# **FS-GLO** insert compatible with Gloomhaven®

# Folded Space

### **Assembly Instructions**

#### Notes:

The package contains 10 sheets, five of them are identical to the other five.

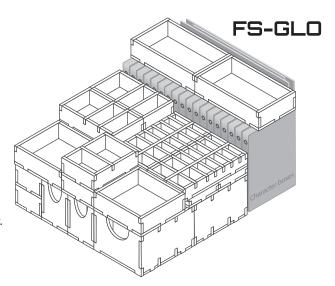
Each tray is doubled.

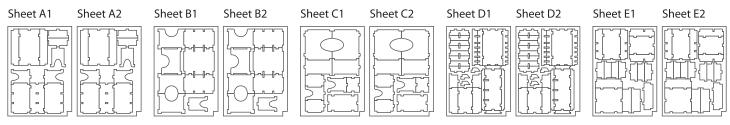
After assembly the trays are put in two layers in the original game box.

Ordinary PVA glue is required when assembling each tray.

Please make sure you dry-assemble each tray correctly before gluing it together.

Please check www.foldedspace.net for general assembly tips.

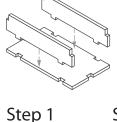




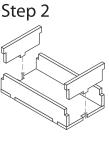
Tray 1a & 1b (the trays are identical)

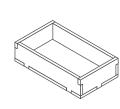
Sheet A1 Sheet A2

Step 1



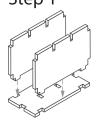






Finished tray

Tray 2a & 2b (the trays are identical) Sheets A1 and A2 Sheets B1 and B2

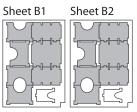


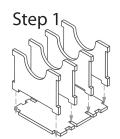


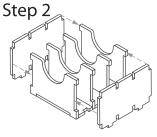


Finished tray

Tray 3a & 3b (the trays are identical)

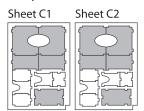








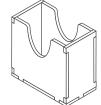
Tray  $4a\ \&\ 4b$  (the trays are identical)





Step 2

Finished tray



Tip: Keep the instructions in the bottom of your board game box as a reminder of how the insert fits together.

Page 1 of 2

#### FS-GLO insert compatible with Gloomhaven®

## Folded Space

Tray 5a & 5b (the trays are identical)

Sheet C1 Sheet C2

Step 1



Finished tray

Tray 6a & 6b (the trays are identical)

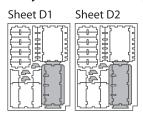
Sheets D1 and D2

Assemble as Tray 1.

Possemble Finished tray



Tray 7a & 7b (the trays are identical)

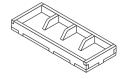




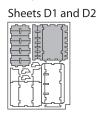


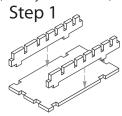
Step 3

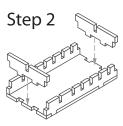
Finished tray

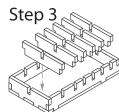


Tray 8a & 8b (the trays are identical)



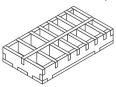




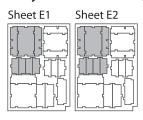


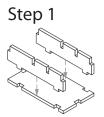
Step 4

Finished tray



Tray 9a & 9b (the trays are identical)

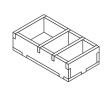




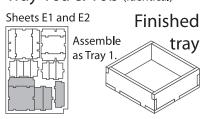


Step 3

Finished tray



Tray 10a & 10b (identical)





Tray legend:

Tray 1a, b - hexagon overlays Tray 2a, b - small cards Tray 3a, b - large cards Tray 4a, b - monster cards Tray 5a, b - small cards Tray 6a - stands Tray 6b - money Trays 7&8 - monster standees Tray 9a - element discs, overlays, status tiles Tray 9b - objectives, overlays Tray 10a, b - character miniatures Tray 11a - summons, red overlays Tray 11b - damage, furniture

