

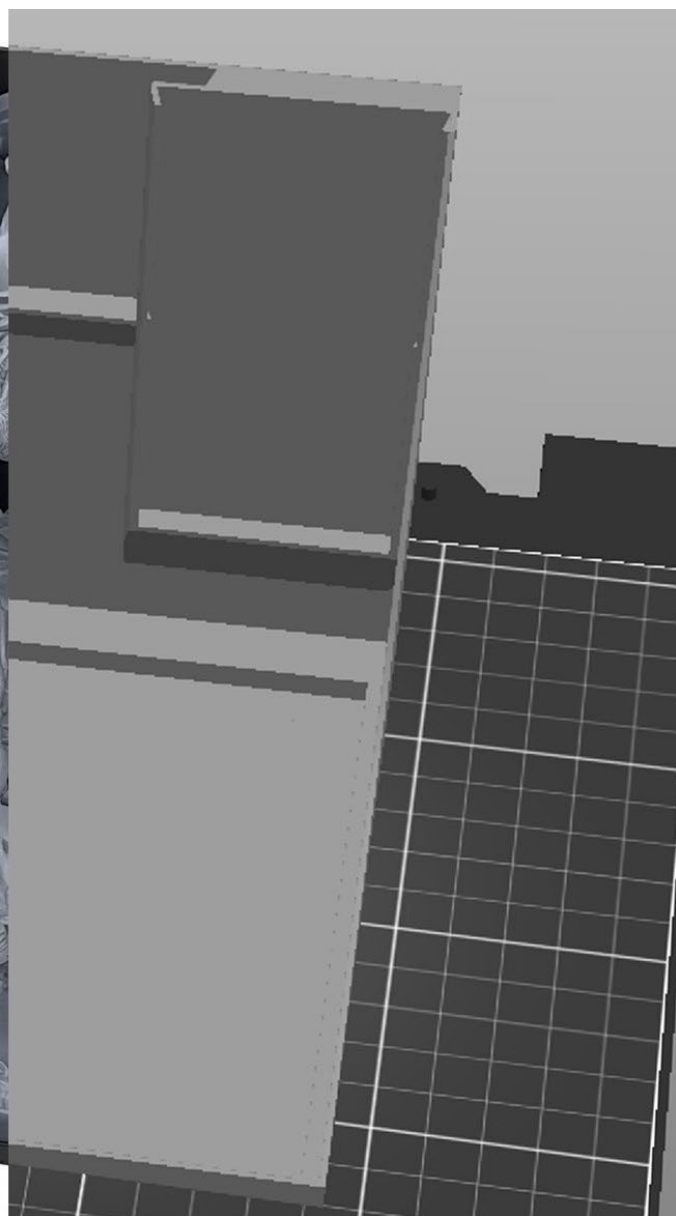


Tinkering Paws

BOARD GAME INSERTS



Grimcoven



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

... see page **56** on how to
set up your 3D printer ...

... or click here for a
video instruction!





List of Contents

- Terrains Expansion supported -

1. 8 Hunter Boxes
2. 3 Miniature Boxes
3. 4 Token Boxes
4. 1 Dice Boxes
5. 1 Base Boxes
6. 2 Map Tile Boxes
7. 1 Terrain & Companion Box
8. 5 Card Boxes with Dividers

All boxes are marked with a code
(M1, M2, etc.) on their bottom.





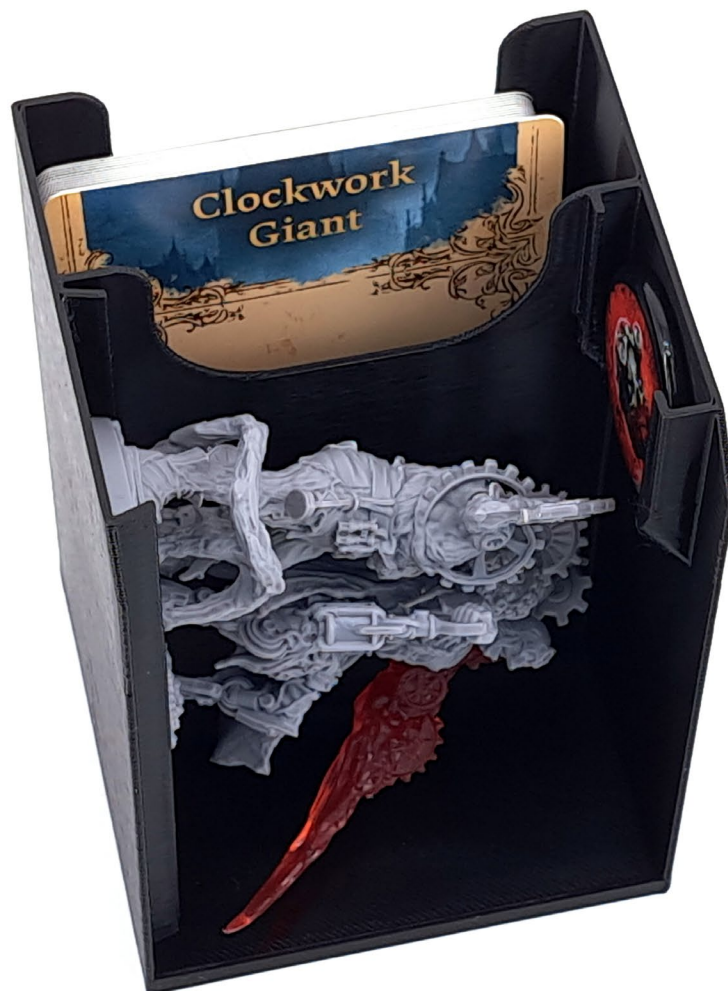
List of Contents

- Terrains Expansion not supported -

1. 8 Hunter Boxes
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(M1, M2, etc.) on their bottom.





