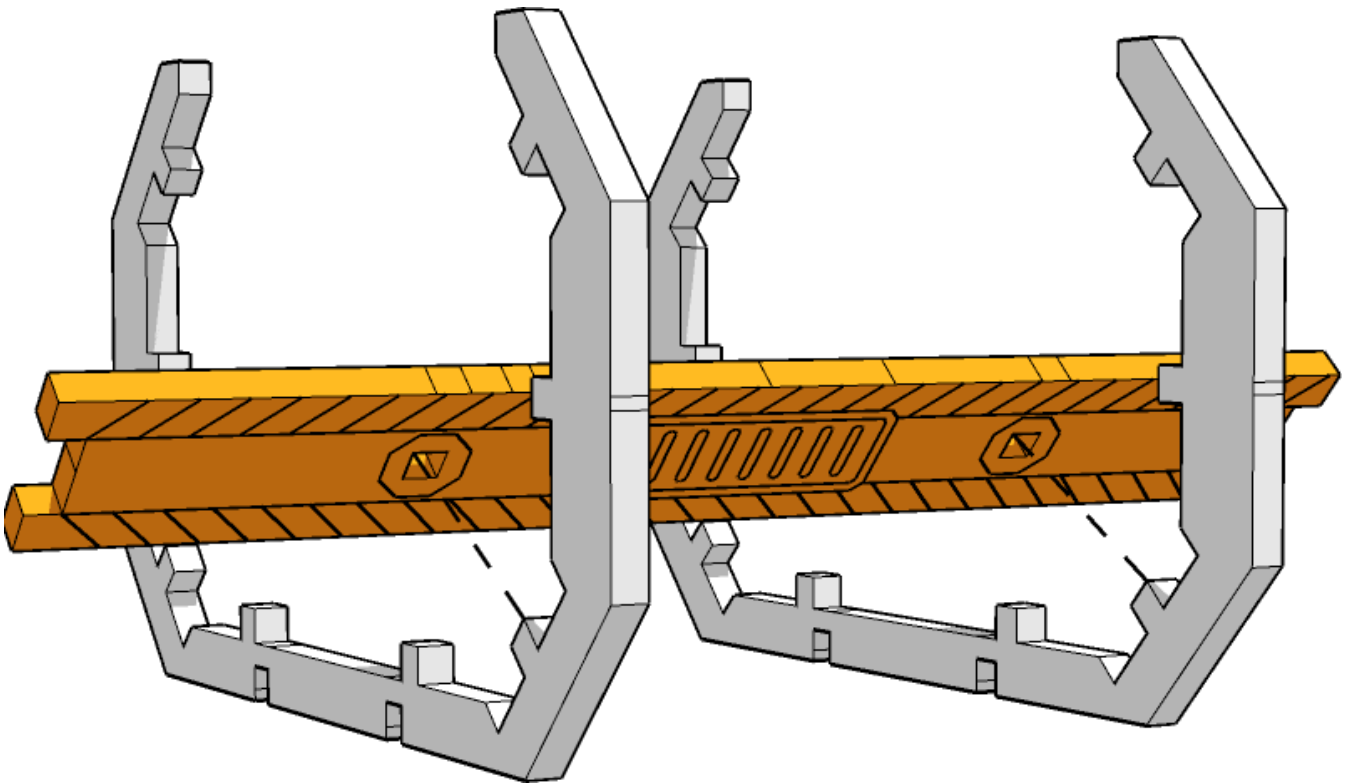


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

3



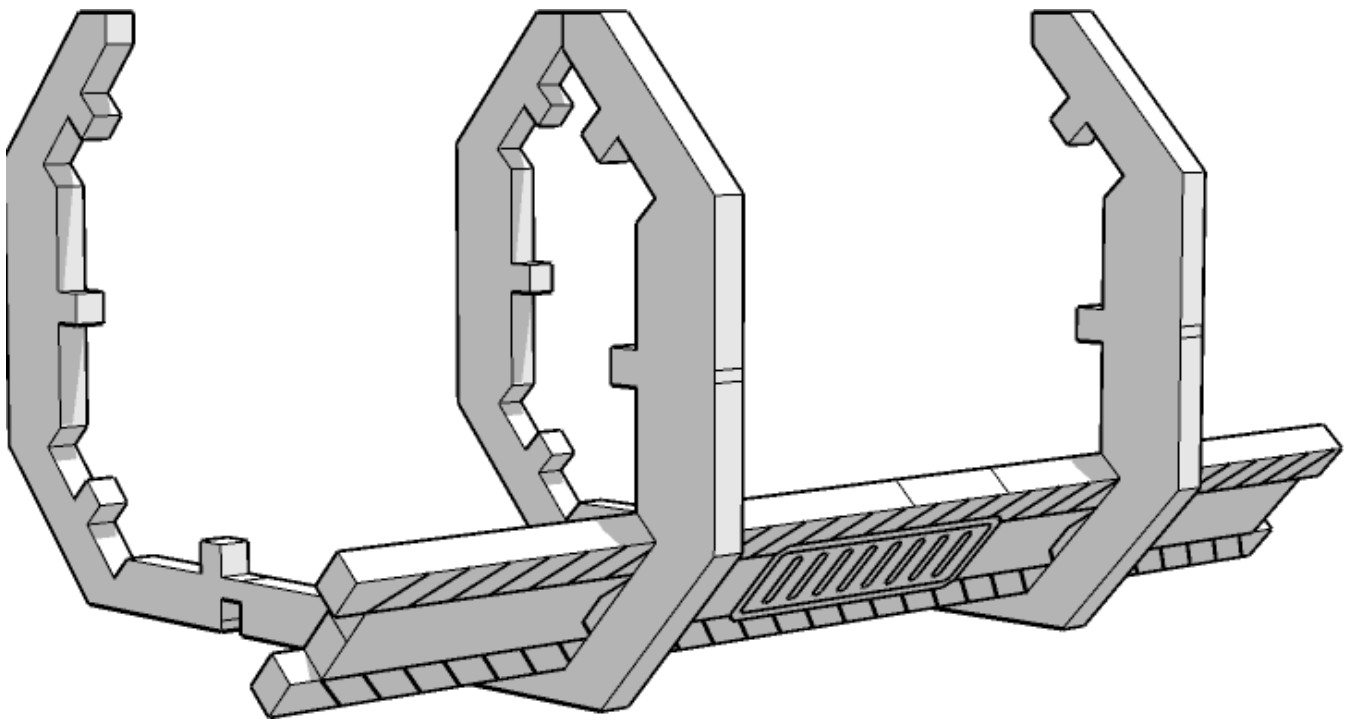


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

4



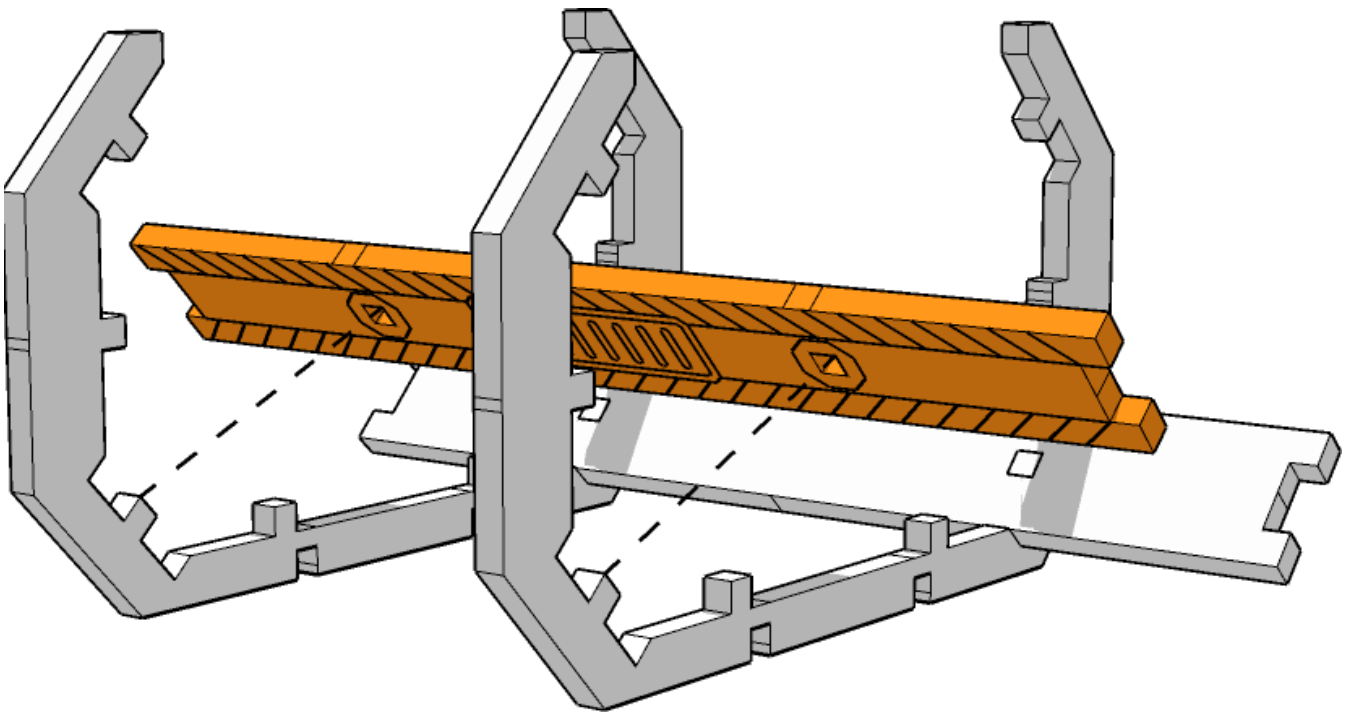


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

5



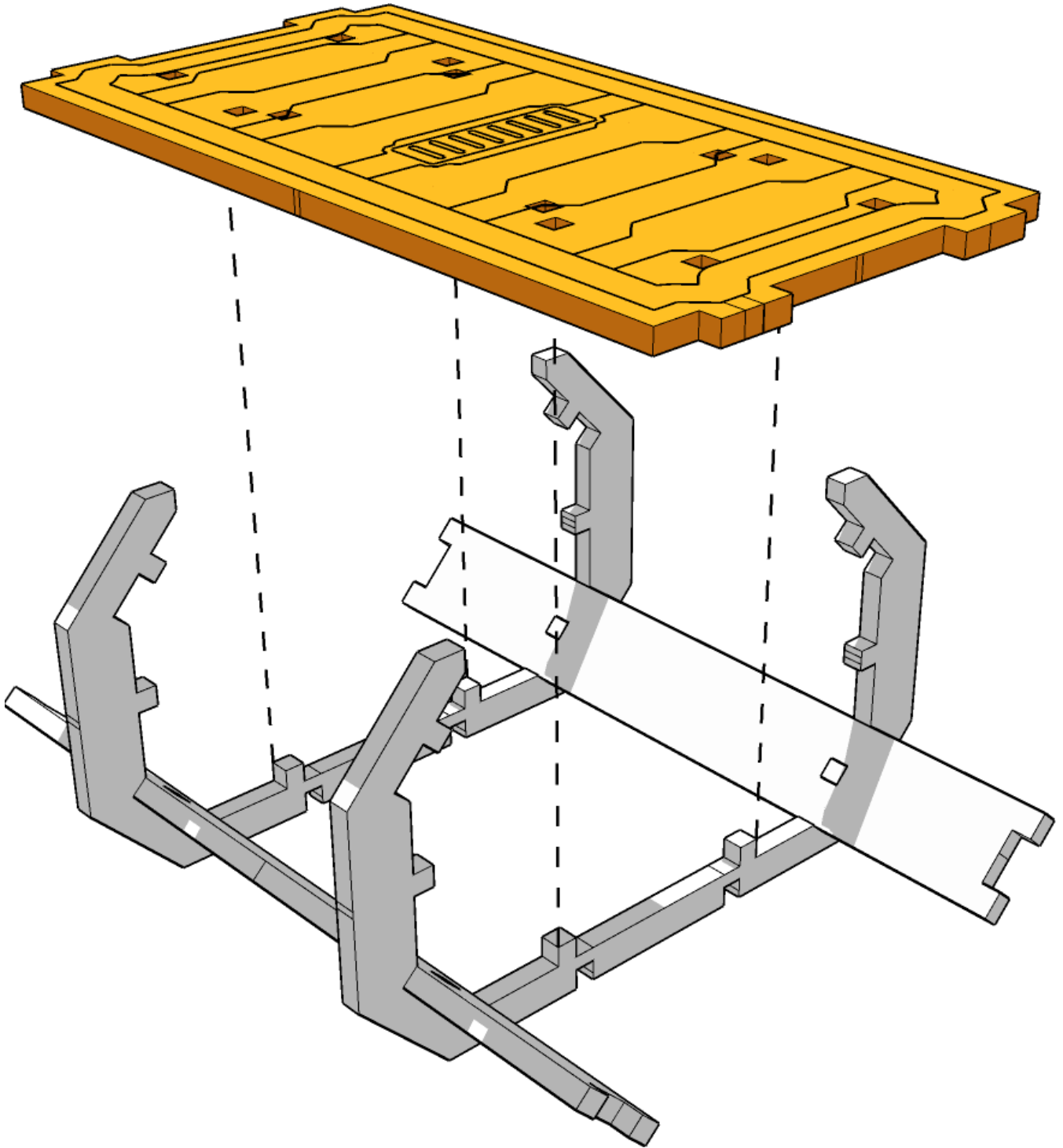


TABLETOP
SCENICS

TTSCW-SFU-148

**P.U.P:
Colony**

6



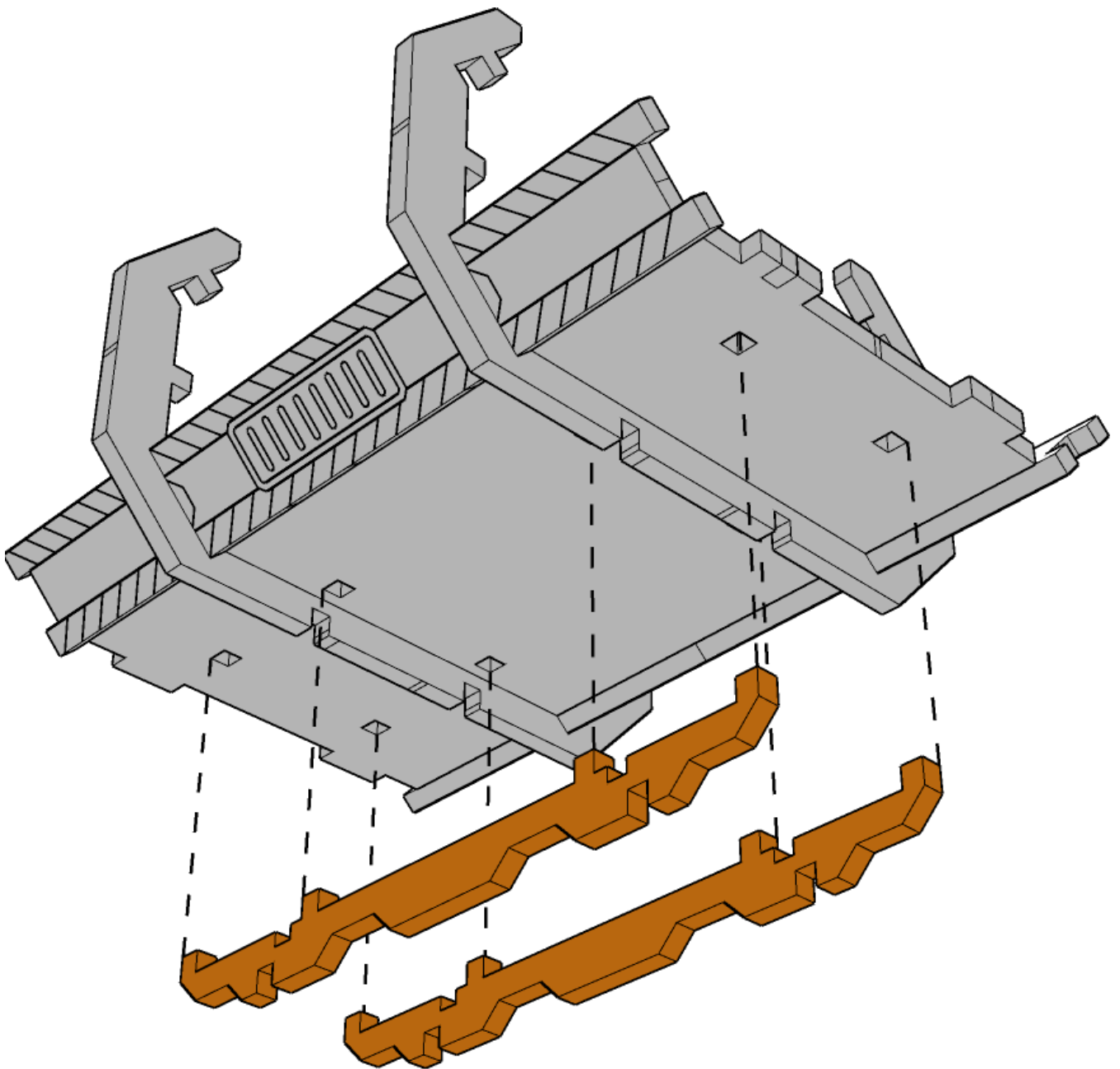


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

7



Highlighted parts are similar to others, make sure they match the above



 **TTCOMBAT**

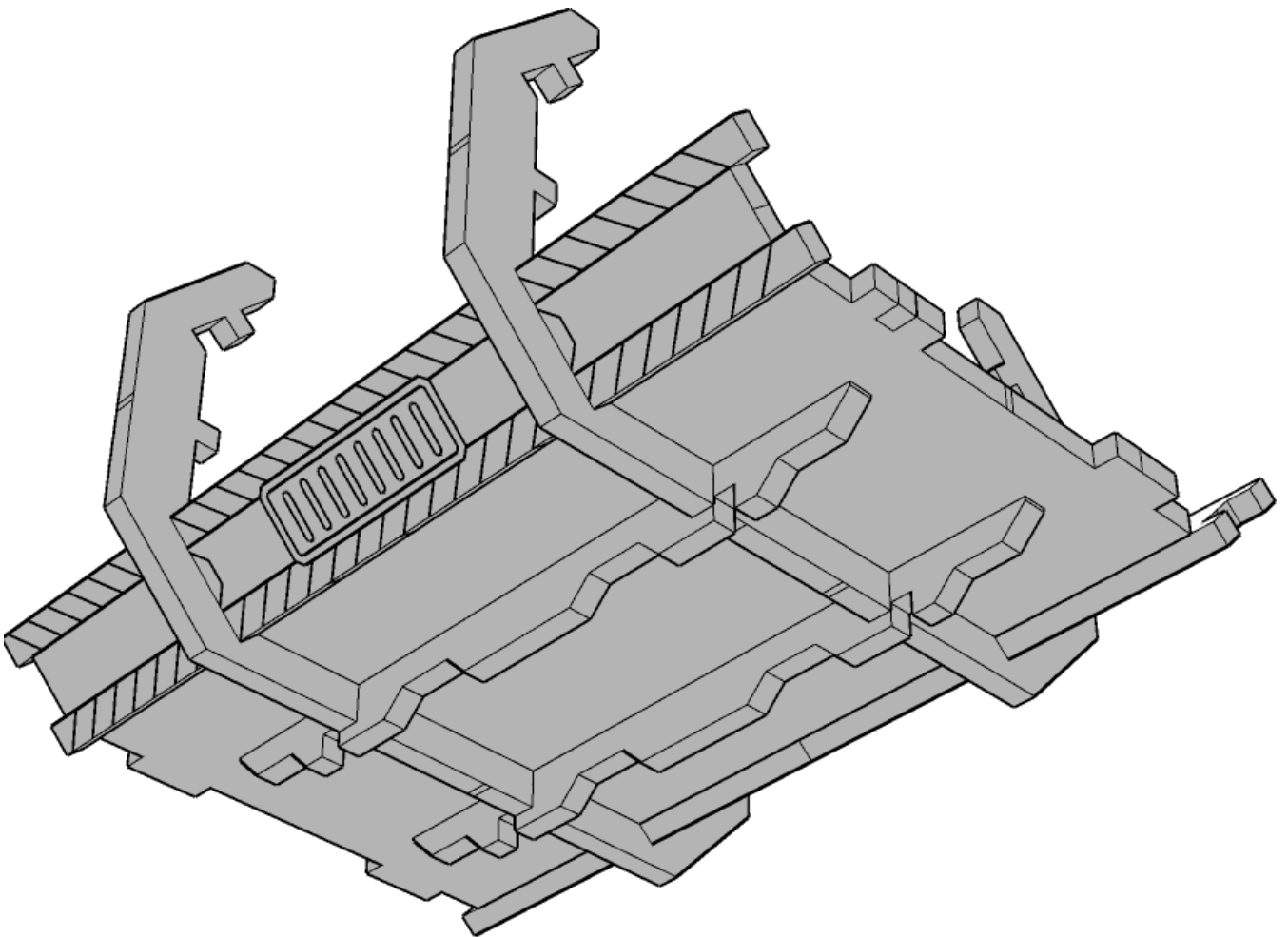


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

8



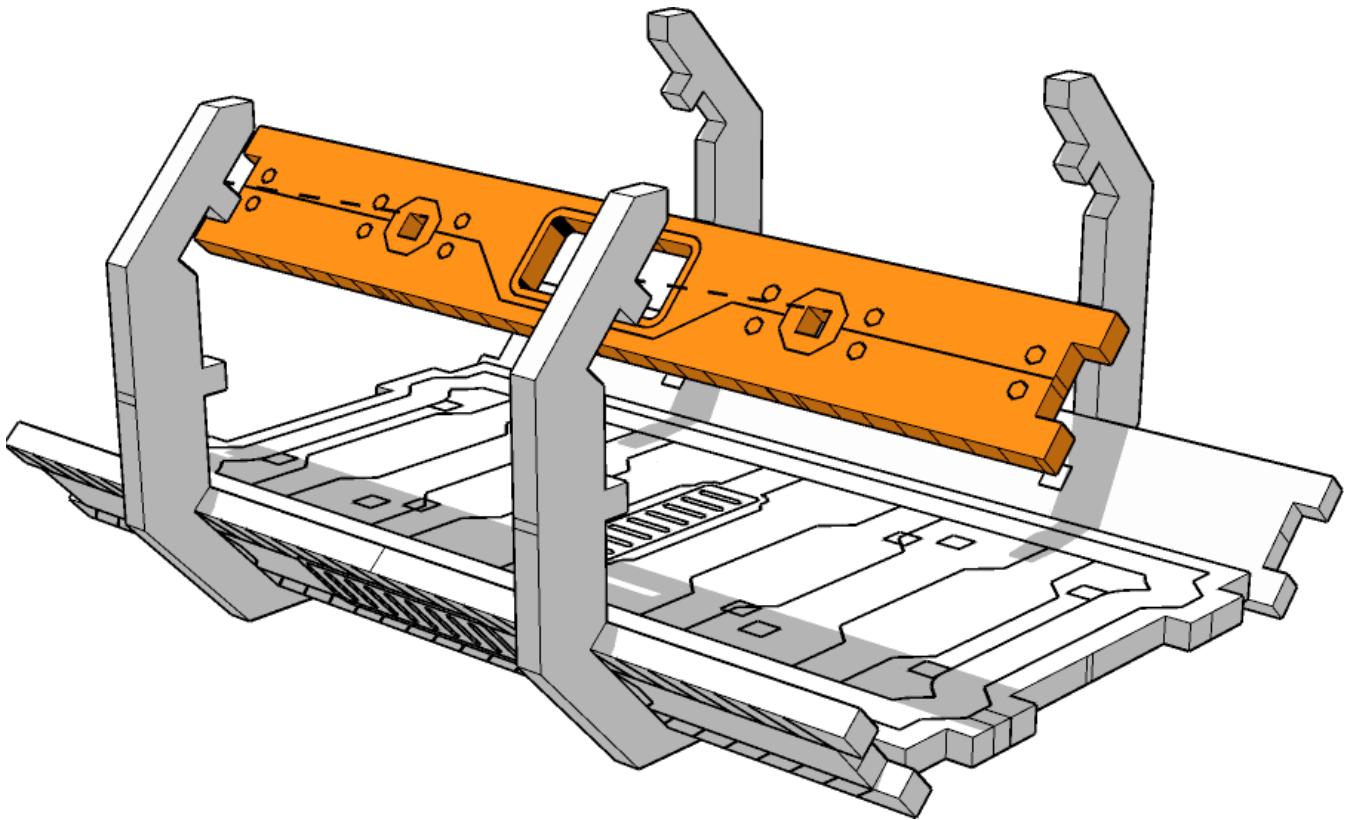


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

9



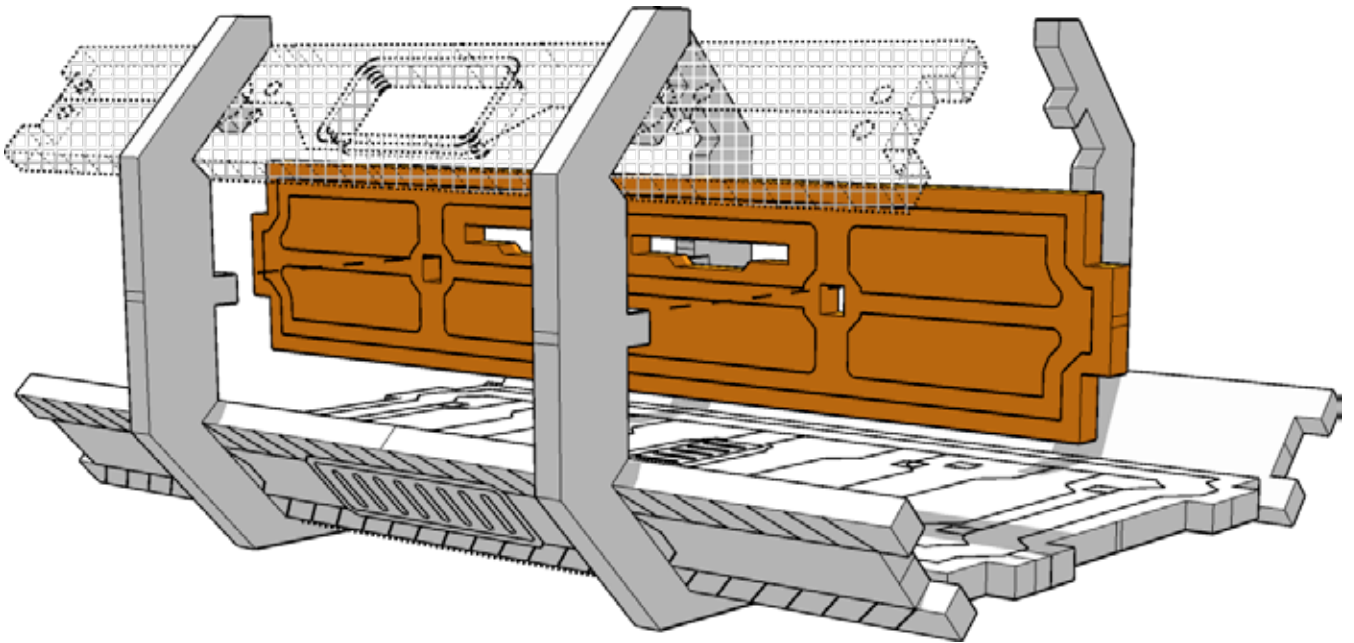


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

10



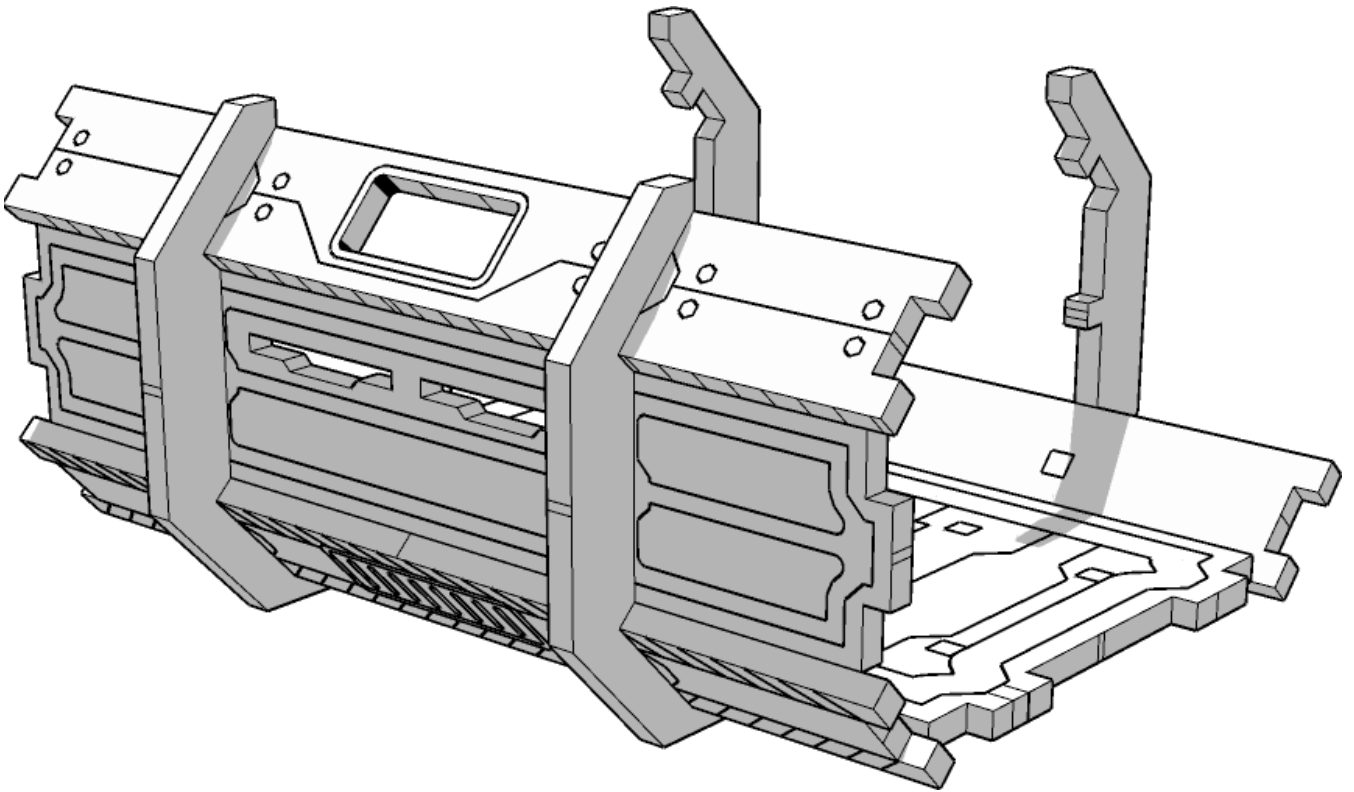


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

11



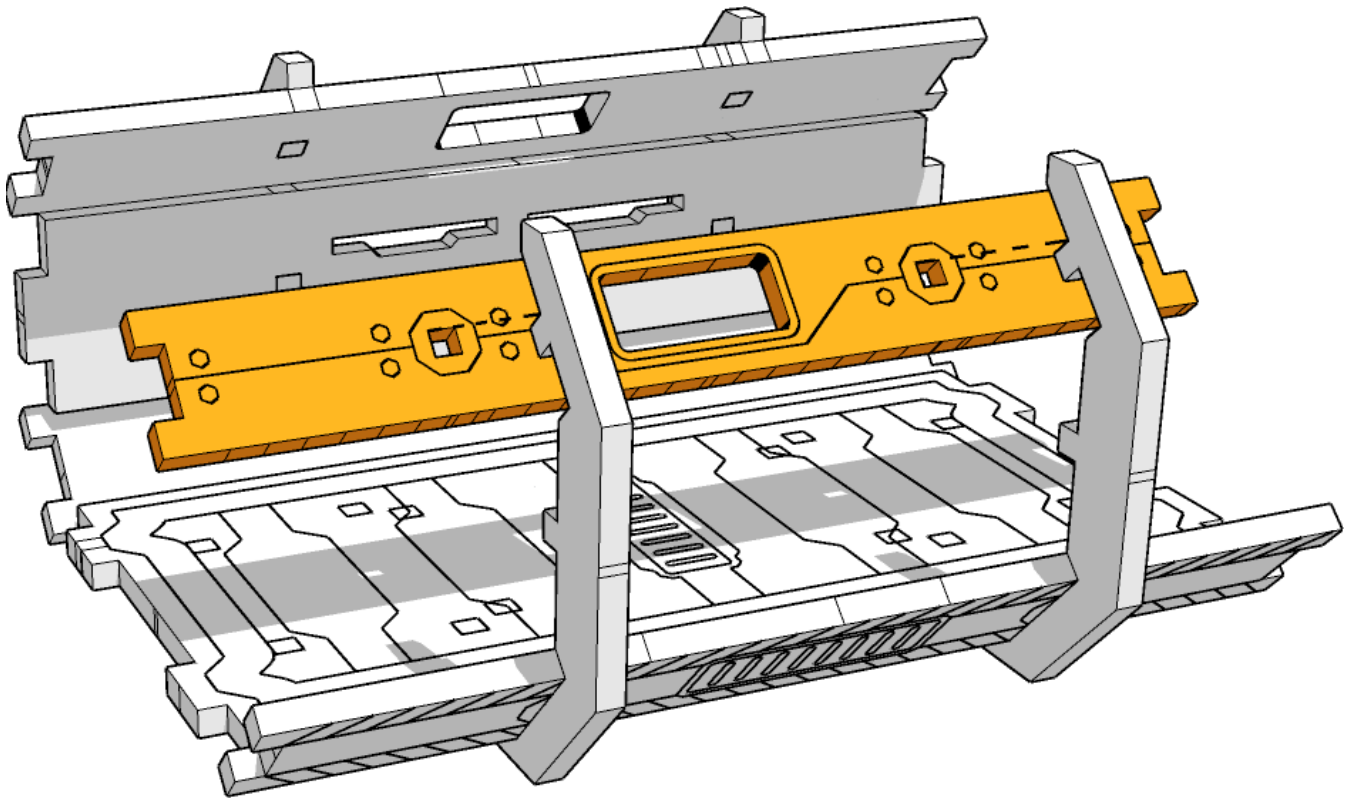


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

12



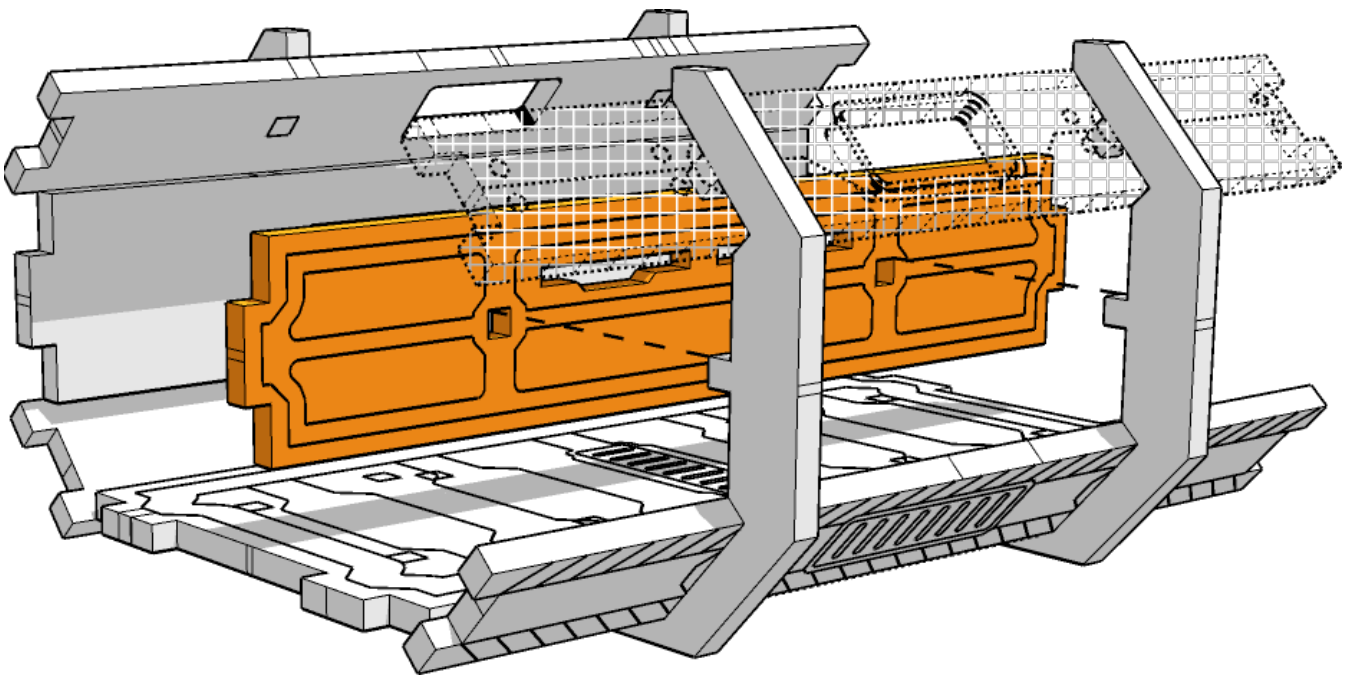


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

13



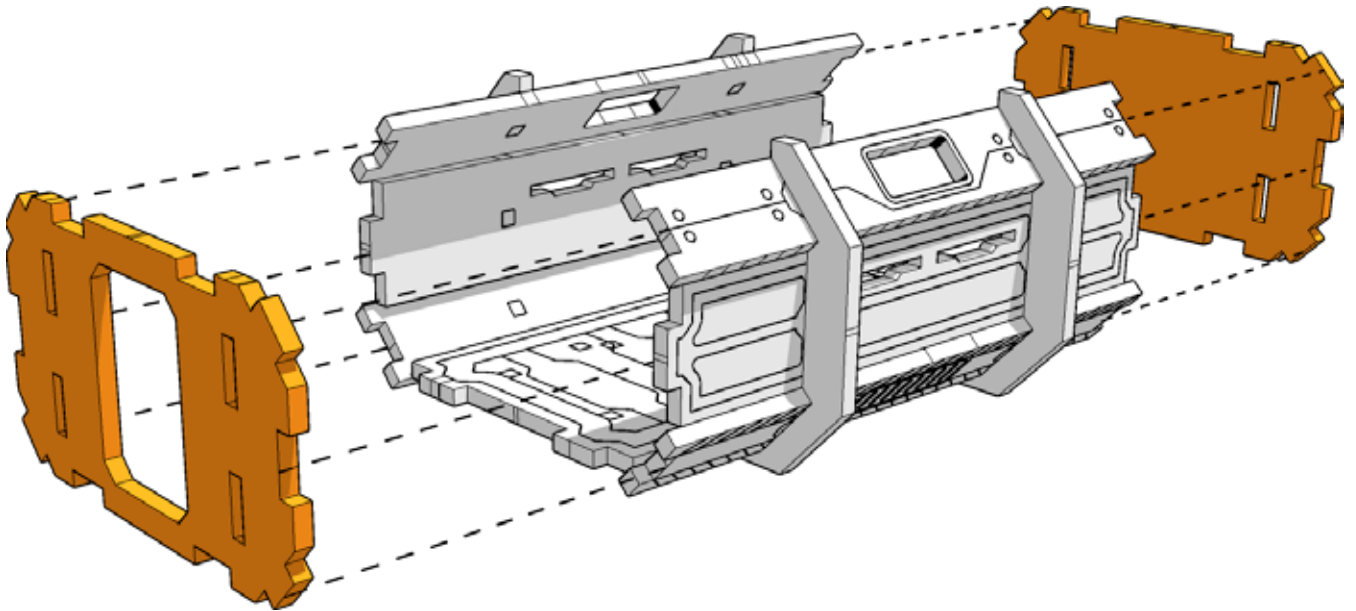


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

14



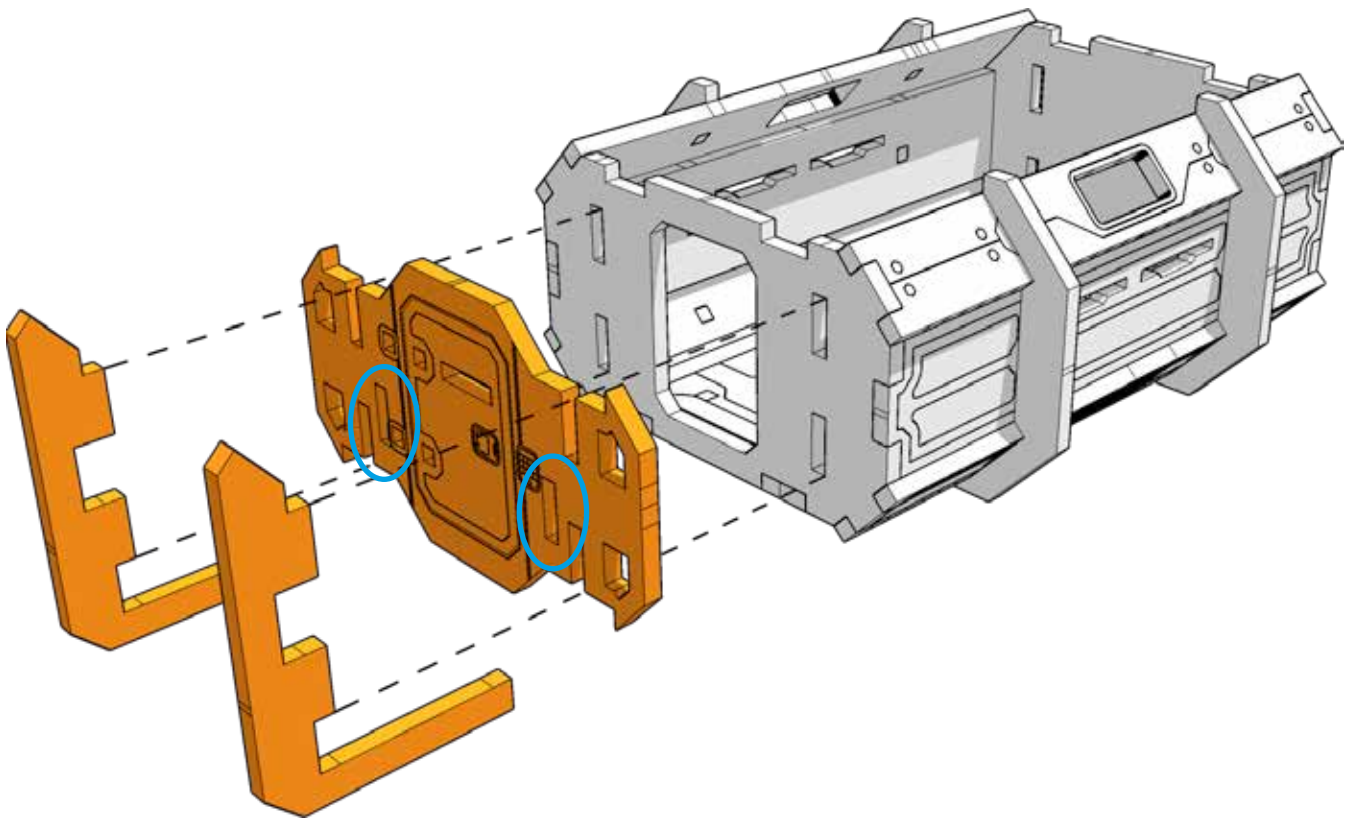


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

15



Door should be on the open slot end. It is optional to remove the door or not. Circled parts need to be at the bottom



