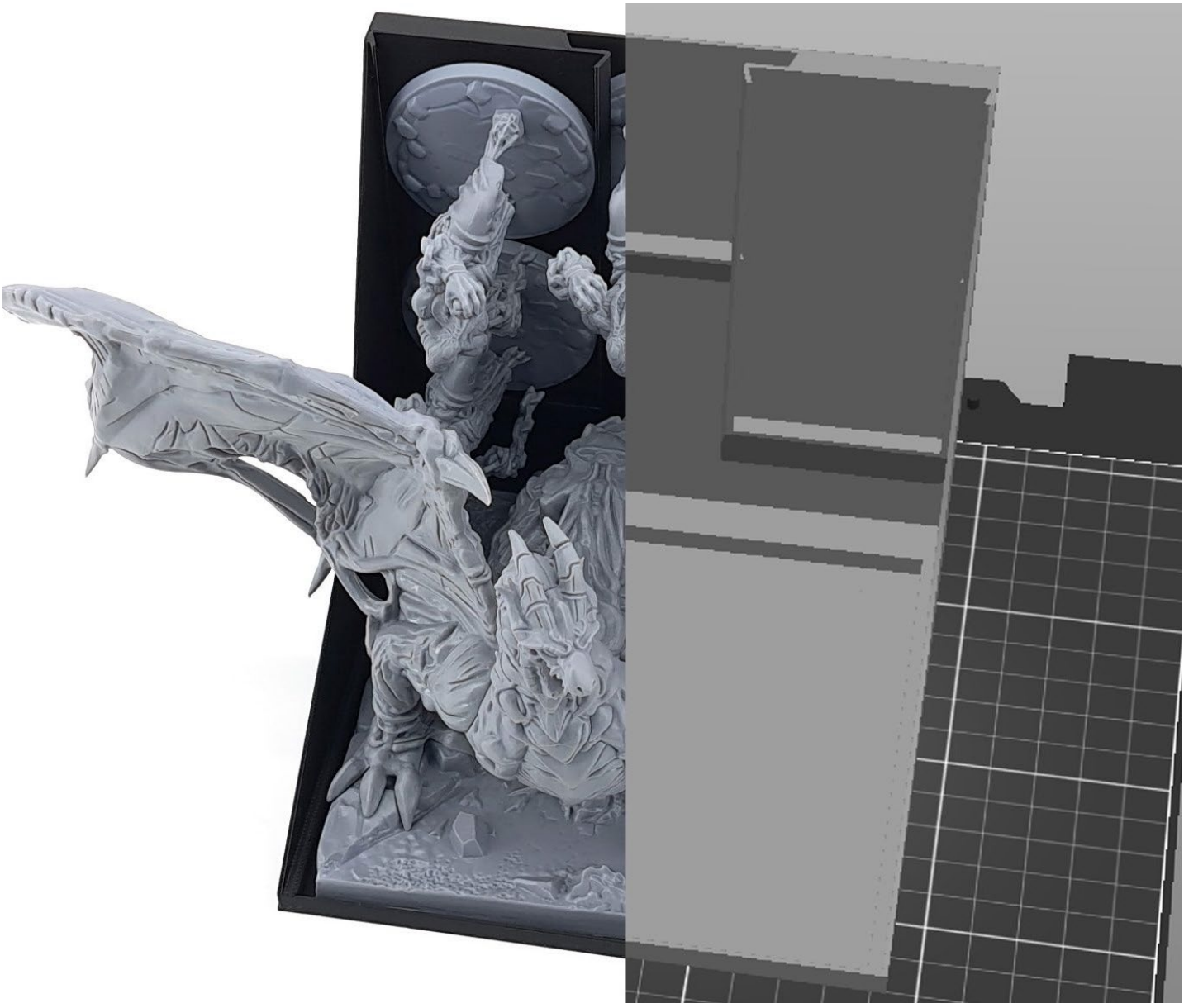
Tinkering Paws

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



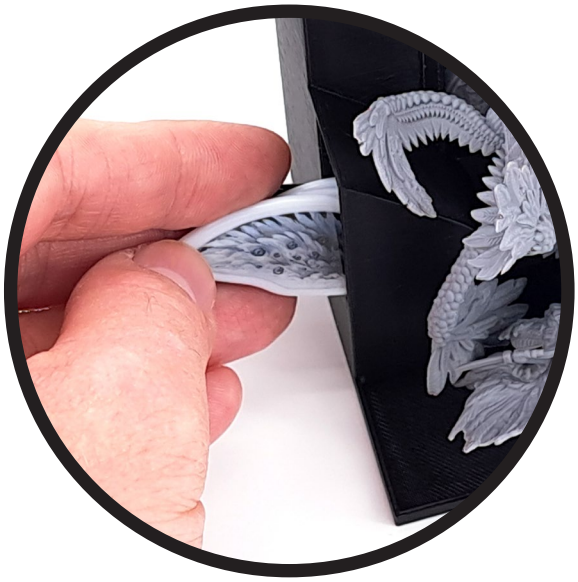
All boxes are marked with a code (M1, M2, etc.) on their bottom.



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.

