

INSERT COMPATIBLE WITH

Terraforming Mars

Printing guide

Production release, 21 October 2026. Revised parts unprinted.

1

Print project

Settings and colours



2

Plates

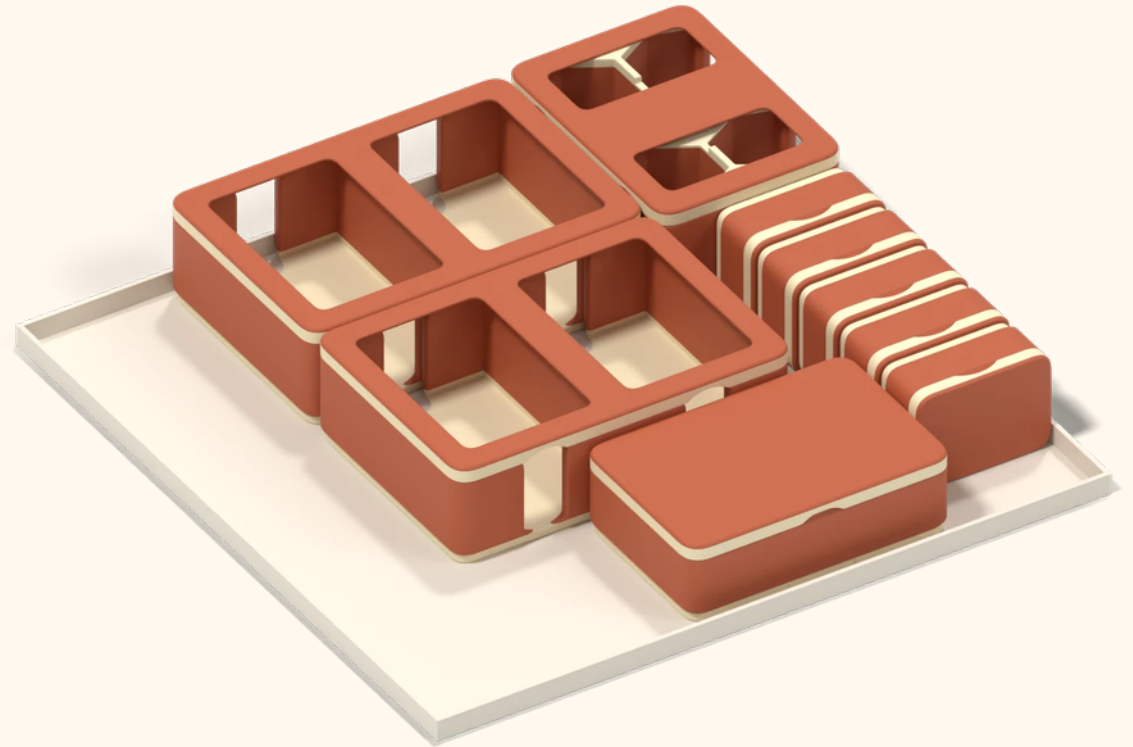
6 plates



3

Quick reference

All plates



Physical validation

Physical fit and handling remain tied to the exact tested parts.

