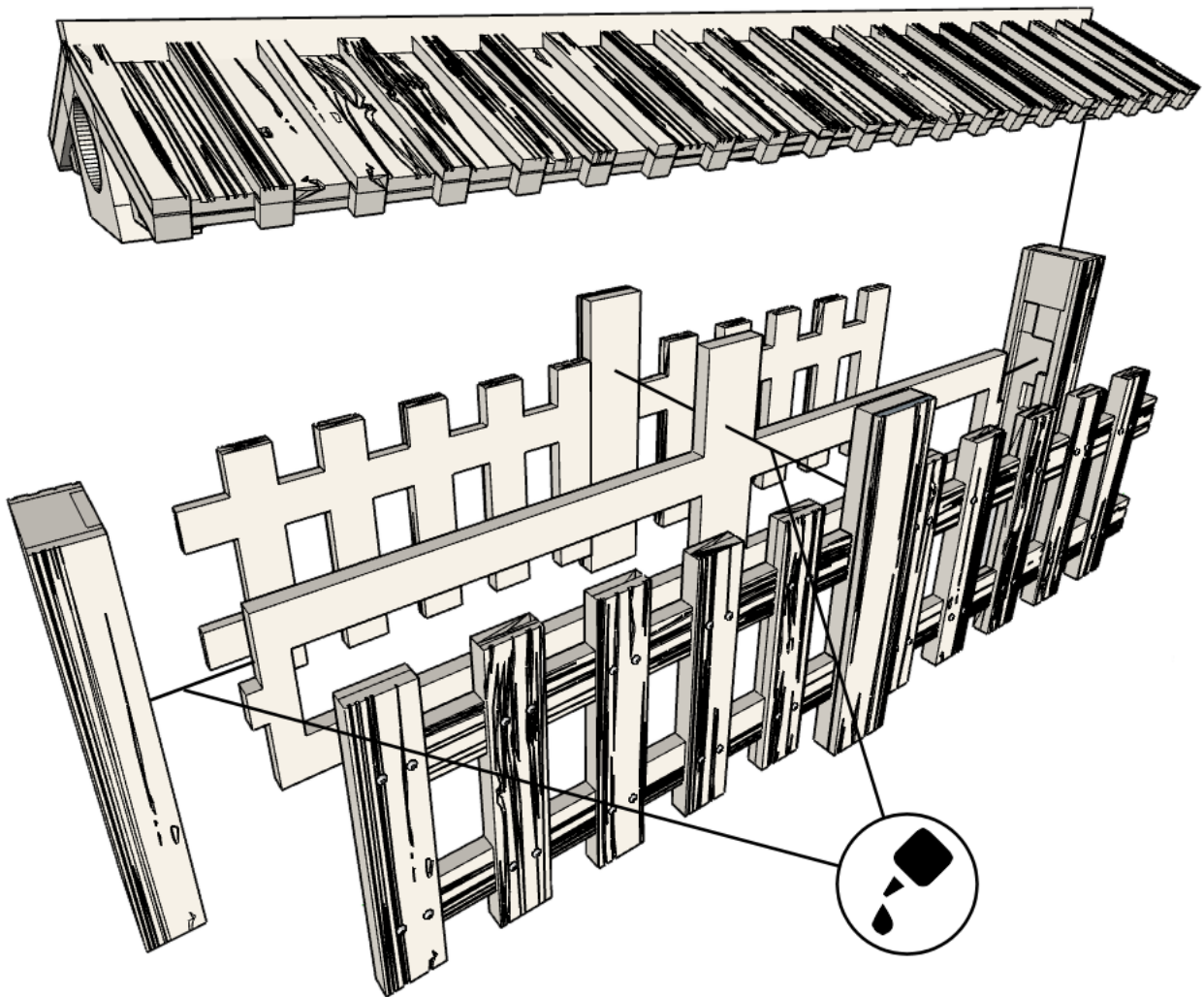




SAMURAI WOODEN WALLS

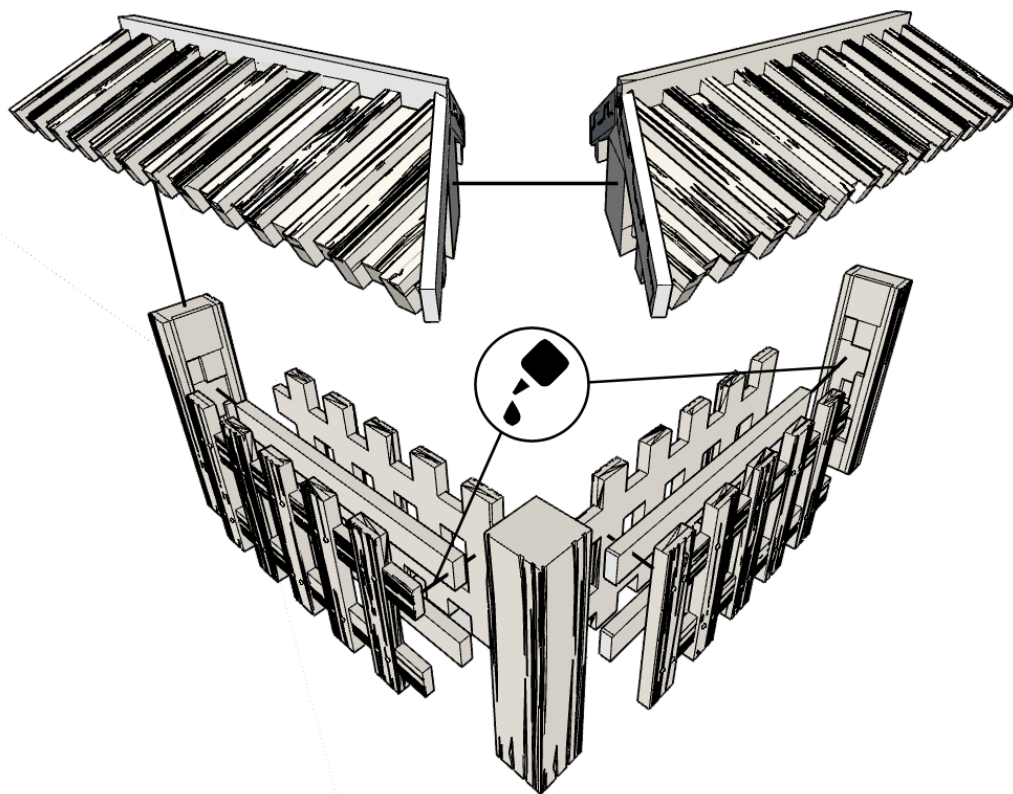
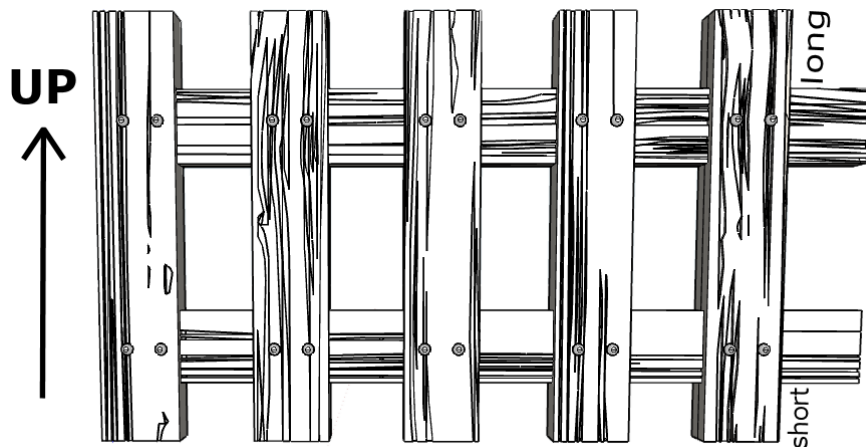
Straight Wall :

- ① *Woodenwalls-straight.STL* **x2** (or *Woodenwalls-straight_with_nails.STL*)
