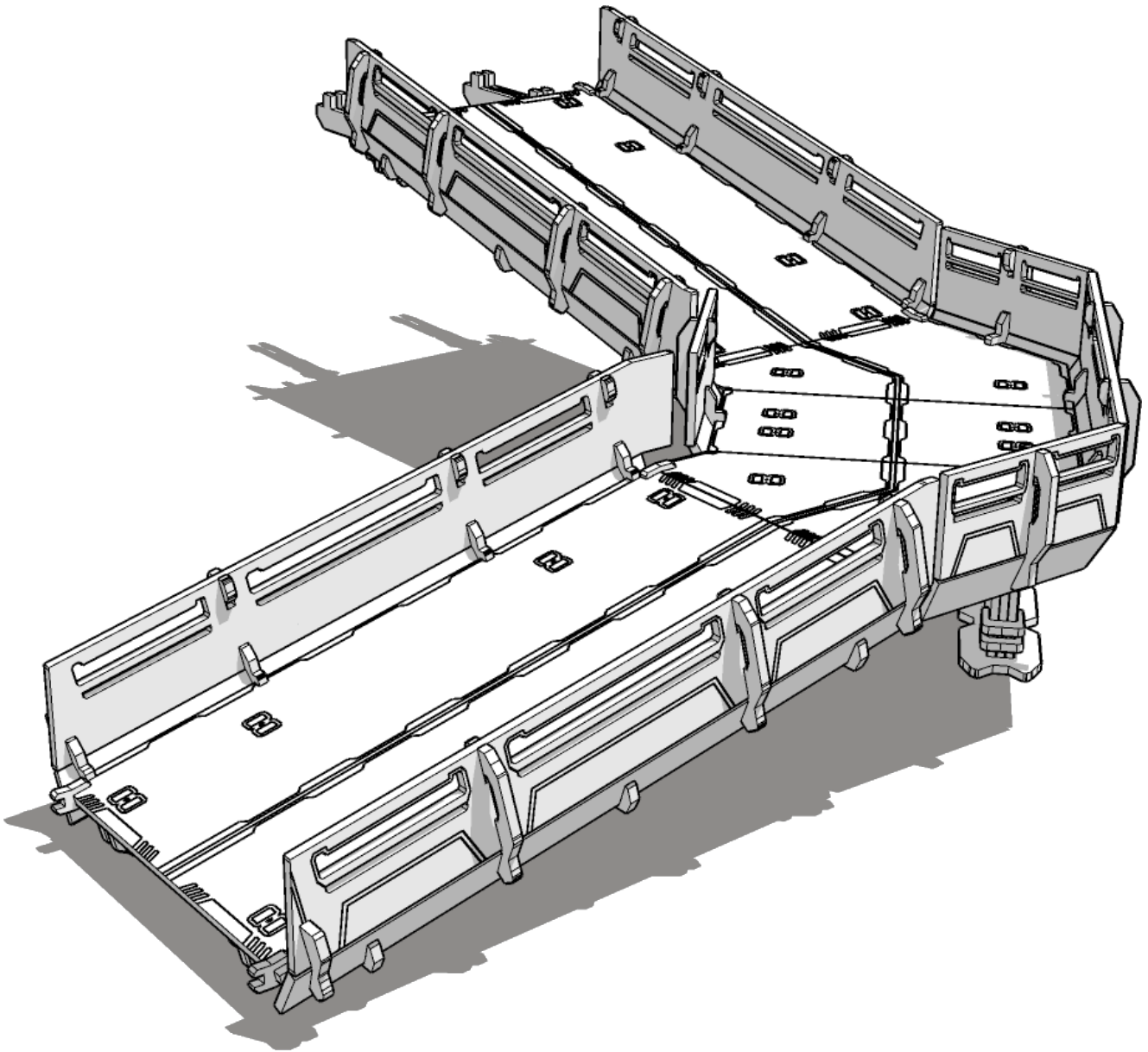




**TABLETOP  
SCENICS**

**TTSCW-SFU-123  
ELMOR:  
Skylevel Ramp**



**TTCOMBAT**



# TABLETOP SCENICS

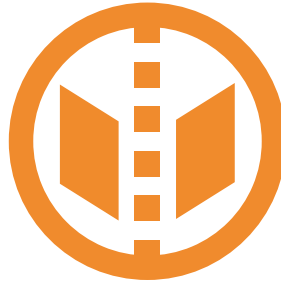
**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**2**

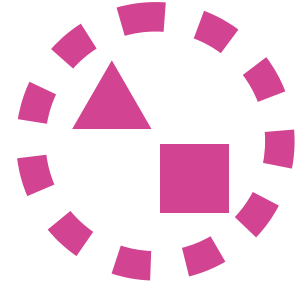
These are a series of icons that may be used throughout the instructions to help your assembly.  
If in doubt, scroll ahead to confirm.



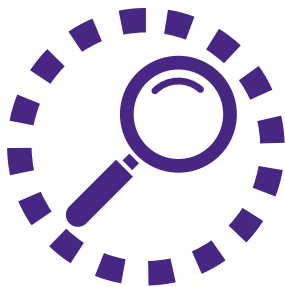
Do not glue this part



Carefully score and  
fold this part



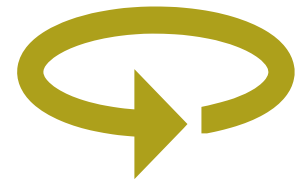
This part - or its placement is  
completely optional



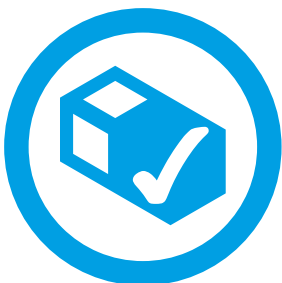
Look closely at this step -  
The process order or part  
used, may be specific



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



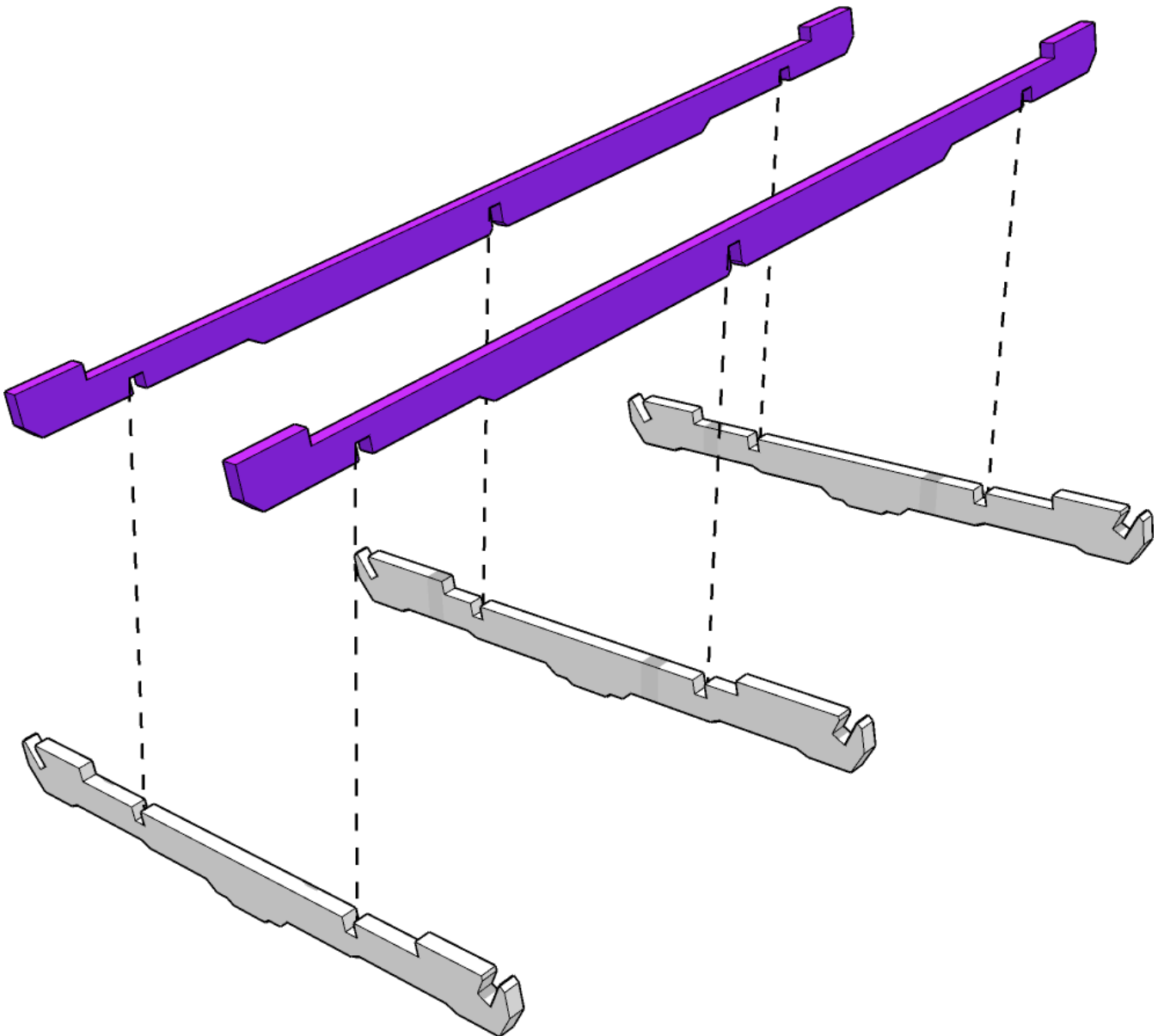
FRAGILE: DO NOT BEND.  
“Bendy wood” is designed to  
curve around a designed  
frame only.



# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**3**

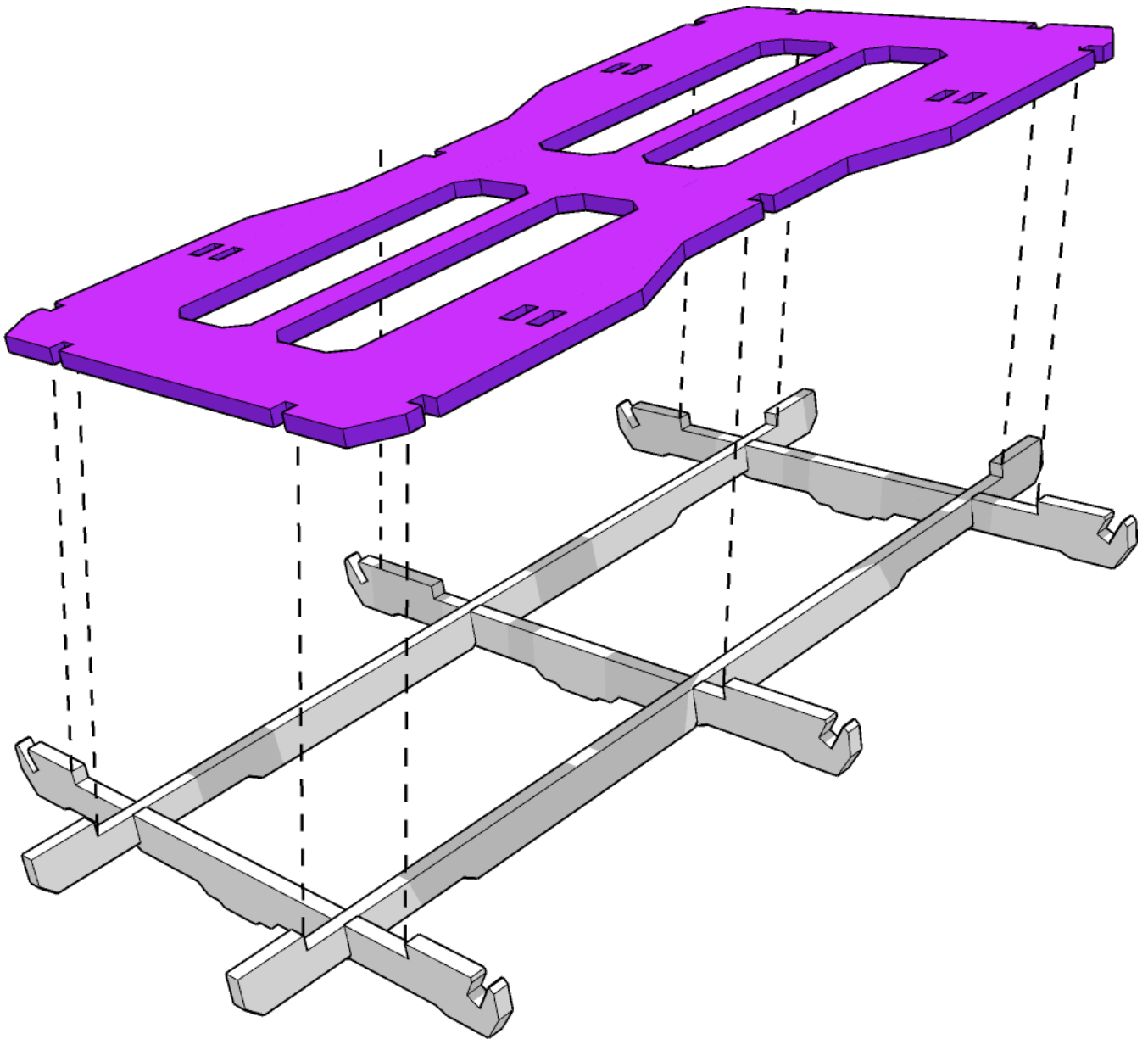




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**4**

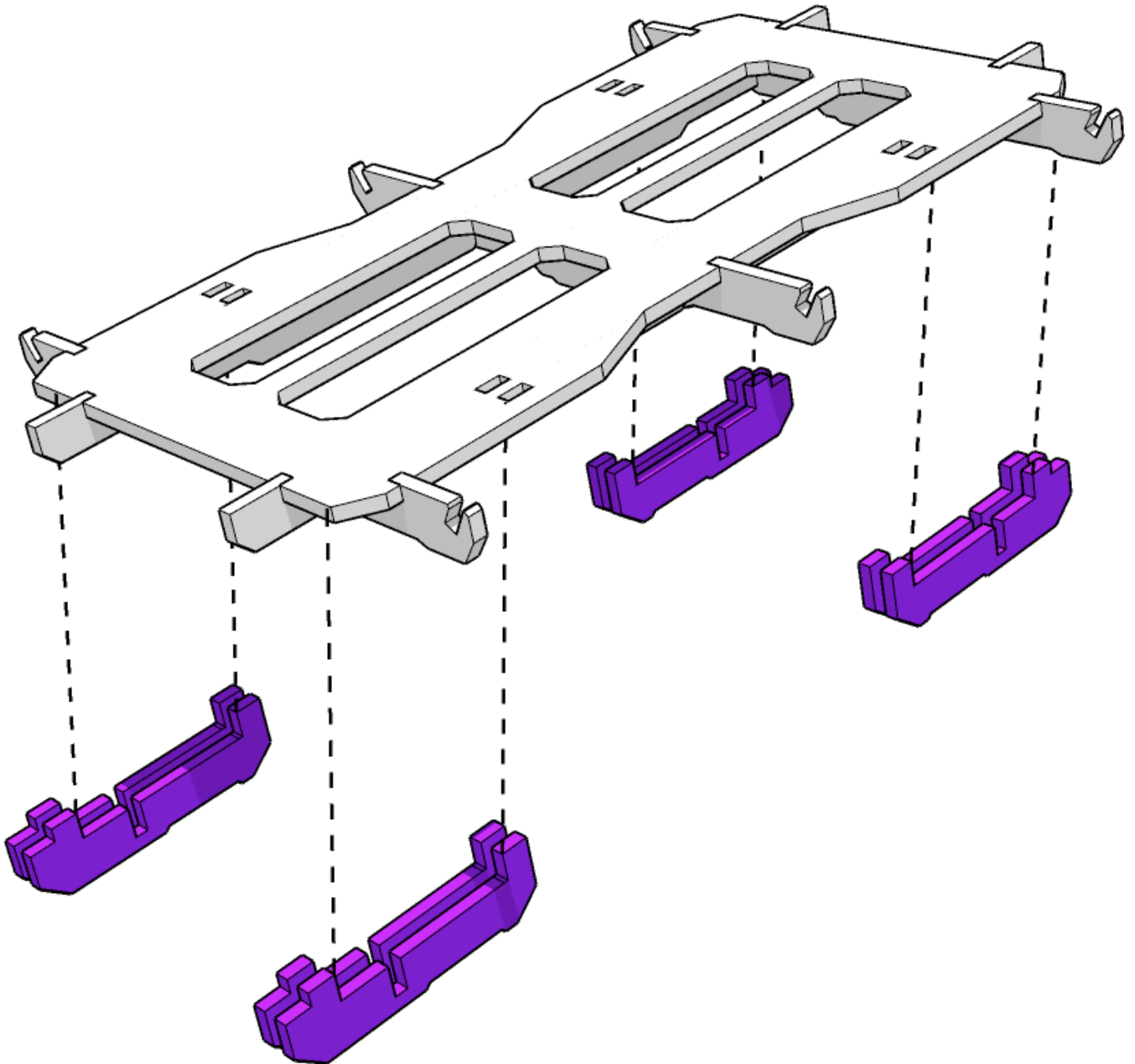




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**5**

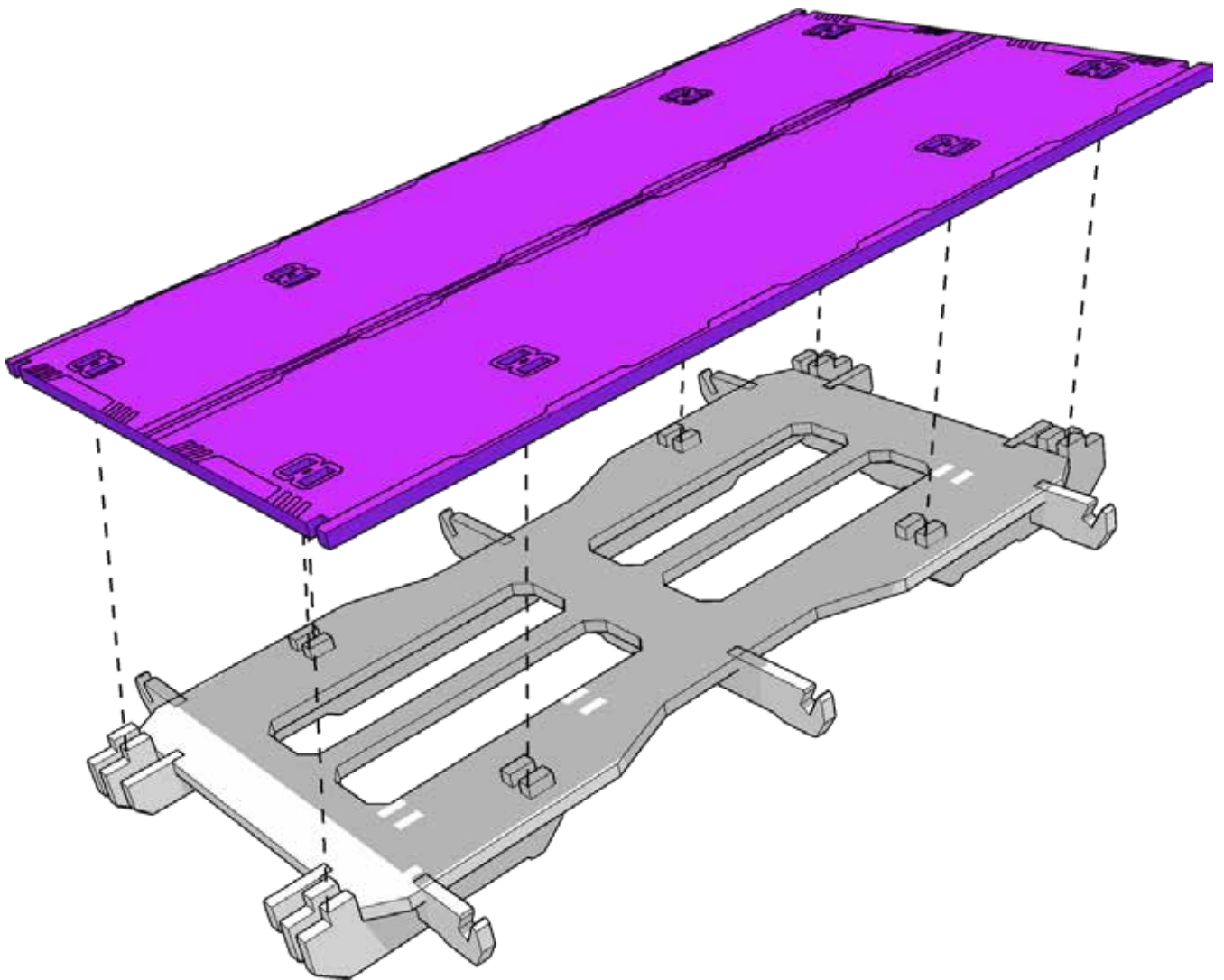




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**6**

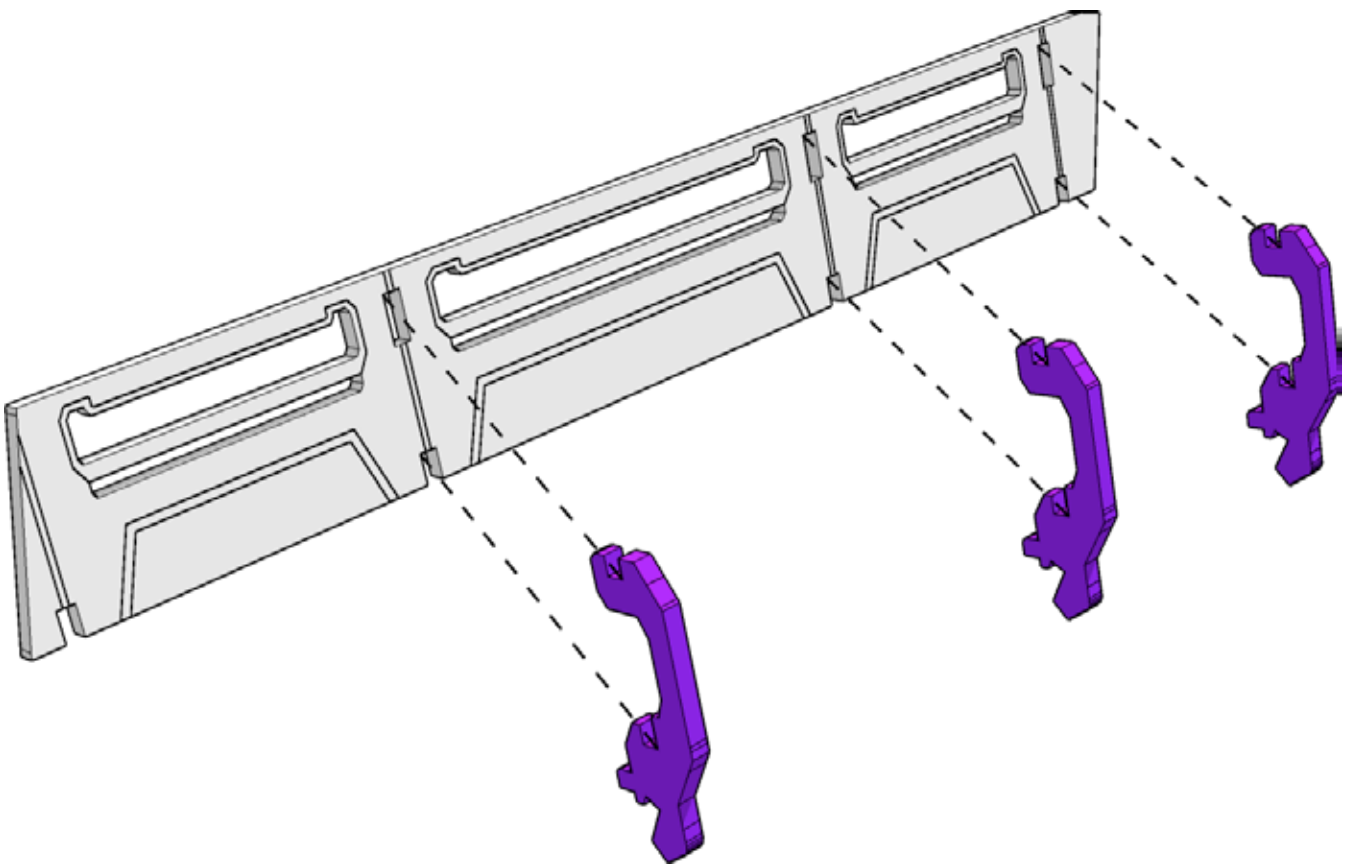




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**7**

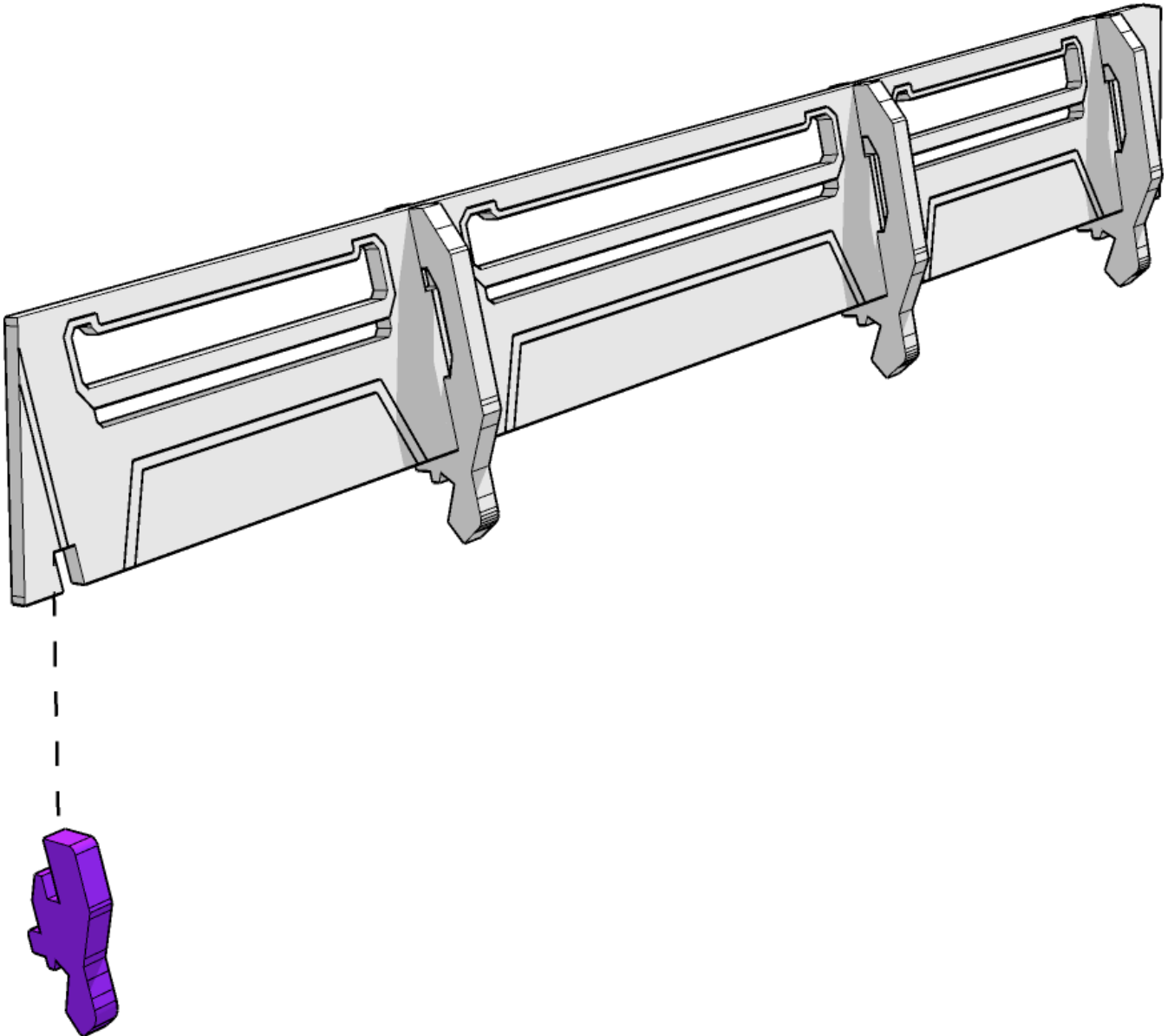




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**8**



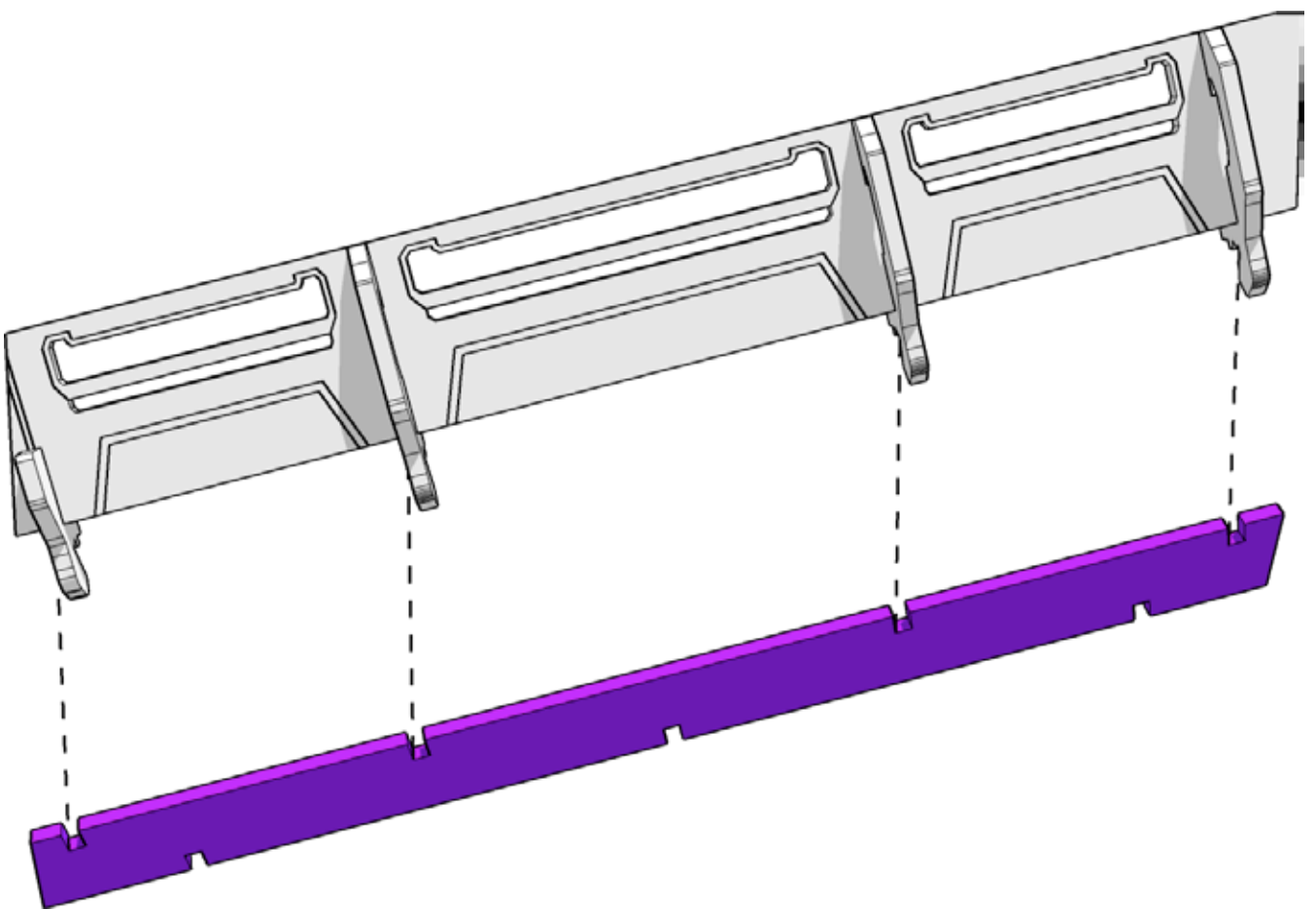




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**9**

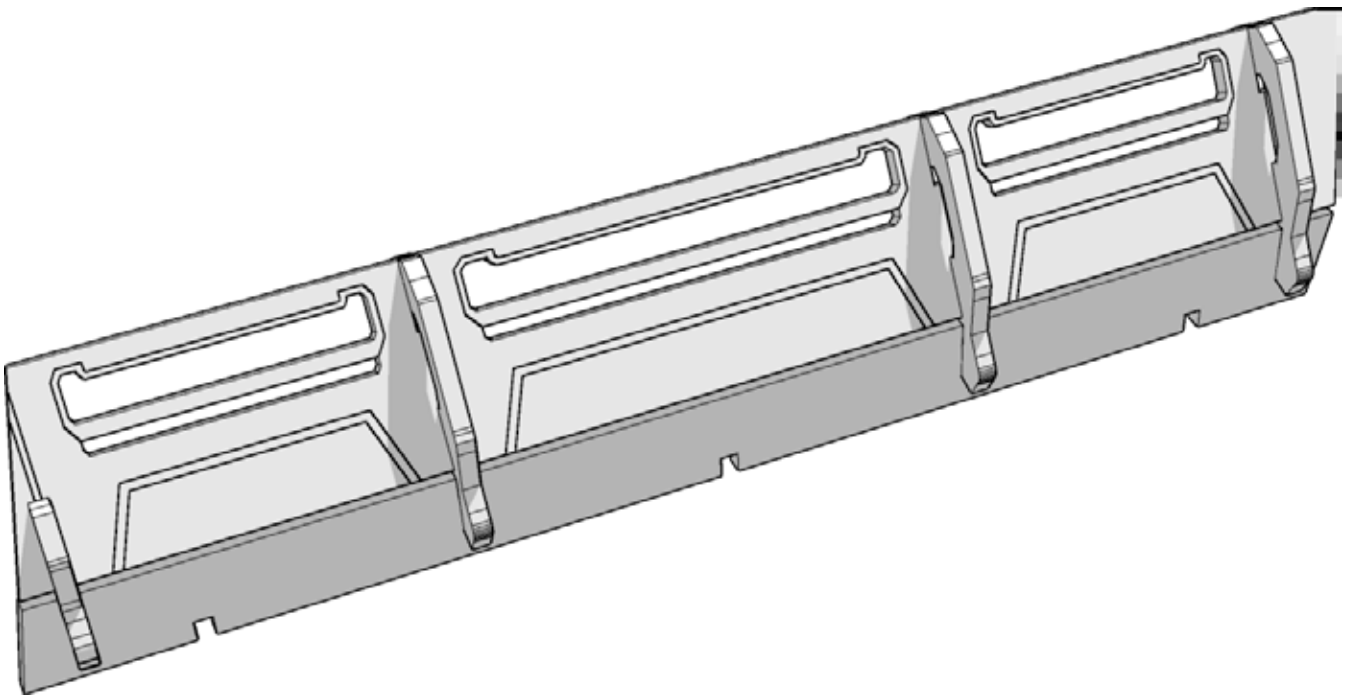




# TABLETOP SCENICS

10

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

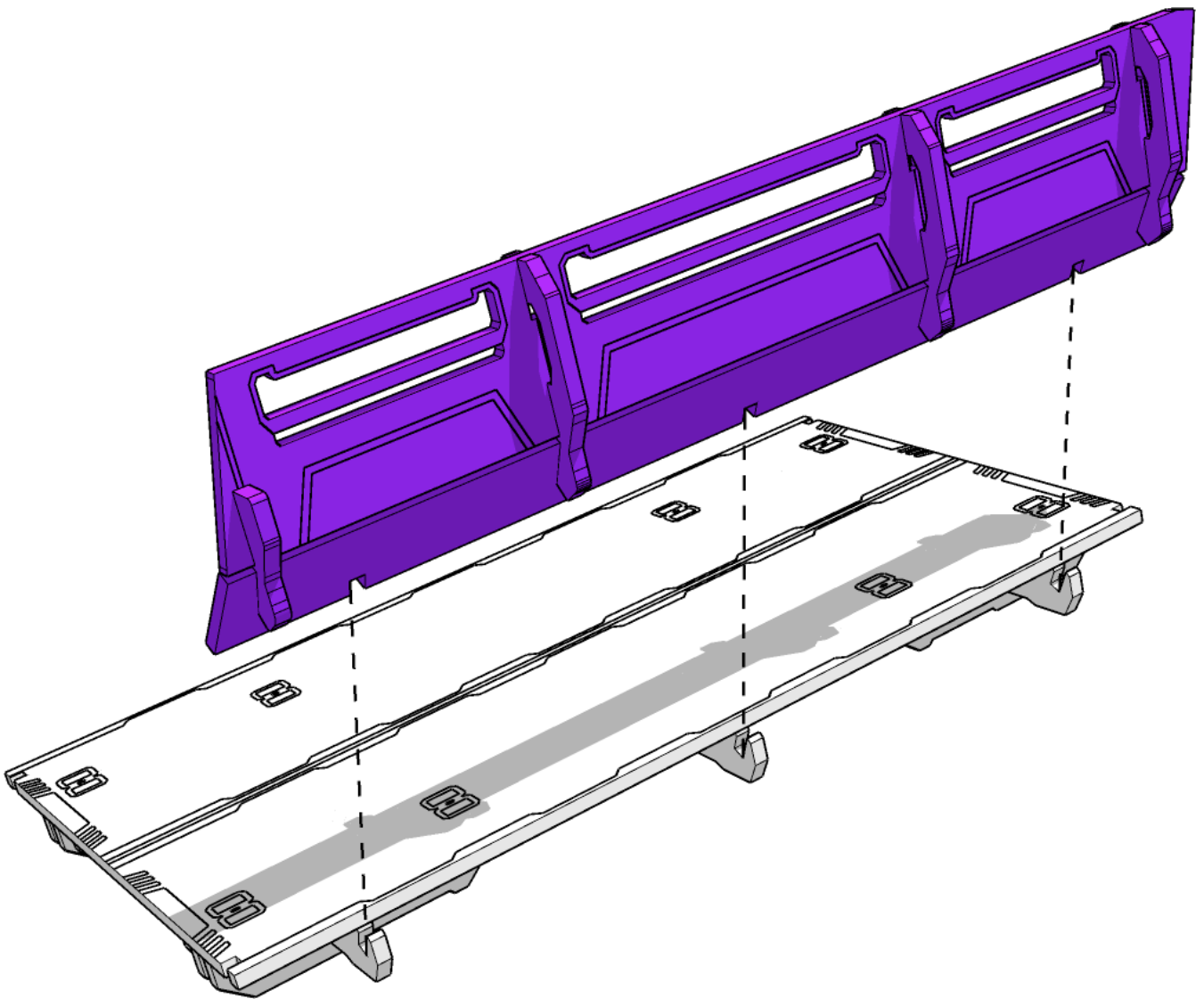




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**11**

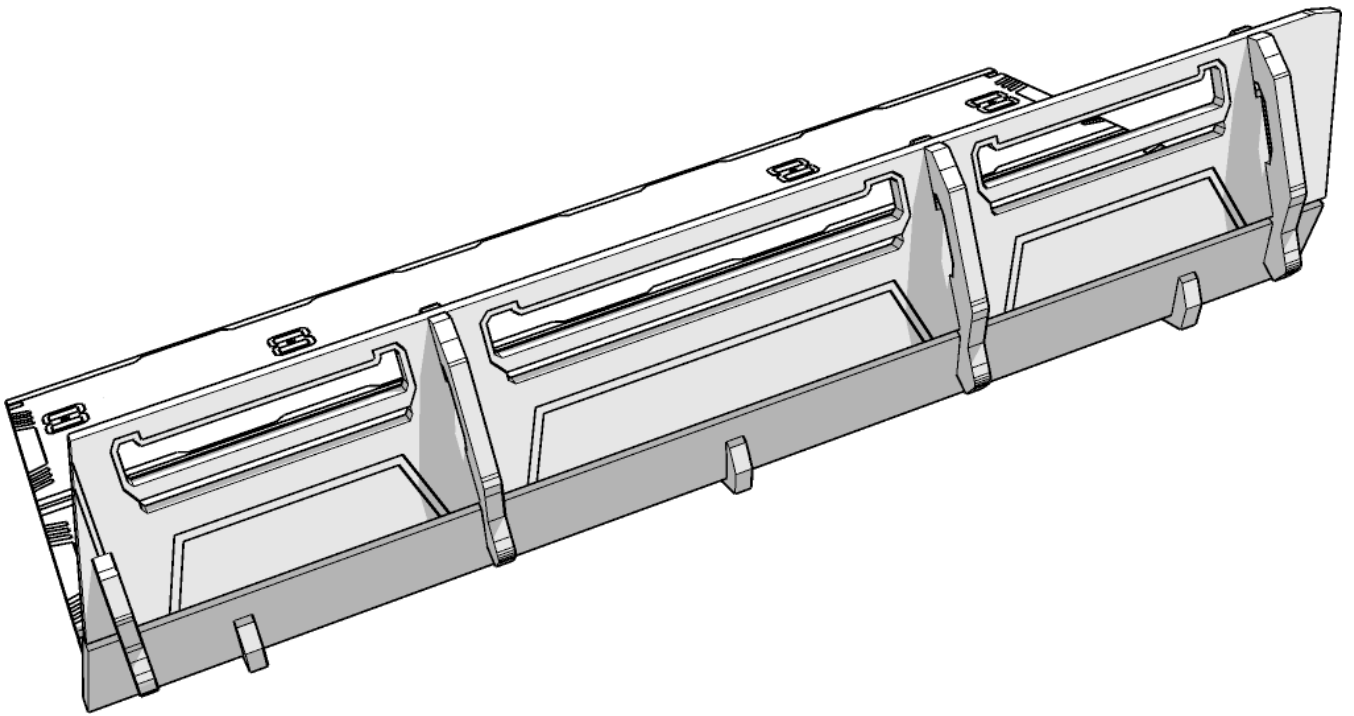




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**12**

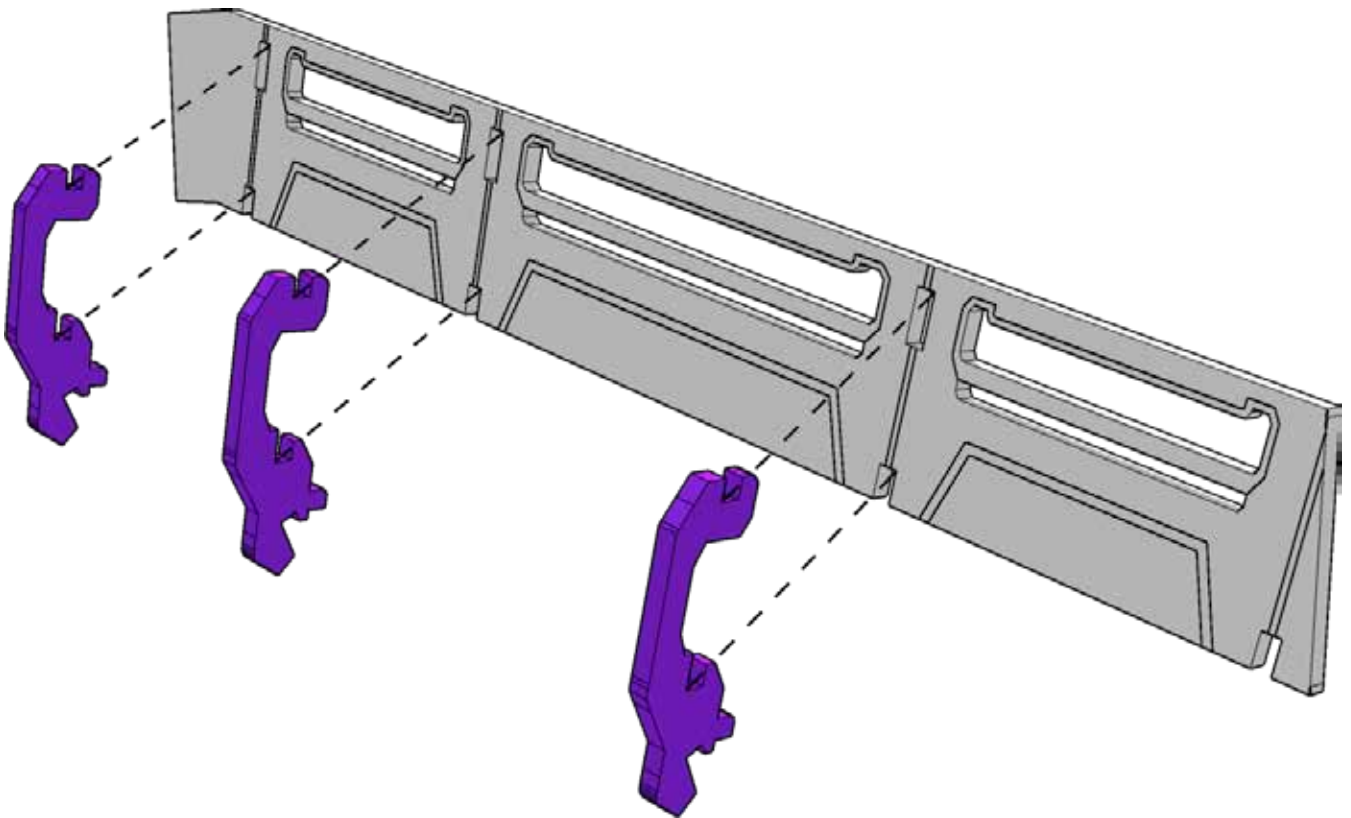




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**13**



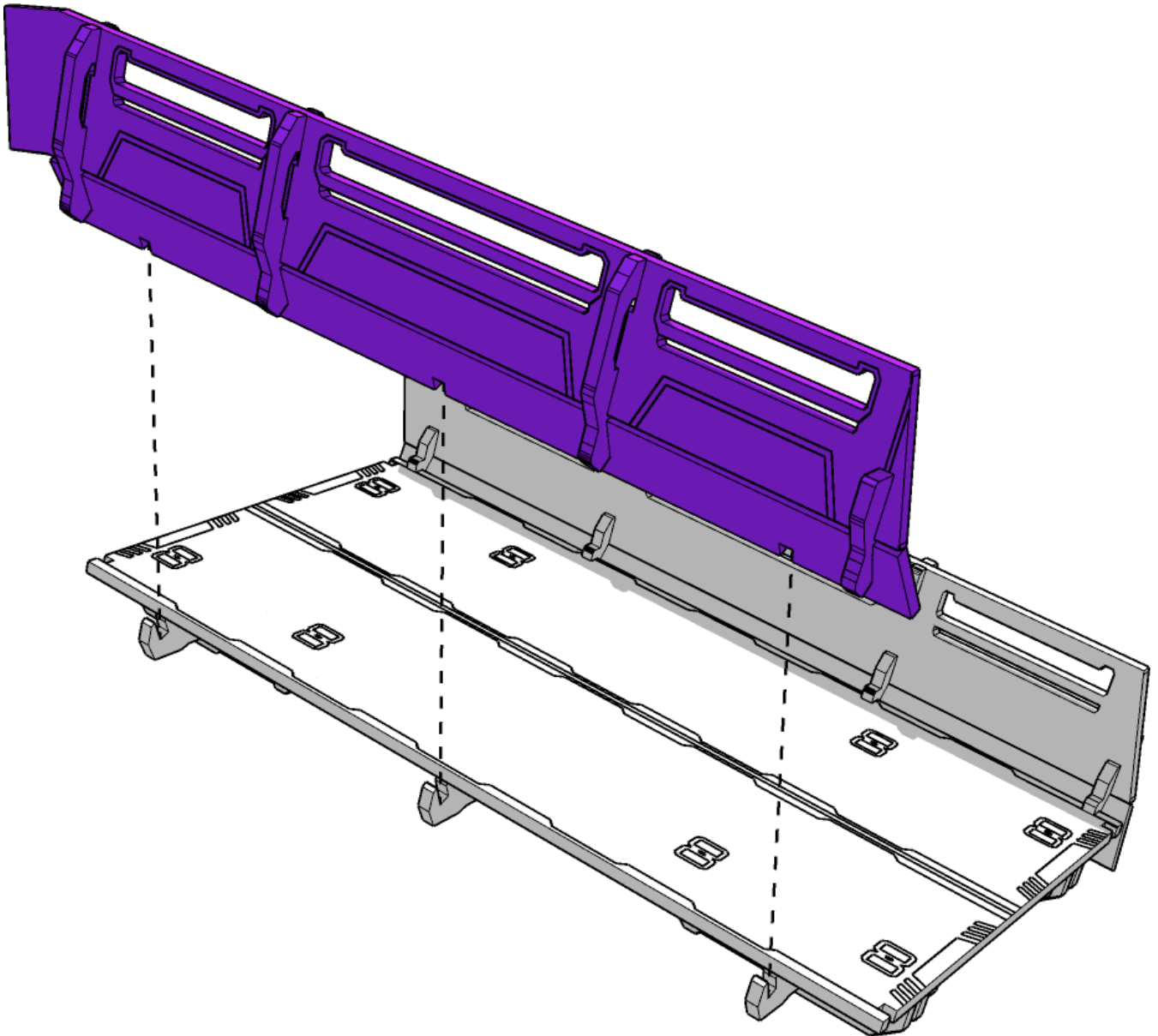
Take note of the fence panel. It is  
unique



# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**14**

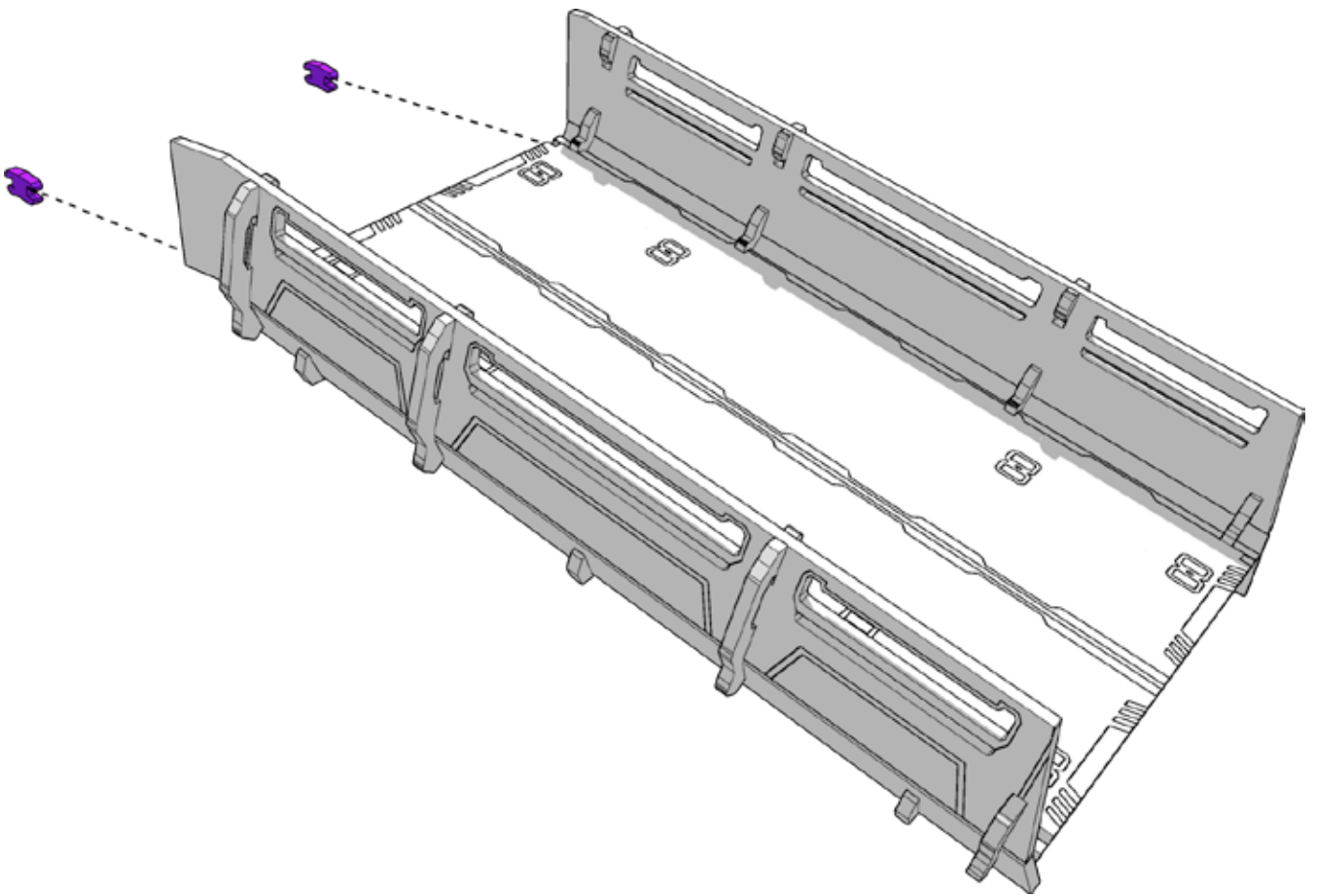




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**15**

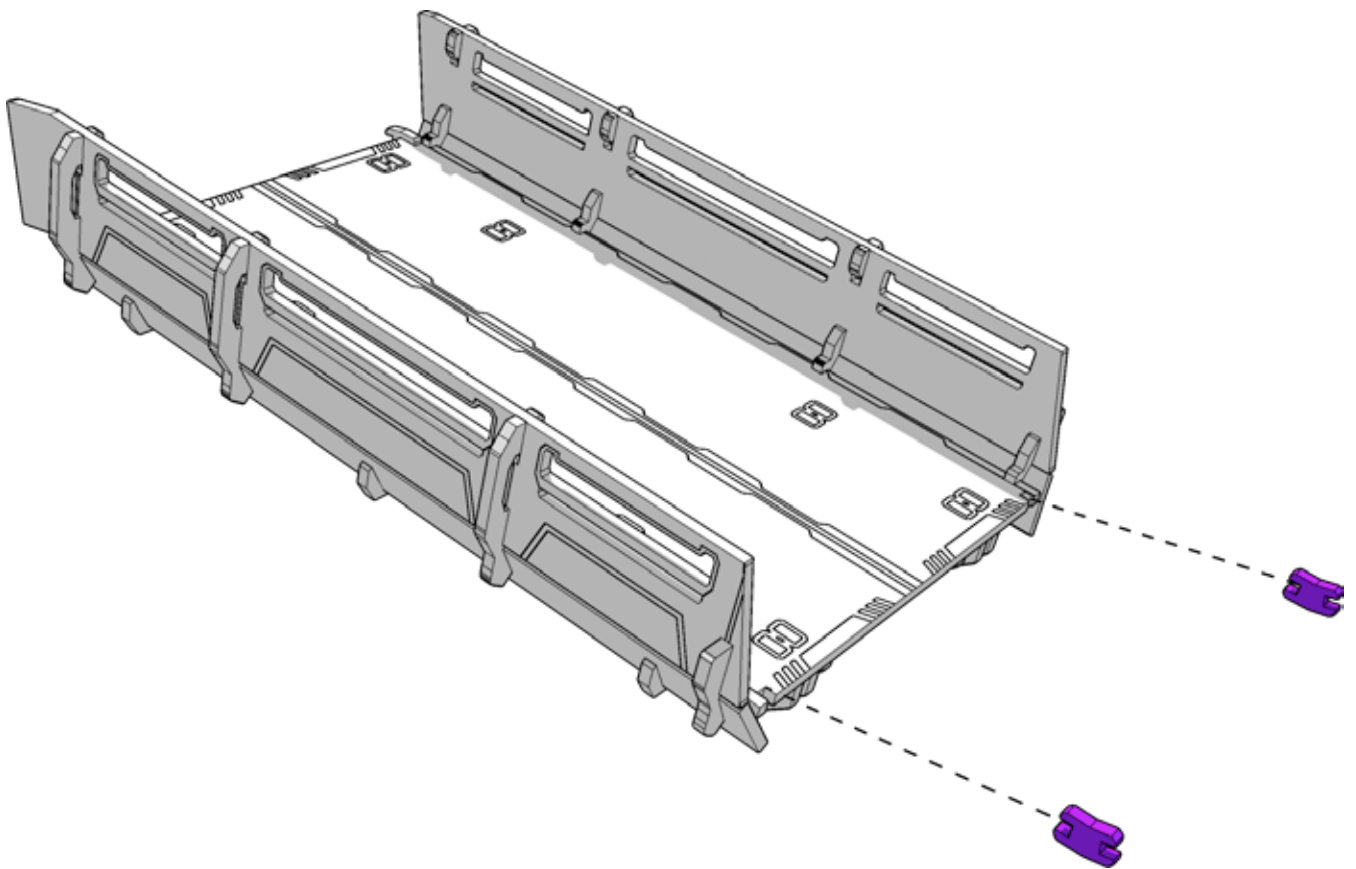




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**16**



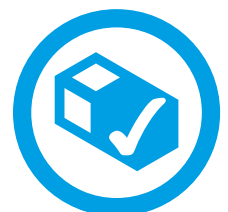
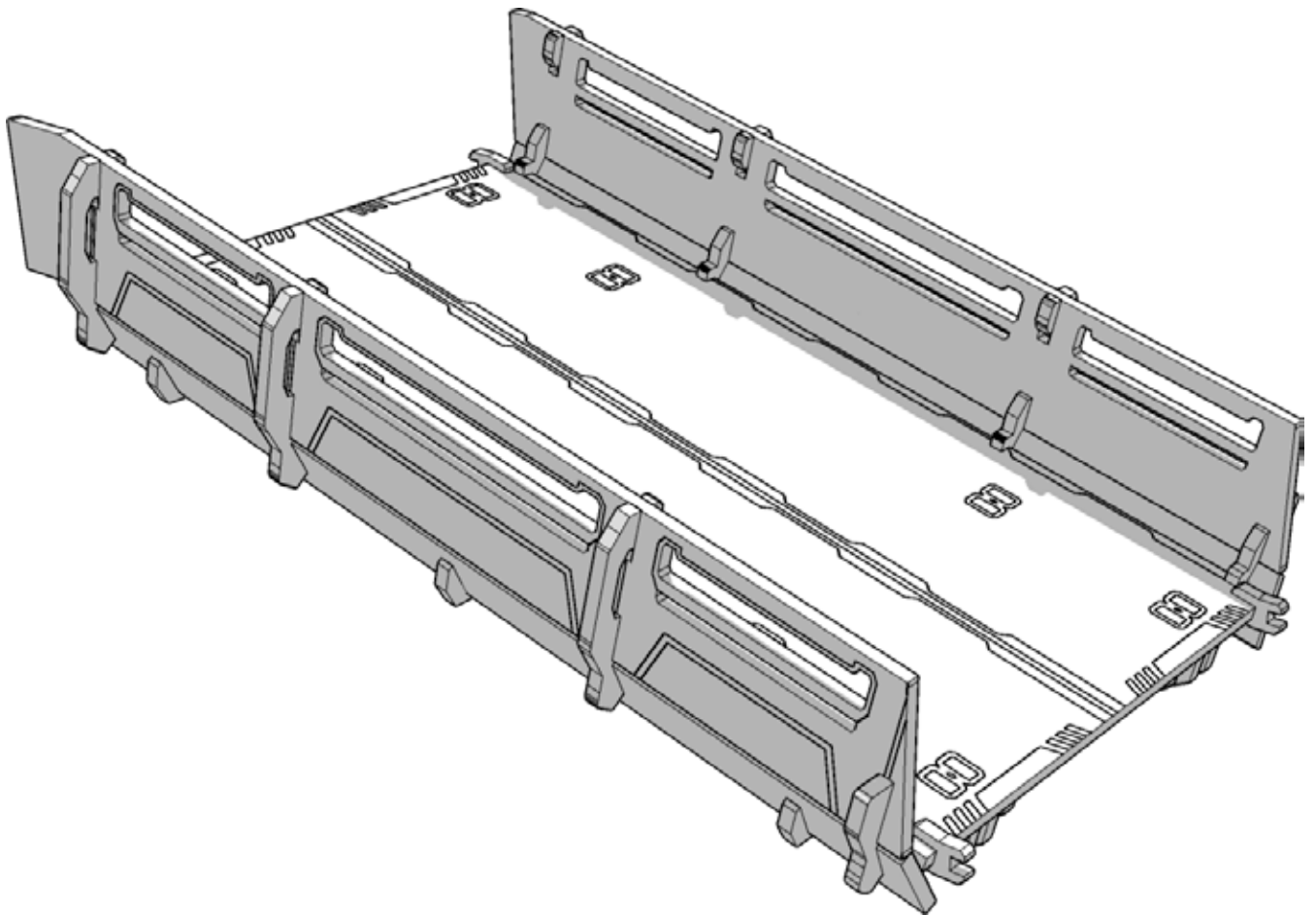




