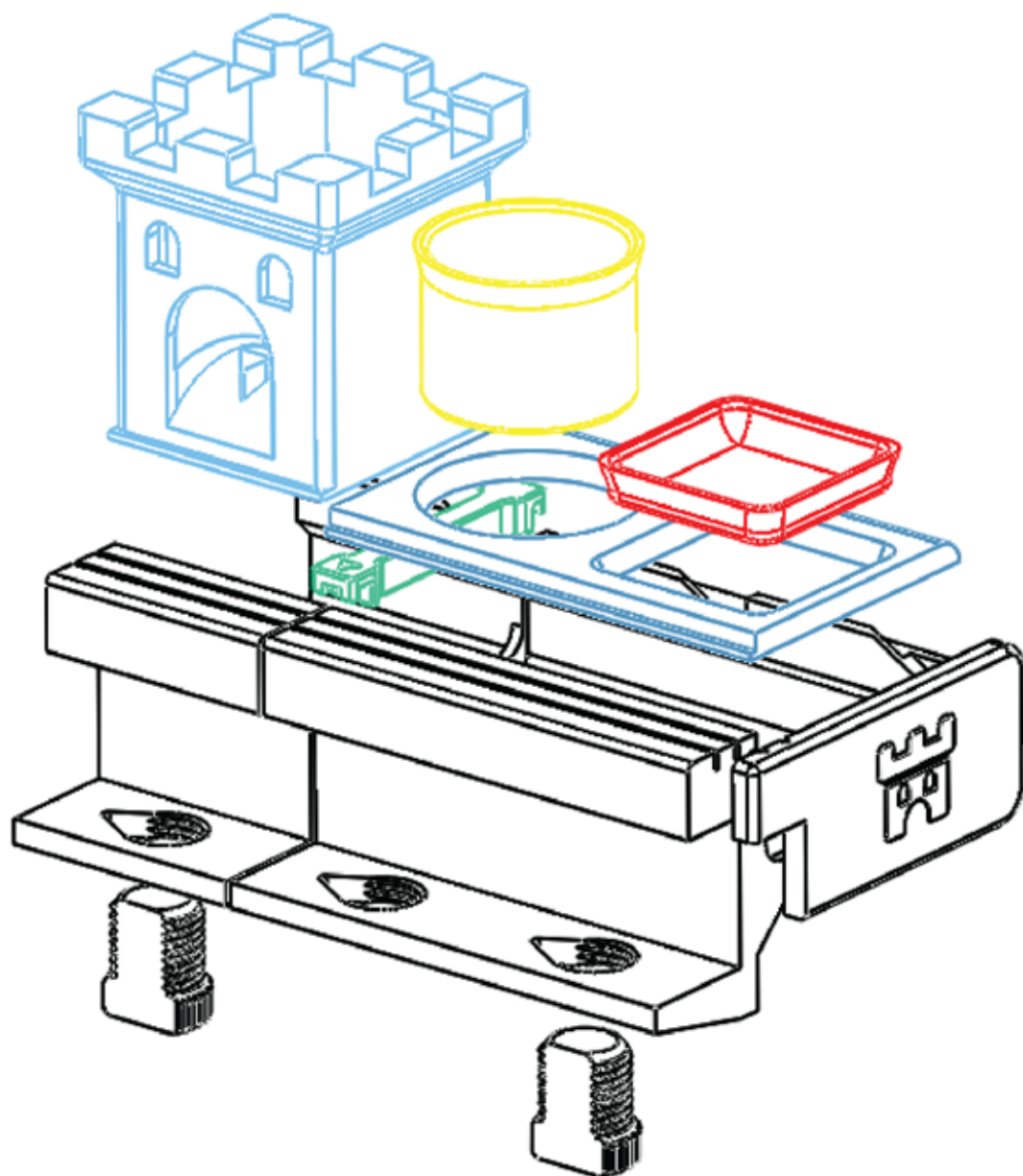


# [ gameframe ]

game your table

3d prints to transform your standard table  
to an epic gaming table



## User manual v1.0

get more info @ [meeplekeepers.com](http://meeplekeepers.com)



# 1\_Components

The Gameframe System components are organized in four (4) main categories:

- 1. Bases:** Bases are attached directly to your table or surface. They are the structure of the whole Gameframe System.
- 2. Tops:** Tops are placed on top of the bases. They are modular and can be changed easily depending on your accessories.
- 3. Accessories:** The accessories are the fun parts of the whole Gameframe System!
- 4. Tools:** Tools are the serious components that you need to tie together the whole Gameframe System.

*Note that this structure is also followed in the Gameframe System folder and that throughout this manual all units are in the metric system (cm).*

## \_Bases

The Bases are the main structure of the Gameframe System.

They come in 2 flavors: Straight bases and corner bases.

The straight base parts come in 3 basic widths: 5cm, 10cm and 20cm. This size variance makes it possible to be printed by almost any 3d printer and also mixing different base sizes can maximize the length of Gameframe on your table.

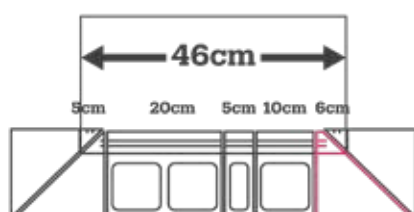
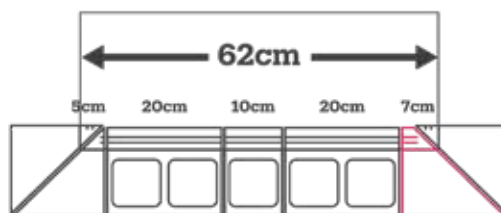
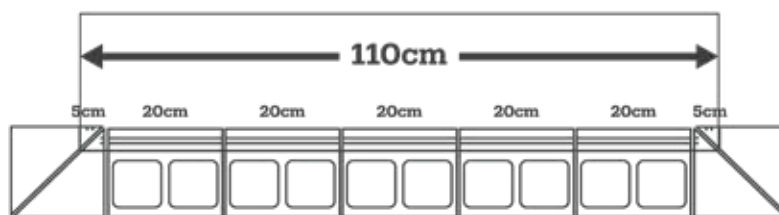
Bases are printed upright. *(This is denoted by the blue arrow in the base part images. The arrow denotes the Z-direction for printing)*

The other flavor of base parts are corner bases. They are needed to fit the corner spaces of your tables. The different sizes will help you fit Gameframe all across your table.