Hunter Box **H1**

Hunter Box **H1** holds Clockwork Giant's miniatures, cards & the Critical Injury Token.





Hunter Box **H2**

Hunter Box **H2** holds Duality's miniatures, cards & the Wing Tokens.





Hunter Box **H3**

Hunter Box **H3** holds Gunslinger's miniatures, cards & the Bullet Tokens.





Hunter Box **H4**

Hunter Box **H4** holds Death Jester's miniatures & cards.





Hunter Box **H5**

Hunter Box **H5** holds Keeper's miniatures, cards & Craving Tokens.





Hunter Box **H6**

Hunter Box **H6** holds Mannequin's miniatures, cards & Personality Tokens.





Hunter Box **H7**

Hunter Box **H7** holds Technomancer's miniatures, cards & Technology Dice.





Hunter Box **H8**

Hunter Box **H8** holds Twin's miniatures, cards & Poison Tokens.



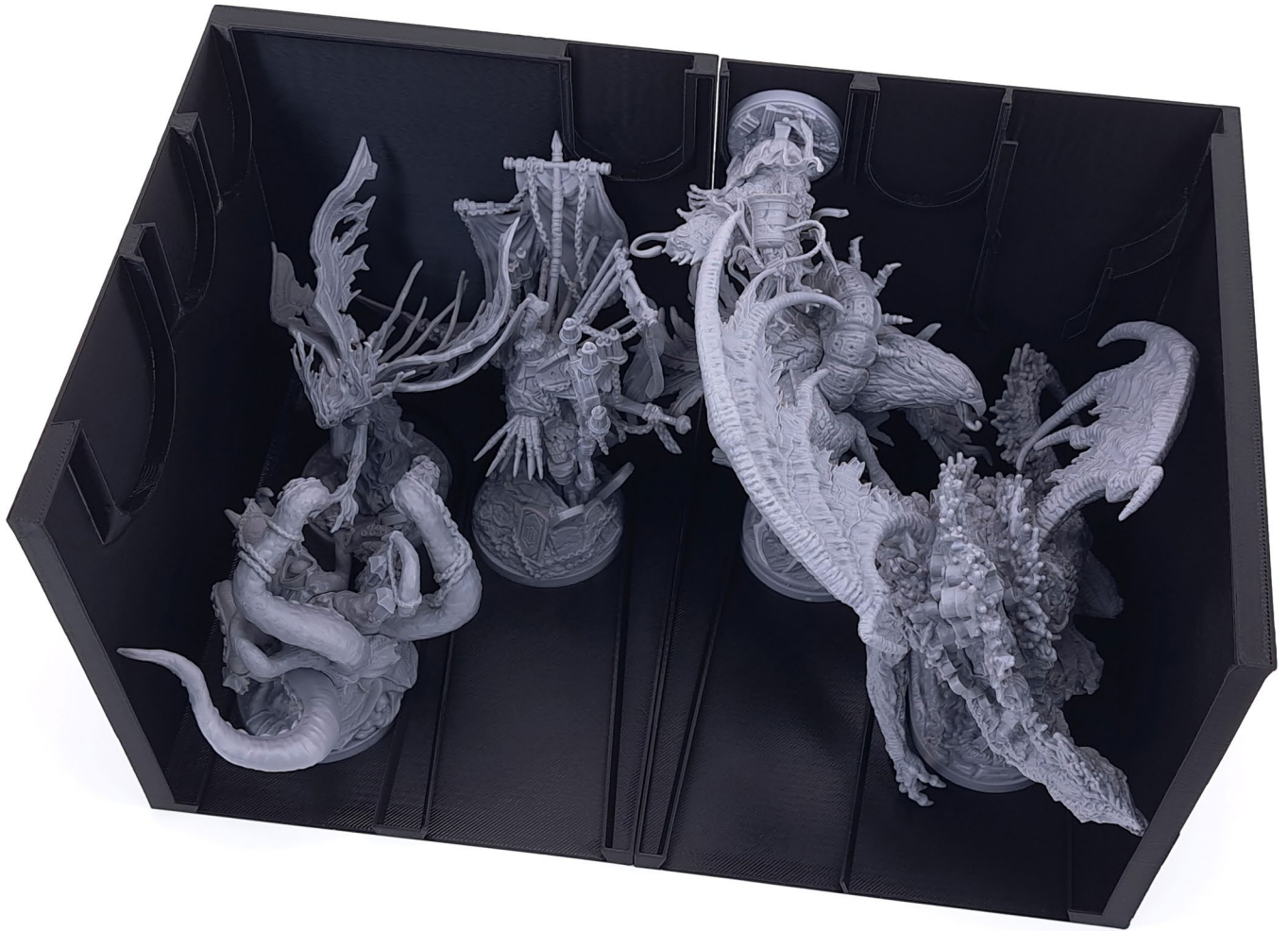


Miniature Boxes **M1** & **M2**

Miniature Boxes **M1** & **M2** hold:

- **Swarm Mistress**
- **Undead General**
- **Chimera**
- ...



