

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 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.

Premium tokens

This solution will work with either the premium tokens or the original punchboard ones.

Important foamcore note

Don't use foamcore for the base of each tray. Instead, print pages 4 to 9 of this document onto A4 card and use that for the tray bases.

Use 400gsm card: about 0.5mm thick.

The trays are still strong enough without a foamcore base, and we need the few millimetres of space that it saves us.

For everything else, use 5mm-thick foamcore.

Assembling the box liner

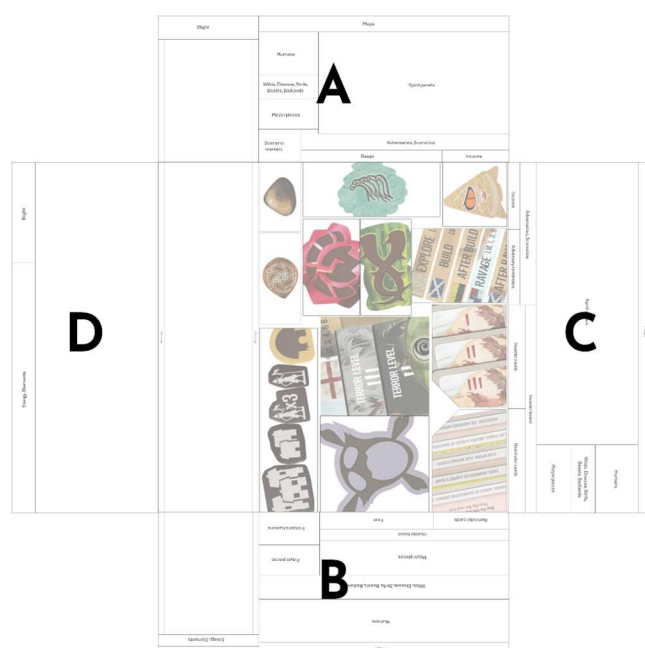
Print pages 10 to 15 of this document onto A4 card. Use 400gsm card: about 0.5mm thick.

This is possibly the trickiest part of the project that requires the most accuracy; otherwise nothing will fit.

Arrange the box liner base and sides face down, very carefully aligned. Leave a 0.5mm gap between each sheet (i.e. the thickness of the card that it's printed on) so that it will fold cleanly. It's a good idea to use heavy paper weights at this point so that they don't move.

Use tape to join the pieces together. This should be applied to the (non-printed) underside, so that it's on the outside of the box.

When turned face-up, the pieces should be joined like this:



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.

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.

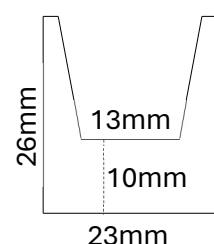
Print pages 4 to 15 on 400gsm card (about 0.5mm thick).

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:





149×47mm
26mm deep



74×33mm
26mm deep
Cut finger holes on the ends



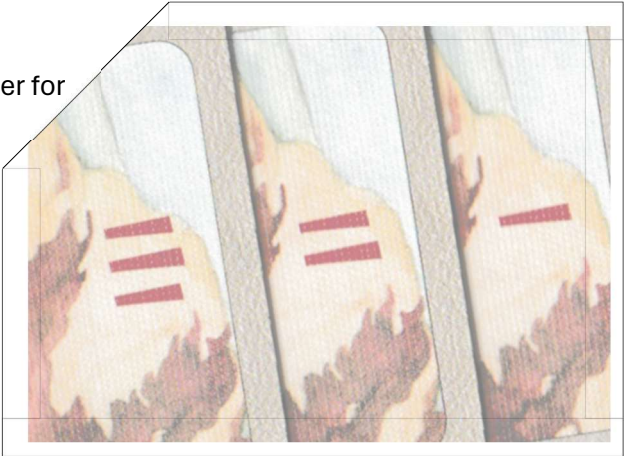
56×33mm
26mm deep
Cut finger holes on the ends

