



# Tinkering Paws

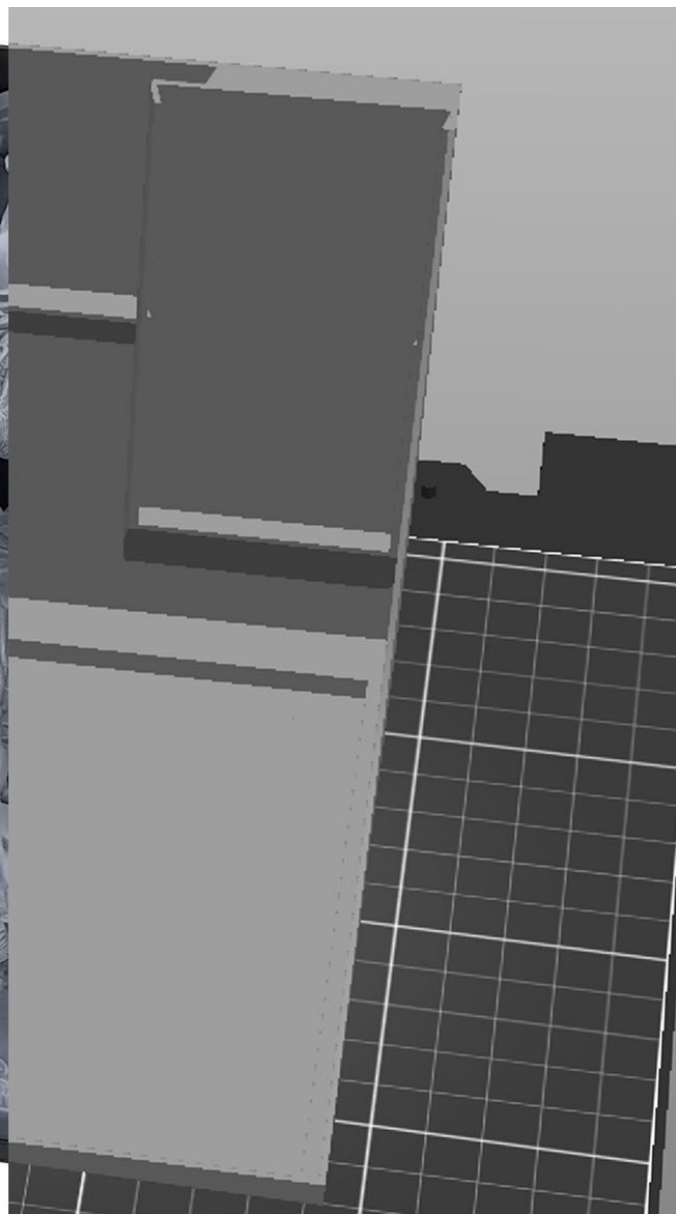
## BOARD GAME INSERTS



**The Last Of Us**  
„Collector's Edition“ and „Standard“ version



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



... see page **20** on how to  
set up your 3D printer ...

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

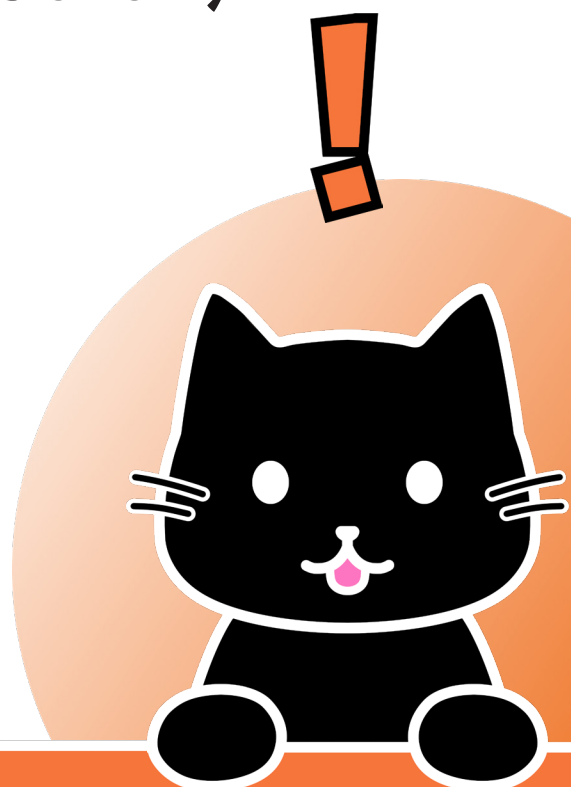




## List of Contents

1. 4 Miniature Boxes - „CE“ version only
2. 1 Dice Box
3. 1 Token Box
4. 1 Cube Box
5. 2 Card Boxes with Dividers