 **TTCOMBAT**

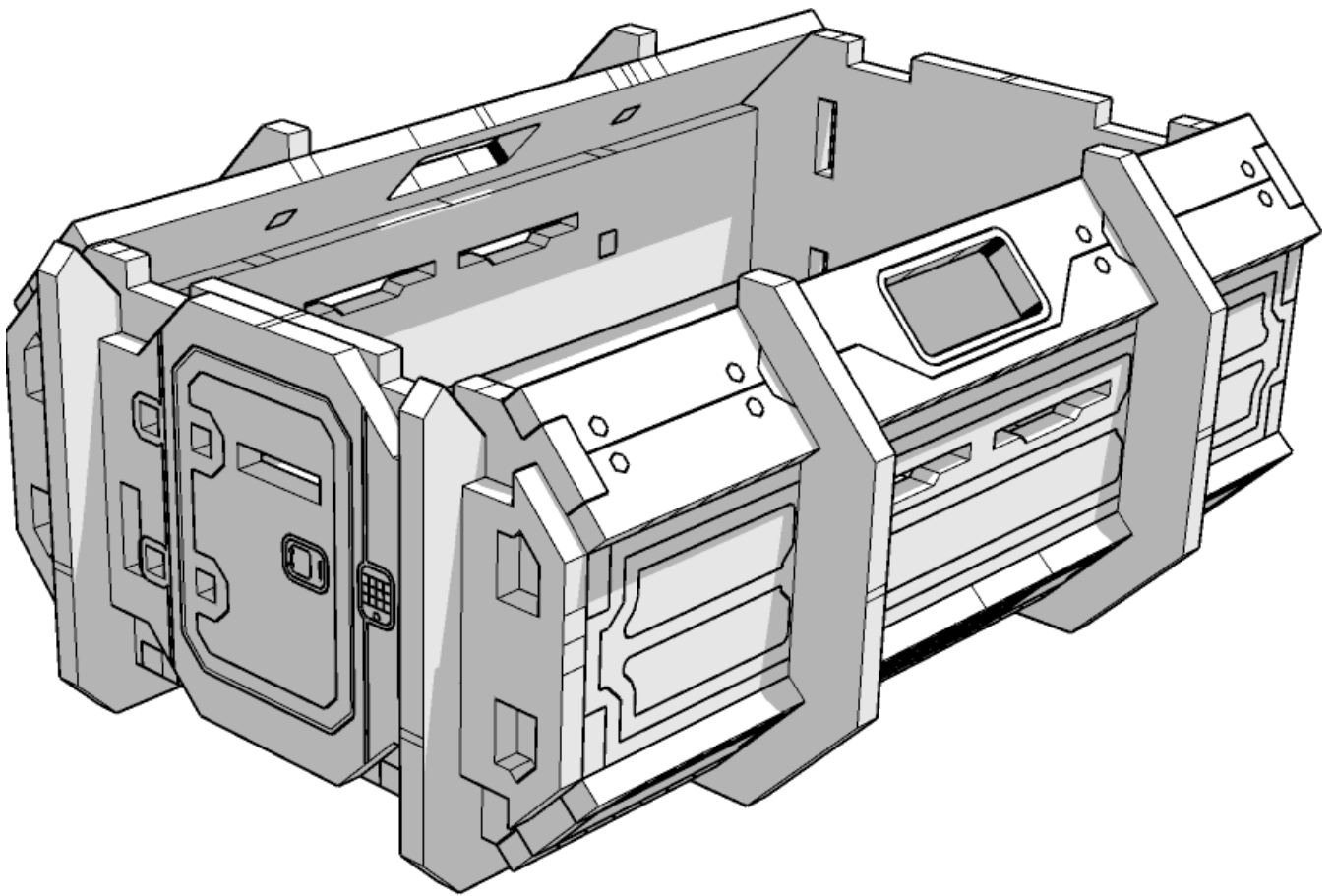


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

16



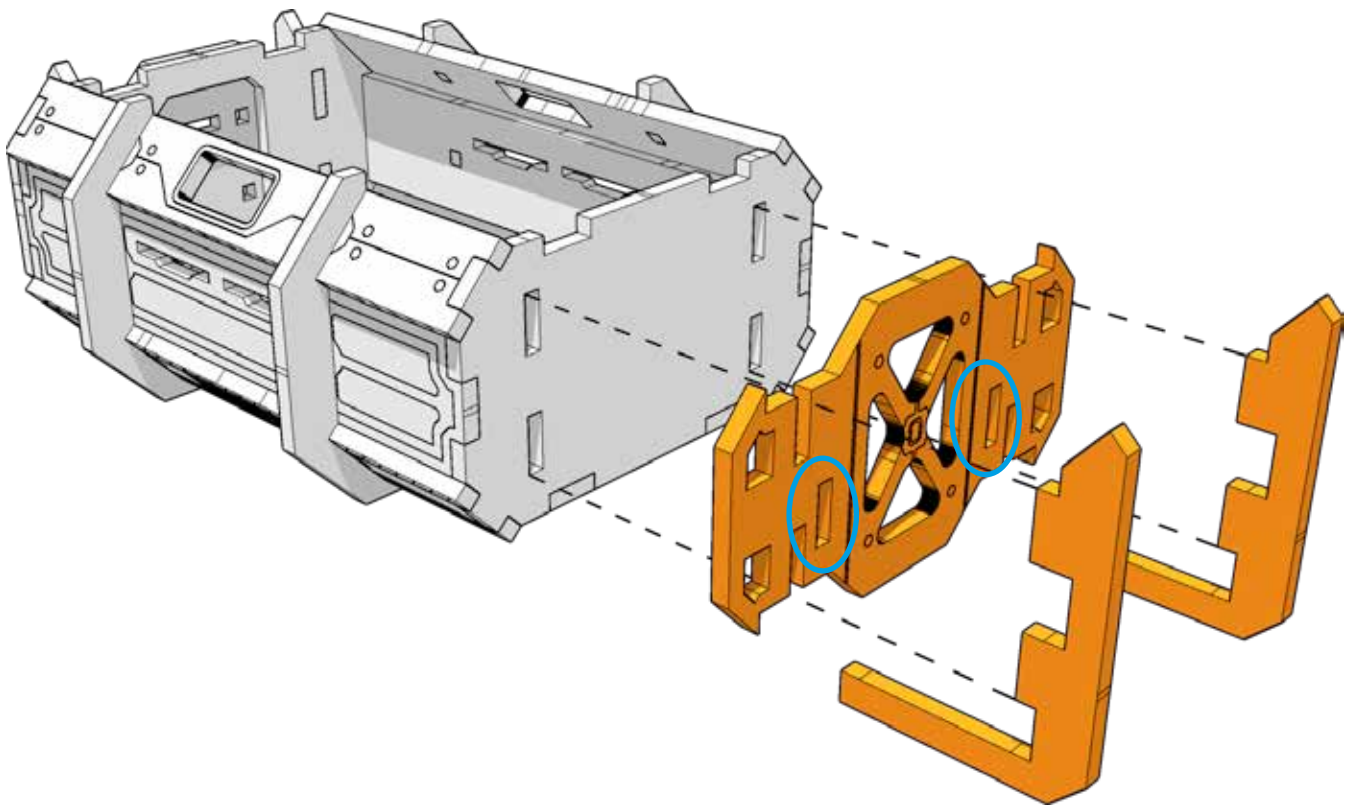


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

17



Circled parts should be at the bottom



 TTCOMBAT

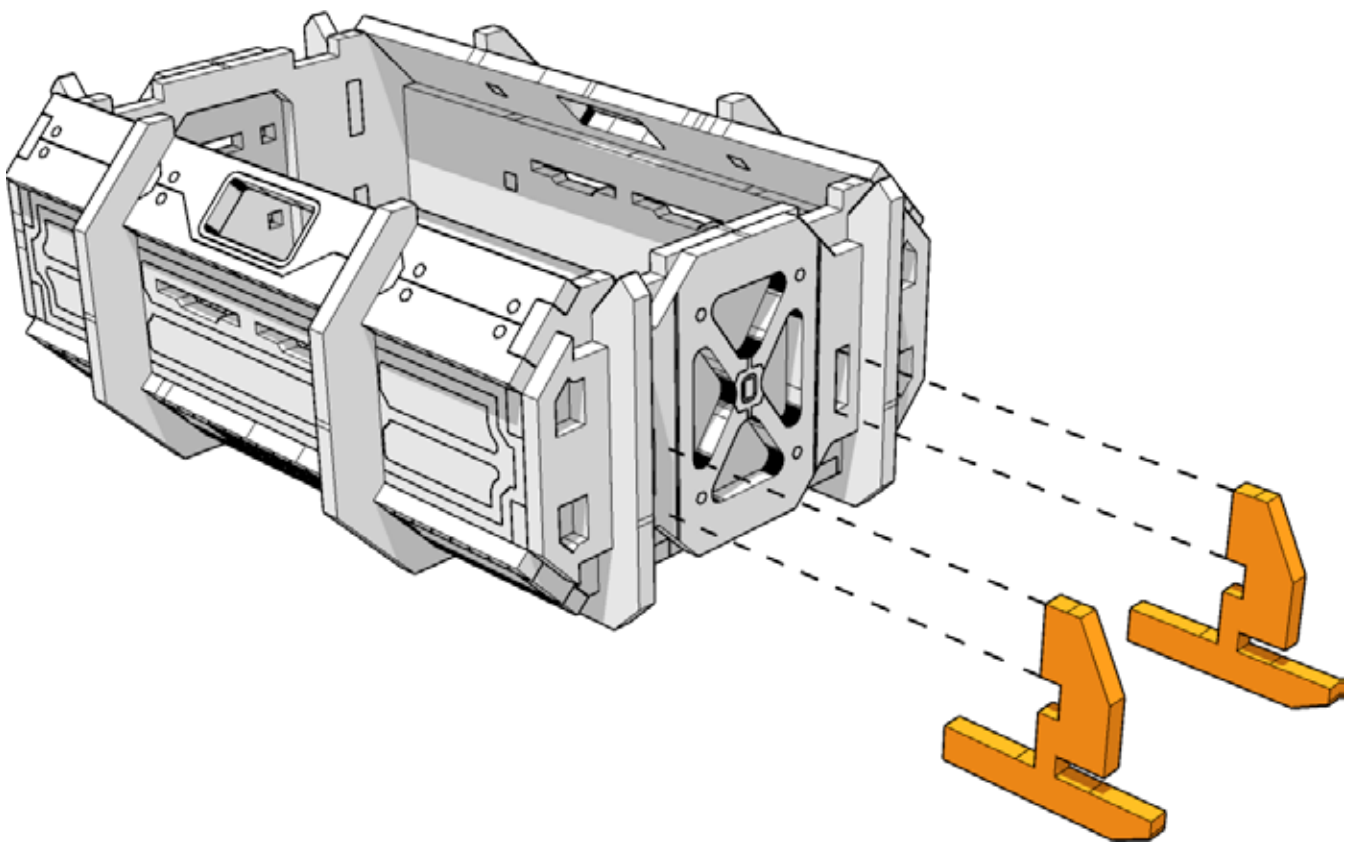


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

18



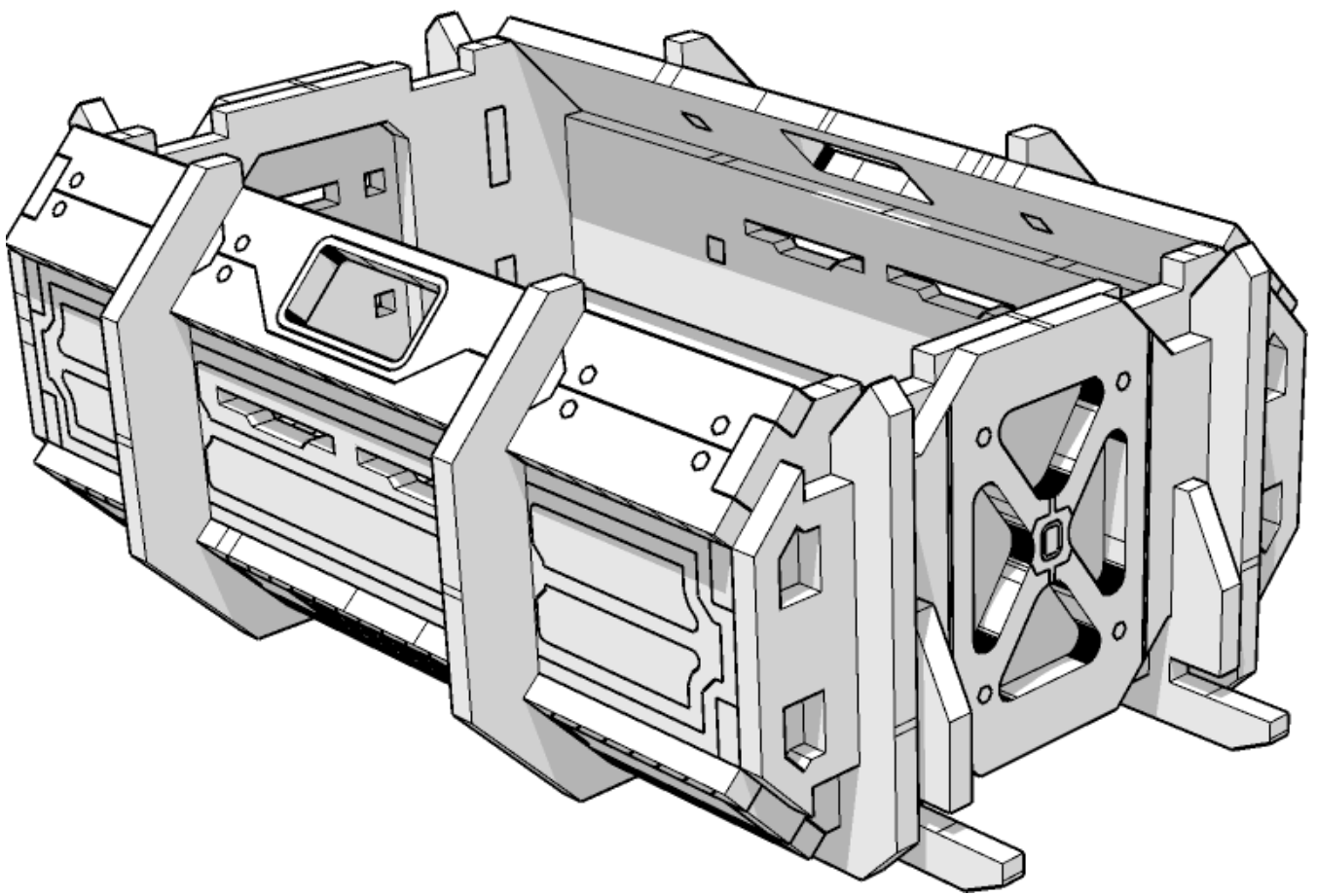


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

19



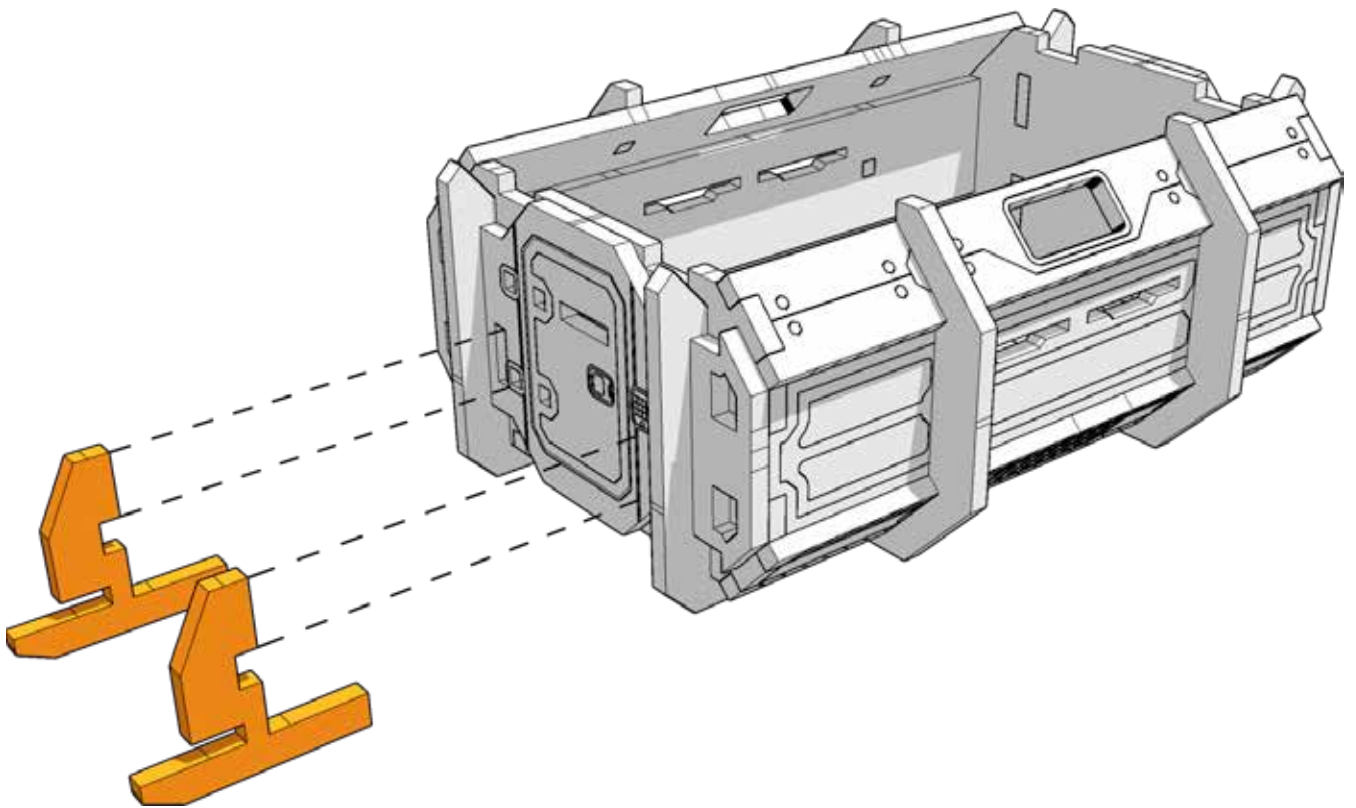


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

20



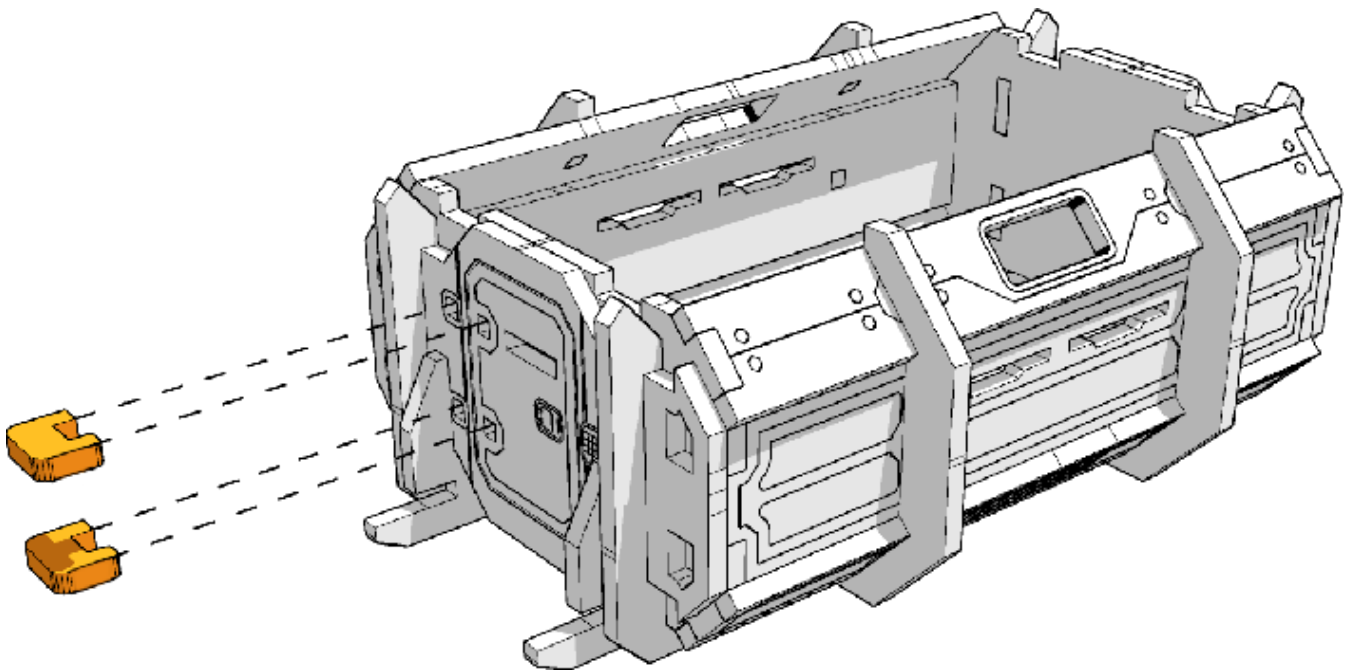


TABLETOP
SCENICS

TTSCW-SFU-148

**P.U.P:
Colony**

21



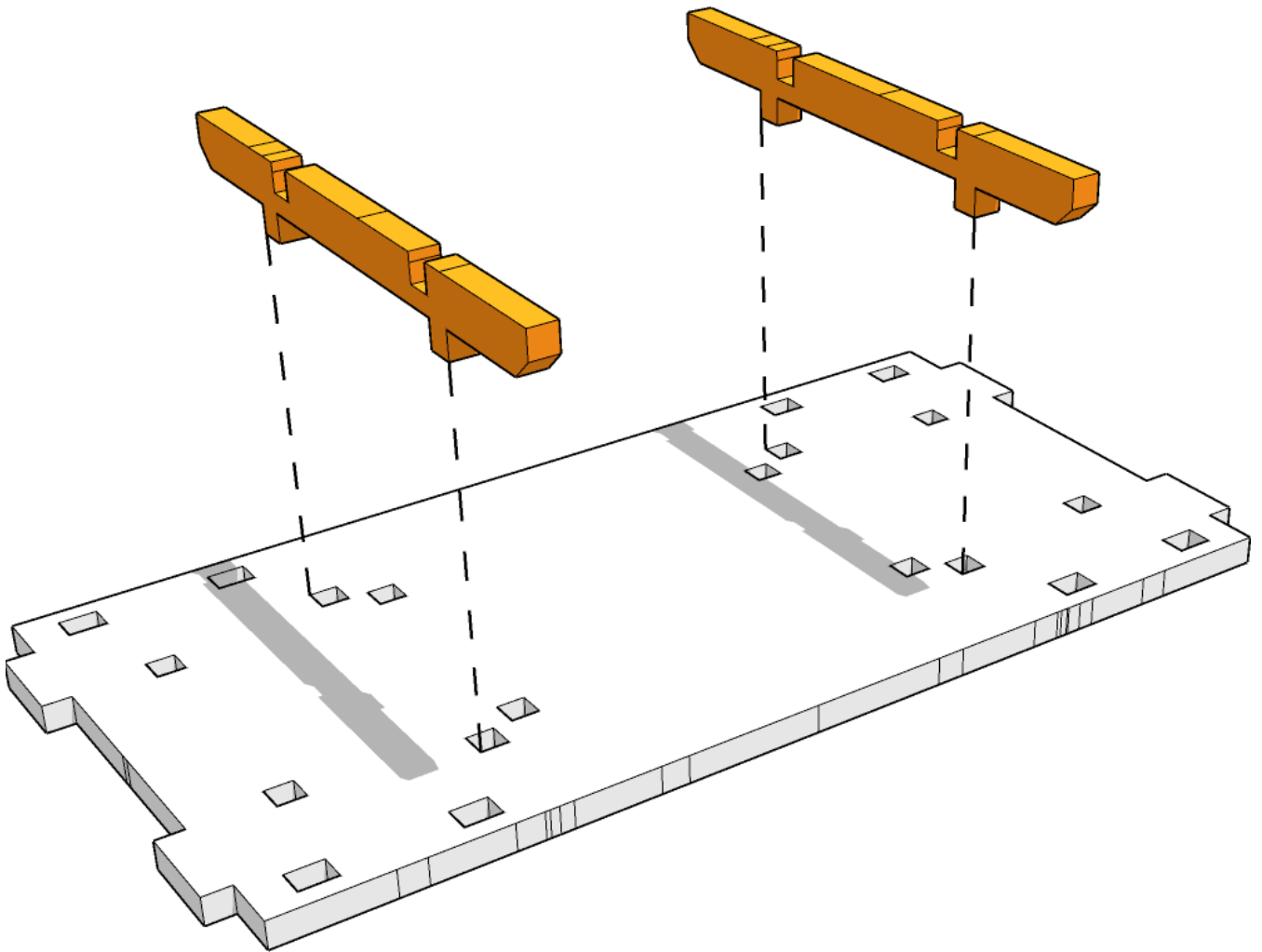


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

22



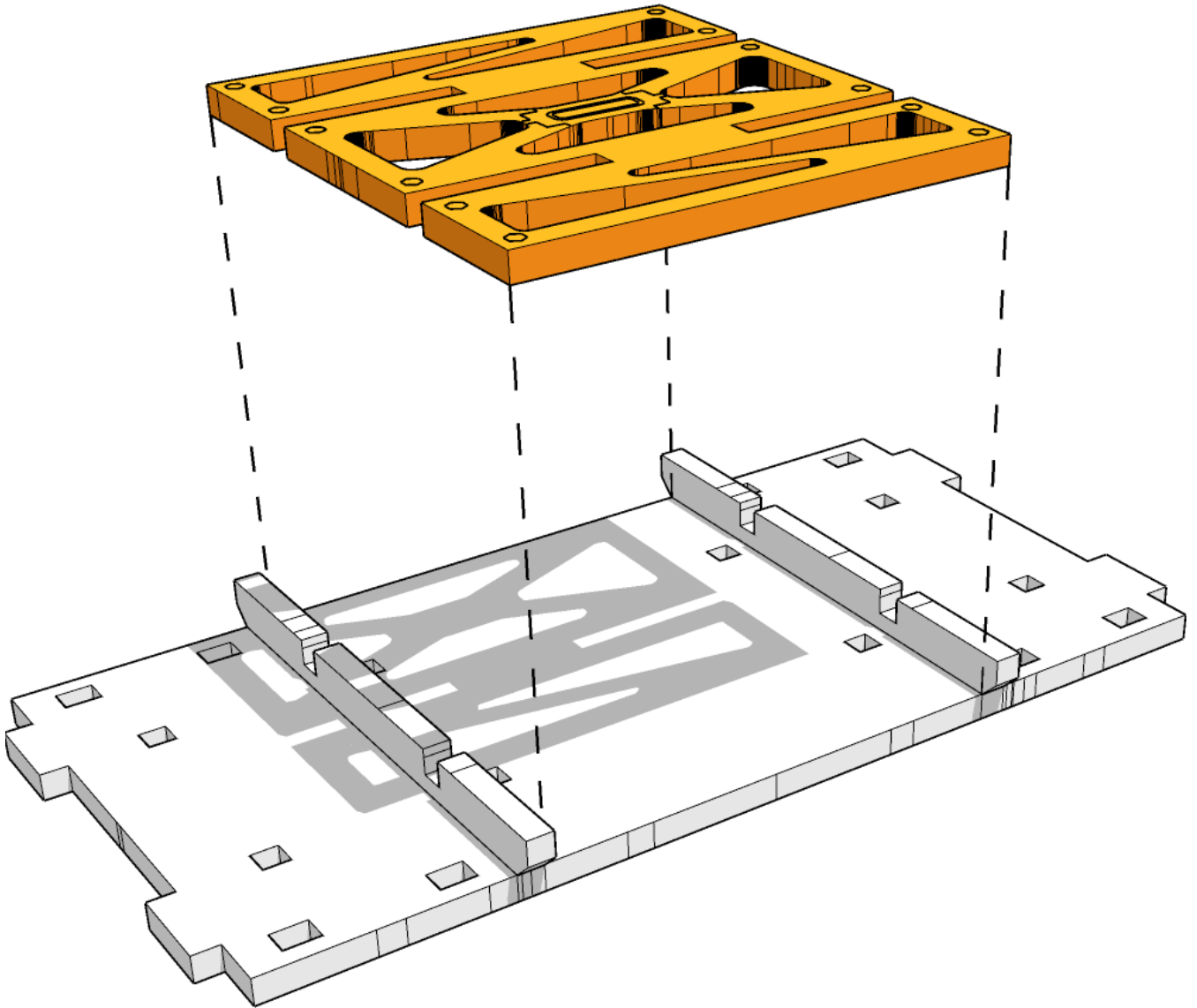


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

23



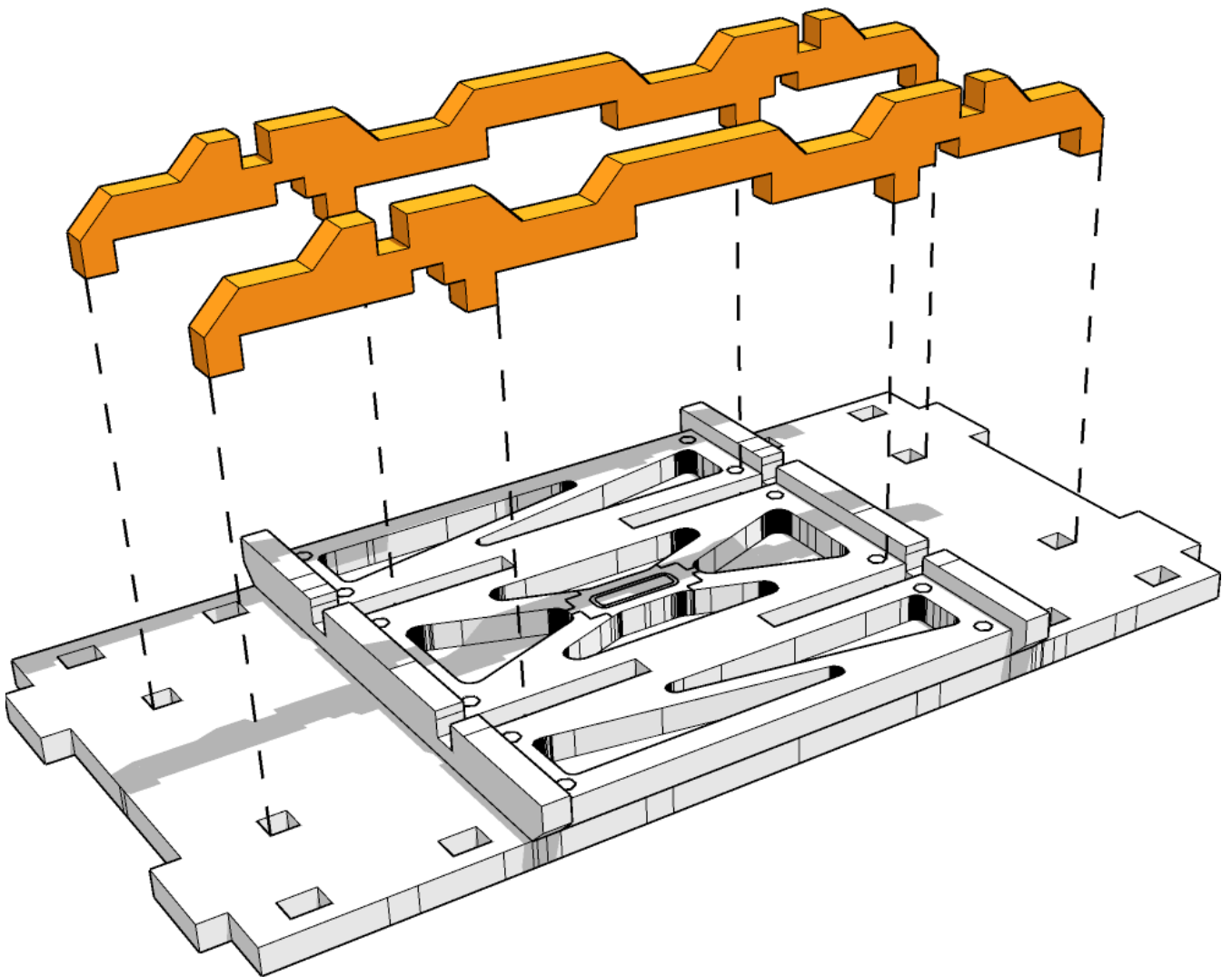


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

24



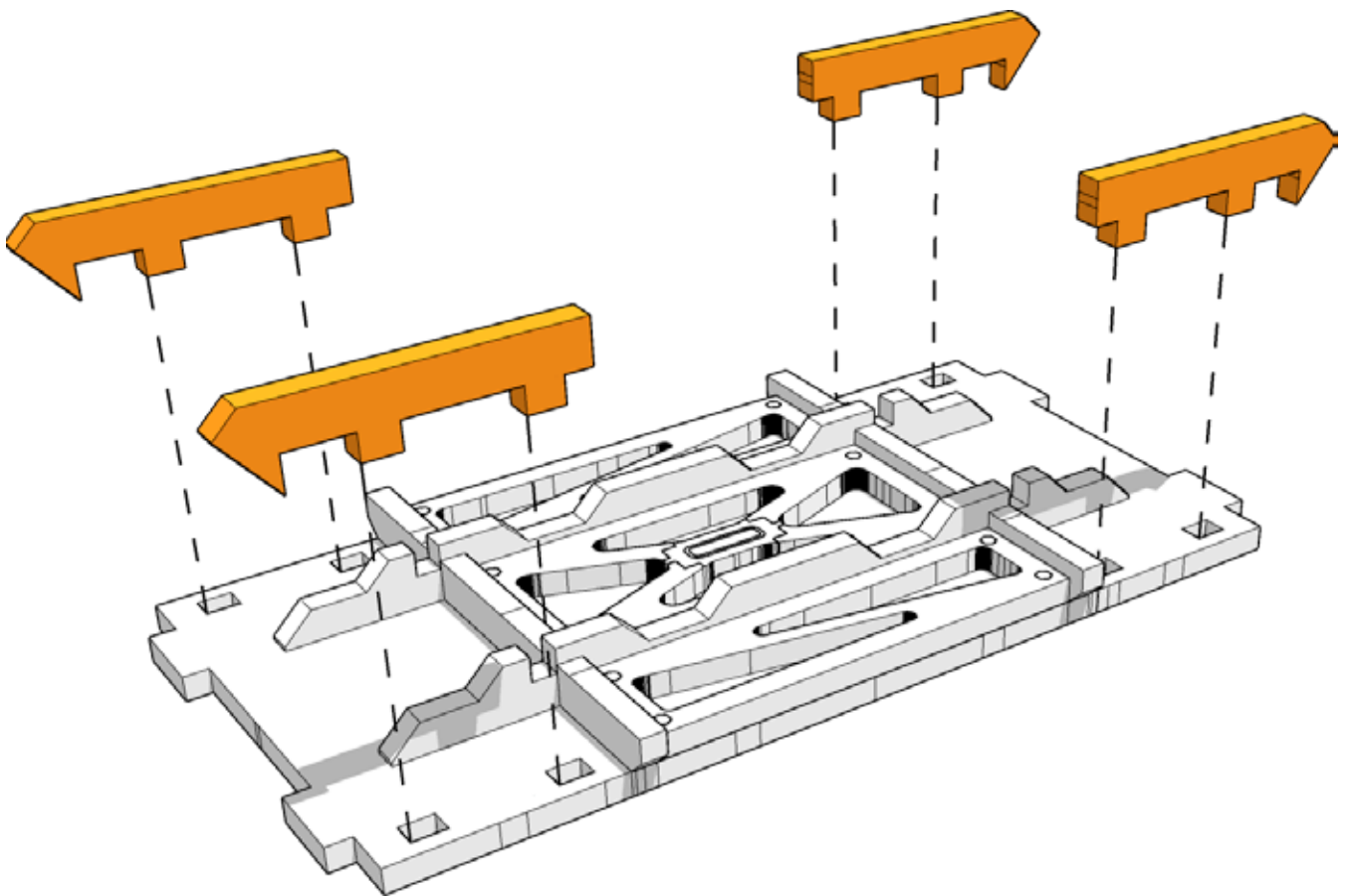


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

25



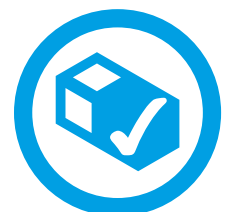
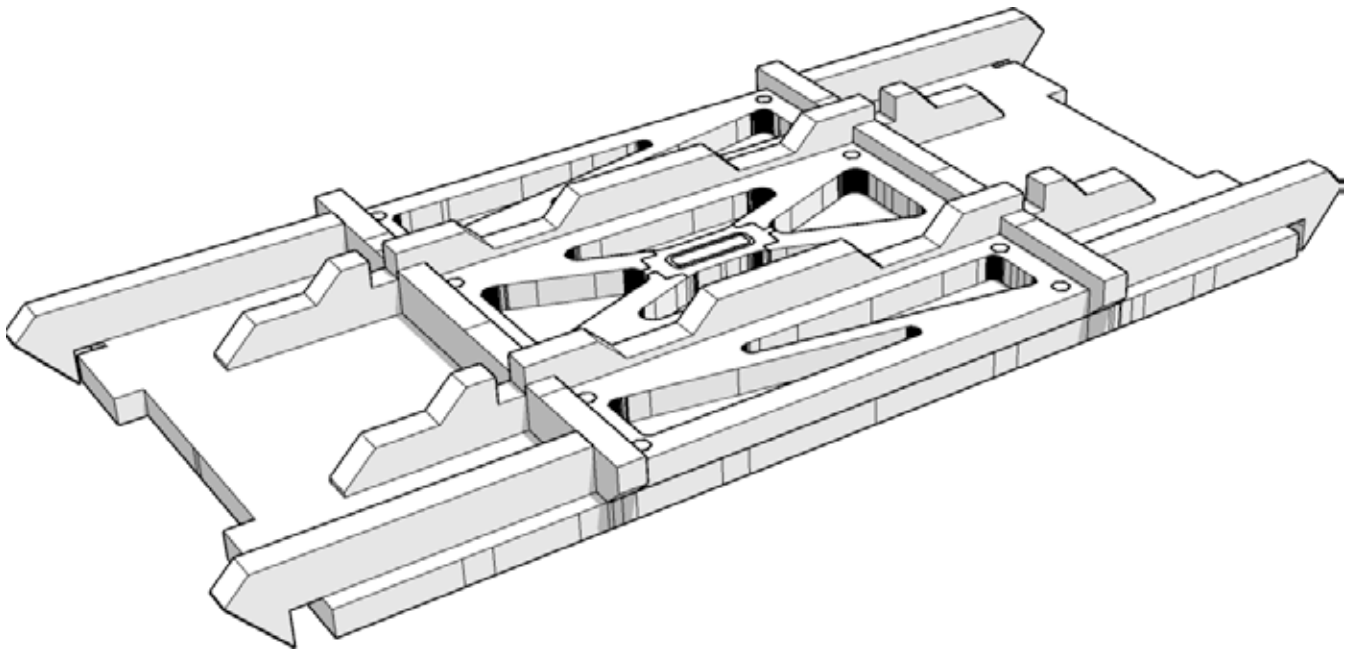


