

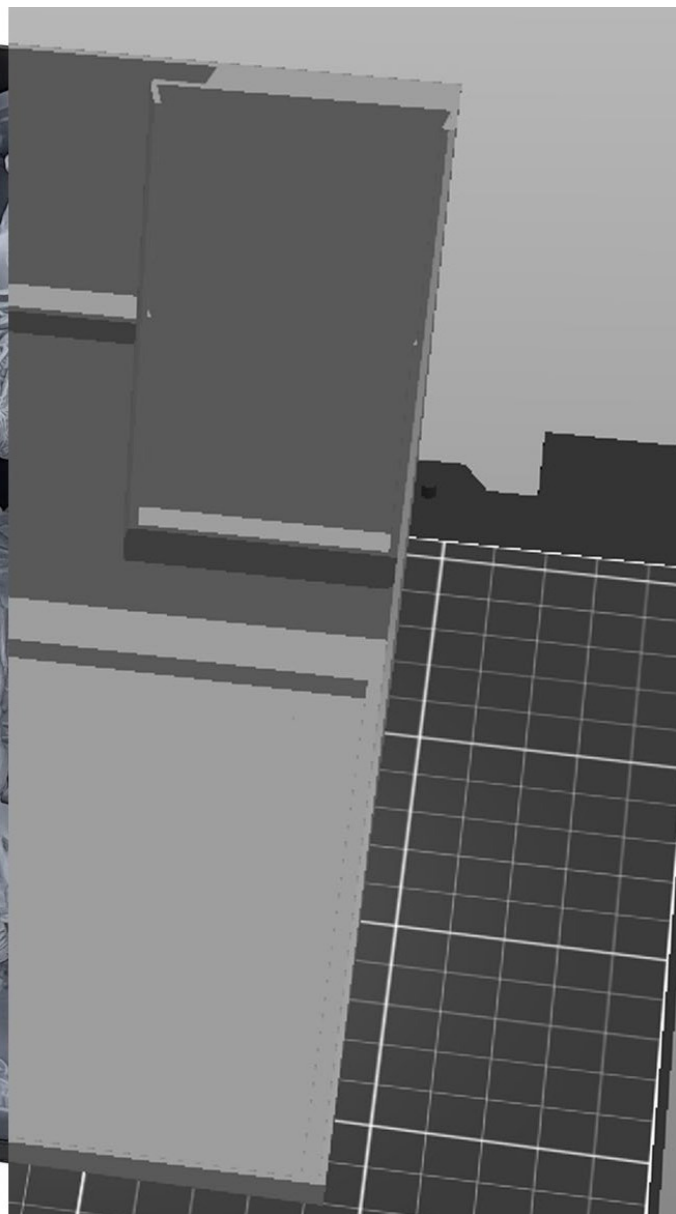


Tinkering Paws

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!

