



# Tinkering Paws

BOARD GAME INSERTS



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**VIDEO**  
instruction

## Euthia

### Torment of Resurrection



## Contents

1. 4 Miniature Boxes
2. 16 Hero Boxes
3. 9 Tile Boxes
4. 11 Token Boxes
5. 1 Stand Box
6. 3 Map Tile Boxes
7. 4 Card Boxes

For easier identification all boxes are marked with a code (M1, M2, etc.) on their bottom.



### **Miniature Box #M1**

Miniature Box #M1 holds the Necromancer's Lair & Towers.



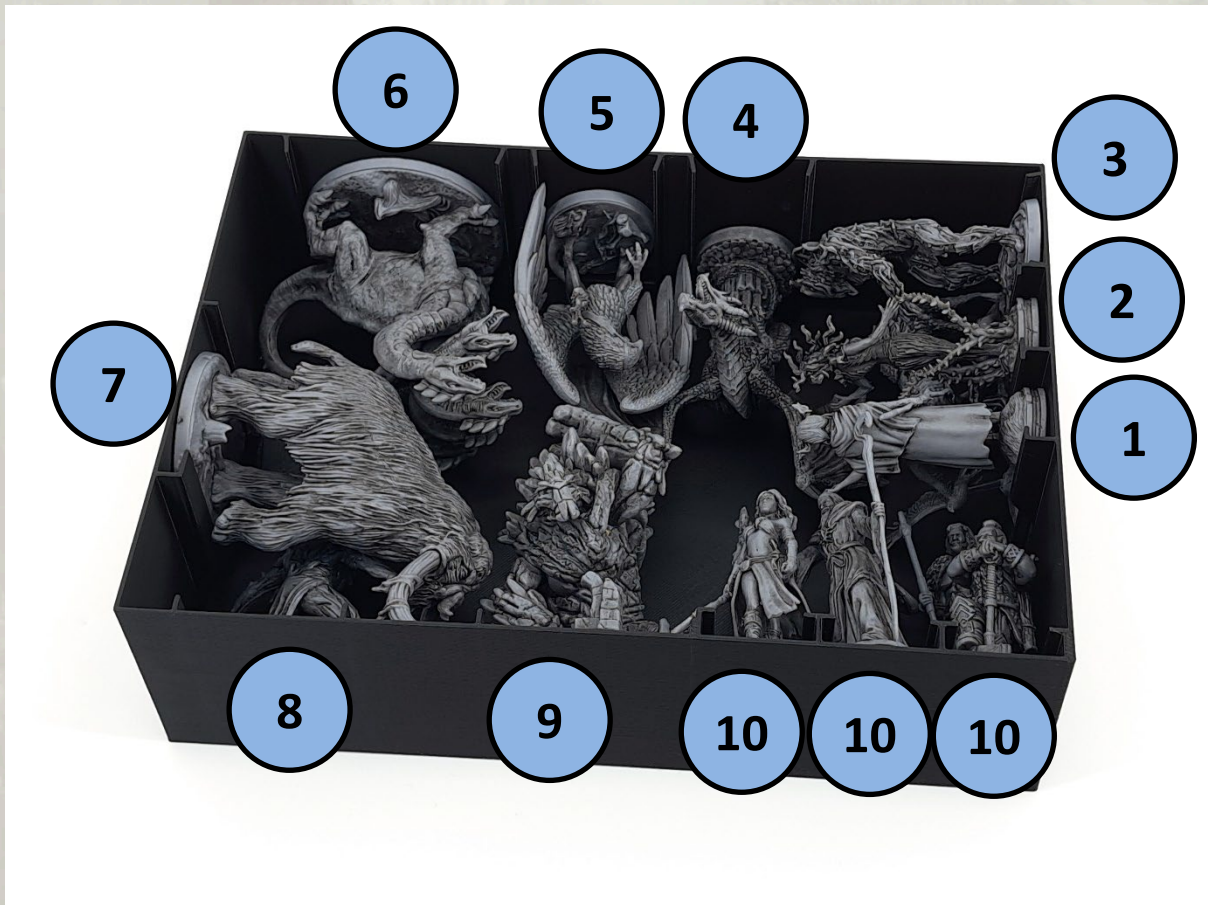
### **Miniature Box #M2**

Miniature Box #M2 holds Adraghor and his Minions.