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**17**

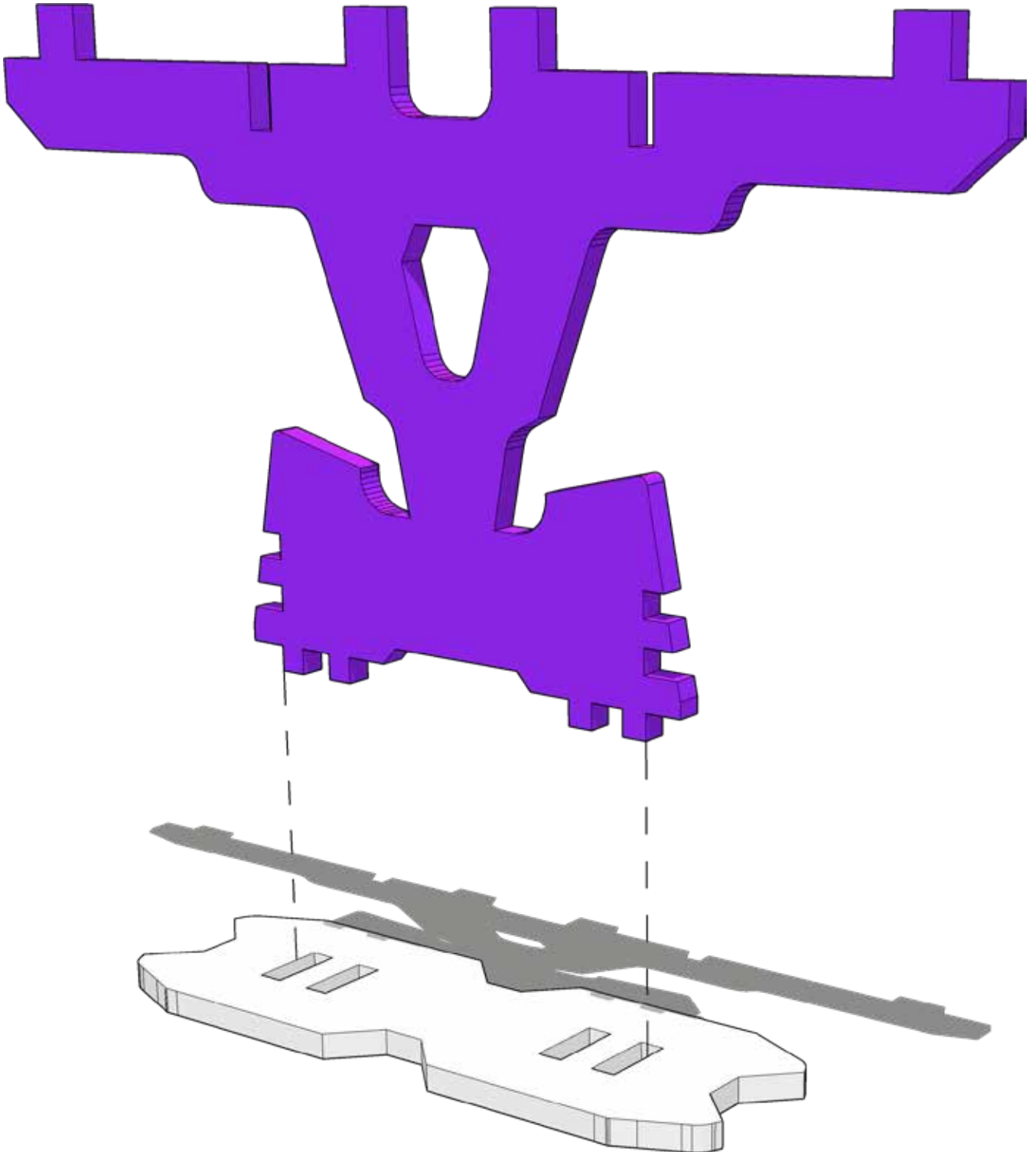




# TABLETOP SCENICS

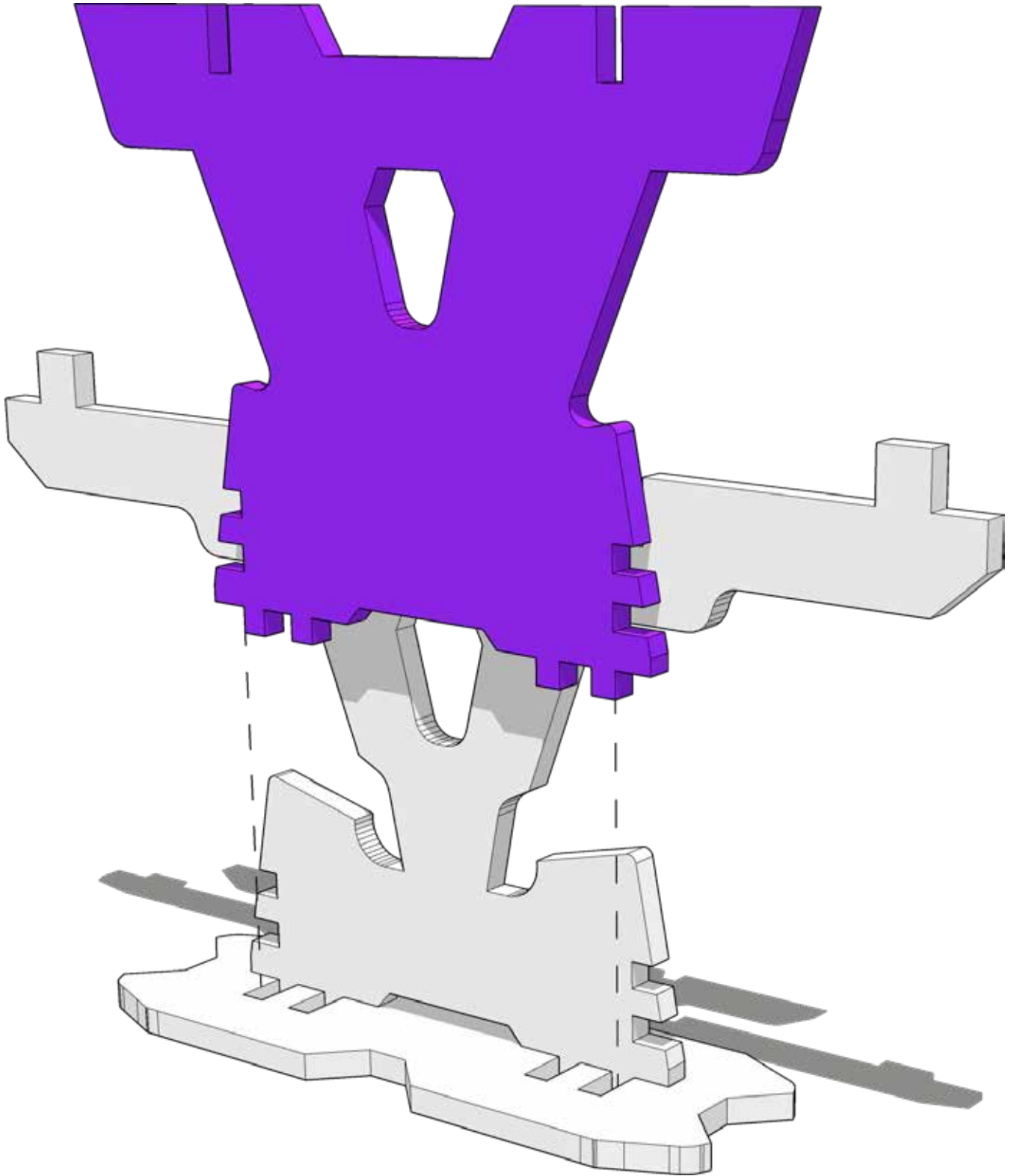
TTSCW-SFU-123  
ELMOR:  
Skylevel Ramp

18





19

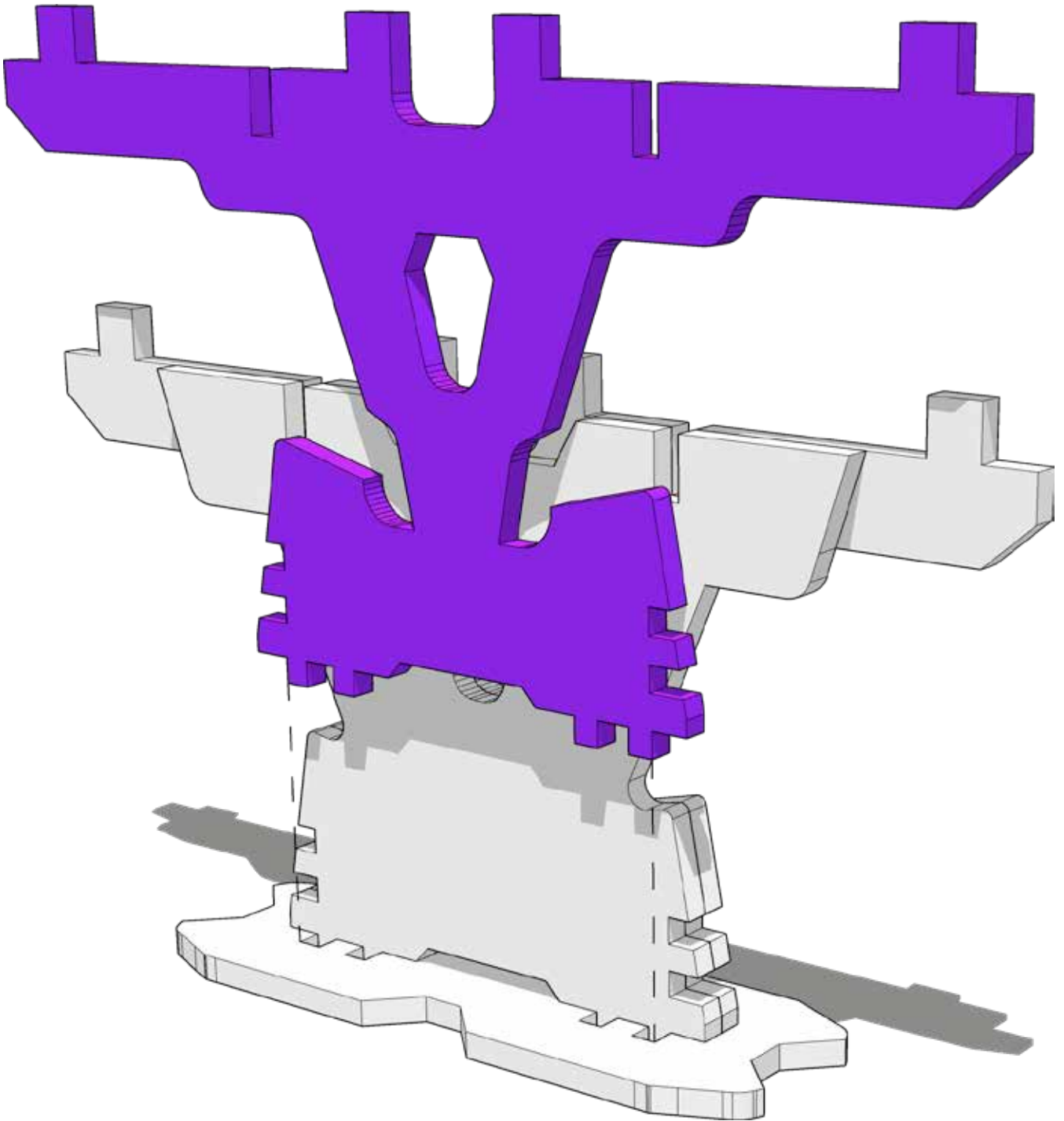




# TABLETOP SCENICS

TTSCW-SFU-123  
ELMOR:  
Skylevel Ramp

20

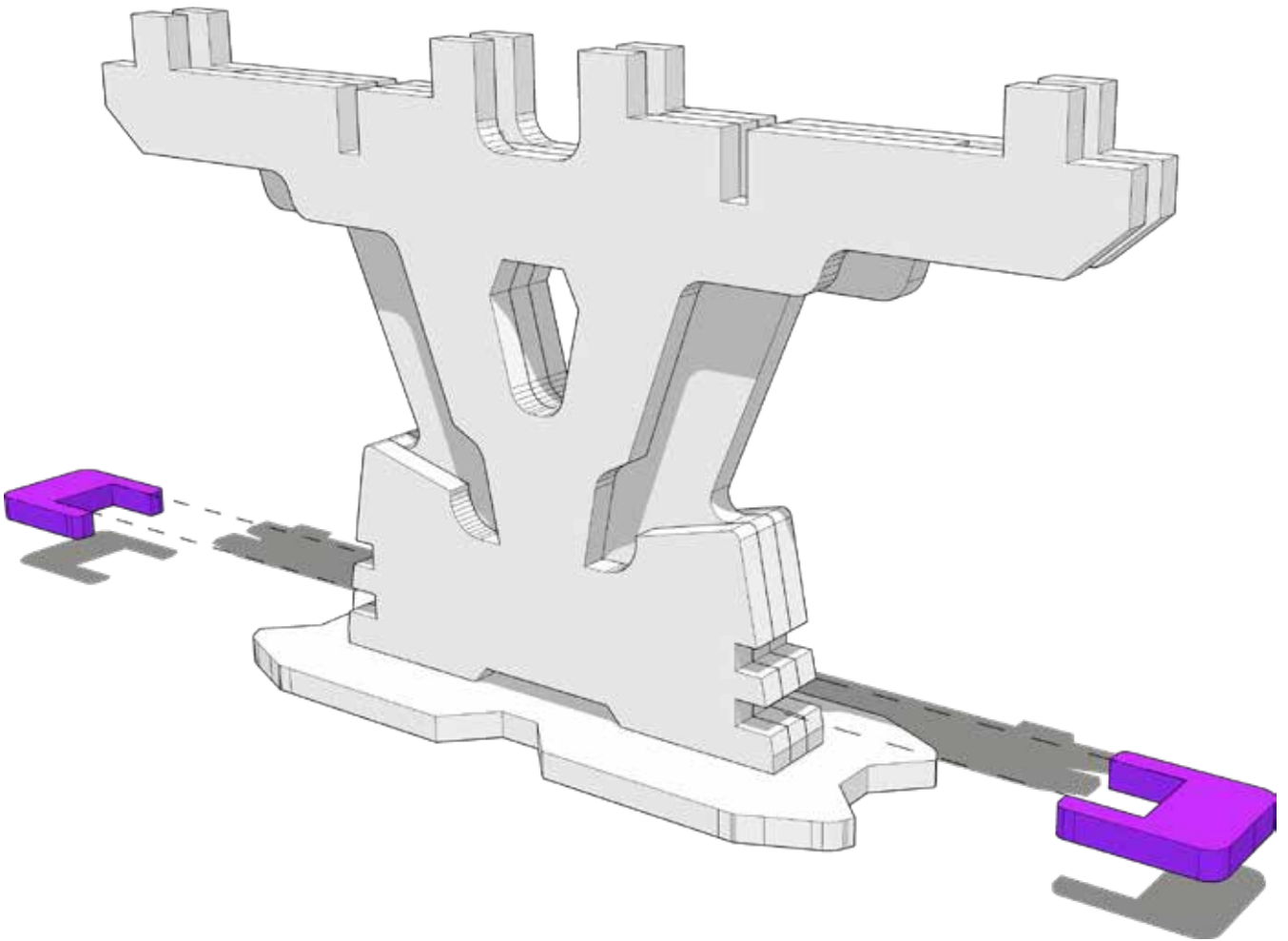




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**21**

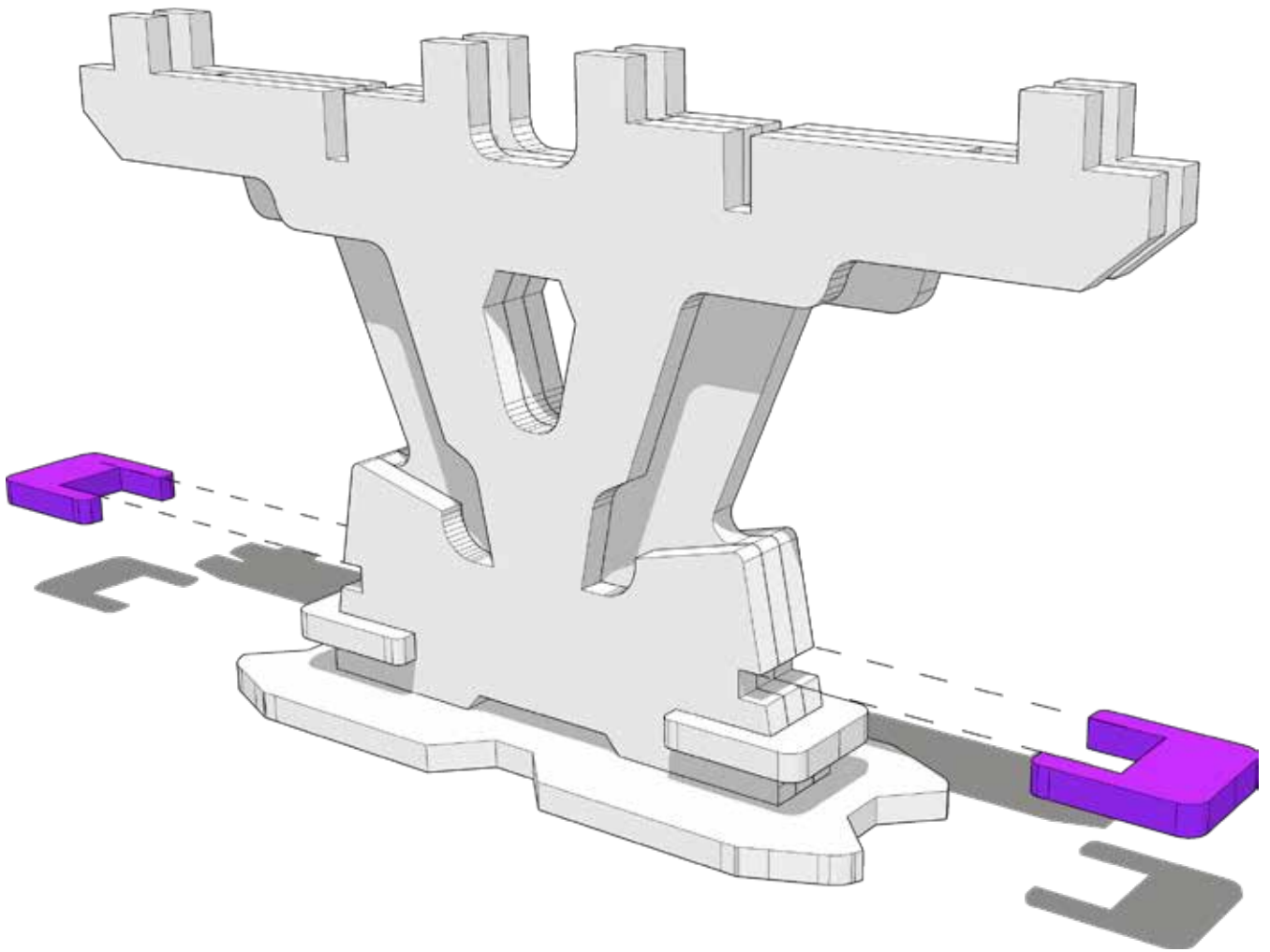




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**22**

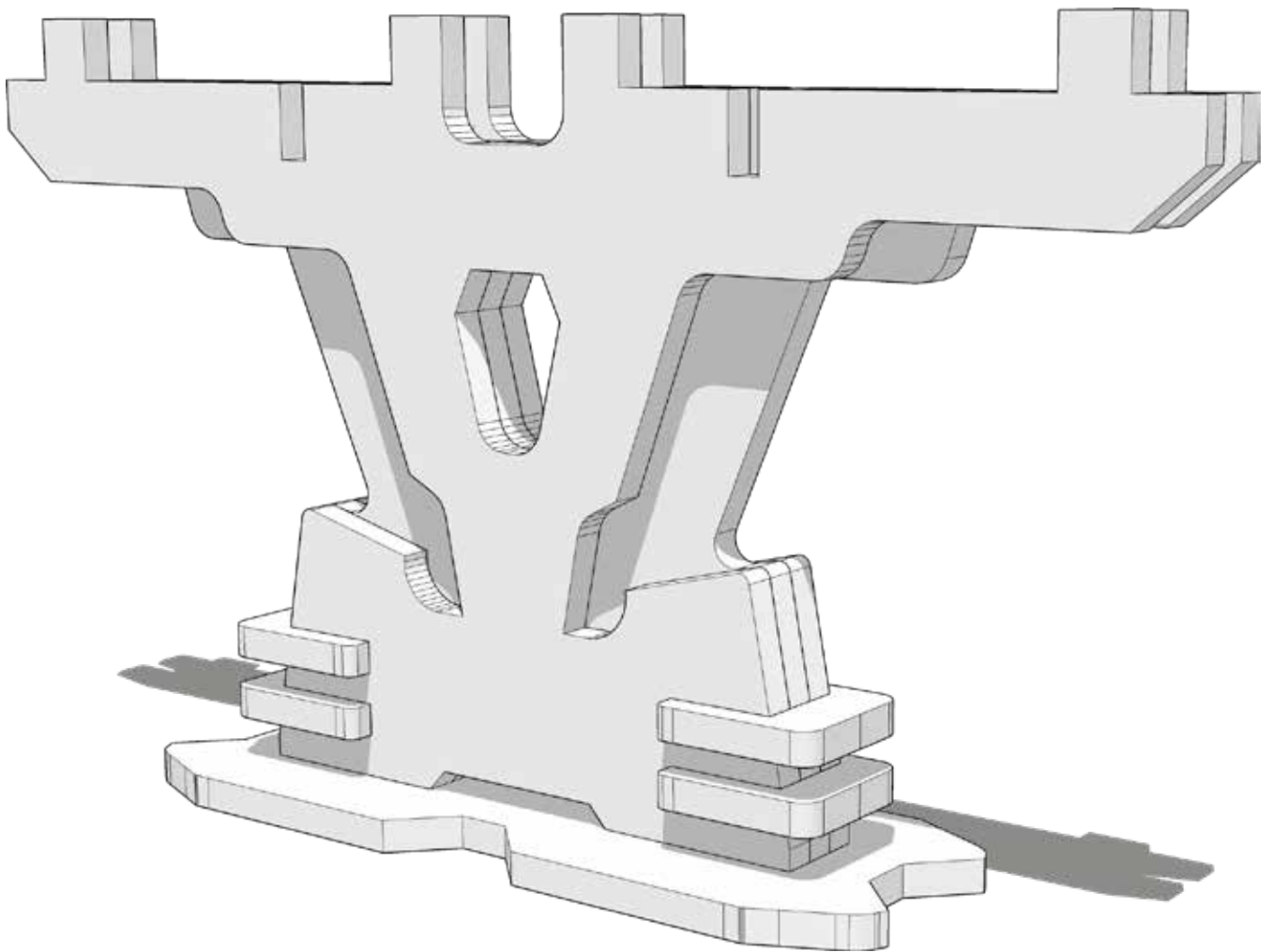




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**23**

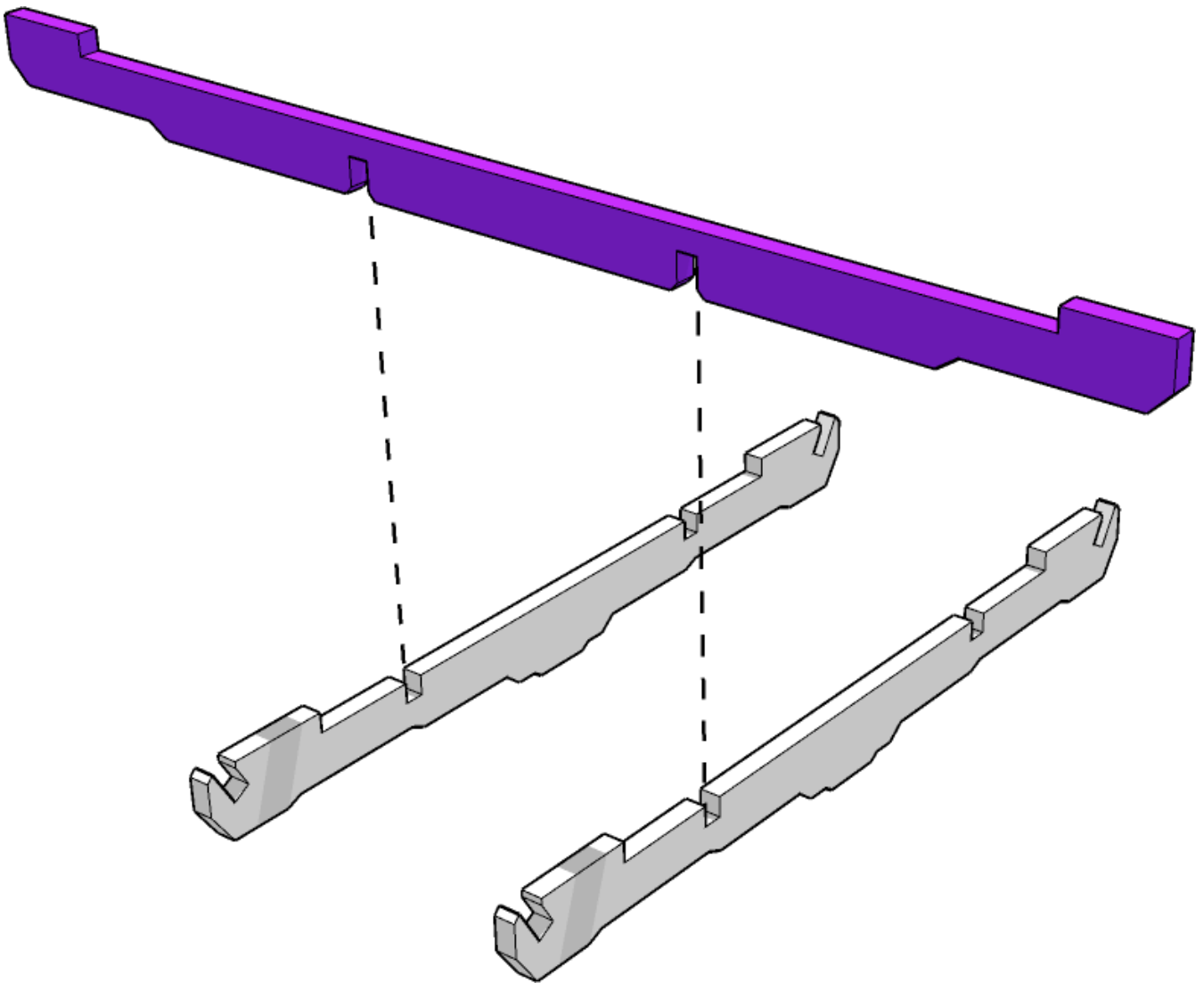




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**24**



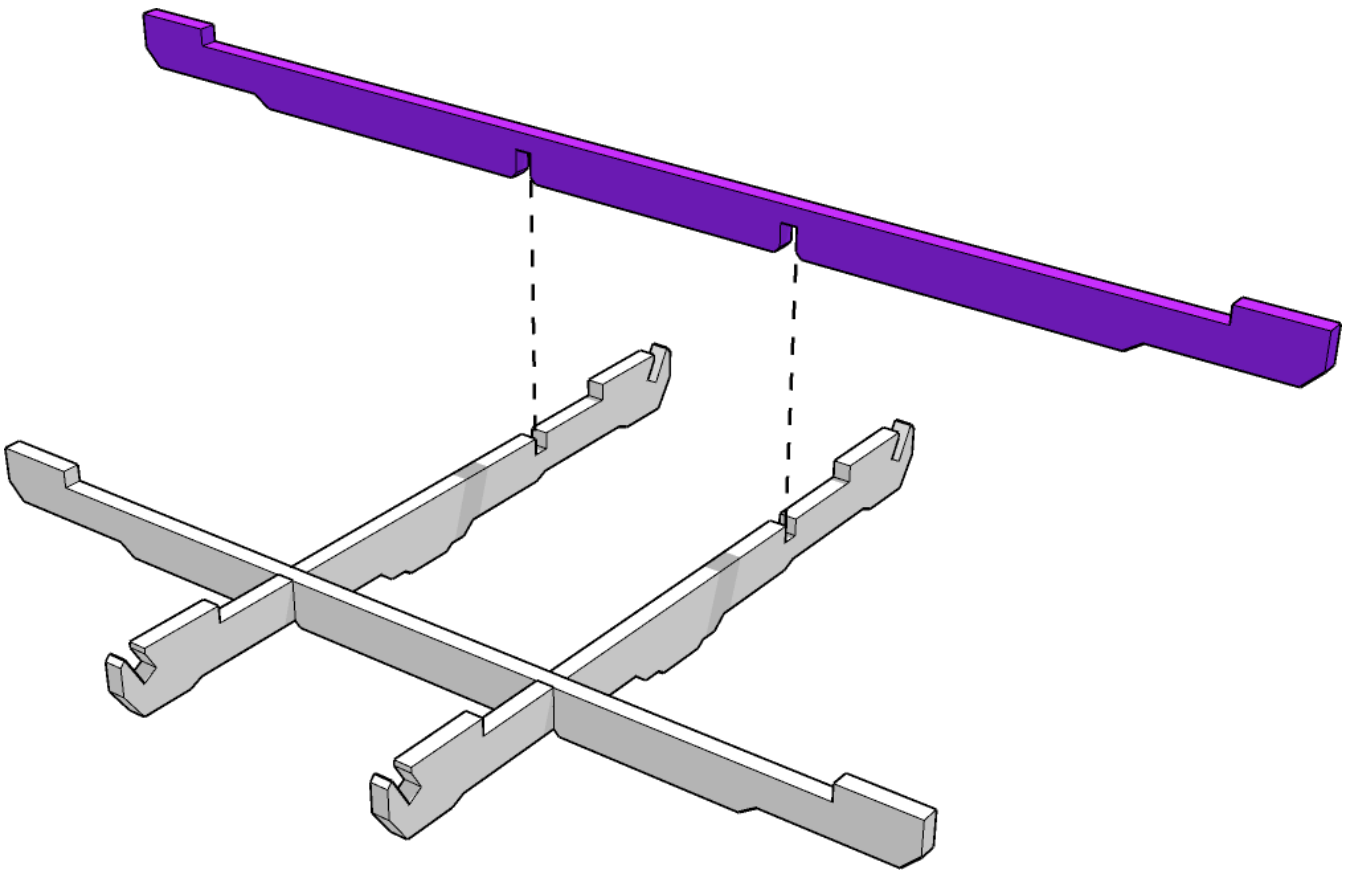




