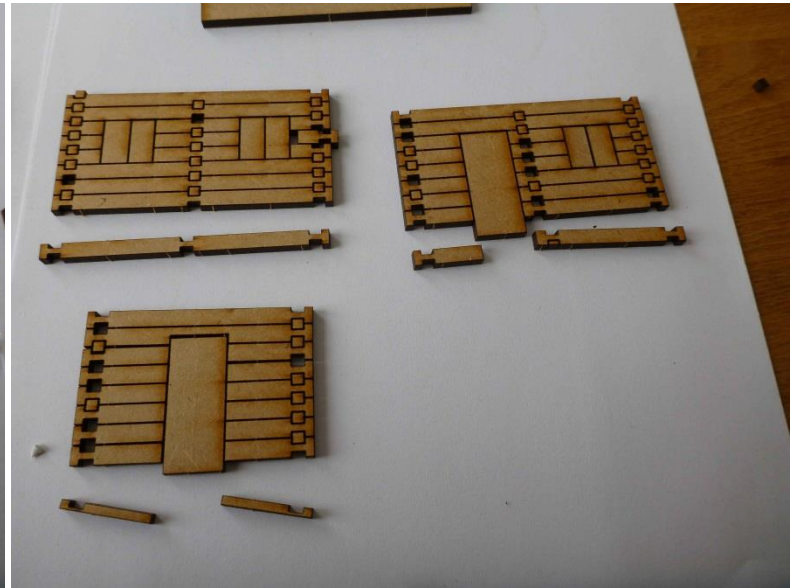


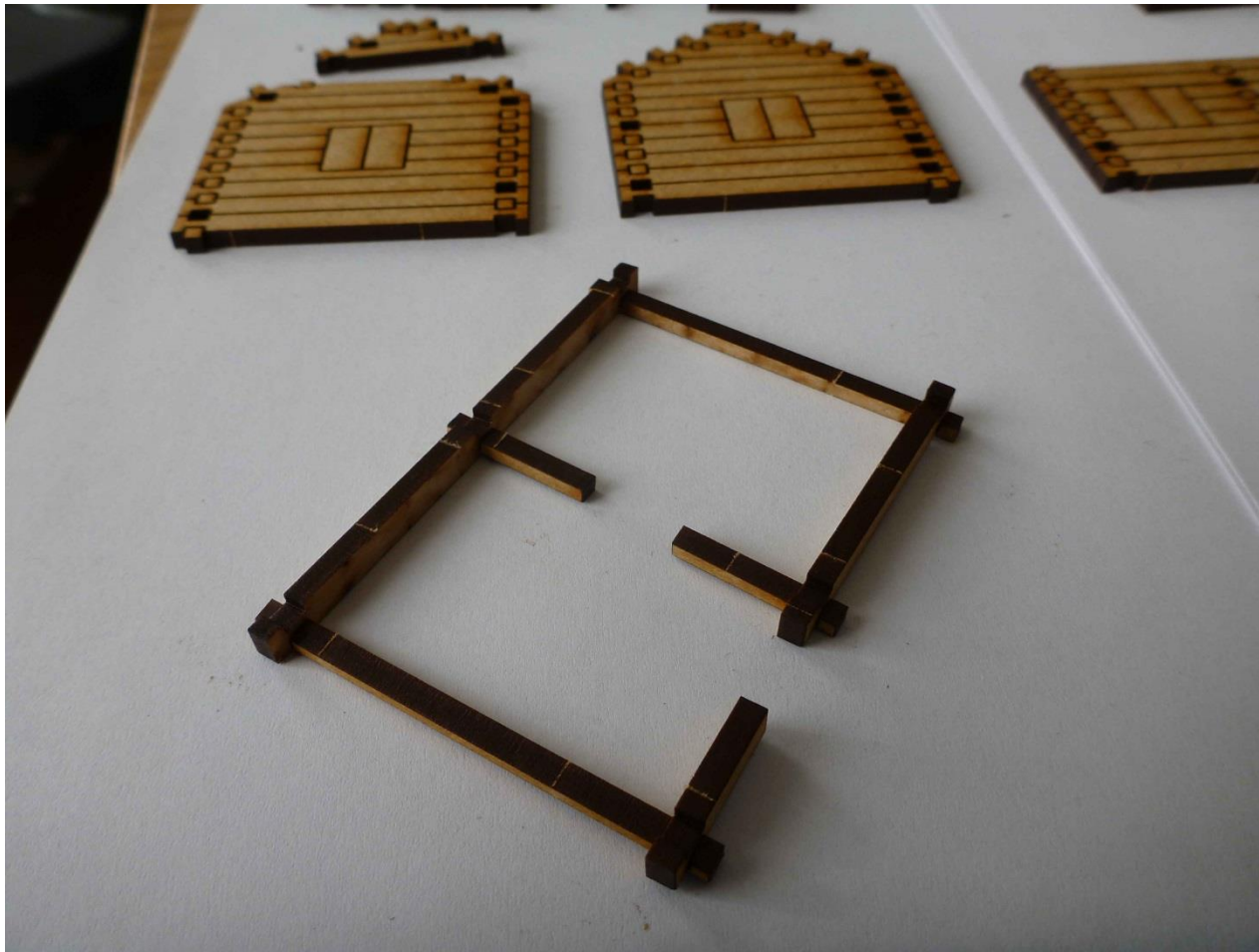
Start by laying out the walls. Don't pry the individual pieces loose just yet.
There are a lot of parts that are easily confused



Pry loose the bottom layer of each wall. Try to keep the walls from falling apart. If the pieces get mixed up, the build is going to be much more difficult and confusing.



