Tinkering Paws

BOARD GAME INSERTS





List of Contents

- 1. 4 Miniature Boxes
- 2. 10 Gang Miniature Boxes
- 3. 10 Gang Token Boxes
- 4. 2 Token Boxes
- 5. 3 Card Boxes

Info: For easier identification all boxes are marked with a code (F1, F2, etc.) on their bottom or a gang name on top.

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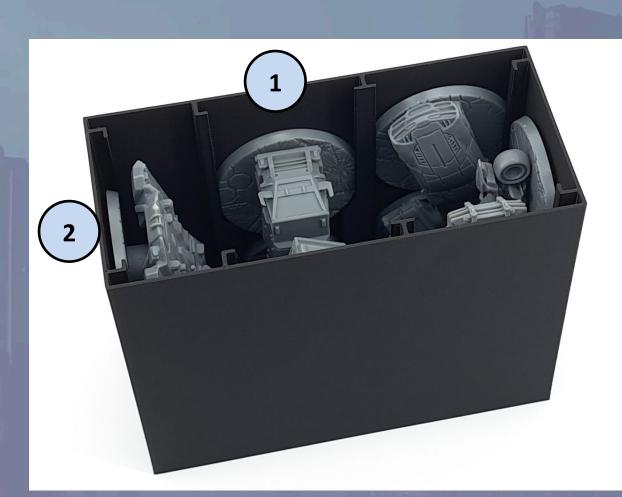




Miniature Box #M2

Miniature Box #M2 holds the last Edgerunner, both Engrams and the Fixers. It has some extra room for additional miniatures.

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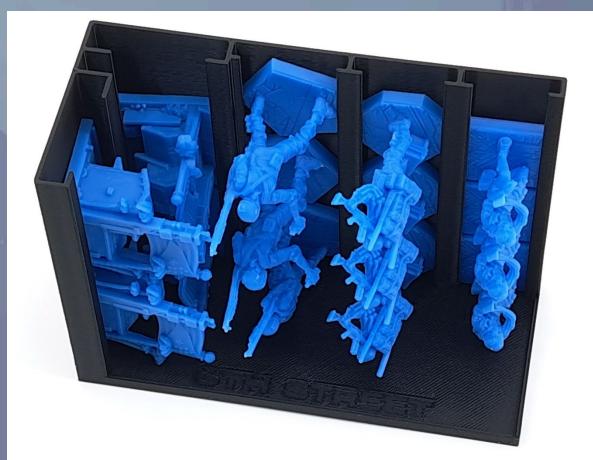
Miniature Box #M3

Miniature Box #M3 holds all vehicles and the Trauma Team. You can place the vehicles in this box mostly by your own choice, except Basilisk (2) and Trauma Team (lower position of slot 1).



Miniature Box #M4

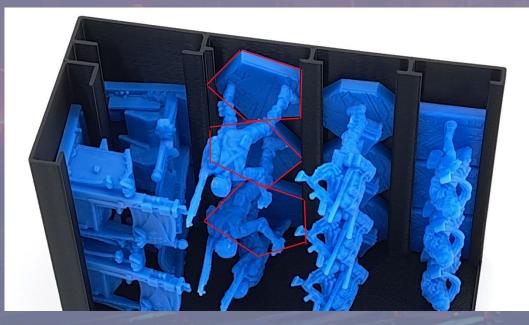
Miniature Box #M4 holds all Drones.



6th Street Gang Miniature Box

Start with the 6th Street and place the miniatures as shown.

Make sure that the bases of the Solos are placed alternately in the slot (see red lines below). All Solos of all gangs are placed in this way.



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Aldecaldos Gang Miniature Box

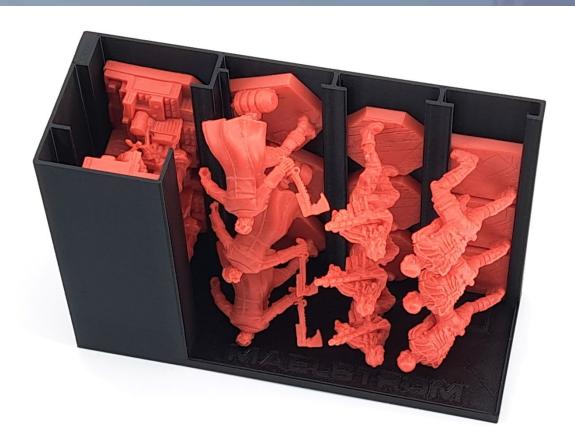
Make sure to place their hideout between the second and third Solo.



Animals Gang Miniature Box

Place their hideouts before the Solos, to make sure there is no collision.

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Maelstrom Gang Miniature Box

When placing the Maelstrom hideout, the spider bot's outstretched arm must point upwards on all four hideouts.



The Moxes Gang Miniature Box

The Moxes' hideout needs to be placed between the second and third Solo.



Scavengers Gang Miniature Box

Nothing special is required when placing the Scavengers.



Tyger Claw Gang Miniature Box

When placing the Tyger Claw hideouts, make sure the faces are slightly facing away from each other.



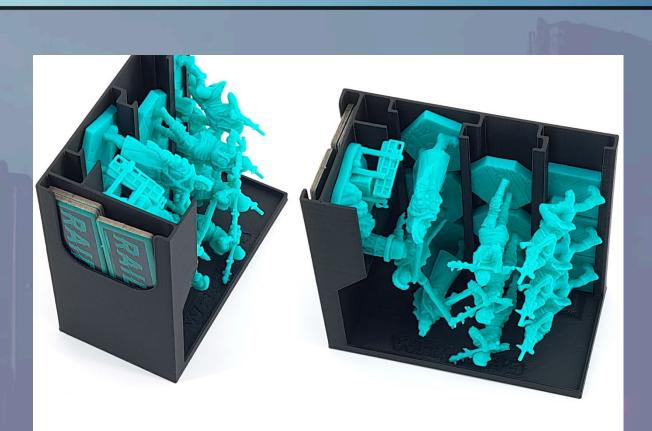
Valentinos Gang Miniature Box

The car on the first two Valentinos hideouts should face down, while the car on the other two hideouts should face up.



Voodoo Boys Gang Miniature Box

Nothing special is required when placing the Voodoo Boys.



Wraiths Gang Miniature Box

The Wraiths' Faction Box also holds the "Raided"-tokens.



Gang Token Boxes #T1

The 10 Gang Token Boxes hold all color bases and gang related tokens.



Token Box #T2

Token Box #T2 holds the Netwatch Dice and following tokens: Militech, Time, Corporate Secret, Contraband, Eurodollar, Container & "X"





Token Box #T3

Token Box #T3 holds all Action Discs and the remaining Story & Solo Tokens.



Card Boxes

Card Boxes #C1 & #C2 will hold the small cards, while Card Box #C3 holds the big cards.



Place the game board in the box and add the two smaller board.



Now place the Badlands Board on top.



Continue by adding the Gang Dashboards and all 10 Gang Token Boxes. Make sure their big chamfer is facing the upper right.



Add all big Gang Miniature Boxes.



Add #M1, #M2 and the remaining Token Boxes.



Add Card Box #C3 and the remaining Gang Miniature Boxes.



Continue with adding the remaining boxes...



... and place the rulebook on top.

For questions or feedback visit <u>www.TinkeringPaws.de</u>

Or write an email to info@tinkeringpaws.de