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**25**

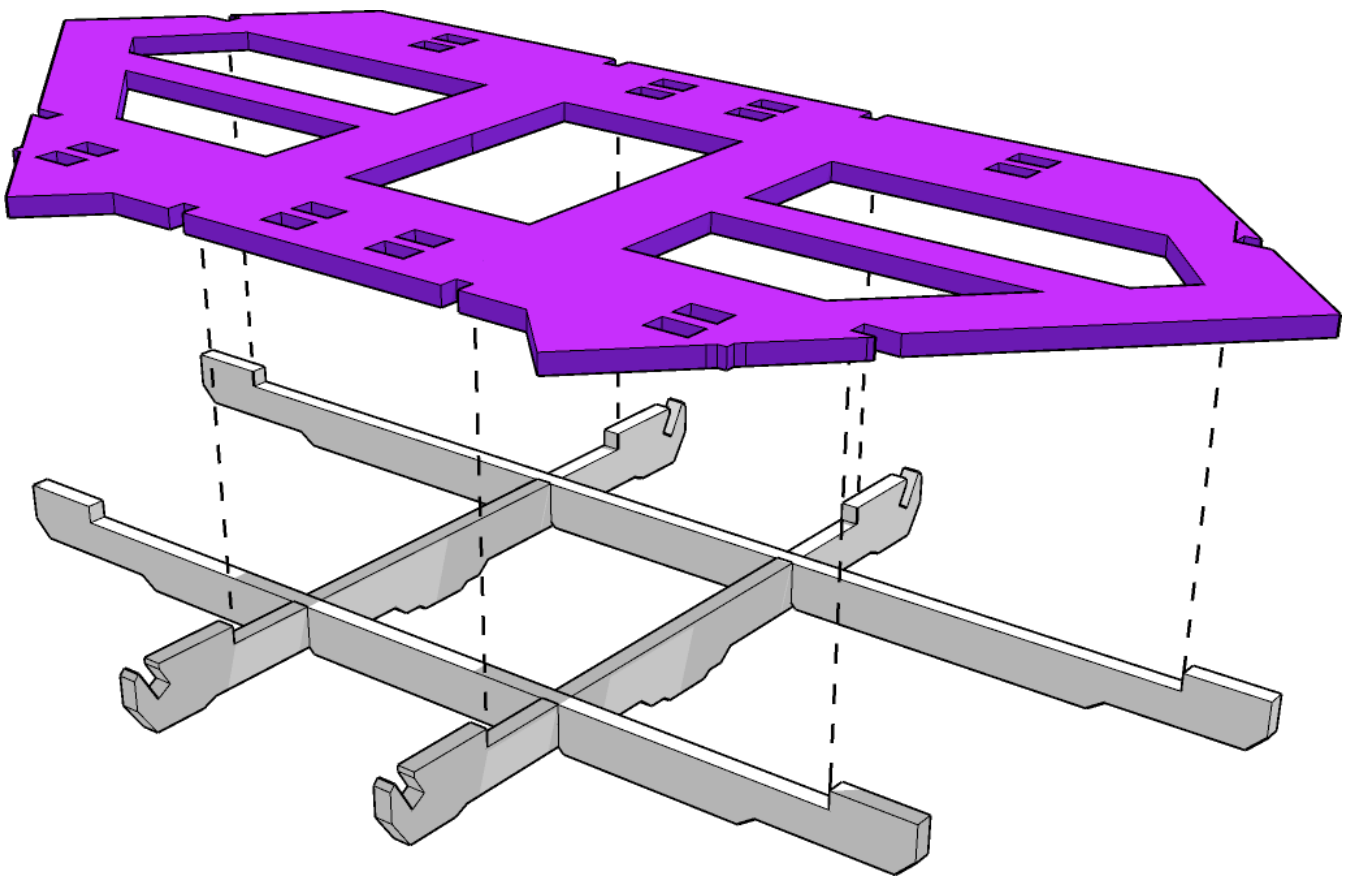




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**26**

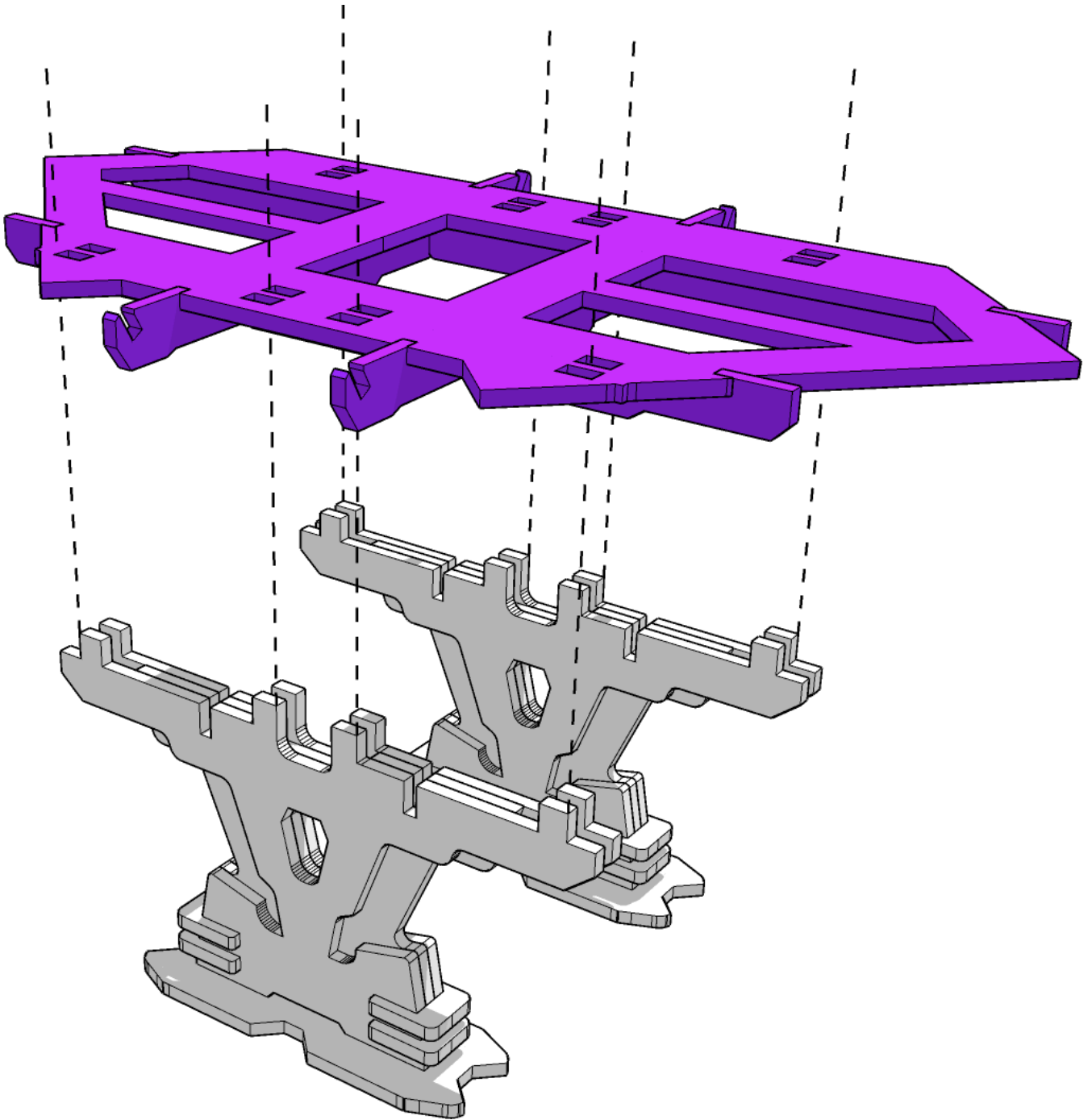




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**27**

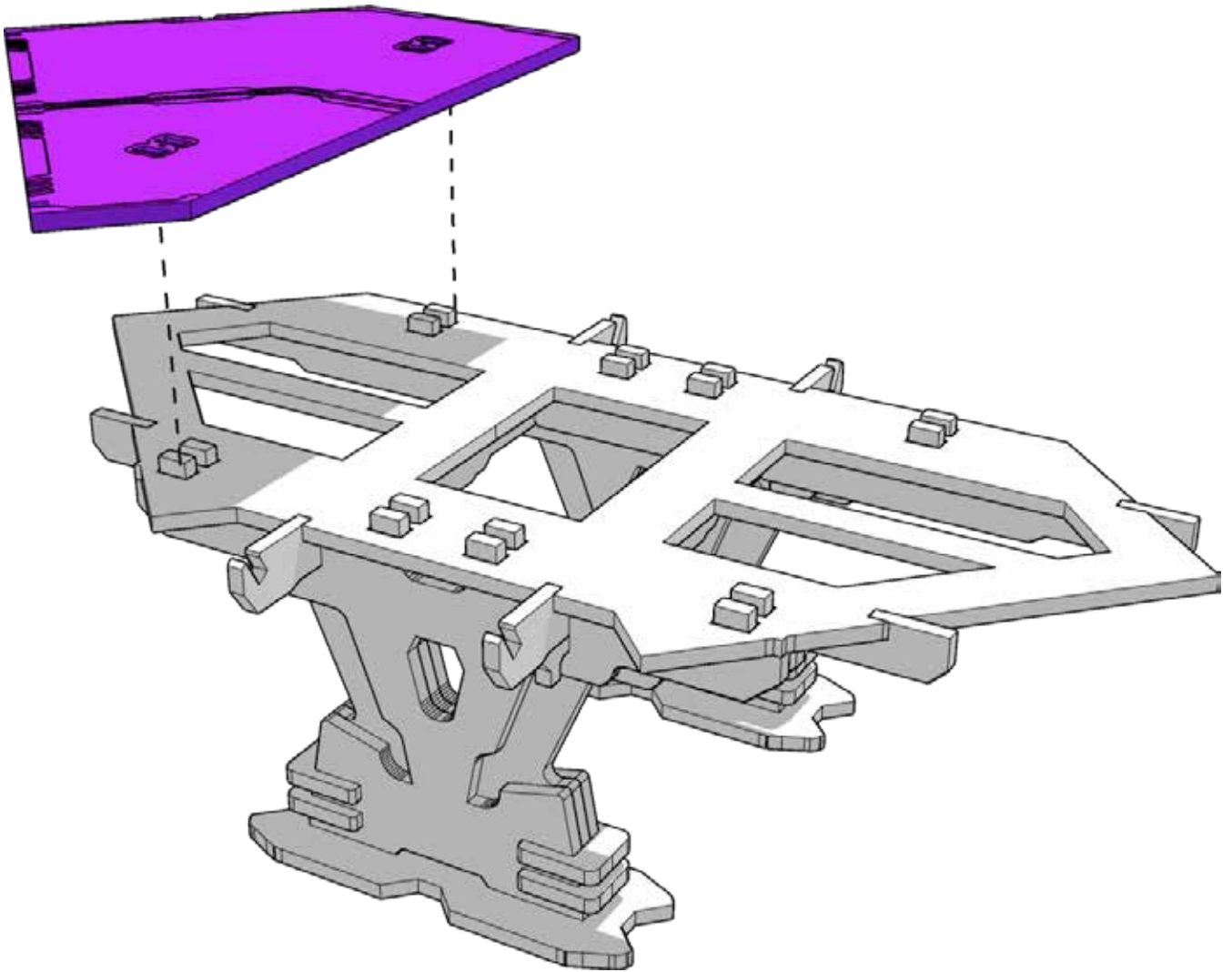




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**28**

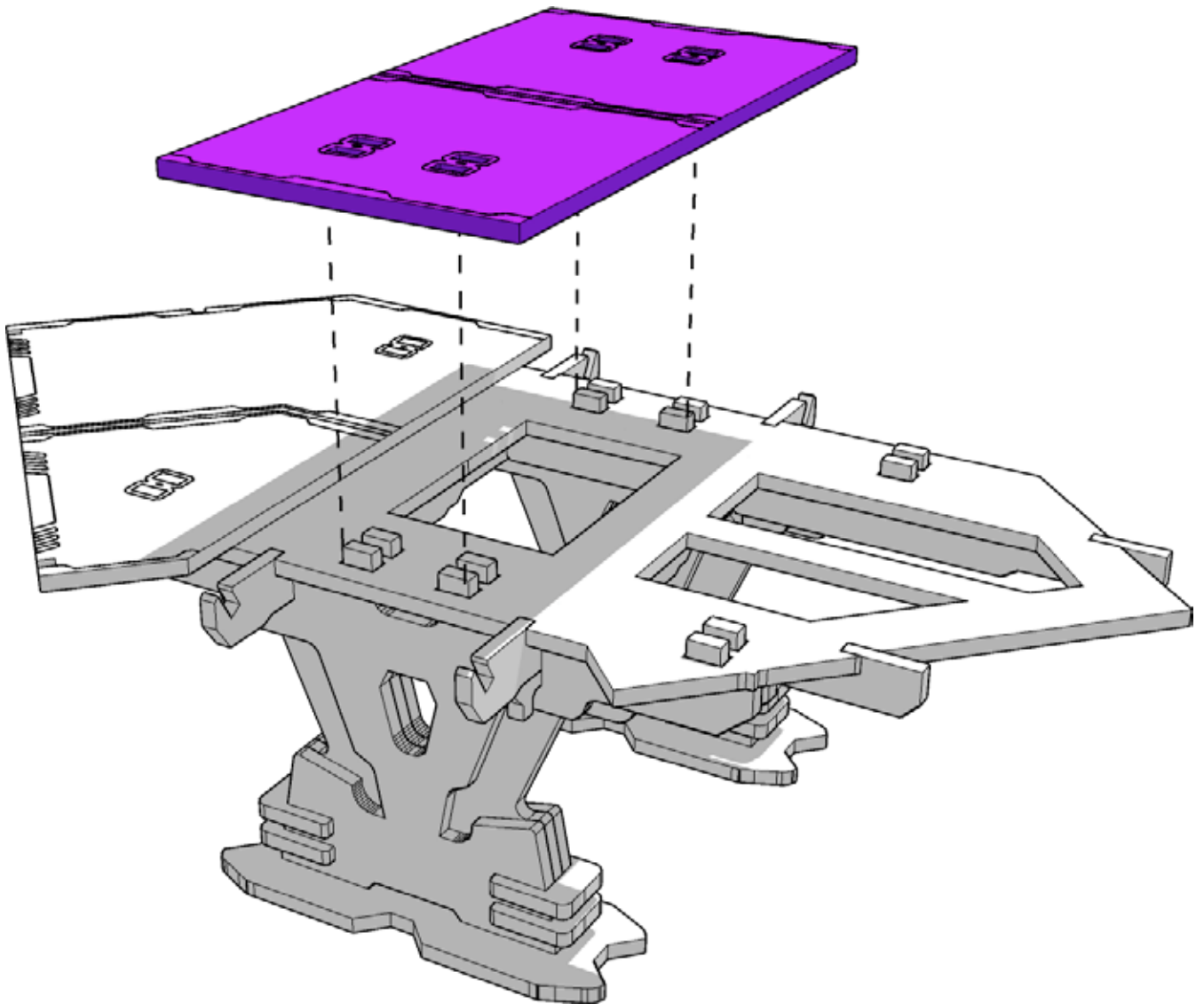




# TABLETOP SCENICS

29

TTSCW-SFU-123  
ELMOR:  
Skylevel Ramp

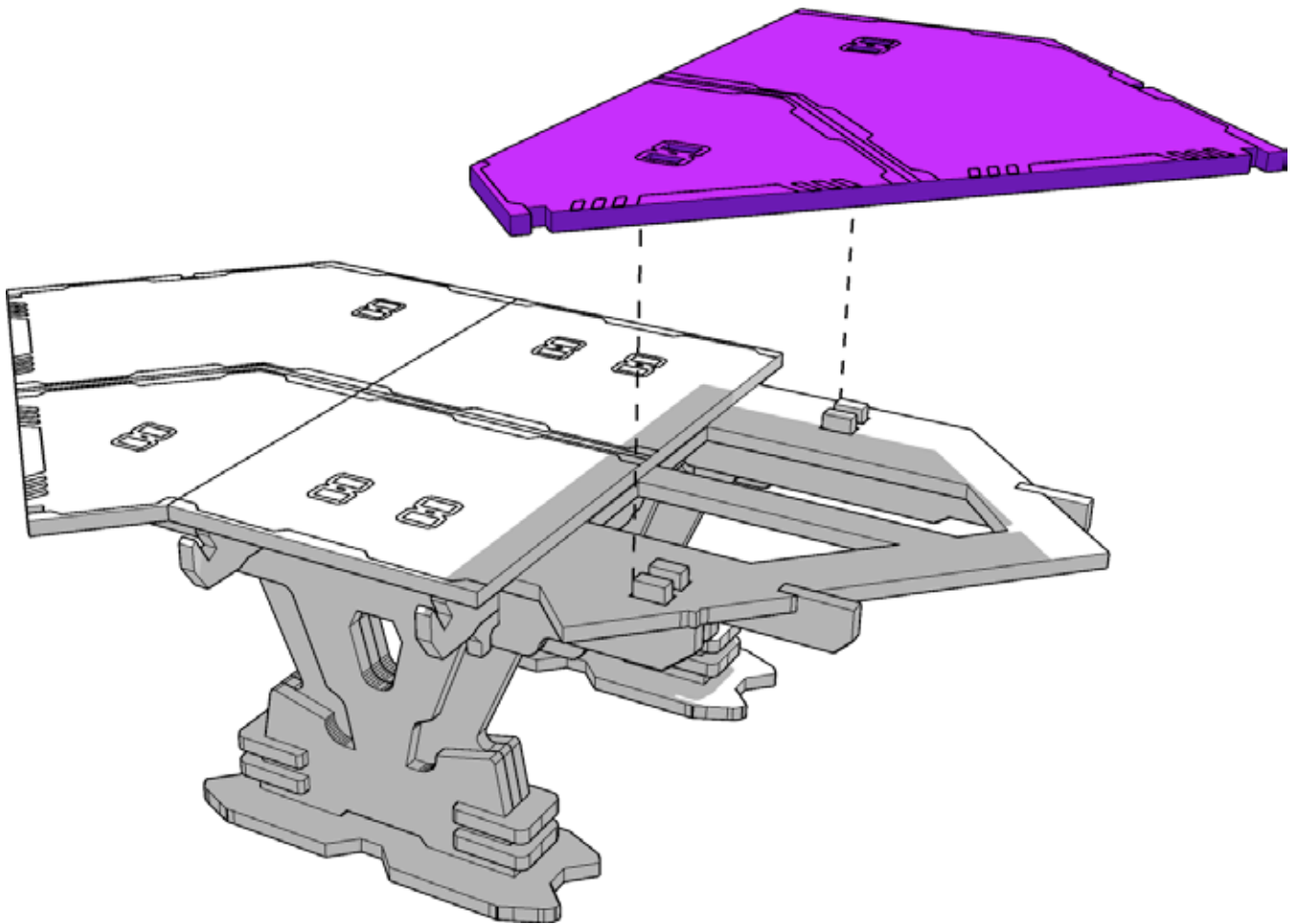




# TABLETOP SCENICS

30

TTSCW-SFU-123  
ELMOR:  
Skylevel Ramp

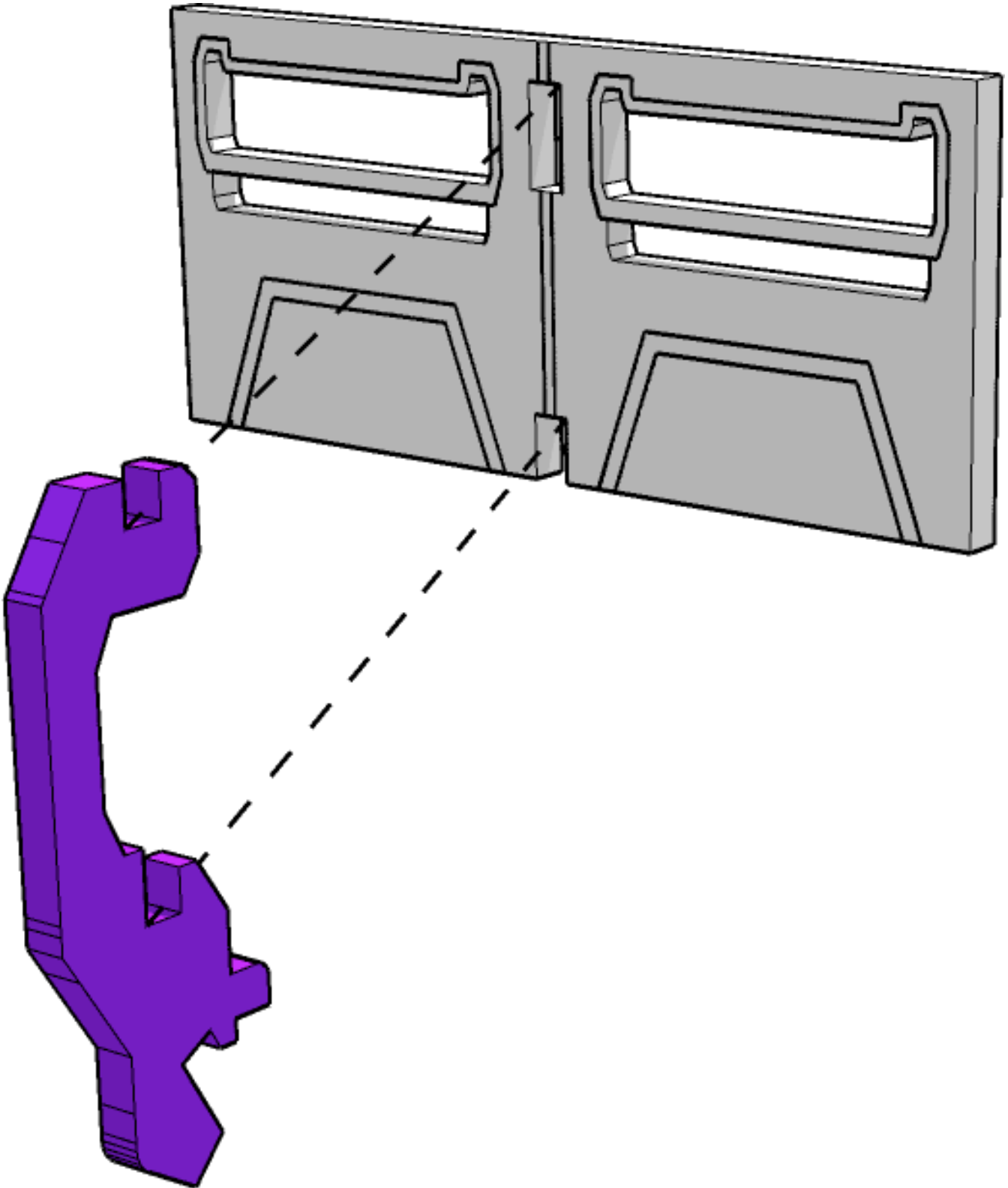




# TABLETOP SCENICS

TTSCW-SFU-123  
ELMOR:  
Skylevel Ramp

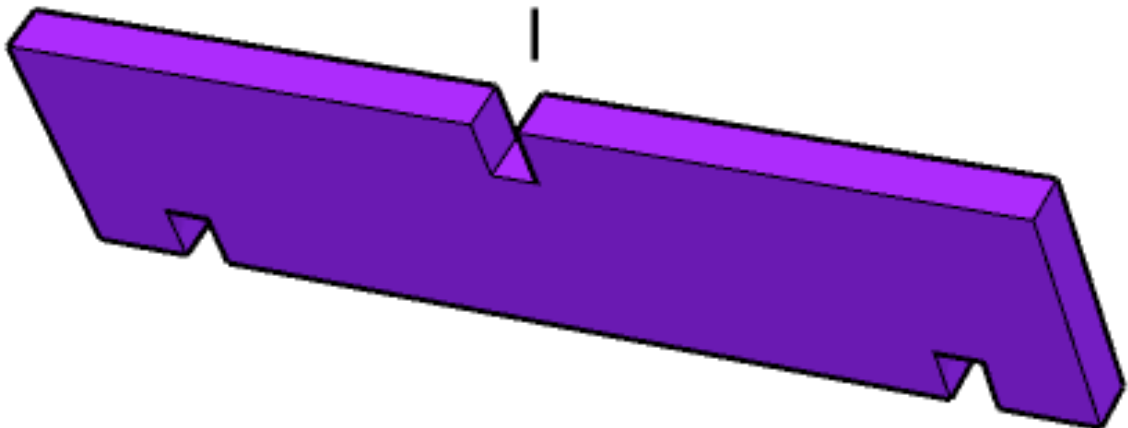
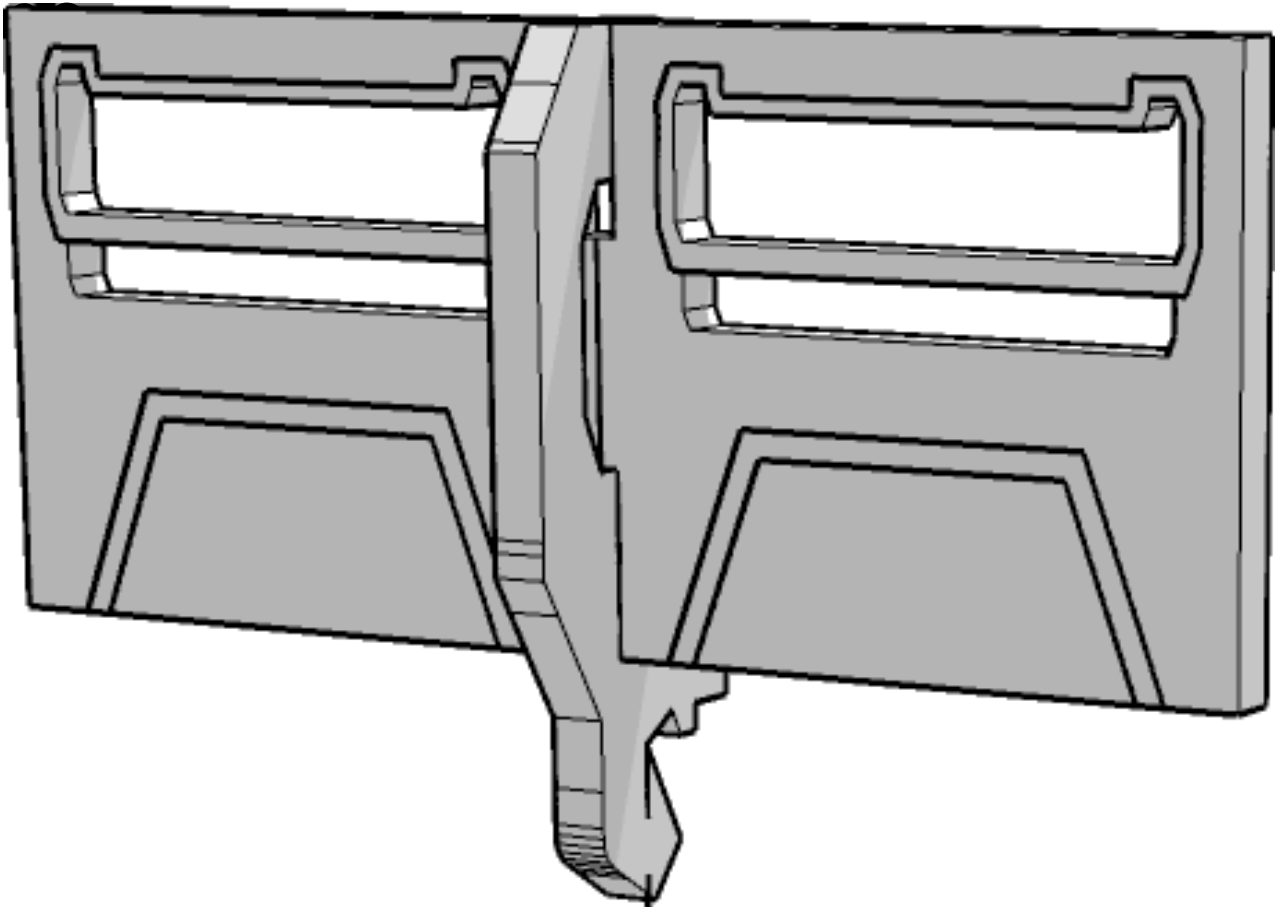
31





