

# MINIATURE SCENERY

## INSTRUCTIONS FORSAKEN RUINS SPIRAL

### PREPARATION

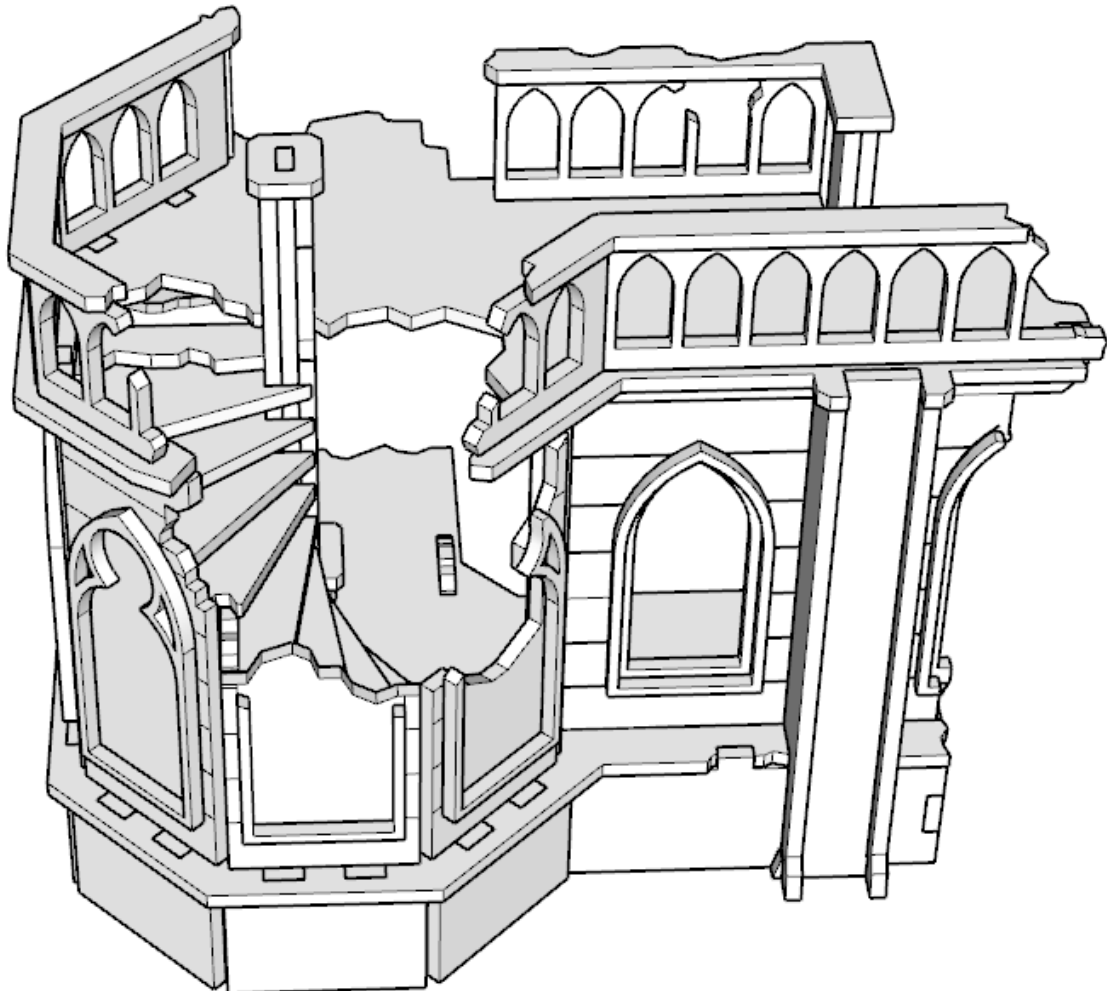
You will need:

- Cutting mat or something to protect your table.
- PVA/Wood glue or superglue if you prefer.
- Small file or sand paper.
- Small blade / hobby knife

