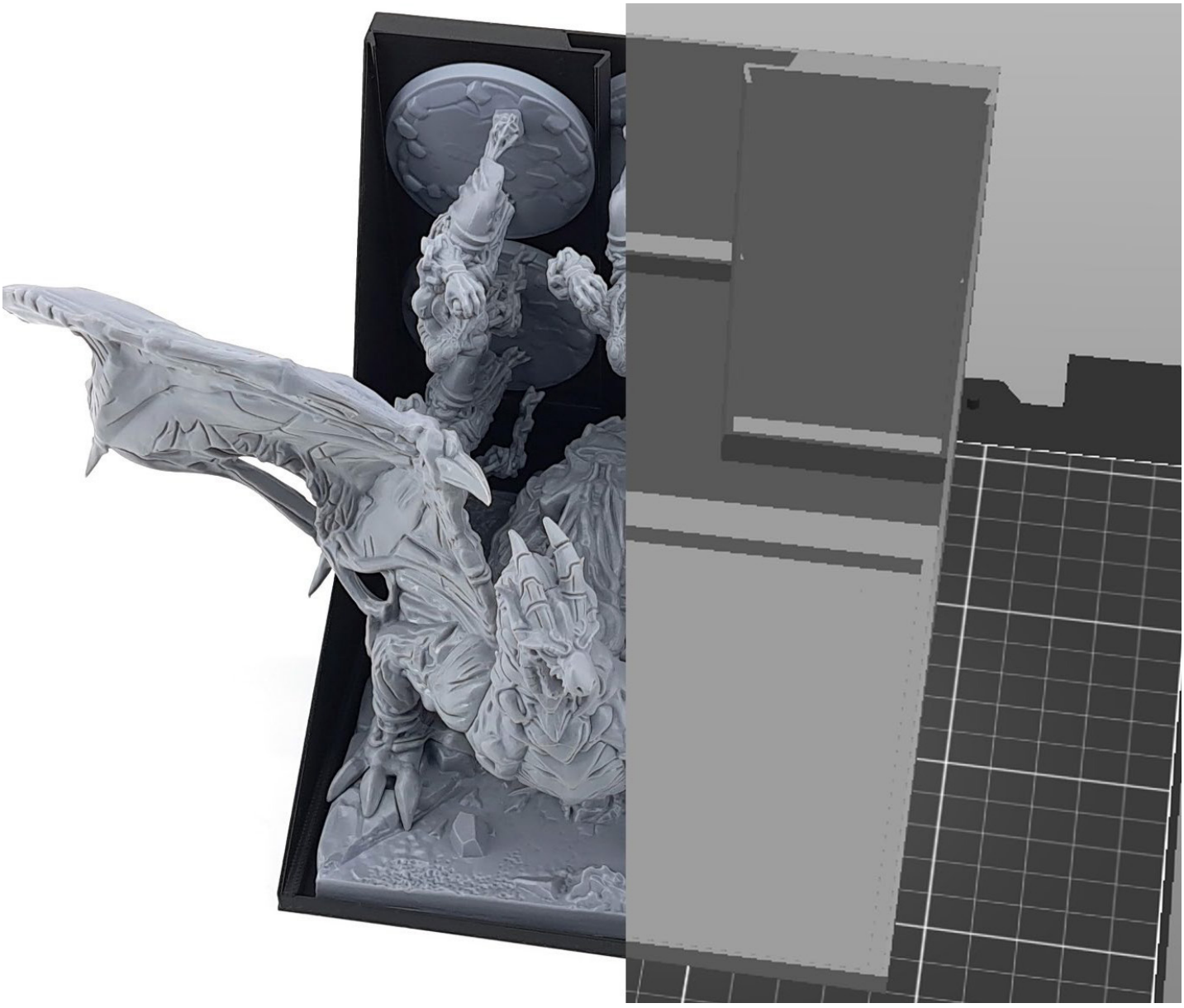
Tinkering Paws

BOARD GAME INSERTS

Assassin's Creed BoV:
Apocalypse



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

