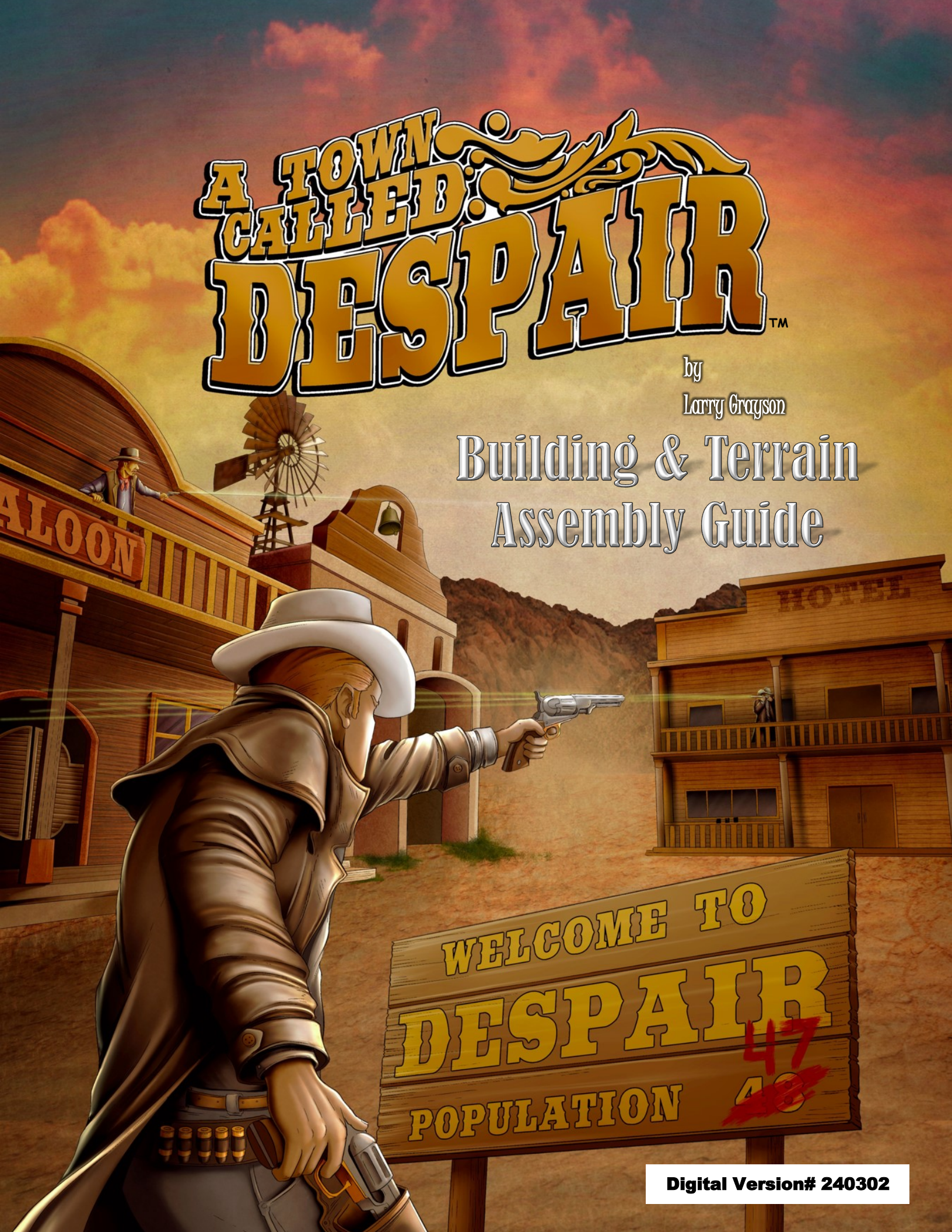
A TOWN CALLED DESPAIR™

by

Larry Grayson

Building & Terrain Assembly Guide



Digital Version# 240302

TABLE OF CONTENTS

GENERAL ASSEMBLY NOTES 1
DRY GOODS STORE 2-3
BARBER SHOP 4-5
BANK 6-7
SHERIFF'S OFFICE 8-9
HOTEL & SALOON 10-11
GUNSMITH SHOP 12-13
WAGONS 14
GALLOWS 15
CRATES 16
MISCELLANEOUS 17
- CACTUS 17
- BARRELS 17
- TOWN SIGN 17
- FENCES 17
- CORRALS 17

(PLEASE READ *ALL* INSTRUCTIONS *COMPLETELY* BEFORE STARTING)

THINGS WE RECOMMEND YOU HAVE AVAILABLE FOR ASSEMBLY:

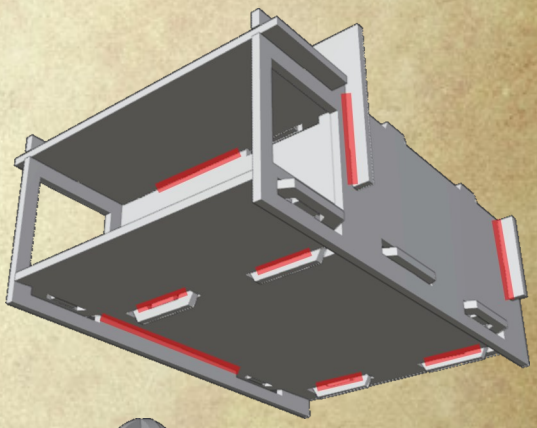
- Small flat-blade screwdriver or small blade (e.g. pen knife).
- White glue
- Clear scotch tape

CARE & MAINTENANCE

These buildings and terrain pieces are made of heavy duty 1/8", high-density material, and are finished with a sealing varnish. Once assembled correctly, the pieces will lock firmly into place, creating a durable structure that should stand up to normal use indefinitely.

The material may be damaged if exposed to water. Store the buildings and terrain in a dry place and avoid spilling any kind of liquid on them. The integrity of the material will be compromised if you subject it to a lot of moisture.

These pieces are not designed to be taken apart once assembled. Although you ***can*** do this, repeated assembly and disassembly over time will weaken the locking tabs and slots and they may cease to fit snugly.



If you want your buildings and terrain to remain in great shape, after assembling, run a small bead of white glue (the kind that dries clear) along the underside of the buildings and along the narrow tabs on the sides of the buildings as shown. Also, a small bead of white glue along the junction of the smaller pieces will insure that they do not come apart. See picture on the right.

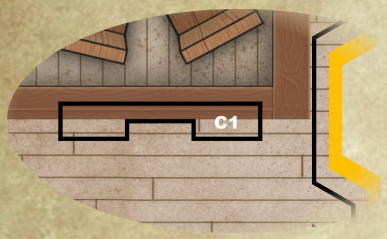
Although gluing is ***not*** required, it will help insure your terrain stands up to a lot of use.

Remember ***not*** to glue the roofs or second floors in place.



© 2022 Gray Orc Games™

GENERAL ASSEMBLY NOTES



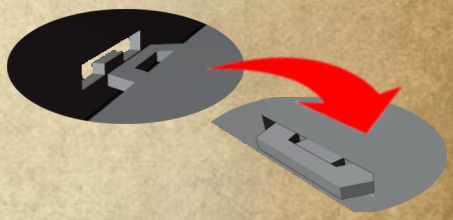
The part number for each piece is printed either next to the piece or on the removable tabs. The parts for each ***building*** have color-coded outlines for easy identification. Before you start assembling, review the parts inventory on the assembly instructions and gather the required pieces from the various sheets. Once you have the parts for a building collected, organized them by **STEP** and then remove the tabs.

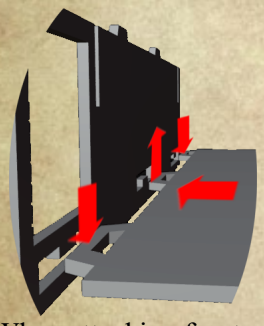


Many of the pieces have punch-out slots that need to be removed carefully before assembling. A small flat-head screwdriver or other sharp tool may be useful for popping out these small parts. When removing small pieces from the punchboard sheets, push them out from the ***back*** of the sheet.

*Note: Two tab slots on the second floor of the Hotel & Saloon and the Gunsmith Shop should **not be** removed and a small piece of clear tape should be placed on the underside of the floor to hold them in place. These are highlighted in the instructions.*

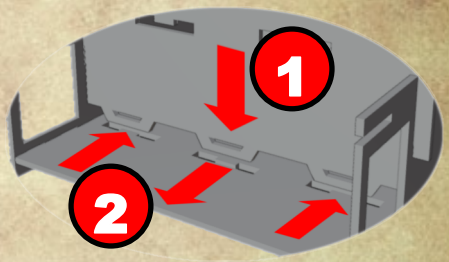
The building pieces snap together with a tongue-and-slot design. When assembling these pieces, apply gentle pressure to align the tab with the wide slot and then press firmly together until it snaps down over the locking tab and locks into place. Note: if the laminate on the tab starts to lift away because of tight fit, use your thumbnail, a small flat-blade screwdriver or other sharp tool to tuck it back into the slot.