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

26



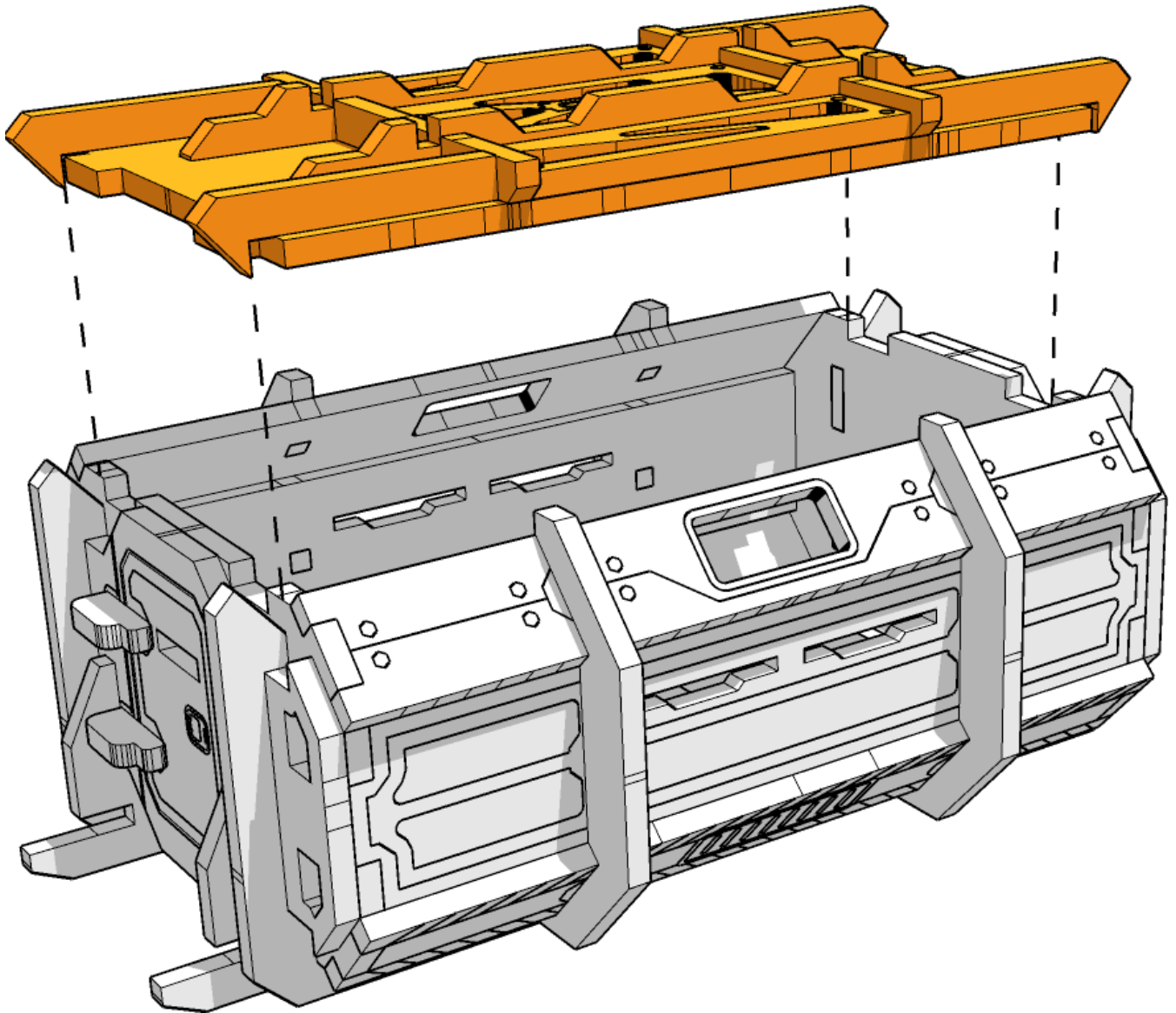


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

27



Some filing may be required but the roof is
removeable if you choose



 **TTCOMBAT**

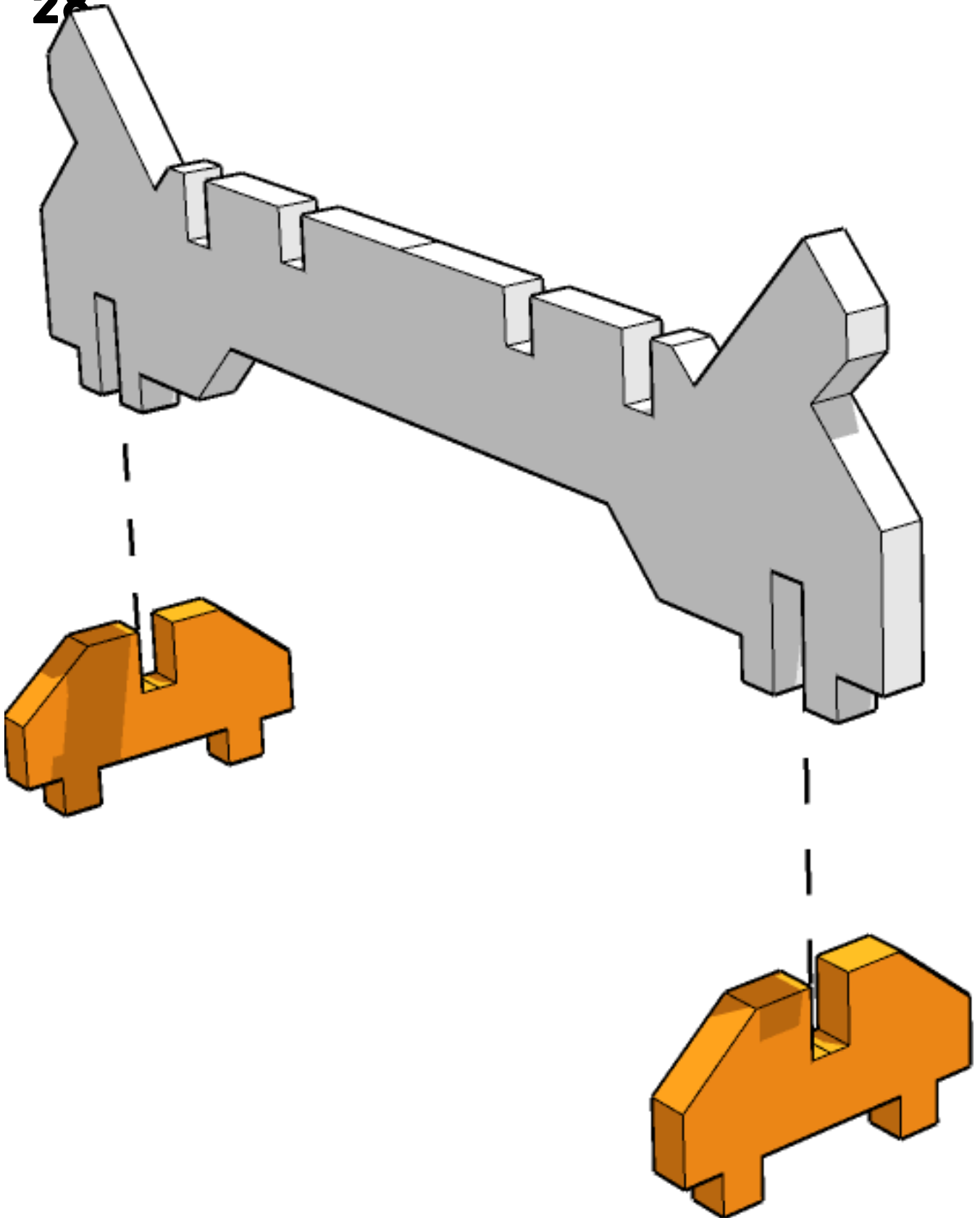


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

28



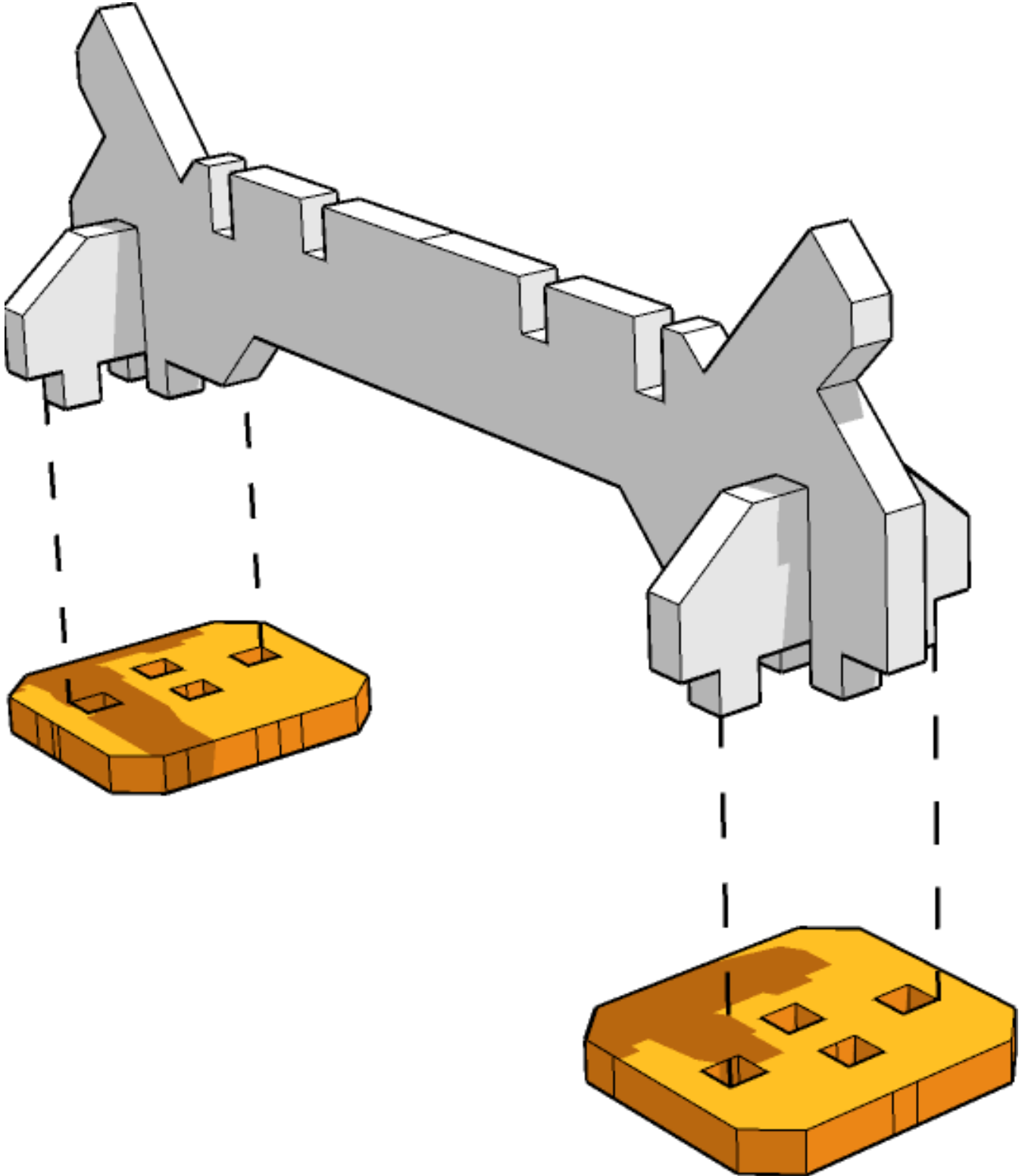


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

29



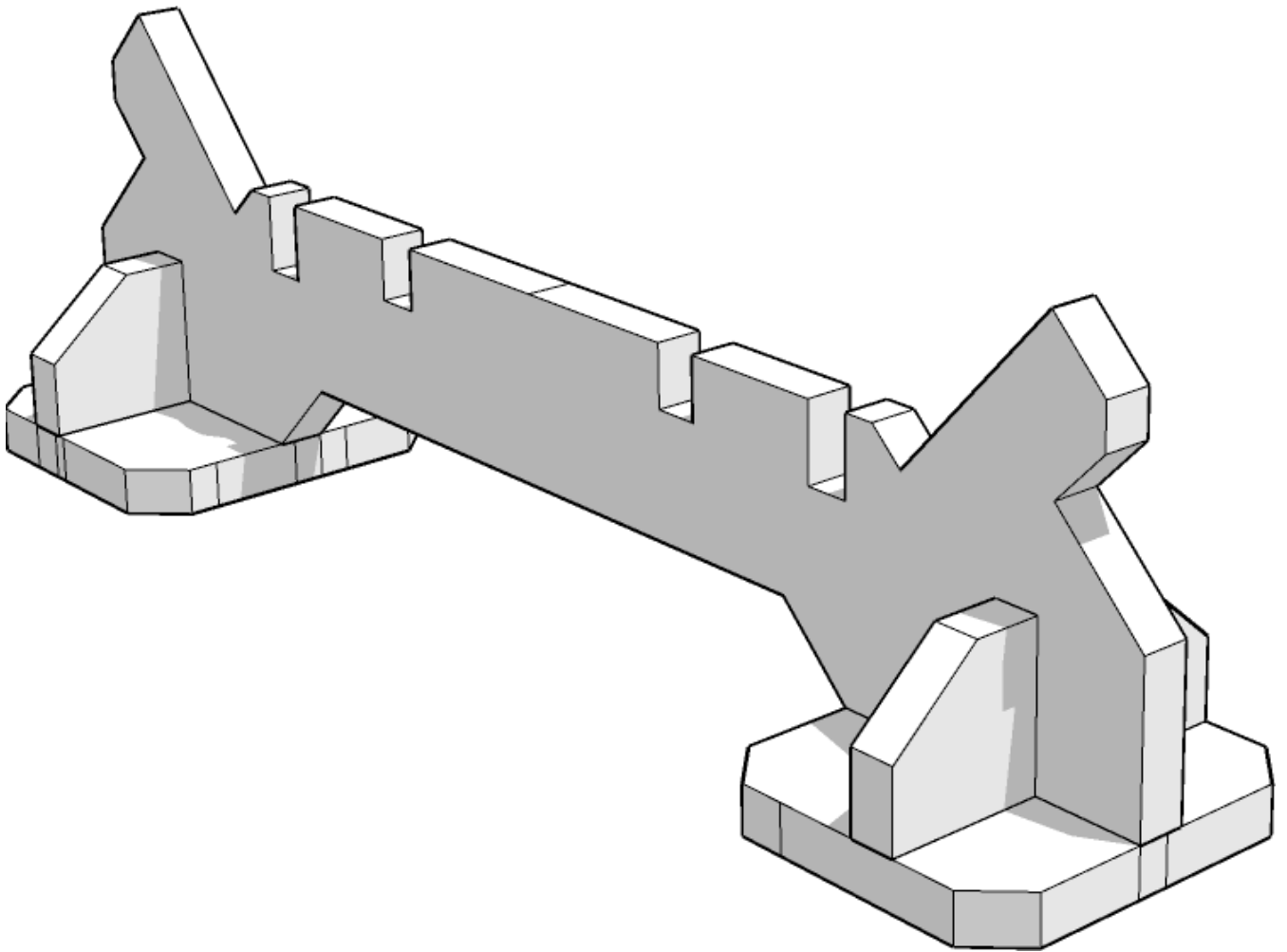


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

30



x2

 TTCOMBAT

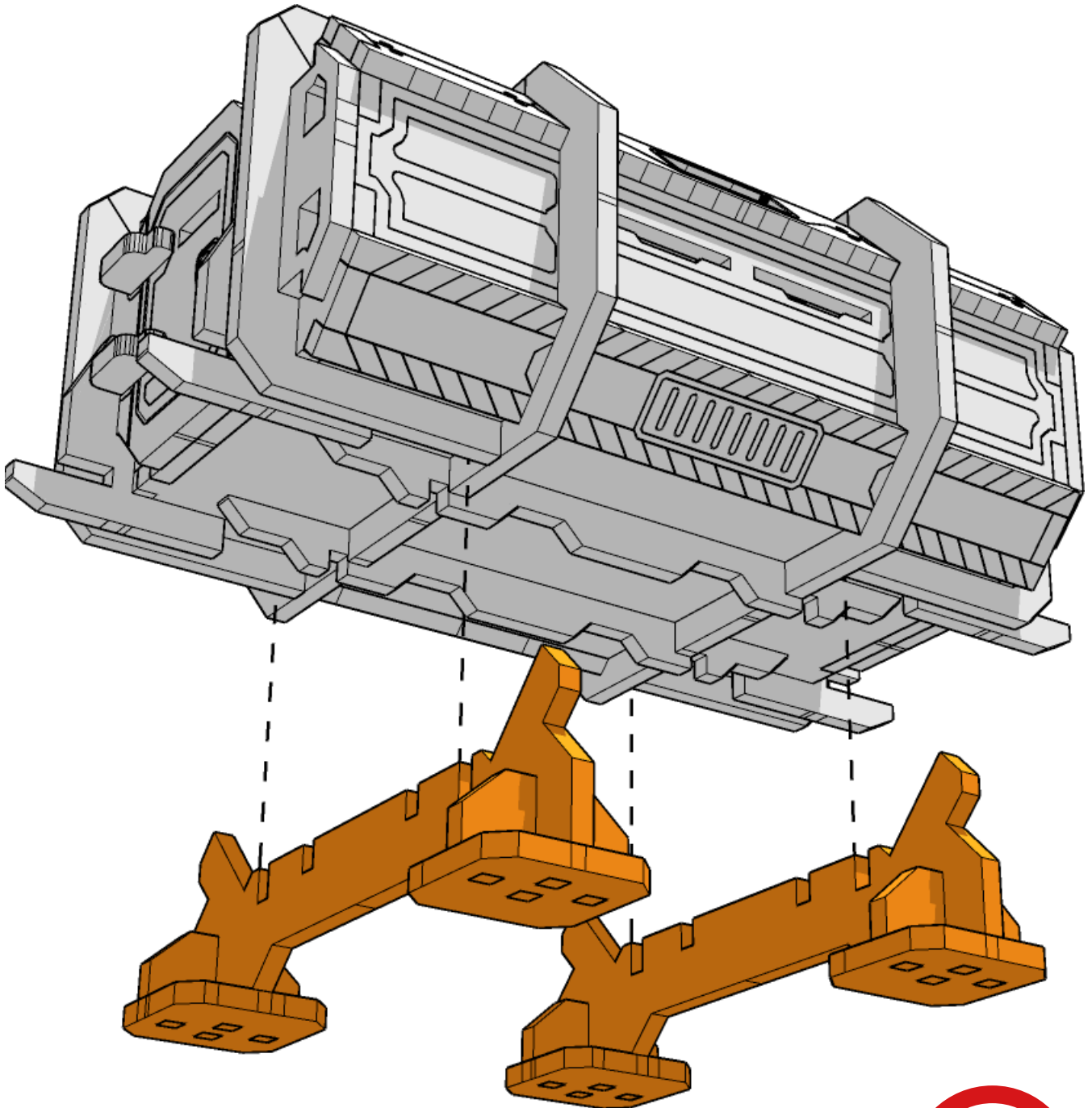


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

31



Recommended to NOT GLUE in place. This allows it to be modular with walkways and other P.U.P Kits



 **TTCOMBAT**

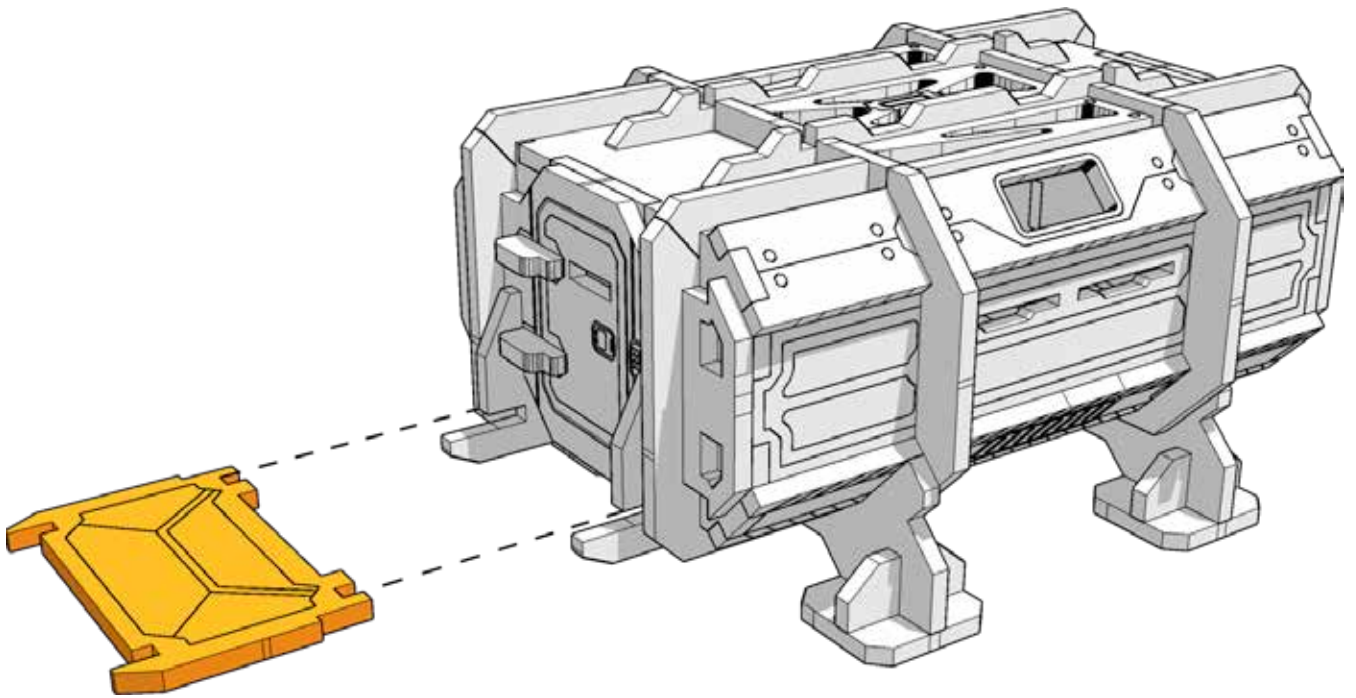


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

32



Recommended to NOT GLUE in place. This allows it to be modular with walkways and other P.U.P Kits



 **TTCOMBAT**

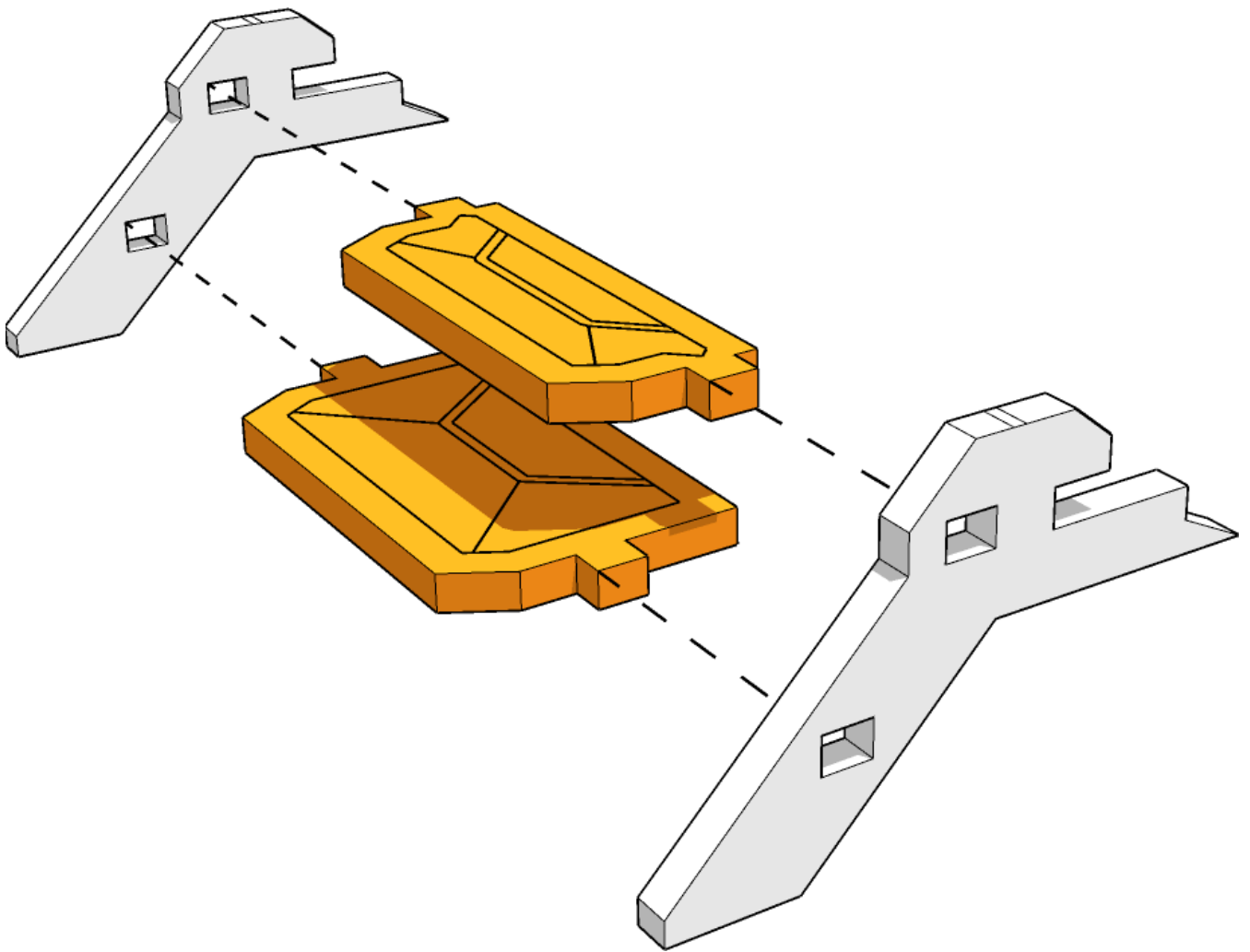


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

33



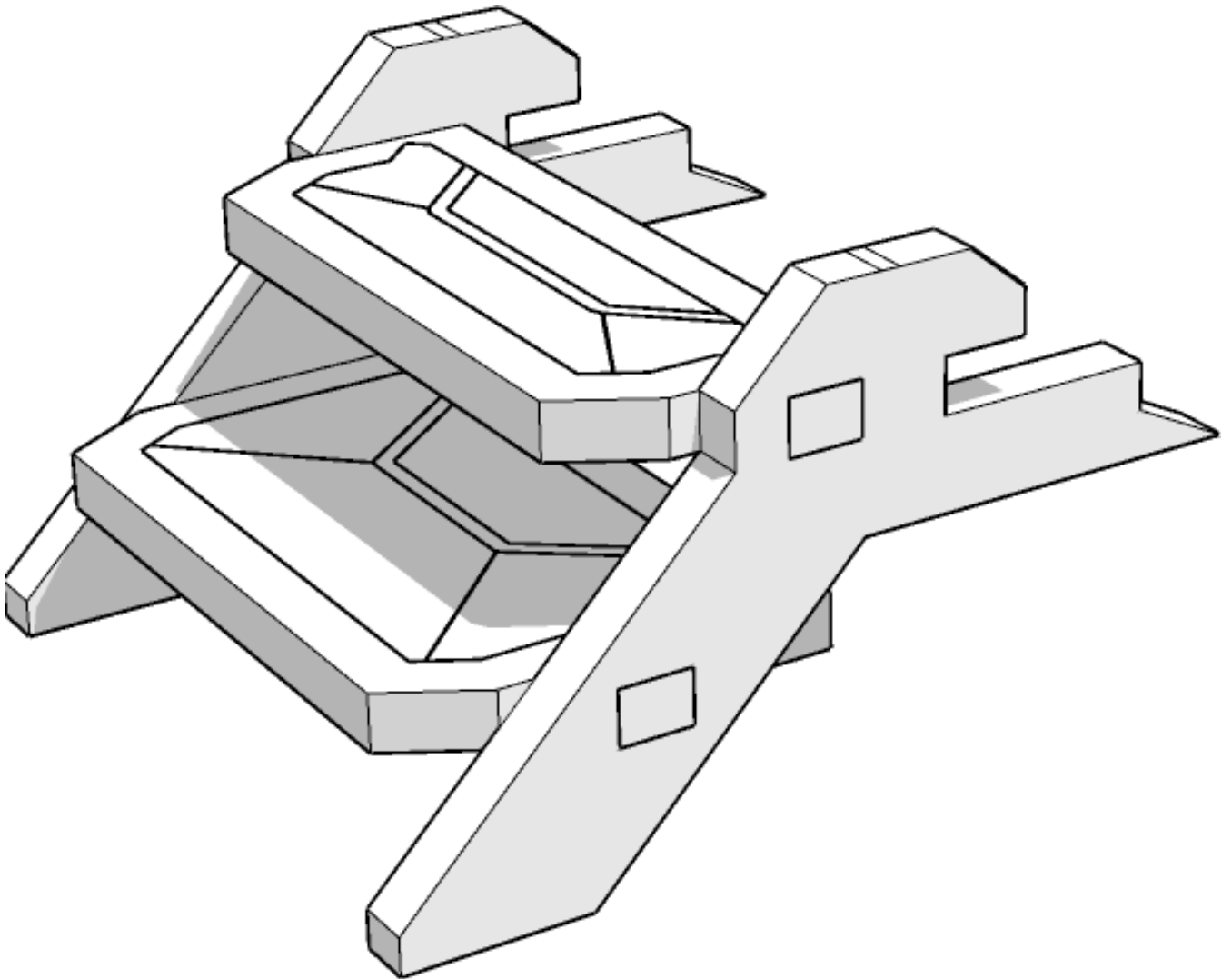


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

34



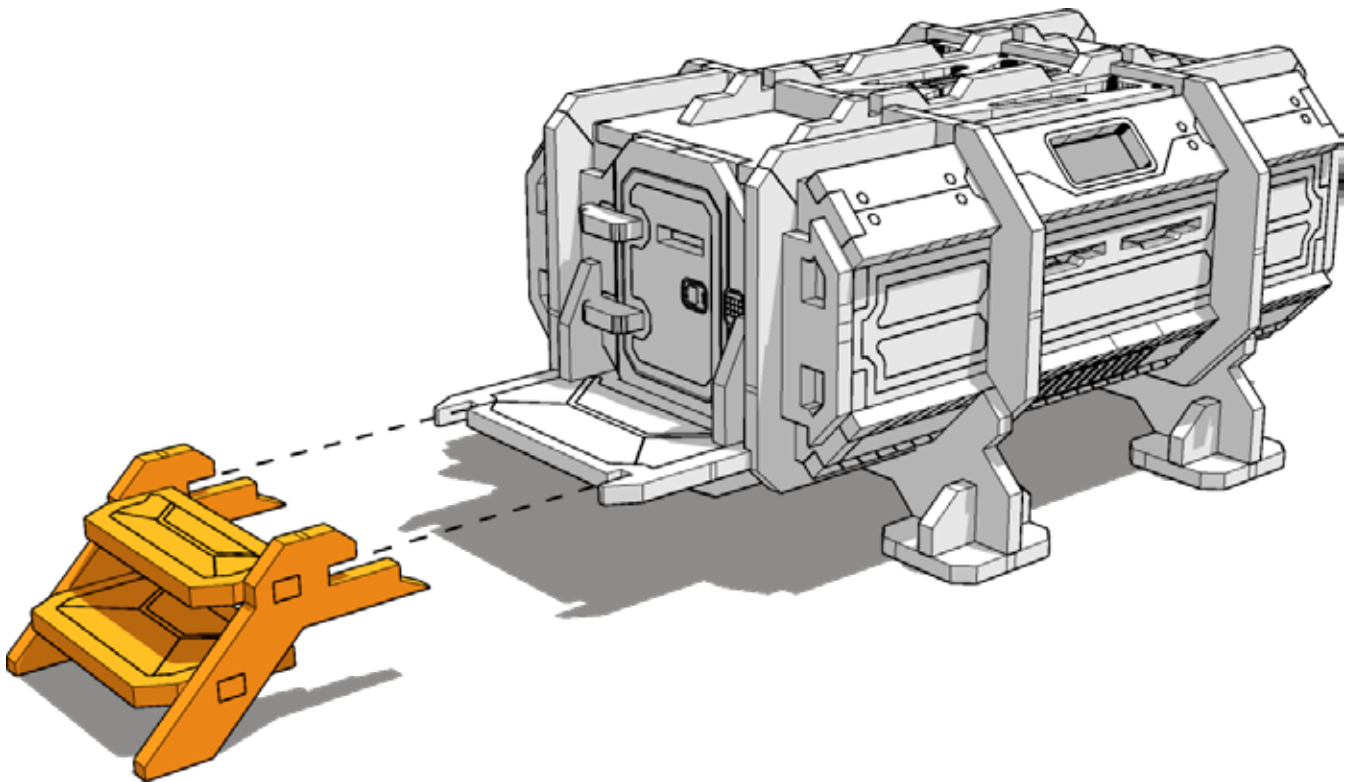


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

35



Recommended to NOT GLUE in place. This allows it to be modular with walkways and other P.U.P Kits



