



# Tinkering Paws

BOARD GAME INSERTS



## Marvel Zombies



## Contents

1. 18 Miniature Boxes
2. 9 Token Boxes
3. 4 Card Boxes with Dividers

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

**Please note:** Some of the miniature's bases are not perfectly round and/or bent. If they do not fit, try rotating the miniatures or using the "Hot Water Fix".



**Miniature Box #M1 (included 3 times)**

Miniature Boxes #M1 - #M9 hold all Heroes. No specific order for Hero Miniatures is needed, but make sure the boxes are tall enough. 10 of the miniatures will only fit in #M9.



**Miniature Box #M2**



**Miniature Box #M3**



**Miniature Box #M4**



**Miniature Box #M5 (included 3 times)**



**Miniature Box #M6**

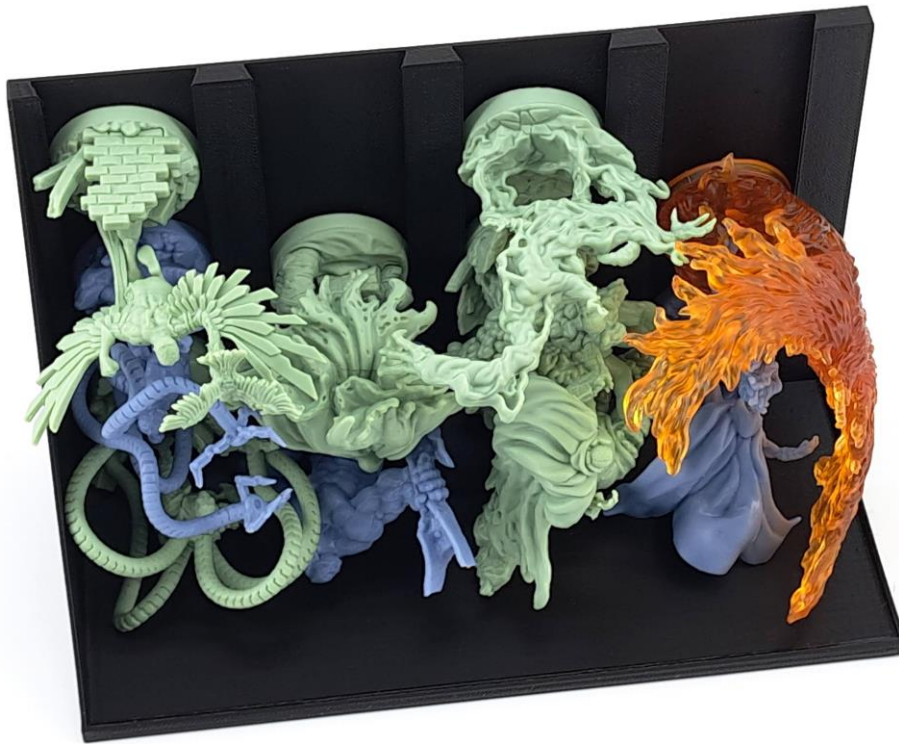


**Miniature Box #M7**



**Miniature Box #M8**





### **Miniature Box #M9**

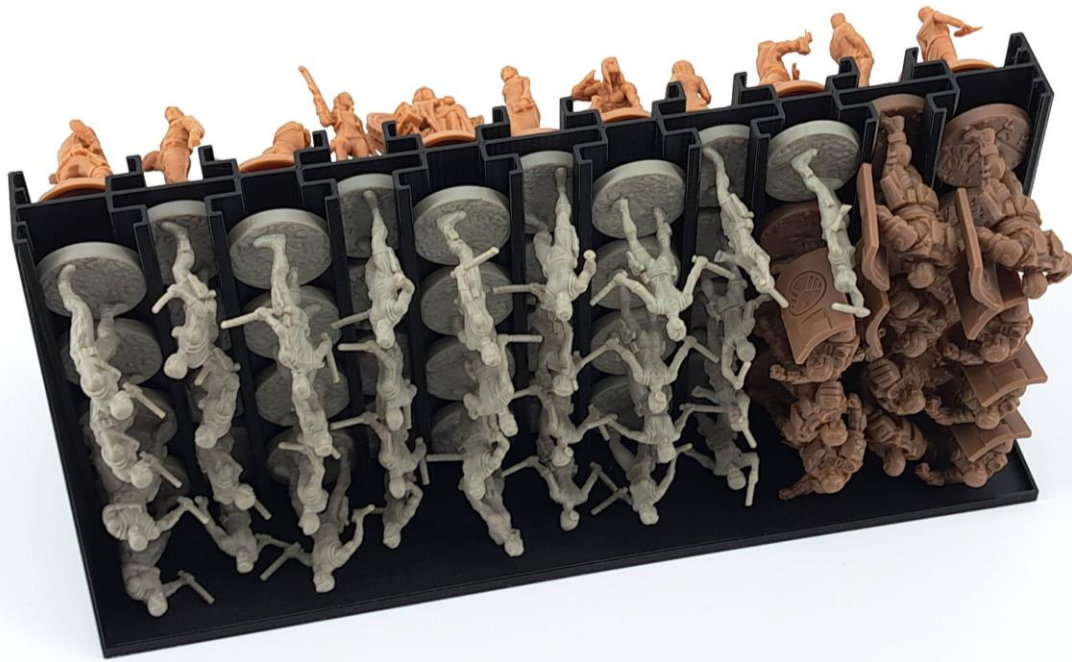
