FS-REVIVE Insert compatible with Revive® including the Call of the Abyss® expansion



Assembly Instructions

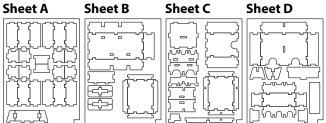
The package contains four sheets: 4 single sheets.

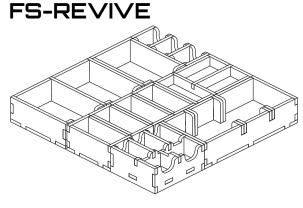
After assembly the trays are put in up to two layers in the original game box.

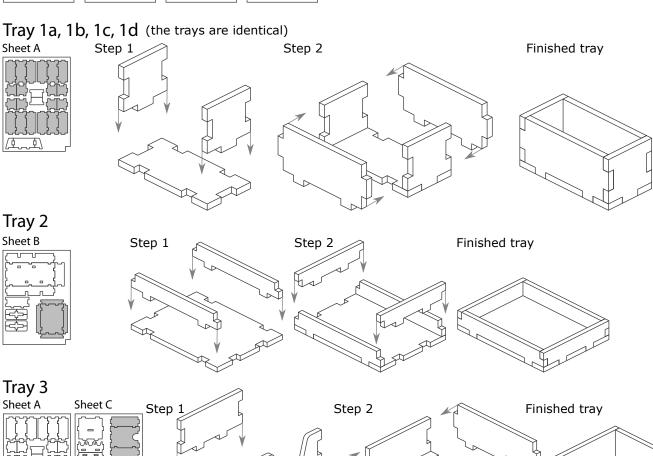
Ordinary PVA glue is required when assembling each tray.

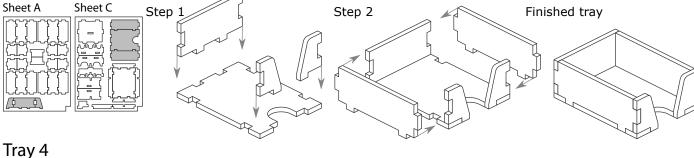
Please make sure you dry-assemble each tray correctly before gluing it together.

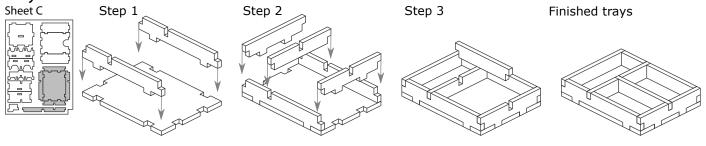
Please check www.foldedspace.com for general assembly tips.





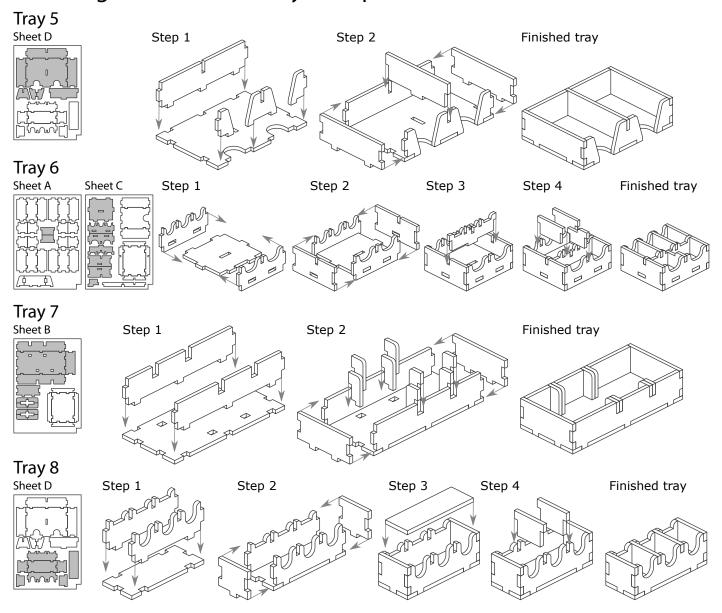




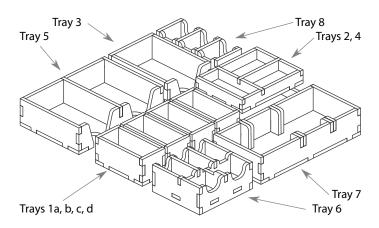


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FS-REVIVE



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

Tray legend

Tray 1a, b, c, d - player pieces, including machine track, progress & resource markers, and one switch token

Tray 2 - tribe specific tokens and the two action cubes

Tray 3 - campaign deck

Tray 4 - energy markers, major artifact tiles and minor artifact tiles & end game tile

Tray 5 - starting citizen & other cards and citizen card deck

Tray 6 - slot module and crate tokens

Tray 7 - area and large location tiles

Tray 8 - machine tokens

Note: the Call of the Abyss expansion tokens will fit in the relevant trays, except for the ostarius tribe's gate tiles which need to be added to Tray 7. This will mean less room for the large location tiles, which will need to be placed on top of the boards adjacent to the tribe boards. The additional tribe boards and the devotion track will add roughly 5mm of lid lift.