 **TTCOMBAT**

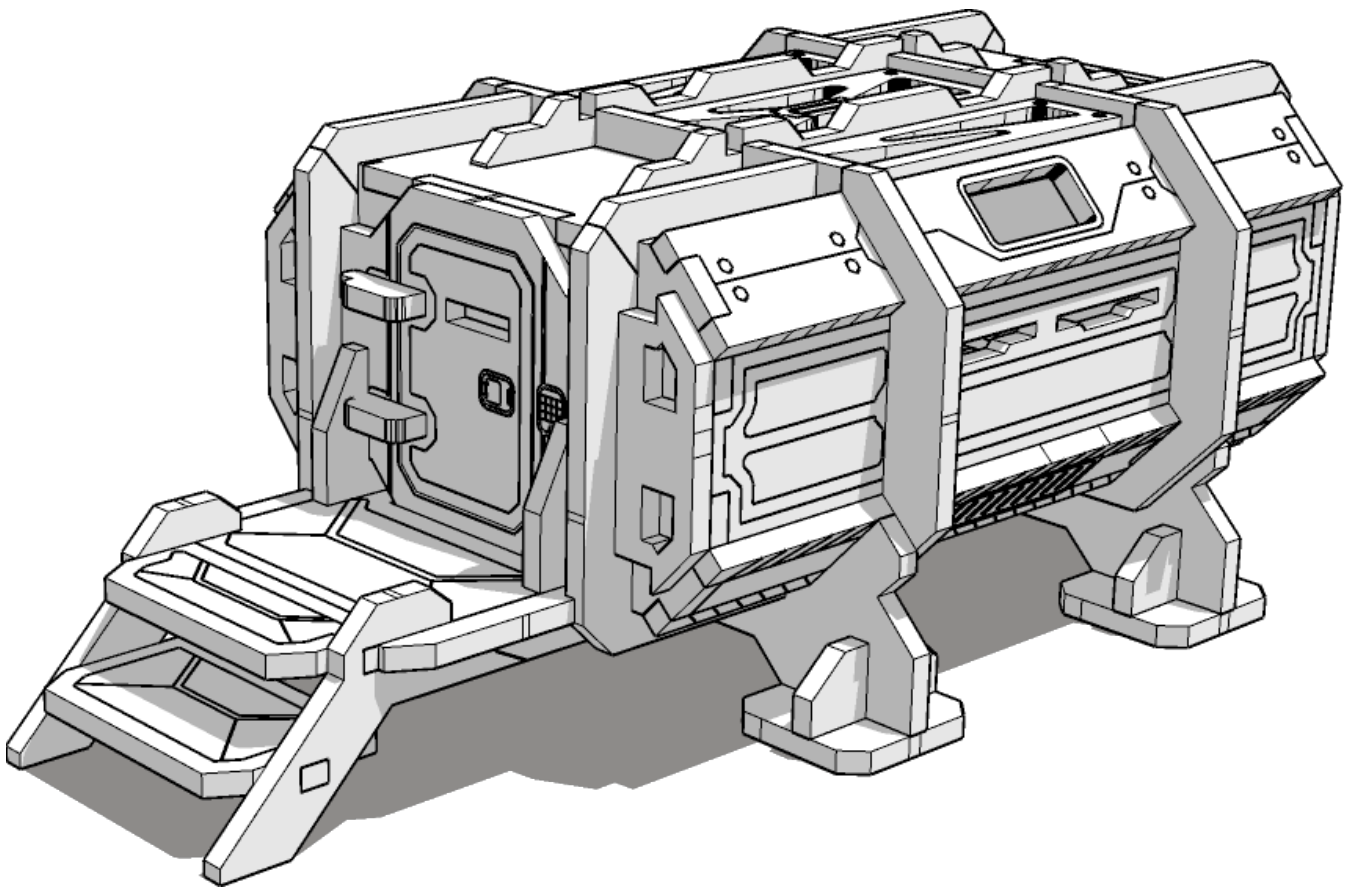


TABLETOP SCENICS

TTSCW-SFU-148

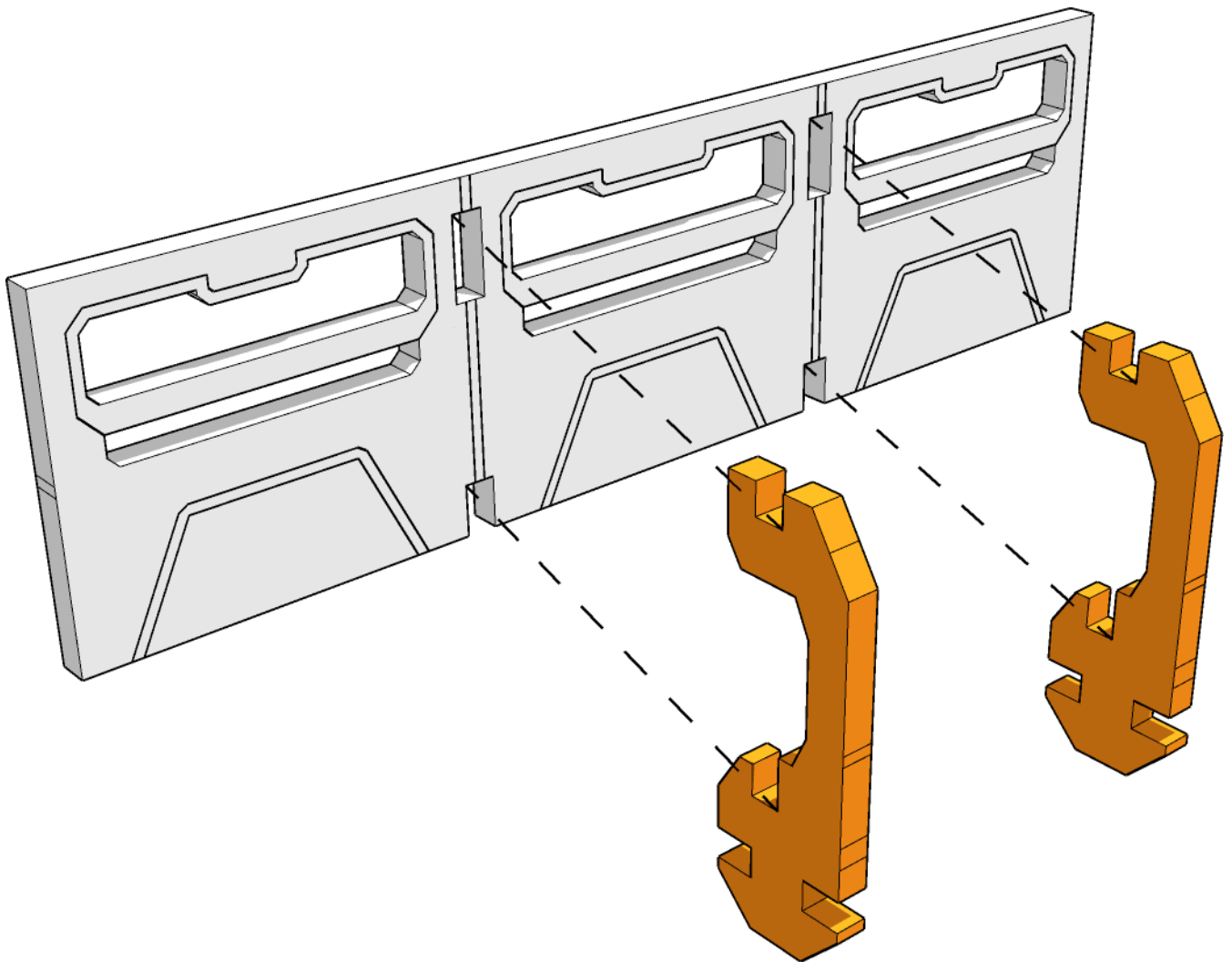
**P.U.P:
Colony**

36





37



Fence panel is the longest style

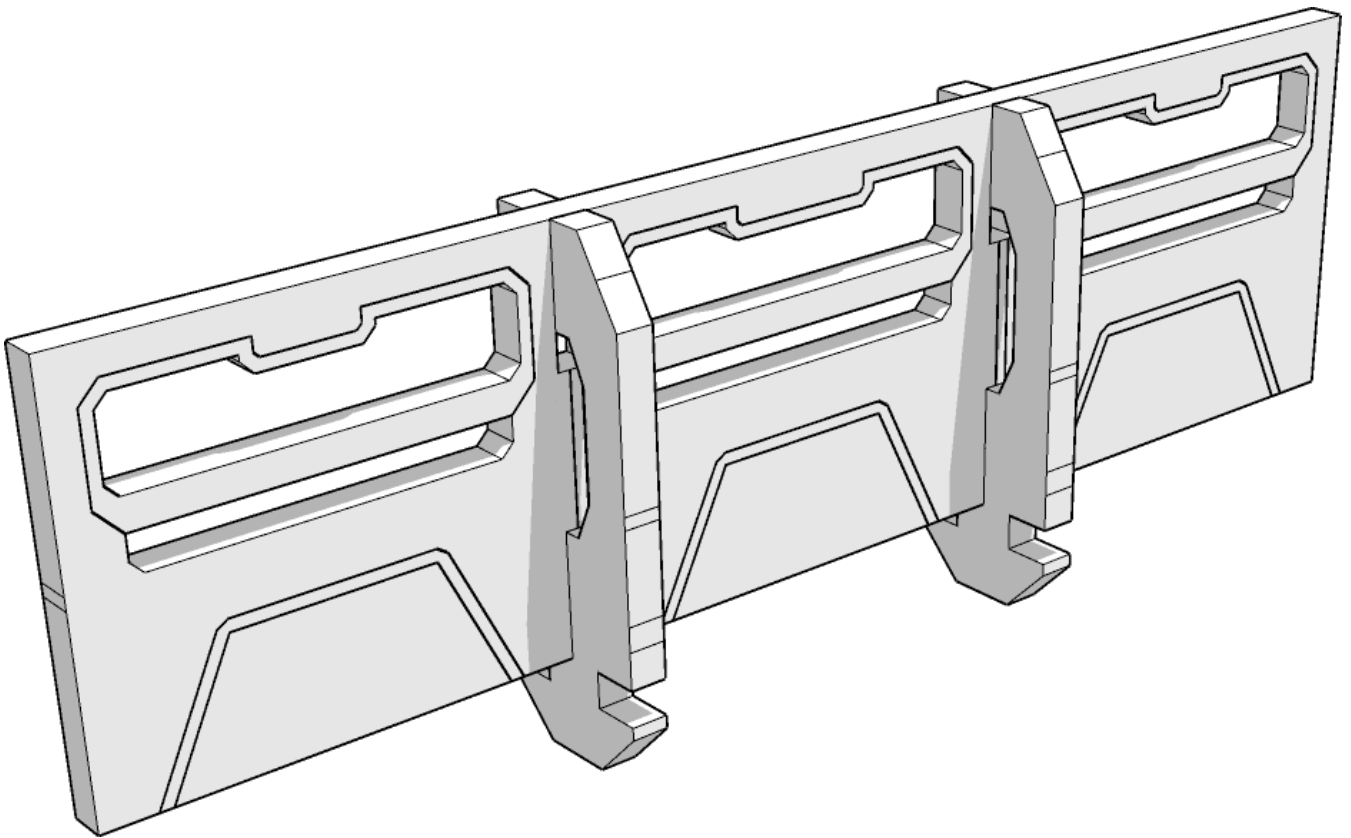


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

38



x12

 TTCOMBAT

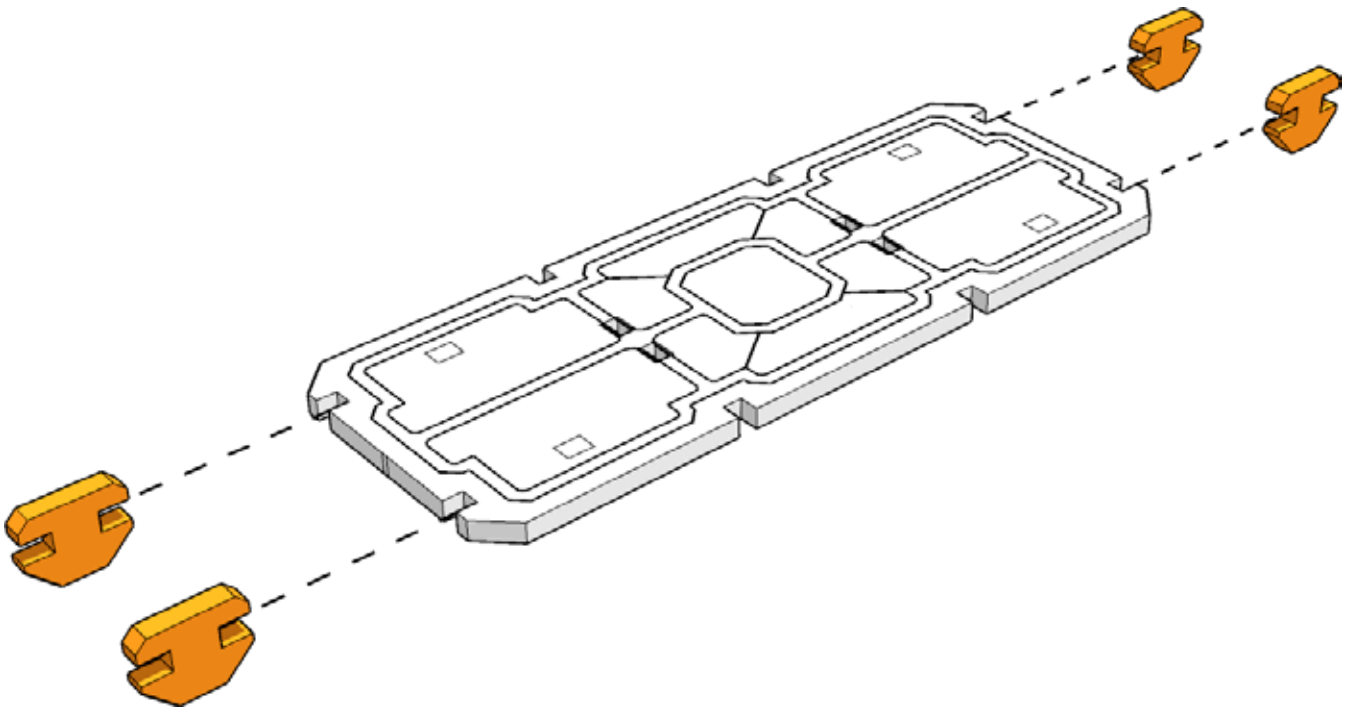


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

39



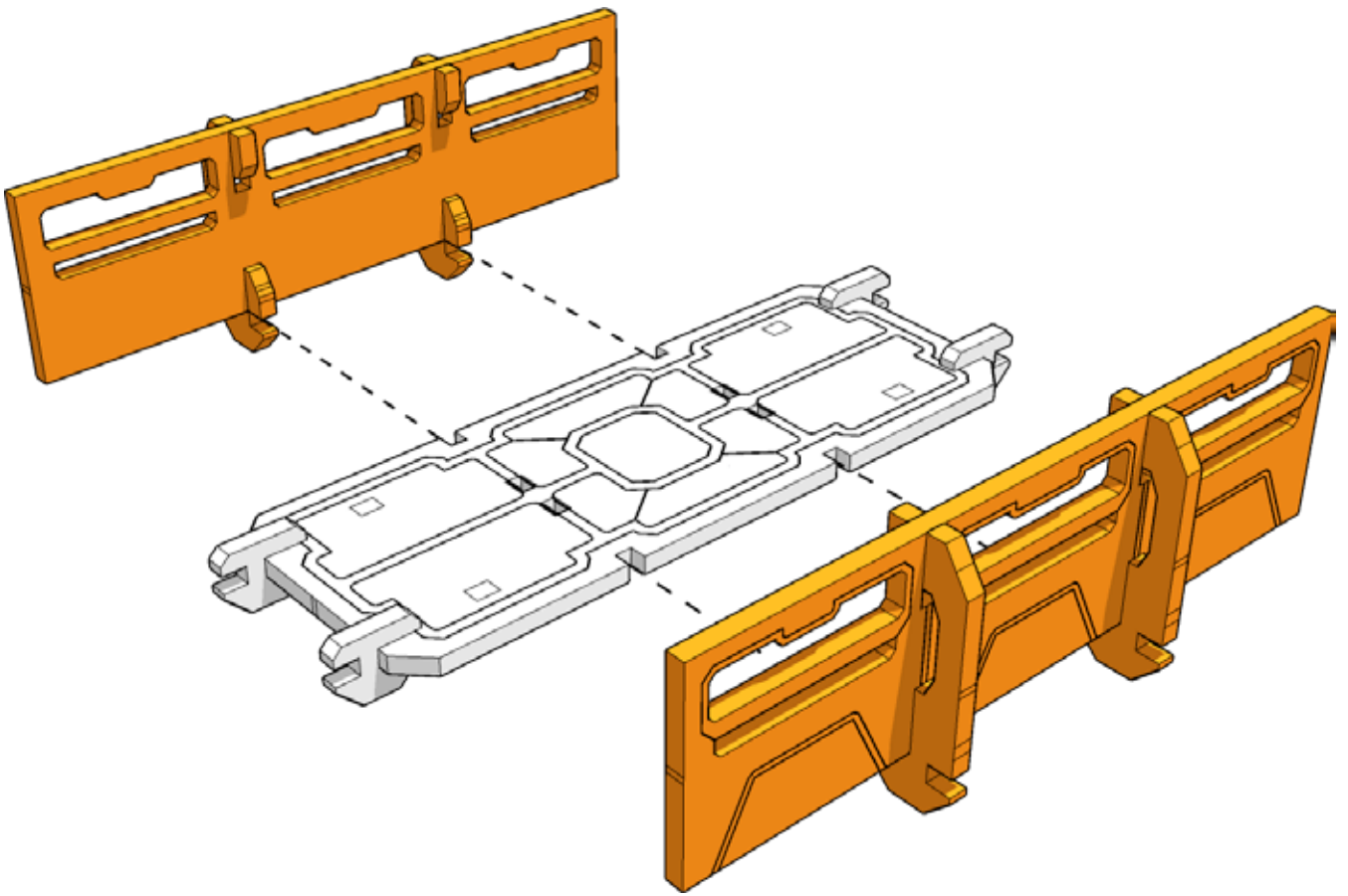


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

40



Recommended to NOT GLUE in place. This allows it to be modular with walkways and other P.U.P Kits