Miniature Box #M9 holds the remaining Heroes. We recommend placing them as shown.

1<sup>st</sup> slot: Dr. Octopus (Z), Dr. Octopus & Falcon (Z)

2<sup>nd</sup> slot: Hulk & Moon Knight (Z)

3<sup>rd</sup> slot: Juggernaut (Z), Mysterio (Z) & Venom (Z).

4<sup>th</sup> slot: Moon Knight & Dark Phoenix

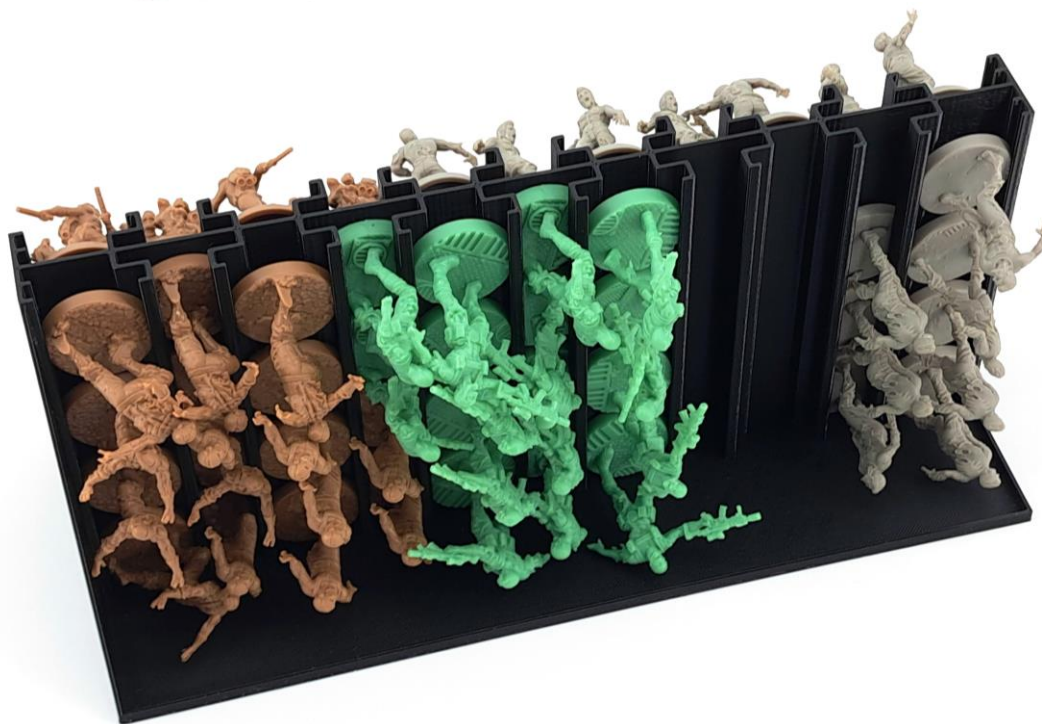
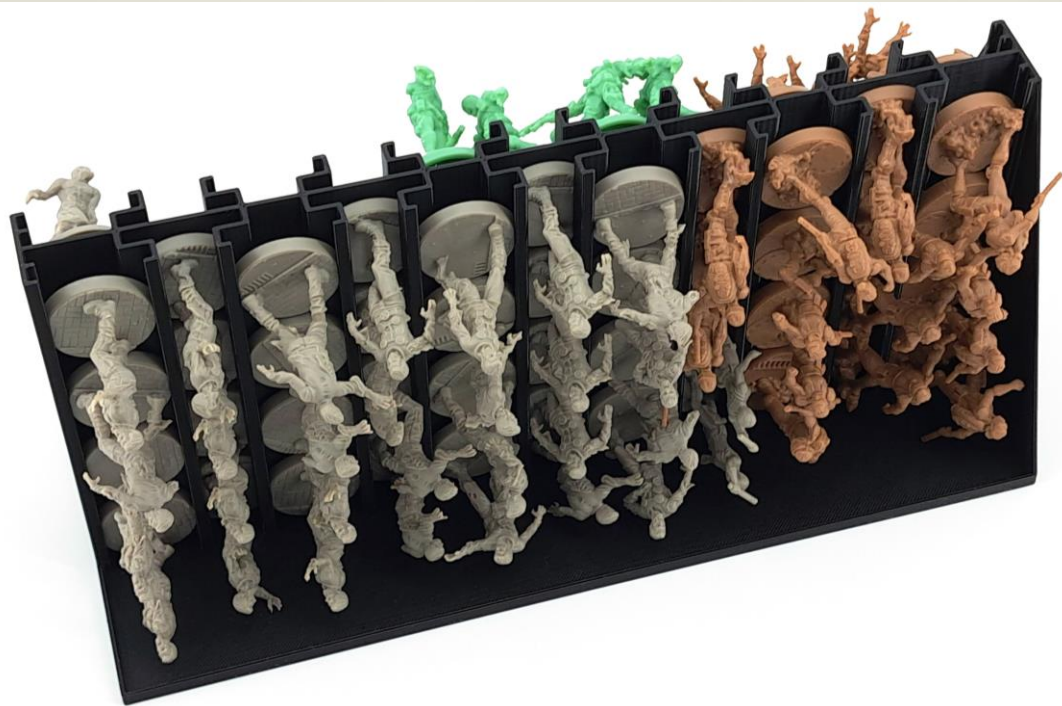


