

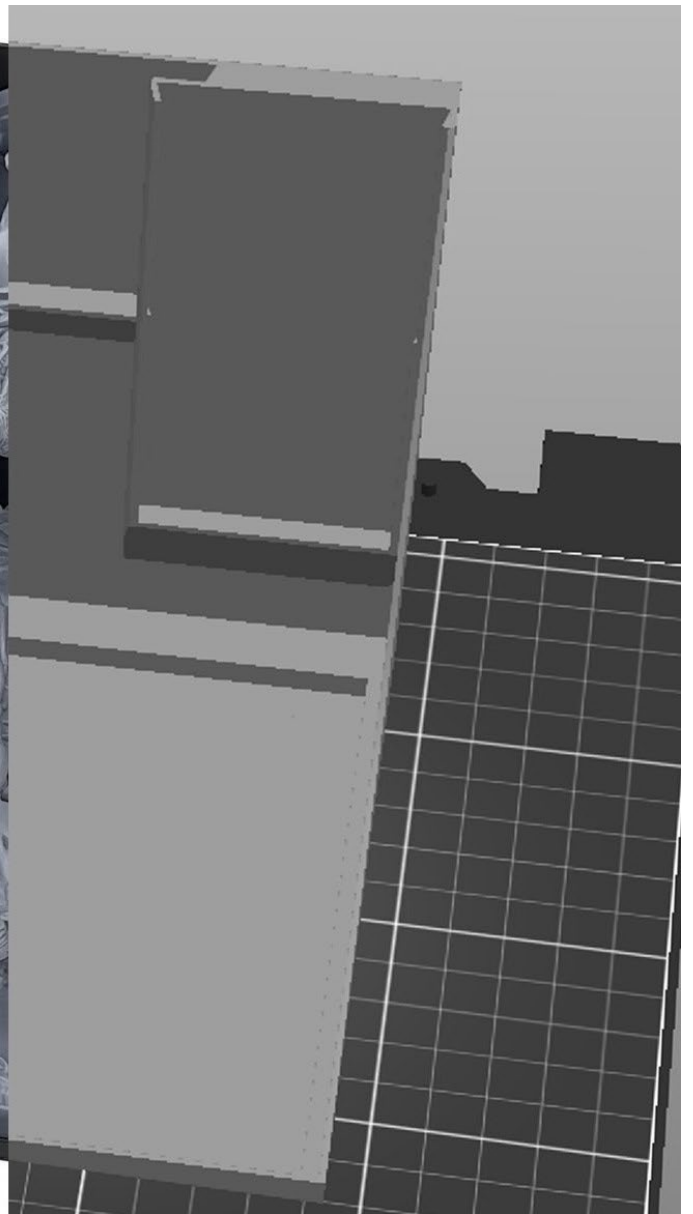


Tinkering Paws

BOARD GAME INSERTS



Nemesis



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

... see page **45** on how to
set up your 3D printer ...

... or click here for a
video instruction!





List of Contents

1. 10 Miniature Boxes
2. 3 Terrain Boxes
3. 3 Construct Boxes
4. 7 Token Boxes
5. 4 Miscellaneous Boxes
6. 8 Card Boxes with Card Dividers

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

We recommend using the [video instruction](#) to set up this board game insert and only using this instruction if additional help is needed after playing the game.

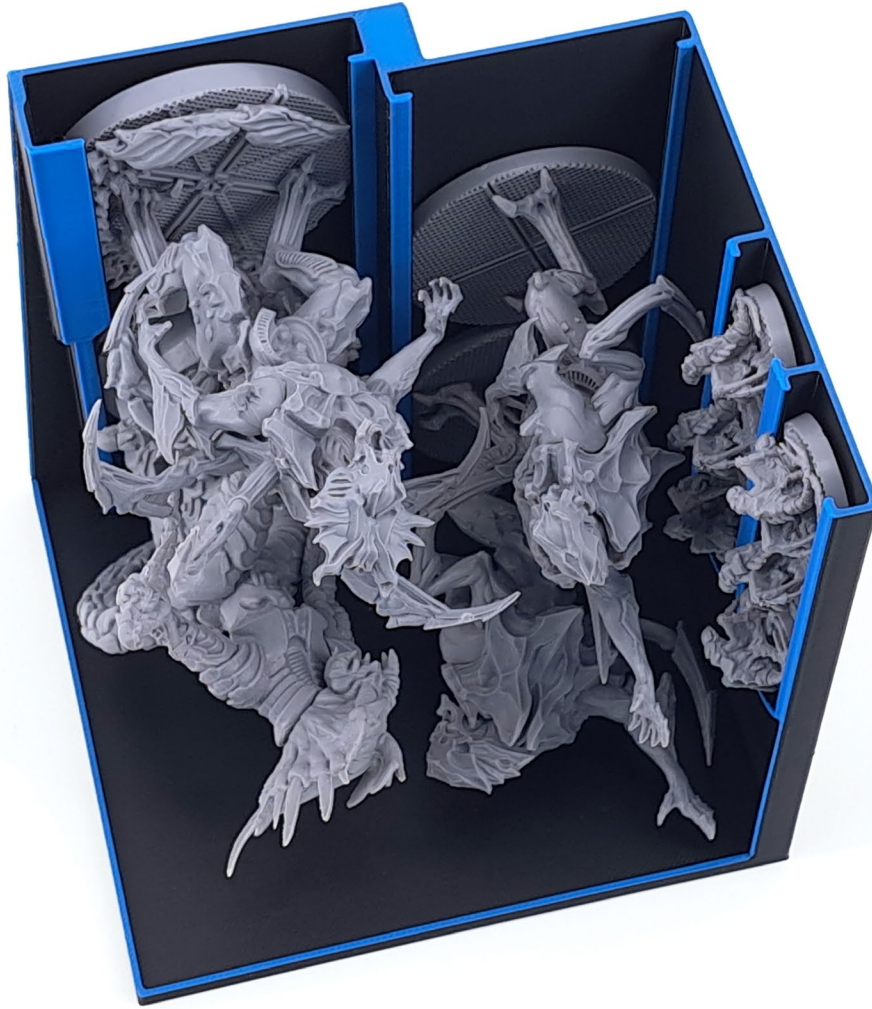




Miniature Box **M1**

Miniature Box **M1** holds the four standing Adult Intruders.





Miniature Box **M2**

Miniature Box **M2** holds the Larvae, Breeders, Queen & King.

