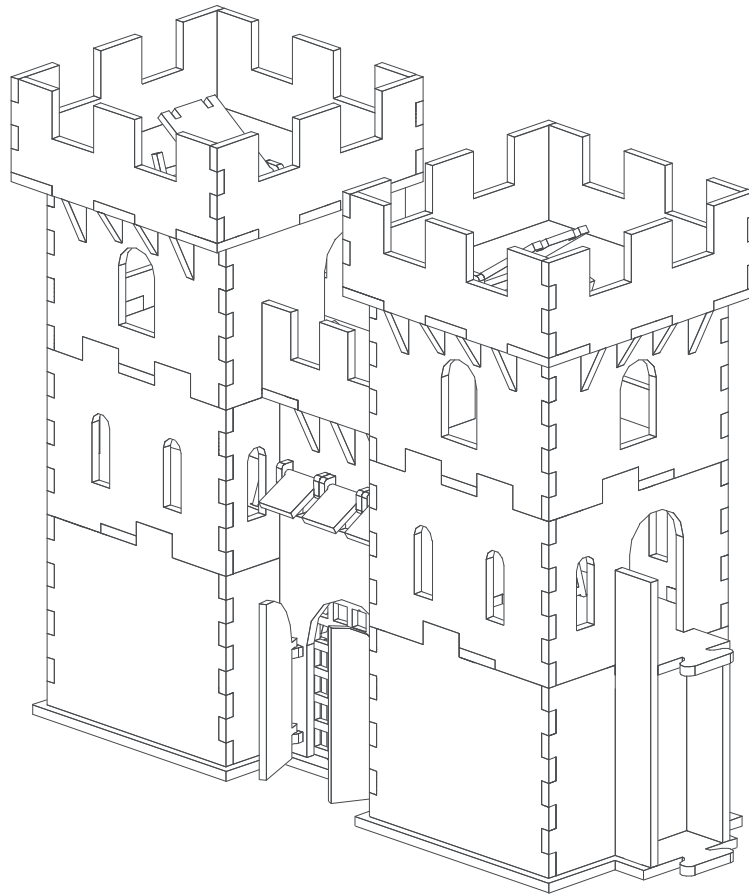
