

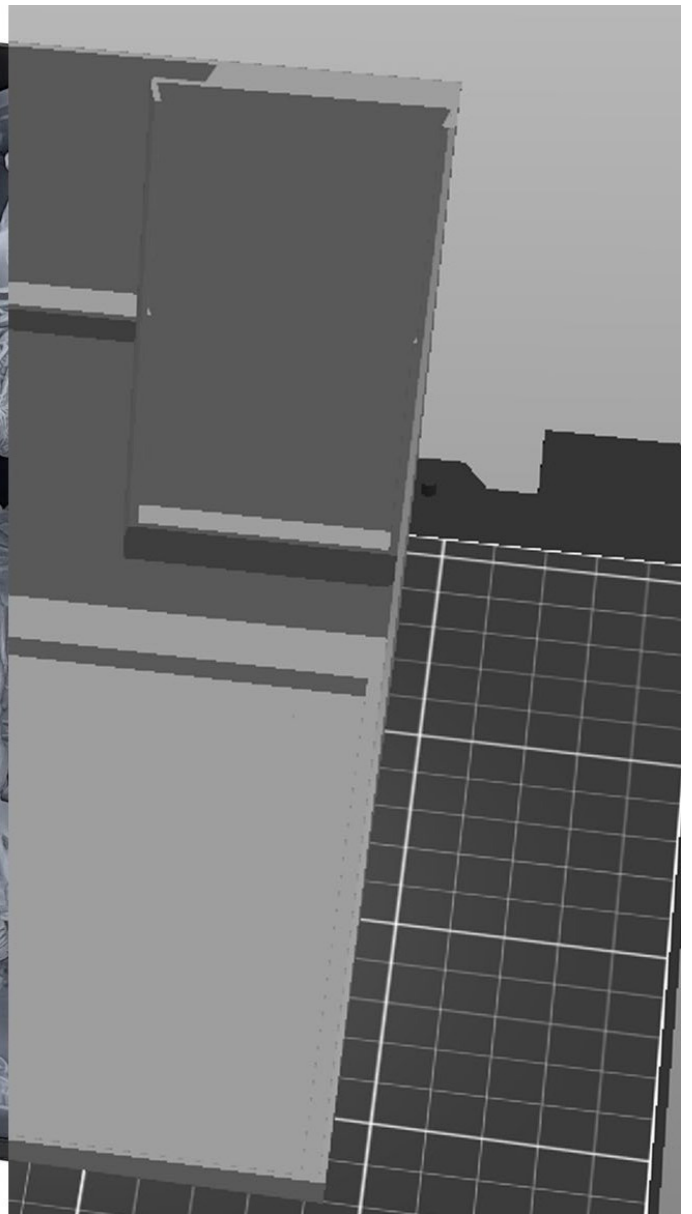


Tinkering Paws

BOARD GAME INSERTS



S.T.A.L.K.E.R.
The Board Game



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

... see page **48** on how to
set up your 3D printer ...

... or click here for a
[video instruction!](#)





List of Contents

1. 2 Miniature Boxes
2. 1 Coupon Box
3. 4 Threat Boxes
4. 1 Anomalies Box
5. 6 Terrain Boxes
6. 9 Token Boxes
7. 5 Standee Boxes
8. 11 Card Boxes with Card Dividers

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





Miniature Box **M1**

Miniature Box **M1** holds all Stalker & Companion Miniatures.

Place Viter and Palkan on the left side. Those slots are slightly bigger.





Miniature Box **M2**

Miniature Box **M2** holds the Duty & Freedom miniatures and Skill Tokens.





Threat Box **TH1**

Threat Box **TH1 holds Snorks, Controllers, Bloodsuckers, Chimera and Ticks (with dead Stalker) on one side, and Military Enemies, Exoskeleton Enemies, Zombies & Bandits on the other side.**





Threat Box **TH₂**

Threat Box **TH₂** holds Rodents, Dogs & Ticks.





Threat Box **TH3**

Threat Box **TH3** holds Poltergeist, Pseudogiant, Hornhead & Izlom.





Threat Box **TH4**

Threat Box **TH4** holds both Crawls.





Anomalies Box **AN1**

Anomalies Box **AN1** holds all Anomalies.





