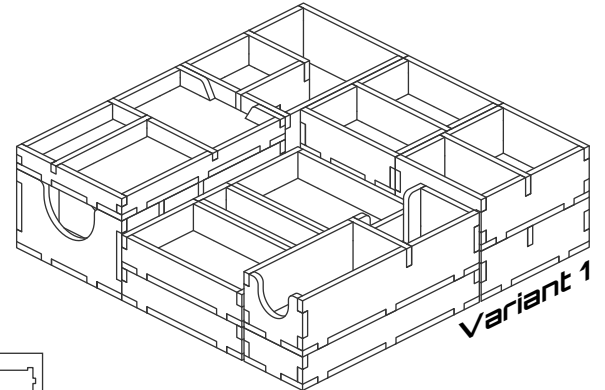


# FS-TAPEv2 Insert compatible with Tapestry®, including the Plans & Ploys®, Arts & Architecture®, and the third expansion

## Assembly Instructions



### FS-TAPEv2



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

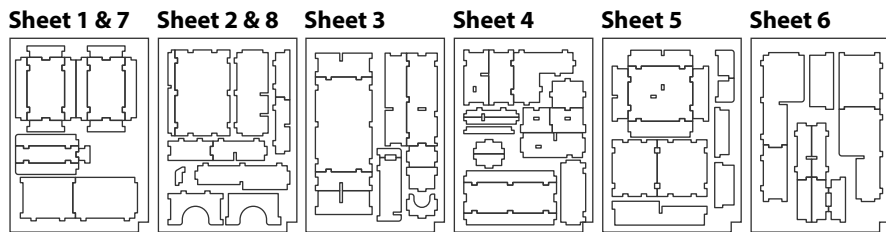
This insert has two variant layouts: Variant 1 is for the standard buildings as supplied in the game, and Variant 2 is for buildings with 3D printed bases added to them.

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](http://www.foldedspace.com) for general assembly tips, and colour images of the assembled trays to see which wall pieces go where.



#### Tray 1a, 1b

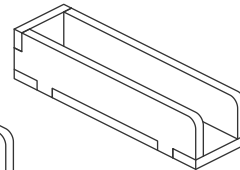
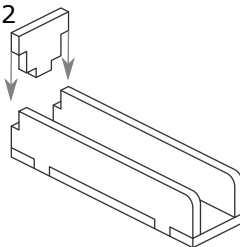
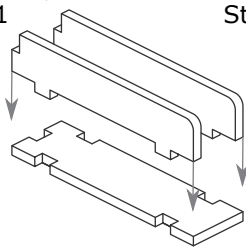
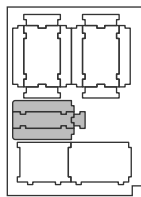
Sheet 1 & 7

(the trays are identical)

Step 1

Step 2

Finished tray



#### Tray 2a, 2b, 2c, 2d

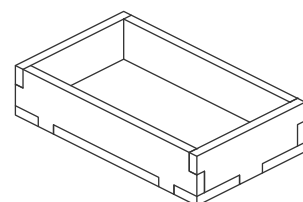
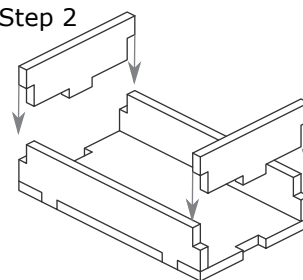
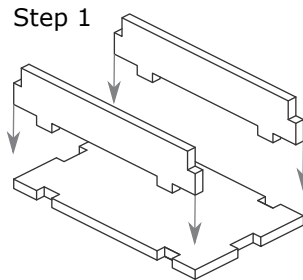
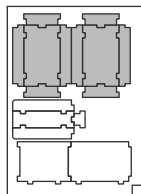
(the trays are identical)

