



# Tinkering Paws

BOARD GAME INSERTS



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**VIDEO**  
instruction

## Assassin's Creed

Brotherhood of Venice



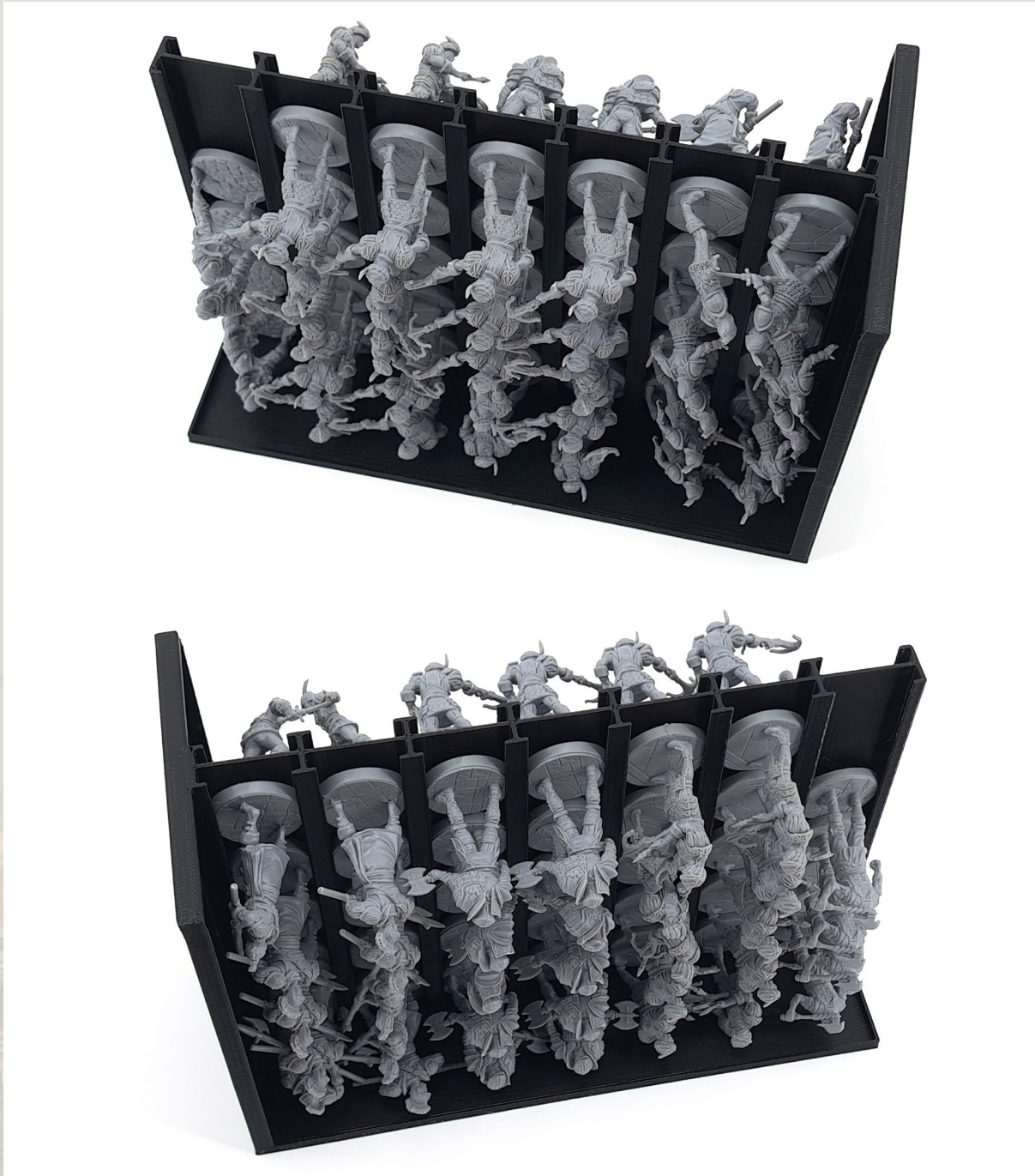
## Contents

1. 9 Miniature Boxes
2. 5 Card Boxes
3. 2 Token Boxes & 2 Dice Boxes
4. 1 Map Tile Box

**No secret miniatures are shown in this instruction.**

**Store the secret miniatures together with the secret envelopes in one of the expansion boxes. Open and add them to this insert, when you are instructed.**

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



### **Miniature Box #M1**

There are two Miniature Boxes #M1. The first one holds the following miniatures:

Agile Guards, Crossbowmen, Thieves, Seekers, Brutes, Crossbowmen (alt. pose) & Mercenaries.



### **Miniature Box #M1**

The second Miniature Box #M1 holds the following miniatures:

Followers of Romulus, Abstergo Guards (with & without optical camo), 10 Secret Minis, Abstergo Guard Dogs and all assassins - but not the Kickstarter exclusive Ezio miniature.