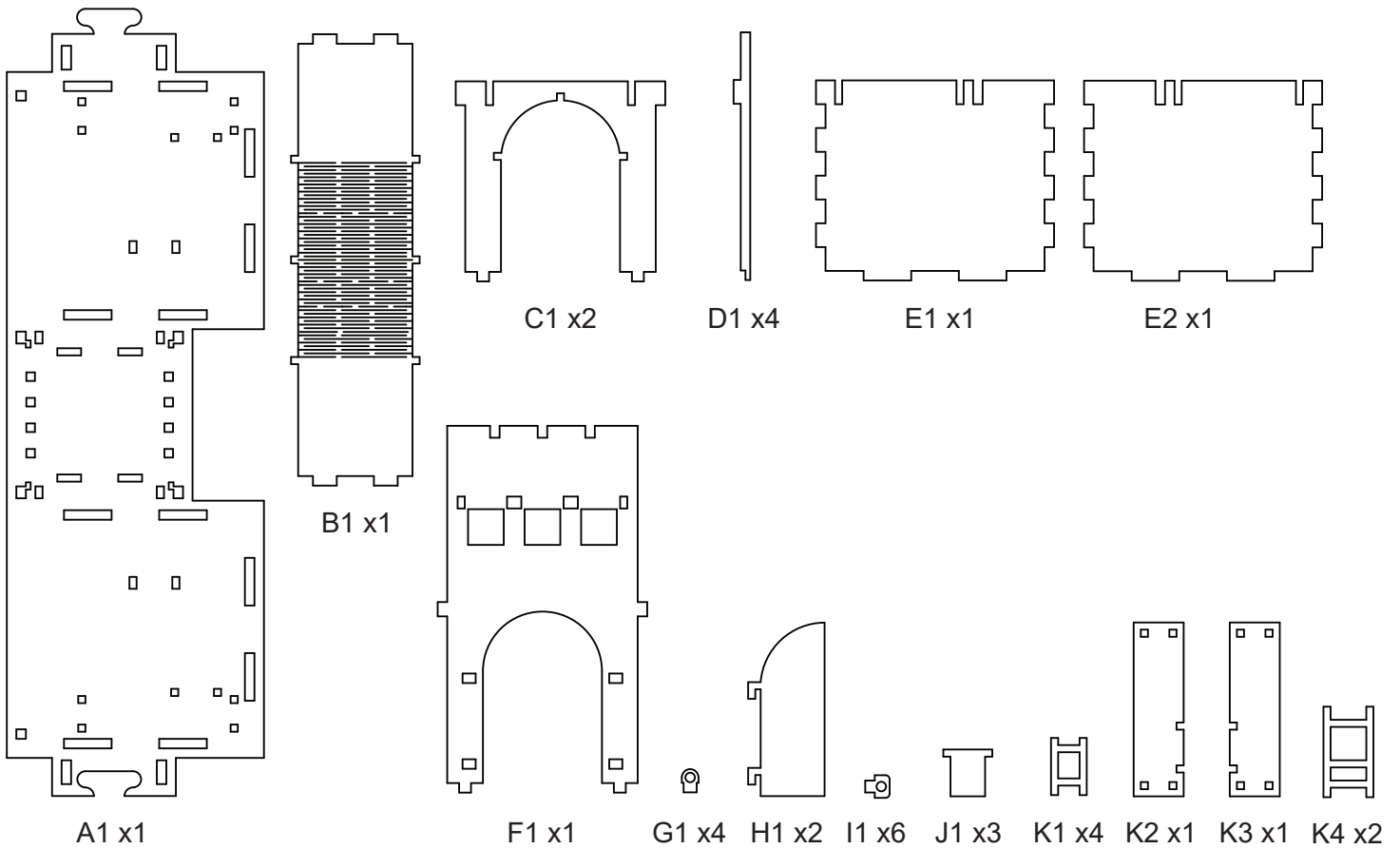