## \_How to fit Gameframe to your table

You can fit Gameframe to any table thanks to the corner pieces. The corners are split in left and right corners and two pieces make one corner (one left and one right). All corner pieces add 5, 6 or 7 cm on each side of the table.

In order to calculate what types of bases you need, check out the examples below:



All Gameframe system parts come in 5, 10 and 20cm.

All extra adjustments are made by 3 corner pieces that compensate any extra length.

These corner pieces come in 5, 6 or 7 additional cm per corner, thus allowing you to create any combination of parts to fit your table!

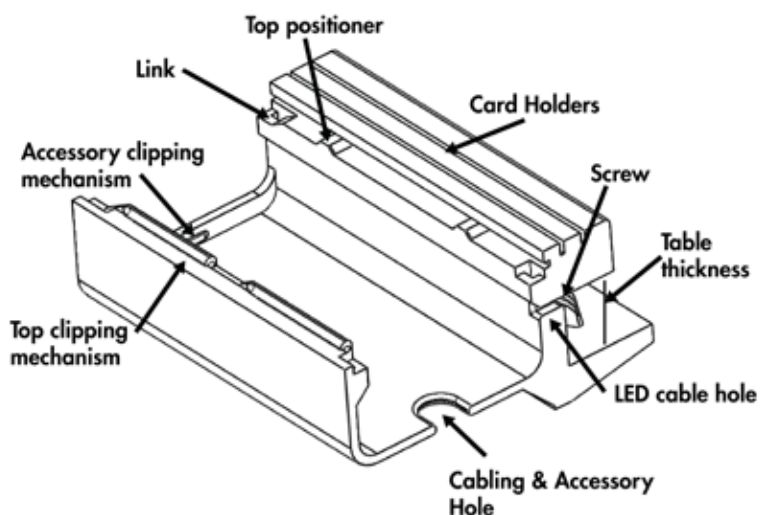
*(Do not worry if you do not understand this completely at this point. This is just to get a taste. We will cover this in much more detail later on)*

All the straight base parts you need depend on the thickness of your table or surface. We suggest using the base pieces that are equal to or greater than your table thickness but as close as possible to that thickness. Gameframe base parts cover table thicknesses anywhere from 2 up to 12cm in increments of 2 cm.

So for example if you have a table 5cm thick we would suggest you use the 6cm base parts. You could use the 8, 10 or 12cm thick bases but we would recommend going as close as possible to your own table thickness for greater sturdiness and stability.

In the folder for the bases you will find the folder with your table thickness and you can print the parts from there. You will find all the necessary straight base components for your table there. The corner pieces though are common for any table thickness as they do not attach to the surface but rather to the rest of the Gameframe System.

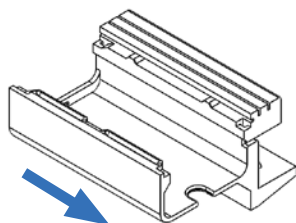
In the picture below you can see the basic features of the straight base parts (specifically the large 20cm straight base for a max table thickness of 4cm).



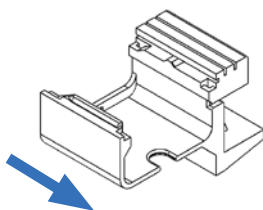
## Straight Base Parts

These are the main parts of your gameframe. Below are the base components for a (maximum) table thickness of 6cm.

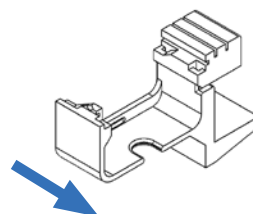
*The table thickness in the filename is followed after the letter 't', eg. 't06', as seen below. The last letter denotes the base part size: S(5cm), M(10cm), L(20cm)*



Filename: **GF10-Base-t06d07\_L.STL**  
Description: The large (20cm) base part for a maximum table thickness of 6cm



Filename: **GF10-Base-t06d07\_M.STL**  
Description: The medium (10cm) base part for a maximum table thickness of 6cm



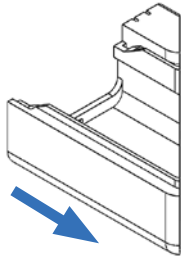
Filename: **GF10-Base-t06d07\_S.STL**  
Description: The large (5cm) base part for a maximum table thickness of 6cm

## Corner Base Parts

These are the corner base parts of your gameframe. Corner base parts do not depend on your table thickness. They attach to the rest of the Gameframe System through the links.

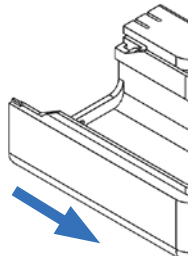
For each of your table corners you will be needing two corner bases: one left (L) and one right (R). The specific part for each one will depend on your table dimensions.

*The corner parts are indicated in the filename by the letter 'K' , followed by 'L' or 'R' denoting if its left or right (as viewed from the top) and a number 5, 6, or 7 denoting how many centimeters are added by the corner to your total length.*



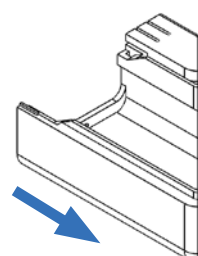
Filename: **GF10-Base-d07\_KL5.STL**

Description: Left corner base part (as viewed from the top) adding 5cm to that side of the table.



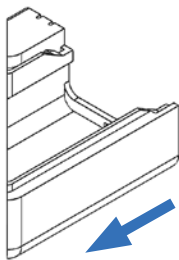
Filename: **GF10-Base-d07\_KL6.STL**

Description: Left corner base part (as viewed from the top) adding 6cm to that side of the table.



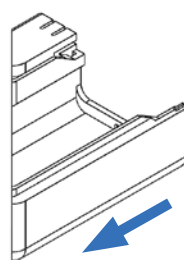
Filename: **GF10-Base-d07\_KL7.STL**

Description: Left corner base part (as viewed from the top) adding 7cm to that side of the table.



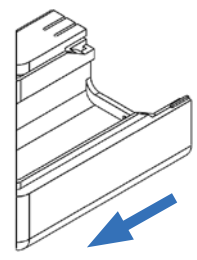
Filename: **GF10-Base-d07\_KR5.STL**

Description: Right corner base part (as viewed from the top) adding 5cm to that side of the table.



Filename: **GF10-Base-d07\_KR6\_M.STL**

Description: Right corner base part (as viewed from the top) adding 6cm to that side of the table.



