

Spirit Island Foamcore: everything in the original box

Excluded components

You'll be able to fit everything you need from the base game, the two expansions (Branch And Claw, Jagged Earth), and both promo packs, into the original box.

Some components are duplicated between the two expansions, so you can miss out the smaller Branch And Claw set: the Disease, Beasts, Strife, and Wilds tokens, and a few cards listed in the Jagged Earth rule book.

I've excluded Branch And Claw's Invader Board Extension. Jagged Earth doesn't provide an equivalent, so I don't think it's considered necessary. It was mostly used as a supply for the Disease, Beasts, Strife, and Wilds tokens, which are now in more convenient trays.

Game setup

All the components you'll need during the game are grouped in trays. The pieces that you only need during set-up are in a separate tray: that can go back in the box when the game begins.

Important foamcore note

Don't use foamcore for the base of each tray. Instead, print the last eight pages of this document onto card and use that for the tray bases.

Use 400gsm card; about 0.5mm thick.

The trays are still strong enough without a foamcore base, and we need the few millimetres of space that it saves us.

For everything else, use 5mm-thick foamcore.

Sleeved cards

I'm sorry, sleeved cards won't fit. Storage is so tight on this project!

Printing this document

When printing this document, be sure to select "Actual size", rather than "Fit" – otherwise your printer may scale the pages to fit your paper and then your foamcore won't match up.

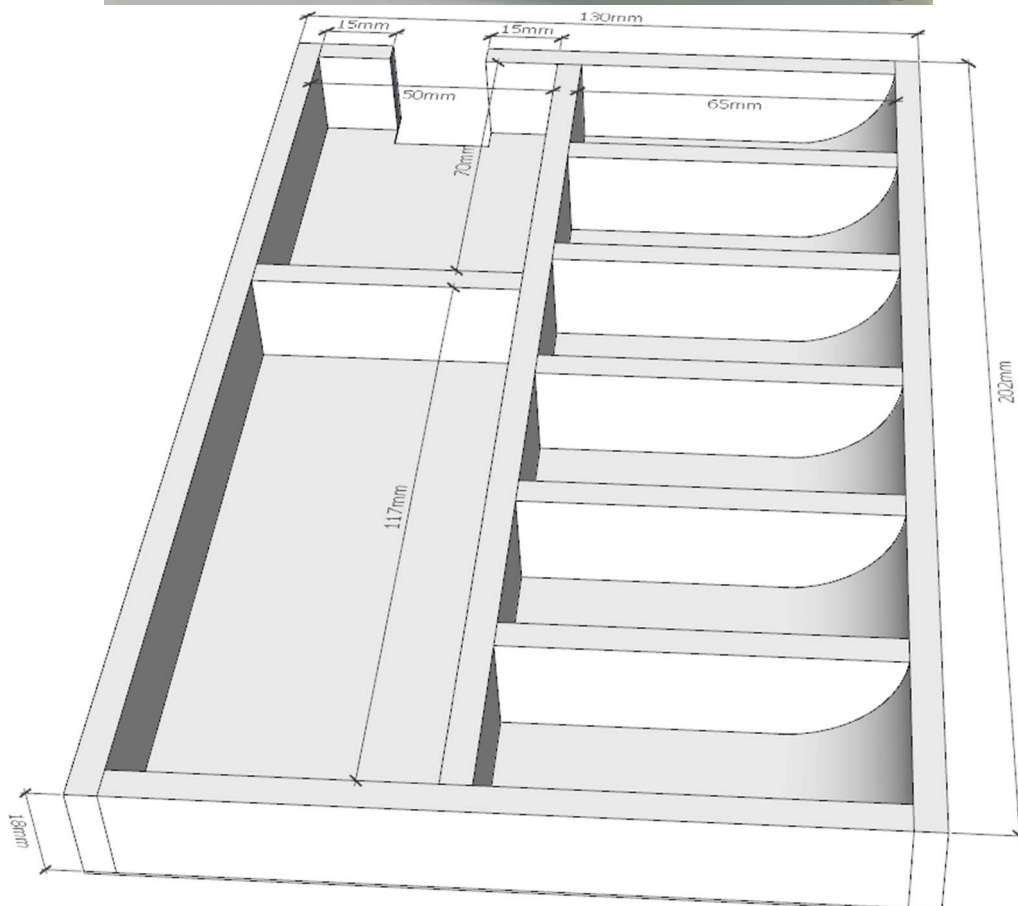
A note to printer companies

Although I claim copyright for the designs in this document, I grant everyone full permission to print all or any part of it. This document contains instructions for a board game craft project, and the latter pages are intended to be printed to aid this.

