



### **Instructions on how to use B&F varnish**

Place the bases upside down on a level surface. Either remove the figures or place the figures in between two pieces of wood or anything else that you have at your hand. The main clue is to get the bases level upside down. So use your imagination ☺

Apply B&F with a paint brush. Get a small brush, but not the smallest you can find.

Make sure that the bases aren't polished before you apply it, if they are the B&F will not stick properly. If you rub the bottom of the base with your thumb, before applying it that should do the trick.

Apply a layer of B&F, make sure it covers the whole bottom. Make sure that there aren't any air bubbles. If you get air bubbles simply remove them by touching them with your finger.

Let it dry for at least 2 hours. Then repeat the process. You should at least apply two layers the first time you use B&F on a base. I prefer three layers. That way you're sure that you have covered the whole base. If you have B&F on the side of the bases, scrape it off with your finger.

After the last layer has dried polish with your usual polish cloth. The ones from Astrobase work great. The first time you need to polish thoroughly to get the desired glide. You may need to play a couple of games and polish a few more times to get the optimum performance.

After several games you may want to add a new layer of B&F. And by several games I mean 50-100. The playing and polishing of the bases will off course degrade the varnish and how often you'll want to reapply B&F depends on how important consistent glide is to you. When reapplying B&F, one layer is in most cases good enough. After you have reapplied a few layers you may want to remove the B&F entirely to start "fresh". Do this either with your nails (if they're long enough) or use very fine sandpaper (1000 or so) and sand the B&F down. It doesn't matter if you get small scratches on the bases as the B&F will cover this.

**Good luck! Any questions? Send an email to [jon@bergane.no](mailto:jon@bergane.no)**