

# Skye Sorter

LSKY

## Compatible with Isle of Skye®

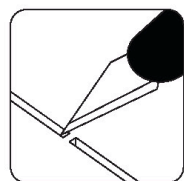
This box organizer is compatible with Isle of Skye® & Isle of Skye: Journeyman® & Isle of Skye: Druids®. This product is licensed by Lookout Games™, and is up for change at any time in the future.



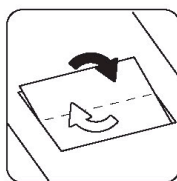
## Assembly Guide



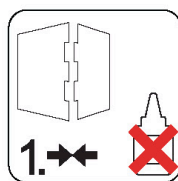
**LASEROX**



Use an exacto knife to cut the bits connecting the parts to the frame.

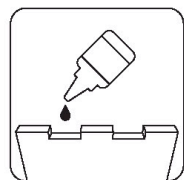


Remove the parts from the frame with a rotating motion along the axis formed by the bits you just cut.

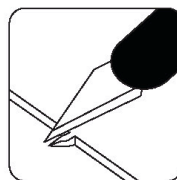


Always dry-fit the parts to together without any glue to make sure you are assembling the correct parts.

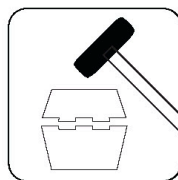
Use **wood glue** for assembly. Always dry fit the parts first to make sure the components are correct ones. If you encounter any issues, please contact us at [info@laserox.net](mailto:info@laserox.net) or our Facebook page at [facebook.com/laseroxinserts](https://facebook.com/laseroxinserts).



Use a drop of glue along the joints and hold it in place until the glue has sufficiently dried.



Use the exacto knife to remove any of the remaining connection bits.