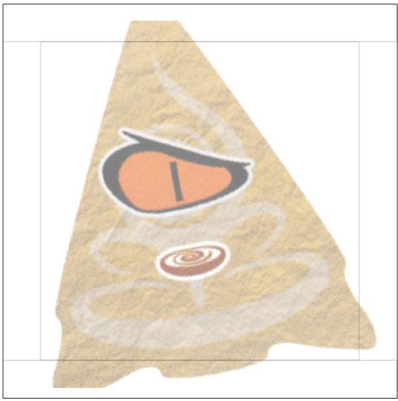


78×88mm
13.5mm deep

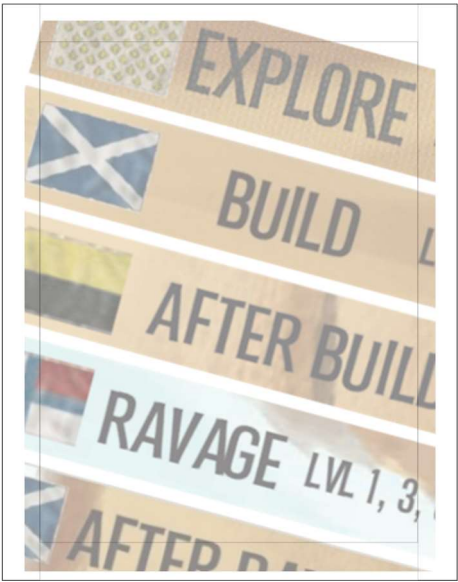


82×60mm
13.5mm deep
Cut off the corner for easier access





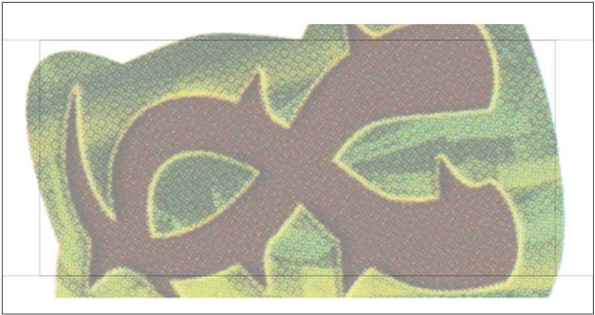
52×52mm
9mm deep



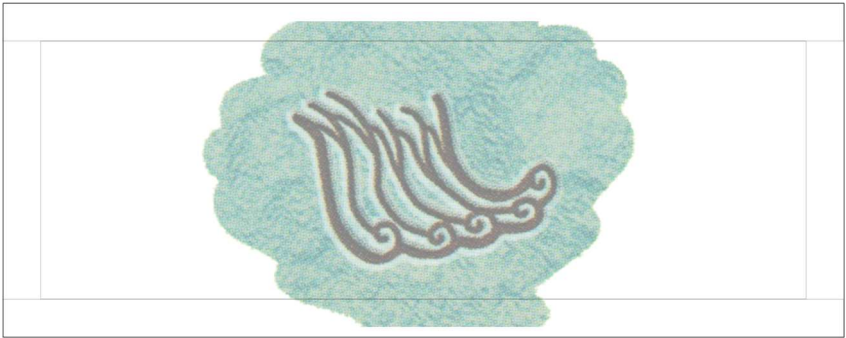
