

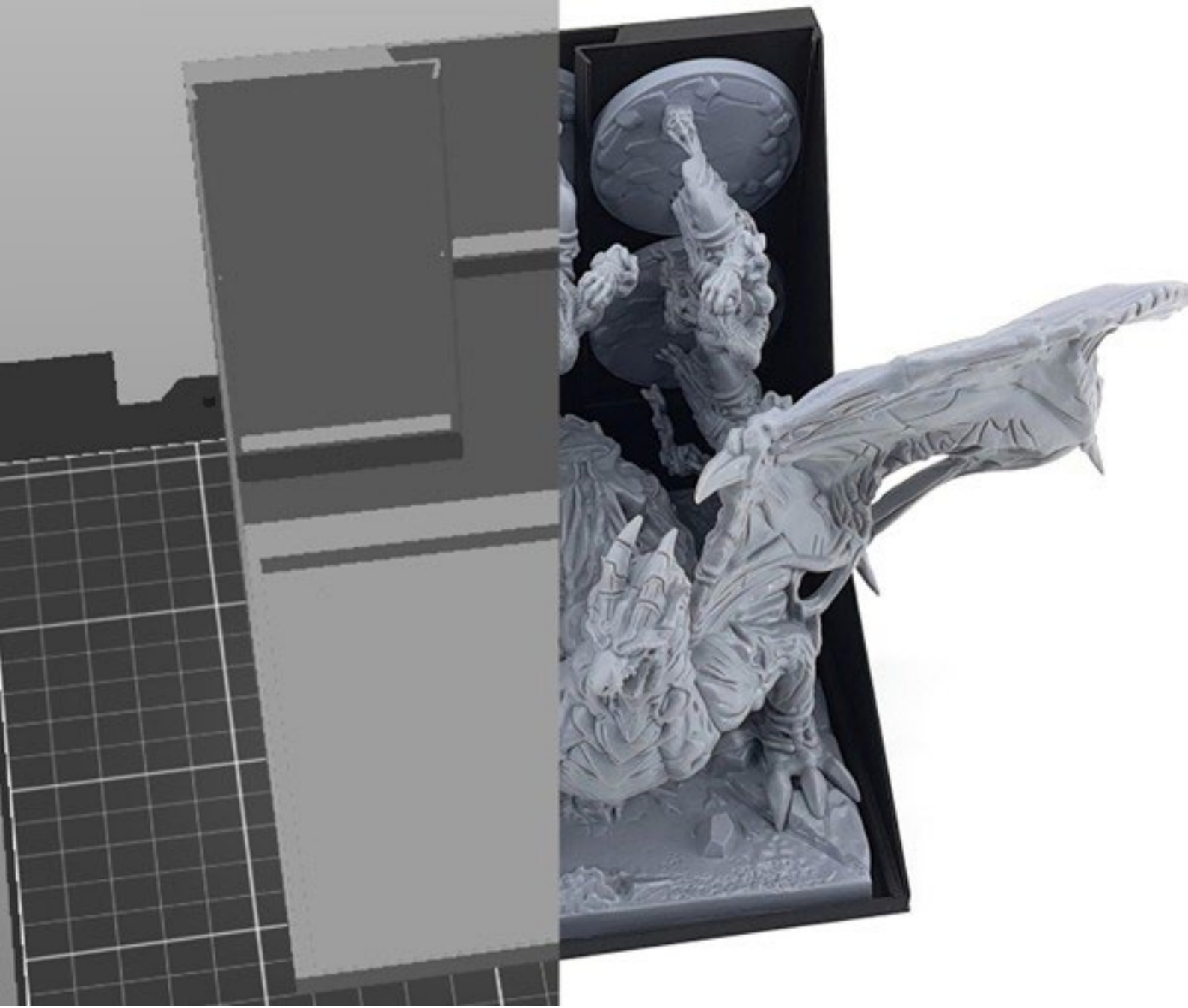


# Tinkering Paws

BOARD GAME INSERTS



**Aeon Trespass: Odyssey**



See page **40** on how to  
set up your 3D printer

See page **3** on how to  
set up your insert

[Click here for a  
video instruction](#)





# List of Contents

1. 13 Miniature Boxes
2. 7 Token Boxes
3. 13 Map Tile Boxes
4. 23 Card Boxes + Dividers
5. 2 Terrain Boxes
6. 1 Dice Box
7. 1 Secret Envelope Box

All boxes are marked with a code (M1, M2, etc.) on their bottom.







