

FS-ANA insert compatible with Anachrony®, incl. Exosuit Commander Pack® expansion



Assembly Instructions

The package contains 6 sheets, three of them are identical to the other three.

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.

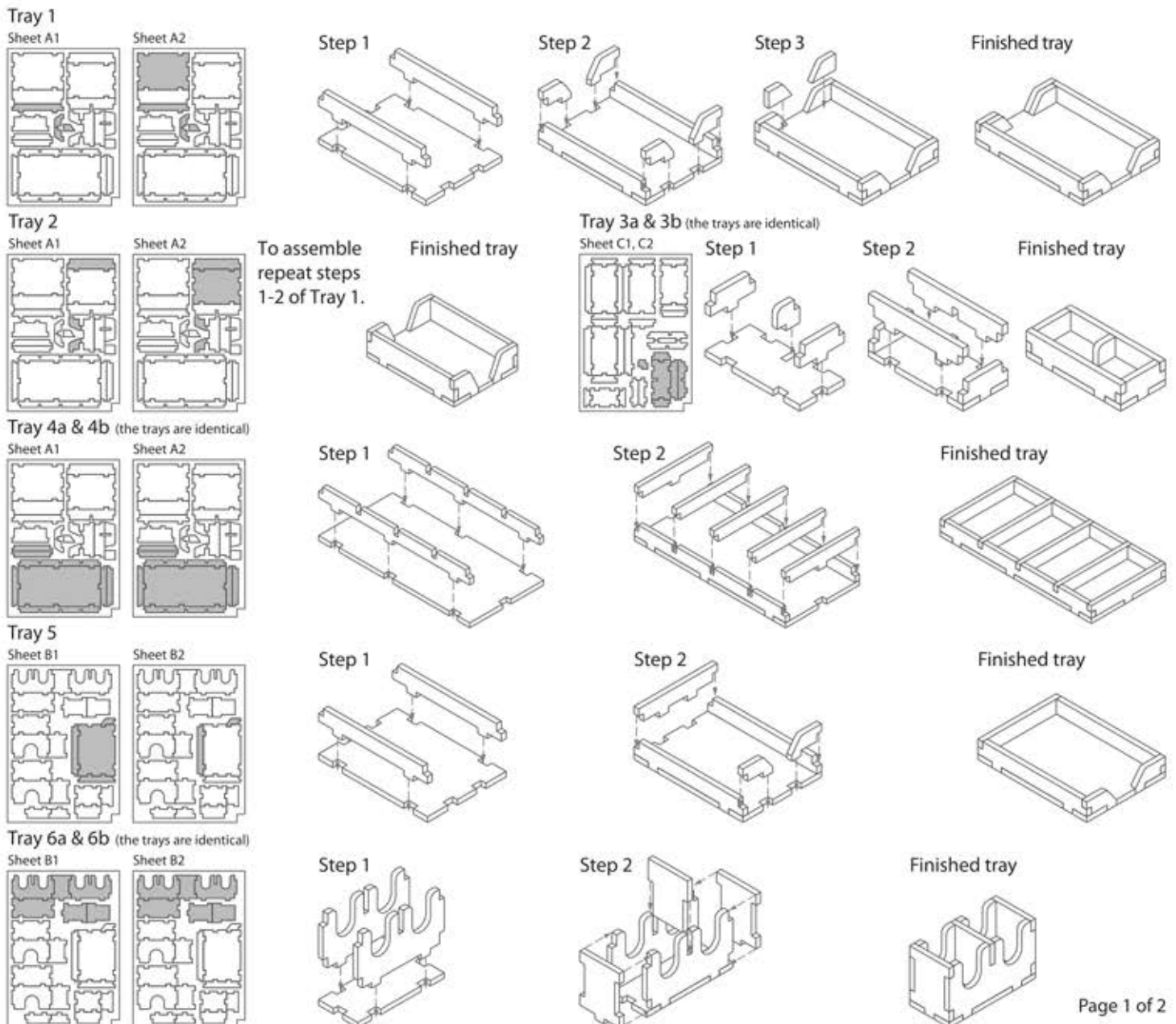
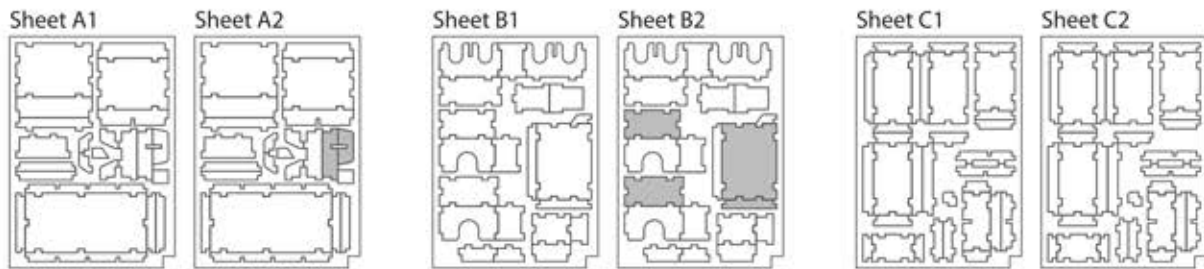
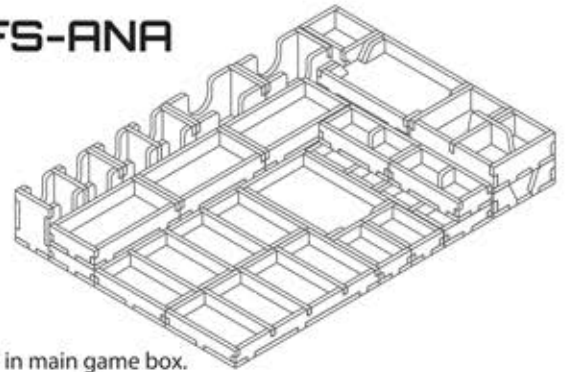
Ordinary PVA glue is required when assembling each tray.