76×60mm
9mm deep



78×46mm
9mm deep



78×41mm
9mm deep

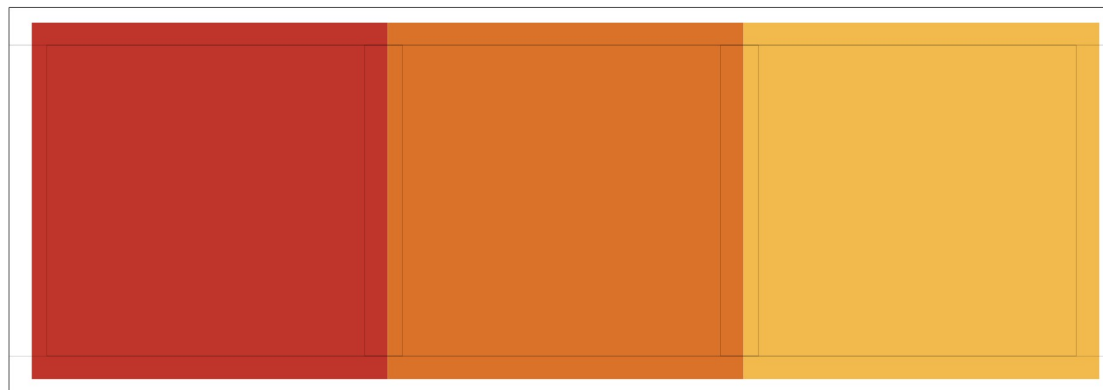


111×44mm
9mm deep

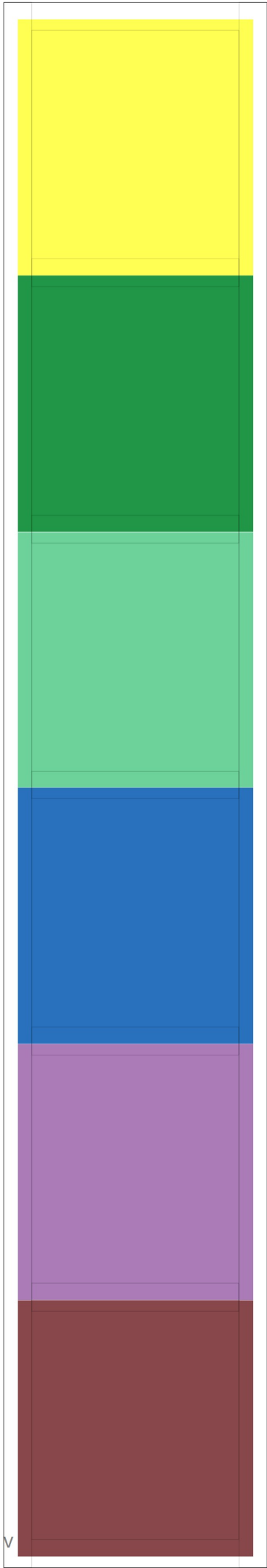


167×116mm
13mm deep

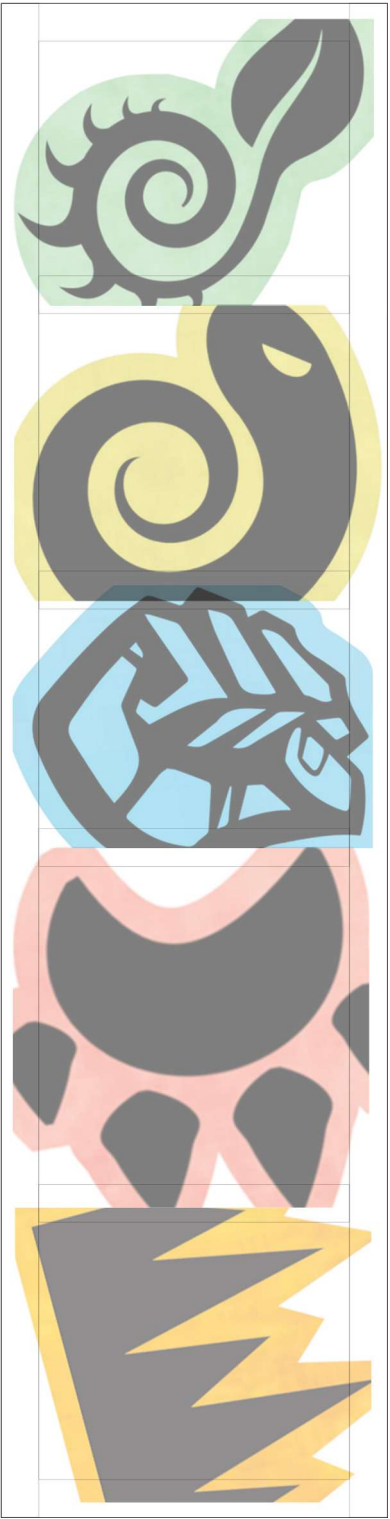