### **Miniature Box #M3**

Miniature Box #M3 holds all Elementals.



### Miniature Box #M4

Miniature Box #M4 holds ...

1. Hawk & Eltre
2. Will o' Wisp & Dryad
3. Wolf & Ent
4. Farruga
5. Griffin
6. Hydra
7. Behemoth
8. Faer Demon
9. Golem
10. Two Heroes



## Hero Boxes #H1 & #H2

Each set of Hero Boxes #H1 and #H2 holds the dice, Hero Tiles, Hero Standee, Plastic Stands, and the following tokens: Damage, Hero, Interaction, Action, Trade, Maximum Health & Golem.

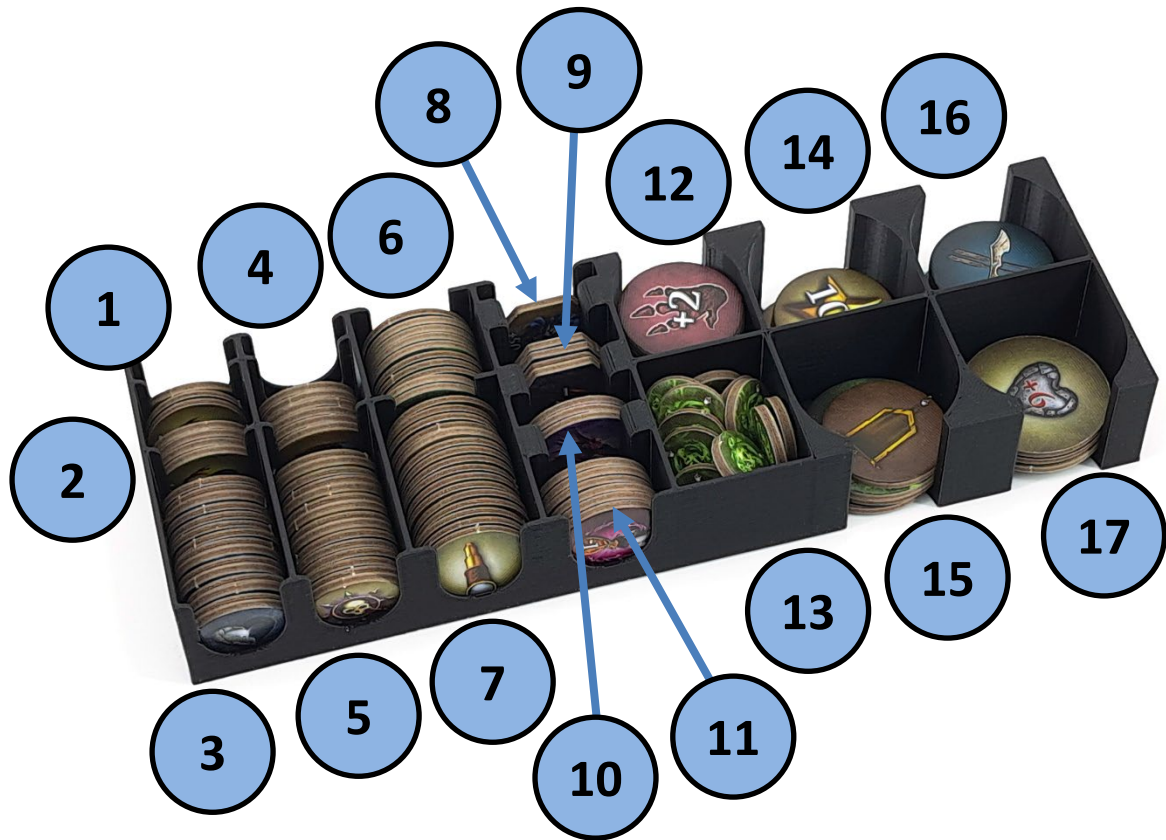




### **Tile Boxes #TI1 - #TI9**

- #TI1 holds Merchant, Alchemist & Dragonslayer tiles.
- #TI2 holds Hunter, Weaponsmith & Occultist Reward tiles.
- #TI3 holds Level 1, 2 & 3 Treasure tiles.
- #TI4 holds Lake, Mountain & Cave Resource tiles.
- #TI5 holds all Ritual Reward tiles & the Journey tiles.
- #TI6 holds Artifacts, Hollow Wand & Vis Brooch tiles.
- #TI7 holds Armorer Reward, Catalyst, Witch Reward, Teleport Scroll, Amulet of Eternity & Compass tiles.
- #TI8 holds Healing Potion, Grey Sack & Separator tiles.
- #TI9 holds Light Flask & Supplies tiles.





### Token Box #T1

#T1 holds the following Tokens:

- |                    |                             |