Filename: **GF10-Base-d07\_KR7.STL**

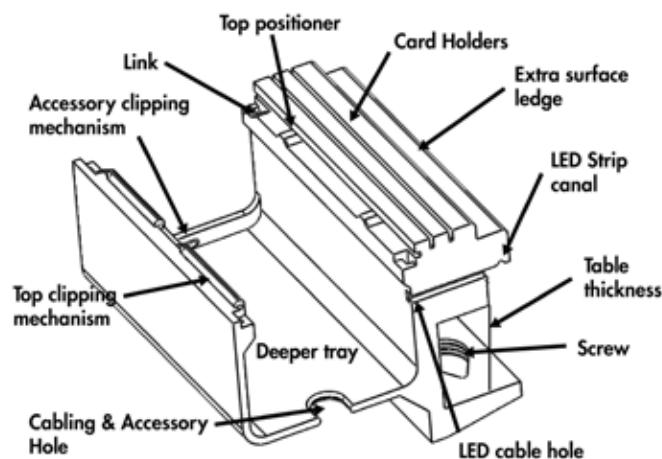
Description: Right corner base part (as viewed from the top) adding 7cm to that side of the table.

## High Gameframe base part- compatible with LED

In your gameframe folder you will also find the corresponding base and corner base parts for your Gameframe System that support the addition of LEDs to your table. These parts are in the corresponding folders for the different table thicknesses, as well the corresponding corner pieces.

The same printing directions apply to these parts as denoted in the previous sections.

Below you can see the basic features of the straight High Gameframe base parts:



Note that the High Gameframe base parts are deeper by 3cm than their standard counterparts giving you more space inside the Base parts.

Furthermore the High Gameframe base system allows you to attach a wooden surface (or wooden planks) on top of it, giving you a full table surface on top of your regular one. It is high enough (4.8 cm height) to be able to store your game beneath and not bother putting it back in the box. The maximum plank or surface thickness for it to be flush with the rest of the Gameframe System should be 1.2 cm thick (12mm).

## Tops

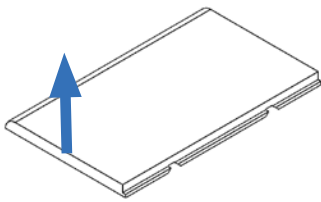
Tops are the parts that are placed on top of your base structure and are the parts where you will be able to attach most of your accessories. They are modular and can be changed easily depending on your accessories or base parts. *Tops are common for all version of the gameframe bases (Standard and High).*

Tops come in different sizes which correspond to their base counterparts.

*All Top parts filenames contain the size identifier (L, M, S, xS, xxS, K) as well as a letter describing the type of hole they contain or the type of top they are. C for circular, S for square, R for rectangular, W for wide, P for Plain. Further description if needed is provided after these identifiers.*

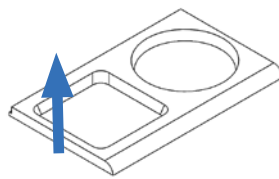
### L Tops (Large Tops = 20cm)

These top parts may attach to any large (L) 20cm Base parts (or even two medium (M) 10cm Base parts).



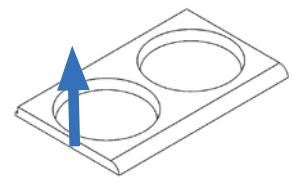
Filename: **GF10-Top-L\_P.STL**

Description: Large Top plain.



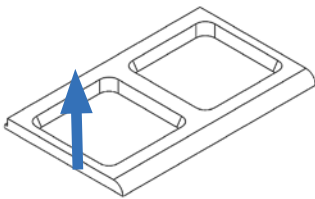
Filename: **GF10-Top-L\_SC.STL**

Description: Large Top with one square and one circle hole.



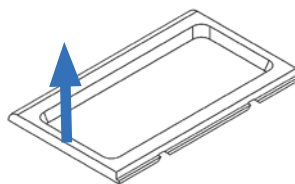
Filename: **GF10-Top-L\_CC.STL**

Description: Large Top with two circle holes.



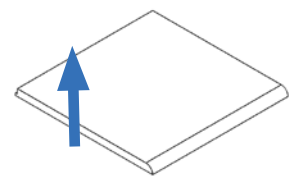
Filename: **GF10-Top-L\_SS.STL**

Description: Large Top with two square holes.



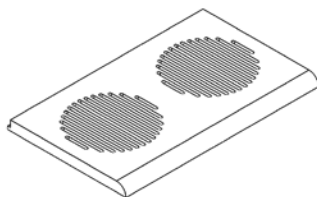
Filename: **GF10-Top-L\_R.STL**

Description: Large Top with one rectangular hole.



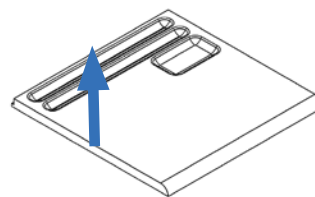
Filename: **GF10-Top-L\_W.STL**

Description: Large Top wide (no holes).



Filename: **GF10-Top-L\_speaker. STL**

Description: Large Top for bluetooth or other speakers underneath with slot to slide a velcro strip to hold it close to the top.

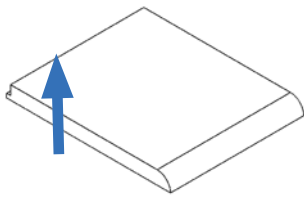


Filename: **GF10-Top-L\_W\_pencil. STL**

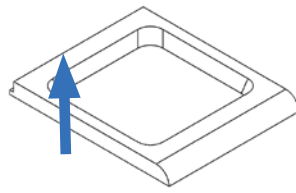
Description: Large Top wide with pencil and eraser holders.

## **M Tops (Medium Tops = 10cm)**

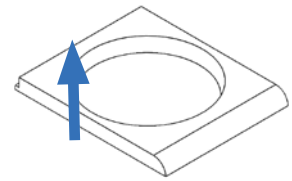
These top parts may attach to any medium (M) 10cm Base parts or you can use two of these on a large (L) 20cm Base part, etc.



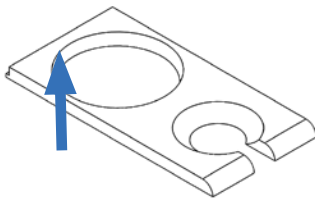
Filename: **GF10-Top-M\_P.STL**  
Description: Medium Top plain.