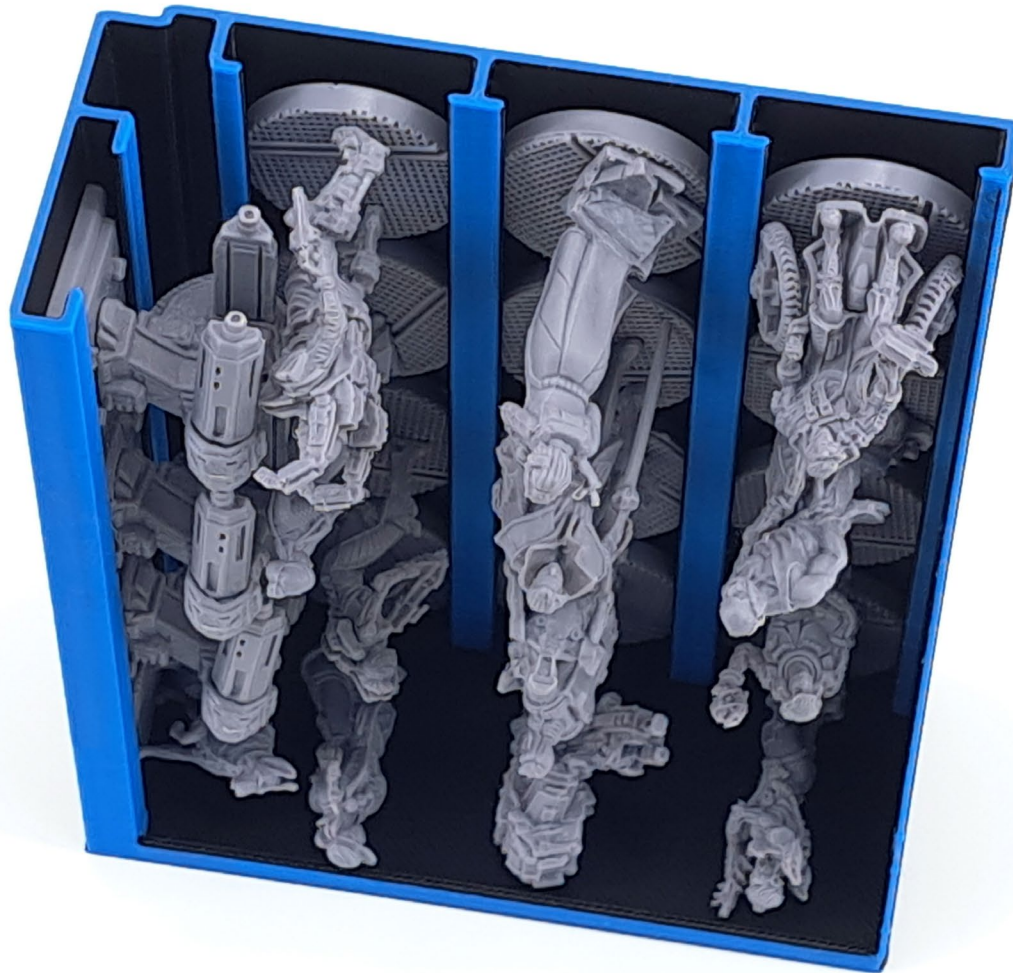




Miniature Box **M3**

Miniature Box **M3** holds the remaining Adult Intruders.





Miniature Box **M4**

Miniature Box **M4** holds the Dog, Turrets and all Characters.

Please note, that only some Characters fit next to the Turrets.

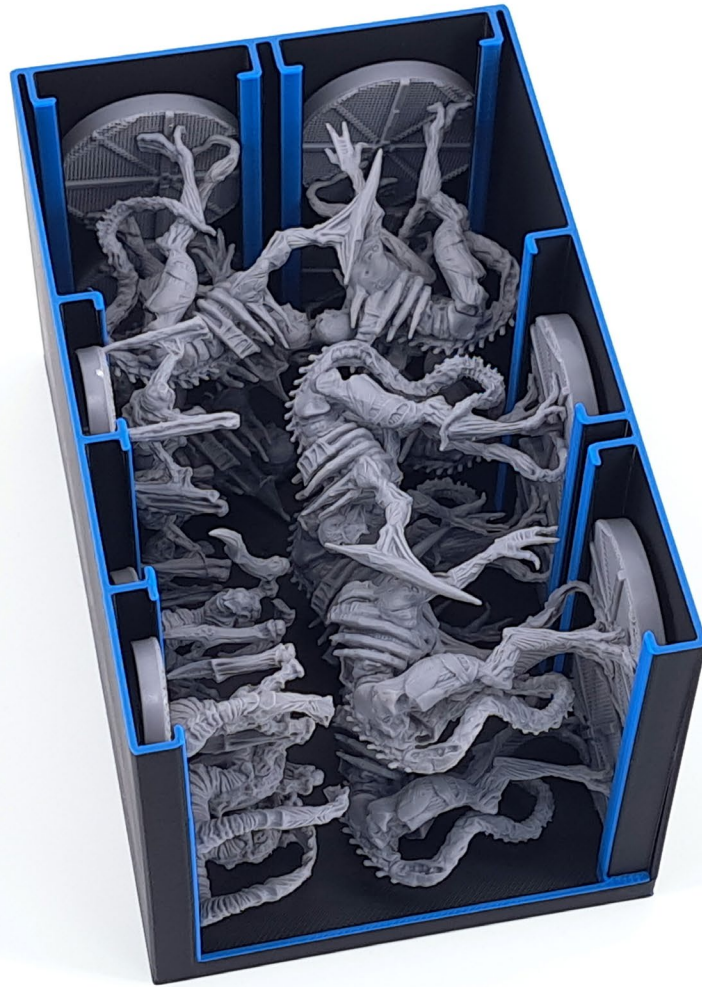




Miniature Box **M5**

Miniature Box **M5** holds the Creepers & Catonaut.





Miniature Box **M6**

Miniature Box **M6** holds the Metagorger & Shambler.

