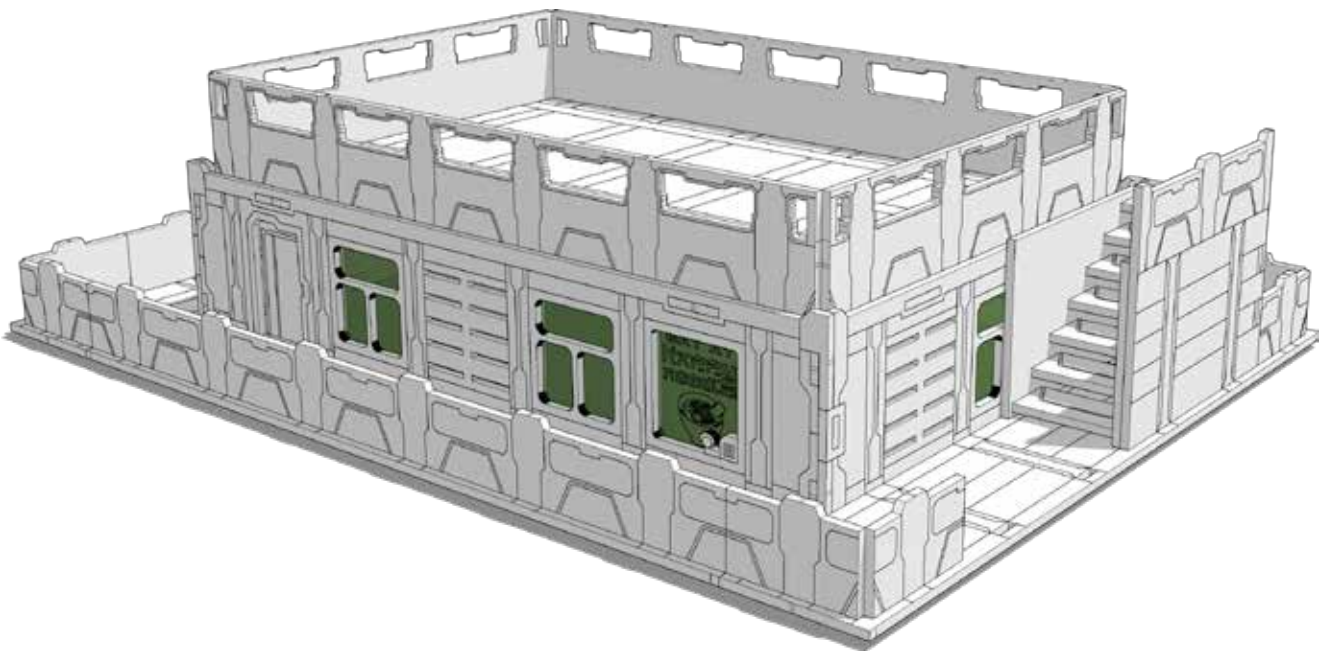




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**



 **TTCOMBAT**



# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

## 2

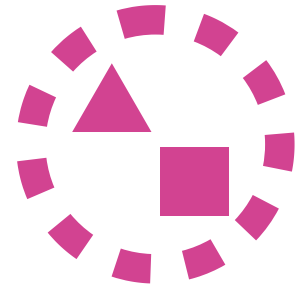
These are a series of icons that may be used throughout the instructions to help your assembly.  
If in doubt, scroll ahead to confirm.



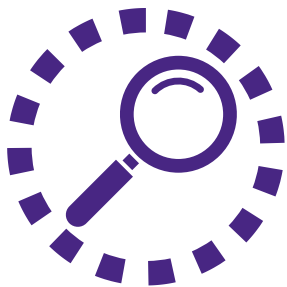
Do not glue this part



Carefully score and  
fold this part



This part - or its placement is  
completely optional



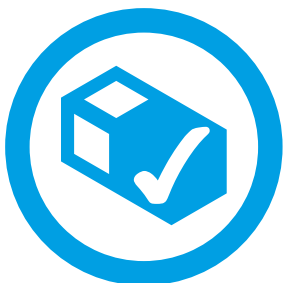
Look closely at this step -  
The process order or part  
used, may be specific



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



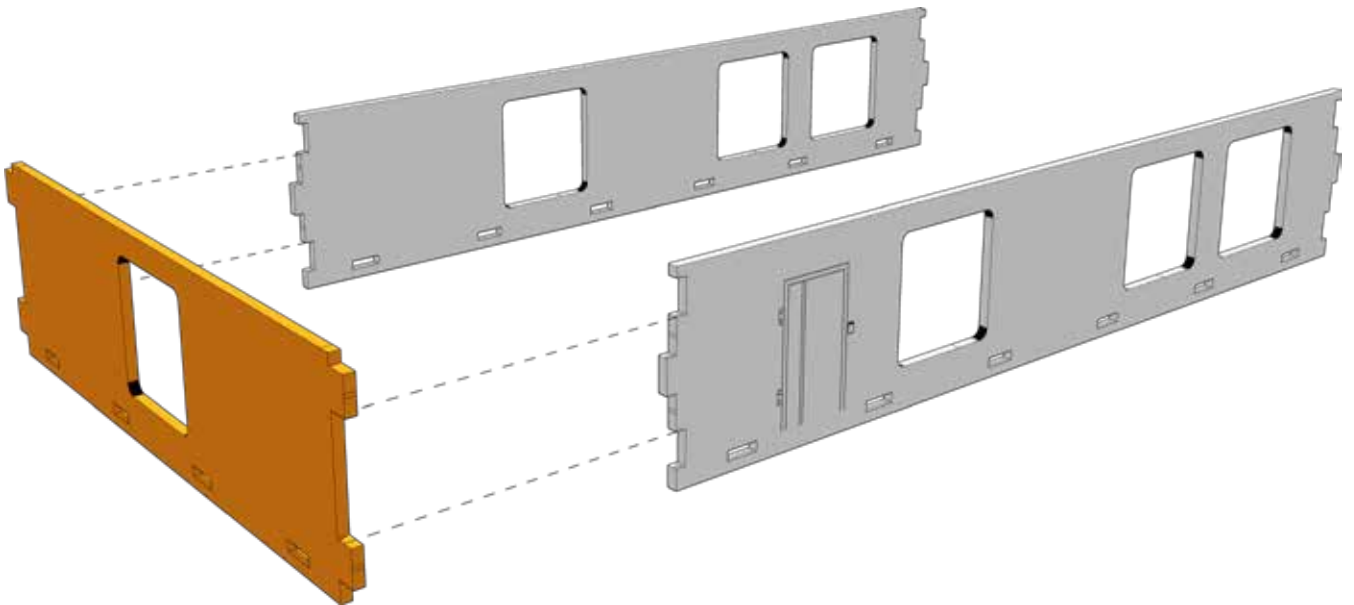
FRAGILE: DO NOT BEND.  
“Bendy wood” is designed to  
curve around a designed  
frame only.



# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**3**

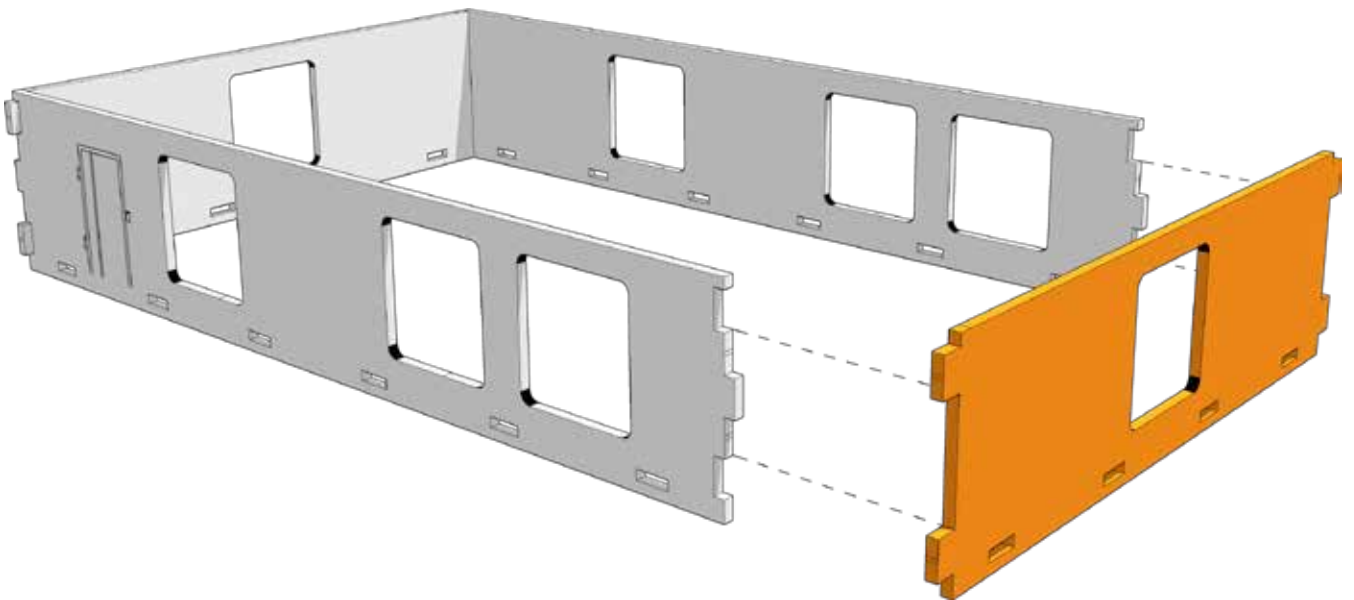




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**4**

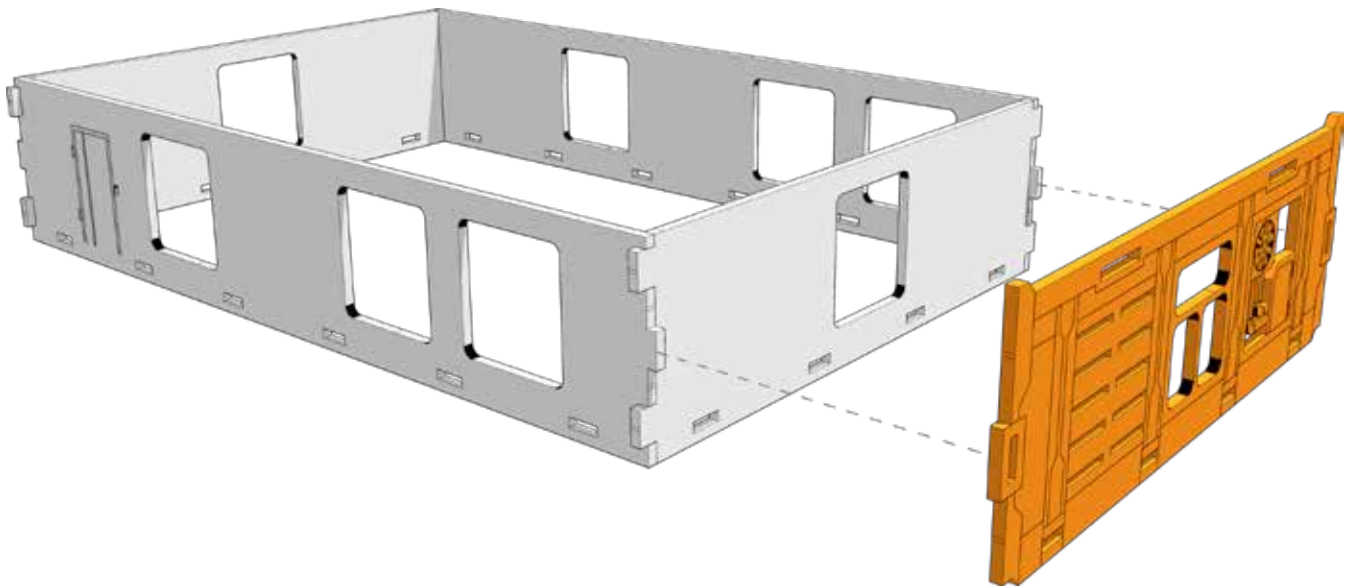




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**5**

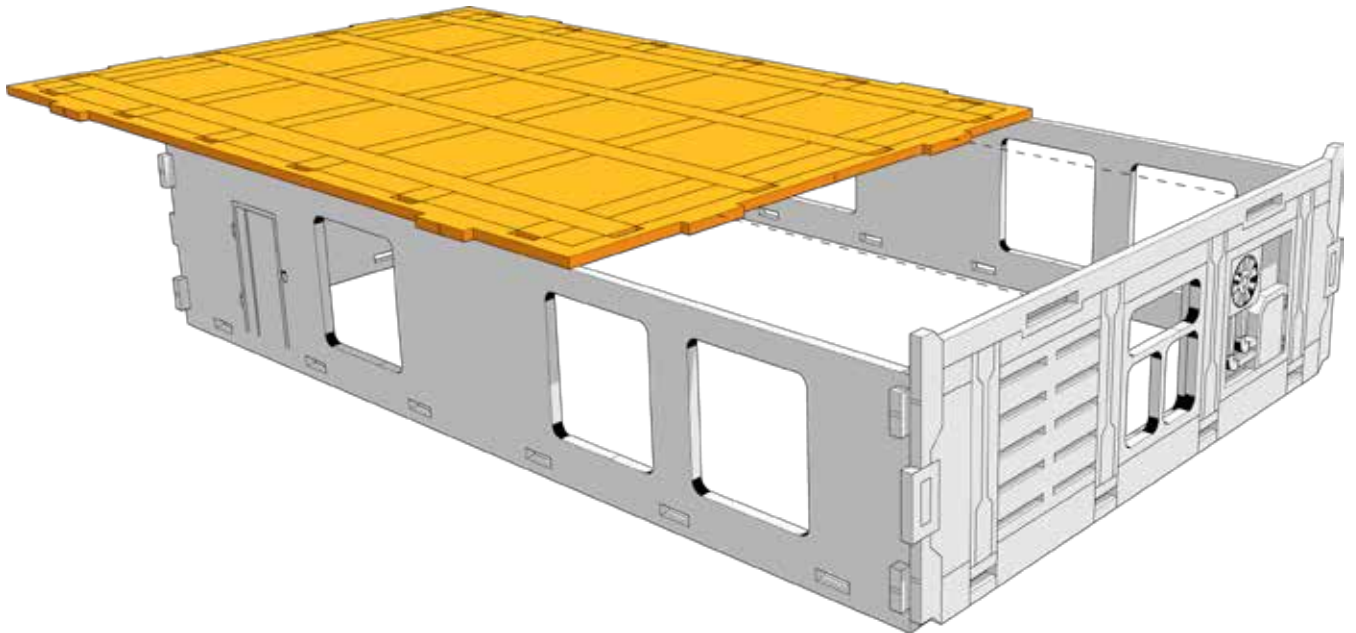




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**6**

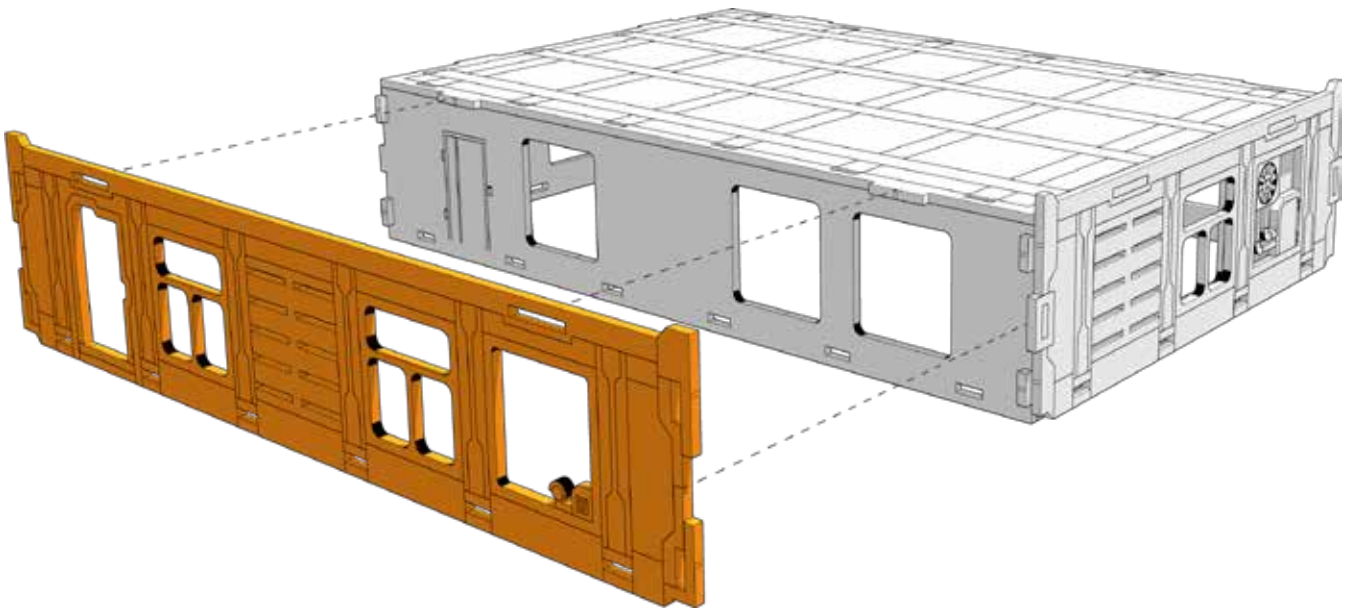




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**7**

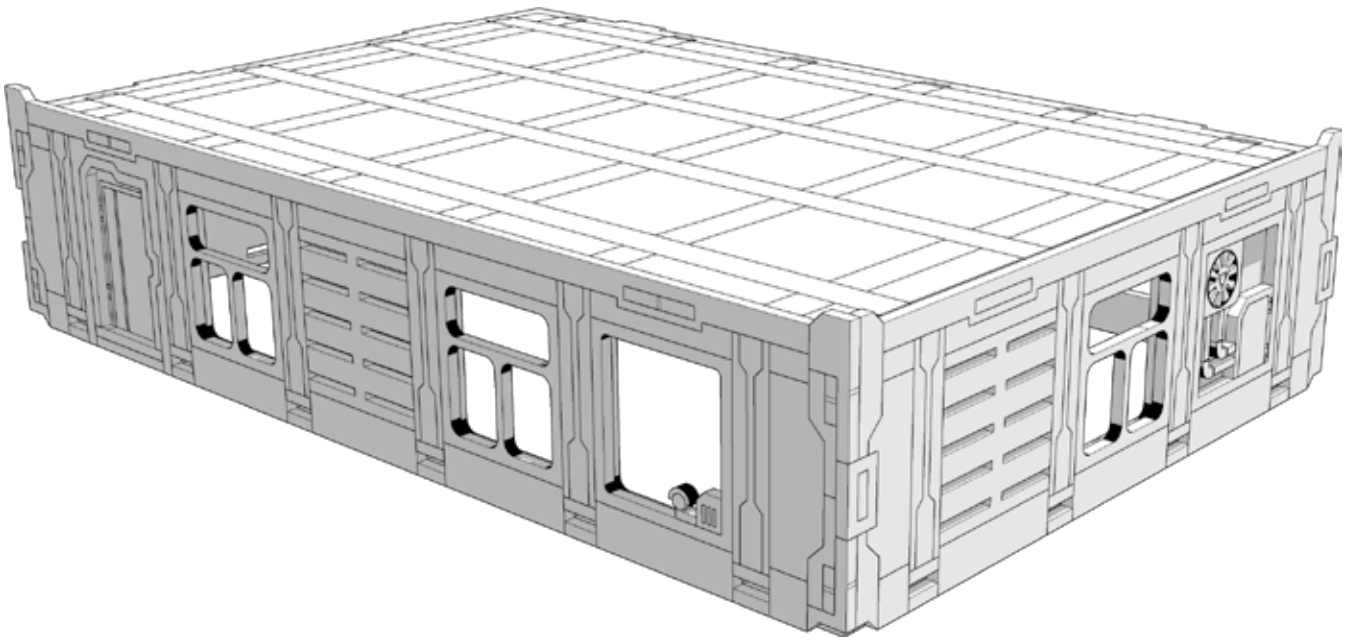




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**8**



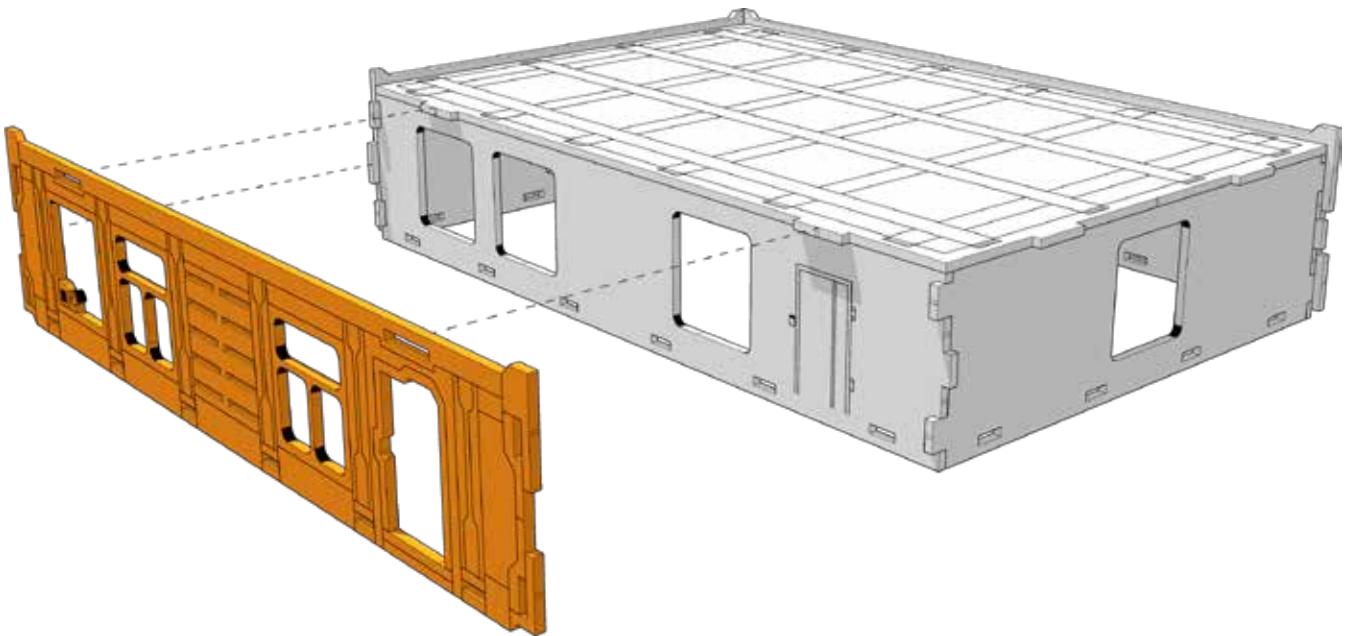




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**9**

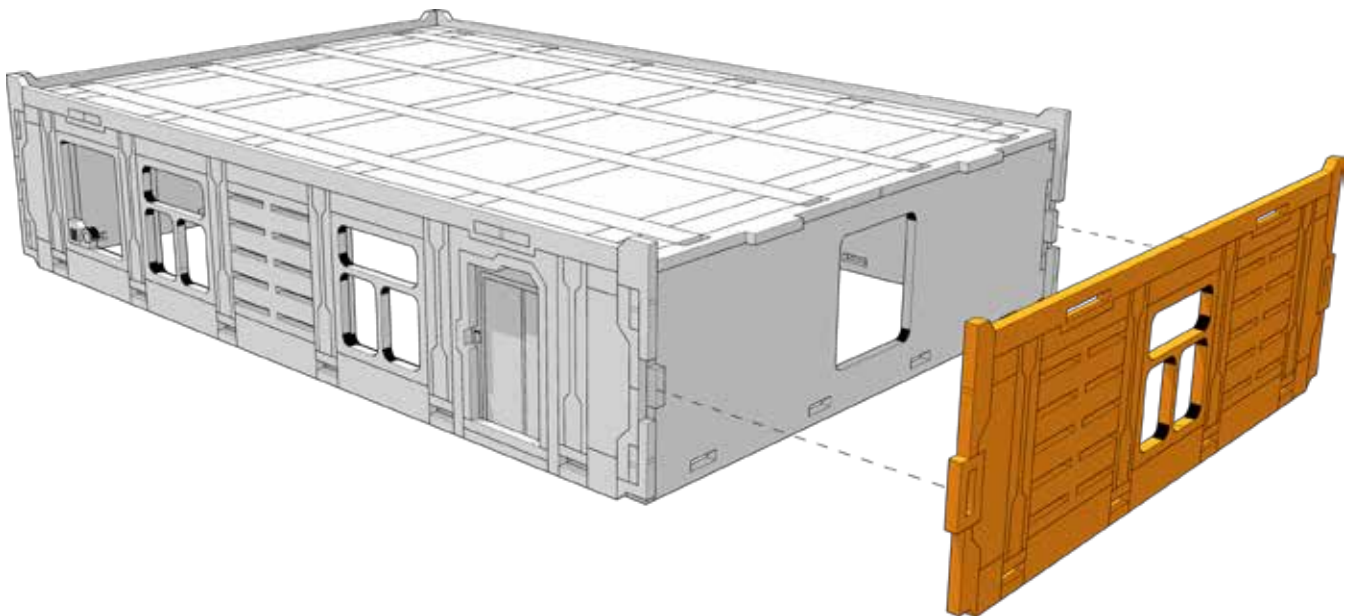




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**10**

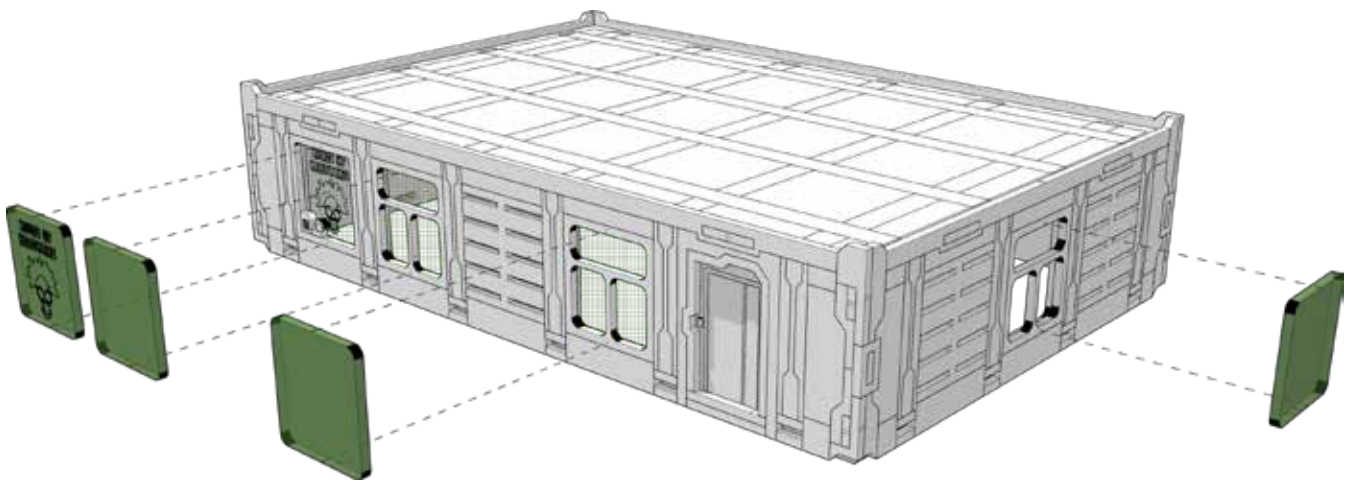




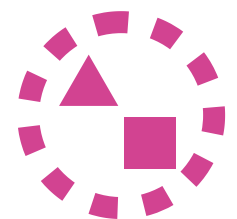
# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**11**