 **TTCOMBAT**

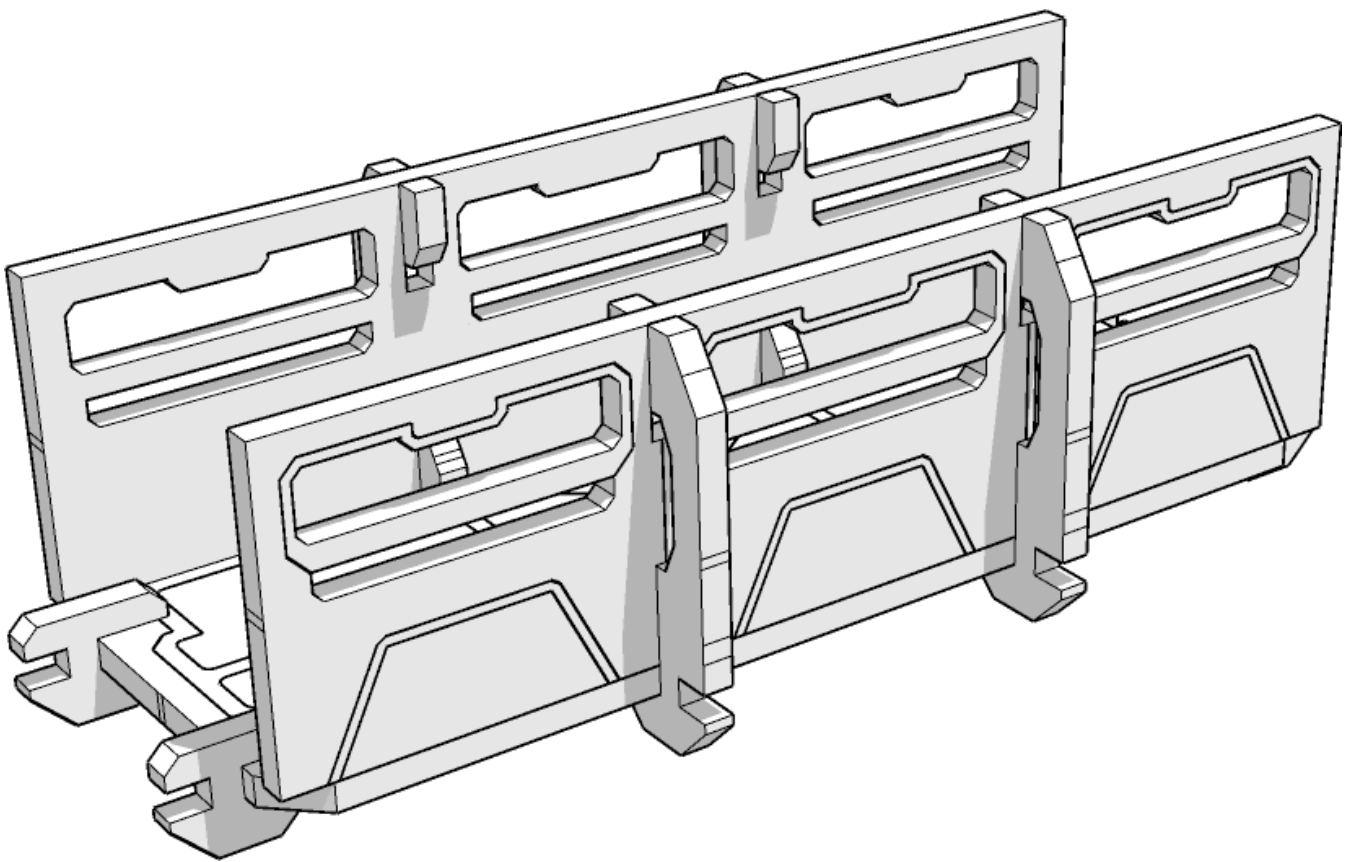


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

41

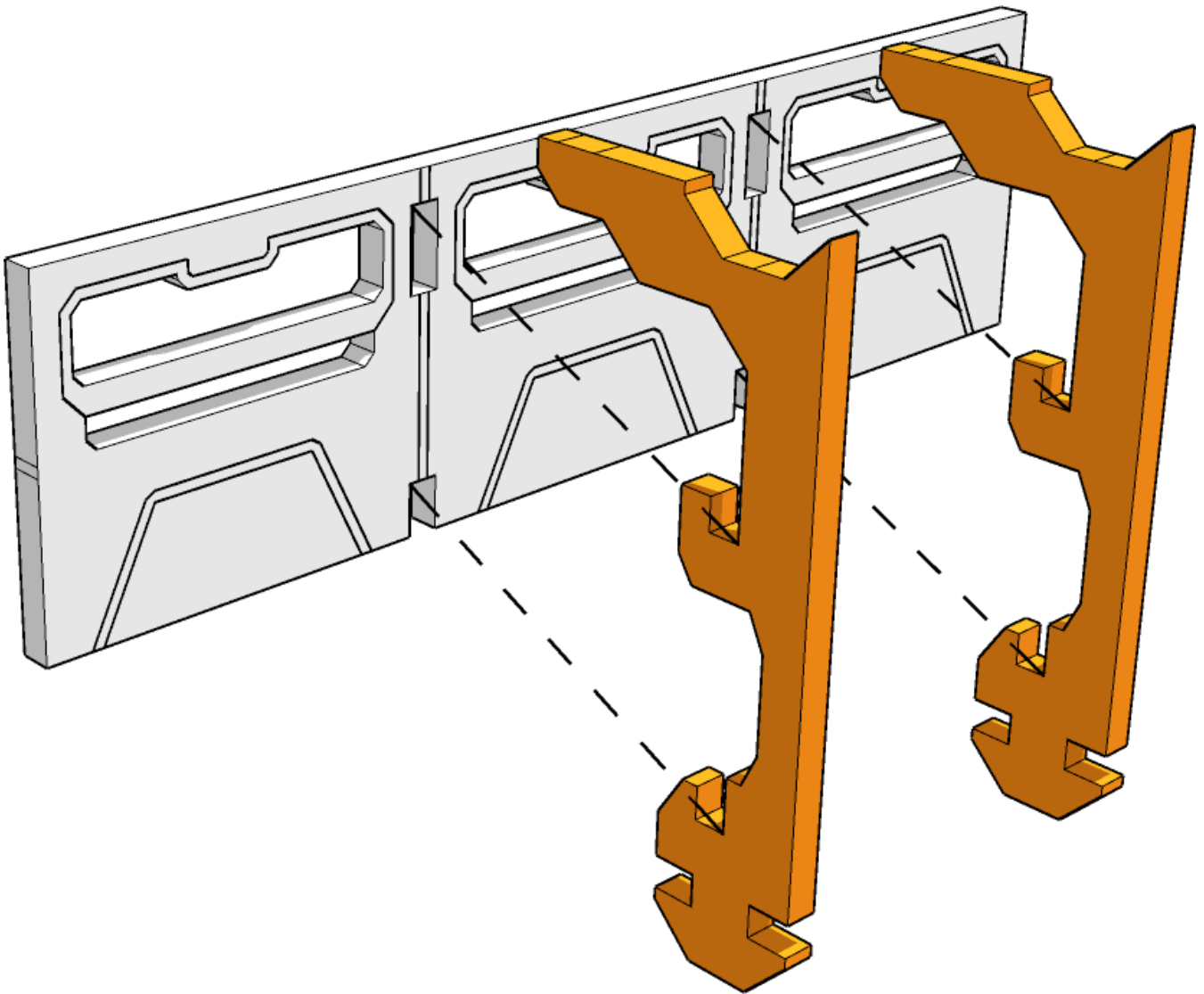


x4

 TCOMBAT



42



Use these longer parts if you want to stack kits

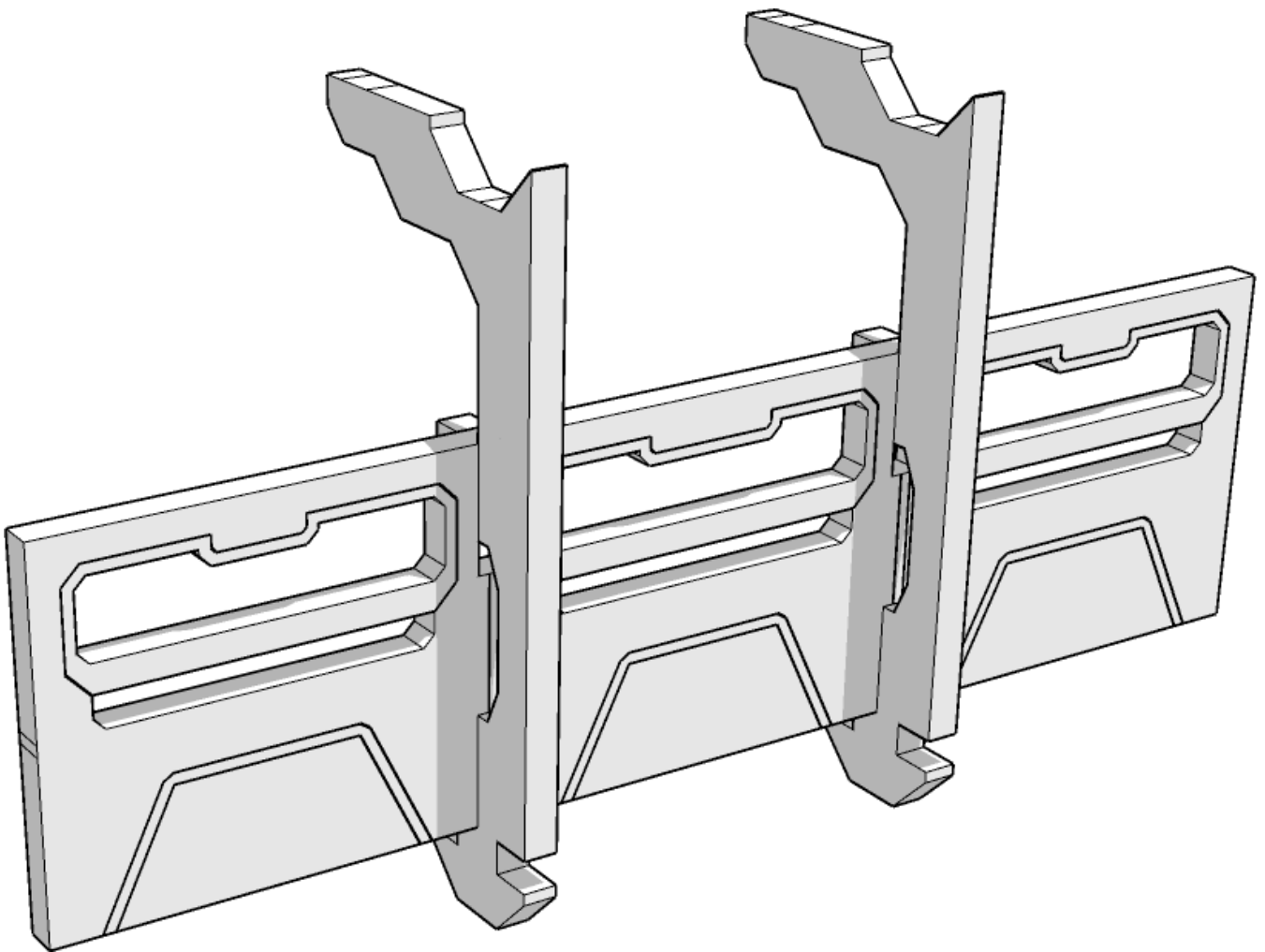


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

43



x4

 TCOMBAT

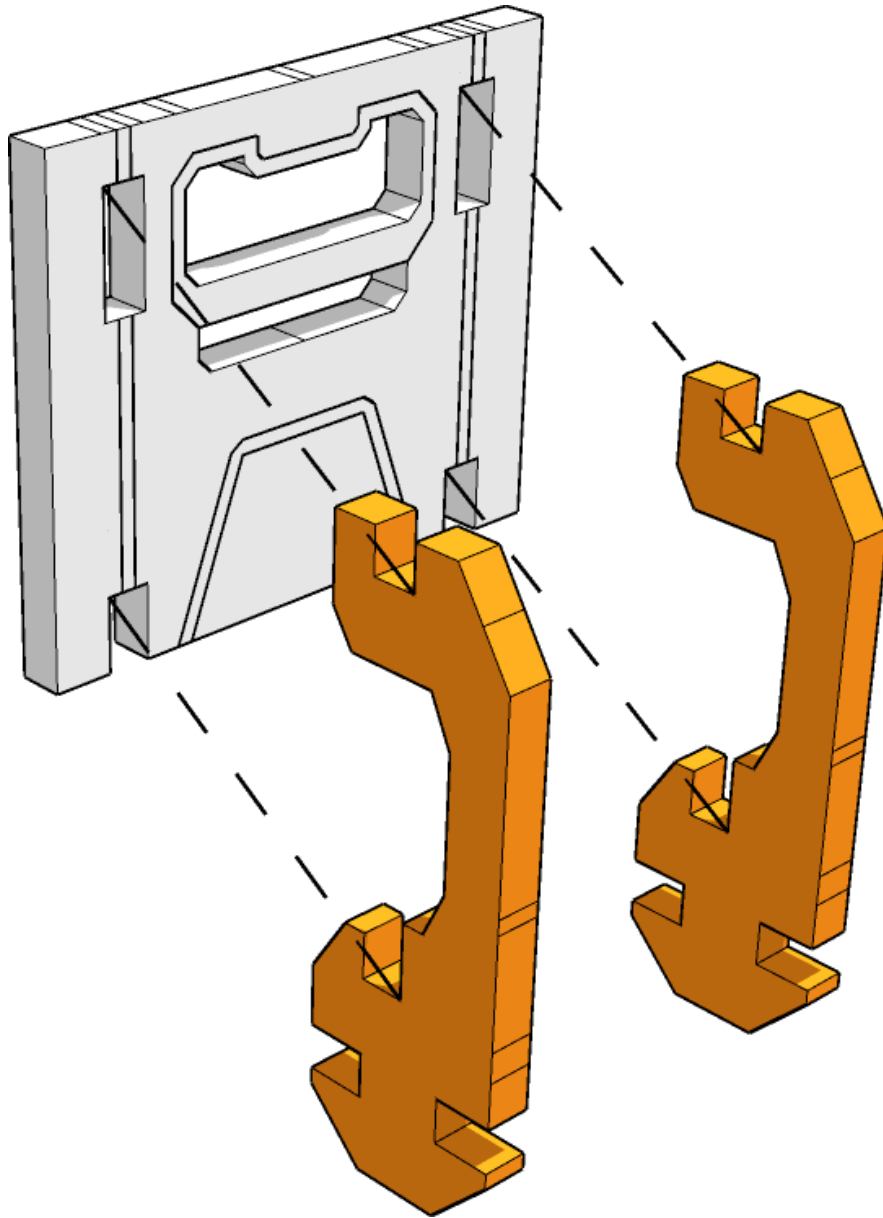


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

44



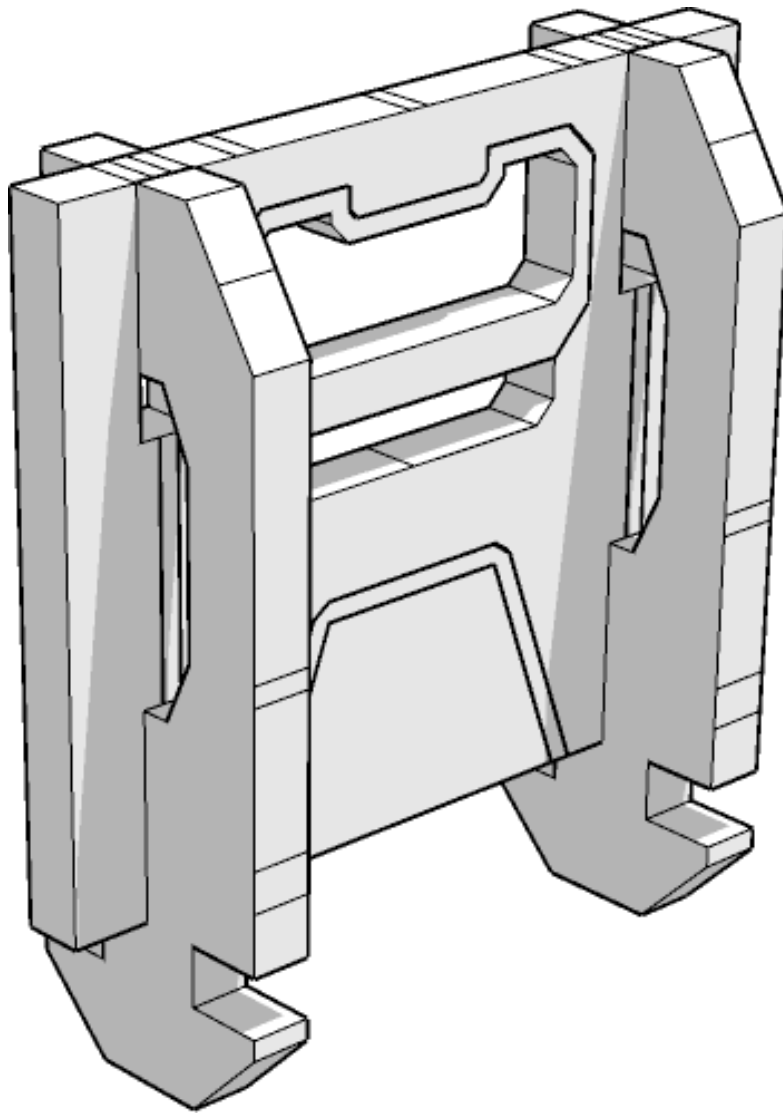


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

45



x16

 TTCOMBAT

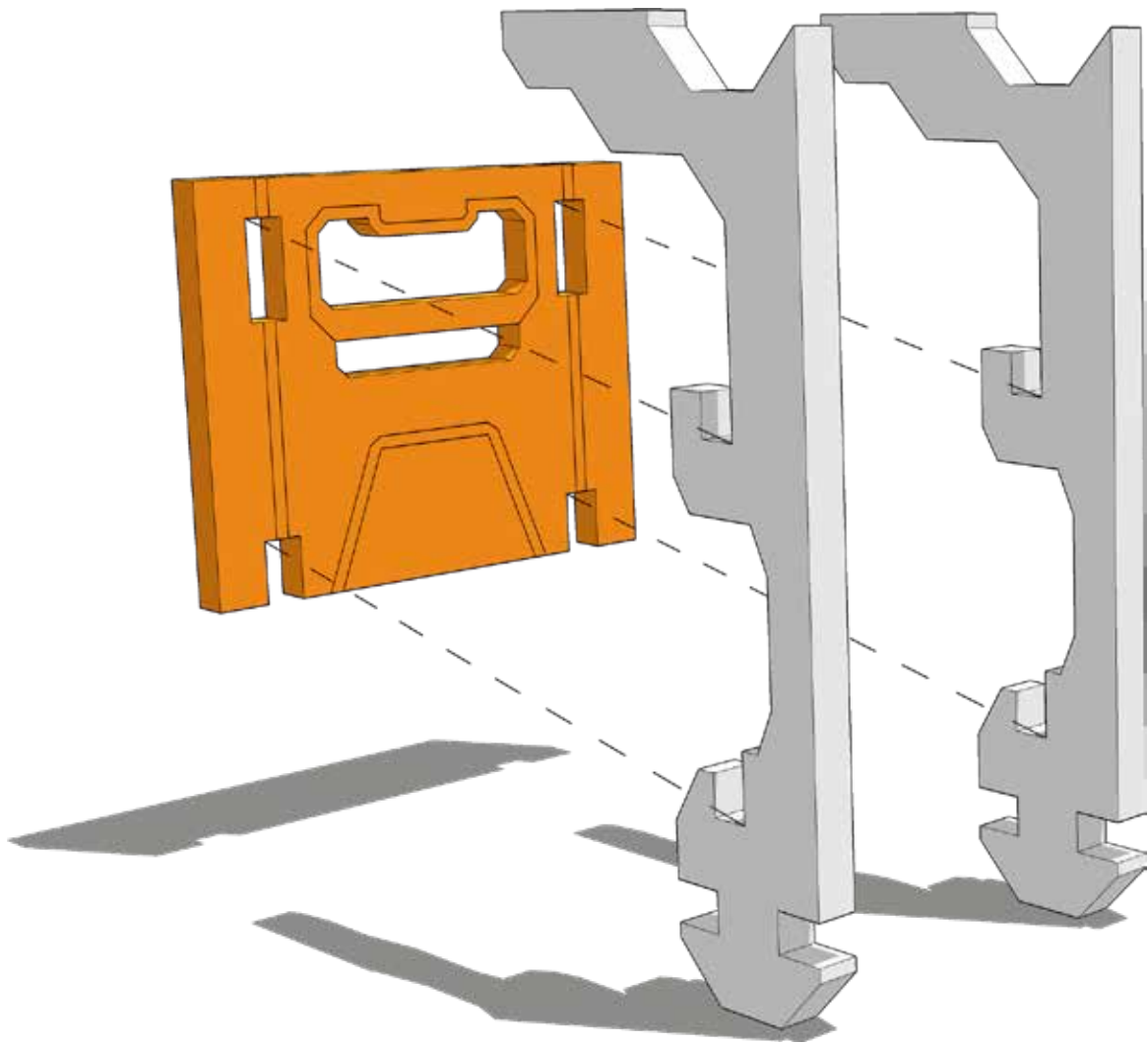


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

46



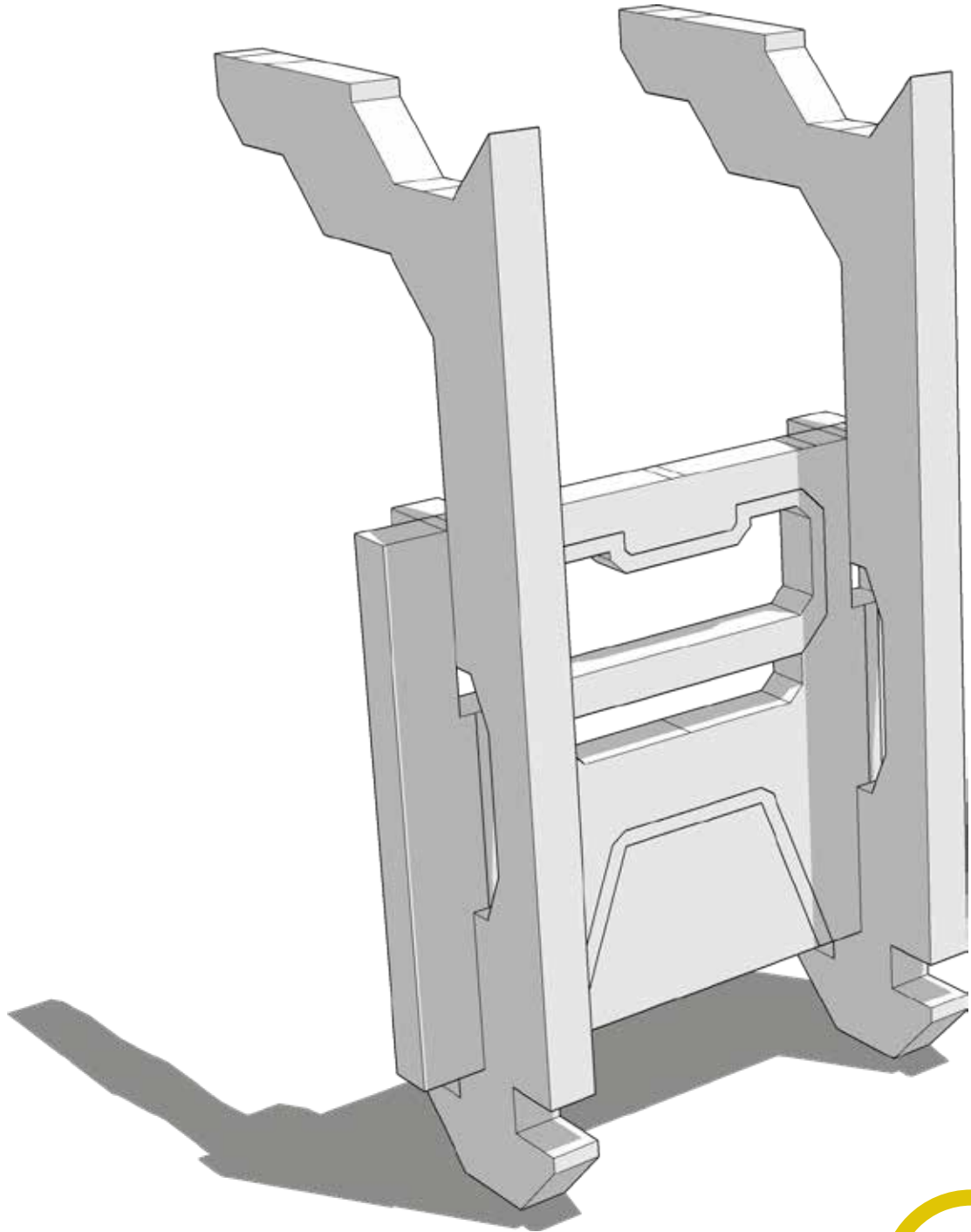


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

47



x8

 TTCOMBAT

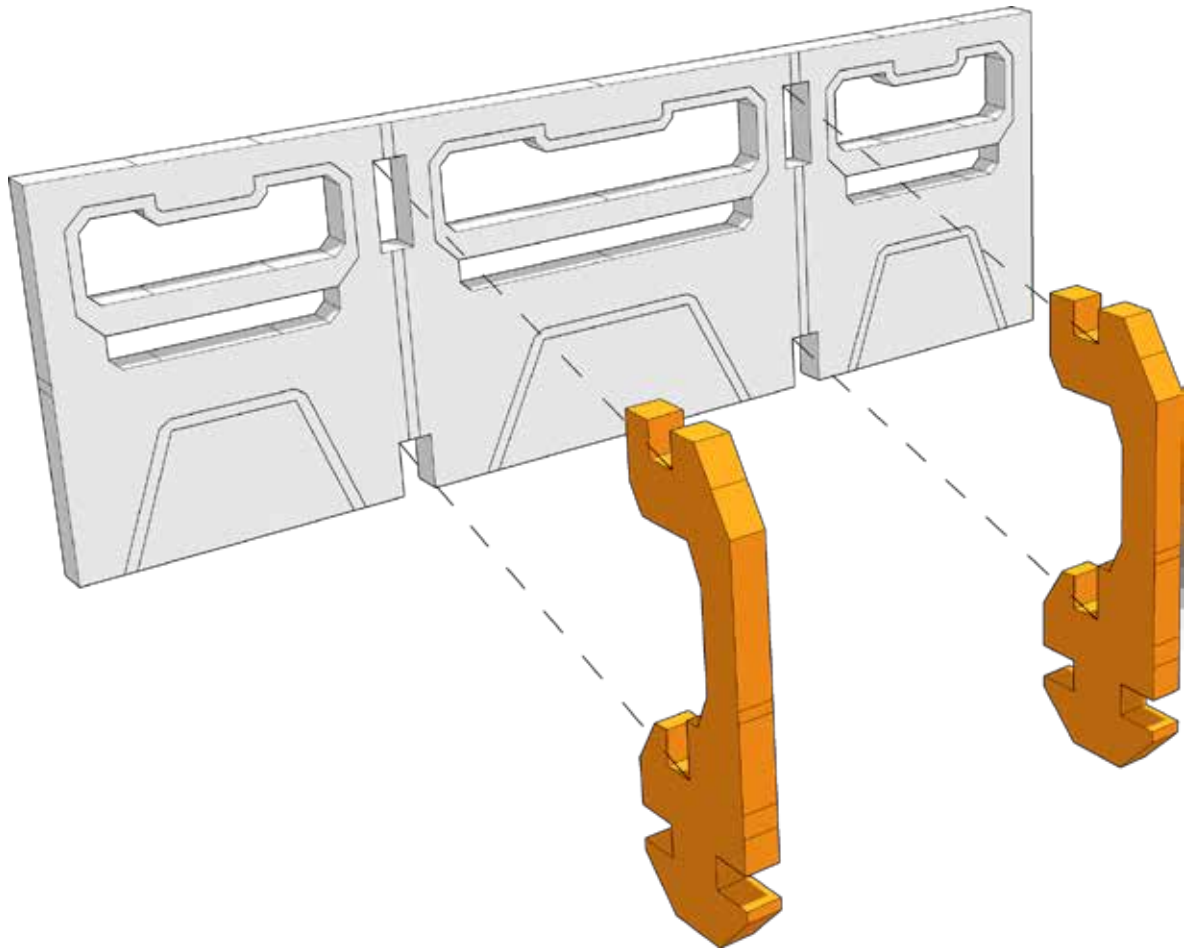


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

48



This is the medium sized fence panel

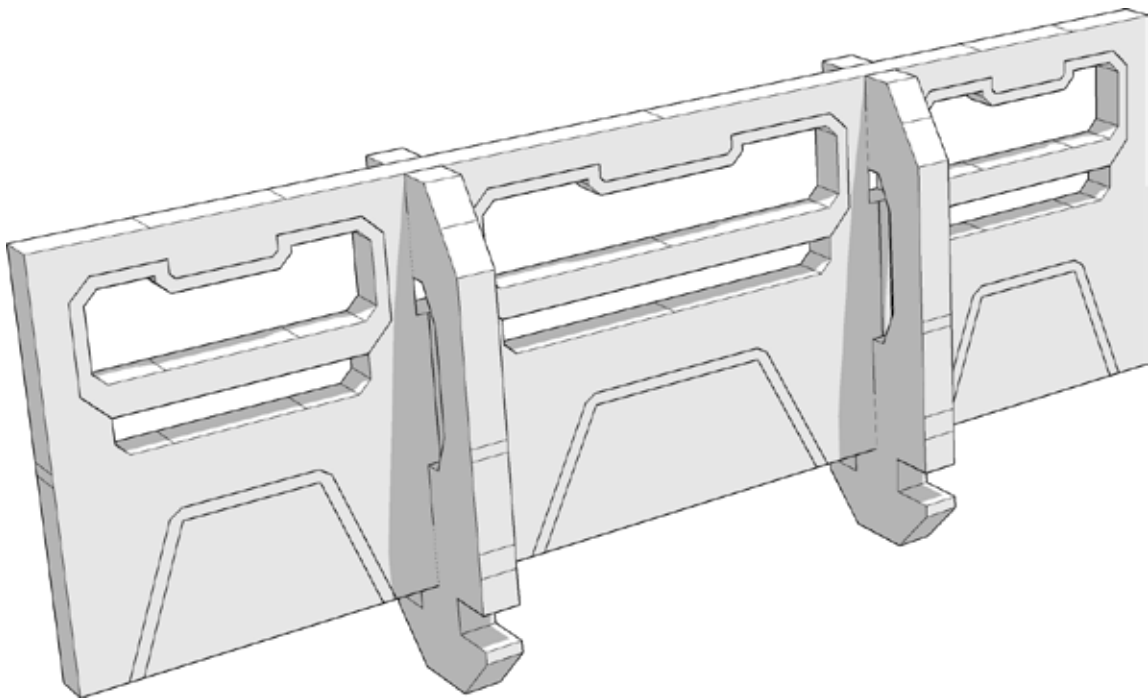


TABLETOP SCENICS

TTSCW-SFU-148

**P.U.P:
Colony**

49



x4

 **TTCOMBAT**

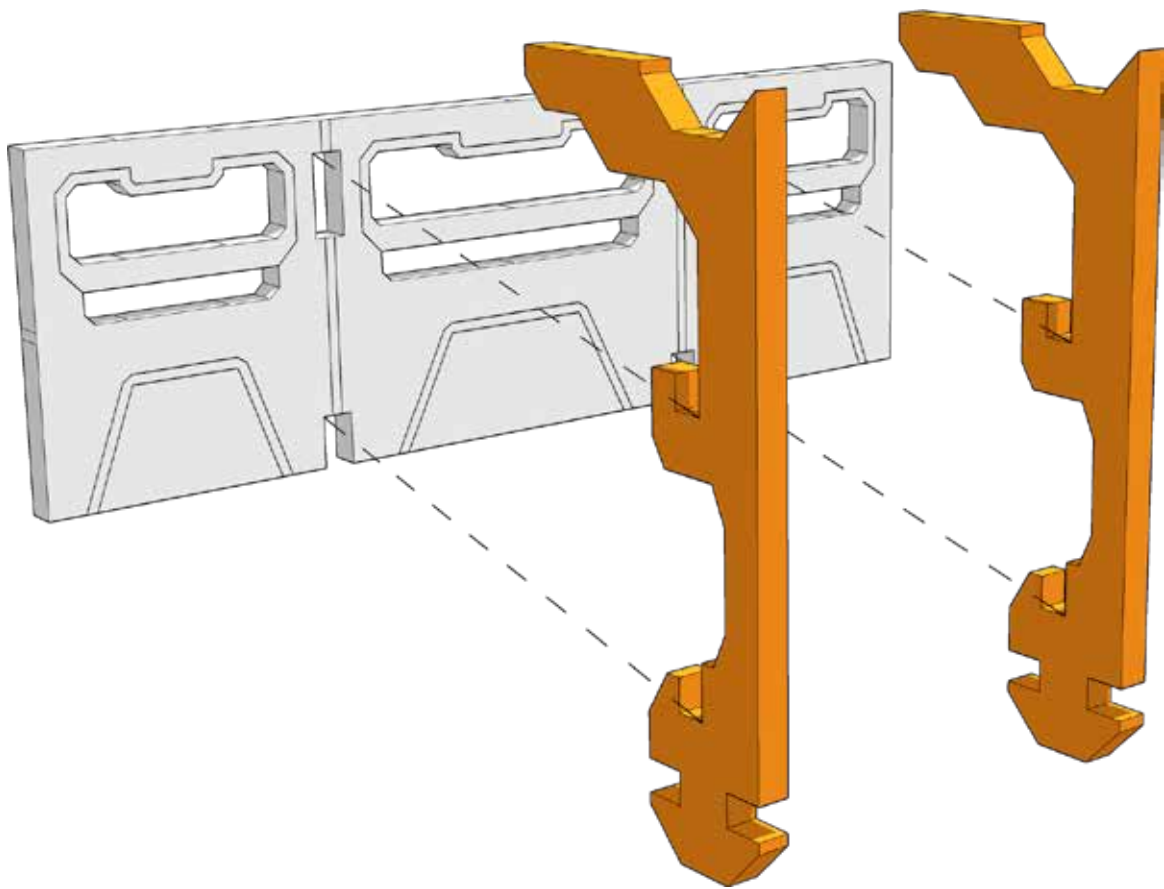


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

50



This the medium sized fence

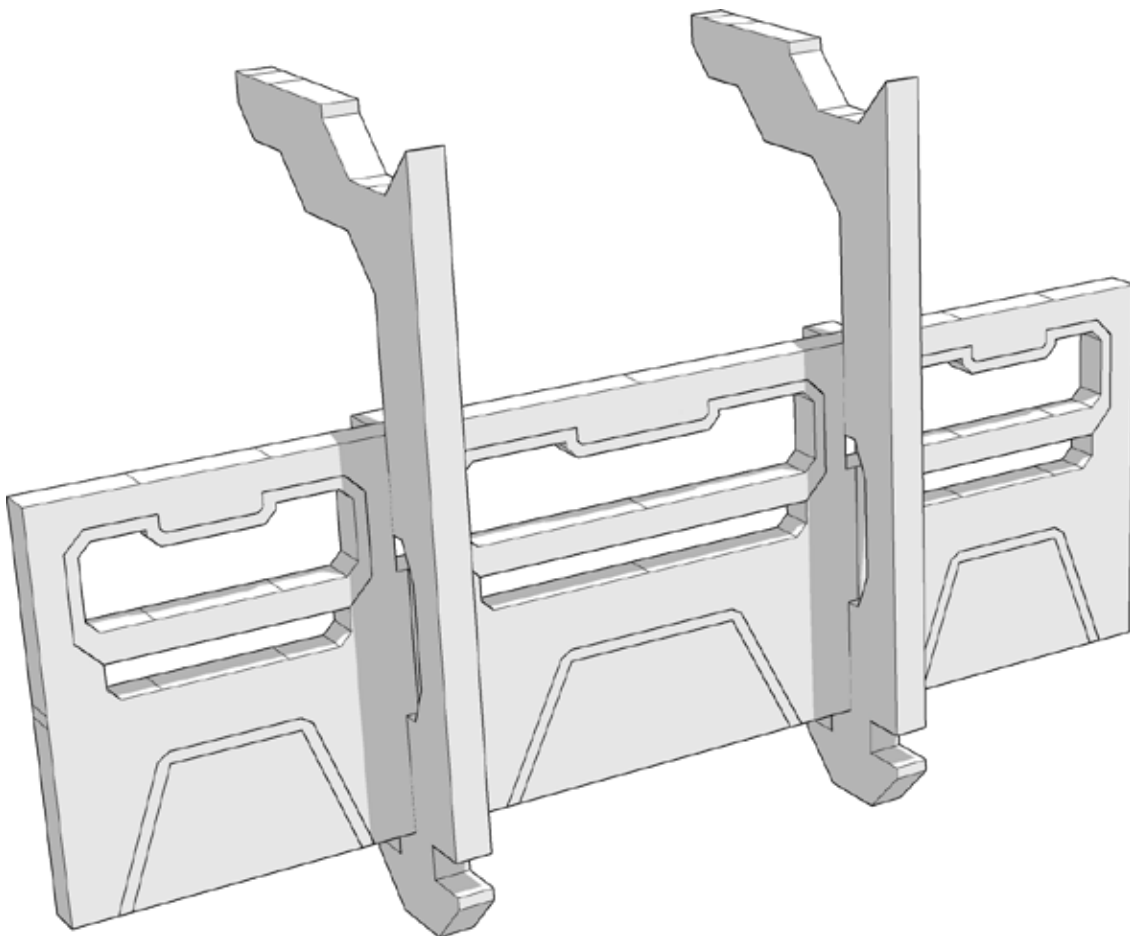


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

51



x2

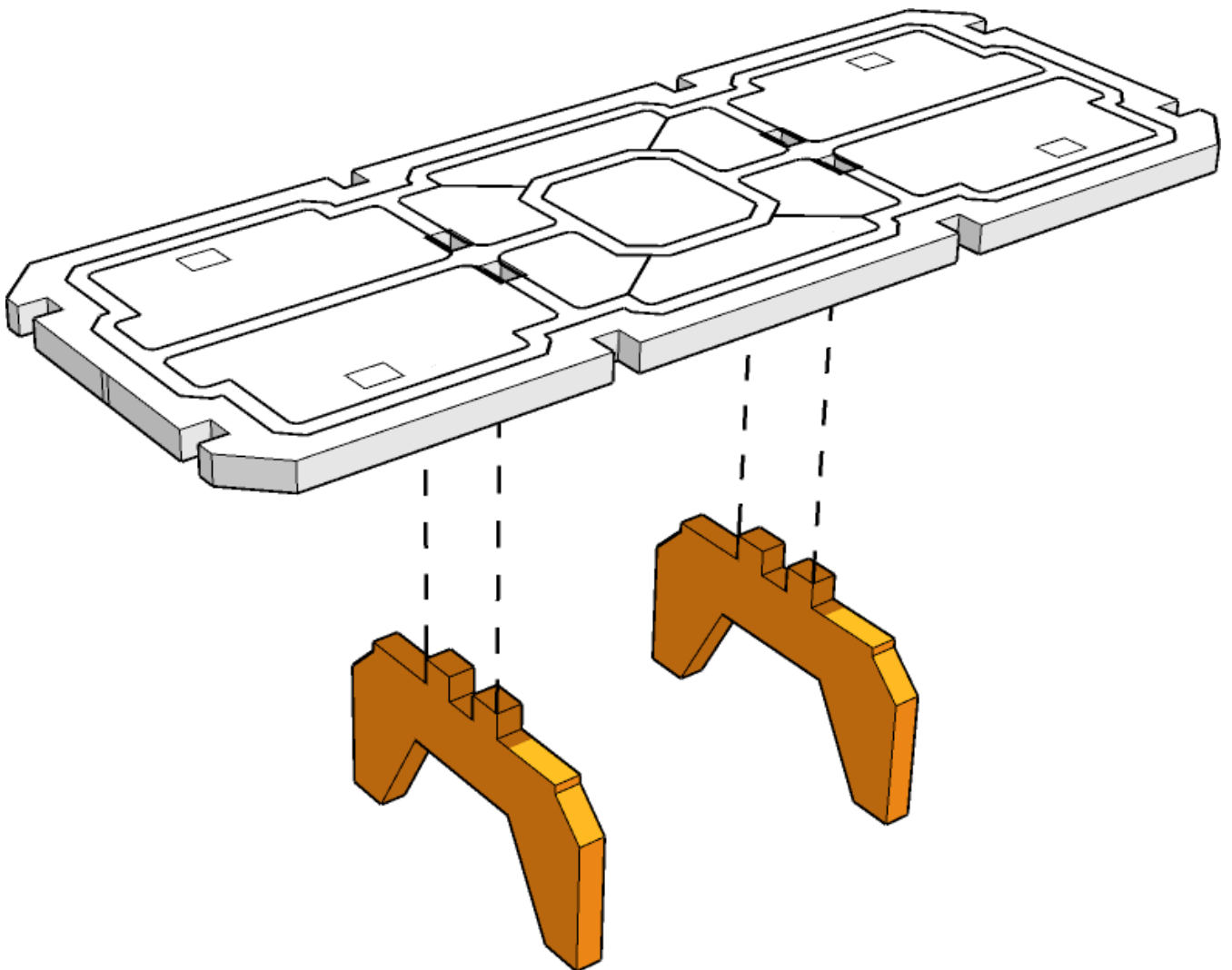


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

52



These parts will need to be removed to stack kits
therefore recommended to not glue if you want to vary layouts



 **TTCOMBAT**

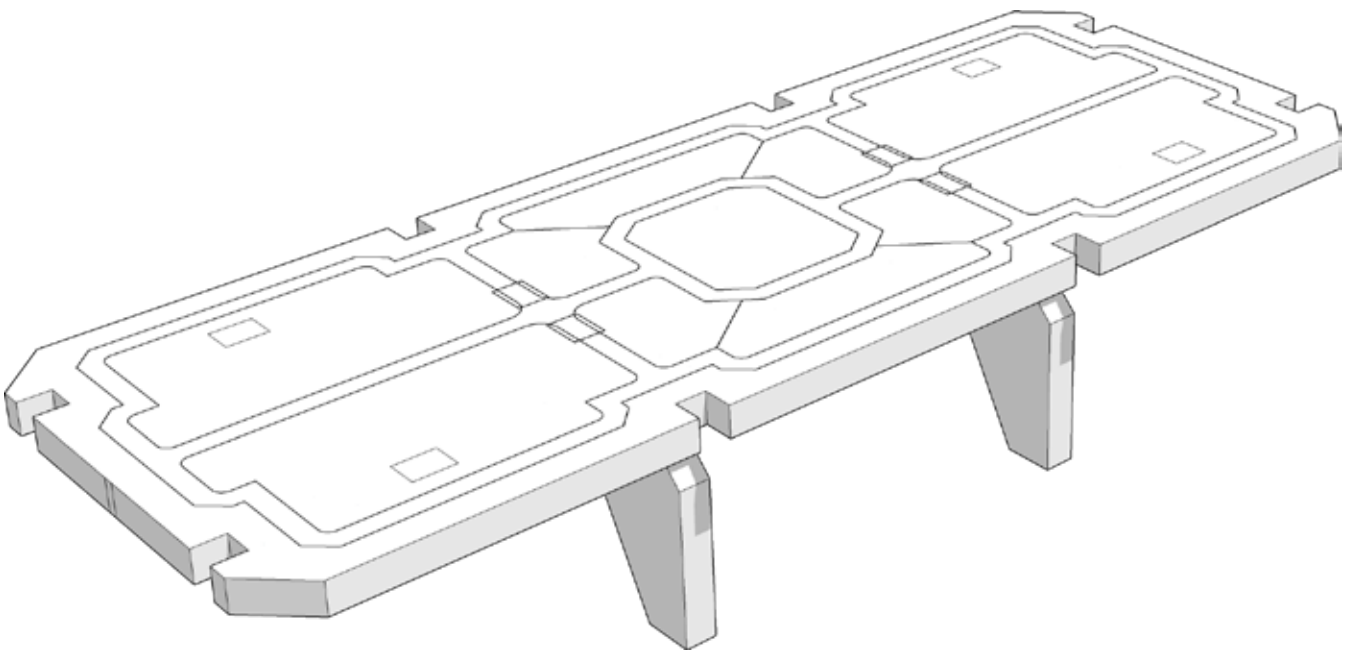


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

53



x4

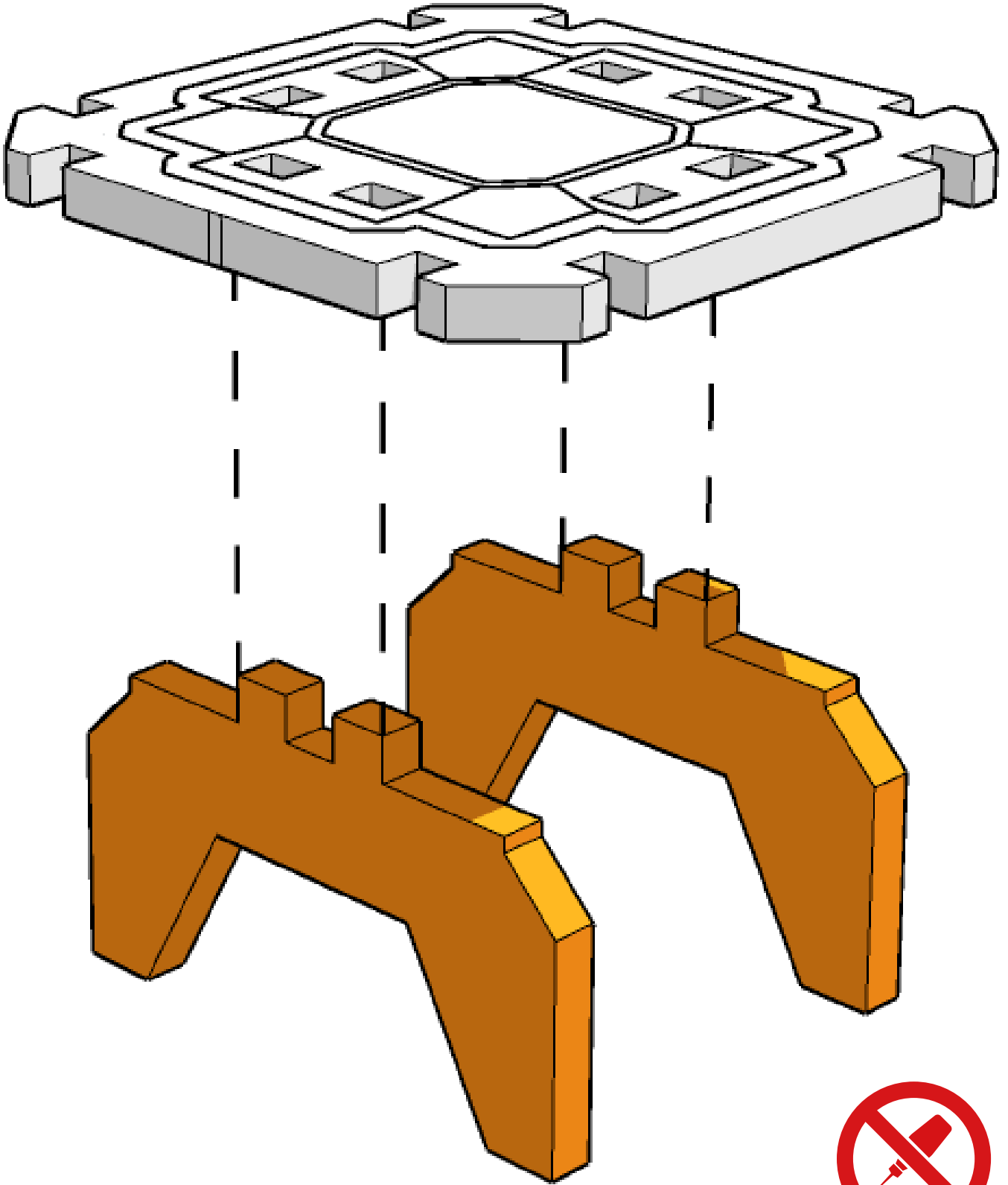


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

54



These parts will need to be removed to stack kits
therefore recommended to not glue



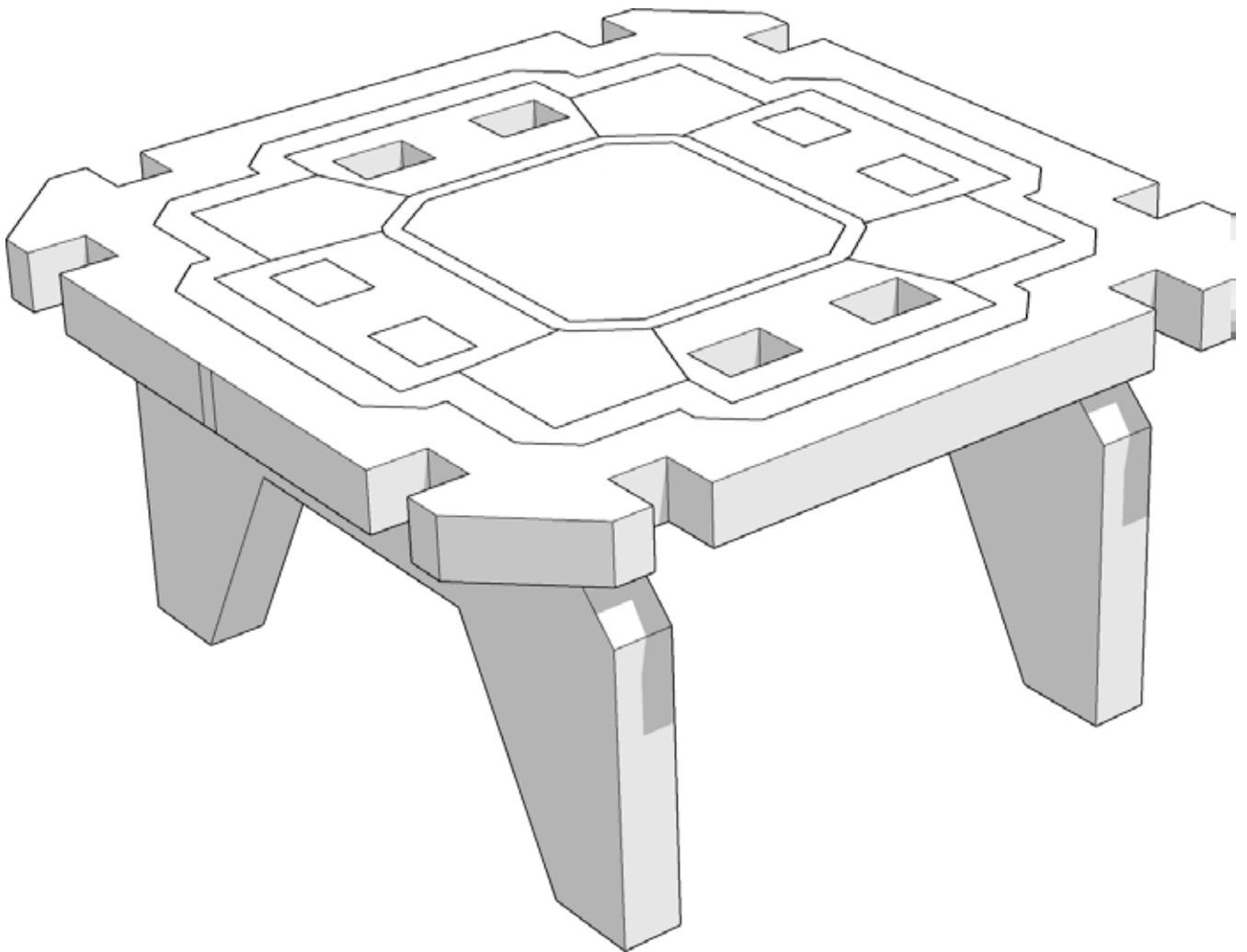


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

55



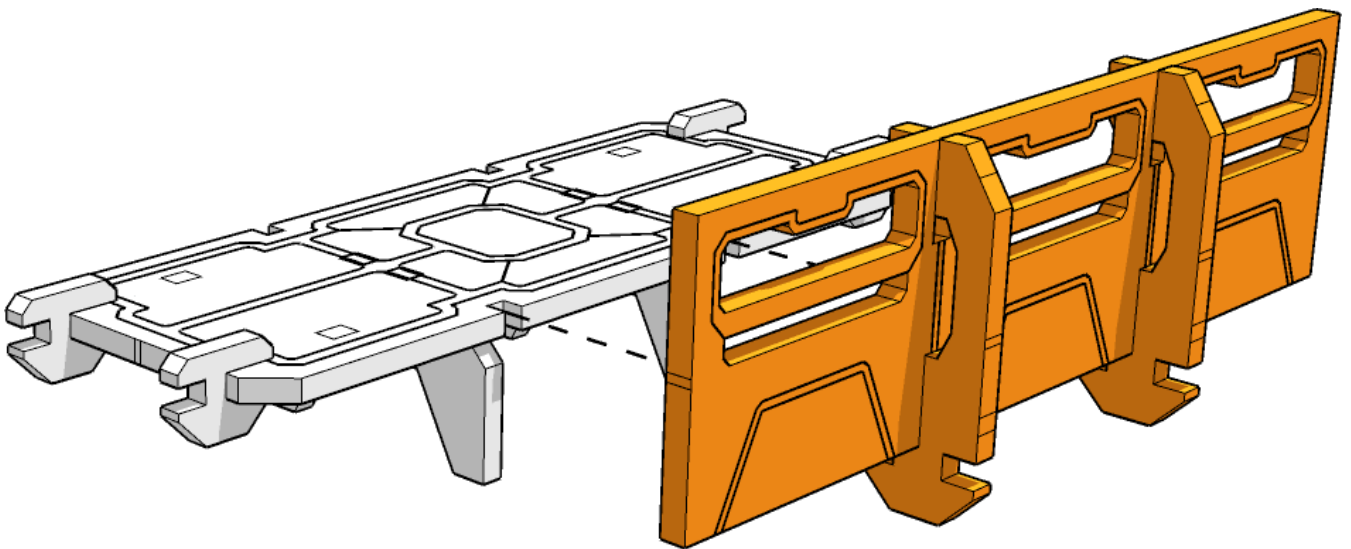


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

56



Do not glue to allow for different layouts

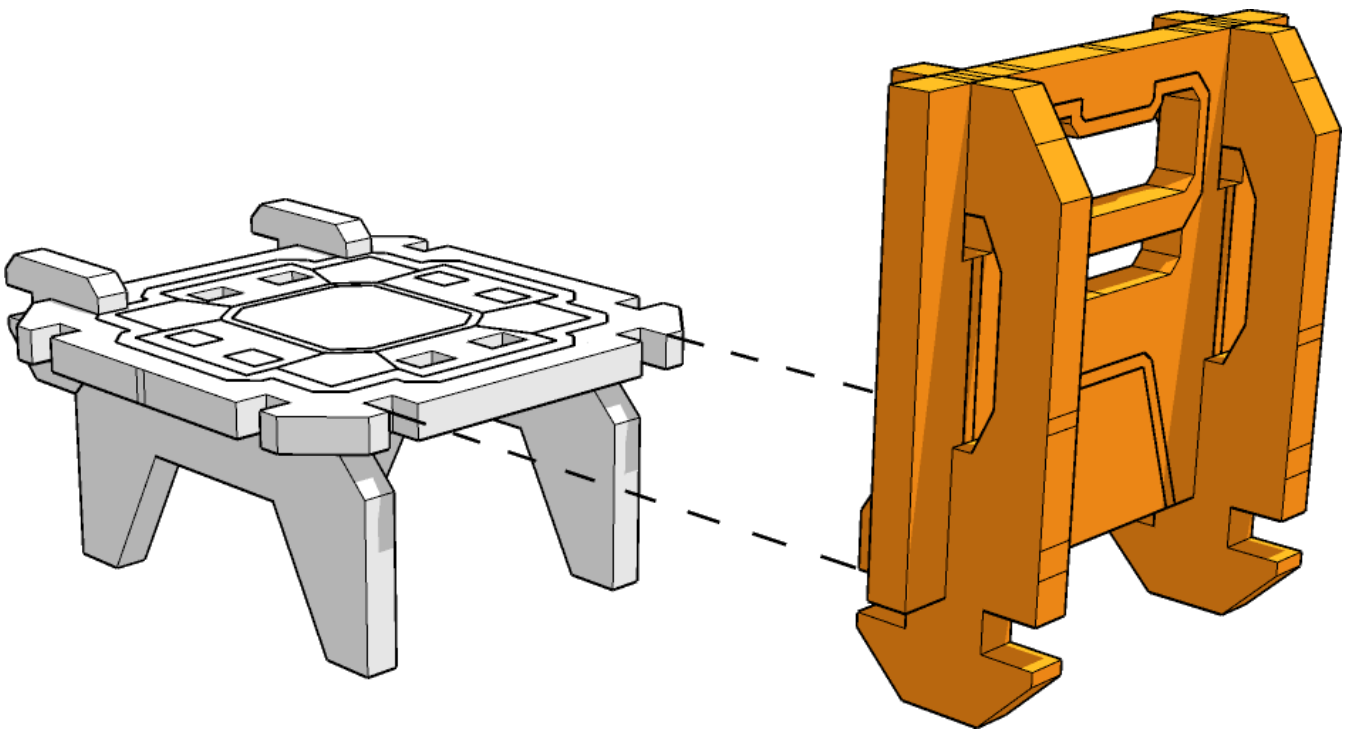


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

57



Do not glue to allow for different layouts

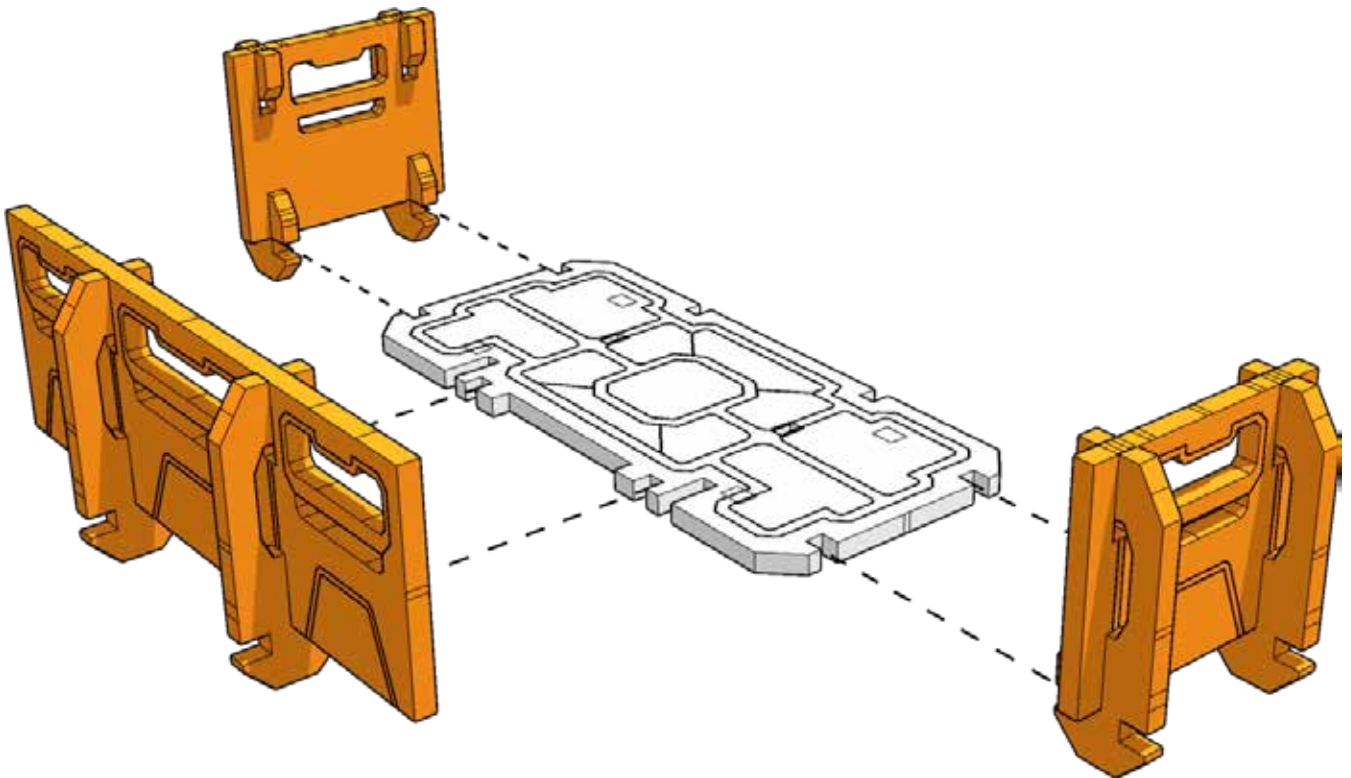


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

58



Take note of the white platform position in relation to the fences. The medium length fence is used