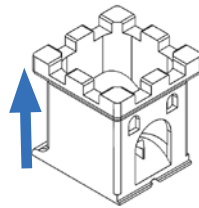
Filename: **GF10-Top-M\_S.STL**  
Description: Medium Top with one square hole.



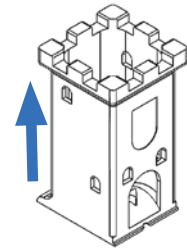
Filename: **GF10-Top-M\_C.STL**  
Description: Medium Top with one circle hole.



Filename: **GF10-Top-M\_W\_C\_wine.STL**  
Description: Medium Top wide with one circle hole and wine glass holder.



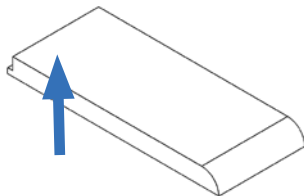
Filename: **GF10-Top-M\_diceTower.STL**  
Description: Medium Top with dice tower.



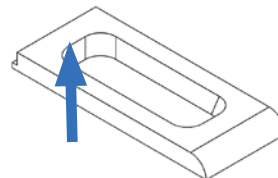
Filename: **GF10-Top-M\_diceTower-Large.STL**  
Description: Medium Top with large-dice tower.

## **S Tops (Small Tops = 5cm)**

These top parts may attach to any small (S) 5cm Base part.



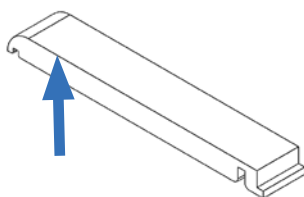
Filename: **GF10-Top-S\_P.STL**  
Description: Small Top plain.



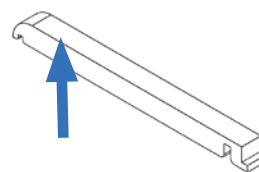
Filename: **GF10-Top-S\_R.STL**  
Description: Small Top with rectangular hole.

## **xS Tops (xtra Small Tops = 2cm) & xxS Tops (xtra xtra Small Tops = 1cm)**

These top parts may attach to any excess dimension on the corner pieces (7cm and 6cm corners respectively).



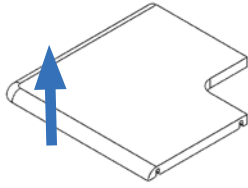
Filename: **GF10-Top-xS.STL**  
Description: xtra Small Top, to be used with KR7 or KL7 corner bases.



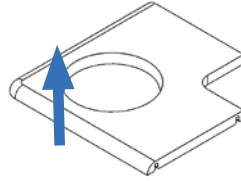
Filename: **GF10-Top-xxS.STL**  
Description: xtra xtra Small Top, to be used with KR6 or KL6 corner bases.

## Corner Tops

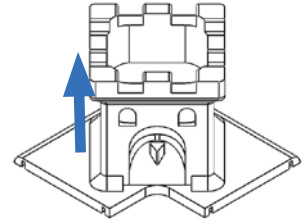
These top parts sit on top of two corner pieces (Left and Right).



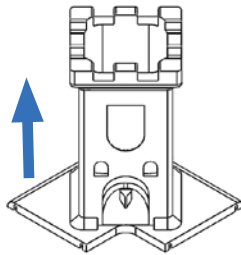
Filename: **GF10-Top-K\_P.STL**  
Description: Plain Corner top.



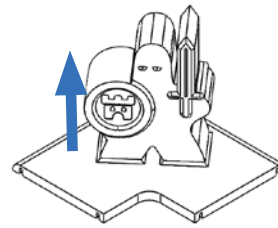
Filename: **GF10-Top-K\_R.STL**  
Description: Corner top with round hole.



Filename: **GF10-Top-K\_diceTower.STL**  
Description: Corner top with dice tower.



Filename: **GF10-Top-K\_diceTowerLarge.STL**  
Description: Corner top with large dice tower.



Filename: **GF10-Top-K\_meepleKeeper.STL**  
Description: Corner top with the meeple keeper!



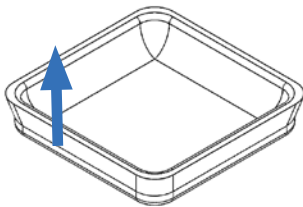
# Accessories

Accessories is where the fun begins. Accessories allow you to transform your Gameframe with any trays or components you need to customize it as you need. Most of the trays and boxes can even be used as standalone parts to hold tokens, dice, coins or any other items you might need on your table. They can be swapped and replaced instantly!

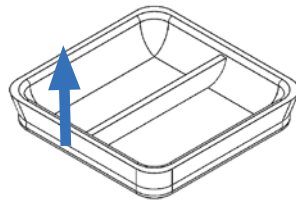
*All Accessory parts filenames contain the shape identifier (C, S, R) as they are used on the top parts that they fit into, as well as a description of the accessory itself.*

## Square accessories (S)

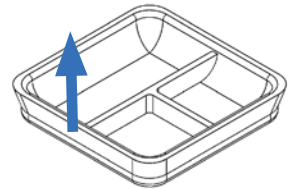
These accessories fit into any top with a square (S) hole.



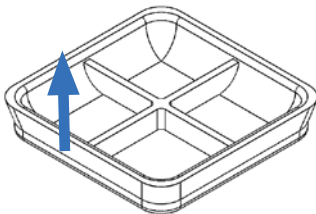
Filename: **GF10-Acc-S\_tokenTray1.STL**  
Description: Square token tray with 1 compartment.



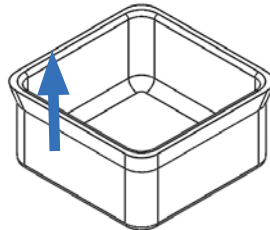
Filename: **GF10-Acc-S\_tokenTray2.STL**  
Description: Square token tray with 2 compartments.



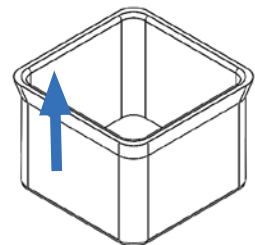
Filename: **GF10-Acc-S\_tokenTray3.STL**  
Description: Square token tray with 3 compartments.



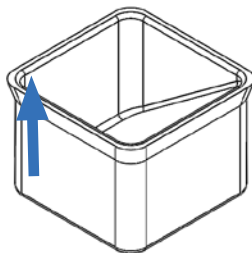
Filename: **GF10-Acc-S\_tokenTray4.STL**  
Description: Square token tray with 4 compartments.



