



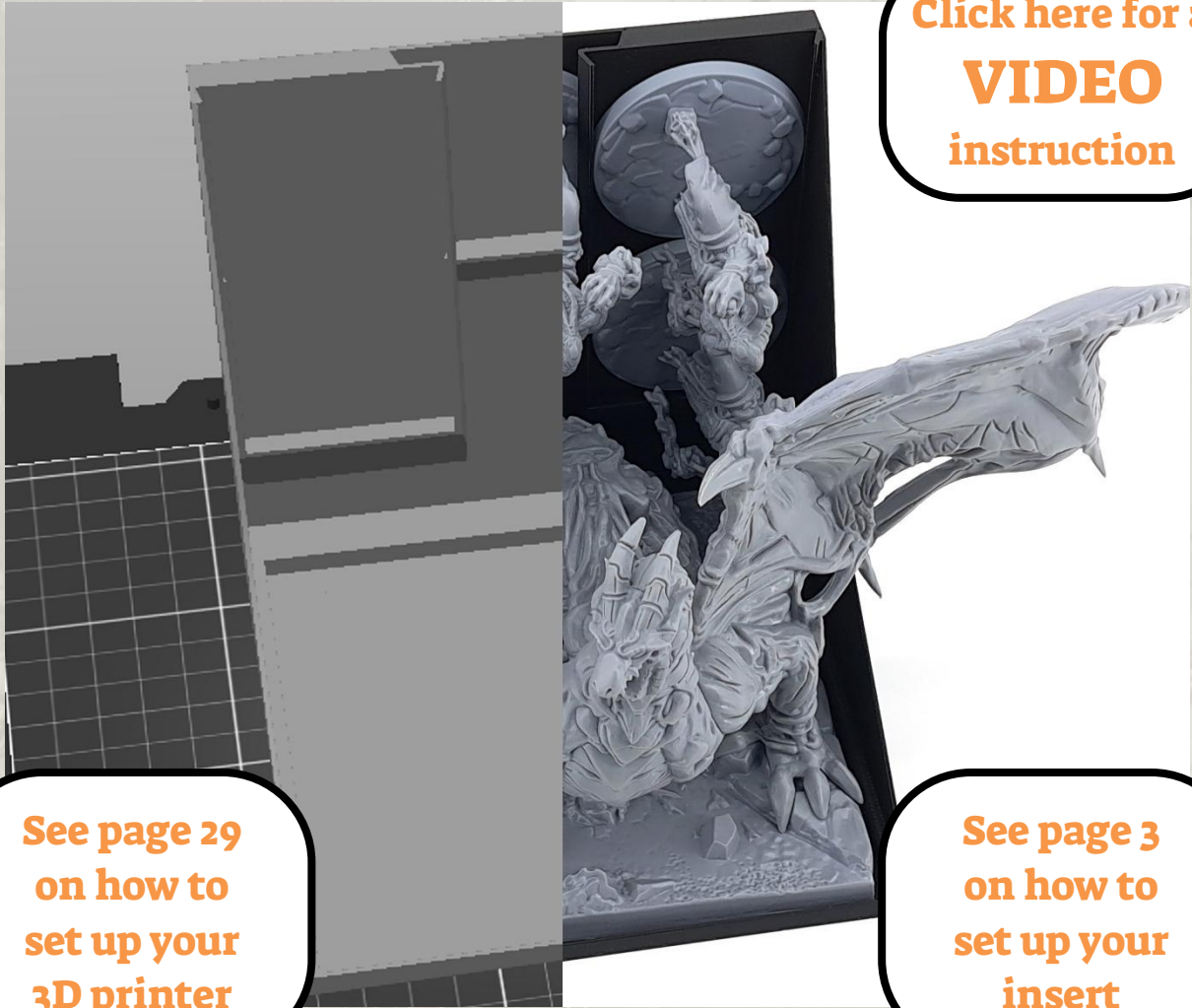
Tinkering Paws

BOARD GAME INSERTS



Euthia

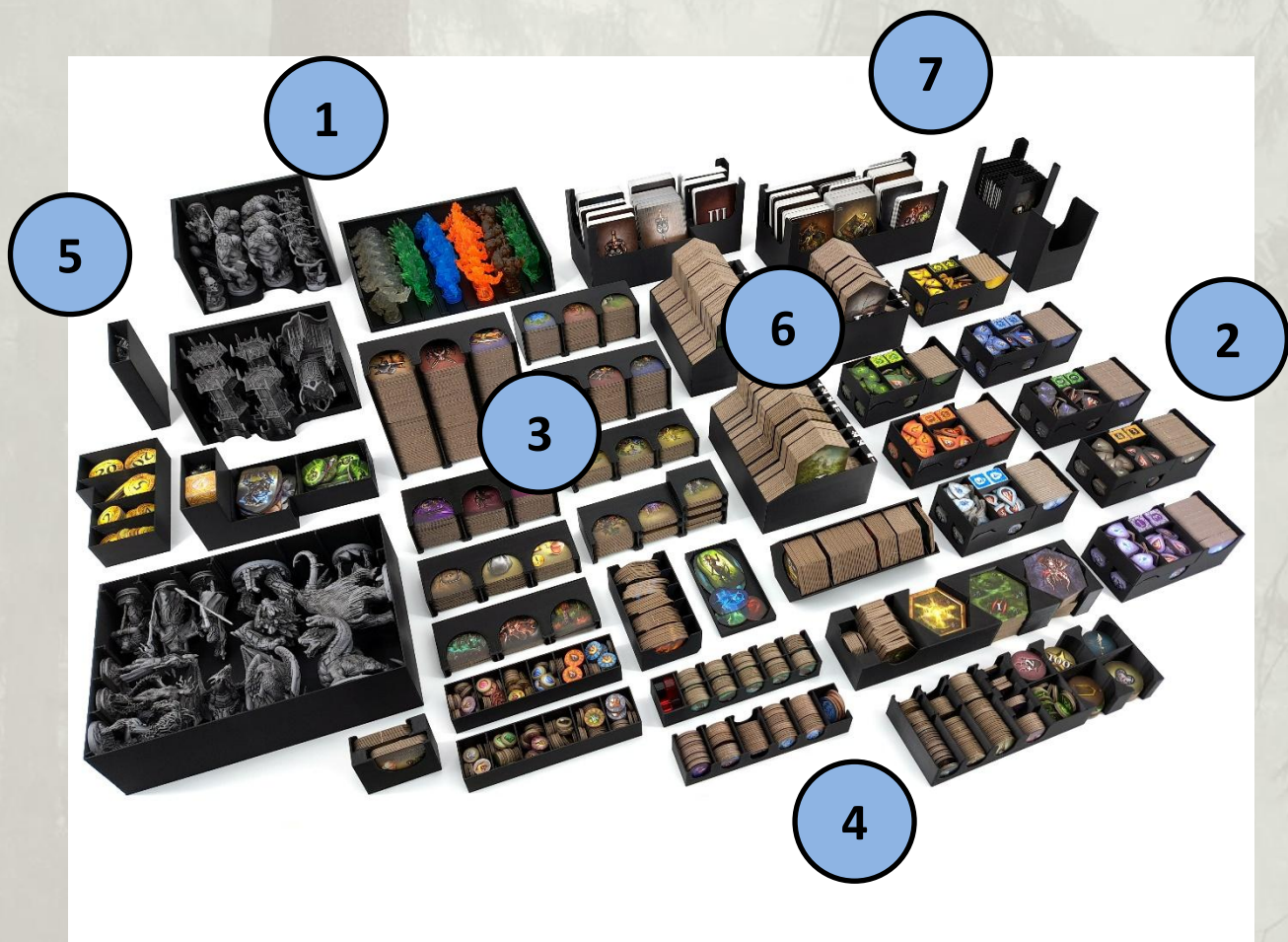
Torment of Resurrection



[Click here for a VIDEO instruction](#)

[See page 29 on how to set up your 3D printer](#)

[See page 3 on how to set up your insert](#)



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.