Woodenwalls-straight_core.STL
Woodenwalls-straight_roof.STL
Woodenwalls-endpost.STL **x2**
Woodenwalls-straight_base.STL (optional)



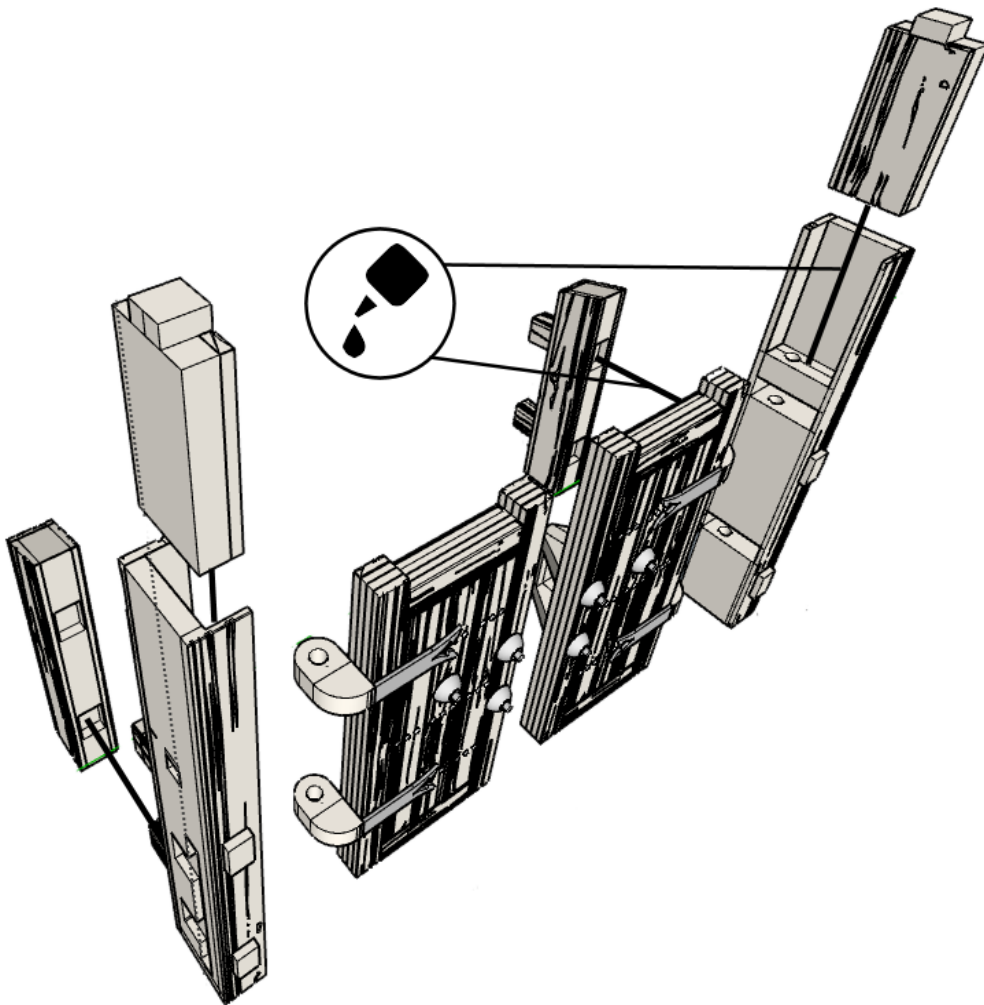
Corner Wall :

