

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

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set up your 3D printer ...

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[video instruction!](#)







## List of Contents

1. 5 or 6 Faction Boxes
2. 1 Ship Box
3. 8 Mahact Gene-Sorcerers Boxes
4. 1 System Tile Box
5. 1 Token Boxes
6. 1 Dice Box
7. 13 Card Boxes

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

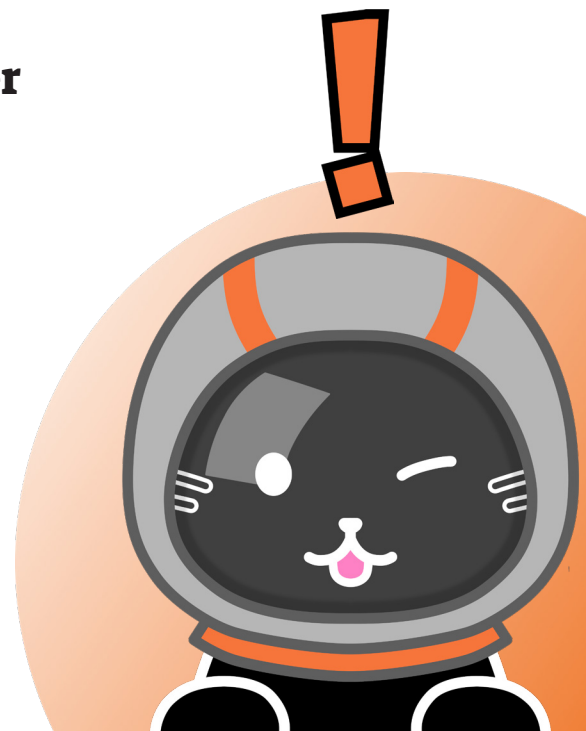




# Replaced Components

**This Upgrade Pack replaces all Card Boxes, Dividers and Token Box **T1**.**

**In some cases you will also no longer need Dice Box **D1**.**







## Faction Boxes **F1** - **F4**

Start with Faction Boxes F1, F2, F3 & F4.

They hold all faction-related cards & tokens.

**F1** holds the majority of factions.

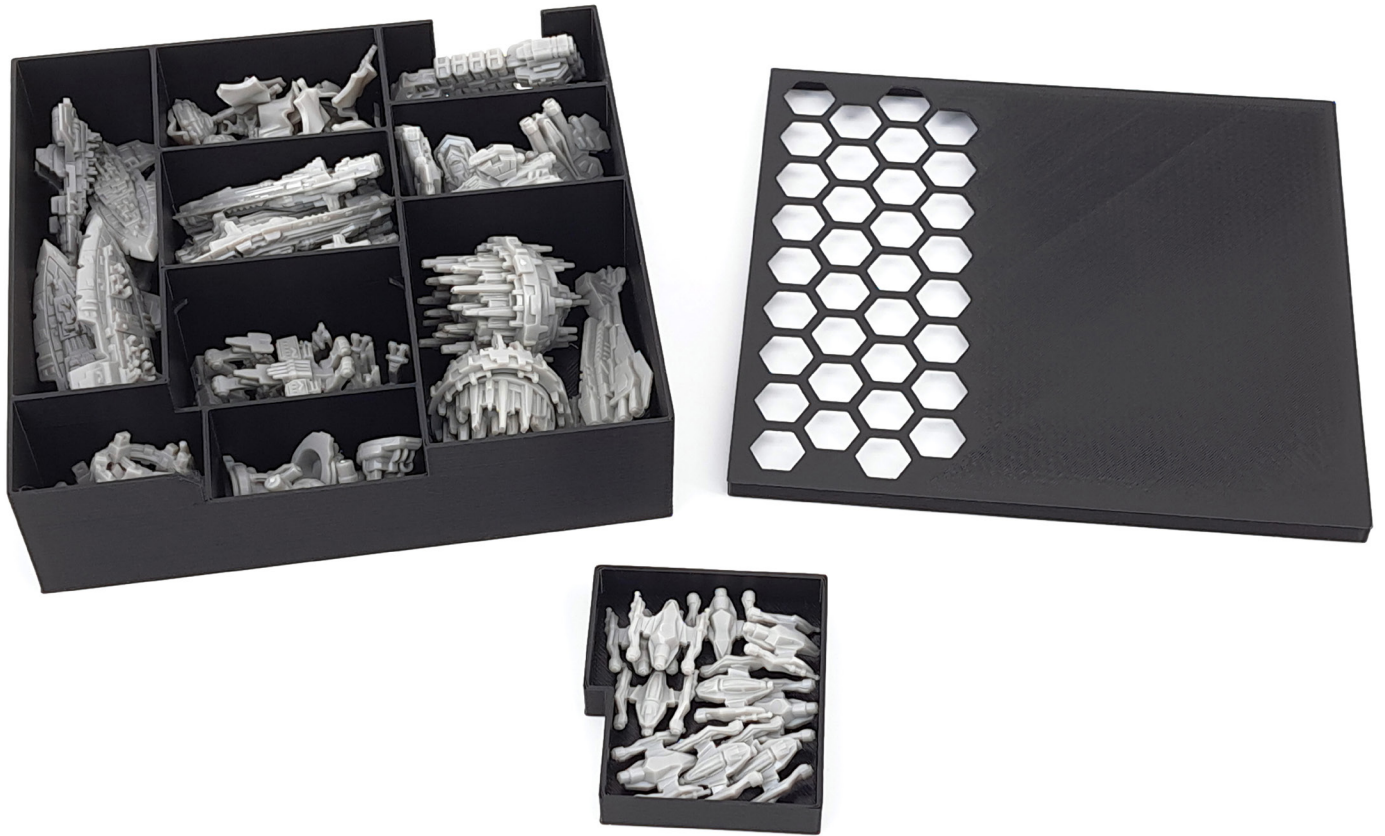
**F2** holds Last Bastion.