TABLETOP  
**SCENICS**

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**



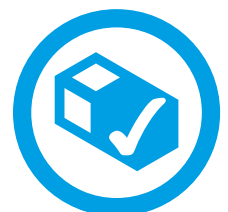
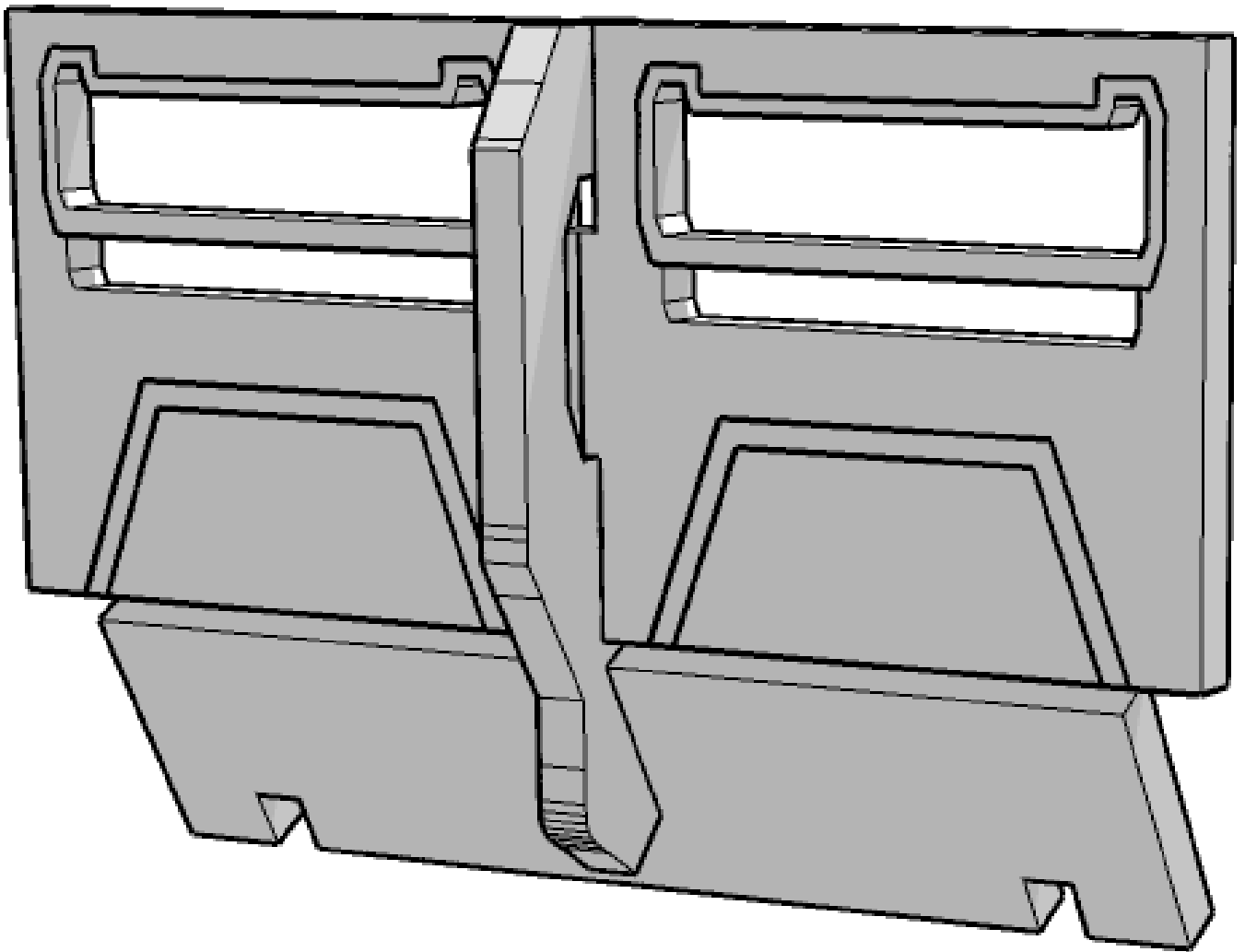