Sheet 1 & 7

Step 1

Step 2

Finished tray



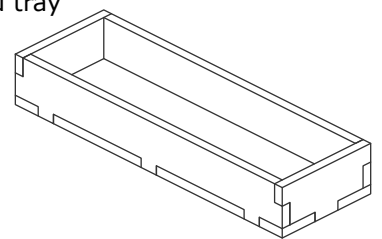
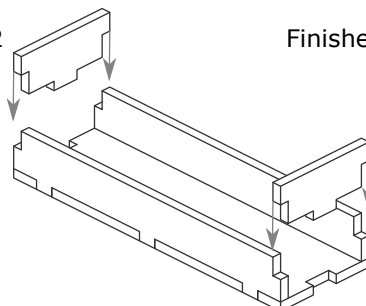
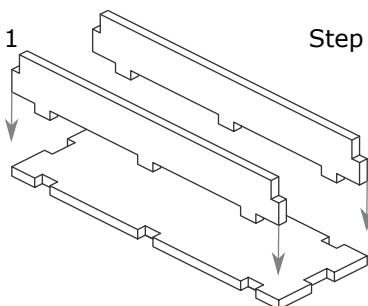
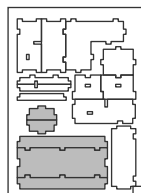
#### Tray 3

Sheet 4

Step 1

Step 2

Finished tray



#### Tray 4v1, for Variant 1

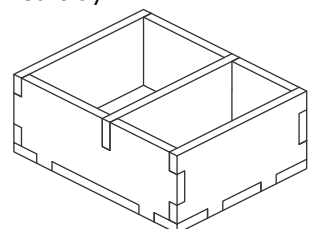
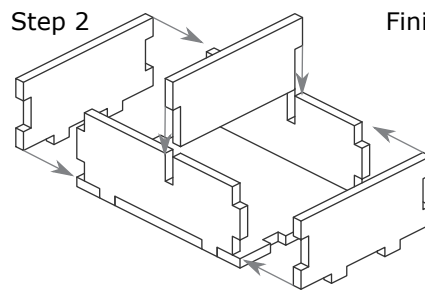
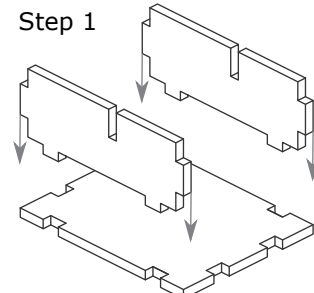
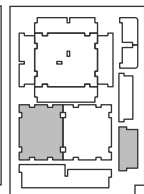
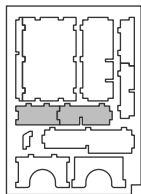
Sheet 2 & 8

Sheet 5

Step 1

Step 2

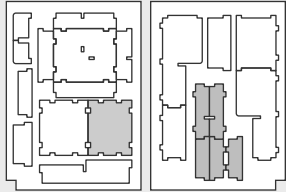
Finished tray



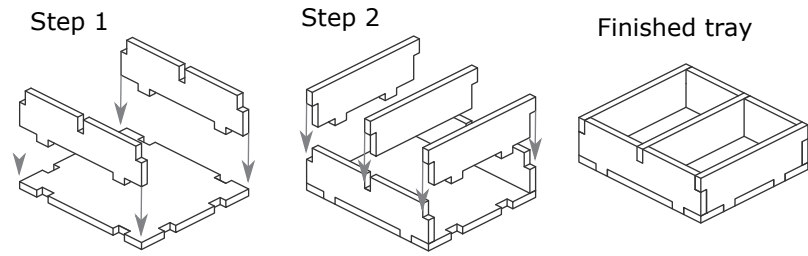
# FS-TAPEv2 Insert compatible with Tapestry<sup>®</sup>, including the Plans & Ploys<sup>®</sup>, Arts & Architecture<sup>®</sup>, and the third expansion