**Miniature Box **M1** holds Hypertime Oracle, Hekaton, The Nietzschean, Demidjinn, Cyclonus & Priority/Leader Marker.**

**You might want to add Miniature Boxes **M1** to **M6** to the game box first, and then add the miniatures to them.**







**Miniature Box M2 holds The Burden, Dragon of Phobos, The Dahaka, Hermesian Pursuer, Icarian Harpy & Labyrinthaurus.**





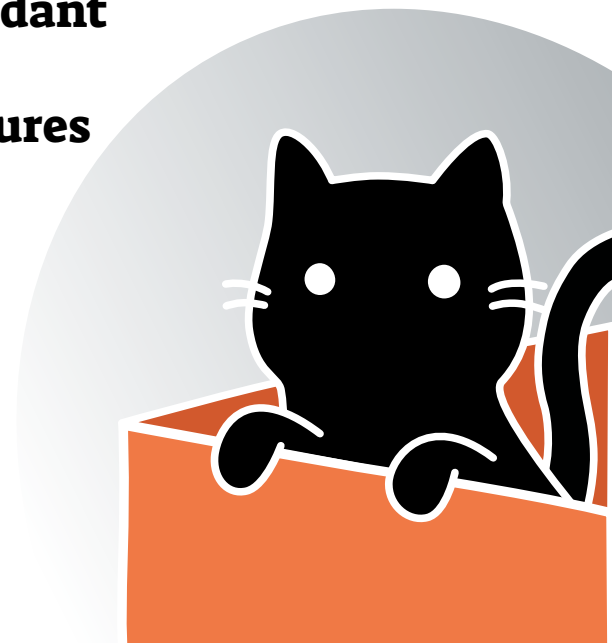
**Miniature Box M<sub>3</sub> holds Ur-Fleece, Babelian Lunacy (lower parts) & Nemesis Vessel.**







**Miniature Box **M4** holds Sun Descendant & Chimera Metastasio.**  
**Add the standard parts to all miniatures with interchangeable parts.**







**Miniature Box **M5** holds Meduketos (make sure that the highlighted area rests on the support) & Midascore.**





**Miniature Box M6 holds Alpha Temenos - make sure to orientate the miniature as highlighted.**







**Miniature Box M7 holds Executioner, Truthbearer, Cloudsoarer, Skyseer, Helldiver, Feareater, Lunarlander, Titan X (3x), Trespasser, Wishender & Shadowdancer.**







**Miniature Box **M8** holds Logicbreaker, Philoctera, Herodotus, Solon, The Argo, Mazerunner, Immortal Truthbearer, Abysswatcher & Ulyssea.**





**Miniature Box **M9** holds Zeus Godform, Gamechanger, Returner, Warkeeper, Dawnburner & Earthshaker.**

**Make sure to place and orientate the miniatures exactly as shown!**







**Miniature Box **M10** holds all five miniatures with the smallest bases, the top part of Babelian Lunacy, Ascender, Firestarter, Ship & 5 Interchangeable Parts - make sure to place them as shown.**







**Miniature Box M11 holds the last three Interchangeable Parts. All the other ones should be attached to the miniatures.**





**Miniature Box M12 holds Demeter, Hermes, Hera, Hades, Apollo & Dionysus.**





**Miniature Box M13 holds Artemis,  
Athena, Aphrodite ...**







**... Poseidon II Exalted, Poseidon,  
Zeus II Exalted, Hephaestus & Ares.**





**Token Box T1 holds the Kratos Tokens and the red and blue Story Tokens.**

**The biggest compartment stays empty.**







**Token Box T2 holds all tokens as shown.**





**Token Box T<sub>3</sub>** holds all tokens as shown.







**Token Boxes T4 & T5 hold the following tokens: Charge/Trespass, Generic, Nymphs and all other remaining tokens from Cycle I - V.**