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



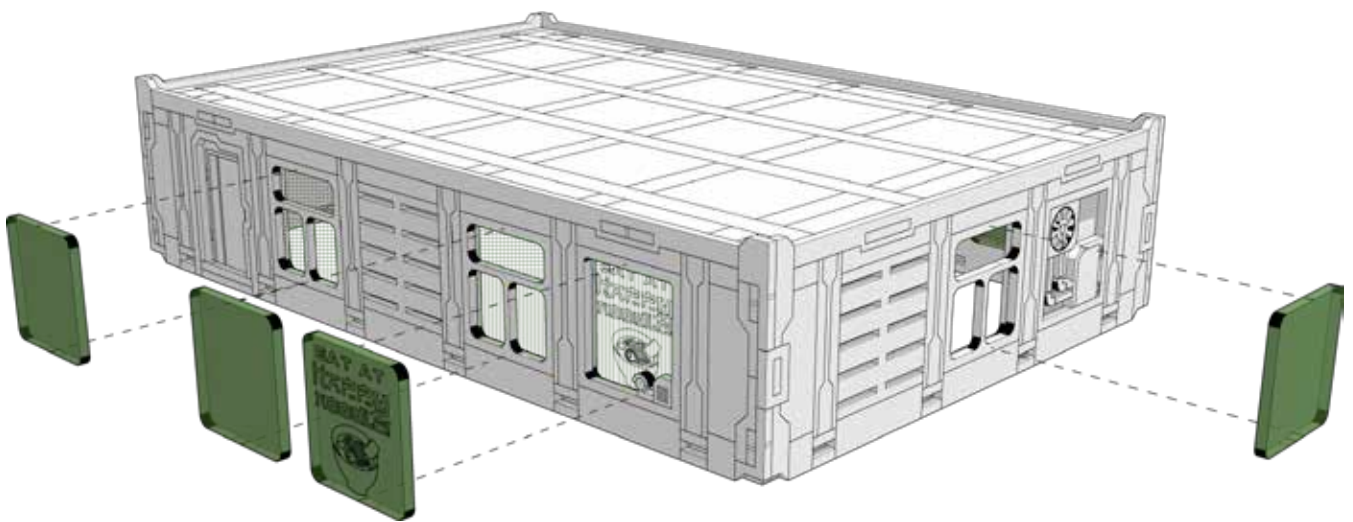
 **TTCOMBAT**



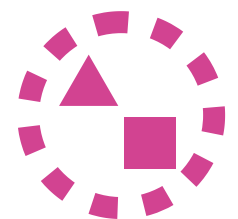
# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**12**