Token Boxes **T2**

Token Box **T2** holds the following tokens: Exposed, Pin Down, No Visibility, Focus, Trap, Premonition, Entrance, Companions, Barricade, Trophy, Enemy Team (Duty & Freedom), Enemy Team, Artifact, Pseudogiant Carcass, Attention & Lead Stalker.





Token Box **T3**

Token Box **T3** holds Color Bases, Loot Tokens, Universal Markers, Stalker HP Markers and all three types of Magazines.





Token Box **T4**

Token Box **T4** holds all Standee Bases and the following Zone Survival Tokens: Off, On, Fire, Map Radiation, Tight Passage & Hole.





Token Box **T5**

Token Box **T5** holds the following Zone Survival Tokens: Silo, Device, Monolith, Installation, Sandbags, Safe, Secret Stuff, Heavy MG, Exit, This Enemy, This Room, Spawn Point A & B, Help, Target, Dark Entrance, Unique Loot, Mine, Decoder, Plastic Explosive & Spiked Trap.





Token Box **T6**

Token Box **T6** holds the following Zone Survival Tokens: Rubble, High / Low Attention, Chest, Escape, Viewfinder, Manhole, Trap, Barrel, Trader, Helper, Stranger, Dead Body, Busy, Cloud, Locked Door, Armored Gate & Key.





Token Box **T7** & **T8**

Token Boxes **T7** & **T8** hold all mission-specific tokens. All compartments are labeled with the related mission number.





Token Box **T9**

Token Box **T9** holds the Magnet Die and all Turn Tokens.





Terrain Box **TE1**

Terrain Box **TE1** holds all L-, U-, & I-shaped pieces, that do not get preassembled.





Terrain Box **TE2**

Terrain Box **TE2** holds all preassembled doors.





Terrain Box **TE₃**

Terrain Box **TE₃** holds the Barrell parts and the preassembled hedges and windows.





Terrain Box **TE4**

Terrain Box **TE4** holds the Tree parts and the preassembled double doors.





Terrain Box **TE5**

Terrain Box **TE5** holds the following 3D objects:
T-shaped Fence, Office Stuff, Barrels & Obstacle.





Terrain Box **TE6**

Terrain Box **TE6** holds the following 3D objects:
L-shaped Fence, Barricades & Shelf with Boxes.





Standee Box **S1**, **S2** & **S3**

Standee Box **S1 holds Crawls, Hornhead, Poltergeist, Izlom, Pseudogiant & Chimera.**

Place Hornhead & Chimera and Izlom & Poltergeist next to each other.

Standee Box **S2 holds Bandits, Zombies, Rodents & Snorks.**

Standee Box **S3 holds Dogs, Ticks, Bloodsuckers, Controllers, Military Enemies & Exoskeleton Enemies.**





Standee Box **S4** & **S5**

Standee Box **S4** holds the following anomalies: Fire, Electric, Gravitational I & Gravitational III.

Standee Box **S5** holds the following Anomalies: Spatial, Chemical, Gravitational II & Special.





Coupon Box **CO1**

Coupon Box **CO1** holds the Coupons.





Card Boxes

Card Boxes **C1** & **C2** hold the big cards.

Card Boxes **C3** (3x) & **C4** (3x) hold the medium cards.

Card Boxes **C5** & **C6** (2x) hold the small cards.





Component Storage 1

Start with the Core Game Box. There is no need to place the Map Tiles exactly as shown, but make sure the number & size of layers is correct.

Each image only shows one new layer.

There should be nine layers in the size of tile 32/43!

Don't add any of the 4x4 square Map Tiles yet!





Component Storage 2

Layers 2 - 5. Same size as tile 32/43.





Component Storage 3

Layers 6 - 9. Same size as tile 32/43.





Component Storage 4

Layers 10 - 13. Same size as tile 6/11.

There are also six layers in the size of tile 6/11 (without the cutout) - which is about the size of the Player Boards.

Still don't add any of the 4x4 square Map Tiles yet!





Component Storage 5

Layers 14 - 15. Same size as tile 6/11.

After the last layer of tiles, add the Player Boards as shown.





Component Storage 6

Add the 4x4 square Map Tiles and Coupon Box **CO1**.