When attaching the side walls, insert the front tab first and then work your way back, applying light pressure up and down to align the middle and rear tabs before snapping all three tabs into place.

When attaching front and back walls, slide them down into the slots of the side walls **(1)** until the tabs rest on the floor. Apply gentle pressure forward or backward to each tab **(2)** to align all tabs with slots before pressing down and locking all the tabs into place.



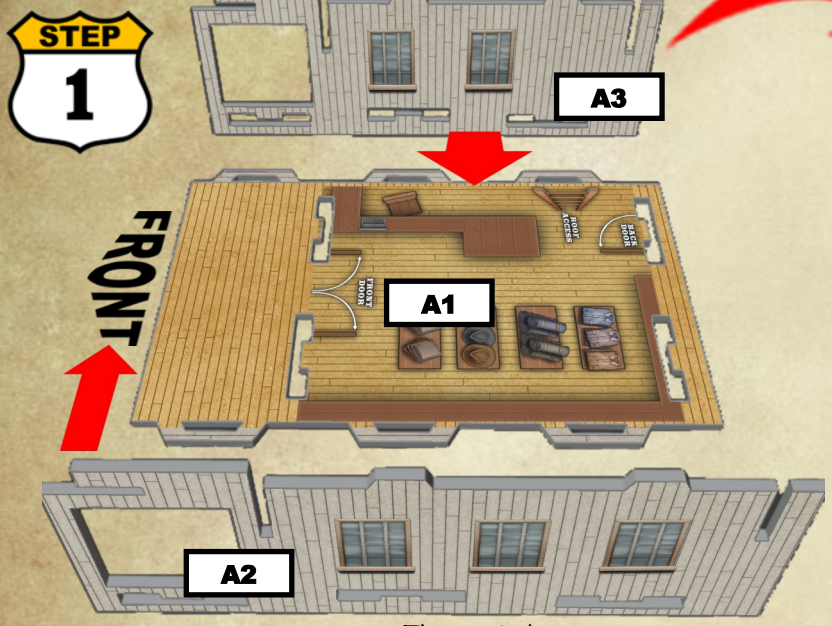


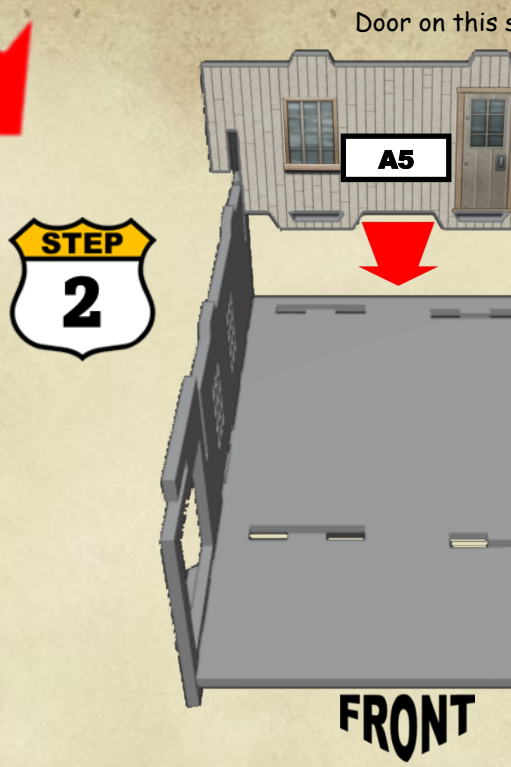
Several of the smaller pieces of terrain, e.g. barrels, cactus, etc., have serrated or “wavy” slots. Line these up and apply gentle, steady pressure until the two pieces fit snugly. The serrated slot design will keep the pieces from coming apart.

When attaching walls, pay careful attention to notes in the instructions about pieces that need to be turned a specific way. Look closely at the picture of each piece in the diagram and orient it correctly before assembling.



© 2022 Gray Orc Games™





DRY GOO

Sheets 1, 3



Assembled
Dry Goods Store



PART DESCRIPTION	STEP #	PART #	LOCATION
Floor	STEP 1	A1	Sheet 1
Roof	STEP 5	A7	
Porch Roof	STEP 4	A6	Sheet 3
Right Wall	STEP 1	A2	Sheet 7
Left Wall	STEP 1	A3	
Front Wall	STEP 3	A4	
Back Wall	STEP 2	A5	

© 2022 Gray Orc Games™

side⇨

Sign faces front





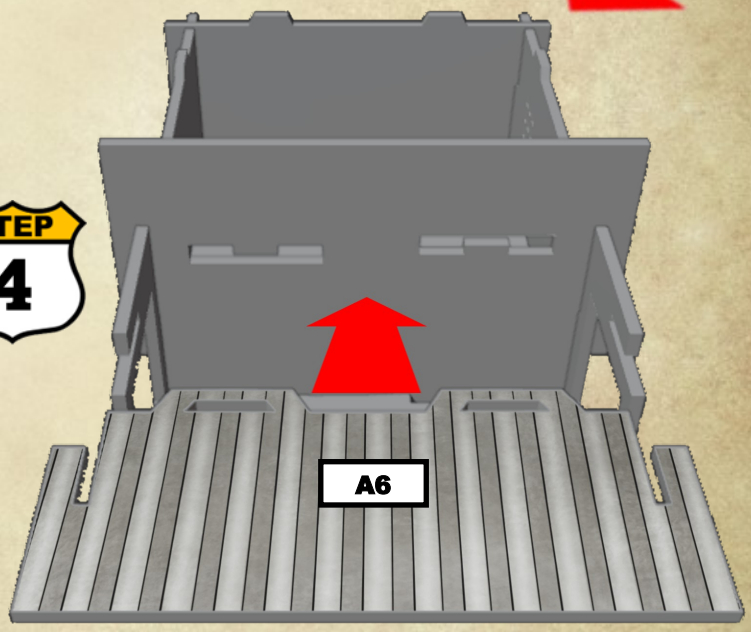
STEP 3

FRONT

ODS STORE

& 7 (PURPLE)