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



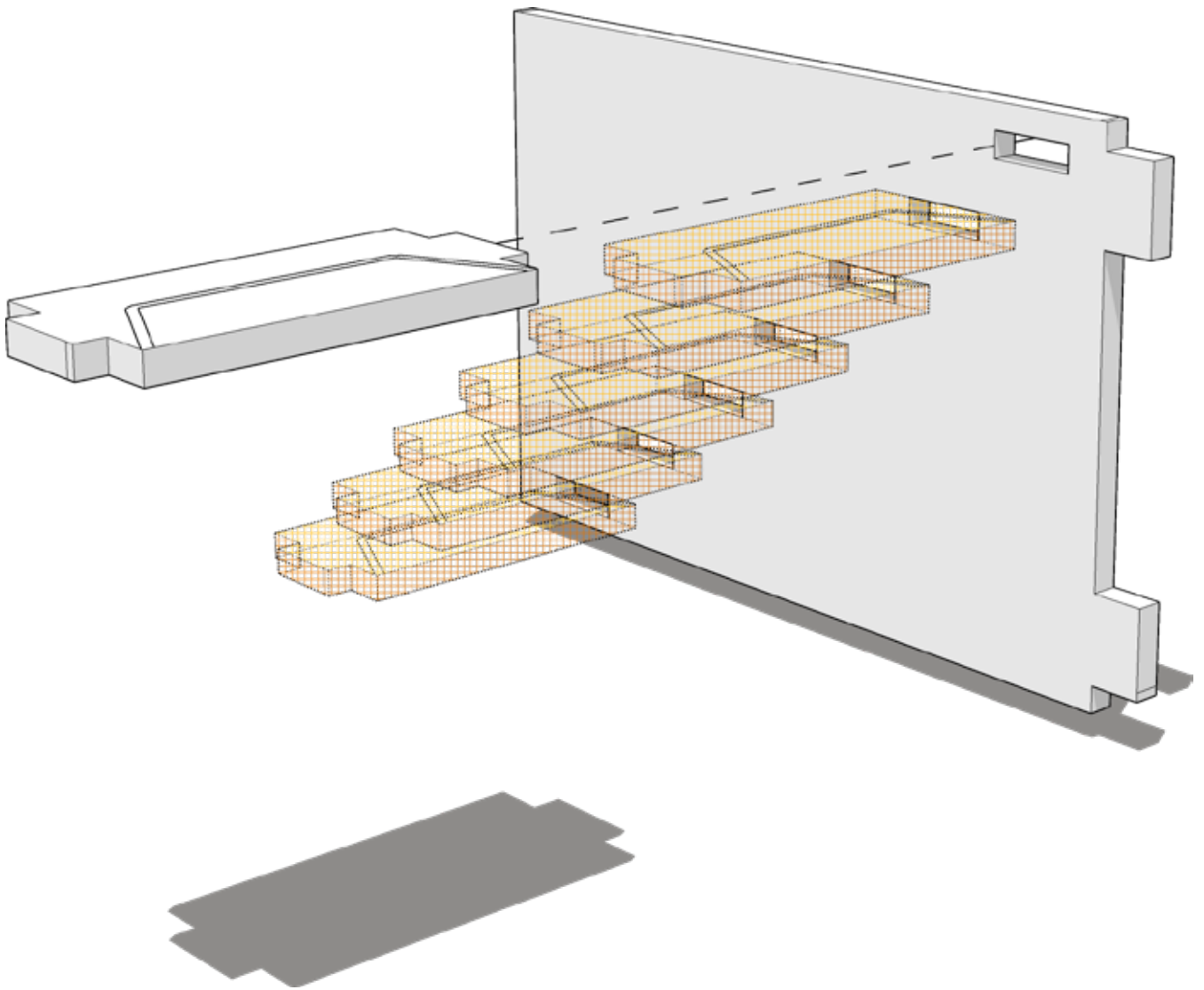
 **TTCOMBAT**



# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**13**

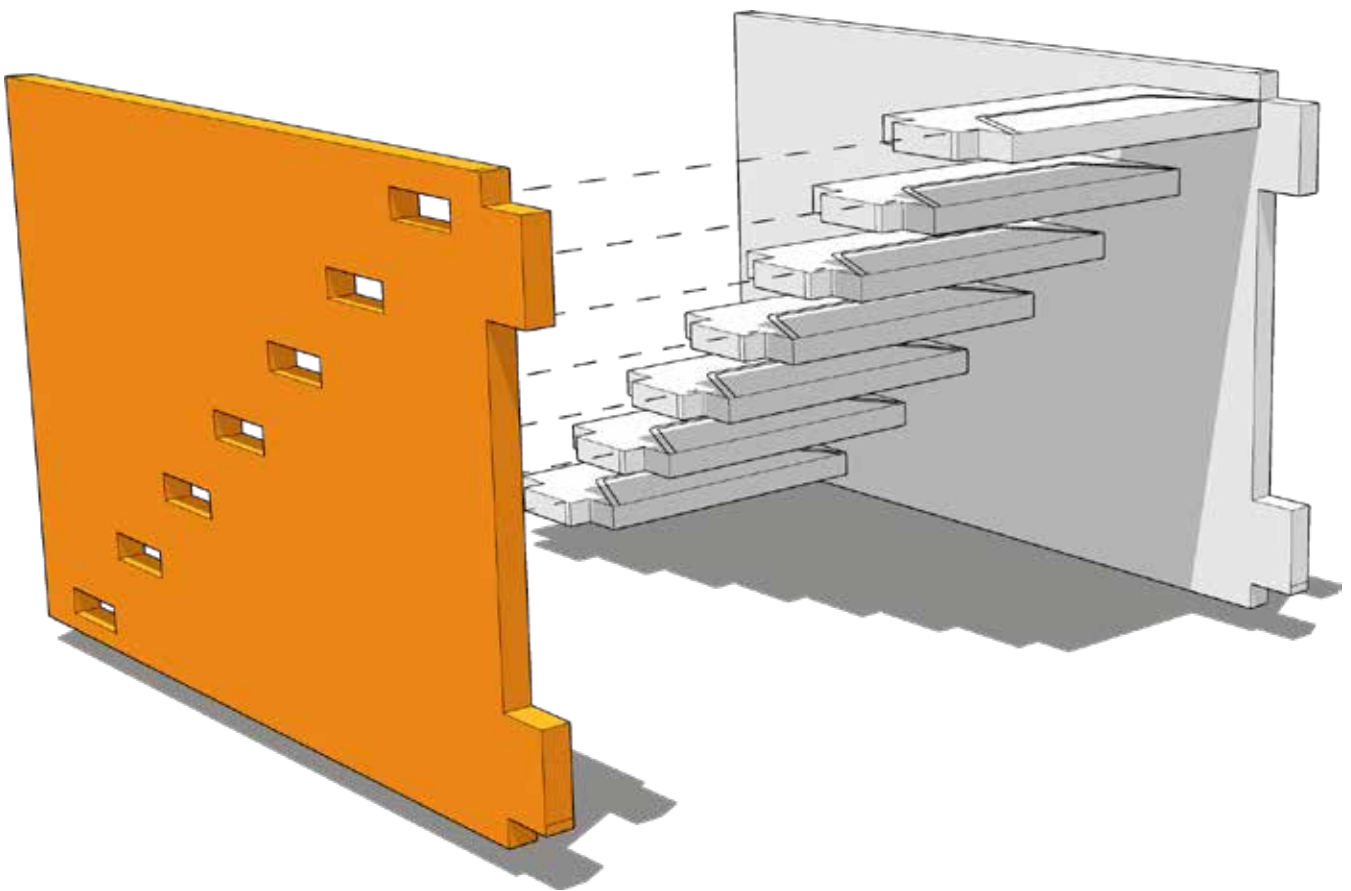




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**14**

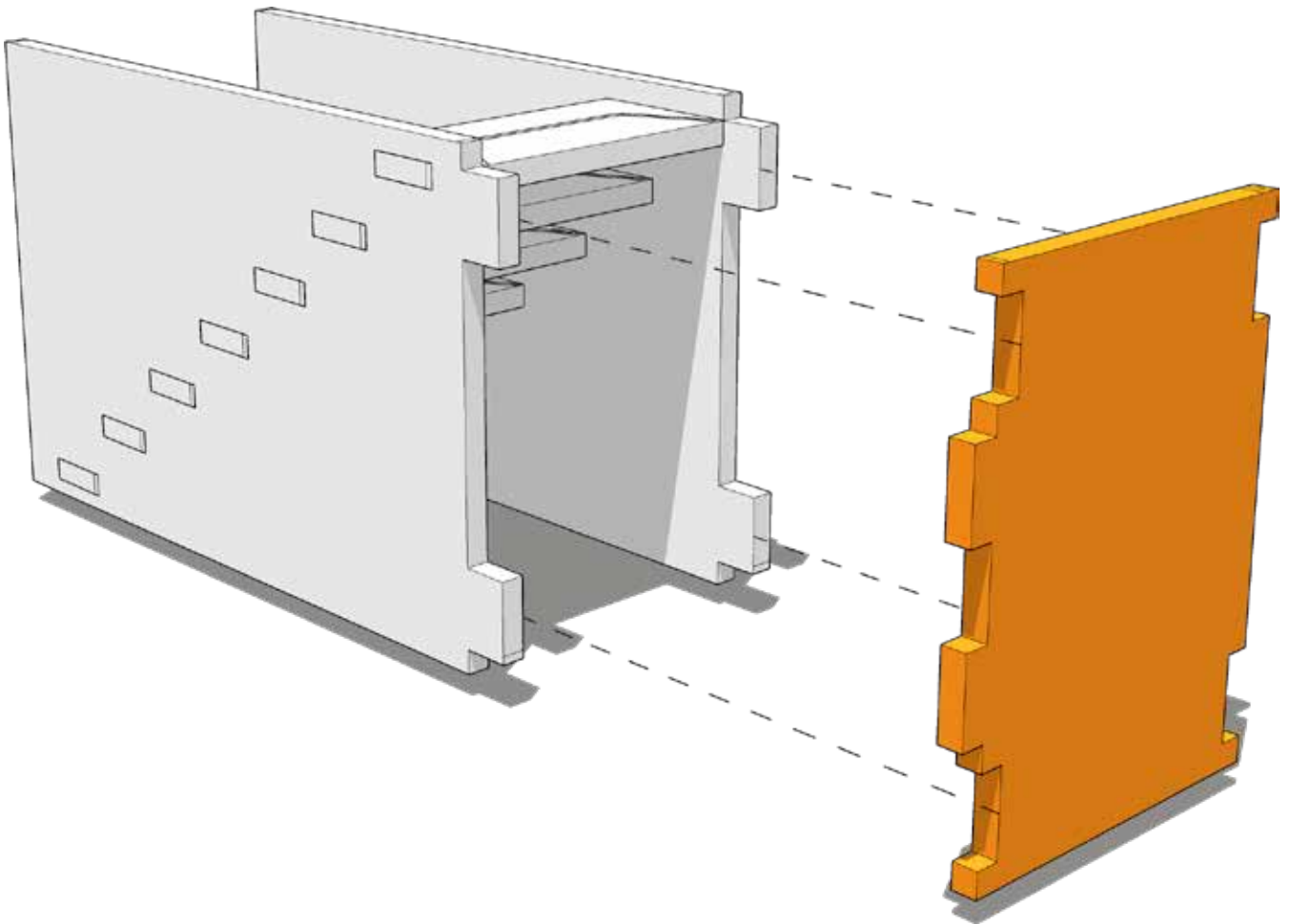




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**15**

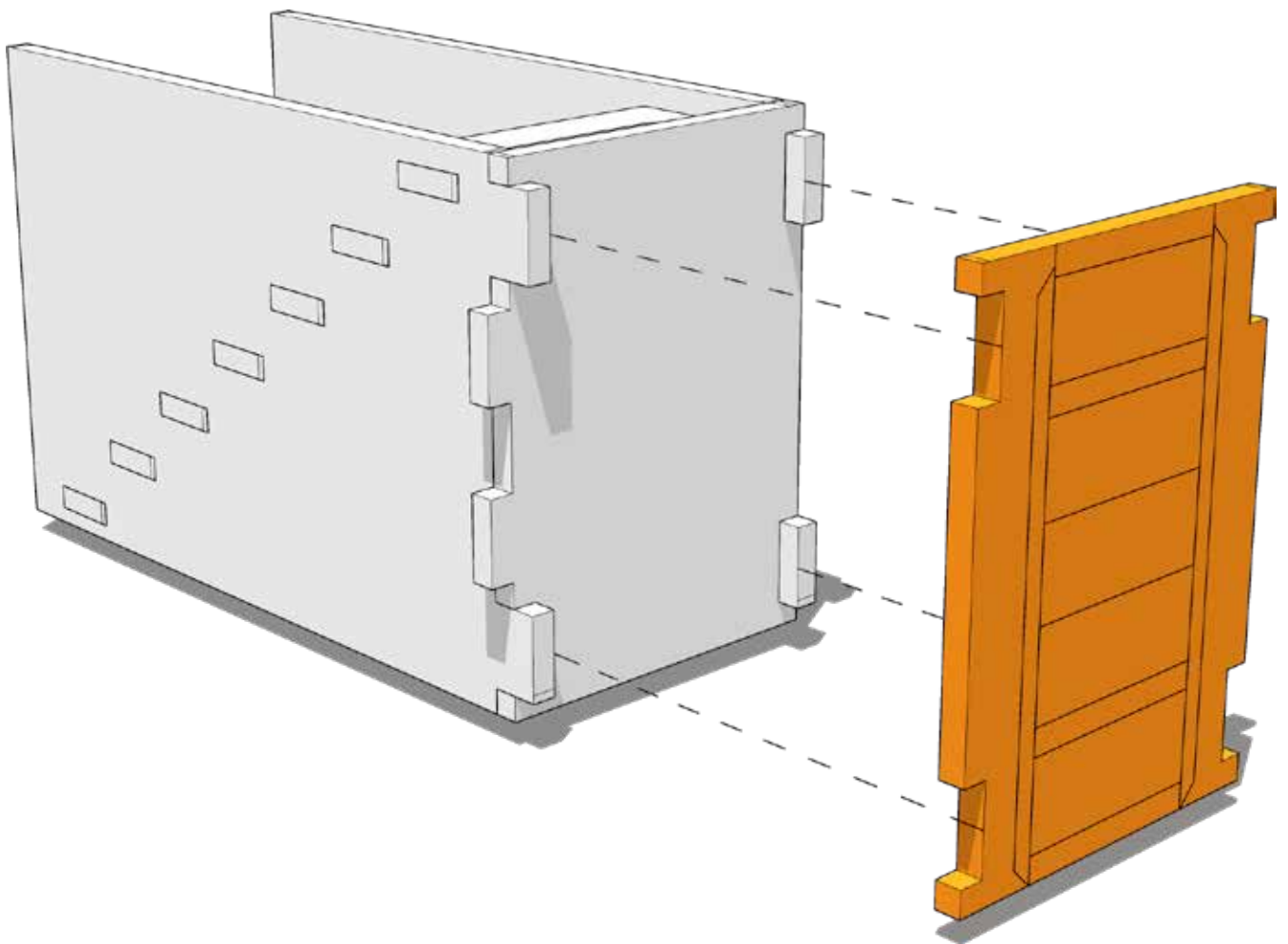




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**16**



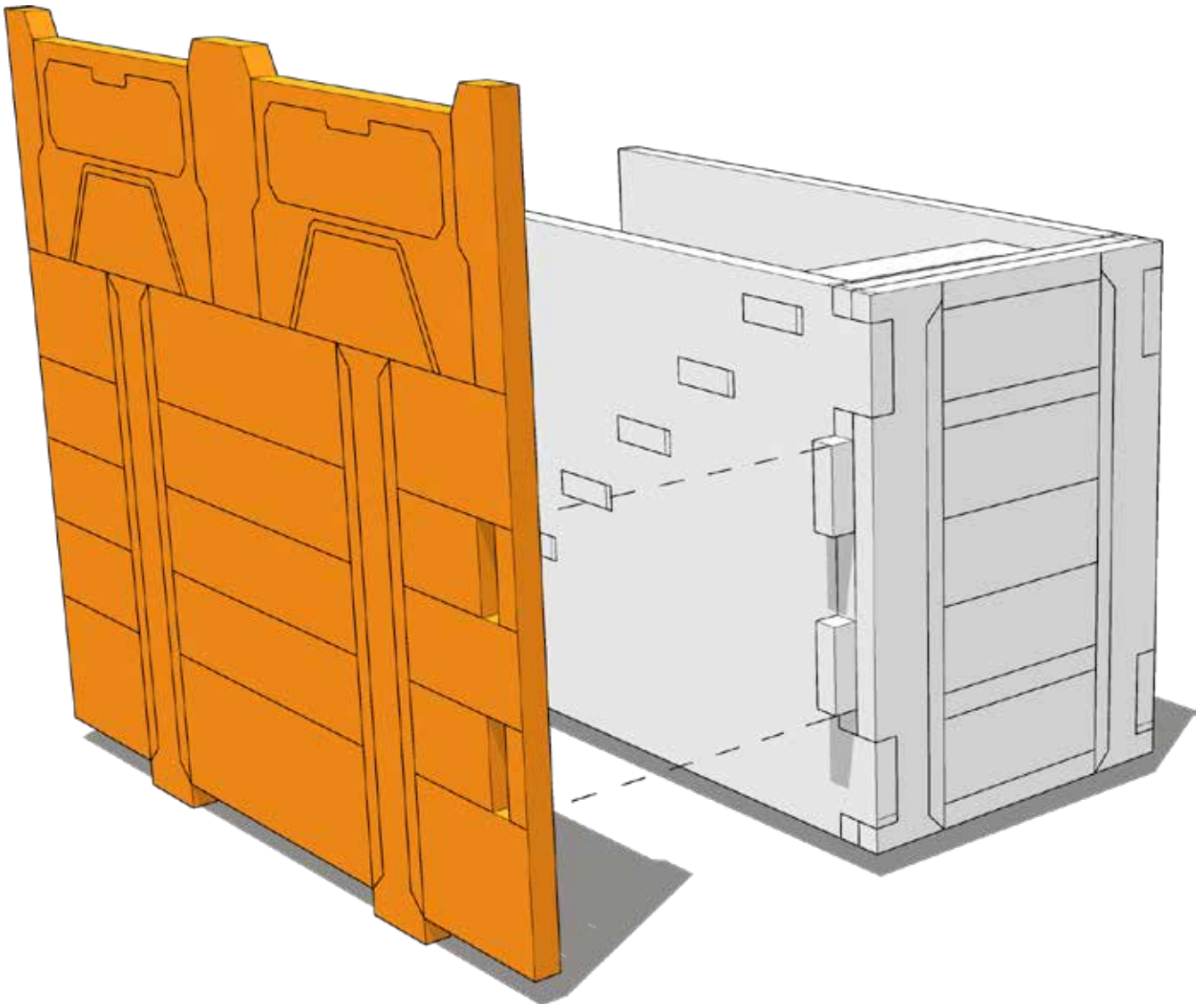




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**17**

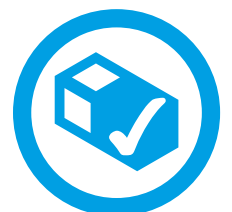
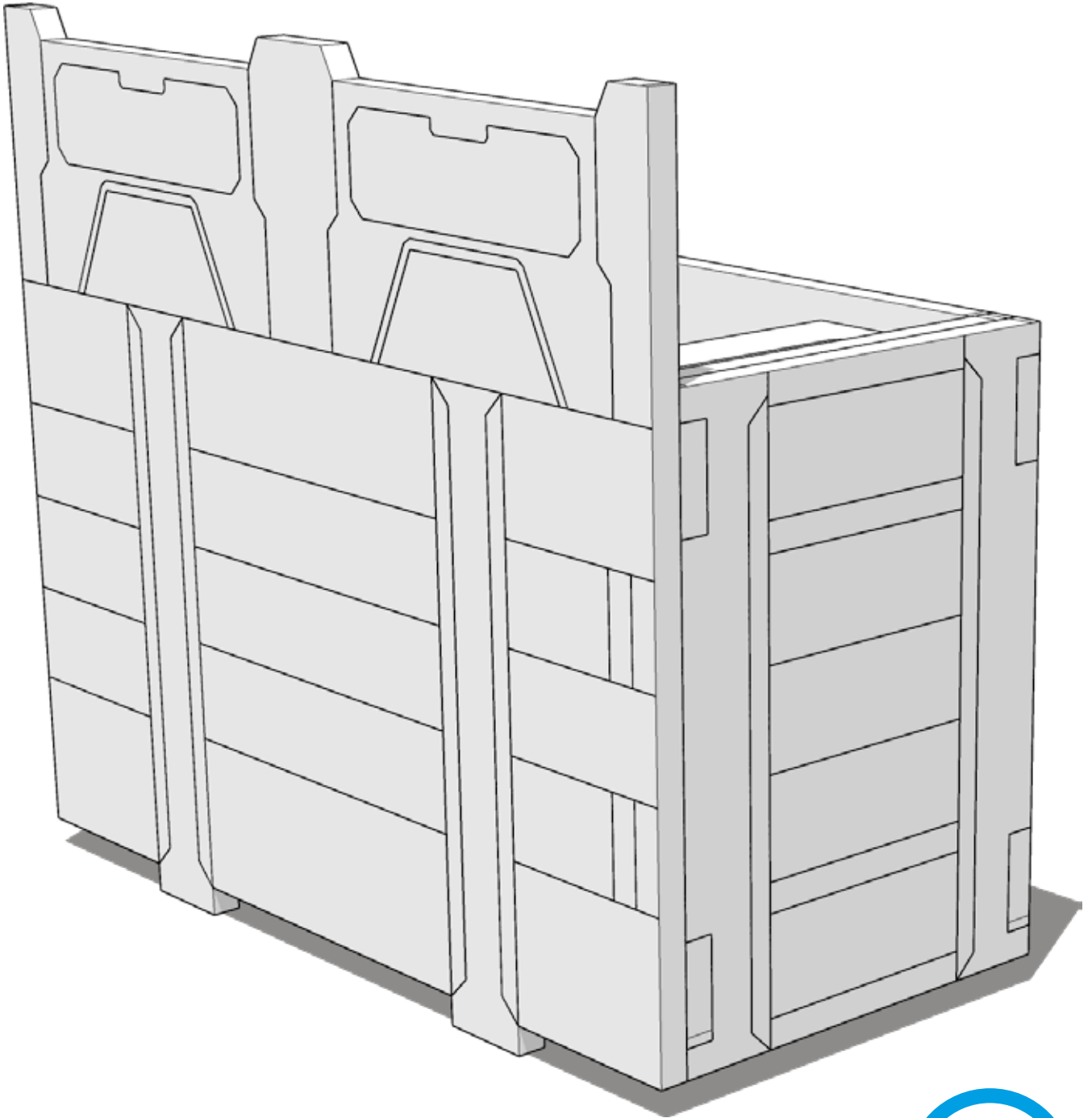




