# Tinkering Paws

BOARD GAME INSERTS

Everdell: Silverfrost
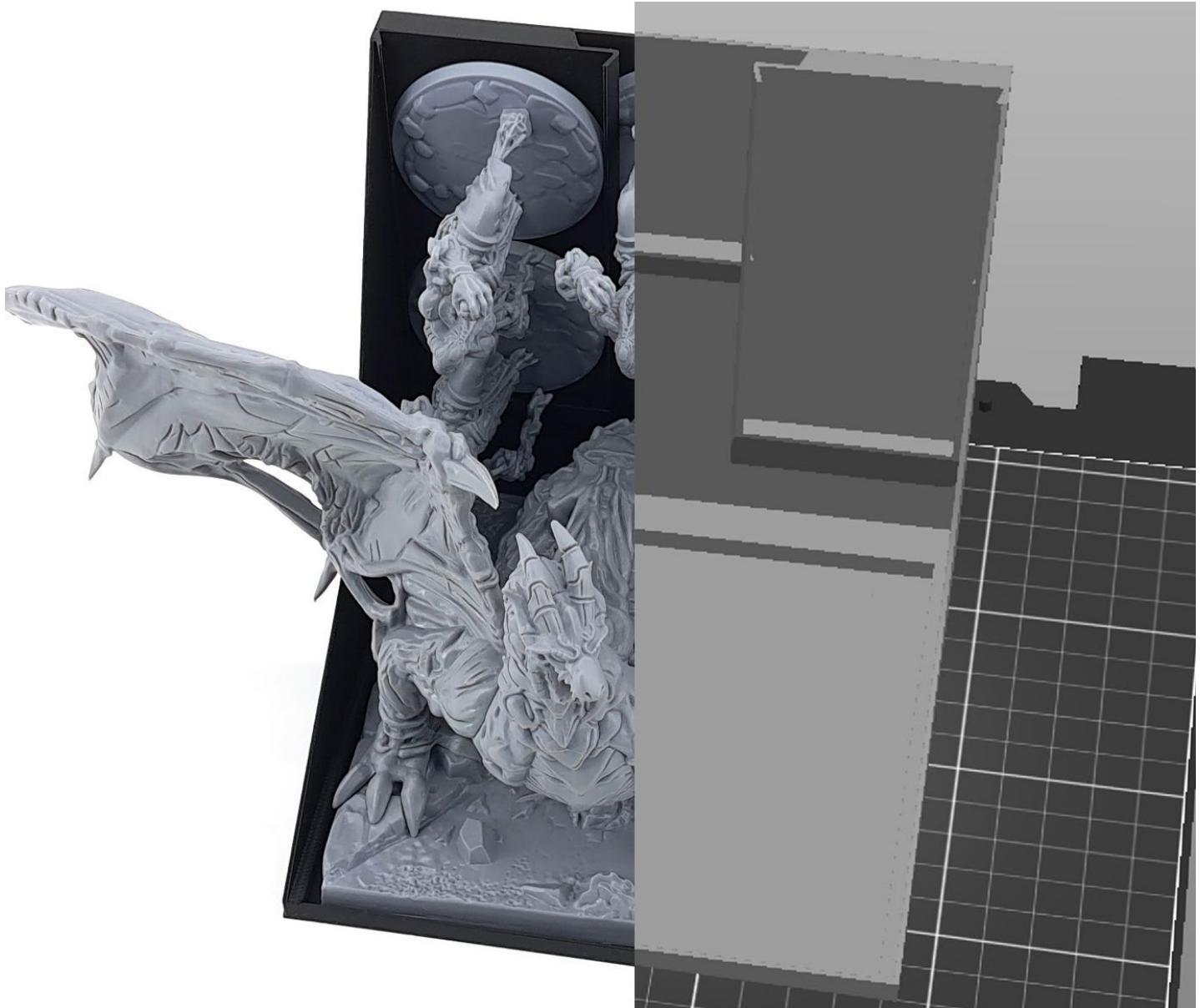
See page 3 on how to set up your insert...