 **TTCOMBAT**

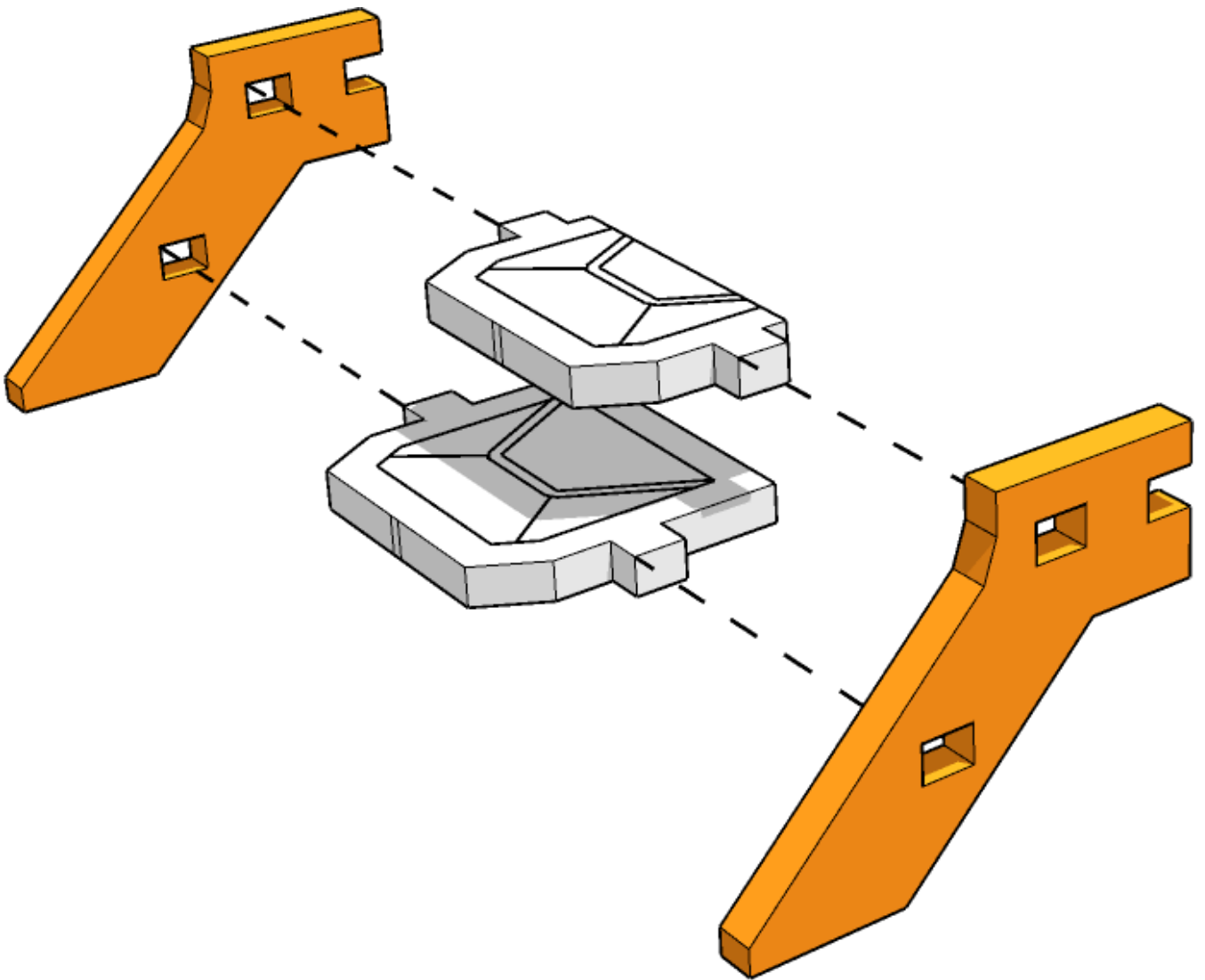


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

59



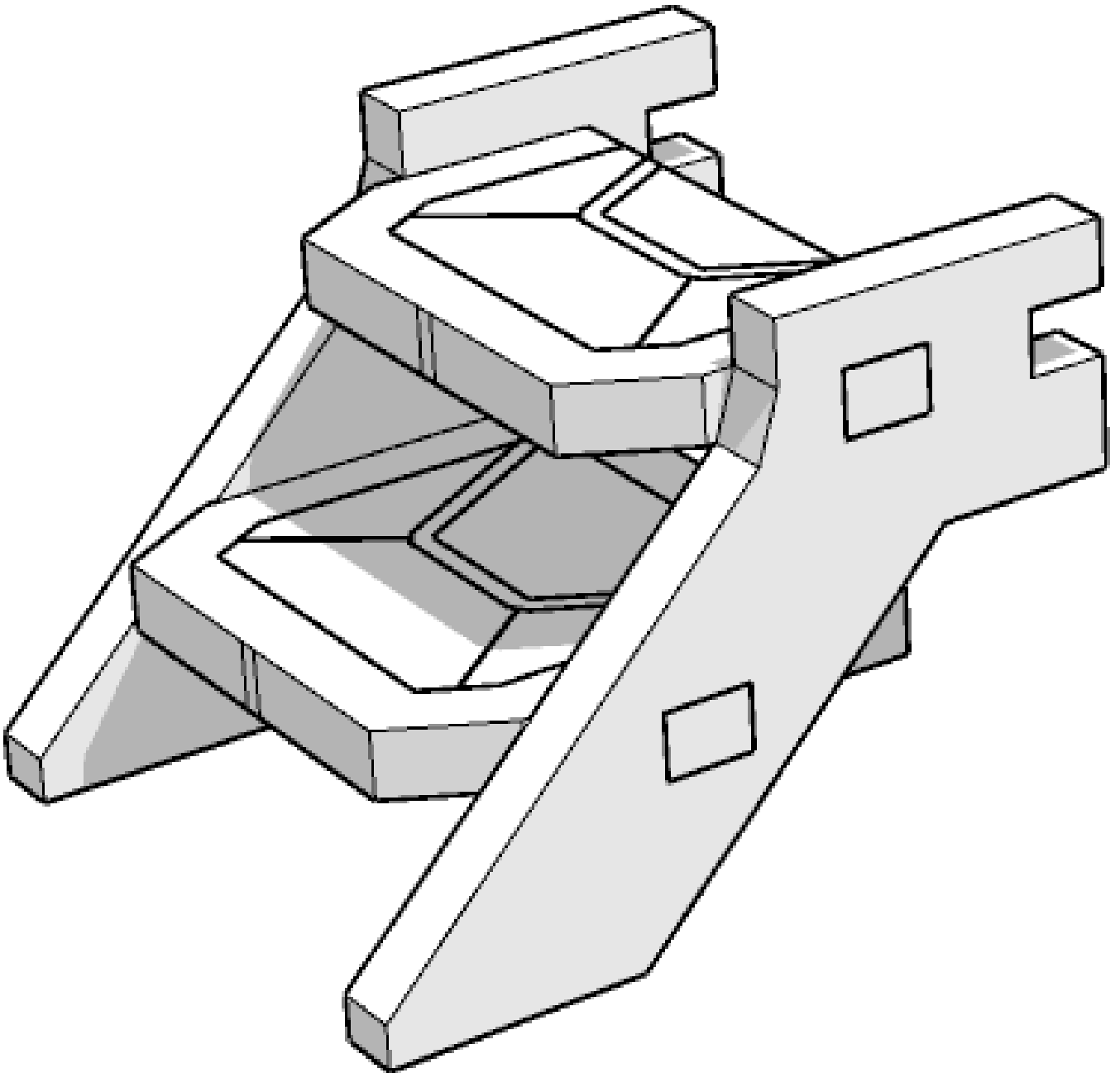


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

60



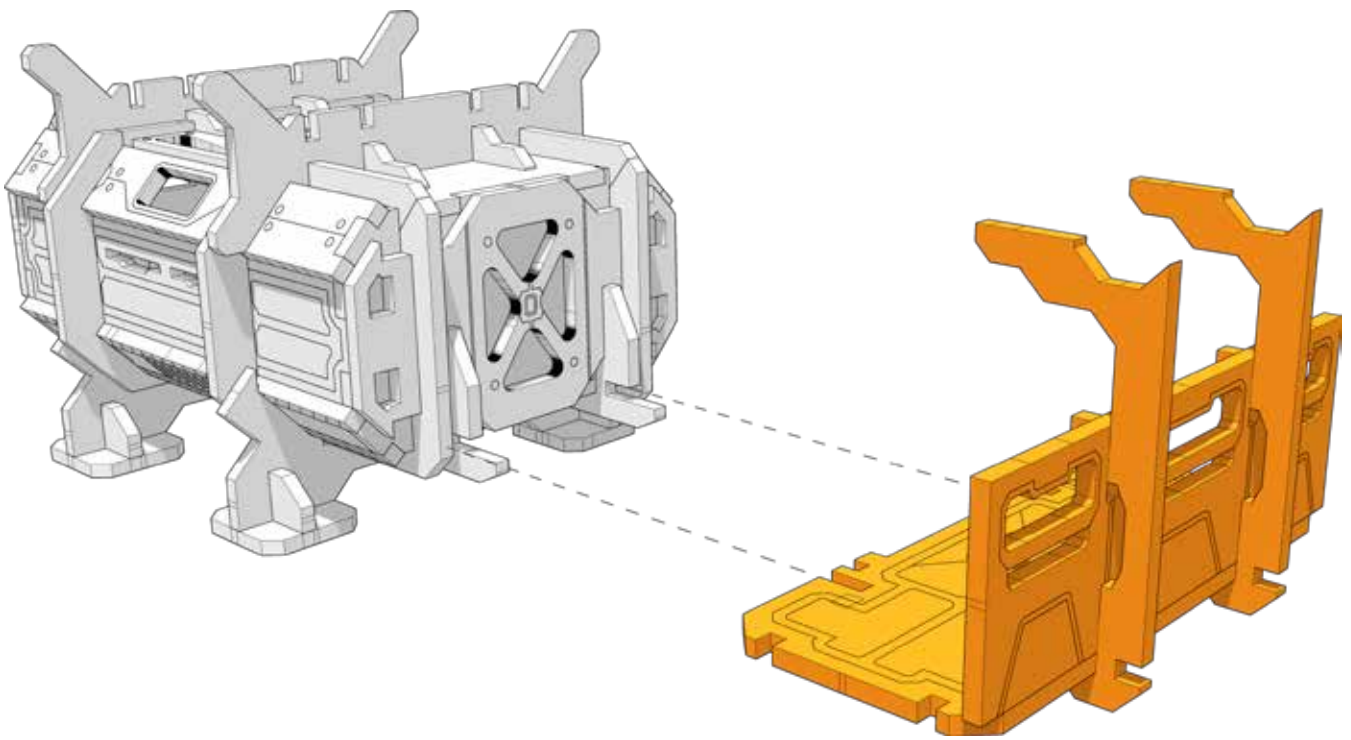


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

61



The floor piece specifically fits the front and back of the P.U.Ps.
Note: Legs are attached to the P.U.P



 **TTCOMBAT**

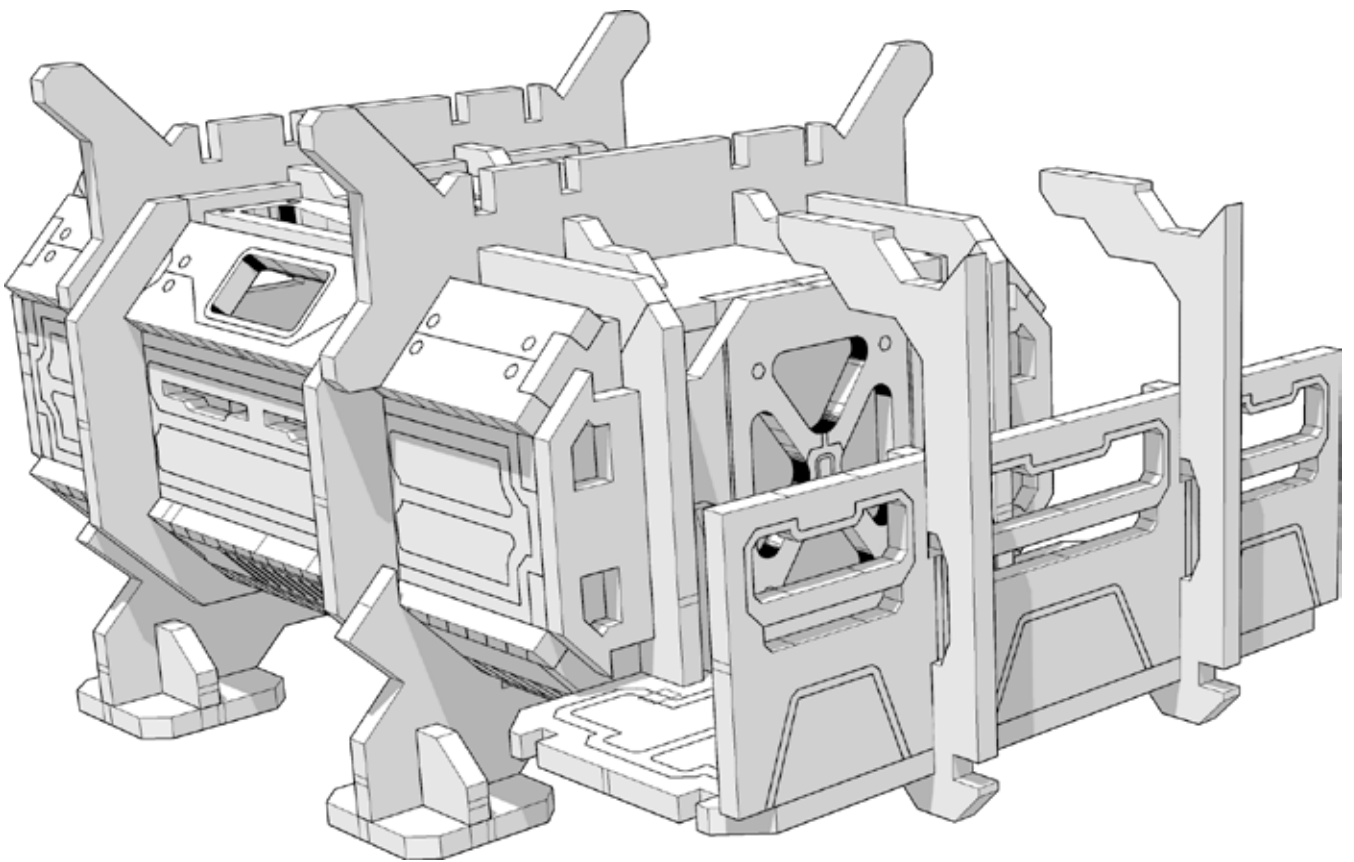


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

62



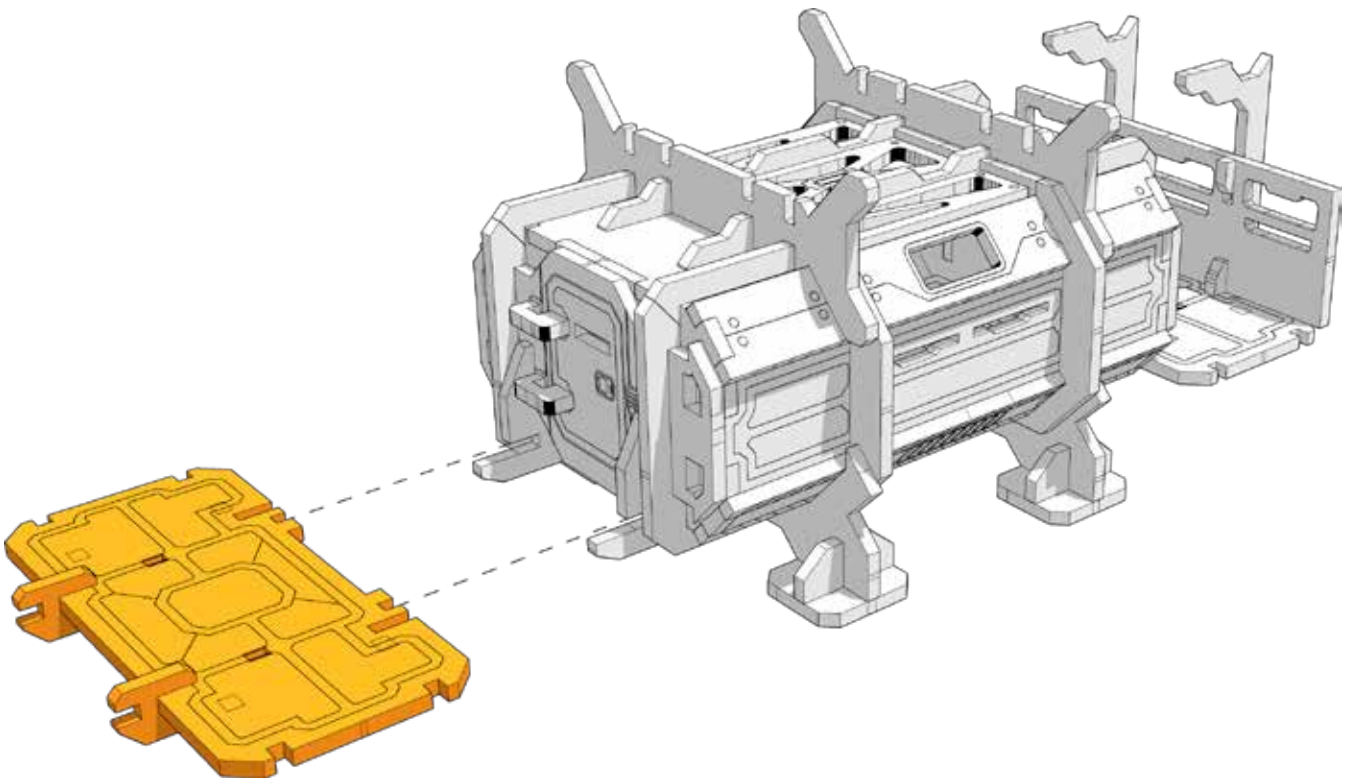


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

63



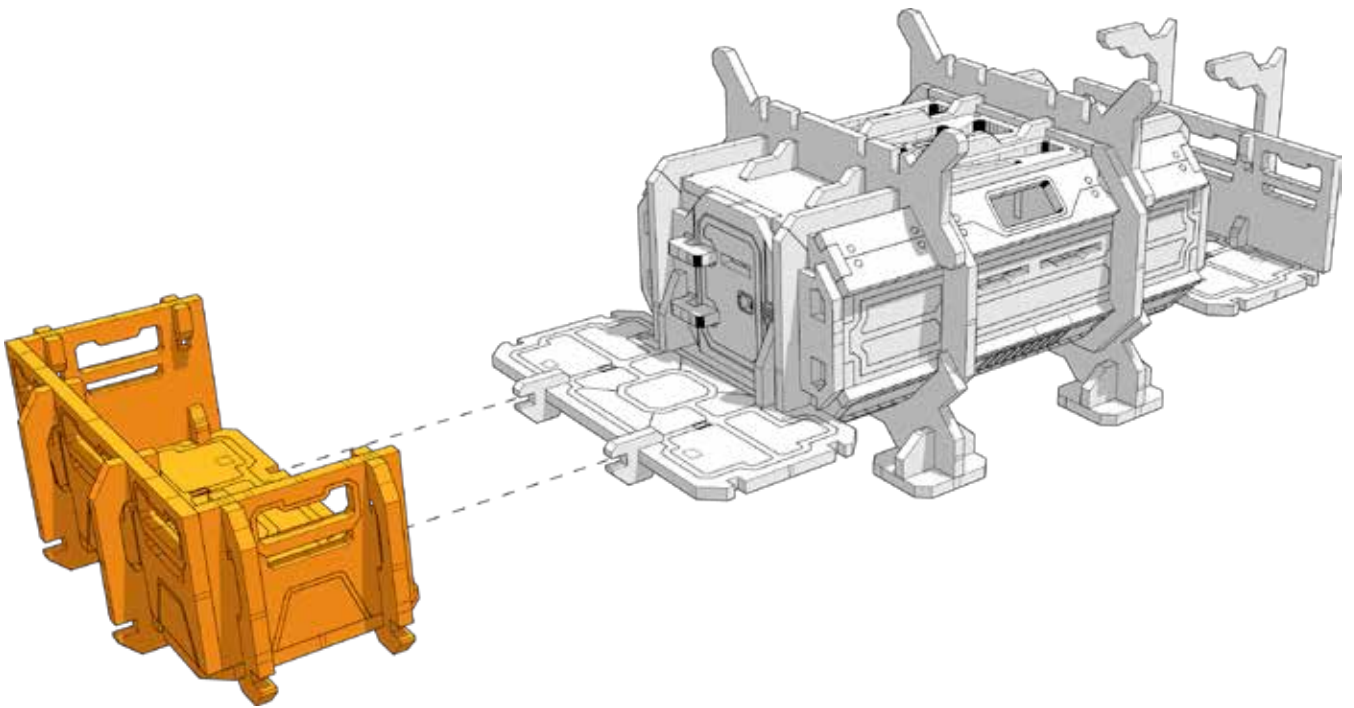


TABLETOP SCENICS

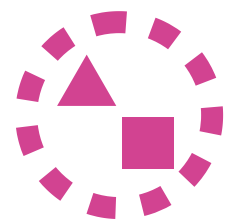
TTSCW-SFU-148

P.U.P:
Colony

64



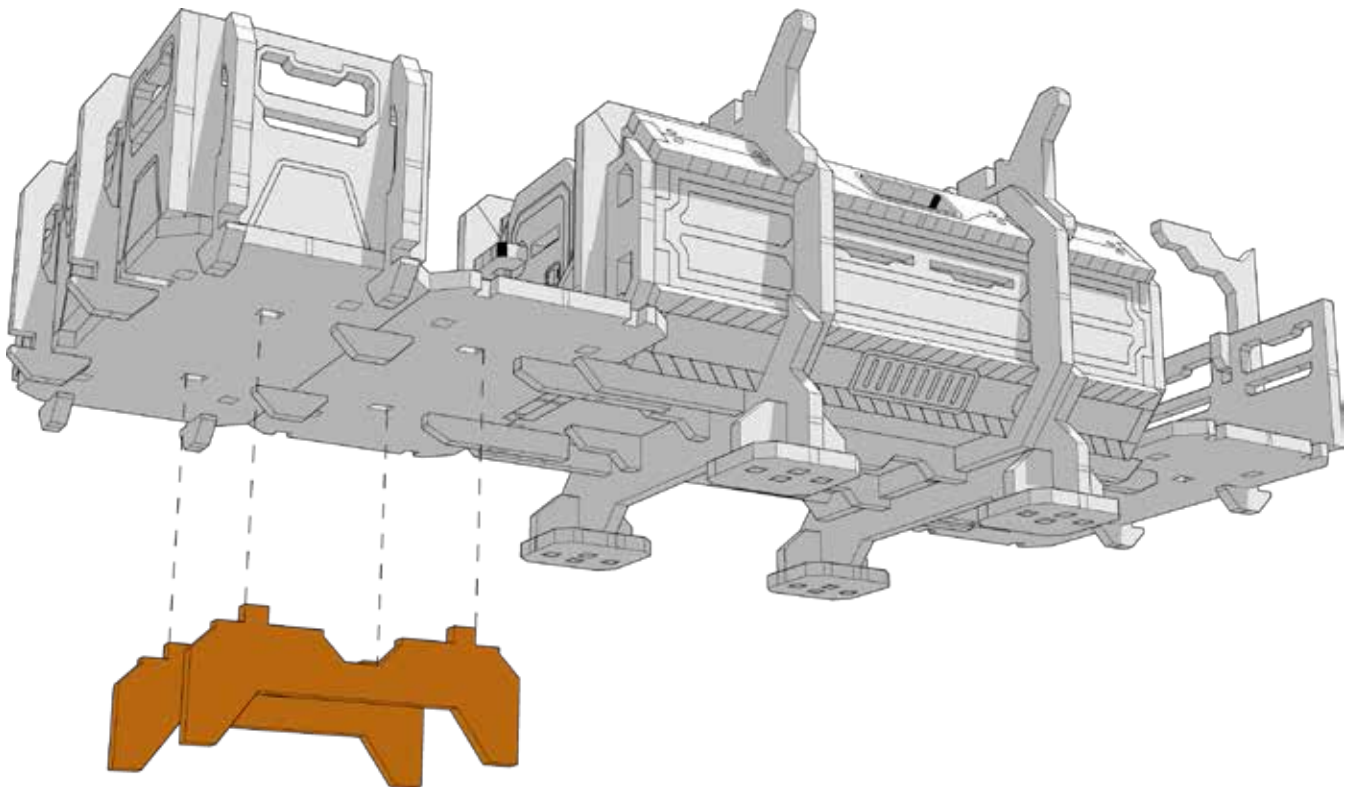
Balcony section is optional, See step 69 for stair variation



 **TTCOMBAT**



65



Highlighted parts lock platform in place. If they don't align, check the balcony platform is position correctly as seen in step 61