Component Storage 7

Proceed with Token Boxes **T1 - T8**, Card Boxes **C5** and **C6** (2x) and Standee Boxes **S1 - S5**.





Component Storage 8

Proceed with Miniature Box **M1**, Miniature Box **M2** and Token Box **T9**.





Component Storage 9

Add the remaining Card Boxes and the Geiger Counters.





Component Storage **10**

Proceed with the Zone Threats or Terrain Game Box.
Add Terrain Boxes **TE2** & **TE3**.





Component Storage **11**

Add Terrain Boxes **TE1** & **TE5**.





Component Storage **12**

Add Terrain Boxes **TE4** & **TE6**.





Component Storage **13**

Proceed with Threat Boxes **TH1** & **TH3**.



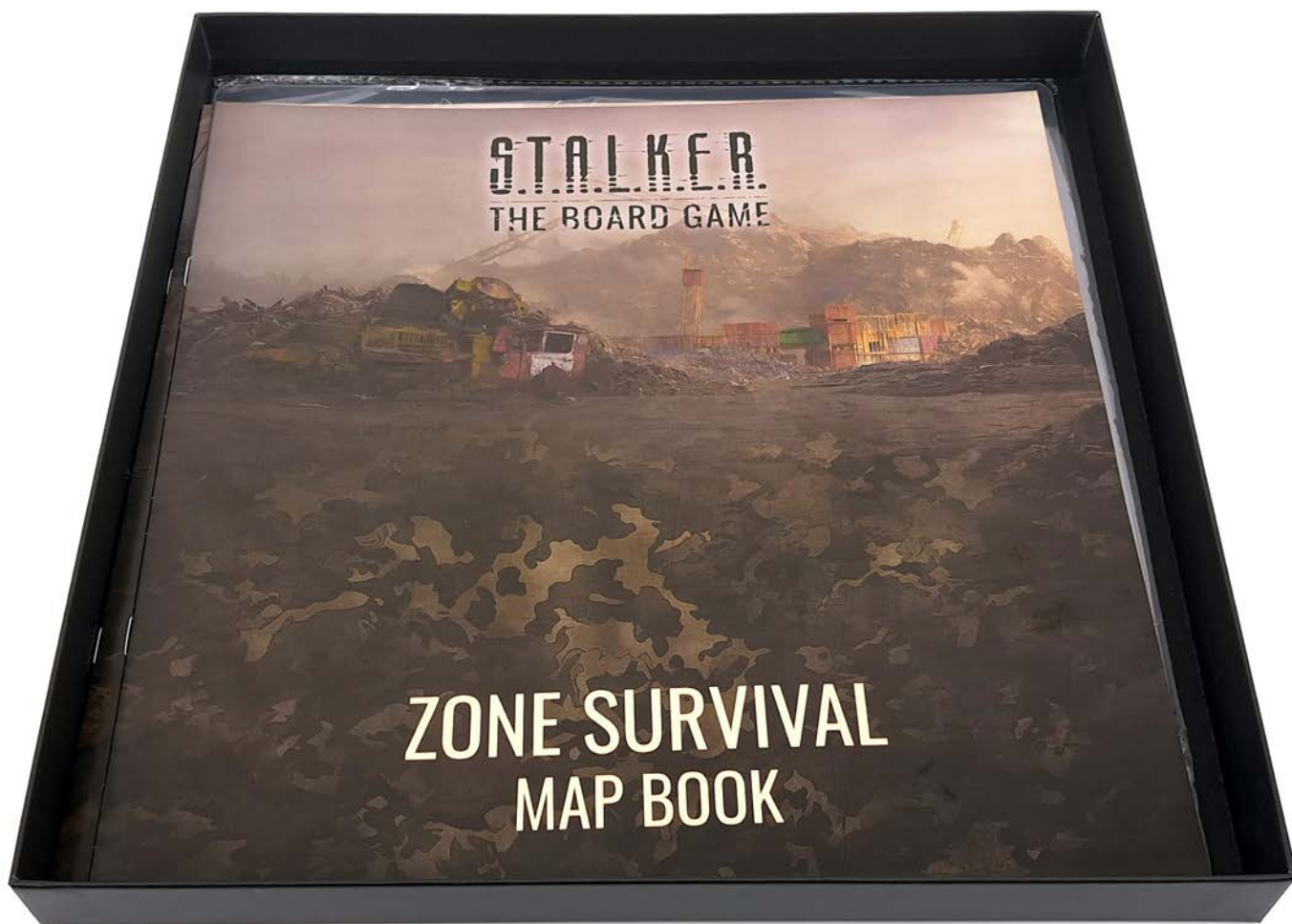


Component Storage 14

Now add the remaining boxes.