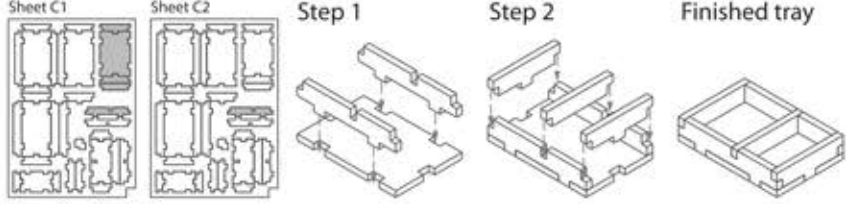
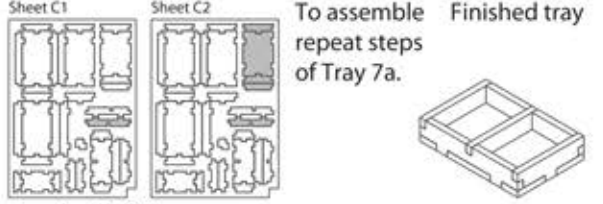
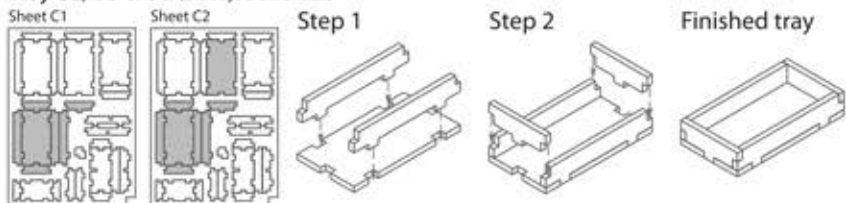
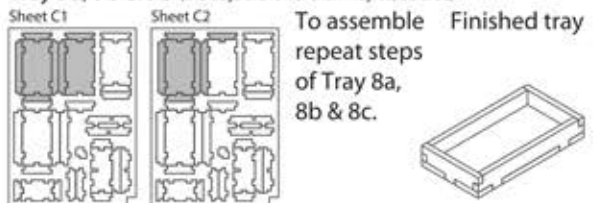
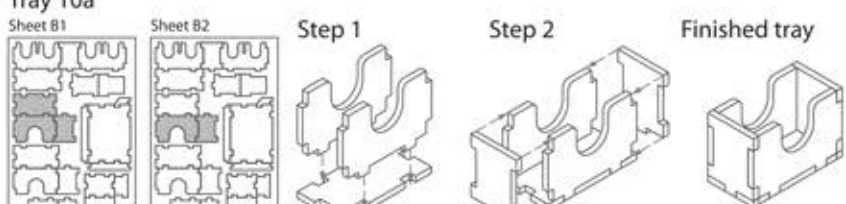
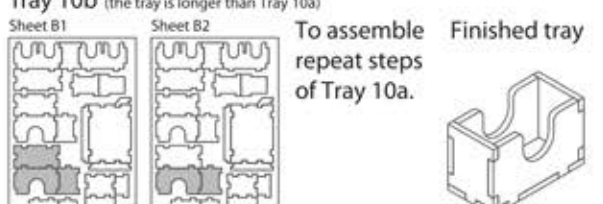