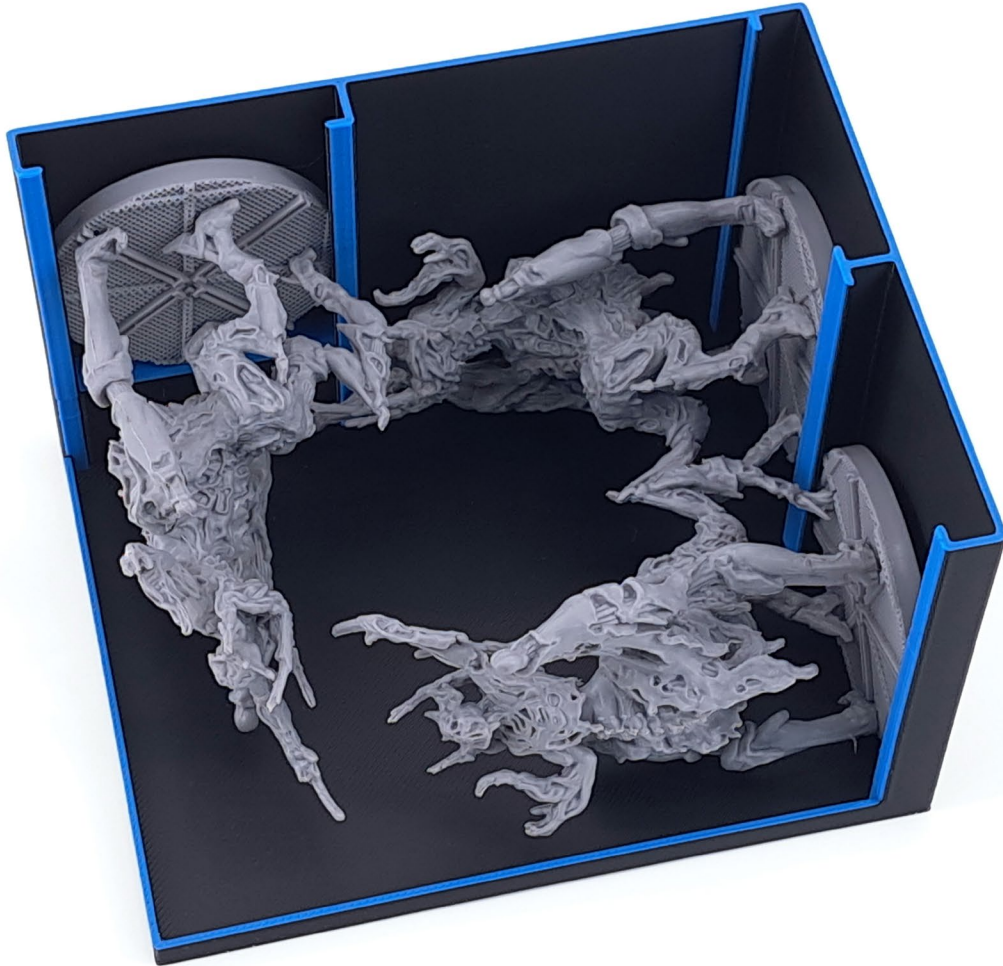




Miniature Box **M7**

Miniature Box **M7** holds the Butcher & Kings.

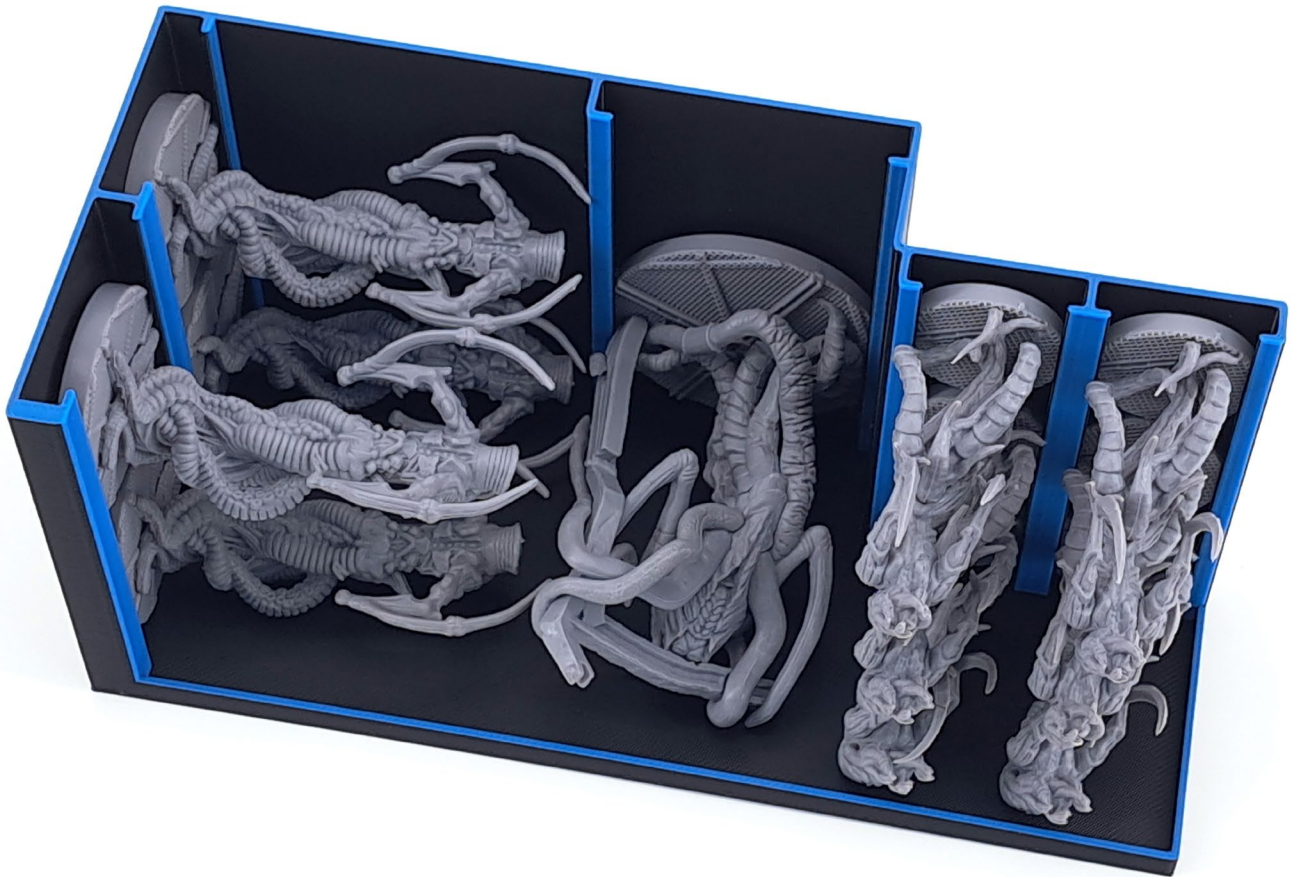




Miniature Box **M8**

Miniature Box **M8** holds the Fleshbeasts.

