



# Tinkering Paws

BOARD GAME INSERTS



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**VIDEO**  
instruction

## Frostpunk

The Board Game





## Contents

1. 12 Token Boxes
2. 3 Card Boxes
3. 1 Map Tile Box
4. 1 Dreadnought Box
5. 4 Miniature Boxes

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





### **Token Box #T1, #T2 & #T12**

**#T1:** Hope, Discontent, Cold, Heat, Round & Storm

**#T2:** Heat Range Indicators

**#T12:** Trees, Wood, Steel, Steam Cores & Coal (wooden Tokens)





### **Token Box #T3 & #T4**

**#T3:** Spent Citizens, Corpse, Phase, Evacuation, Hunger, Food, Citizen, Sickness & Feed Citizens

**#T4:** Knowledge/Discovery, Scenario Trigger, Development, Stockpile, Condition, Study, Electrostatic Discharge, Generator Damage, Dreadnought & Starting Walls





**Token Box #T5, #T6 & #T7**

**#T5:** Leadership Markers, Steam Hub pieces and all Citizen Meeples

**#T6:** Automaton Meeples, Wood, Steel & Steam Cores

**#T7:** Coal & Trees





### **Token Box #T8, #T9, #T10 & #T11**

**#T8:** Bunkhouse, House, Tent, Hunter's Hut, everything "destroyed"

**#T9:** Charcoal Kiln, Sawmill, Workshop, Gathering & Medical Post, Field Kitchen, Seedling Ark, Cemetery

**#T10:** Temple, Public House, Factory, Child Shelter, Cookhouse, Care House, Fighting Arena, Ventilation Plant

**#T11:** All large buildings. Sort them alphabetically across the four compartments.





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

Card Boxes #C1 & #C2 are used for large cards; #C3 is used for small cards. #C2 is only needed if card sleeves are used.





### **Map Tile Box #MT1 & Dreadnought Box #D1**

Map Tile Box #MT1 will store the Map Tiles while Dreadnought Box #D1 will store the Dreadnought.



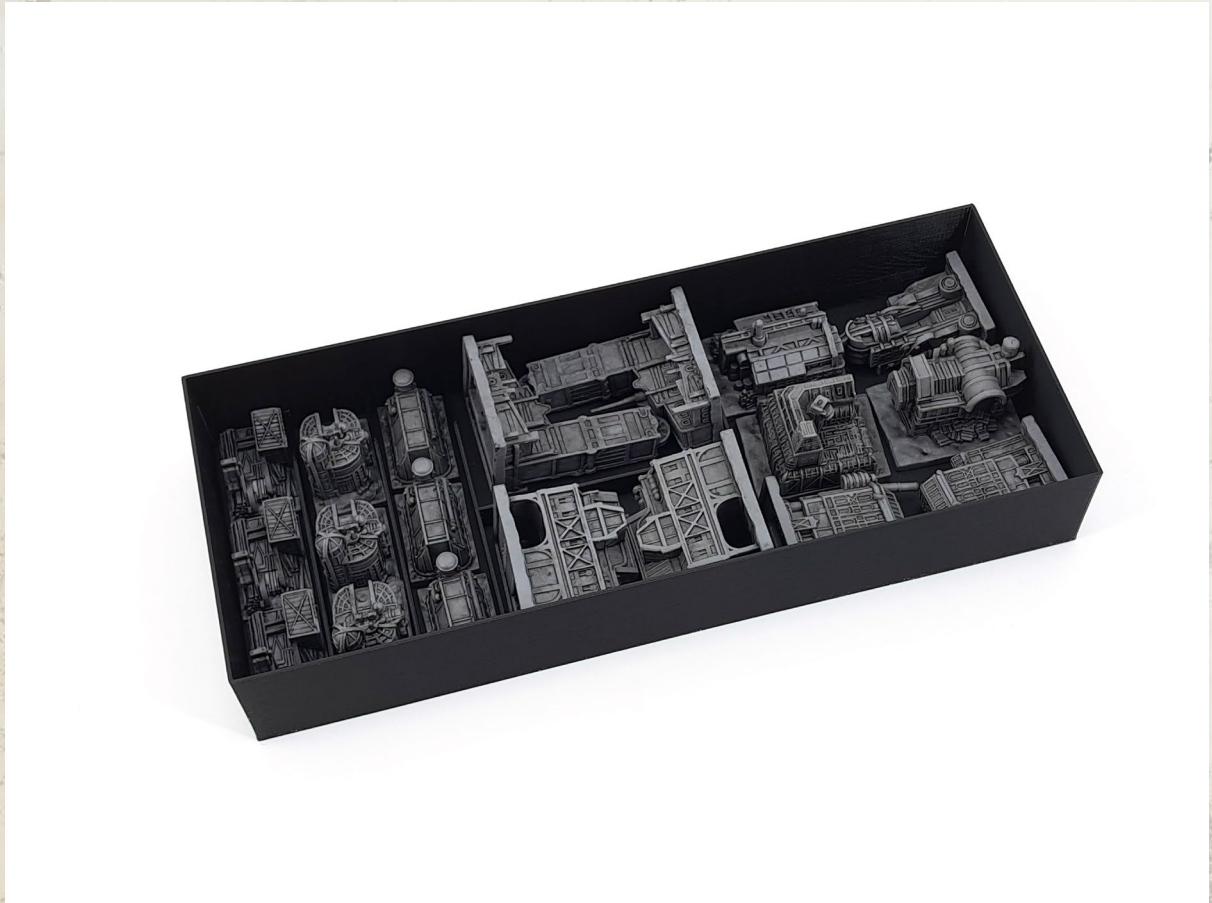


### **Miniature Box #M1**

Miniature Box #M1 will hold the following minis:

Wall Drill, Hothouse, House, Gathering Post, Tent, Pit, Charcoal Kiln, Field Kitchen, Bunkhouse, Hunter's Hut, Ventilation Plant, Care House, Child Shelter, Cemetery, Fighting Arena, Cookhouse, Propaganda Centre, Library, Public House & Outpost Depot





### **Miniature Box #M2**

Miniature Box #M2 will hold the following minis:

Sawmill, Seedling Ark, Medical Post, Coal Mine, Infirmary, Workshop,  
Outpost Depot, Factory, Prison & Evacuation Centre





### **Miniature Box #M3**

Miniature Box #M3 will hold the following minis:

Automaton, Faith Keepers, Agitator, Guard Post, Temple, Leader,  
Coal Thumper, Beacon & Steam Hubs





### **Miniature Box #M4**

Miniature Box #M4 will hold the following minis:

Engineers, Workers & Children





## Component Storage #1

Start with the base game box and add Card Boxes #C1 & #C2 as well as Token Boxes #T3 - #T7. Make sure the Token Boxes are between the Card Boxes.





## Component Storage #2

Proceed with the Rim board pieces, Token Boxes #T1 & #T2 and the two smallest game boards.





### Component Storage #3

Add the Map Tile Box #MT1 and Token Boxes #T8 - #T12.





#### Component Storage #4

Proceed with the Dreadnought Box #D1, Card Box #C3 and the Generator. Place the bags in the gap.





## Component Storage #5

Add the game boards on top ...





## Component Storage #6

... and then place the rule books.









### **Component Storage #8**

... if you want to use the Miniatures Expansion Box, place one plastic tray with lid in the box.





## Component Storage #9

Then add the Miniature Boxes.

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

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