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**18**

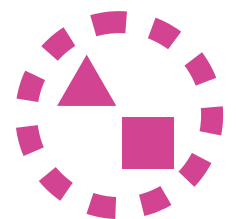


 **TTCOMBAT**



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

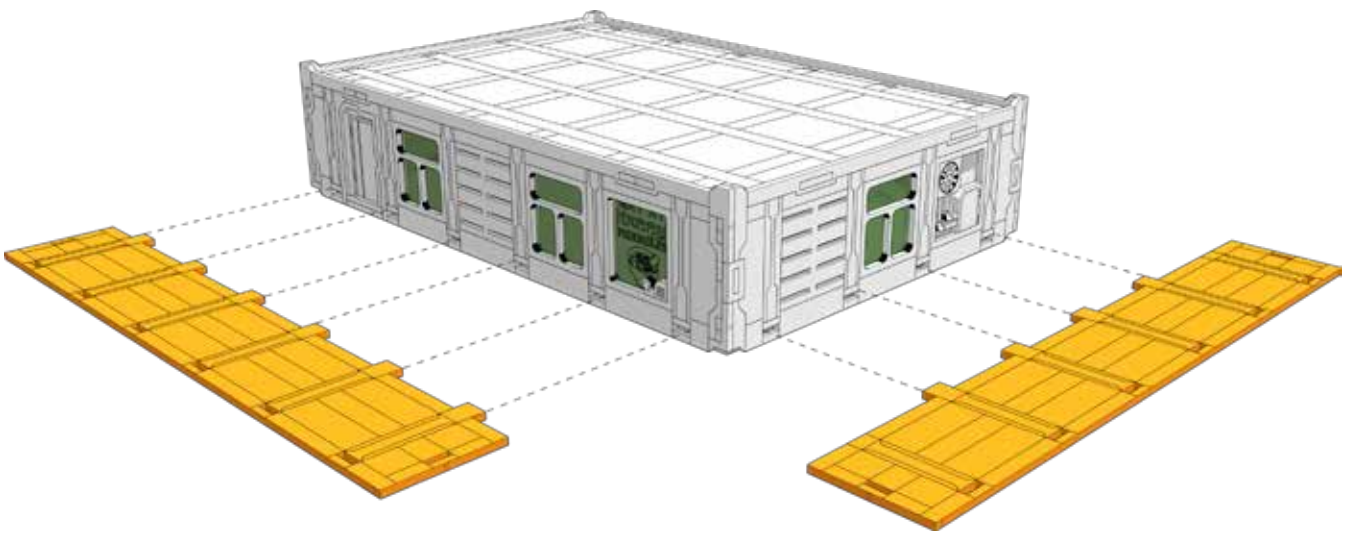




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**20**

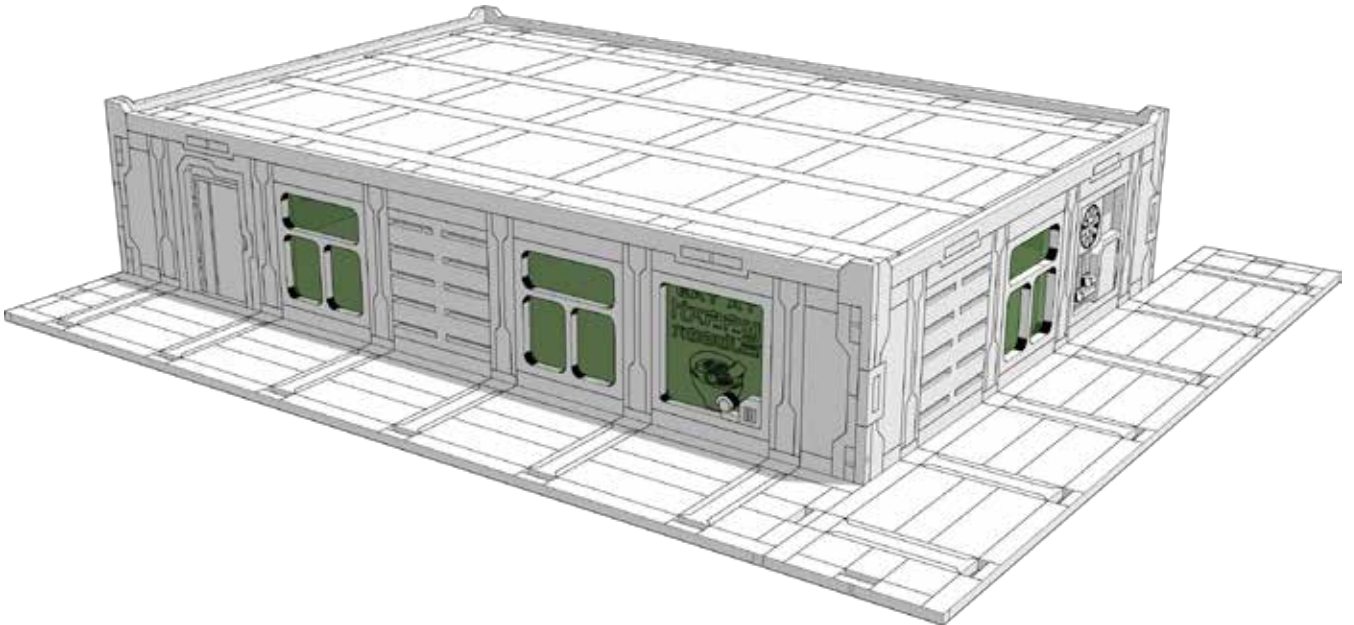




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**21**

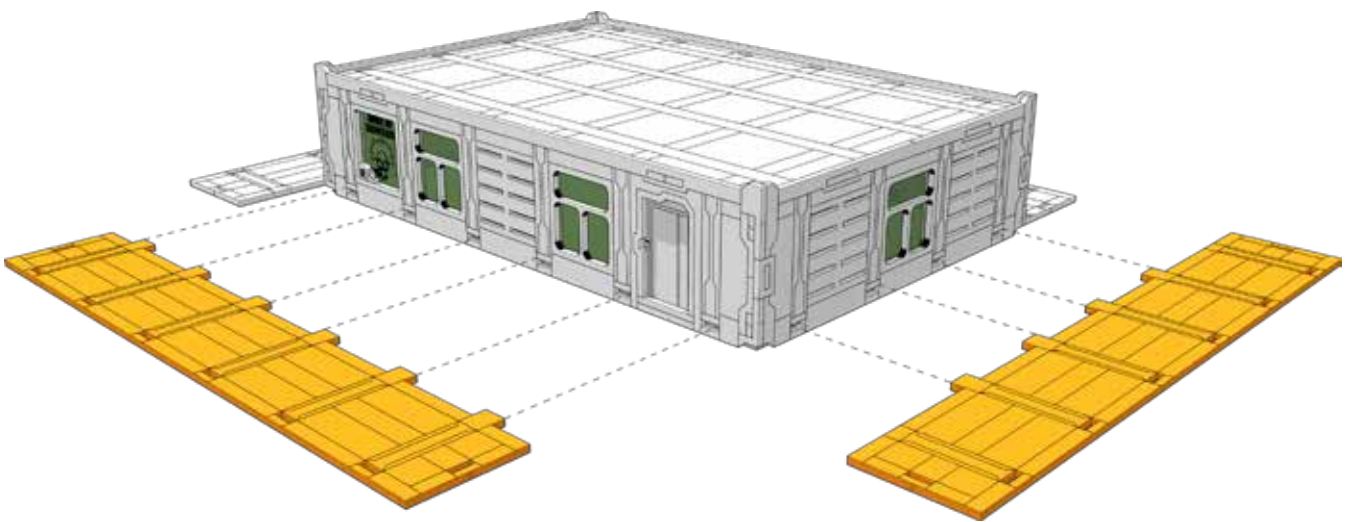




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**22**

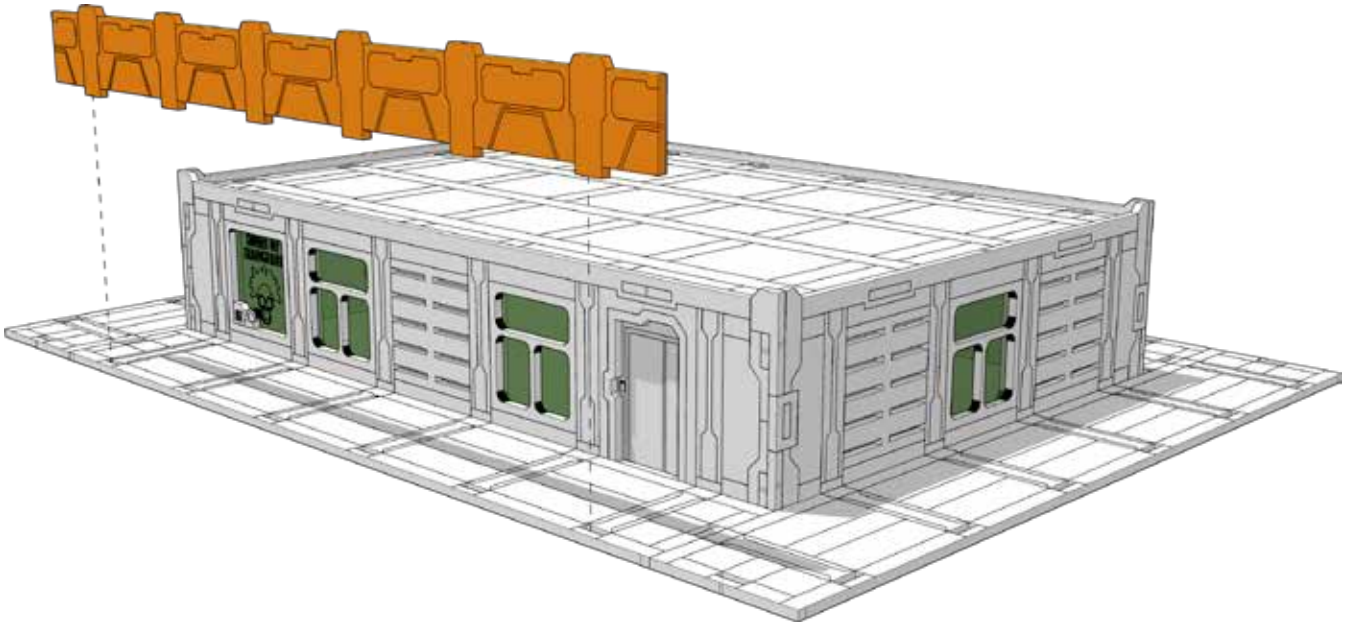




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**23**