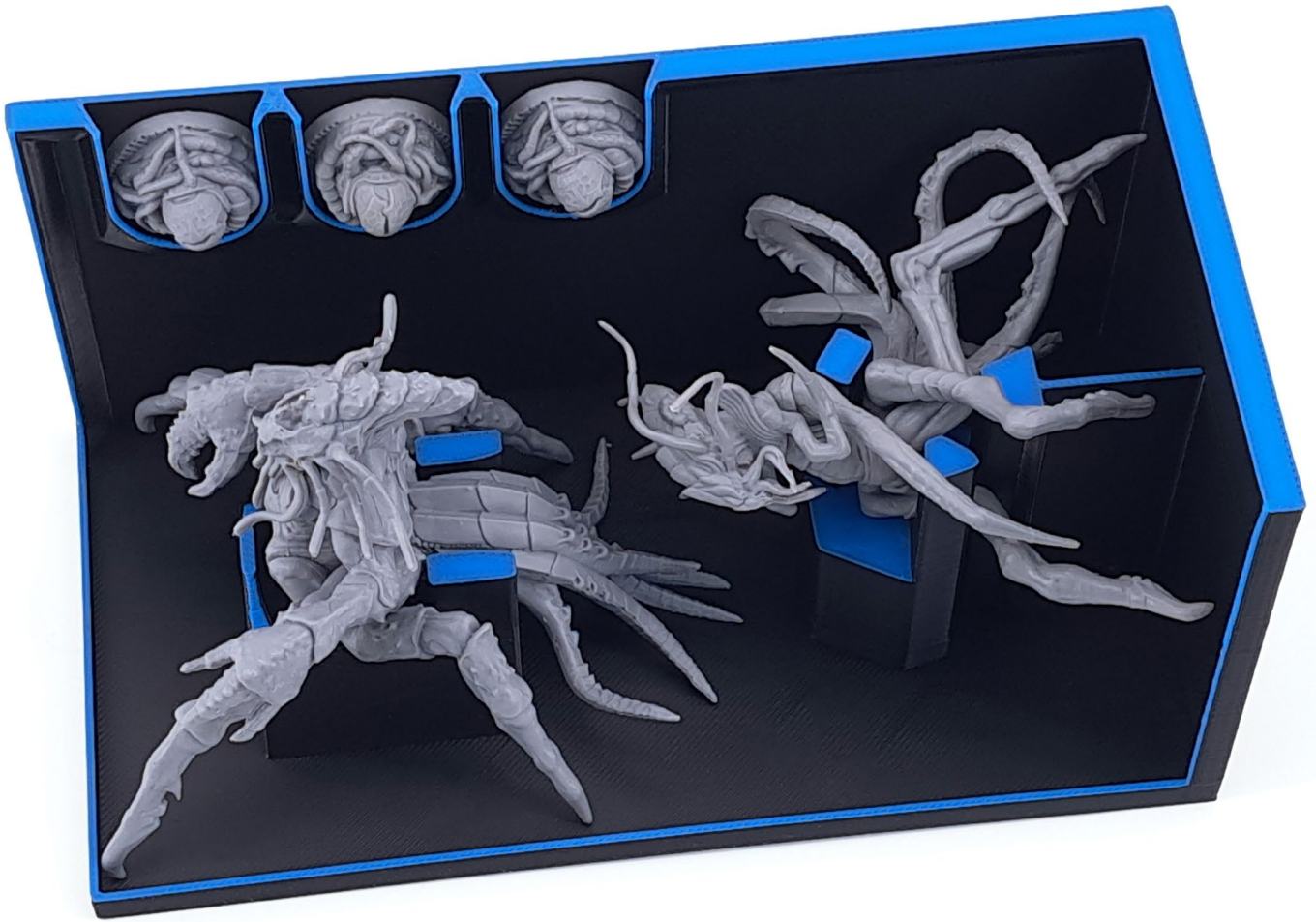




Miniature Box **M9**

Miniature Box **M9** holds the Lurkers, Whisperers & Stalker.





Miniature Box **M10**

Miniature Box **M10** holds the Lairs, Despoiler & King.