**Token Box T6 holds all  
Onwards Odyssey tokens.**







**Triskelion Box TRI1 holds all triskelions and the Start of Battle Token.**





**Place the Terrain Tiles as shown  
into Terrain Box **TE1**.**







**Place the Terrain Tiles as shown into Terrain Box **TE2**.**





**Dice Box D1 holds all dice.**





**Secret Envelope Box SE1 holds all secret envelopes.**





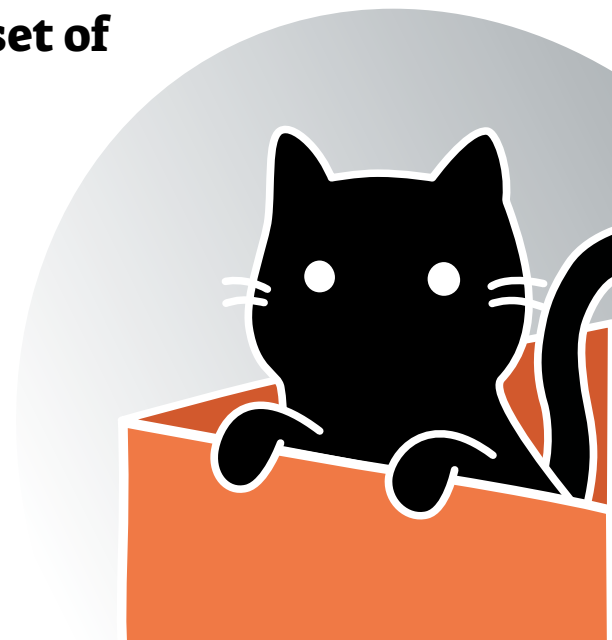


Map Tile Box **MT1** holds the normal map tiles for Cycles I - III. **MT2** (2x) holds the normal map tiles for cycles IV & V.

Each set of **CMT1** & **CMT2** holds one set of cardboard map tiles for Cycle I - III.

Each set of **CMT2** & **CMT3** holds one set of cardboard map tiles for Cycle IV & V.

When saving the game, store all revealed map tiles in front of the divider.





In the core box, Card Boxes **C1** (2x), **C2** (2x), **C3** & **C4** hold the medium cards.

**C5** (2x) & **C6** hold the small cards.

**C7** holds the big cards and **C8** the huge cards.

Please note, that these Card Boxes only hold the cards that are included in Cycle I - III - except **C8** which also holds the Cycle IV - V cards.











Place the first three **Campaign Books**, the **Rulebook** & the **Learn to Play Guide** in the Core Box.

Add Miniature Boxes **M3** & **M4** and Dice Box **D1**.





**Place Miniature Boxes **M1** & **M2**.**

**Proceed with Miniature Box **M10** and add Triskellion Box **TRI1** on top of it.**

**Now add Miniature Boxes **M6** & **M5**.**







**Add Miniature Box **M7**  
and Token Boxes **T1 - T5**.**

**Proceed with Miniature Boxes  
**M8 & M9**, Map Tile Box **MT1**  
and Card Box **C5** (1 of 2).**







**Proceed with Terrain Boxes **TE1** & **TE2**,  
Miniature Box **M11** and Token Box **T6**.**

**Place Card Boxes **C1** (2x), **C2** (2x),  
**C5** (2 of 2) & **C6**.**







**Place Card Boxes C3, C4, C7 & C8.**

**Add the Battle Board.**







Place the **Last Tome Campaign Binder** in the **Expansion Box** and insert the remaining **Rulebooks, Booklets and Sheets** into it.





**Add Card Boxes C9 (2x), C10 & C16.**

**Continue with Card Boxes  
C12 (3x) & C11.**







Now add the **Last Tome Save Box** and all **Cardboard Map Tile Boxes**.

Make sure the ones with support corners are facing the **Last Tome Campaign Binder**.







**Add the Map Tile Boxes **MT2** (2x) and the remaining **Card Boxes**.**

**Continue with Secret Envelope Box **SE1** and Miniature Boxes **M12** & **M13**.**



# How to print your digital STL-files

## General Settings

- **Nozzle Diameter: 0.4mm**
- **Filament: PLA**
- **Nozzle Temperature: 210 – 220 °C**
- **Height of first layer: 0.2 mm**
- **Height of other layers: 0.2 – 0.3 mm**
- **Number of perimeters: 2**
- **Infill: 20 %**
- **Supports: None**

## File Information

Every file needs to be printed once, except the filename says otherwise: **CS1x4.stl** – print this part **four** times.

Print card dividers with **a color change after the first layer**. This can be done with most slicers and does not require a multi-material printer.

All STL-files are already orientated correctly to print them

For questions or feedback visit:

[www.TinkeringPaws.de](http://www.TinkeringPaws.de)

Or write an email to:

[info@tinkeringpaws.de](mailto:info@tinkeringpaws.de)

