



Tinkering Paws

BOARD GAME INSERTS



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VIDEO
instruction

ISS Vanguard



List of Contents

1. 8 Miniature Boxes
2. 5 Token Boxes
3. 5 Dice Boxes
4. 6 Card Tray A Boxes
5. 6 Card Tray B Boxes
6. 20 Card Boxes with optional dividers

Info: For easier identification all boxes are marked with a code (M1, M2, etc.) on their bottom or a gang name on top.



Miniature Box #M1

Miniature Box #M1 holds the eight Crewmember miniatures from the base game and four Crewmembers from the Deadly Frontiers expansion.



Miniature Box #M2

Miniature Box #M2 holds the Leviathan Lander and the remaining Deadly Frontier miniatures: 4 Crewmembers and 4 Threats.



Miniature Box #M3

Miniature Box #M3 holds the Pets and the following miniatures: Carnivorous Thicket, Enraptured Visitor, Builder's Metahedron, Spawn Guard, Ophthalmoid, Sprout, Kurma & Bombardment.



Miniature Box #M4

Miniature Box #M4 holds Apex Predator, Lost Arrogator, Glitched Stele, Distorted Planidian, both Inevitable Deaths, Magnacereb & Maw.



Miniature Box #M5

Miniature Box #M5 holds Arrogator Behemoth, Arrogator Warswarm (with drones attached) & Builder's Biomebot.



Miniature Box #M6

Miniature Box #M6 holds Sprout, Amphibious Leaftrap, Storm, Scintillating Shardfly, Idemian Pilgrim, Flower Bug & Aerugon Saboteur.



Miniature Box #M7

Miniature Box #M7 holds Mission Equipment miniatures and the die.



Miniature Box #M8

Miniature Box #M8 holds the remaining Landers.



Token Boxes #T1 & #T2

Token Boxes #T1 and #T2 hold all tokens and the universal markers.



Token Boxes #T3, #T4 & #T5

Token Boxes #T3, #T4 and #T5 hold the Standees - separated into: Base Game Threats, Base Game Mission Equipment (2 compartments), Base Game Landers, Lost Fleet Mission Equipment & Landers, Lost Fleet Threats and Deadly Frontier Threats.

They also hold the Standee Bases, Colored Base Rings, Lead Bag, Planetary Scanner, Record sheets & Current System Bookmark.



Dice Boxes #D1, #D2 & #D3

Dice Boxes #D1 (3x) hold the Section Dice, Dice Box #D2 holds the D10, Injury and Danger Dice, Dice Box #D3 holds the Alien Dice.



“Card Tray A” Boxes

“Card Tray A” Boxes #CTA1 - #CTA6 hold the cards that were previously stored in the white Card Tray A.



“Card Tray B” Boxes

“Card Tray B” Boxes #CTB1 - #CTB6 hold the cards that were previously stored in the black Card Tray B.



Card Boxes

Card Boxes #C1 (4x) hold the Section Cards and Sleeves.

Card Boxes #C2 (2x) hold the big cards (Threats, Landers, etc.)

Card Boxes #C3 - #C6 (all 2x) hold the remaining medium cards.

Card Boxes #C7 (2x) hold the Equipment Cards, #C8 - #C10 hold the small cards.

Card Box #C11 can be used to store additional or removed cards.



Component Storage #1

Take the ship book and add the Cardholders, Ship Book pages, "Awaiting ..." envelope, Lander Boards and all books.

Make sure the front and back covers are parallel.

Otherwise add or remove some components.



Component Storage #2

Take the base game box. Add Dice Boxes #D1 (3x) & #D3 and the Planetopia booklets.



Component Storage #3

Continue with the System Maps and the Comic.



Component Storage #4

Proceed with the rulebooks ...



Component Storage #5

... and the four crew boards, Token Box #T2 & Dice Box #D2.



Component Storage #6

Add the Ship Book and Token Box #T1.



Component Storage #7

Continue with Card Boxes #C1 (4x) & #C2 (2x).



Component Storage #8

Proceed with Miniature Boxes #M1 & #M2 and Miniature & Token Boxes #T3, #T4, #T5 and #M8. Also add Card Box #C11.