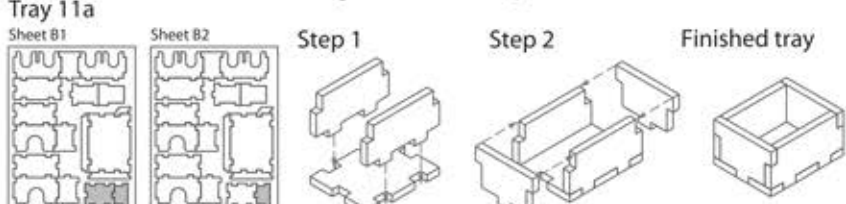
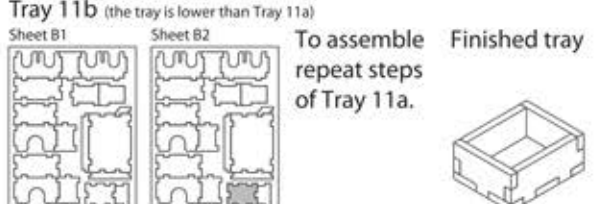
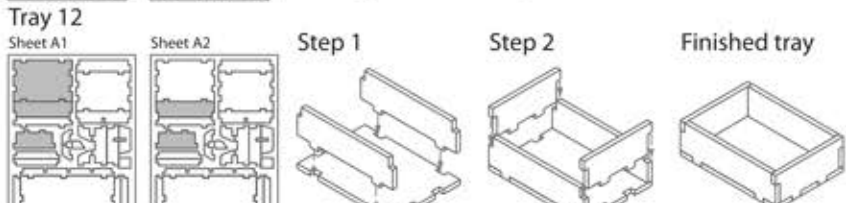
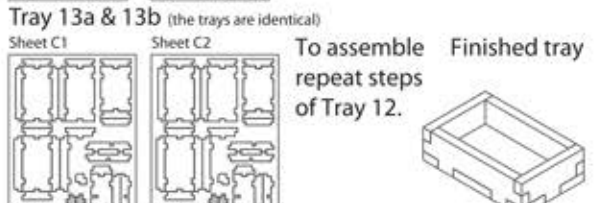
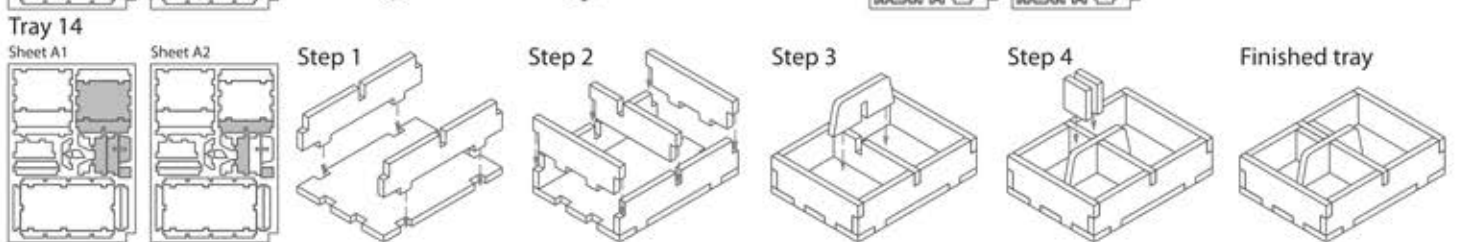
Please make sure you dry-assemble each tray correctly before gluing it together.