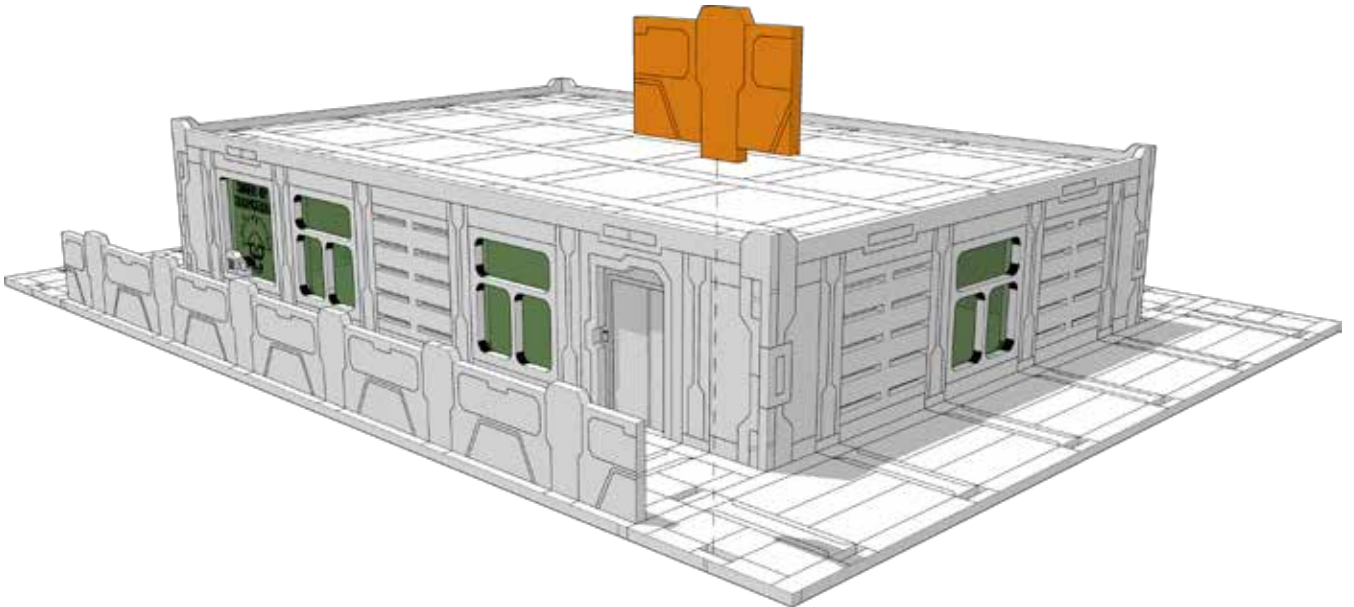




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**24**



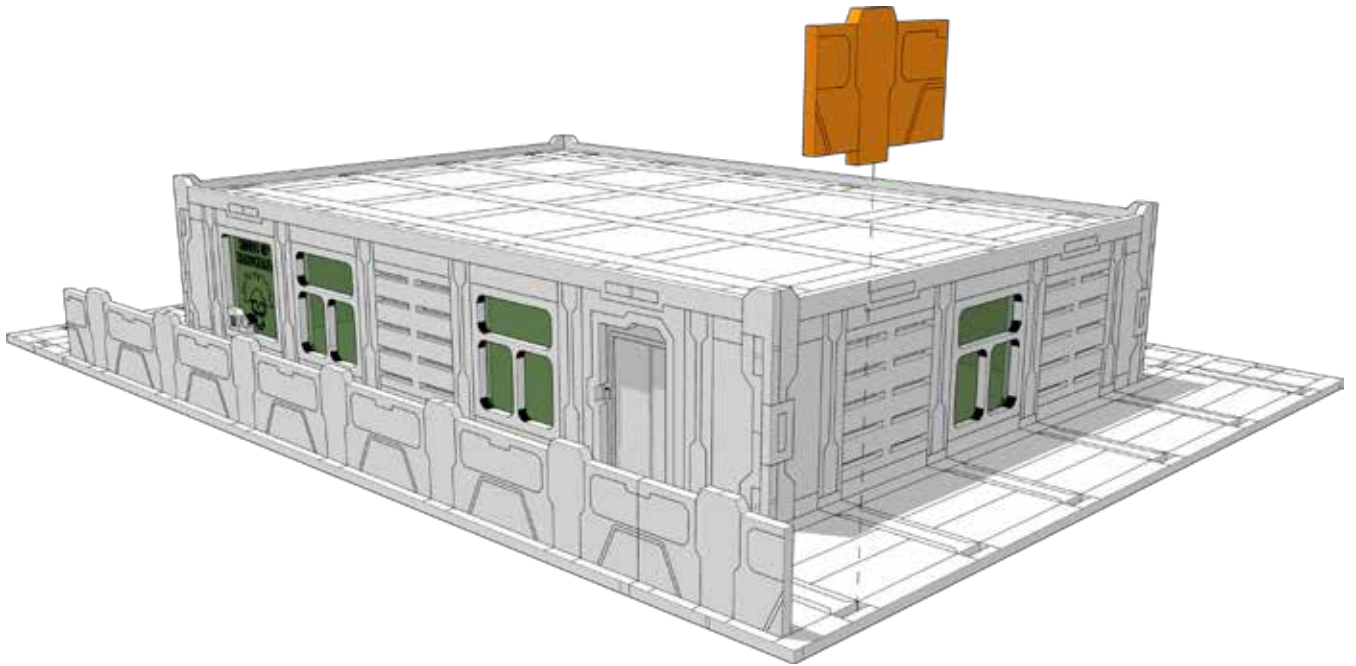




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**25**

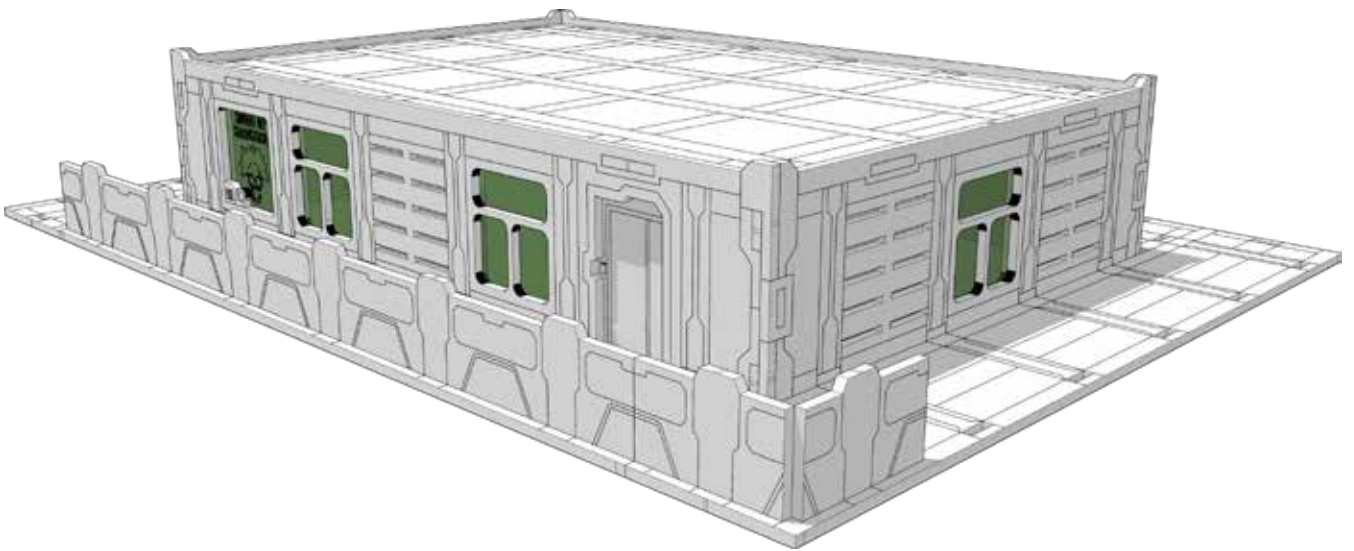




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**26**

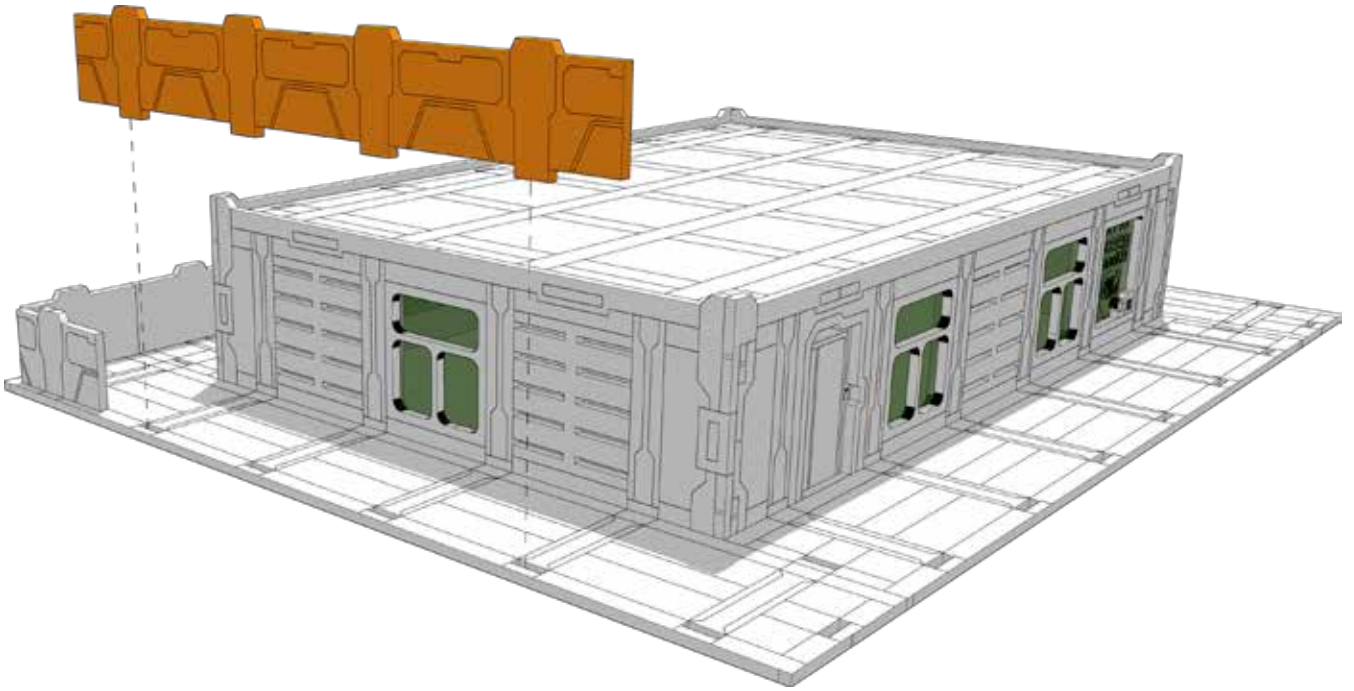




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**27**

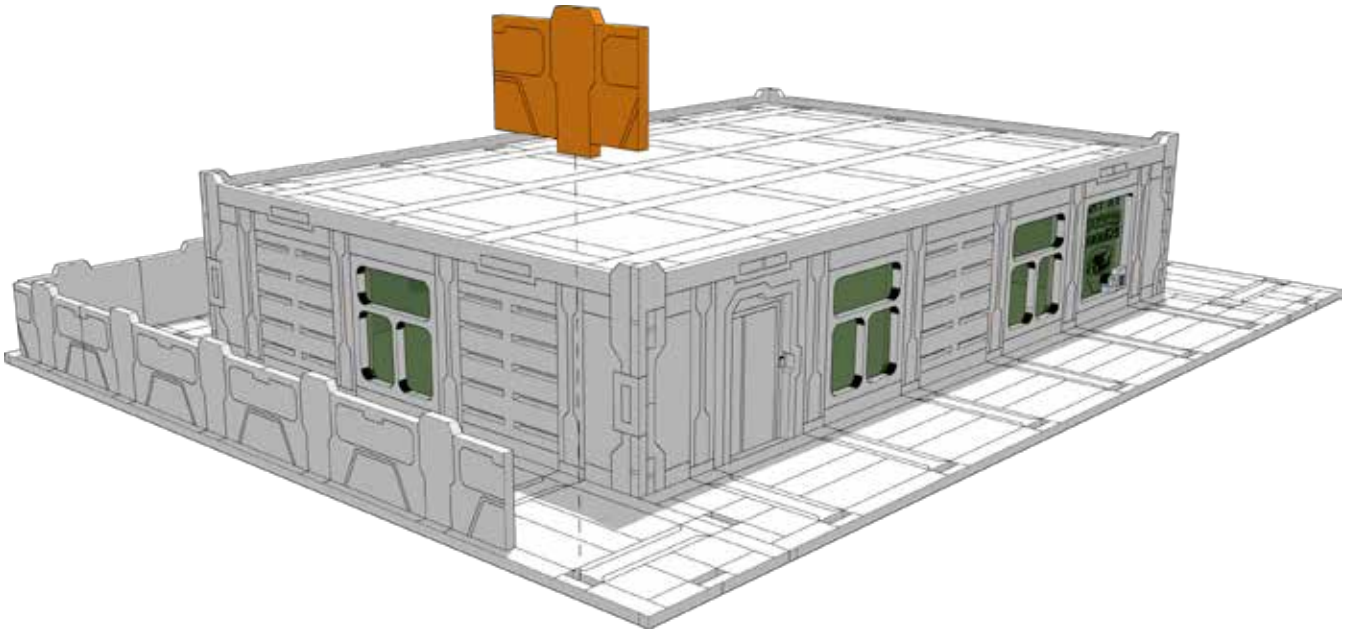




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**28**

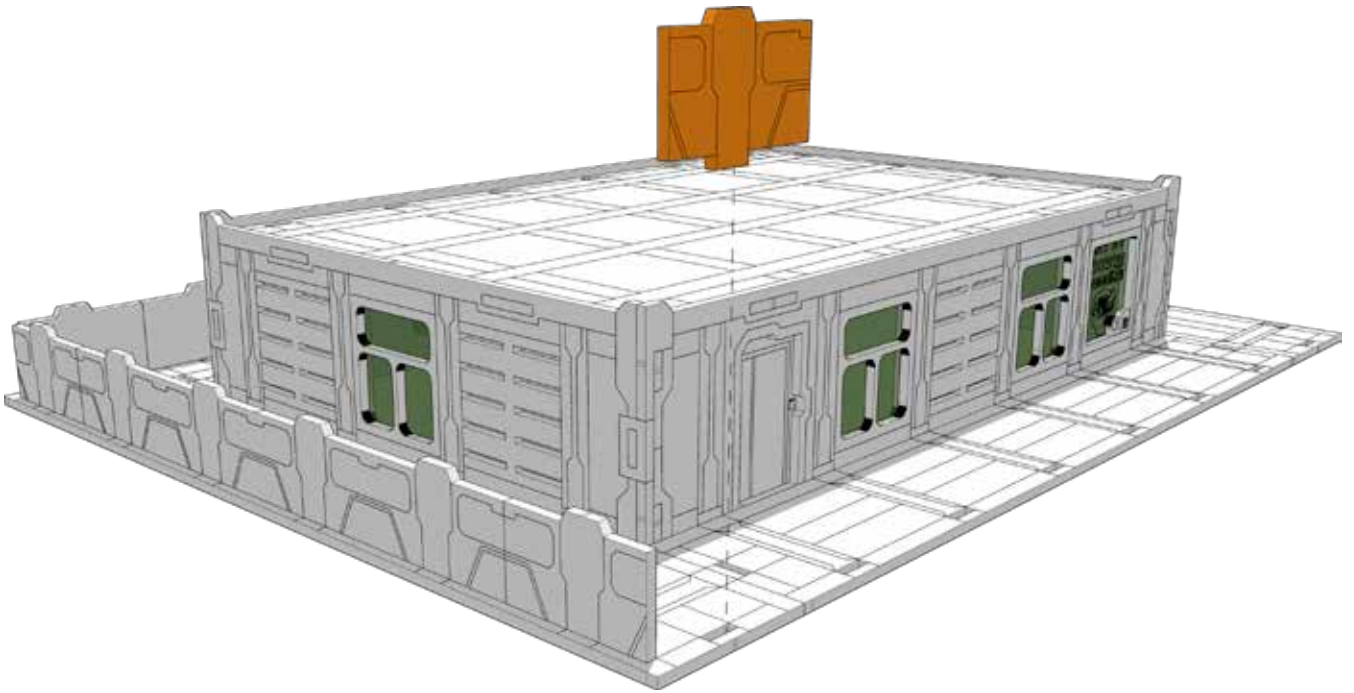