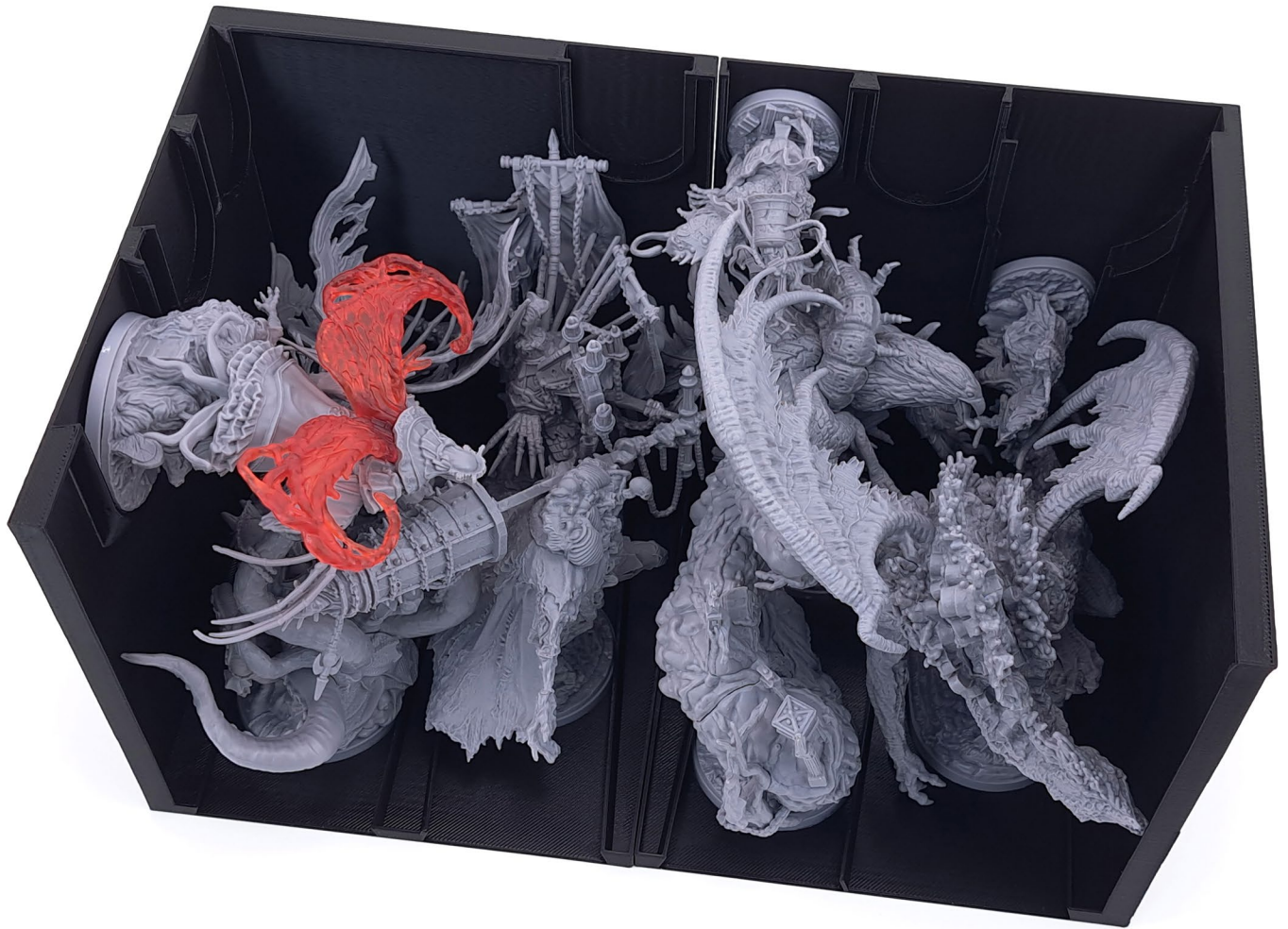


Miniature Boxes **M1** & **M2**

Miniature Boxes **M1** & **M2** hold:

- **Bellfrog**
- **Devourer**
- **Graveyard Dragon**
- ...



