



Tinkering Paws

BOARD GAME INSERTS



Divinity Original Sin



Contents

1. 5 Miniature Boxes
2. 2 Token Boxes
3. 10 Card Boxes

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



Miniature Box #M1

Miniature Box #M1 holds Shambling Vegetal Tank, Bone Widow, Venom-Wing, Kraken body, Sphinx, Ice Rhino & Slane.

Slane protrudes over the box. This is correct. You might want to wait until everything was added to the game box, before you place him the first time.



Miniature Box #M2

Miniature Box #M2 holds all miniatures with a small base, the Cheese Vendor and all four barrels.



Miniature Box #M3

Miniature Box #M3 holds nine miniatures.

Make sure none of them are taller than the box!



Miniature Box #M4

Miniature Box #M4 holds another nine miniatures.

Some of them will be taller than the box. This is correct.



Miniature Box #M5

This box holds the Kraken arms, Crypt Guardian, Forest Tiger, Lizard & Magister Champion. The Kraken arms may protrude on the right side.



Token Boxes #T1

Token Box #T1 holds all tokens and bases.

If you own the Metal Coins, store them here and store the cardboard coins in #T2.



Token Boxes #T2

Token Box #T2 holds the cardboard coins (only when you placed the Metal Coins in #T1), dice, HP dials and small cards.



Card Boxes

Card Boxes #C1 (4x) and #C2 (2x) hold the medium cards, Card Boxes #C3 (2x) and #C4 (2x) hold the big cards.



Component Storage #1

Place the Divine Atlas at the bottom of the base game box.



Component Storage #2

Now add all four Player Trays.



Component Storage #3

Now add the Boss Book and the Boss Tactics Tray.



Component Storage #4

Proceed with the Rulebook and place the small booklets and Player Reference Cards evenly next to it.



Component Storage #5

Add Miniature Boxes #M2 & #M3, both Token Boxes and the Combat Board.



Component Storage #6

Add one Map Board like shown: 5 layers on the left side. 1 layer on the right side.



Component Storage #7

Place Miniature Boxes #M4 & #M5 like shown.

Add all remaining Map Boards to the right side.



Component Storage #8

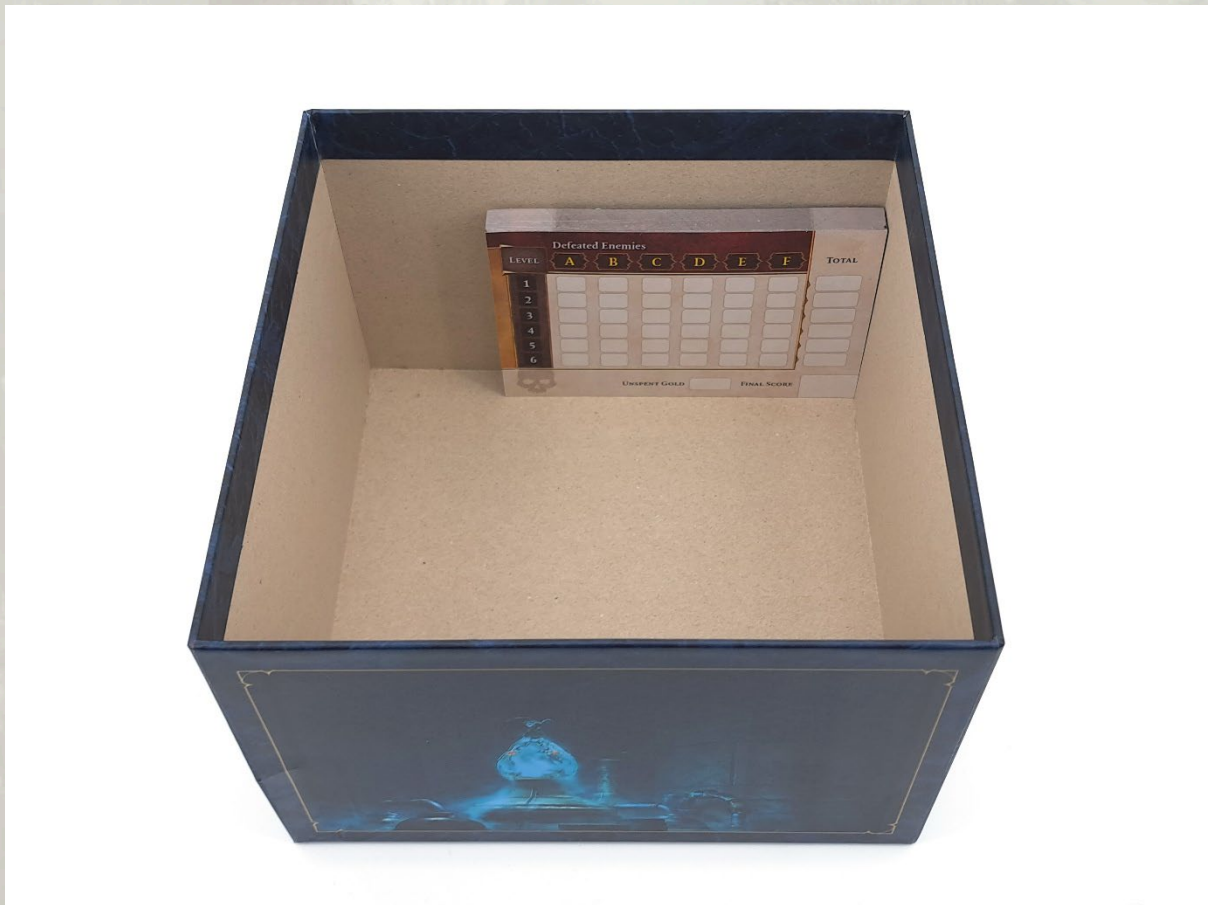
Proceed with Miniature Box #M1 and the small rulebooks.



Component Storage #9

Now add the Card Boxes #C1 (4x) and #C2 (2x).

Some boxes will be slightly taller than the game box. This is correct, as the lid is also slightly taller



Component Storage #10

Proceed with the Haunted Keep Box – or the Nemesis Box if you chose that option – and place the Score Pad.



Component Storage #11

Proceed with the remaining Card Boxes.



Component Storage #12

Add the “The Merchant” card, one Bag, and Minions & Boss Trays on the left side.



Component Storage #13

Add the remaining bags.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de