

# gametrays™ PACKING GUIDANCE



The Game Trays for Bantam West are designed to store and protect all components of the base game, as well as the Metal Coins and Dethelm Marshals Badge (upgraded 1P Token) add-ons. This guide demonstrates one method of how to pack and use the trays. This guide contains the Game Designer's personal packing method, so feel free to get creative with your own!

## Store Tray x1

- Lockpick Kit x3
- First Aid Kit x3
- Rope Lariat x3
- Honors Tokens x3
- Ronym Statue
- Dice x2
- Saddles x7
- Bank Notes x4
- Mount Cards x7
- Hunter Skills x7
- Mount Skills x4
- Weapon Cards x30
- Betrayal Token x4
- Calendar Markers x4
- Riders x12
- Coffins x8
- Keepsake Cards x6
- Pursuit Combat Cards x12
- Pursuit Tokens x8
- Pursuit Tiles x12
- Pursuit Tokens x16
- Large Store Tiles x2
- Small Store Tiles x4



**Note for all Combat Cards (black)**

**Step 1:** Separate and organize all displaying matching Icons in bottom right.  
**Step 2:** Separate and organize all displaying matching small colored names at the very top. (Icons take precedence over Names)

## Character Tray x4

- Mini x1
- Dice x1
- Cabin Pieces x3
- Skill Cubes x2
- Limiter Cubes x2
- Skill Cubes x9
- Cabin Door Tiles x3
- Checkmarks x10
- Grit Tokens x4
- Item Tokens\* x3
- \*only Levi & Hannah come with Item Tokens
- Endeavor Cards x4
- Character combat Cards x9
- Character Cards x1
- Cargo Catalogue x1
- Cabin Cards x3
- Snap Base x1

## Resource Tray x1

- Herbs x20
- Hide x20
- Lumber x20
- Silver x20
- Gems x6
- Gold Coins x20
- Silver Dollars x20
- Fire/Wound Tokens x15

\*stack the coins and tilt them to the right to fit in their wells

## Base Tray x1

- Abandoned Cabin Cards x2
- Varied To-Do List x12
- Pursuit Cards x9
- Most Wanted Tile x1
- Played Boards x9
- Hunting Lodge x1
- Event Cards x32
- Terrain Tiles x4
- Town Tile x1
- Game Mode Cards x5
- Reference Cards x4
- Intro To-Do List x1
- Event Cards x22
- Wolfsbane Cards x9
- Legendary Beast Cards x9
- Gunmen Cards x9
- Predator Cards x9
- Lodge Upgrade Tiles x4
- First Player Token
- Marshals Badge First Player Token (upgraded)

Areas for **Bagged Components** (next to Terrain Tiles)

• **facedown**

• **under**

## Bagged Components

(Packed in the Base Tray)

- Enemy NPC Tokens x16
- Legendary Beast Tokens x4
- Chest Tokens x5
- Corpse Tokens x4
- Knowledge Tokens x17
- Abandoned Cabin Pieces x2
- Metal Coins Add-on



Any further suggestions, questions, or issues?

Contact us at [earthbranch@visitbantam.com](mailto:earthbranch@visitbantam.com)

# gametrays™

PACKING ORDER



**Last** — Box Lid

**Fifth** — Rulebooks, Welcome Sheets,  
Post Cards, Map, etc.

**Fourth** — Store Tray, Character Trays

**Third** — Resource Tray, Bagged  
Components

**Second** — Base Tray

**First** — Box Bottom

*Any further suggestions,  
questions, or issues?*

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