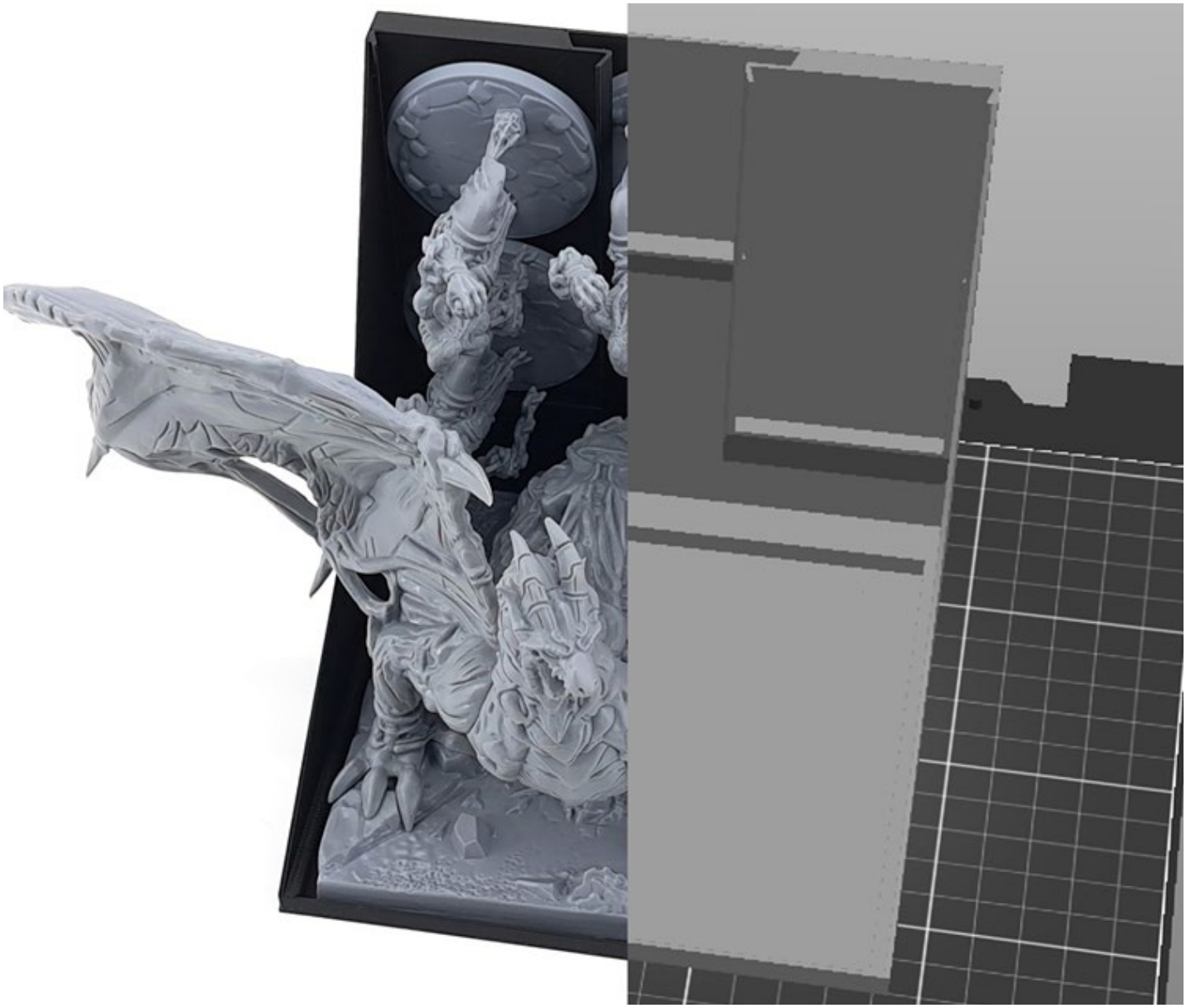
Tinkering Paws

BOARD GAME INSERTS



Let‘s go to Japan



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

or see page 12 on how to
set up your 3D printer ...

... or click here for a
video instruction!





List of Contents

1. 4 Player Token Boxes
2. 1 Token Box
3. 3 Card Boxes



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



Player Token Boxes T2

Player Token Boxes T2 hold all of the tokens players get at the start of the game.





Token Box T1

Token Box T1 holds all remaining tokens.





Card Boxes

Card Boxes C1 (2x) & C2 hold all of the cards.





Component Storage 1

Start by placing the Round Tracker and Player Boards into the box. Place Token Box T1 on the right side of the box.

The Placeholder stands on the left side.

Place two Token Boxes T2 at the bottom of the box.





Component Storage 2

Add one Card Box C1 and the remaining Player Token Boxes T2 as shown.





Component Storage 3

Place Card Box C2 next to the first C1 box.

The final Card Box C1 is placed in the empty space.





Component Storage 4

The Score Pad is placed above Card Box C2.





Component Storage 5

Finally, place the rulebook on top.



How to print your digital 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.

All STL-files are already orientated correctly to print them.



For questions or feedback visit www.tinkeringpaws.de

or write an email to info@tinkeringpaws.de