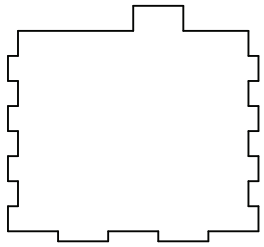
Large gate / Suur värav



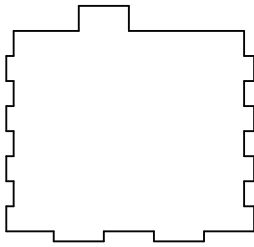
First floor, page 1



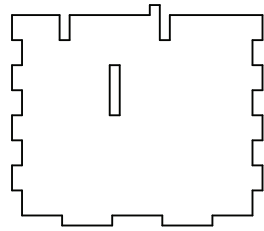
First floor, page 2



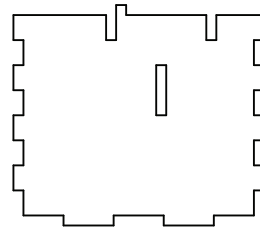
L1 x1



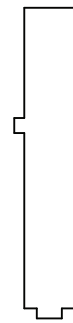
L2 x1



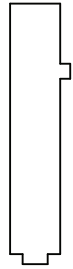
M1 x1



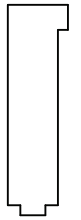
M2 x1



N1 x1



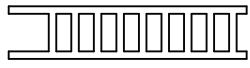
N2 x1



N3 x2

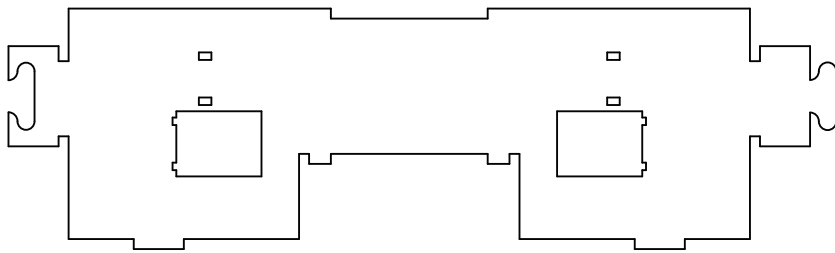


O1 x3

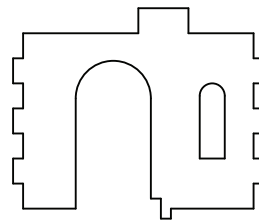


P1 x2

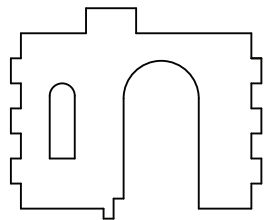
Second floor



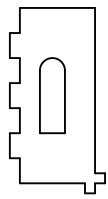
A2 x1



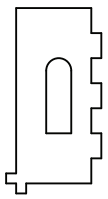
