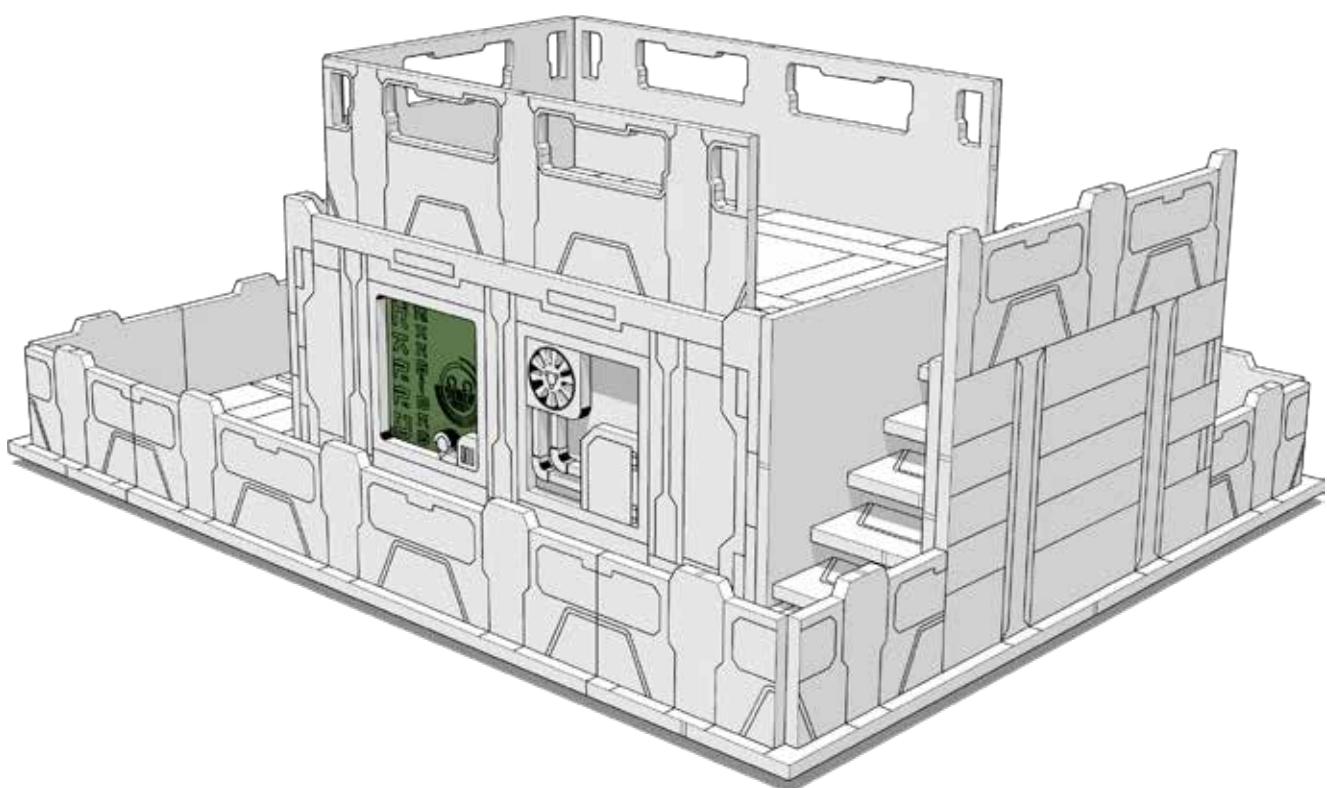




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**





## 2

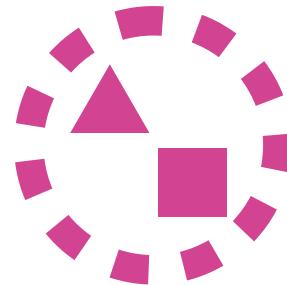
These are a series of icons that may be used throughout the instructions to help your assembly.  
If in doubt, scroll ahead to confirm.



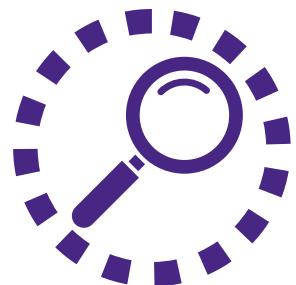
Do not glue this part



Carefully score and  
fold this part



This part - or its placement is  
completely optional



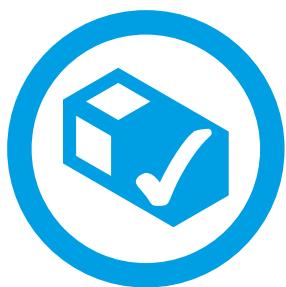
Look closely at this step -  
The process order or part  
used, may be specific



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



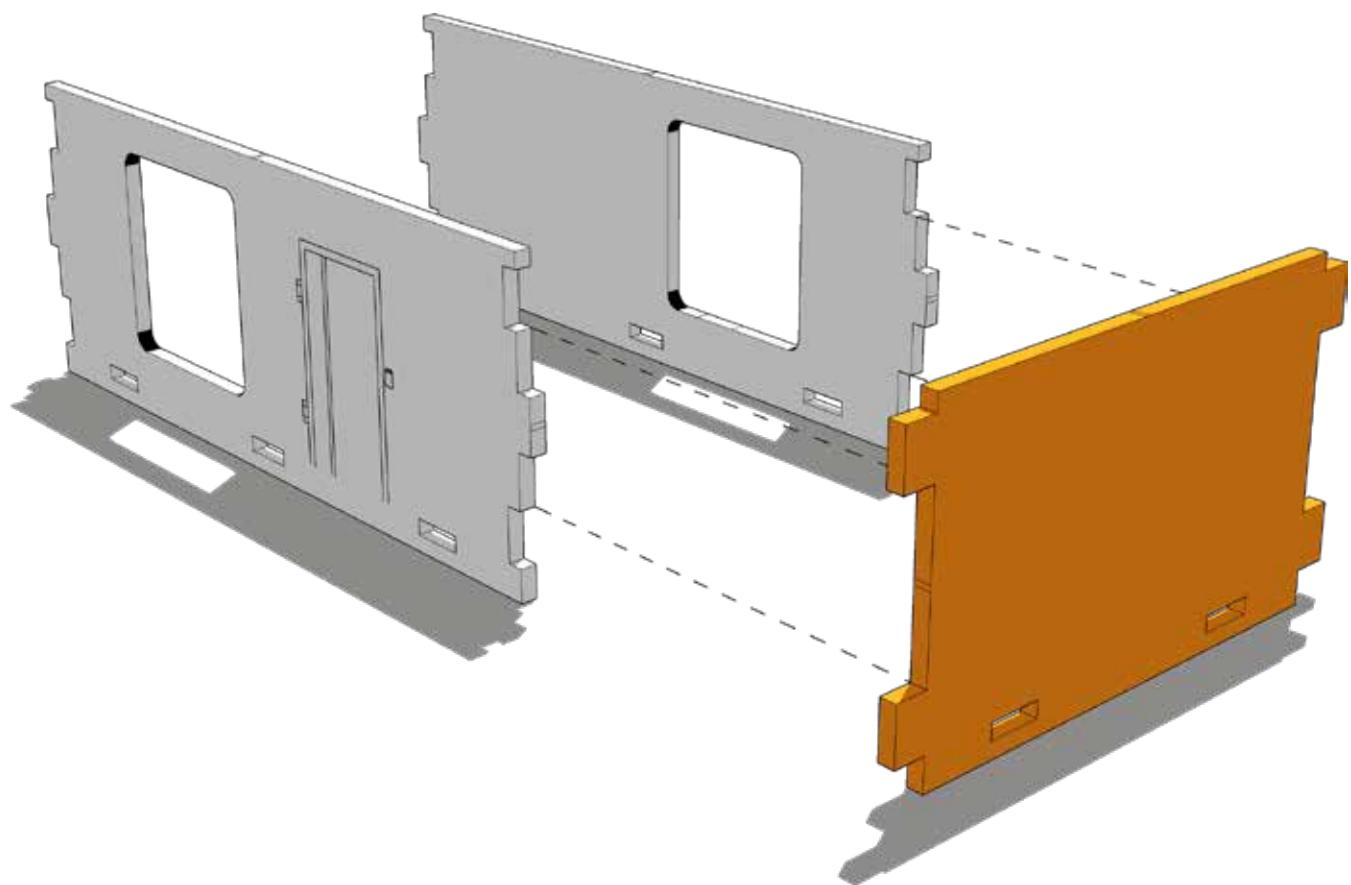
**FRAGILE: DO NOT BEND.**  
“Bendy wood” is designed to  
curve around a designed  
frame only.



TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
Slab Streets  
Slab.Hab Small

3

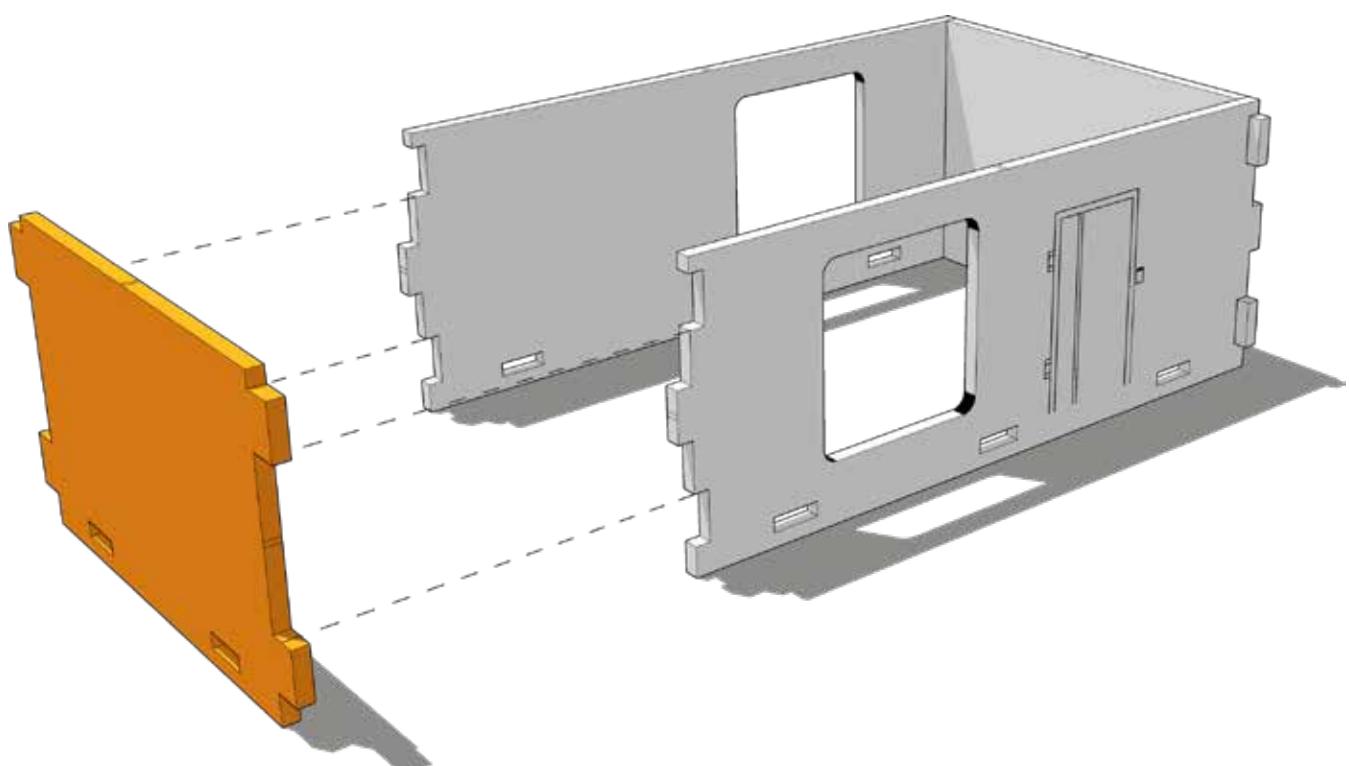




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
Slab Streets  
Slab.Hab Small