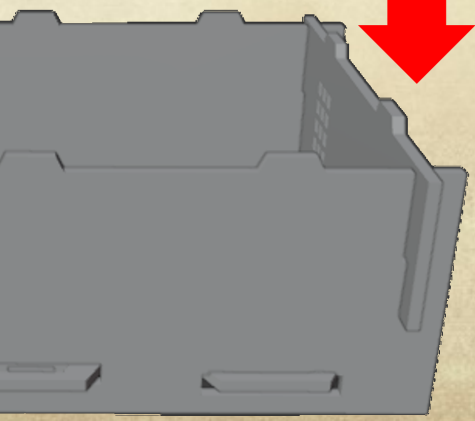
STEP 4



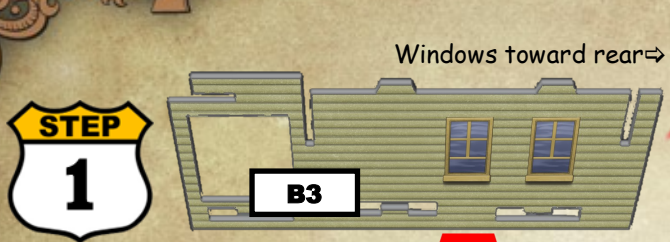
FRONT

Shingles on top

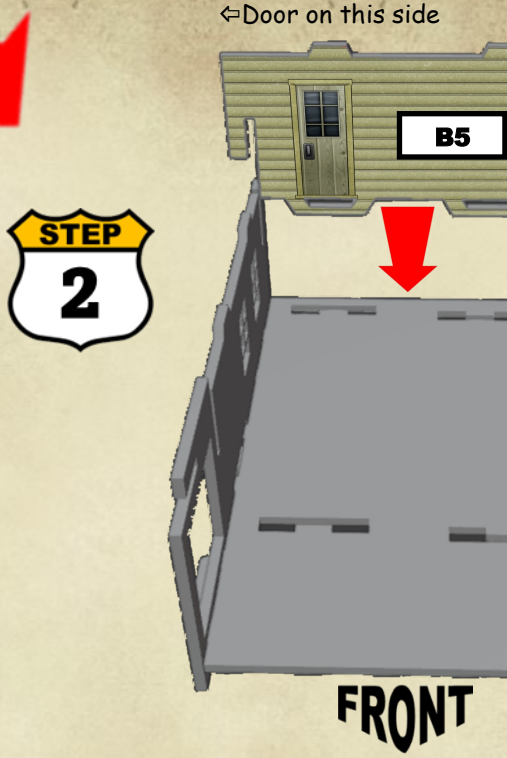




© 2022 Gray Orc Games™

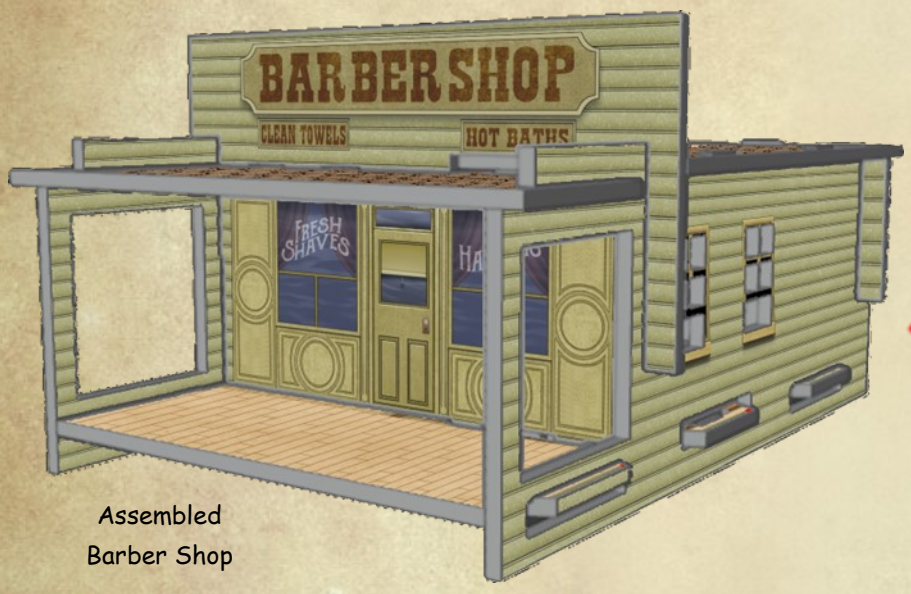






BARBER

Sheets 2, 4, & 9 (



Assembled
Barber Shop



PART DESCRIPTION	STEP #	PART #	LOCATION
Floor	STEP 1	B1	Sheet 2
Roof	STEP 5	B7	
Porch Roof	STEP 4	B6	Sheet 4
Right Wall	STEP 1	B2	Sheet 9
Left Wall	STEP 1	B3	
Front Wall	STEP 3	B4	
Back Wall	STEP 2	B5	

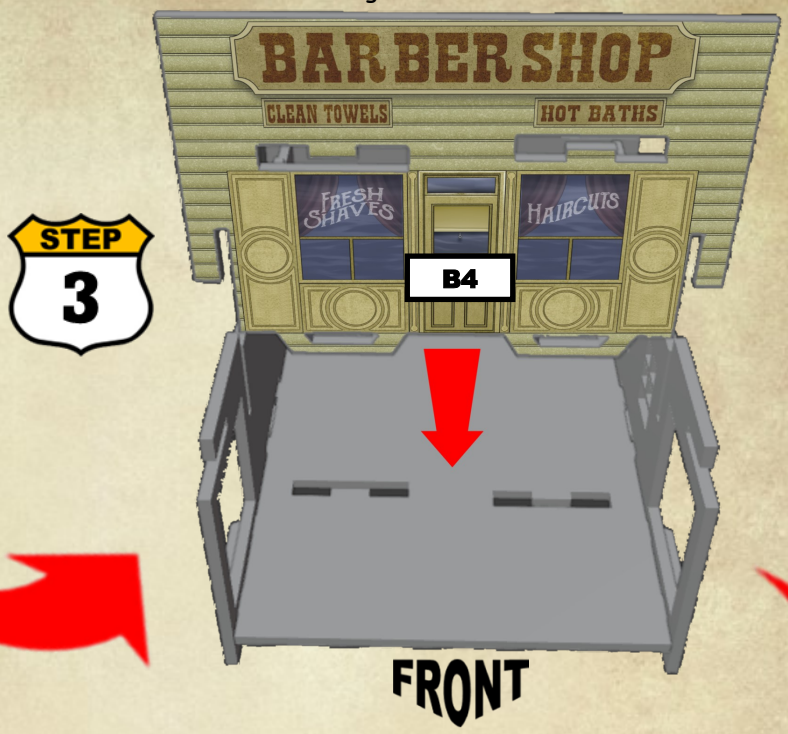
© 2022 Gray Orc Games™

R SHOP

RED OUTLINE)