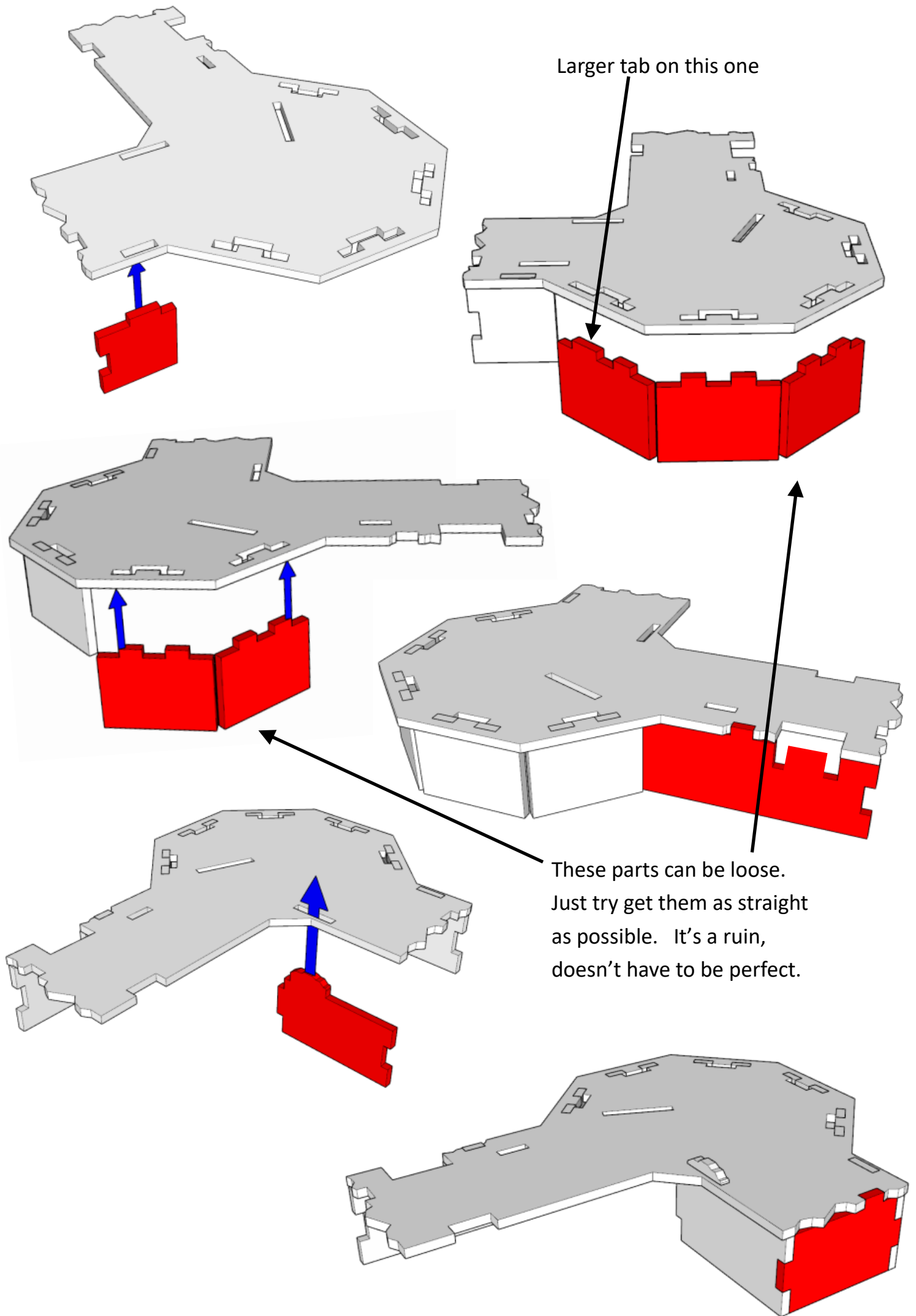


### GENERAL PROCESS

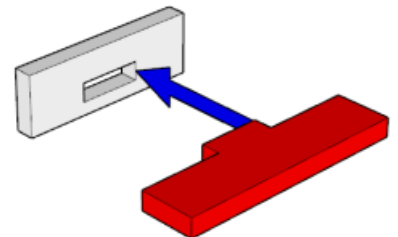
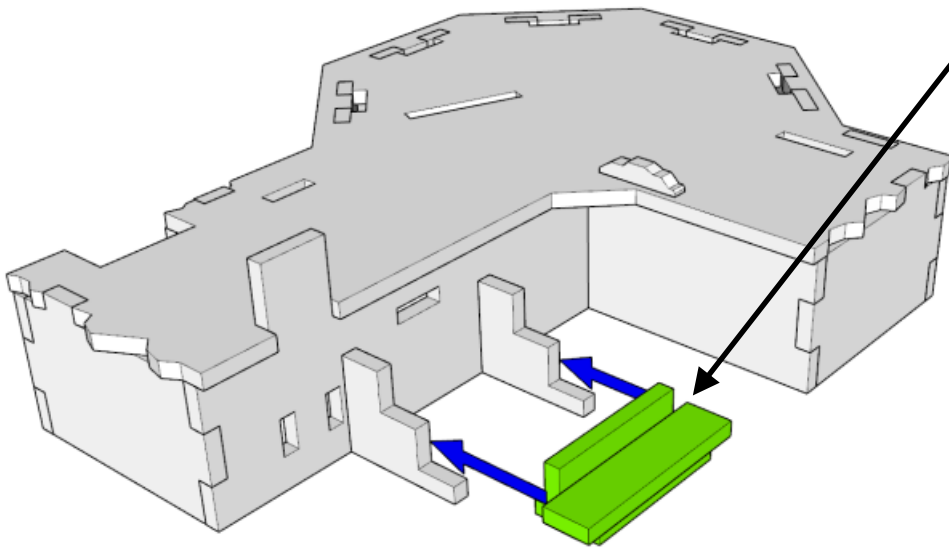
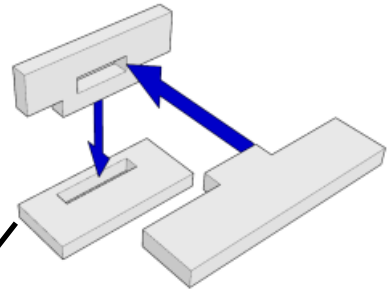
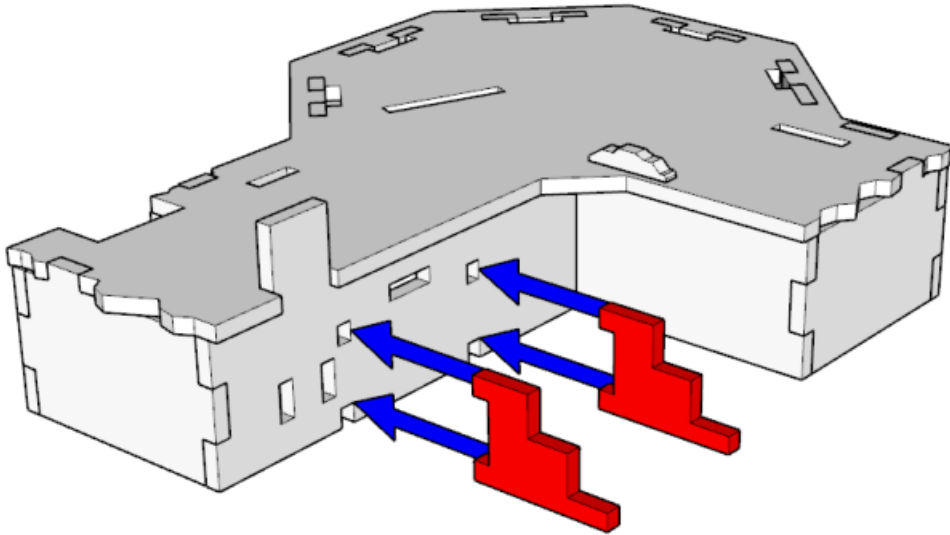
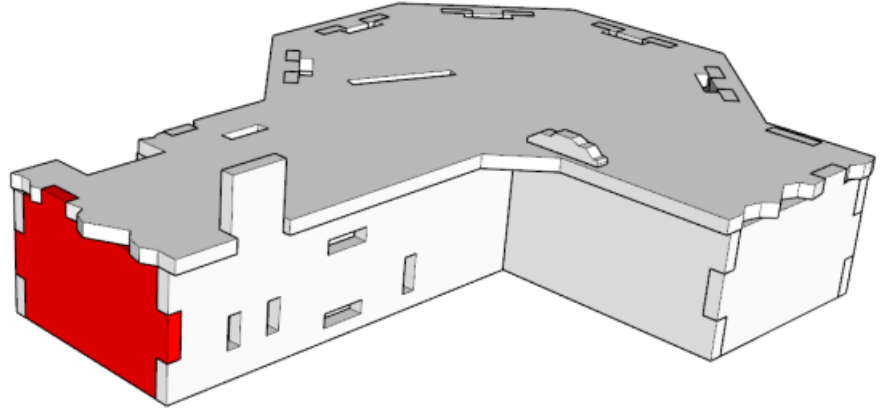
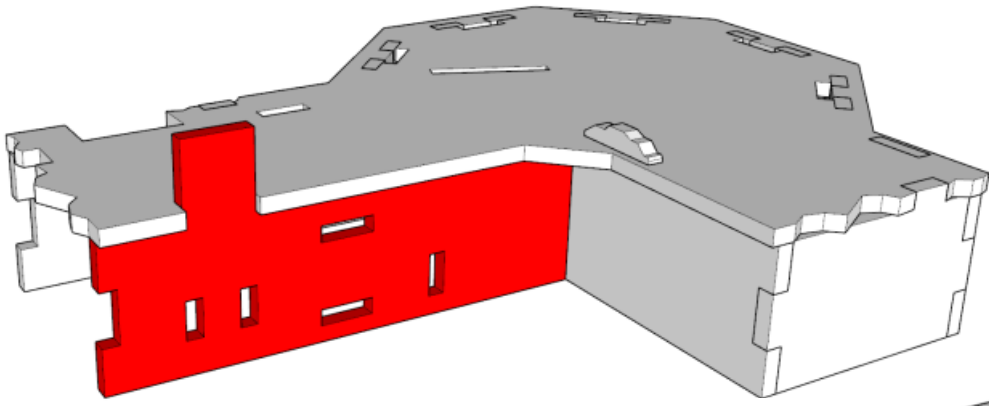
- Clear plenty of table space, you will need it.
- Parts should remove easily from the board by pressing through and popping them out. It's a good idea to cut through the tiny joins first though, and some parts (particularly smaller, more detailed parts) may need more careful persuasion.
- Use file or sand paper to remove the small bur caused by the connection to the frame.
- It's a good idea to familiarise yourself with how the pieces fit together before gluing.
- Slot the parts together as shown by the pictures below, applying glue wherever there is a connection. (unless shown otherwise)
- Parts may be a very tight fit, slight trimming or sanding of parts may be needed for ease of assembly.

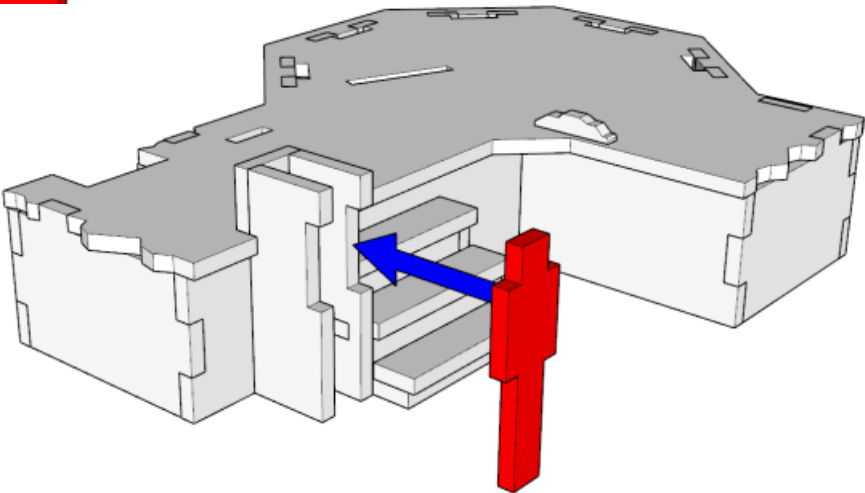
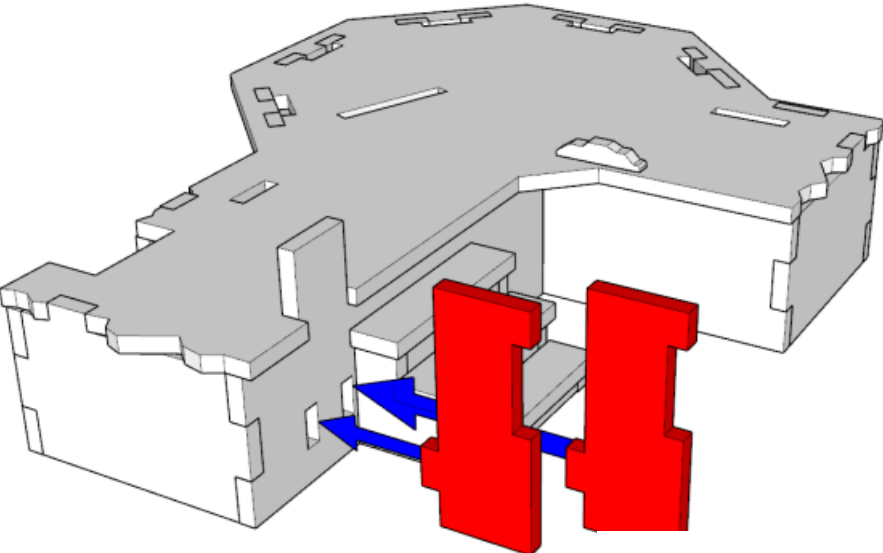
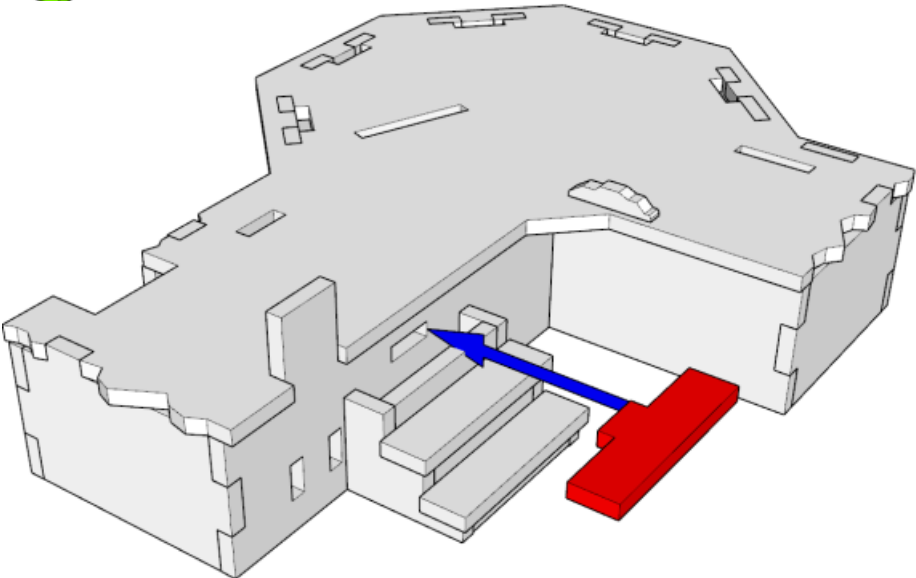
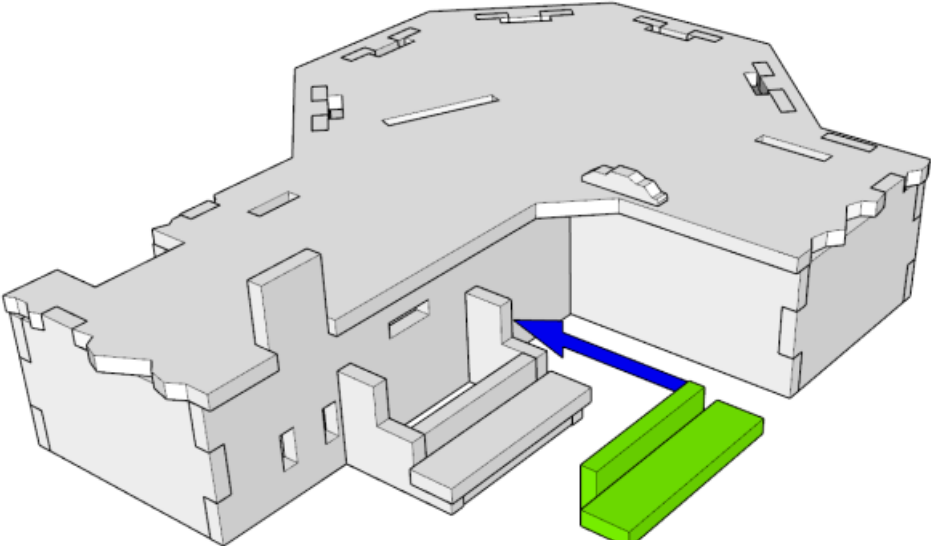