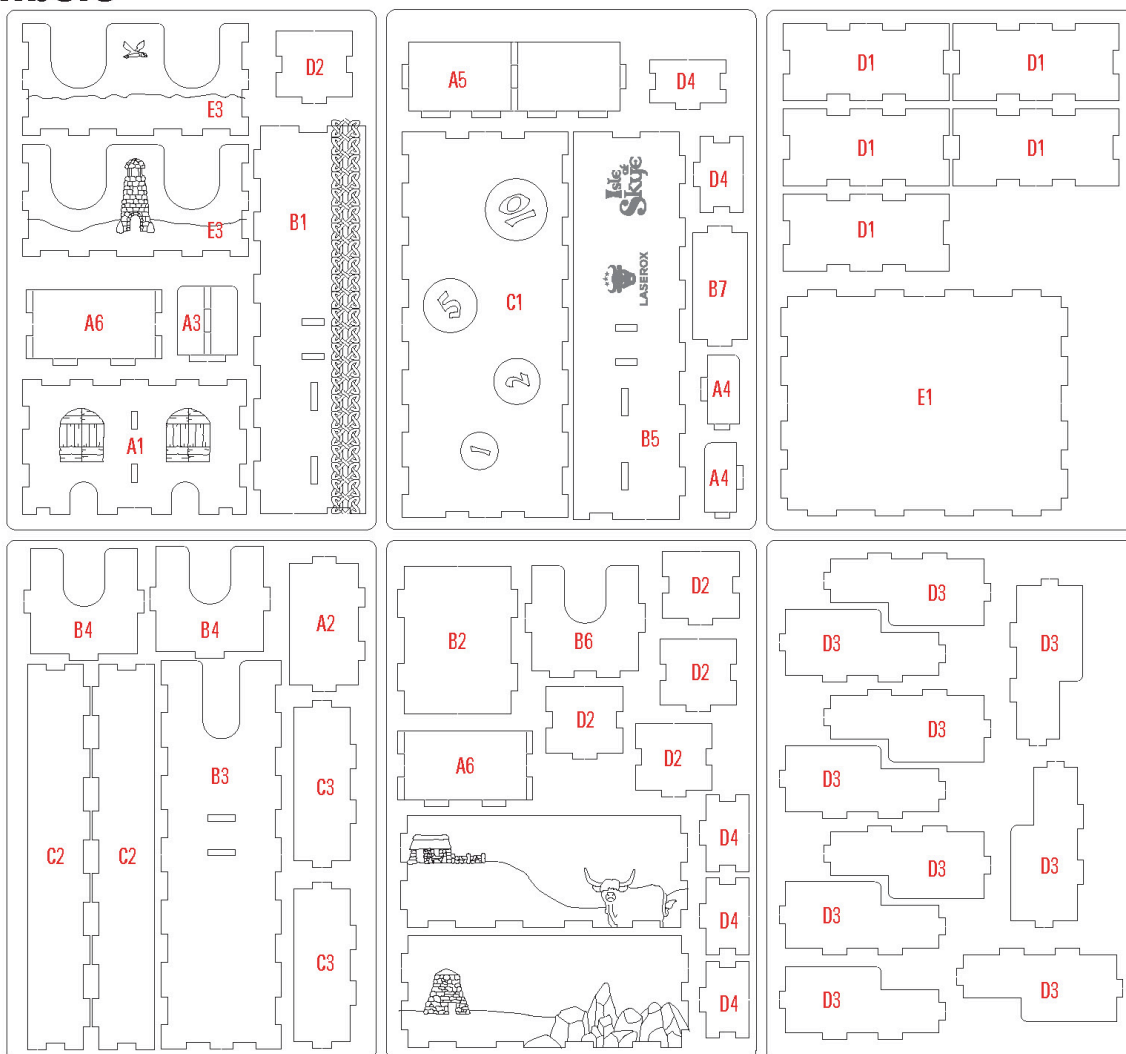


Press the parts together or use a hobby hammer with slight force for assembly.