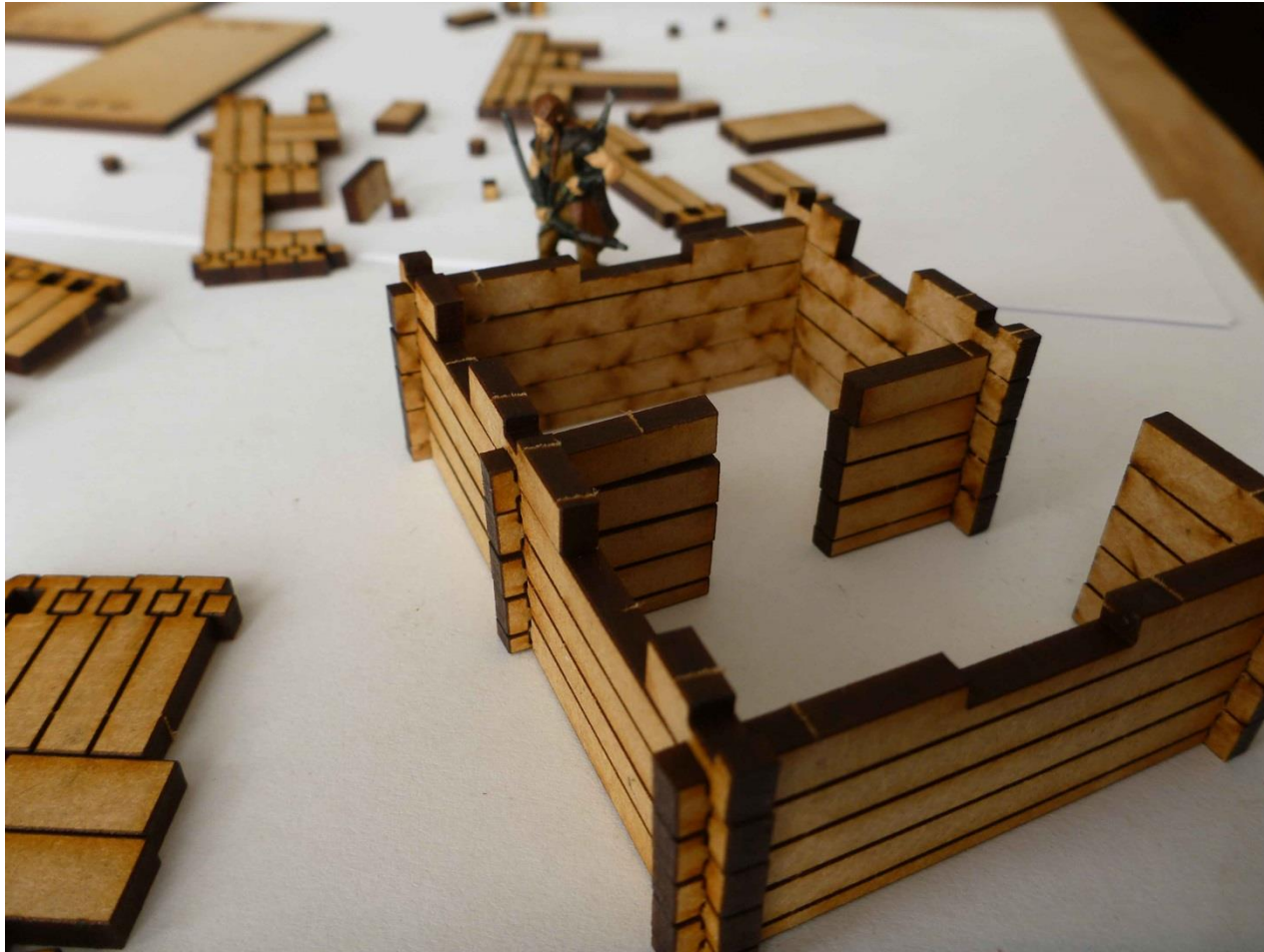
Start from the bottom, build upwards layer by layer. Pry loose the layers from the bottom of the walls as you need them. Use glue, otherwise things are going to fall apart at some point. The corners around the doors and windows are especially vulnerable points.



Continue building upwards as you carefully tear pieces from the bottom of the walls. Pay no heed to miniature gaming pieces lurking around, trying to enter your building.



The short pieces around the doors and windows are pesky little things that will fall off a bit too easily. I've intentionally made the slots a bit deep to get a loose fit. The thought was that this would make the finished building look a tad more ramshackle authentic. It may have been a bad decision. I recommend glue.



When you get to the sloping parts, remember to add the rafters for each layer. They add integrity to the top part of the cabin.



Add the roof, and the ridiculously oversized chimney, and you're done. If you've got a lot of time on your hands, and a lot of patience, you can build something out of the tiny cube like bricks you'll have littering your work surface by now. The three small rings go on top of each other to form a well.

