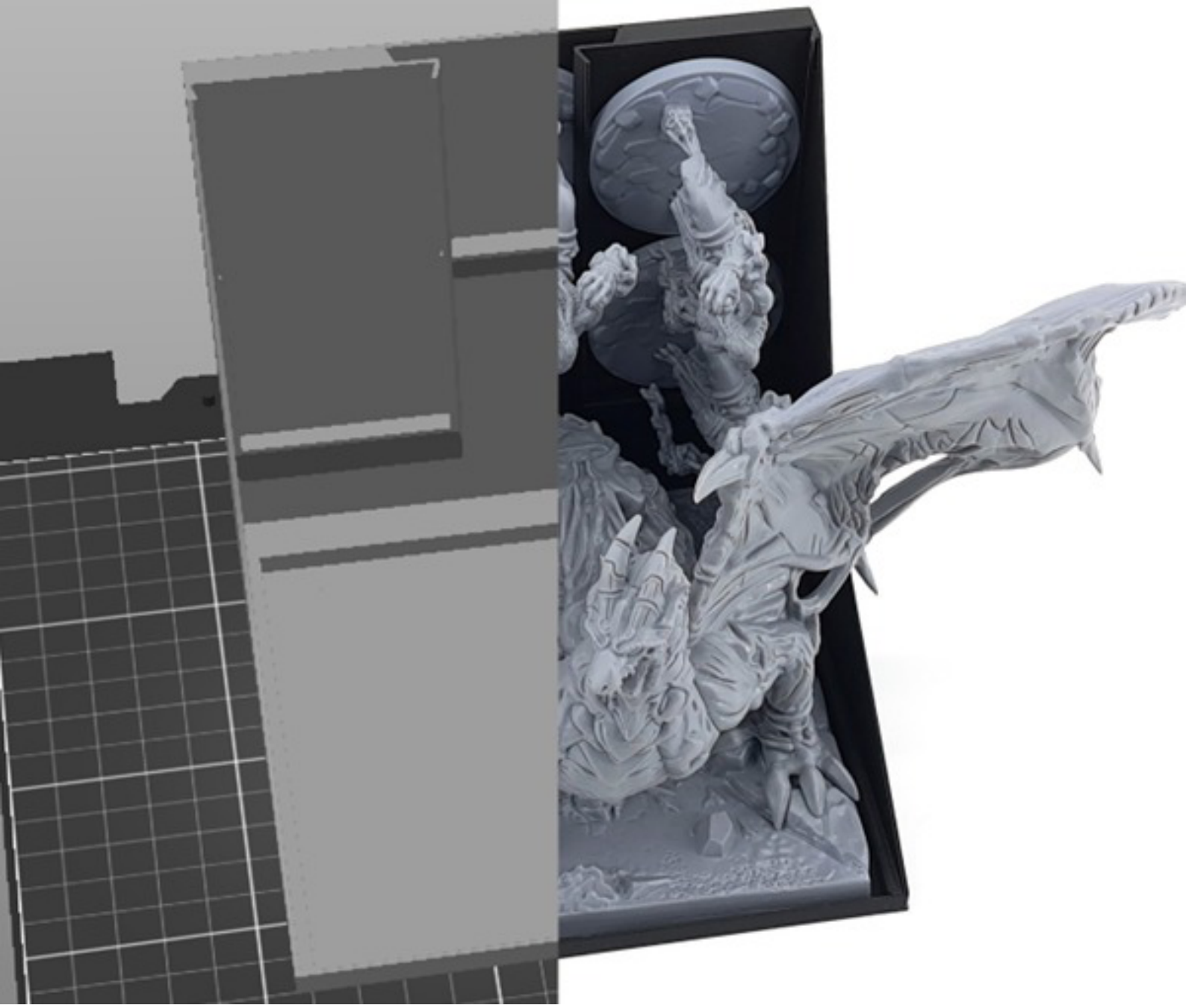
Tinkering Paws

BOARD GAME INSERTS

Arcs



See page 25 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. 4 Player Boxes
2. 2 Token Boxes
3. 2 Fate Boxes
4. 4 Card Boxes
5. 1 Replacement Piece Box
6. 1 Miscellaneous Box & 1 Support Piece
7. 2 Map Trays & 1 Lid