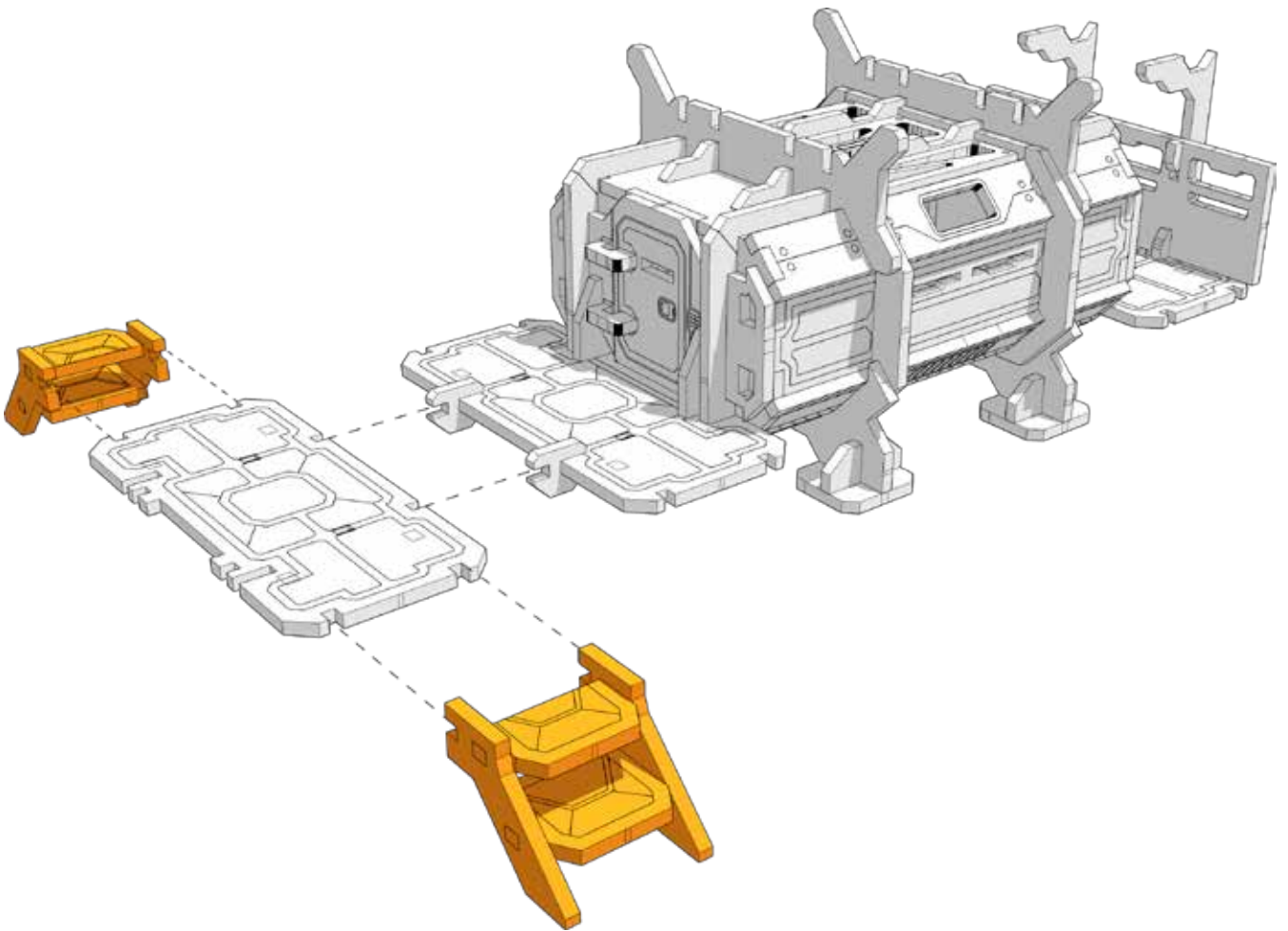


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

66



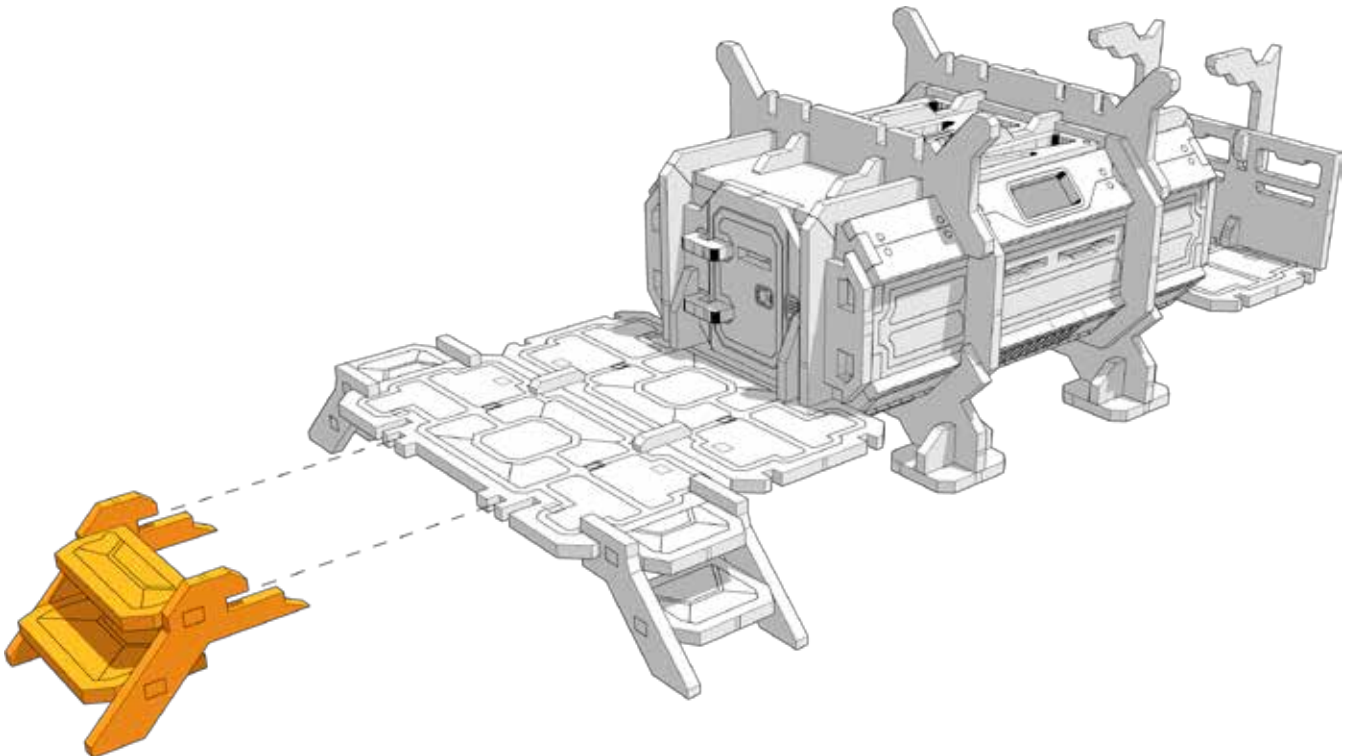


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

67



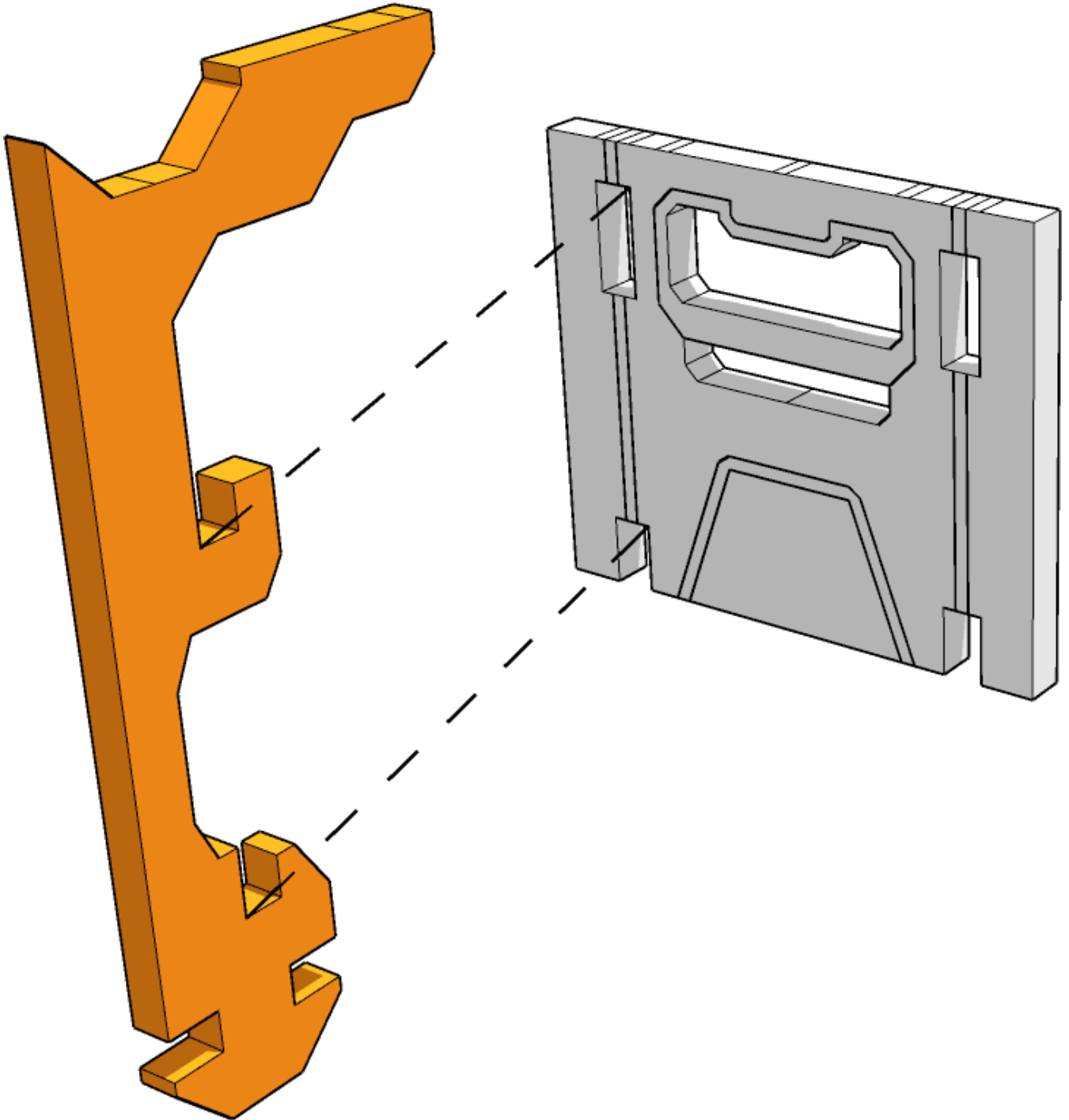


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

68



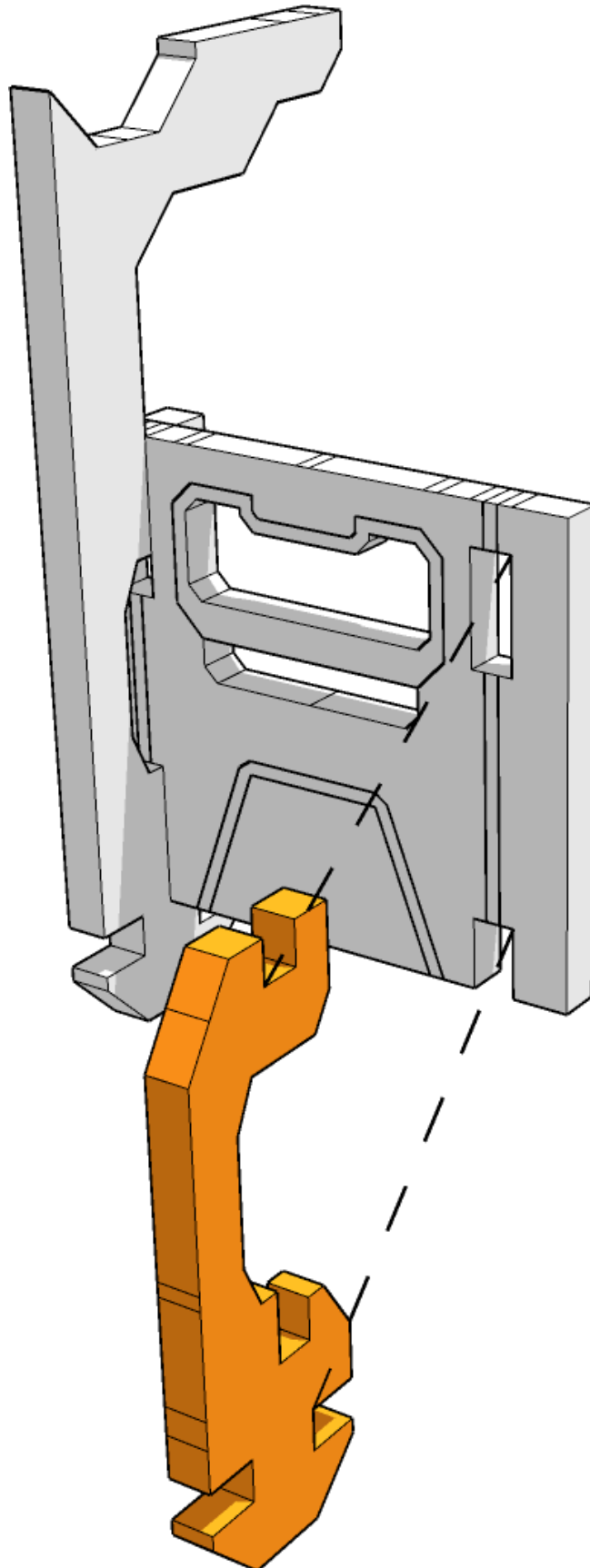


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

69



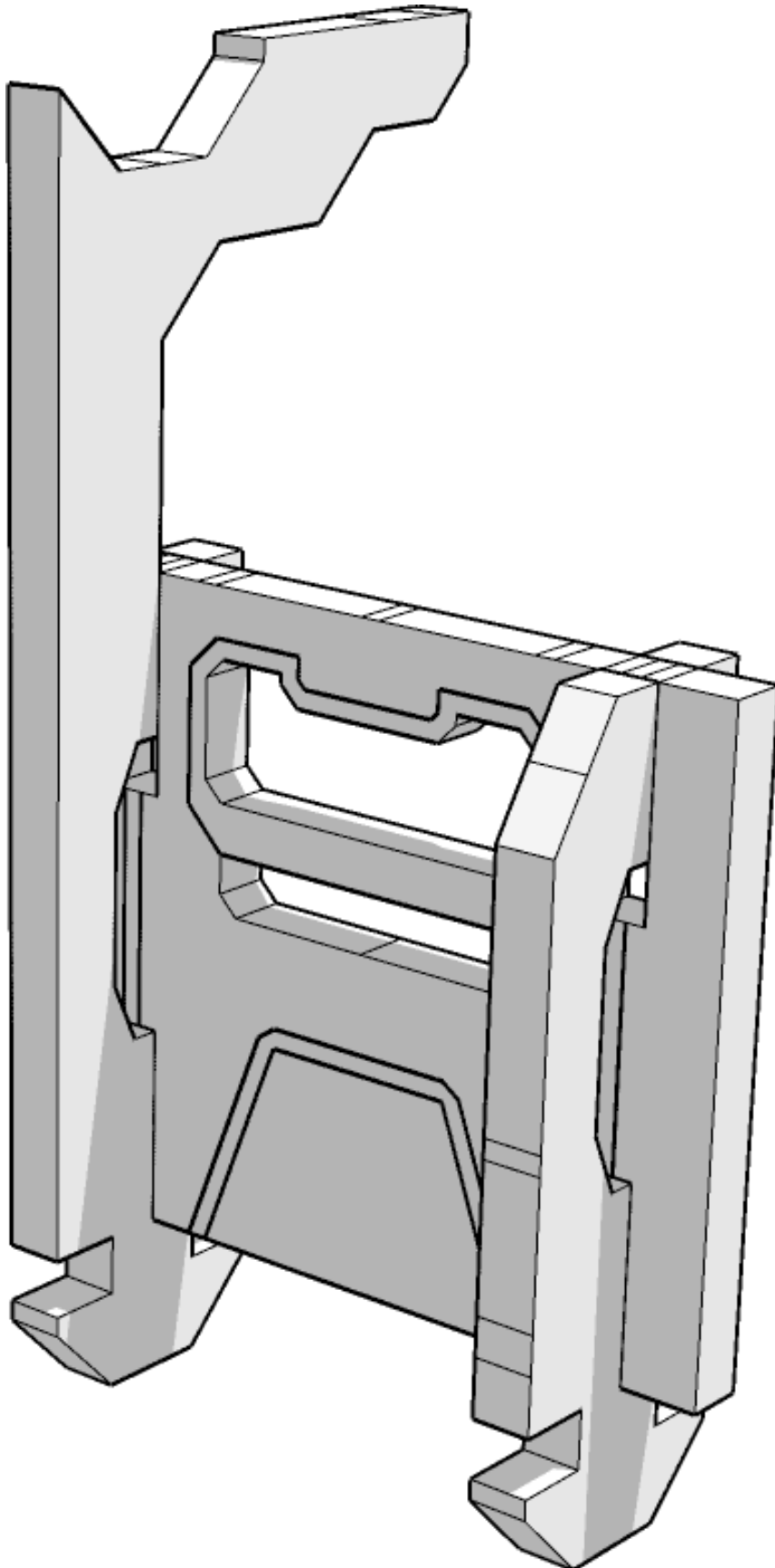


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

70



x4

 TTCOMBAT

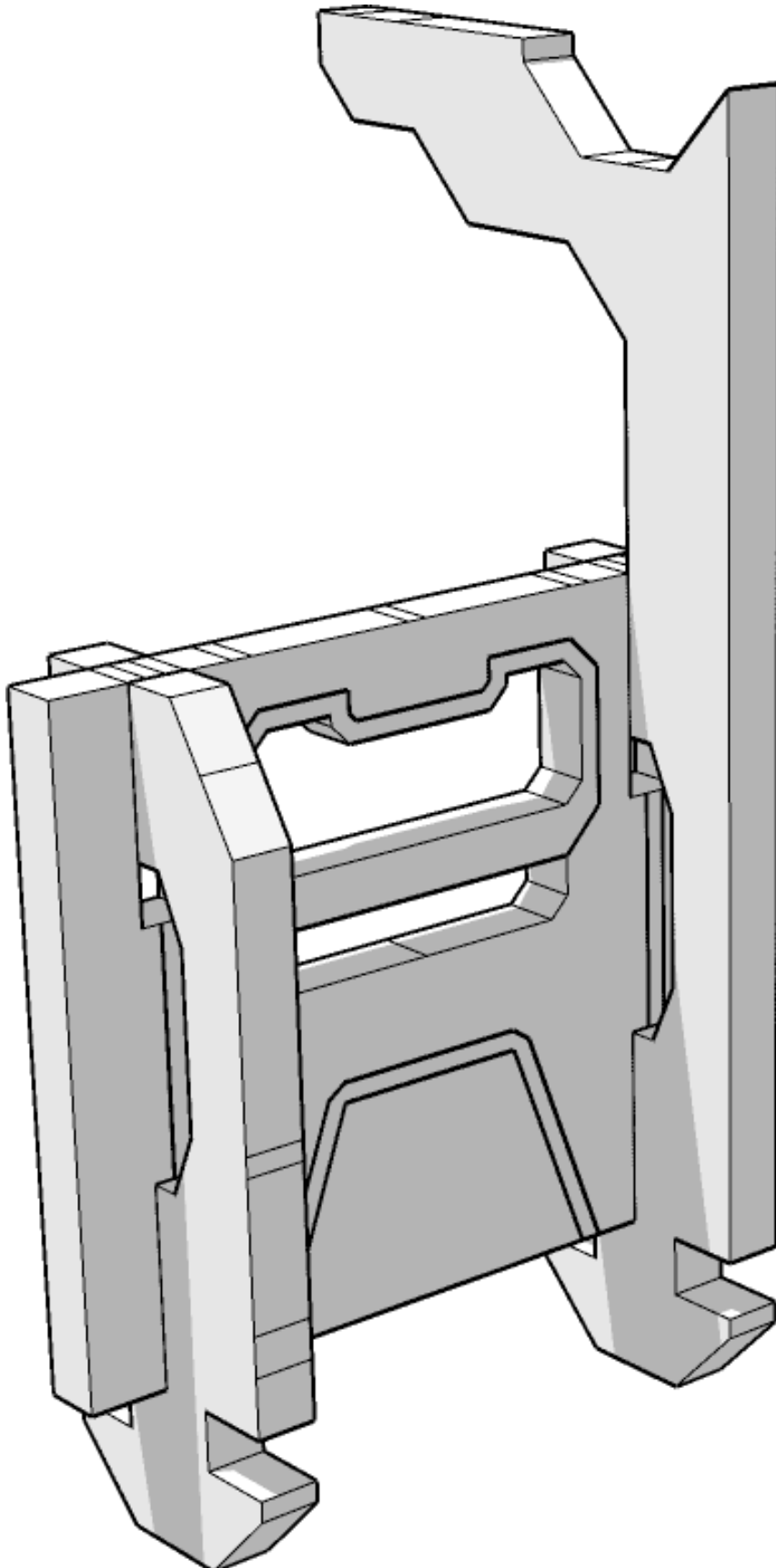


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

71



Two mirrored versions of the previous step also
required



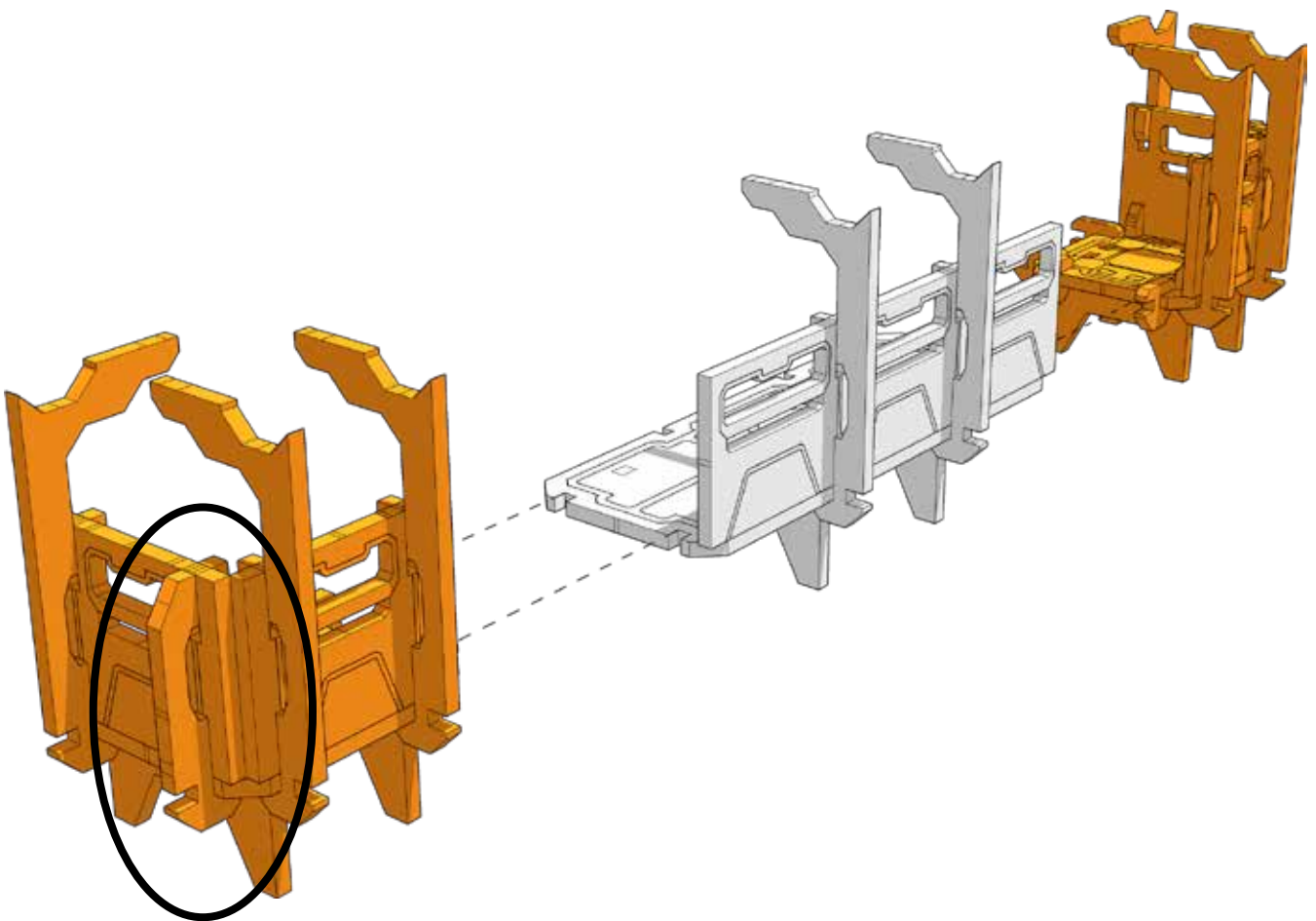


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

72



Note: short fence support must be in the corner as circled. The back one is also the same



 **TTCOMBAT**

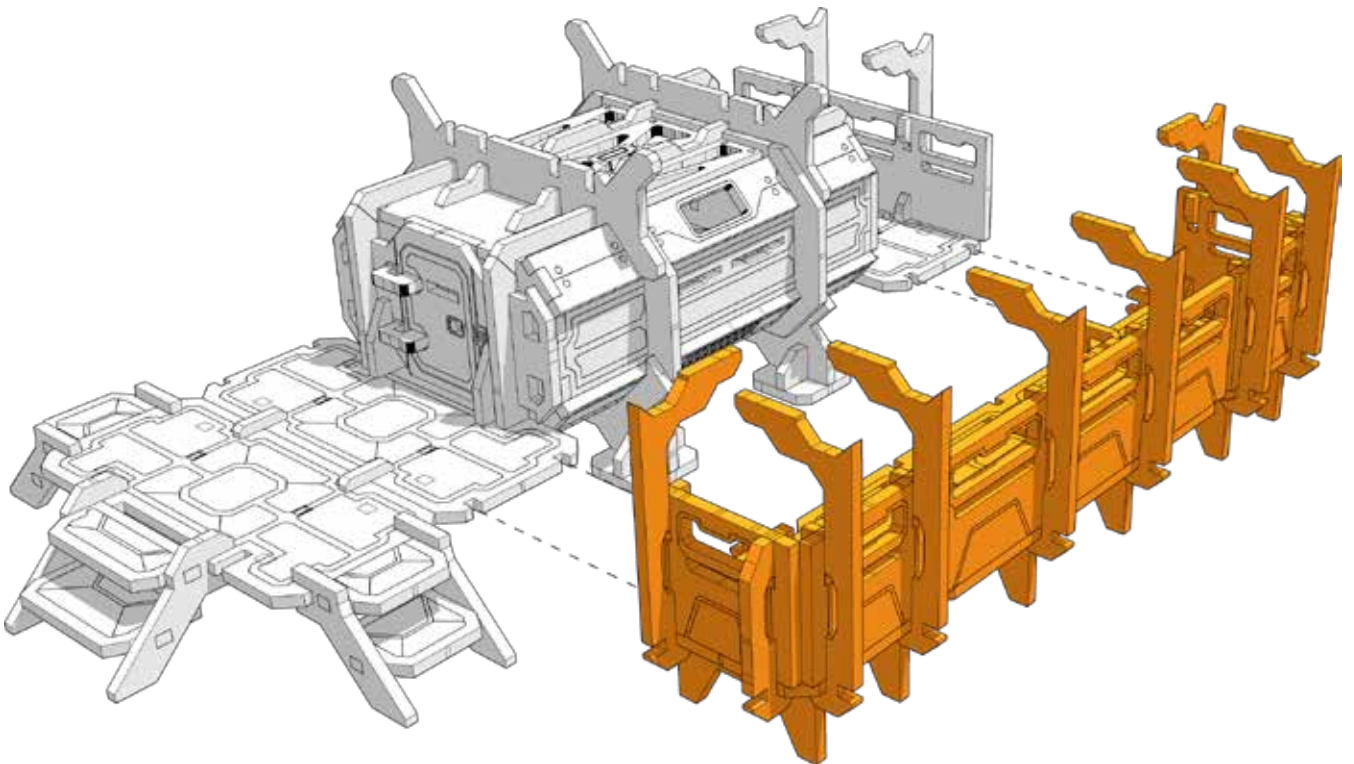


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

73



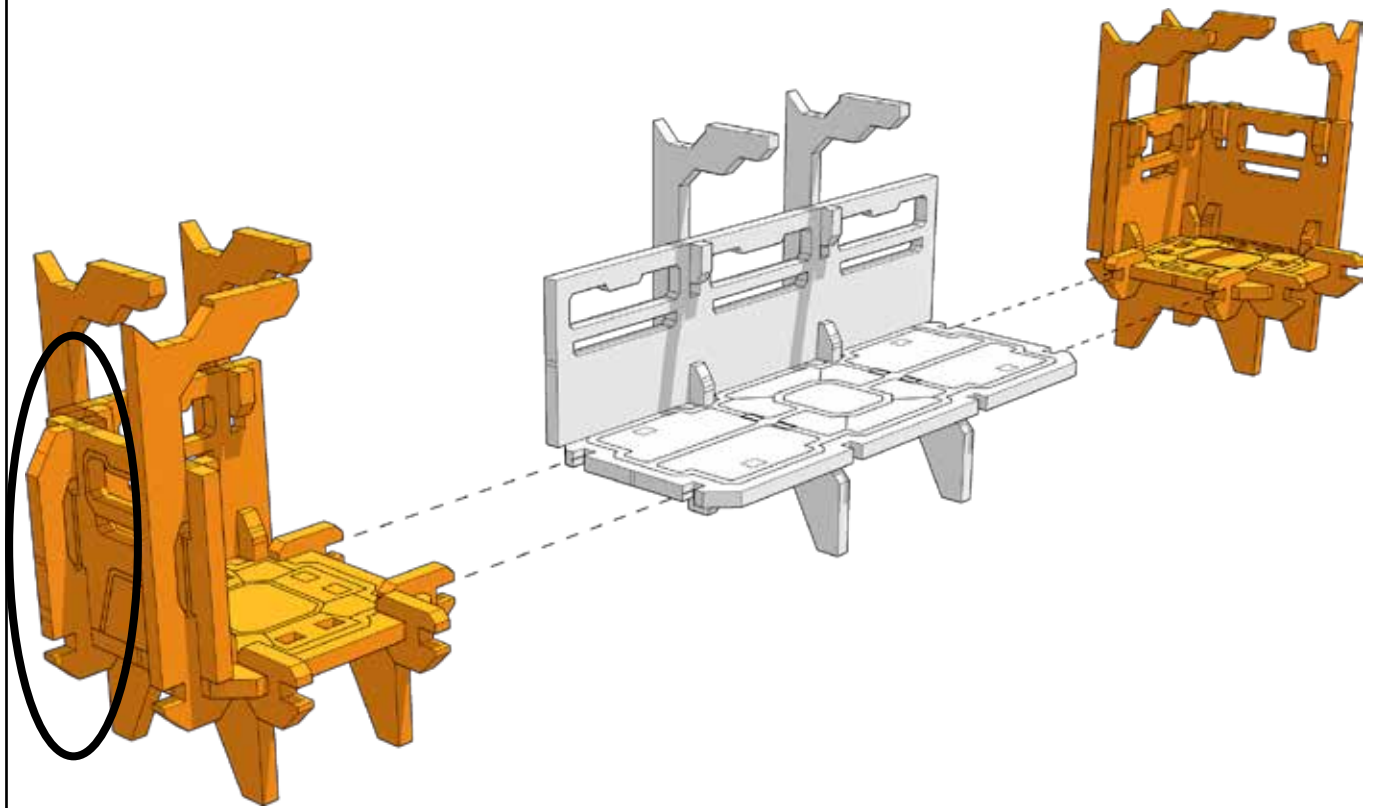


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

74



Note: short fence support must be in the corner as circled. The back one is also the same



 **TTCOMBAT**

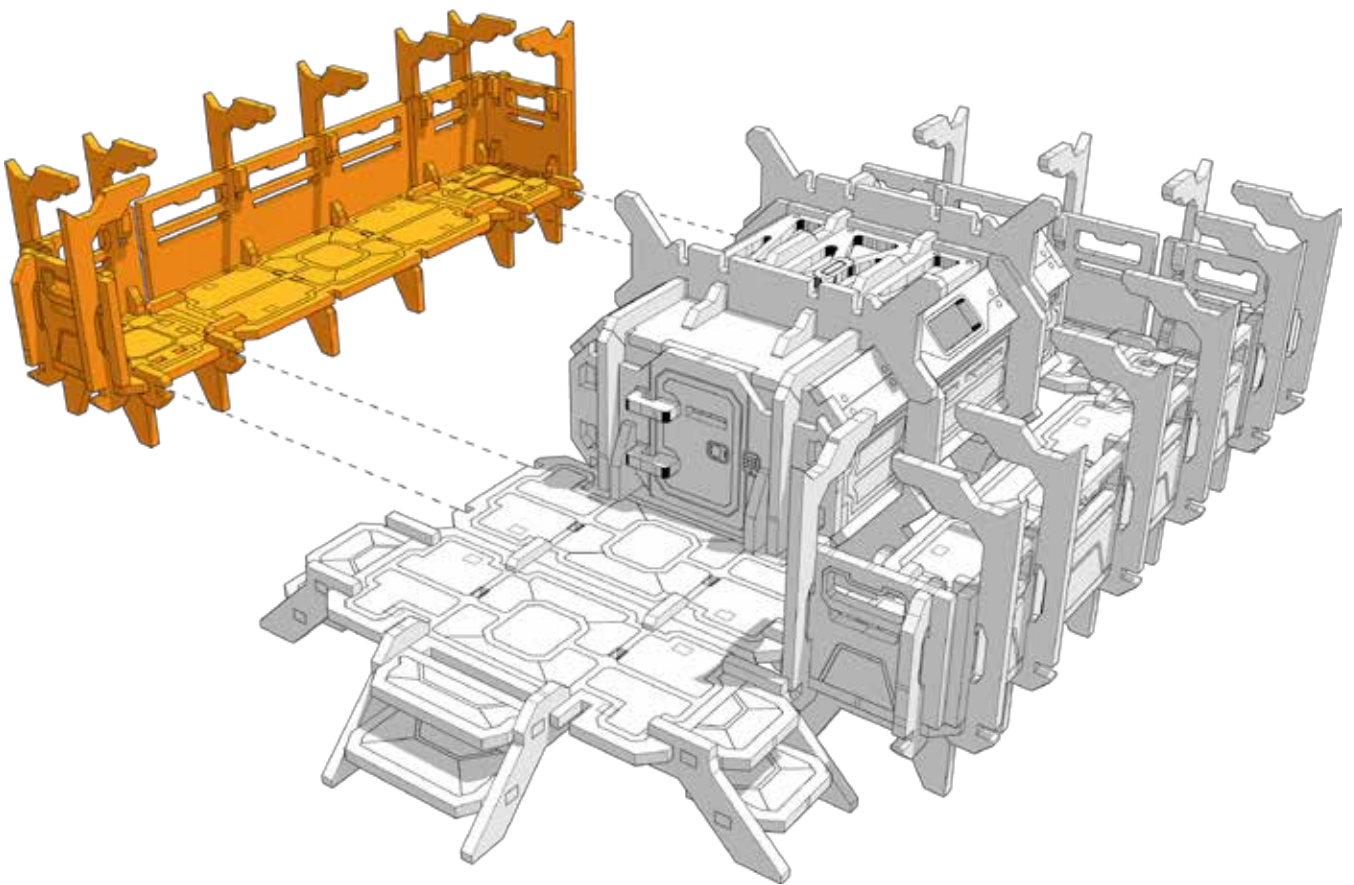


TABLETOP SCENICS

75

TTSCW-SFU-148

P.U.P:
Colony



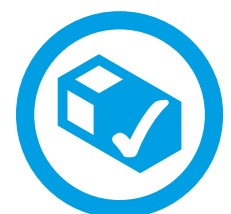
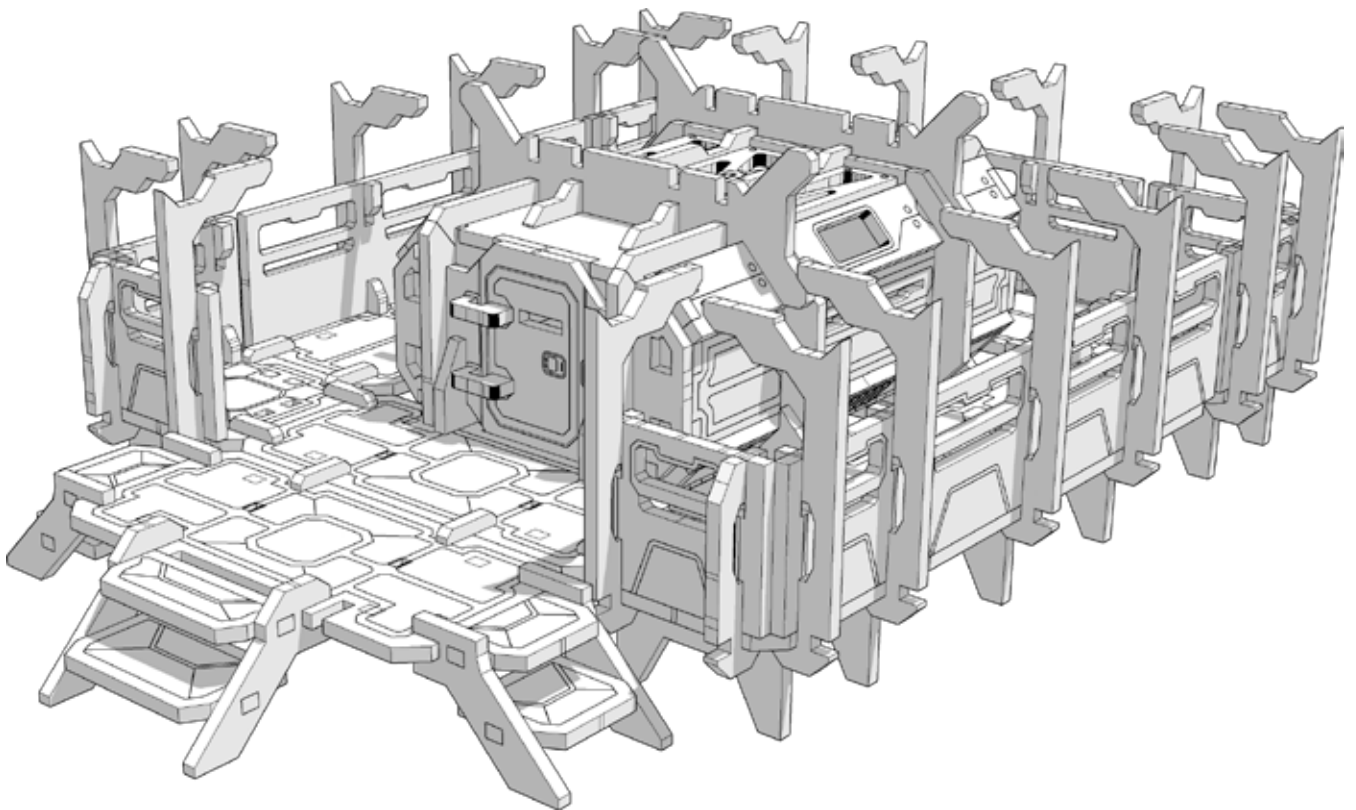


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

76



Lower section complete



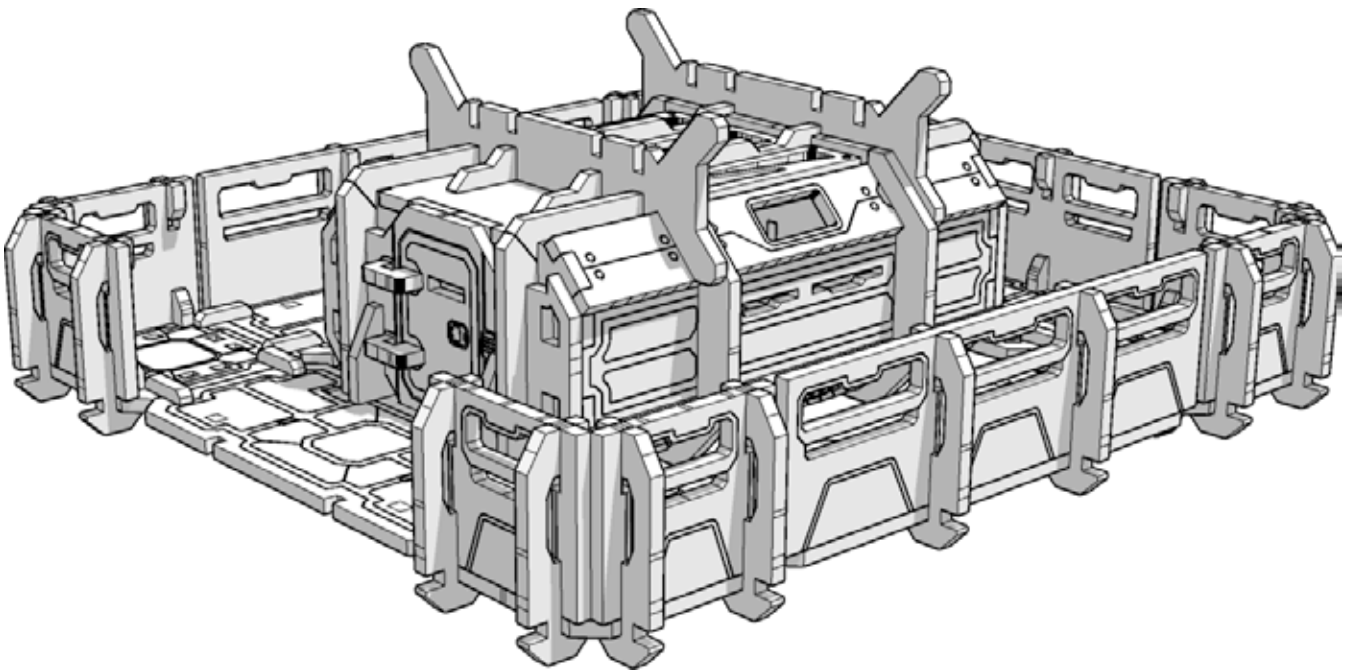


TABLETOP SCENICS

TTSCW-SFU-148

**P.U.P:
Colony**

77



Upper level

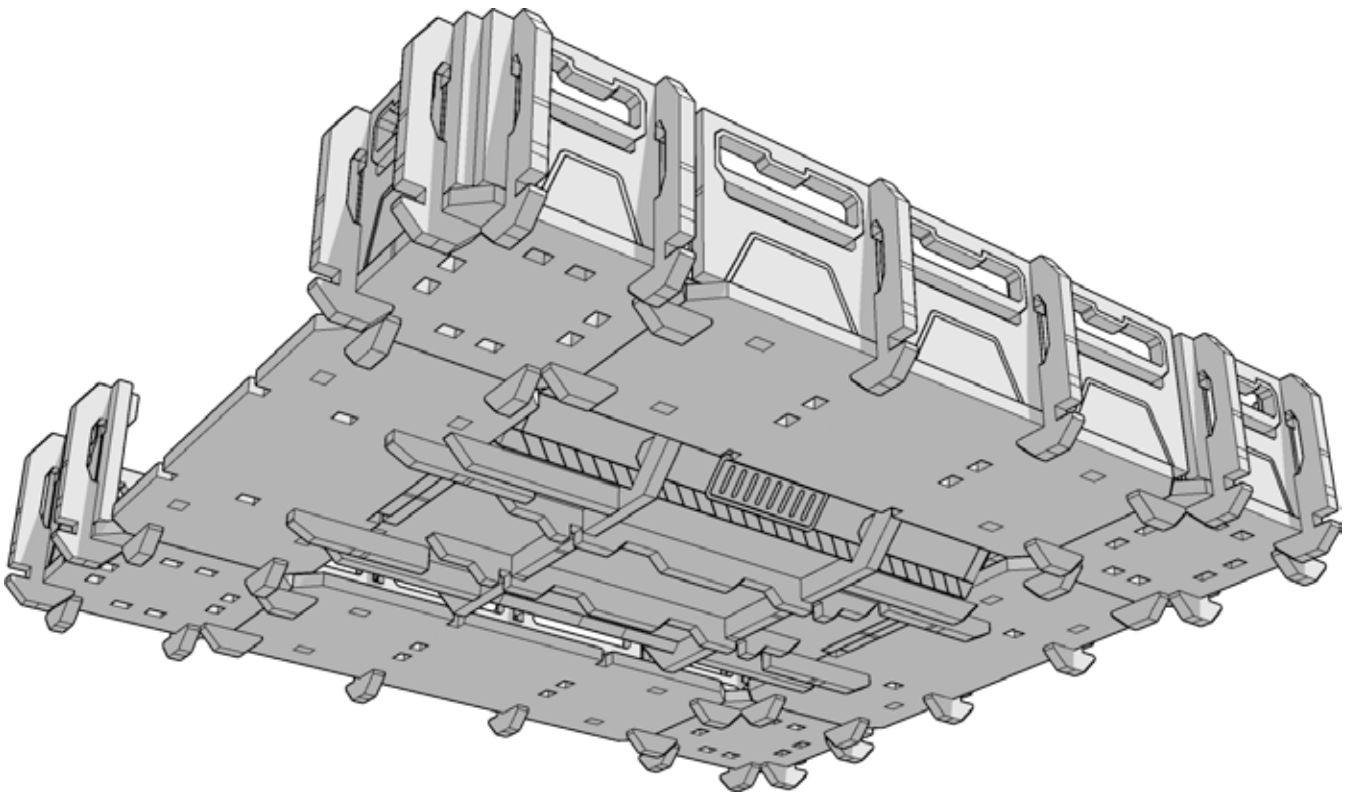


TABLETOP SCENICS

TTSCW-SFU-148

**P.U.P:
Colony**

78



Attach platforms as done in previous steps. DO NOT use the platform legs
and upper level P.U.P doesnt require legs