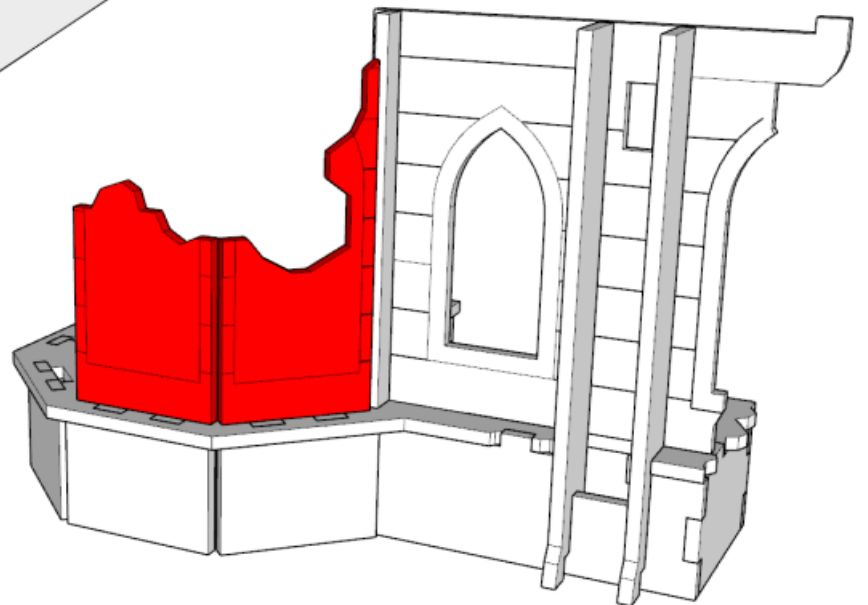
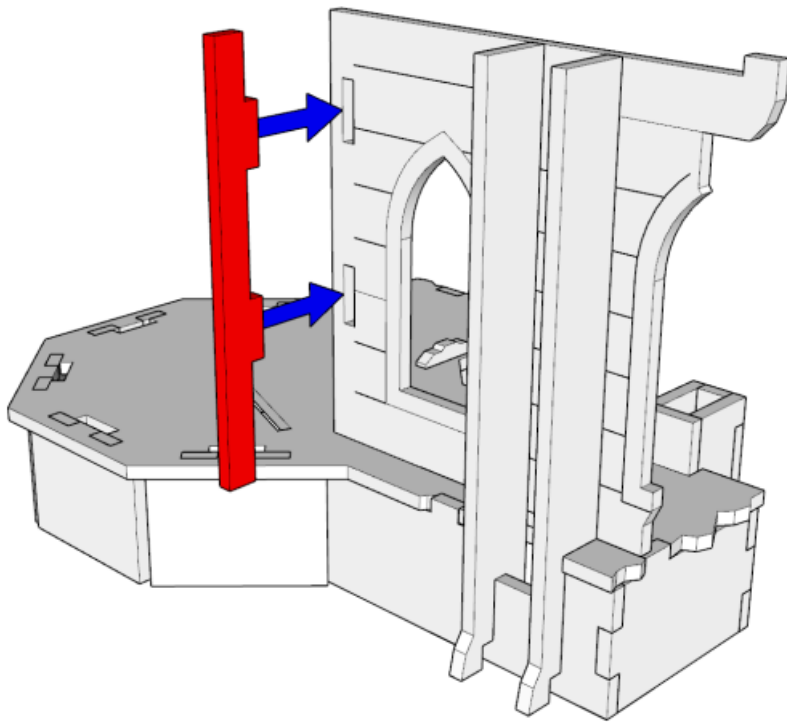
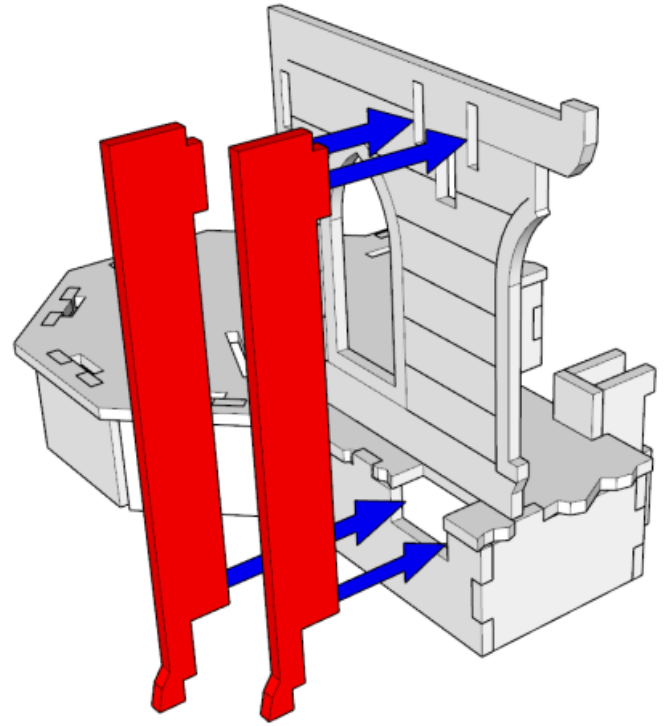
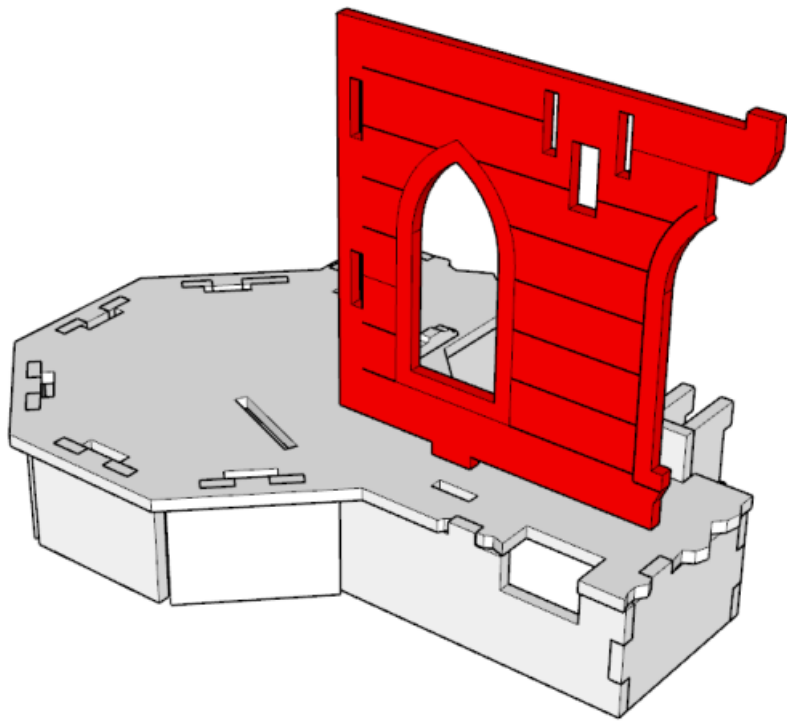
Larger tab on this one



These parts can be loose.  
Just try get them as straight  
as possible. It's a ruin,  
doesn't have to be perfect.