Q1 x1



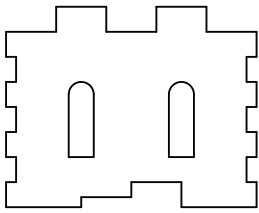
Q2 x1



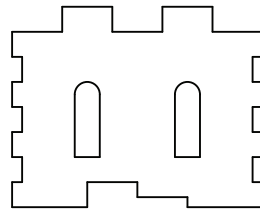
R1 x1



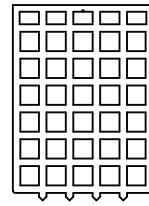
R2 x1



S1 x1



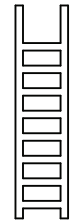
S2 x1



Š1 x2

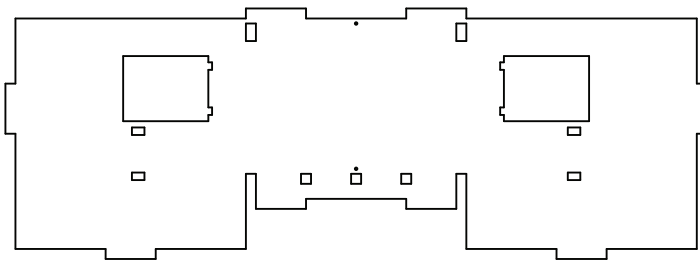


Z1 x1

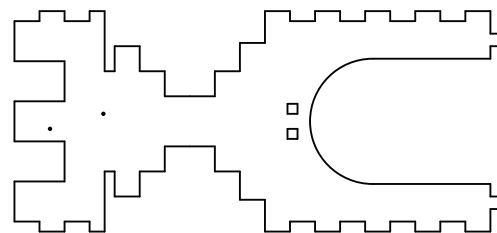


Ž1 x2

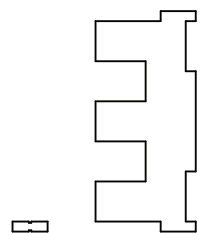
Third floor, page 1



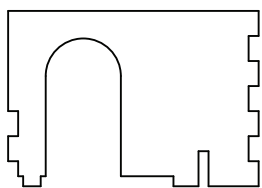
A3 x1



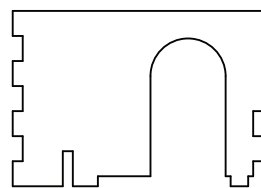
T1 x1



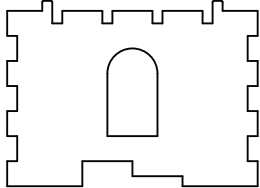
U1 x2 V1 x1



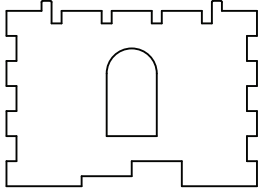
W1 x1



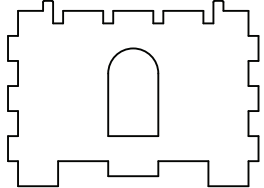
W2 x1



Ö1 x1

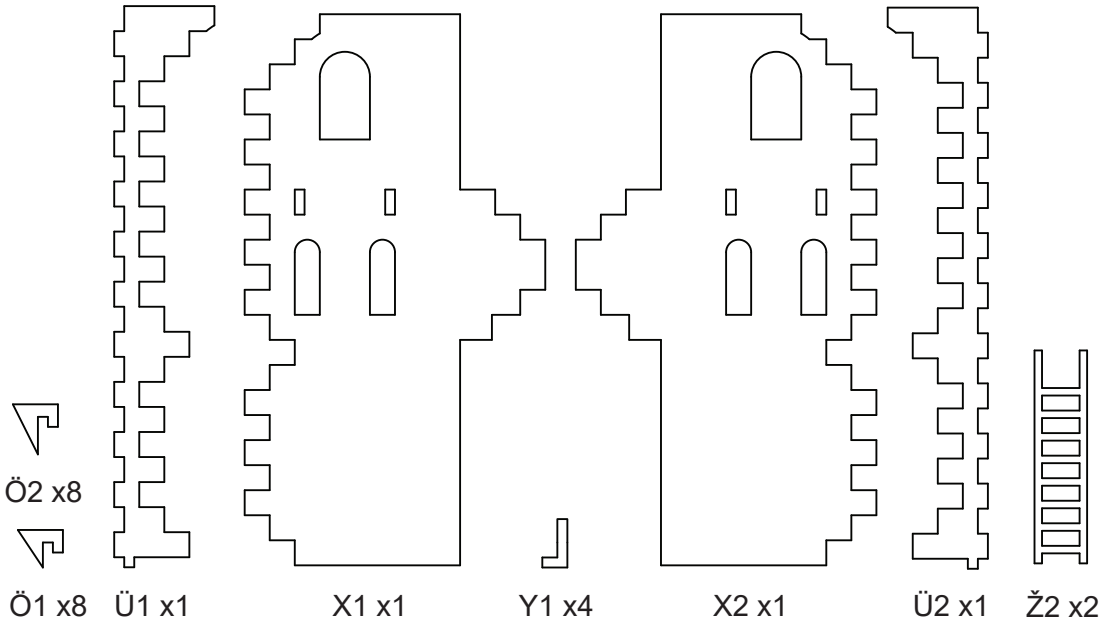


Ö2 x1