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**33**

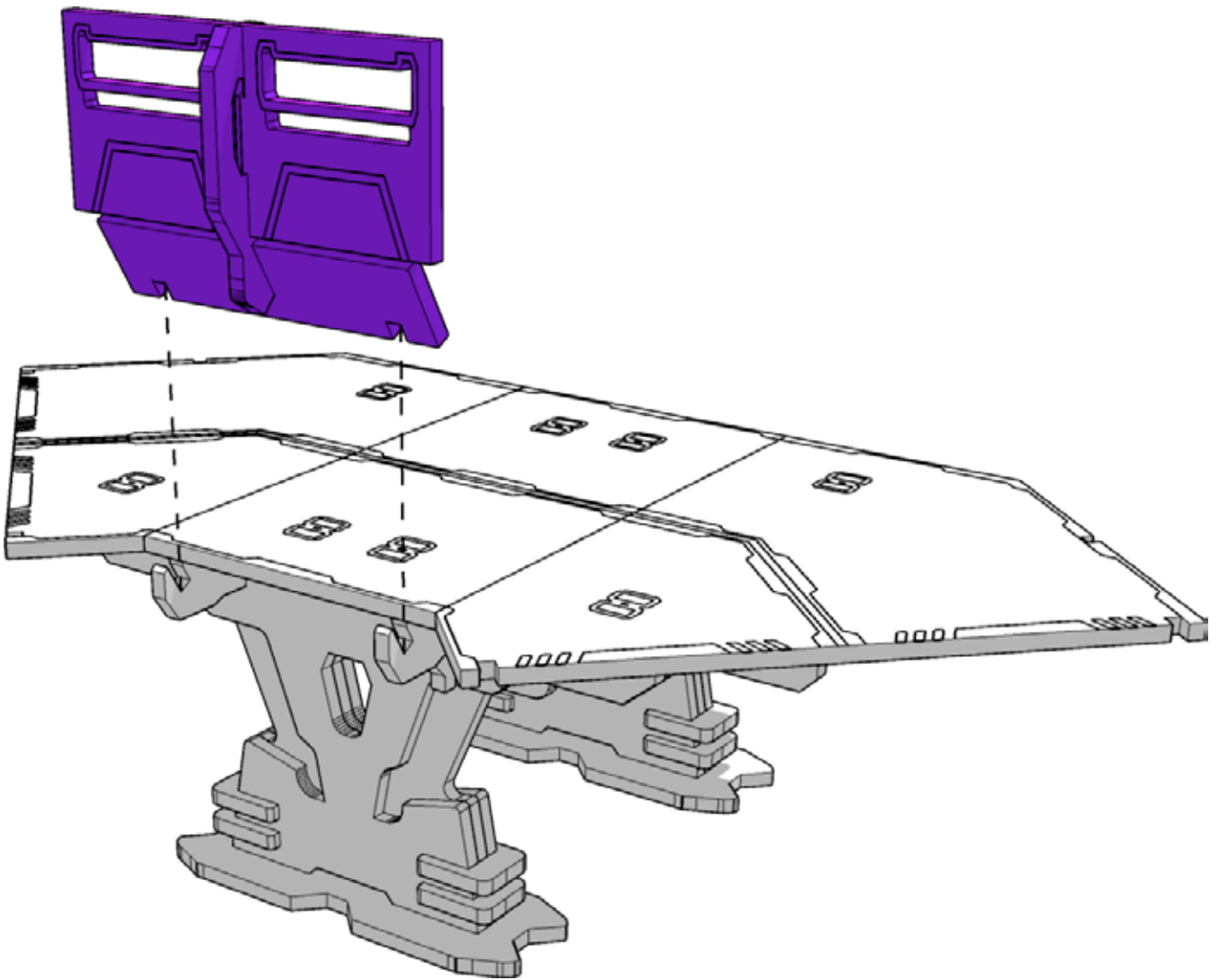




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**34**

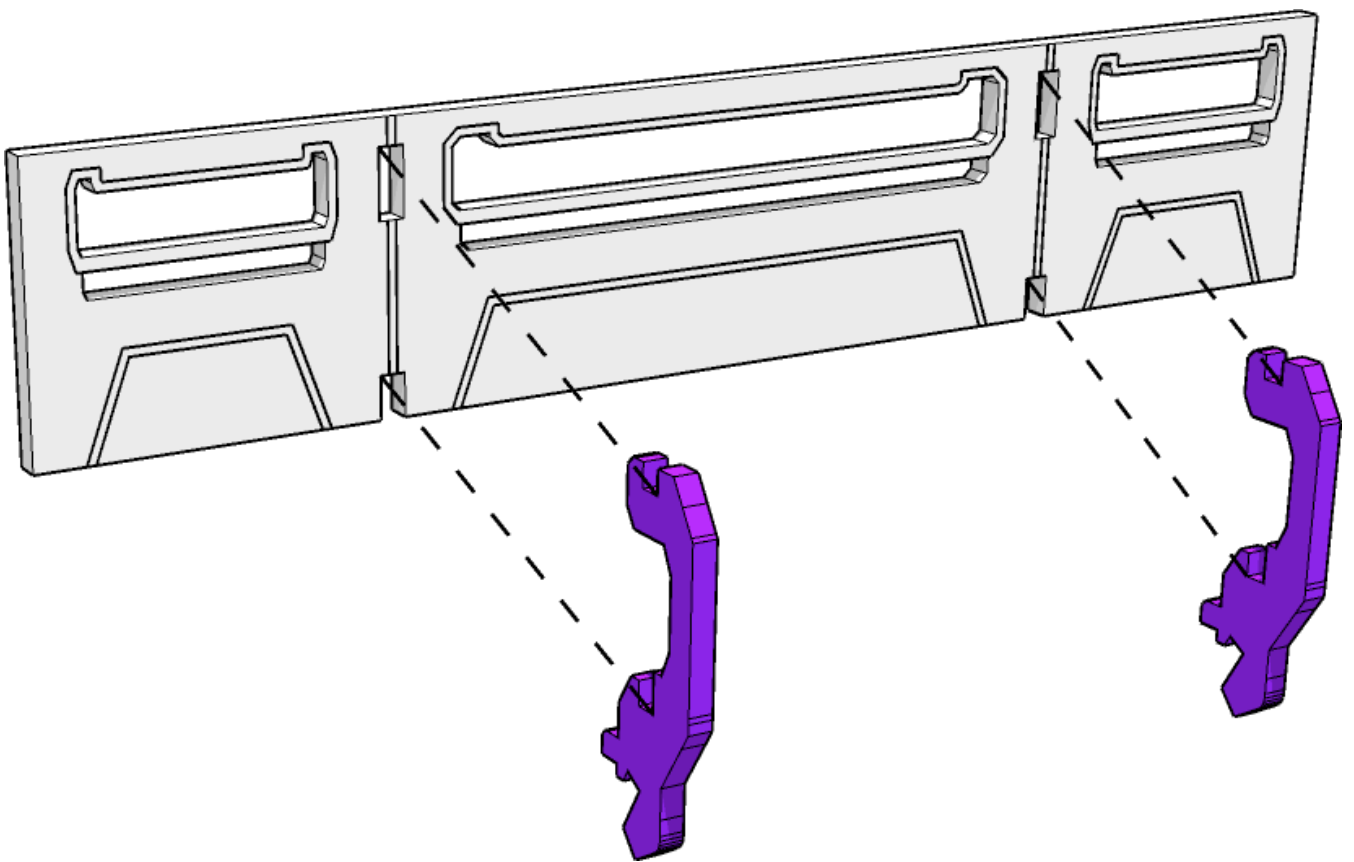




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**35**

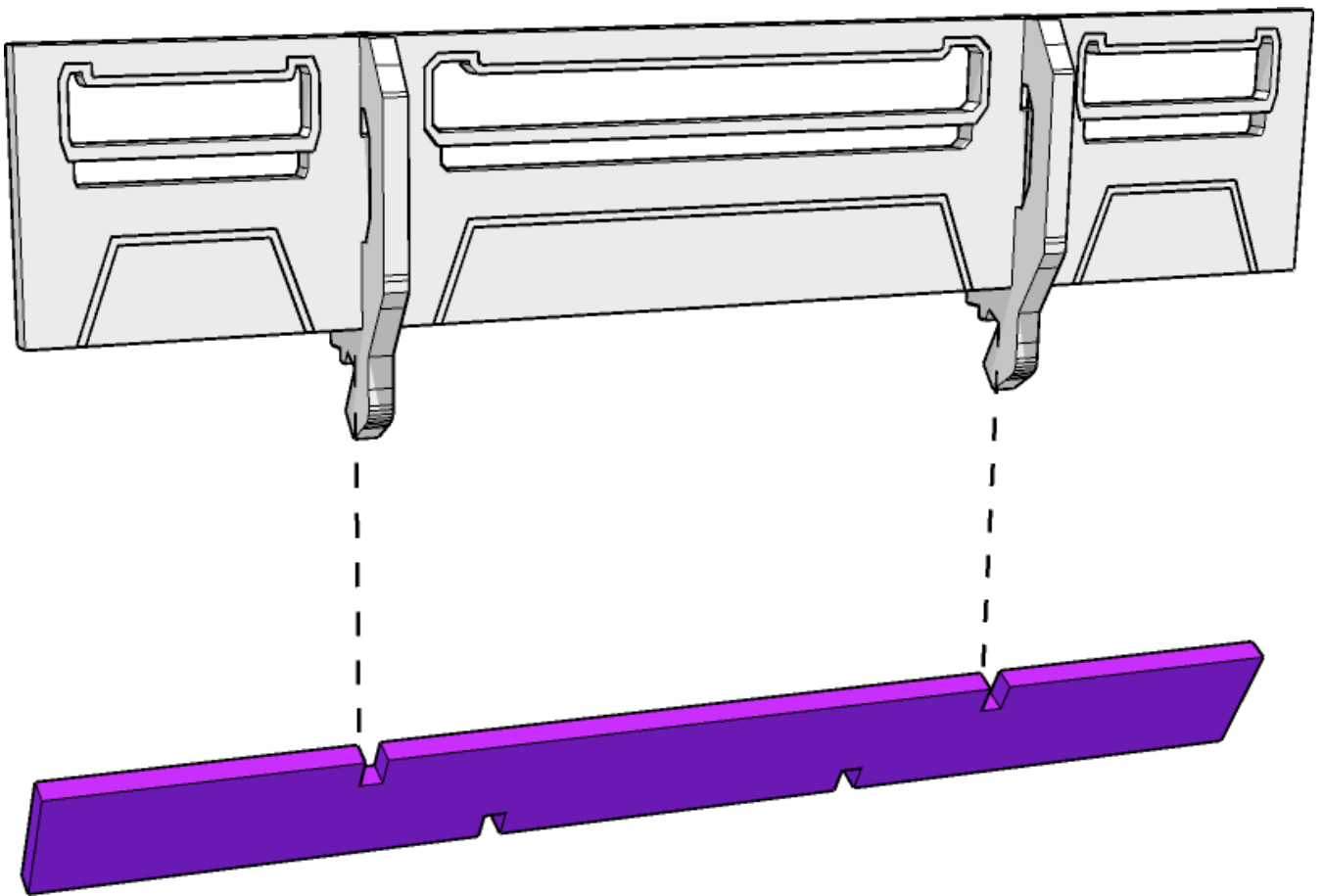




# TABLETOP SCENICS

TTSCW-SFU-123  
ELMOR:  
Skylevel Ramp

36

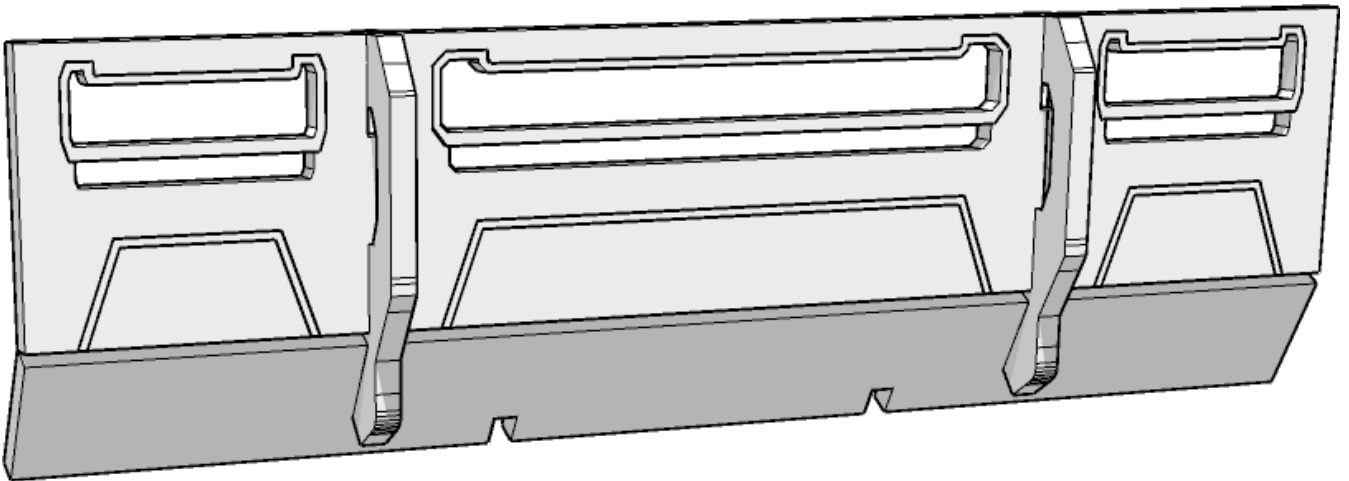




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**37**

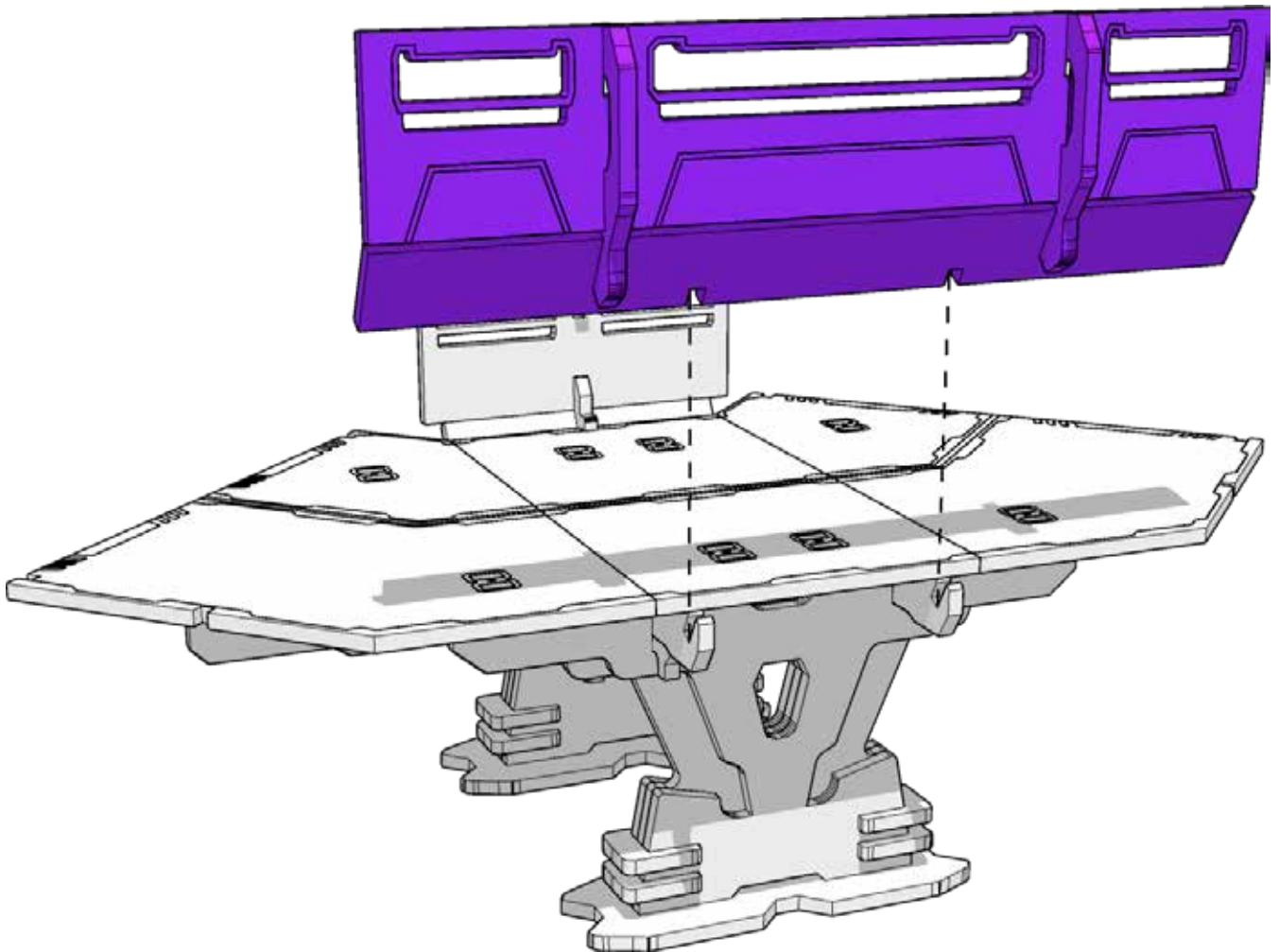




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**38**

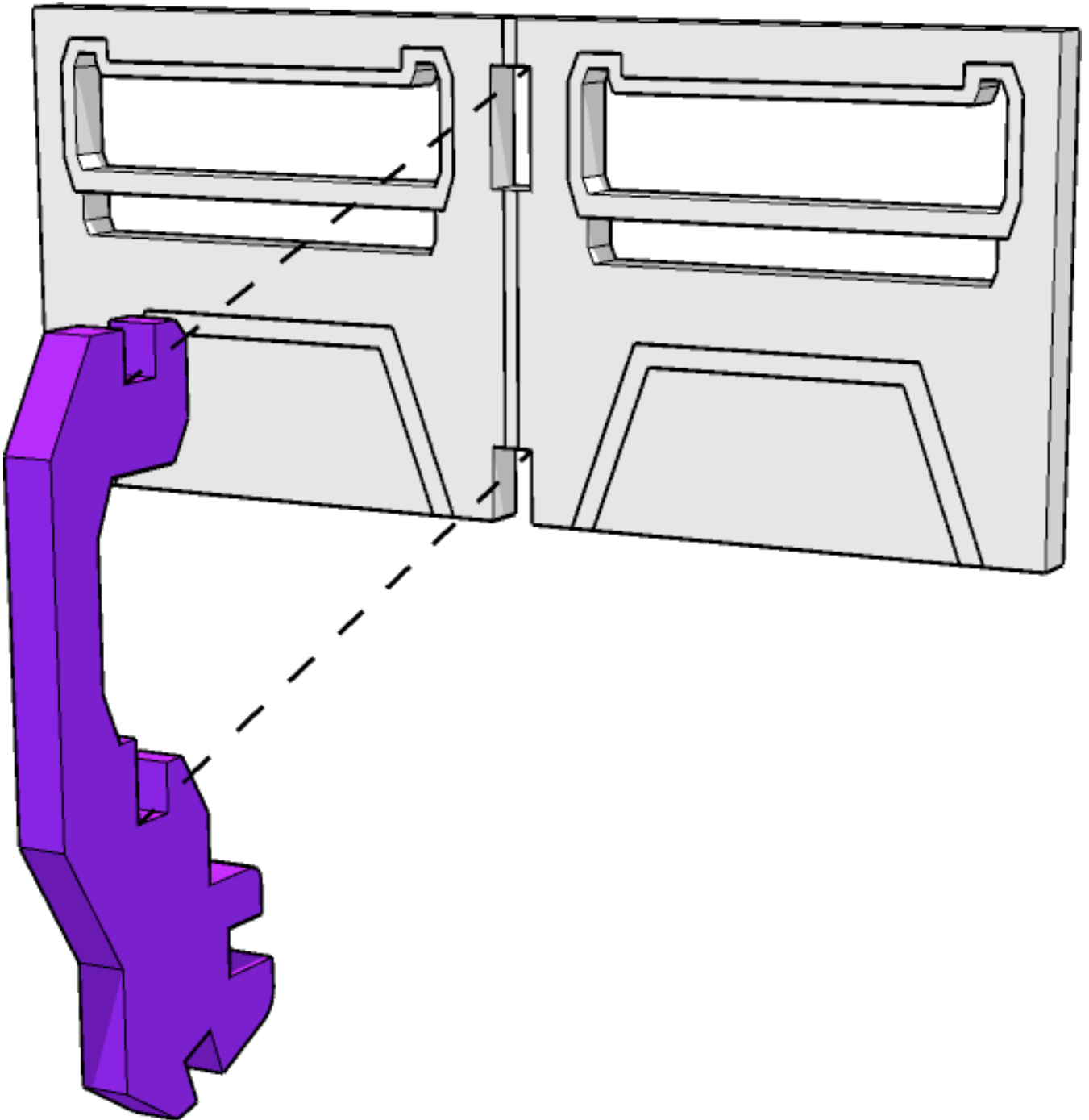




# TABLETOP SCENICS

TTSCW-SFU-123  
ELMOR:  
Skylevel Ramp

39

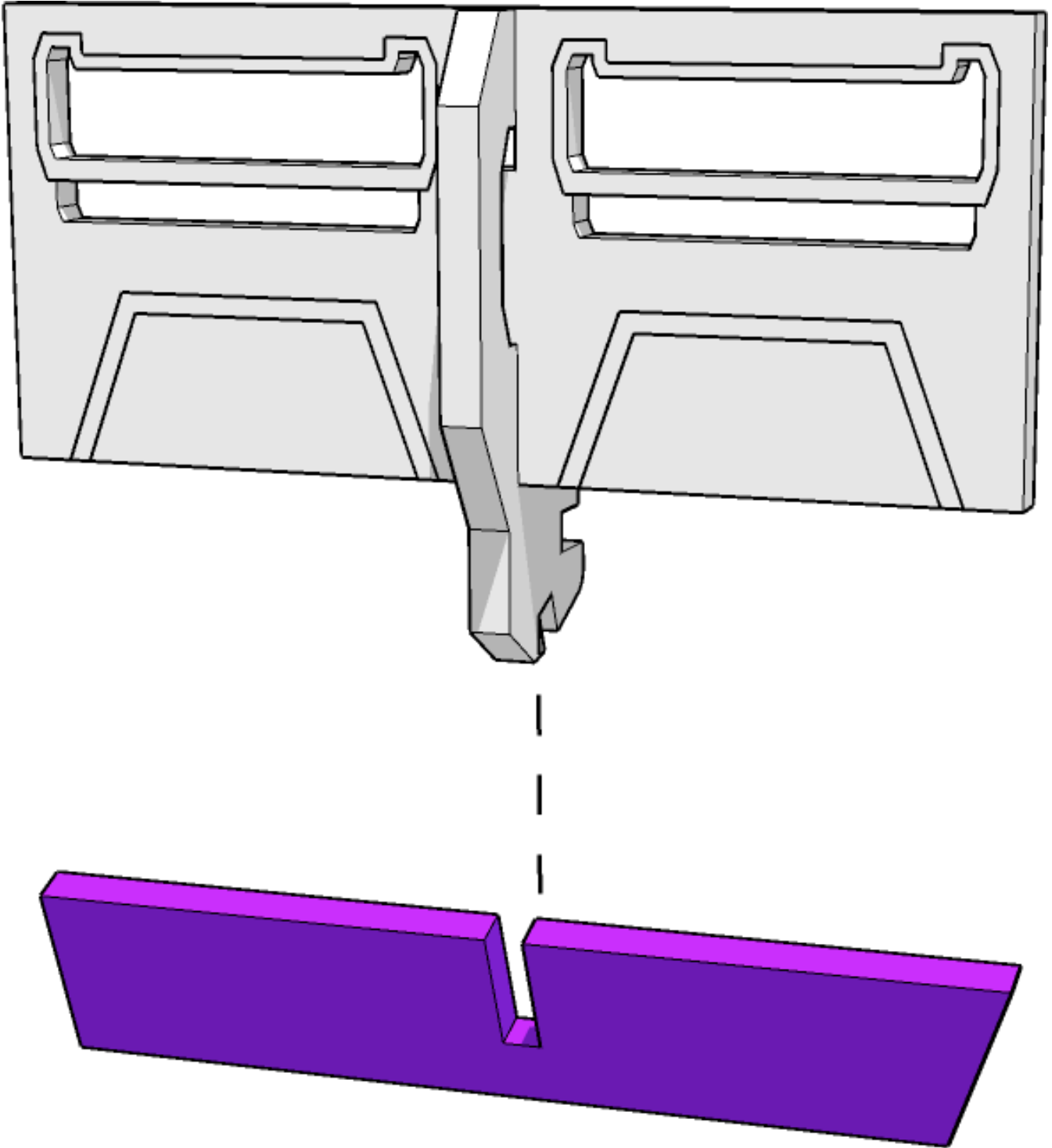




# TABLETOP SCENICS

TTSCW-SFU-123  
ELMOR:  
Skylevel Ramp

40



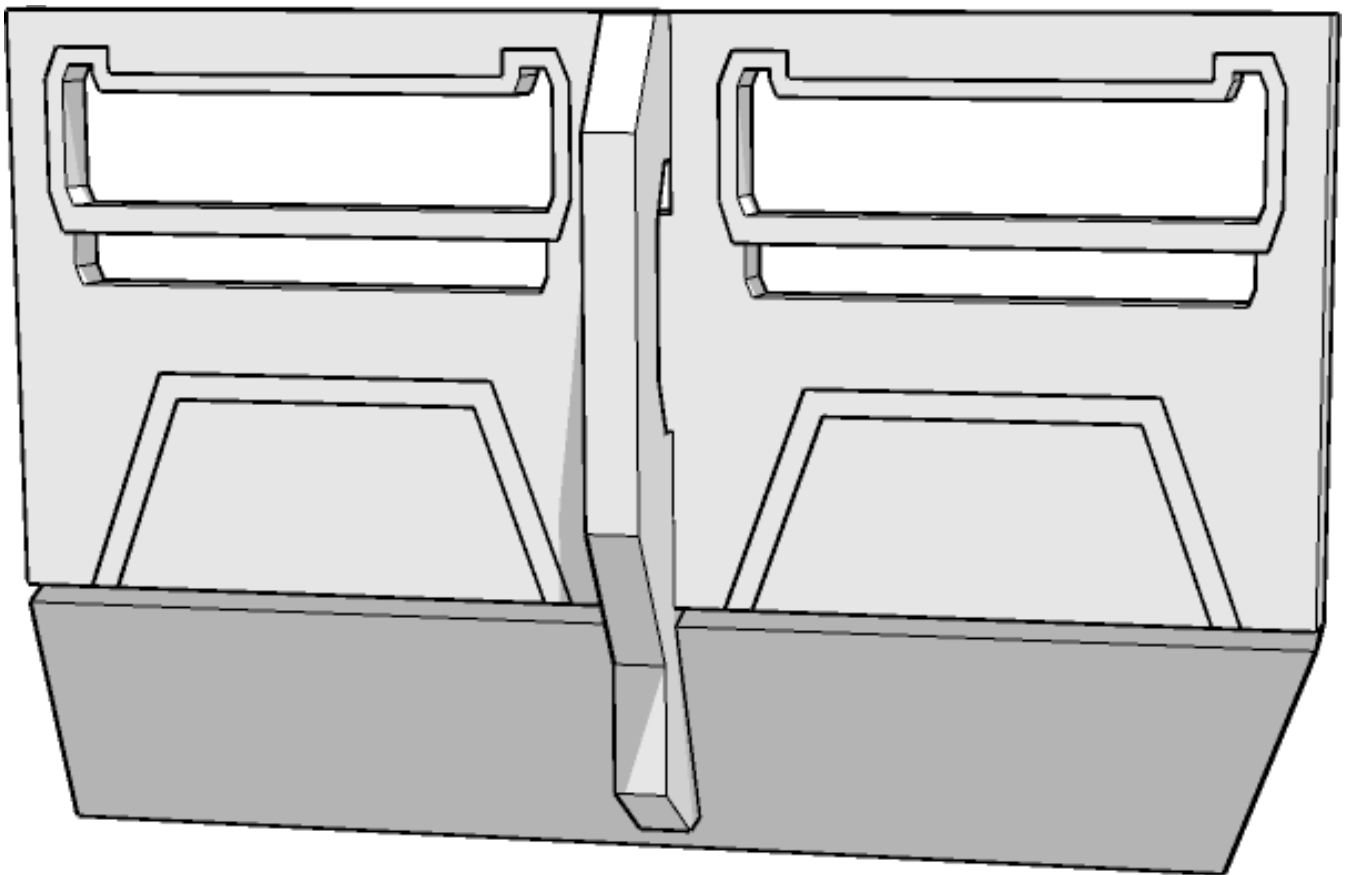




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**41**



**x2**

Second version will be mirrored.  
See next step

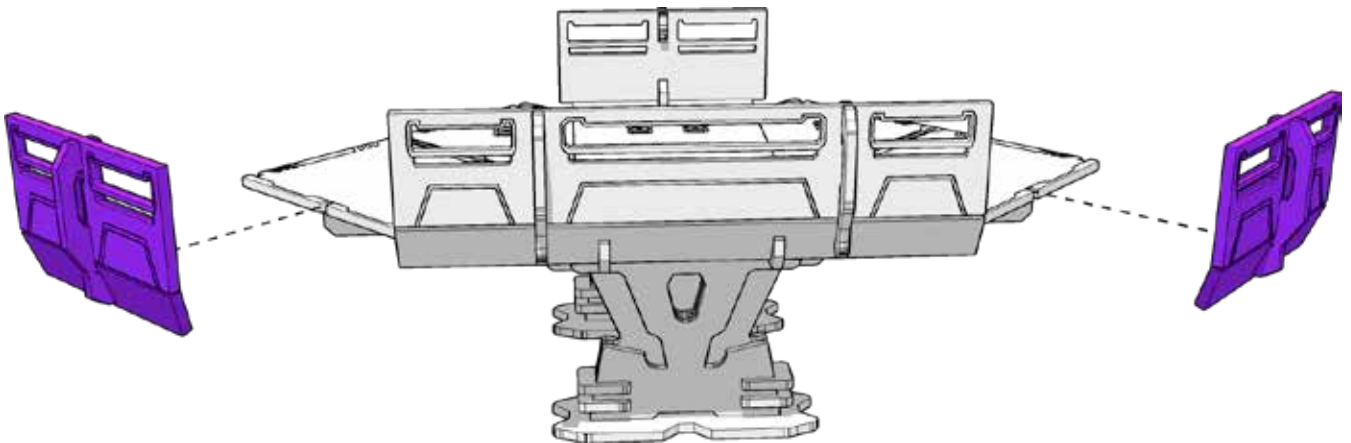




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**42**

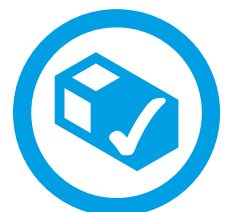
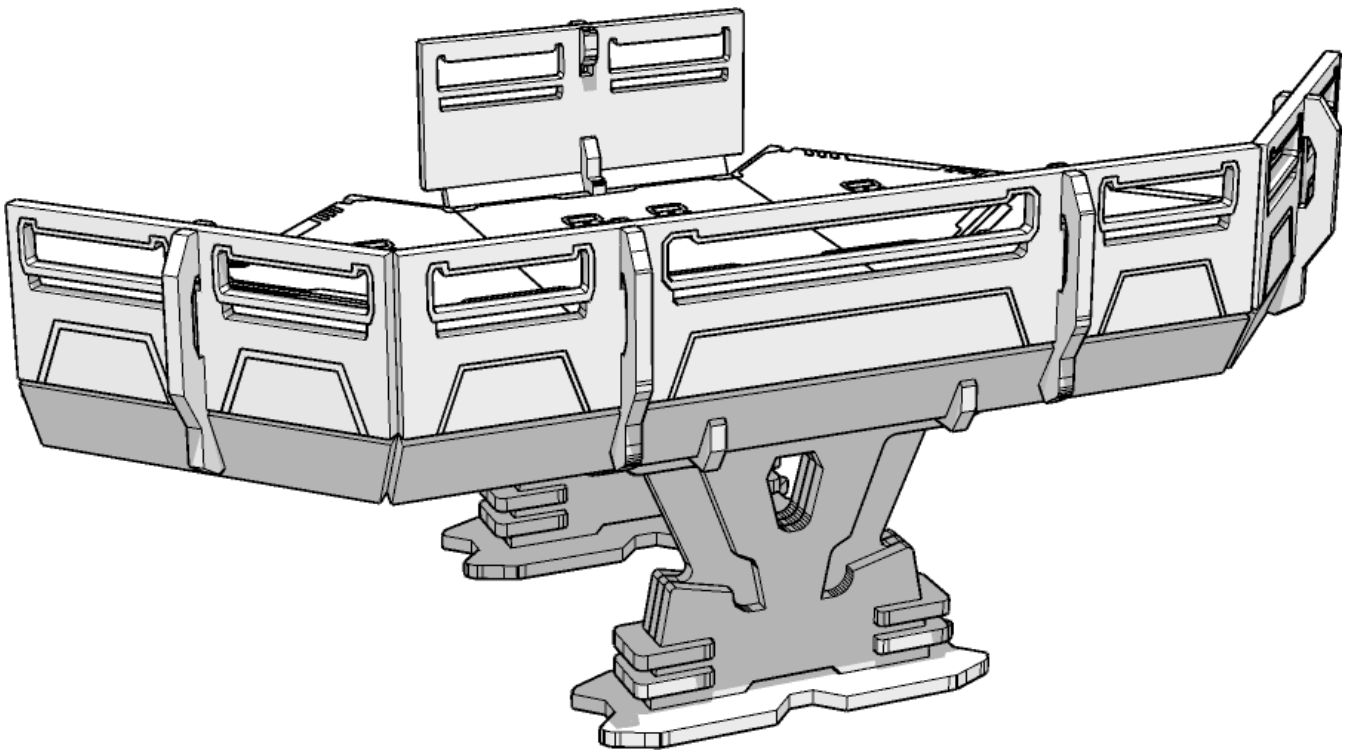