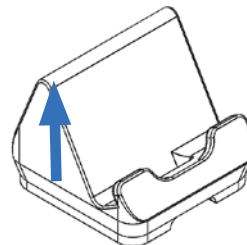
Filename: **GF10-Acc-S\_diceTray.STL**  
Description: Square tray that can hold cards or work as a dice tray.



Filename: **GF10-Acc-S\_deepTray.STL**  
Description: Square tray deep enough to store cards or dice.



Filename: **GF10-Acc-S\_cardDraw.STL**  
Description: Square card draw box that hold your deck at an angle for easy draw or discard pile.

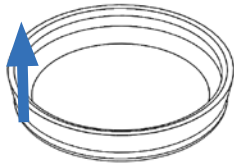


Filename: **GF10-Acc-S\_phoneStandSTL**  
Description: Phone holder with hole that can be used to charge phone at the same time.

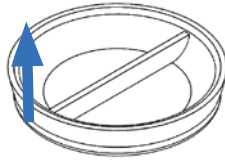


## Circle accessories (C)

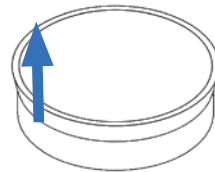
These accessories fit into any top with a square (C) hole.



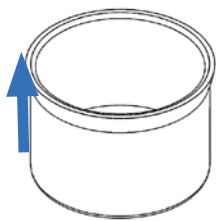
Filename: **GF10-Acc-C\_tokenTray1.STL**  
Description: Circular token tray with 1 compartment.



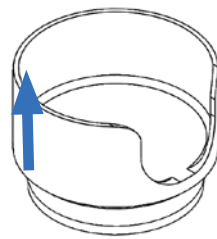
Filename: **GF10-Acc-C\_tokenTray2.STL**  
Description: Circular token tray with 2 compartments.



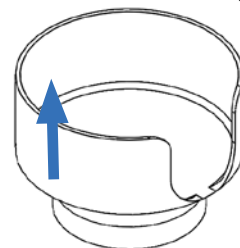
Filename: **GF10-Acc-C\_snackBowl.STL**  
Description: Circular snack bowl that can also work as a token tray.



Filename: **GF10-Acc-C\_cupHolder.STL**  
Description: Circular Cup holder.



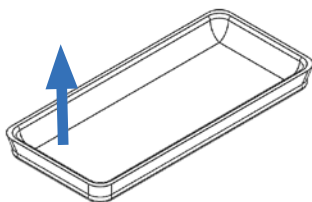
Filename: **GF10-Acc-C\_mugHolder.STL**  
Description: Mug holder with mug handle opening.



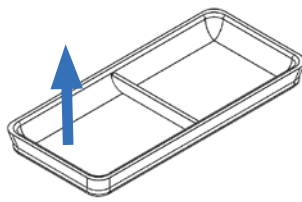
Filename: **GF10-Acc-C\_mugHolderXL.STL**  
Description: XL Mug or beer glass holder with handle opening.

## Rectangle accessories (R)

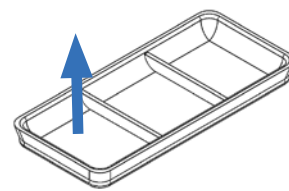
These accessories fit into any Large (L) top with a rectangular (R) hole.



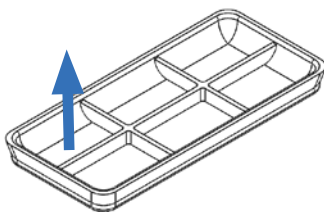
Filename: **GF10-Acc-R\_tokenTray1.STL**  
Description: Rectangular token tray with 1 compartment.



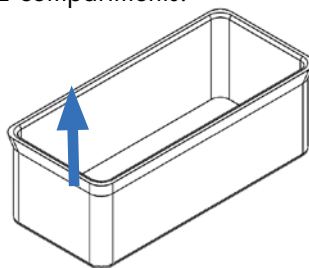
Filename: **GF10-Acc-R\_tokenTray2.STL**  
Description: Rectangular token tray with 2 compartments.



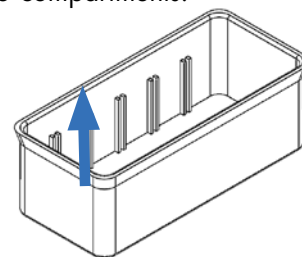
Filename: **GF10-Acc-R\_tokenTray3.STL**  
Description: Rectangular token tray with 3 compartments.



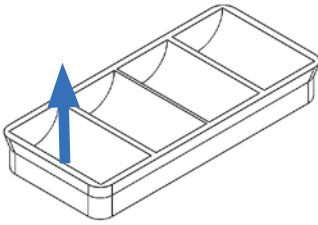
Filename: **GF10-Acc-R\_tokenTray6.STL**  
Description: Rectangular token tray with 6 compartments.



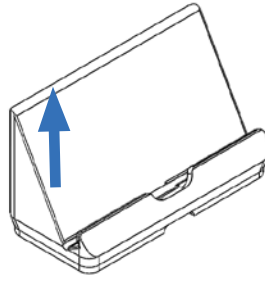
Filename: **GF10-Acc-R\_deepTray.STL**  
Description: Rectangular deep tray that can hold cards, decks, dice, your keys or anything.



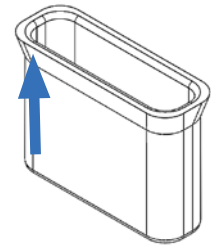
Filename: **GF10-Acc-R\_cardDivider.STL**  
Description: Rectangular deep tray that acts as a card divider with the Separator.



Filename: **GF10-Acc-R\_pokerChipHolder.STL**  
Description: Poker chip or coin holder.



Filename: **GF10-Acc-R\_tabletStandSTL**  
Description: Tablet stand with cable hole to allow you to charge tablet (or phone) at the same time.



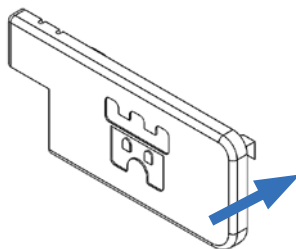
Filename: **GF10-Acc-SR\_holder.STL**  
Description: Rectangular holder for the small (S) base part to hold pencils, pens or anyother gadgets.

## Other accessories

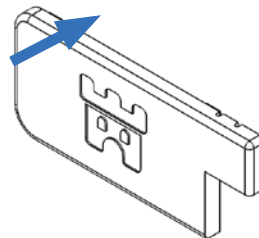
These accessories contain various accessories that combine with various other accessories and the whole Gameframe System..