4

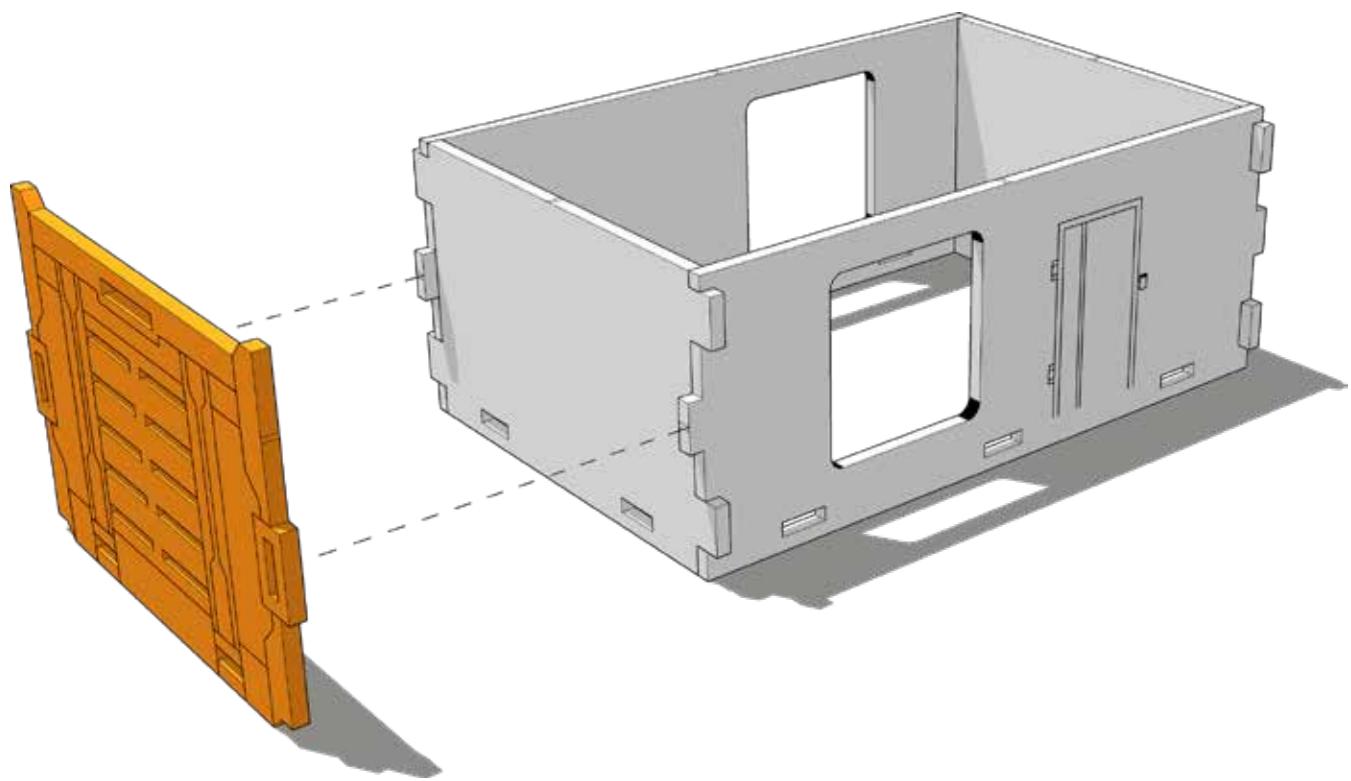




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

5

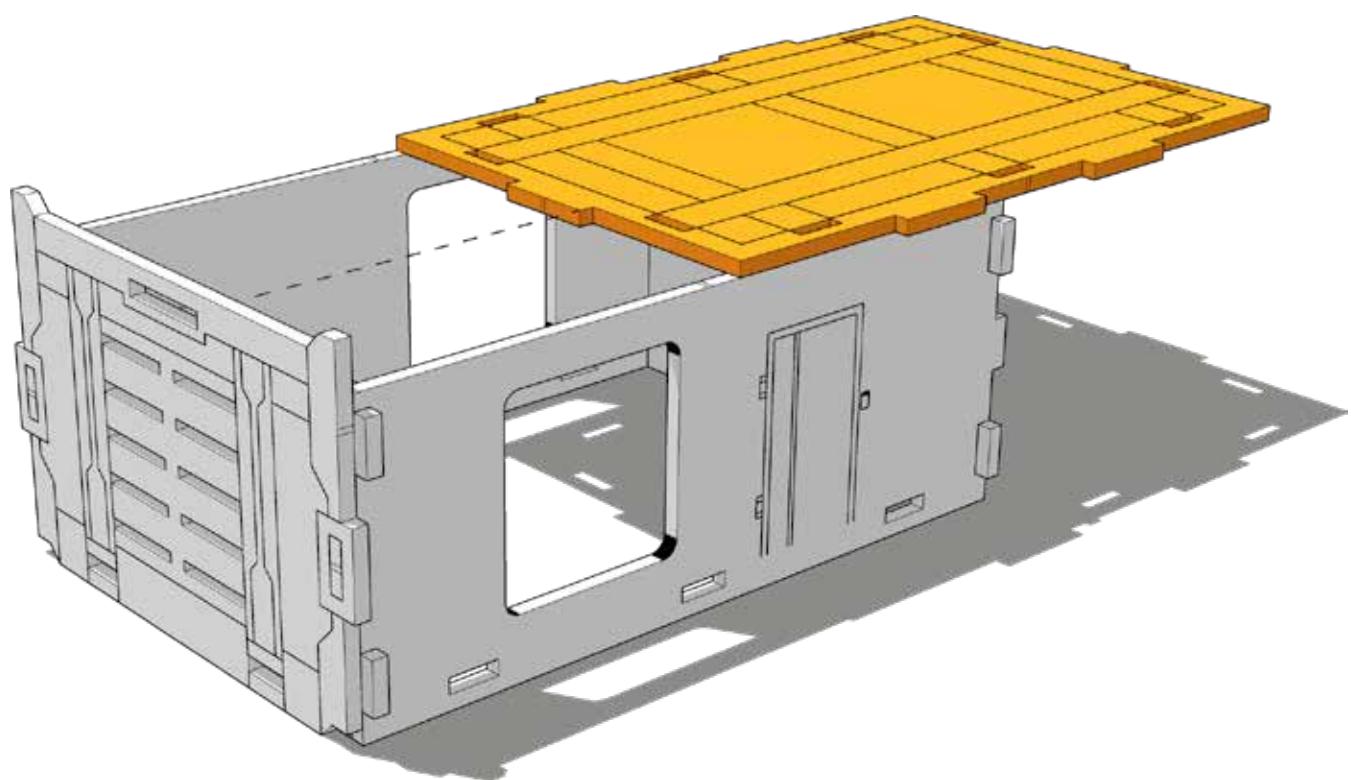




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
Slab Streets  
Slab.Hab Small

6

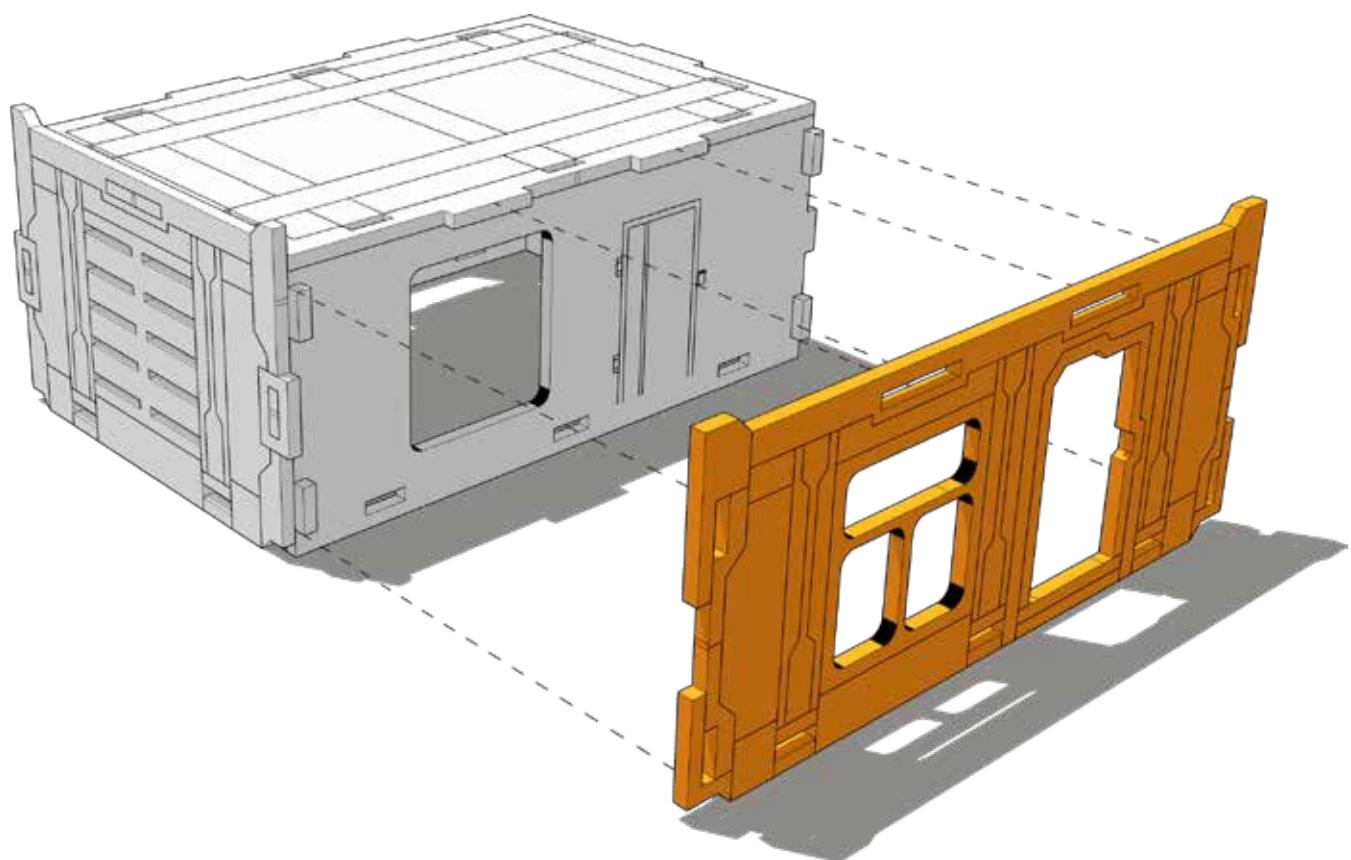




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
Slab Streets  
Slab.Hab Small

7

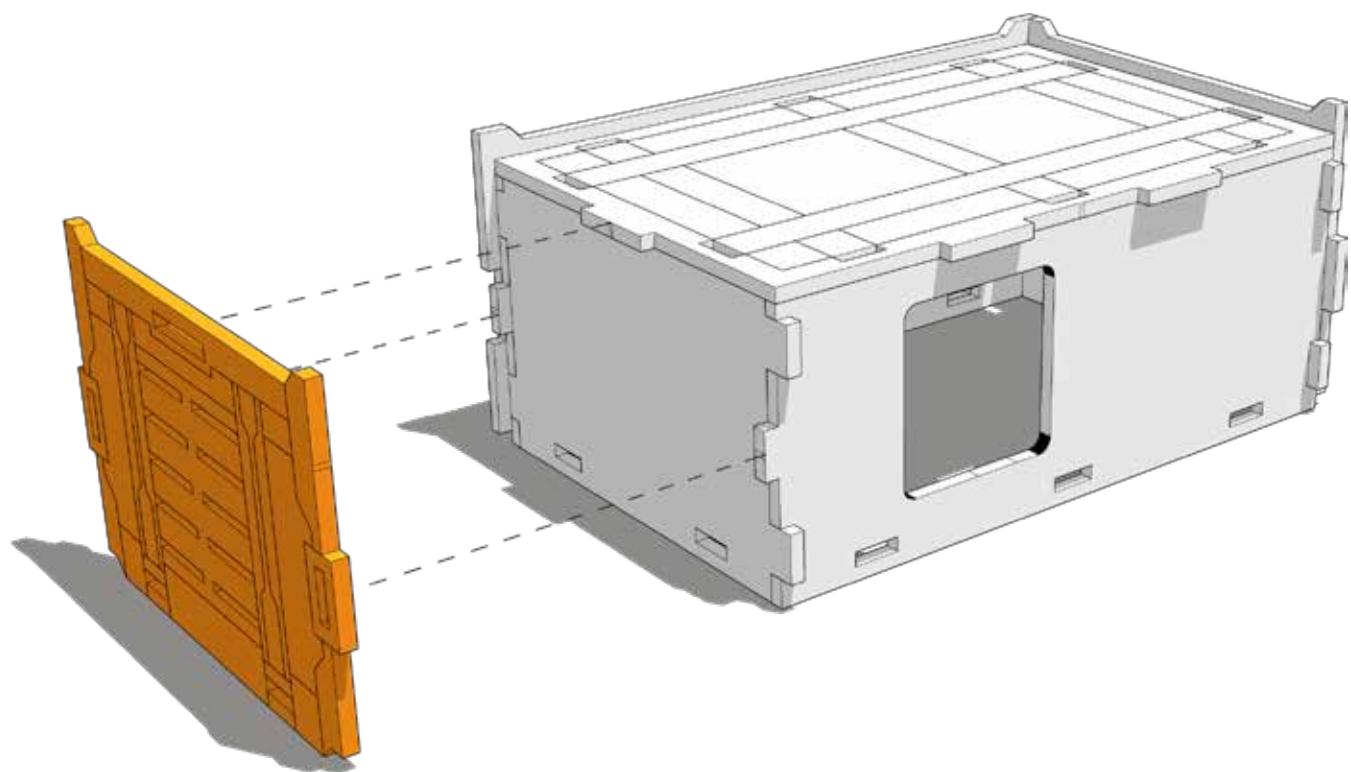




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

8

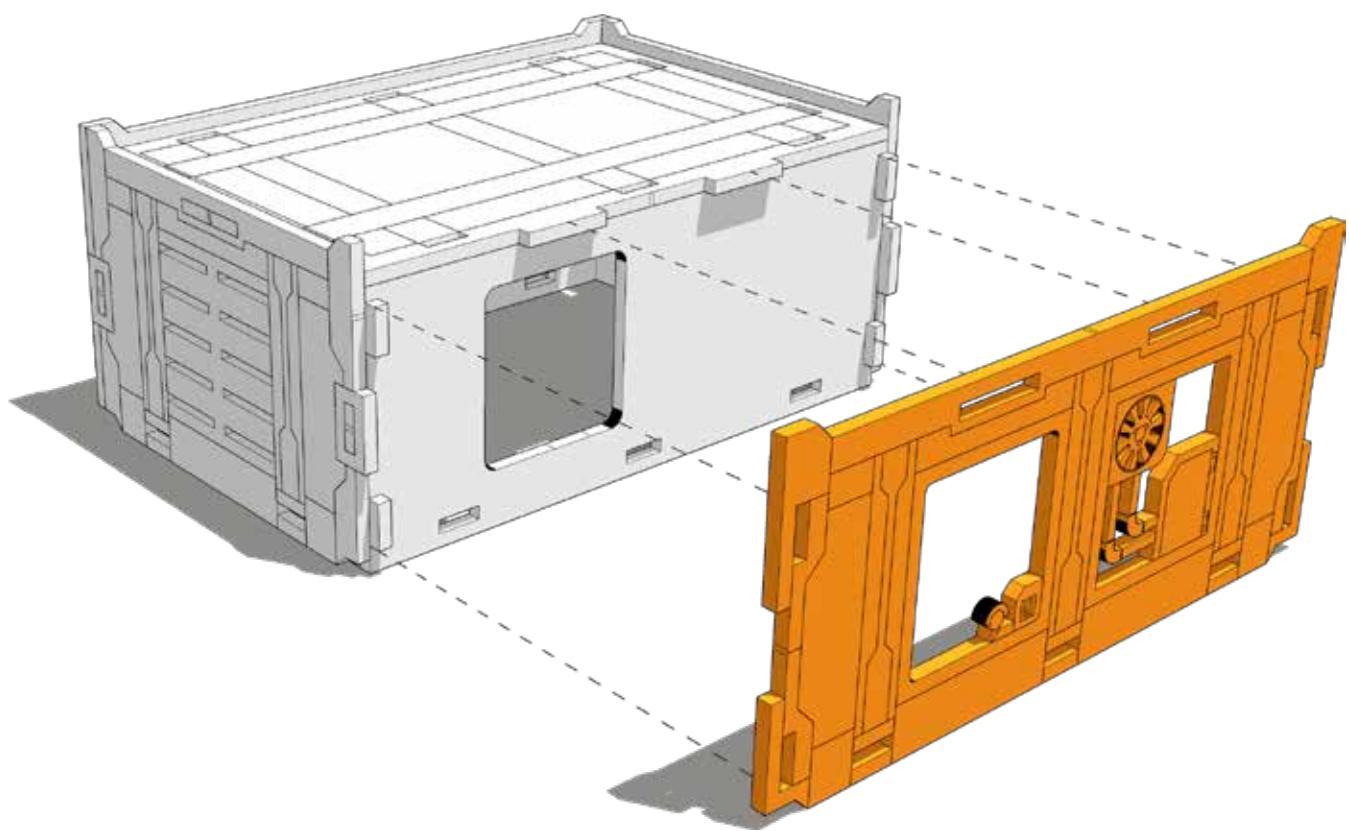




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
Slab Streets  
Slab.Hab Small