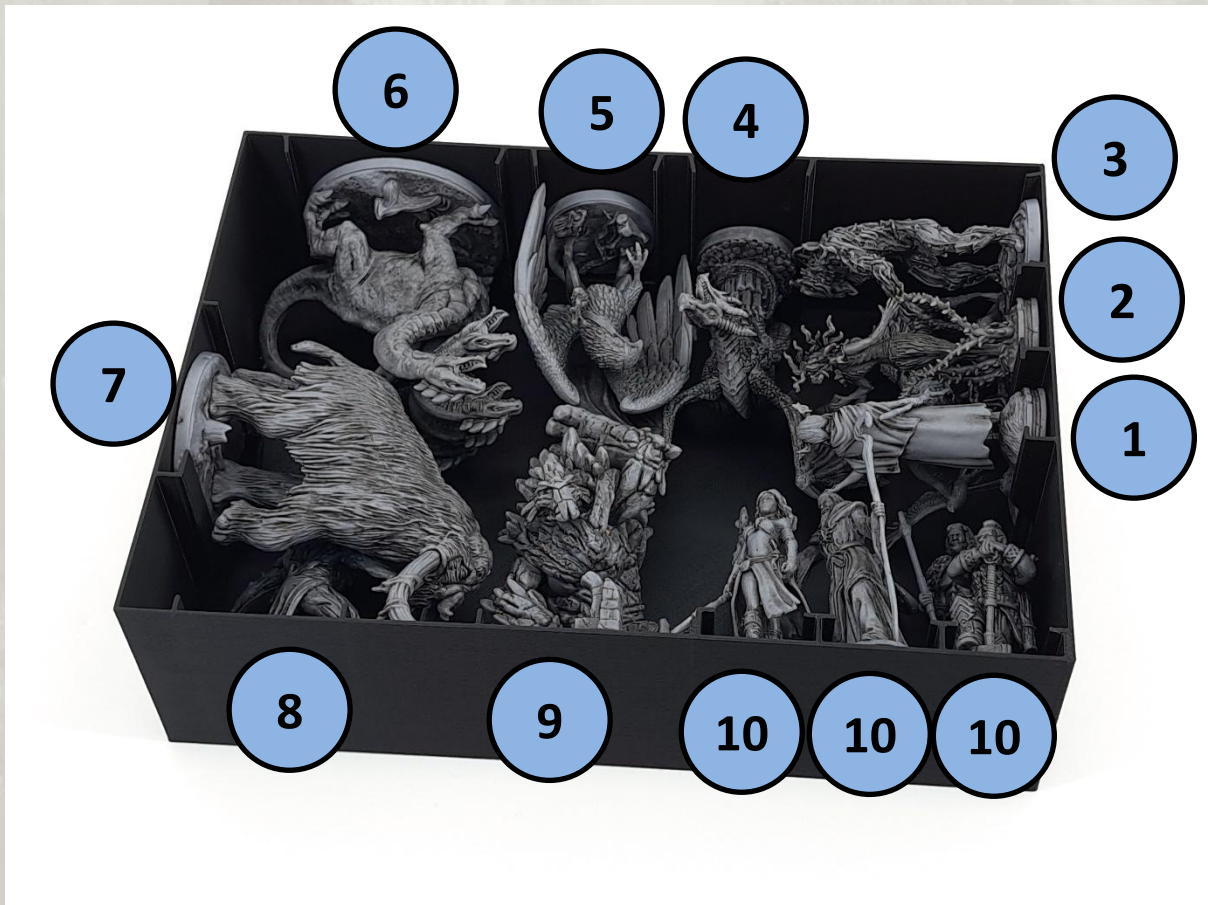
Miniature Box #M2

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 & Eltreia
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

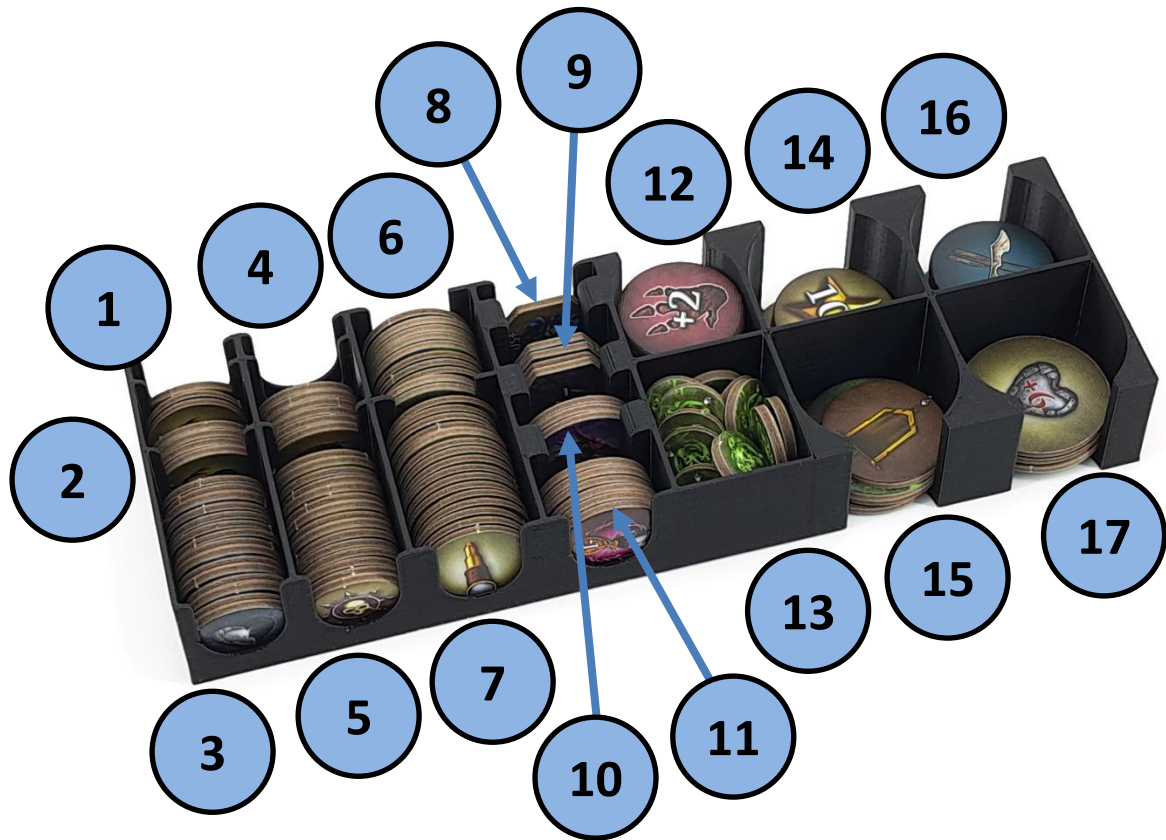
Each set of Hero Boxes #H1 and #H2 holds the dice, Hero Tiles, Hero Standee, Plastic Stands, and the following tokens: Damage, Hero, Interaction, Action, Trade, Maximum Health & Golem.





