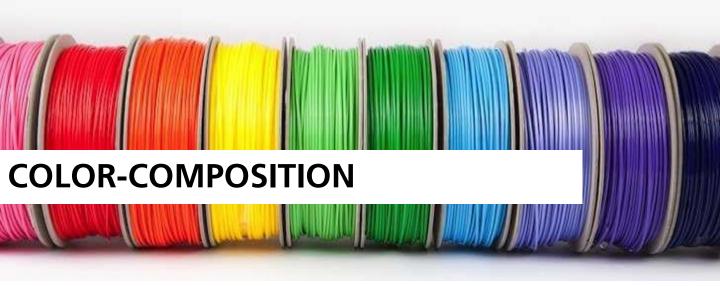


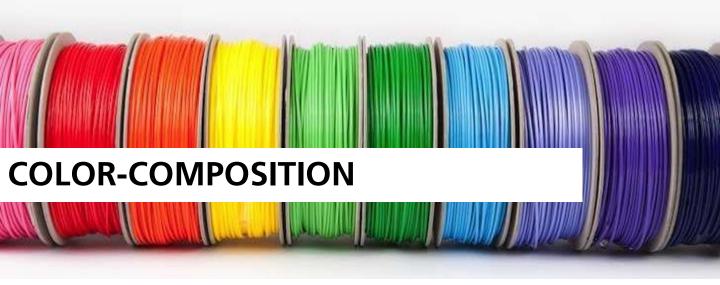
Heres a composition of all colors that I used for my catan-style boardgame 2.0. There are no specific filaments mentioned, only the approximate colors I used to help you to get a simular look.

Nr.	Color	Approximate filament color
1	Orange	
2	Beige	
3	Brown	
4	Red	
5	Gold	
6	Light green	
7	White	
8	Green	
9	Grey	
10	Yellow	
11	Blue / green	
12	Turqoise	



The following list shows all the models and the colors used for their parts:

Model (linked)	Filename & used color (compare first page)
Number tokens	Number_tokens1: 9 Number_tokens2: 1 Number_tokens3: 7 Number_tokens4: 4
<u>Settlements</u>	Settlement_1: 1, 12, 6, 4 (one color for each player) Settlement_2: 9 Settlement_3: 8
<u>Cities</u>	City1: 1, 12, 6, 4 (one color for each player) City2: 9 City3: 8
Roads	Road1: 1 , 12 , 6 , 4 (one color for each player) Road2: 9
Crossings	Crossing1: 1 , 12 , 6 , 4 (one color for each player) Crossing2: 9
Landscape ore	Ore1: 9 Ore2: 2 Ore3: 3 Ore4: 8
Landscape wheet	Wheet1: 5 Wheet2: 10 Wheet3: 4 Wheet4: 8
Landscape brick	Brick1: 2 Brick2: 3 Brick3: 8 Brick4: 4
Landscape wood	Wood1: 6 Wood2: 8 Wood3: 2 Wood4: 3
Landscape wool	Wool1: 6 Wool2: 9 Wool3: 8 Wool4: 7
<u>Landscape desert</u>	Desert1: 5 Desert2: 3 Desert3: 8 Desert4: 7



The following list shows all the models and the color used for their parts:

Model (linked)	Filename & used color (compare first page)
Landscape water	Water1: 11 Water2: 12 Water3: 7
<u>Landscape harbor</u> <u>water</u>	Harbor_water1: 11 Harbor_water2: 12 Harbor_water3: 7
Harbors resources	Harbor_3_for_1: 5 Harbor_brick: 1 Harbor_wool: 7 Harbor_wood: 3 Harbor_ore: 9 Harbor_wheet: 10
<u>Harbor base</u>	Harbor_base1: 2 Harbor_base2: 12 Harbor_base3: 3 Harbor_base4: 7
Harbor top	Harbor_top1: 9 Harbor_top2: 3 Harbor_top3: 2 Harbor_top4: 4
Sandstorm	Sandstorm1: 5 Sandstorm2: 2 Sandstorm3: 8 Sandstorm4: 7
<u>Landscape-bases</u>	Base: 1 (brick), 7 (wool), 3 (wood), 9 (ore), 10 (wheet), 5 (desert), 11 (water)

Good luck with your prints and don't forget to post your makes! ©