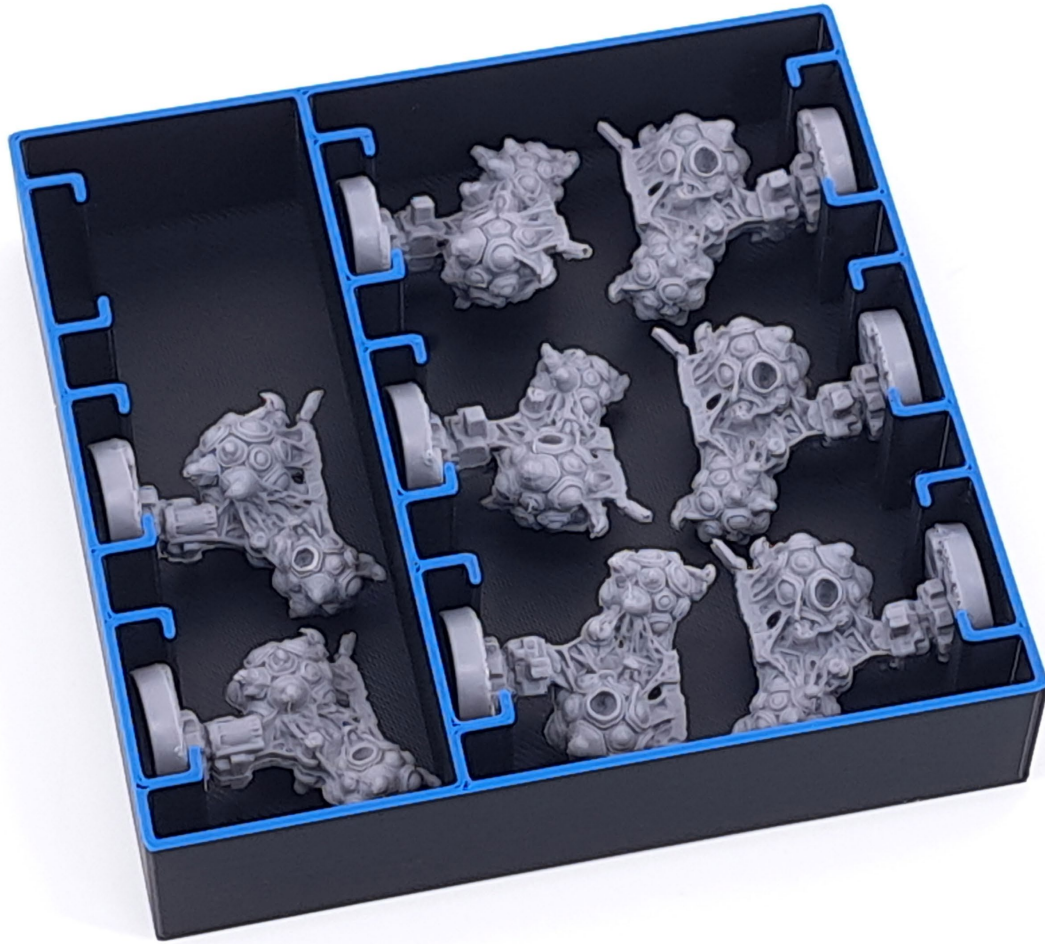




Terrain Box **TE1**

Terrain Box **TE1** holds the Doors & Escape Pods

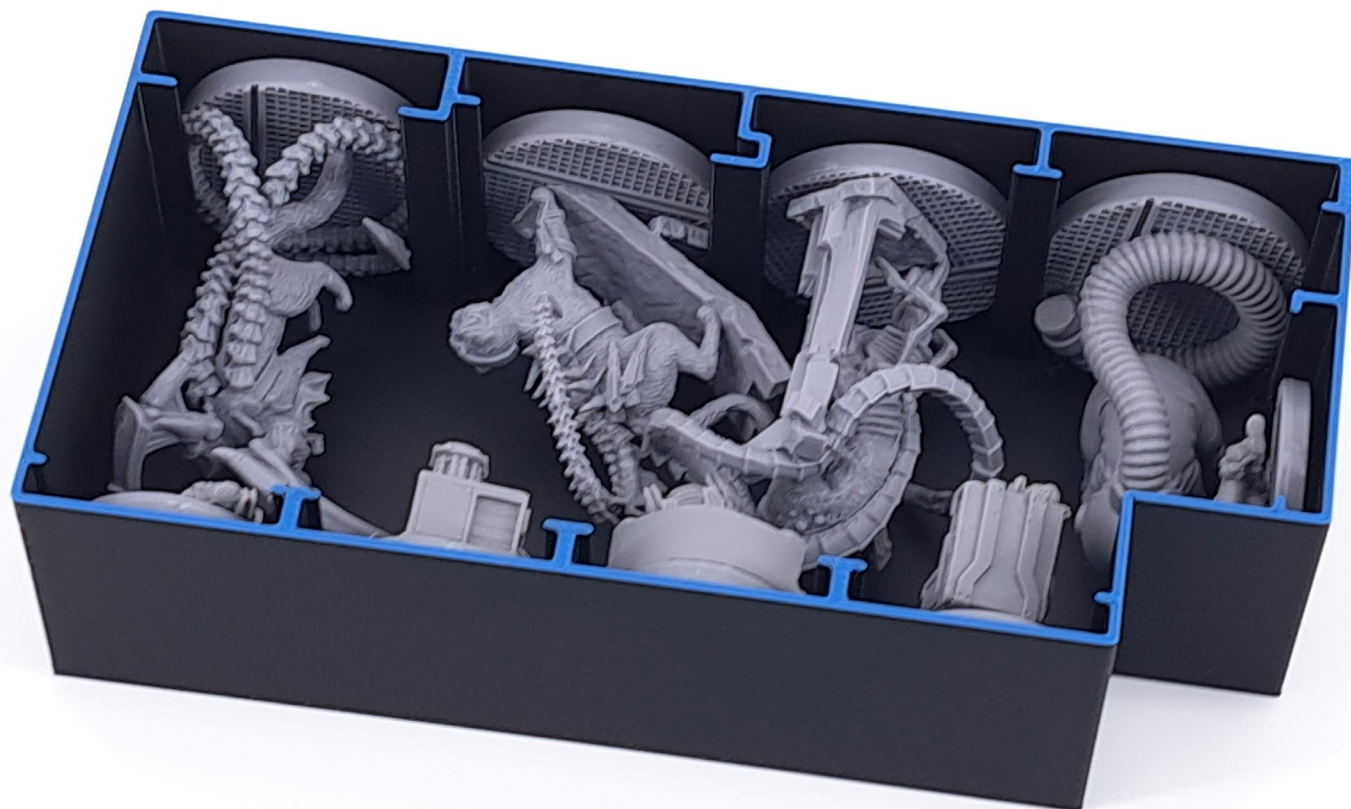




Terrain Box **TE2**

Terrain Box **TE2** holds the Eggs.

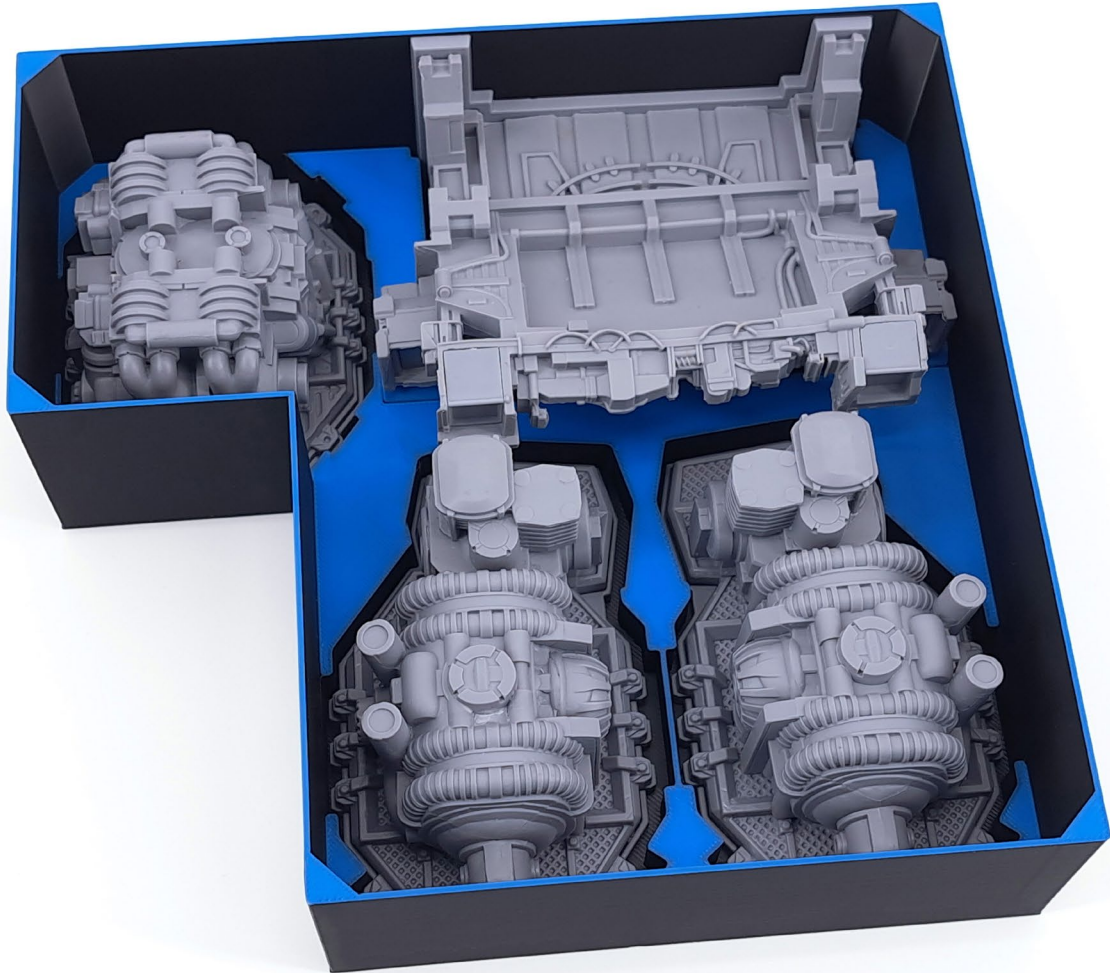




Terrain Box **TE3**

Terrain Box **TE3** holds the Space Cats & Dead Bodies.





Construct Box **CO1**

Construct Box **CO1** holds the Generators & Coordinates Card Holder.