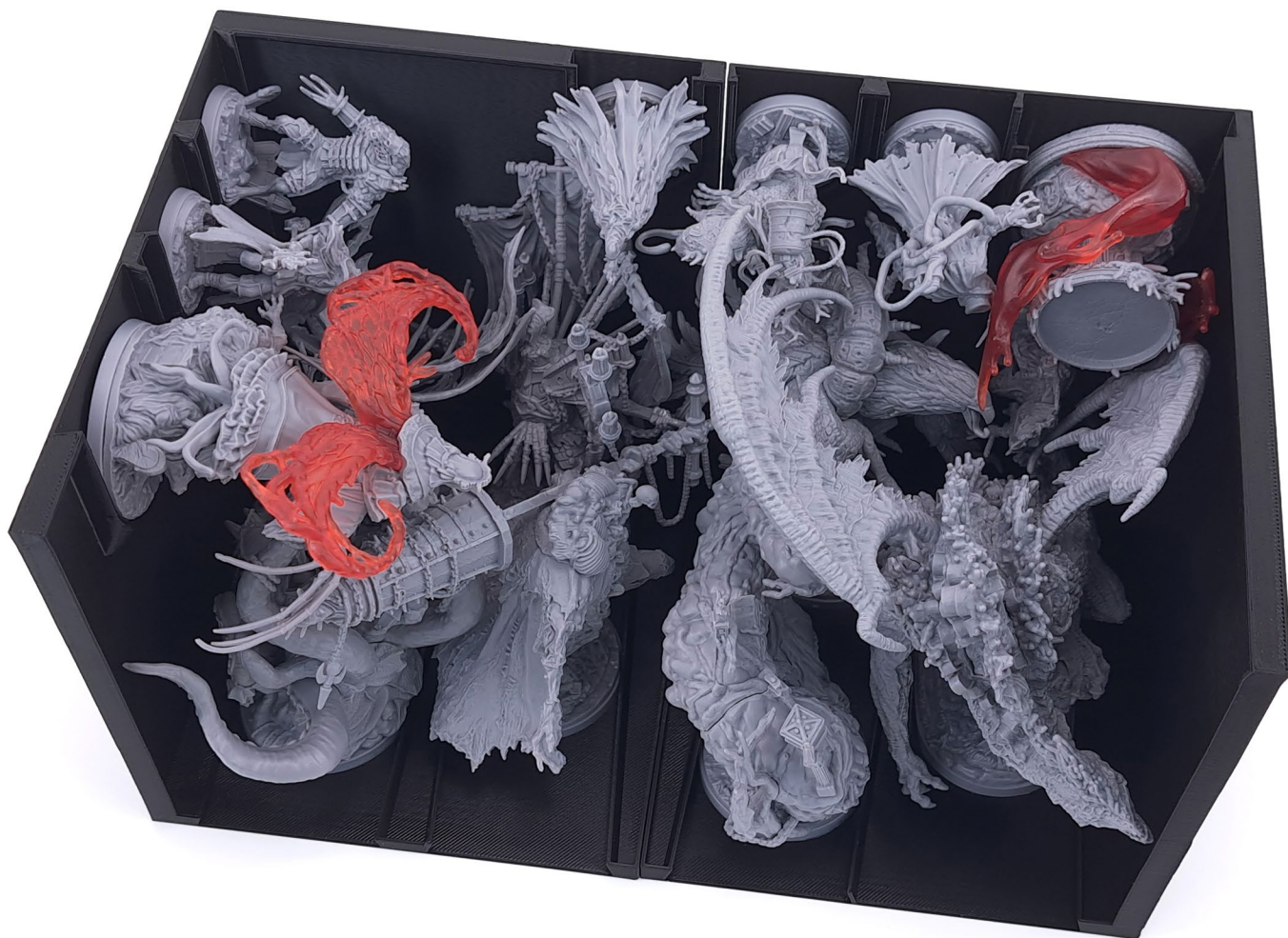


Miniature Boxes **M1** & **M2**

Miniature Boxes **M1** & **M2** hold:

- Tormentor
- Convergence
- Striga
- Alchemist
- ...