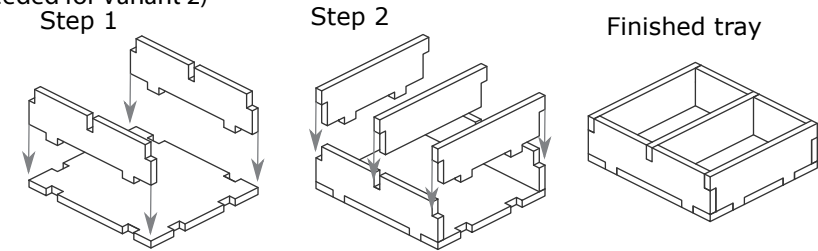
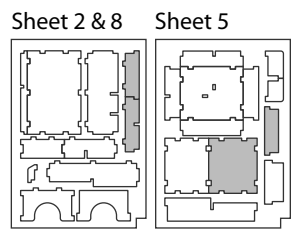
**Tray 4v2, for Variant 2**  
Sheet 5 Back Sheet 6



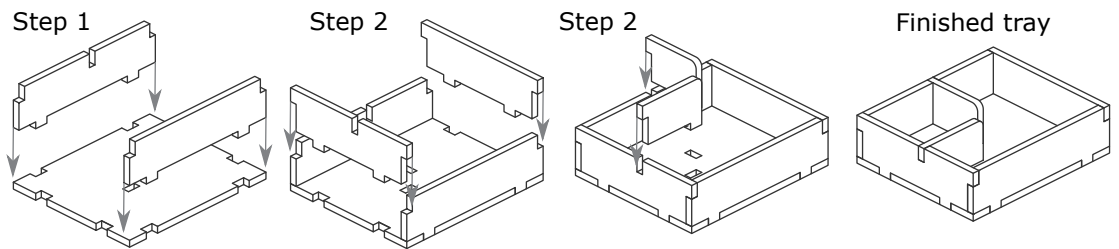
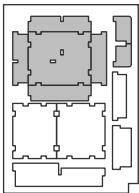
Note: flip Sheet 5 over and use the back of this base marked with ●



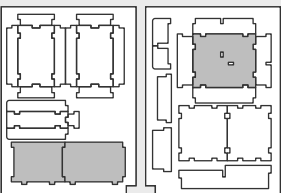
**Tray 5 (note that tray not needed for Variant 2)**



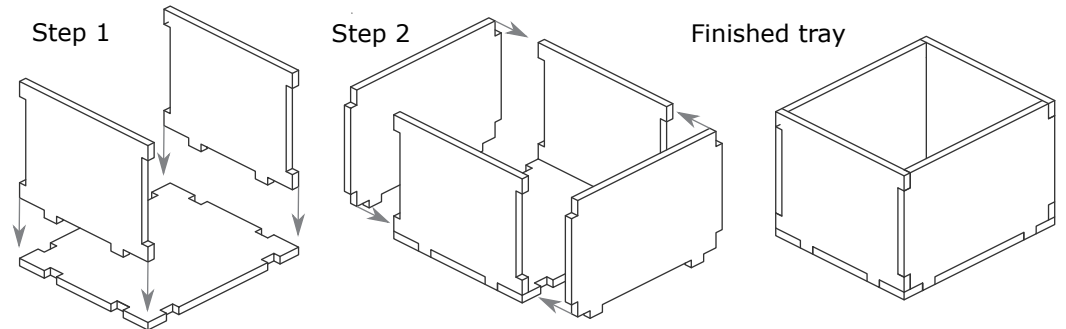
**Tray 6v1, for Variant 1**  
Sheet 5



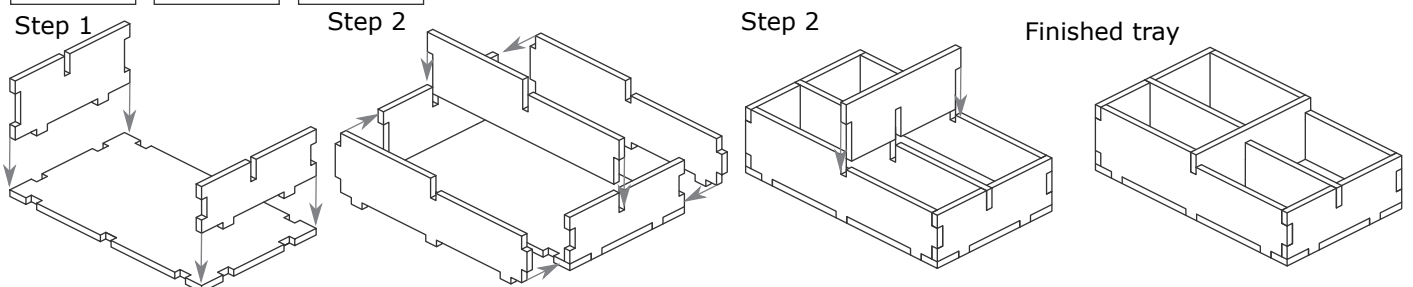
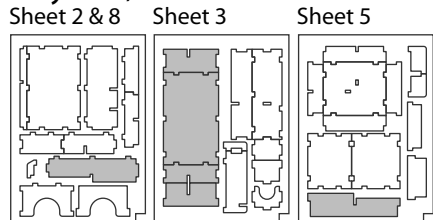
**Tray 6v2, for Variant 2**  
Sheet 1 & 7 Sheet 5 Back