## Base Ends

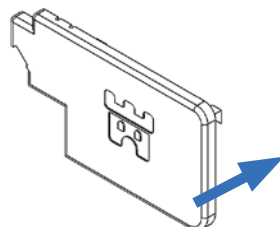
These accessories provide endcaps for your Gameframe system in case you just need to print a few modules and use the Gameframe system as a standalone module for a certain length, i.e. for individual player units. Again these come in two flavours: one for the standard Gameframe System and one for the High Gameframe with LED support.



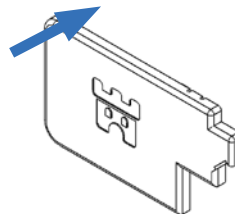
Filename: **GF10-Acc-baseEndL\_d07.STL**  
Description: Base End Left (L) for the standard Gameframe System Base Parts.



Filename: **GF10-Acc-baseEndR\_d07.STL**  
Description: Base End Right (R) for the standard Gameframe System Base Parts.



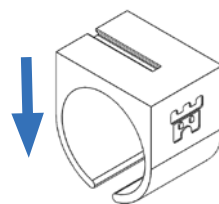
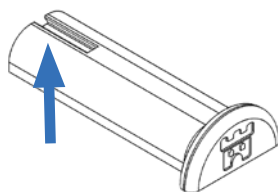
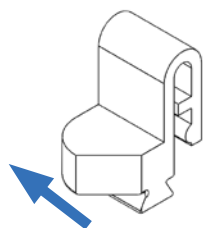
Filename: **GF10-Acc-LEDBaseEndL\_d10.STL**  
Description: Base End Left (L) for the High Gameframe - LED System Base Parts.



Filename: **GF10-Acc-LEDBaseEndR\_d10.STL**  
Description: Base End Right (R) for the High Gameframe - LED System Base Parts.

## Bottom Accessories

These accessories clip to the bottom of your Gameframe System through a clip (accessory clip) and allow you to slide in various accessories such as the player mat holder or the headphone holder.



Filename: **GF10-Acc-accessoryClip.STL**

Description: This is the clip that is used universally for the bottom accessories. It clips at the bottom between two base tiles and protrudes through the cable hole at the bottom.

Filename: **GF10-Acc-headPhoneStand.STL**

Description: Headphone stand that slides underneath your Gameframe System and protrudes in front of it to hang your headphones.

Filename: **GF10-Acc-playerMatHolder.STL**

Description: This accessory slides underneath your Gameframe System onto the accessory clip and you can store your game or player mats. Ideally use at least two.

## Counter

This accessory allows you to track points, number of actions, stats or anything you want for your gamenights! Print as many as you want and just slide them in front of you on the card stand rail that runs along your Gameframe System.

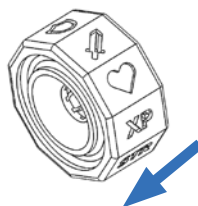
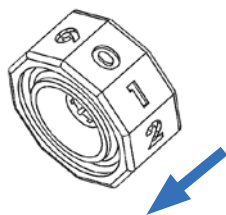


Filename: **GF10-Acc-Counter\_MainBody.STL**

Description: This is the main body of your counter. Just slide in the wheel of your choice and snap the lid to close it!

Filename: **GF10-Acc-Counter\_Lid.STL**

Description: This is the lid for your counter that snaps fit to the main body.



Filename: **GF10-Acc-Counter\_NumberWheel.STL**

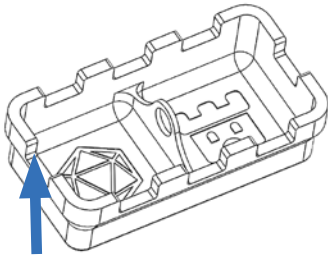
Description: The wheel for your counter with numbers from 0-9.

Filename: **GF10-Acc-Counter\_StatsWheel.STL**

Description: The wheel for your counter with stats and standard icons (damage, life defense).

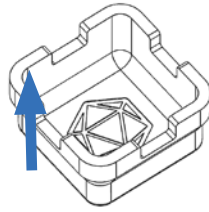
## Dice Storage boxes

These dice boxes or holders are extremely useful to store your dice for your gaming session and can be easily stored inside your Gameframe System underneath the Tops!



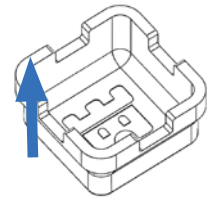
Filename: **GF10-Acc-diceStorageBox-Large.STL**

Description: This box features two compartments to store loads of dice! And it is shaped like a castle too!



Filename: **GF10-Acc-diceStorageBox-Small\_D20.STL**

Description: A smaller box to store your dice with a D20 embossed on the bottom!

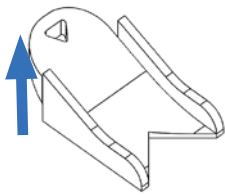


Filename: **GF10-Acc-diceStorageBox-Small\_LogoMK.STL**

Description: A smaller box to store your dice with the meeplekeepers logo embossed on the bottom!

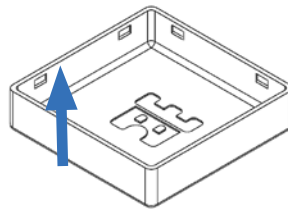
## Dice Tower accessories

These accessories accompany your various dice towers! From a dice tray to hold all those wild dice from flying all over your table, to the necessary slides to run your dice smoothly out of the dice tower and into your tray.



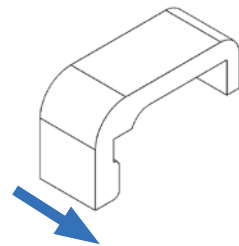
Filename: **GF10-Acc-cornerTowerSlide.STL**

Description: This slide goes into your corner dice tower. Print it in a different color for fun!



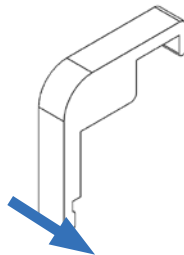
Filename: **GF10-Acc-diceTowerTray.STL**

Description: The dice tray that clips in front of your dice towers! You can also print our meeplekeepers logo and glue it in place for a dual color!



