

# Spirit Island Foamcore: everything you need, in a big box

## Requirements and limitations

The “big box” is made by combining the Nature Incarnate box with the box from either the base game or Jagged Earth. Put the big box in the small lid (making the “box”), and the small box in the big lid (making the “lid”).

This build accommodates sleeved cards, using sleeves up to about 60 microns thick. It will work just fine with unsleeved cards. You can also sleeve the Adversaries and Scenarios, again up to 60 microns.

See [timjeanes.com/spiritisland](https://timjeanes.com/spiritisland) for an alternative foamcore solution that will fit the thinner Spirit panels and unsleeved cards into just the base game box.

## Excluded components

This foamcore solution enables you to store everything you need from:

- Spirit Island
- Branch And Claw
- Jagged Earth
- Feather And Flame (previously sold as Promo Packs 1 and 2)
- Horizons Of Spirit Island
- Nature Incarnate

Some components are duplicated between Branch And Claw and Jagged Earth, or between the base game and Horizons, so you can miss out the duplicates.

Some cards are now excluded from the game, as mentioned in the Jagged Earth and Nature Incarnate rule books.

I’ve excluded Branch And Claw’s Invader Board Extension. It was mostly used as a supply for the Disease, Beasts, Strife, and Wilds tokens, which are now in more convenient trays.

I’ve excluded the punchboard Blight and Fear from Horizons, as these are duplicated in the base game. I have included Horizons’ punchboard Invaders and Dahan – these are occasionally useful when you run out of components in games with larger player counts.

I’ve excluded the Horizons game board.

Depending on the thickness of your card sleeves, you may need to exclude the player aid cards and the Power Progression cards.

You will have space to store the rule books from the base game, Jagged Earth, and Nature Incarnate.



Glue the foamcore sides of the card holder to the base (these are 282×99mm). It can be a good idea to push pins through the card from the outside, into the foamcore, to ensure it stays in exactly the right place.

Fold the sides of the box liner upwards and glue the ends of the foamcore to sides A and B. Again, use pins to hold it in exactly the right place while the glue dries. You can choose to leave these pins in place permanently to add strength. There's no need to stick the large face of the foamcore to side D.

Use tape to join the box liner sides to one another. You only need a little tape at the top corners – this allows the box liner to flex outwards a little as you fill it with the game components.

## How it all fits in the box

The card holder will accommodate all the cards. There are optional card dividers on pages 16 to 29. Print these *double-sided* on 220gsm card: about 0.25mm thick.

Having assembled the box liner, you should be able to follow the plan printed on the inside to see where the various components go. Otherwise, consult the video at [https://youtu.be/hWA\\_uwqrA8A](https://youtu.be/hWA_uwqrA8A).

## Printing this document

When printing this document, be sure to select “Actual size”, rather than “Fit” – otherwise your printer may scale the pages to fit your paper and then your foamcore won't match up.

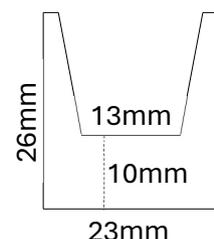
Print pages 4 to 15 on 400gsm card (about 0.5mm thick).

Print pages 16 to 29 on 220gsm card (about 0.25mm thick), double-sided.

## A note to printer companies

Although I claim copyright for the designs in this document, I grant everyone full permission to print all or any part of it. This document contains instructions for a board game craft project, and the latter pages are intended to be printed to aid this.

For the scenario marker boxes, cut out finger holes on the end walls to make it easier to extract the pieces, like this:

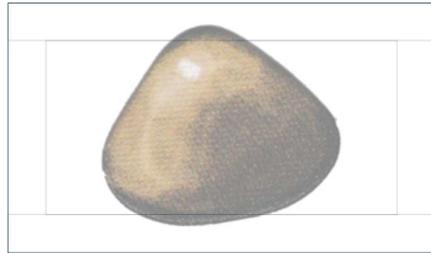




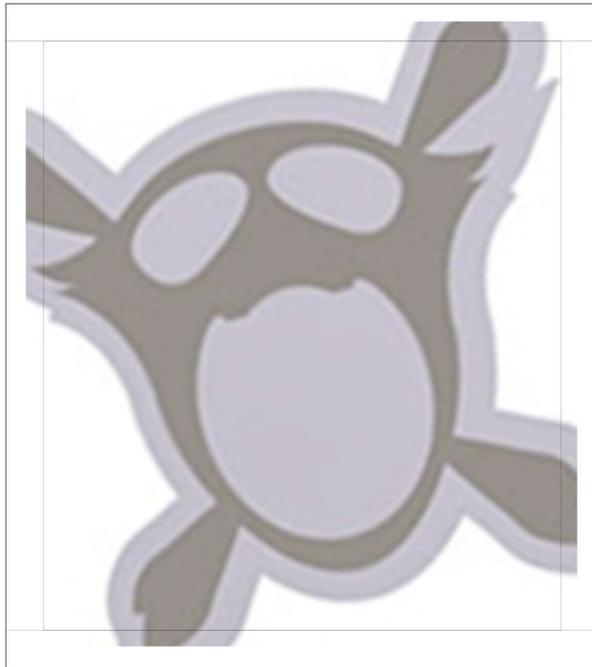
149x47mm  
26mm deep



74x33mm  
26mm deep  
Cut finger holes on the ends



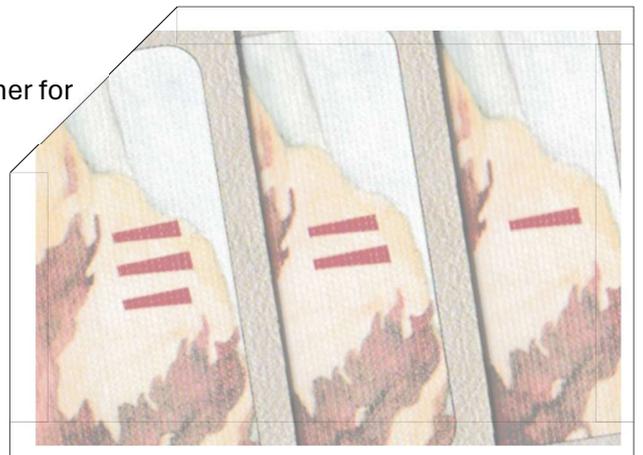
56x33mm  
26mm deep  
Cut finger holes on the ends