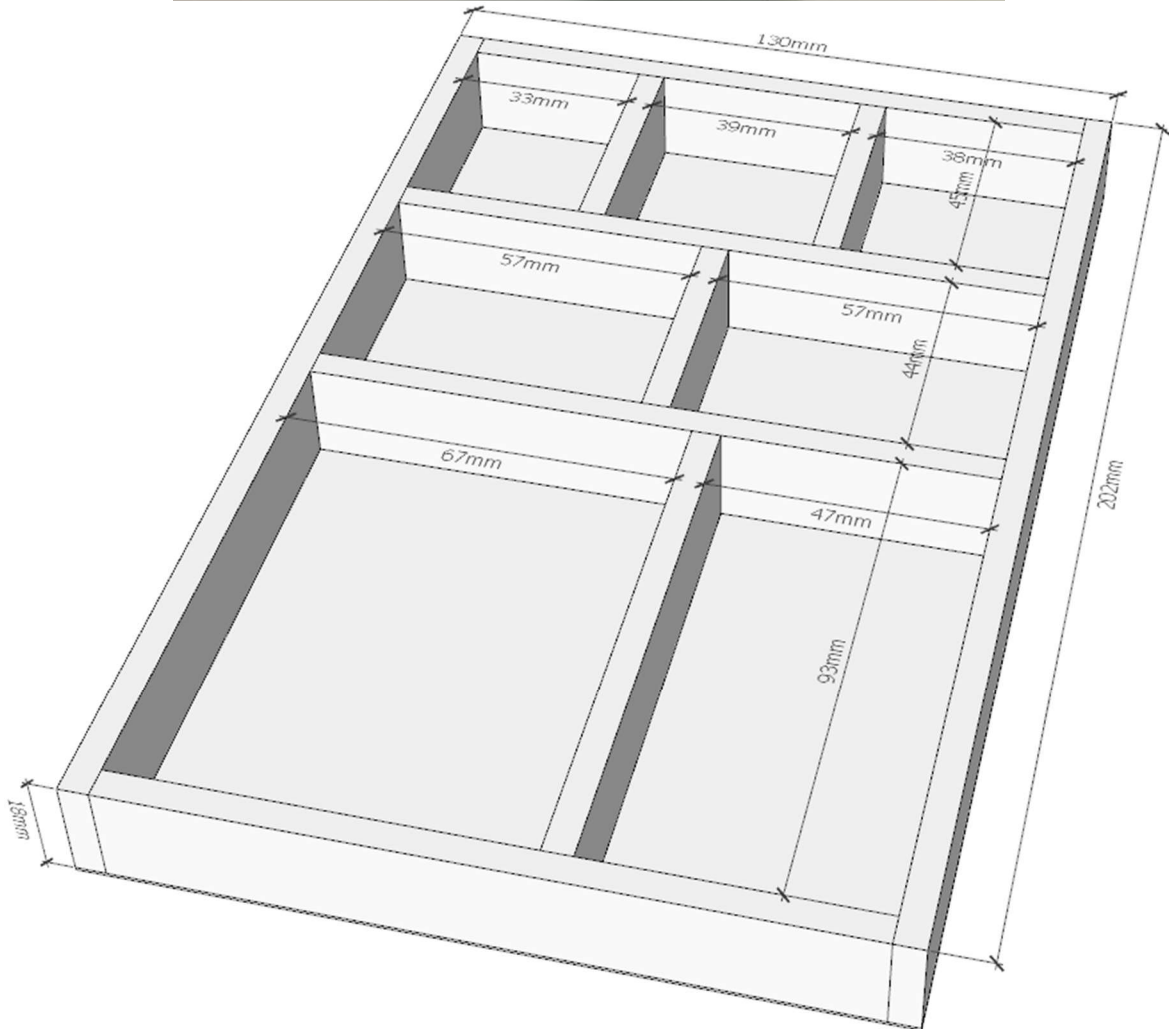
Player pieces, Invader cards, Fear tokens

These are pieces you'll get out at the beginning of the game and probably not need later.

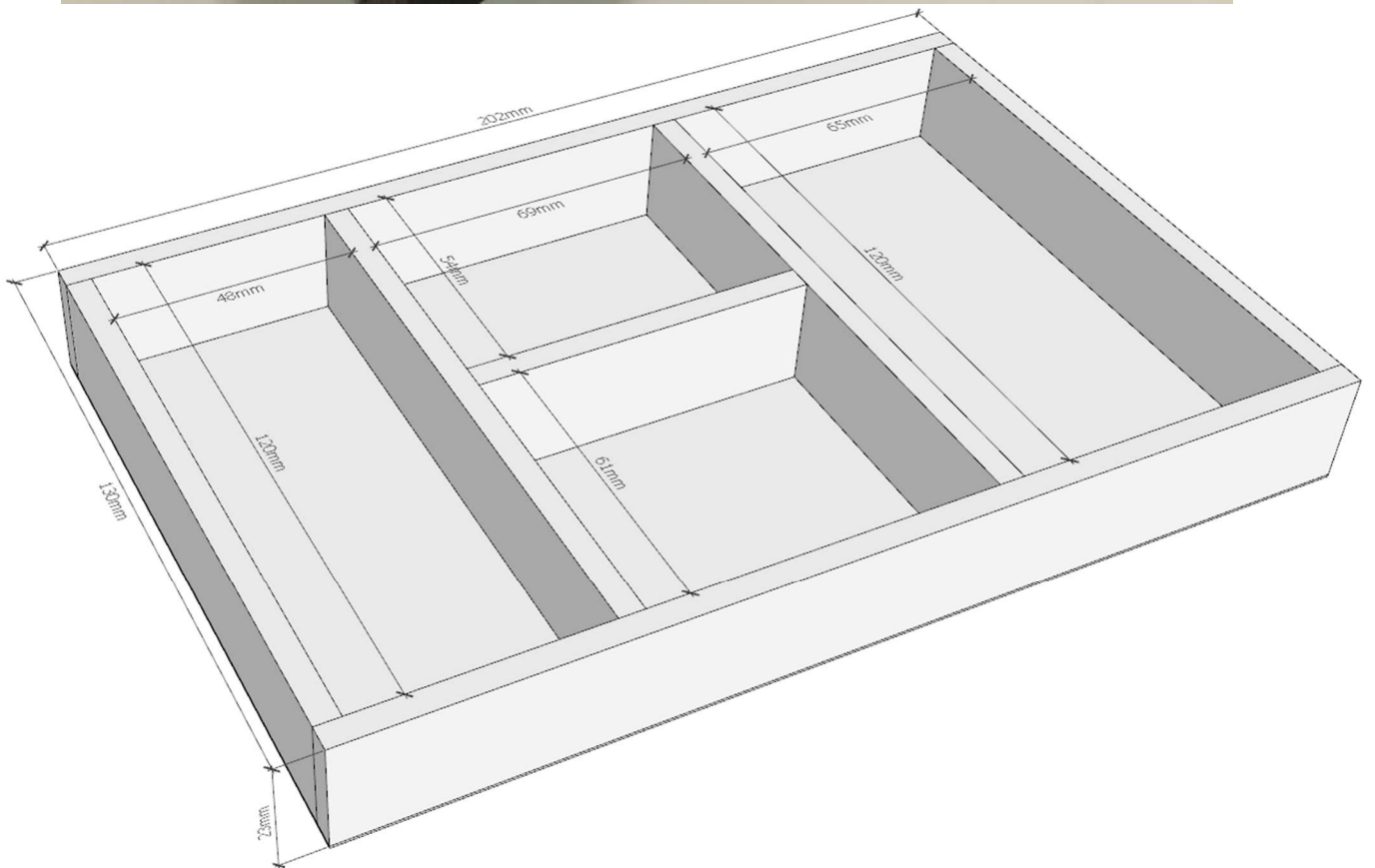
The Ongoing Effect reminder cards fit in with the Invader cards.



