



Tinkering Paws

BOARD GAME INSERTS



Batman

Gotham City Chronicles

Important Information – Please read carefully!

Following this instruction is extremely important to prevent any damage to your miniatures. Make sure you read everything carefully.



List of Contents

1. Three Token Boxes
2. Two stackable Token Boxes
3. Two Card Boxes
4. Two Dice & 3D Scenery Boxes
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6. Hero & Villain Screen Box
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8. Ten Miniature Racks



Three Token Boxes

The upper Token Boxes are used for Mission and Reinforcement Tokens. Sort the tokens by type and place them in the box. No special placement is necessary, but make sure to place tokens with many copies in bigger compartments and vice versa. There are three tokens with just one copy. Place them all in the same compartment.

The lower box is used to store Field Modifier Tokens and Broken Wall Tokens. No special placement is necessary.



Two stackable Token Boxes

1. Life Point Marker (Villains)
2. Life Point Marker (Heroes)
3. Activation Potential Discs (APDs)
4. Energy Cubes
5. Other Villain Tokens
6. Other Hero Tokens
7. Command Post Tokens & Turn Marker
8. Shackle Tokens (big and small ones) & Elevator Token



Two Card Boxes & Hero & Villain Screen Box

There is one box for small cards and one for big cards. The box for small cards is divided in two compartments to separate between Item Cards and Bat Gadget Cards.

The Hero & Villain Screen Box stores all Hero & Villain Screens.



Two Dice & 3D Scenery Boxes

The upper box stores all dice.

The lower box stores the 3D Scenery Items and the Batmobile Tokens.



Two Tile Boxes

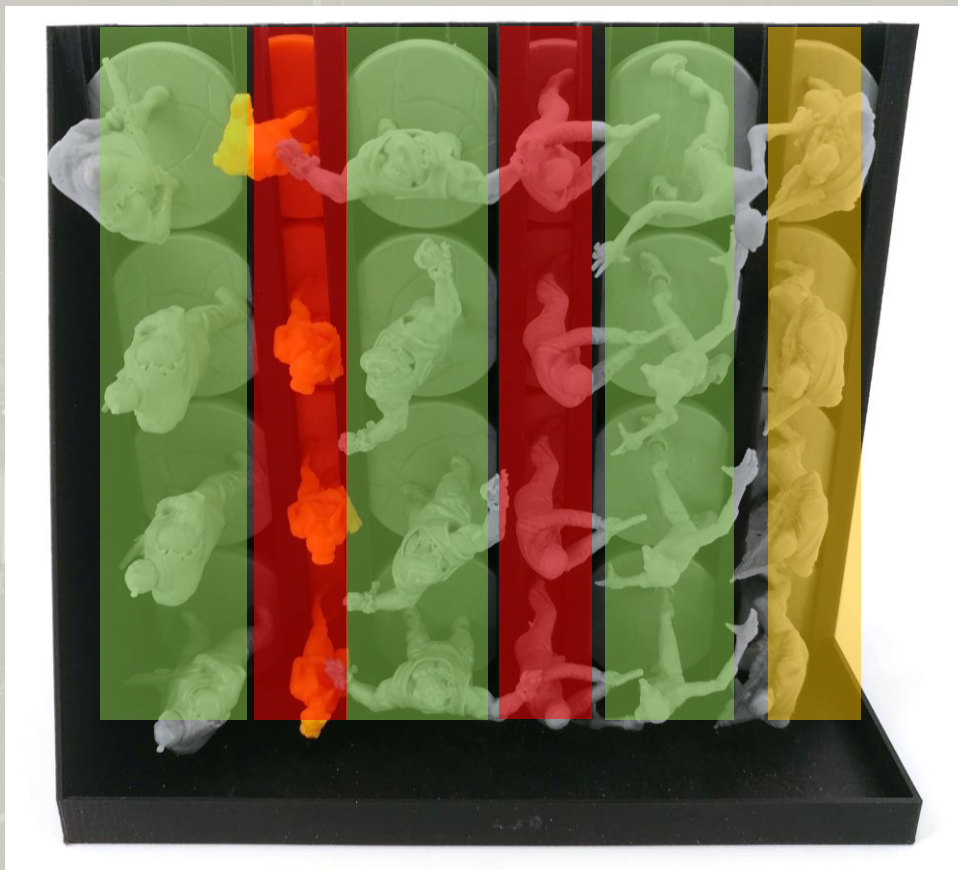
The smaller box is used for the Hero Tiles, the bigger one for the Villain Tiles. The Bystander Tiles are placed in the Hero Box.