### **Miniature Box #M2**

Miniature Box #M2 holds the following miniatures: Horsemen (including replacements), Bear, Bear Tamer, Leonardo Da Vinci, Niccolò Machiavelli, Salai, Criptico & Decoys, Medici Della Peste, Lucrezia Borgia, Lo Specialista, Courtesans, Kickstarter exclusive Ezio & 1 Secret Mini.



### **Miniature Box #M3**

Miniature box #M3 holds the following miniatures: Papal Guards, Ladders and has room for Secret Minis.



### **Miniature Box #M4 & #M5**

Miniature box #M4 holds the following miniatures: Lion of Venice, Tank, Plastic Objective Bases & one Secret Mini.

Miniature box #M5 holds the War Automata.



### **Miniature Box #M6, #M7 & #M8**

Miniature boxes #M6, #M7 & #M8 hold the Fast Travel Stations, Rooftop Gardens, Naval Cannon and the small parts of the towers.





### **Card Boxes #C1, #C2, #C3 & #C4**

Card Boxes #C1 & #C2 store the big cards.

Card Boxes #C3 (2x) & #C4 store the small cards.



### **Token Box #T1 & #T2, Dice Boxes #D1 & #D2**

Token Box #T1 will hold most of the tokens. Place the components as shown above.

Token Box #T2 will hold the Chests and Plastic Rings

Dice Box #D1 will hold all dice included in the base game.

Dice Box #D2 will hold all dice of the Deluxe Assassin Dice set.



### **Tile Box #TI1**

Tile Box #TI1 holds all small tiles. From back to front the order is: Modern (Roof), Modern (Inside), Roof, Inside, Water, Outside.



### Component Storage #1

Add all booklets to the game box.



## Component Storage #2

Now add Dice Box #D1 and all player boards.



### **Component Storage #3**

Proceed with Dice Box D2, Enemy Board, Initiative Blade, HQ Box and Token Box #T2.



#### **Component Storage #4**

Add the biggest remaining map tiles.



### **Component Storage #5**

Now add Miniature Box #M5 and the remaining map tiles.





## Component Storage #6

Place Map Tile Box #T11 and Token Box #T1 on top.



### **Component Storage #7**

Add the Card Boxes #C3 & #C4 and Miniature Box #M4.



## Component Storage #8

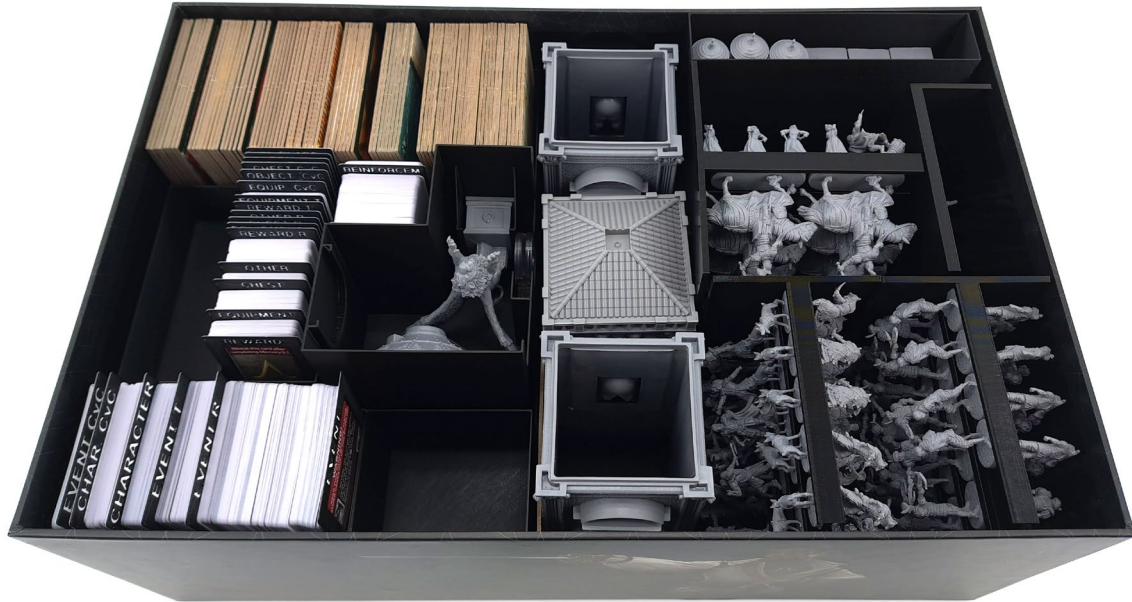
Add Card Boxes #C1 & #C2 and the Compass Board.



### **Component Storage #9**

Add both Towers and Miniature Boxes #M6, #M7 & #M8.

Please note that the upper parts of the towers will interlock.



## Component Storage #10

Now add Miniature Boxes #M1, #M2 and #M3.

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

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