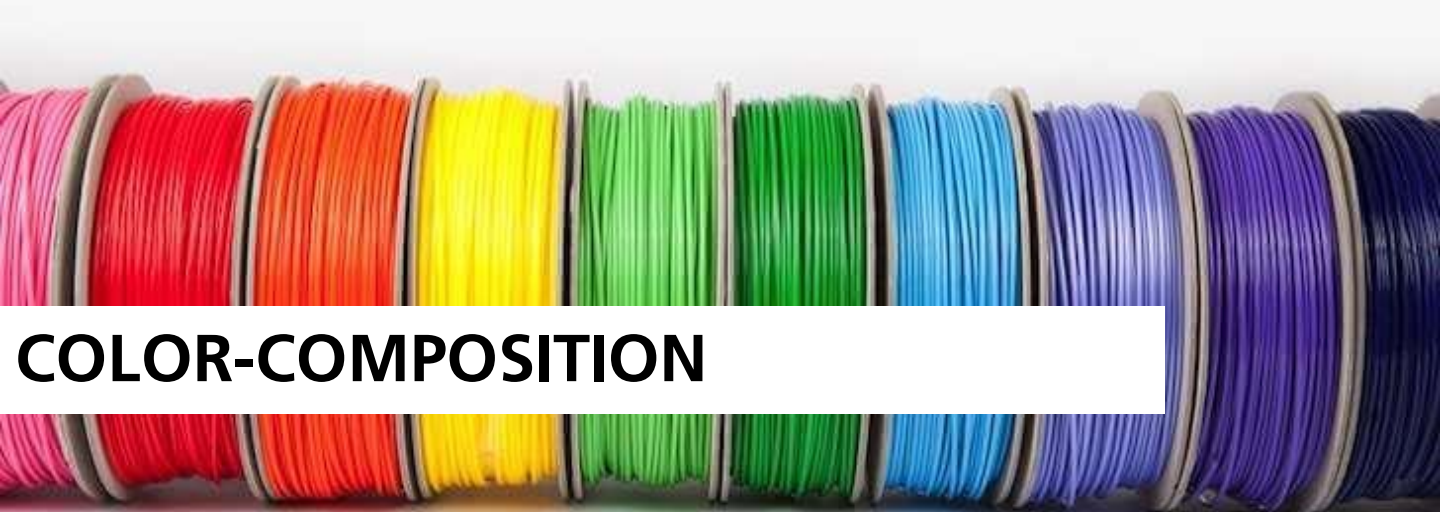


# COLOR-COMPOSITION

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.

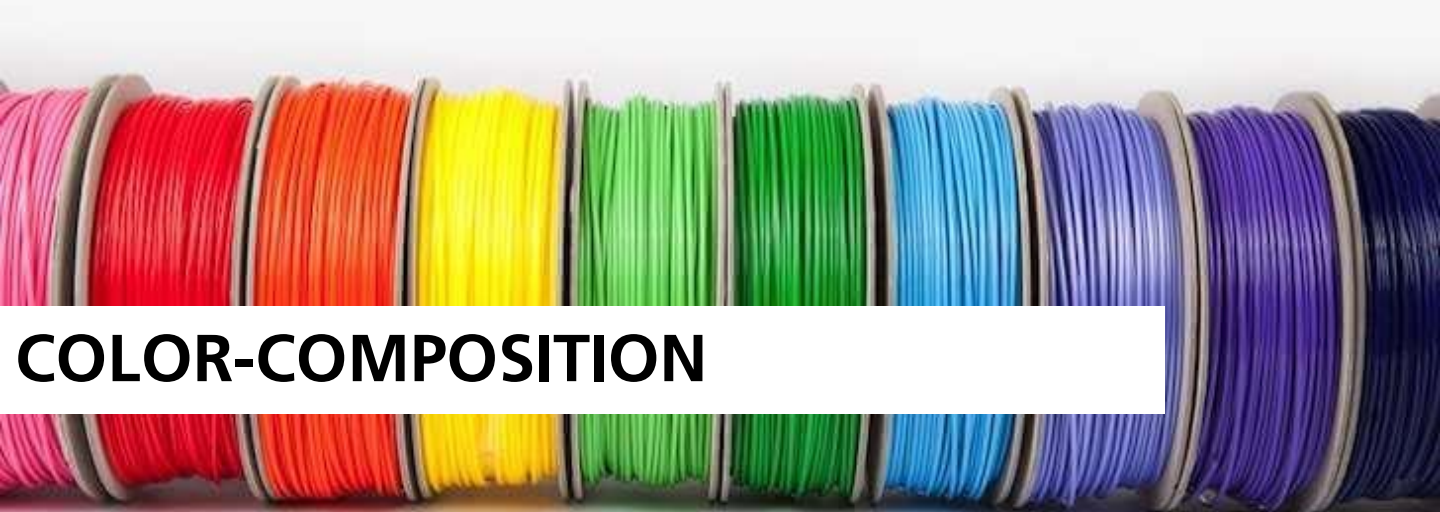
Nr.	Color	Approximate filament color
1	Orange	<div></div>
2	Beige	<div></div>
3	Brown	<div></div>
4	Red	<div></div>
5	Gold	<div></div>
6	Light green	<div></div>
7	White	
8	Green	<div></div>
9	Grey	<div></div>
10	Yellow	<div></div>
11	Blue / green	<div></div>
12	Turquoise	<div></div>