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





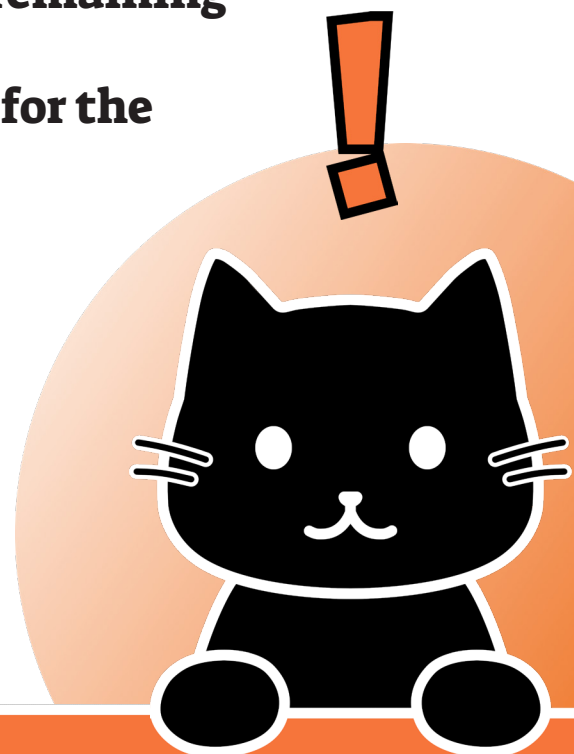


# Miniature Boxes

Place the Survivor Miniatures in Miniature Box **M1**.  
Place the Clicker Miniatures in the remaining  
Miniature Boxes.

Miniature Box **M3** has a special slot for the  
Clicker Head Calendar Marker.

**Please note:**  
The Miniature Boxes are only  
included in the  
„**Collector's Edition**“ version  
of the Board Game Insert.







## Miniature Boxes

**Now place the Miniature Boxes in the Hard-Plastic Trays. Make sure to apply some force to push them all the way in.**





## Dice Box **D1**

Dice Box **D1** holds all dice, separated by type.





# Token Box **T1**

Token Box **T1** holds all tokens and markers.







## Token Box **T<sub>2</sub>**

Token Box **T<sub>2</sub>** holds all cubes.





# Card Boxes

Card Boxes **C1** and **C2** hold all cards.





## Component Storage **1**

**For the “Collector’s Edition” version, start with the tray that held the miniatures.**







## Component Storage 2

Then add the tray that holds the Survivor Boards, ...





# Component Storage 3

... Game Board, ...





# Component Storage 4

... Dual Layer Calendar Board ...







## Component Storage 5

... and Rulebook.

Place the Card Boxes and Token Box **T1** on top.





## Component Storage 6

Now add the remaining components, including the foam piece that came with the game.

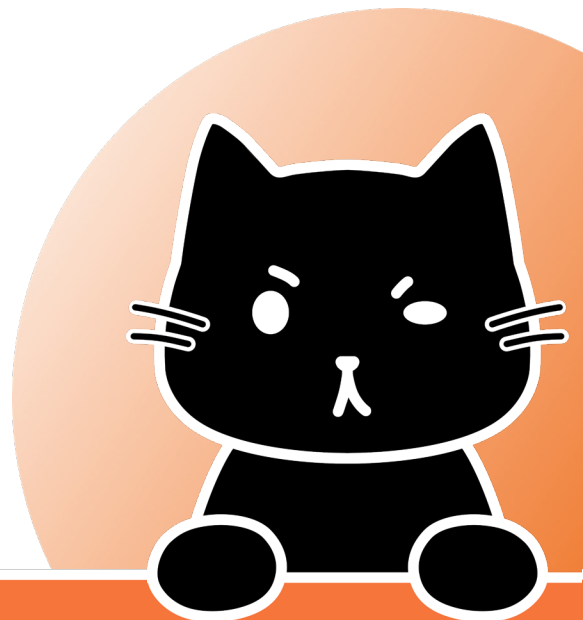






## Component Storage 7

For the “Standard” version, start with the tray that holds the Survivor Boards, ...







## Component Storage 8

... Game Board ...





## Component Storage 9

... and Rulebook.

Place the Card Boxes and Token Box **T1** on top.

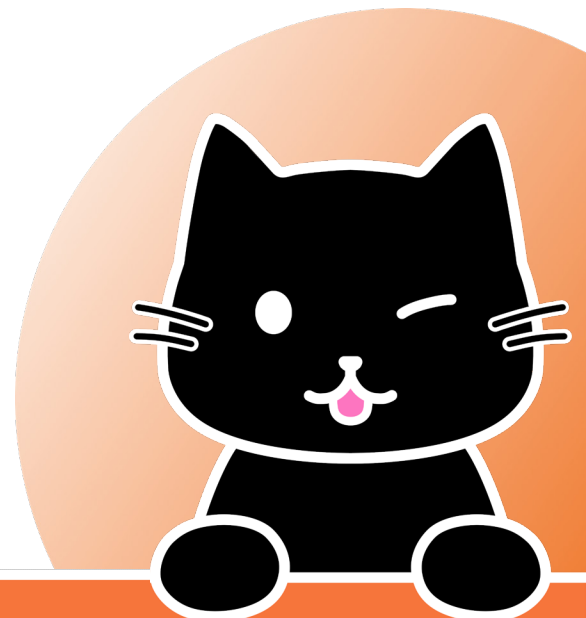






## Component Storage **10**

Now add the remaining components. Use the two small plastic boxes that came with the game as spaceholders.





# 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.

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)