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

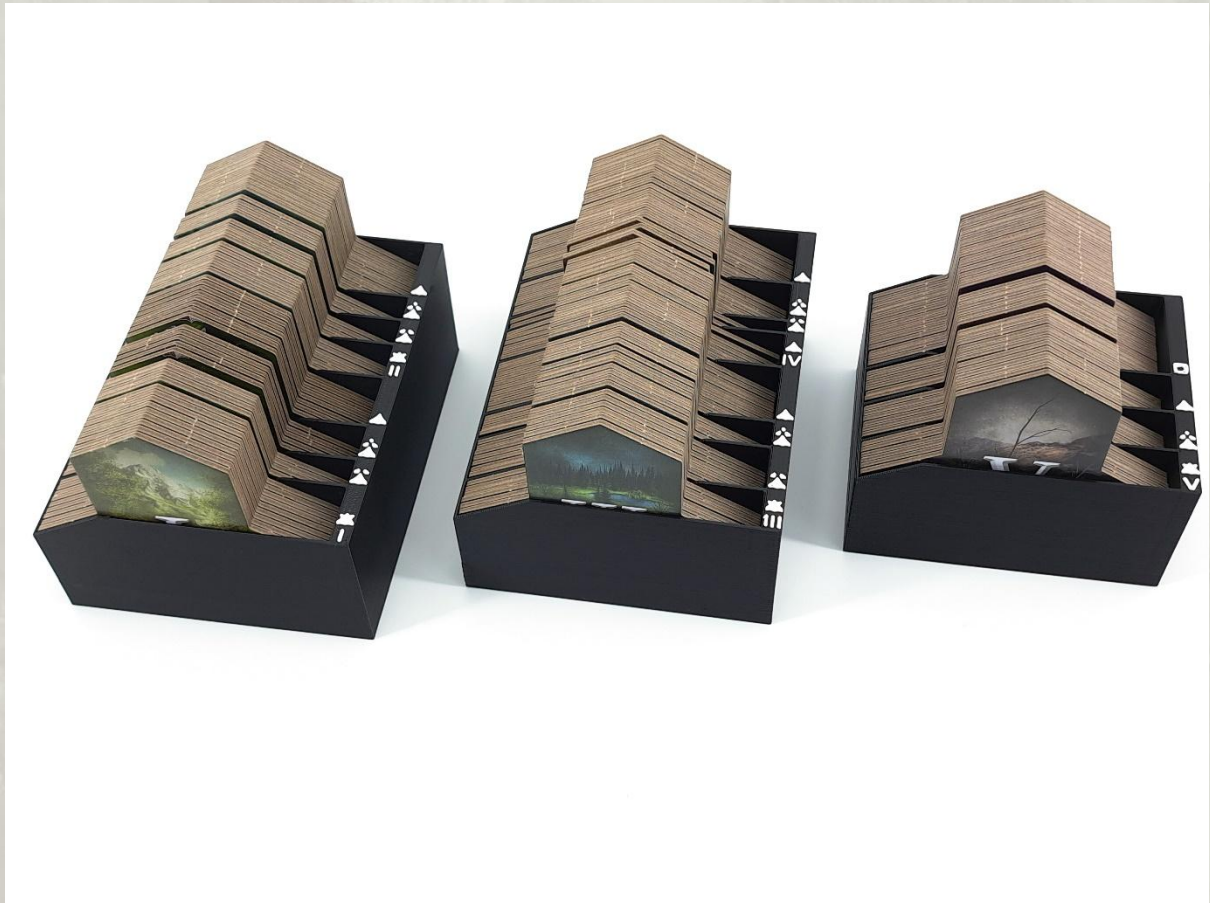
Token Box #T10 holds Acid, Cemetery, Defense Magic, Wasteland and Location & Abyss tokens.

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.

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: **CS1_x4.stl** – print this part **four** times.

Print the Map Tile Boxes #MT1, #MT2 & #MT3 with a color change before the last two layers, to get the icons in a different color. 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