



## [WIP] Cartographers Game Board



Joesn

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## Summary

Board and tiles for the game Cartographers

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Tags: [boardgames](#) [boardgame](#) [cartographers](#) [kartograph](#)

My first bigger project! This is a complete board for the game cartographers (Kartograph), but you still need to buy/have the base for the playing cards.

This is still WIP as a few parts are not yet done (Box top, mainly). But the board and tiles are totally usable.

### Print instructions:

#### General:

- All directions below assume a layer height of 0.2 mm
- Filaments used in my prints: Polymaker PolyTerra, except from gold. See full list below
- For all tiles, use a brim. Everything else should be fine without
- Make a few test prints (4-test-tiles.stl) first to dial-in your elephant foot compensation (Initial layer horizontal expansion setting).

Otherwise, the tiles might not fit into the board easily. They should have a bit of space to move around in the board (sub-millimeter). If you make them fit perfectly, you'll have to clean up a LOT of tiles from leftovers of the brim

**Board: (Earth Brown)**

- The typo in the board is already fixed. I just didn't yet print it :D
- Infill: 50% gyro for best surface, but your printer might need less
- There aren't all that many infill layers anyways
- Enable ironing on all surface layers
- If you need the text in a different language, let me know. I'll add the files

**Fields: (Wood Brown, Savannah Yellow)**

- Layer 13 → Savannah Yellow

**Forest: (Wood Brown, Forest Green, Earth Brown, Army Dark Green)**

- Layer 12 → Forest Green
- Layer 13 → Earth Brown
- Layer 17 → Army Dark Green

**Water: (Sapphire Blue, Ice)**

- Layer 13 or 14 → Ice

**Town: (Wood Brown, Forest Green, Fossil Grey, Lava Red)**

- Layer 13 → Forest Green
- Layer 15 → Fossil Grey
- Layer 22 → Lava Red

**Mountains: (Wood Brown, Gold, Charcoal Black)**

Important! Read this whole section, otherwise you may end up damaging your printer (depends on the printer)

The mountains don't use layer swap but 3 print files. Make sure to load all of the files into Cura (or some other slicer) and align them carefully, so that the coin sits exactly in the groove.

For Cura: (for other slicers you need to figure it out yourself)

- Install plugin: "Z Offset Setting"

- Disable "Automatically drop model to the build plate"
- Check if your printer would slam the hot-end into the print when starting another print (mine does)

Offsets for the coin x: 3.4, y: 3.4, z: 2.2

Offsets for the mountain x: -0.2, y: -0.5, z: 2.4 (x and y are not crucial here)

Print order: mountain-base (wood-brown), mountain-coin (gold), mountain-rock (charcoal-black)

### **Avoiding issues:**

- Make sure to print the first file (mountain-base) with a brim, and the other two file without build plate adhesion settings, except from Z Offset)
- If your print head would slam into the print, you likely need to modify your "Start G-Code" in the printer settings. If you need help there, feel free to drop me a message. Just actively watch the head if it would run through an existing print or not
- Do a dry run (without filaments loaded) of all files before doing the actual print

### **Ruins (Fossil Grey)**

- No special settings

### **Various boxes**

- I've printed with skirt. If you're not all that confident in your printer's tolerances, downscale them slightly (1 mm in all directions, or so) to make sure they'll fit into the box
- Also RiftForge Design made a inlay for the original box, so maybe check it out: <https://www.printables.com/de/model/465691-organizerinsert-for-kartograph-pimped-version>

### **Filaments**

You can of course use any other brand, but I picked PolyTerra as the colors and textures go really nice together.

### **Polymaker PolyTerra:**

If you don't know this brand yet: Keep it super dry. Otherwise, you'll have holes all over your models

- Wood Brown
- Savannah Yellow
- Forest Green
- Earth Brown
- Army Dark Green
- Sapphire Blue
- Ice
- Fossil Grey
- Lava Red
- Charcoal Black

### 3DJAKE EcoPLA

- Ultra-Satin Gold (but any other nice looking gold filament will do too)

## Model files



#### 20-mountain-rock.stl

[See description](#)

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#### card-storage.stl



#### coin-storage.stl

[Storage for mountains and coins](#)

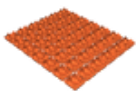
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#### 20-mountain-base.stl

[See description](#)

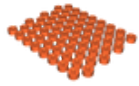
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#### 42-town.stl

[One player set of towns](#)

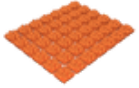
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### 64-coin.stl

☐ Four players set of

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### 42-forest.stl

☐ One player set of forests

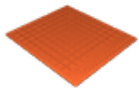
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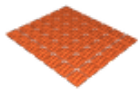
### tile-storage.stl

☐ Tile storage for forests, fields, towns or water

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### board.stl



### 42-water.stl

☐ One player set of water

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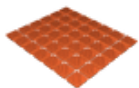
### troll-storage.stl



### 6-ruins.stl

☐ One player set of ruins

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### 42-field.stl

☐ One player set of fields

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### untested-box-bottom.stl

☐ Print at your own risk, may or may not fit perfectly

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### 16-troll.stl

☐ One player set of trolls

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## 20-mountain-coin.stl

[See description](#)



## 4-test-tiles.stl

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