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

Arcs

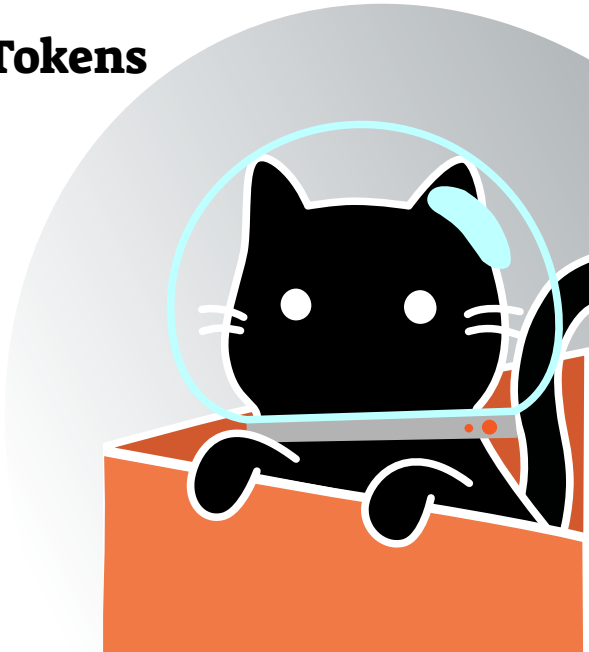
Board Game Insert

Instruction

Player Boxes P1 - P4 hold the Ship, Agent & Flagship Pieces, the Starport & City Tokens and the Power & Objective Markers.

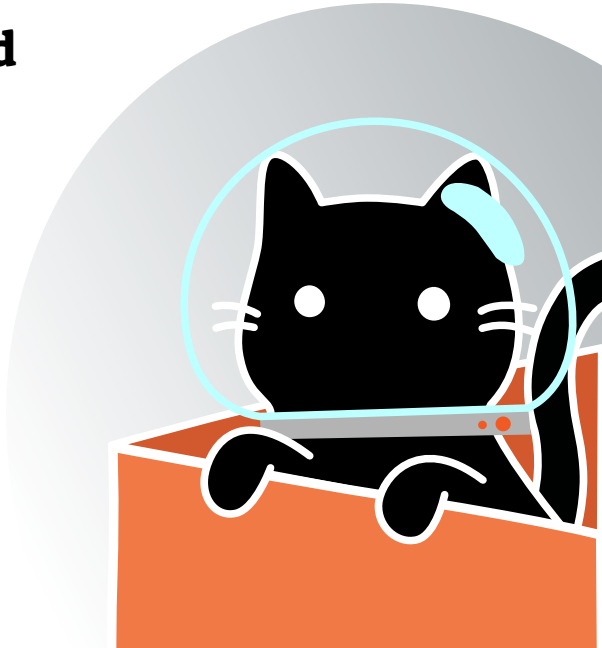
Token Box T1 holds the Battle Dice, the Resource Tokens and the Zero, Chapter & Initiative Markers.

**Token Box T2 holds the Imperial Ships,
the Number & Event Dice,
the Blight, Free City & Free Starport Tokens
and the Ambition, Out of Play,
Overflow & both short Path Markers.**



The Fate Boxes F1 & F2 hold the Fate Tokens matching the number of the corresponding Fate.

The Tokens for Fate 20 & 21 are placed on top of the other Tokens as shown.



Miscellaneous Box M1 holds the Fate & Leader Cards, the Chapter & First Regent Tile, the Rules Booklet and both long Path Markers.

The Replacement Pieces Box RP1 holds the wooden Player Pieces, if they get replaced by the plastic miniatures.

Map Tray Boxes MT1 & MT2 store pieces from the map inbetween Campaign Acts. The Lid only fits on MT2.

The Card Boxes C1 - C4 hold all Fate, Lore, Campaign, Base, Action, Scrap and ◆ Cards.

Arcs

Board Game Insert

Component Storage

Place the Map Trays M1 & M2 into the Game Box.

If you have Option 2 , just place the original ones in the same manner.

Place the Map and Player Boards on top as shown.

Continue with the Flagship Boards, Rule Books and Player Aids.