PRINT PROJECT

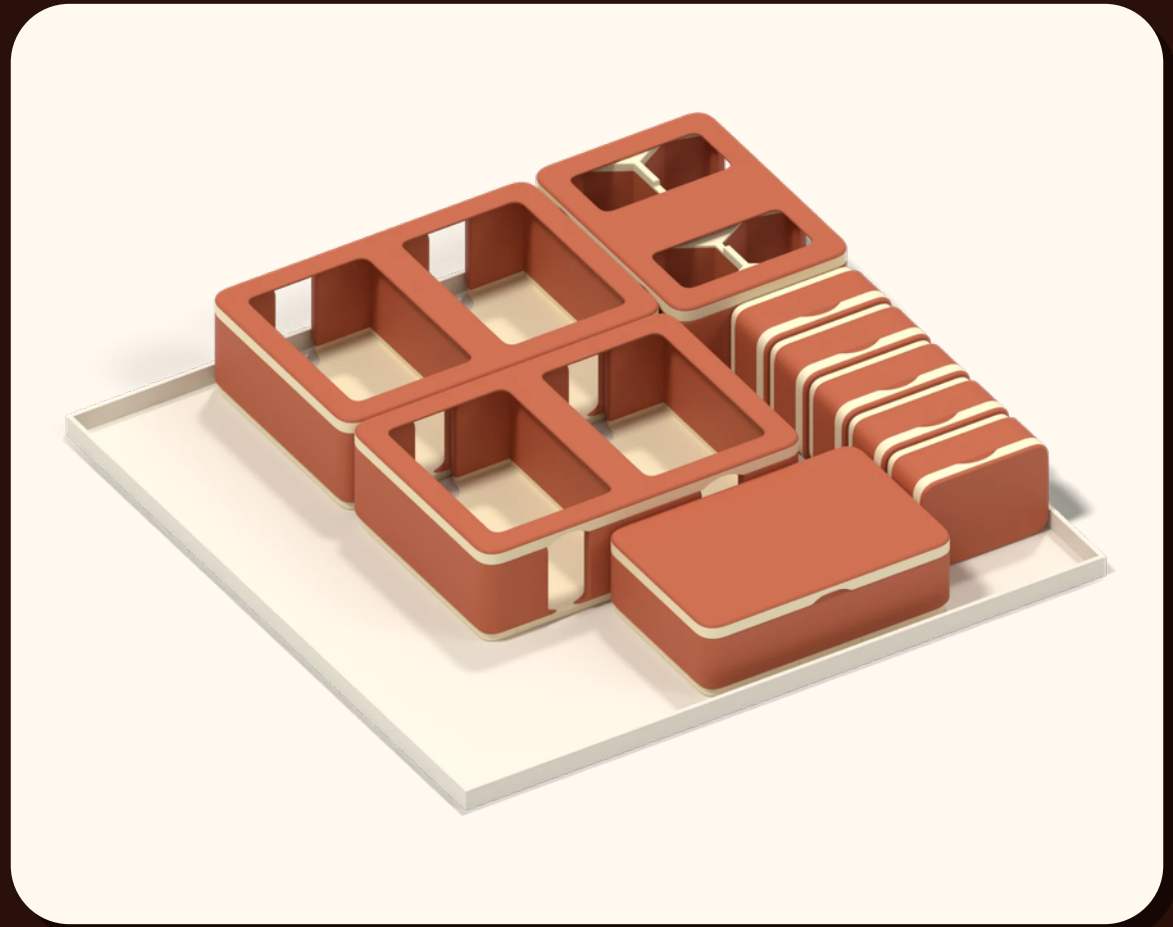
Start with the saved print project

HOW TO START

- 1** Open the saved 3MF
Open it as a project so the saved plate layout and settings stay together.
- 2** Match the colours
Keep the saved colour-slot order. The insert palette is shown below.
- 3** Work through the plates
Use the saved plate names on the next pages. Keep the recorded object arrangements.

PRINT PROJECT

- terraforming-mars-all-plates.3mf



Match the saved settings

Printer

Bambu Lab P1S

Layer height (mm)

0.2

Walls

2

Top layers

5

Bottom layers

3

Infill

5%

Infill pattern

gyroid

Supports

Off

COLOURS

 Terracotta
Field

 Desert Tan
Signal

ESTIMATE

● 434.7 g · 9.17 hours

Estimates belong to the saved project and process.

PLATES

Your print plates

1

PLATE

- 01 Lids - project and corporations, project cards, tiles and markers, player black
- Print order grouped by layer

2

PLATE

- 02 Lids - bank, player blue, player green, player red, player yellow
- Print order grouped by layer

3

PLATE

- 03 Bodies - player black, player blue, player green, player red, player yellow
- Print order grouped by layer

4

PLATE

- 04 Bodies - project and corporations, project cards
- Print order grouped by layer

5

PLATE

- 05 Bodies - bank
- Print order grouped by layer

6

PLATE

- 06 Bodies - tiles and markers
- Print order grouped by layer

QUICK REFERENCE

All plates

PLATES

- | | | | |
|---|--|---|---|
| 1 | 01 Lids - project and corporations, project cards, tiles and markers, player black
grouped by layer | 4 | 04 Bodies - project and corporations, project cards
grouped by layer |
| 2 | 02 Lids - bank, player blue, player green, player red, player yellow
grouped by layer | 5 | 05 Bodies - bank
grouped by layer |
| 3 | 03 Bodies - player black, player blue, player green, player red, player yellow
grouped by layer | 6 | 06 Bodies - tiles and markers
grouped by layer |