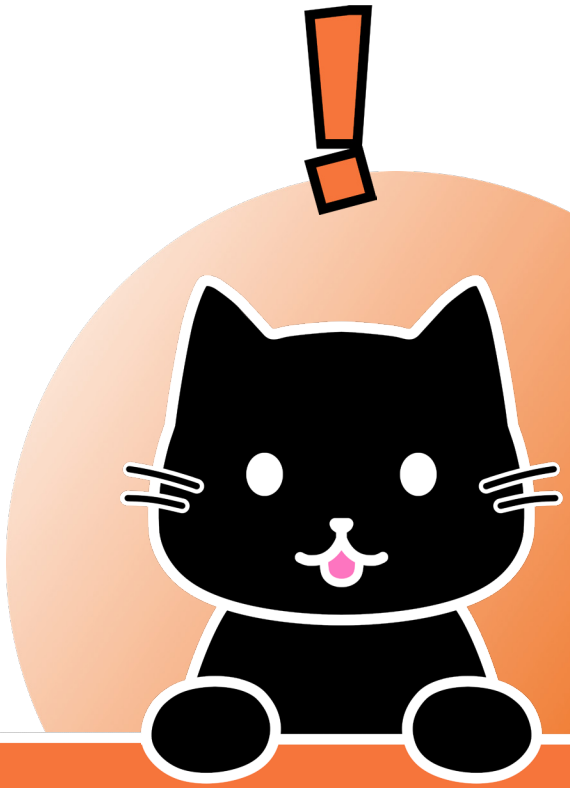
... see page 15 on how to
set up your 3D printer ...

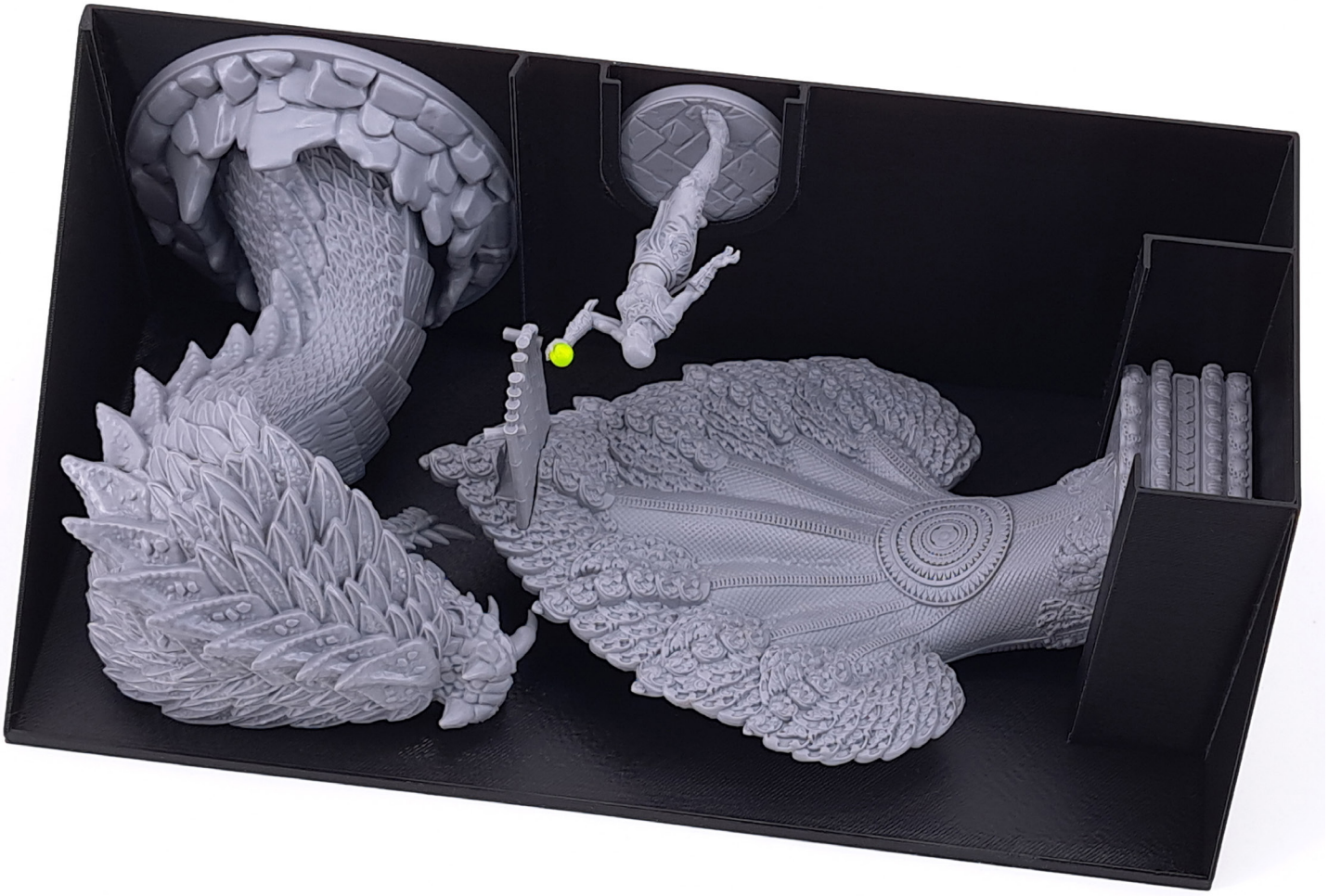
... or click here for a
video instruction!