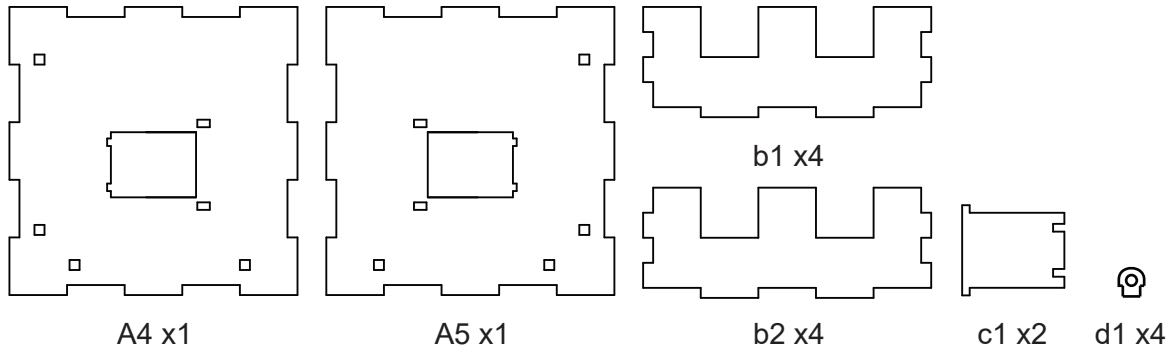


Ä1 x2

Third floor, page 2



Fourth floor

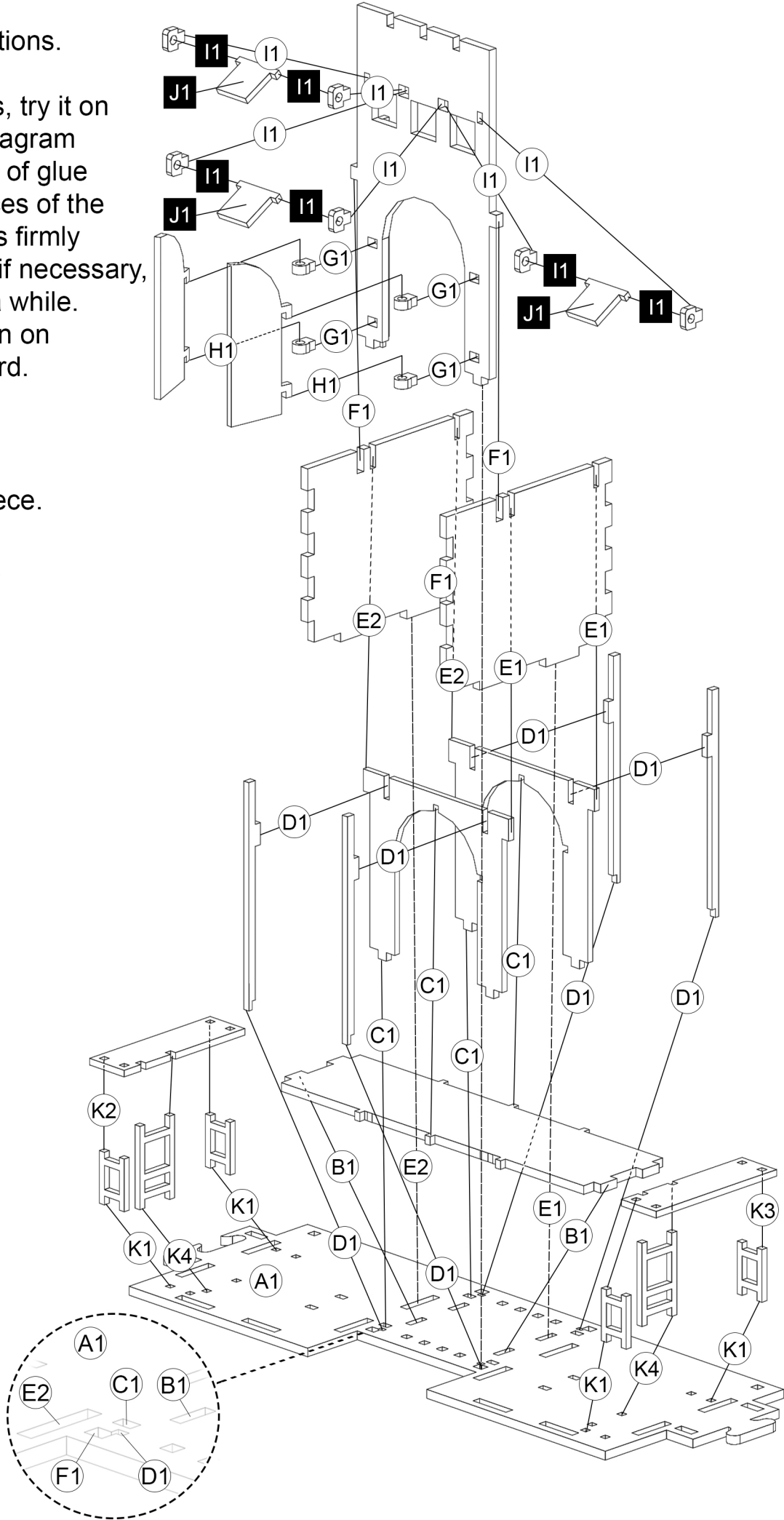


Assembly recommendations.

Before gluing the details, try it on the spot shown in the diagram without glue. Put a drop of glue on all the contact surfaces of the details. Press the details firmly against each other and if necessary, hold them together for a while. If the detail has a pattern on one side, place it outward.

- - Glue the piece.
- - Do not glue the piece.
- ⊕ - Tie the fishing line.


- 1 - A1
- 2 - B1
- 3 - C1, C2
- 4 - D1 x4
- 5 - E1, E2
- 6 - F1
- 7 - G1 x4
- 8 - H1 x2 = ■
- 9 - I1 x6, J2 x 3 = ■
- 9.1 - (I1 x6, J2 x 3), F1
- 10 - K1 x4, K2, K3, K4 x2




