



Tinkering Paws

BOARD GAME INSERTS



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Middara

Unintentional Malum – Act 1



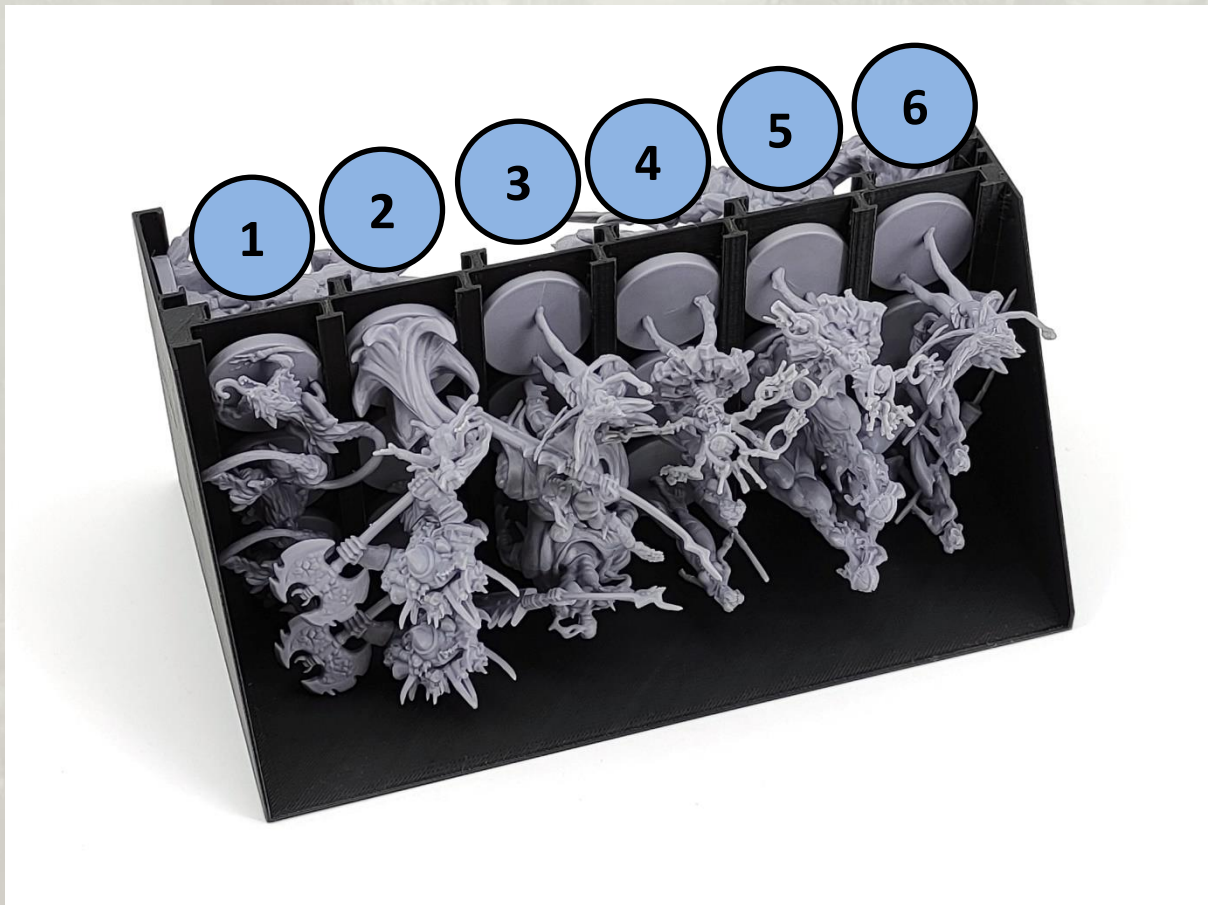
Contents

1. Four Miniature Racks
2. Seven Token Boxes
3. Five Card Boxes



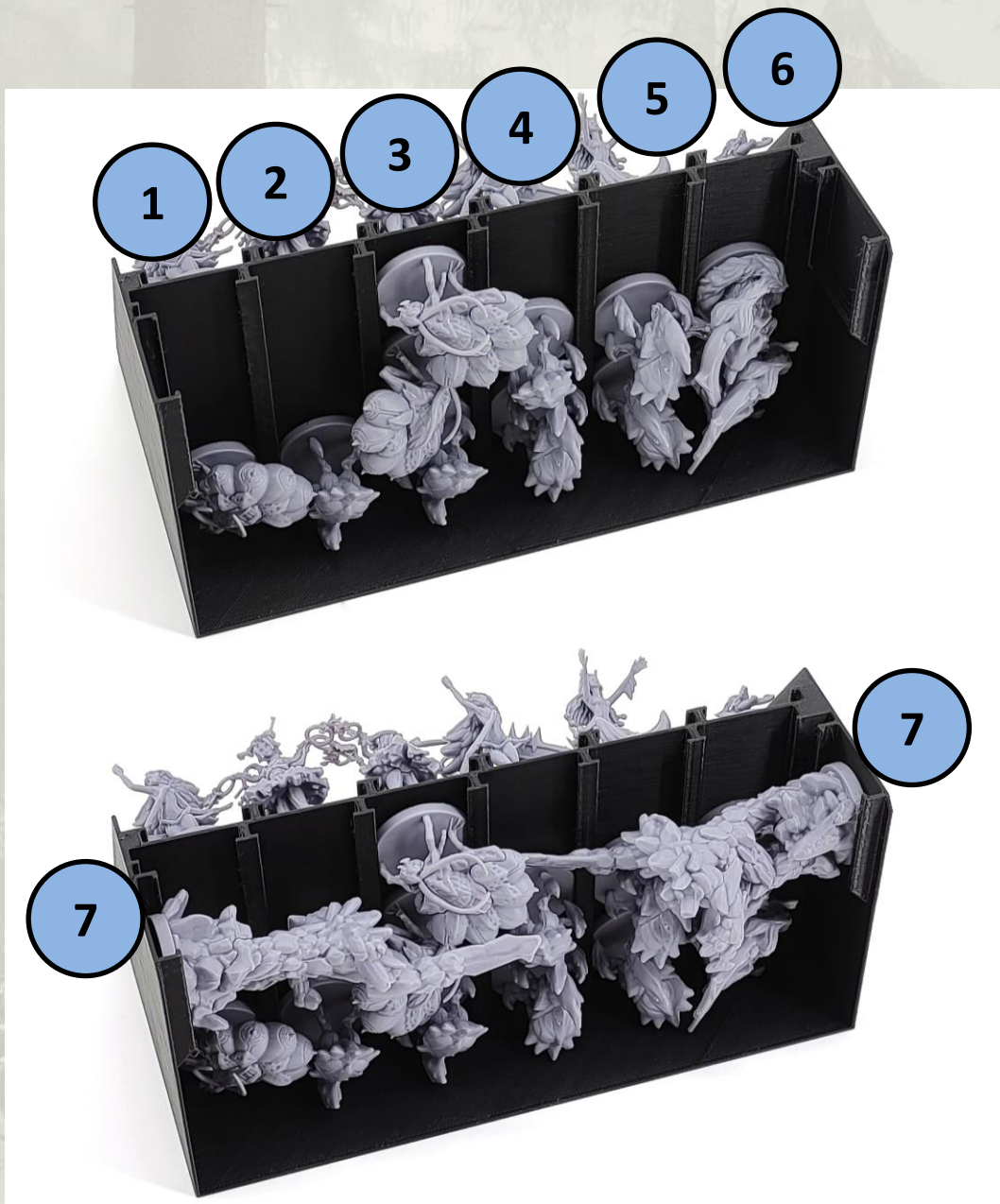
Miniature Rack #1

All small miniatures with only one copy are stored in this rack. Additionally, the far-right slot holds the following miniatures: Both Spirit Blades & one Water Loa.



Miniature Rack #2 – Side 1

1. Merk Hound (3x)
2. Animate (2x), Water Loa (1x)
3. Tortured Immortal (2x), Eliphie (1x)
4. Femke (2x), Gate Keeper (1x)
5. Blighted Guardian (2x), Gate Keeper (1x)
6. Diem (2x), Eliphie (1x)



Miniature Rack #2 – Side 2

1. Fragor (1x)
2. Cave Sickle (1x)
3. Cave Sickle (1x) , Fragor (2x)
4. Cave Sickle (2x)
5. Cave Sickle (2x)
6. Gevaudan (2x)
7. Earth Loa (looking down)



Miniature Rack #3

Grotesque Effigy, Corpse Collector & Shadow Lord are stored in this box. Make sure they aren't protruding over the box.



Miniature Rack #4

Start by placing Agares and Soul Butcher in the Box. Then Add Celestial Gigas and Obscene Rescindo. Finally, add Lich Wurm. Make sure they are orientated like shown in the pictures.



Token Box #1

This box holds the 2x2 Terrain Tokens and the Decoder. It also holds several Figure Standups. There is no necessary order for the Figure Standups, but we recommend storing the following ones in this box: Enslaved Spirits, Roots, Ava, Diem, Femke, Hope, Aramid, Eliphie and the Spirit Blades.



Token Box #2

This box holds following tokens:

- Wood/Stone Terrain Tokens
- Dangerous/Muck Terrain Tokens
- Damage Tokens
- Urgency Tokens
- All Figure Standups, that were not stored in Token Box 1.



Token Box #3