Both boxes contain one bigger compartment to store the oversized tiles.

Important Information – Please read carefully! – Part 1

The following pages describe the racks and boxes that store miniatures. Make sure to follow the instruction to prevent damage to your miniatures.

Most racks have three different kinds of slots. Three big slots (green), two small slots (red) and one medium slot (orange).



This instruction will show you how to place all of the miniatures dividing them by season and expansion they come from. However, there are countless possibilities to place miniatures and you might find it more convenient to store miniatures in a different way.

Always make sure that they fit easily in the slots! If they do not fit, don't use force. Check if they have a bended base, otherwise search a different slot. There is a small box on page 11 that will hold miniatures that fit nowhere else.

Important Information – Please read carefully! – Part 2

Some miniatures are bigger than the rack they are placed in. They might be taller or wider. There is a special rack that takes care of most of the tall miniatures. We will highlight miniatures that are especially tall or wide on the following pages, but we might miss some of them. When placing racks in the game box, always make sure there is no collision. If some miniatures are bigger than their rack, place the rack adjacent to another rack to prevent collision.

If you want to deviate from this instruction, always go for the tallest and widest miniatures first. Try placing the tallest ones in the orange or red slots (see previous page). Next, try to fill the red slots – only some of the miniatures will fit there.

The racks can hold a few more miniatures than included in the board game. So don't worry if you are not able to store four miniatures in every slot.

The next pages will show pictures of all racks. Please note that some miniatures will seem to not fit on their rack as a result of the viewing angle.



Two stackable Batmobile & Miniatures Box

The Batmobile Box has three slots where the wheels are placed. Insert the Batmobile with care.

The Miniature Box takes care of two (or more if necessary) miniatures that do not fit in any of the racks. Place the bigger “Batman: Dark Knight”-base and Etrigan (Season 2 – Picking Zone) here.



Rack 1 Front – Hero Miniatures Core Box #1

The table shows each position in the rack. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Medium	Big	Small	Big	Small	Big
Core Box					
Swat Rifle	-	Drones T.	B. Canary	Guards	GCPD Gun
Swat Rifle	Batman	Drones T.	Robin T.D.	Guards	GCPD Gun
Swat Rifle	Harvey B.	Drones T.	Batgirl	Guards	GCPD Gun
Swat Rifle	Dark Knight	Drones T.	Catwoman	Guards	GCPD Gun

Red: Oversized - Bigger than the rack / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Rack 1 Back – Hero Miniatures Core Box #2

The table shows each position in the rack. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Core Box					
Duke	Batwoman	Bluebird	GCPD Baton	Red Hood	Swat Case
Catwoman	R. Montoya	Nightwing	GCPD Baton	BatmanY100	Swat Case
Batman OY	Gordon	Huntress	GCPD Baton	Azrael	Swat Case
Katana	Orphan	D. Wayne	GCPD Baton	Gr. Arrow	Swat Case

Red: Oversized - Bigger than the rack / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Rack 2 Front – (Mostly) Season 1 Allies

The table shows each position in the rack. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Medium	Big	Small	Big	Small	Big
Wayne Manor		Misc.	Versus Mode (Season 1)		
Bat Robots	Bats	-	Devgru	Drones Arm	Heavy GCPD
Bat Robots	Bats	Spoiler	Devgru	Drones Arm	Heavy GCPD
Bat Robots	Bats	BatmanN52	Devgru	Drones Arm	Heavy GCPD
Bat Robots	Bats	Red Hood	Devgru	Drones Arm	Heavy GCPD

