

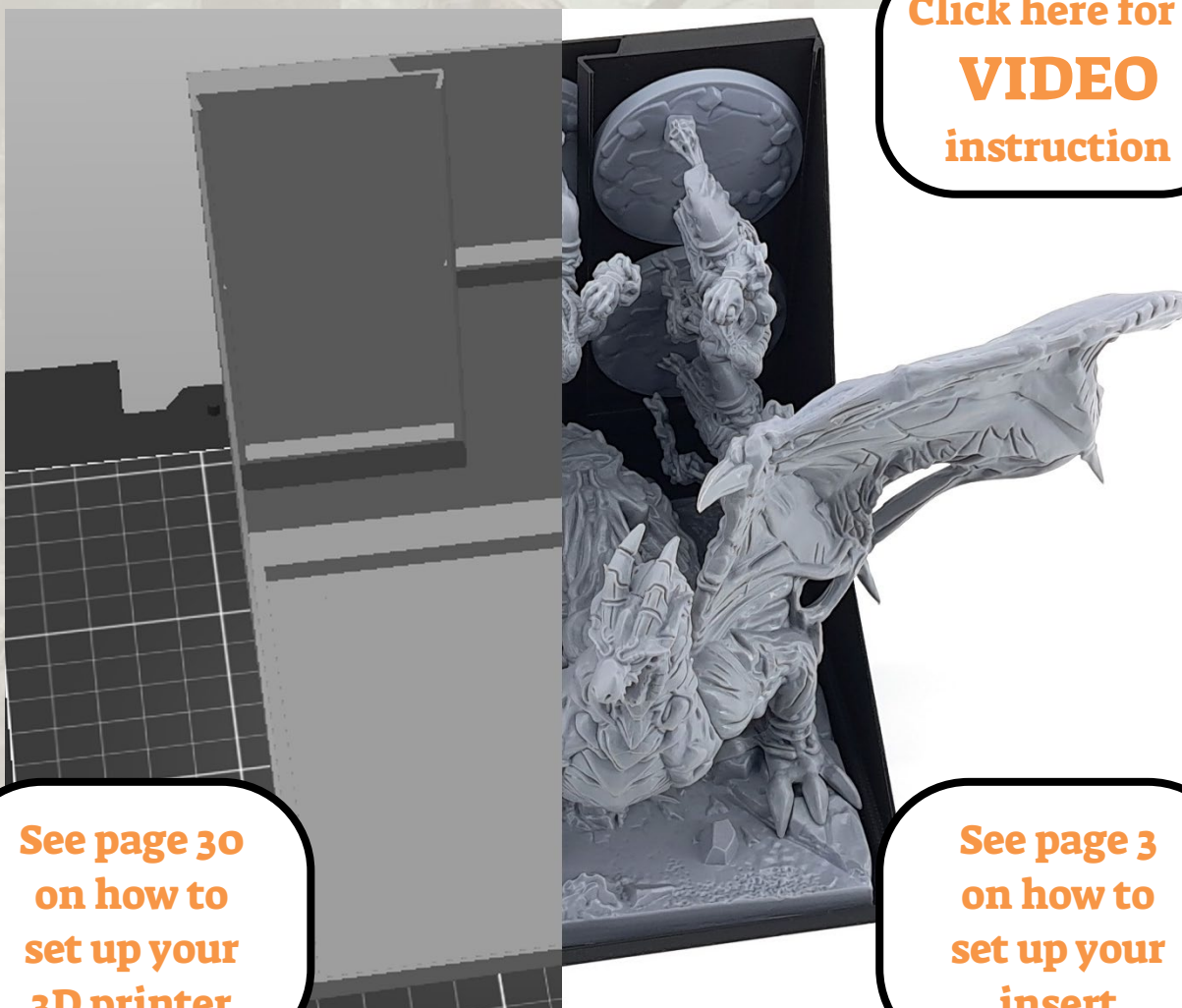


Tinkering Paws

BOARD GAME INSERTS



The Witcher Old World



Click here for a
VIDEO
instruction

See page 30
on how to
set up your
3D printer

See page 3
on how to
set up your
insert



Contents

1. 9 Miniature Boxes
2. 12 Witcher & Mage Boxes
3. 3 Token Boxes
4. 9 Card Boxes with dividers

For easier identification all boxes are marked with a code (M1, M2, etc.) on their bottom.