78x88mm  
13.5mm deep



82x60mm  
13.5mm deep  
Cut off the corner for easier access





52x52mm  
9mm deep



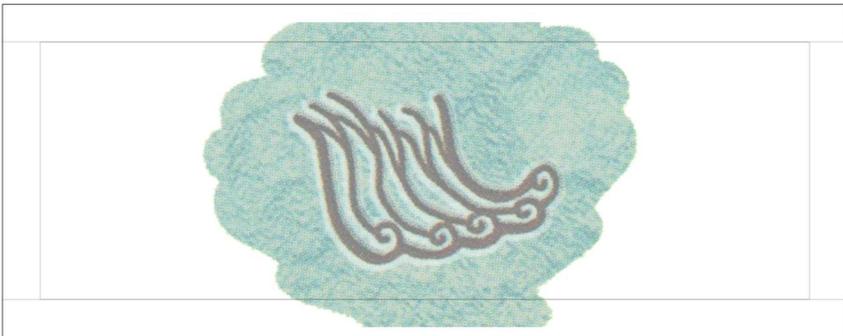
76x60mm  
9mm deep



78x46mm  
9mm deep



78x41mm  
9mm deep

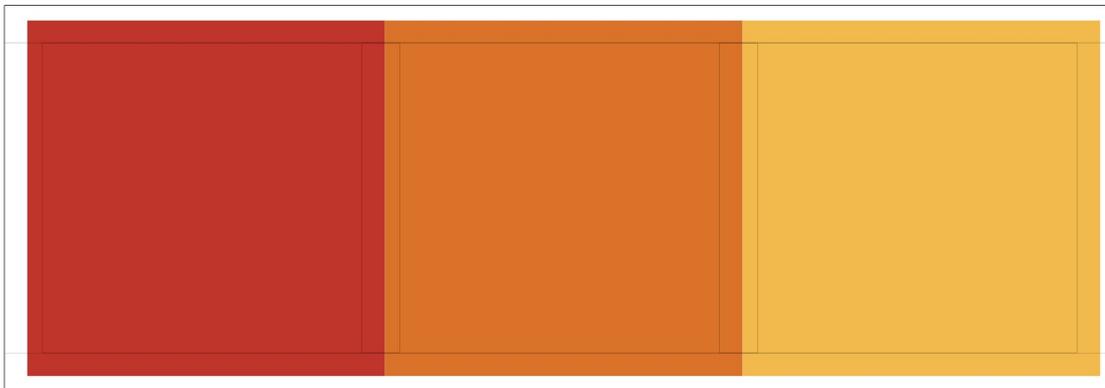


111x44mm  
9mm deep

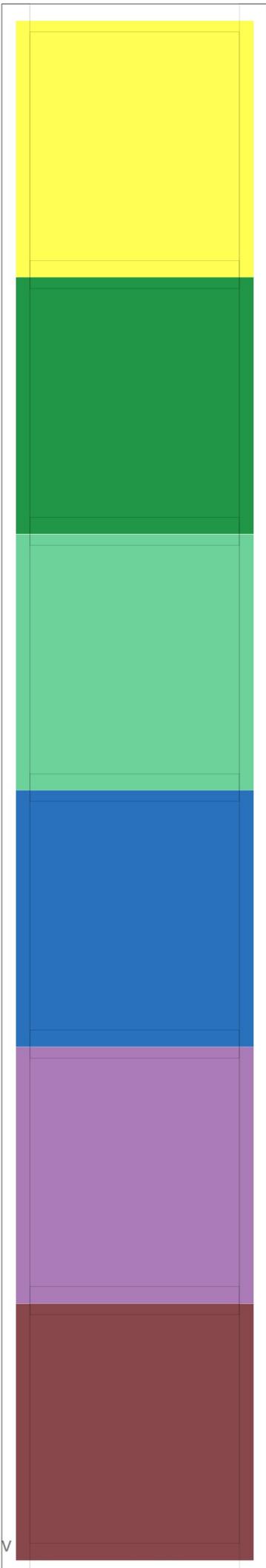


167×116mm  
13mm deep

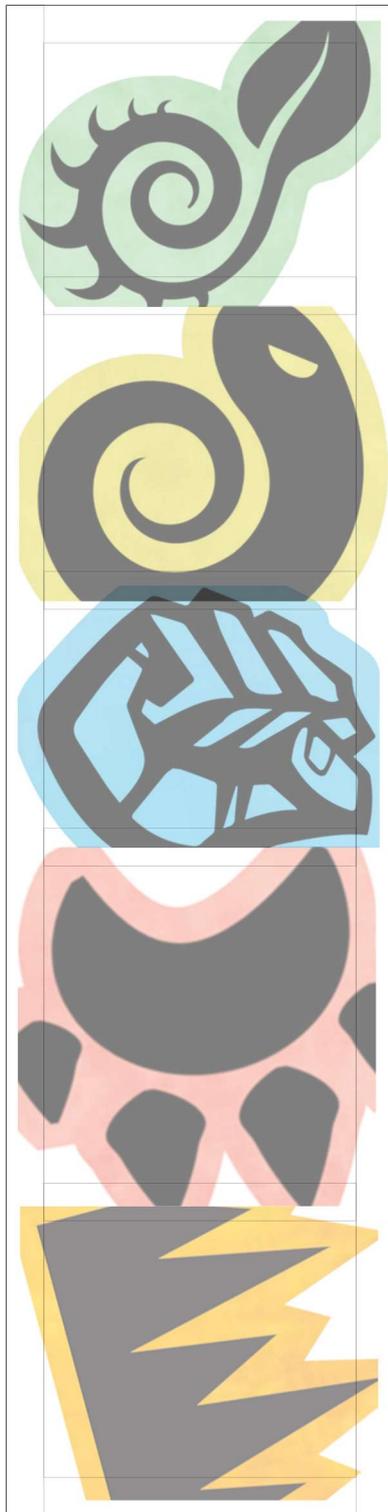
For 12mm at this end,  
make it 16mm deep