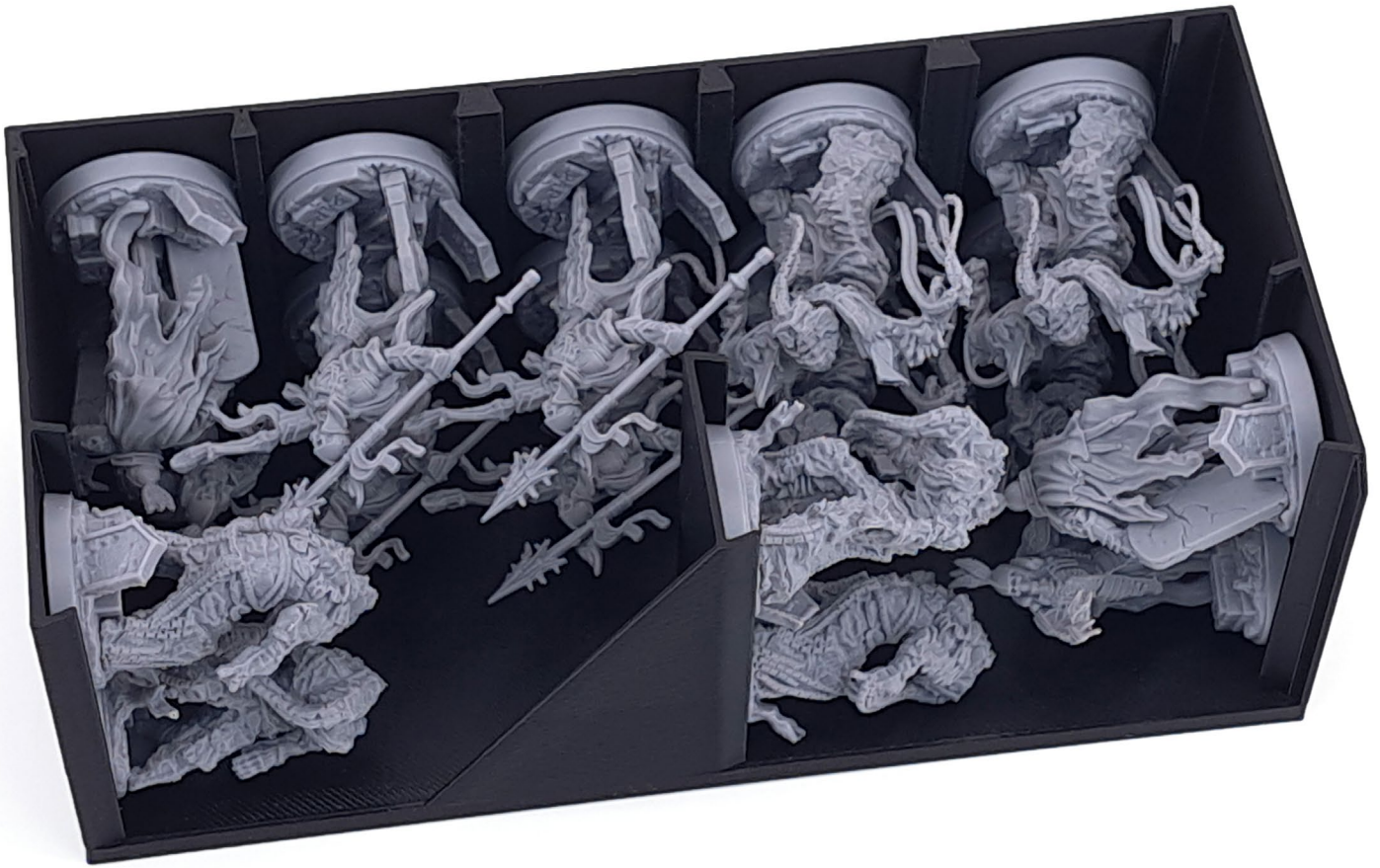


Miniature Boxes **M1** & **M2**

Miniature Boxes **M1** & **M2** hold:

- **Renegade Hunter**
- **Werewolf**
- **Lament Wraith**
- **Blood Doctor**
- **Pretender Evolution Base**





Miniature Boxes **M3**

Miniature Box **M3** holds all Minions.





Token Box **T1**

Token Box **T1** holds the following tokens & markers (Acryl or Cardboard):
Burn, Stun, Curse, Lament, Treasure, Quest, Tactic, Damage, Corruption, Hunger, Universal, Assist, Defense.





Token Box **T2**

Token Box **T2** holds the
 Enemy Dice, Elite Enemy
 Level Tokens, Lament Rift Tokens,
 Round Order Standees, Companion
 Standees, Environment Standees
 & Chimera Head Tokens.





Token Box **T4**

Token Box **T4** holds the Griefbound Level Tokens, Busy Token, First Player Token & Deputy Board.

Please note that the tokens will protrude over the top of the box. This is intended.





Dice Box **D1**

Dice Box **D1** holds all Hunter Dice.

**Please note that the dice will protrude over the top of the box.
This is intended.**





Card Boxes

Card Boxes **C1**, **C2** & **C3** hold the medium cards, while **C4** holds the big cards.





Terrains Expansion

If your insert supports the Terrains Expansion, it also includes the following boxes.

If your insert does not support the Terrains Expansion, go to page 28.

