

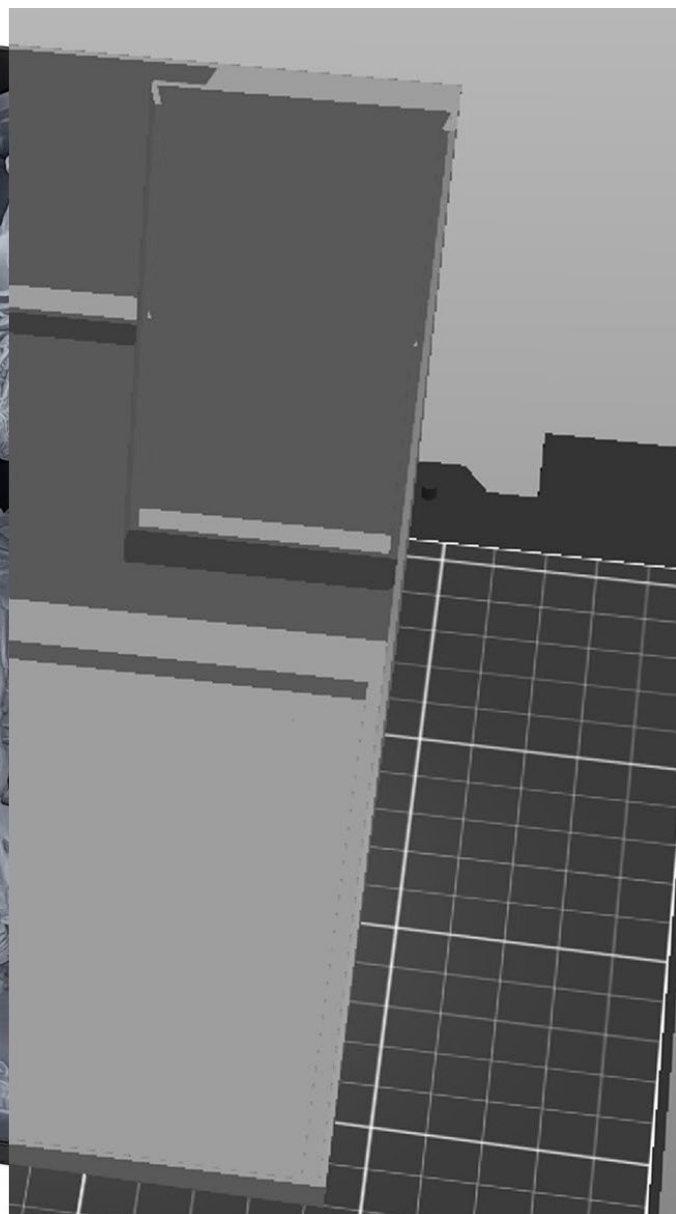


Tinkering Paws

BOARD GAME INSERTS



Root



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

or see page **24** on how to
set up your 3D printer.





Contents

1. 13 Faction Boxes
2. 3 Hireling Boxes
3. 3 Token Boxes
4. 3 Clearing Marker Boxes
5. 2 Card Boxes

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

**Important information for the
Homeland Upgrade Pack:**
Some components get rearranged
in the existing boxes.
Make sure to check all pages!





Faction Boxes #1

1. **F2** Eyrie Dynasties
2. **F6** Riverfolk Company
3. **F3** Woodland Alliance
4. **F8** Underground Duchy





Faction Boxes #2

- 1. **F7** Corvid Conspiracy
- 2. **F5** Lizard Cult
- 3. **F1** Marquise de Cat





Faction Boxes #3

1. **F4** Vagabond
2. **F9** Lord of the Hundreds
3. **F10** Keepers in Iron





Faction Boxes #4

1. **F13** Twilight Council
2. **F11** Lilypad Diaspora
3. **F12** Knaves of the Deepwood





Hirelings Box **H1**

1. Forest Patrol / Feline Physicians
2. Raven Sentries / Corvid Spies
3. Vault Keepers / Badger Bodyguards
4. Vault Building Tokens
5. Street Band / Popular Band
6. Rat Smugglers / Flame Bearers
7. Spring Uprising / Rabbit Scouts
8. Lizard Envoys / Warm Sun Prophets





Hirelings & More Box **H2**

1. Sunward Expedition / Mole Artisans
2. Foothold Tokens
3. Reminder Tokens
4. Item Tokens
5. Big Dice
6. Last Dynasty / Bluebird Nobles
7. Control Tokens
8. Bandit Gangs / Highway Bandits





Hirelings Box **H3**

1. Sunny Advocates / Advocate Warriors
2. Prosperous Farmers / Farmer Warrior
3. Prosperous Farmers / Farms
4. River Roamers / Roamer Warriors
5. Small Dice
6. River Roamers / Lilipads





Token Box **T1**

Token Box **T1** holds all Landmarks, oversized wooden tokens, Score markers & Ruin Tokens.





Token Box **T₂**

Token Box **T₂** holds the following Tokens:
Clearing Priority, Closed Path, Clearing and
extra & unused Tokens.





Token Box **T₃**

Token Box **T₃** holds all remaining tokens.





