

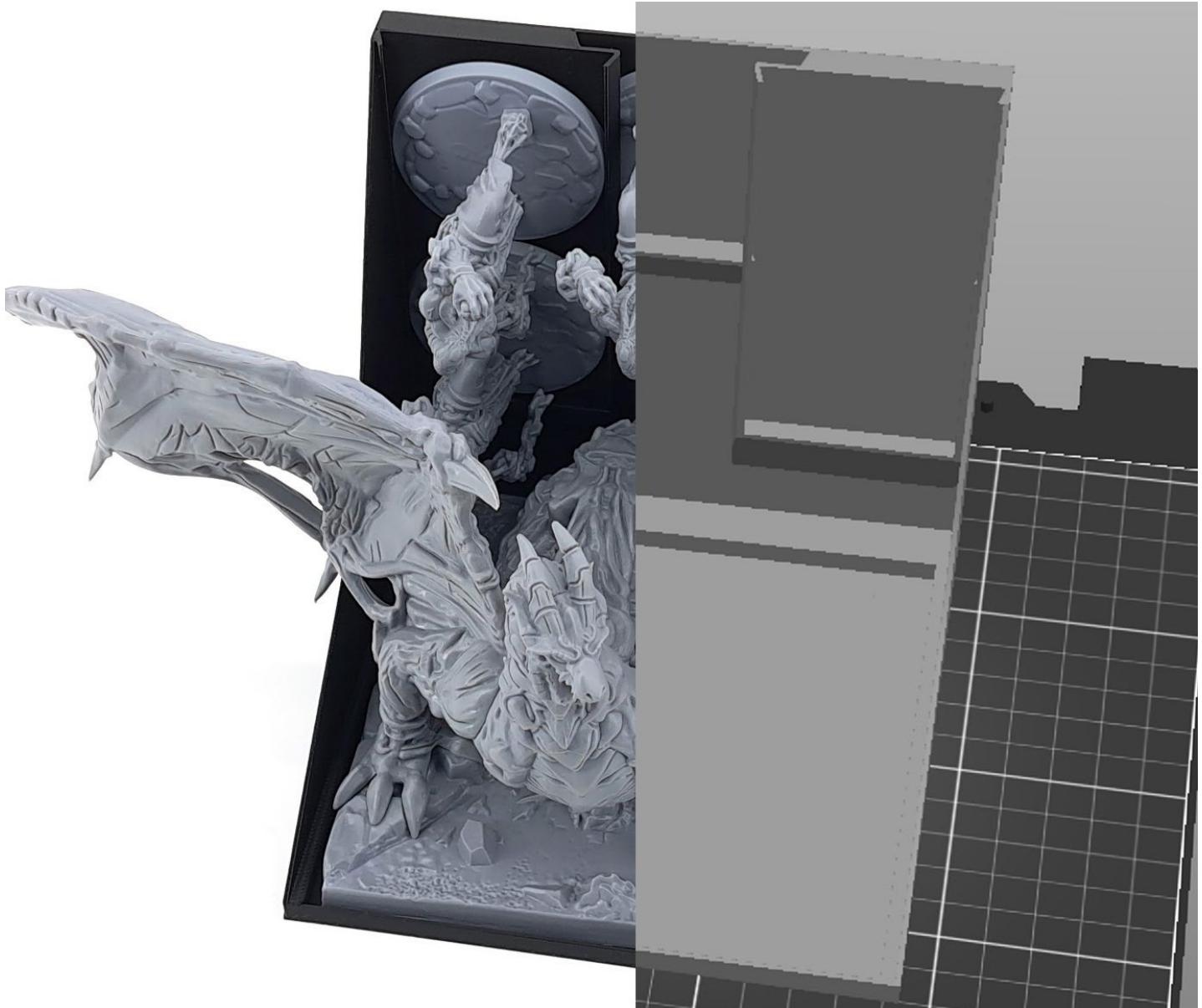


# Tinkering Paws

## BOARD GAME INSERTS



**Everdell: Farshore**



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

**... see page 16 on how to  
set up your 3D printer ...**

**... or click here for a  
video instruction!**



5.



2.