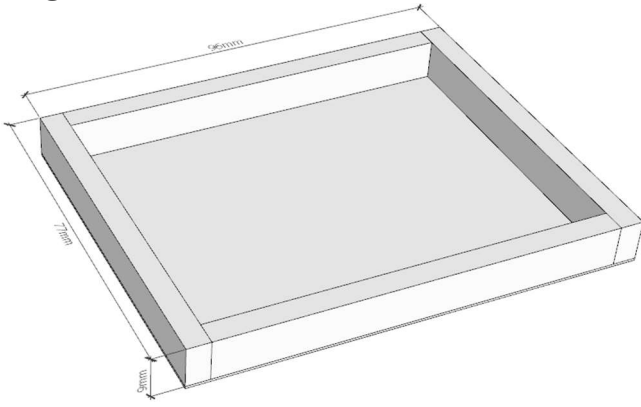
Cardboard tokens: Disease, Beasts, Strife, Wilds, Badlands, Energy, Elements



Humans: Invaders, Dahan

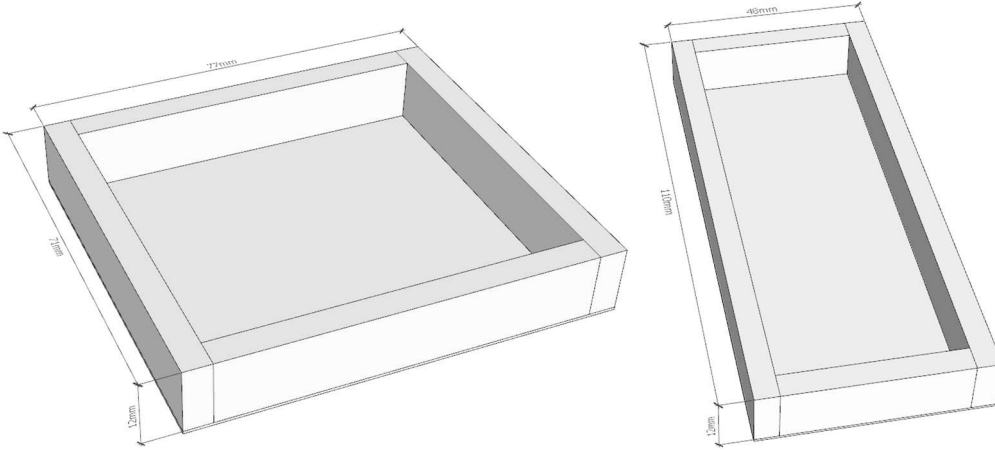


Blight tokens



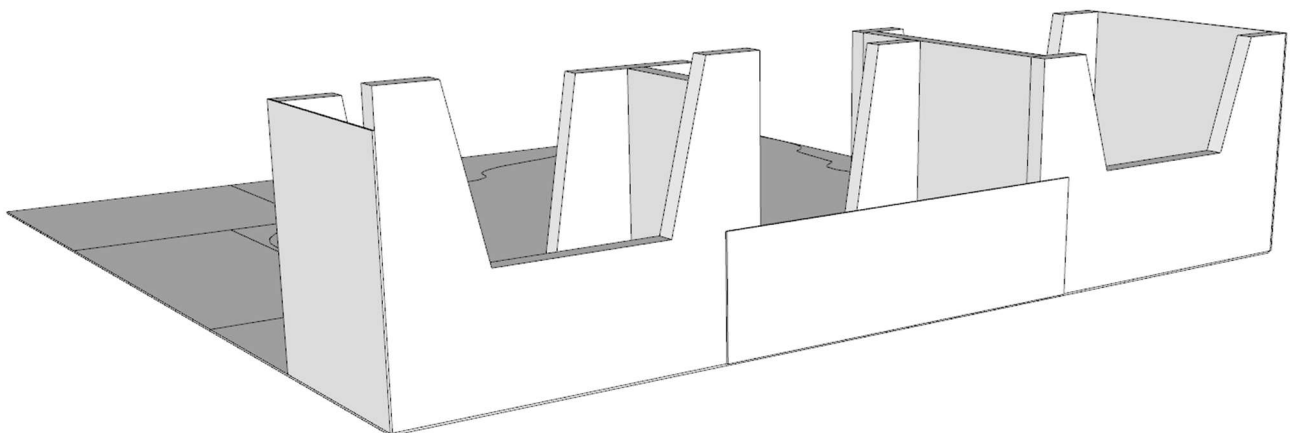
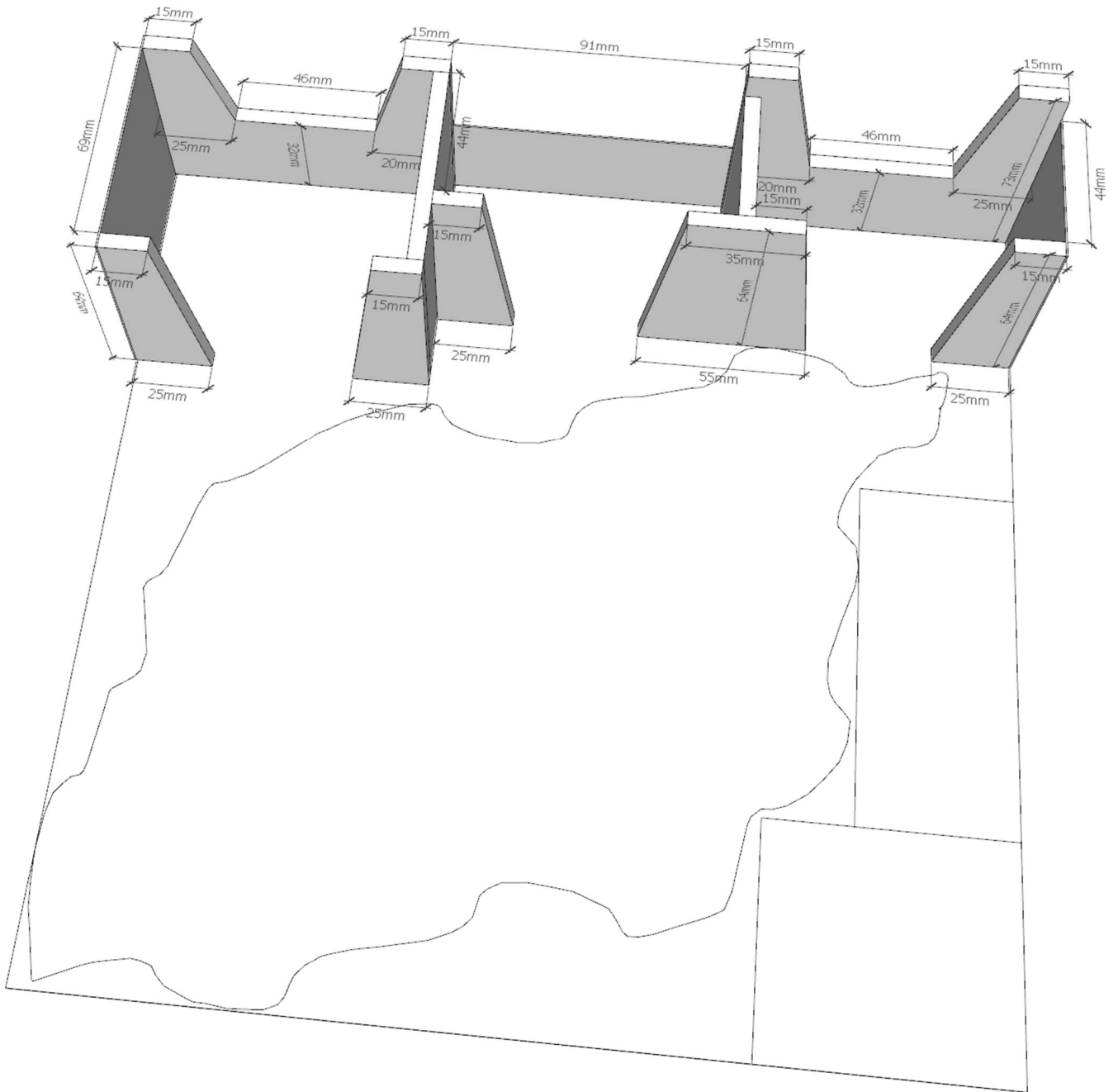
Scenario markers