Miniature Box #M1

Miniature Box #M1 holds all Monsters with a small base. Make sure to place the Harpy in the single slot on the wall.



Miniature Box #M2

This box holds: Water Hag, Penitent, Werewolf, Weavess, Whispess, Grave Hag, Hound Level 2 (2x) & Nightwraith.

Make sure to place the Grave Hag in the top position of the middle slot, like shown.



Miniature Box #M3

1. Bruxa & Brewess
2. Striga & Troll
3. Hound Level 3 (2x)



Miniature Box #M4

From left to right: Yghern, Mounted Eredin, Dagon, Glustyworp & Leshen. Make sure to place Mounted Eredin last.



Miniature Box #M5

This box holds Koshchey, Siren, Wyvern, Fiend & Griffin.
Place the miniatures as shown.



Miniature Box #M6

This box holds the Ice Giant, Golem, Kayran & Gaunter O'Dimm.
Place the miniatures as shown.



Miniature Box #M7

This box holds Frightener, Cyclop, Unseen Elder & Toad.
Place the miniatures as shown.

The base of the Toad is not perfectly round. Find an orientation where it slides in easily, then turn it some degrees to fix its position.



Miniature Box #M8

This box holds the Ship (3x) & Lost Mount. Please note, that there are cutouts for the sails of the ships.



Miniature Box #M9

This box holds the Manticore. Make sure it has the same orientation as shown.



Witcher & Mage Boxes #M10 - #M13

- #M13: Alzur
- #M12: Godryk
- #M11 (2x): Alvar & Ryfar
- #M10: All other Witchers & Mages



Token Boxes #T1

This box holds the following tokens:

- Monster
- Dagon Trail
- Locations
- Destruction
- Weakness
- Closed Cavern
- Charge/Bite
- Tracking



Token Boxes #T2

This box holds the following tokens:

- Metal Coins (not shown)
- Gold
- Wild Hunt Shield (2 compartments)
- Quest (2x)
- Harbor
- Hounds



Token Box #T3

This box holds the following tokens:

- Name Tags
- Dice
- Dice Set (not shown)



Card Boxes

Card Boxes #C1 (3x), #C2 (3x) & #C3 (2x) hold the small cards.
Card Box #C4 holds the big cards.