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**43**



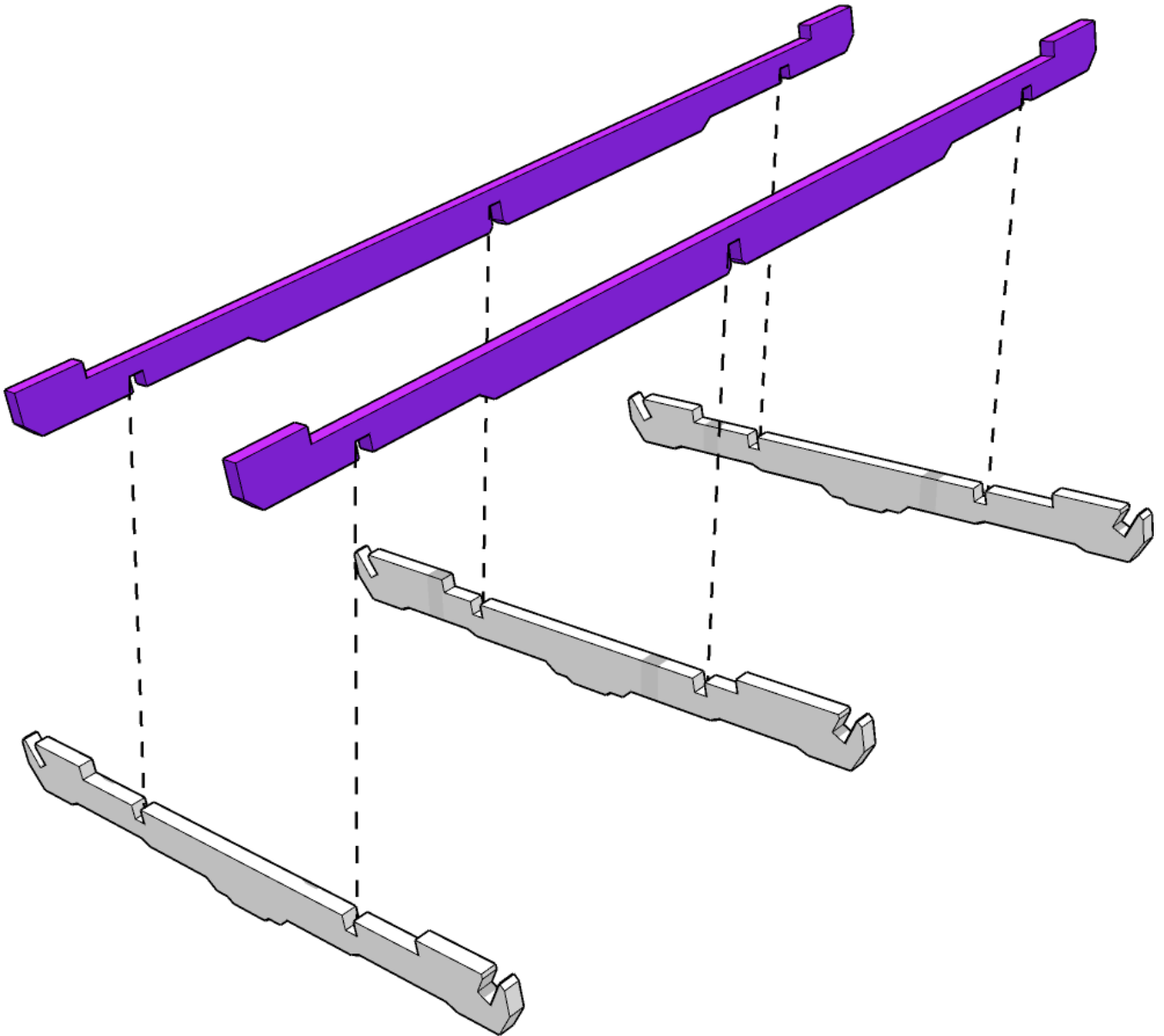
 **TTCOMBAT**



# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**44**

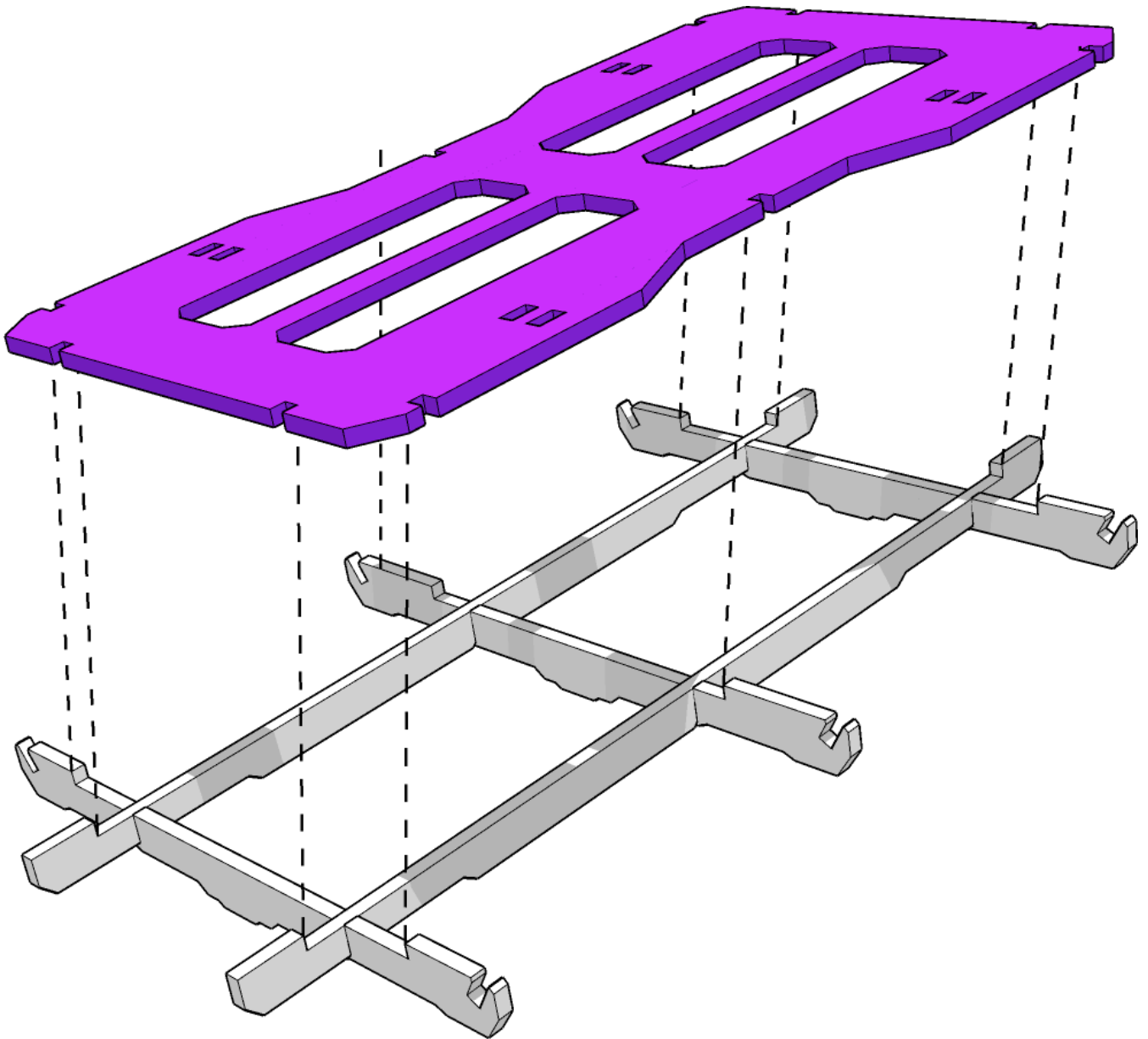




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**45**

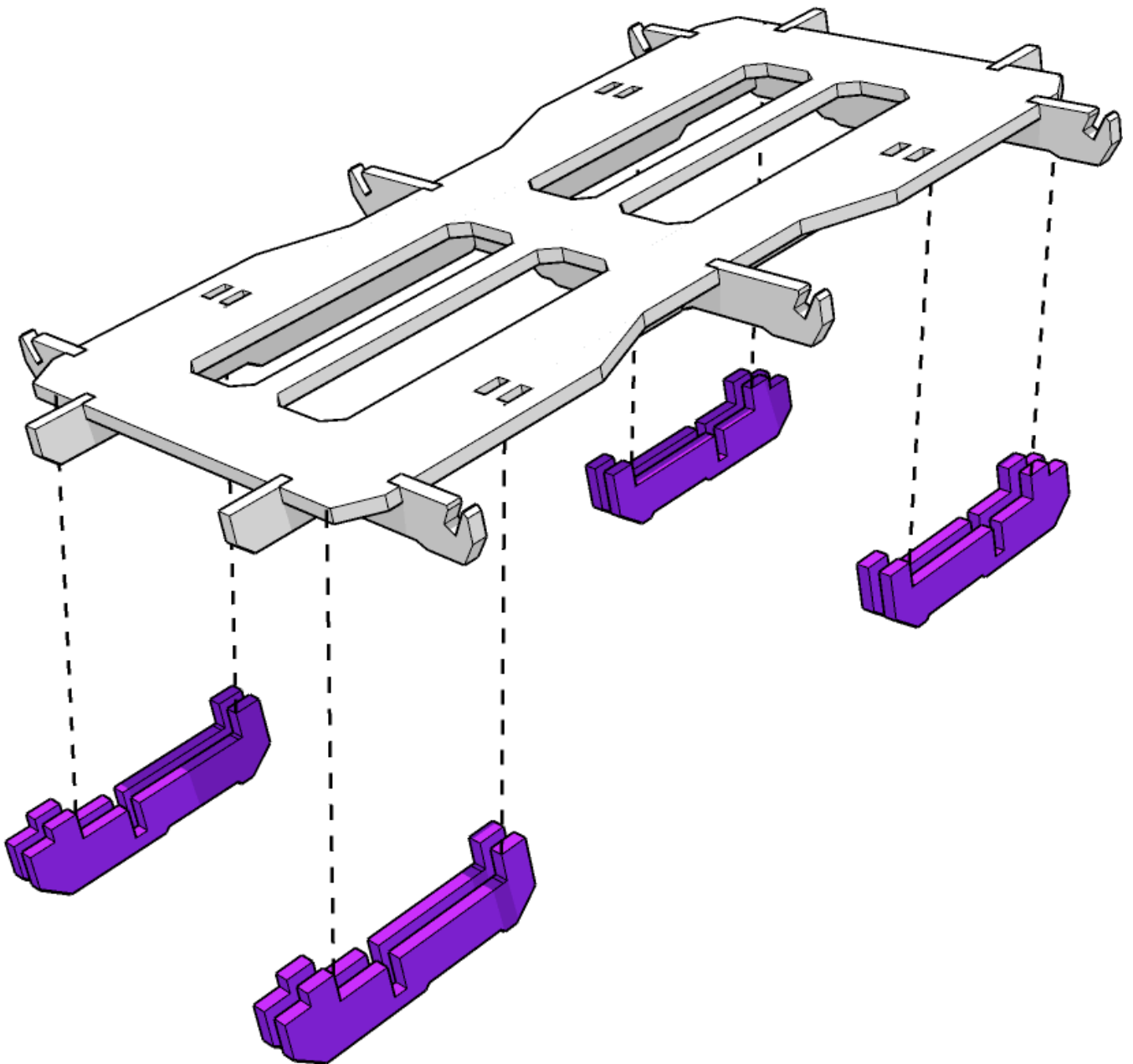




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**46**

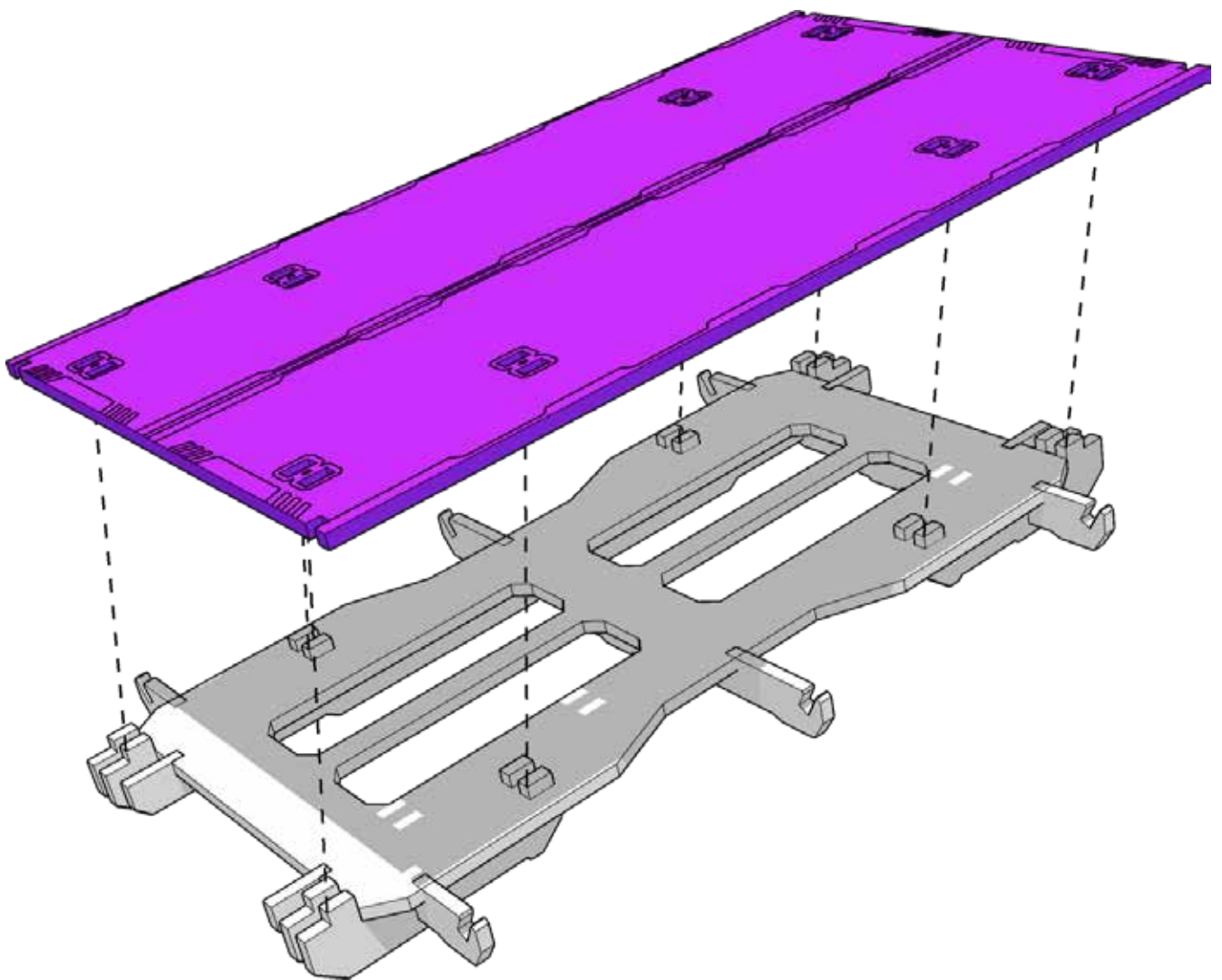




# TABLETOP SCENICS

**47**

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

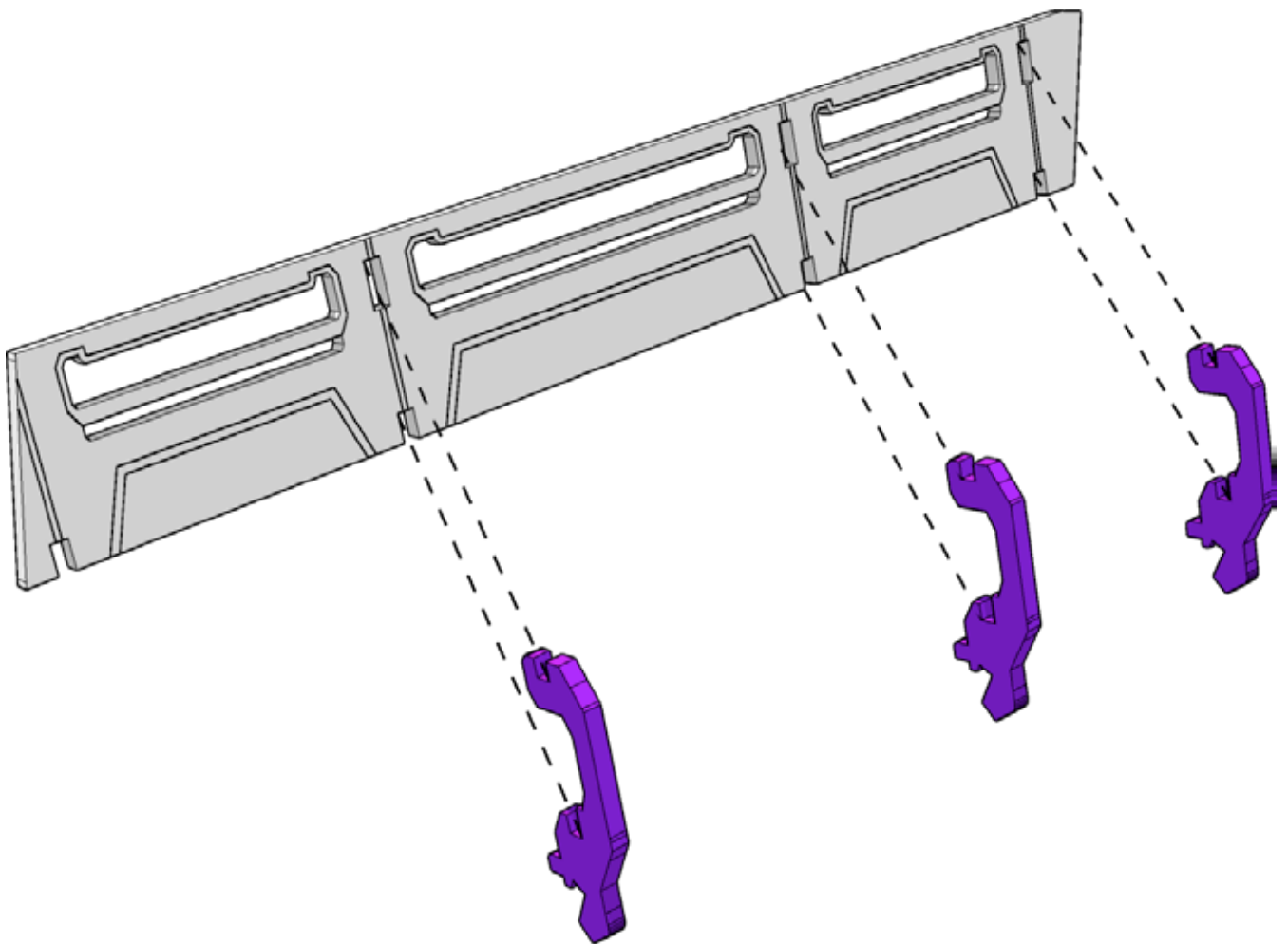




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**48**



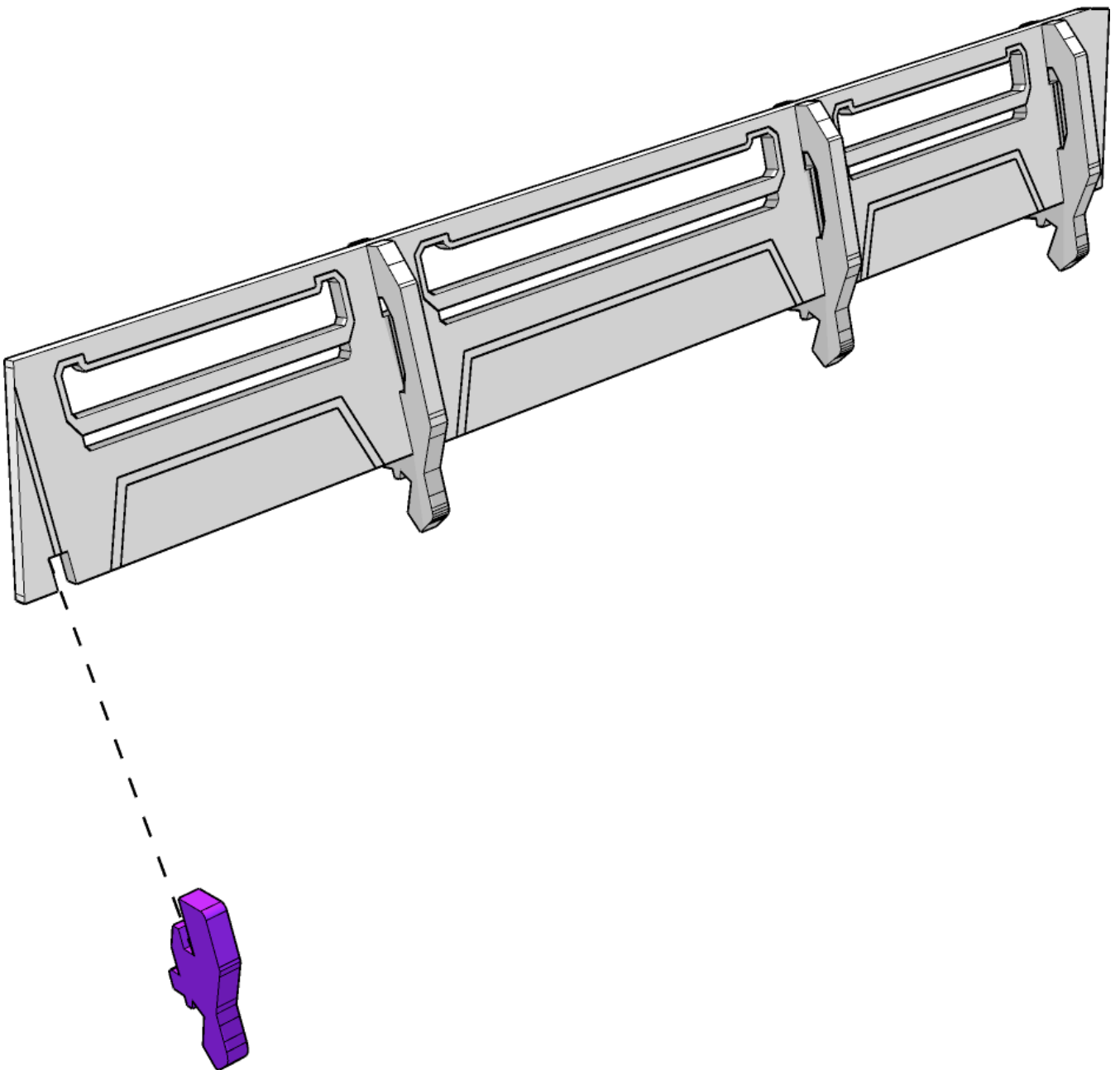




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**49**

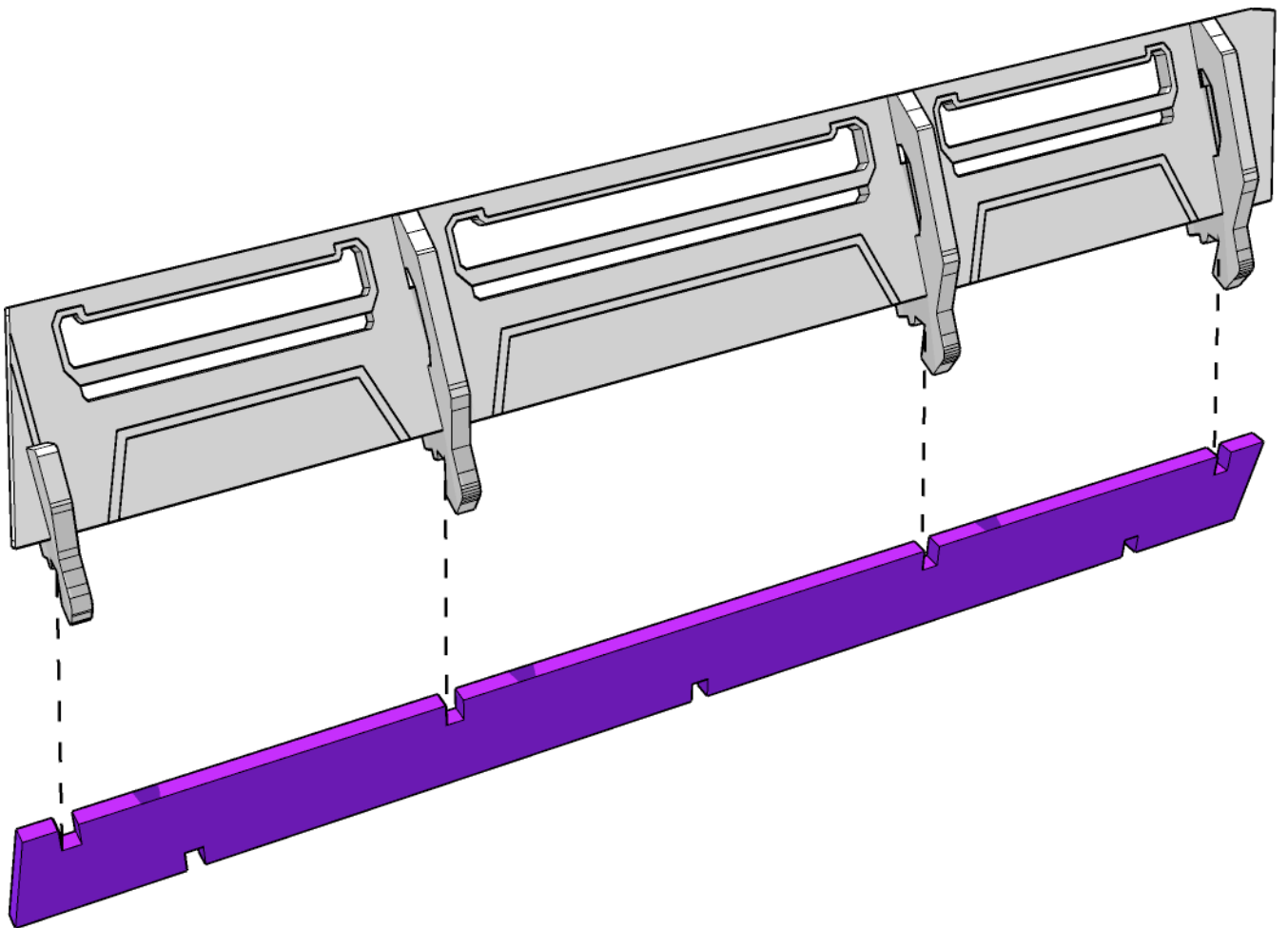




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**50**

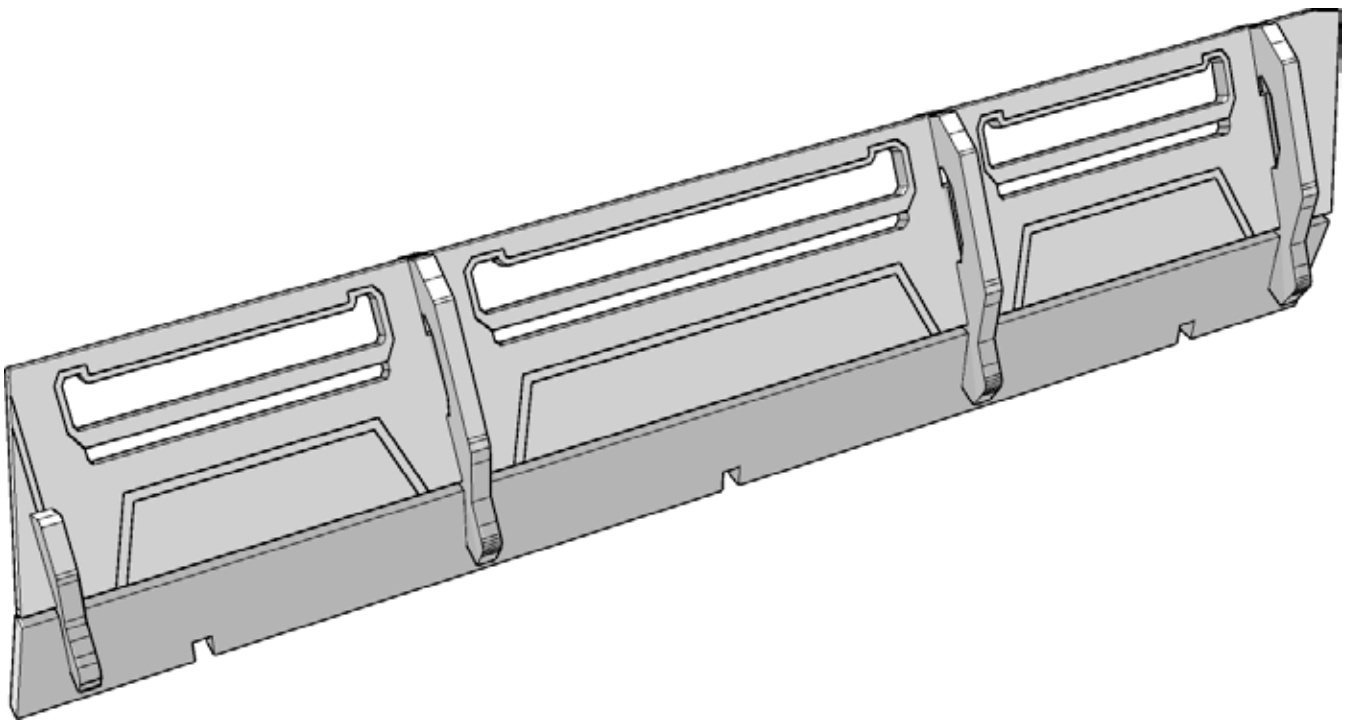




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**51**

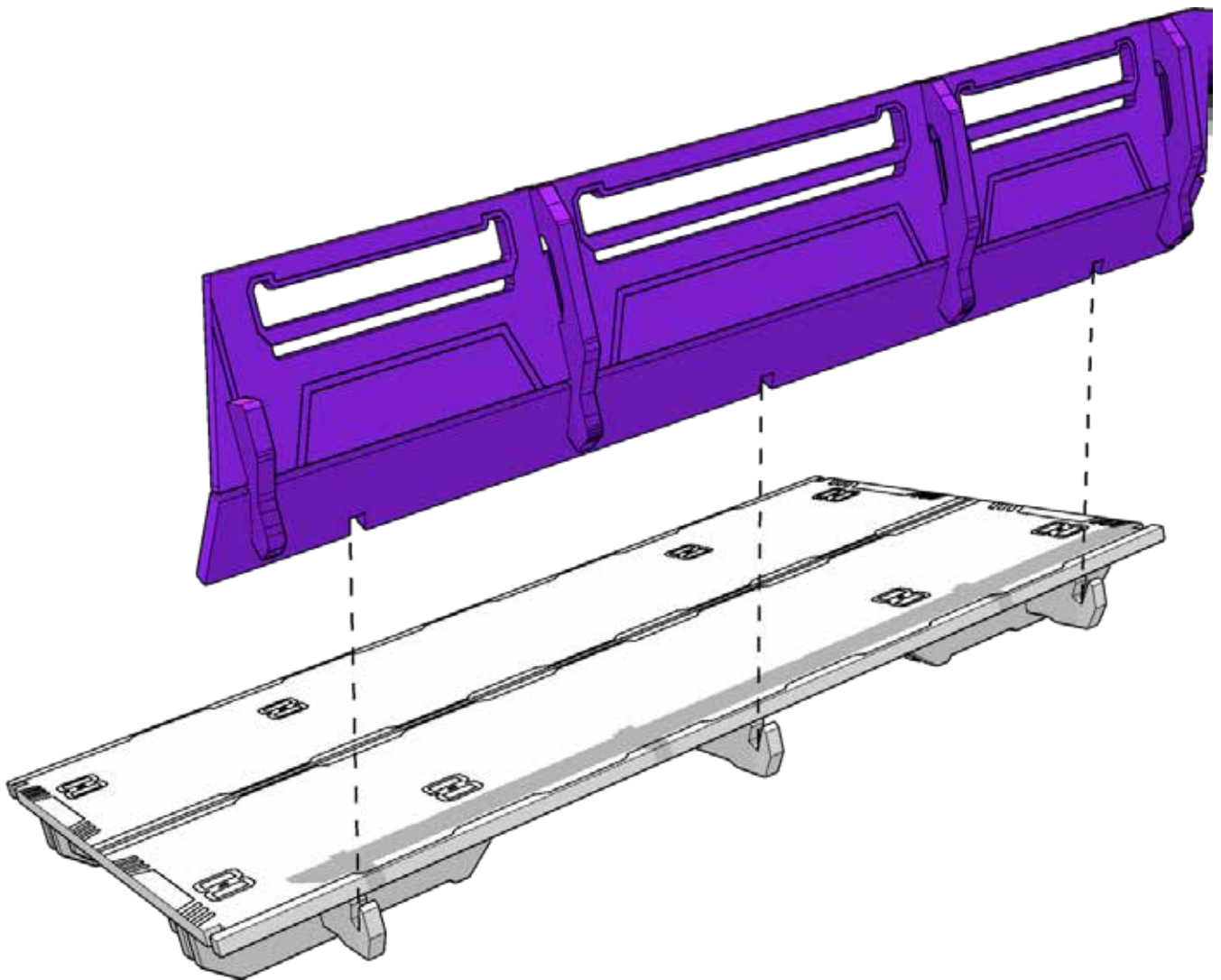




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**52**

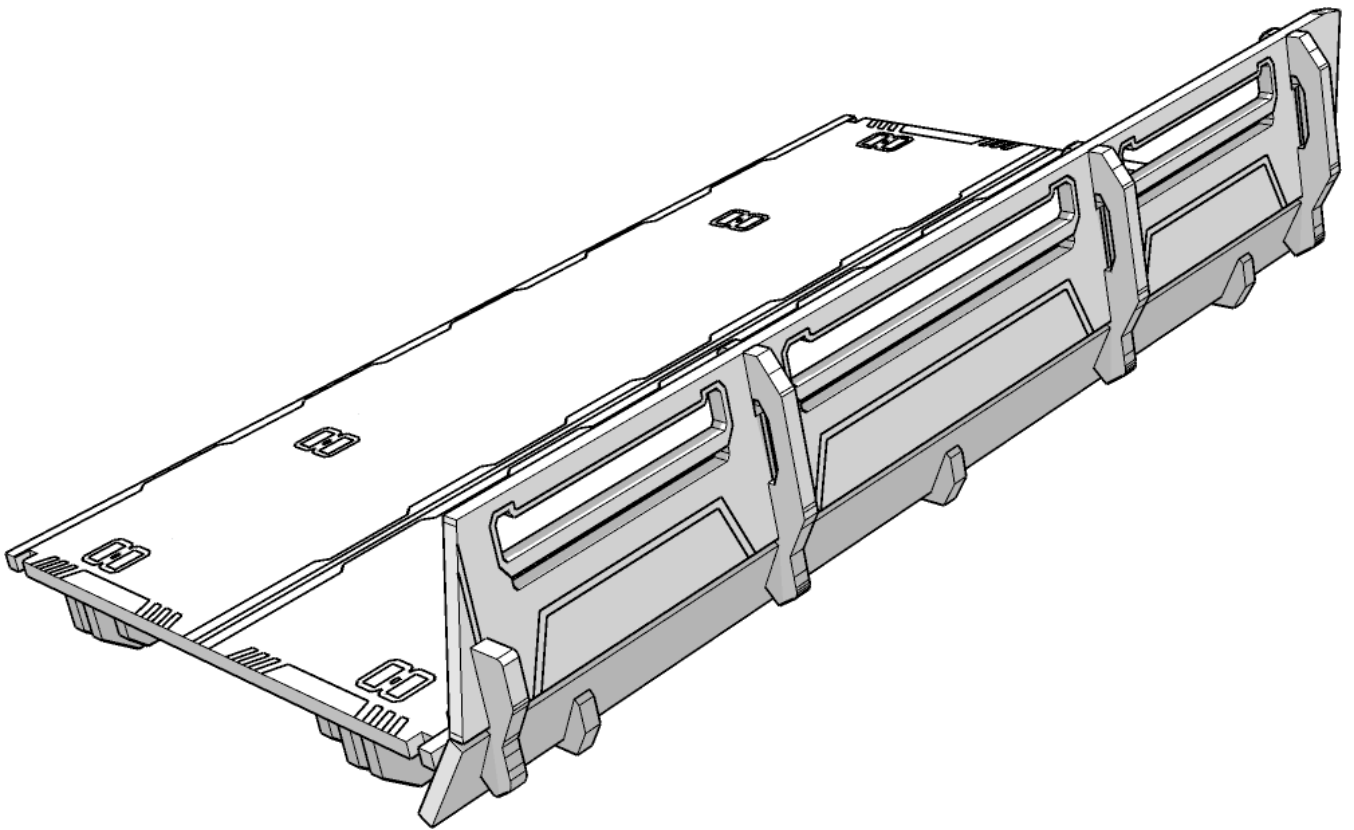




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**53**

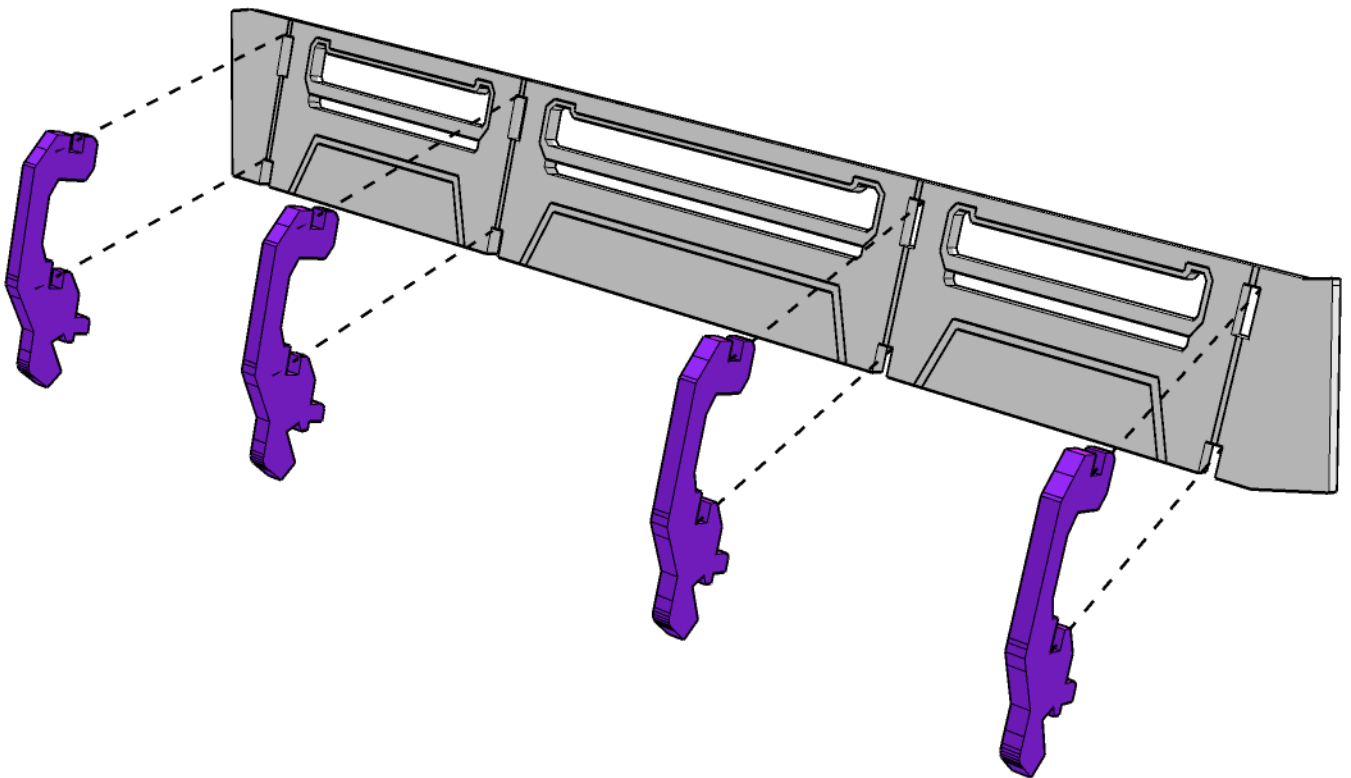




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**54**

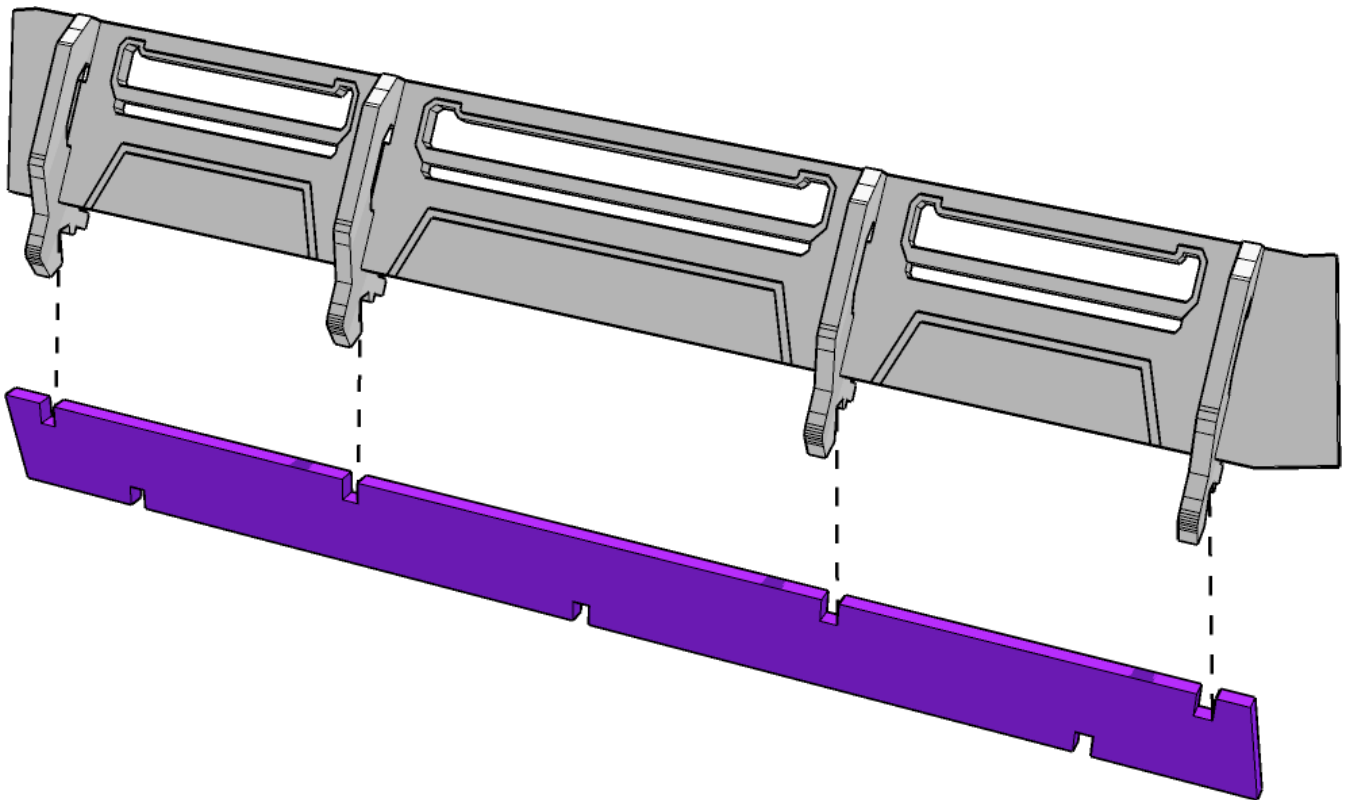




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**55**

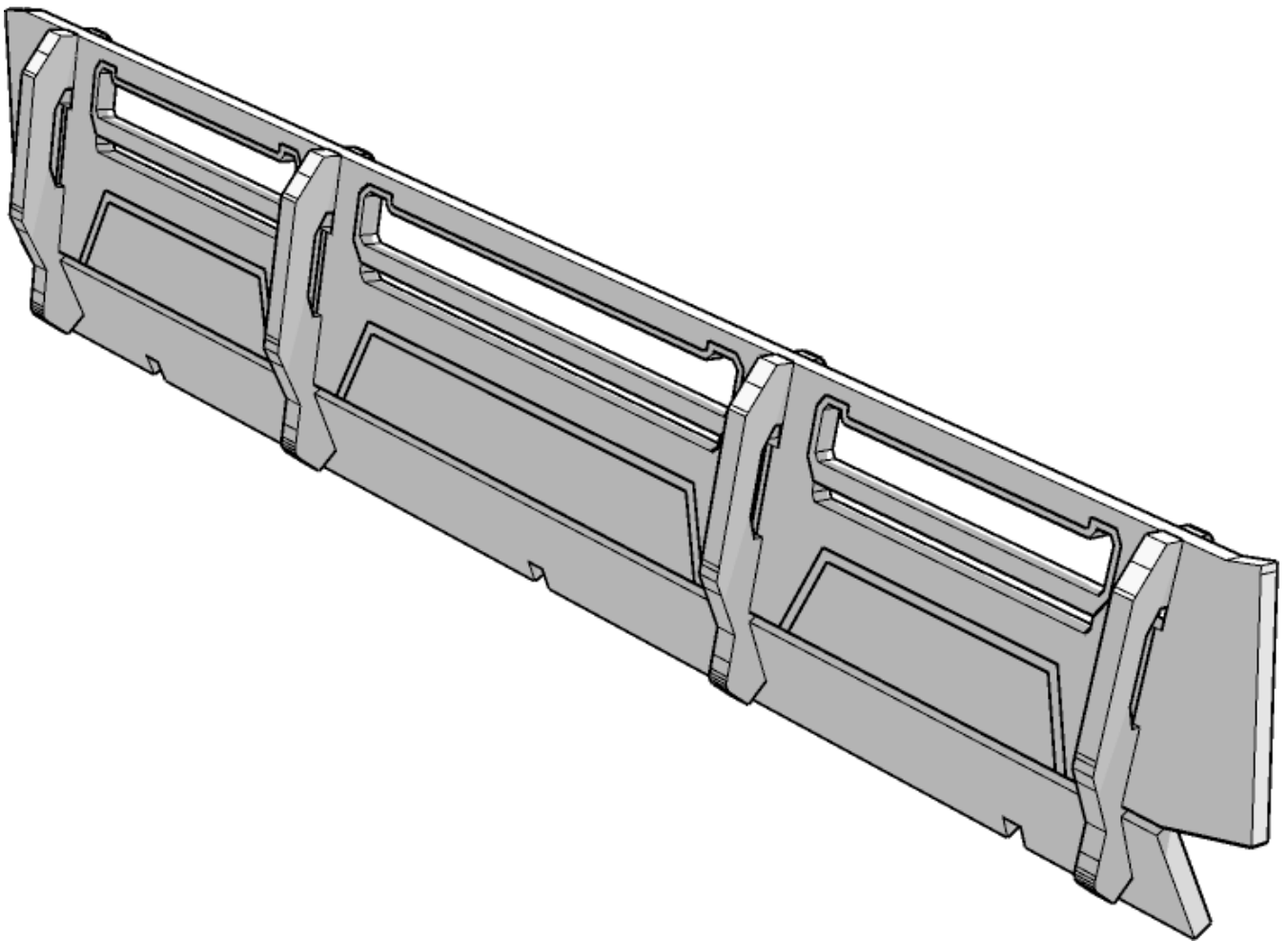