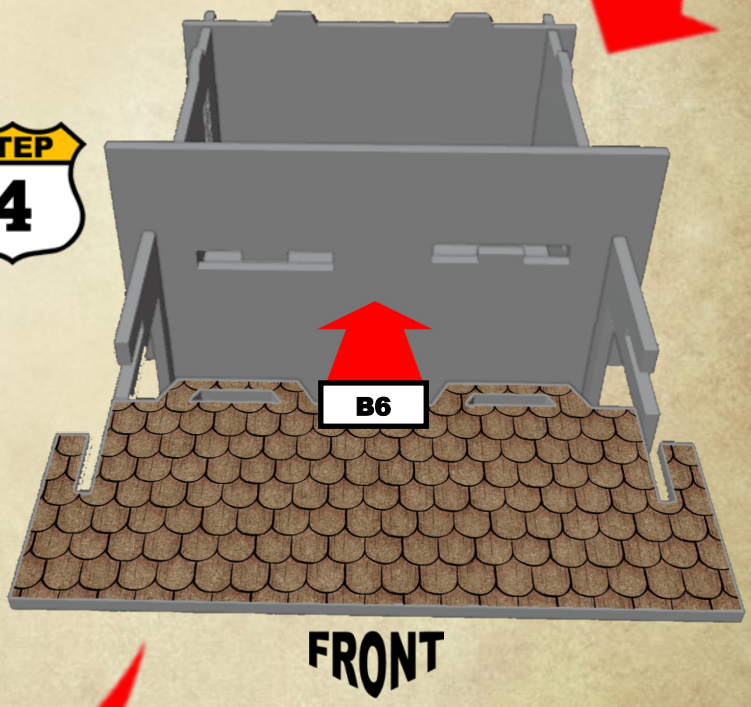
Sign faces front



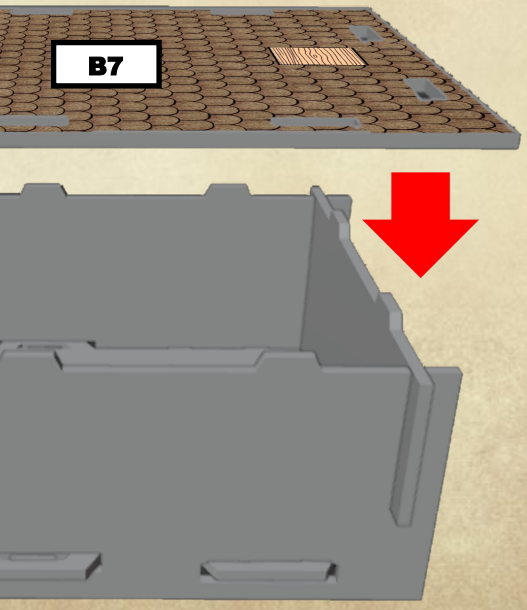


STEP 3

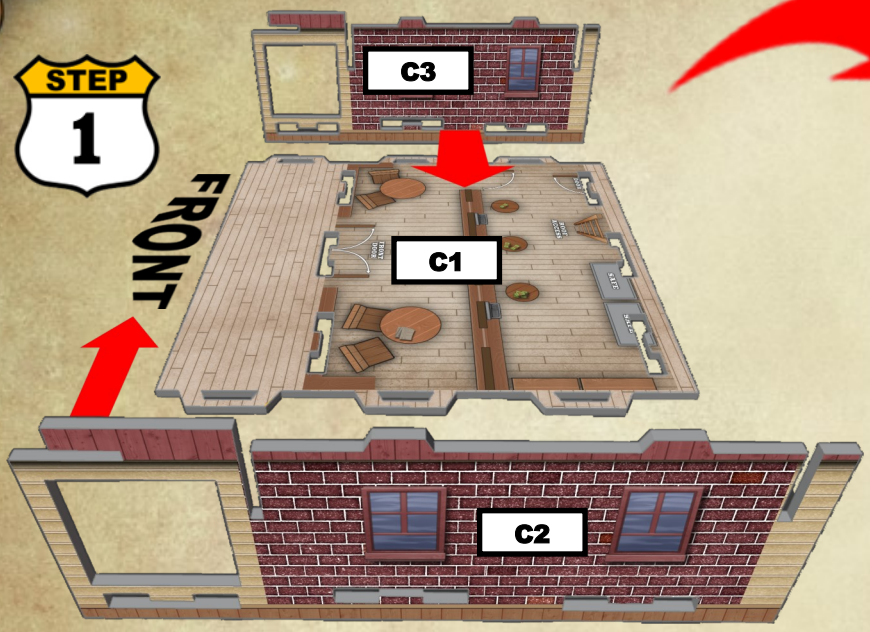
STEP 4

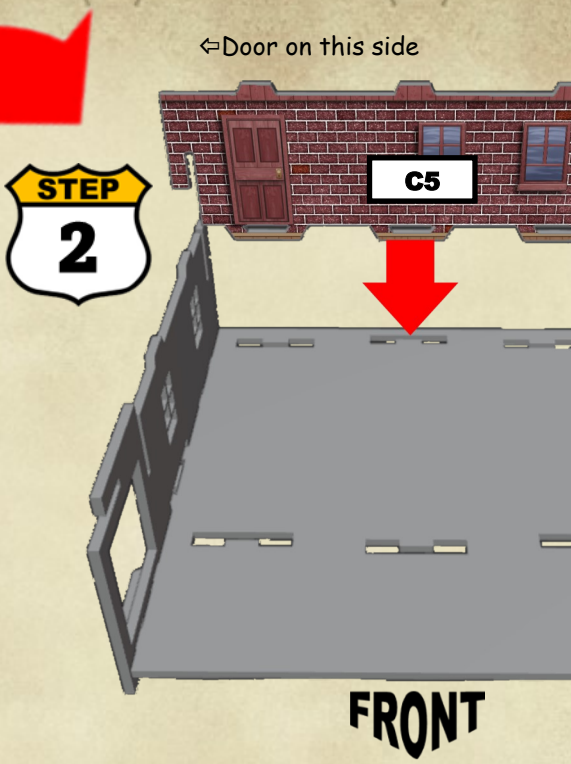


Shingles on top



© 2022 Gray Orc Games™





BAN

Sheets 1, 3, & 5 (YEL



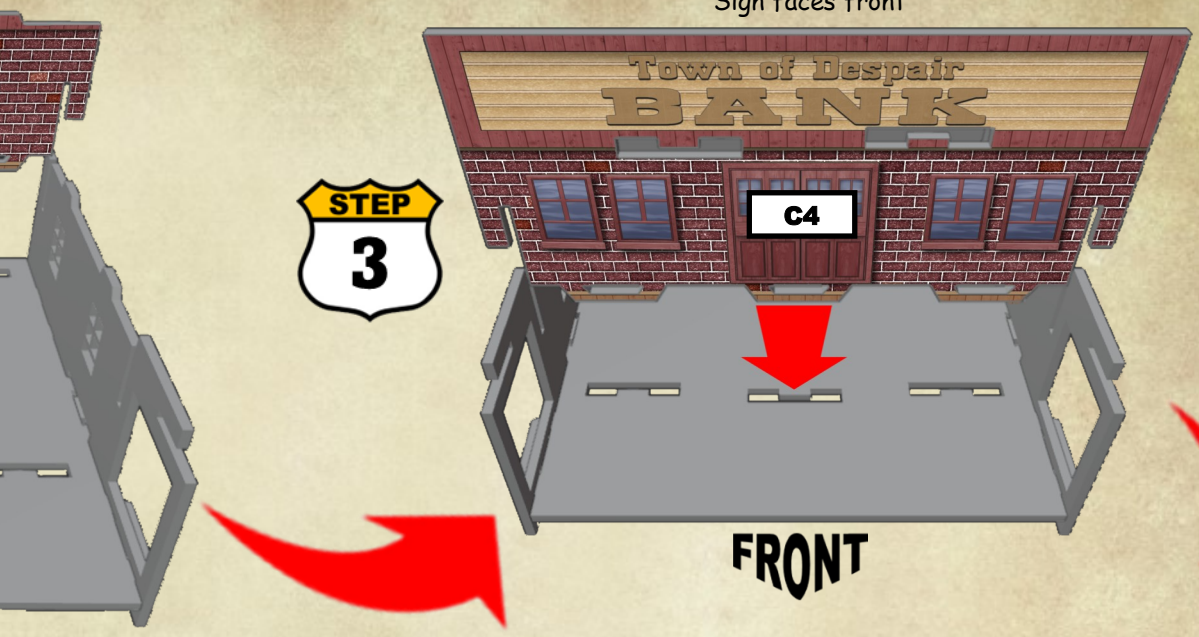
Assembled Bank



PART DESCRIPTION	STEP #	PART #	LOCATION
Floor	STEP 1	C1	Sheet 1
Roof	STEP 5	C7	
Porch Roof	STEP 4	C6	Sheet 3
Right Wall	STEP 1	C2	Sheet 5
Left Wall	STEP 1	C3	
Front Wall	STEP 3	C4	
Back Wall	STEP 2	C5	

© 2022 Gray Orc Games™

Sign faces front

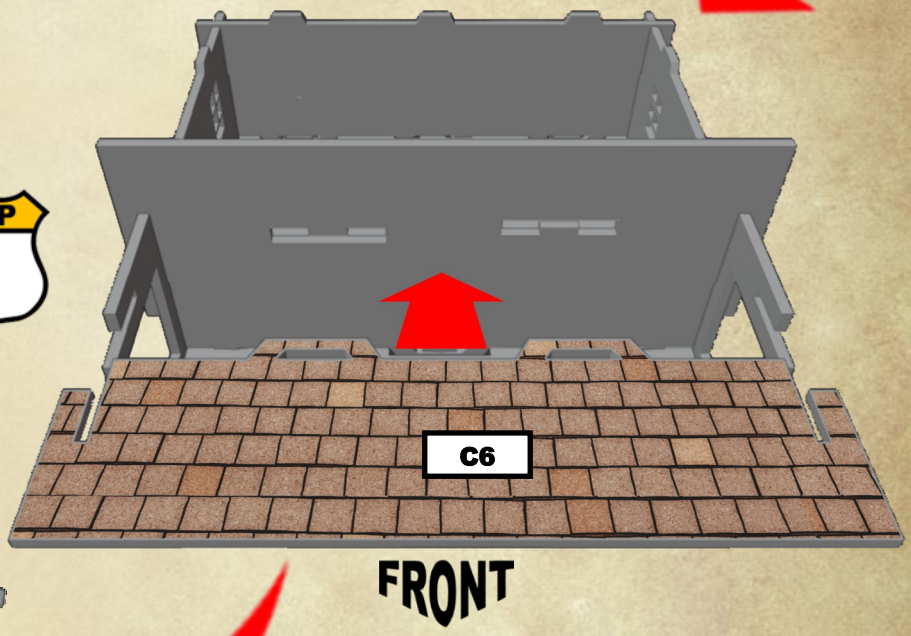


STEP 3

K

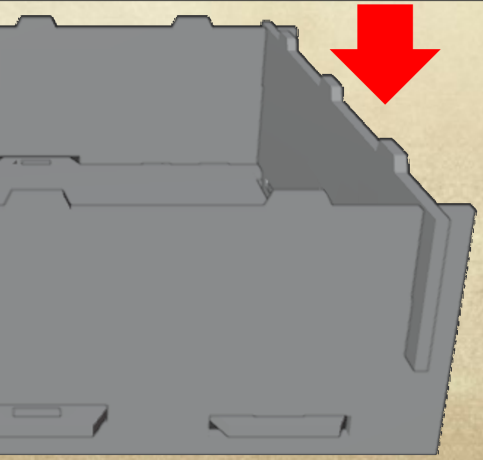
LOW OUTLINE)