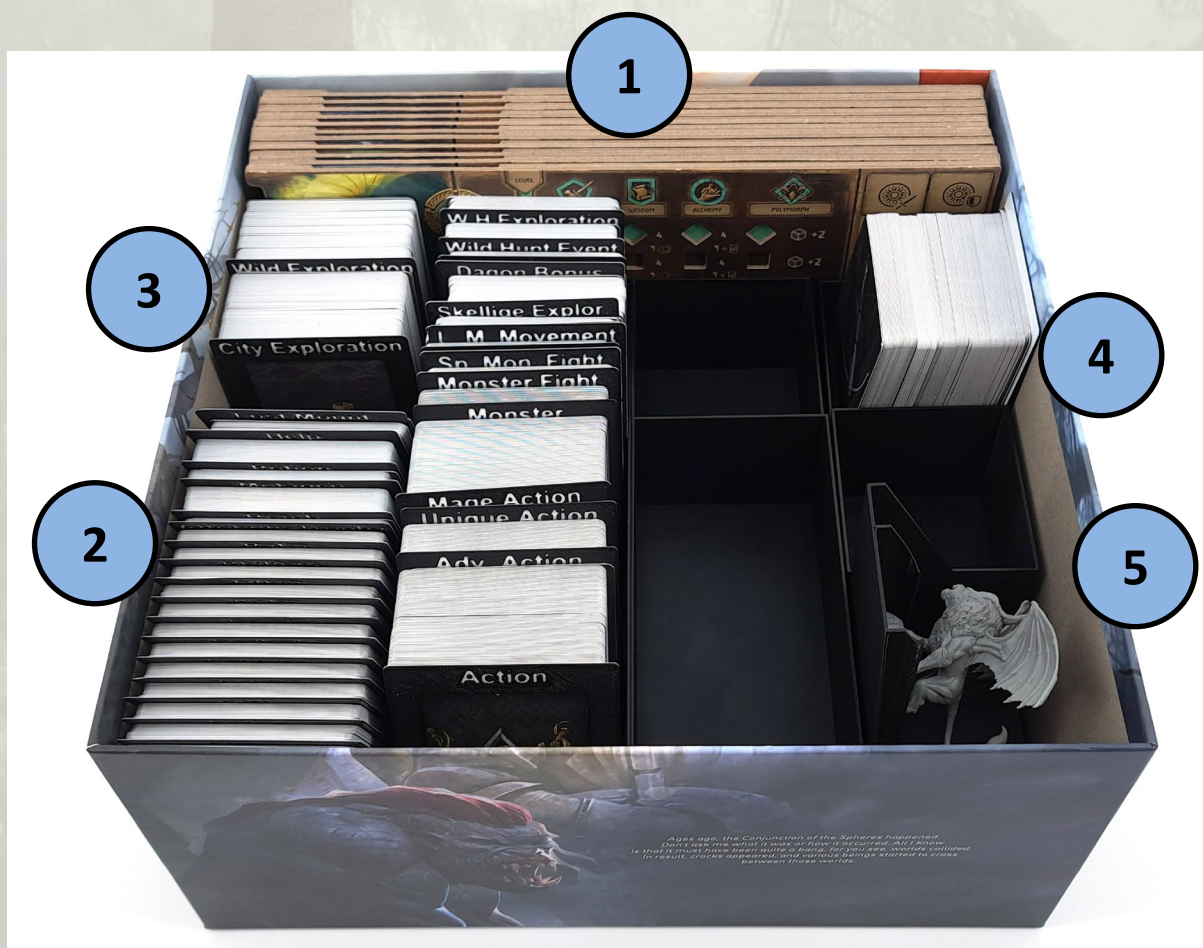
Component Storage #1

If you want to store the game in the base game box and two expansion boxes, place the map board in the base game box.



Component Storage #2

Now add all sheets, rulebooks, the Skellige Board and the Mages Board Extension.



Component Storage #3

Now add the below listed components:

1. Player Boards
2. #C1 (3x)
3. #C2 (3x)
4. #C3 (2x)
5. #M9



Component Storage #4

Now take any of the big expansion boxes - we recommend the flat ones: Mages, Skellige or Legendary Hunt.

Place the following Miniature Boxes in the expansion box.

1. #M1
2. #M2
3. #M3
4. #M4
5. #M5
6. #M8



Component Storage #5

Now take another expansion box and place the remaining boxes in it:

1. #C4
2. #M10 - #M13

Place both #M11 in a different row than #M12 & #M13. #M11 can be identified by one round edge, #M12 & #M13 by one chamfered edge. See the red circle.



Component Storage #6

Now add the last boxes:

1. #T1
2. #T2
3. #T3
4. #M6
5. #M7



Component Storage #7

When using the Big Box, add the following boxes in the lower box:

1. #C4
2. #M10 - #M13

Place both #M11 in a different row than #M12 & #M13. #M11 can be identified by one round edge, #M12 & #M13 by one chamfered edge.



Component Storage #8

Now add the next boxes:

1. #T1
2. #T2
3. #T3
4. #M6
5. #M7



Component Storage #9

Place another layer with the following boxes:

1. #M1
2. #M2
3. #M3
4. #M4
5. #M5
6. #M8



Component Storage #11

Now add all sheets, rulebooks, the Skellige Board and the Mages Board Extension.



Component Storage #12

Now add the below listed components:

1. Player Boards
2. #C1 (3x)
3. #C2 (3x)
4. #C3 (2x)
5. #M9

How to print your digital STL-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

Or write an email to info@tinkeringpaws.de