

FS-ISLA insert
compatible with Spirit Island®,
incl. the Branch and Claw® expansion.

Assembly Instructions

The package contains 4 sheets, two of them are identical to the other two.

The parts marked in sheets A2, B2 are to be discarded.

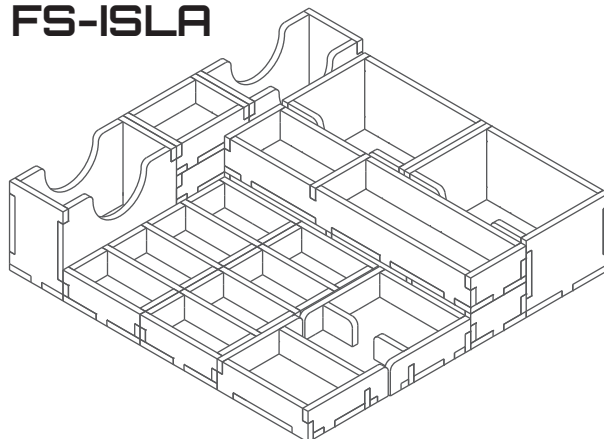
After assembly the trays are put in two layers in the original game box.

Ordinary PVA glue is required when assembling each tray.

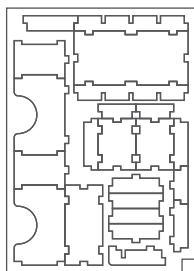
Please make sure you dry-assemble each tray correctly before gluing it together.

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

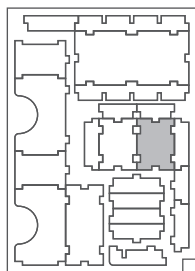
FS-ISLA



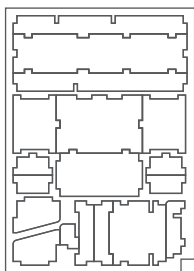
Sheet A1



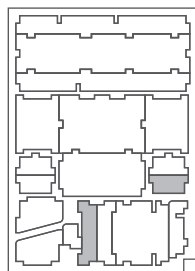
Sheet A2



Sheet B1

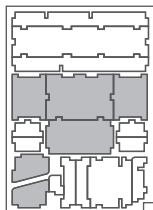


Sheet B2

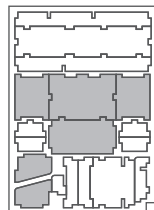


Tray 1a & 1b (the trays are identical)

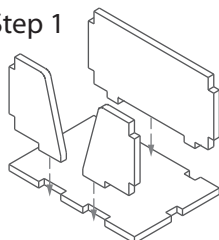
Sheet B1



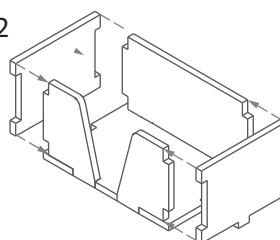
Sheet B2



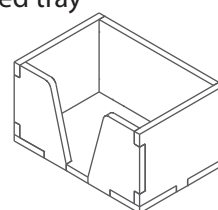
Step 1



Step 2

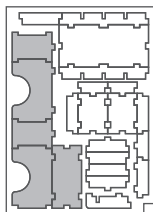


Finished tray

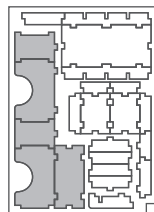


Tray 2a & 2b (the trays are identical)

