Tinkering Paws

BOARD GAME INSERTS

Gloomhaven

Premium Insert – Sleeved Cards Version

List of Contents

1. Monster Standee Tray.
2. Box for event cards, personal quest cards and random dungeon cards, with "Unlocked", "Locked" and "Removed" dividers.
3. Box for monster attack modifier cards, curse & bless cards, etc.
4. Item card box – with "Unlocked", "Locked", "Random", "Scenario" and "Removed" divider.
5. 2 Monster ability card boxes.
6. Box for monster stat cards and monster stat sleeves.
7. 3 stackable boxes for all tokens.
8. 4 stackable boxes for all overlay tiles.

If you have bought the full upgrade pack for "Forgotten Circles", keep using the orange numbers. These boxes have not changed.

Monster Standee Tray

Place the standees like shown in the image.

- There is more than just one possibility to place the standees.
- The slots in the back are for the bosses.
- Make sure to turn the dragon (shown in the back right corner) by 90 degrees.
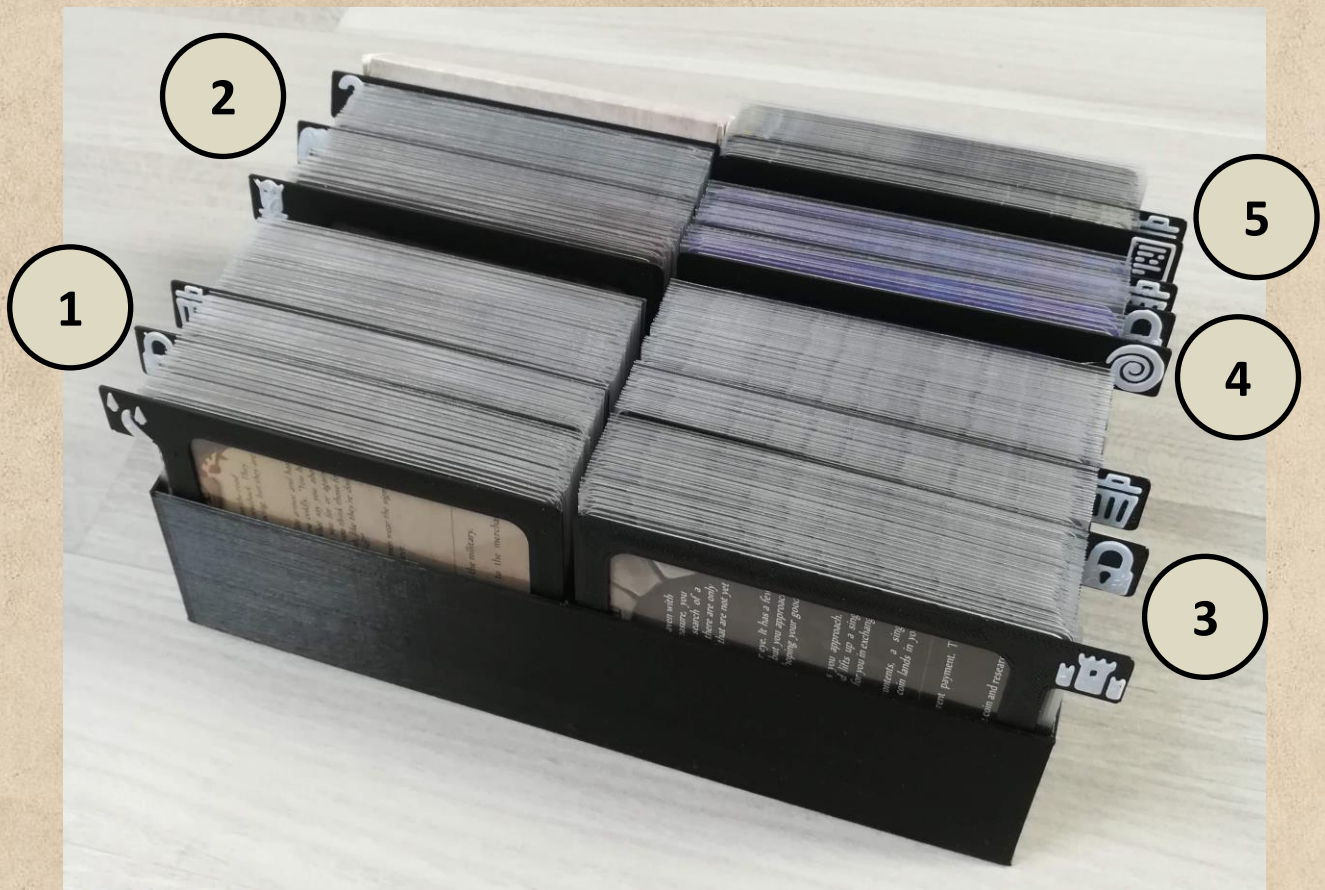
Small Card Box

This box will store the following cards:

1. Monster Attack Modifier Deck
2. Battle Goal Cards
3. Monster Curse Cards
4. Player Bless Cards
5. Player Curse Cards
6. "-1" Attack Modifier Cards

Please note: Character Attack Modifier Cards and Ability Cards are kept inside the Character Tuckboxes.