... see page 15 on how to set up your 3D printer ...

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

List of Contents

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, one Ranger Snowshoe and one Fire Token.

Resource Vessel Box V1

Resource Vessel Box V1 holds all Resource Vessels and the Snow Clearing Reward & the Winter's Fury Tile.
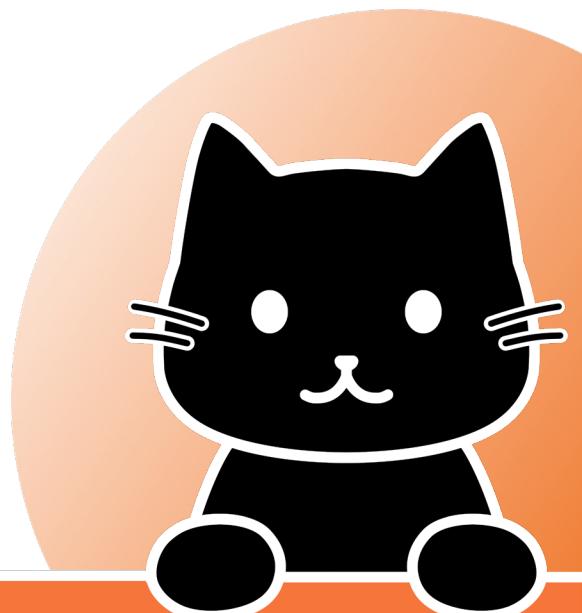
Beacon Box B1

Beacon Box B1 holds the Beacons.

Token Boxes T1 - T3

Token Box T1 holds: Chimneys, Points, Moss & Birches (unless they are stored in the Deluxe Resource Vessels).

Token Box T2 holds: Acorns, Fire & Copper (unless they are stored in the Deluxe Resource Vessels).

Token Box T3 holds: Snow & Paws.
It also holds the Card Rests, Bumps & Wedges for the mountains.

Card Boxes C1 - C4

Card Box **C1** holds the Main Deck.

Card Box **C2** holds the Map, Scheme & Reference Cards.

Card Box **C3** holds the Quest Cards.

Card Box **C4** holds the Big Critter & Snowstorm Cards.

Component Storage 1

Start by placing the big Mountain parts in the game box.

Component Storage 2

Add the gameboard. Place the smaller wodden Mountain part like shown.

Component Storage 3

Continue with the remaining Mountain parts.

Component Storage 4

Place all Token and Critter Boxes like shown.

Make sure the support triangle on Token Box T1 is pointing to the right, like shown.
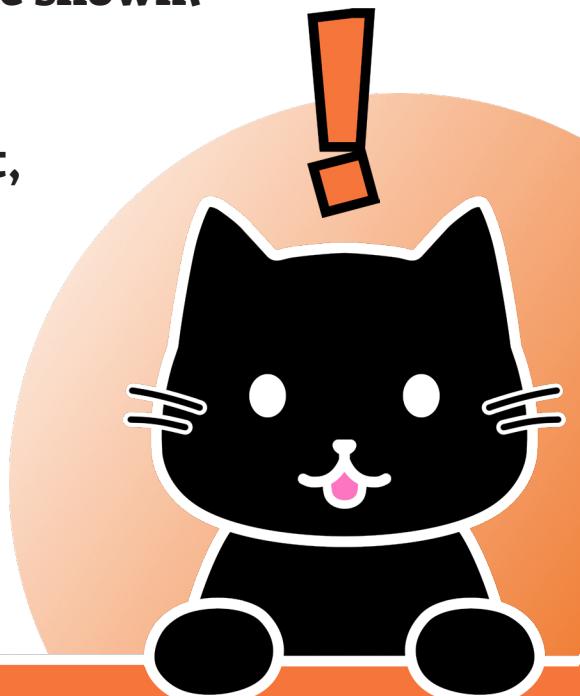
Component Storage 5

Add the remaining boxes.

Component Storage 6

Add the rulebook

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