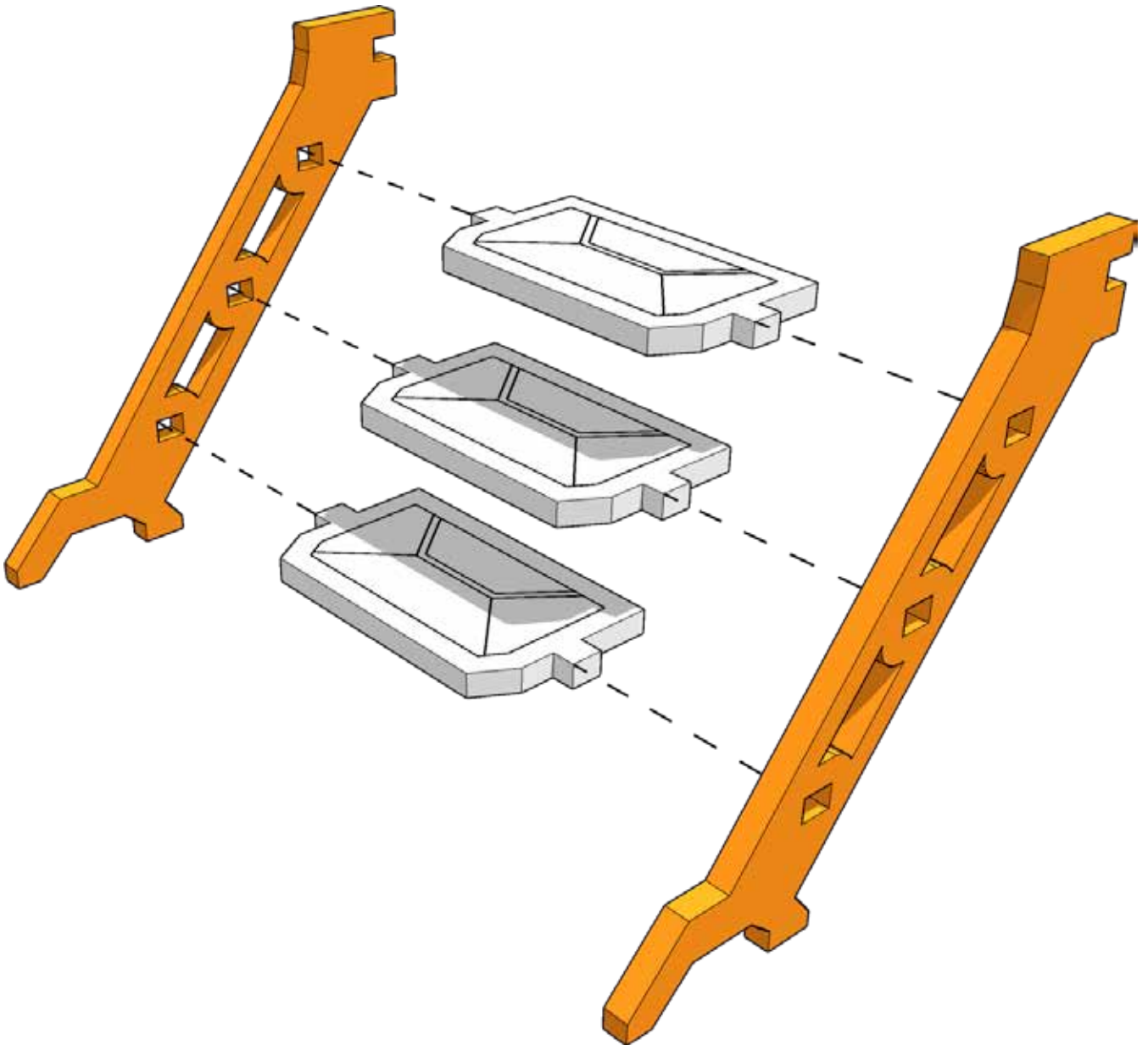


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

79



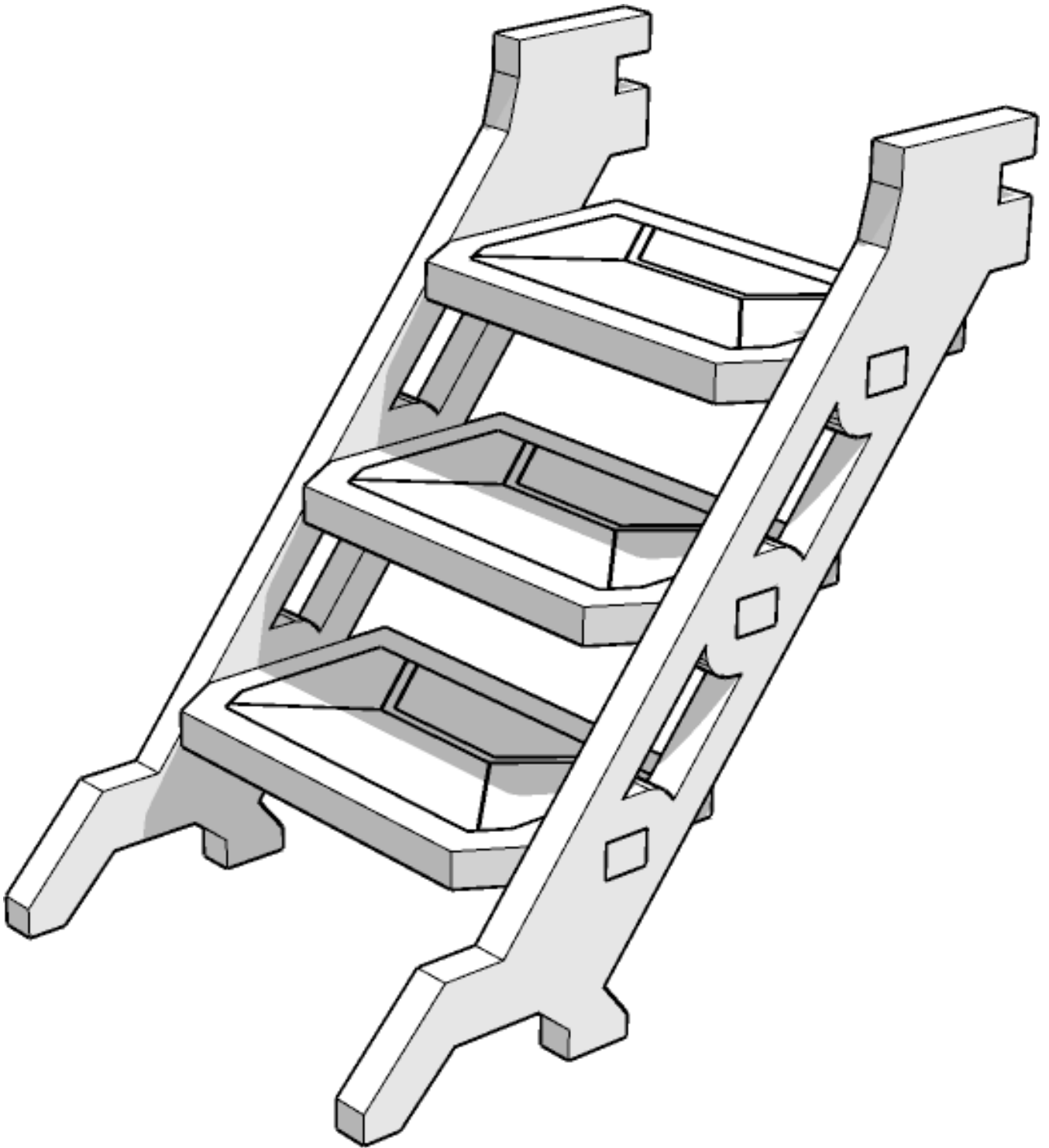


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

80



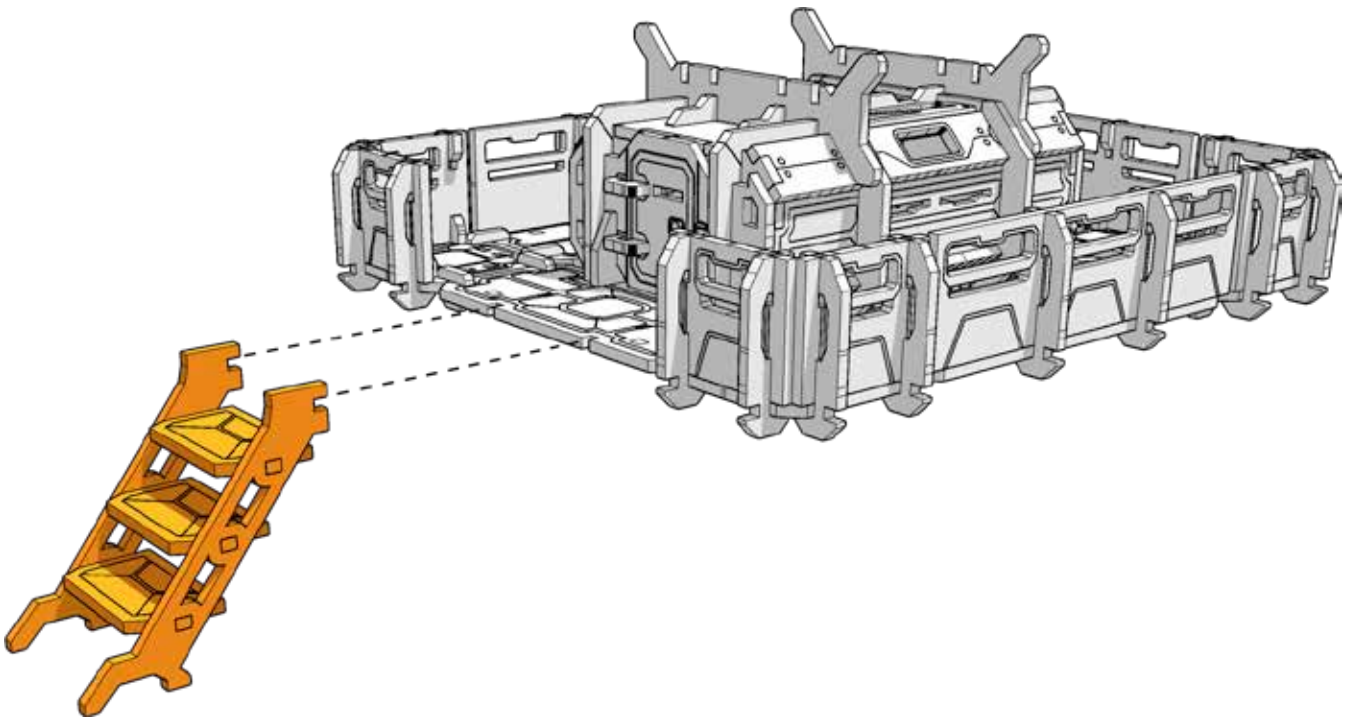


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

81



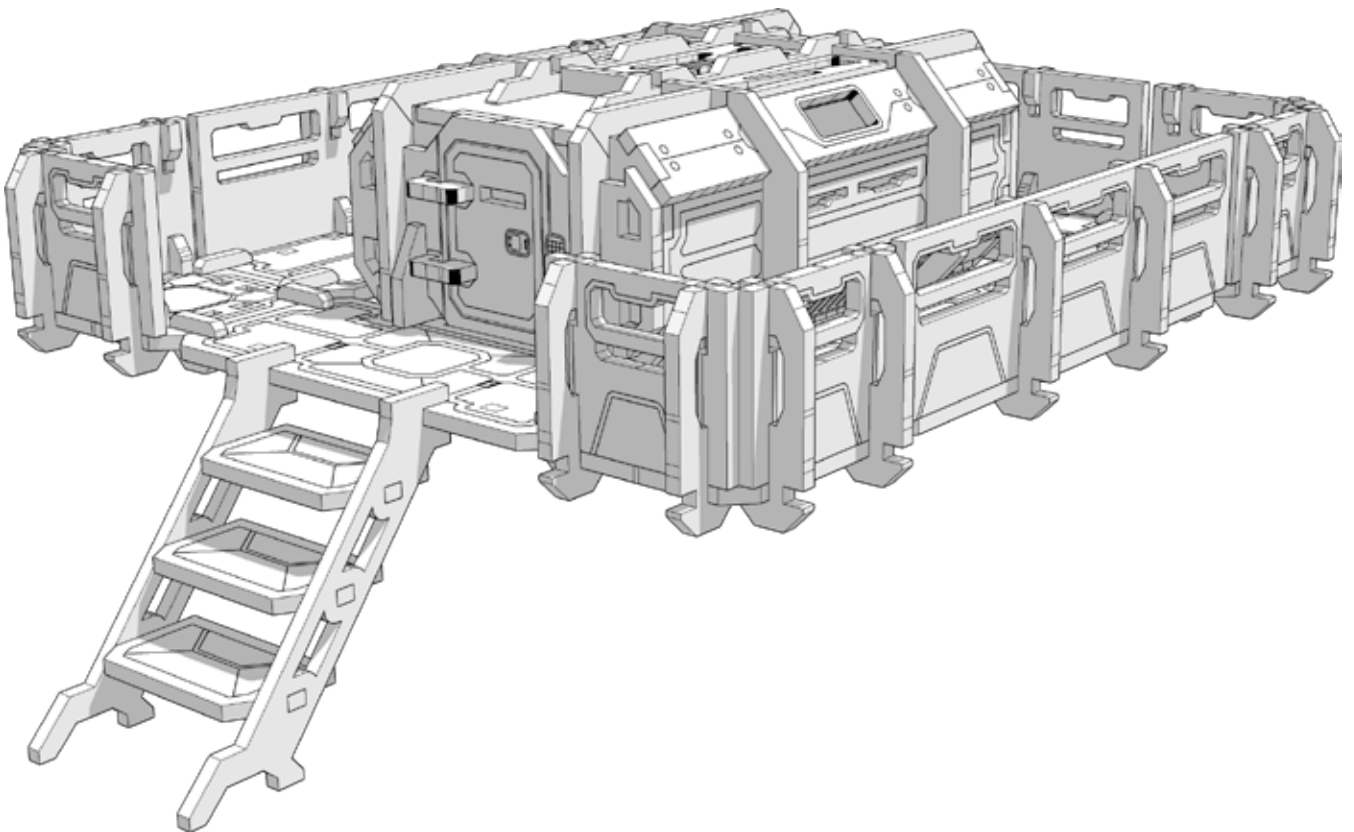


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

82



Stair Variation

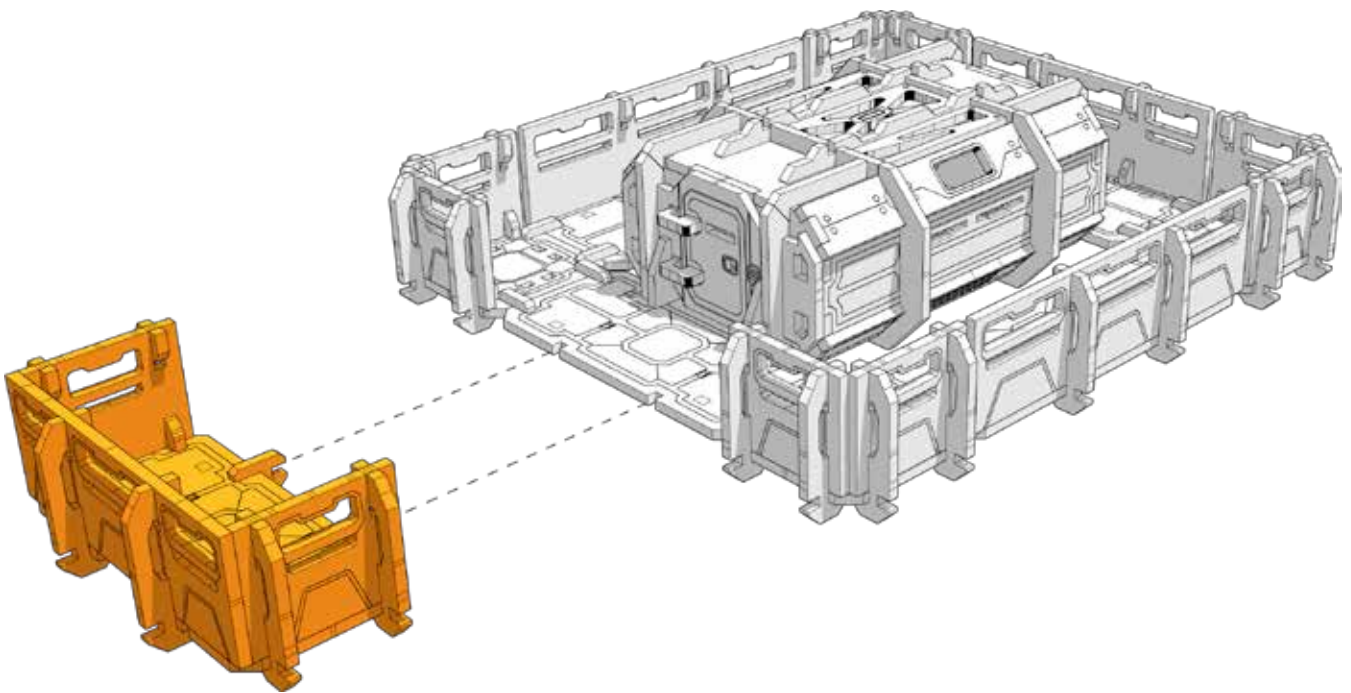


TABLETOP SCENICS

TTSCW-SFU-148

**P.U.P:
Colony**

83



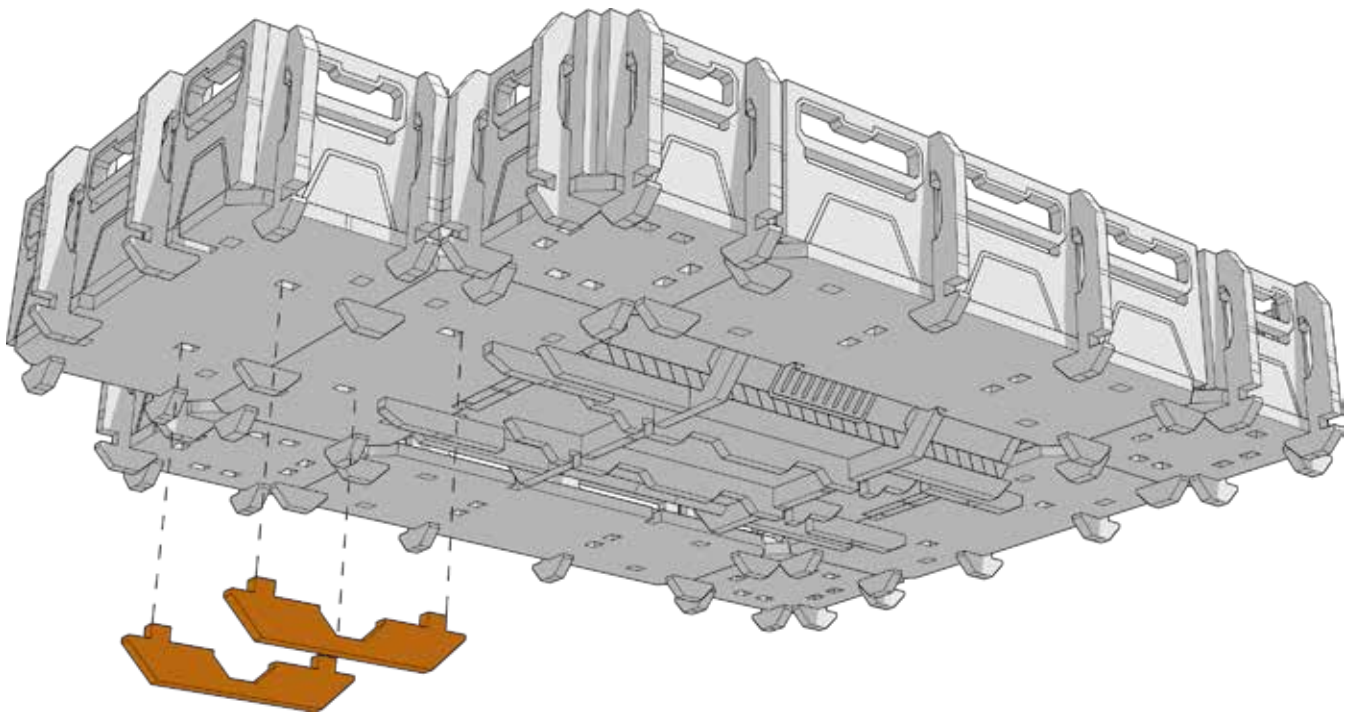


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

84



Highlighted parts lock the extra platform in place
if used



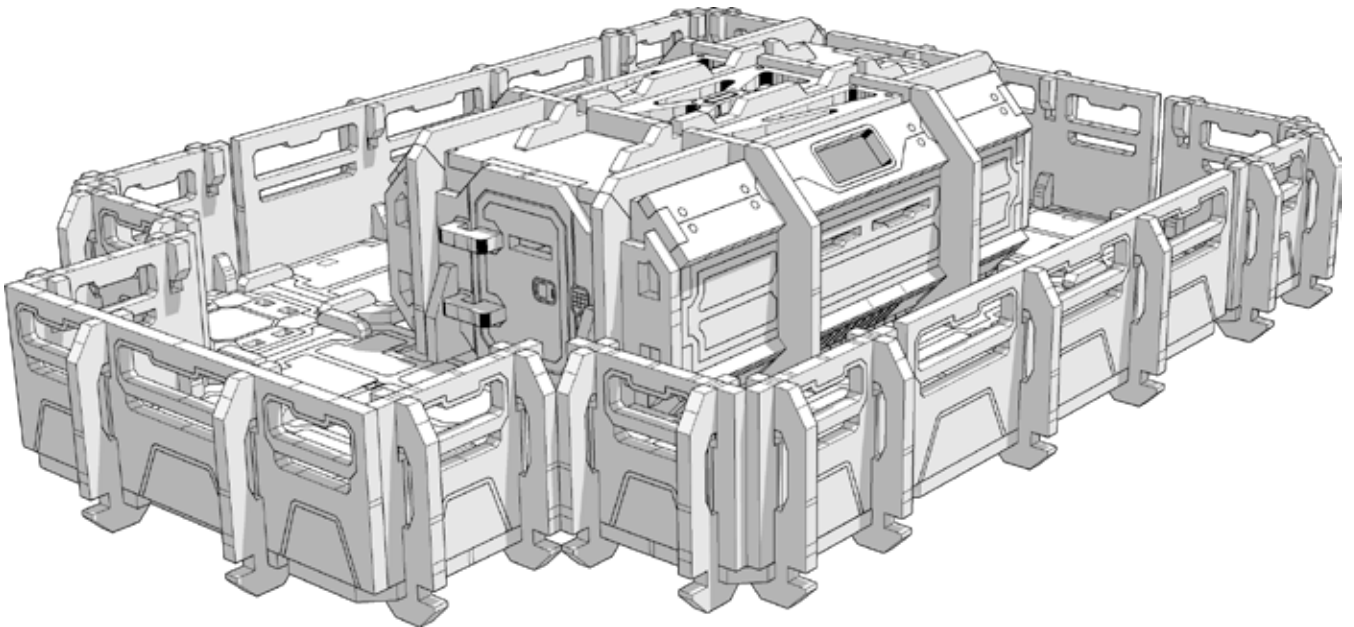


TABLETOP SCENICS

TTSCW-SFU-148

**P.U.P:
Colony**

85



Balcony variation

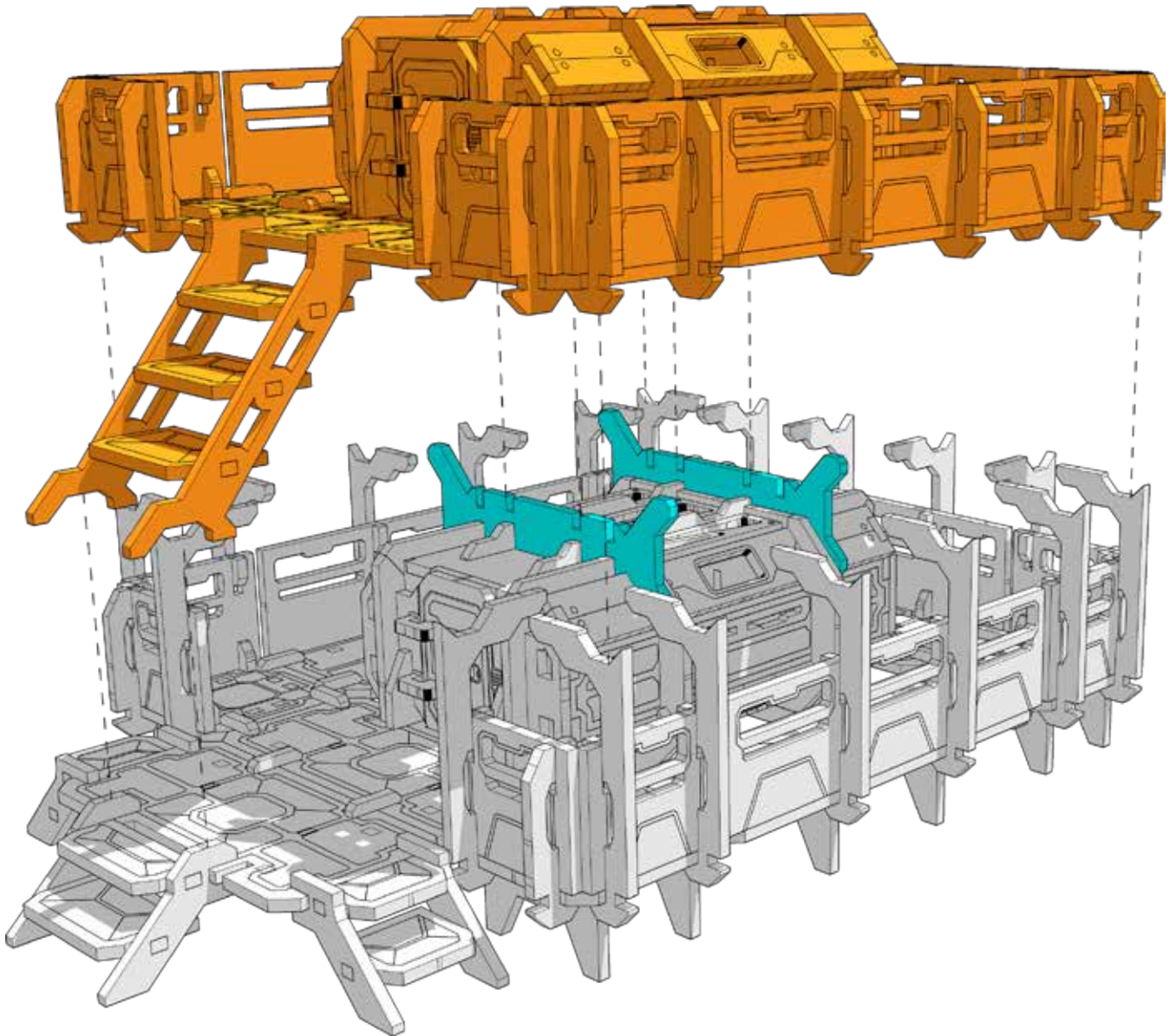


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

86



P.U.P can lock into place by slotting the X pieces (blue) into where the legs would go. The raised fence supports will hold the platforms in place

 **TTCOMBAT**

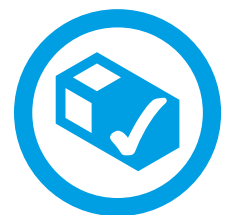
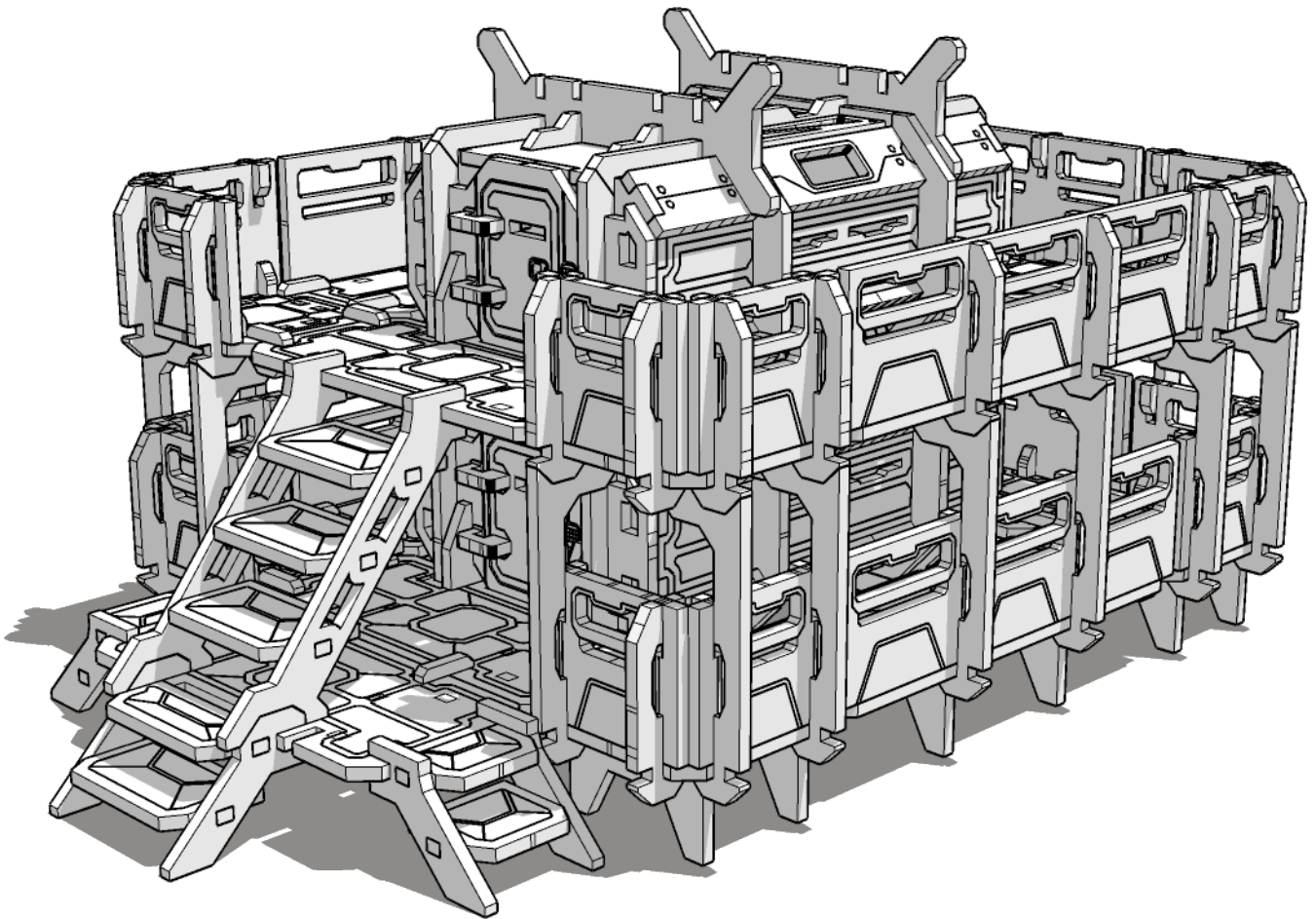


TABLETOP SCENICS

TTSCW-SFU-148

P.U.P:
Colony

87



 TTCOMBAT

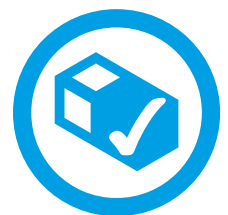
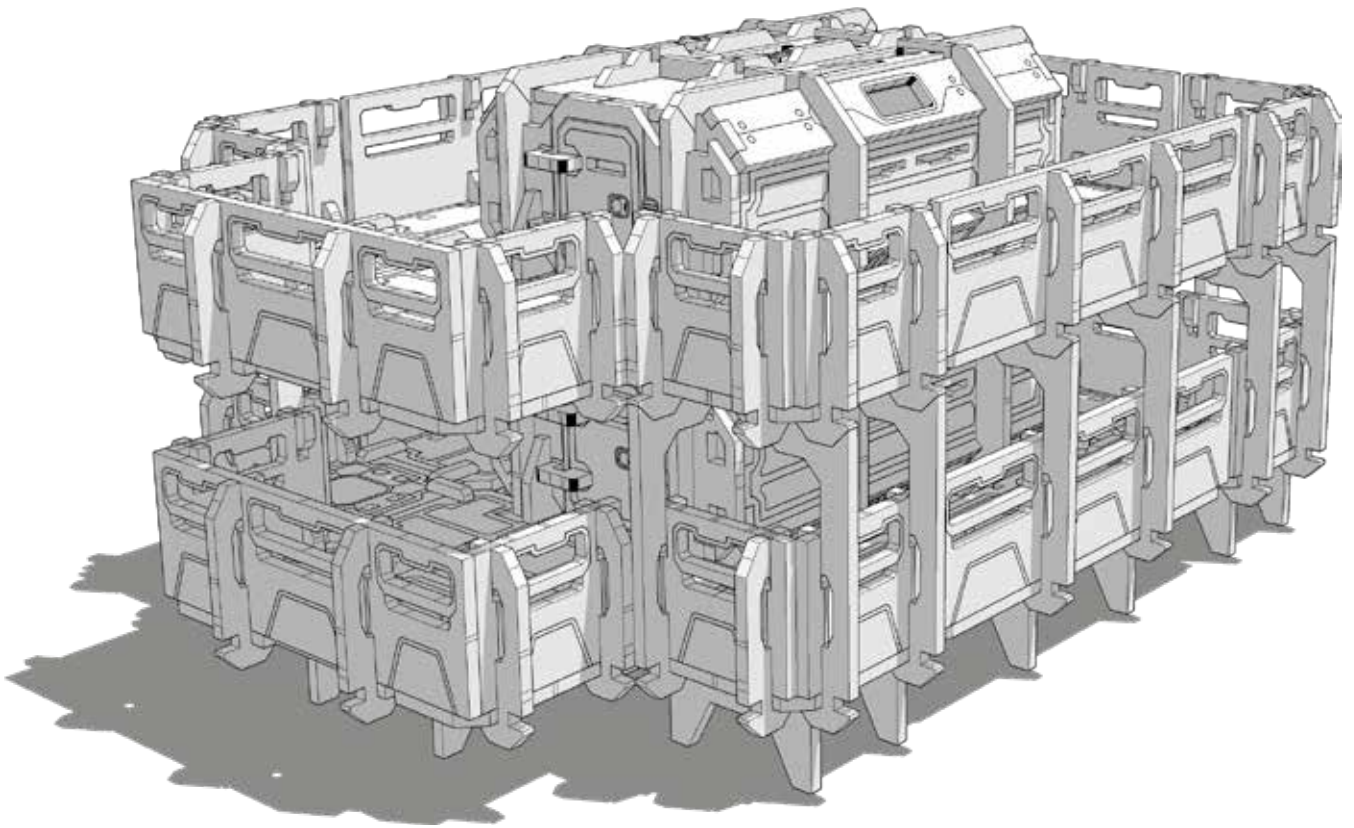


TABLETOP SCENICS

TTSCW-SFU-148

**P.U.P:
Colony**

88



 **TTCOMBAT**

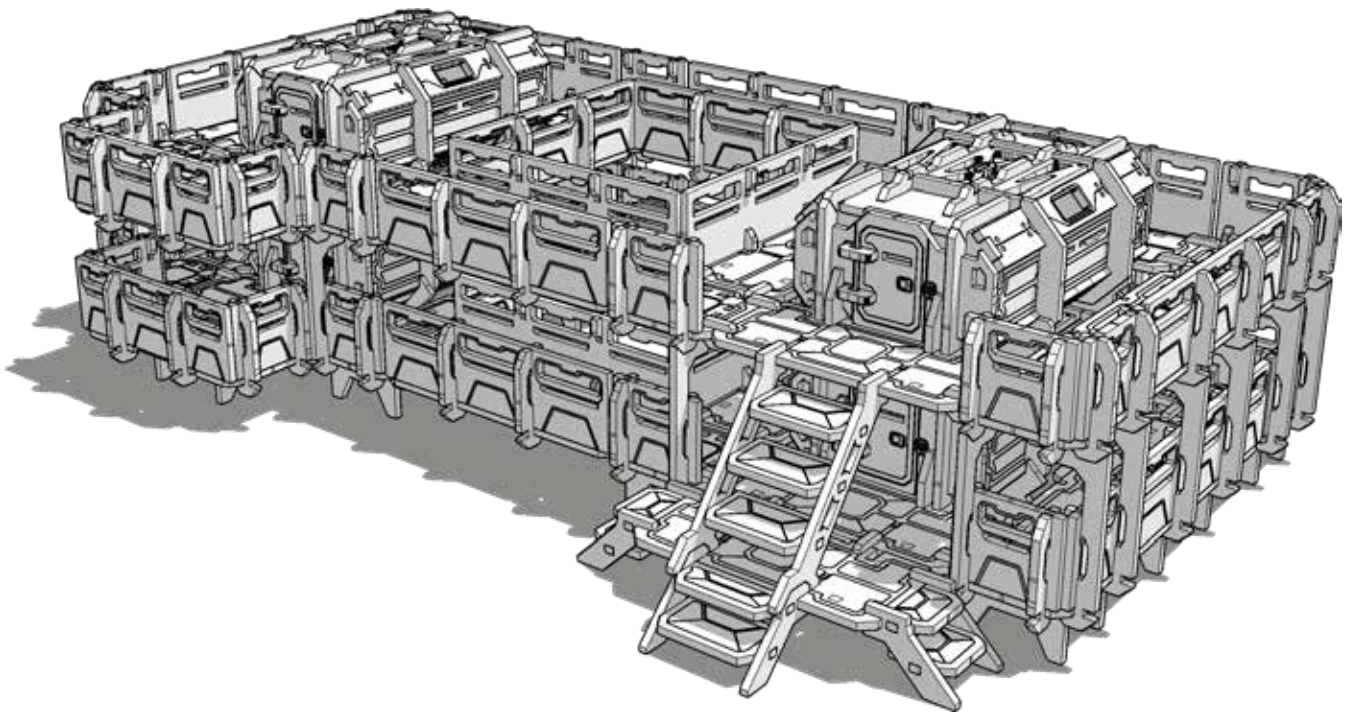


TABLETOP SCENICS

TTSCW-SFU-148

**P.U.P:
Colony**

89



Colony Layout

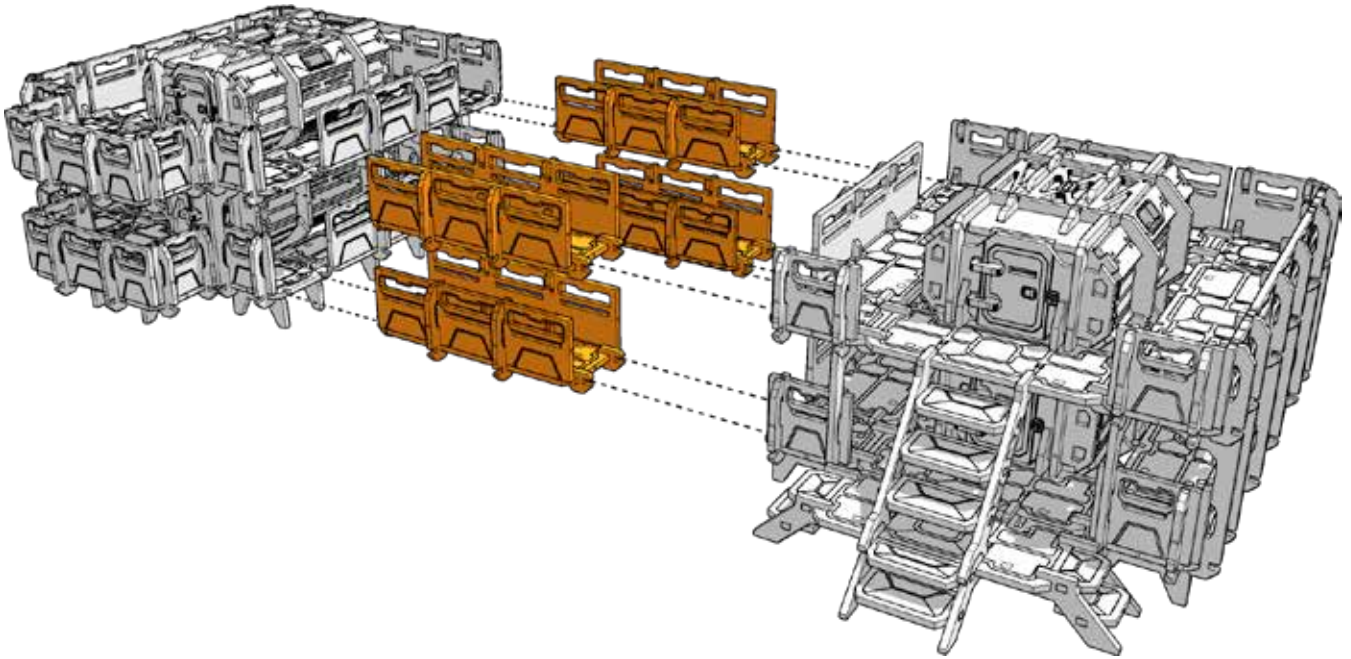


TABLETOP SCENICS

90

TTSCW-SFU-148

P.U.P:
Colony



Walkways previously unused replace corner fences to
join multiple kits together





TABLETOP SCENICS

TTSCW-SFU-148

**P.U.P:
Colony**

91