Red: Oversized - Bigger than the rack / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Rack 2 Back – Wayne Manor and Season 2 Heroes

The table shows each position in the rack. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Pick. Zone	Batman Inc.		W. Manor, Picking Zone, Suicide Squad		
Gang Robin	Nightrunner	Raven Red	Batwing	B. Beyond	B. Rebirth
Gang Robin	B. Japan	B. Moscow	Red Robin	Hawkgirl	A. Waller
Gang Robin	El Gaucho	Dark Ranger	B. Wayne	Alfred	Rick Flag
Gang Robin	Chief MoB	The Knight	J. Pennyw.	Oracle	Br. Tiger

Red: Oversized - Bigger than the rack / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!

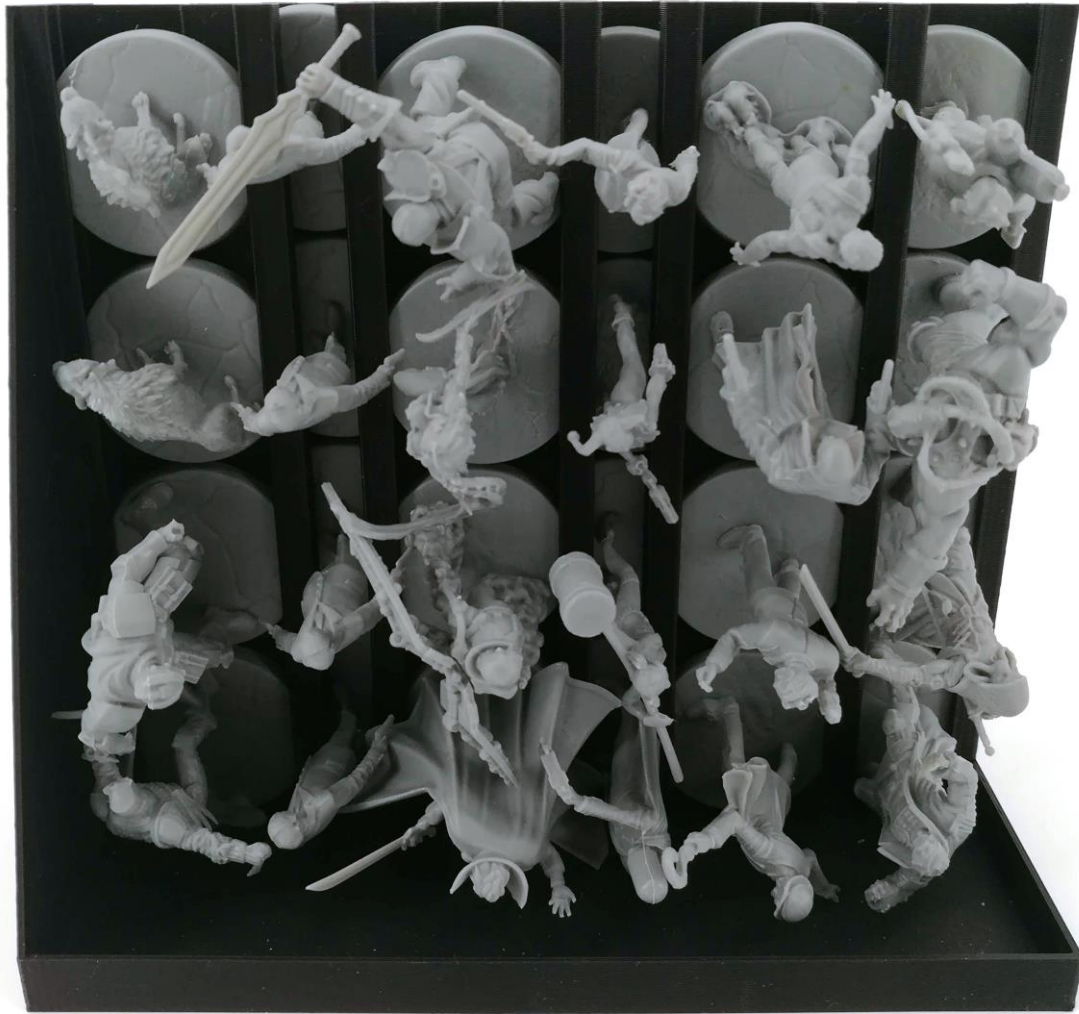


Rack 3 Front – Villain Miniatures Core Box #1

The table shows each position in the rack. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Medium	Big	Small	Big	Small	Big
Core Box					
Thugs Fa.	C. Plant	Harley Gang	Riddler B.	Thugs Cb.	Riddler Hg.
Thugs Fa.	C. Plant	Harley Gang	Riddler B.	Thugs Cb.	Riddler Hg.
Thugs Fa.	C. Plant	Harley Gang	Riddler B.	Thugs Cb.	Riddler Hg.
Thugs Fa.	C. Plant	Harley Gang	Riddler B.	Thugs Cb.	Riddler Hg.

Red: Oversized - Bigger than the rack / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Rack 3 Back – Villain Miniatures Core Box #2

The table shows each position in the rack. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Core Box					
Bud	Owl Guns	Deathstroke	Joker	Ratcatcher	Killer Moth
Lou	Owl Guns	Poison Ivy	H. Quinn #1	Hush	Bane
Wrath	Owl Guns	Firefly	H. Quinn #2	Two-Face	Orphan
Talon	Owl Guns	Ra's Al Ghul	Red Hood	Riddler	Jason Todd