STEP 4

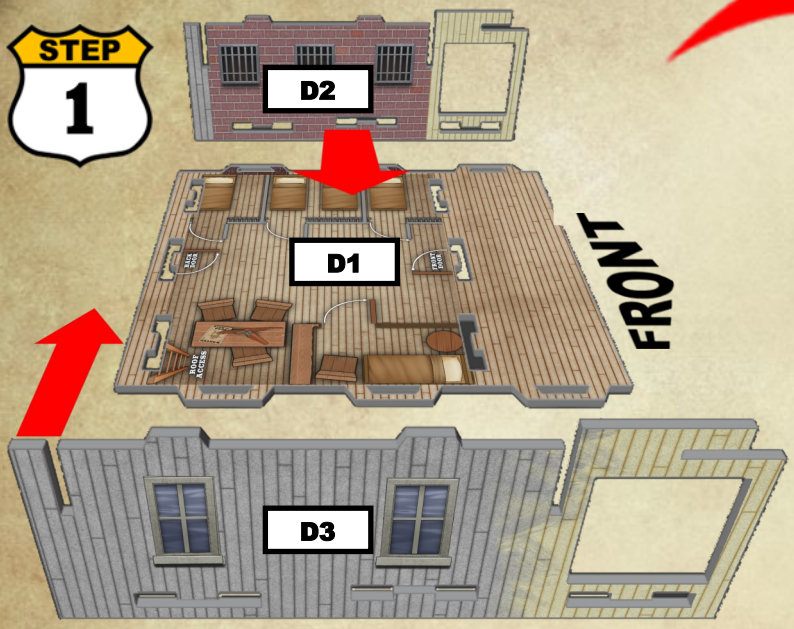


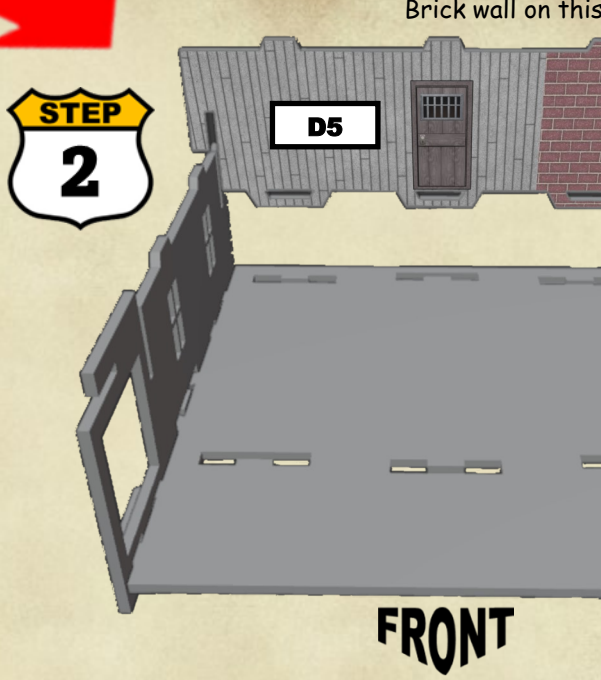
Shingles on top





© 2022 Gray Orc Games™





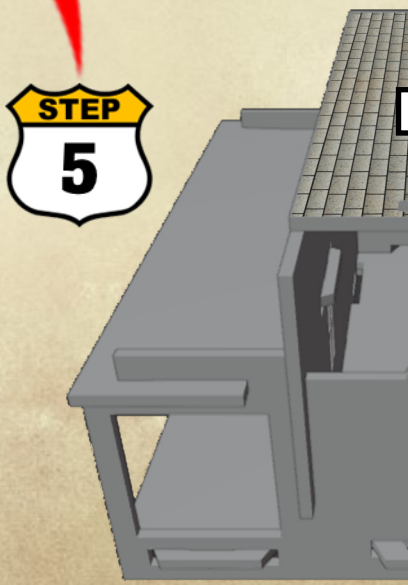
Brick wall on this

SHERIFF'S

Sheets 2, 4, & 6 (B



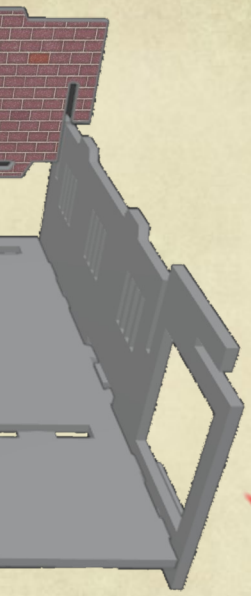
Assembled
Sheriff's Office



PART DESCRIPTION	STEP #	PART #	LOCATION
Floor	STEP 1	D1	Sheet 2
Roof	STEP 5	D7	
Porch Roof	STEP 4	D6	Sheet 4
Right Wall	STEP 1	D2	Sheet 6
Left Wall	STEP 1	D3	
Front Wall	STEP 3	D4	
Back Wall	STEP 2	D5	

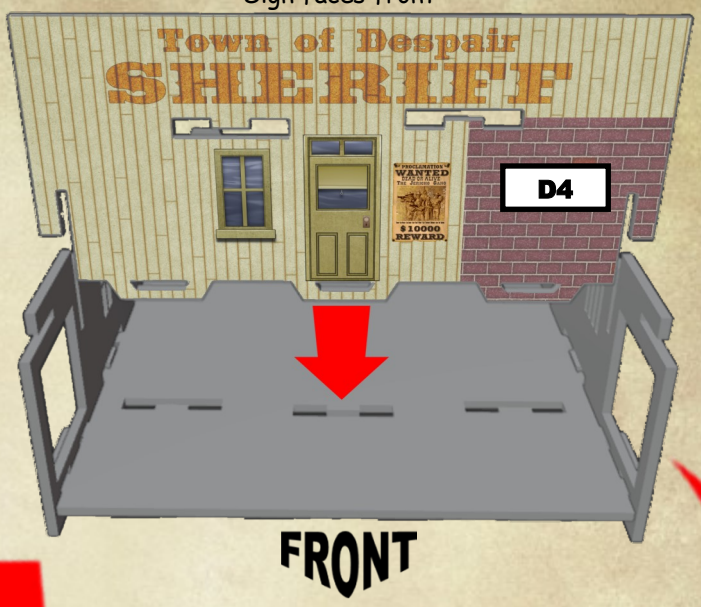
© 2022 Gray Orc Games™

side⇨



STEP 3

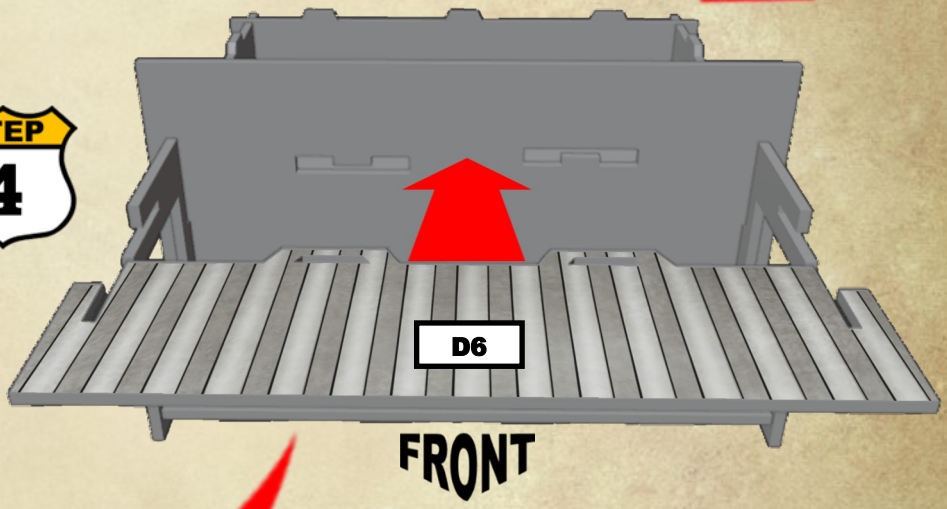
Sign faces front



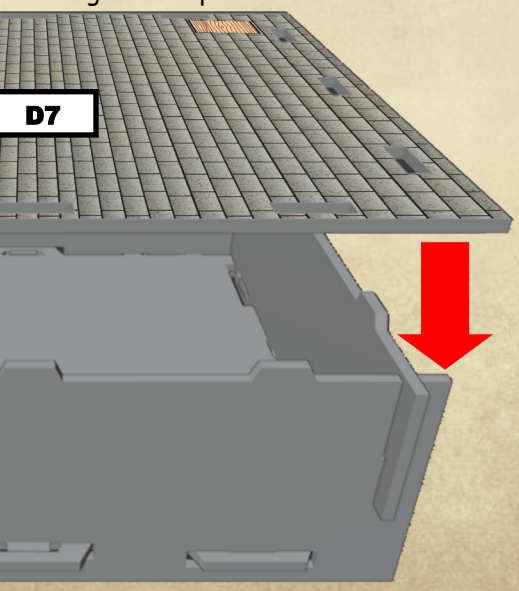
S OFFFICE

ROWN OUTLINE)

STEP 4



Shingles on top



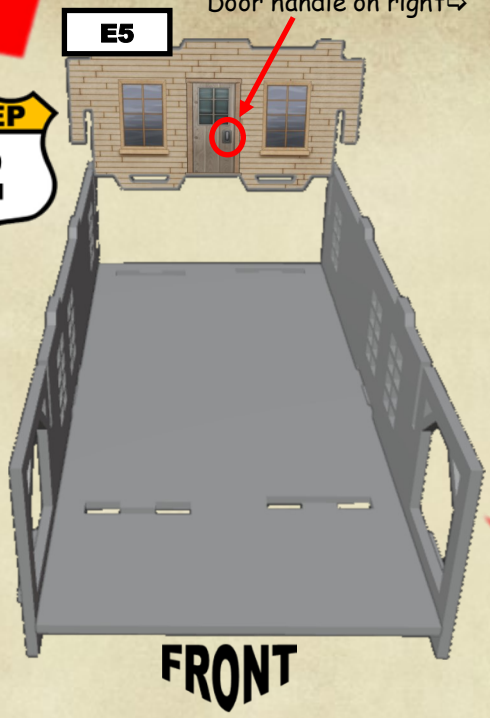
© 2022 Gray Orc Games™

FIRST LEVEL

STEP 1



STEP 2





Assembled
Hotel & Saloon

HOTE
SALO

Sheets 3, 5, 9, & 10 (

PART DESCRIPTION	STEP #	PART #	LOCATION
First Level Floor	STEP 1	E1	Sheet 3
Second Level Floor	STEP 4	E6	
Second Level Porch Wall	STEP 7	E9	Sheet 5
Second Level Back Wall	STEP 5	E11	
First Level Front Wall	STEP 3	E4	Sheet 9
Roof	STEP 8	E12	
First Level Right Wall	STEP 1	E2	Sheet 10
First Level Left Wall	STEP 1	E3	
First Level Back Wall	STEP 2	E5	
Second Level Right Wall	STEP 4	E7	
Second Level Left Wall	STEP 4	E8	
Second Level Front Wall	STEP 6	E10	