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

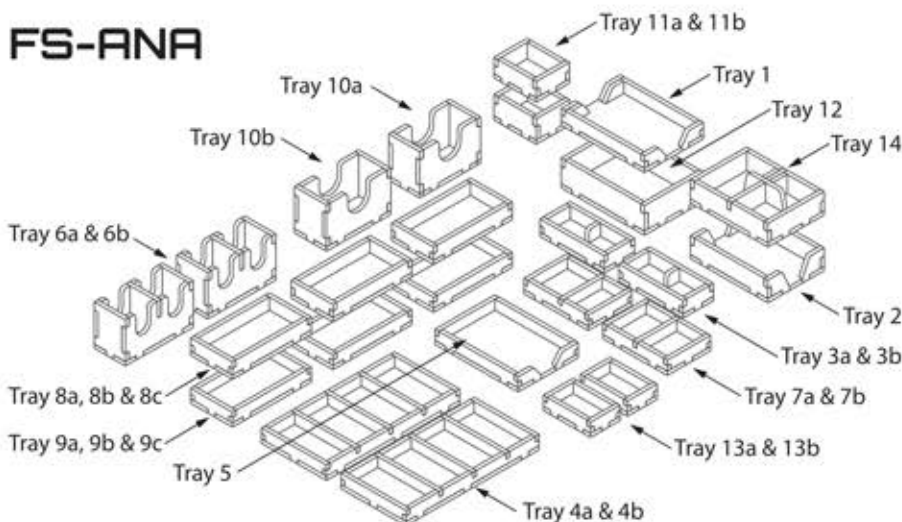
Note: Insert designed to fit on top of black exosuit miniatures plastic tray from expansion in main game box.

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<p>Tray 7a</p> <p>Sheet C1 Sheet C2</p> 	<p>Tray 7b (the tray is same size as Tray 7a, but with equal sized slots)</p> <p>Sheet C1 Sheet C2</p>  <p>To assemble repeat steps of Tray 7a.</p>
<p>Tray 8a, 8b & 8c (the trays are identical)</p> <p>Sheet C1 Sheet C2</p> 	<p>Tray 9a, 9b & 9c (the trays are lower than Tray 8a, 8b & 8c)</p> <p>Sheet C1 Sheet C2</p>  <p>To assemble repeat steps of Tray 8a, 8b & 8c.</p>
<p>Tray 10a</p> <p>Sheet B1 Sheet B2</p> 	<p>Tray 10b (the tray is longer than Tray 10a)</p> <p>Sheet B1 Sheet B2</p>  <p>To assemble repeat steps of Tray 10a.</p>
<p>Tray 11a</p> <p>Sheet B1 Sheet B2</p> 	<p>Tray 11b (the tray is lower than Tray 11a)</p> <p>Sheet B1 Sheet B2</p>  <p>To assemble repeat steps of Tray 11a.</p>
<p>Tray 12</p> <p>Sheet A1 Sheet A2</p> 	<p>Tray 13a & 13b (the trays are identical)</p> <p>Sheet C1 Sheet C2</p>  <p>To assemble repeat steps of Tray 12.</p>
<p>Tray 14</p> <p>Sheet A1 Sheet A2</p> 	

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Please check www.foldedspace.net to see insert in use.
Note: Insert fits on top of exosuit plastic miniature tray.

Tray legend:

- Tray 1 - doomsday module cards
- Tray 2 - adventure cards
- Tray 3a, b - breakthrough tiles
- Tray 4a - worker tiles
- Tray 4b - VP tiles, energy cores & breakthrough tiles
- Tray 5 - leader & player cards
- Tray 6a, b - building tiles
- Tray 7a, b - resource cubes
- Tray 8a, b, c - collapsed capital, chronobot & harmony
- Tray 9a, b, c - dominance, progress & salvation tiles
- Tray 10a, b - small cards & super-project tiles
- Tray 11a, b - water droplets & dice
- Tray 12 - timeline tiles
- Tray 13a, b - paradox & bases/other tiles
- Tray 14 - anomaly and hex unavailable tiles

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