Note: flip Sheet 5 over and use the back of this base marked with ●



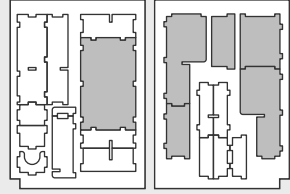
**Tray 7v1, for Variant 1**



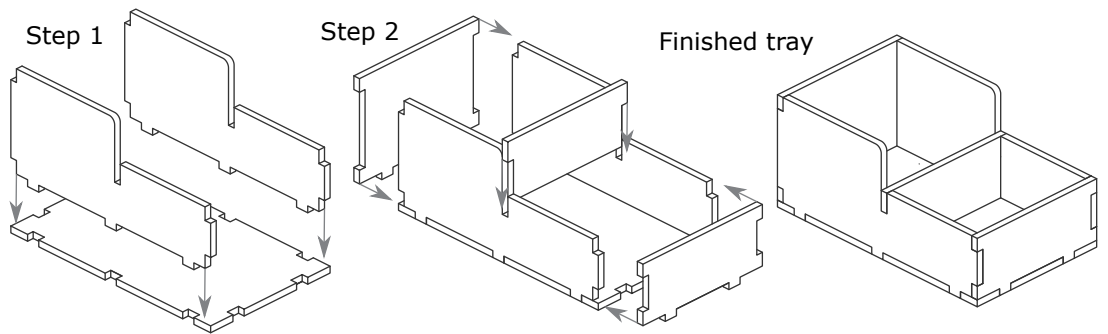
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## Tray 7v2, for Variant 2 Sheet 3 Back Sheet 6

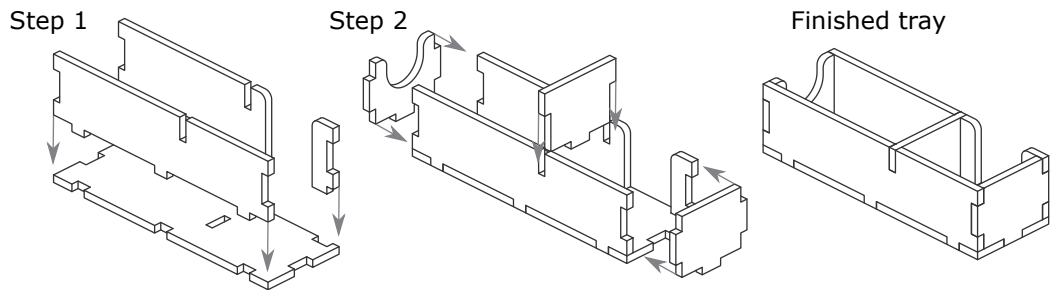
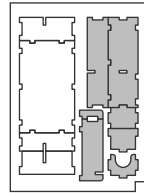