Shingles on top



STEP 8

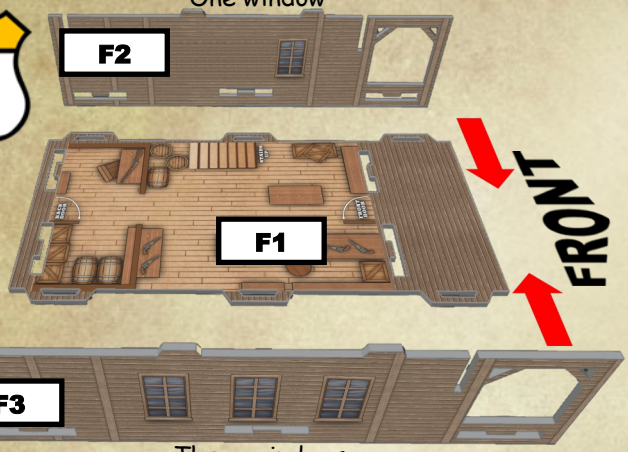
© 2022 Gray Orc Games™



© 2022 Gray Orc Games™

GUNSM
SHO

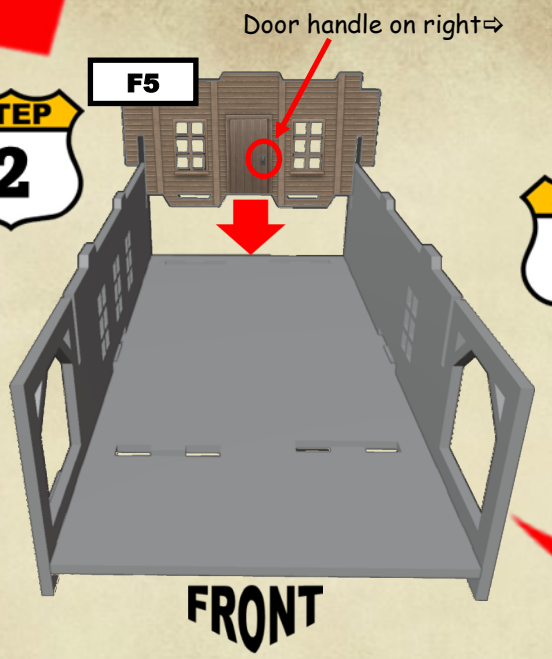
Sheets 4, 5, 7 & 8 (

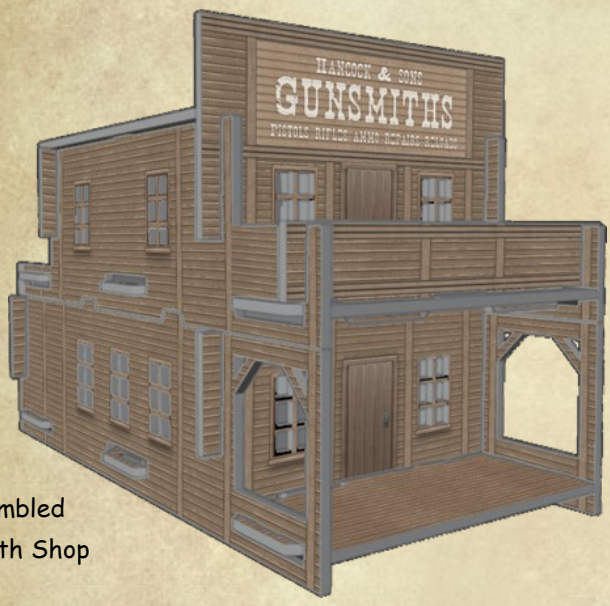


FIRST LEVEL

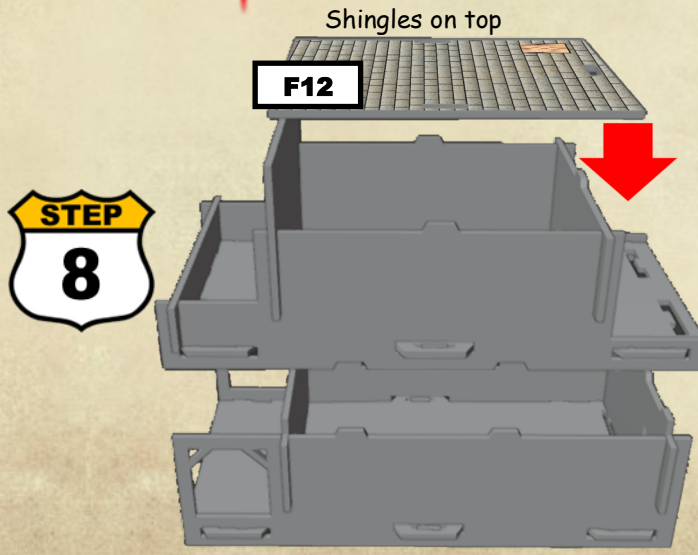
One window

Three windows





Assembled
Gunsmith Shop



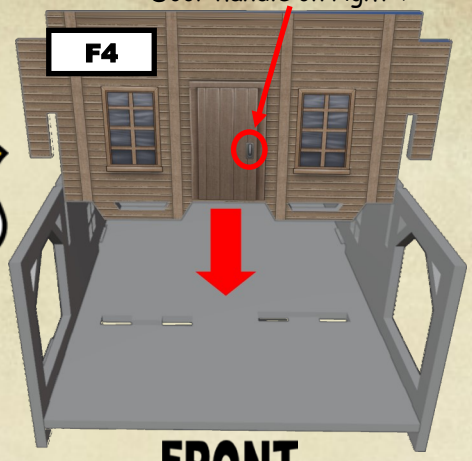
Shingles on top

PART DESCRIPTION	STEP #	PART #	LOCATION
First Level Floor	STEP 1	F1	Sheet 4
Second Level Floor	STEP 4	F6	
First Level Front Wall	STEP 3	F4	Sheet 5
Second Level Back Wall	STEP 5	F11	
First Level Back Wall	STEP 2	F5	Sheet 7
Second Level Front Wall	STEP 6	F10	
Roof	STEP 8	F12	
First Level Right Wall	STEP 1	F2	Sheet 8
First Level Left Wall	STEP 1	F3	
Second Level Right Wall	STEP 4	F7	
Second Level Left Wall	STEP 4	F8	
Second Level Porch Wall	STEP 7	F9	

© 2022 Gray Orc Games™

STEP 3

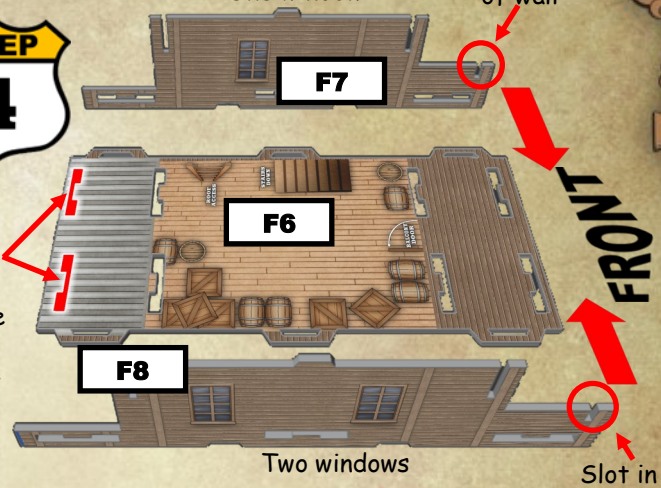
Door handle on right⇨



STEP 4

SECOND LEVEL
One window

Slot in top of wall



Do not remove tabs shown in RED on the second floor. Place a small piece of clear tape on the underside of the floor to hold these pieces in place.