9

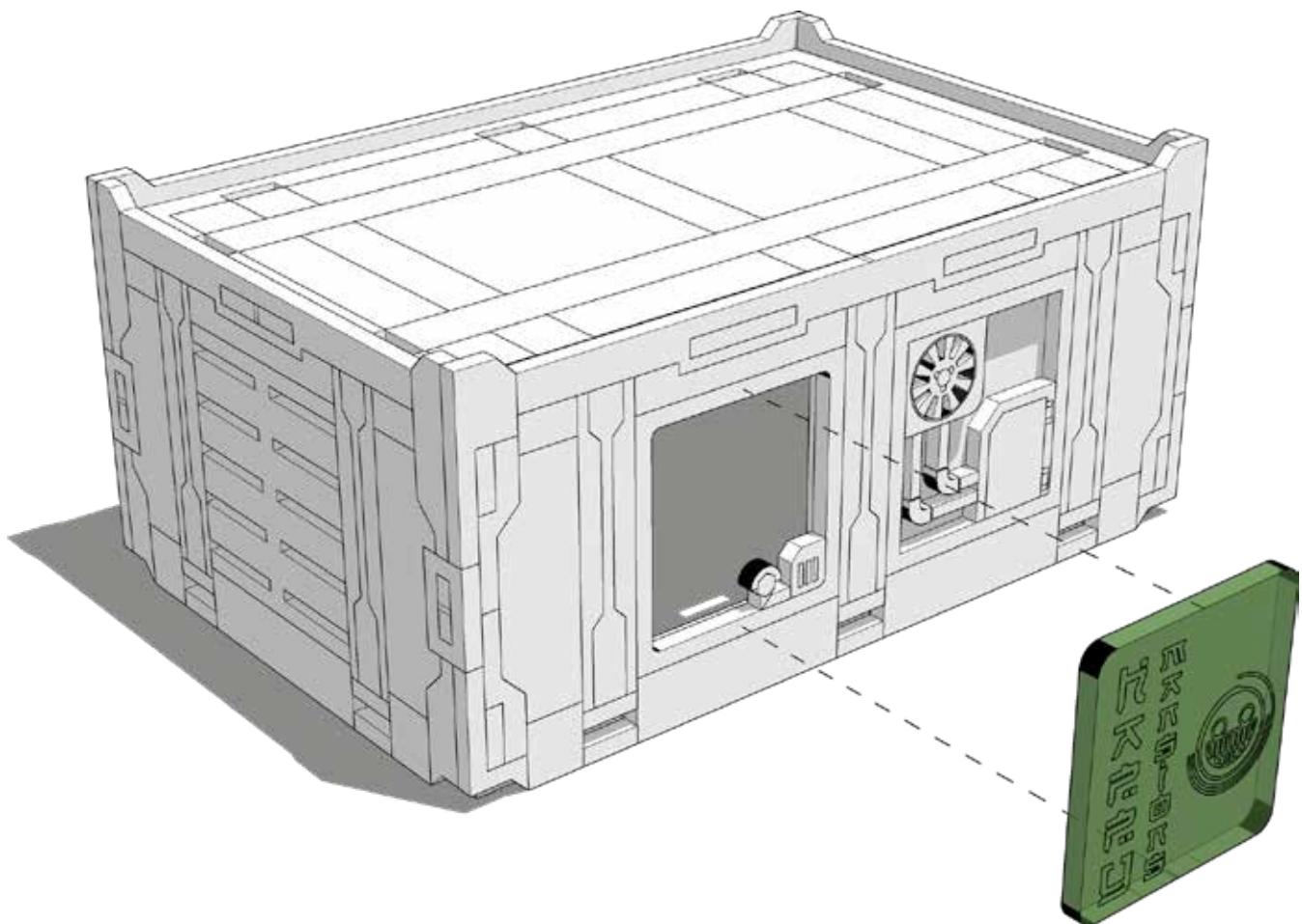




TABLETOP  
**SCENICS**

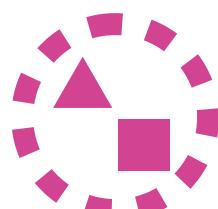
10

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**



Recommended to test fit first. Insert windows from the inside.  
Detailed windows are optional and fit on the end where there is no  
centre frame

 **TTCOMBAT**

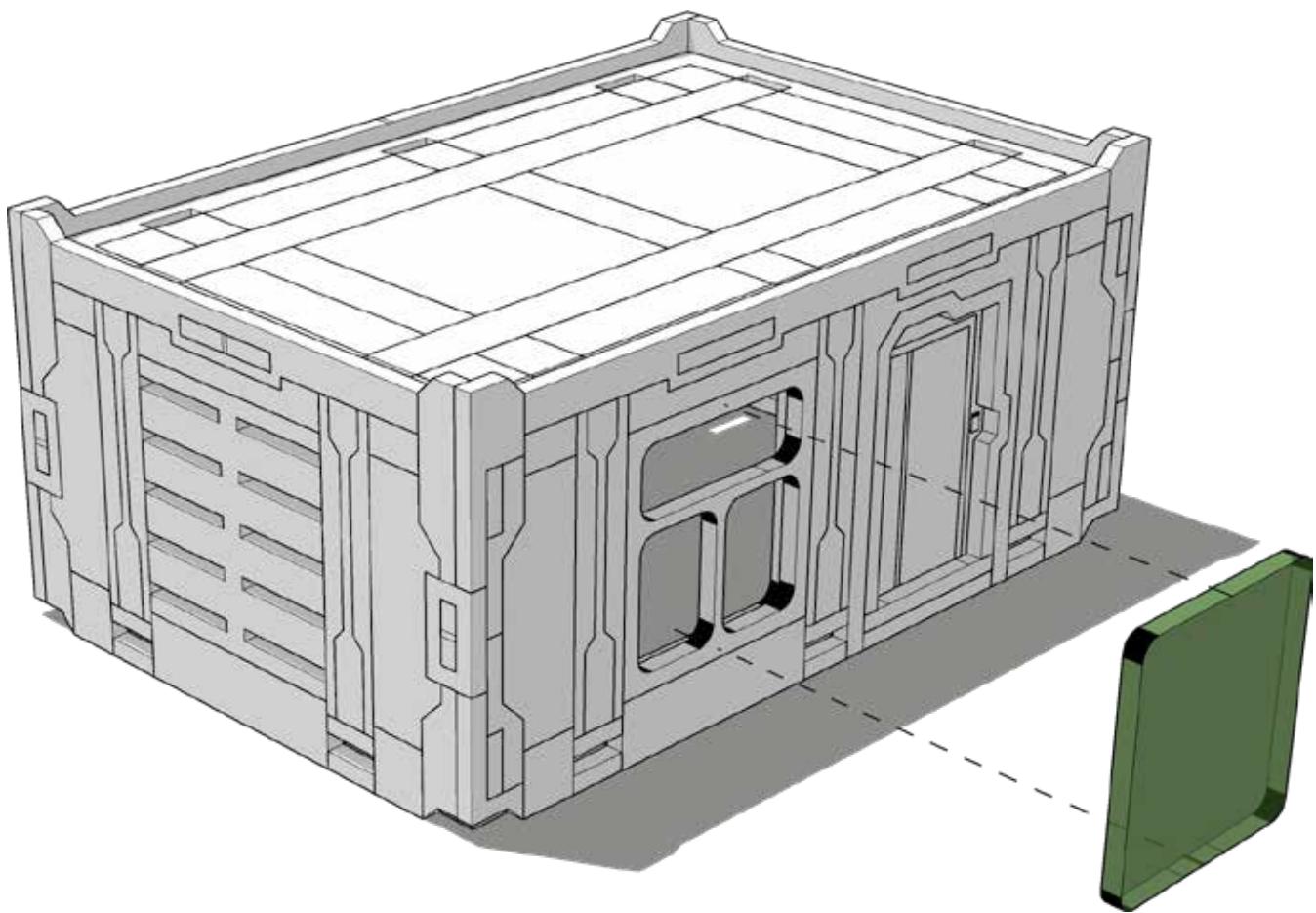




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

11



Recommended to test fit first. Insert windows from the inside.  
Detailed windows are optional and fit on the end where there is no  
centre frame