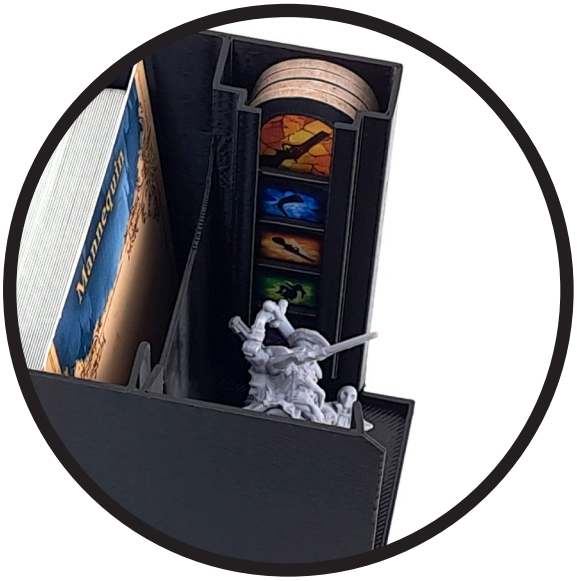


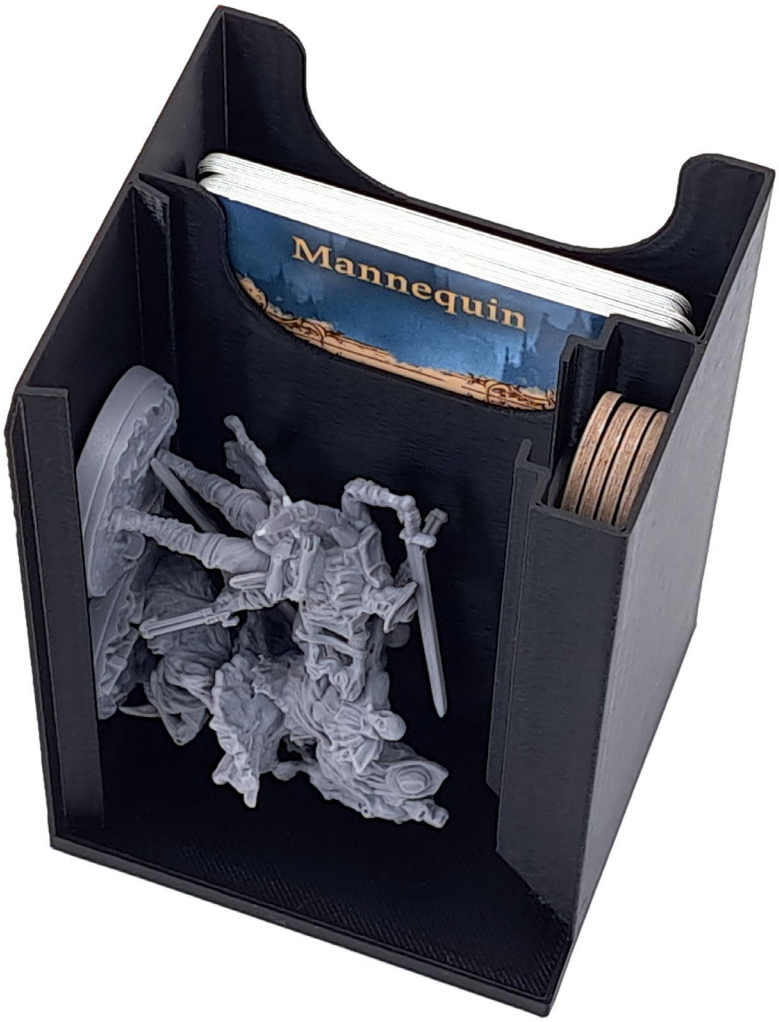


Hunter Box H5

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