# COLOR-COMPOSITION

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

Model (linked)	Filename & used color (compare first page)
<a href="#">Number tokens</a>	Number_tokens_-_1: <b>9</b> Number_tokens_-_2: <b>1</b> Number_tokens_-_3: <b>7</b> Number_tokens_-_4: <b>4</b>
<a href="#">Settlements</a>	Settlement_1: <b>1, 12, 6, 4</b> (one color for each player) Settlement_2: <b>9</b> Settlement_3: <b>8</b>
<a href="#">Cities</a>	City_-_1: <b>1, 12, 6, 4</b> (one color for each player) City_-_2: <b>9</b> City_-_3: <b>8</b>
<a href="#">Roads</a>	Road_-_1: <b>1, 12, 6, 4</b> (one color for each player) Road_-_2: <b>9</b>
<a href="#">Crossings</a>	Crossing_-_1: <b>1, 12, 6, 4</b> (one color for each player) Crossing_-_2: <b>9</b>
<a href="#">Landscape ore</a>	Ore_-_1: <b>2</b> Ore_-_2: <b>9</b> Ore_-_3: <b>3</b> Ore_-_4: <b>8</b>
<a href="#">Landscape wheet</a>	Wheet_-_1: <b>5</b> Wheet_-_2: <b>10</b> Wheet_-_3: <b>4</b> Wheet_-_4: <b>8</b>
<a href="#">Landscape brick</a>	Brick_-_1: <b>2</b> Brick_-_2: <b>3</b> Brick_-_3: <b>8</b> Brick_-_4: <b>4</b>
<a href="#">Landscape wood</a>	Wood_-_1: <b>6</b> Wood_-_2: <b>8</b> Wood_-_3: <b>2</b> Wood_-_4: <b>3</b>
<a href="#">Landscape wool</a>	Wool_-_1: <b>6</b> Wool_-_2: <b>3</b> Wool_-_3: <b>8</b> Wool_-_4: <b>7</b>
<a href="#">Landscape desert</a>	Desert_-_1: <b>5</b> Desert_-_2: <b>3</b> Desert_-_3: <b>8</b> Desert_-_4: <b>7</b>



# COLOR-COMPOSITION

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

Model (linked)	Filename & used color (compare first page)
<a href="#">Landscape water</a>	Water_-_1: <b>11</b> Water_-_2: <b>12</b> Water_-_3: <b>7</b>
<a href="#">Landscape harbor water</a>	Harbor_water_-_1: <b>11</b> Harbor_water_-_2: <b>12</b> Harbor_water_-_3: <b>7</b>
<a href="#">Harbors resources</a>	Harbor_3_for_1: <b>5</b> Harbor_brick: <b>1</b> Harbor_wool: <b>7</b> Harbor_wood: <b>3</b> Harbor_ore: <b>9</b> Harbor_wheet: <b>10</b>
<a href="#">Harbor base</a>	Harbor_base_-_1: <b>2</b> Harbor_base_-_2: <b>12</b> Harbor_base_-_3: <b>3</b> Harbor_base_-_4: <b>7</b>
<a href="#">Harbor top</a>	Harbor_top_-_1: <b>9</b> Harbor_top_-_2: <b>3</b> Harbor_top_-_3: <b>2</b> Harbor_top_-_4: <b>4</b>
<a href="#">Sandstorm</a>	Sandstorm_-_1: <b>5</b> Sandstorm_-_2: <b>2</b> Sandstorm_-_3: <b>8</b> Sandstorm_-_4: <b>7</b>
<a href="#">Landscape-bases</a>	Base: <b>1</b> (brick), <b>7</b> (wool), <b>3</b> (wood), <b>9</b> (ore), <b>10</b> (wheet), <b>5</b> (desert), <b>11</b> (water)

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