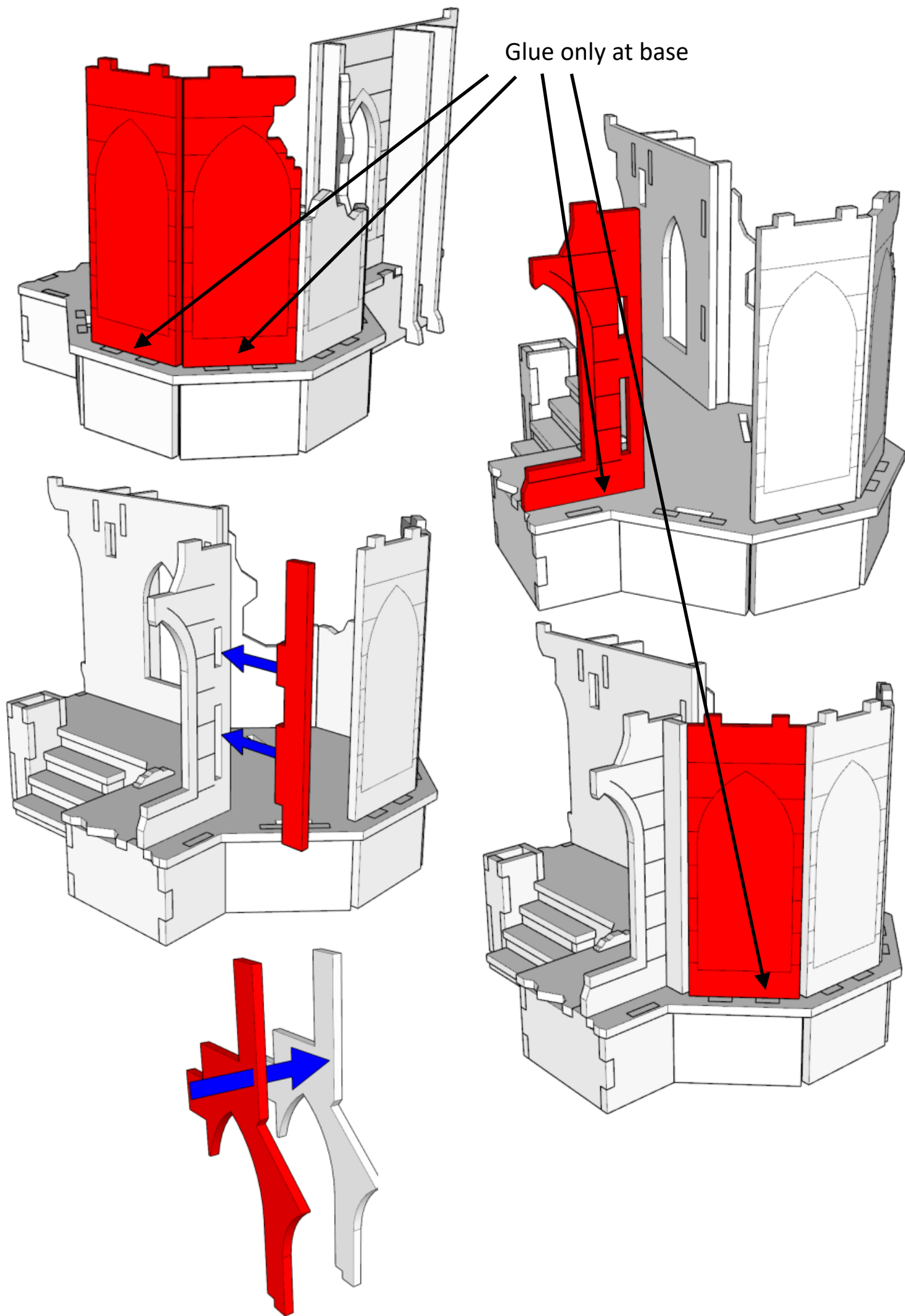


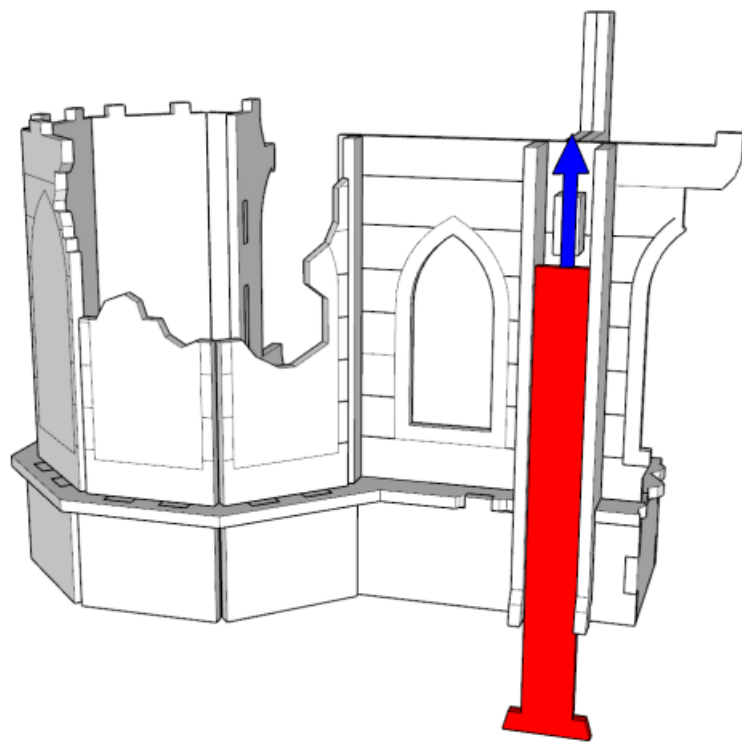
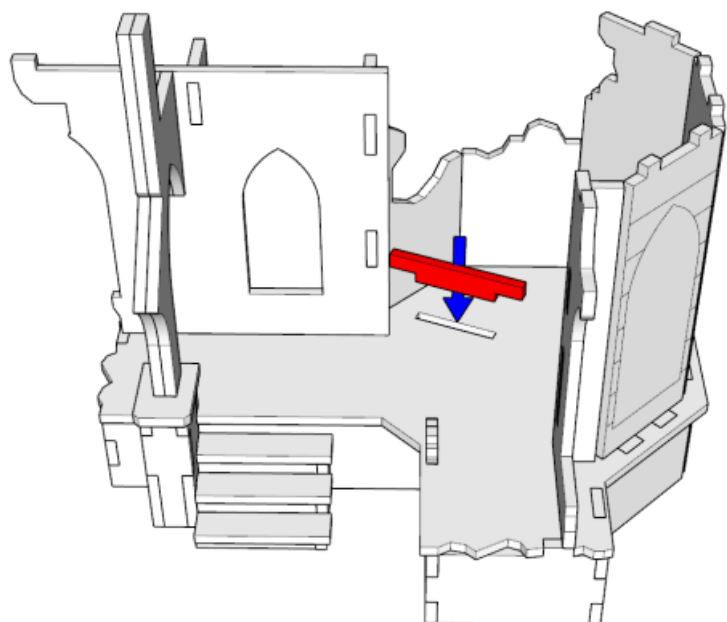


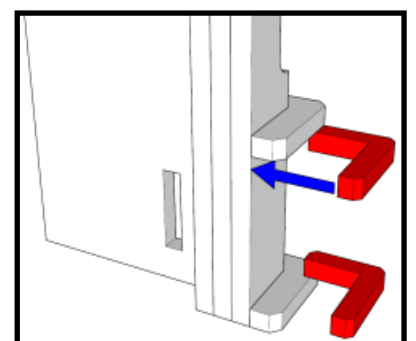
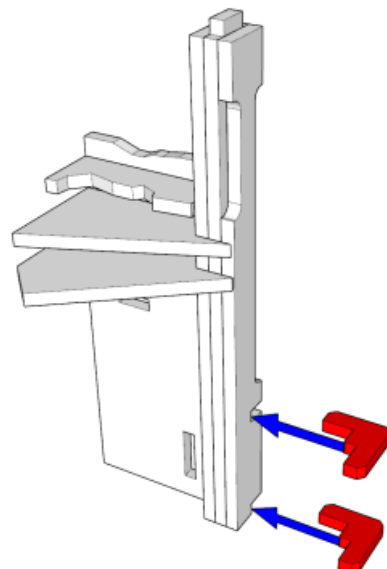
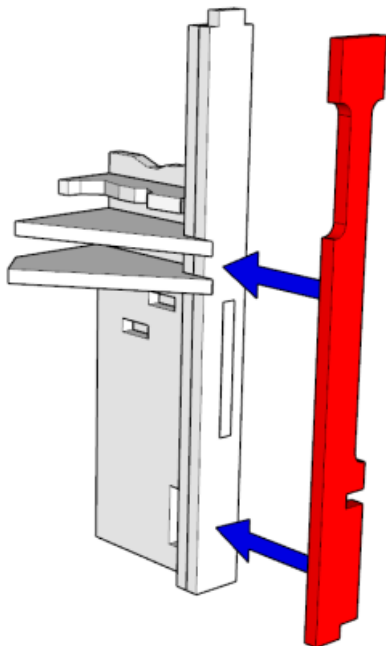
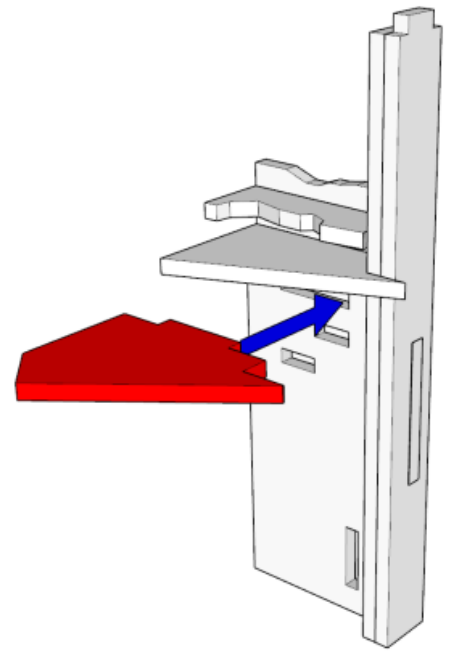
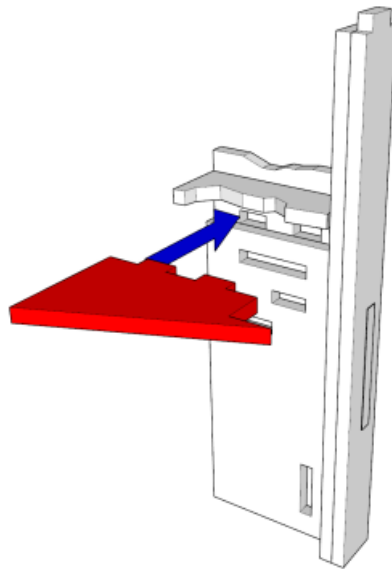
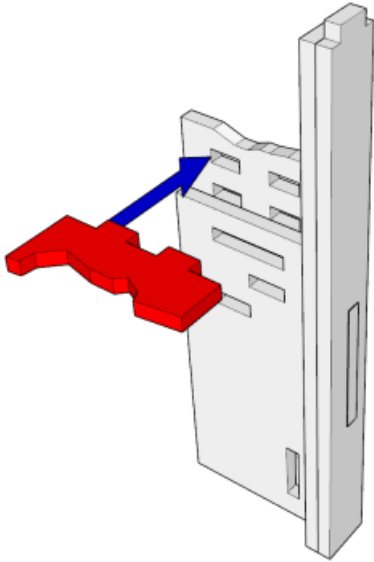
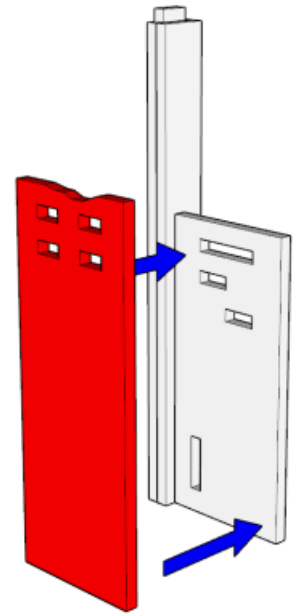
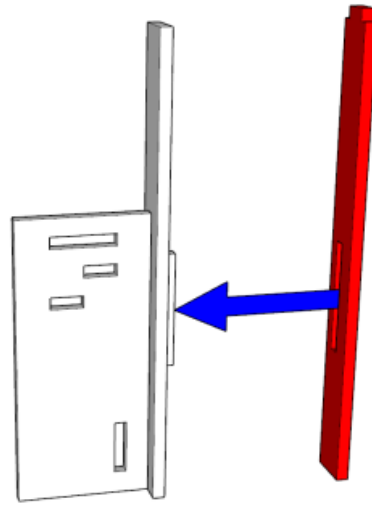
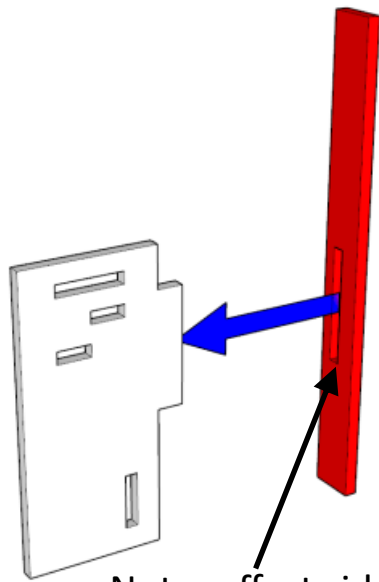