### **Miniature Box #M10**

Miniature Box #M10 Side A (bigger side) holds all Bystanders and 3 Hydra Guards.

Side B (smaller side) holds the Troopers and remaining Guards.

No special order is required.



### **Miniature Box #M11**

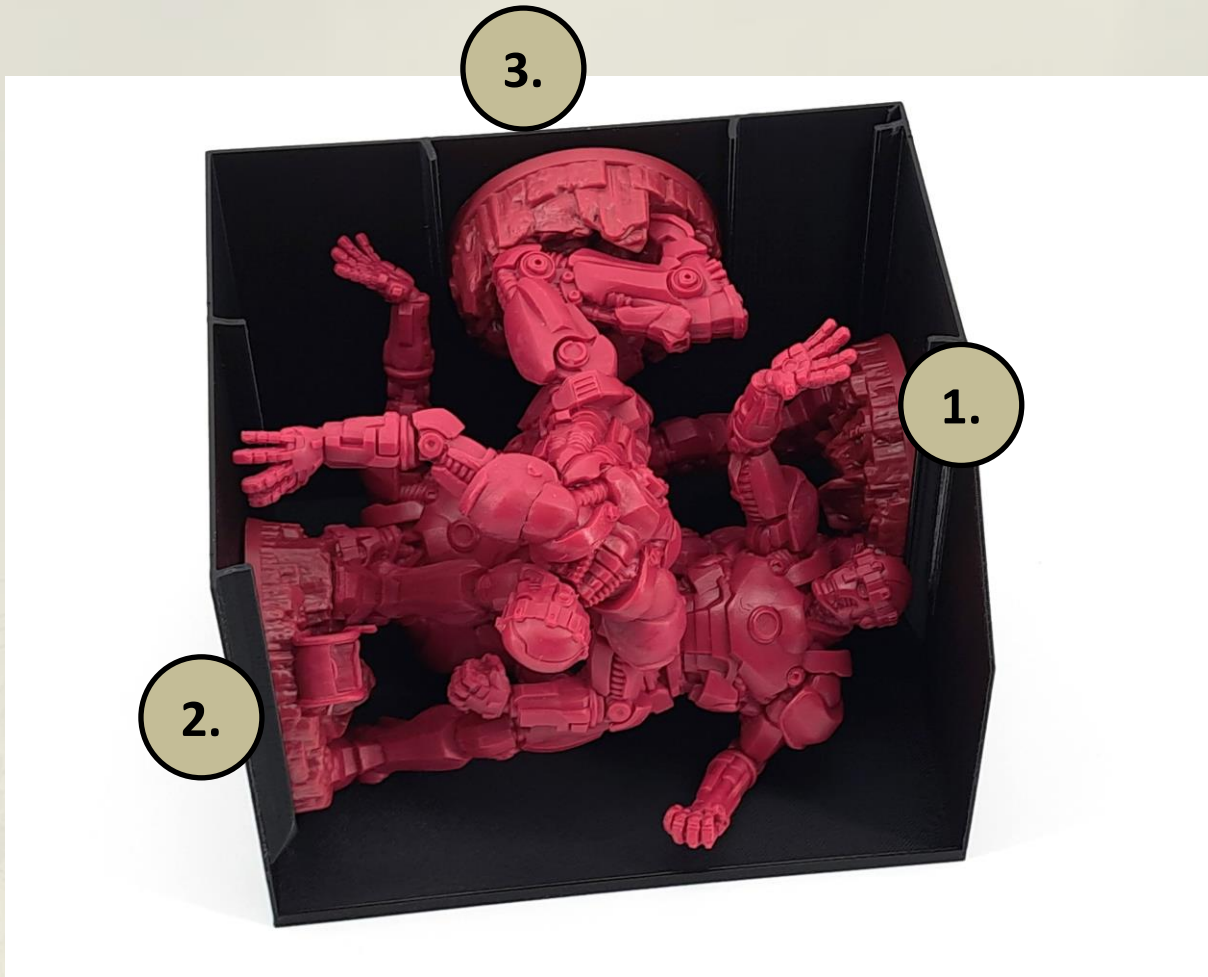
#M11 holds Runners, Walkers and Hydra Soldiers. Both sides are identical.

Some of the Extra Hydra Soldiers need to be placed in #M12.



### **Miniature Box #M12**

Miniature Box #M12 holds the Brutes and remaining Extra Hydra Soldiers (not shown). Make sure to orientate the Brutes as shown.



### Miniature Box #M13

#M13 holds the Sentinels. Place them in the same orientation and order as shown. Make sure they are not protruding over the box.



### **Miniature Box #M14**

Miniature Box #M14 holds Giant Man. Adjust his orientation when placing #M14 in the game box so he doesn't collide with Dark Phoenix.



### **Token Box #T1, #T2 & #T3**

#T1: Objective, Exit & Spawn Tokens.

#T2: Open Window, Door & Canister Tokens.

#T3: Plastic Canister, Objective, Exit, Spawn & Door Tokens.



### Token Box #T4, #T5 & #T6

#T4: Avengers Signs, Sentinel Hands; Base, Galactus' Destroyed & Activation Tokens; Tracker Cubes & Clips.

#T5: Dice

#T6: Remaining Plastic Tokens





**Token Box #T7, #T8 & #T9**

#T7: Color Bases

#T8: Heroes' Resistance components

#T9: Heroes' Resistance components



## Card Boxes

Card Boxes #C1 - #C3 hold the small cards, while #C4 holds the big cards.

Please note that #C1 is slightly bigger than #C2.



### Component Storage #1

Start with the X-Men Resistance Box and add the following:  
Map Tiles (all but 3 if you own Heroes' Resistance), #T1, #T2 & #T3.



## Component Storage #2

Then add #T4, #T5 & #T6.



### Component Storage #3

Now add #C1 - #C4, the Dashboards and Elevator Tokens.



## Component Storage #4

Place the smaller rulebooks on top.



