FS-TAPEv2 Insert compatible with Tapestry®, including the Plans & Ploys®, Arts & Architecture®, and the third expansion

Assembly Instructions

The package contains 8 sheets: two double and four single sheets.

This insert has two variant layouts: Variant 1 is for the standard buildings as supplied in the game, and Variant 2 is for buildings with 3D printed bases added to them. Decide prior to assembly which variant you need and take care for Trays 4, 6, & 7.

Note that for this colour insert it is doubly important to dry build the trays before applying glue to ensure the walls are properly arranged as per the print design.

Ordinary PVA glue is required when assembling each tray.

Please check www.foldedspace.com for general assembly tips, and colour images of the assembled trays to see which wall pieces go where.
FS-TAPEv2 Insert compatible with Tapestry®, including the Plans & Ploys®, Arts & Architecture®, and the third expansion.
FS-TAPEv2 Insert compatible with Tapestry®, including the Plans & Ploys®, Arts & Architecture®, and the third expansion.
FS-TAPEv2 Insert compatible with Tapestry®, including the Plans & Ploys®, Arts & Architecture®, and the third expansion

Tray 11 (note that tray not needed for Variant 2)

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

Tray legend Variant 1

Tray 1a, b - inspiration tiles
Tray 2a, b, c, d - player pieces
Tray 3 - white player pieces
Tray 4v1 - treasury, barn and arts buildings
Tray 5 - stadium, stock market, monolith, com tower, library and bakery buildings
Tray 6v1 - castle, bird perch, windmill, bridge, villa, and game store buildings
Tray 7v1 - technology, military, exploration and science buildings
Tray 8 - territory and space tiles
Tray 9 - tapestry, tech and solo card decks
Tray 10 - landmark tokens, landmark cards, masterpiece cards and scoring overlay tile
Tray 11 - dice, skyscraper, urban farm, digital studio and tv station buildings

Tray legend Variant 2

As above except for:
Tray 4v2 - dice, and stadium & monolith buildings
Tray 6v2 - technology, military, exploration, science and arts buildings
Tray 7v2 - landmark and tech card buildings

Note: Trays 5 & 11 are not needed for Variant 2.

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