**F3** holds Deepwrought Scholarate.

**F4** holds Firmament & Obsidian.

If not all tokens fit into the  
Faction Boxes at once,  
shake them a little.





# Ship Box for Neutral Units

The Ship Box for Neutral Units consists of **S2a**, **S1b** and a lid.



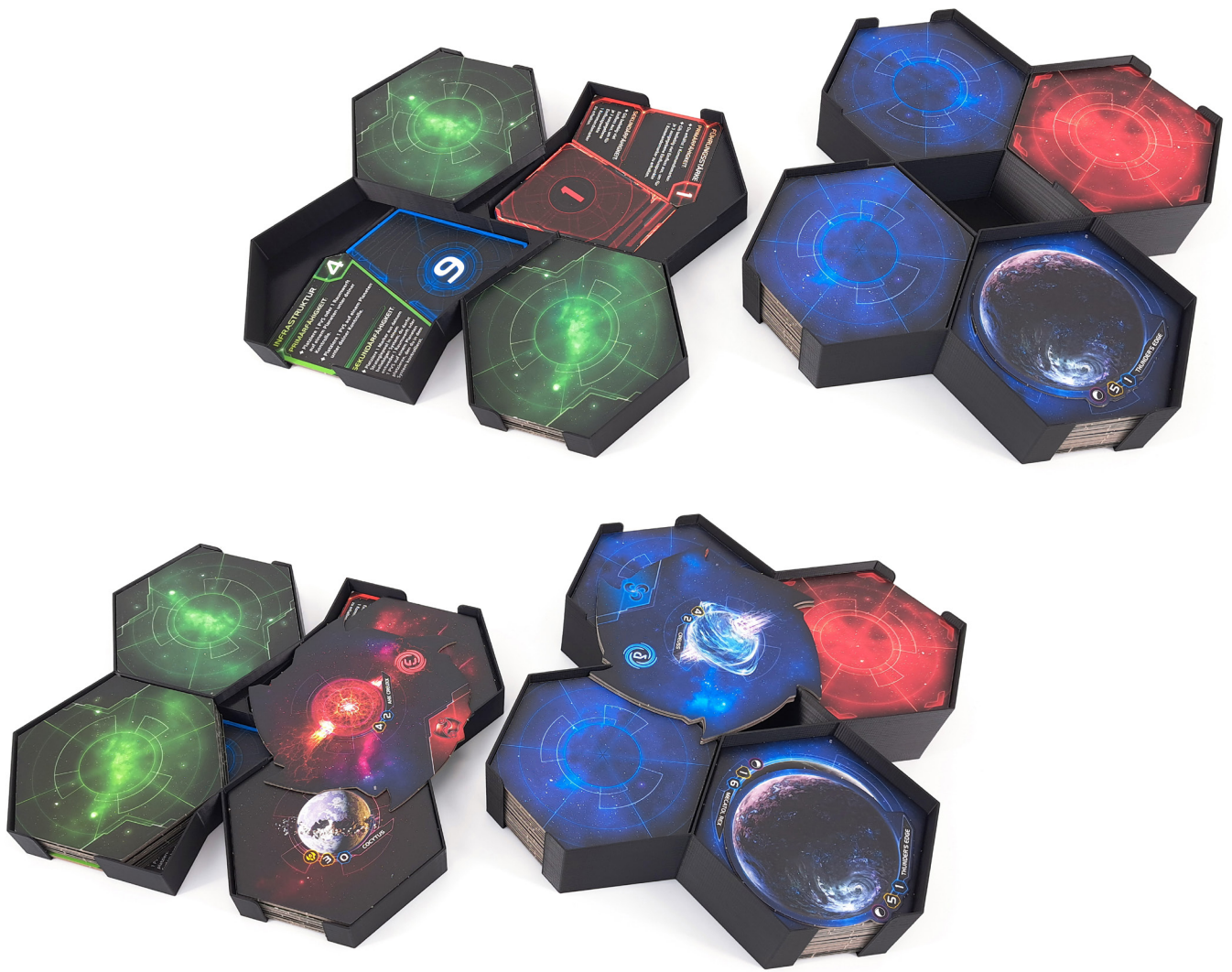


## Gene-Sorcerers Boxes **F5**

The Mahact Gene-Sorcerers Boxes **F5** hold the Faction Technology Cards and the Control & Command Tokens.