Make sure that Threat Box **TH₂** fits correctly in the cutout.

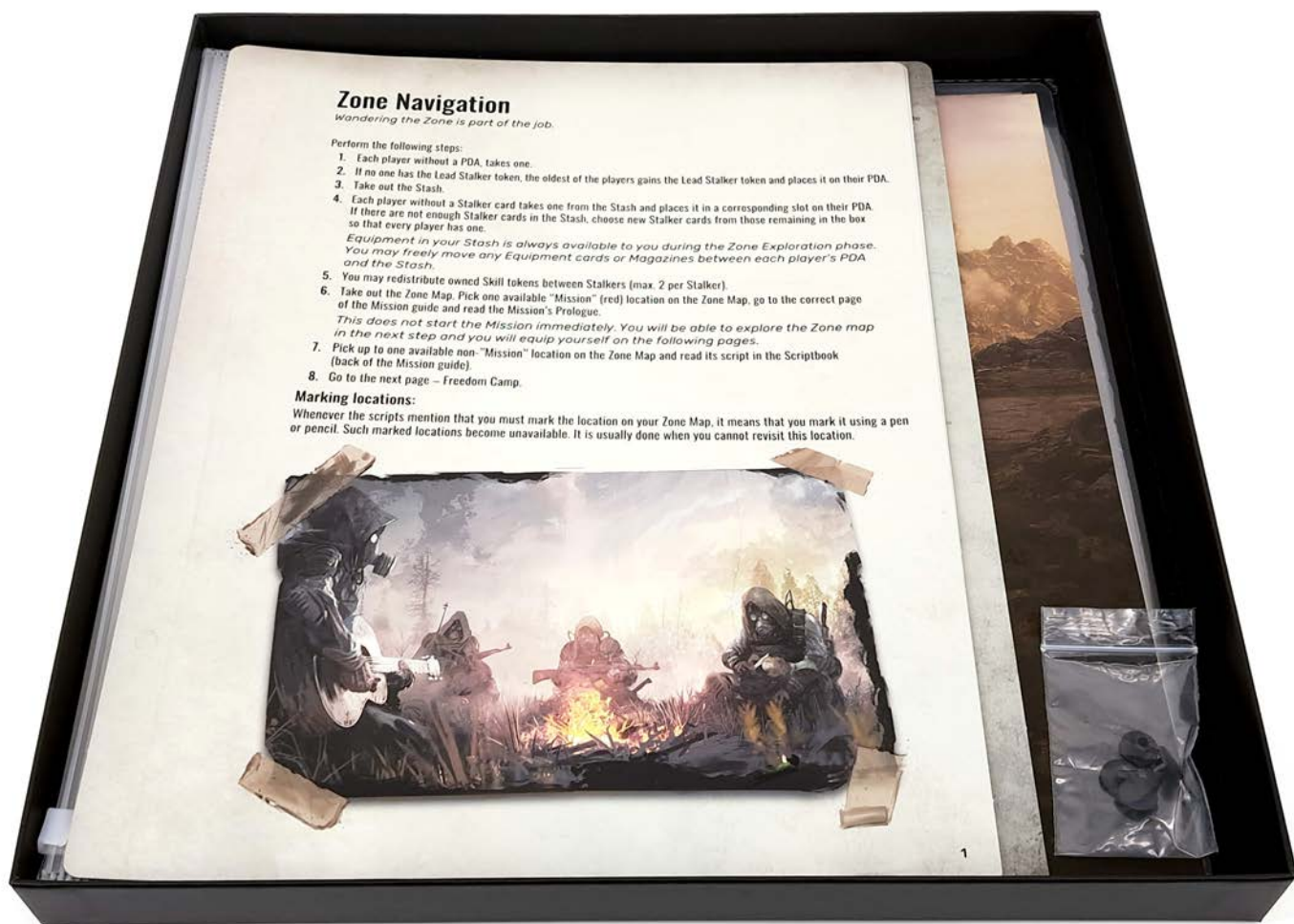




Component Storage **15**

Place all big booklets and Anomaly Overlays in the Duty & Freedom Game Box.