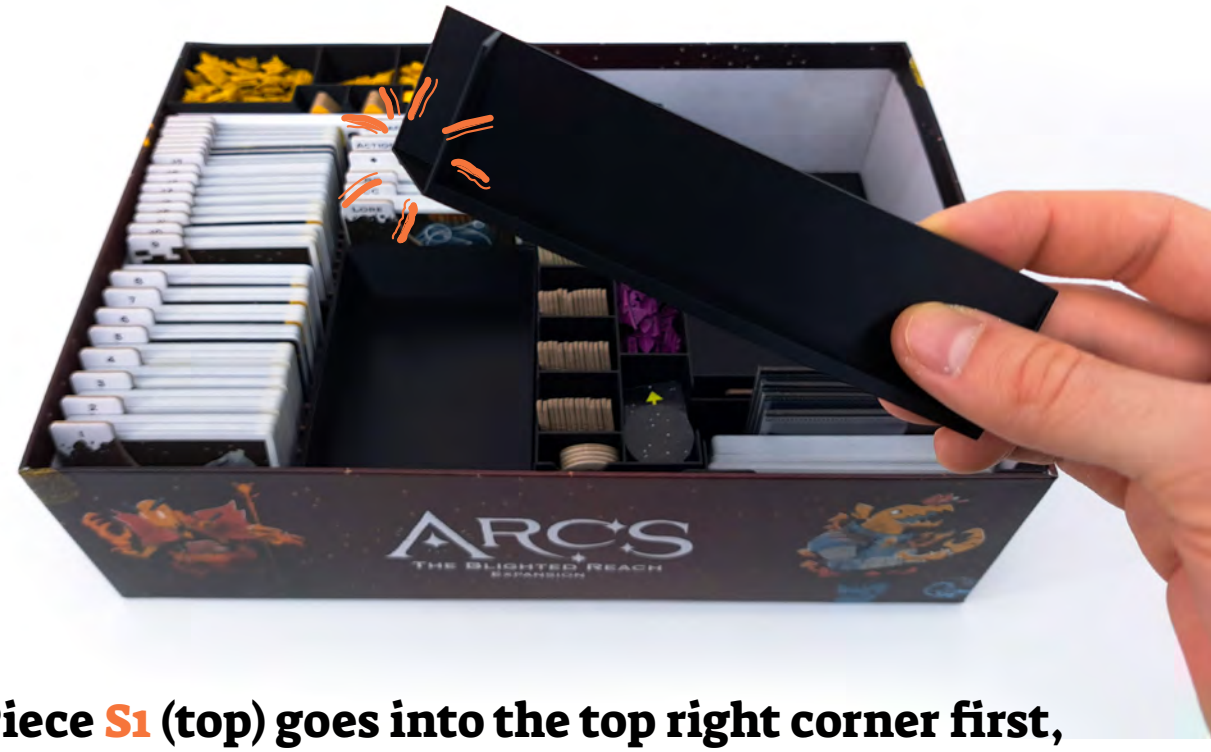
Place Player Boxes P1 - P4 in the corner.

Put the Campaign Log in front of it.

Proceed with Card Boxes C1 - C4.

Place Fate Boxes F1 & F2 next to the Card Boxes.

Add Token Boxes T1 & T2 on top.



Support Piece S1 (top) goes into the top right corner first, since Replacement Pieces Box RP1 (bottom) slides on top of the highlighted corner of S1.

The highlighted extended edge of RP1 secures T1 & T2 and F1 & F2 into place (see next page).

9
ARCS
THE BLIGHTED REACH
EXPANSION

SCRAP
ACTION
CC
LORE
9
ARCS
THE BLIGHTED REACH
EXPANSION

Slide the Miscellaneous Box M1 into place as shown.

The highlighted corner secures the Token and Fate Boxes as well.

Together with S1, M1 locks the whole insert in place now.

SCRAP
ACTION
RC
CC
LORE
ARCS
THE BLIGHTED REACH
EXPANSION

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

STL-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

Arcs File Information

Place a manual color change for the last two layers (each 0.2 mm) on Fate Token Boxes F1 and F2 to have the numbers printed in a different color.

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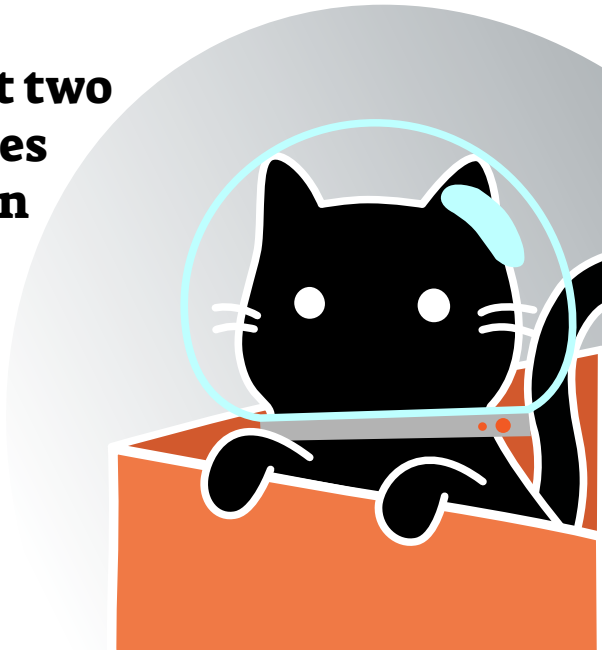

How to print your digital STL-files

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You can either print the Map Trays in one color (MT1_SingleColor & MT2_SingleColor) or print them with a white background behind the numbers and symbols:

- **Load MT1.stl and MT1_Background.stl into your slicer.**
- **Move both of them, so MT1_Background.stl aligns with the cutouts on MT1.stl.**
- **If you own a Multicolor 3D Printer, proceed like you would with any multicolored print.**
- **If you don‘t own a Multicolor 3D Printer, you can still print the parts in two colors. Search the internet for Multicolor prints with a single extruder to find guides for your specific 3D Printer and Slicer. When you own a Prusa 3D Printer and you use Slic3r, you can set the number of extruders to 2, add „M600“ as a custom Tool change G-code and disable the Wipe Tower.**
- **Repeat the steps with MT2.stl and MT2_Background.stl.**

For questions or feedback visit:

www.TinkeringPaws.de

Or write an email to:

info@tinkeringpaws.de