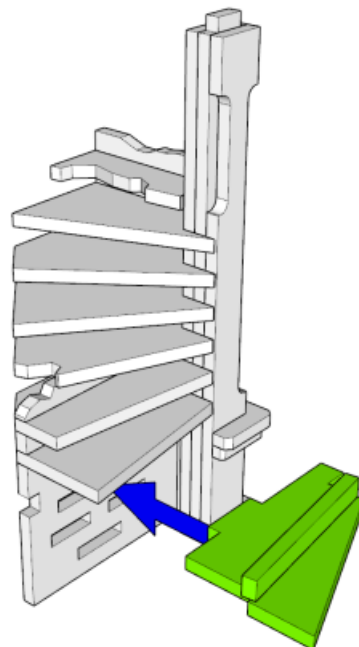
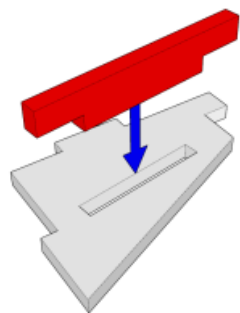
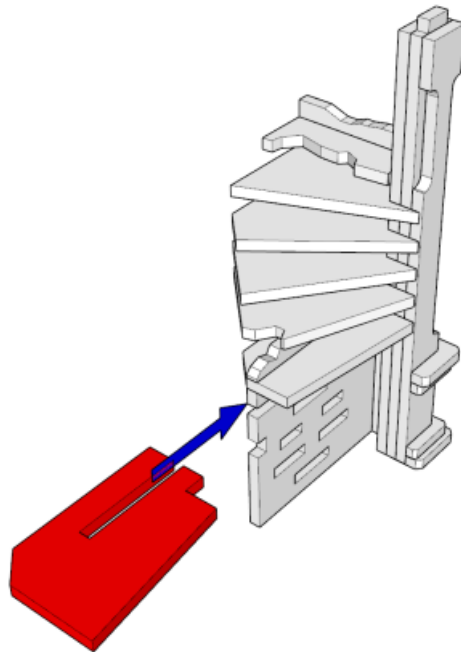
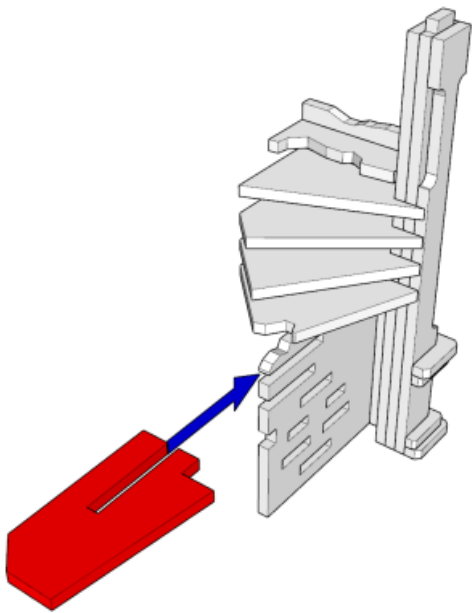
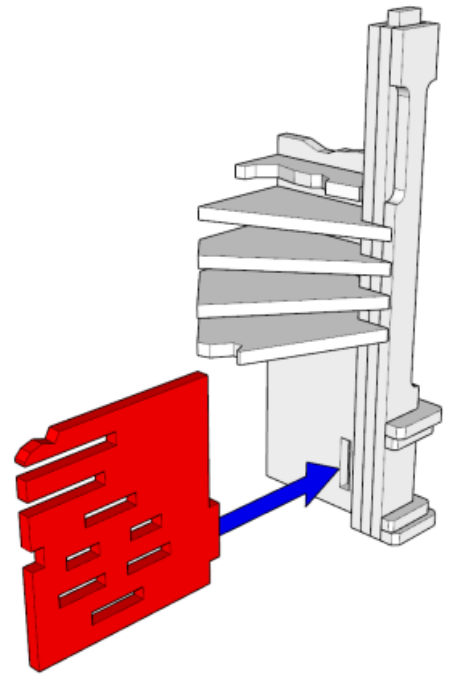
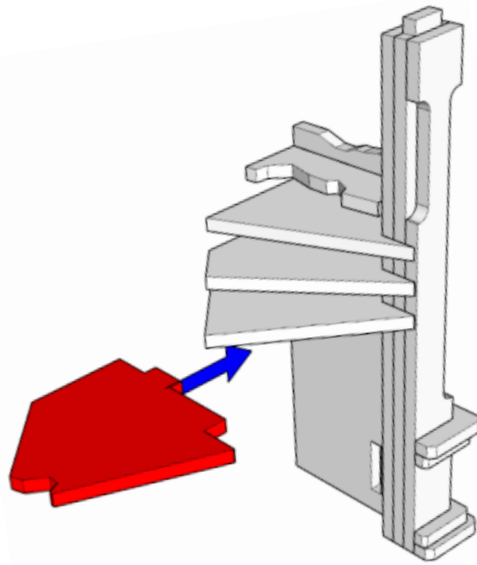
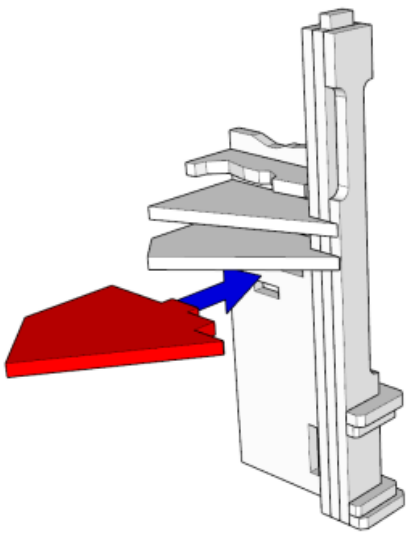
Glue only at base