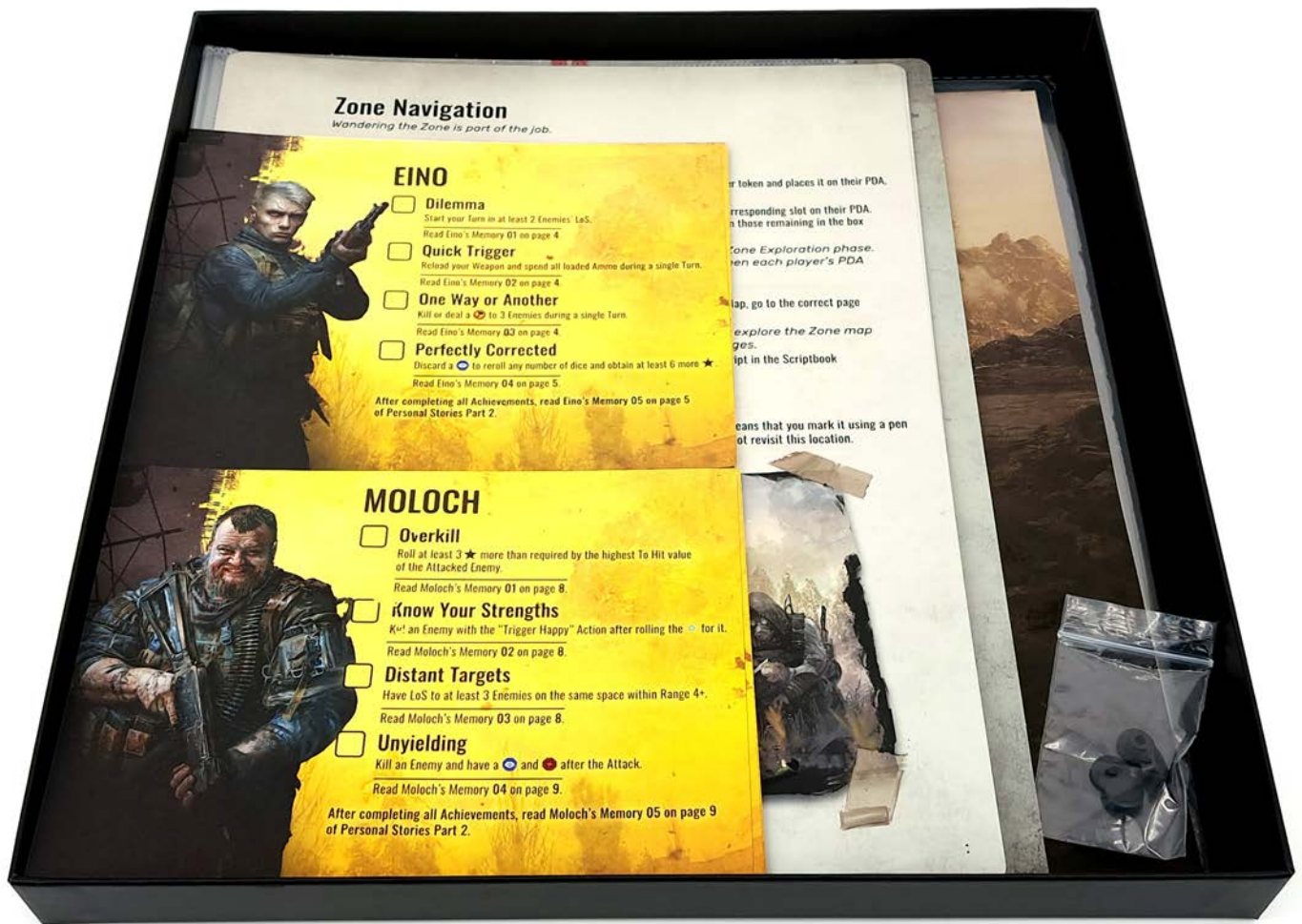




Component Storage 16

Proceed with the Campaign Binder.