There are two sets of scenario markers: one from each of the two expansions.



Box inlay

Glue the foamcore to the base card, which will line the base of the box. There's no need to glue anything to the box itself.



Packing it in the box

There's a video at <http://www.timjeanes.com/spiritisland> that may be clearer than these diagrams.

Put all the cards in their designated holders:

- Left: Major and Minor power cards; Blighted Island cards.
- Middle: Unique power cards; Aspect cards; Terror Level dividers; England's extra Build step.
- Right: Event cards; Fear cards, Player aid cards.

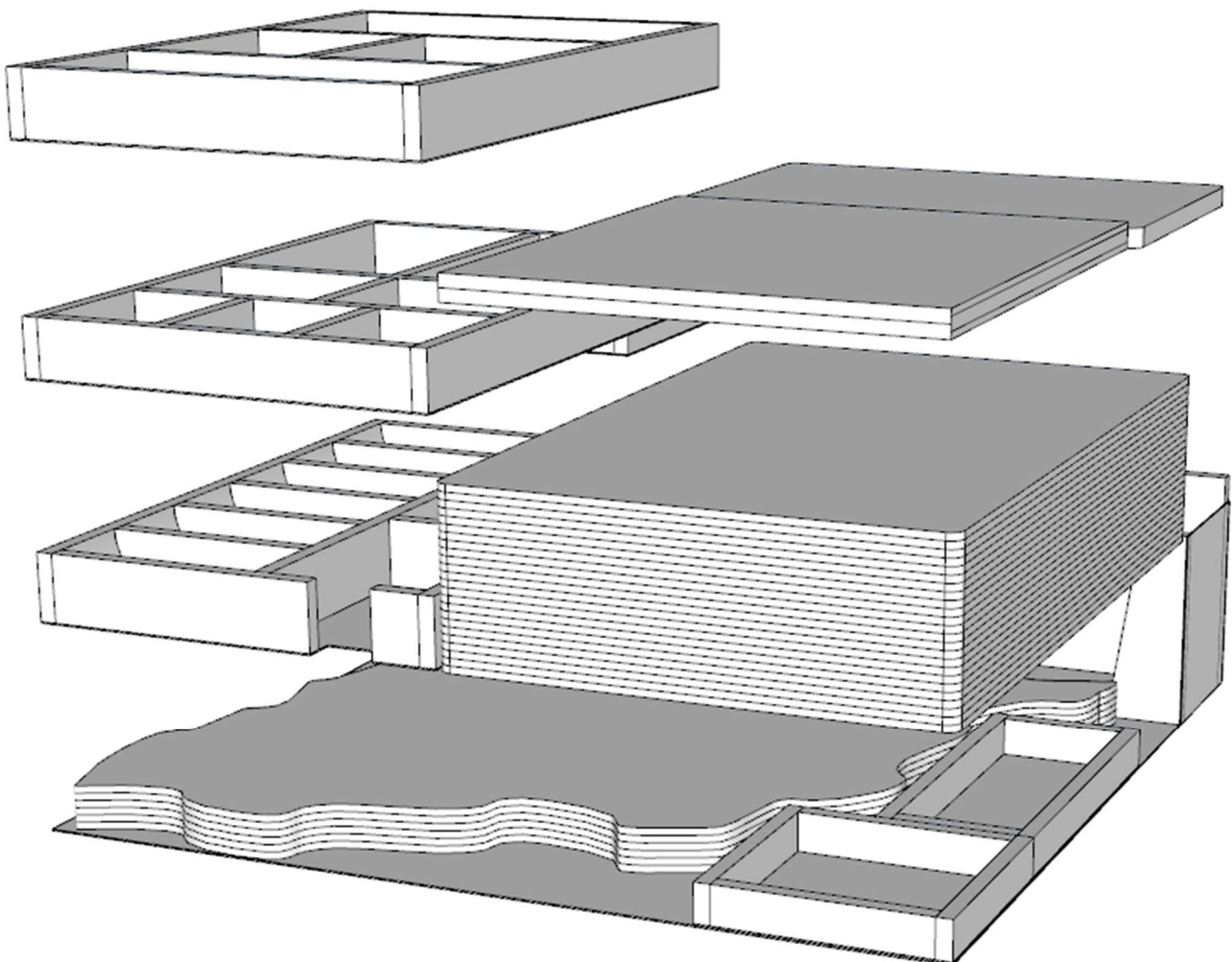
Put the map boards in the bottom of the box, matching the outline printed on the base. The Scenario Marker trays fit beside them.