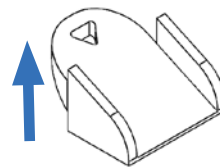
Filename: **GF10-Acc-diceTowerTrayClip.STL**

Description: The clip to attach your dice tray to your Gameframe System onto the card holder rail. You need two (2) of these per dice tray!



Filename: **GF10-Acc-LEDdiceTowerTrayClip.STL**

Description: The clip to attach your dice tray to your Gameframe System (if you are using the High Base parts compatible with LED), onto the card holder rail. You need two (2) of these per dice tray!

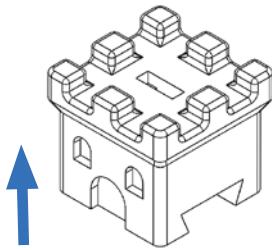


Filename: **GF10-Acc-towerSlide.STL**

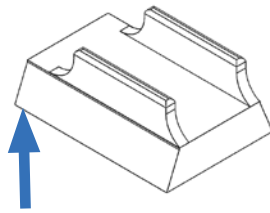
Description: This slide goes into your dice tower. Print it in a different color for fun!

## Initiative tracker

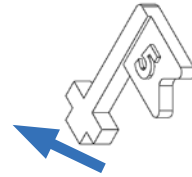
These little adorable castles slide onto your card stand rail that runs throughout your Gameframe System and indicate each players' initiative or player turn!



Filename: **GF10-Acc-castle.STL**  
Description: Your own castle!



Filename: **GF10-Acc-castleBase.STL**  
Description: Slide this underneath your castle in order to be able to slide the whole thing onto your card rail.  
*Use a drop of glue if the tolerance is too high.*



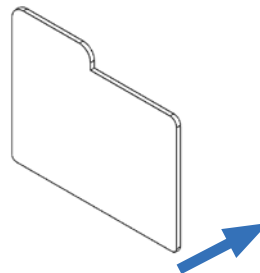
Filename: **GF10-Acc-castleFlag5.STL**  
Description: The flag that indicates your number (from 1-6). Just place it on top of your castle  
*Use a drop of glue if the tolerance is too high.*

## Rest of the other accessories



Filename: **GF10-Acc-MK\_Logo.STL**  
Description: The meeplekeepers logo, that can be used with:

- the dice tray
- the phone stand
- the tablet stand
- the base ends



Filename: **GF10-Acc-cardDivider.STL**  
Description: A divider for your cards to be used with the Card divider rectangular accessory. Print as many as you need.

## 2\_What to print

The first thing to know about the Gameframe System, is that it is fully modular and customizable. So you can really just start printing a few modules and it will be fully functional. Then print some more and slowly work towards your whole table.

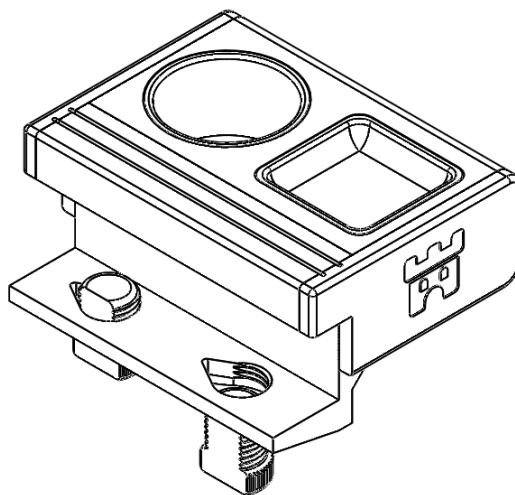
*(If you are planning to print your whole table with the LED and extra tabletop surface to be able to store your game underneath you should choose the files from the High Gameframe Base files. So in the following steps just use the corresponding High Gameframe base files instead!)*

### Tutorial

So let's begin! We suggest you start off by printing:

- one (1) large (L) straight base part, eg. **GF10-Base-t06d07\_L.STL**
- one (1) large (L) top, eg. **GF10-Top-L\_SC.STL** with one circular and one square hole
- one (1) Square token tray with 1 compartment, eg. **GF10-Acc-S\_tokenTray1.STL**
- one (1) Circular Cup holder, eg. **GF10-Acc-C\_cupHolder.STL**
- two (2) Screws, eg. **GF10\_Screw\_3.STL**
- two (2) Gameframe Ends, one left and one right, eg. **GF10-Acc-BaseEndL.STL** and **GF10-AccBaseEndR.STL** *(optional)*
- two (2) Gameframe Logos, eg. **GF10-Acc-MK\_Logo.STL** *(optional)*

What you should end up with, is this unit!



### **CONGRATULATIONS!**

You have just created your first player unit!

Now you can go ahead and print a few more accessories and swap them, or move on to your second base unit along with a link to connect them!

So once you get the hang of it, you can move on to printing your whole table!

Once you've printed a few modules you might be wondering: "how do I calculate what types and how many base pieces do I need?"

Not to worry we have got you covered!

### Bases

The general idea is that the (half) corner pieces can cover from a minimum of 10 up to a maximum of 14 cm of that table dimension. Using the corner base pieces you can cover all those spare centimeters your table has.

The rest is covered in any combination of the Large and Medium (and maybe one Small) straight base parts.

The general rule is to convert your table dimensions in cm, and then subtract 10 (which is the minimum coverage from the corner pieces).

You can divide the remaining number in as many Large (L = 20cm) and Medium (M=10cm) straight base parts and the remainder you compensate with either a Small (S=5cm) straight base part and the necessary corner pieces, or just the necessary corner pieces that add up to your table dimension.

To help you figure out exactly what you need to print to set your table you can use our calculator at:

<https://gameframecalculator.meeplekeepers.com>

All you'll need to do is input your table dimensions.. This will give you the list of base parts that you will be needing to print for your whole table. Hassle free!

**Bear in mind that you will be needing to print the straight base parts that correspond to your table or surface thickness as described previously.**

So just to illustrate all the above here are also a couple of examples:

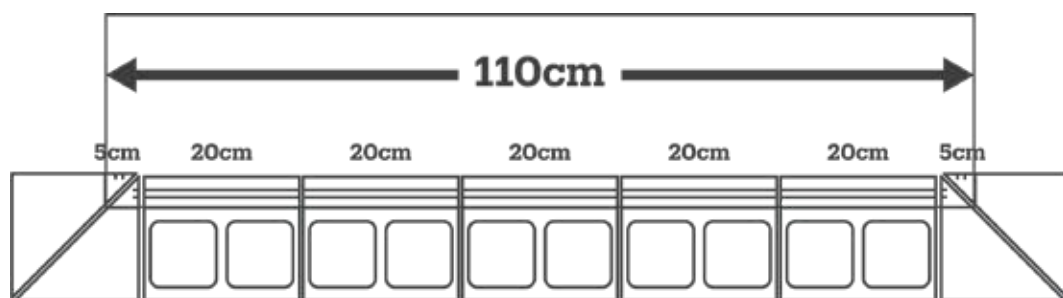
**A.** Say we have a table or surface whose one dimension is 1.1 meters. We convert this to cm and we get 110cm.