Note: flip Sheet 3 over and use the back of this base marked with ●



## Tray 8

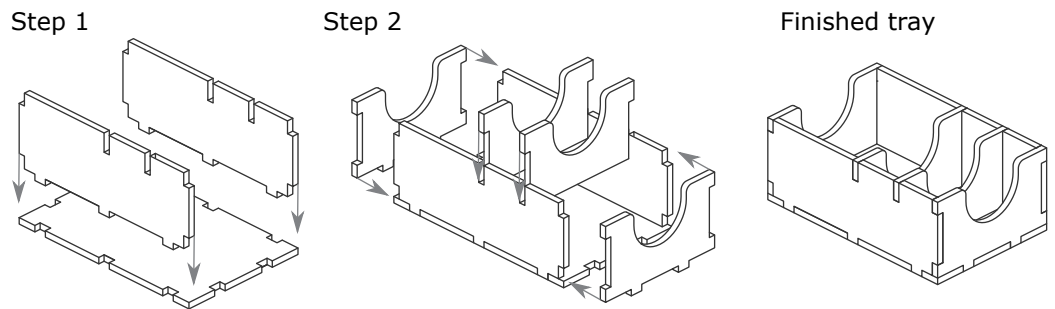
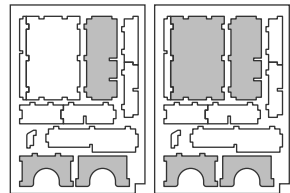
Sheet 3



## Tray 9

Sheet 2

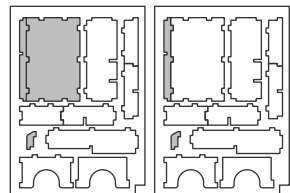
Sheet 8



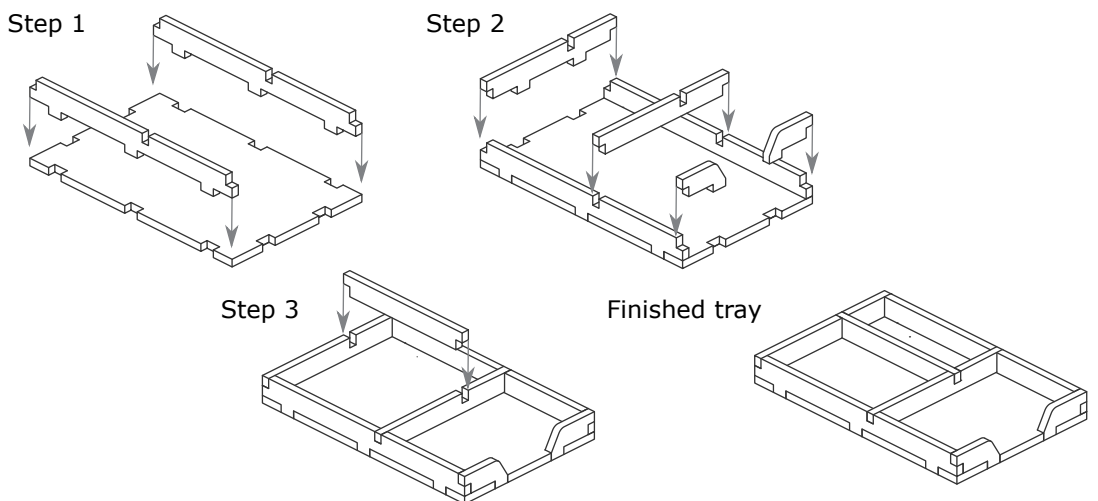
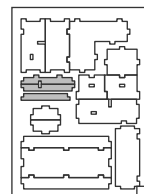
## Tray 10