### Component Storage #5

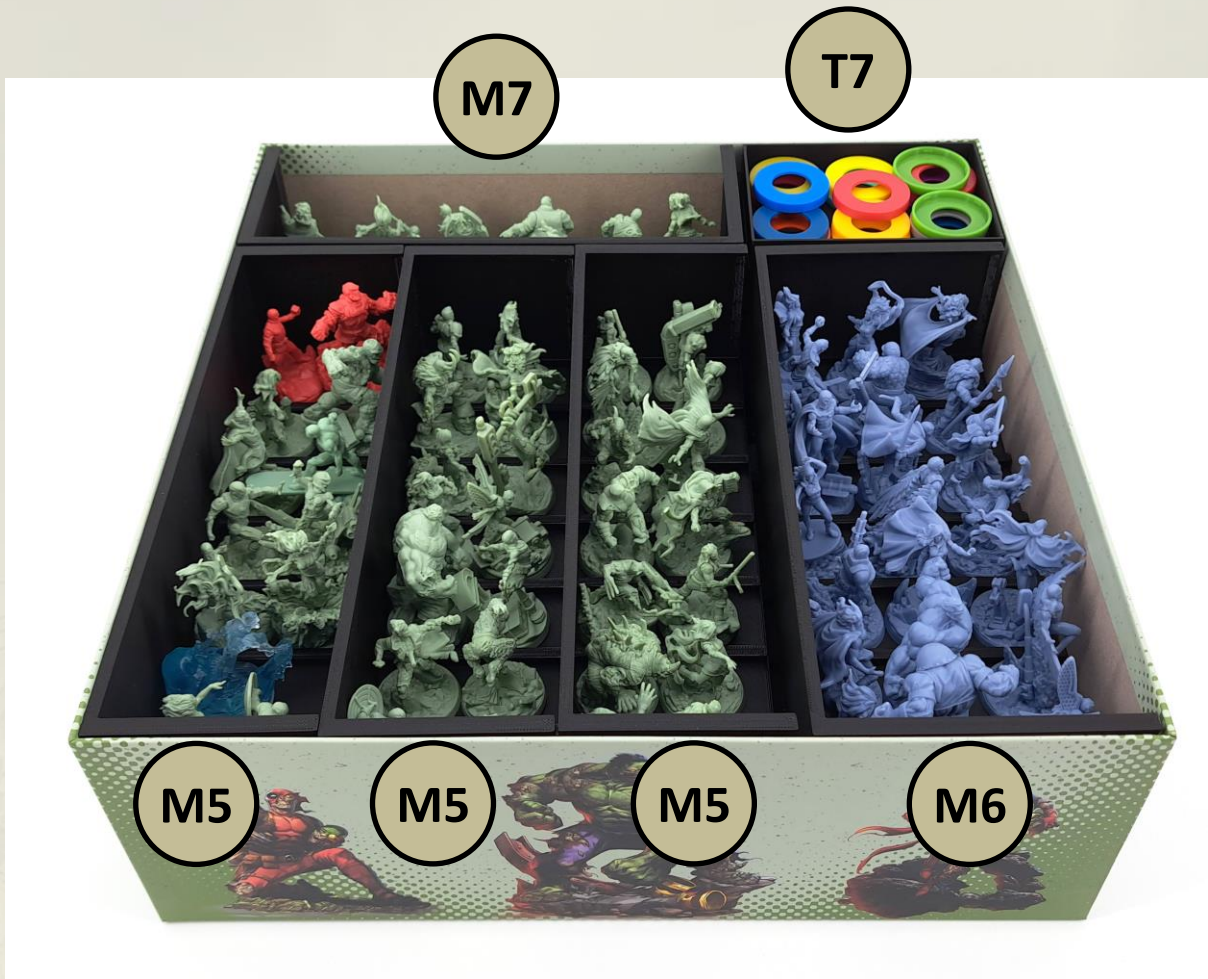
Take the Core Game Box and add the following boxes: #M1 (3x), #M2, #M3 & #M4.



### **Component Storage #6**

Add #M8. Make sure to rotate the boxes on the second level by 180°.





### Component Storage #7

Add #M5 (3x), #M6, #M7 & #T7.



### Component Storage #8

Proceed with the Stretch Goal Box:

#T8, #T9, #M9, #M10, #M11, #M12, #M13 & #M14.



### Component Storage #9

If you own Heroes' Resistance, add the remaining Map Tiles.



## Component Storage #10

Then add the remaining rulebooks.



### Component Storage #11

If you own Heroes' Resistance and the Tile Set, store one of the Map Tiles in the Tile Set Box. Otherwise, use the empty Punch Board.

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

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