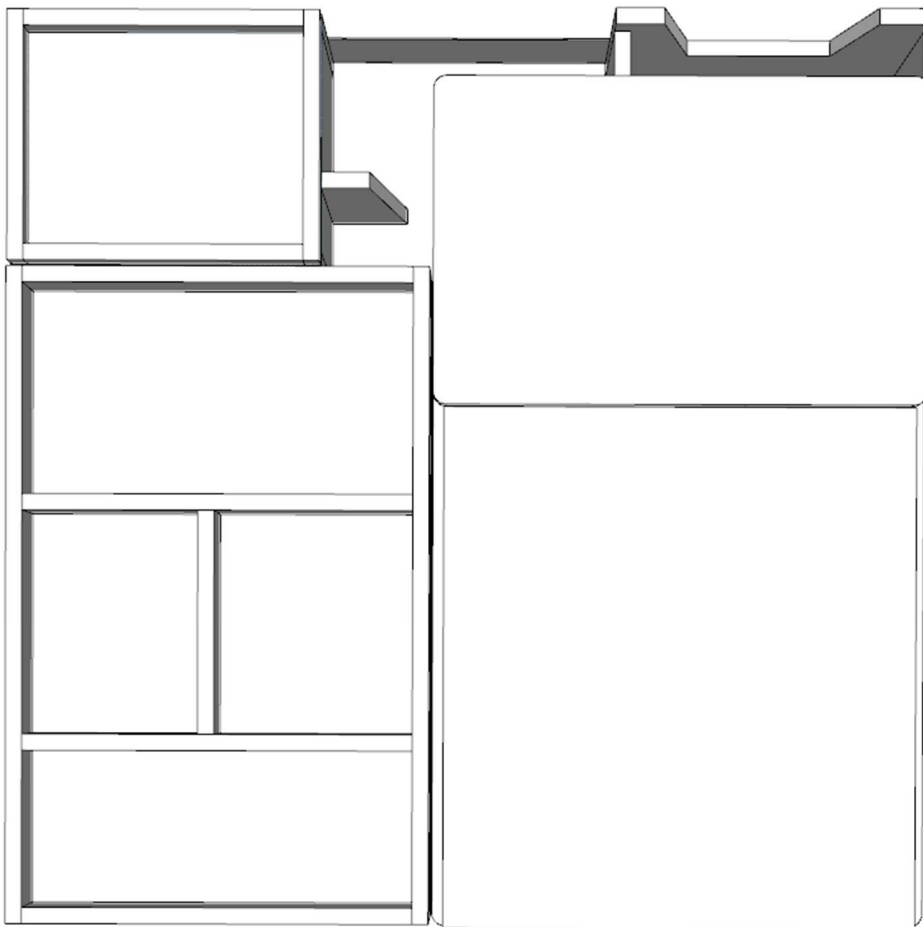
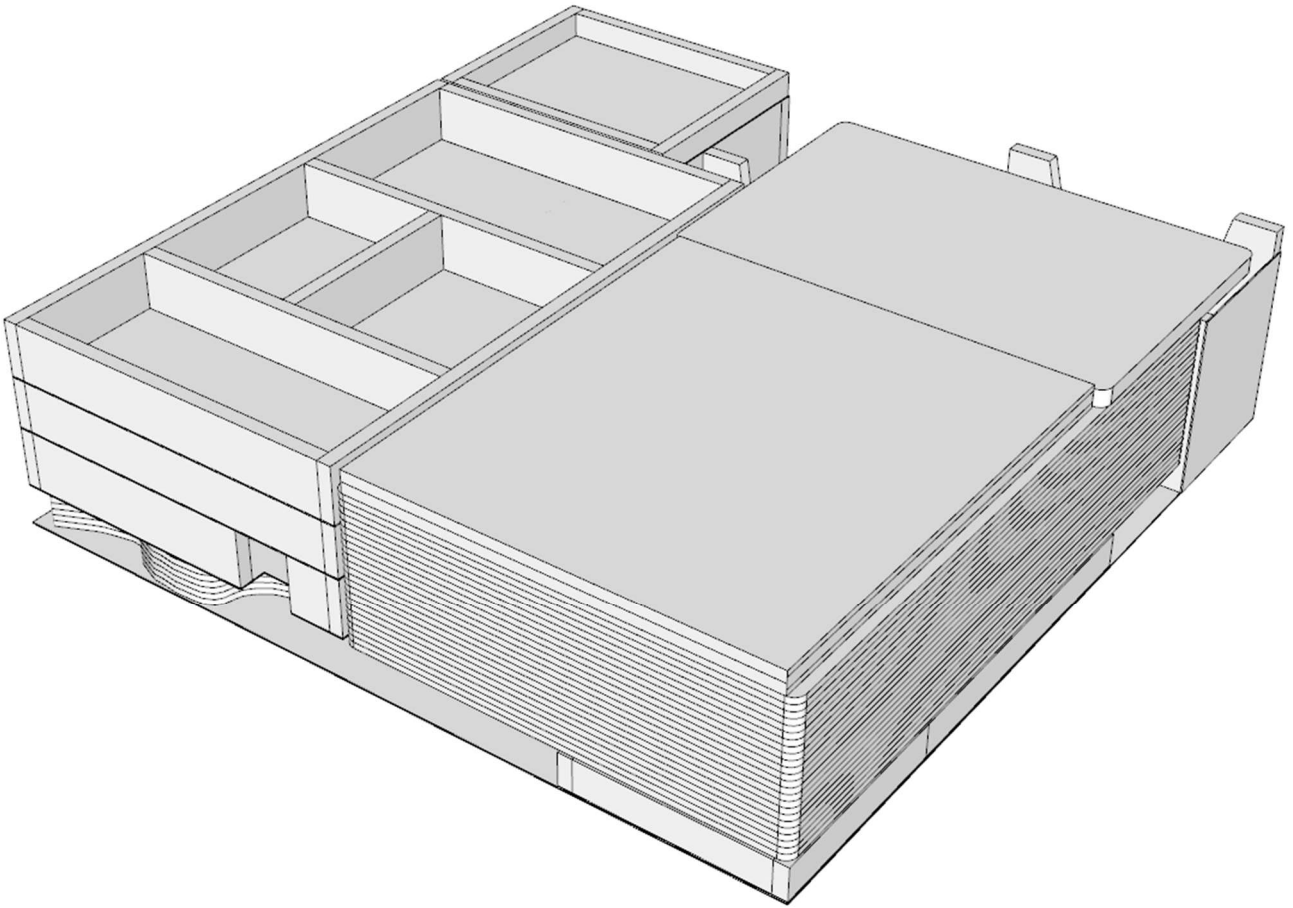
The trays of tokens stack to the left. The Spirit Panels stack to the right.

