## **FS-BARR** insert compatible with Barrage®, including The Leeghwater Project<sup>®</sup> expansion

# Assembly Instructions

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

The parts marked in sheet C2 are to be discarded.

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

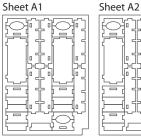
Ordinary PVA glue is required when assembling each tray.

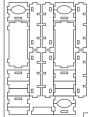
Please make sure you dry-assemble each tray correctly before gluing it together.

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

The game and expansion contain a lot of boards and large tiles, please check our website for details as to how to pack them on top of the insert trays.

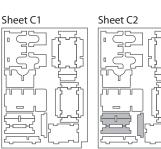
Sheet B1



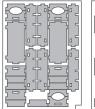




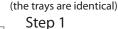


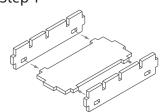


Tray 1a, 1b, 1c, 1d, 1e & 1f (the trays are identical) Sheet B1, B2 Sheet A1, A2

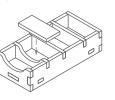






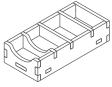


Step 4



**Finished tray** 

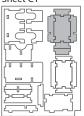
Step 2



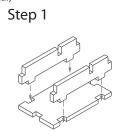
#### Tray 2a, 2b, 2c, 2d, 2e & 2f (the trays are identical)



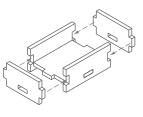
Tray 3a & 3b (the trays are identical) Sheet C1 Sheet C2



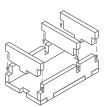




Step 2



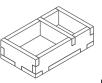
Step 2



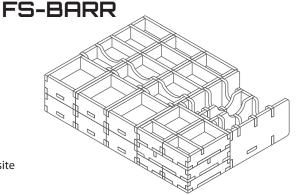












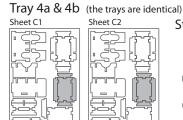
Step 3

#### FS-BARR insert compatible with Barrage®,

including The Leeghwater Project® expansion

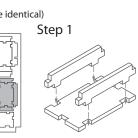
Sheet C1, C2

Sheet C2



Tray 5 Sheet B1, B2

Tray 6 Sheet C1



Step 1

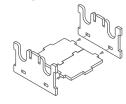
Step 4

Step 1

Step 4

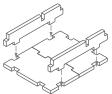


Step 2



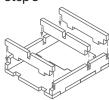
Step 5

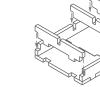
Step 2



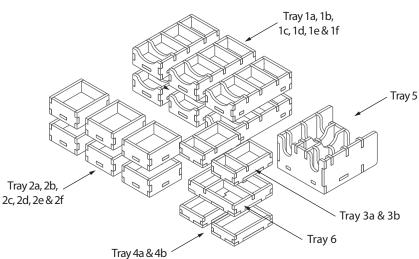
**Finished tray** 

Step 3





**FS-BARR** 



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

### Tray legend:

Tray 1a, b, c, d, e - player bases, elevations, conduits, and powerhouses Tray 1f - neutral pieces, bonus tiles, architect meeple, 2 x special tech tiles, and water drops Tray 2a, b, c, d, e - other player pieces, including basic technology tiles Tray 2f - advanced technology tiles Tray 3a, b - excavators and concrete mixers Tray 4a, b - objective and headstream tiles Tray 5 - contract, external work, starting setup, and automa tiles Tray 6 - credit tokens





**Finished tray** 

Step 3

**Finished tray**