For 12mm at this end,
make it 16mm deep



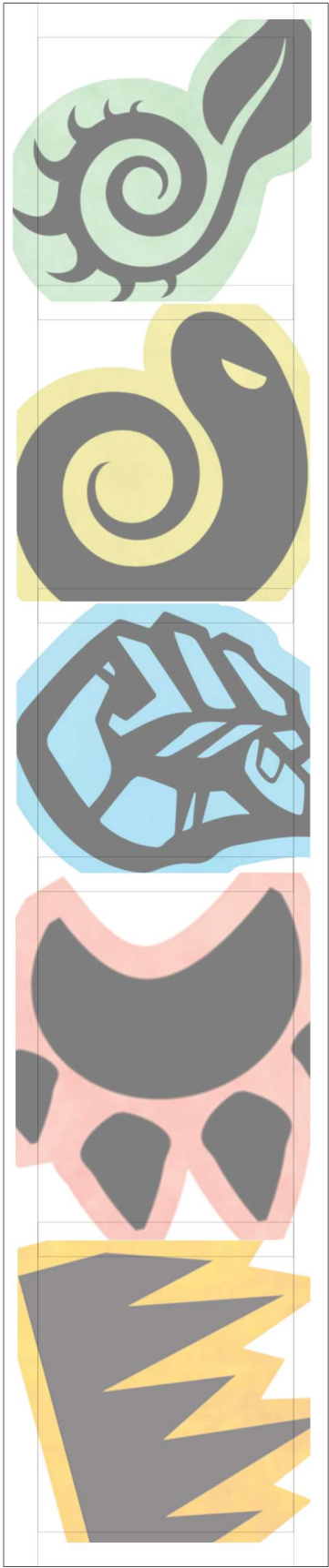
146×51mm
25.5mm deep



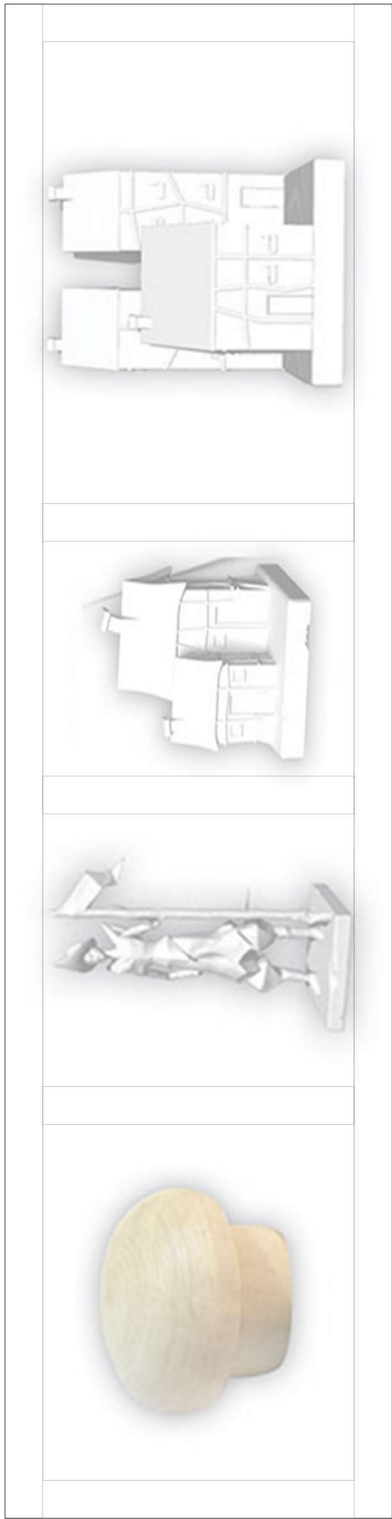
280×47mm
22mm deep



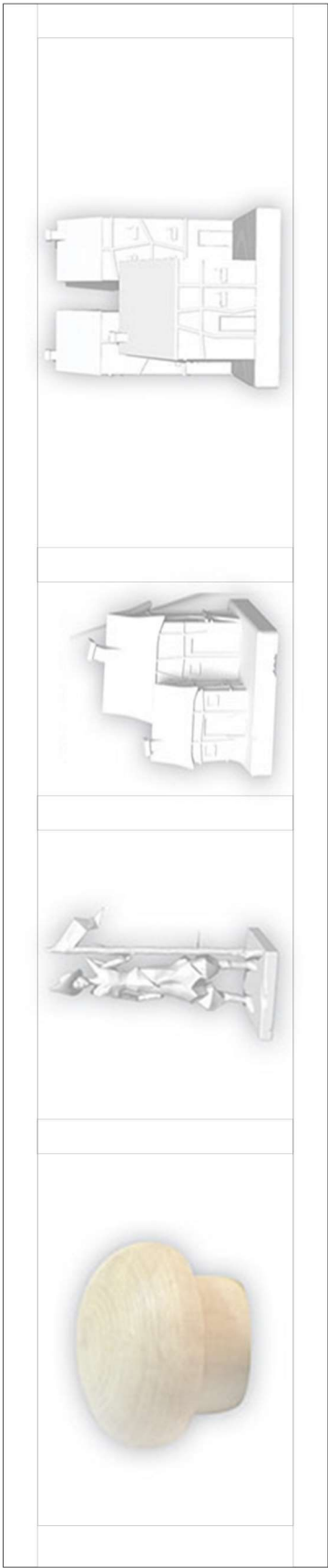
200×51mm
19mm deep



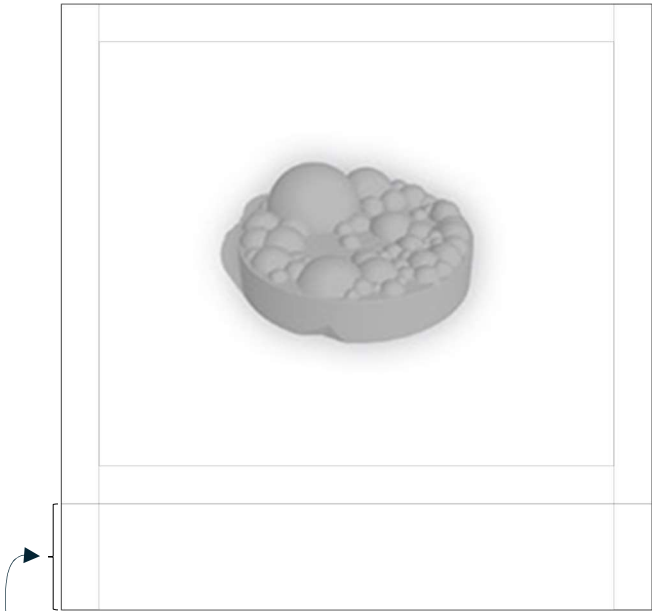