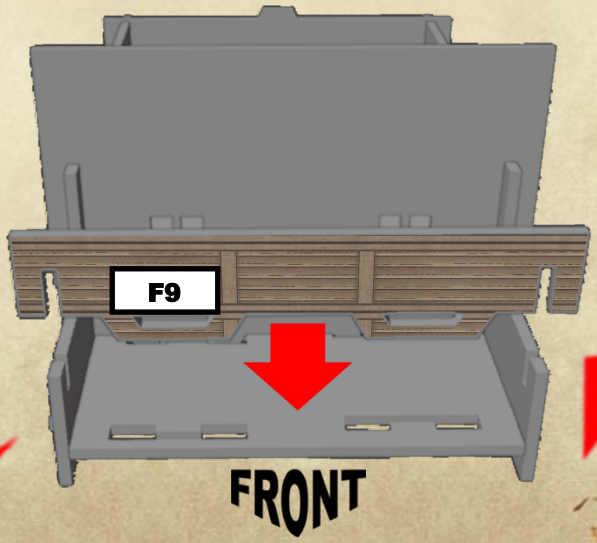
MITH
OP

BLUE OUTLINE)

STEP 5



STEP 7



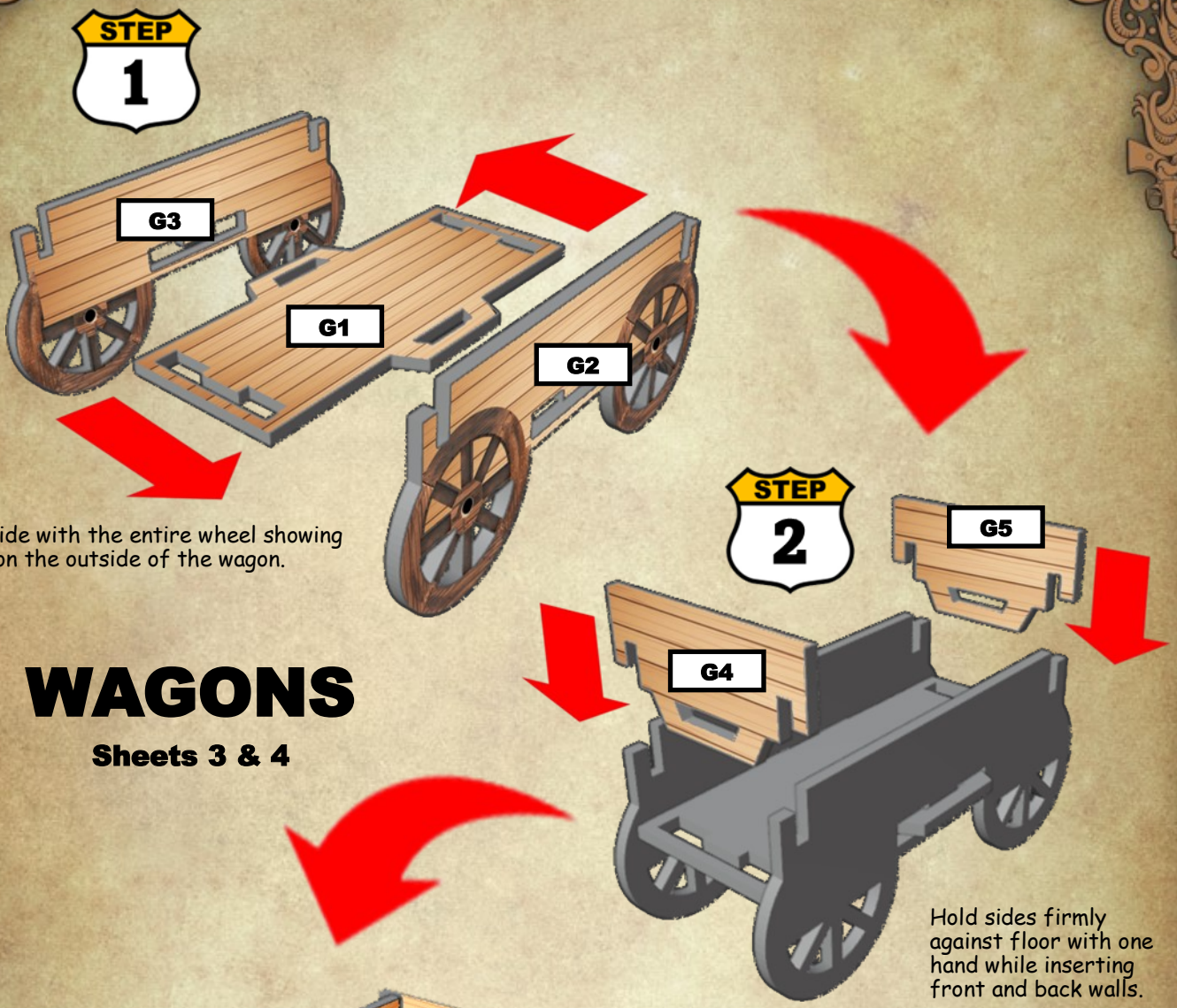
Sign faces front



© 2022 Gray Orc Games™

WAGONS

Sheets 3 & 4



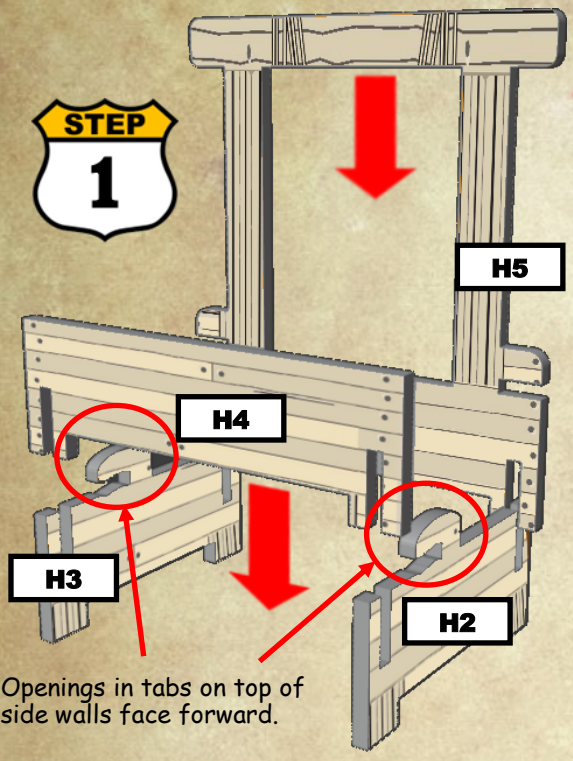
The side with the entire wheel showing goes on the outside of the wagon.

Hold sides firmly against floor with one hand while inserting front and back walls.



PART DESCRIPTION	STEP #	PART #	LOCATION
Floor	STEP1	G1	Sheet 3&4
Right Wall	STEP1	G2	Sheet 3&4
Left Wall	STEP1	G3	Sheet 3&4
Front Wall	STEP2	G4	Sheet 3&4
Back Wall	STEP2	G5	Sheet 3&4

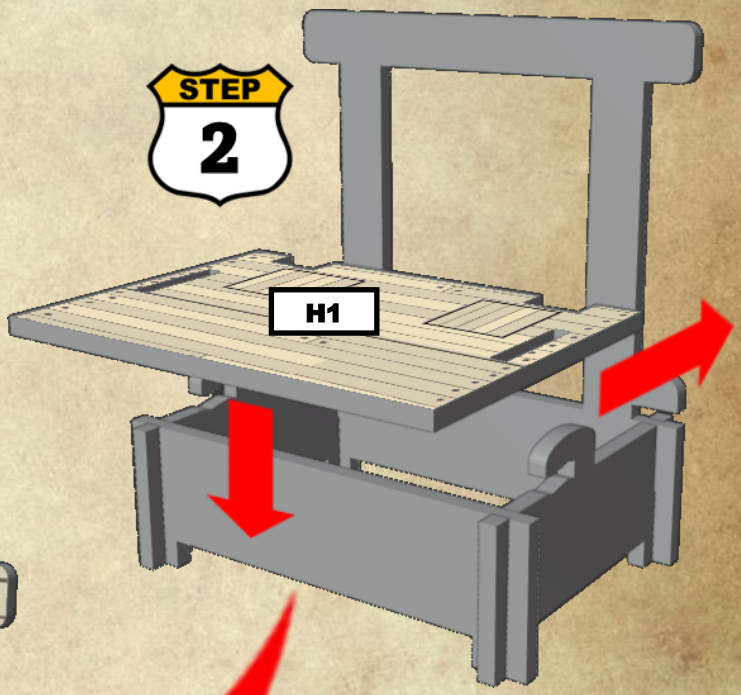
© 2022 Gray Orc Games™



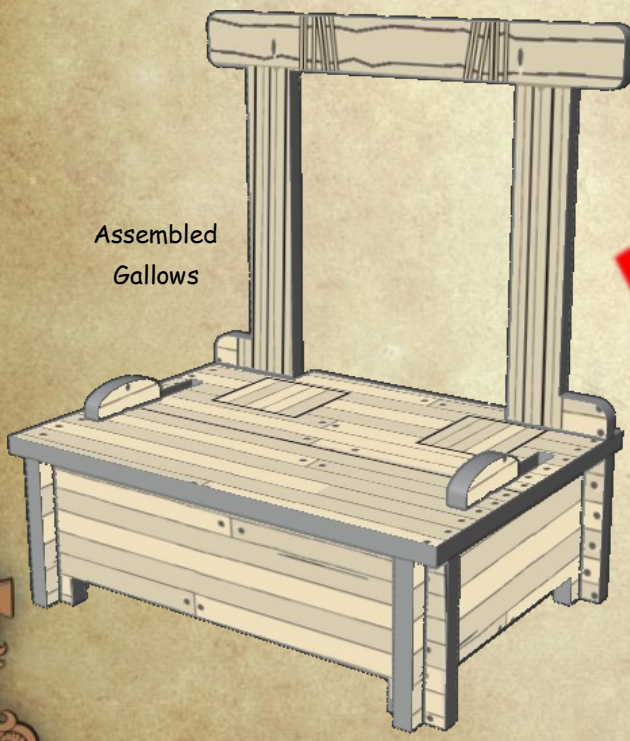
Openings in tabs on top of side walls face forward.