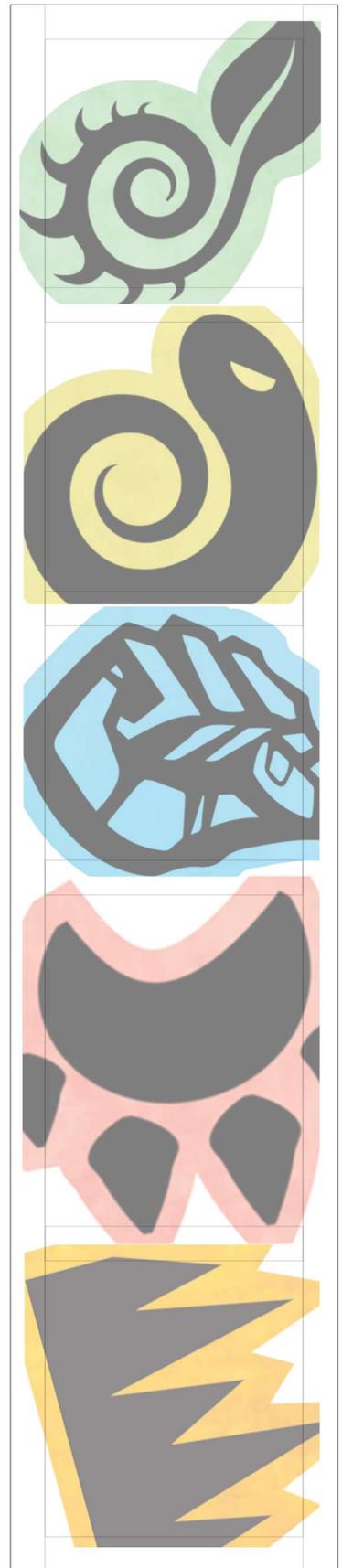
146×51mm  
25.5mm deep



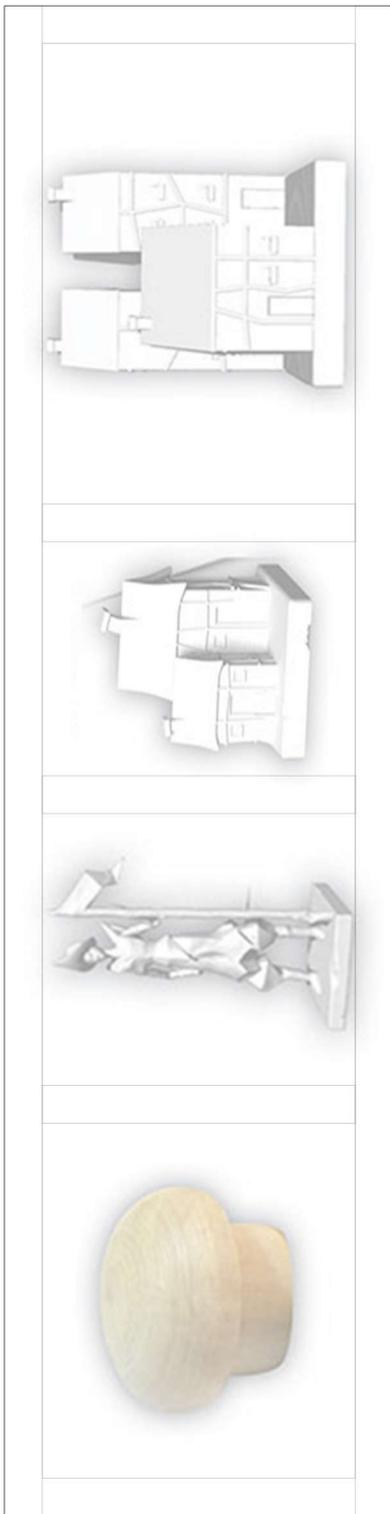
280×47mm  
22mm deep



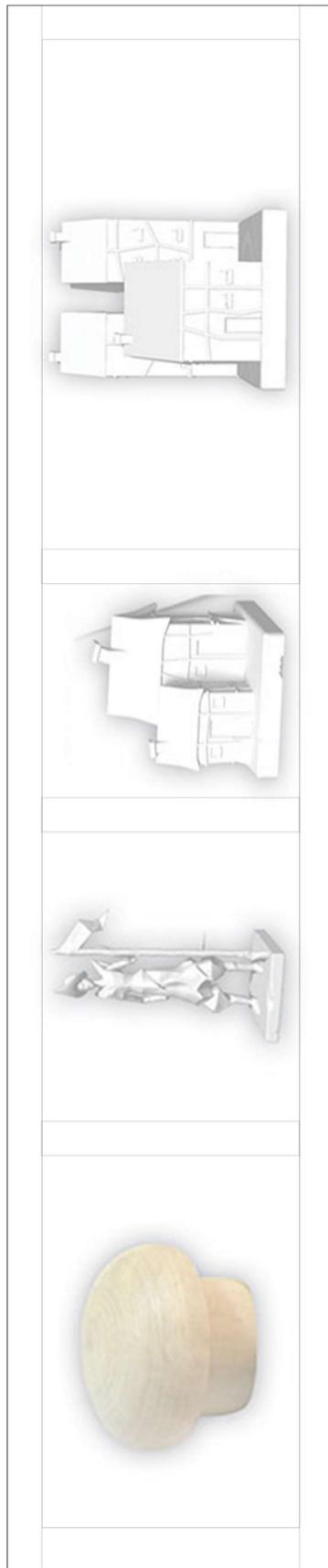
200×51mm  
19mm deep



227×47mm  
19mm deep



200×51mm  
36mm deep



227×47mm  
36mm deep



78×80mm  
18.5mm deep

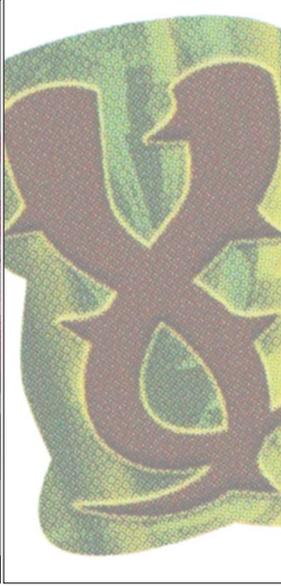
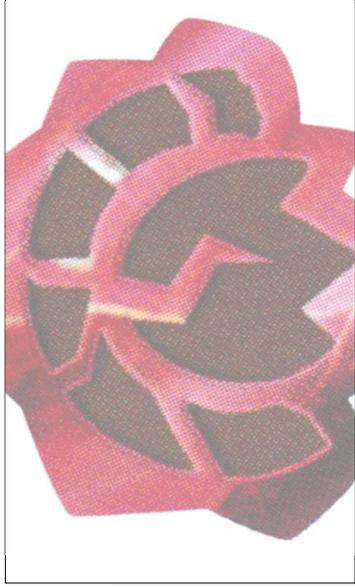
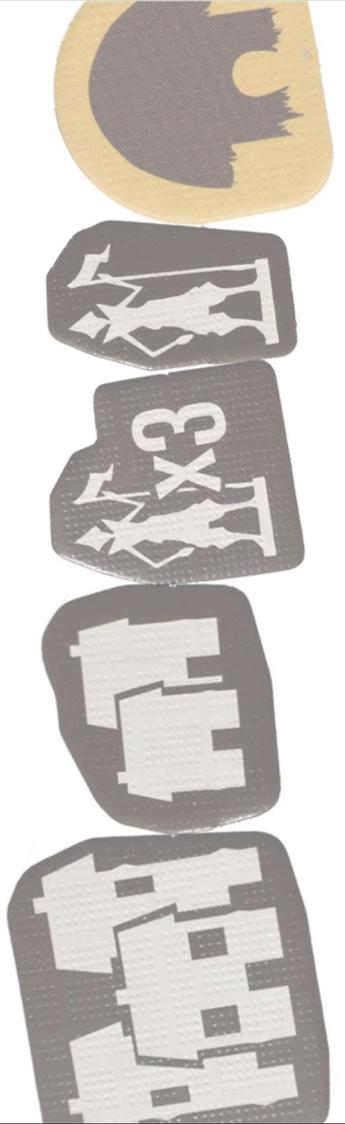
For 14mm, these side walls are just 5mm high. (They sit on top of the walls of the card holder, under the map boards.)