227×47mm
19mm deep



200×51mm
36mm deep



227×47mm
36mm deep



78×80mm
18.5mm deep

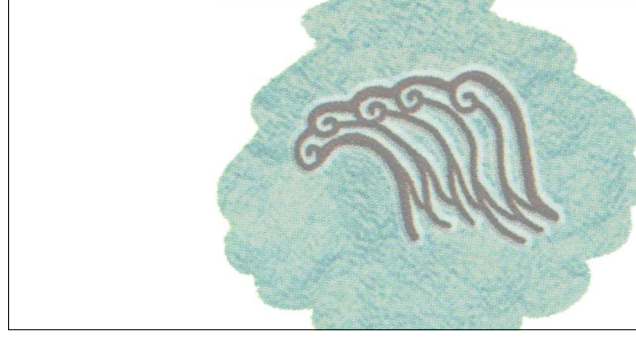
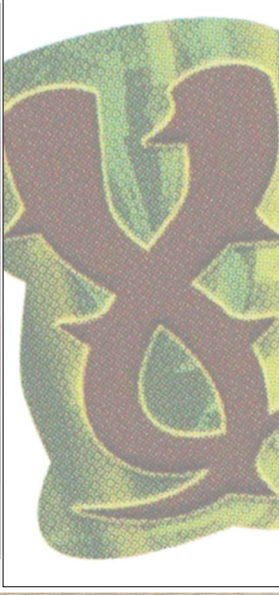
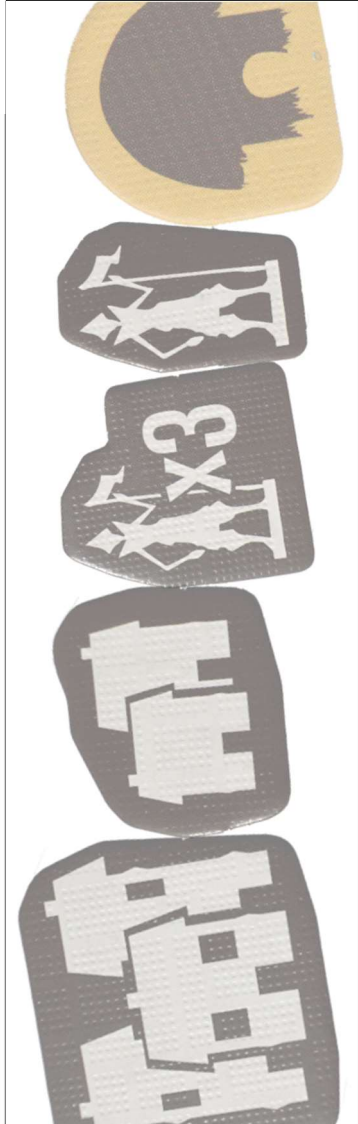