List of Contents

1. 2 Miniature Boxes
2. 2 Token Boxes
3. 1 Map Tile Boxe
4. 2 Card Boxes with Dividers

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





Miniature Box M10

Miniature Box M10 holds Sesha, Naga & Colubra.

Miniature Box M9

All remaining miniatures are placed in Miniature Box M9.

Token Boxes T3

Token Boxes T3 holds all other components of this expansion, except cards & tiles.

Token Box T4

Token Box T4 stays empty. This box helps to keep T3 and TI2 in place.

Map Tile Box TI2

Map Tile Box TI2 holds the Map Tiles.

Card Boxes

Card Box C5 holds the big cards.
Card Box C6 holds the small cards.

Component Storage 1

Place the Sticker Sheets and all booklets in the Apocalypse box.

Component Storage 2

Add the oversized Map Tiles and the big foam piece.

Component Storage 3

Proceed with Miniature Box M10, Token Boxes T3 & T4 and Tile Box TI2.

Component Storage 4

Now add Miniature Box M9 and Card Boxes C5 & C6.

Component Storage 5

Add the small cardboard box and the smaller foam piece.

How to print your digital files

General Settings

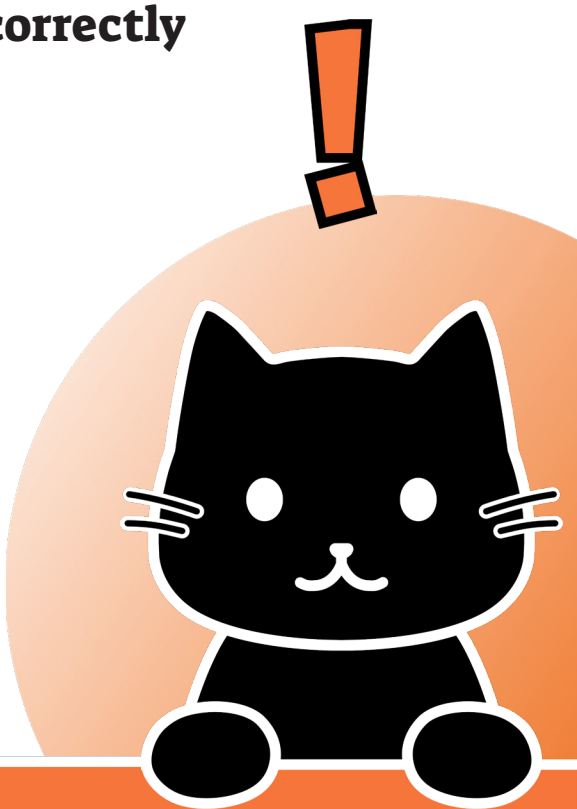
- **Nozzle Diameter: 0.4mm**
- **Filament: PLA**
- **Nozzle Temperature: 210 – 220 °C**
- **Height of first layer: 0.2 mm**
- **Height of other layers: 0.2 – 0.3 mm**
- **Number of perimeters: 2**
- **Infill: 20 %**
- **Supports: None**

File Information:

Every file needs to be printed once, except the filename says otherwise:
CS1_x4.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

or write an email to info@tinkeringpaws.de