200×80mm  
9mm deep

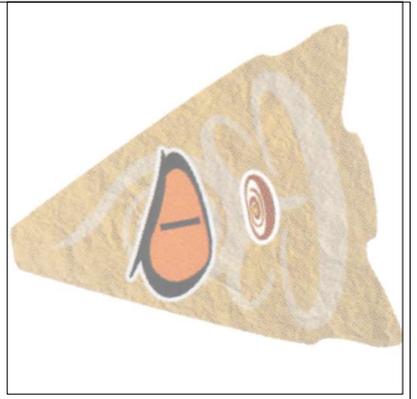
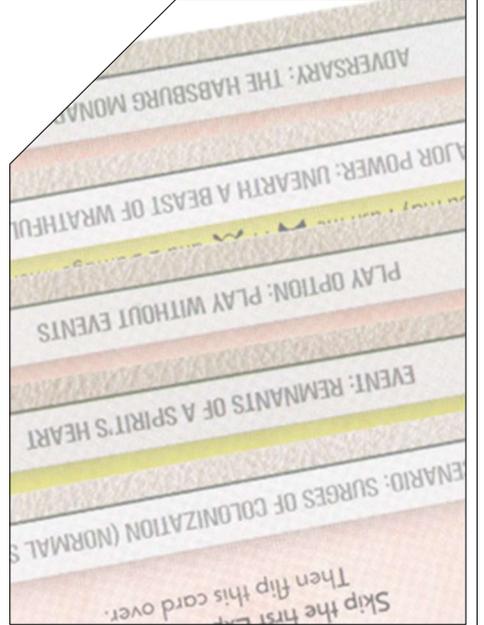
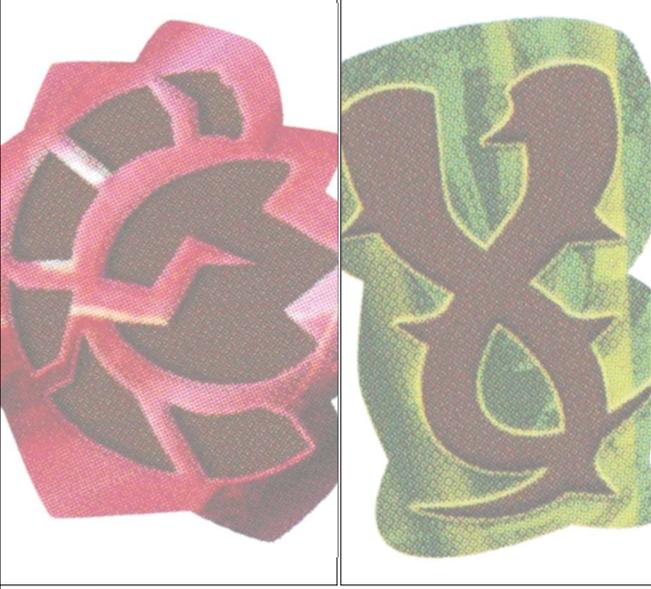
99mm high

99mm high



Trim off the top of this page and the bottom of the previous page, so that the backgrounds fit together perfectly. Fix them together with a strip of tape on the underside. (This doesn't need to be particularly strong – it just sits flat in the bottom of the box.)