## System Tile Boxes **ST1** & **ST2**

System Tile Box **ST1** holds:

- blue-backed & red-backed System Tiles
- Hyperlanes
- Mecatol Rex
- Thunder's Edge
- Creuss & Malice

System Tile Box **ST2** holds:

- Remaining Home Systems
- Obsolete Strategy Cards
- Normal Strategy Cards
- Twilight's Fall Strategy Cards
- Smaller Fracture System Tiles





## Token Box **T3**

Token Box **T3** holds the following tokens:

- **Trade Good / Commodity**
- **Frontier**
- **Ingress**
- **Attachment**
- **DMZ**
- **Diplomacy**
- **Gamma Wormhole**
- **Benediction**
- **Singularity**
- **Mirage**
- **Destroyed Planet**
- **Ion Storm**
- **Custodians**
- **Commerce**





## Dice Box **D2**

Dice Box **D2** holds up to two sets of dice.

Depending on your chosen option you might also have Dice Box **D1** - it will only store the obsolete cards.







# Card Boxes

Card Boxes **C4** - **C15** hold the small cards.  
Card Box **C16** holds the big cards.

All Card Boxes have symbols of the corresponding cards on their bottom.

Card Box **C5** holds the normal Action Cards.

Card Box **C14** holds Twilight's Fall Action Cards.

Add both Echo Cards to **C12**.



### **A. Base Game Box**

- **Box closes flush** ❌
- **Vertical Storage** ✅

### **B. Base Game Box + one Expansion Box**

- **Box closes flush** ✅
- **Vertical Storage** ❌

### **C. Base Game Box + Discordant Stars Box**

- **Box closes flush** ❌
- **Vertical Storage** ✅ (Base Game Box only)

## **Component Storage**

**There are three different ways to store your game.**





## Component Storage **A-1**

**Store the 8 Player Ship Boxes and 27 Faction Boxes in the Base Game Box.**







## Component Storage **A-2**

If you still own the old Ship Boxes, your first layer should look like this - including Dice Box **D1**.





## Component Storage **A-3**

Then add both System Tile Boxes, 4 Mahact Gene-Sorcerers Boxes and Card Boxes **C4**, **C6**, **C7**, **C9** & **C12**.





## Component Storage **A-4**

Add the next 4 Mahact Gene-Sorcerers Boxes and Card Boxes **C11** & **C14**.







## Component Storage **A-5**

Proceed with Token Box **T2**, the Ship Box for Neutral Units and Card Boxes **C5**, **C8**, **C10**, **C13** & **C15**.





## Component Storage **A-6**

Add Token Box **T3**, Dice Box **D2** and Card Box **C16**.





## Component Storage **A-7**

Place all books in one stack and all Faction Sheets in a second stack.







## Component Storage **A-8**

**Place the remaining sheets on the books and the Victory Point Track & the big Fracture System Tile on the Faction Sheets. You are now finished!**





## Component Storage **B-1**

If you want to store the game in the Base Game Box and one Expansion Box, start by adding all Faction Boxes, 4 Mahact Gene-Sorcerers Boxes and Card Boxes **C4** & **C9** to the Base Game Box.





## Component Storage **B-2**

Add the next 4 Mahact Gene-Sorcerers Boxes,  
Dice Box **D1** and Card Box **C13**.







## Component Storage **B-3**

Proceed with Token Box **T2** and Card Boxes **C10**, **C11** & **C12**.





## Component Storage **B-4**

Place Token Box **T3**, the Ship Box for Neutral Units and Card Boxes **C6**, **C8** & **C16**.





## Component Storage **B-5**

Proceed with Dice Box **D2** and the remaining Card Boxes **C5**, **C7**, **C14** & **C15**.







## Component Storage **B-6**

**Add one stack of all books, sheets, the Victory Point Track and the big Fracture System Tile.**





## Component Storage **B-7**

Add both System Tile Boxes as shown.





## Component Storage **B-8**

**Place the Ship Boxes in one of the Expansion Boxes. There is still some space left to store additional accessories. You are now finished!**







## Component Storage **C-1**

If you want to store the game in the Base Game Box and the Discordant Stars Box, start like Option **A**, but stop at the step shown above.





## Component Storage **C-2**

**Place the Discordant Stars Faction Sheets on the right side and all remaining official components# on the left side.**

**Place Discordant Stars Card Box **C2** like shown.**





## Component Storage **C-3**

**Add the Discordant Stars Faction Boxes, Card Boxes and the Token Box.**







## Component Storage **C-4**

**Proceed with the Discordant Stars System Tile Box.  
There is some space left for accessories.**



# 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: CS1\_**x4**.stl – print this part **four times**.

All STL-files are already orientated correctly to print them.

For questions or feedback  
visit [www.tinkeringpaws.de](http://www.tinkeringpaws.de)

or write an email to  
[info@tinkeringpaws.de](mailto:info@tinkeringpaws.de)