For 14mm, these side walls are just 5mm high. (They sit on top of the walls of the card holder, under the map boards.)



200×80mm
9mm deep

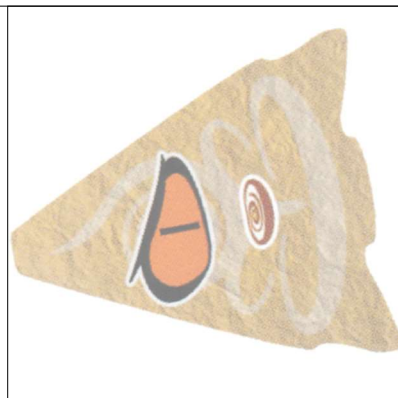
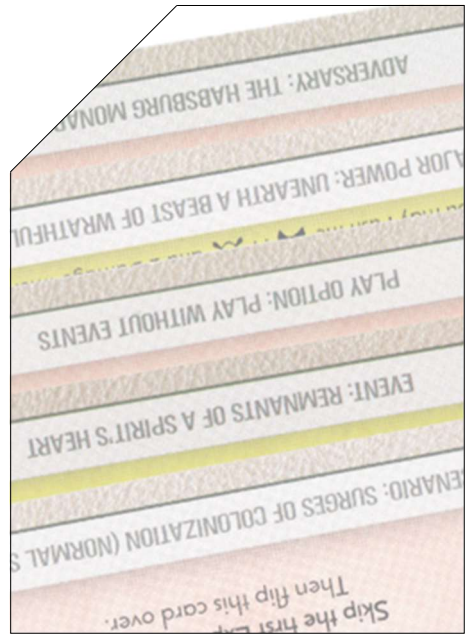
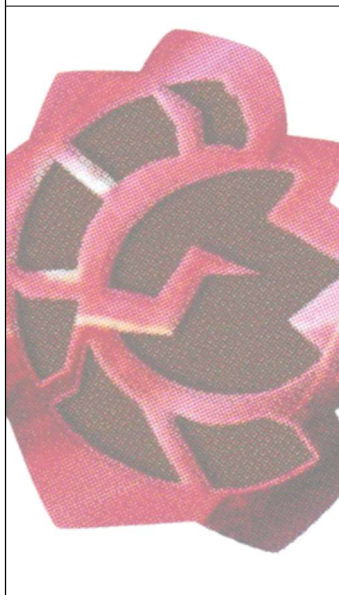
99mm high