These two pages don't need to be so strong, so they can be printed on thinner card if you prefer.



<p>Blight</p>	<p>Maps</p>			
	<p>Humans</p>	<p>Spirit panels</p>		
	<p>Wilds, Disease, Strife, Beasts, Badlands</p>			
	<p>Player pieces</p>			
	<p>Scenario markers</p>	<p>Adversaries, Scenarios</p>		
	<p>Deep</p>			<p>Incarna</p>

Maps		Energy, Elements	
		Energy, Elements	
Humans			
Wilds, Disease, Strife, Beasts, Badlands			
Player pieces		Player pieces	
		Horizons humans	
Invader board			
Reminder cards		Fear	

Maps

Spirit panels

Humans

Wilds, Disease, Strife,  
Beasts, Badlands

Player pieces

Adversaries, Scenarios

Invader board

Incarna

Adversary reminders

Invader cards

Reminder cards

Energy, Elements

Blight

**Lightning's Swift Strike**

Put 2 Presence on your starting board in the highest-numbered Sands.



**Vital Strength Of The Earth**

Put 3 Presence on your starting board: 2 in the highest-numbered Mountain, 1 in the highest-numbered Jungle.



**River Surges In Sunlight**

Put 1 Presence on your starting board in the highest-numbered Wetlands.



**Shadows Flicker Like Flame**

Put 3 Presence on your starting board: 2 in the highest-numbered Jungle and 1 in land #5.



**Thunderspeaker**

Put 2 Presence on your starting board: 1 in each of the 2 lands with the most Dahan.



**A Spread Of Rampant Green**

Put 2 Presence on your starting board: 1 in the highest-numbered Wetland, and 1 in the Jungle without any Dahan. *(If there is more than 1 such Jungle, you may choose.)*



Print these card dividers *double-sided* on 220gsm card.

**River** Surges In  
Sunlight

Put 1 Presence on your starting board in the highest-numbered Wetlands.



Vital Strength Of The  
**Earth**

Put 3 Presence on your starting board: 2 in the highest-numbered Mountain, 1 in the highest-numbered Jungle.



**Lightning's** Swift  
Strike

Put 2 Presence on your starting board in the highest-numbered Sands.



A Spread Of Rampant  
**Green**

Put 2 Presence on your starting board: 1 in the highest-numbered Wetland, and 1 in the Jungle without any Dahan. *(If there is more than 1 such Jungle, you may choose.)*



**Thunderspeaker**

Put 2 Presence on your starting board: 1 in each of the 2 lands with the most Dahan.



**Shadows** Flicker Like  
Flame

Put 3 Presence on your starting board: 2 in the highest-numbered Jungle and 1 in land #5.



**Ocean's Hungry Grasp**

Put 2 Presence on your starting board: 1 in the Ocean, and 1 in a Coastal land of your choice.



**Bringer Of Dreams And Nightmares**

Put 2 Presence on your starting board in the highest-numbered Sands.



**Sharp Fangs Behind The Leaves**

Put 1 Presence and 1 Beasts on your starting board in the highest-numbered Jungle. Put 1 Presence in a land of your choice with Beasts anywhere on the island.



**Keeper Of The Forbidden Wilds**

Put 1 Presence and 1 Wilds on your starting board in the highest-numbered Jungle.



**Heart Of The Wildfire**

Put 3 Presence and 2 Blight on your starting board in the highest-numbered Sands. (*Blight comes from the box, not the Blight Card.*)



**Serpent Slumbering Beneath The Island**

Put 1 Presence on your starting board in land #5.



Sharp **Fangs** Behind  
The Leaves

Put 1 Presence and 1 Beasts on your starting board in the highest-numbered Jungle. Put 1 Presence in a land of your choice with Beasts anywhere on the island.



**Bringer** Of Dreams  
And Nightmares

Put 2 Presence on your starting board in the highest-numbered Sands.



**Ocean's** Hungry  
Grasp

Put 2 Presence on your starting board: 1 in the Ocean, and 1 in a Coastal land of your choice.



**Serpent** Slumbering  
Beneath The Island

Put 1 Presence on your starting board in land #5.