**
- **...**



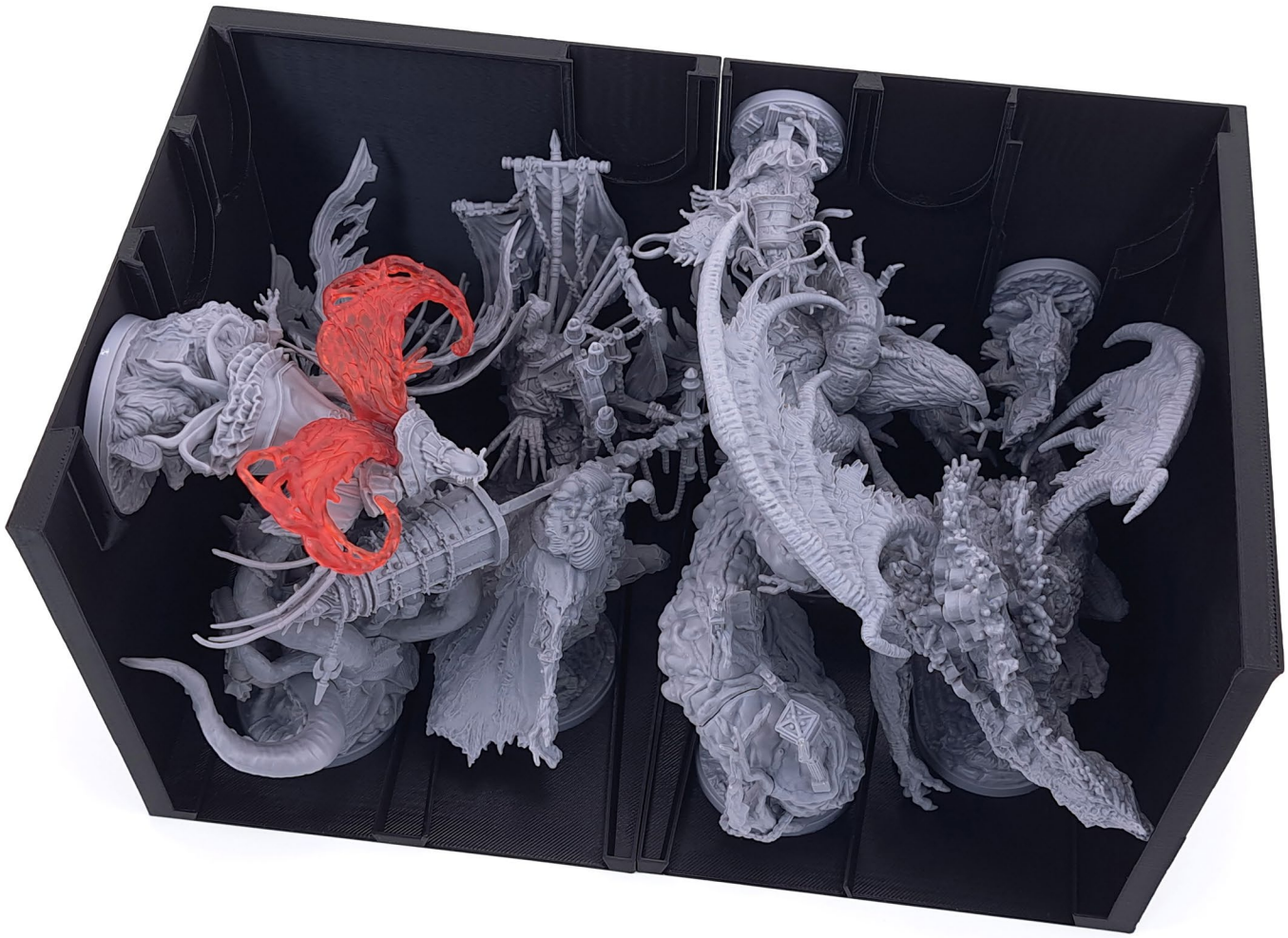


Miniature Boxes M1 & M2

Miniature Boxes M1 & M2 hold:

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



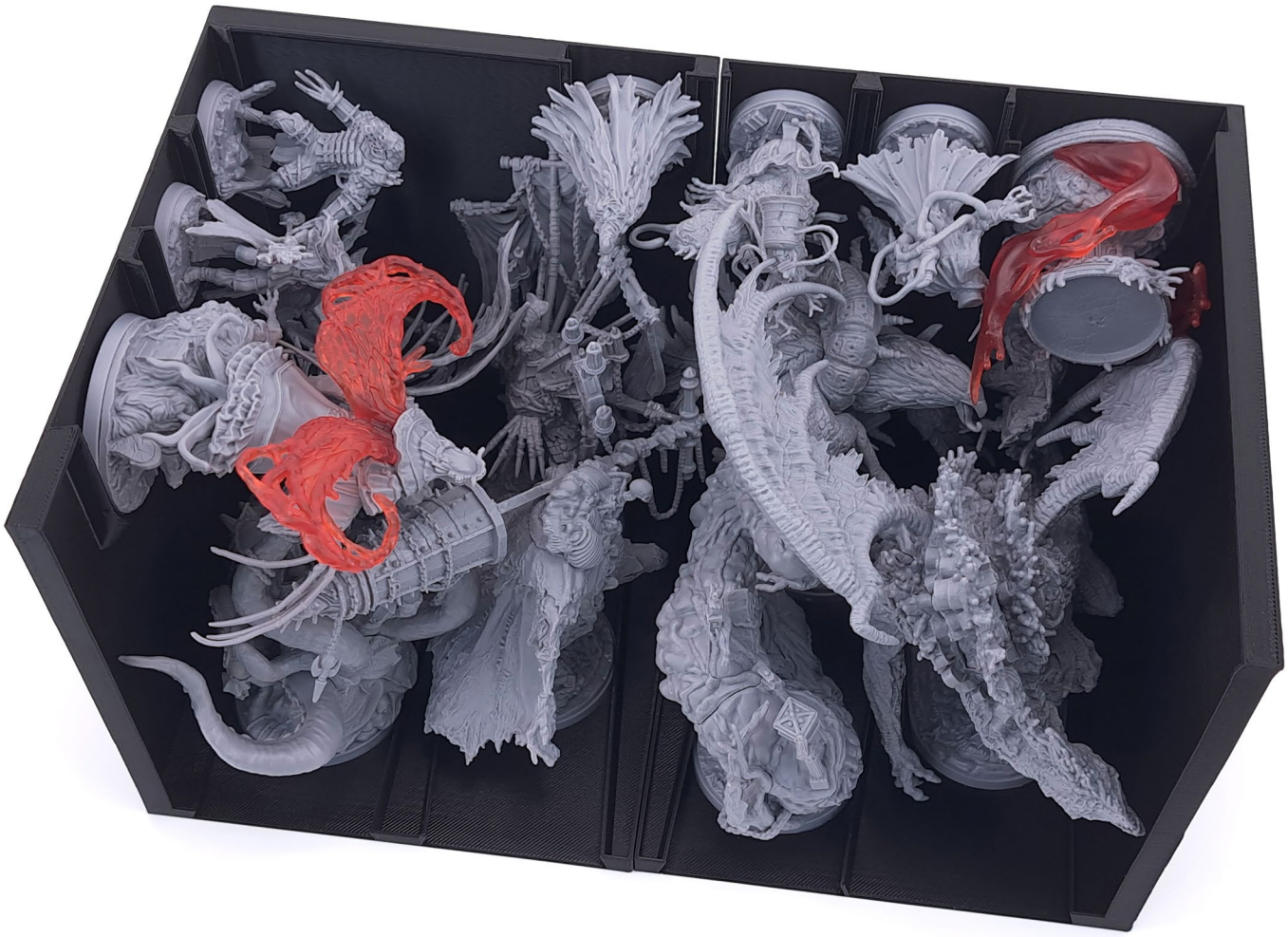


Miniature Boxes M1 & M2

Miniature Boxes M1 & M2 hold:

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



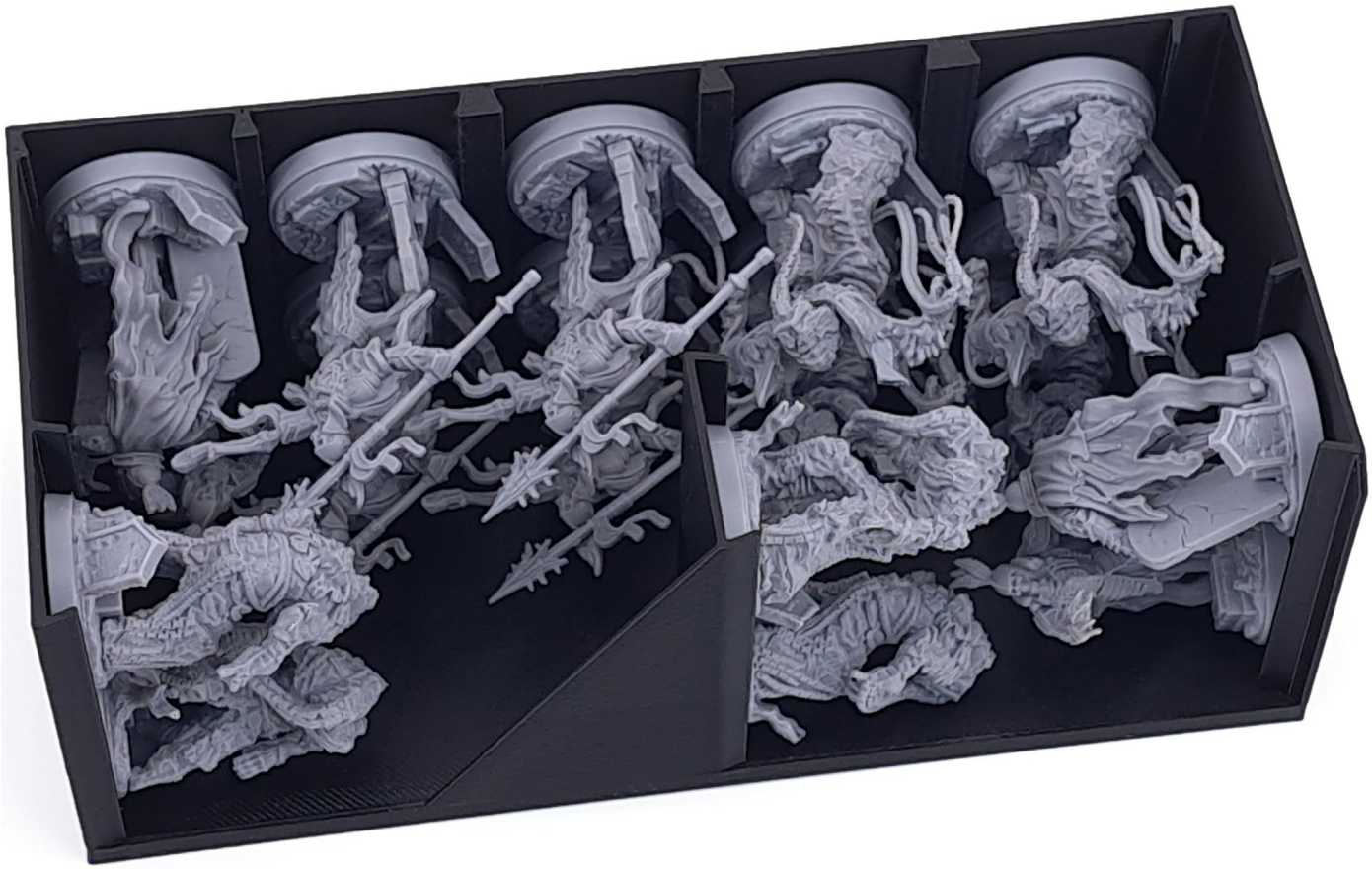


Miniature Boxes M1 & M2

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.