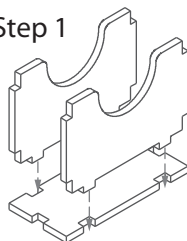
Sheet A1



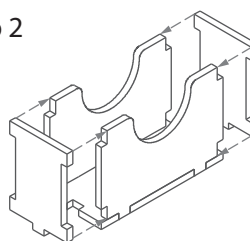
Sheet A2



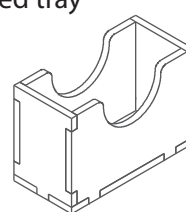
Step 1



Step 2

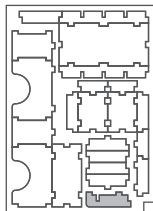


Finished tray

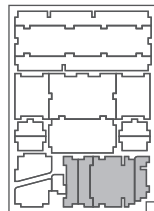


Tray 3a

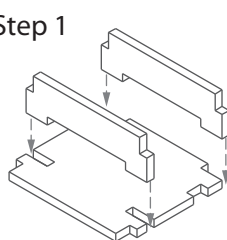
Sheet A1



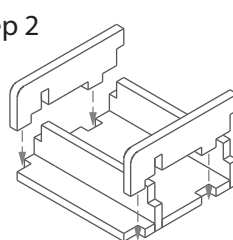
Sheet B1



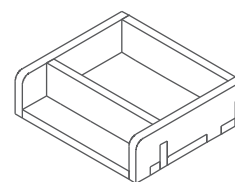
Step 1



Step 2

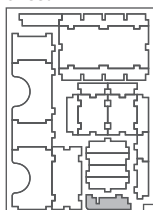


Finished tray

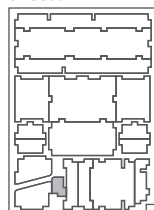


Tray 3b

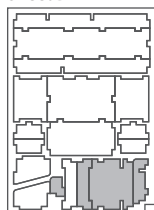
Sheet A2



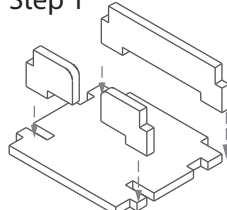
Sheet B1



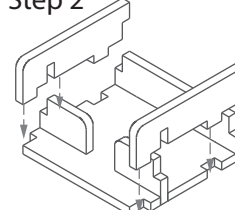
Sheet B2



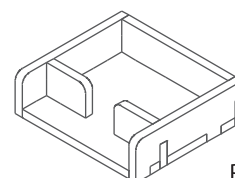
Step 1



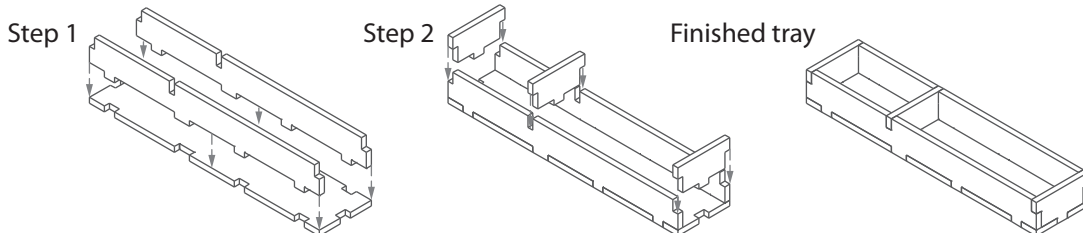
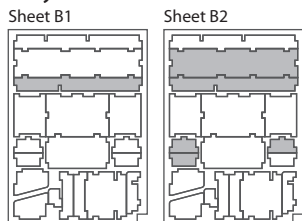
Step 2



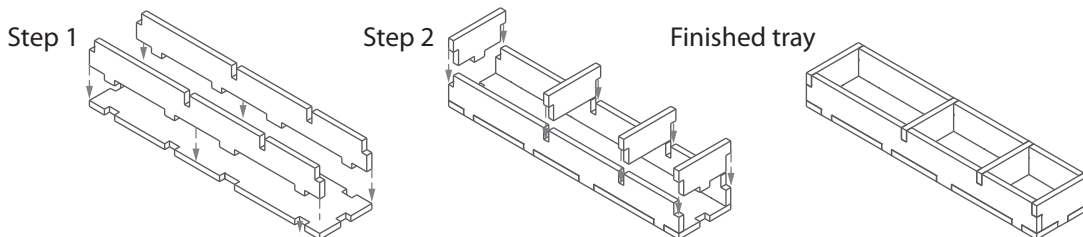
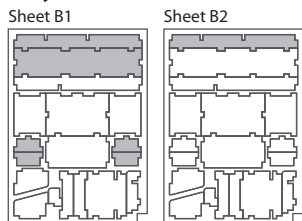
Finished tray



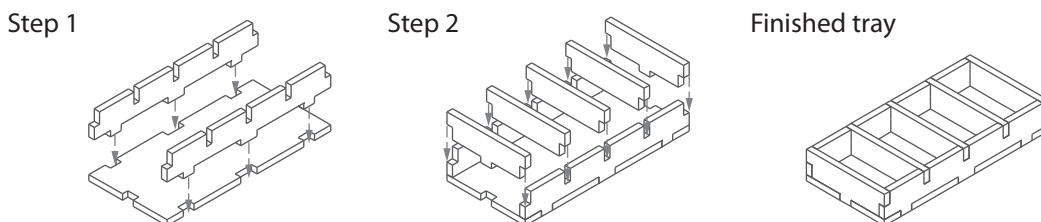
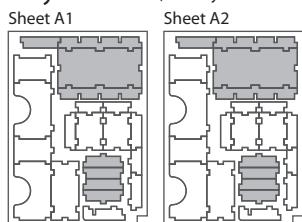
Tray 4a



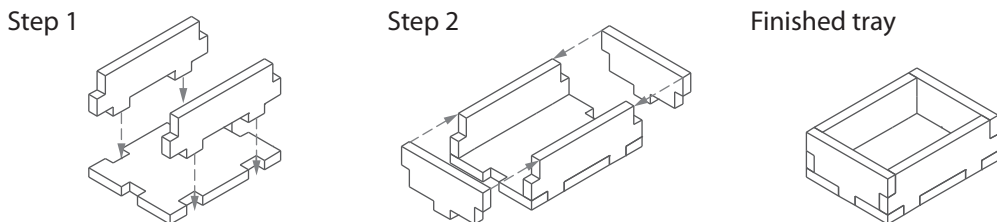
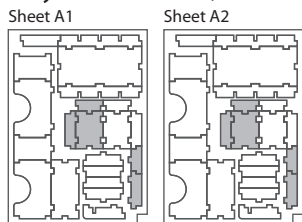
Tray 4b



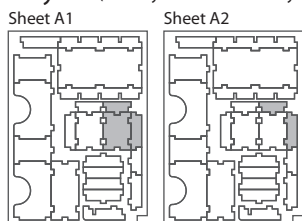
Tray 5a & 5b (the trays are identical)



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



Tray 6c (the tray is identical to Tray 6a & 6b)



To assemble
repeat steps
for Tray 6a & 6b.

FS-ISLA

Please check www.foldedspace.net
for photos of this insert in use.

Tray legend:

- Tray 1a - event cards
- Tray 1b - power cards
- Tray 2a - unique power cards
- Tray 2b - other cards
- Tray 3a - explorers
- Tray 3b - invader cards
- Tray 4a - cities, towns
- Tray 4b - blight, fear markers, dahan
- Tray 5a - player pieces
- Tray 5b - beasts, wilds, disease, strife tokens
- Tray 6a, b - energy markers
- Tray 6c - scenario markers

