



Tinkering Paws

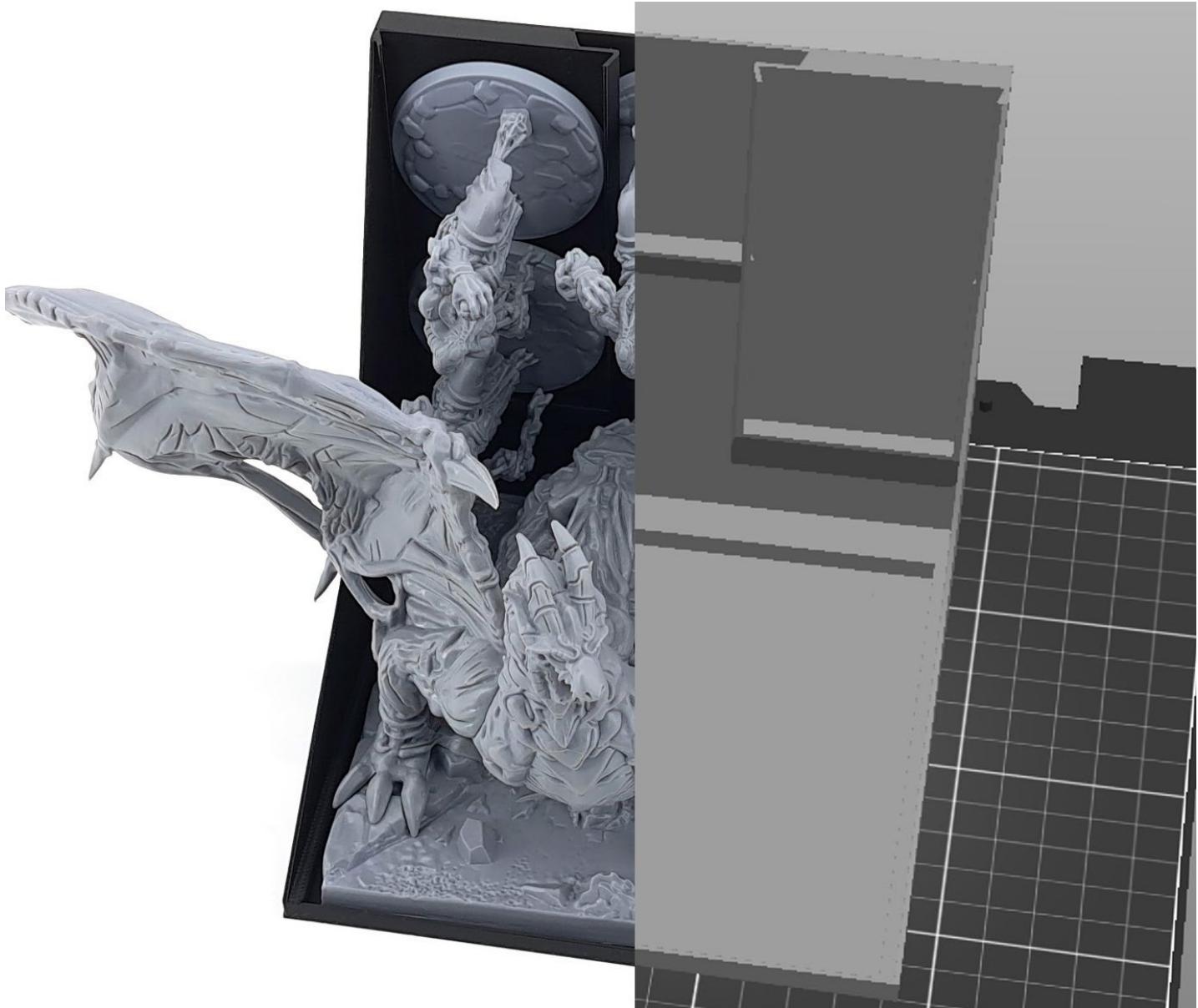
BOARD GAME INSERTS



Twilight Imperium

4th Edition

Thunder's Edge Upgrade Pack



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

**... see page 33 on how to
set up your 3D printer ...**