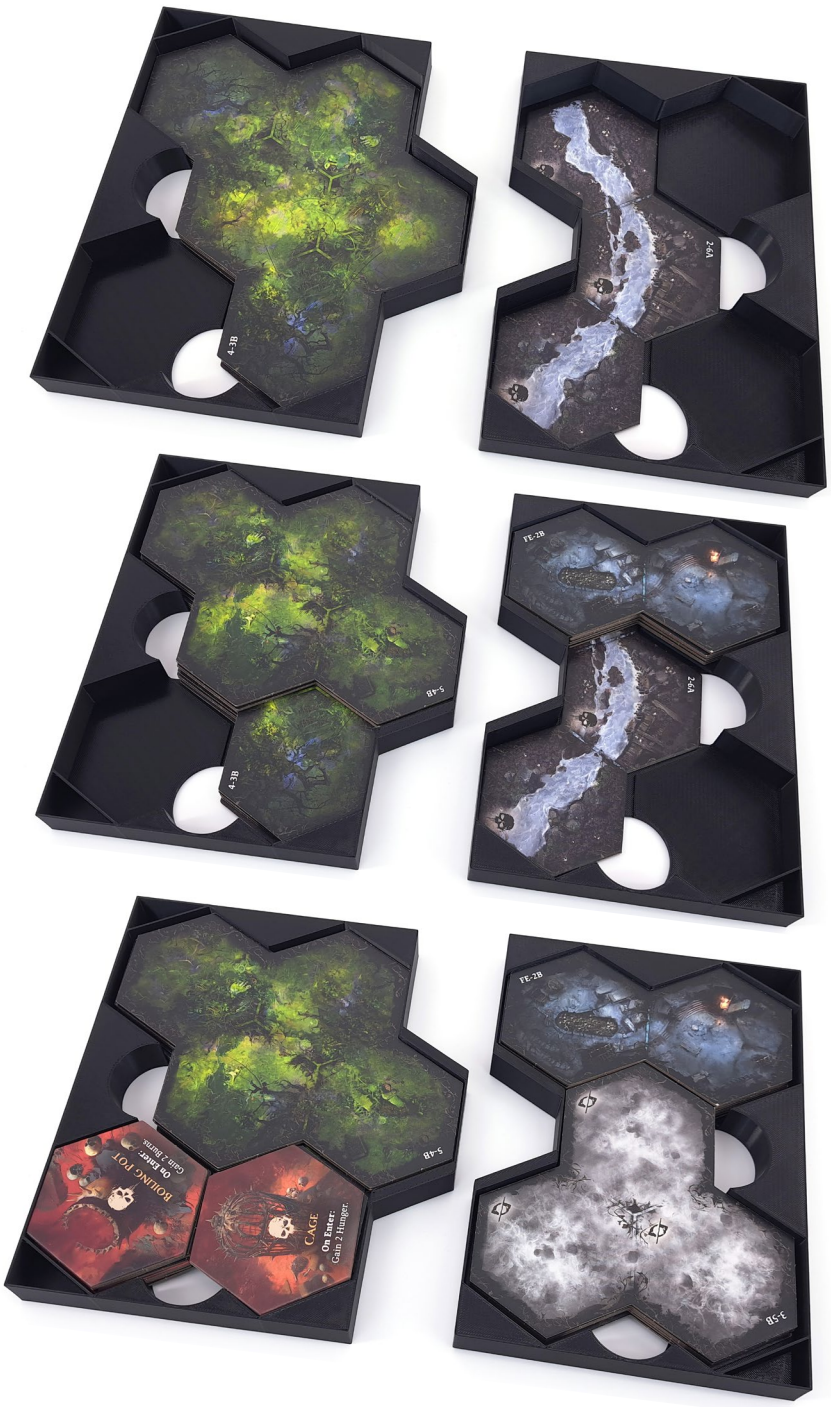




Terrain Box 3D1

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.

