



**Board Game
Beaver**

WYRMSPLAN + Dragon Academy expansion Compatible Game Organiser



Eco
friendly



Removable
trays



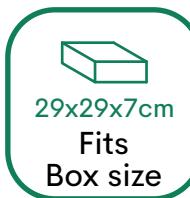
Can store
vertically



Flush
lid
0 mm



59x91 mm
59x59 mm
100 microns
Supports
Sleeves*

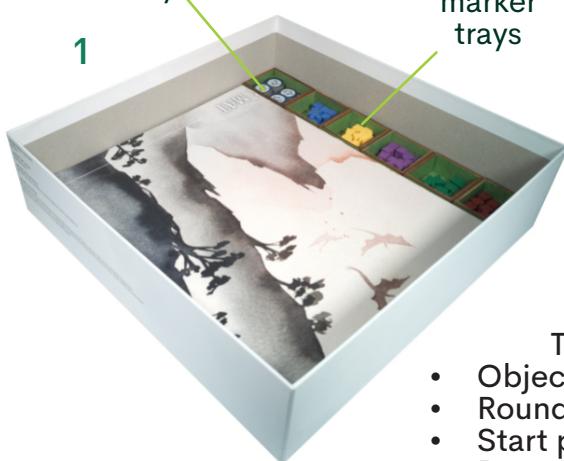


29x29x7cm
Fits
Box size

Components and stacking sequence

Multiplier
token tray

1



5x Player
marker
trays

2



Tray for:

- Objective tiles
- Round marker
- Start player marker
- Dragon Guild tiles
- Score pad
- Automa solo cards
- Quick start cards

2x Egg/Training
token tray
(DA expansion)

Dragon
card tray

Cave card
tray

2x Trays for:
• Meat tokens
• Gold tokens
• Crystal tokens
• Milk tokens
• Coins

3



4



5



6



*Sleeved dragon cards fit only without expansion



boardgamebeaver.com



@boardgamebeaver.inserts



/boardgamebeaver.inserts

info@boardgamebeaver.com

All trademarks and copyrights are properties of their
respective owners.

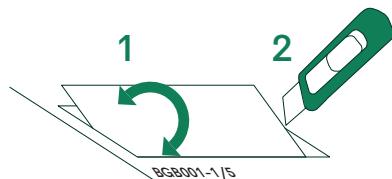
Warning: Choking hazard. This product is not a toy.
Not suitable for children under 14 years old.

Plastic
film
4
LDPE

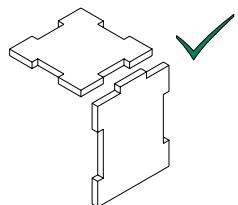
Other packaging
and contents



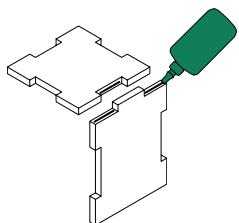
Assembly tips and general notes



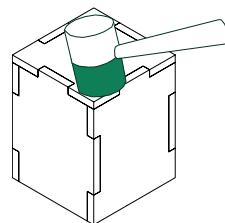
Gently remove parts from the sheet. Punching them out can split the wood. If a part resists, score the tabs with a hobby knife.



Dry-fit all parts before gluing to confirm orientation and sequence.