GALLOWS

Sheet 8



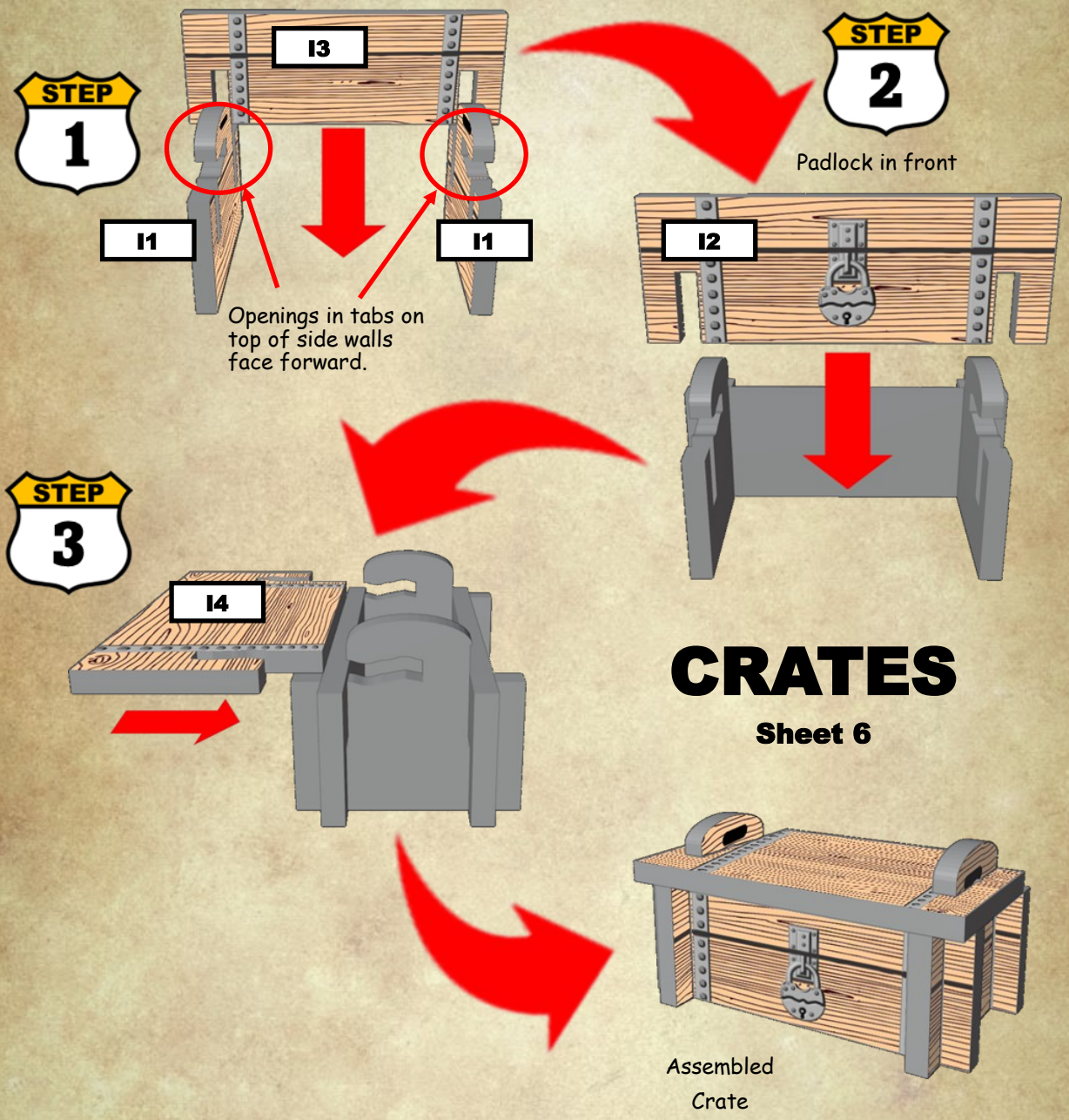
Slip slots down over tabs and then slide floor toward back.



Assembled Gallows

PART DESCRIPTION	STEP #	PART #	LOCATION
Left Wall	STEP 1	H2	Sheet 8
Right Wall	STEP 1	H3	Sheet 8
Front Wall	STEP 1	H4	Sheet 8
Back Wall	STEP 1	H5	Sheet 8
Floor	STEP 2	H1	Sheet 8

© 2022 Gray Orc Games™



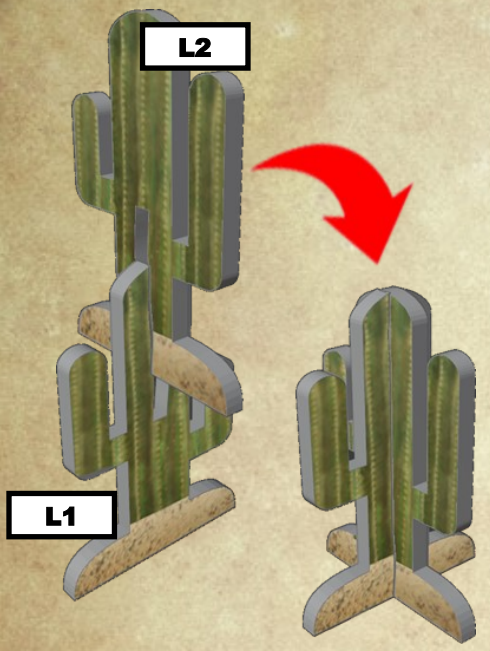
CRATES

Sheet 6

Assembled Crate

PART DESCRIPTION	STEP #	PART #	LOCATION
Left & Right Sides (x2)	STEP 1	I1	Sheet 6
Back Side	STEP 1	I3	Sheet 6
Front Side	STEP 2	I2	Sheet 6
Lid	STEP 3	I4	Sheet 6

© 2022 Gray Orc Games™

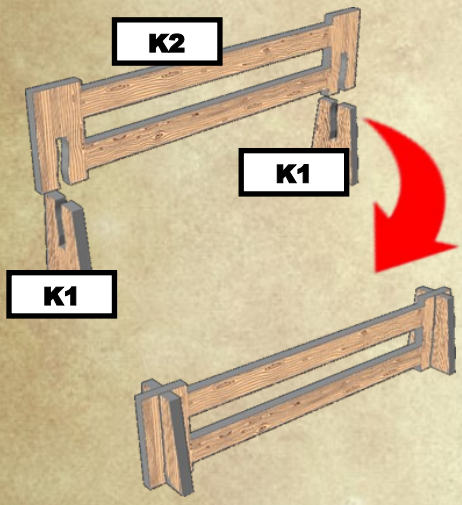




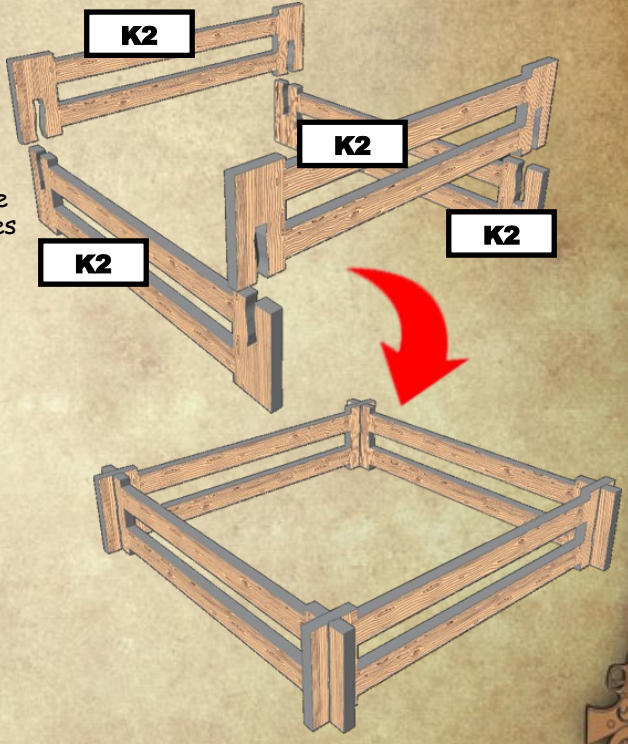


MISCELLANEOUS

Sheets 8, 11, & 12



You can assemble as separate fences or as corrals.



PART DESCRIPTION	PART #	LOCATION
Sign Supports (x2)	J1	Sheet 8
Sign	J2	Sheet 8
Fence Supports (x16)	K1	Sheet 11&12
Fence Rails (x8)	K2	Sheet 11&12
Cactus Bottom (x8)	L1	Sheet 11&12
Cactus Top (x8)	L2	Sheet 11&12
Barrel Half (x24)	M1	Sheet 11&12

© 2022 Gray Orc Games™



www.grayorc.games