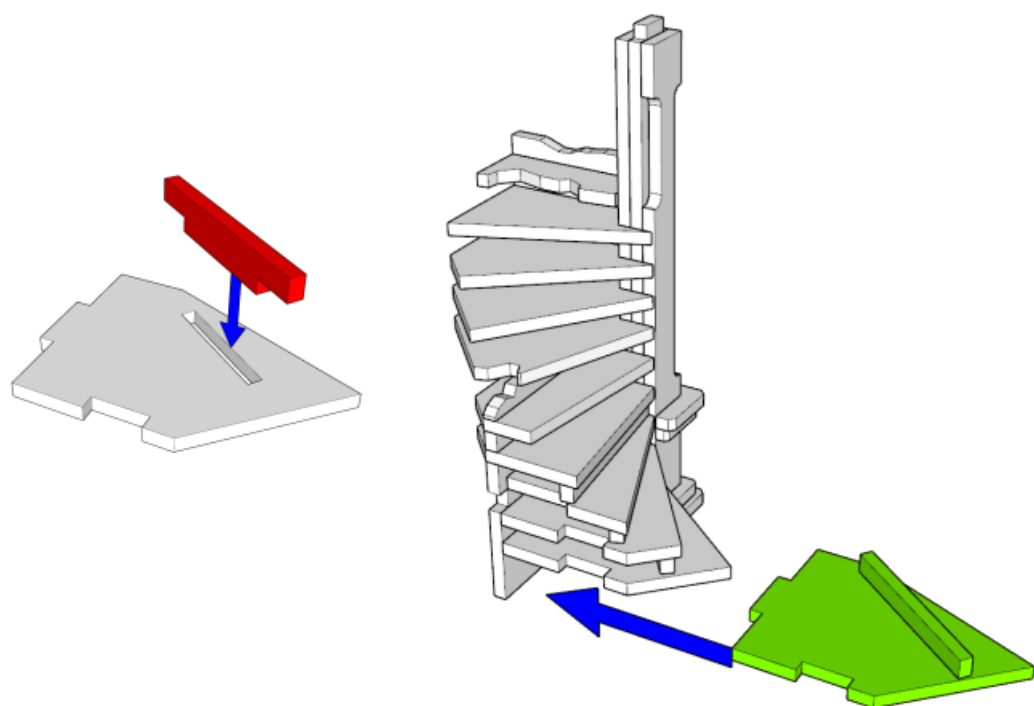
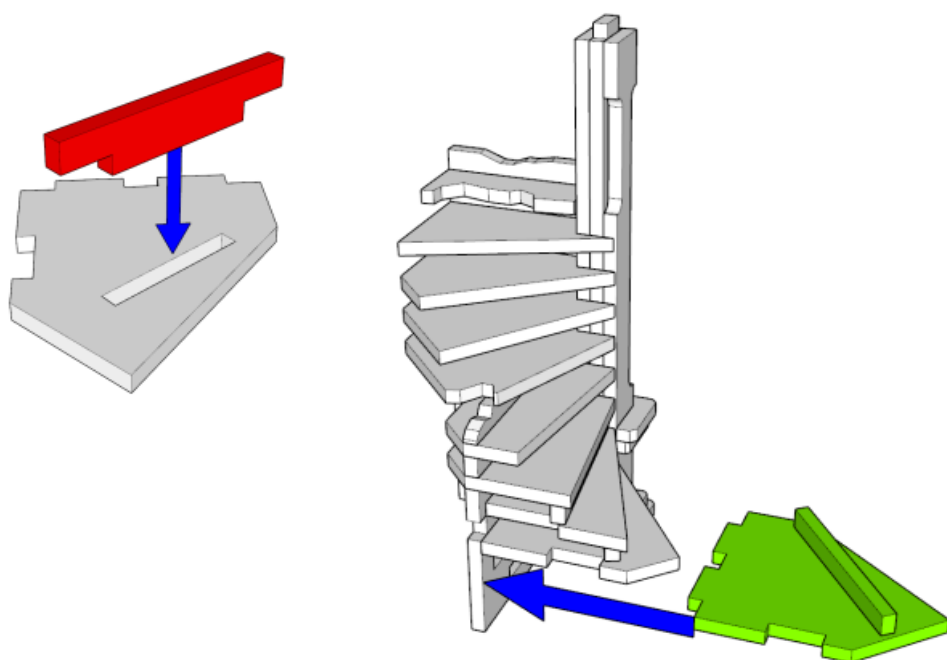
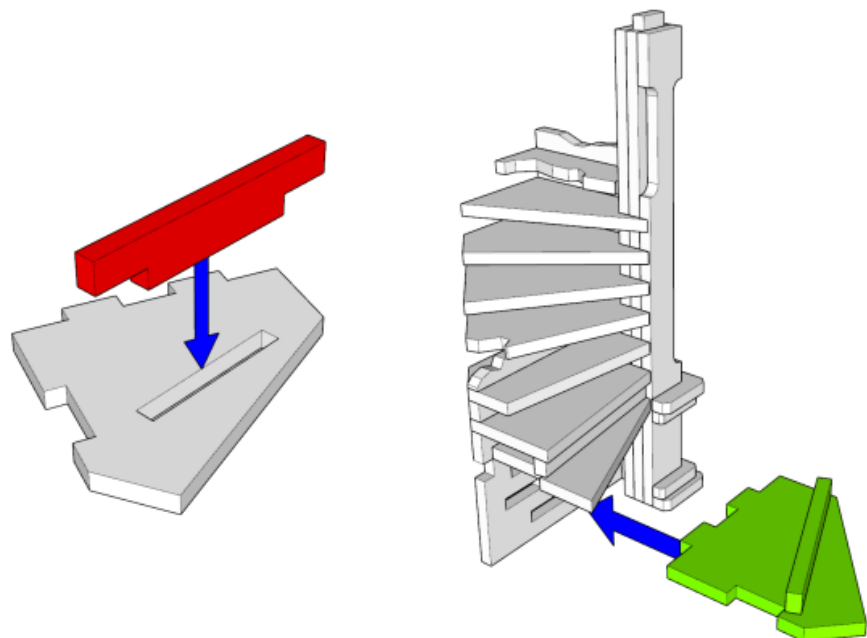


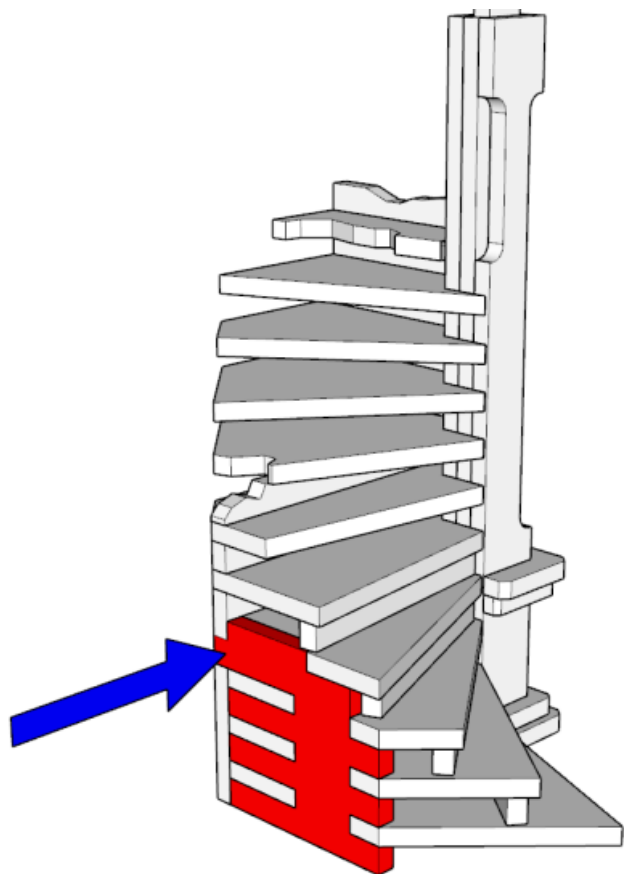






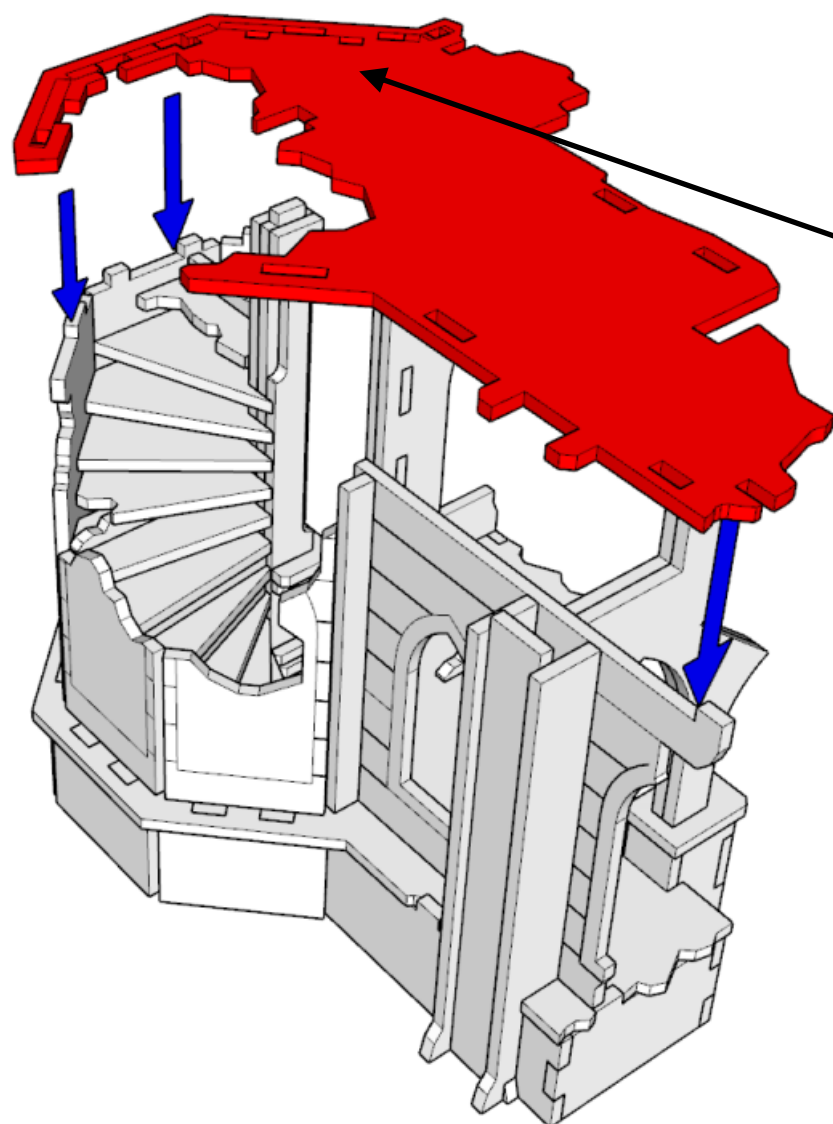
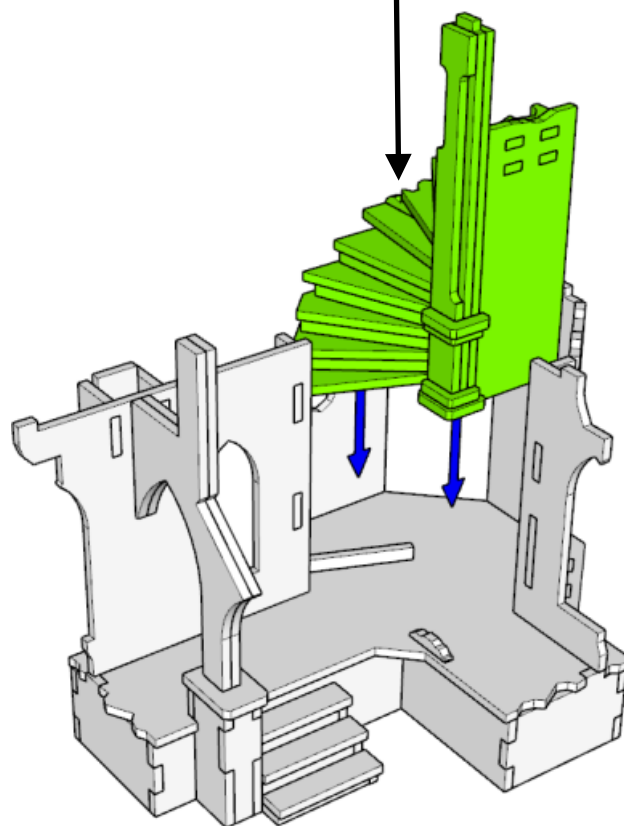