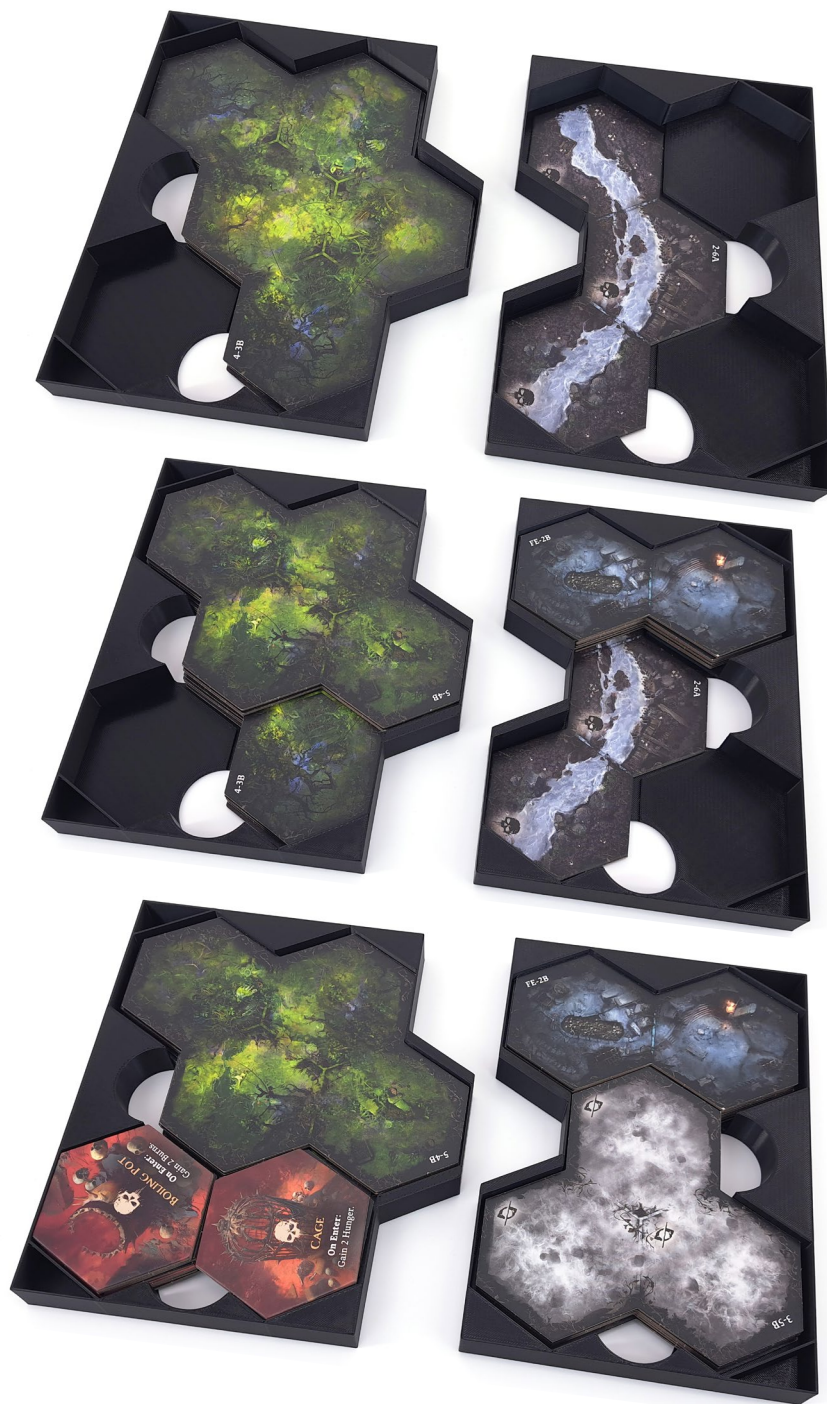




Terrain Box **3D1**

Terrain Box **3D1** holds all Terrain Pieces, Companions and Portals.





Map Tile Boxes **MT1** & **MT2**

Terrain Box **MT1** & **MT2** hold all Map Tiles, except the biggest one.





Base Box **B1**

Base Box **B1** holds all colored and clear bases.





Token Box **T3**

Token Box **T3** holds all cardboard tokens that got replaced by the Acrylic Pack.



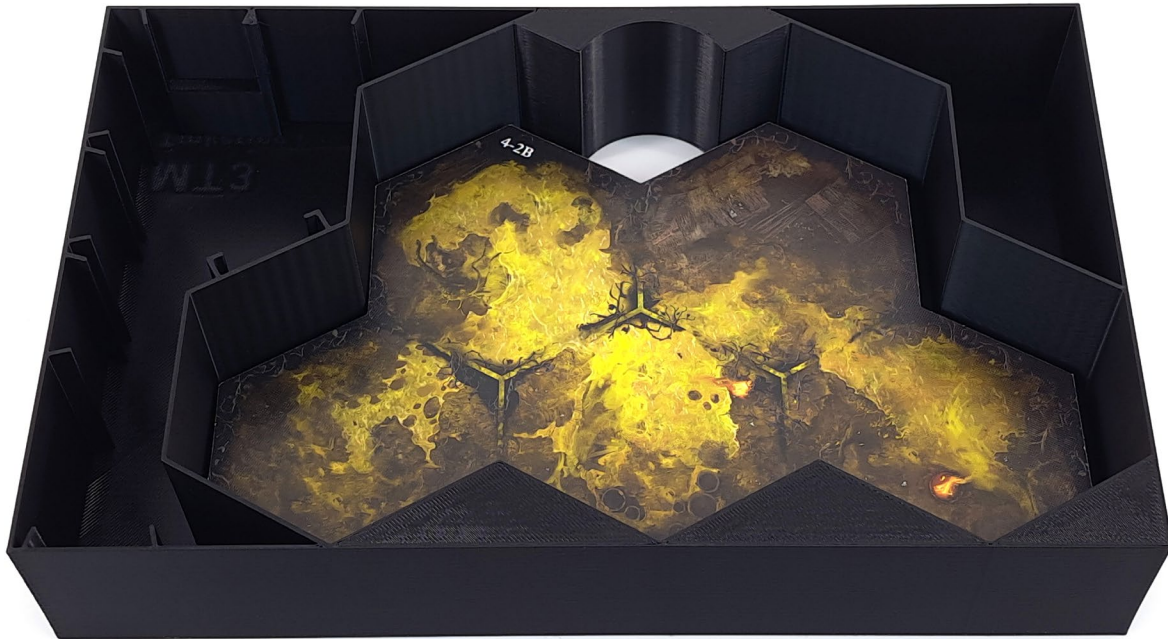


No Terrains Expansion

If your insert does not support the Terrains Expansion, it includes the following boxes.