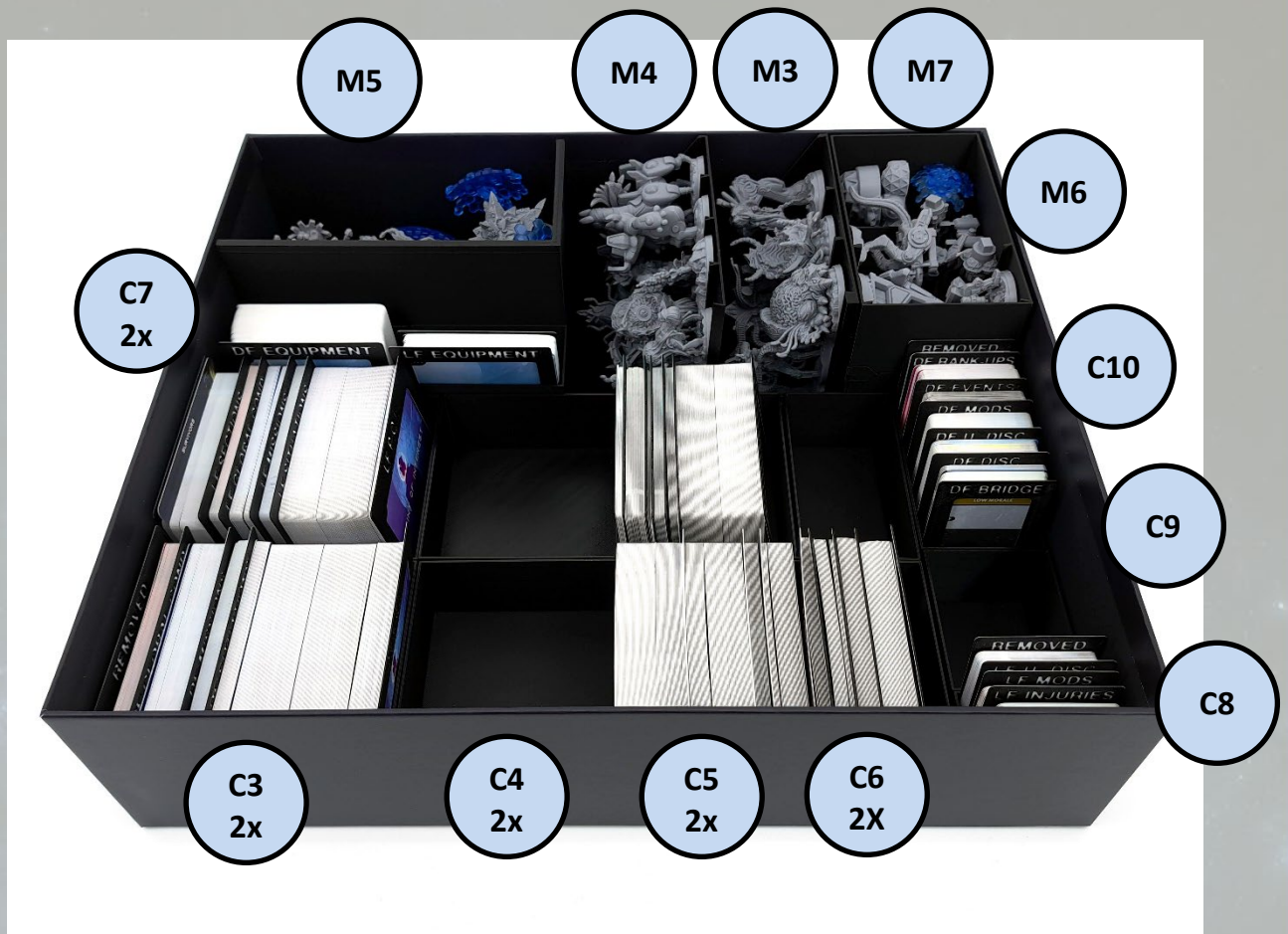
Component Storage #9

Now place the 6 “Card Tray B” boxes.



Component Storage #10

Proceed with the 6 “Card Tray A” Boxes



Component Storage #11

Proceed with the Close Encounters box and add the remaining boxes.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de