|--------------------|-----------------------------|
| 1. Monster Health  | 10. Protection              |
| 2. Monster Healing | 11. Cursed & Damaged Armor  |
| 3. Stomp           | 12. Tracks                  |
| 4. Move            | 13. Corrupted Essence       |
| 5. Chaos           | 14. Reputation              |
| 6. Wound           | 15. Global Effect & Leader  |
| 7. Spyglass        | 16. Badge                   |
| 8. Faer Power      | 17. Monster Health & Injury |
| 9. Initiative      |                             |



### **Token Box #T2 & #T3**

Token Box #T2 holds Orb, Dwurt, Rune Stone & Gaar tokens.

Token Box #T3 holds the cubes and Object tokens.



### **Token Box #T4 & #T5**

Token Box #T4 & #T5 both hold four different Gem types and two different Essence types.



### **Token Box #T6 & #T8**

Token Box #T8 holds the Elemental standees.

Token Box #T6 holds the dice and the remaining standees - except familiars.



**Token Box #T7 & #T9**

Token Box #T7 holds the Gold tokens.

Token Box #T9 holds the Familiar tokens.



### **Token Box #T10 & #T11**

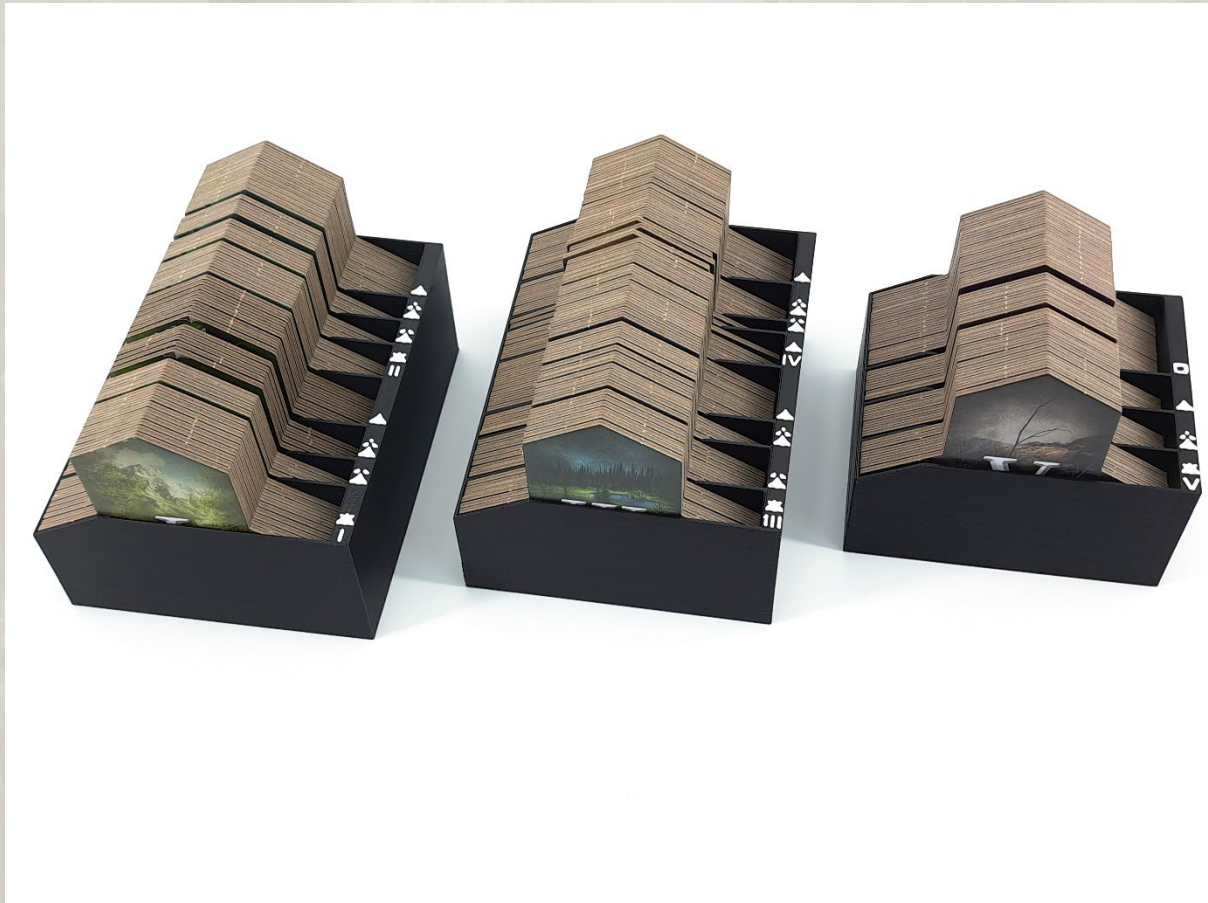
Token Box #T10 holds Acid, Cemetery, Defense Magic, Wasteland and Location & Abyss tokens.