Heart Of The  
**Wildfire**

Put 3 Presence and 2 Blight on your starting board in the highest-numbered Sands. (*Blight comes from the box, not the Blight Card.*)



**Keeper** Of The  
Forbidden Wilds

Put 1 Presence and 1 Wilds on your starting board in the highest-numbered Jungle.



**Fractured Days** Split  
The Sky

Put 3 Presence on your starting board: 1 in the lowest-numbered land with 1 Dahan, and 2 in the highest-numbered land without Dahan. Deal 4 Minor and 4 Major Powers face-up as your initial Days That Never Were cards; in a 1 or 2-player game, instead deal 6 of each. In a 1-board game, gain 1 Time.



**Lure Of The Deep**  
Wilderness

Put 3 Presence on your starting board: 2 in land #8, and 1 in land #7. Add 1 Beasts to land #8.



**Many Minds** Move As  
One

Put 1 Presence and 1 Beasts on your starting board, in a land with Beasts. Note that you have 5 Unique Power Cards.



**Shifting Memory Of**  
Ages

Put 2 Presence on your starting board in the highest-numbered land that is Sands or Mountain. Prepare 1 Moon, 1 Air, and 1 Earth marker (*put them by your Special Rules*).



**Shroud Of Silent Mist**

Put 2 Presence on your starting board: 1 in the highest-numbered Wetland and 1 in the highest-numbered Mountain.



**Starlight** Seeks Its  
Form

Put 1 Presence on your starting board, in a land with Blight.



**Many Minds** Move As  
One

Put 1 Presence and 1 Beasts on your starting board, in a land with Beasts. Note that you have 5 Unique Power Cards.



**Lure Of The Deep**  
Wilderness

Put 3 Presence on your starting board: 2 in land #8, and 1 in land #7. Add 1 Beasts to land #8.



**Fractured Days** Split  
The Sky

Put 3 Presence on your starting board: 1 in the lowest-numbered land with 1 Dahan, and 2 in the highest-numbered land without Dahan. Deal 4 Minor and 4 Major Powers face-up as your initial Days That Never Were cards; in a 1 or 2-player game, instead deal 6 of each. In a 1-board game, gain 1 Time.



**Starlight** Seeks Its  
Form

Put 1 Presence on your starting board, in a land with Blight.



**Shroud Of Silent Mist**

Put 2 Presence on your starting board: 1 in the highest-numbered Wetland and 1 in the highest-numbered Mountain.



**Shifting Memory** Of  
Ages

Put 2 Presence on your starting board in the highest-numbered land that is Sands or Mountain. Prepare 1 Moon, 1 Air, and 1 Earth marker (*put them by your Special Rules*).



**Stone's Unyielding**  
Defiance

Put 2 Presence on your starting board: 1 in the lowest-numbered Mountain without Dahan; 1 in an adjacent land that has Blight (if possible) or is Sands (if not).



**Grinning Trickster**  
Stirs Up Trouble

Put 2 Presence on your starting board: 1 in the highest-numbered land with Dahan, and 1 in land #4.



**Vengeance As A**  
Burning Plague

1 of your Presence starts the game already Destroyed. Put 2 Presence on your starting board: 1 in a land with Blight, 1 in a Wetland without Dahan.



**Volcano Looming**  
High

Put 1 Presence and 1 Badlands on your starting board in a Mountain of your choice. Push all Dahan from that land.



**Downpour Drenches**  
The World

Put 1 Presence on your starting board in the lowest-numbered Wetland.



**Finder Of Paths**  
Unseen

Put 1 Presence on your starting board in land #3. Put 1 Presence on any board in land #1. Note that you have 6 Unique Power Cards.



**Vengeance** As A  
Burning Plague

1 of your Presence starts the game already Destroyed. Put 2 Presence on your starting board: 1 in a land with Blight, 1 in a Wetland without Dahan.



**Grinning Trickster**  
Stirs Up Trouble

Put 2 Presence on your starting board: 1 in the highest-numbered land with Dahan, and 1 in land #4.



**Stone's Unyielding**  
Defiance

Put 2 Presence on your starting board: 1 in the lowest-numbered Mountain without Dahan; 1 in an adjacent land that has Blight (if possible) or is Sands (if not).



**Finder Of Paths**  
Unseen

Put 1 Presence on your starting board in land #3. Put 1 Presence on any board in land #1. Note that you have 6 Unique Power Cards.



**Downpour** Drenches  
The World

Put 1 Presence on your starting board in the lowest-numbered Wetland.



**Volcano** Looming  
High

Put 1 Presence and 1 Badlands on your starting board in a Mountain of your choice. Push all Dahan from that land.



Eyes Watch From The  
Trees

Put 2 Presence on your starting board, in  
the highest-numbered Jungle.



Rising **Heat** Of Stone  
And Sand

Put 2 Presence on your starting board, in  
the highest-numbered Sands.