**... or click here for a
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.

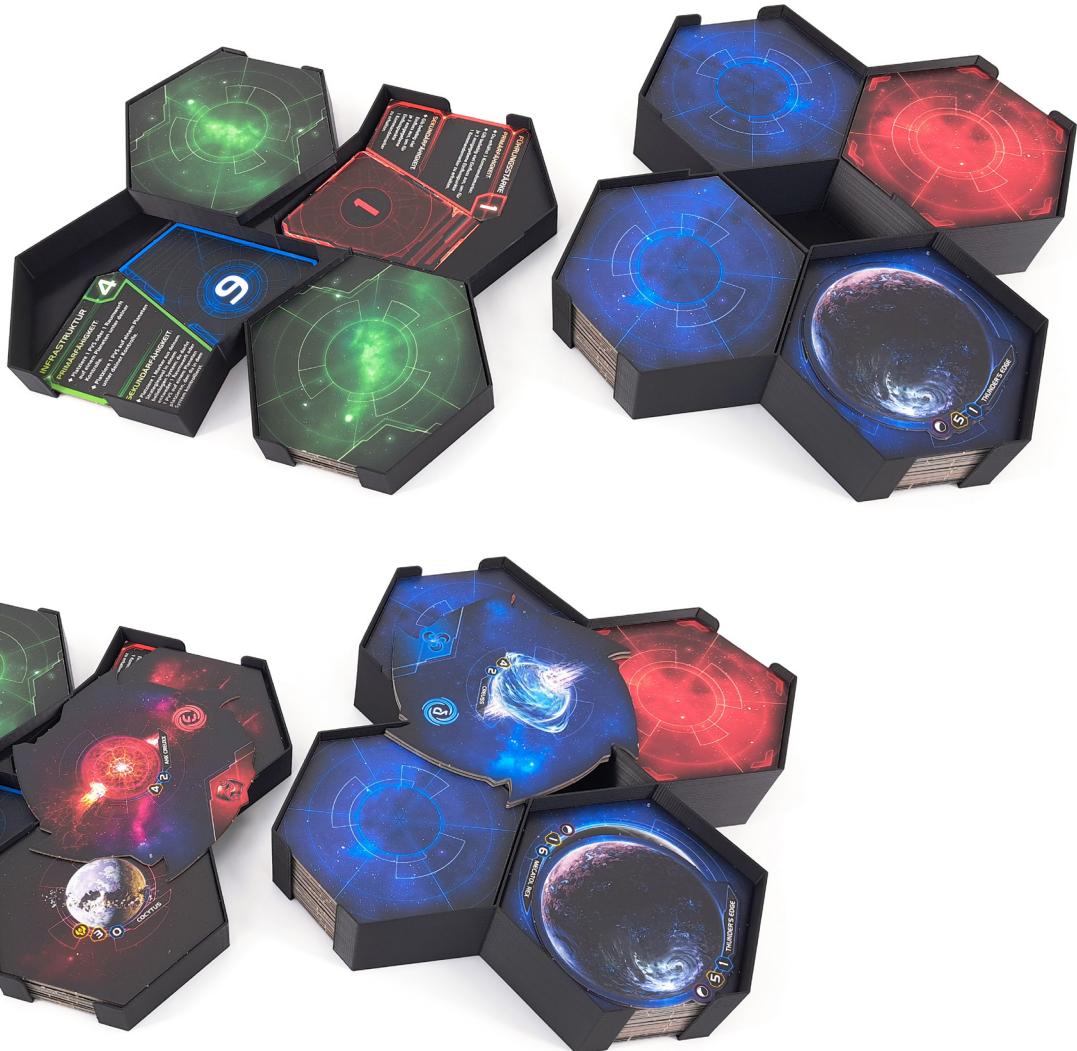




Gene-Sorcerers Boxes F5

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

or write an email to info@tinkeringpaws.de