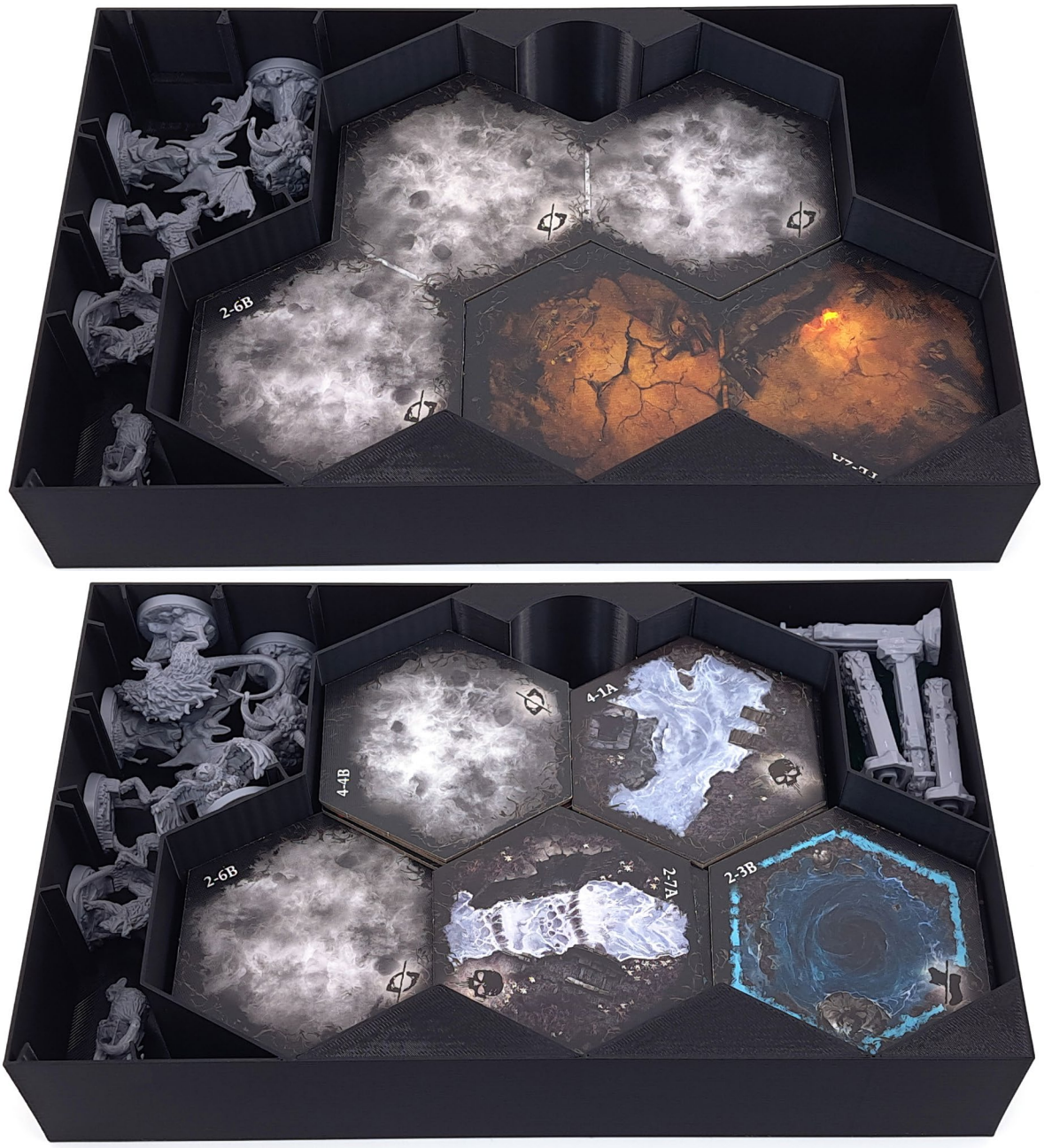




Map Tile Box MT3 - Step 1

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 3

Add Hunter Boxes H1, H2 & H8.





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 Obession Track.





Component Storage 13

If your insert does not support 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 Obesession 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