Big Card Box

This box will store the following cards:

1. **Road Event Cards:** Three dividers: "Unlocked" (road & 2 trees), "Locked" (lock) & "Removed" (trash can).
2. **Random Dungeon Cards**: Two dividers: "Monster" (monster head) & "Dungeon" (cave). Sealed box from "Forgotten Circles" expansion with "?" divider.
3. **City Event Cards:** Three dividers: "Unlocked" (castle), "Locked" & "Removed".
4. **Rift Event Cards:** Three dividers: "Unlocked" (vortex), "Locked", & "Removed".
5. **Personal Quest Cards:** Two dividers: "Unlocked" (notebook) and "Removed".

Please note: Character Attack Modifier Cards and Ability Cards are kept inside the Character Tuckboxes.

Item Card Box

This box stores all your items and random scenario cards and comes with the following dividers:

- "Unlocked"
- "Locked"
- "Random" (Random Item)
- "Scenario" (For Random Scenario Cards)
- "Removed" (For removed Random Scenario Cards)

Monster Ability Card Box

These boxes store all monster ability cards in alphabetical order.

Order of English cards:		Order of German cards:	
Ancient Artillery	Living Corpse	Antike Artillerie	Schütze
Archer	Living Spirit	Boss	Schwarmling-Ko.
Ashblade	Lurker	Erddämon	Sonnendämon
Boss	Night Demon	Flammendämon	Späher
Cave Bear	Ooze	Frostdämon	Speidraken
Cultist	Rending Drake	Grimmwolf	Steingolem
Deep Terror	Savage	Höhlenbär	Tiefenschreck
Earth Demon	Savvas Icestorm	Kultist	Wache
Flame Demon	Savvas Lavaflow	Nachtdämon	Wandelnde Leiche
Frost Demon	Scout	Pirscher	Wandelnde Seele
Giant Viper	Shaman	Reißdraken	Wandelndes Sk.
Guard	Spitting Drake	Riesenviper	Wicht
Harrower Infester	Stone Golem	Savvas-Eissturm	Winddämon
Hound	Sun Demon	Savvas-Lavastrom	???
Imp	Tracker	Schamane	???
Living Bones	Wind Demon	Schleim	???

Box for Monster Stat Cards and Monster Stat Sleeves

This box will store all monster stat cards and monster stat sleeves.

Token Box

These three stackable boxes will store all tokens:

1. Plastic Stands (two trays)
2. Element Discs (one tray)
3. Summon and Tracker Tokens (two trays)
4. Scenario Aid & Objective Tokens (two trays)
5. Status Tokens (nine trays)
6. Money tokens (two trays)
7. Rift Tokens
8. Damage Tokens (three trays)

Overlay Tile Box

These four stackable boxes will store all overlay tiles.

The individual boxes are shown on the following pages.

Overlay Tile Box

The top box holds all non-hex overlay tiles.

Please note, that the sarcophagus, the table, the cabinet and the medium rocks can only be arranged like shown.

