



# Tinkering Paws

BOARD GAME INSERTS



## Gloomhaven

Premium Insert – Unsleeved Cards Version



## List of Contents

1. Monster Standee Tray.
2. Box for monster attack modifier cards, curse and bless cards, etc.
3. Box for event cards, personal quest cards and random dungeon cards, with “Unlocked”, “Locked” and “Removed” dividers.
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.



### Monster Standee Tray

Place the standees like shown in the image.

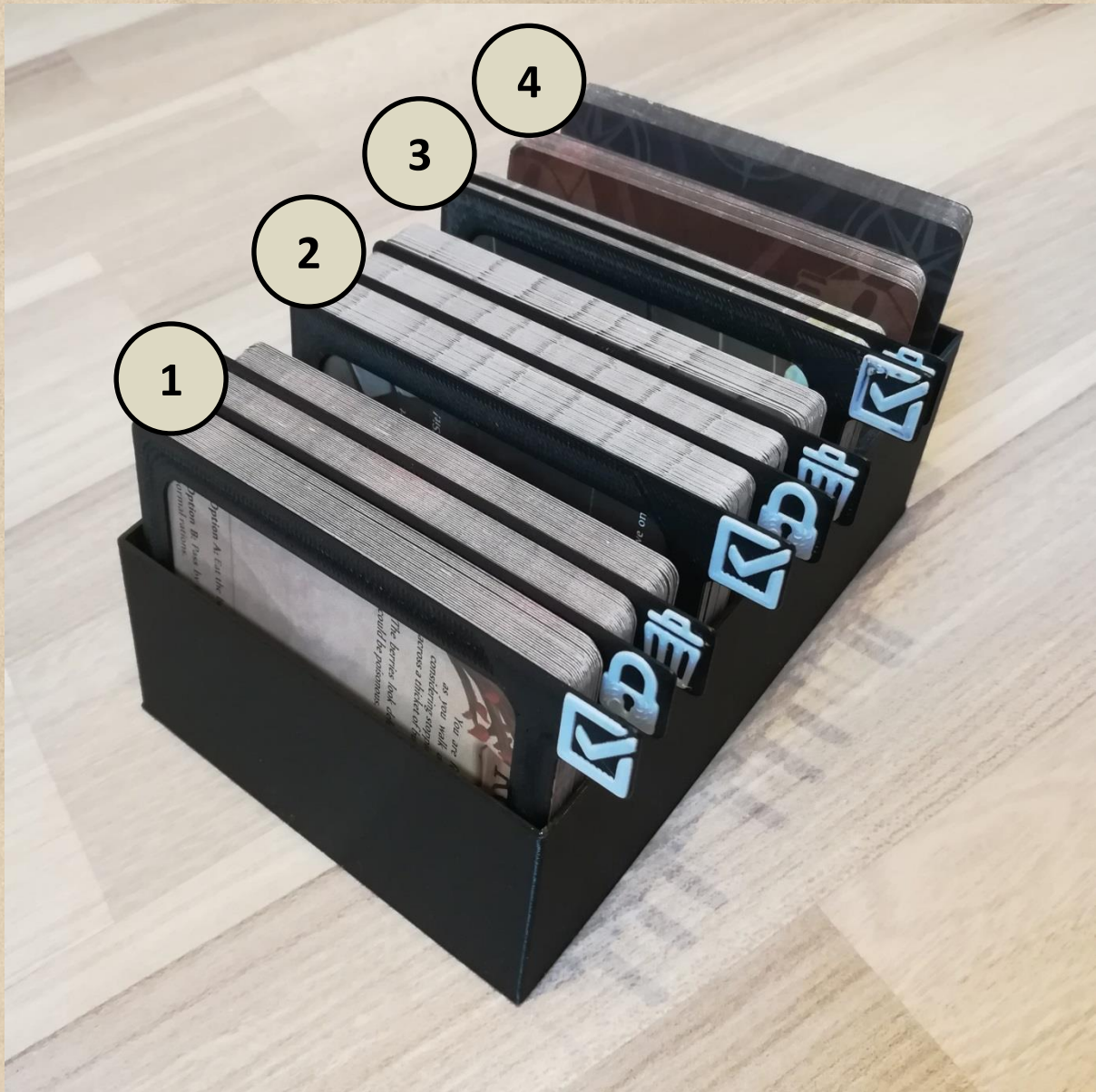
- There is more than just one possibility to place the standees.
- Bosses are placed in the back.
- Make sure to turn the dragon (shown in the back right corner) by 90 degrees.