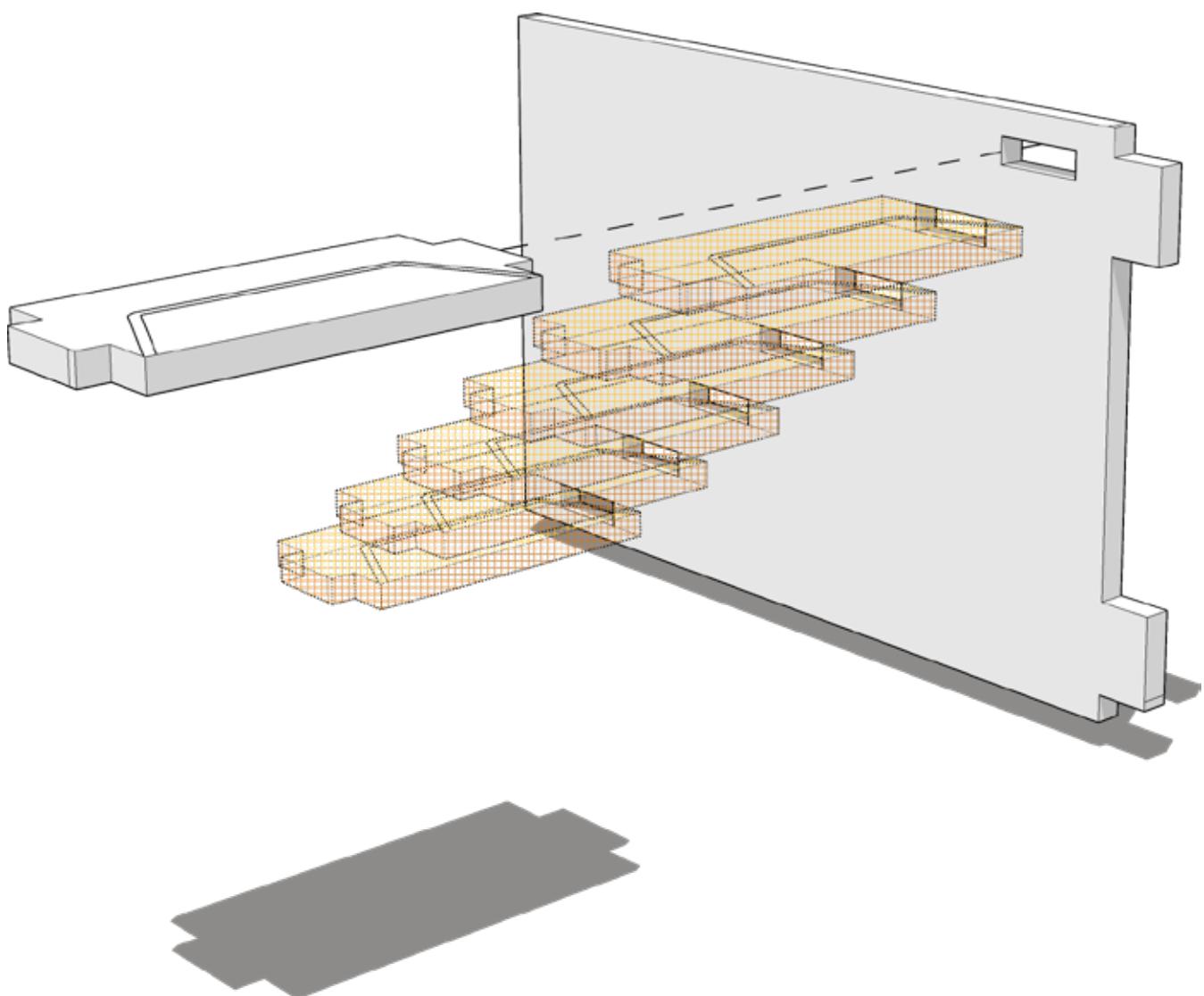




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

**12**

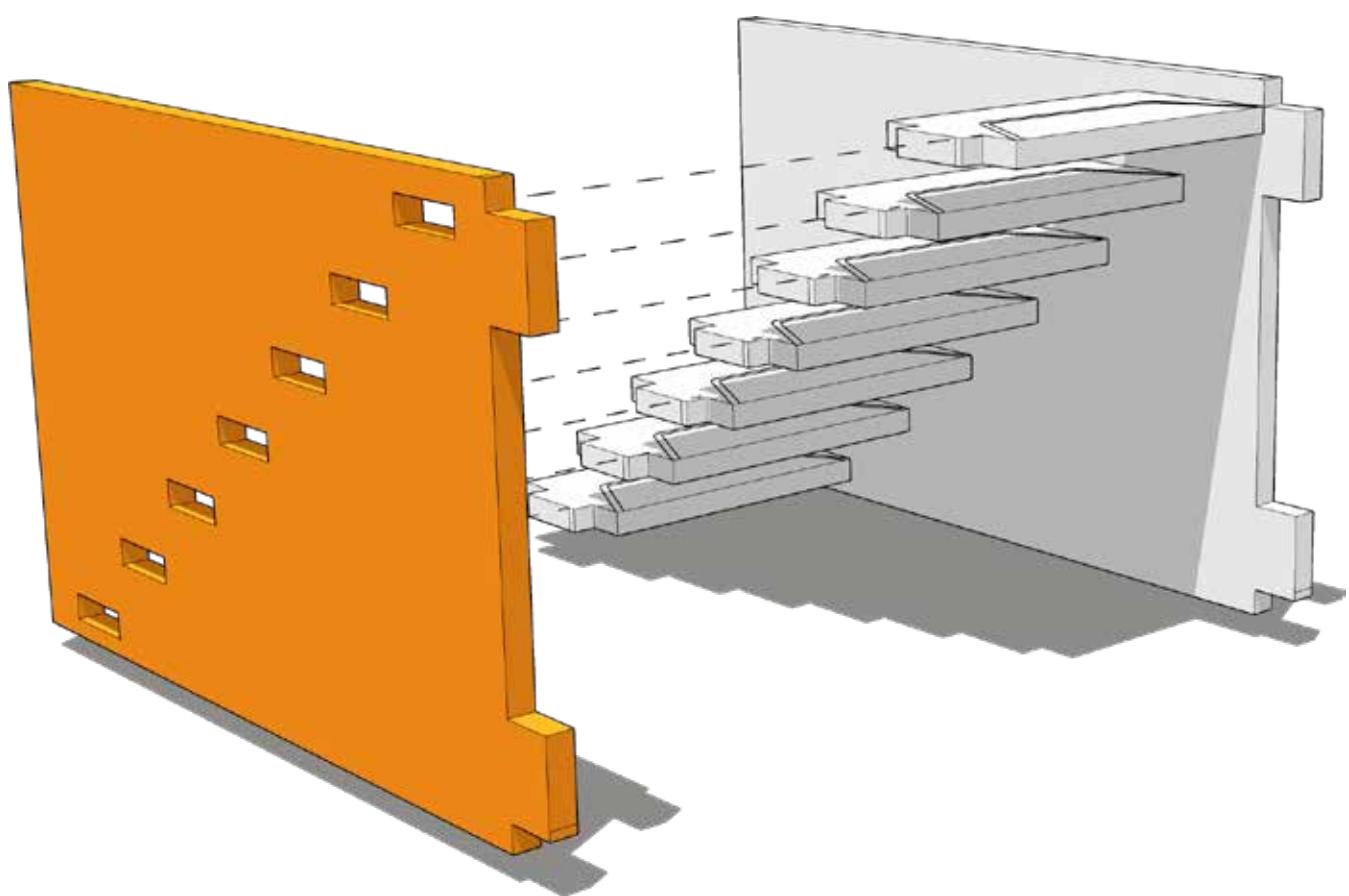




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

**13**

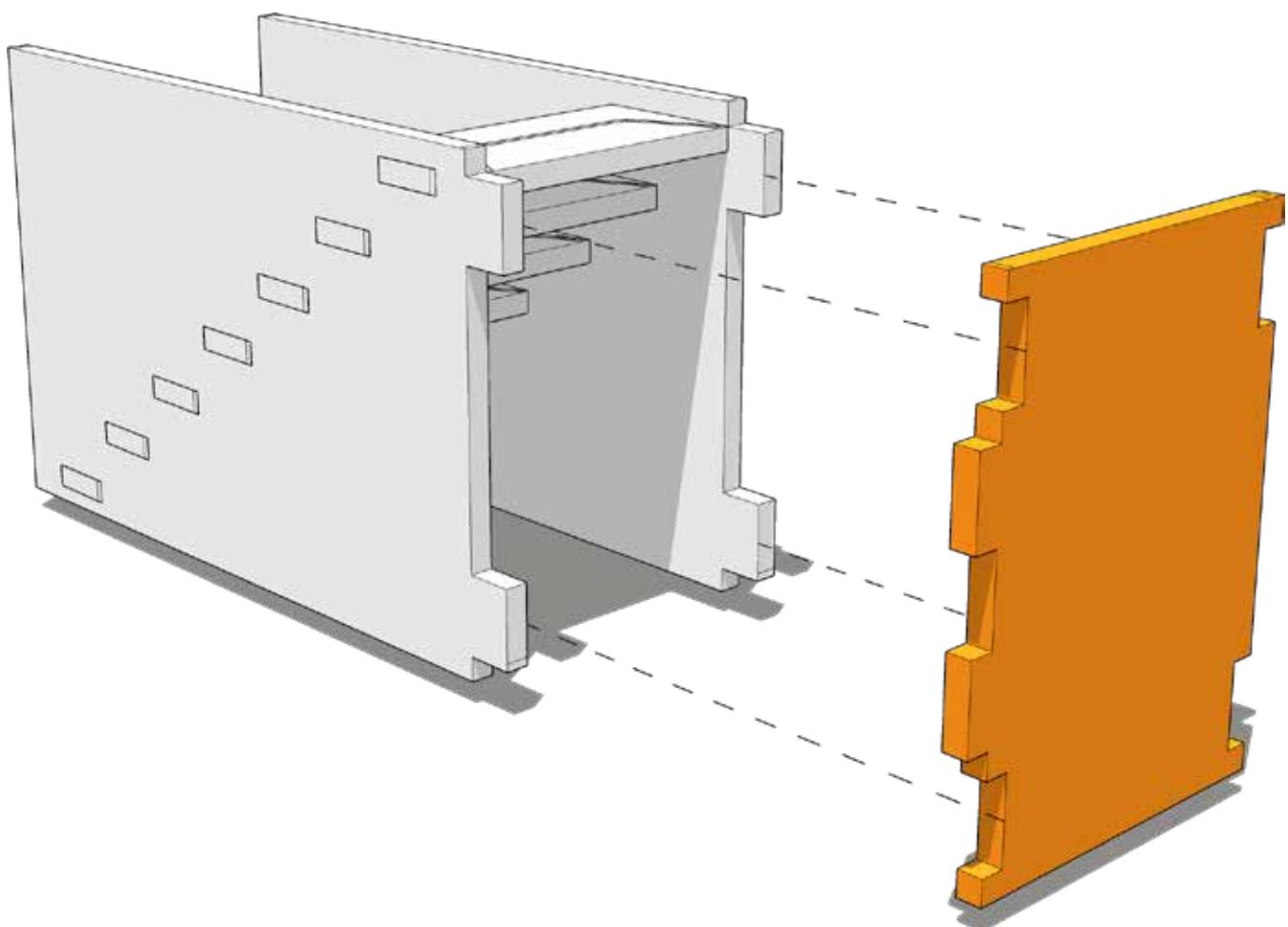




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
Slab Streets  
Slab.Hab Small

**14**

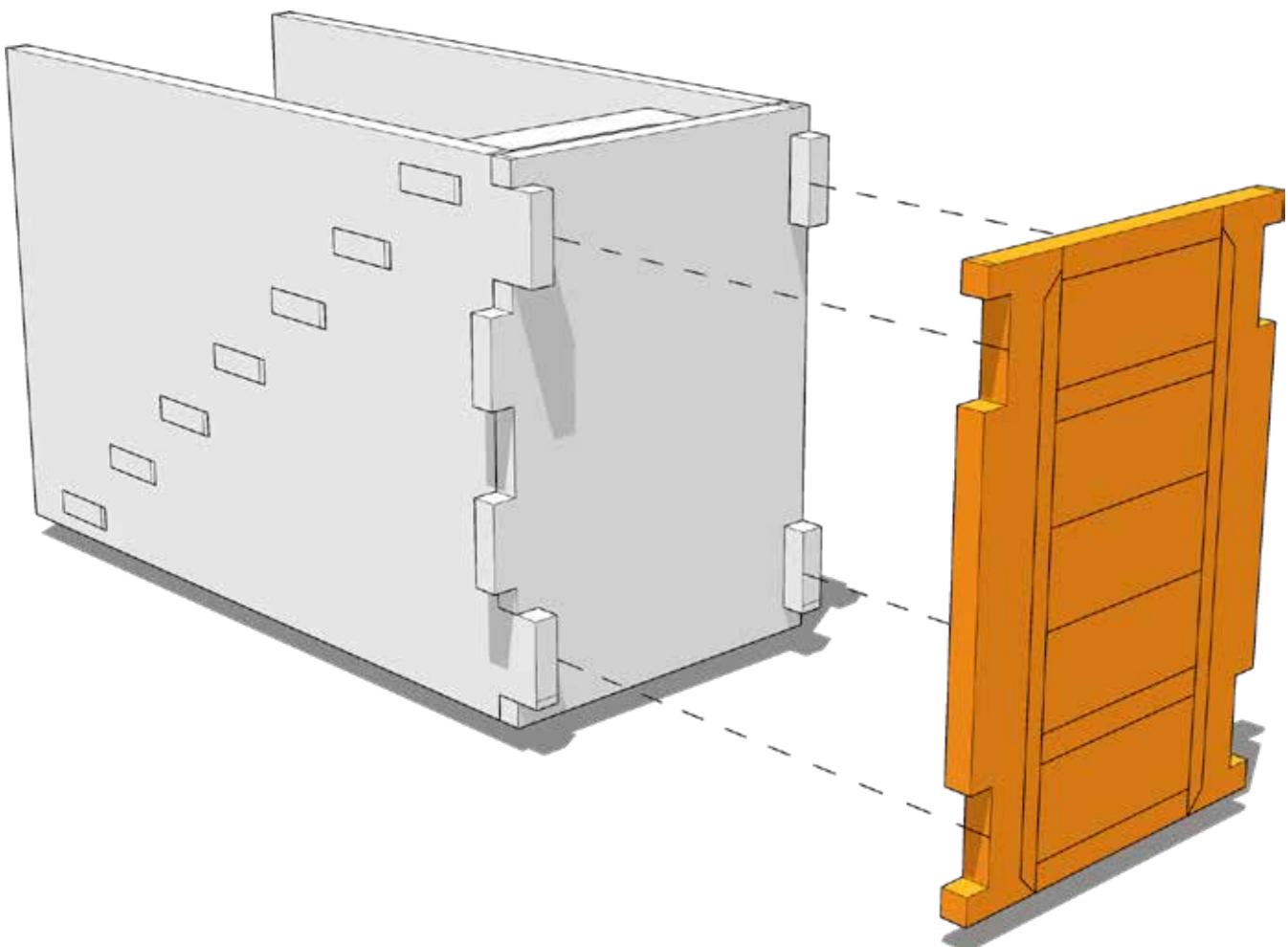




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
Slab Streets  
Slab.Hab Small

**15**

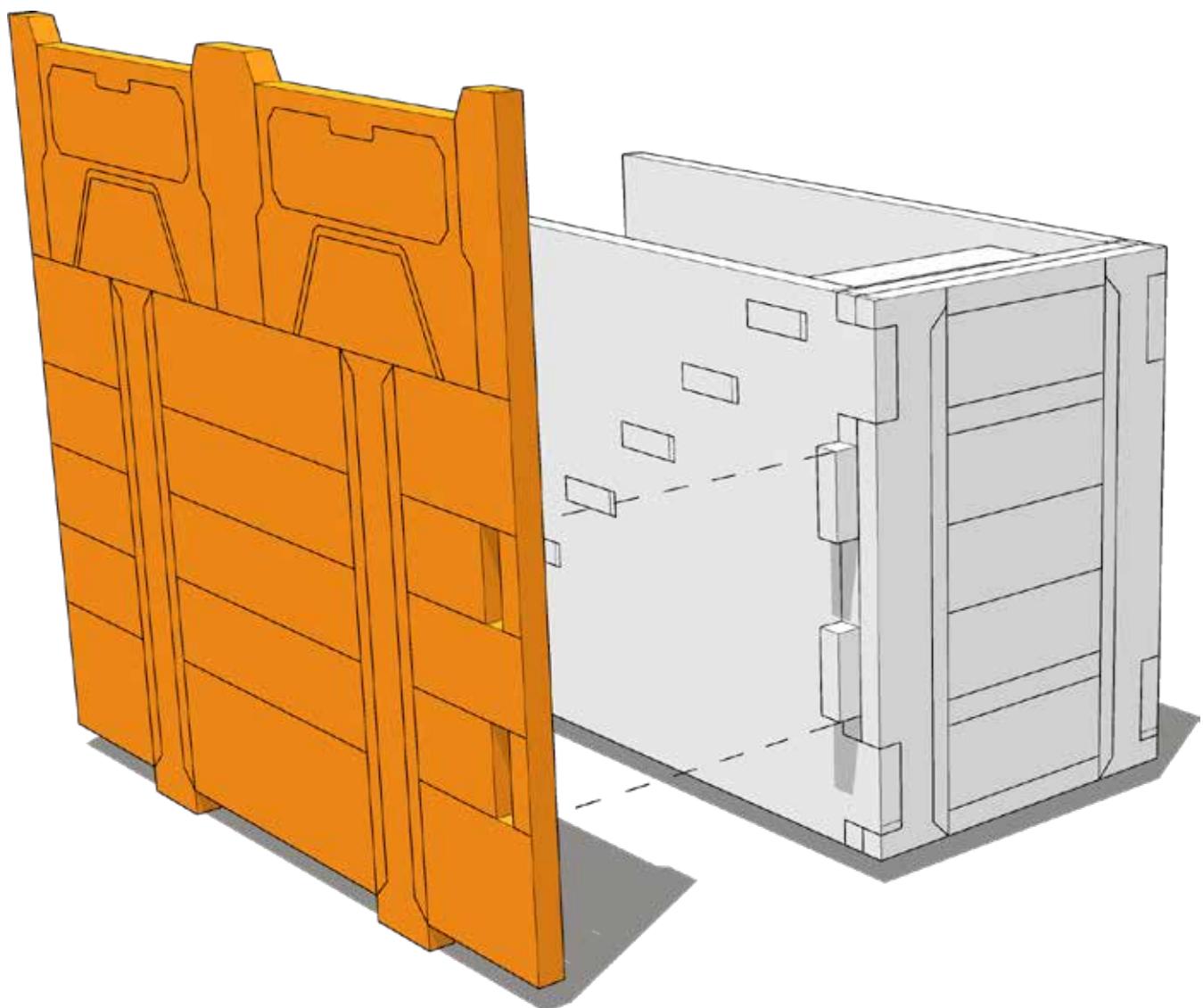




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
Slab Streets  
Slab.Hab Small