If your insert does support the Terrains Expansion, go to page **23.**

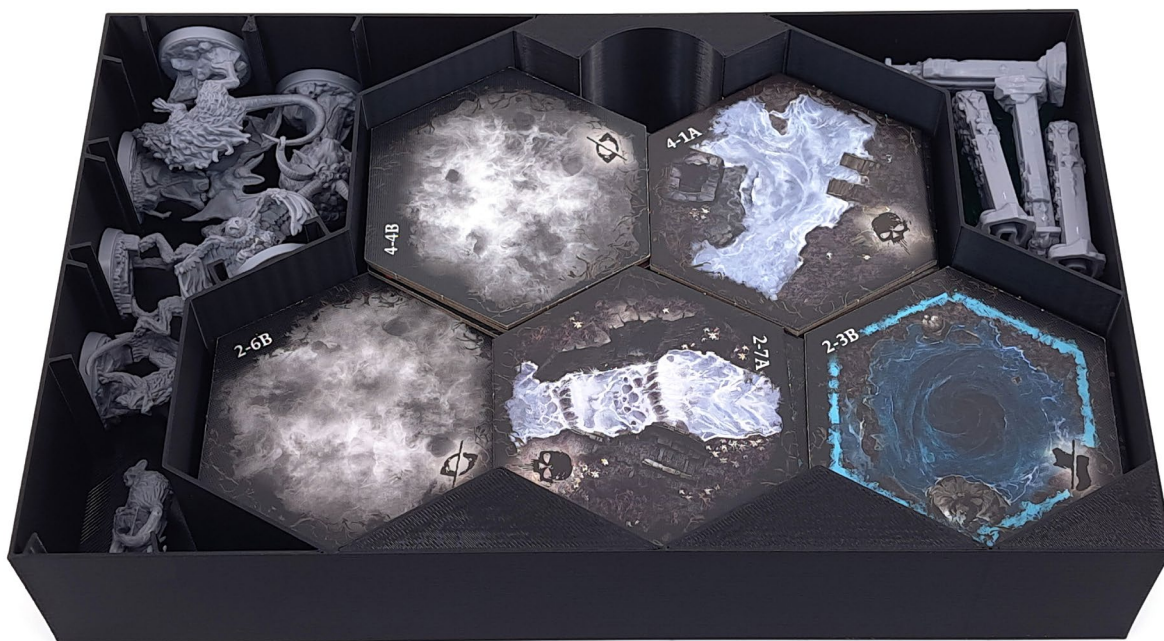
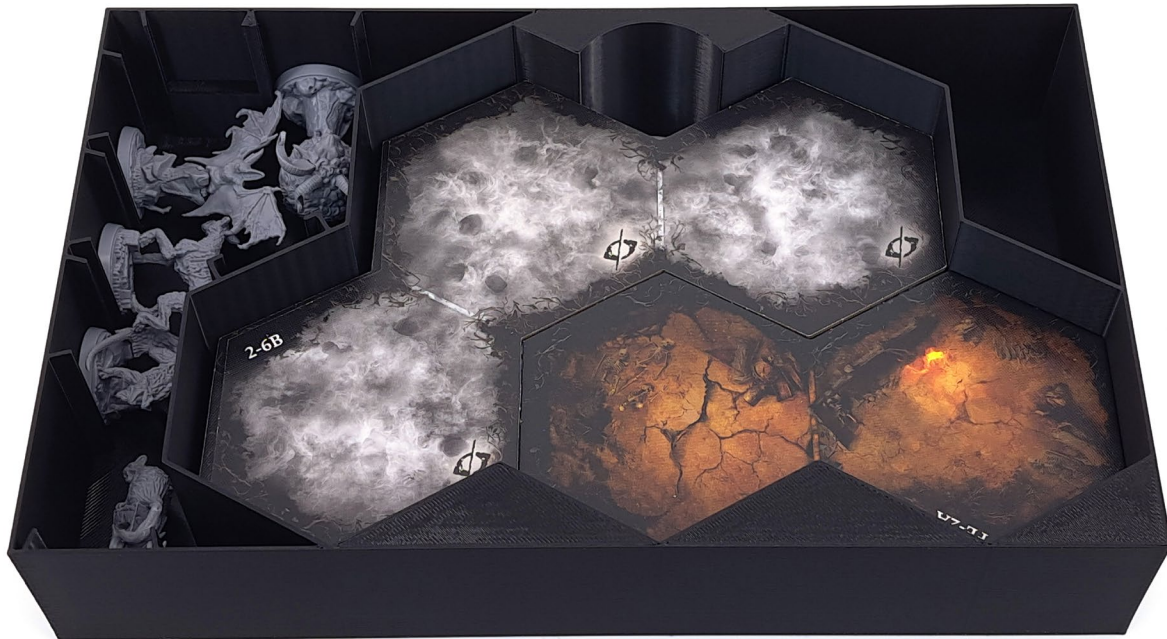




Map Tile Box **MT3** - Step 1

Map Tile Box **MT3** holds all Map Tiles, except the biggest one. It also holds all Companion miniatures & Portals.





Map Tile Box **MT₃** - Step 2

Map Tile Box **MT₃** holds all Map Tiles, except the biggest one. It also holds all Companion miniatures & Portals.





Map Tile Box **MT3** - Step 3

Map Tile Box **MT3** holds all Map Tiles, except the biggest one. It also holds all Companion miniatures & Portals.





