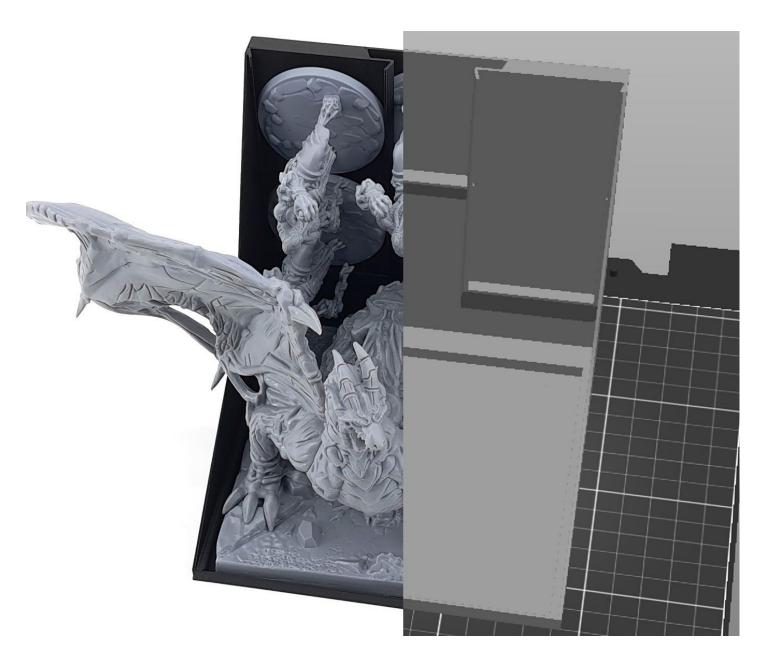


BOARD GAME INSERTS



#### **Monster Hunter World**

**Kirin & Picking Bones Expansions** 



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

... see page 13 on how to set up your 3D printer ...





### **List of Contents**

- 1. 3 Miniature Boxes
- 2. 2 Token Boxes
- 3. 3 Card Boxes with Dividers

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





### Miniature Boxes M2

Start with Miniature Box M2.

It holds Great Girros and Tzitzi-Ya-Ku.

It is recommended to insert both miniatures at the same time.





# Miniature Boxes M3

Proceed with Miniature Box M3. It holds Radobaan.





# Miniature Boxes M4

Miniature Box M4 holds Kirin.





## Token Boxes T6 & T7

Token Boxes T6 and T7 hold all tokens and the dials.





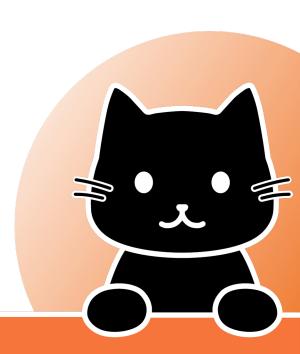
#### **Card Boxes**

Depending on your expansions and card sleeves, all cards fit in the main insert. Otherwise, these card boxes give you some additional space.





Start by adding the Miniatures Boxes to the Kirin game box.





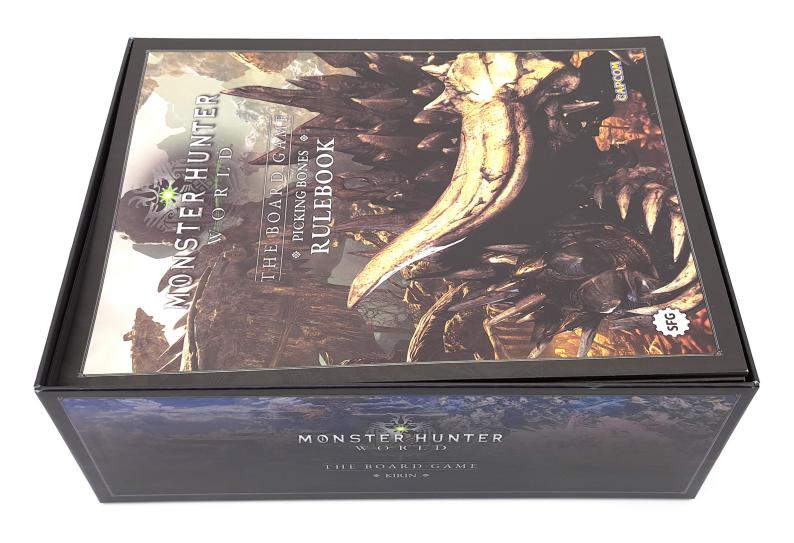
Then add the Token Boxes and the two smaller Card Boxes.





Add Card Box C8 on top. If it stays empty - because all cards fit in the main insert - you might want to turn it upside down, so the Rulebooks do not bend.





Place the Rulebooks on top.



#### 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:

CS1\_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 <u>www.tinkeringpaws.de</u>

or write an email to <a href="mailto:info@tinkeringpaws.de">info@tinkeringpaws.de</a>