Put the folded Invader Board on top of the Spirit Panels, at the front of the box. The Adversary and Scenario boards go on top of the Spirit Panels, at the back. They will overlap the card holders. The Terror Level dividers and the England Build Board are taller than the cards, so ensure they're at the back.

Finally, the tray of Blight tokens will sit on top of the Major and Minor Power card holder.

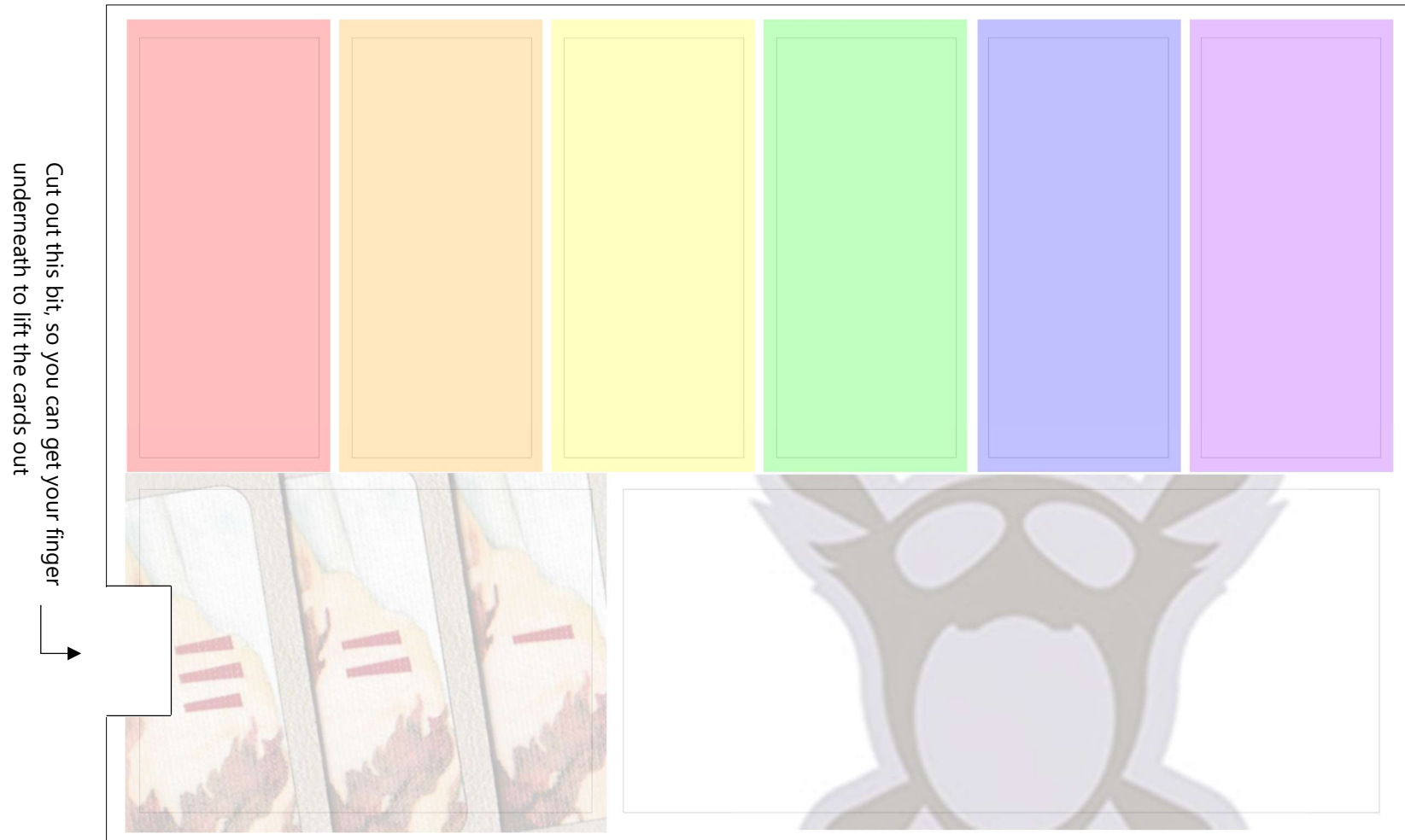
The rule books sit on top of everything.