Clearing Marker Boxes

Clearing Marker Boxes **CM1** & **CM2** hold the „normal“ old and new Clearing Markers. Clearing Marker Box **CM3** holds the Frog Clearing Markers.





Card Boxes

The Card Boxes will hold all cards. Depending on the expansions you own and which card sleeves you use, you will need a different combination of compartments.





Component Storage 1

Start with the Base Game Box and add the Wooden Card Stand, Faction Boxes **F1**, **F2**, **F3** & **F6** and Token Boxes **T1** & **T2**.





Component Storage 2

Proceed with Faction Boxes **F4**, **F5**, **F7** & **F8** and Hirelings & More Box **H2**.





Component Storage 3

Add Card Box **C1**, Clearing Marker Box **CM1**, Hireling Box **H1** and Faction Boxes **F9** & **F10**.





Component Storage 4

Proceed with a Expansion Box and add the Homeland Game Board, Clearing Marker Box **CM3**, Hireling Box **H3** and Faction Boxes **F11**, **F12** & **F13**.





Component Storage 5

Add Card Box **C2**, Clearing Marker Box **CM2** and Token Box **T3**.





Component Storage 6

Proceed with the next Expansion Box.
It holds all Player Boards.

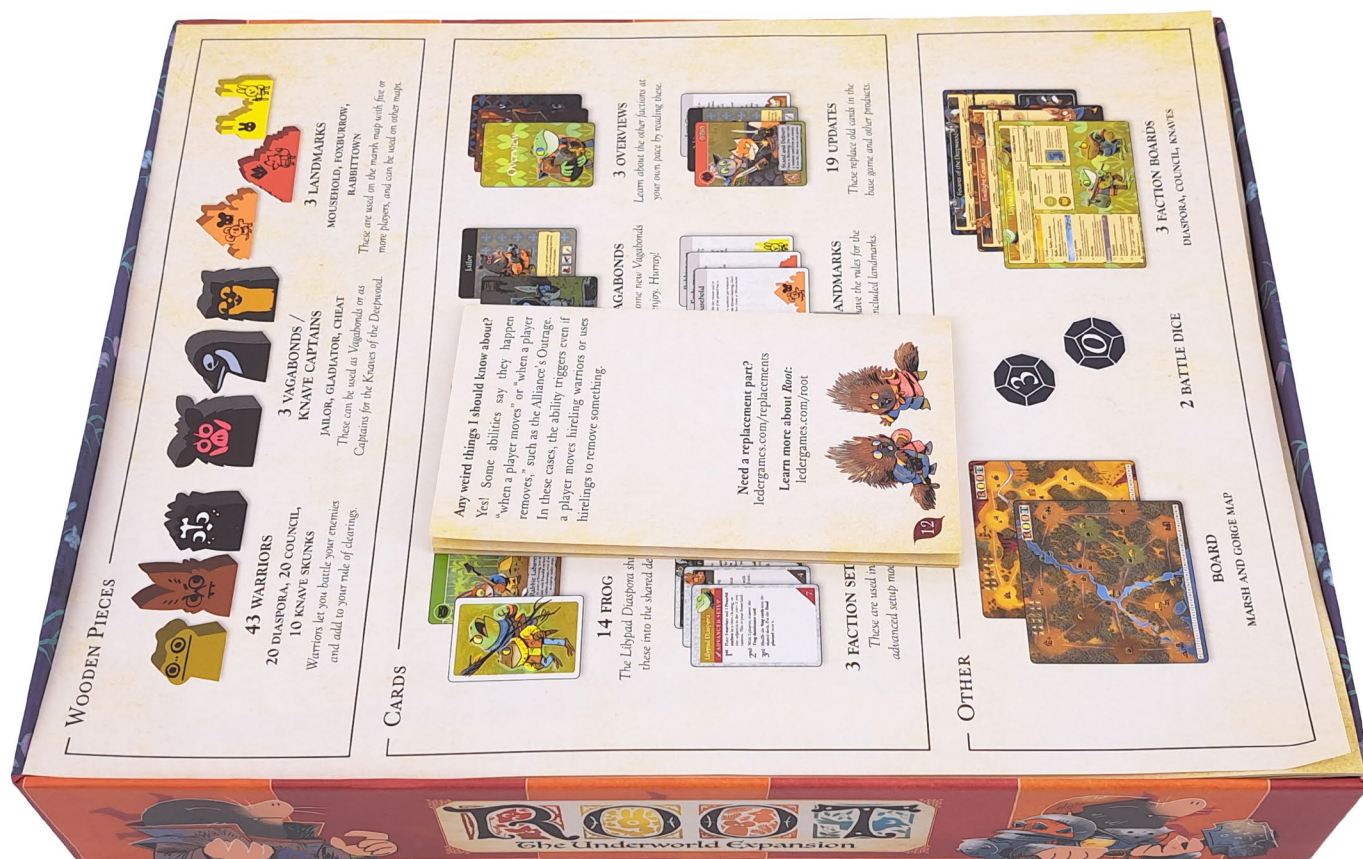




Component Storage 7

The last Expansion Box holds the remaining game board ...





Component Storage 8

... and 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:

CS1x4.stl – print this part **four times**.

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