The big cards, dice, Hindering/Dangerous Terrain Tokens and both kinds of Water/Obstructing Terrain Tokens are stored in this box.



Token Box #4

This box holds all Encounter Tokens, Tracker & Stamina Point Tokens.



Token Box #5 & #6

These boxes hold all Combatant Tokens, Ability Tokens, Effect & Special Effect Tokens.



Token Box #7

Store the Base Rings and Figure Standup Bases in this box.



Card Box #1

This box holds the Adventurer & Combatant Cards – including the Hidden Deck. The two holes on the bottom allow easy removal of the cards.

Please note that this box does not support card sleeves.



Card Boxes #2, #3, #4 & #5

These boxes hold the small and medium cards. If you use card sleeves, use all four boxes.



Component Storage #1

Create two even piles of map tiles and store them on the left side of the box.

Place the Adventure Book in the lower right corner. Make sure the spiral binding is on the right side.



Component Storage #2

Place Token Box #7 between the Adventure Book and the map tiles.



Component Storage #3

Place the remaining books (except the rule book) and the Adventurer Sheet on top of the Adventure Book. Make sure they are not placed on top of the spiral binding.



Component Storage #4

Place the rule book like shown on the other books.



Component Storage #5

Place the Miniature Racks #1 & #3 in the upper left corner.



Component Storage #6

Place Token Box #1 next to Miniature Rack #1



Component Storage #7

Place Miniature Racks #2 & #4 in the lower left corner.



Component Storage #8

Place the Card Boxes #2 - #5 in the lower right corner.



Component Storage #9

Place the remaining Token Boxes next to the Card Boxes. Please note that there is still some space left in the box. It could be used for acts 2 & 3.