Tray base: Player pieces, Invader cards, Fear tokens

Depth: 18mm

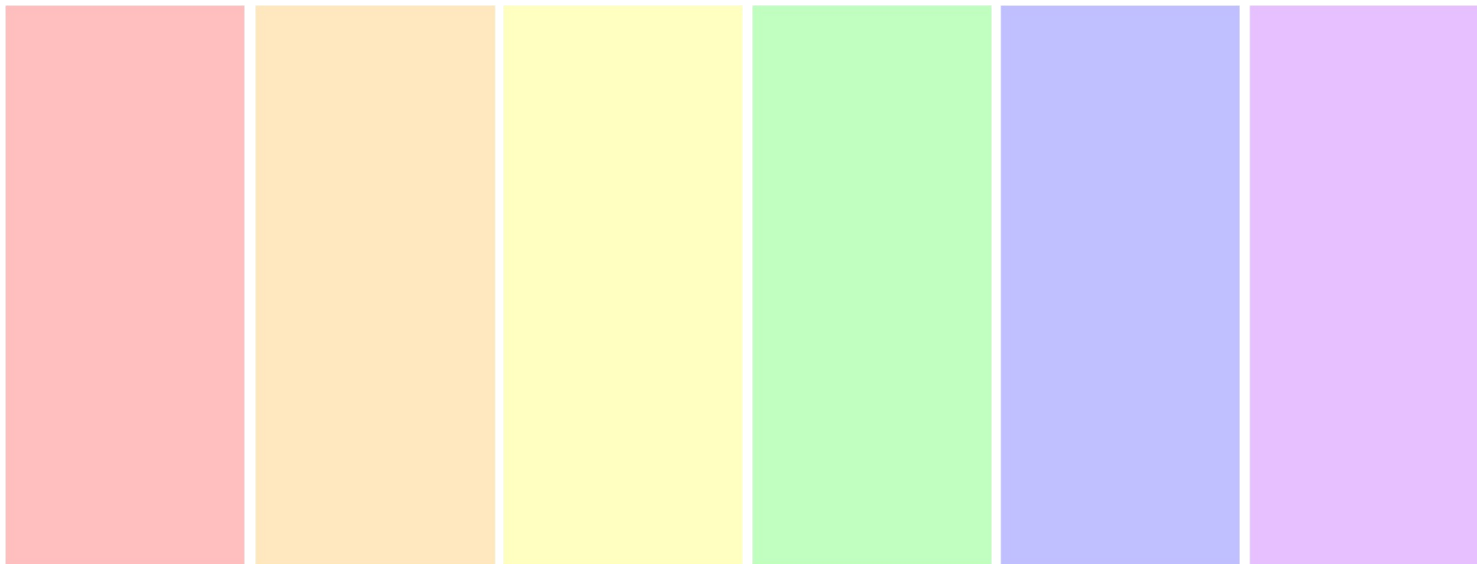


These strips line the compartments where the player pieces are kept. They're deliberately printed too wide; you'll have to trim each strip to exactly the right width.

Fit each strip so that it curves at one end, making it easier to take the pieces out: glue the strip flat to the base of the tray at the end of the compartment closest to where the Invader Cards and Fear Tokens go; then glue the other end vertically to the top of the tray wall.

Not clear? See the 3D image of this tray earlier in this document.

(If curving these strips is difficult, you can use thinner card.)



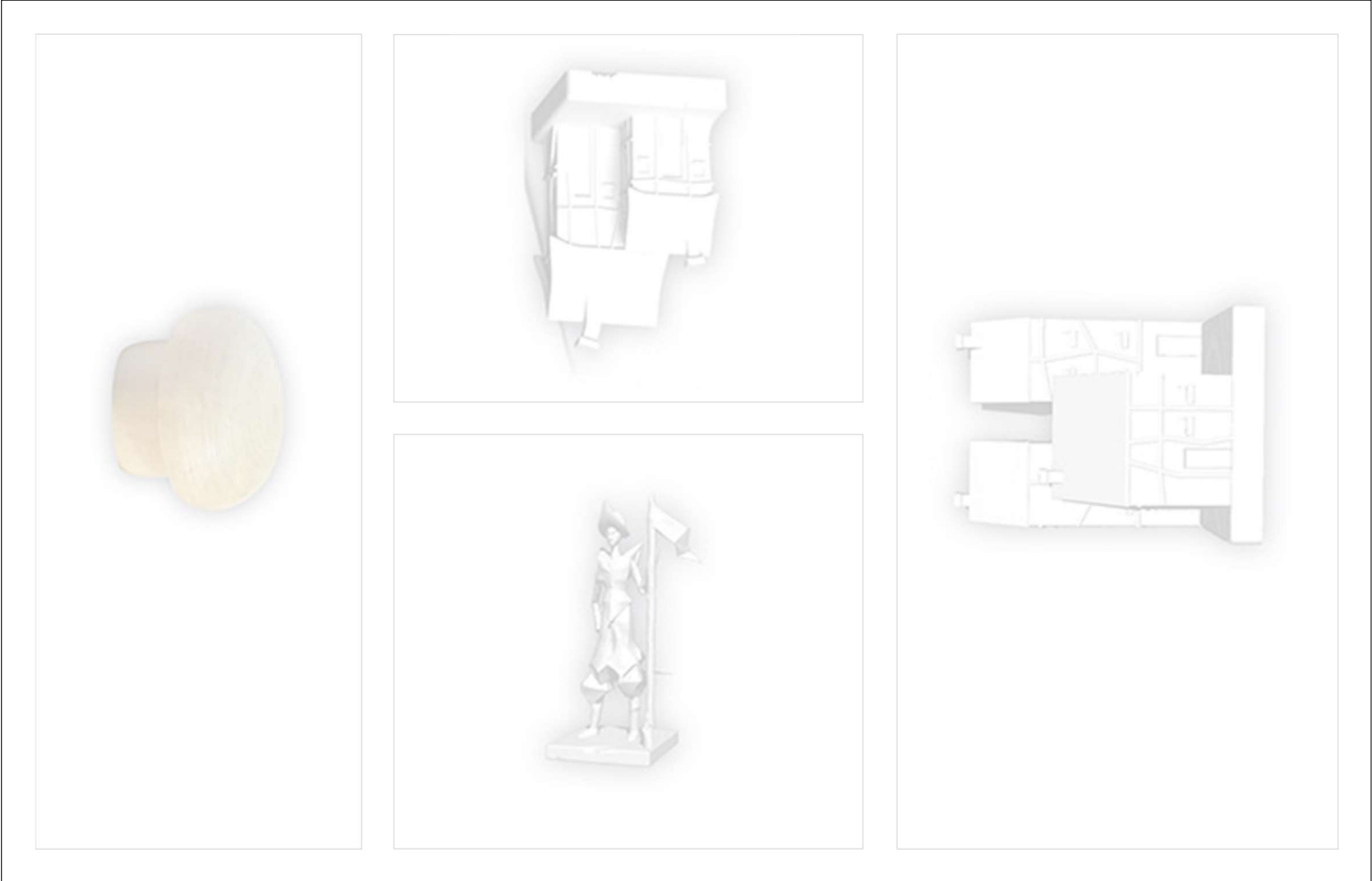
Cardboard tokens: Disease, Beasts, Strife, Wilds, Badlands, Energy, Elements