- ② *Woodenwalls-cornerA.STL* **x2** (or *Woodenwalls-cornerA_with_nails.STL*)
Woodenwalls-cornerB.STL **x2** (or *Woodenwalls-cornerB_with_nails.STL*)
Woodenwalls-corner_core.STL **x2**
Woodenwalls-corner_post.STL
Woodenwalls-corner_roof.STL
Woodenwalls-endpost.STL **x2**
Woodenwalls-corner_base.STL (optional)

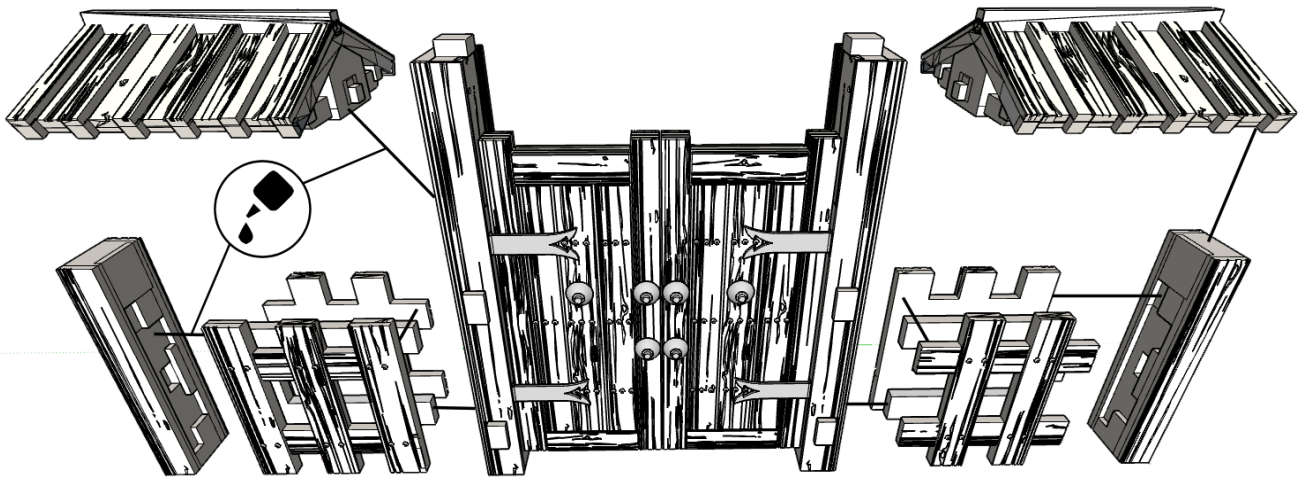


Gate :

- ③ *Woodenwalls-gate_postA.STL*
- Woodenwalls-gate_postB.STL*
- Woodenwalls-gate_support.STL*
- Woodenwalls-gateA.STL*
- Woodenwalls-gateB.STL*
- Woodenwalls-lockbar.STL*



- ④ *Woodenwalls-gate_fenceA.STL* **x2** (or nailed version)
Woodenwalls-gate_fenceB.STL **x2** (or nailed version)
Woodenwalls-gate_core.STL **x2**
Woodenwalls-gate_roof.STL
Woodenwalls-endpost.STL **x2**
Woodenwalls-gate_base.STL (optional)



- ⑤ *Woodenwalls-gate_mainroof.STL*
OR
Woodenwalls-gate_beam.STL