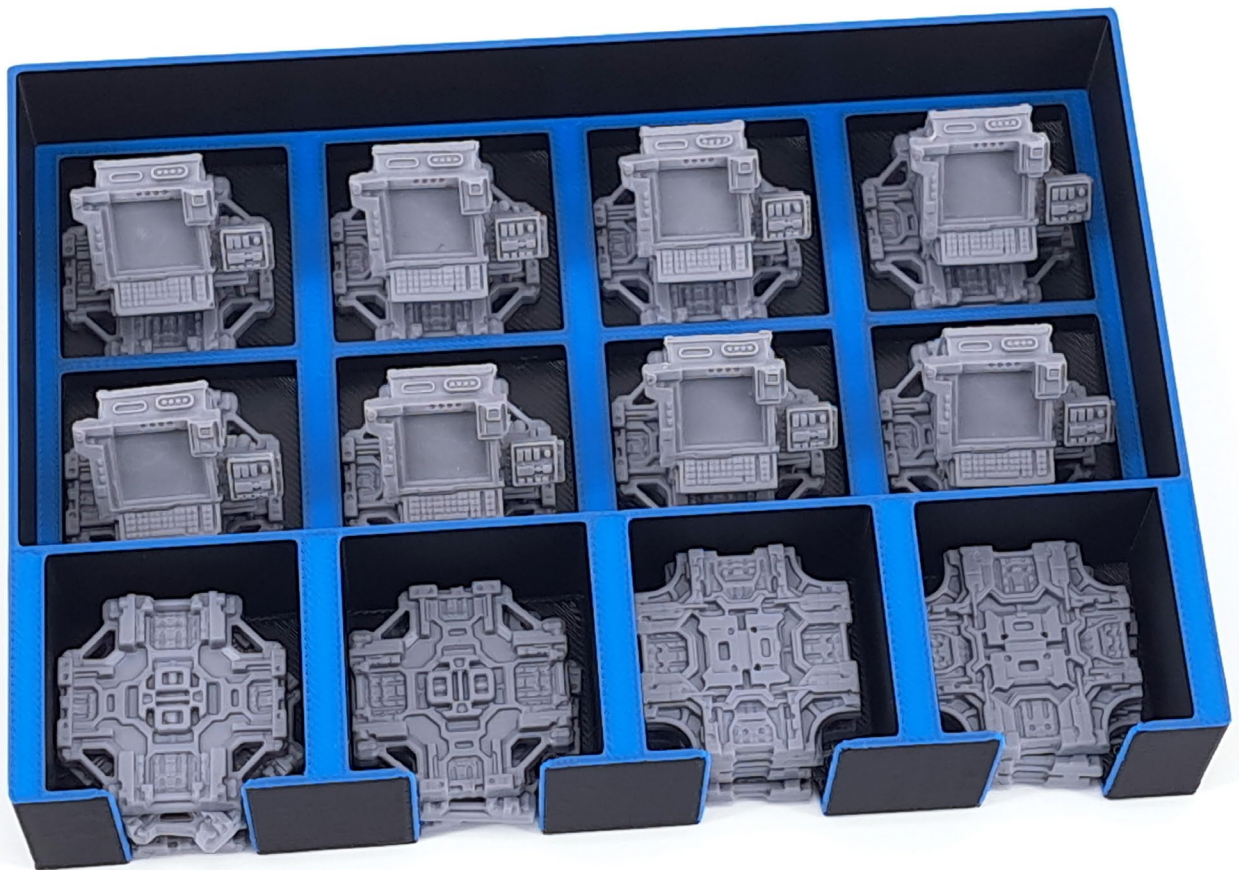




Construct Box **CO2**

Construct Box **CO2** holds the Bases.





Construct Box **CO3**

Construct Box **CO3** holds the Computers & Technical Corridors





Token Box **T1**

Token Box **T1** holds the Hourglass, Plastic Rings and the following tokens:

- **Malfunction**
- **Fire**
- **Ammo/Injury**
- **Noise**
- **Status**
- **Corpse**
- **First Player**
- **Escape Pods**
- **Depressurisation**
- **Engines**





Token Box **T2**

Token Box **T2** holds the Dice and the following tokens:

- **5 Injury**
- **Corpse**
- **Carcass**
- **Turret**
- **Egg**
- **Door**
- **Aftermath Exploration**
- **Exploration**





Token Box **T3**

Token Box **T3** holds all Untold Stories #1 & #2 tokens.





Token Box **T4**

Token Box **T4** holds the Acrylic Adult Intruders, Larvae & Creeper Tokens.





Token Box **T5**

Token Box **T5** holds the remaining Acrylic Intruder Tokens and all Cardboard Intruder Tokens.





Token Box **T6**

Token Box **T6** holds the Door Bases.