Overlay Tile Box

The hex tiles in this box are always placed as pairs. Collect all identical overlay tiles and place them like shown:
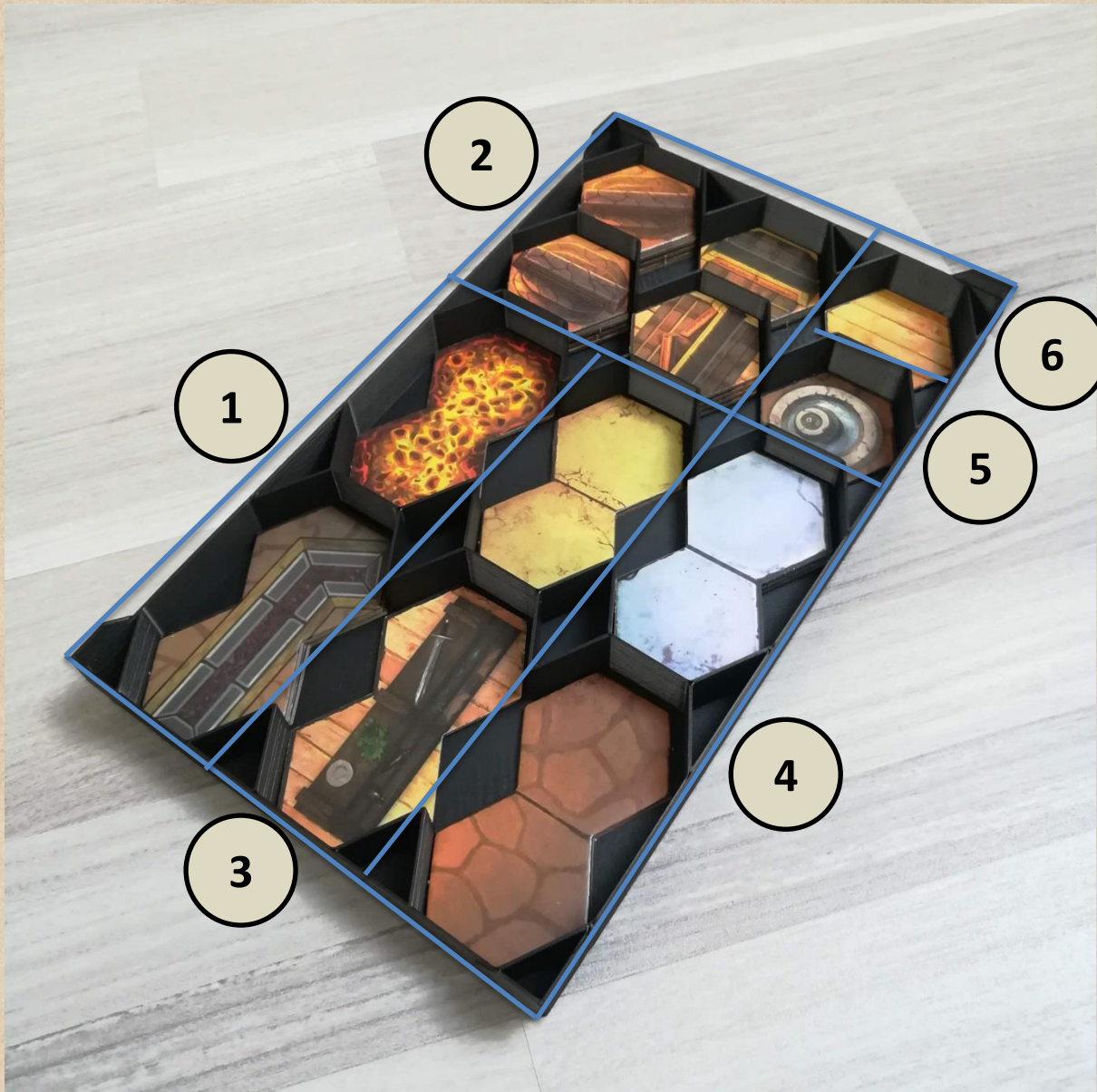
1. **Front**: Barrel   **Back**: Man Made Stone
2. **Front**: Stalagmites   **Back**: Bush
3. **Front**: Dark Fog   **Back**: Natural Stone
4. **Front**: Stone Pillar   **Back**: Water
5. **Front**: Stairs   **Back**: Thorns
6. **Front**: Crate   **Back**: Crystal
7. **Front**: Rock Column **Back**: Totem
8. **Front**: Water   **Back**: Stump
9. **Front**: Water   **Back**: Cabinet

Overlay Tile Box

The hex tiles in this box are always placed as pairs. Collect all identical overlay tiles and place them like shown:

1. **Front**: Earth   **Back**: Light Fog
2. **Front**: Earth   **Back**: Wood
3. All three-hex overlay tiles
4. **Front**: Dark Pit   **Back**: Water
5. **Front**: Wall Section   **Back**: Log

Overlay Tile Box

The hex tiles in this box are mostly placed as pairs. Collect all identical overlay tiles and place them like shown:

1. **Front**: Wall Section   **Back**: Hot Coals
2. All four different types of doors.
3. **Front**: Shelf   **Back**: Earth
4. **Front**: Man Made Stone   **Back**: Natural Stone
5. **Front**: Fountain   **Back**: Hot Coals (Only 1 tile!)
6. **Front**: Wood   **Back**: Hot Coals (Only 1 tile!)

Component Storage #1

Arrange the box for monster stat cards and monster stat sleeves like shown in the picture. Then place the miniature boxes.