Sheet 2

Sheet 8



Sheet 4

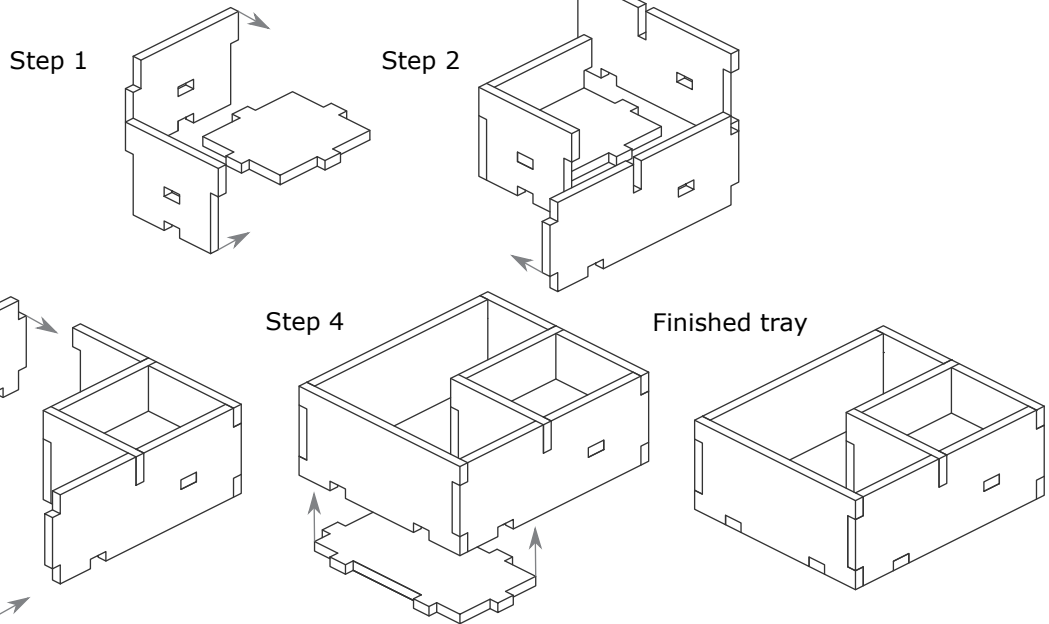
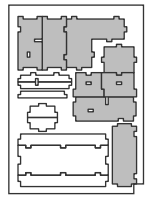


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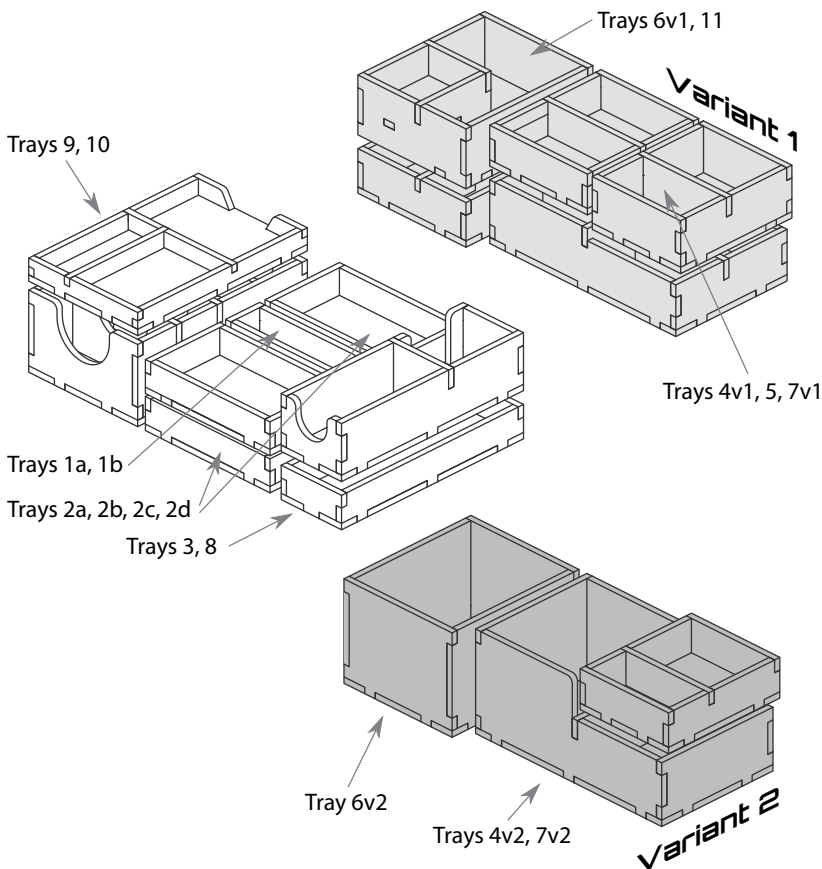


## Tray 11 (note that tray not needed for Variant 2)

Sheet 4



## FS-TAPEv2



Please check [www.foldedspace.com](http://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.