



Wingspan Insert -- Sleeved Cards



fuchsr

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Summary

This is an insert for Wingspan, sized for sleeved cards (Mayday Premium).

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This is an insert for Wingspan, sized for sleeved cards (Mayday Premium). It's designed for the base version, no expansions. (Frankly, the game fell flat with most of my co-gamers, so I don't have any urge to buy expansions. If anyone wants to remix it, be my guest).

I started out with [Arcanas' great insert](#) but to accommodate sleeved cards I ended up modifying/redesigning almost all components. The primary card holder is the [one designed by ForceFalcon77](#). I raked my brain but couldn't find a way to fit that design's top piece (used to display the 3 bird cards you can choose from) into the box, so the cards just have to be placed on the table (horrible, I know... :-).

The components are sized for use with:

Alaorath's [dice tower](#)

GregNetDesign's [action selection markers](#)

Greendog99's [resource tokens](#)

Kandyhouse's [start player marker \(owl\)](#)

My own [token holders for end-of-round goal tokens](#) - also on Cults3D but all original game pieces will fit as well.

You'll need to print 5 copies of `player_items.stl`, one for each player. To make sure that everything you need is in one place I have also included the two parts that make up [ForceFalcon77's card holder](https://www.thingiverse.com/thing:4017612). If you like to use the replacement bird feeder/dice tower, you'll need to download the top parts from

<https://www.thingiverse.com/thing:4017612>

and the bottom part from

<https://www.thingiverse.com/thing:4168318>

(a remix to make the top slide nicely into the bottom).

Use the pictures to understand how to stack the boxes. Aesthetically I hate the small square-ish hole in the middle but couldn't figure out a reasonable way to fill it short of adding an ugly overhang to the start player box.

Print instructions

Resolution: 0.3

Infill: 10%

If you like what I'm doing...

...consider [buying me a coffee](#).



Model files



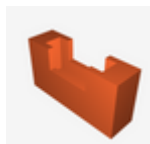
`dicetower_base.stl`



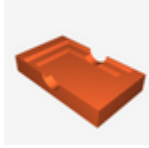
`dice.stl`



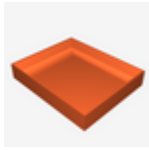
`player_items.stl`



`eorg.stl`



scorepad.stl



eggs.stl



ws_cards_x2_right.stl



ws_cards_x2_left.stl



resources.stl



start_player.stl

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