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.



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

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

<div>Lightning's Swift Strike</div> <div>Put 2 Presence on your starting board in the highest-numbered Sands.</div> <div></div>	<div>Vital Strength Of The Earth</div> <div>Put 3 Presence on your starting board: 2 in the highest-numbered Mountain, 1 in the highest-numbered Jungle.</div> <div></div>	<div>River Surges In Sunlight</div> <div>Put 1 Presence on your starting board in the highest-numbered Wetlands.</div> <div></div>
<div>Shadows Flicker Like Flame</div> <div>Put 3 Presence on your starting board: 2 in the highest-numbered Jungle and 1 in land #5.</div> <div></div>	<div>Thunderspeaker</div> <div>Put 2 Presence on your starting board: 1 in each of the 2 lands with the most Dahan.</div> <div></div>	<div>A Spread Of Rampant Green</div> <div>Put 2 Presence on your starting board: 1 in the highest-numbered Wetland, and 1 in the Jungle without any Dahan. <i>(If there is more than 1 such Jungle, you may choose.)</i></div> <div></div>

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.



<div>Ocean's Hungry Grasp</div> <div>Put 2 Presence on your starting board: 1 in the Ocean, and 1 in a Coastal land of your choice.</div> <div></div>	<div>Bringer Of Dreams And Nightmares</div> <div>Put 2 Presence on your starting board in the highest-numbered Sands.</div> <div></div>	<div>Sharp Fangs Behind The Leaves</div> <div>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.</div> <div></div>
<div>Keeper Of The Forbidden Wilds</div> <div>Put 1 Presence and 1 Wilds on your starting board in the highest-numbered Jungle.</div> <div></div>	<div>Heart Of The Wildfire</div> <div>Put 3 Presence and 2 Blight on your starting board in the highest-numbered Sands. <i>(Blight comes from the box, not the Blight Card.)</i></div> <div></div>	<div>Serpent Slumbering Beneath The Island</div> <div>Put 1 Presence on your starting board in land #5.</div> <div></div>

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.



<div>Fractured Days Split The Sky</div> <div>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.</div> <div></div>	<div>Lure Of The Deep Wilderness</div> <div>Put 3 Presence on your starting board: 2 in land #8, and 1 in land #7. Add 1 Beasts to land #8.</div> <div></div>	<div>Many Minds Move As One</div> <div>Put 1 Presence and 1 Beasts on your starting board, in a land with Beasts. Note that you have 5 Unique Power Cards.</div> <div></div>
<div>Shifting Memory Of Ages</div> <div>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 (<i>put them by your Special Rules</i>).</div> <div></div>	<div>Shroud Of Silent Mist</div> <div>Put 2 Presence on your starting board: 1 in the highest-numbered Wetland and 1 in the highest-numbered Mountain.</div> <div></div>	<div>Starlight Seeks Its Form</div> <div>Put 1 Presence on your starting board, in a land with Blight.</div> <div></div>

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*).