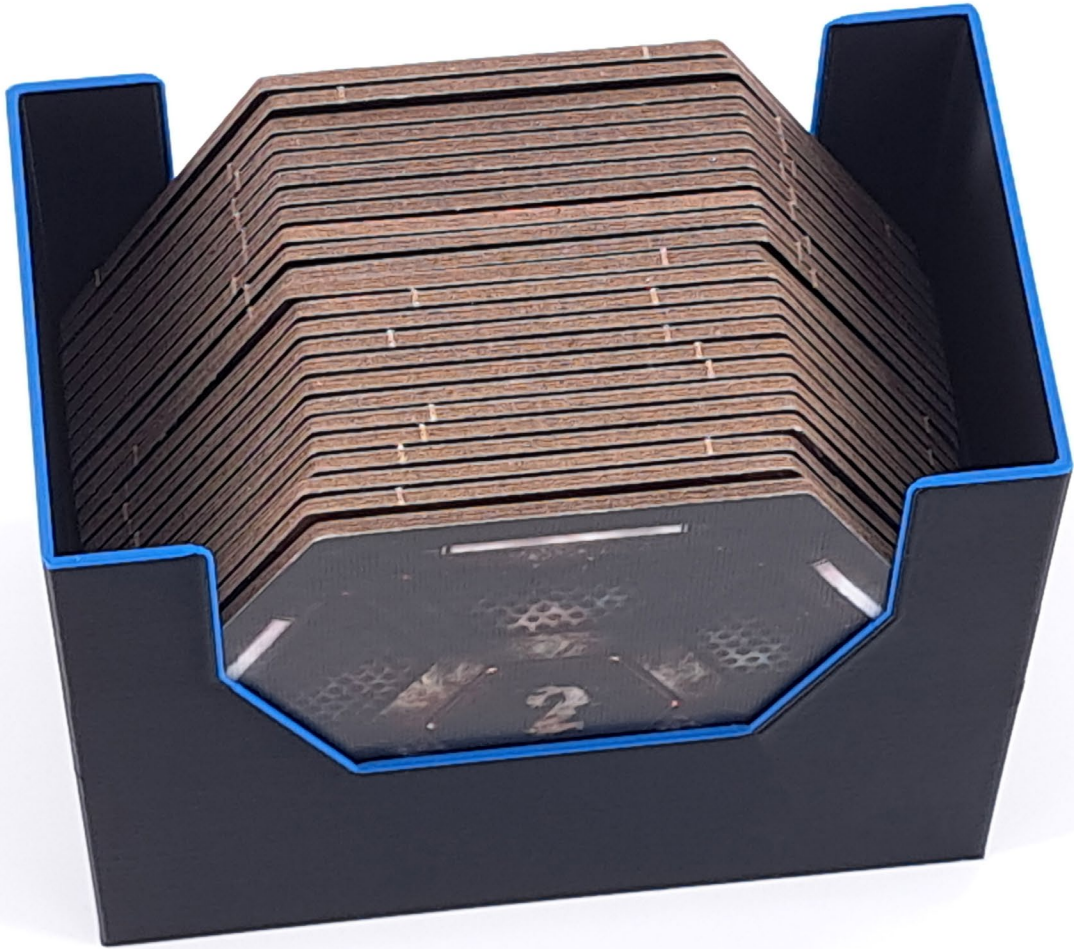




Token Box **T7**

Token Box **T7** holds the remaining Acrylic & Cardboard Tokens.





Room Box **R1**

Room Box **R1** holds all Room Tiles.

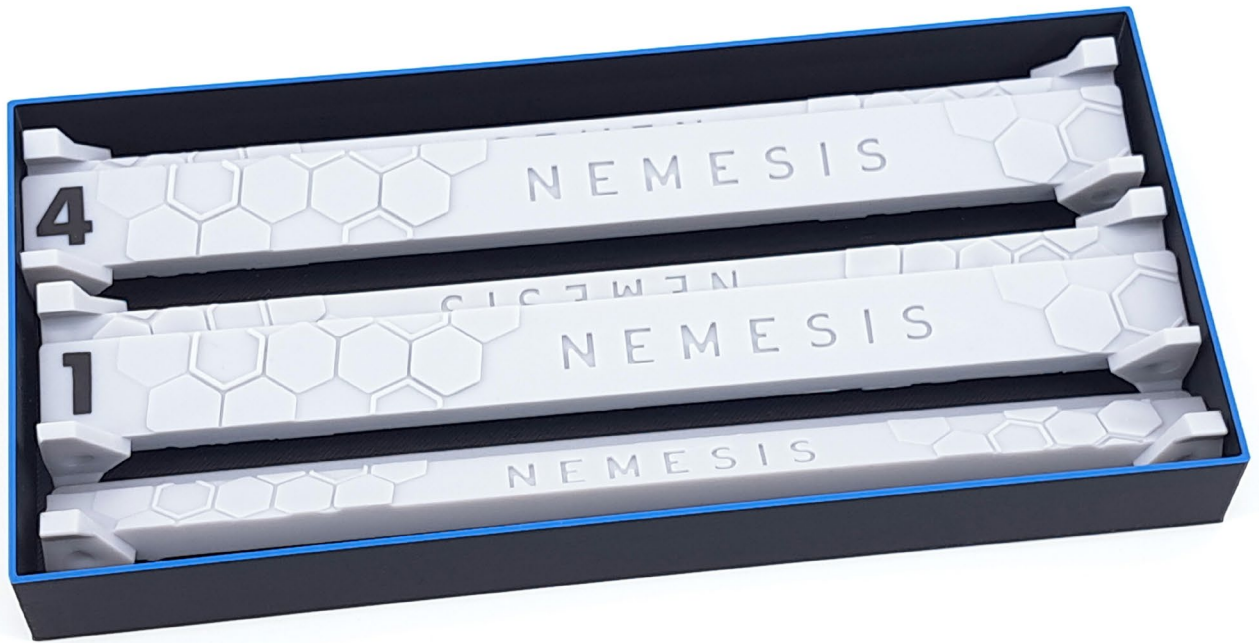




Board Box **B1**

Board Box **B1** holds all Character and Intruder Boards.

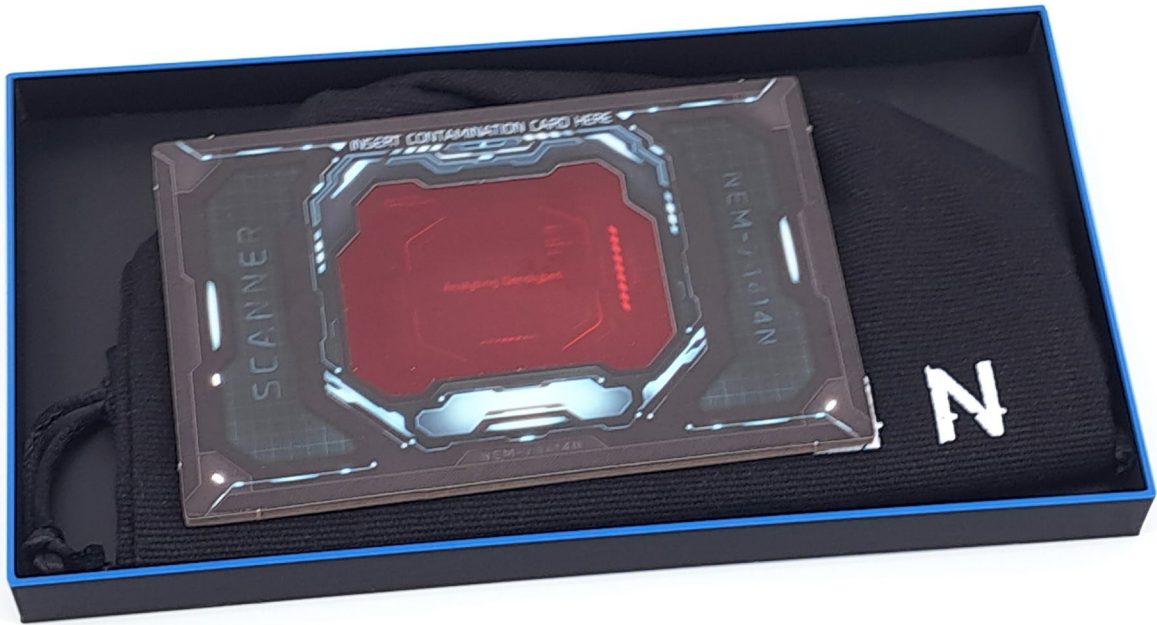




Card Holder Box **CH1**

Card Holder Box **CH1** holds the Card Holders and the small Bag.





Intruder Bag Box **IB1**

Intruder Bag Box **IB1** holds the big Bag and the Scanner.





Card Boxes

Card Boxes **C1**, **C2**, **C3** (2x) & **C4** hold the big cards.

Card Boxes **C5**, **C6** & **C7** hold the small cards.