Fathomless **Mud** Of  
The Swamp

Put 2 Presence on your starting board, in  
the lowest-numbered Wetland.



Devouring **Teeth** Lurk  
Underfoot

Put 1 Presence on your starting board, in  
land #5.



Sun-Bright **Whirlwind**

Put 3 Presence on your starting board: 1  
in the highest-numbered Sands, 2 in the  
lowest-numbered Mountain.



Ember-Eyed  
**Behemoth**

Put 2 Presence and your Incarna in the  
highest-numbered Wetland on your  
starting board that is adjacent to **any**  
Jungle.



Fathomless **Mud** Of  
The Swamp

Put 2 Presence on your starting board, in the lowest-numbered Wetland.



Rising **Heat** Of Stone  
And Sand

Put 2 Presence on your starting board, in the highest-numbered Sands.



**Eyes** Watch From The  
Trees

Put 2 Presence on your starting board, in the highest-numbered Jungle.



Ember-Eyed  
**Behemoth**

Put 2 Presence and your Incarna in the highest-numbered Wetland on your starting board that is adjacent to **any** Jungle.



Sun-Bright **Whirlwind**

Put 3 Presence on your starting board: 1 in the highest-numbered Sands, 2 in the lowest-numbered Mountain.



Devouring **Teeth** Lurk  
Underfoot

Put 1 Presence on your starting board, in land #5.



**Dances Up**  
Earthquakes

Put 1 Presence on your starting board in the highest-numbered land with Dahan.

You have 6 Unique Power Cards. Set the Quake Tokens nearby.



**Breath Of Darkness**  
Down Your Spine

Put 2 Presence and your Incarna on your starting board: 1 Presence and your Incarna in the lowest-numbered Jungle and 1 Presence in the highest-numbered Jungle. Set The Endless Dark tile next to the island with 1 Explorer on it.



**Relentless Gaze Of**  
The Sun

Put 2 Presence and 1 Badlands on your starting board, in the lowest-numbered Sands.



**Hearth-Vigil**

Put 3 Presence on your starting board: 1 in the highest-numbered land with Dahan and 2 in the lowest-numbered land with at least 2 Dahan. Add 1 Dahan in each of those lands (additional survivors of the Invaders' diseases).

You start with **1 Energy**.



**Towering Roots Of**  
The Jungle

Put 3 Presence on your starting board: 1 in the highest-numbered Jungle without Blight, 1 in the highest-numbered Mountain, and 1 in the highest-numbered Wetland. Put your Incarna in the Jungle with your Presence.



**Wandering Voice**  
Keens Delirium

Put 2 Presence on your starting board: 1 in land #6 and 1 in land #7. Put your Incarna on your starting board in land #6.



Relentless Gaze Of  
The **Sun**

Put 2 Presence and 1 Badlands on your starting board, in the lowest-numbered Sands.



Breath Of **Darkness**  
Down Your Spine

Put 2 Presence and your Incarna on your starting board: 1 Presence and your Incarna in the lowest-numbered Jungle and 1 Presence in the highest-numbered Jungle. Set The Endless Dark tile next to the island with 1 Explorer on it.



**Dances Up**  
Earthquakes

Put 1 Presence on your starting board in the highest-numbered land with Dahan.  
You have 6 Unique Power Cards. Set the Quake Tokens nearby.



Wandering **Voice**  
Keens Delirium

Put 2 Presence on your starting board: 1 in land #6 and 1 in land #7. Your Incarna, Unempowered side up, on your starting board in land #6.



Towering **Roots Of**  
The Jungle

Put 3 Presence on your starting board: 1 in the highest-numbered Jungle without Blight, 1 in the highest-numbered Mountain, and 1 in the highest-numbered Wetland. Put your Incarna in the Jungle with your Presence.



**Hearth-Vigil**

Put 3 Presence on your starting board: 1 in the highest-numbered land with Dahan and 2 in the lowest-numbered land with at least 2 Dahan. Add 1 Dahan in each of those lands (additional survivors of the Invaders' diseases).  
You start with **1 Energy**.



Wounded **Waters**  
Bleeding

On your starting board, put 2 Presence in a land with Blight, then put 2 Presence and 1 Blight (*from the box*) in the highest-numbered land with a Town Setup Symbol.

You start with **4 Energy**.

Set your 4 Healing Cards nearby.



Blight

Event

Fear

Minor Powers

Major Powers

Event

Blight

Wounded **Waters**  
Bleeding

On your starting board, put 2 Presence in a land with Blight, then put 2 Presence and 1 Blight (*from the box*) in the highest-numbered land with a Town Setup Symbol.

You start with **4 Energy**.

Set your 4 Healing Cards nearby.



Major Powers

Minor Powers

Fear