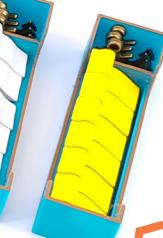
3.



1.



4.



1.

## List of Contents

1. 4 Critter Boxes
2. 1 Resource Vessel Box
3. 1 Ship Box
4. 5 Token Boxes
5. 1 Card Box



All boxes are marked with a code (M1, M2, etc.) on their bottomon, and have colored icons, that indicate what component are stored in them.





## Critter Boxes CR1 - CR4

Each Critter Box holds one faction of critters and three Anchor Tokens.





## Resource Vessel Box **V1**

Resource Vessel Box **V1** holds the Windrose & Island Tiles, the smaller Lighthouse parts and the Resource Vessels.





## Ship Box **SH1**

Ship Box **SH1** holds all ships.





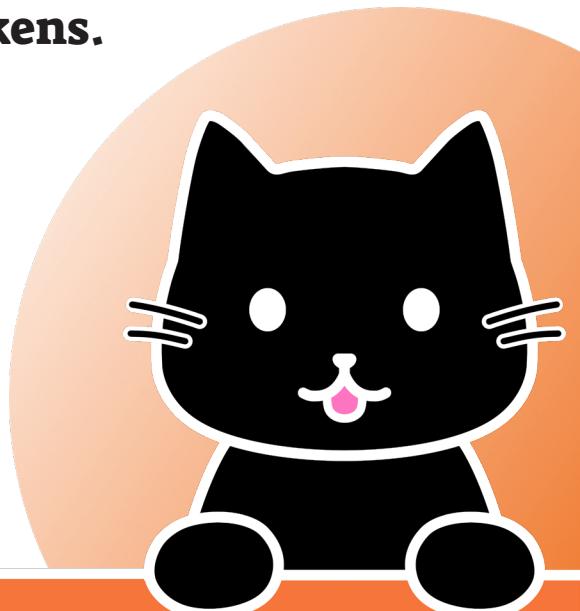
## Token Boxes T1 - T5

**Token Boxes T1 & T2** hold the resources and Shell Point Tokens - if they are not stored in the Resource Vessels.

**Token Box T3** holds the Color Markers.

**Token Box T4** holds the Map Tiles.

**Token Box T5** holds the Treasure Tokens.





## Card Box **C1**

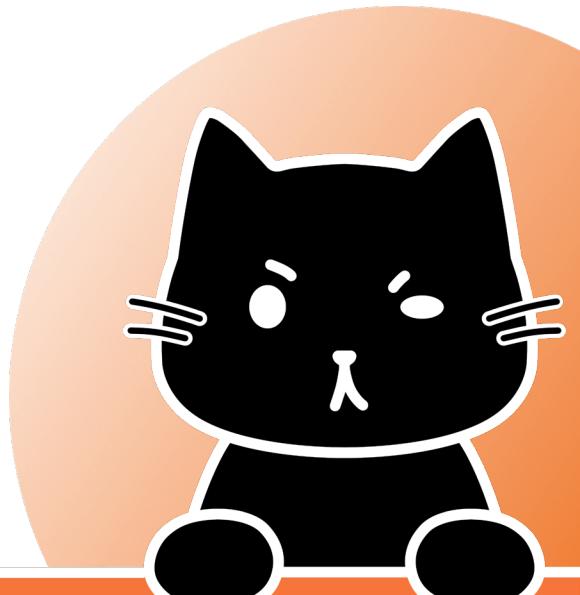
Card Box **C1** holds all cards.





## Component Storage 1

**Start by placing the Game Board and the Rulebook in the game box.**





## Component Storage 2

Add Token Boxes **T3** & **T4** and Card Box **C1**.





## Component Storage 3

Proceed with Spacer Pieces **SP1** & **SP2**.





## Component Storage 4

Add all big Lighthouse parts.





## Component Storage 5

Add Resource Vessel Box **V1**.





## Component Storage 6

Add Token Boxes **T1** & **T5**.



## Component Storage 7

Proceed with the remaining boxes.



# 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:**

**Example: CS1\_x4.stl – print this part **four times**.**

**Please note: To print the colored icons and edges a multi-color system like the MMU from Prusa or the AMS from Bambu Labs is required.**

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

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

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