**16**

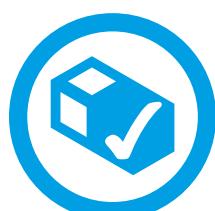
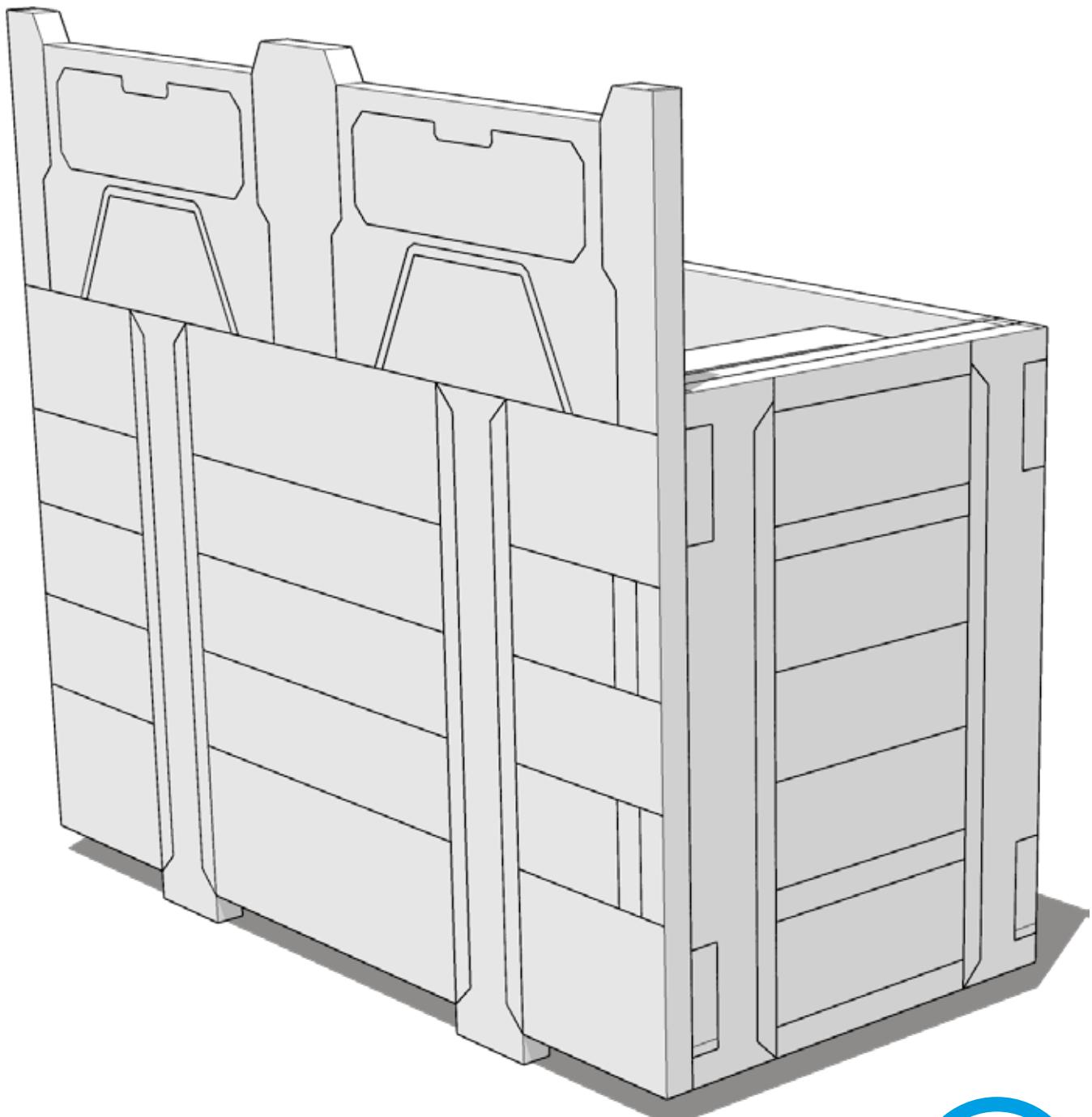




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
Slab Streets  
Slab.Hab Small

17



 TTCOMBAT



All following steps are optional to glue in place.

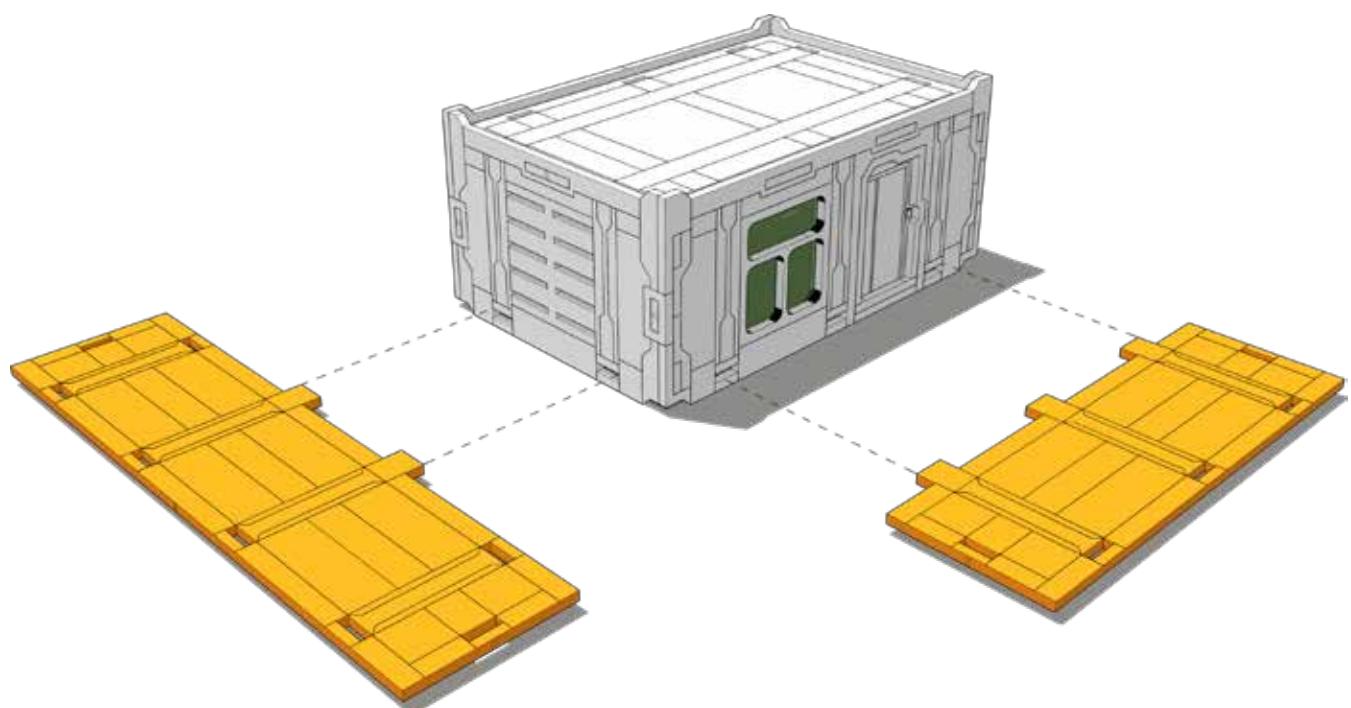
It is recommended to NOT glue in place to allow different layout options with the rest of the Slab.Hab Range



TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

19

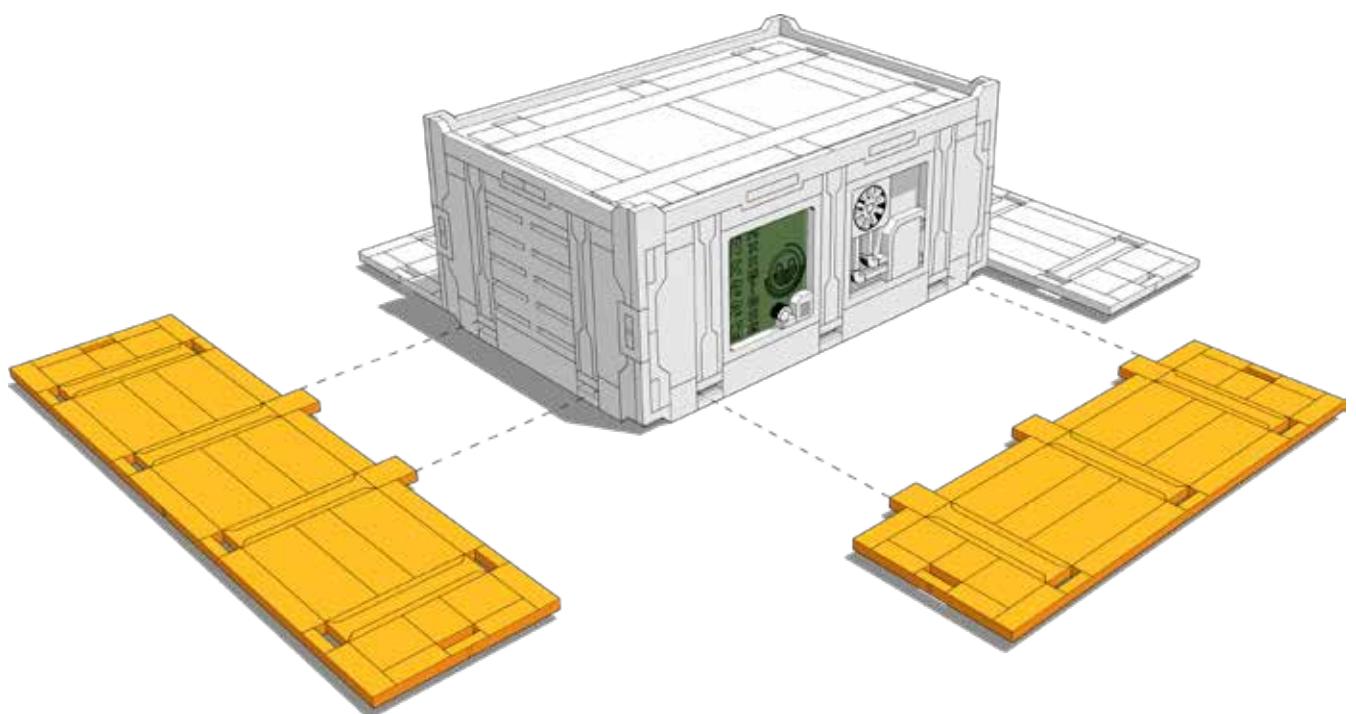




TABLETOP  
**SCENICS**

20

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

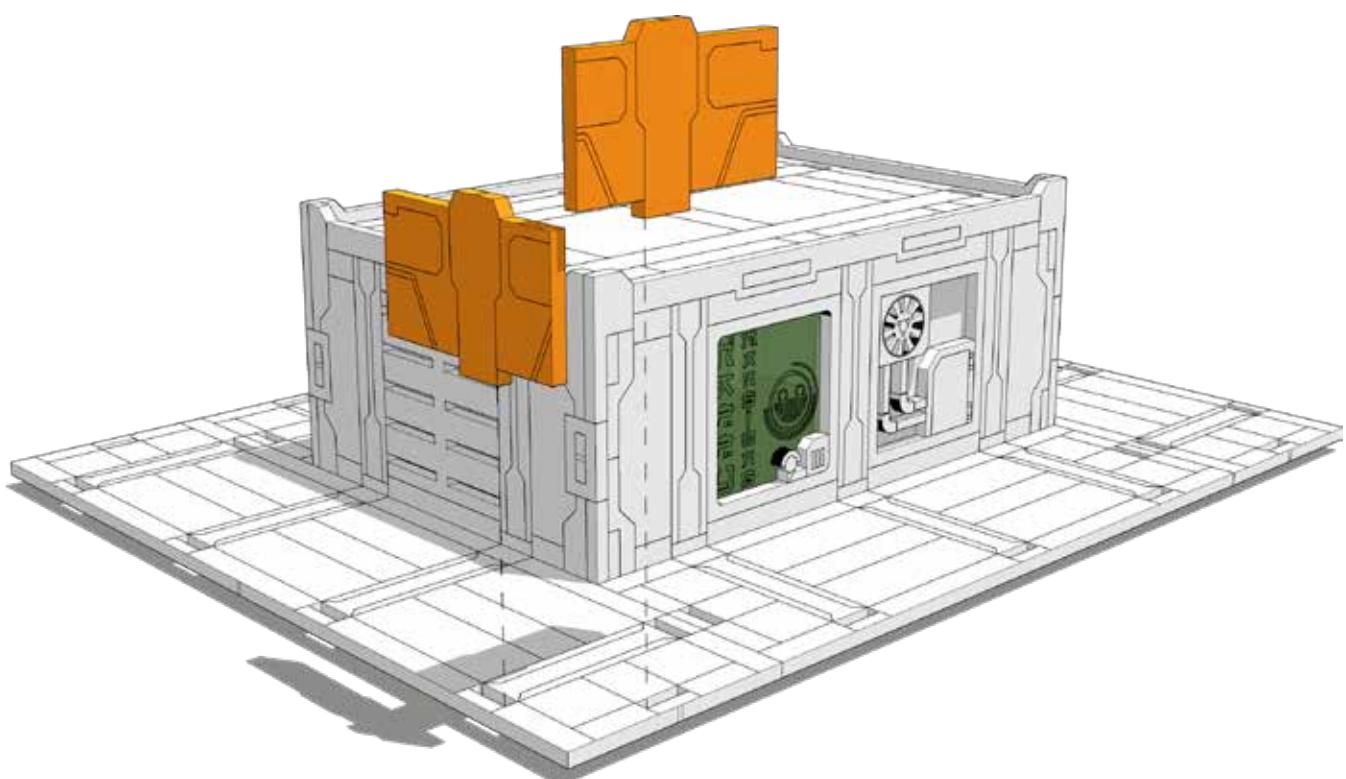




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

**21**





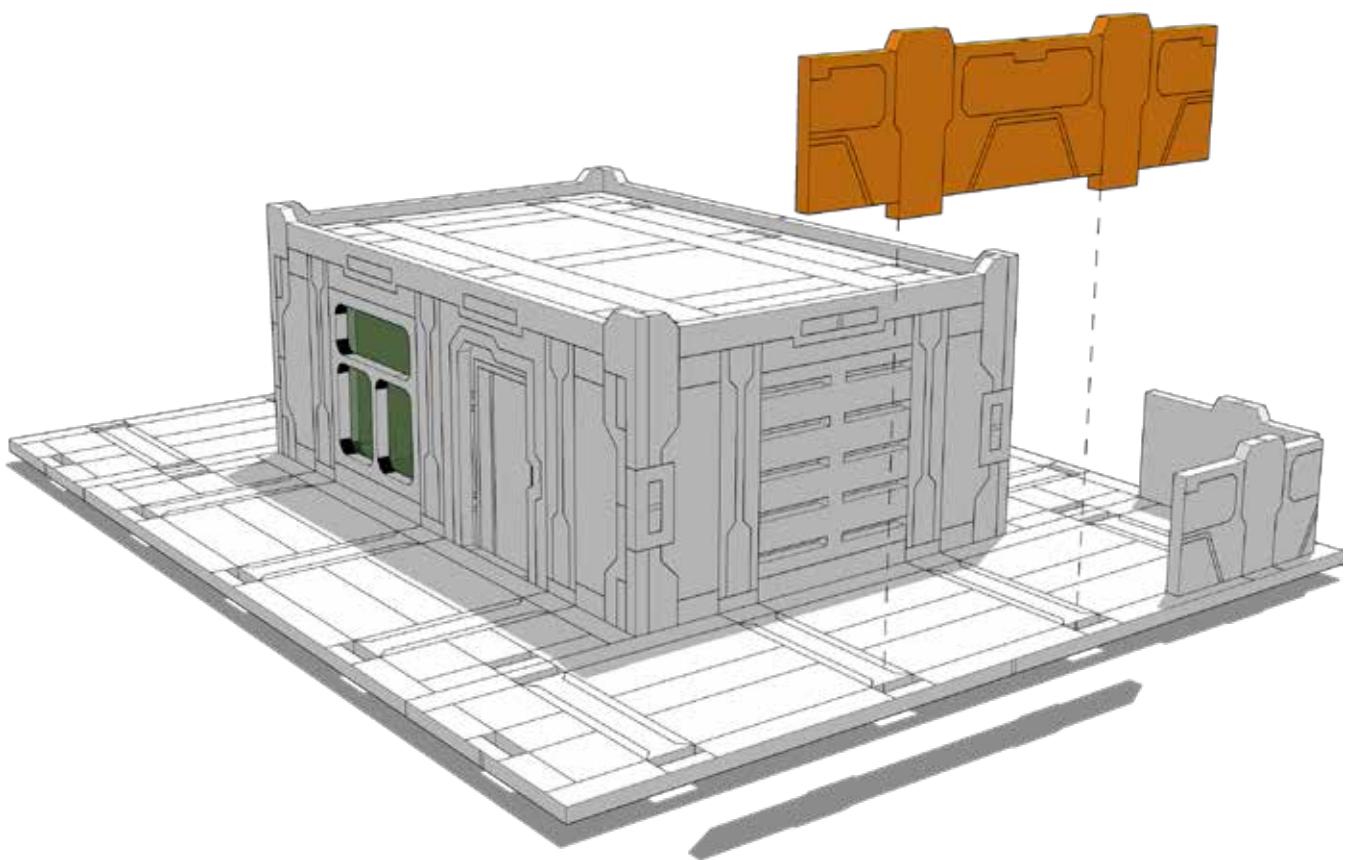
# TABLETOP SCENICS

# **TTSCW-SFU-154**

## **Slab Streets**

### **Slab.Hab Small**

22

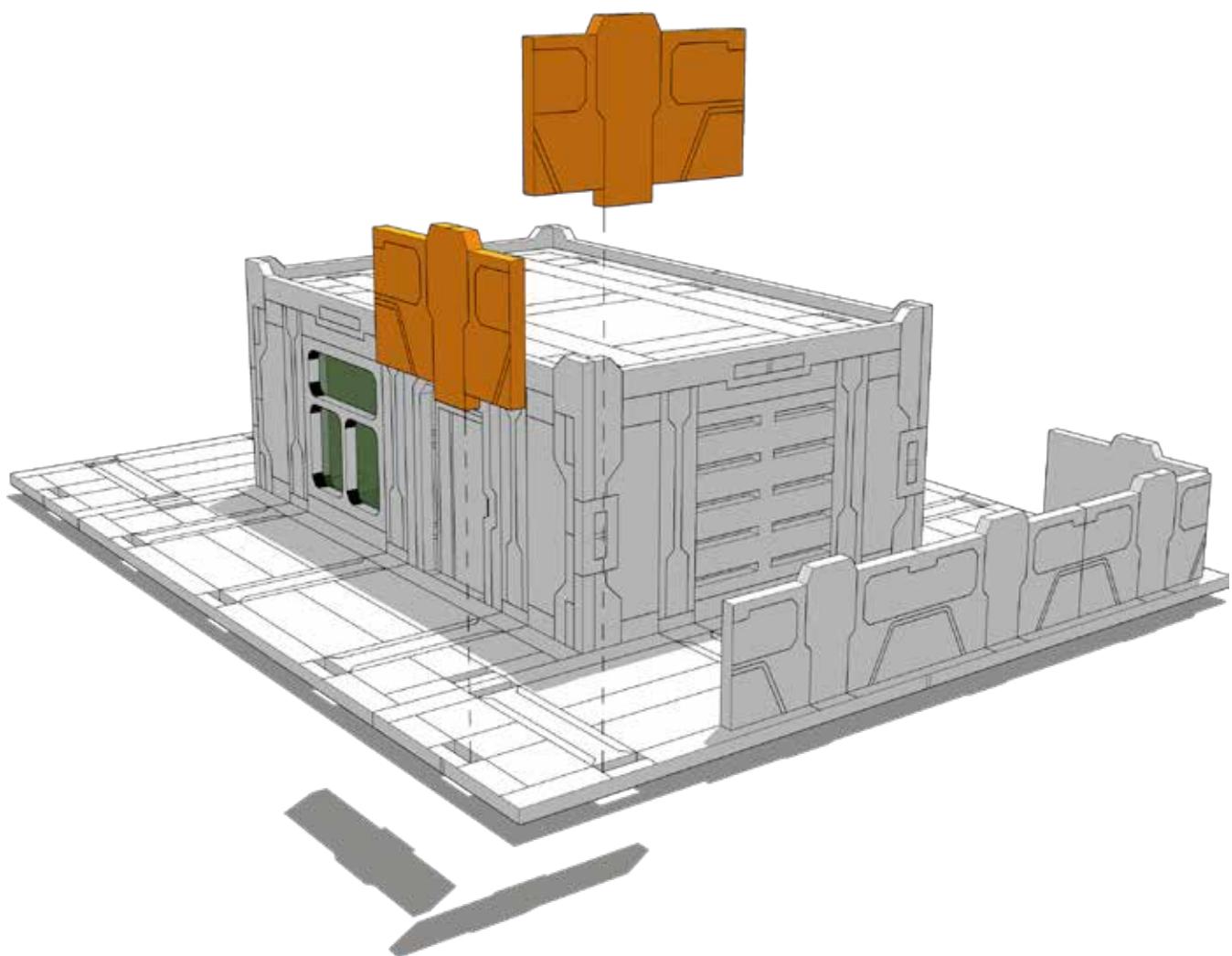




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

**23**

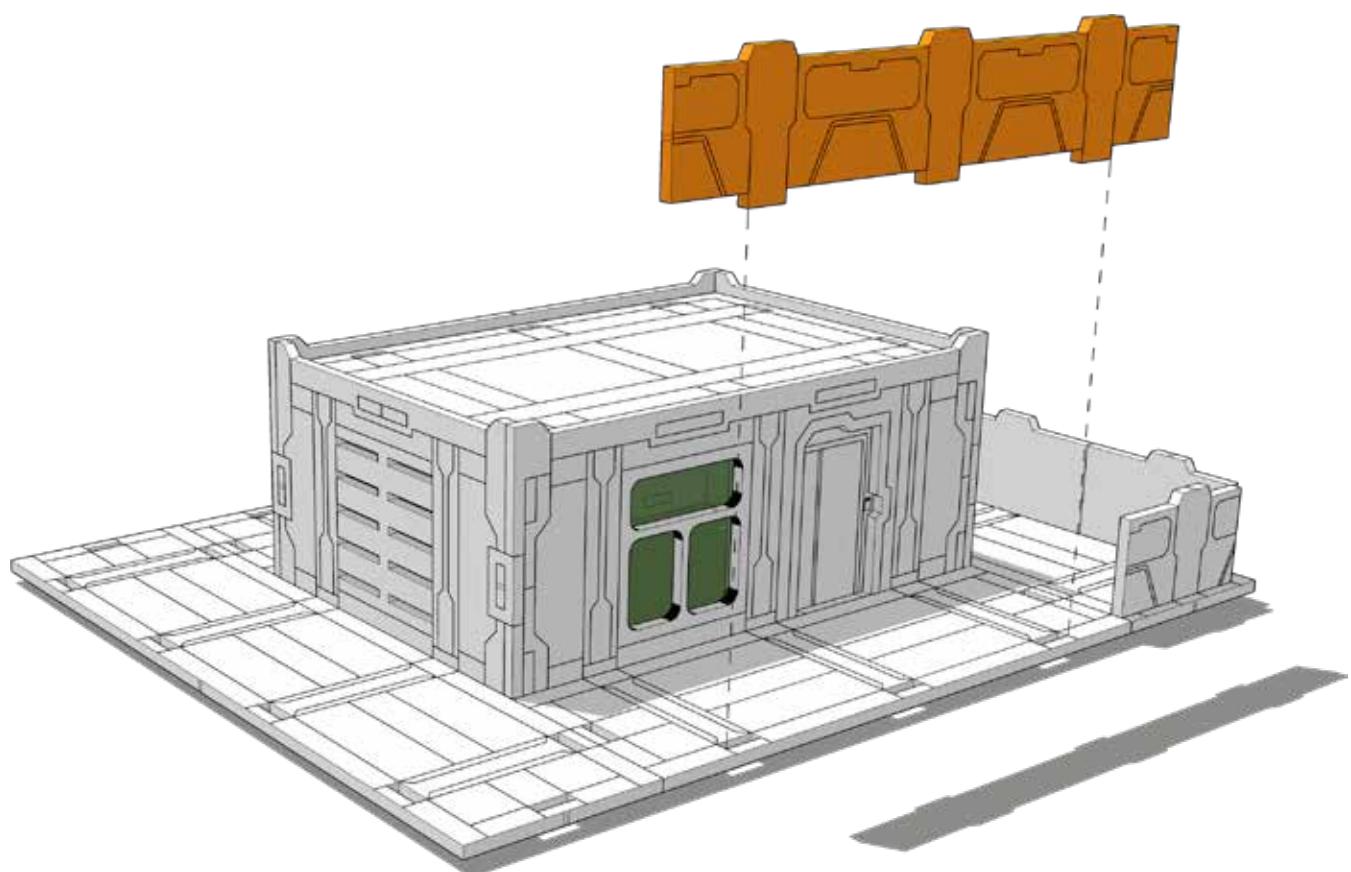




