

# **Tinkering Paws**

BOARD GAME INSERTS



# Gloomhaven

**Premium Insert – Unsleeved 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. Player Bless Cards
- 4. Player Curse Cards
- 5. Monster Curse Cards
- 6. "-1" Attack Modifier Cards

**Please note:** A newer version of this box is available. It is sloped at the top, but placement of the cards is the same.

**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).
- Random Dungeon Cards: Two dividers: "Monster" (monster head) & "Dungeon" (cave). Sealed box from "Forgotten Circles" expansion with "?" divider.
- City Event Cards: Three dividers: "Unlocked" (castle), "Locked" & "Removed".
- 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:

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

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# **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.



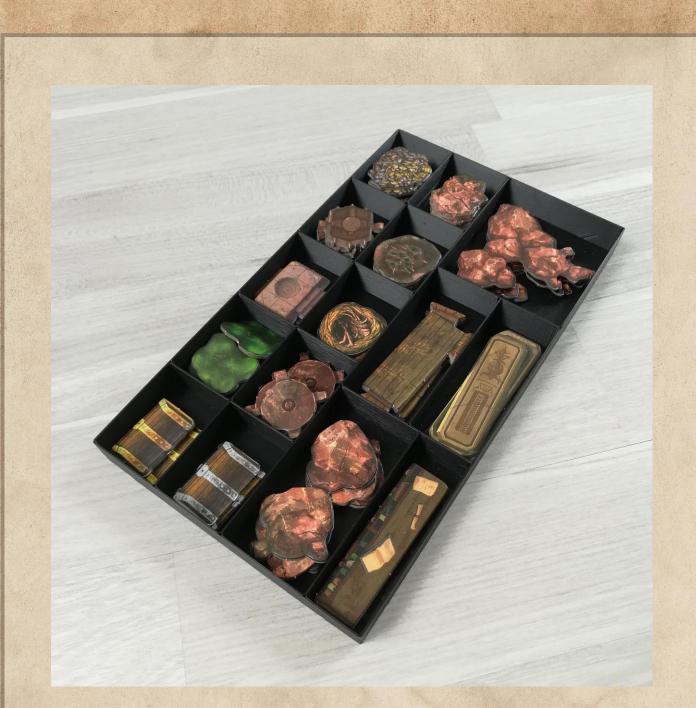
#### **Token Box**

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)



These four stackable boxes will store all overlay tiles. The individual boxes are shown on the following pages.



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.



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

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



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
- 6. Front: Wood

- Back: Hot Coals (Only 1 tile!)
- Back: Hot Coals (Only 1 tile!)



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



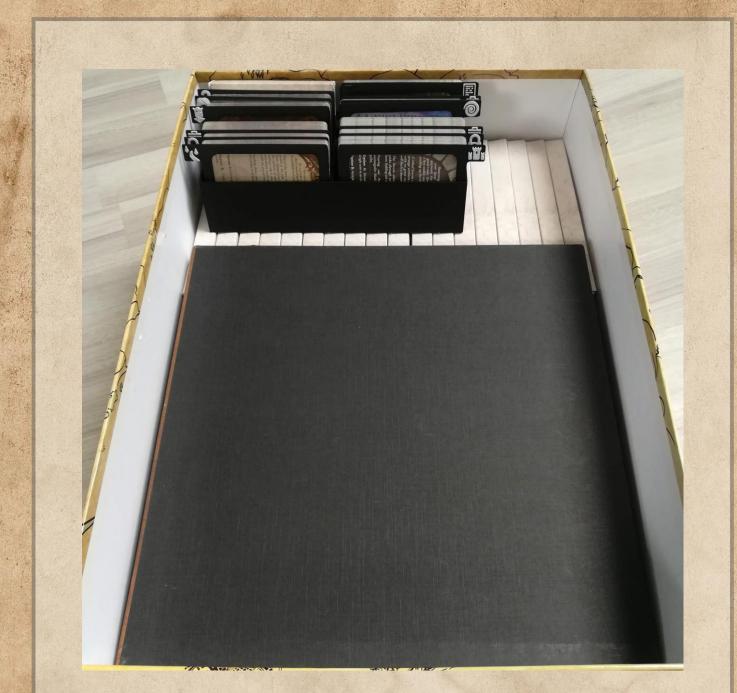
Place both monster ability cards boxes, the small card box and the item card box like shown.



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



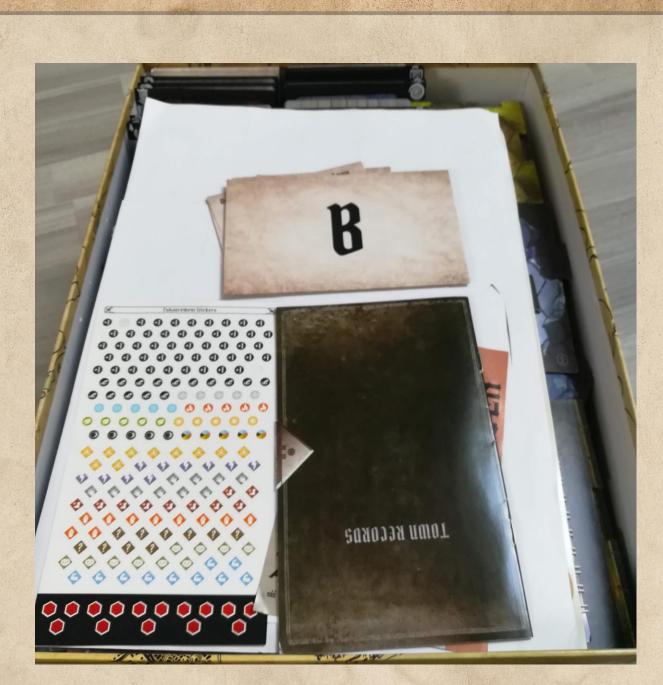
Place the box for the overlay tiles and the monster tray on top of the other boxes.



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



Place the map tiles on the map board.



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

For questions or feedback, please contact us on Etsy: <a href="https://www.etsy.com/de/shop/TinkeringPaws">https://www.etsy.com/de/shop/TinkeringPaws</a>