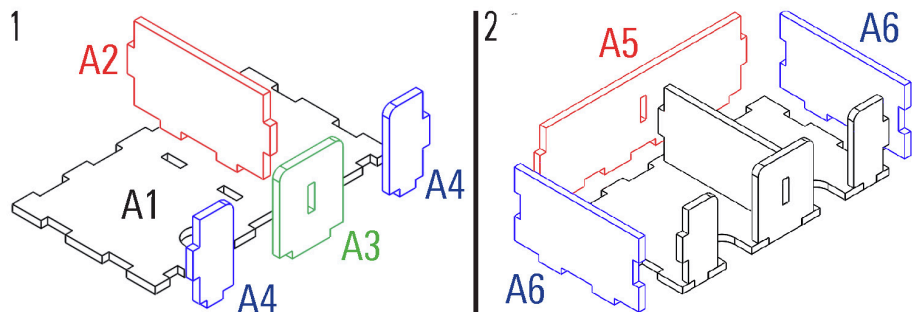


**WARNING** Choking hazard! Not for children under 14 years.

## Part numbers

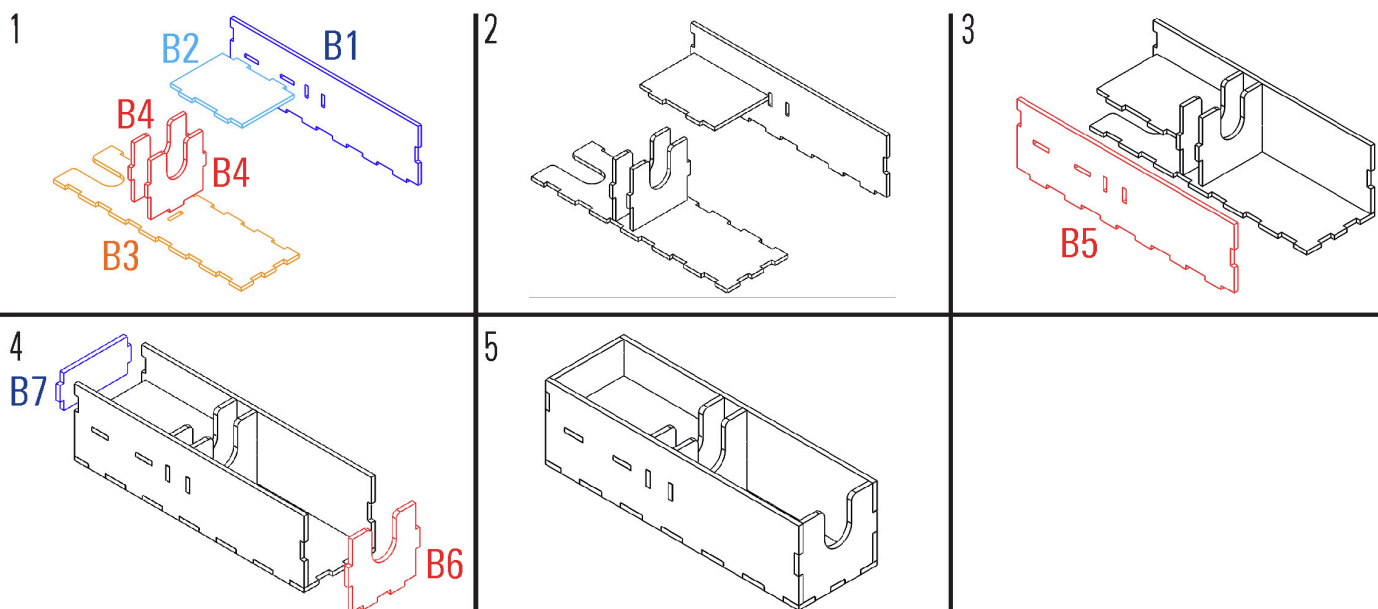


## Part 1. Doors



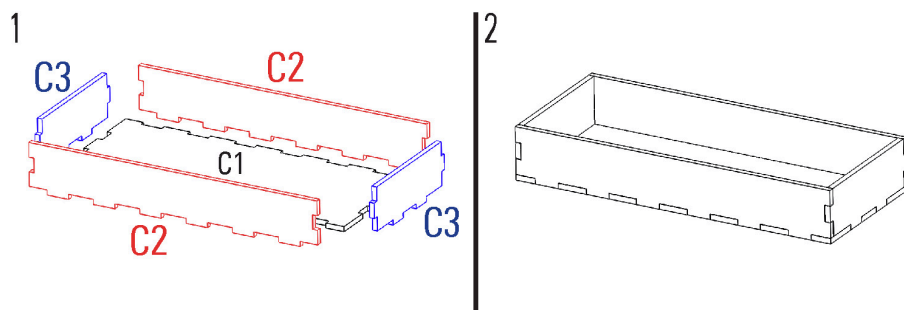
Required parts: **A1, A2, A3, A4x2, A5, A6x2**

## Part 2. Druid Tray



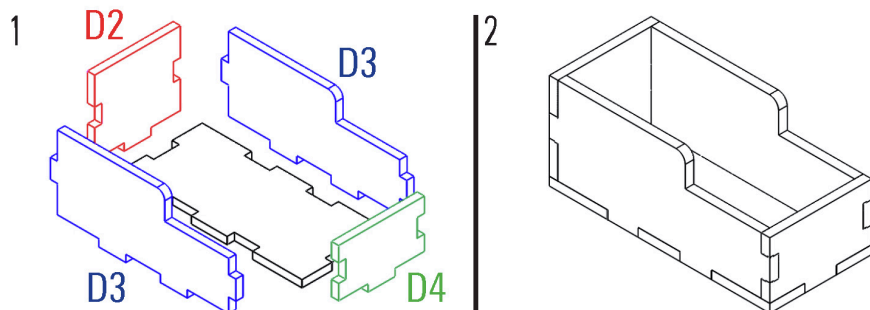
Required parts: **B1, B2, B3, B4x2, B5, B6**

## Part 3. Coin Tray



Required parts: **C1, C2x2, C3x2**

## Part 4. Player Trays



Required parts: **D1, D2, D3x2, D4**

X5

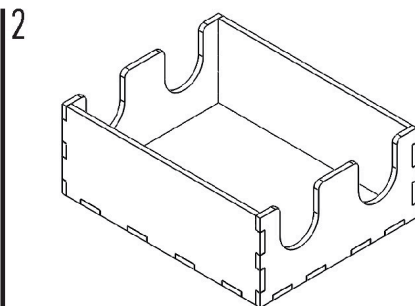
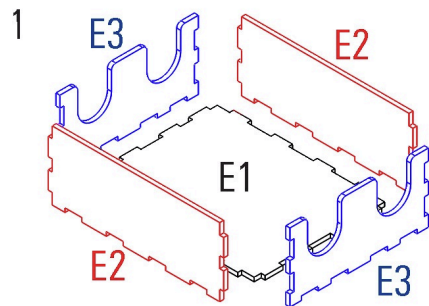


**LASEROX**

[www.laserox.net](http://www.laserox.net)  
Facebook/Laseroxinserts



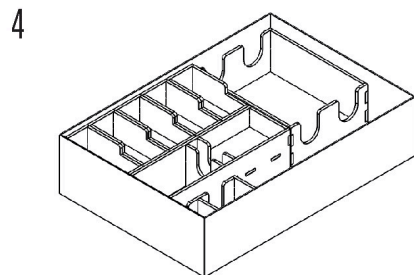
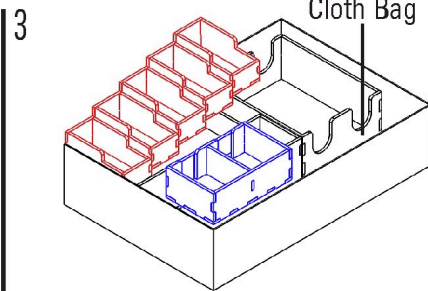
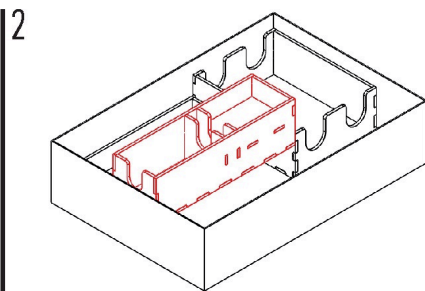
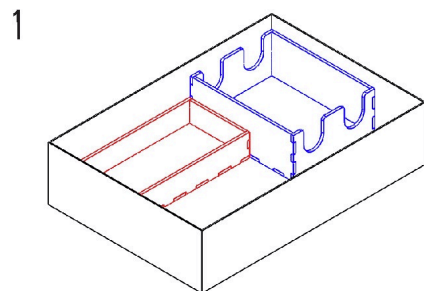
# Part 5. Tile Tray



LSKY

Required parts: **E1**, **E2x2**, **E3x2**

# Assembly



**We would like to extend our offer to you:**



**Alapaca Storage**



**Clans of Caledonia  
overlay**



**Emotinsert**