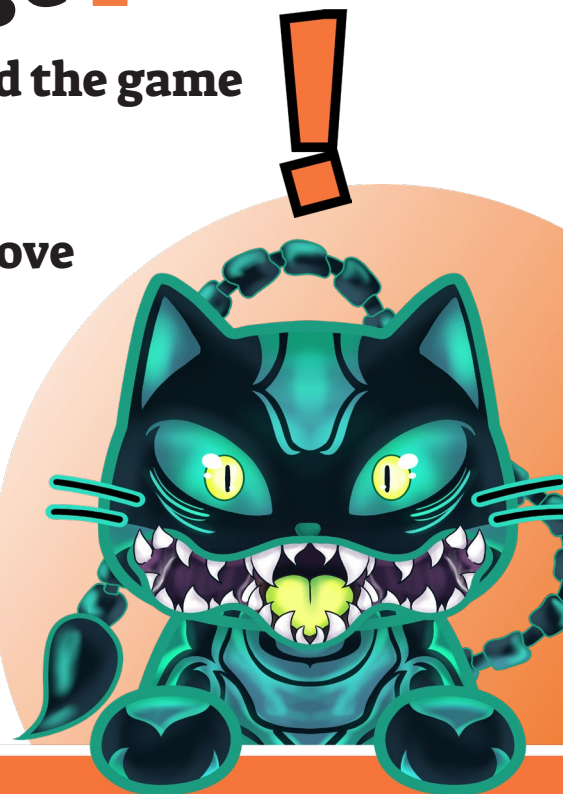




Component Storage 1

Start with the Core Game Box and add the game boards.

Please note: To make it easier to remove them, you can also place the game boards and rulebooks at the top of the box.





Component Storage 2

Proceed with the rulebooks, Miniature Box **M1** and Board Box **B1**.





Component Storage 3

Proceed with Miniature Box **M3** and Card Boxes **C3**, **C5** & **C6**.





Component Storage 4

Add Miniature Boxes **M4** & **M5** and
Card Boxes **C3** & **C7**.





Component Storage 5

Proceed with Card Box **C4**, Room Box **R1** and Token Boxes **T4**, **T5** & **T6**.





Component Storage 6

Add Miniature Box **M2** and Card Boxes **C1** & **C2**.
Make sure the Card Boxes are placed as shown.





Component Storage 7

Add Token Boxes **T1** & **T2**.





Component Storage 8

Add Intruder Bag Box **IB1**, Card Holder Box **CH1** and Token Box **T3**.





Component Storage 9

Proceed with the Aftermath Expansion Box.

The Void Seeder Expansion Box will also work, but it will have a lid lift.

Add Miniature Boxes **M6**, **M7** & **M8**.





Component Storage **10**

Proceed with Terrain Boxes **TE1** & **TE3** and
Miniature Box **M9**.





Component Storage **11**

Add Terrain Box **TE2**, Token Box **T7** and Miniature Box **M10**.

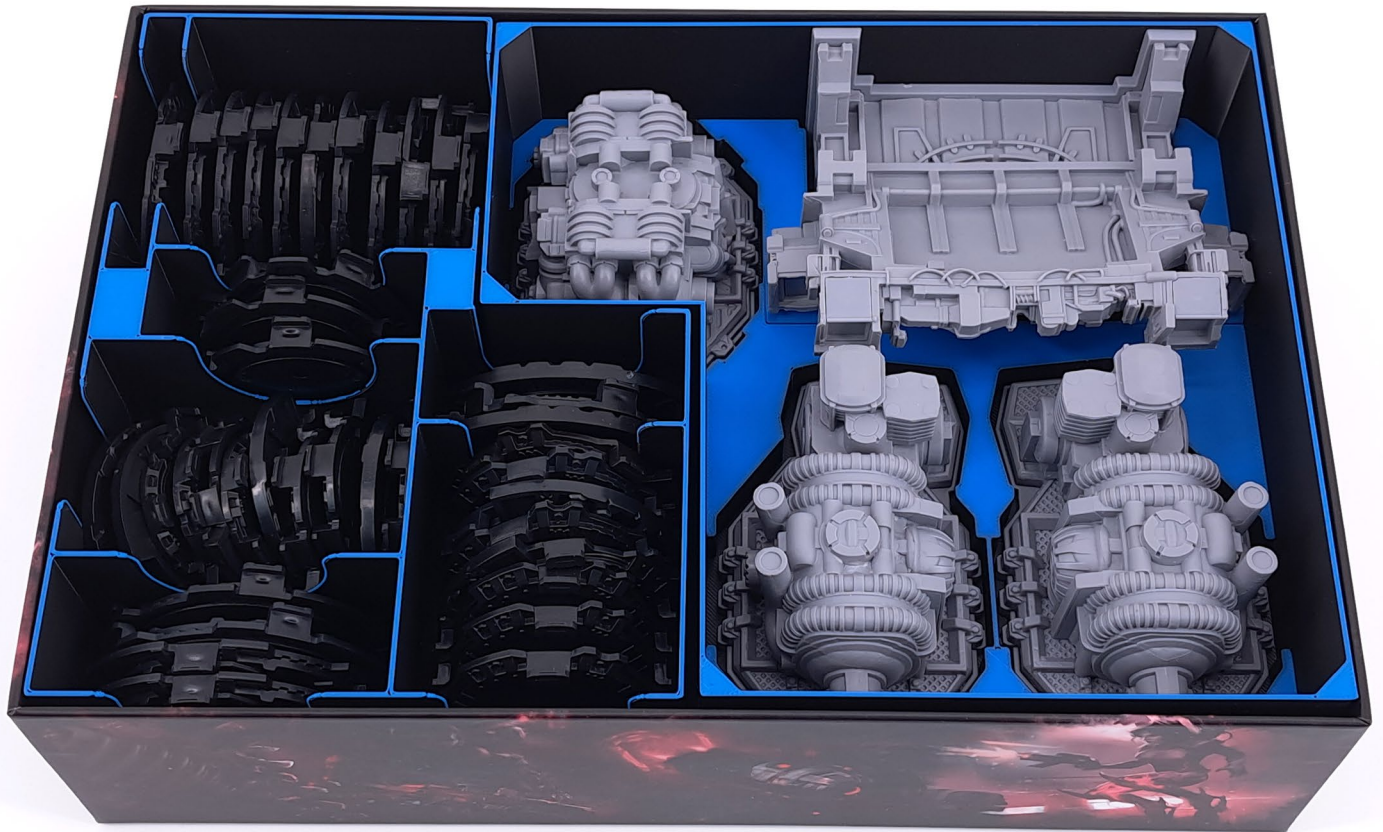




Component Storage **12**

Proceed with Carnomorph Expansion Box.
Add Construct Box **CO3** and Spacer Pieces **S1** & **S2**.





Component Storage 13

Add Construct Boxes CO1 & CO2.



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