Red: Oversized - Bigger than the rack / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Rack 4 Front – Arkham Asylum & Core Box Bystanders

The table shows each position in the rack. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Medium	Big	Small	Big	Small	Big
Arkham Asylum					Core Box
Prof. Pyg	J. Gang Hg.	A. Patients	J. Gang H.	-	Bystanders
Jervis Tech	J. Gang Hg.	A. Patients	J. Gang H.	Tweedledum	Bystanders
H. Strange	J. Gang Hg.	A. Patients	J. Gang H.	Joker MJ	Bystanders
Tweedledee	J. Gang Hg.	A. Patients	J. Gang H.	V. Zsasz	Bystanders

Red: Oversized - Bigger than the rack / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Rack 4 Back – Villain Miniatures Core Box #3 & Citizens

The table shows each position in the rack. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Core Box					
Brutes Fa.	Citizens	Brutes C.	R.H. Gang	Mr B. Gang	Hazmat T.
Brutes Fa.	Citizens	Brutes C.	R.H. Gang	Mr B. Gang	Hazmat T.
Brutes Fa.	Citizens	Brutes C.	R.H. Gang	Mr B. Gang	Hazmat T.
Brutes Fa.	Citizens	Brutes C.	R.H. Gang	Mr B. Gang	Hazmat T.

Red: Oversized - Bigger than the rack / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Rack 5 Front – Penguin’s Gang (S1) and Picking Zone (S2)

The table shows each position in the rack. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Medium	Big	Small	Big	Small	Big
Picking Zone			Picking Zone & Penguins Gang (S1)		
C. Falcone	KGBeast	W. Rabbit	Owlman	-	G.W. Shark
Ventril. #1	Reaper	W. Rabbit	Penguin’sG.	-	Penguin’sG.
Ventril. #2	Sheng Fang	Cluemaster	Catwoman	-	Penguin’sG.
Nobody	Amygdala	Architect	D. Blackfire	Mr. Freeze	Penguin’sG.