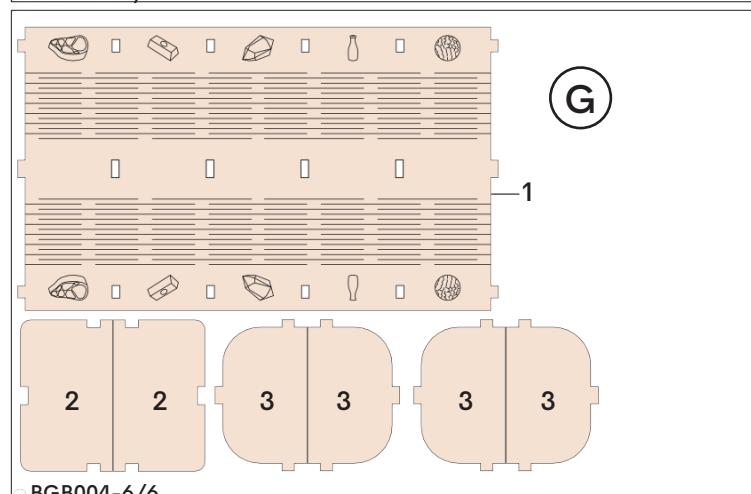
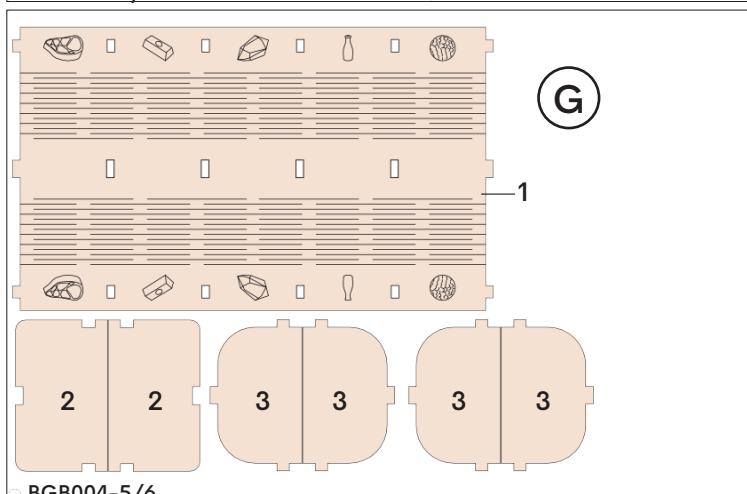
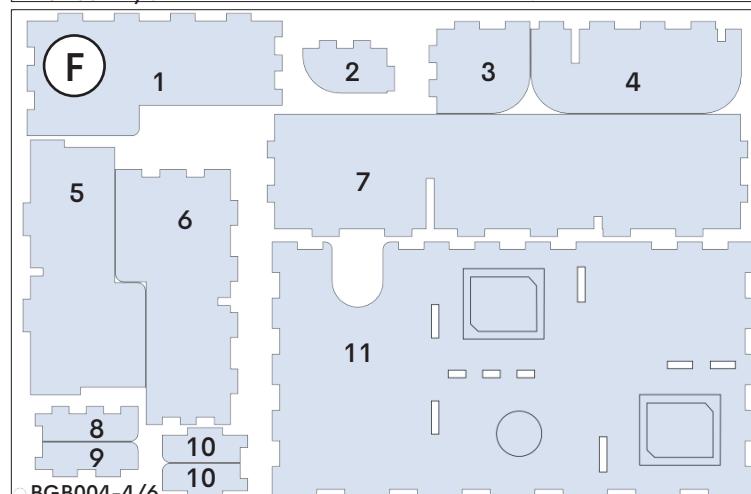
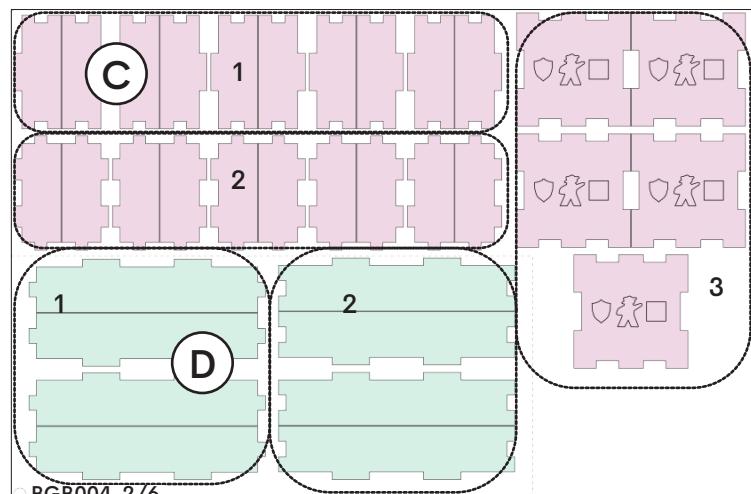
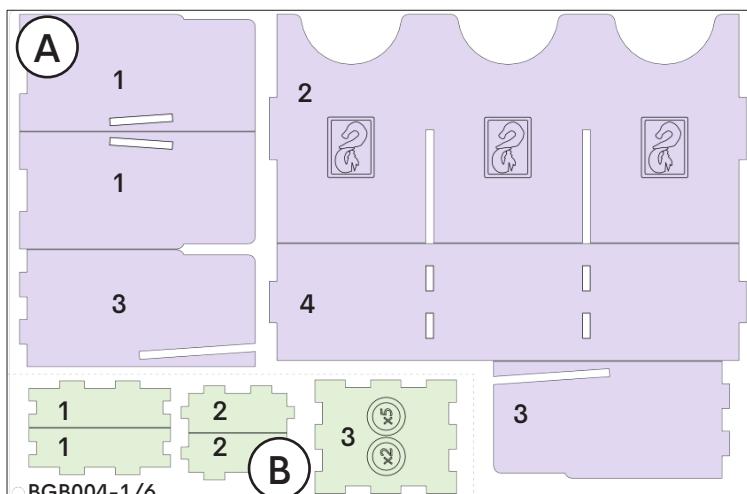
Apply a thin, continuous film of wood/PVA glue to one mating edge only. Glue isn't required for every joint, but it improves durability. Wipe any glue squeeze-out immediately with a clean cloth or paper towel.