Component Storage 17

Add the Achievement Sheets.

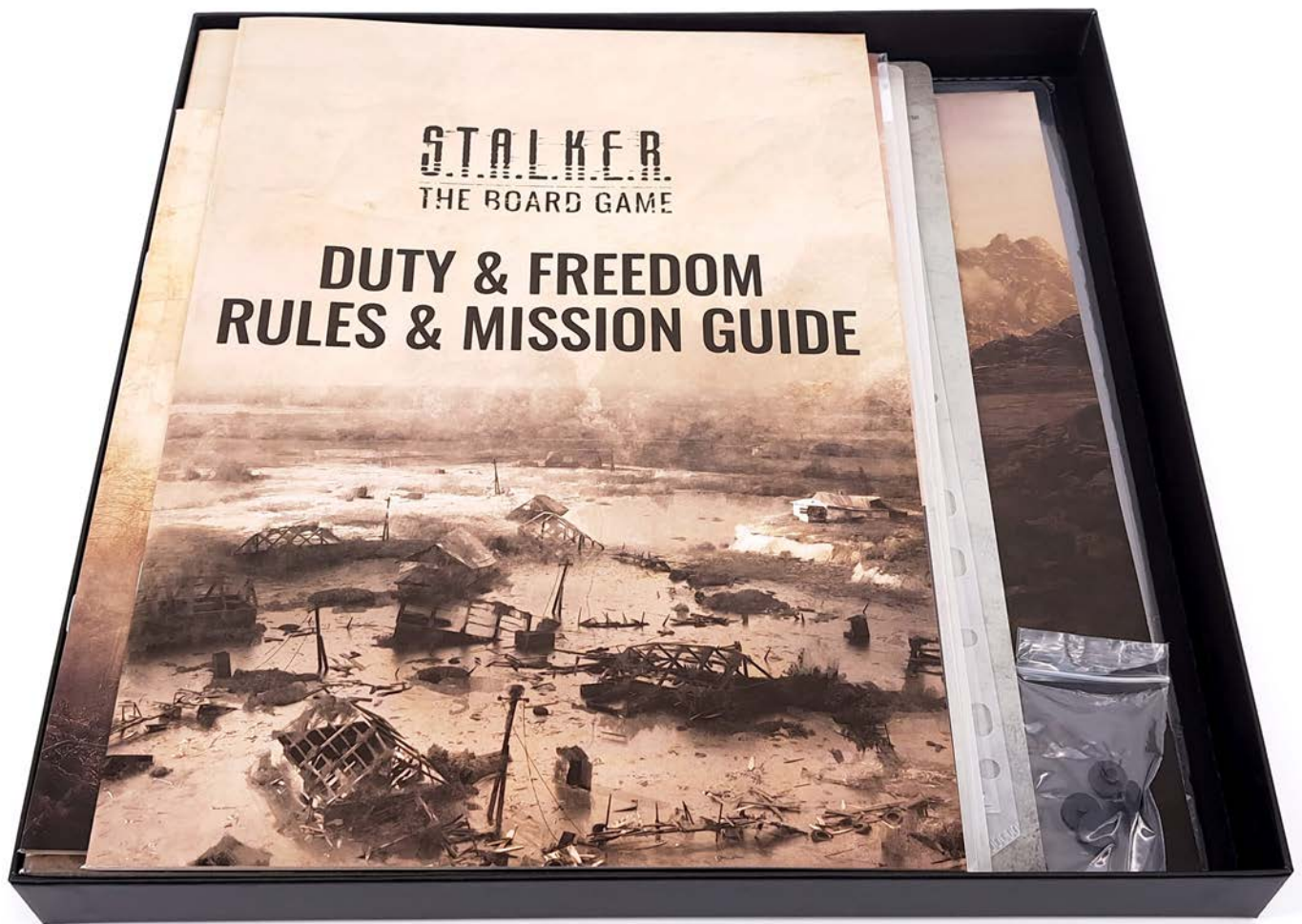




Component Storage **18**

Add the Maps & Sticker Sheets.





Component Storage 19

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:

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.

Token Boxes T7 & T8 require a filament change at 8.7mm.

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