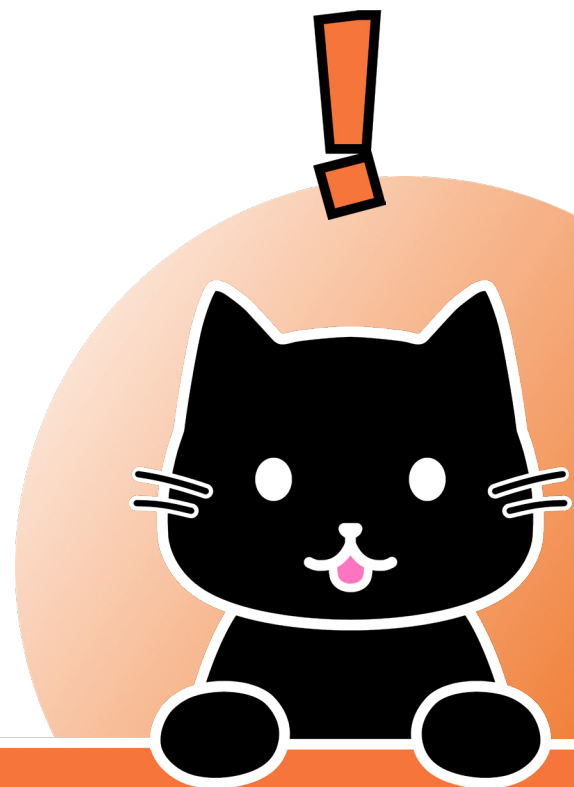


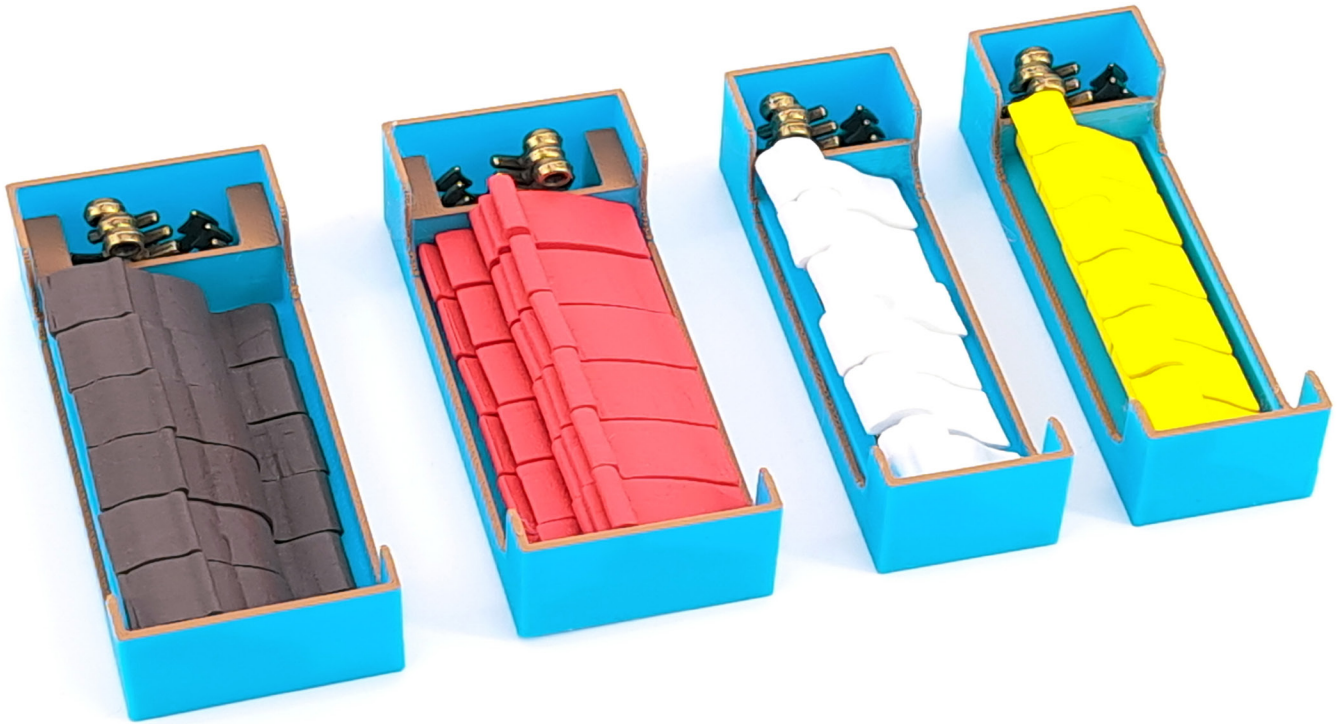


List of Contents

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**

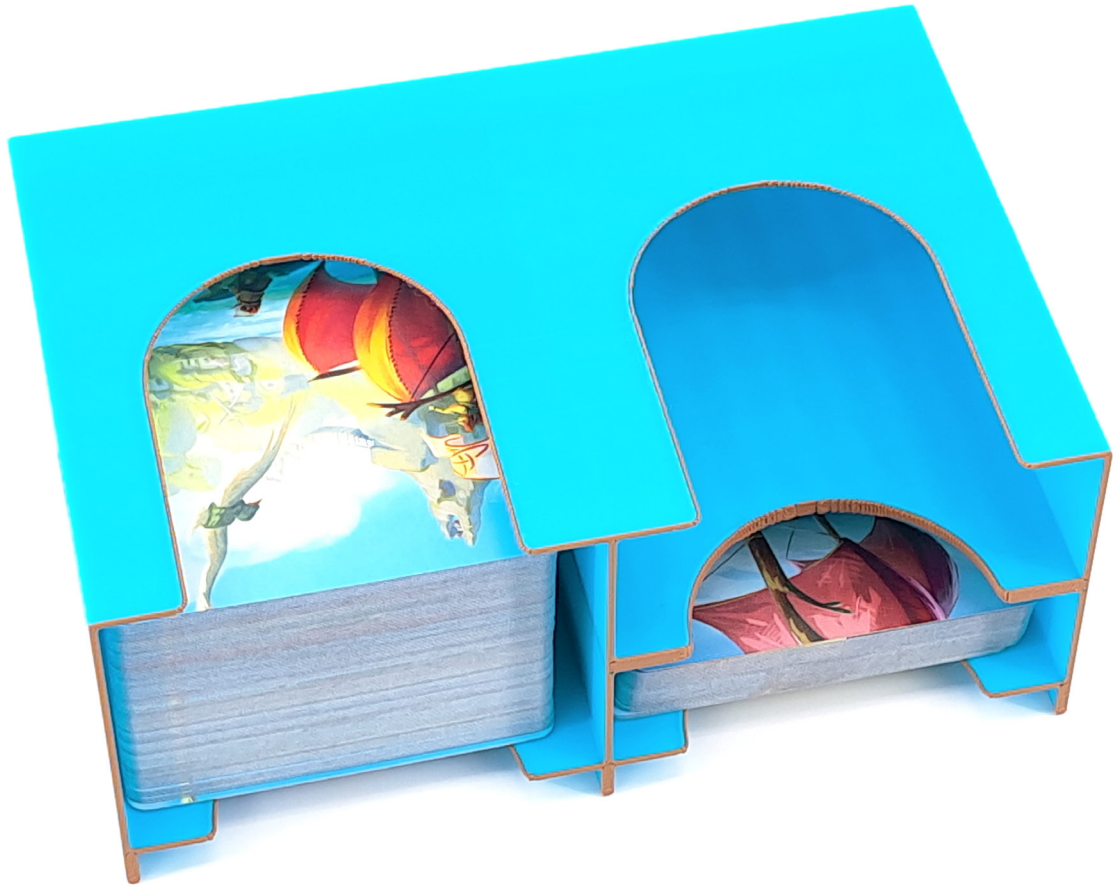
Token Boxes **T1** & **T2** hold the resources and Shell Point Tokens - if they are not stored in the Resource Vessels.

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

or write an email to info@tinkeringpaws.de