<div>Stone's Unyielding Defiance</div> <div>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).</div> <div></div>	<div>Grinning Trickster Stirs Up Trouble</div> <div>Put 2 Presence on your starting board: 1 in the highest-numbered land with Dahan, and 1 in land #4.</div> <div></div>	<div>Vengeance As A Burning Plague</div> <div>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.</div> <div></div>
<div>Volcano Looming High</div> <div>Put 1 Presence and 1 Badlands on your starting board in a Mountain of your choice. Push all Dahan from that land.</div> <div></div>	<div>Downpour Drenches The World</div> <div>Put 1 Presence on your starting board in the lowest-numbered Wetland.</div> <div></div>	<div>Finder Of Paths Unseen</div> <div>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.</div> <div></div>

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.



<div>Eyes Watch From The Trees</div> <div>Put 2 Presence on your starting board, in the highest-numbered Jungle.</div> <div></div>	<div>Rising Heat Of Stone And Sand</div> <div>Put 2 Presence on your starting board, in the highest-numbered Sands.</div> <div></div>	<div>Fathomless Mud Of The Swamp</div> <div>Put 2 Presence on your starting board, in the lowest-numbered Wetland.</div> <div></div>
<div>Devouring Teeth Lurk Underfoot</div> <div>Put 1 Presence on your starting board, in land #5.</div> <div></div>	<div>Sun-Bright Whirlwind</div> <div>Put 3 Presence on your starting board: 1 in the highest-numbered Sands, 2 in the lowest-numbered Mountain.</div> <div></div>	<div>Ember-Eyed Behemoth</div> <div>Put 2 Presence and your Incarna in the highest-numbered Wetland on your starting board that is adjacent to any Jungle.</div> <div></div>

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

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

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



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

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

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



<div data-bbox="89 91 209 145" data-label="Section-Header"> <p>Dances Up Earthquakes</p> </div> <div data-bbox="97 174 510 318" data-label="Text"> <p>Put 1 Presence on your starting board in the highest-numbered land with Dahan.</p> <p>You have 6 Unique Power Cards. Set the Quake Tokens nearby.</p> </div> <div data-bbox="129 403 497 768" data-label="Image"> </div>	<div data-bbox="568 91 756 145" data-label="Section-Header"> <p>Breath Of Darkness Down Your Spine</p> </div> <div data-bbox="576 174 995 356" data-label="Text"> <p>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.</p> </div> <div data-bbox="608 403 976 768" data-label="Image"> </div>	<div data-bbox="1046 91 1225 145" data-label="Section-Header"> <p>Relentless Gaze Of The Sun</p> </div> <div data-bbox="1054 174 1461 264" data-label="Text"> <p>Put 2 Presence and 1 Badlands on your starting board, in the lowest-numbered Sands.</p> </div> <div data-bbox="1086 403 1455 768" data-label="Image"> </div>
<div data-bbox="89 831 209 857" data-label="Section-Header"> <p>Hearth-Vigil</p> </div> <div data-bbox="97 913 528 1097" data-label="Text"> <p>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).</p> <p>You start with 1 Energy.</p> </div> <div data-bbox="129 1140 497 1505" data-label="Image"> </div>	<div data-bbox="568 831 743 884" data-label="Section-Header"> <p>Towering Roots Of The Jungle</p> </div> <div data-bbox="576 913 1005 1095" data-label="Text"> <p>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.</p> </div> <div data-bbox="608 1140 976 1505" data-label="Image"> </div>	<div data-bbox="1046 831 1209 884" data-label="Section-Header"> <p>Wandering Voice Keens Delirium</p> </div> <div data-bbox="1054 913 1477 1003" data-label="Text"> <p>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.</p> </div> <div data-bbox="1086 1140 1455 1505" data-label="Image"> </div>

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**.



<div>Wounded Waters</div> <div>Bleeding</div> <div>On your starting board, put 2 Presence in a land with Blight, then put 2 Presence and 1 Blight (<i>from the box</i>) in the highest-numbered land with a Town Setup Symbol.</div> <div>You start with 4 Energy.</div> <div>Set your 4 Healing Cards nearby.</div> <div></div>	<div>Blight</div>	<div>Event</div>
<div>Fear</div>	<div>Minor Powers</div>	<div>Major Powers</div>

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