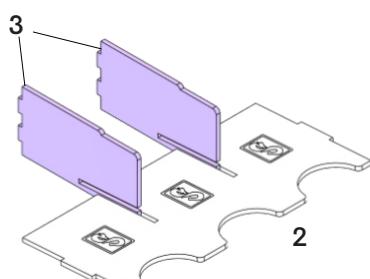
Due to natural variation in the wood, light taps with a rubber mallet may help seat tight joints.

X = Tray

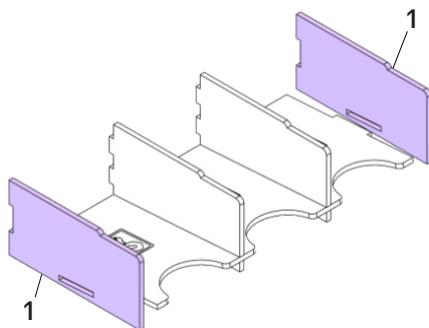
= Part of tray



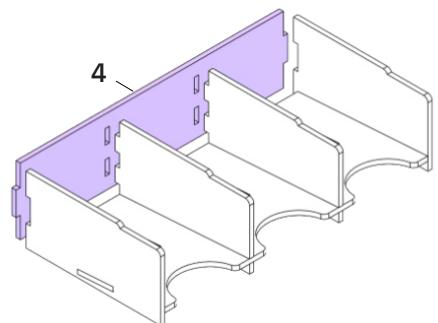
A 1



2



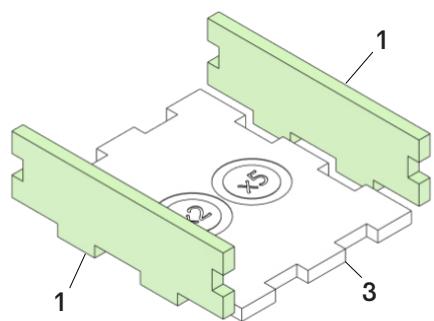
3



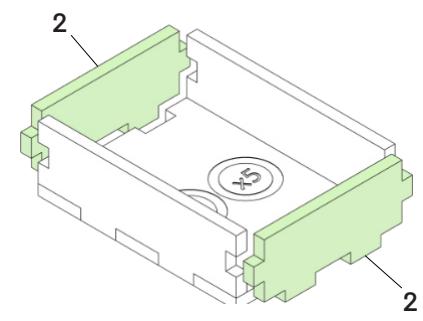
A



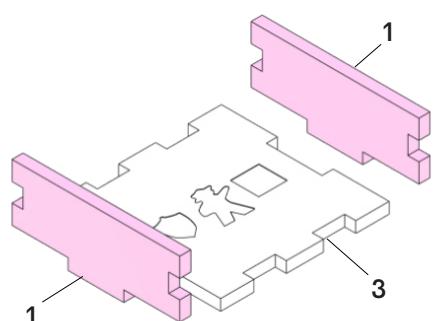
B 1



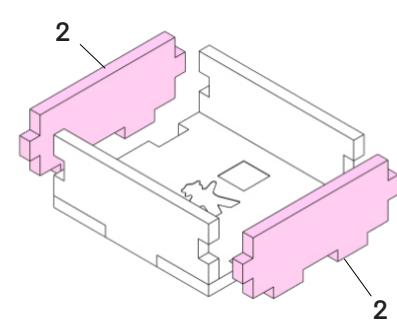
2



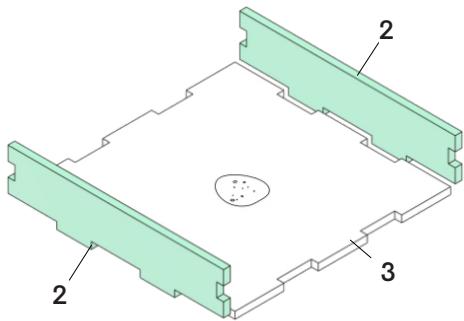
C 1



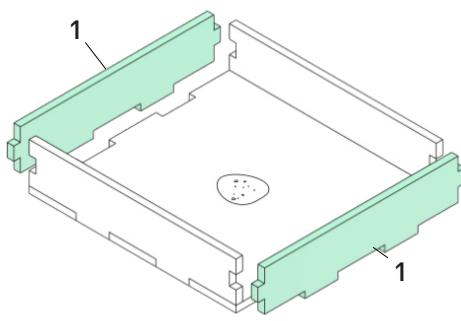
2



D 1



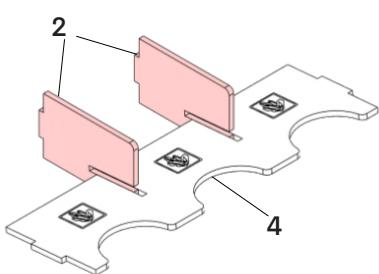
2



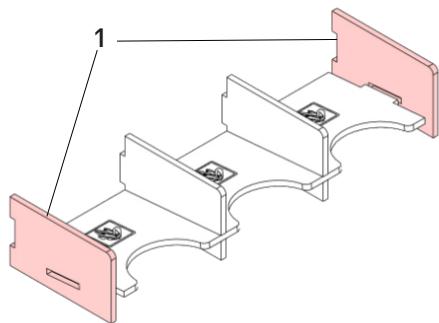
Space for eggs
or training
tokens (DA
expansion)