Red: Oversized - Bigger than the rack / **Blue:** Tall - Don’t place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Rack 5 Back – Suicide Squad, League of Assassins & Miscellaneous

The table shows each position in the rack. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Misc.	League of Assassins			Suicide Squad	
	Assassins R.	Heretic	Assassins	-	King Shark
	Assassins R.	Lady Shiva	Assassins	El Diablo	J. Daughter
	Assassins R.	Ra's Al Ghul	Assassins	Black Manta	Deathstroke
P. Ivy N52	Assassins R.	Talia al Ghul	Assassins	Deadshot	Boomerang

Red: Oversized - Bigger than the rack / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Rack 6 – Oversized Miniatures & Misc

This rack has only one side and has more room to store the tallest of the miniatures. Most miniatures on this rack will be “Red” if placed on another rack.

The table shows each position in the rack. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Misc	P. Zone	Core Box	CB /PZ	Core Box	
Pyg’s Gang	G. Dragons	Owl Katana	Riddler OY	Penguin	Prisoners
Pyg’s Gang	G. Dragons	Owl Katana	Talon	Scarecrow	Prisoners
Pyg’s Gang	G. Dragons	Owl Katana	Deadshot	Scarecrow	Prisoners
Pyg’s Gang	G. Dragons	Owl Katana	Mr Freeze	Black Mask	Prisoners

Red: Oversized - Bigger than the rack / **Blue:** Tall - Don’t place in green slot /

Place all miniatures (especially highlighted ones) like shown or be careful!



Rack 7 – Medium & Big Villain Miniatures

From left to right, this rack keeps the following miniatures:

1. Joker (Clayface) & Doc Death
2. 2x Carnivorous Plant Rex
3. Solomon Grundy & Bane (Venom)
4. Clayface

Make sure Clayface is exactly placed like shown (concrete block on top).



Rack 8 – Big Miniatures

Place Mr. Bloom and Rookie in the rack. Watch out for Mr. Bloom's Finger – they are extremely fragile.



Rack 9 – Medium Miniatures

Man-Bat must be placed exactly like shown in the picture. His left wing (red circle) will not fit on the rack – but make sure his right wing does. Man-Bat and Batcow must be placed at the same time in the rack.

Tusk	Batcow	Batman (Armored Suit)
Killer Croc	Man-Bat	Killer Croc
Hounds	Hounds	Hounds
N/A	N/A	Hounds



Rack 10 – T-Rex

Place the T-Rex in this rack.



Component Storage #1 – Token & Tiles Box

Place the biggest map tiles on the bottom of the box. Place some foam that came with the game on one of the short sides.



Component Storage #2 – Token & Tiles Box

Place the next smaller map tiles together with some foam in the box. You might need to cut the foam to make it fit.



Component Storage #3 – Token & Tiles Box

Place the square map tiles in the box.



Component Storage #4 – Token & Tiles Box

Place the Hero Boards on top of the square map tiles.



Component Storage #5 – Token & Tiles Box

Place the Attraction Tiles on top of the Hero Boards.



Component Storage #6 – Token & Tiles Box

Place the remaining Cardboard Tiles on top of the Attraction Tiles:
Batman Throwing Knife, Batmobile Board, Single Room Board.



Component Storage #7 – Token & Tiles Box

Place the Card Box for small cards in the lower left corner.



Component Storage #8 – Token & Tiles Box

Place the Dice & 3D Scenery Boxes and the Card Box for big cards next to the Card Box for small cards.



Component Storage #9 – Token & Tiles Box

Place both Tile Boxes next to the Card Boxes. The Hero Tile Box is placed on its side.



Component Storage #10 – Token & Tiles Box

Place the two stackable Token Boxes on top of the Hero Tile Box.



Component Storage #11 – Token & Tiles Box

Place the three Token Boxes and the Hero & Villain Screen Box in the remaining gap.



Component Storage #12 – Token & Tiles Box

Place the instructions on top.



Component Storage #13 – Token & Tiles Box

Place both Command Posts on top of the instructions. Place some of the remaining foam on both sides.