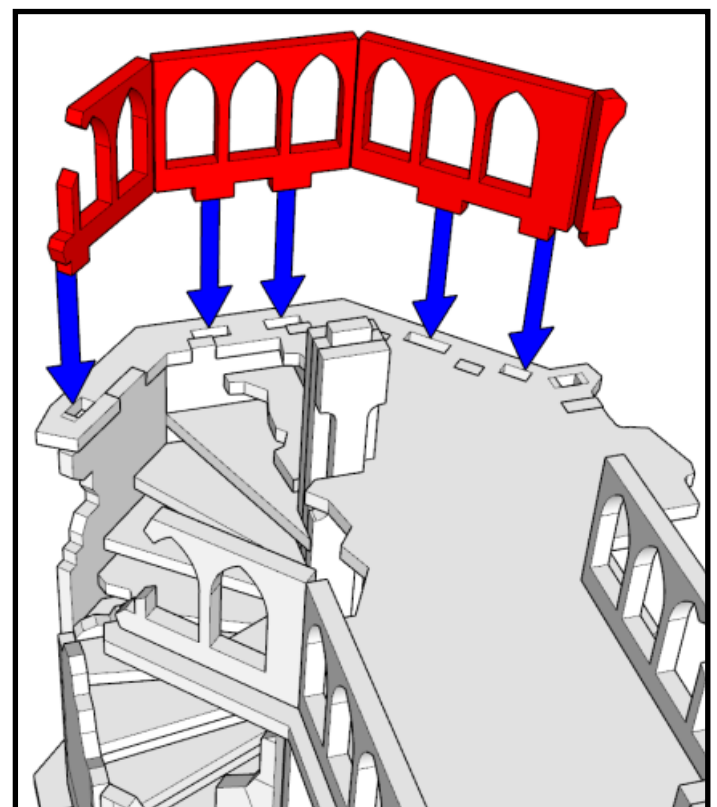
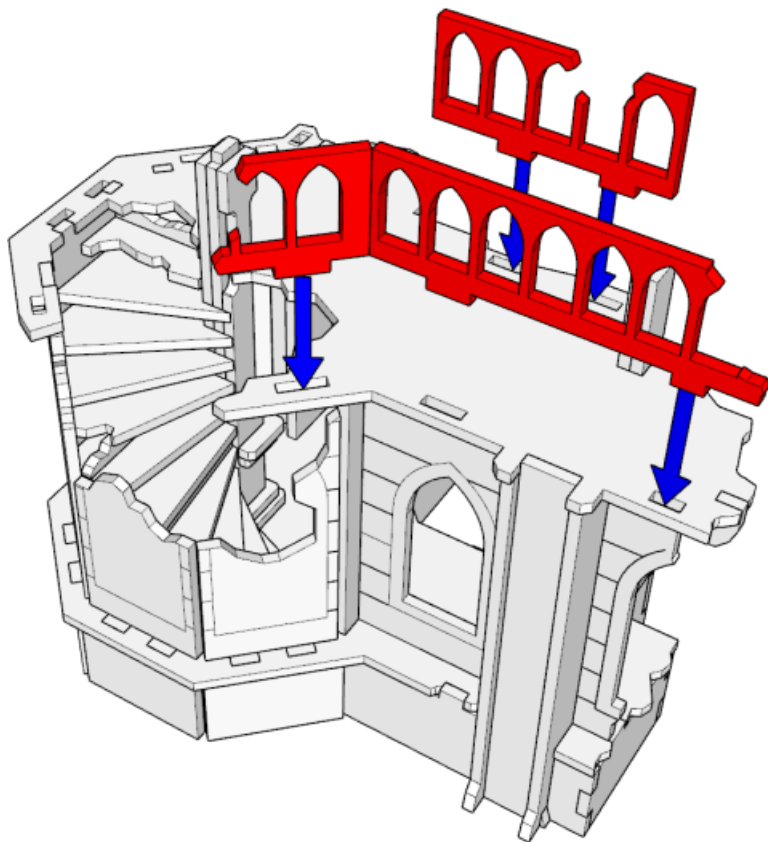
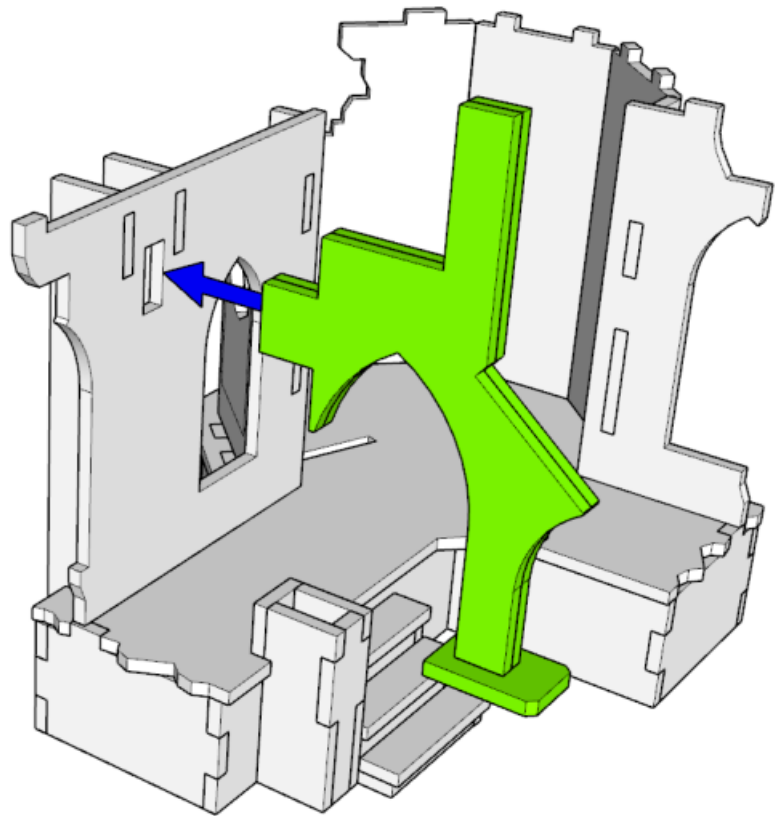
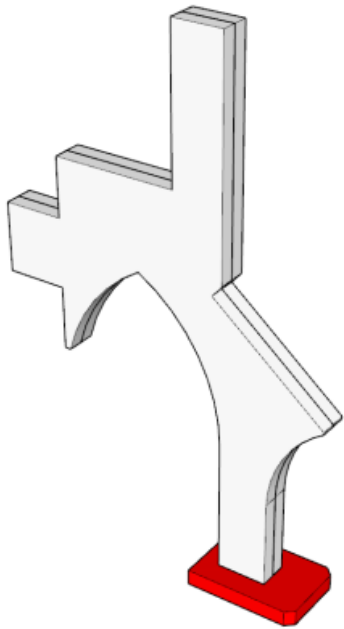