Next we subtract the minimum coverage by the corners (which is 10cm) and we get the result of 100cm.

$$110 - 10 = 100$$

The remaining one (1) meter (100cm) of table length will be covered by straight base pieces, while the 10cm from the corners, will be covered by a left (KL5) and a right (KR5) corner piece, as illustrated below:

Thus for this dimension we will be needing one left corner that adds 5cm (KL5), one right corner that

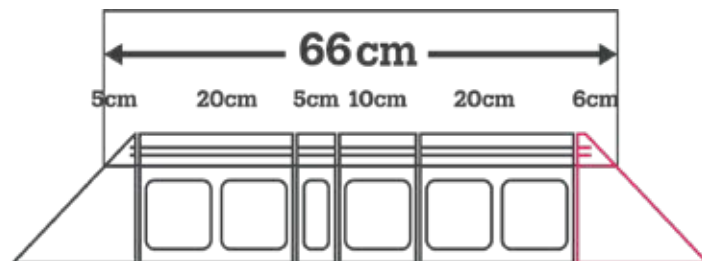


adds 5cm (KR5) and 5x Large (L=20cm) straight base parts to cover the rest of that table length.

**B.** Now say our other dimension is 66 cm. Again we subtract 10 cm and we get a remainder of 56cm. With the Large and Medium straight base parts we can cover a maximum of 50cm (with eg. 2 x Large straight base parts and 1 x Medium straight base part) with another 6cm remaining. These remaining 6 cm we tackle by printing one small base part (S=5cm) and we have a remaining 1 cm.

This will be covered by one of our corner pieces, as illustrated below:





Bear in mind that for your whole table you will need twice the parts of each dimension. Eg. for a table with dimensions 110x66 cm you will be needing:

- 18x Large straight base parts
- 2x Medium straight base parts
- 1x Small straight base parts
- 6x Corners (5cm) eg. 3x KL5 & 3x KR5
- 2x Corners (6cm) eg. 1x KL6 & 1x KR6

**Note that all Large straight base parts can be swapped by two (2) Medium straight base parts and vice versa.**

*The same does NOT apply with small straight base parts. They should be used at a minimum if necessary.*

### Tops

So now that you have your base setup you can go about printing their corresponding tops. These should correspond to their base counterparts again bearing in mind **that you can always swap two Medium tops with one Large and vice versa.**

For the corner tops you can chose whichever top you like. These tops connect the two corner halves together! The extra length that might be required by an extended top (such as a K6 or K7) is fitted by the appropriate top xxS or xS respectively.

### Accessories

Now that you have all your bases for your Gameframe ready, go ahead and print all the accessories you like in any color combination you love!

### Screws

Note that for each straight base that you print, you have 2 screws for the Large parts and one screw for the Medium parts. Although one screw will suffice for the large parts we recommend using both if possible for greater strudiness and stability. Screws come in 3 lengths (3, 5 and 7 cm). We recommend using the smallest possible (i.e. GF10\_Screw\_3.STL).

*The reason we have more options is in case you use your Gameframe on another surface that may be thinner than the one you printed it originally for.*

### Links

Base parts are connected between them with the link (**GF10\_Link.STL**). This is essential for the stability and sturdiness of the whole Gameframe System. Links are placed before the tops.

# 3\_How to print

Now that you know what you need to print, it is time to talk about 3d printing and print settings! The whole Gameframe System and our design philosophy is based in simple 3d prints that can be tackled by any printer and makers of all levels.

That is why we have designed all our files to be printed upright, without any support needed and with simple geometries to alleviate your slicers and your printers.

So all the material that is input to your 3d printer is obtained as your final product. No waste of material and no post-processing required!

From the Components section you have already seen the direction of printing for each part. The blue arrow on each image denotes the Z direction of printing.

We recommend using PLA as it is very easy to print and it provides sufficient structural and mechanical characteristics. You can always experiment with other materials, but PLA is highly recommended.

So our recommended print settings for the various components are as follows:

## Base Parts

Layer Height	0.3mm
Perimeters	3
Top solid layers	3
Bottom solid layers	3
Infill	25%
Supports	NO

## Top Parts

Layer Height	0.3mm
Perimeters	3
Top solid layers	3
Bottom solid layers	3
Infill	20%
Supports	NO

## Accessories

Layer Height	0.3mm
Perimeters	3
Top solid layers	3
Bottom solid layers	3
Infill	20%
Supports	NO

## Link

Layer Height	0.2mm
Perimeters	3
Top solid layers	3
Bottom solid layers	3
Infill	100%
Supports	NO

## Screw

Layer Height	0.2mm
Perimeters	3
Top solid layers	3
Bottom solid layers	3
Infill	50%
Supports	NO

## 3\_Setup

Setting up your Gameframe System is extremely easy.

All you have to do is secure a base part to your table or surface with the screw, place the top on top of it (by placing and sliding forward until it clicks) and you are done!

Have a second base unit? place it next to the first base unit, secure it with the screw, place a link between the two bases and place the tops!

And repeat as much as you want.

In case you want to setup your whole table, we recommend you start from the corners:

Connect one corner part (eg. KR) with one straight base part (eg. M) with the link.

Connect the other corner part (eg. KL) with another straight base part (eg. L) with the link.

Bring the two corner pieces together to meet the corner of your table and place the corner top on top of your base corner parts to align and secure the corner.

Secure the straight base parts with their corresponding screws, and continue with the rest of your table.



## 4\_Thanks

Gameframe wouldn't have been a reality without the 2,536 amazing backers that supported our first Kickstarter campaign.

Thanks to you Gameframe is a reality and we hope you will enjoy it accompanying your game nights throughout the years.

Have fun printing your very own personal Gameframe and make sure you stay tuned as we have a lot of ideas for future components for Gameframe!

If you have any questions or any ideas  
please email us at [info@meeplekeepers.com](mailto:info@meeplekeepers.com)

Thank you and happy gaming!

**Gameframe**  
game your table