TABLETOP  
**SCENICS**

**24**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

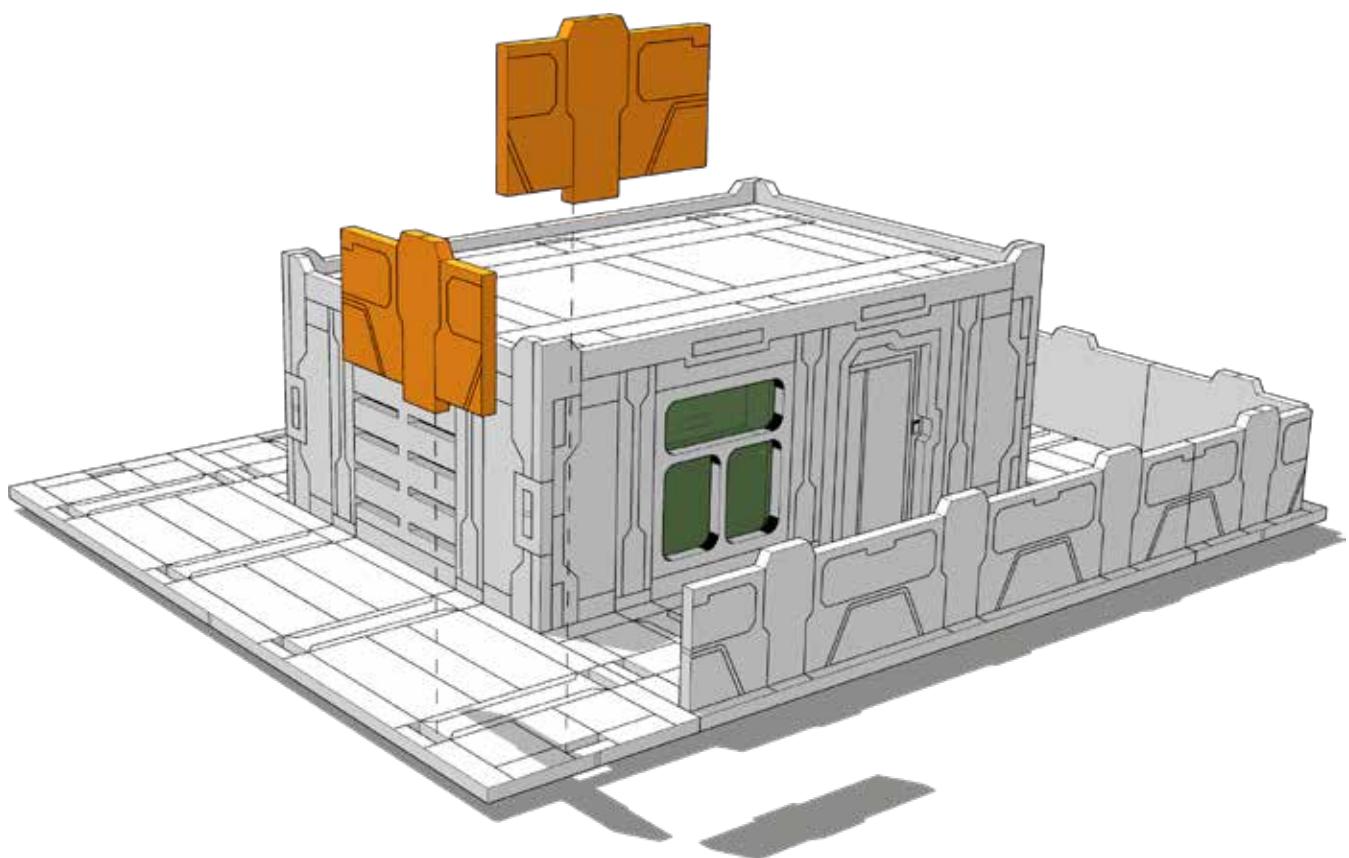




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

**25**

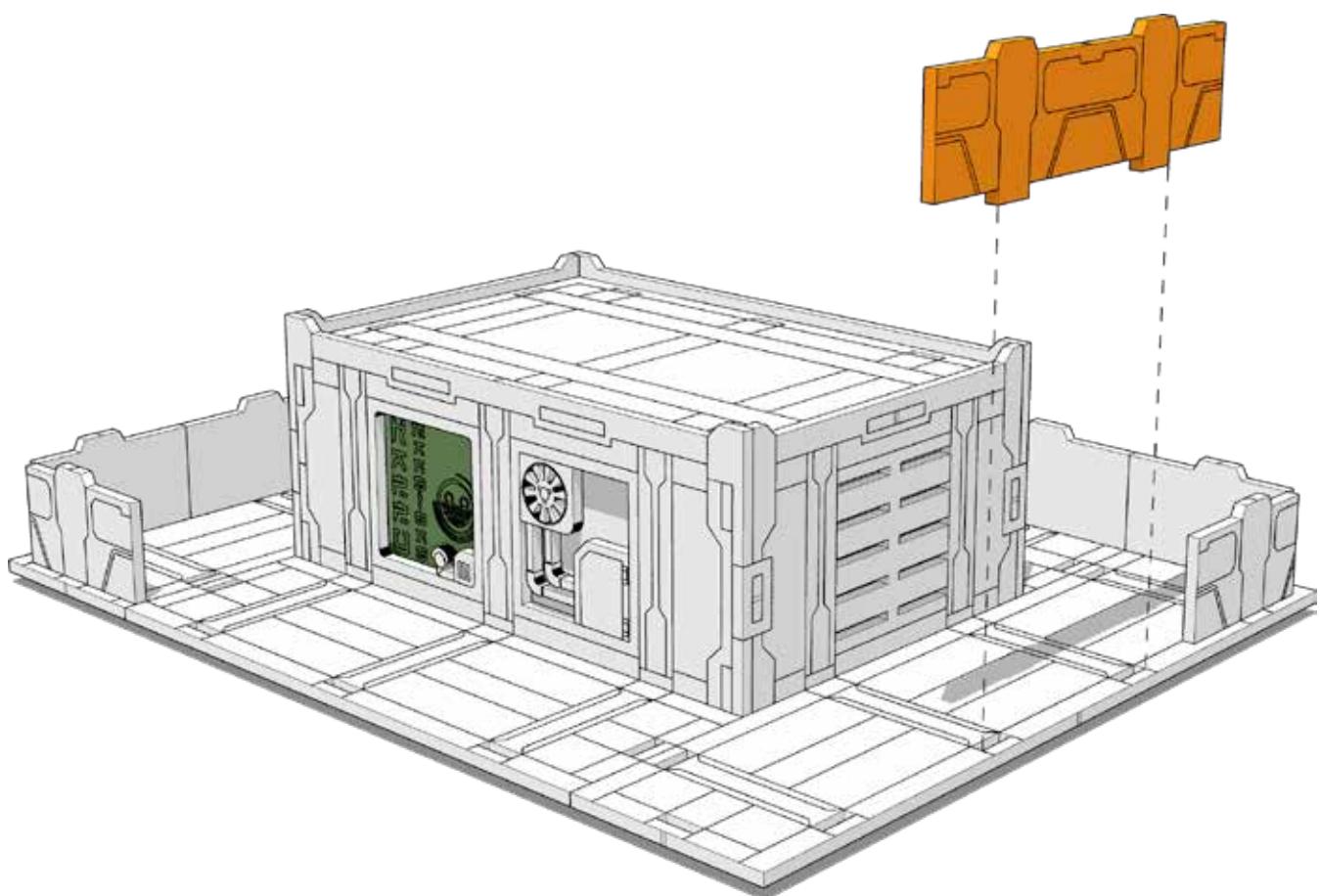




TABLETOP  
**SCENICS**

**26**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

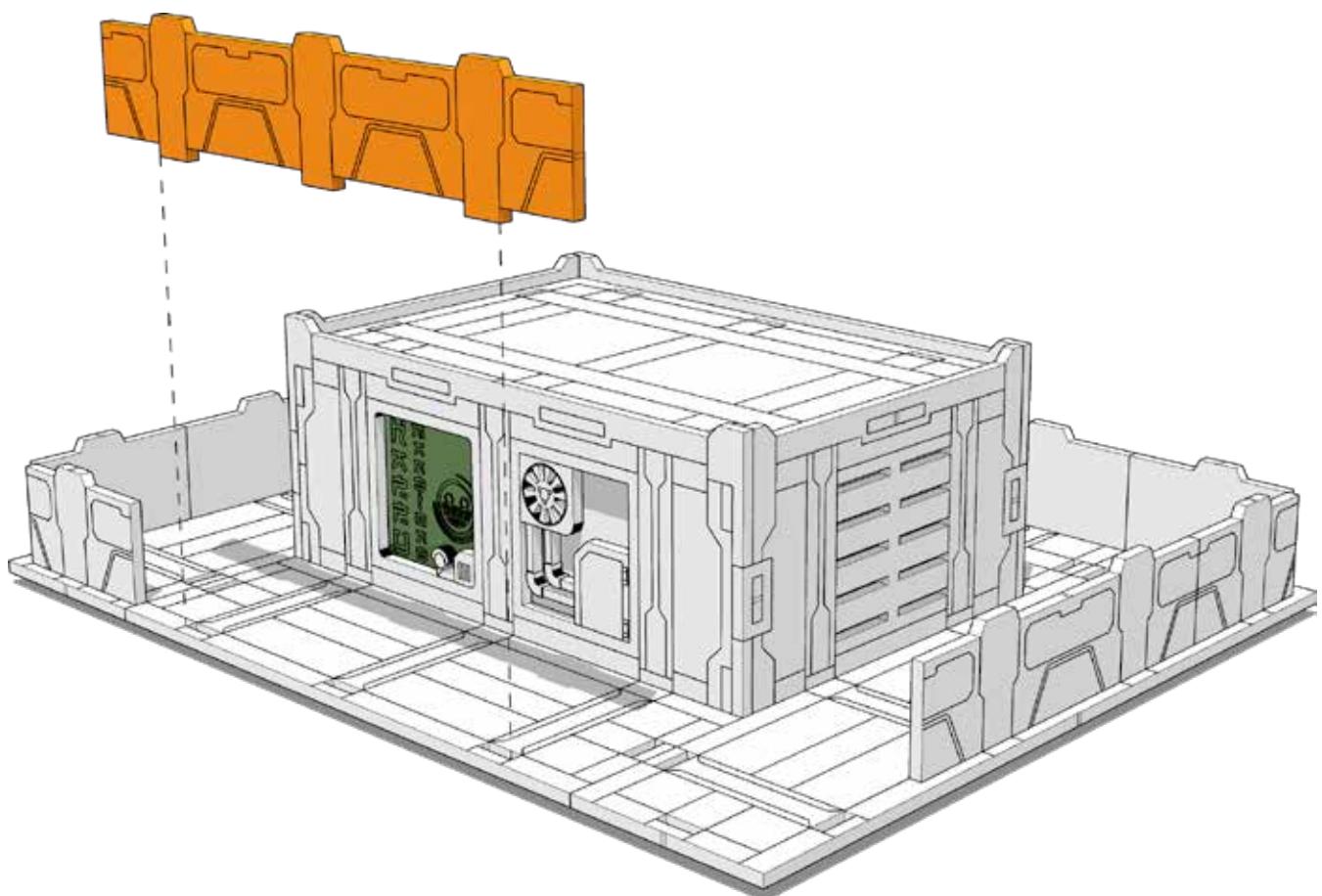




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
Slab Streets  
Slab.Hab Small

**27**

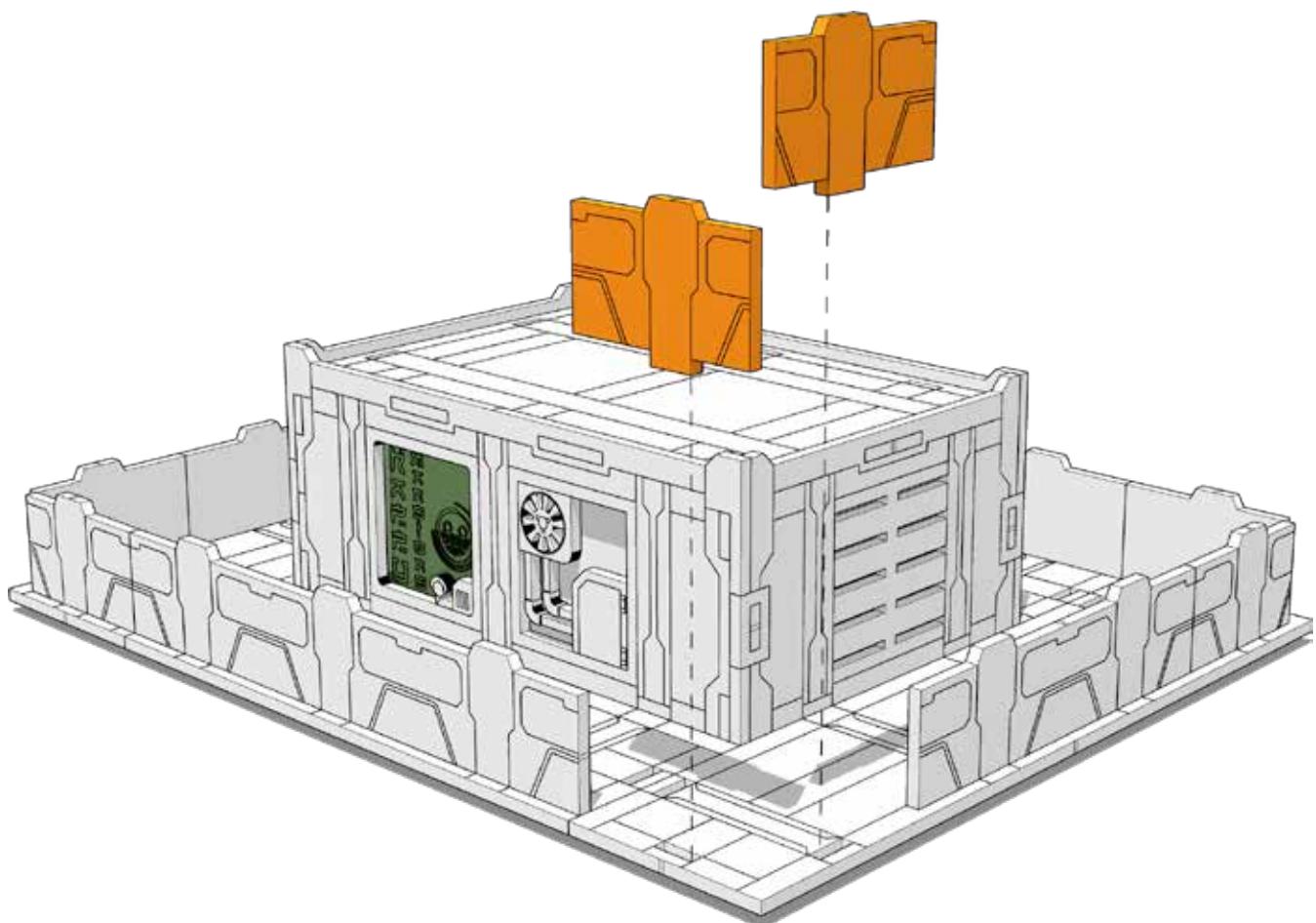




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
Slab Streets  
Slab.Hab Small