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**29**

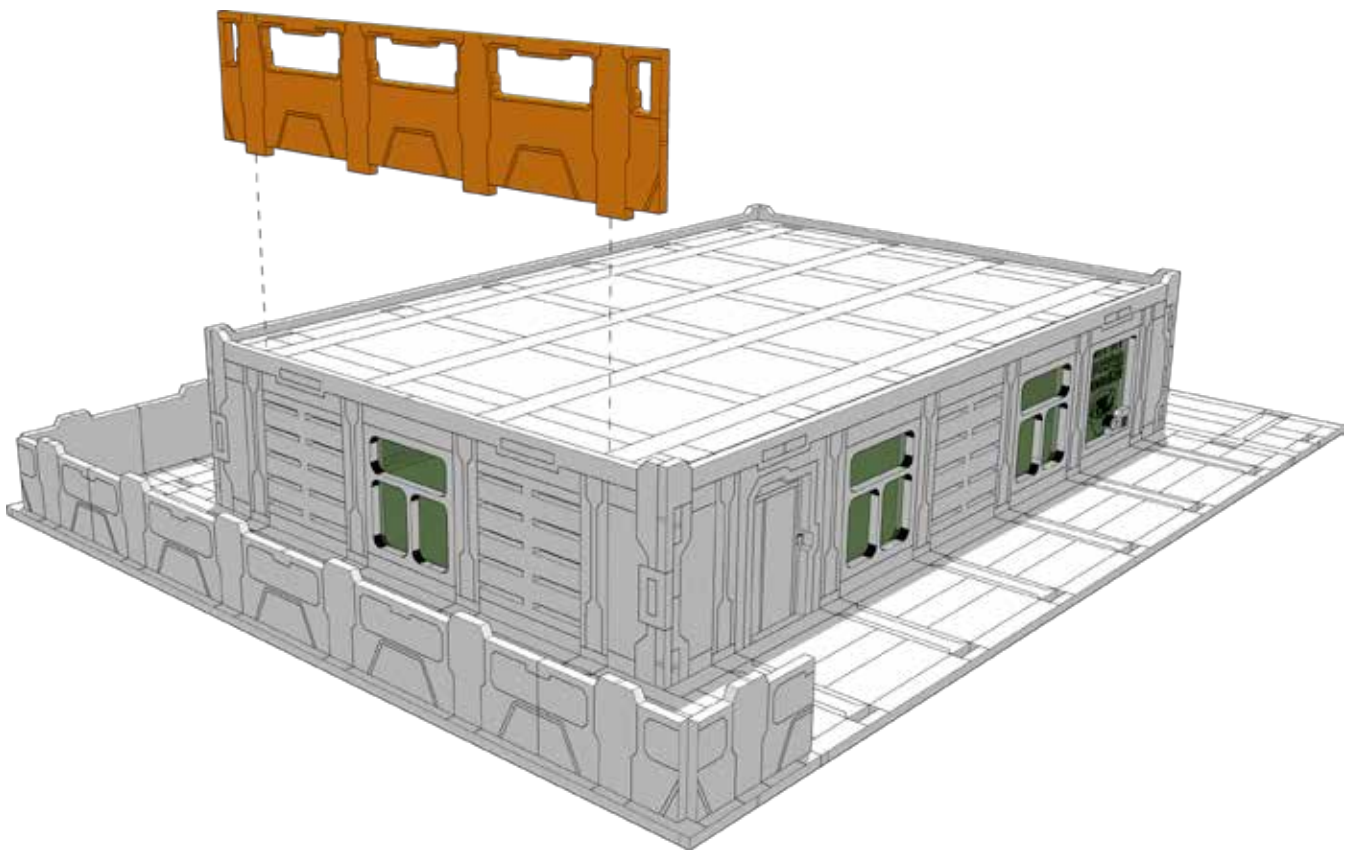




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**30**

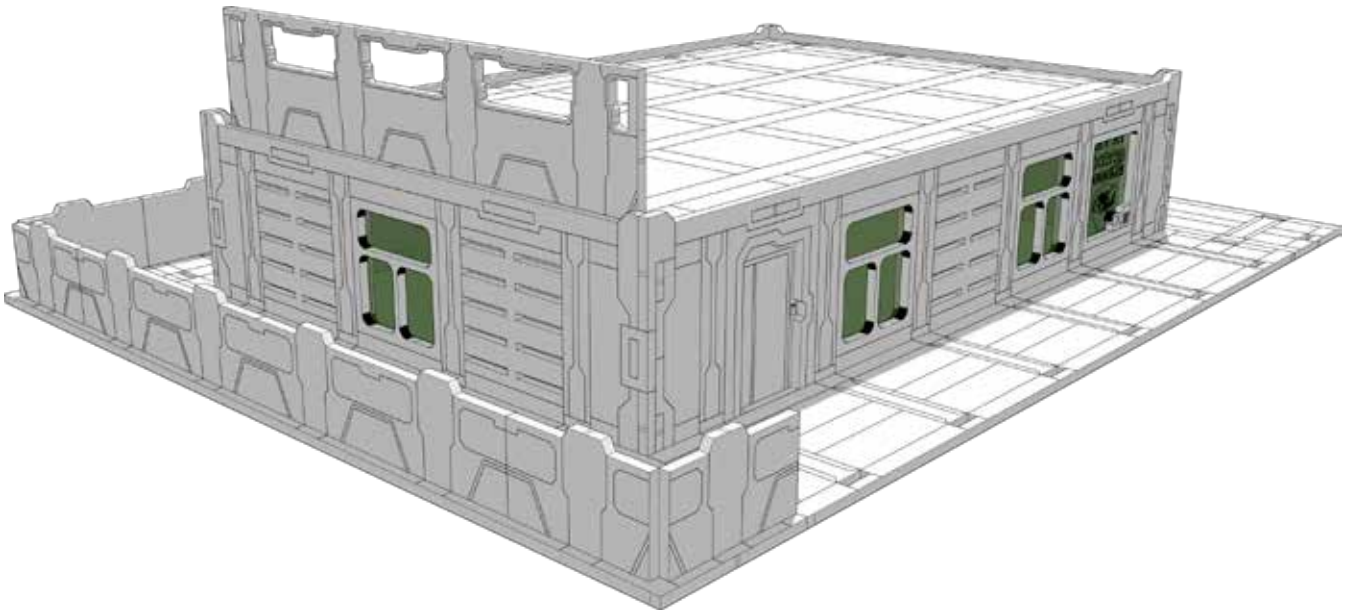




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**31**



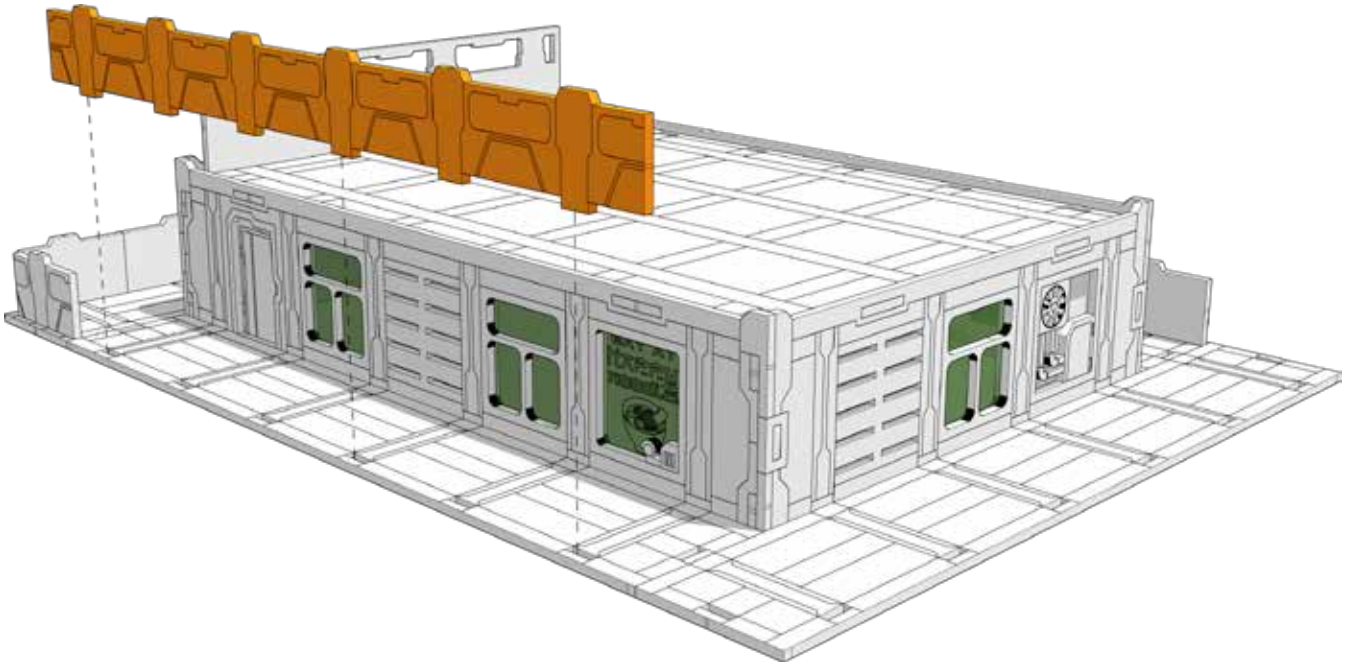




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**32**



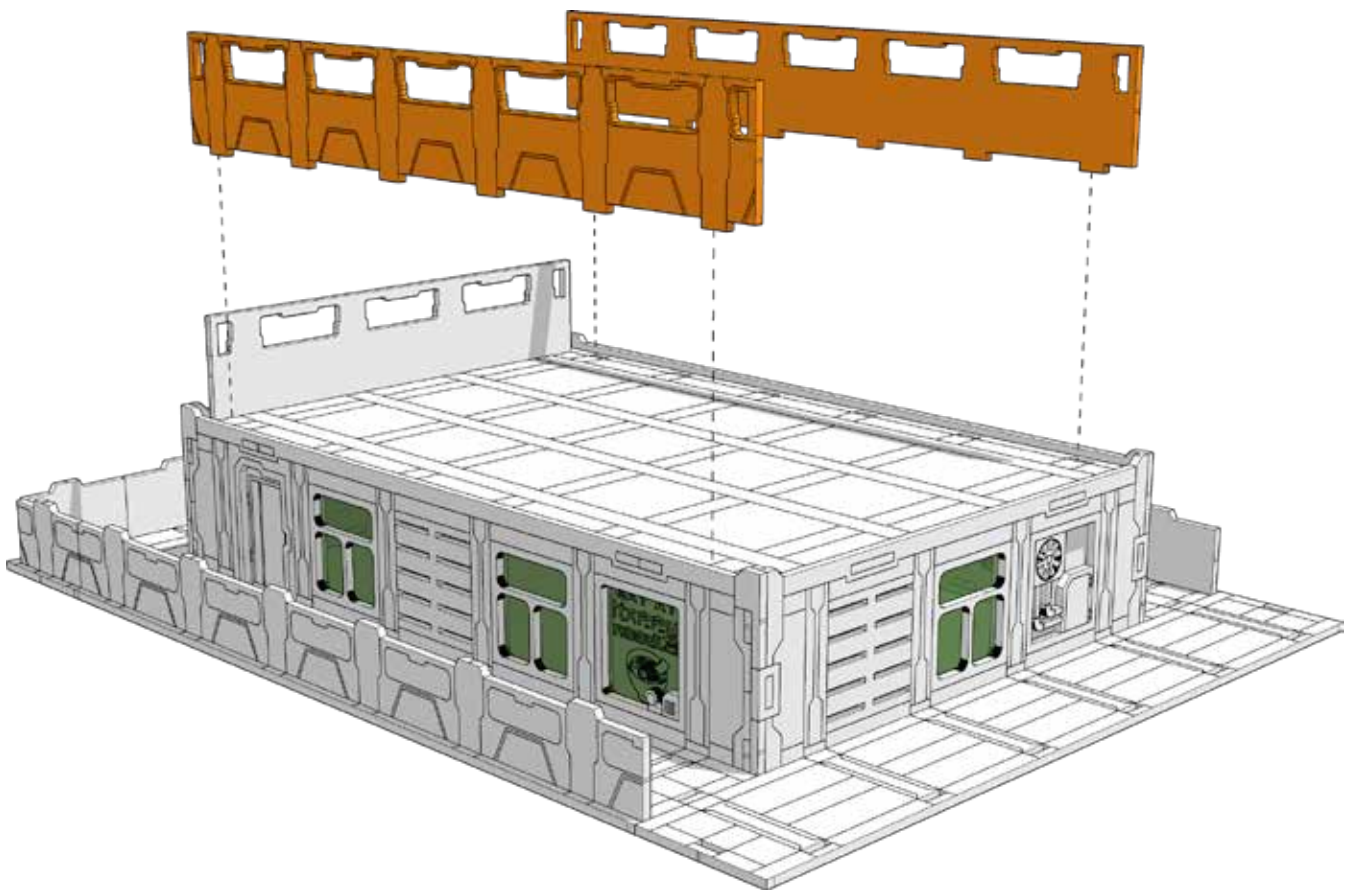




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**33**

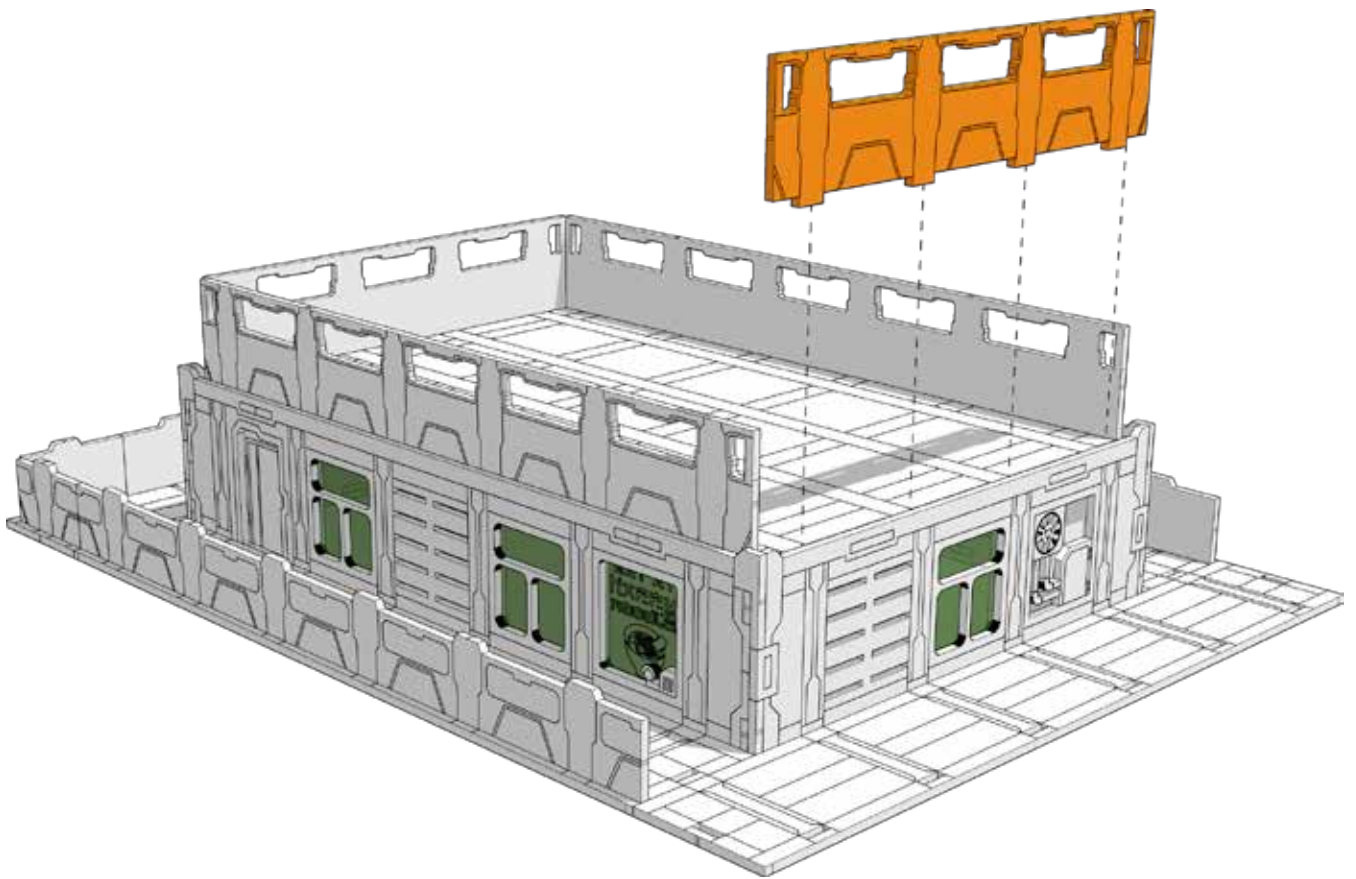




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**34**