Component Storage #14 – Token & Tiles Box

Place the lid on the box. It won't close completely.

This box is really heavy! Always place it on the bottom. Never place it on the Miniatures Box (or any other Board Game Box)!

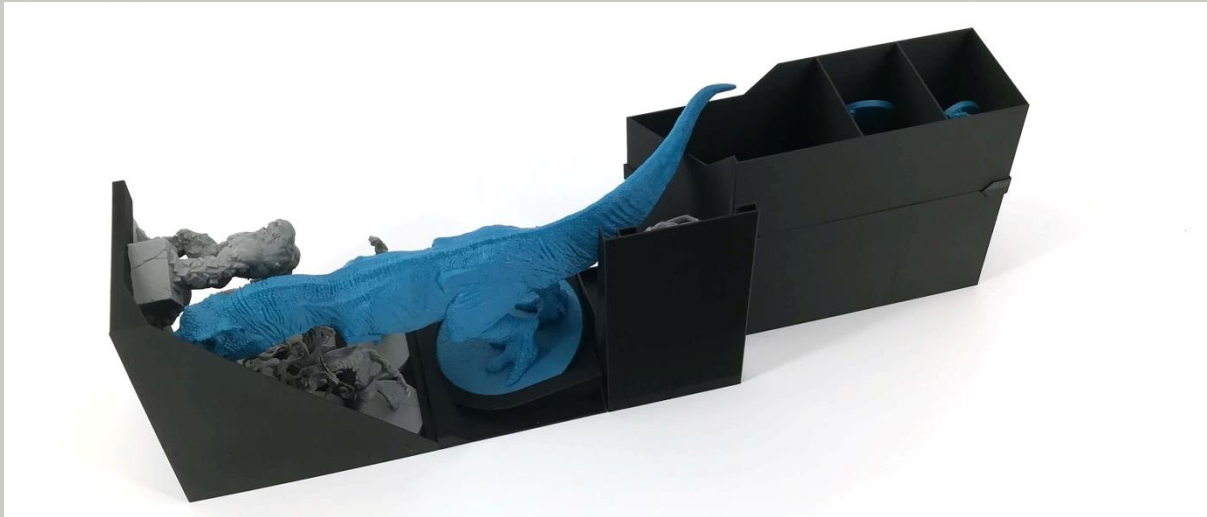


Component Storage #1– Miniatures Box

The following step should be done within the game box. However, for a better visibility it is shown without a box.

Take Rack 7 (Rookie & Mr Bloom), Rack 8 (Clayface, etc.), Rack 10 (T-Rex) and the Batmobile & Miniature Boxes.

Lift Rack 10 to connect it with Rack 7. Slide Rack 8 into Rack 7. Take a look at the next page for the results.



Component Storage #2– Miniatures Box

The top picture shows how the boxes are placed within the game box.



Component Storage #3 – Miniatures Box

Place Rack 1 in the game box. Make sure to place Batwoman on the correct side (red circle).



Component Storage #4 – Miniatures Box

Place Rack 2 in the game box. Make sure to place the oversized miniatures on the correct side (red circle).



Component Storage #5 – Miniatures Box

Place Rack 3 in the game box (containing Joker, Harley Quinn and her Hounds). Orientation does not matter on this rack.



Component Storage #6 – Miniatures Box

Place Rack 4 in the game box (containing Bystanders and Citizens).
Orientation does not matter on this rack.



Component Storage #7 – Miniatures Box

Place Rack 6 in the game box (containing most of the oversized miniatures).



Component Storage #8 – Miniatures Box

Place Rack 5 in the game box. Make sure to place King Shark (red circle) on the correct side.



Component Storage #9 – Miniatures Box

Place Rack 9 in the game box. Watch out for Man-Bats oversized wings. Make sure to place the Rack like in the picture.



Component Storage #9 – Miniatures Box

Before placing the lid, make sure that it won't damage any of the miniatures! Then place the lid on the box. It won't close completely.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de