Token Box #T11 holds Destruction Tokens A & B, Revocation, Talking Stone Head & Shipwreck Ghost tokens.



**Stand Box #S1**

Stand Box #S1 holds all Plastic Stands.



### **Map Tile Boxes #MT1, #MT2 & #MT3**

Map Tile Boxes #MT1, #MT2 & #MT3 hold all Map Tiles - sorted by chapter (I, II, etc.) and type (fixed, encounter, etc.).





### **Card Box #C1**

Card Box #C1 holds the following cards (from back to front):

Left column: Combat, Minion, Bounty, Elite Monster

Middle column: Hydra, Monster

Right column: Journey, Tower & Tower Quest, Fellowship cards



### **Card Box #C2**

Card Box #C2 holds the following cards (from back to front):

Left column: All big cards, Control, Encounter Lvl 2, Encounter Lvl 1

Middle column: Card types with only one card, Encounter Lvl 3, Encounter Lvl 4

Right column: Shii's Intervention & Elemental cards, Stomp, Gold, Silver, Personal Quests



### **Card Boxes #C3 & #C4**

Card Boxes #C3 & #C4 hold the remaining cards and come with 15 dividers.



### Component Storage #1

Place the Scenario/Trade Boards and Hero Boards as shown in the game box.



## Component Storage #2

Add the Rule Books, Hero Sheets & Familiar Board.



### Component Storage #3

Proceed with the Entry Sheets, Hero Boxes, Token Boxes #T1 & #T9.



#### **Component Storage #4**

Continue with Miniature Boxes #M1 & #M2, Card Box #C3 and Map Tile Box #MT3.



### **Component Storage #5**

Add Card Box #C1, Tile Boxes #TI3 - #TI6 and place Stand Box #S1 & Card Box #C4 in the remaining gap.





### **Component Storage #6**

Proceed with Miniature Box #M4, Tile Boxes #TI1 & #TI2, Token Box #T6, #T7 & #T8.



### **Component Storage #7**

Continue with the remaining Tile Boxes, Token Box #T10 and Map Tile Boxes #MT1 & #MT2.



### **Component Storage #8**

Add Card Box #C2, Token Boxes #T2, #T3, #T4, #T5 & #T11 and Miniature Box #M3.

For questions or feedback visit [www.TinkeringPaws.de](http://www.TinkeringPaws.de)

Or write an email to [info@tinkeringpaws.de](mailto:info@tinkeringpaws.de)