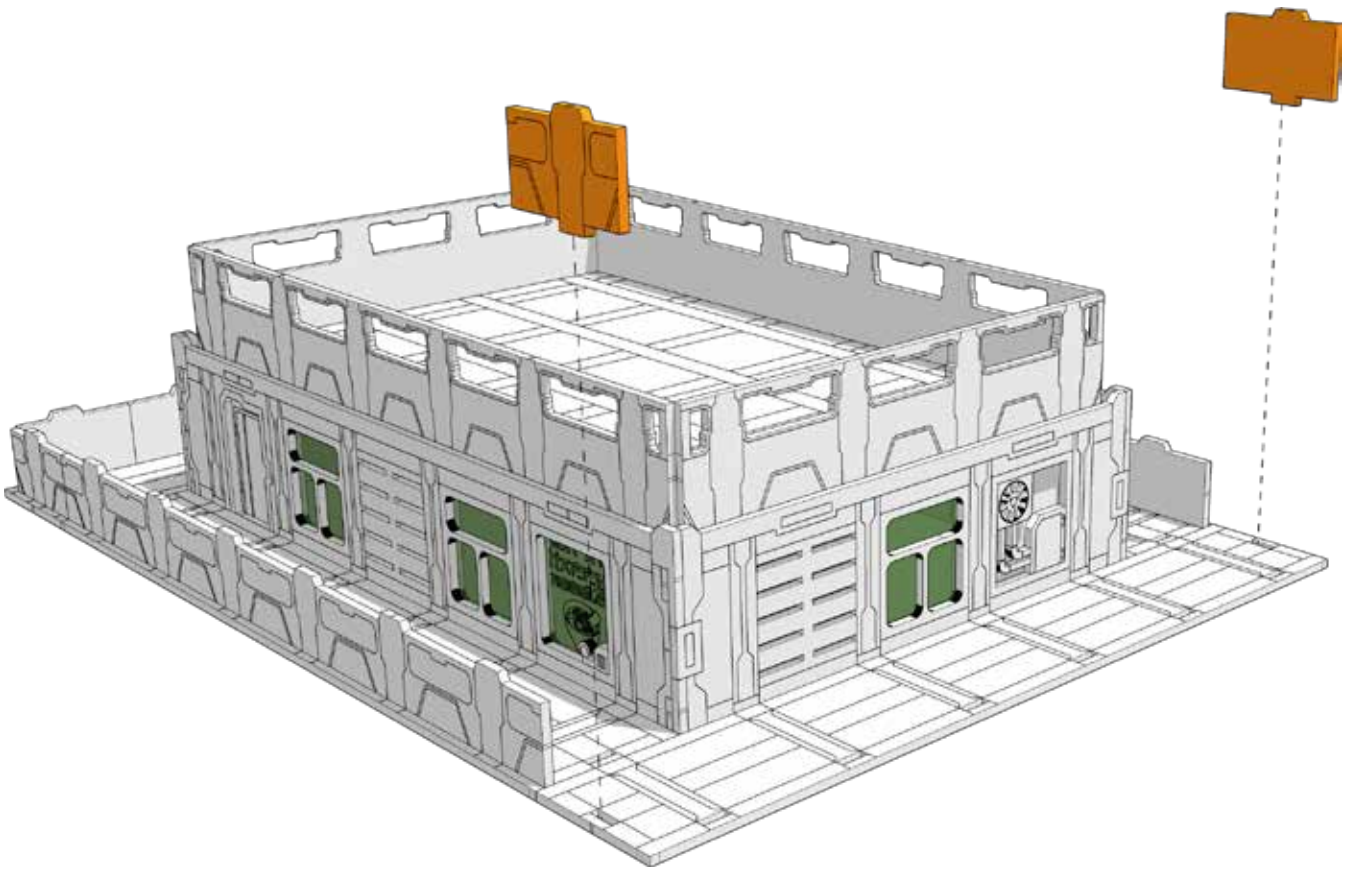




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**35**

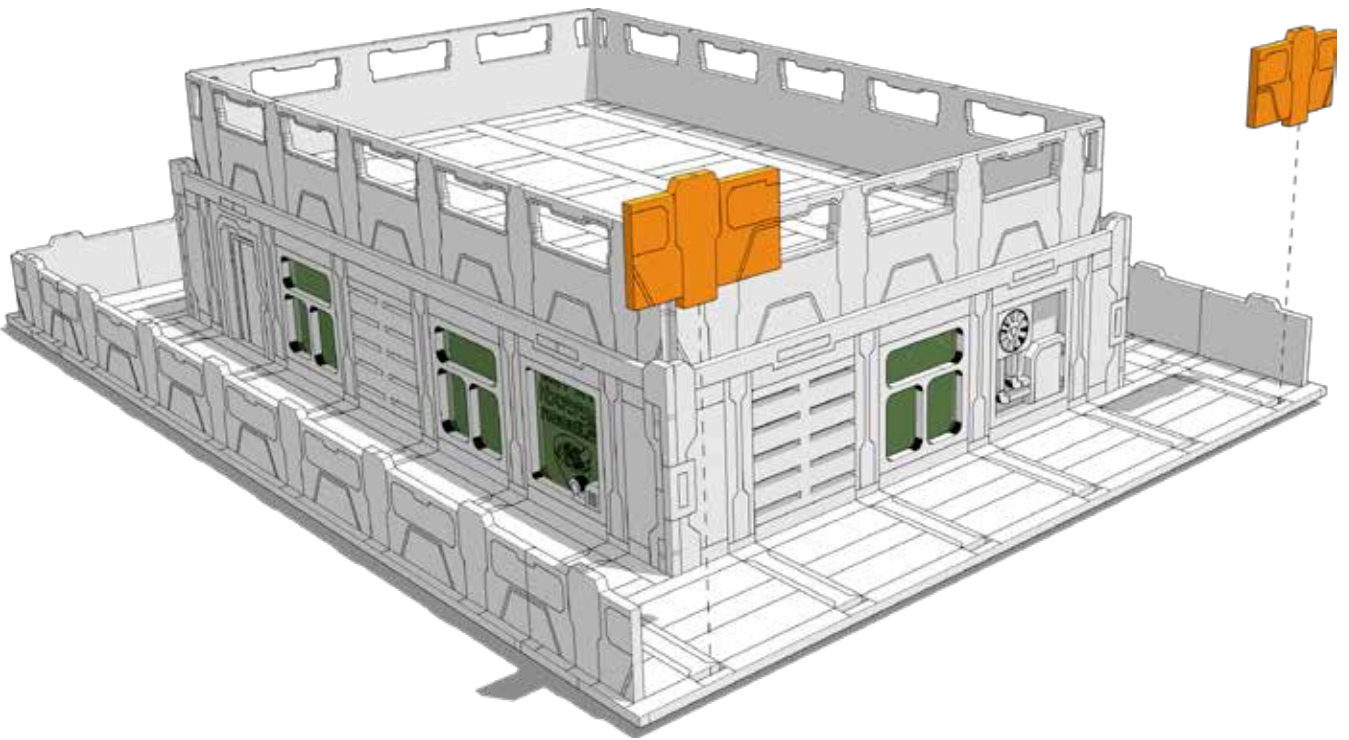




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**36**

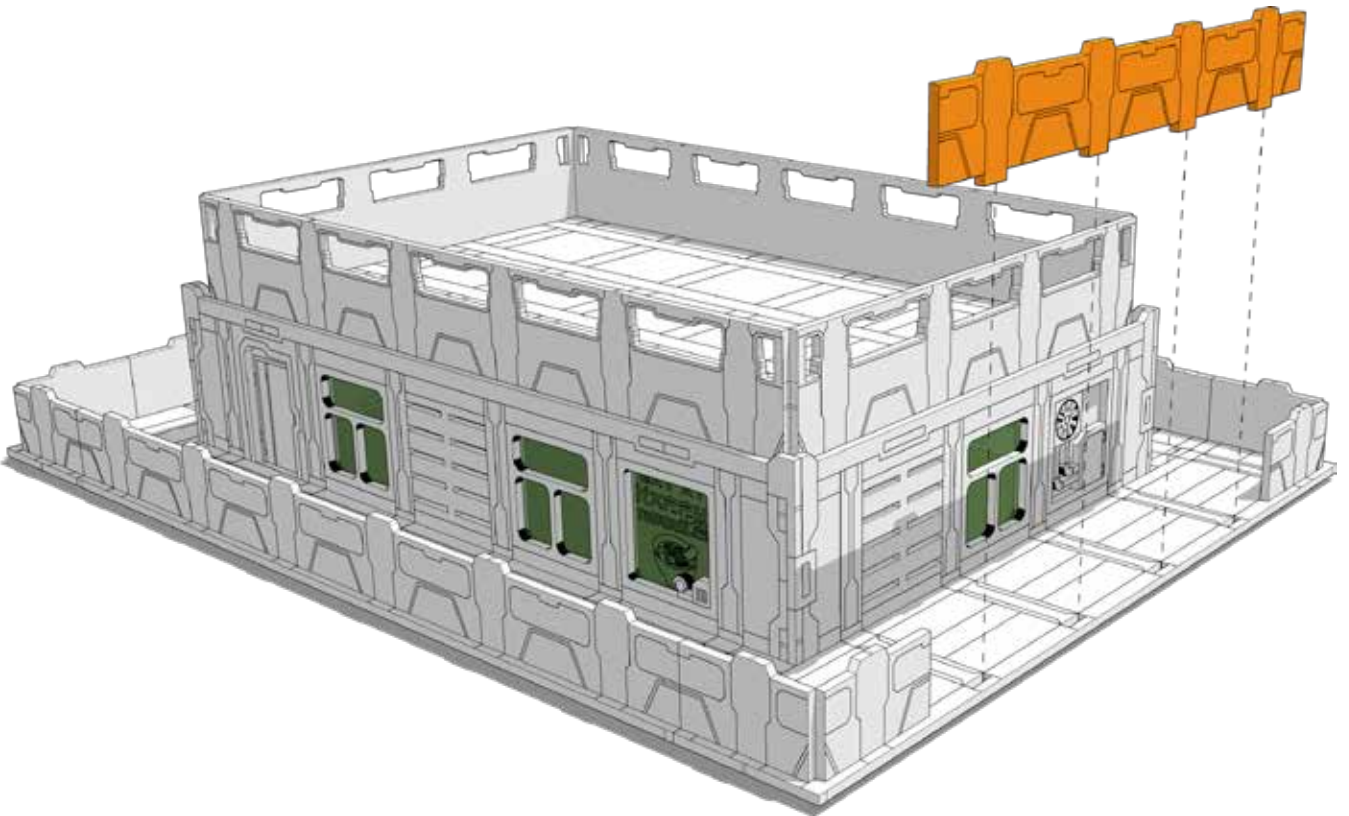




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**37**



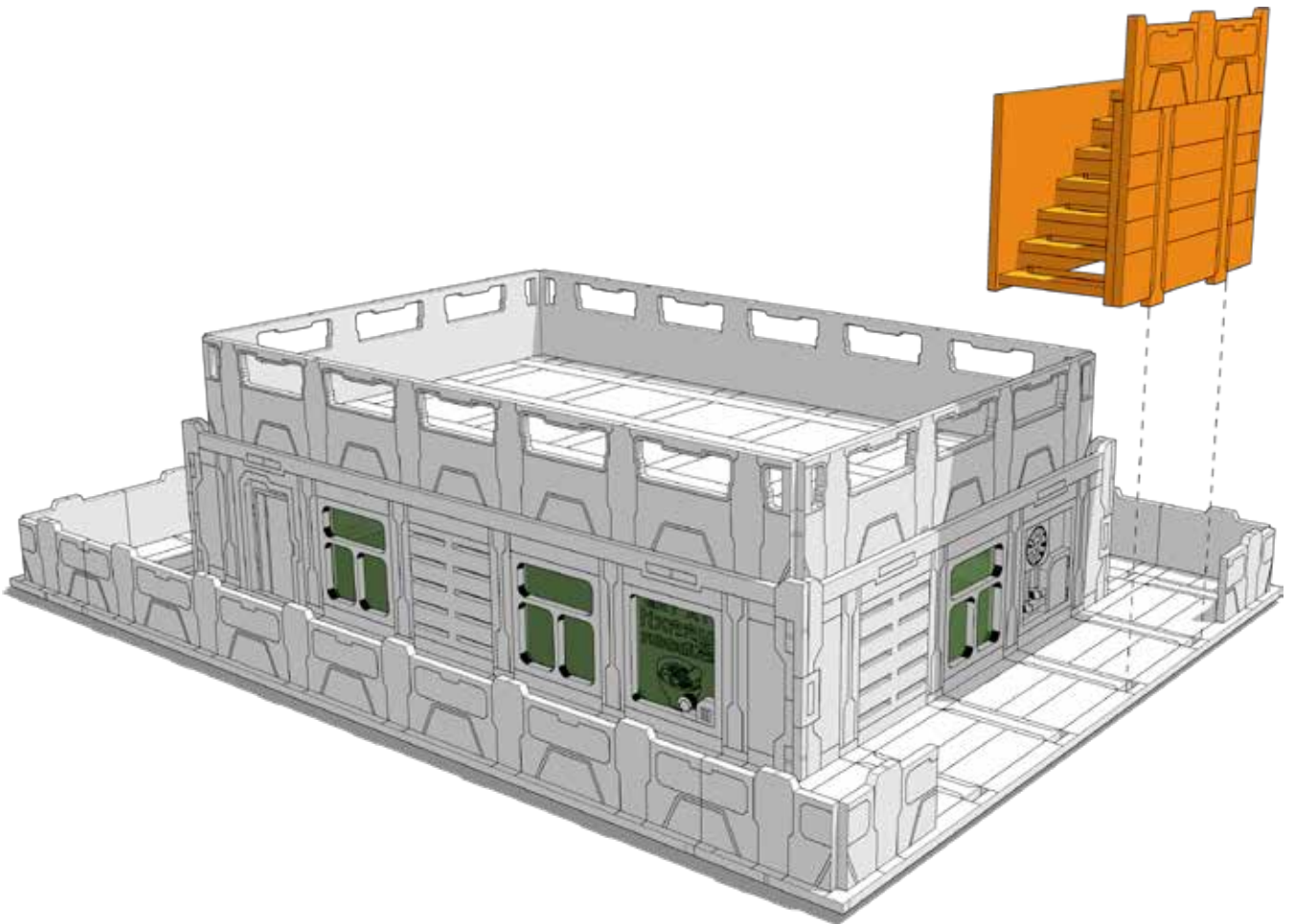




# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**38**



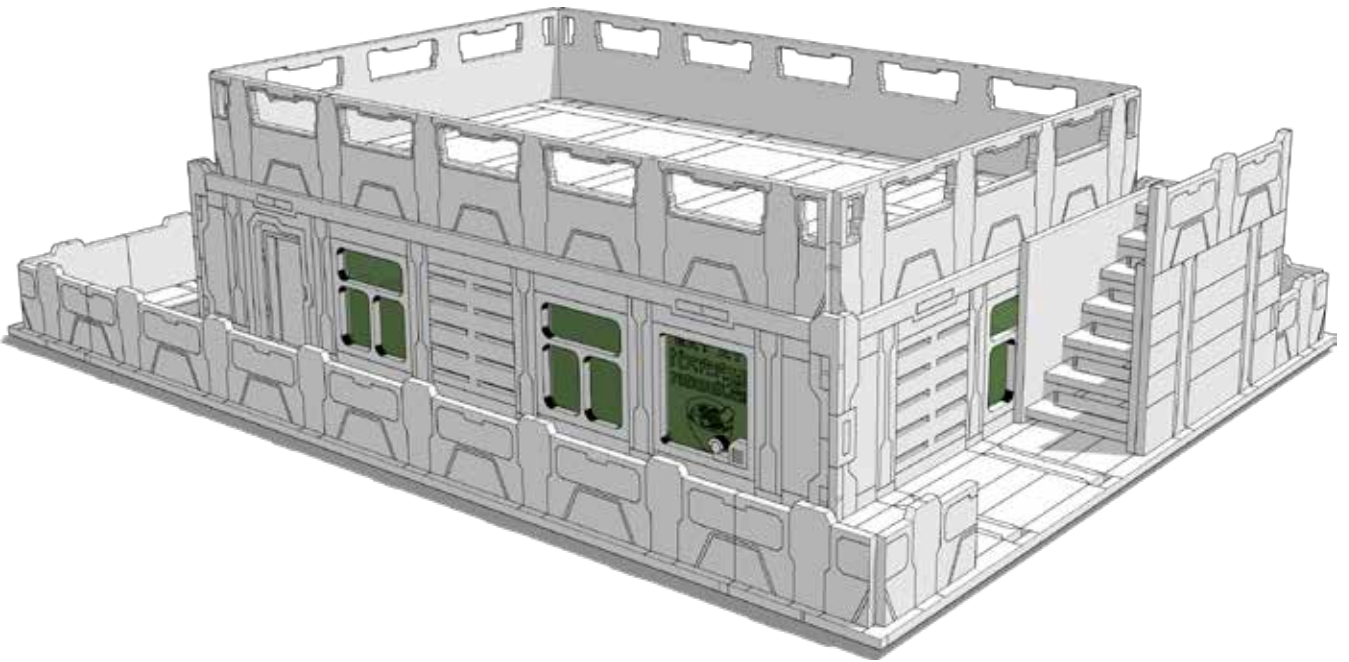
Stairs replace fences to slot into place



# TABLETOP SCENICS

**TTSCW-SFU-156**  
**Slab Streets**  
**Slab.Hab Large**

**39**



 **TTCOMBAT**