11 - L1, L2, M1, M2

12 - N1, N2, N3 x2

13 - O1 x3


14 - P1 x2 = 

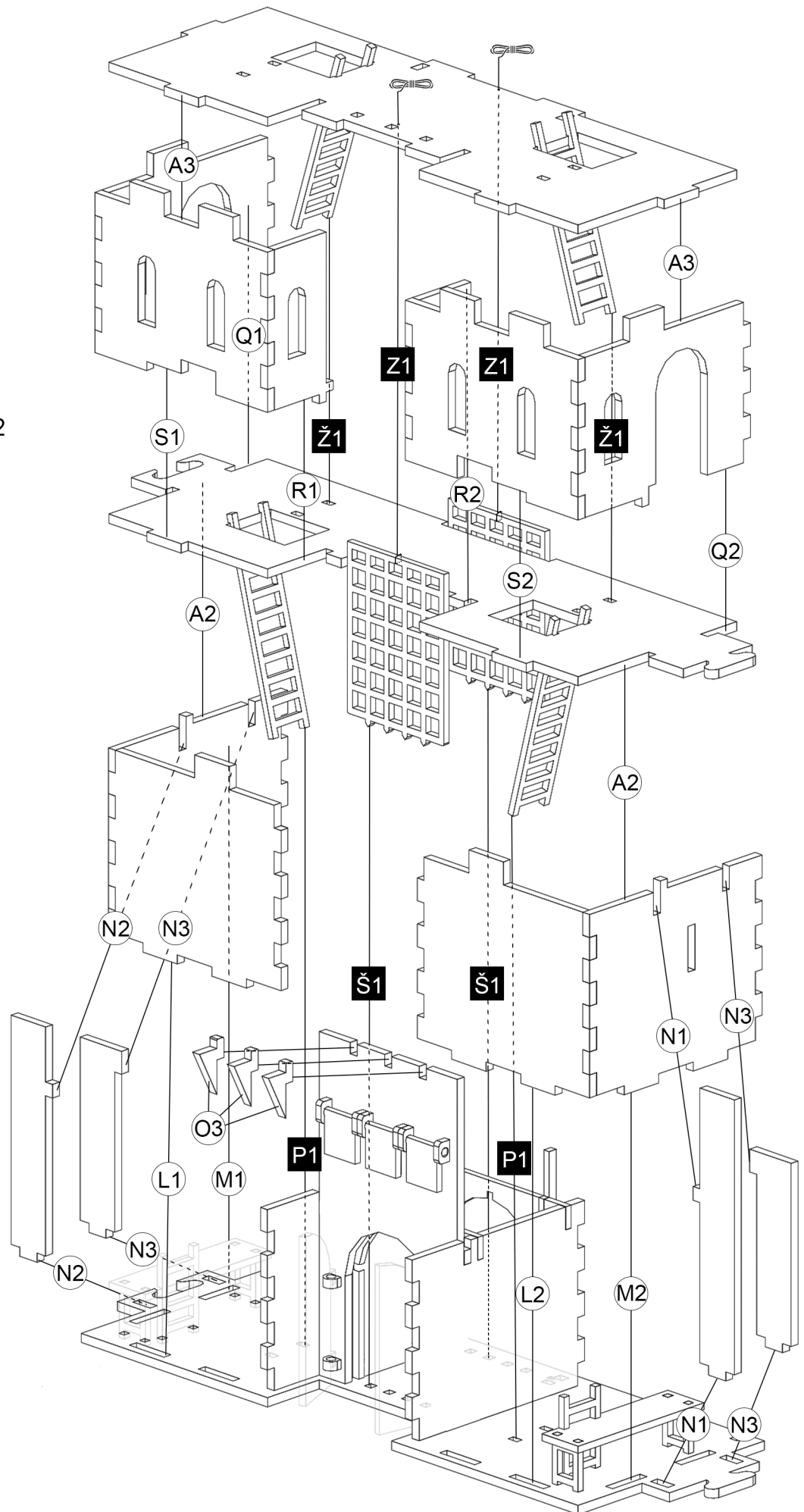
15 - A2 = 

16 - Q1, Q2, R1, R2, S1, S2

17 - Š1 x2 + Z1 x2 → A3

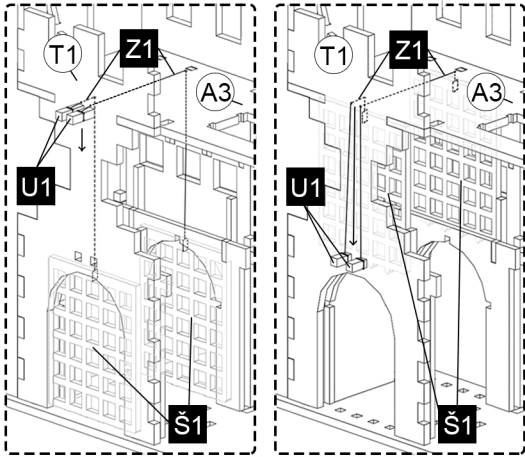
18 - A3

19 - Ž1 x2 = 



20 - T1

21 - (Š1 x2 + Z1 x2 → A3) → T1+U1