Component Storage #2

Place both monster ability cards boxes like shown.

Component Storage #3

Place the item box like shown and place the XP- and HP-dials on top of the monster ability card boxes.

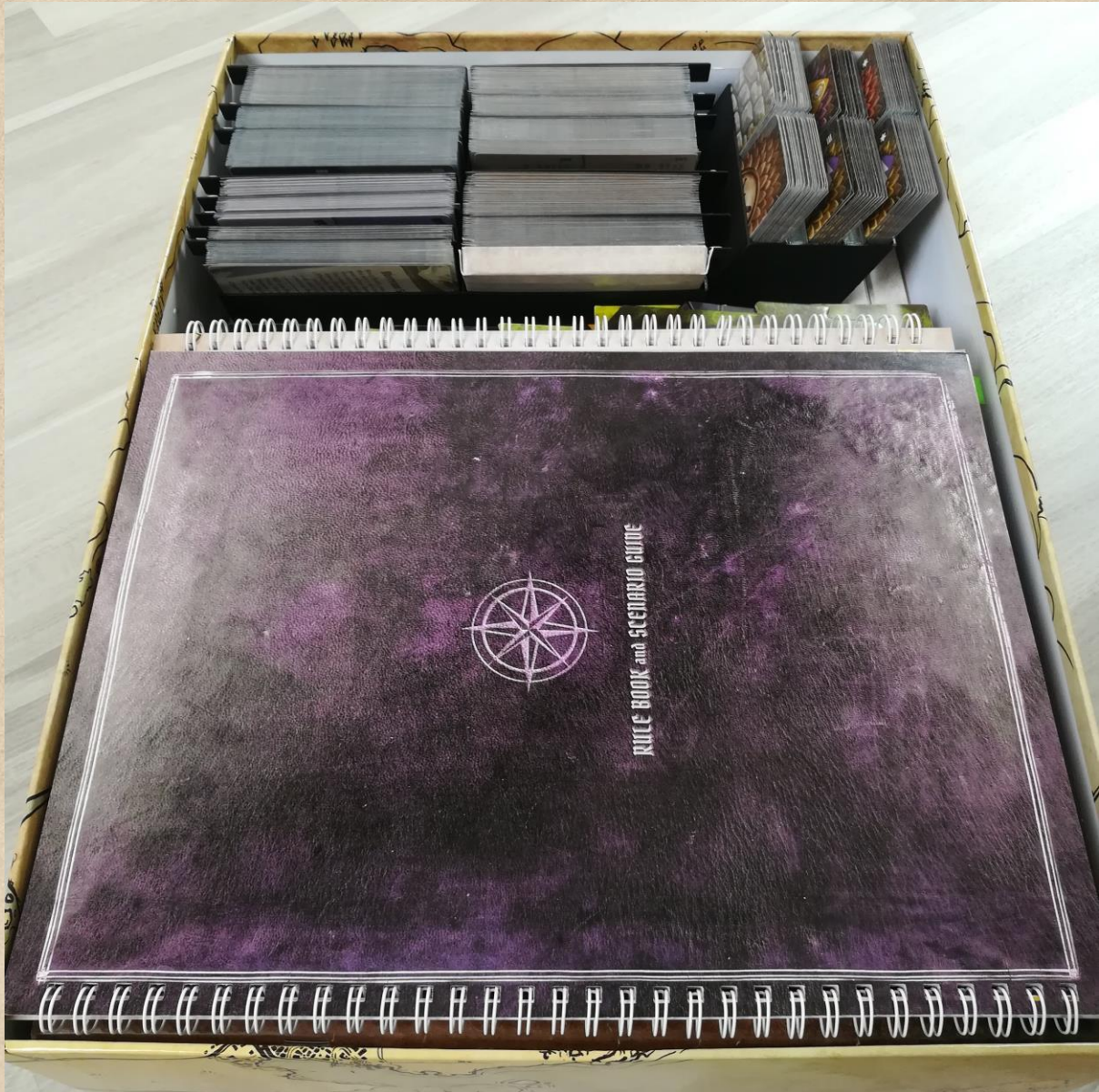**Component Storage #4**

Place the token box like shown.

Component Storage #5

Place the box for the overlay tiles and the monster tray on top of the other boxes.

Component Storage #6

Place the map board and the remaining card boxes like shown.

Component Storage #7

Place the map tiles and instruction booklets on the map board.

Component Storage #8

Place the remaining components on top of the map tiles. The box should still close.

For questions or feedback, please contact us on Etsy:
https://www.etsy.com/de/shop/TinkeringPaws