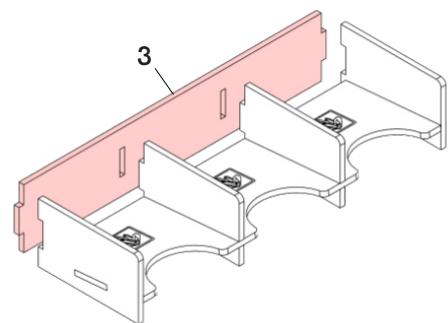
E 1



2



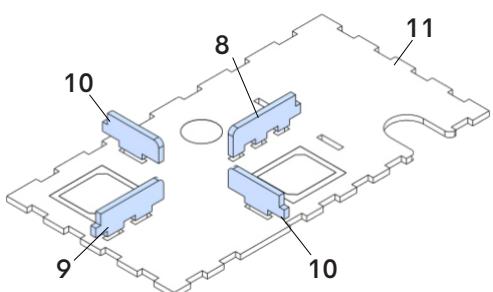
3



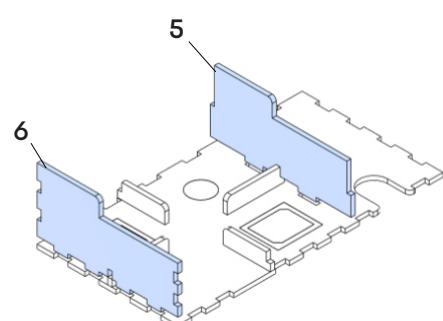
E



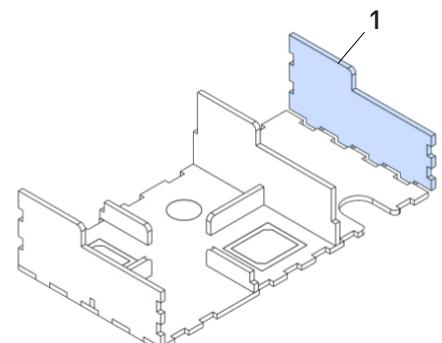
F 1



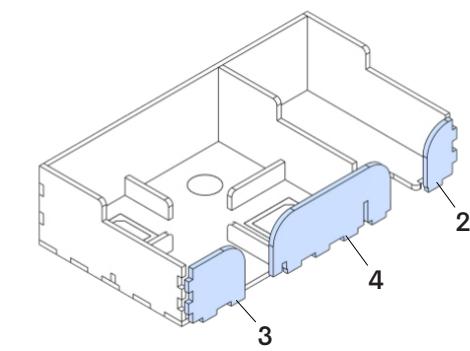
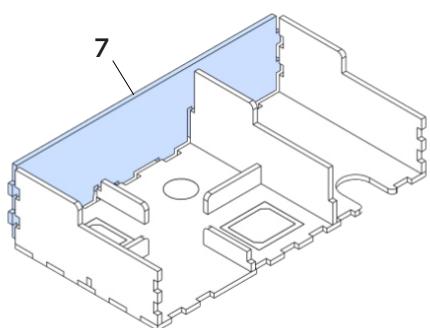
2



3



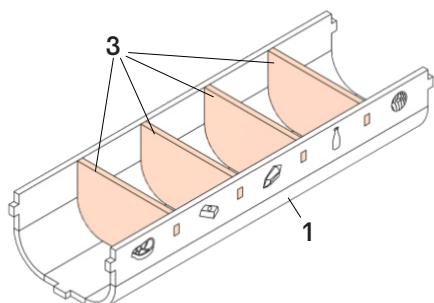
F 4



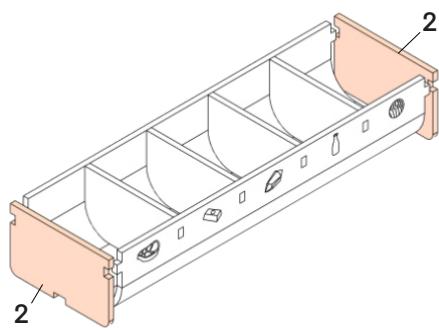
Extra objective tiles here
(DA expansion)



G 1



2



x2