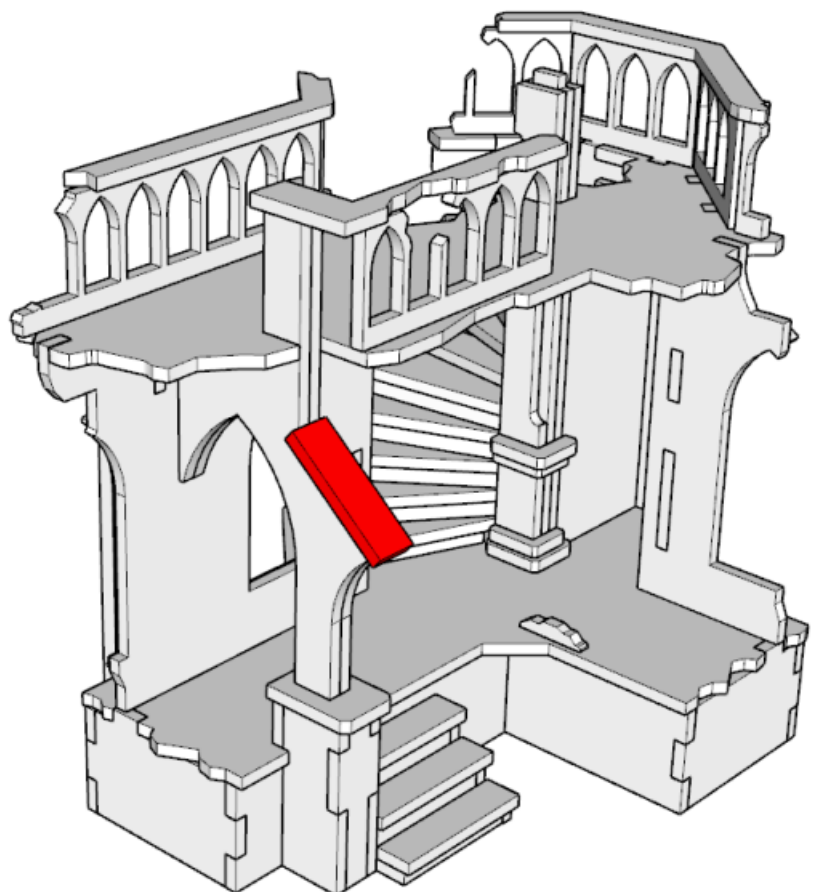
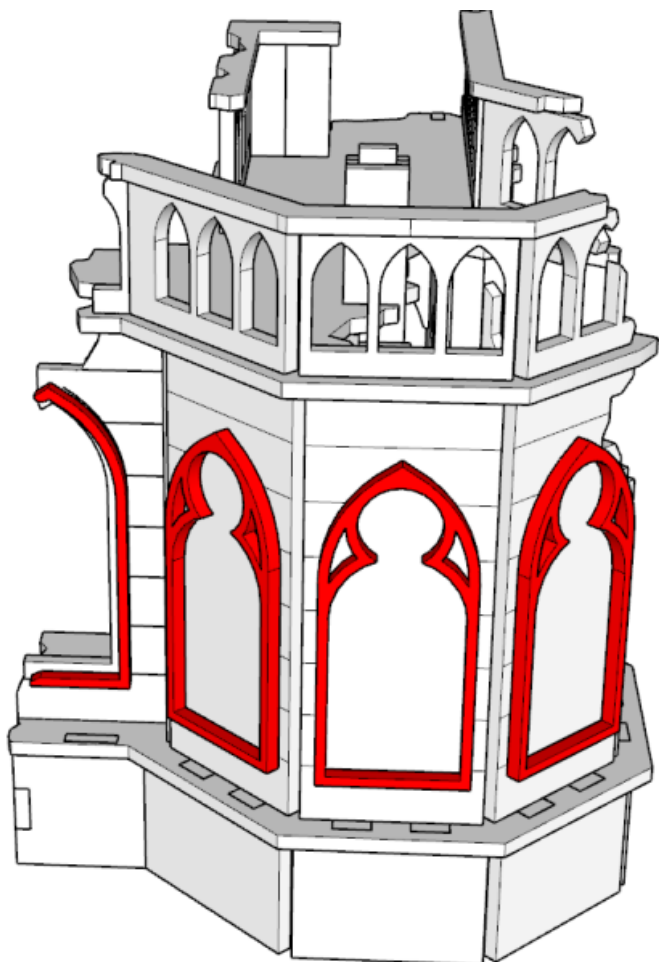
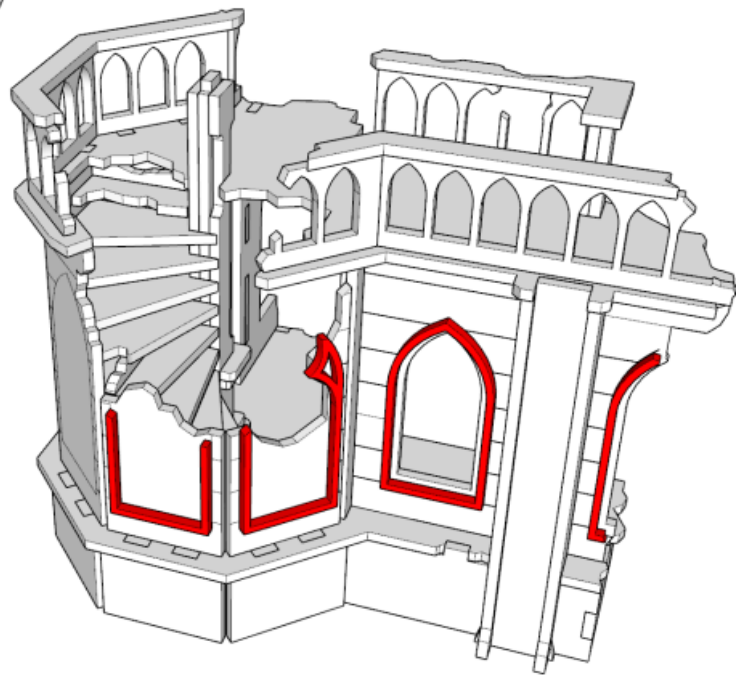
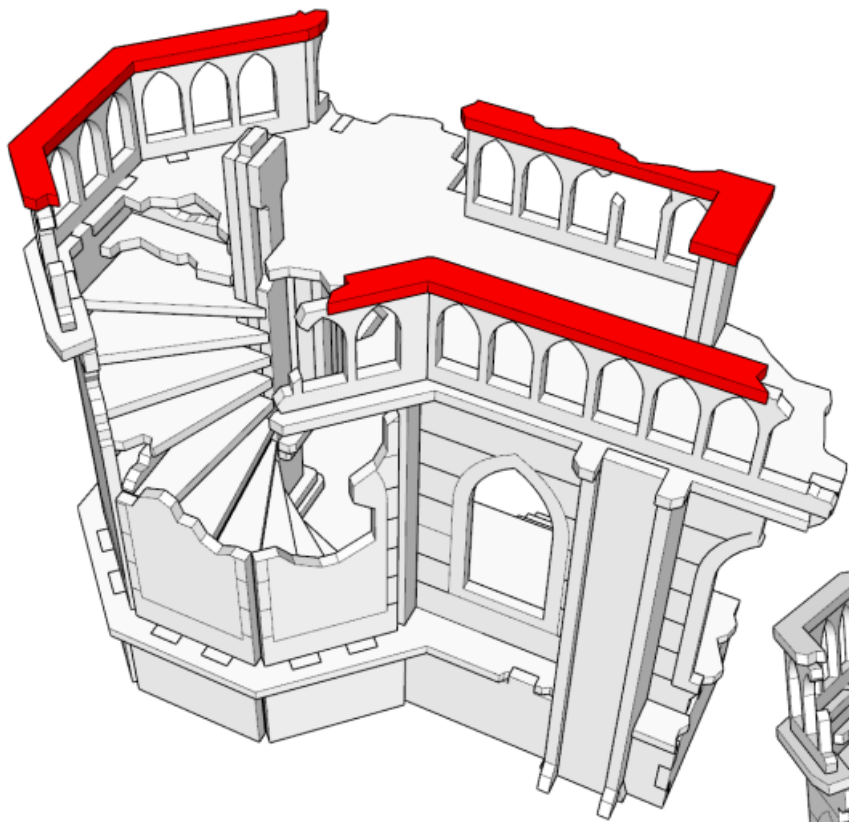
This bit will just drop in.

Get the right angle.

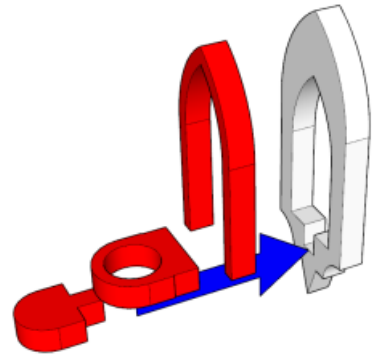
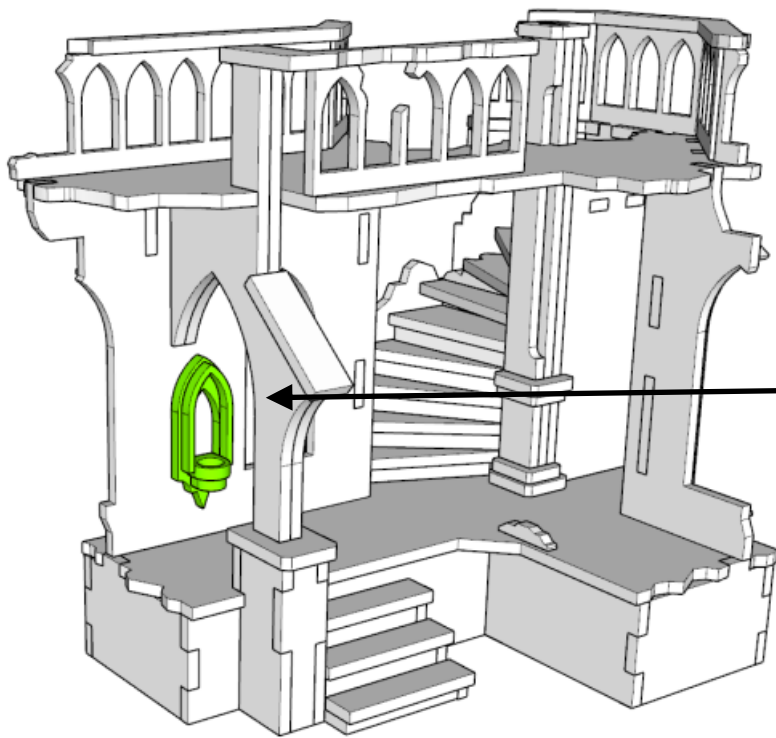
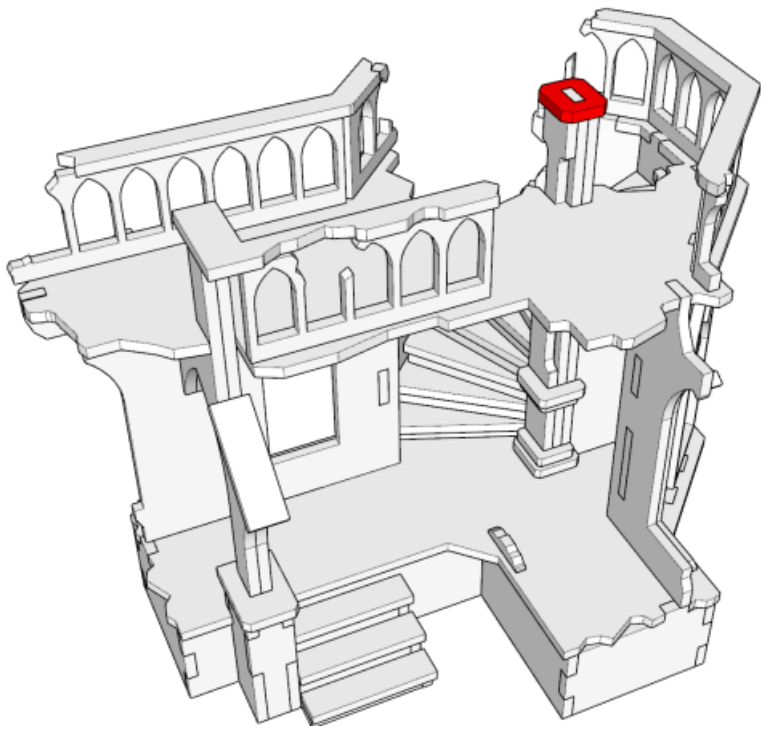


Much wiggling will be needed to line all these bits up









Can be placed anywhere