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**56**



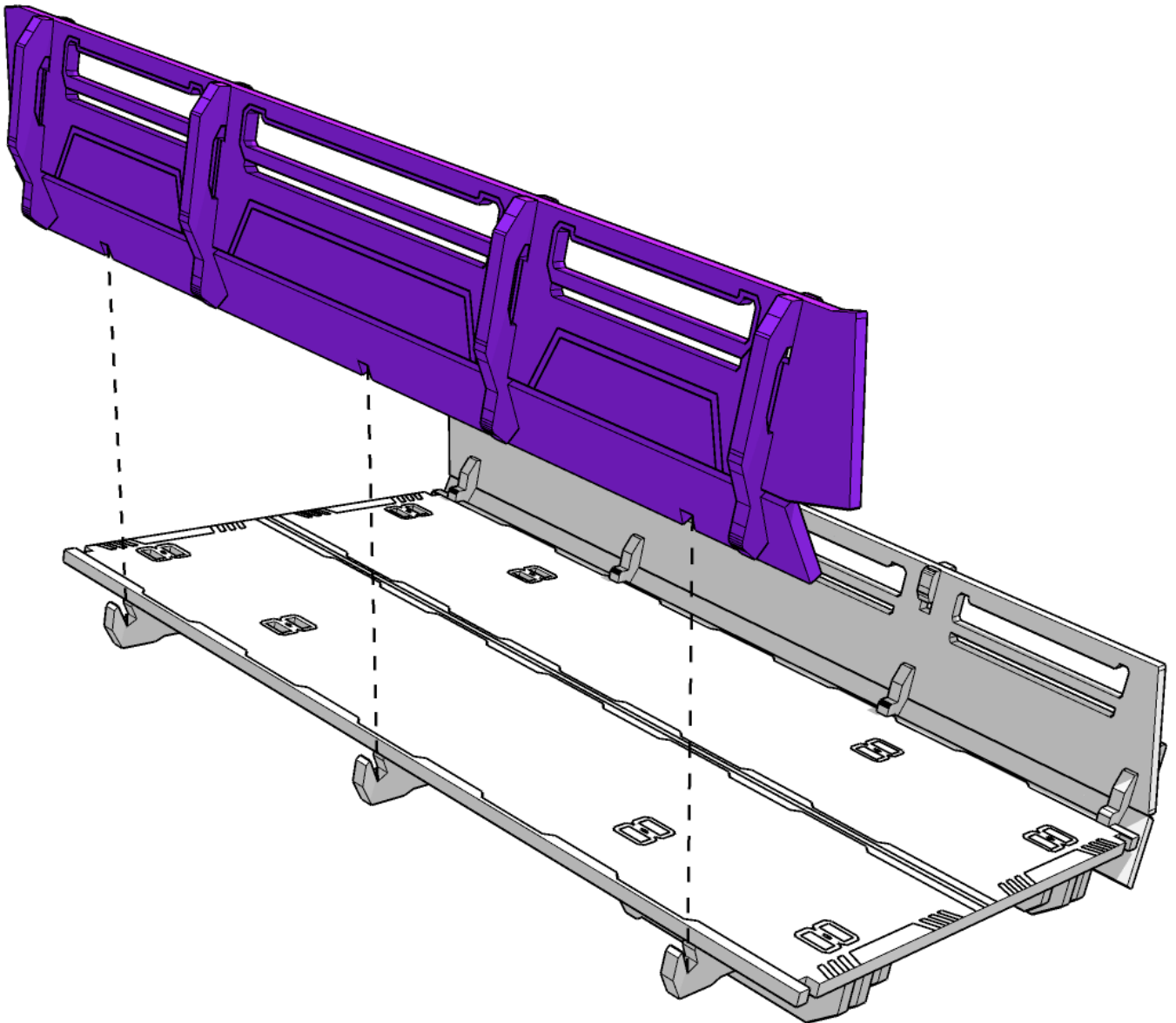




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**57**

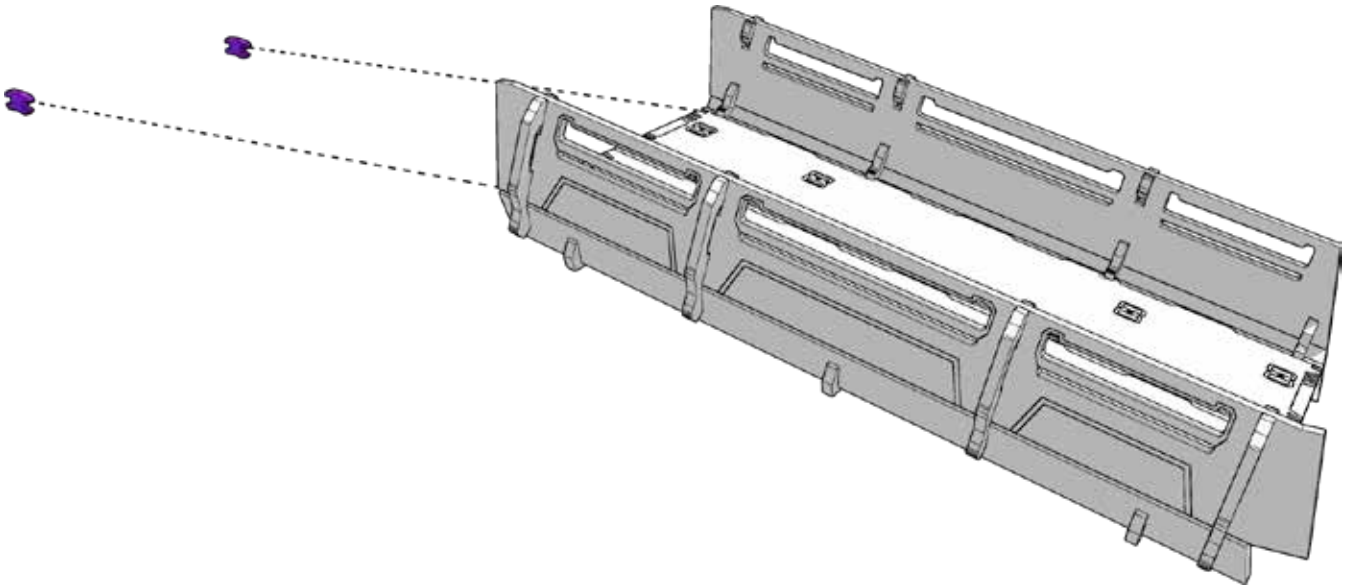




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**58**

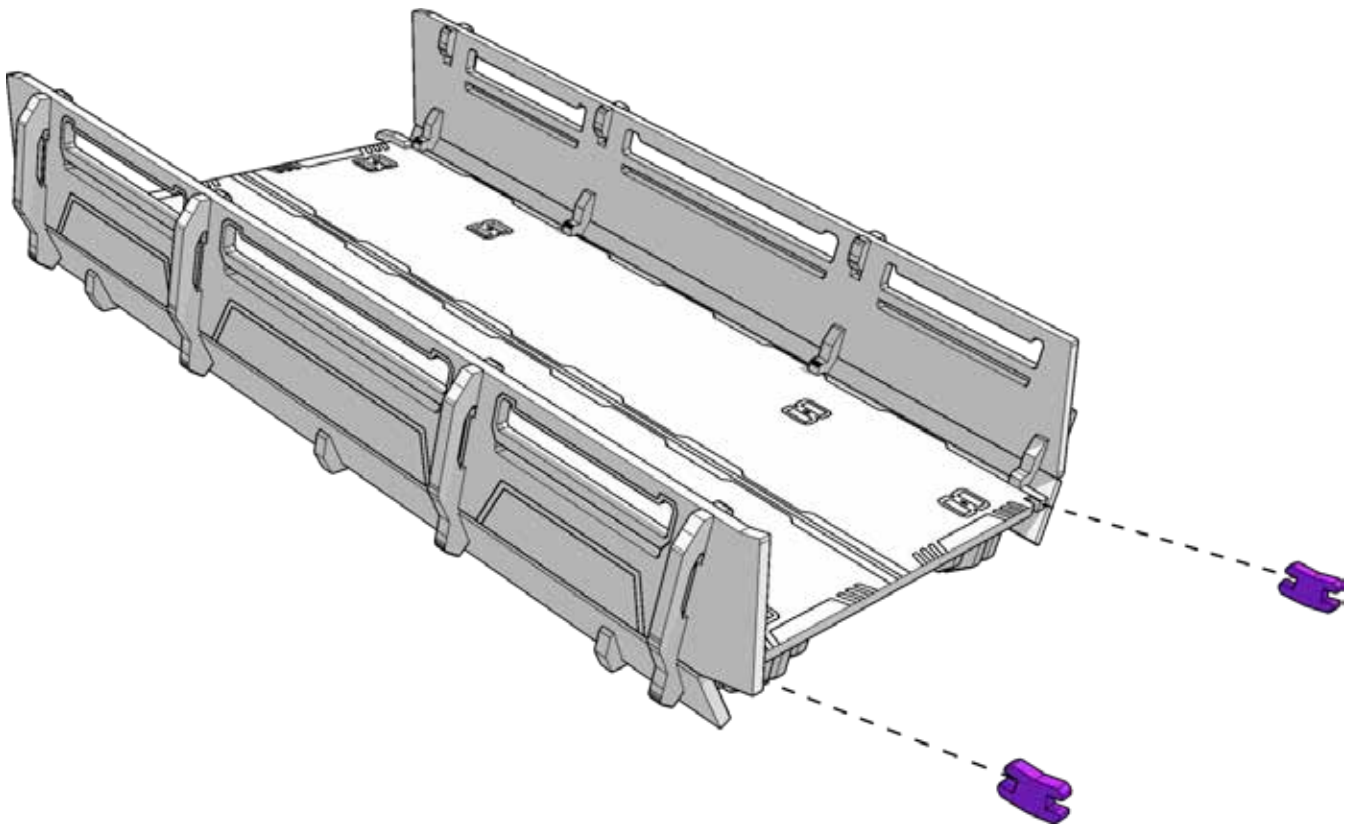




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**59**

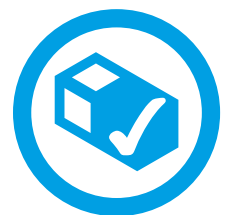
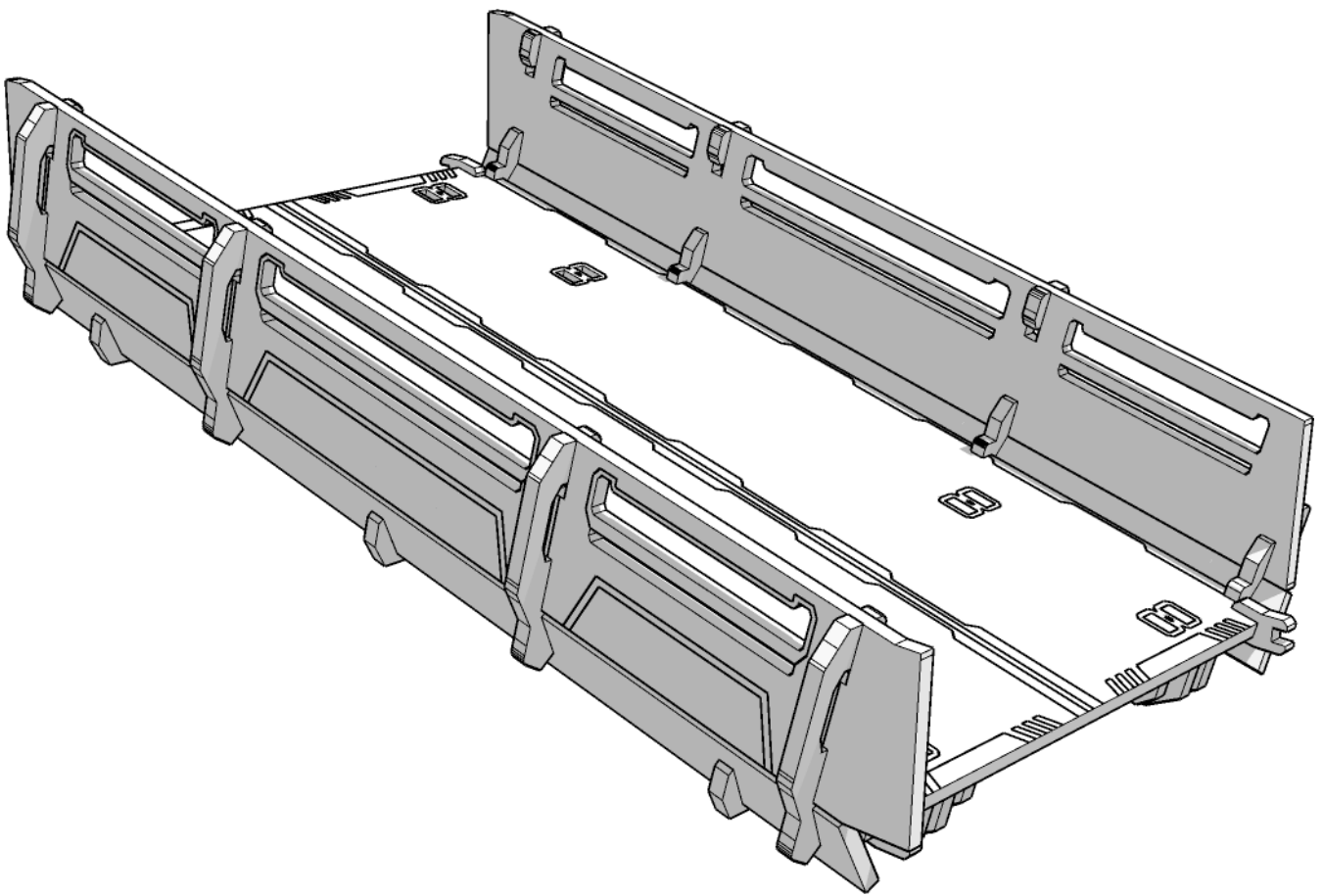




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**60**



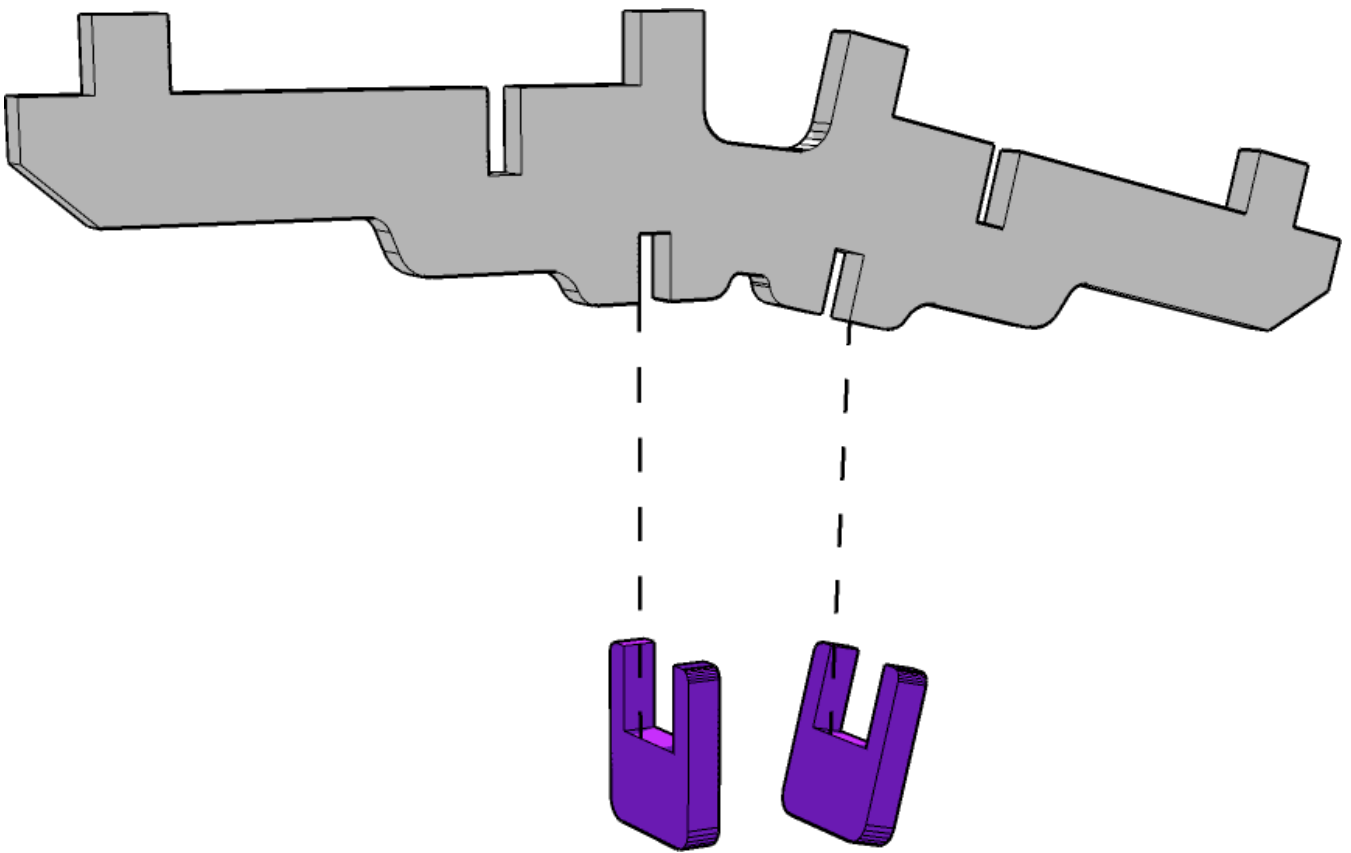
 **TTCOMBAT**



# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**61**

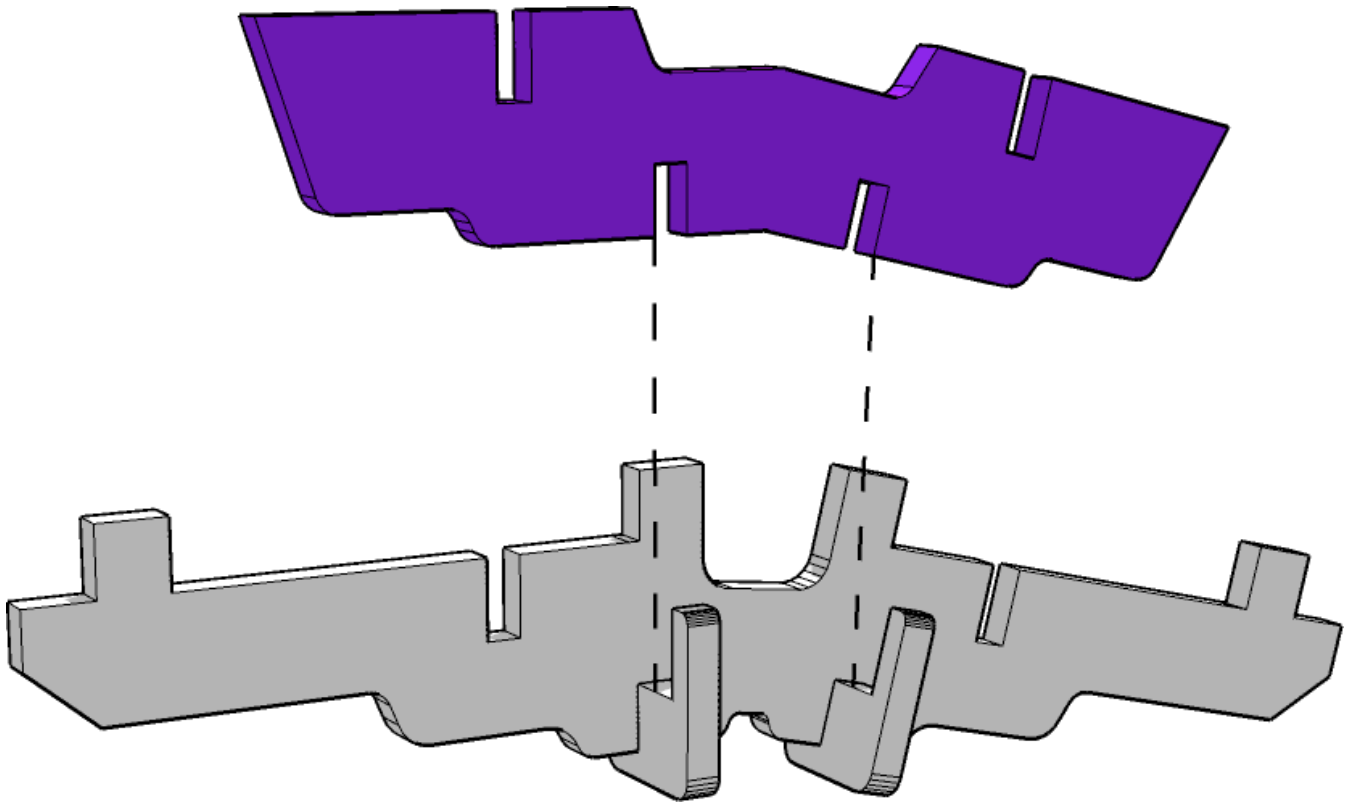




# TABLETOP SCENICS

TTSCW-SFU-123  
ELMOR:  
Skylevel Ramp

62

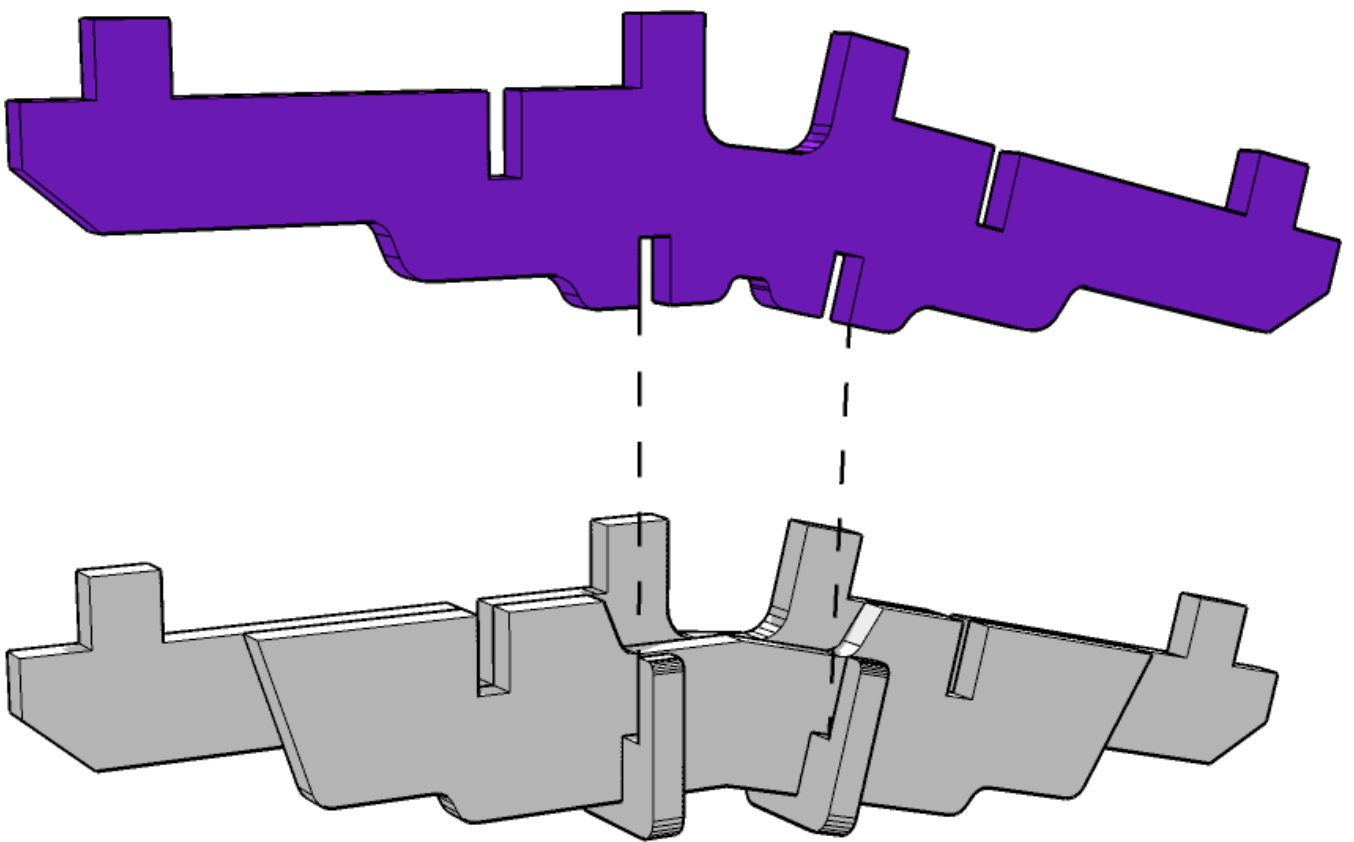




# TABLETOP SCENICS

TTSCW-SFU-123  
ELMOR:  
Skylevel Ramp

63

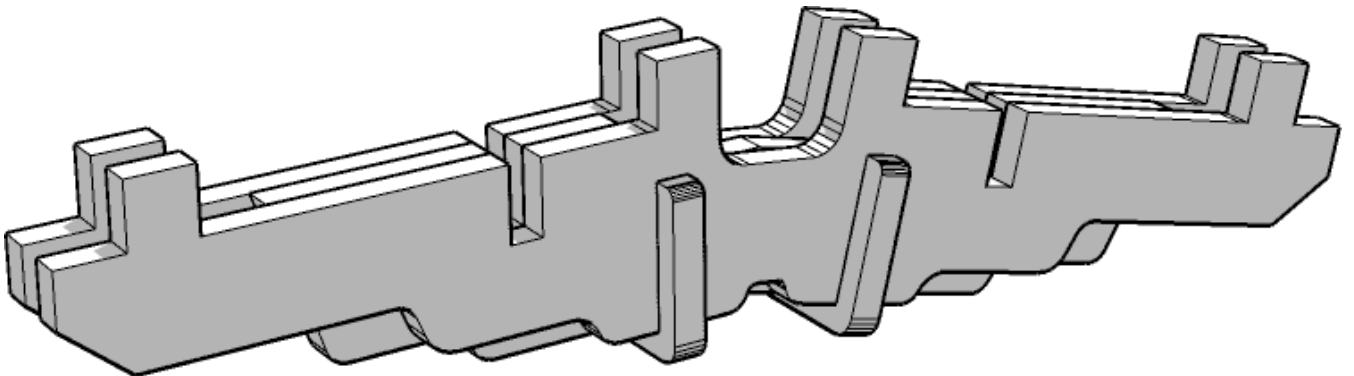




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**64**



**x2**

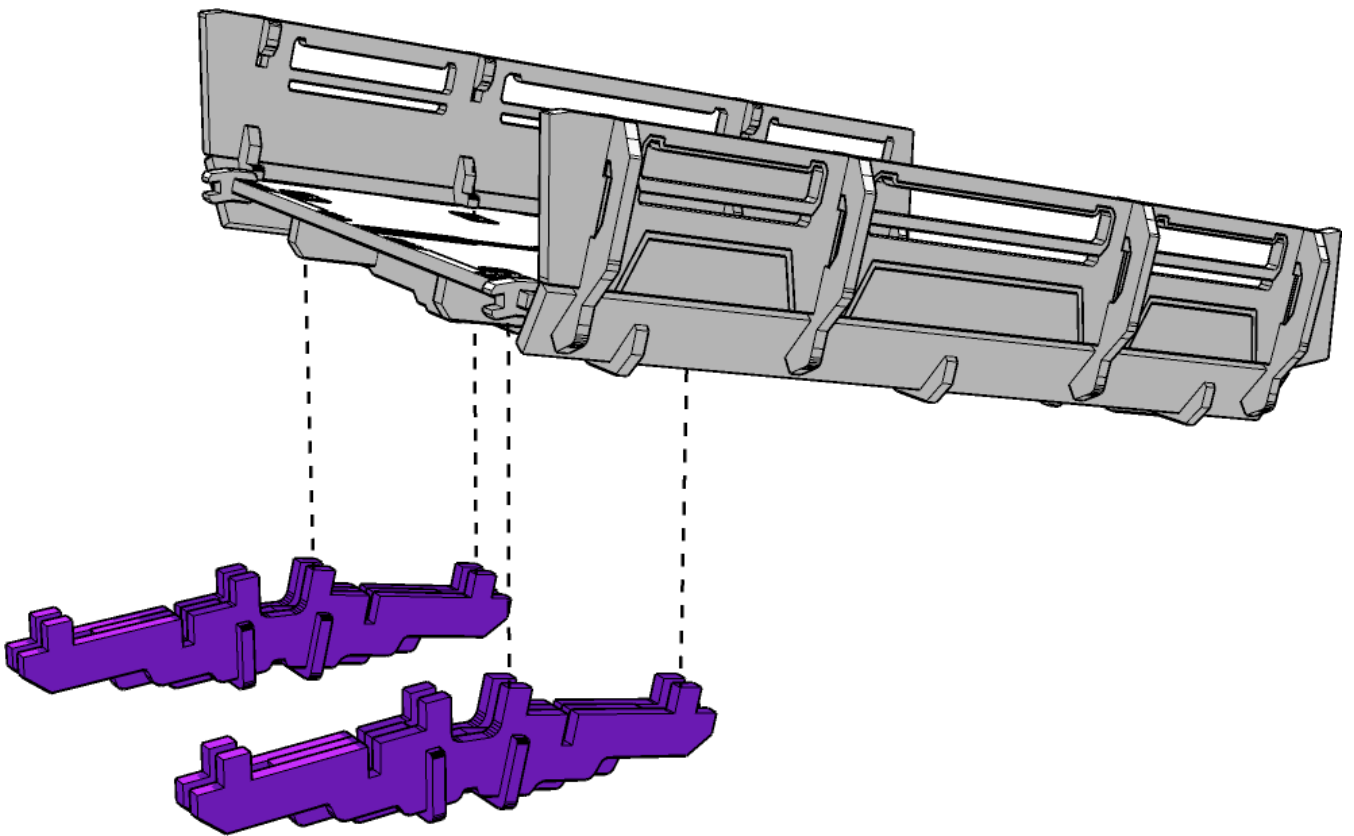




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**65**

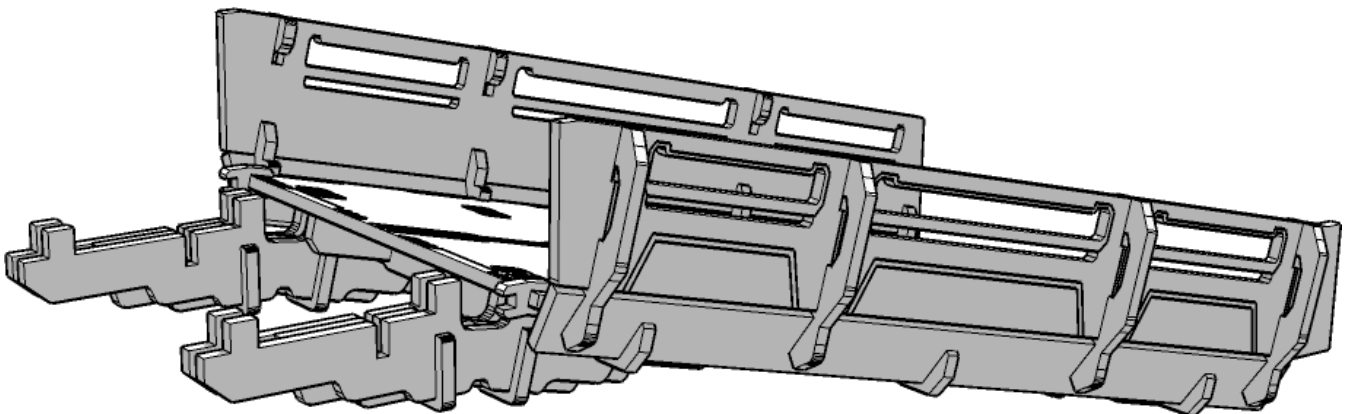




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**66**

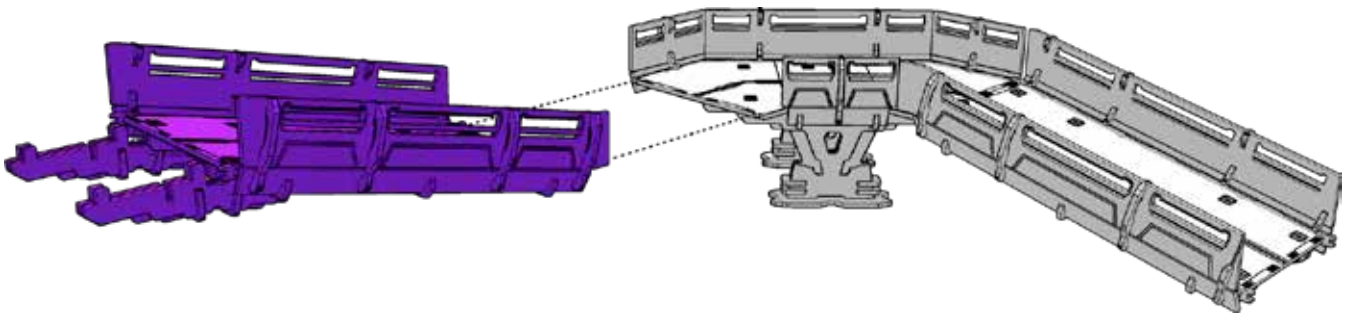




# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**67**





# TABLETOP SCENICS

**TTSCW-SFU-123**  
**ELMOR:**  
**Skylevel Ramp**

**68**