**28**

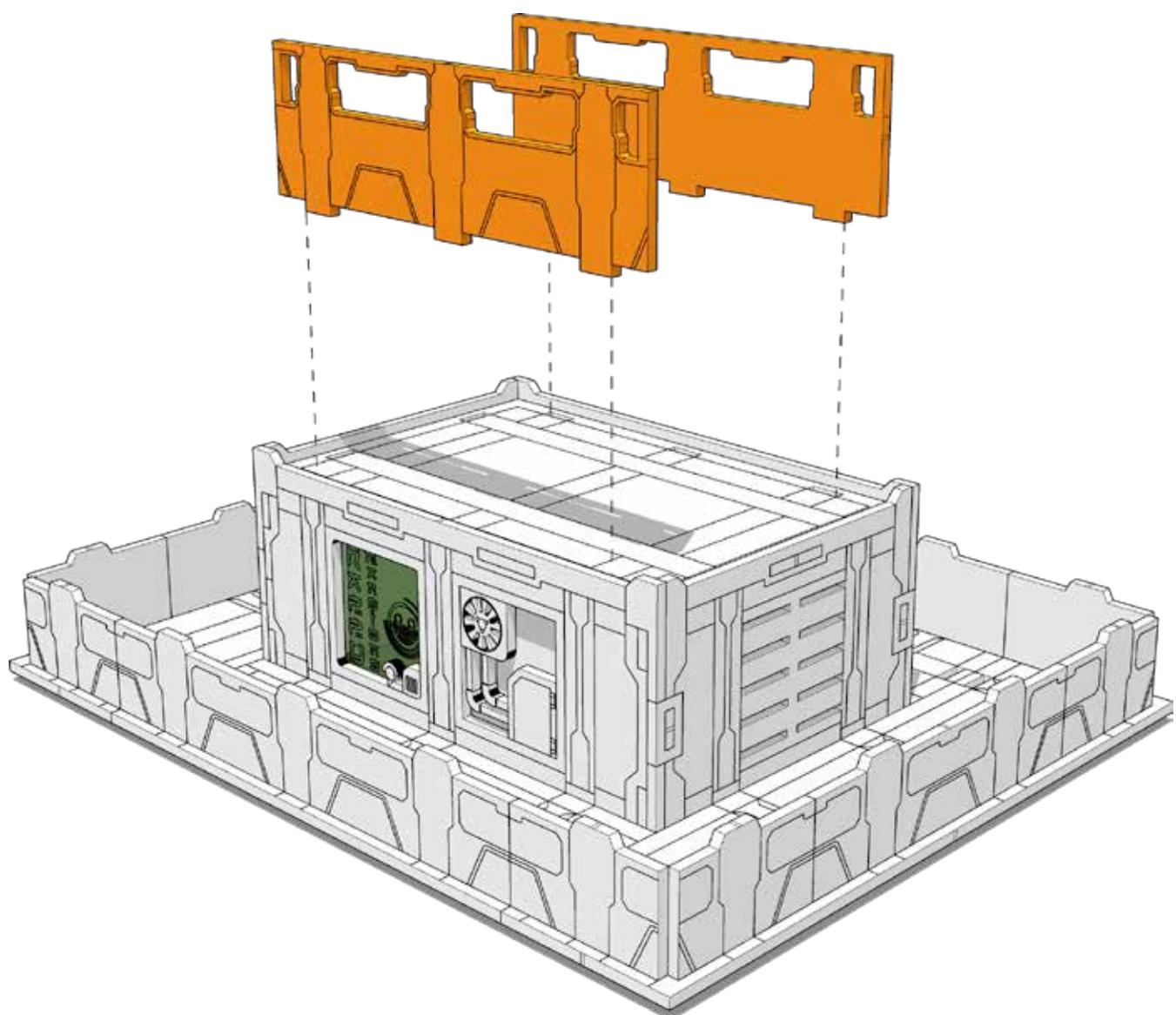




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

**29**

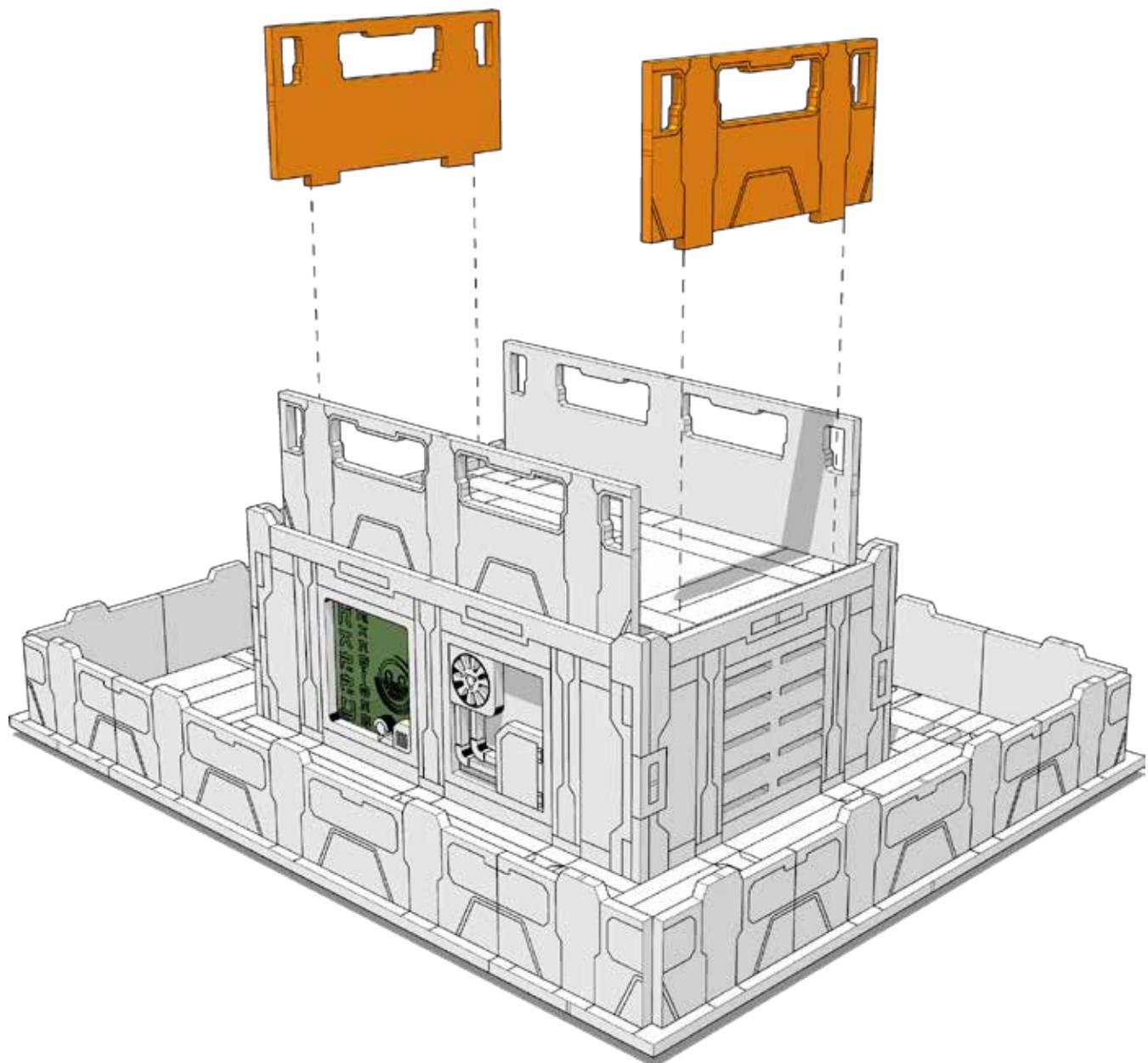




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

30

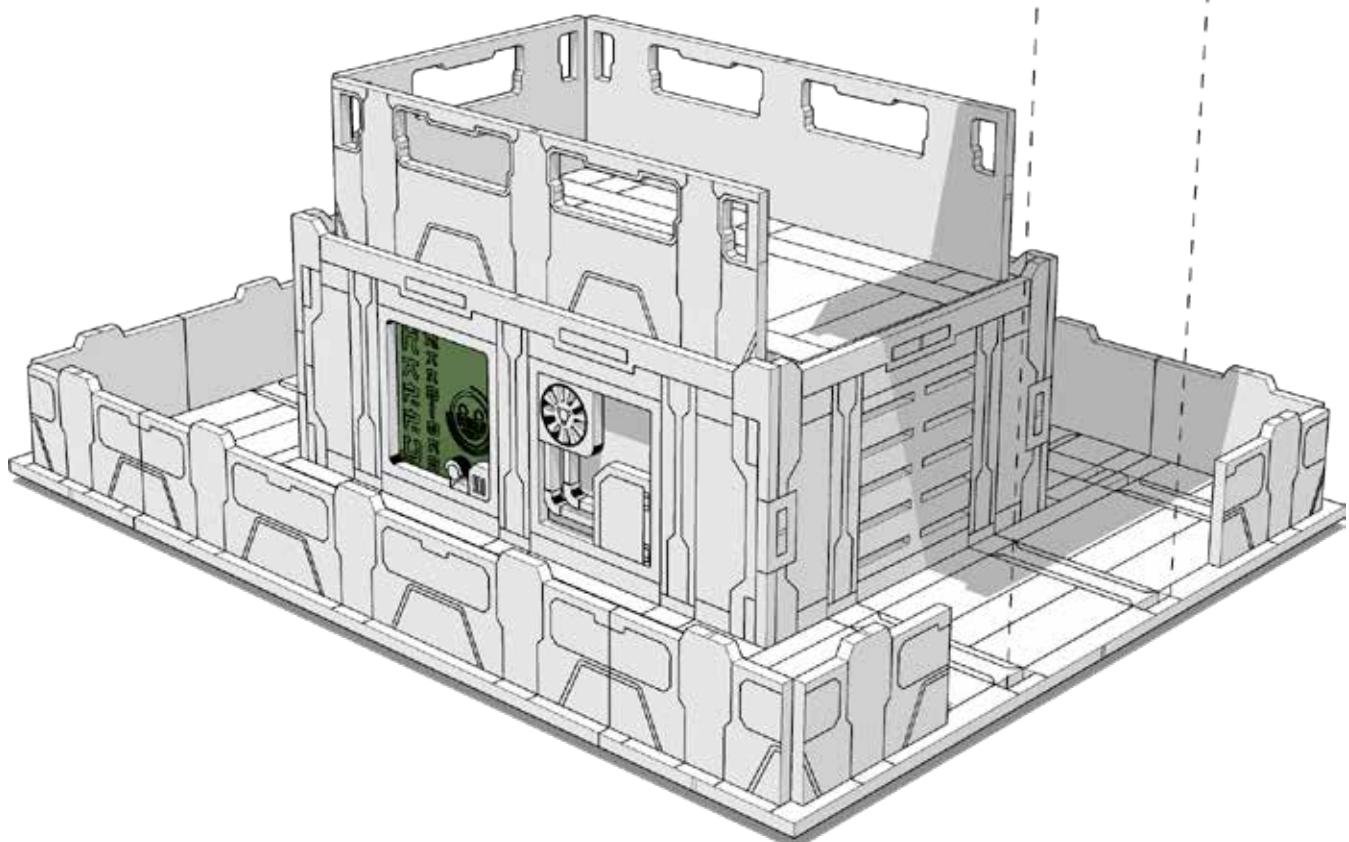




TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

**31**



Stairs replace fences to slot into place

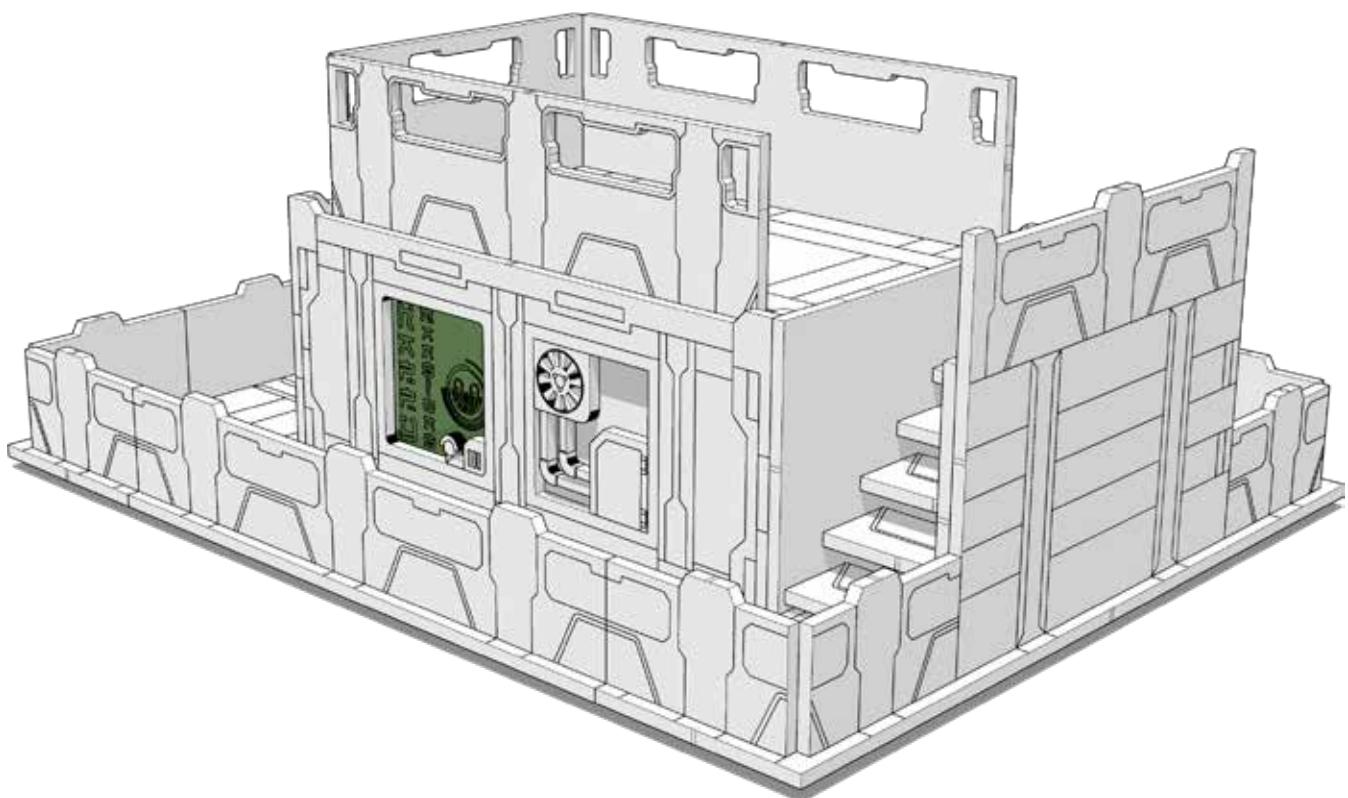
 TTCOMBAT



TABLETOP  
**SCENICS**

**TTSCW-SFU-154**  
**Slab Streets**  
**Slab.Hab Small**

**32**



 TTCOMBAT