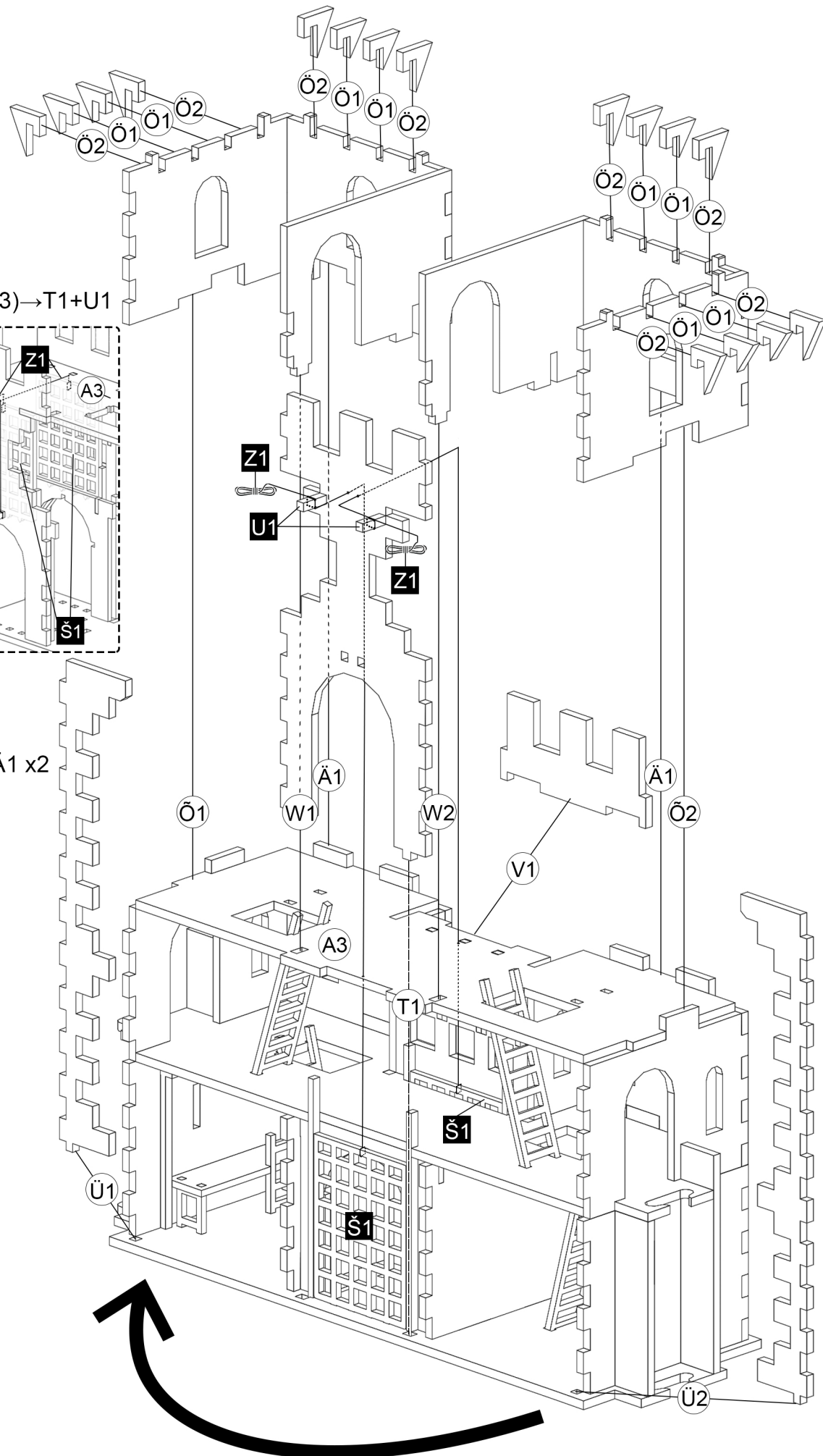


22 - V1

23 - W1, W2, Ö1, Ö2, Ä1 x2

24 - Ö1 x8, Ö2 x8

25 - Ü1, Ü2



26 - X1, X2, Y1 x4

26.1 - (X1, X2, Y1 x4) = Ü1, Ü2, T1

27 - A4, A5

28 - Ž2 x2

29 - b1x 4, b2 x4

30 - c1 x2, d1 x4 = ■

30.1 - (c1, d1 x2), A4

30.2 - (c1, d1 x2), A5

Have fun playing!