Depth: 18mm



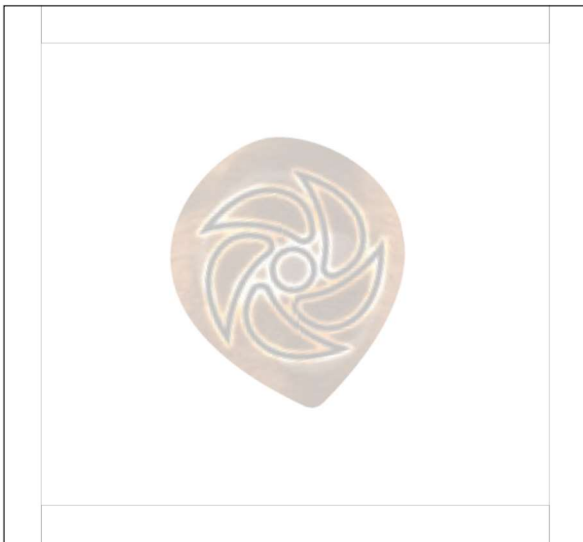
Humans: Invaders, Dahan

Depth: 23mm



Small component trays

Jagged Earth scenario marker tray:
depth 12mm



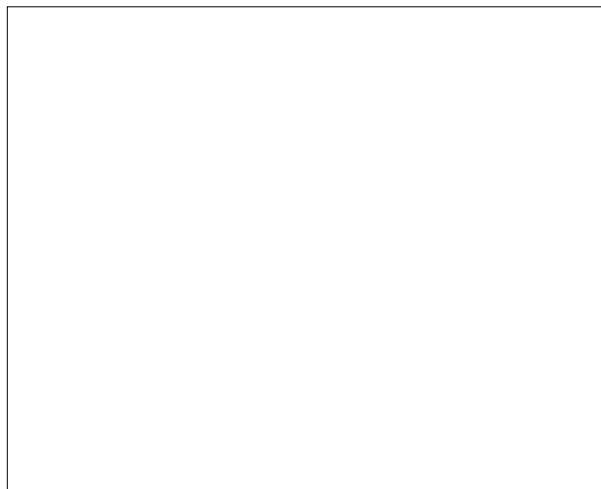
Branch And Claw scenario marker tray:
depth 12mm



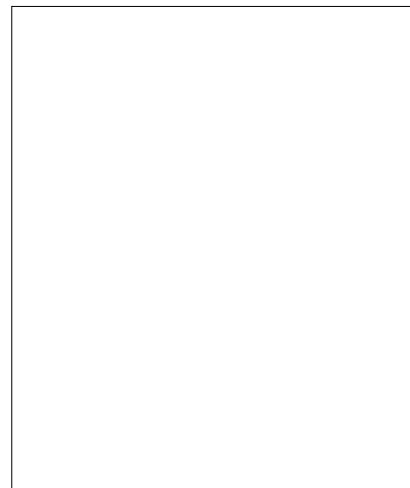
Blight tray:
depth 9mm



Box inlay reinforcers

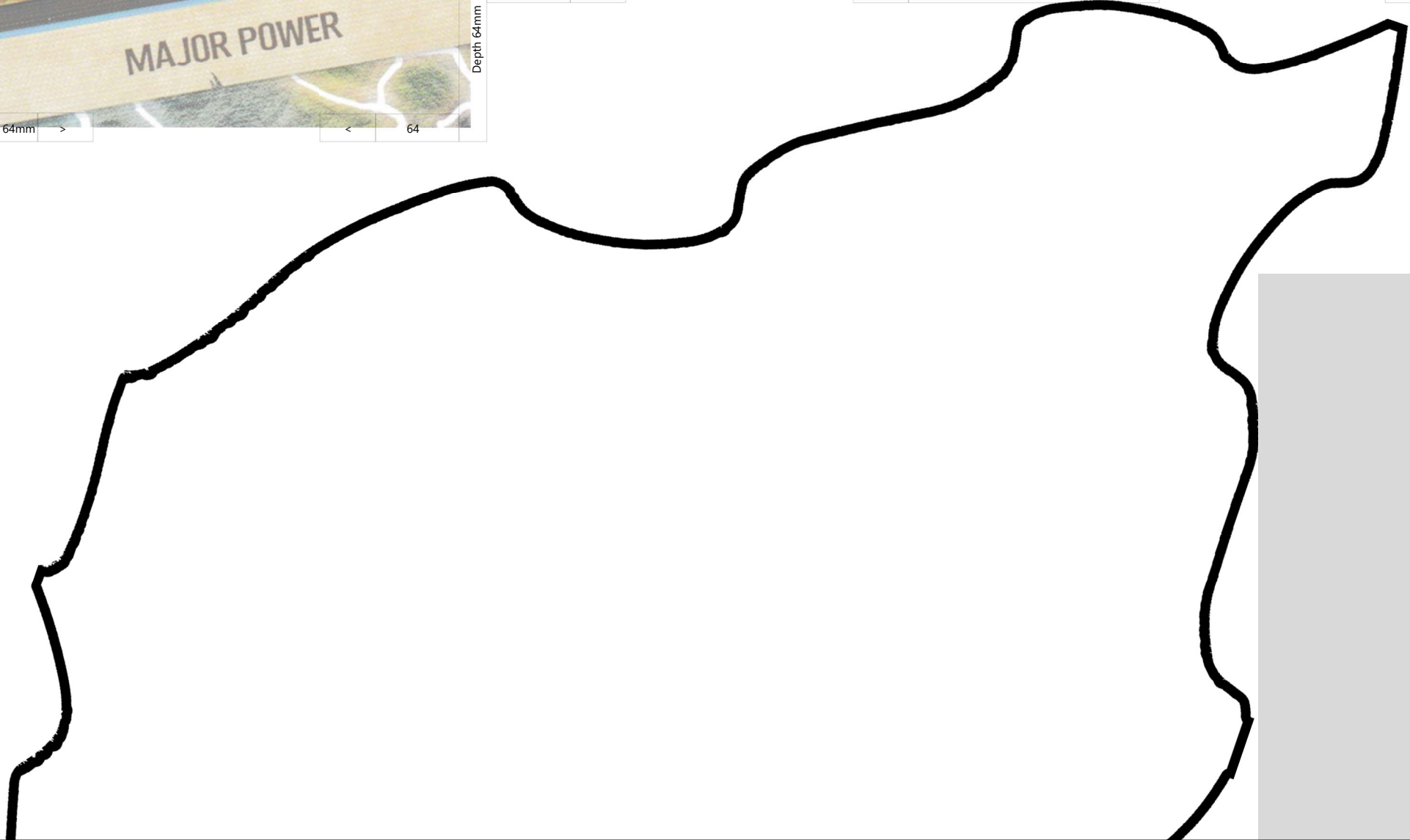


Glue these two rectangles to the ends of the left- and right-most card holders, providing strength and preventing the front supports from bending forwards.



This long rectangle makes a half-height (lower half) back to the Unique Powers card section. It adds strength and stops cards slipping behind the box inlay.

Glue it to the back of the foamcore on either side, as shown in the 3D image earlier in this document.



Trim off the top of this page and the bottom of the previous page, so that the map board outline fits together perfectly. Fix them together with a strip of tape on the underside.

(This doesn't need to be particularly strong – it just sits flat in the bottom of the box.)