### **Small Card Box**

This box will store all following cards:

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



## Big Card Box

This box will store all following cards:

1. Road Event Cards with “Unlocked” (check mark), “Locked” (lock) and “Removed” (trash can) dividers.
2. City Event Cards with “Unlocked”, “Locked” and “Removed” dividers.
3. Personal Quest Cards with “Unlocked” and “Removed” dividers.
4. Random Dungeon Cards (divided in Dungeon & Monster Cards)



### **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	Schleim
Archer	Living Spirit	Boss	Schütze
Boss	Lurker	Erddämon	Schwarmling-Ko.
Cave Bear	Night Demon	Flammendämon	Sonnendämon
Cultist	Ooze	Frostdämon	Späher
Deep Terror	Rending Drake	Grimmwolf	Speidraken
Earth Demon	Savvas Icestorm	Höhlenbär	Steingolem
Flame Demon	Savvas Lavaflow	Kultist	Tiefenschreck
Frost Demon	Scout	Nachtdämon	Wache
Giant Viper	Shaman	Pirscher	Wandelnde Leiche
Guard	Spitting Drake	Reißdraken	Wandelnde Seele
Harrower Infester	Stone Golem	Riesenviper	Wandelndes Sk.
Hound	Sun Demon	Savvas-Eisstrom	Wicht
Imp	Wind Demon	Savvas-Lavastrom	Winddämon
Living Bones		Schamane	



### **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. Summon and Tracker Tokens (two trays)
3. Status Tokens (eight trays)
4. Scenario Aid & Objective Tokens (two trays)
5. Damage Tokens (three trays)
6. Element Discs (one tray)
7. Money tokens (two 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. <b>Front:</b> Barrel      | <b>Back:</b> Man Made Stone |
| 2. <b>Front:</b> Stalagmites | <b>Back:</b> Bush           |
| 3. <b>Front:</b> Dark Fog    | <b>Back:</b> Natural Stone  |
| 4. <b>Front:</b> Rock Column | <b>Back:</b> Totem          |
| 5. <b>Front:</b> Stairs      | <b>Back:</b> Thorns         |
| 6. <b>Front:</b> Crate       | <b>Back:</b> Crystal        |
| 7. <b>Front:</b> Water       | <b>Back:</b> Stone Pillar   |
| 8. <b>Front:</b> Water       | <b>Back:</b> Stump          |
| 9. <b>Front:</b> Water       | <b>Back:</b> 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. <b>Front:</b> Man Made Stone       | <b>Back:</b> Natural Stone            |
| 2. All four different types of doors. |                                       |
| 3. <b>Front:</b> Shelf                | <b>Back:</b> Earth                    |
| 4. <b>Front:</b> Wall Section         | <b>Back:</b> Hot Coals                |
| 5. <b>Front:</b> Wood                 | <b>Back:</b> Hot Coals (Only 1 tile!) |
| 6. <b>Front:</b> Fountain             | <b>Back:</b> 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 XP- and HP-dials on top of the monster ability card boxes. Place the token box, the small card box and the item card box like shown.



#### **Component Storage #4**

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



### **Component Storage #5**

Place the map board, and the remaining card box like shown.



## Component Storage #6

Place the remaining components on top of the map board. The box should close without any problems.

For questions or feedback, please contact us on Etsy:

<https://www.etsy.com/de/shop/TinkeringPaws>