Base Box **B2**

Base Box **B2** holds all colored and clear bases.





Token Box **T5**

Token Box **T5** holds all cardboard tokens that got replaced by the Acrylic Pack.





Component Storage 1

The first part of storage applies to both versions of the insert.

Start by placing Miniature Boxes **M1** & **M2**, Hunter Boxes **H4** & **H7**, Token Box **T1** & Dice Box **D1**.





Component Storage 2

Proceed with Card Box **C4**, Token Box **T2** & Token Box **T4**.







Component Storage 4

Proceed with Card Box **C3** and Hunter Boxes **H3, H5 & H6**.





Component Storage 5

Add the remaining Card Boxes and
Miniature Box **M3**.





Component Storage 6

If your insert supports the Terrains Expansion, proceed with the following steps. Otherwise jump to page 48.

Add Terrain Box **3D1**, Map Tile Boxes **MT1** & **MT2**, Token Box **T3** and both and supports as shown.





Component Storage 7

Place the Hunt Books in alternating orientation.





Component Storage 8

Add two stacks of Stat Cards and Base Box **B1**.





Component Storage 9-1

**Place the Hunter Boards.
After each Hunter Board
- except the last one -, add a single
Hunter Stat Card, all Deputy Stat
Cards or the last Map Tile - to
prevent damage from the
Health Dial Pin.**





Component Storage 9-2

**Place the Hunter Boards.
After each Hunter Board
- except the last one -, add a single
Hunter Stat Card, all Deputy Stat
Cards or the last Map Tile - to
prevent damage from the
Health Dial Pin.**





Component Storage 9-3

**Place the Hunter Boards.
After each Hunter Board
- except the last one -, add a single
Hunter Stat Card, all Deputy Stat
Cards or the last Map Tile - to
prevent damage from the
Health Dial Pin.**





Component Storage **10**

Place the Clockwork Dial and the Personal Stories Booklets like shown.





Component Storage 11

Add the smaller Rulebooks, the Griefbound Board and the last Hunter Stat Card.





Component Storage **12**

Proceed with the remaining Rulebooks and the Obsession Track.





Component Storage **13**

If your insert supports the Terrains Expansion, proceed with the following steps. Otherwise jump to page **39**.

Add Map Tile Box **MT3**,
Base Box **B2** and place the
Hunt Books in alternating
orientation.





Component Storage **14**

Add two stacks of Stat Cards and Token Box **T5**.





Component Storage 15-1

**Place the Hunter Boards.
After each Hunter Board
- except the last one -, add a single
Hunter Stat Card, all Deputy Stat
Cards or the last Map Tile - to
prevent damage from the
Health Dial Pin.**





Component Storage 15-2

**Place the Hunter Boards.
After each Hunter Board
- except the last one -, add a single
Hunter Stat Card, all Deputy Stat
Cards or the last Map Tile - to
prevent damage from the
Health Dial Pin.**





Component Storage **15-3**

**Place the Hunter Boards.
After each Hunter Board
- except the last one -, add a single
Hunter Stat Card, all Deputy Stat
Cards or the last Map Tile - to
prevent damage from the
Health Dial Pin.**





Component Storage 16

Place the Clockwork Dial and the Personal Stories Booklets like shown.

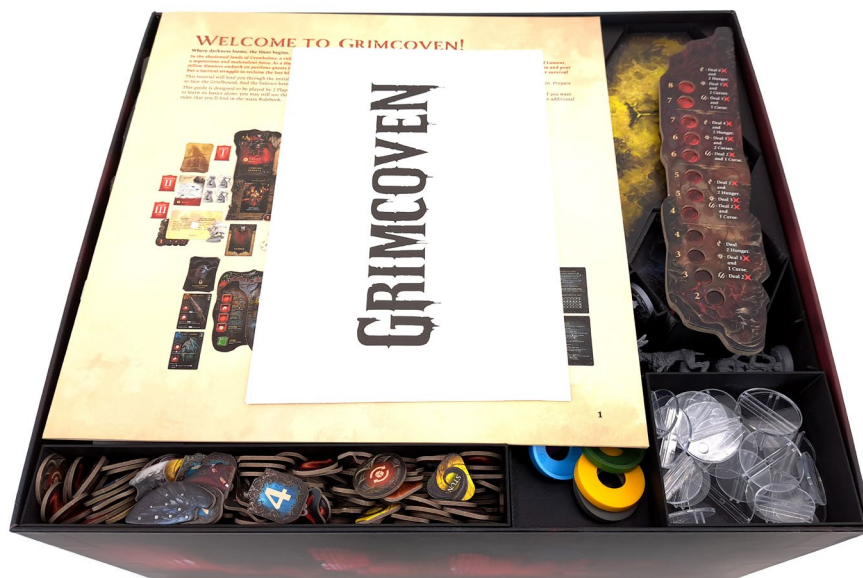




Component Storage 17

Add the smaller Rulebooks, the Griefbound Board, the last Hunter Stat Card and the Obsession Track.





Component Storage 18

Proceed with the remaining Rulebooks.



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: Z1_**x4**.stl – print this part **four times**.

Print card dividers with a color change **after** the first layer. 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

