



Tinkering Paws

BOARD GAME INSERTS



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Oathsworn Into The Deepwood



Contents

1. 13 Character Boxes
2. 3 Miniature Boxes
3. 1 Weapon & 1 Tiles Box
4. 1 Board Box & 2 Dice Box
5. 2 Card Boxes for small cards
6. 5 Card Boxes for big cards
7. 2 Token Boxes

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



Character Boxes

Each character has its own box where everything character-related is placed. There is also one Free Company Box for Allies, Player Aids, Backpack Cards and other general components.



Miniature Box #M1

This Miniature Box stores (from bottom right to top left):
Harbinger, Penitent, Cur, Exile, Witch, Blade, Priest & Warden.

Please note: This box was designed for the standard weapons of each character. It might not work with each and every weapon of the Armory Box.



Miniature Box #M2

Miniature Box #M2 stores Warbear, Grove Maiden, Ranger, Huntress and four Ally Miniatures.

Please note: This box was designed for the standard weapons of each character. It might not work with each and every weapon of the Armory Box.



Miniature Box #M3

Miniature Box #M3 stores the Sentinels, the Ancient Guardian and both Falcons. Make sure to place everything as shown.



Weapon Box #M4

This box stores everything from the Armory Box. Each compartment has a symbol for the corresponding character.



Board Box #B1 & Dice Box D1

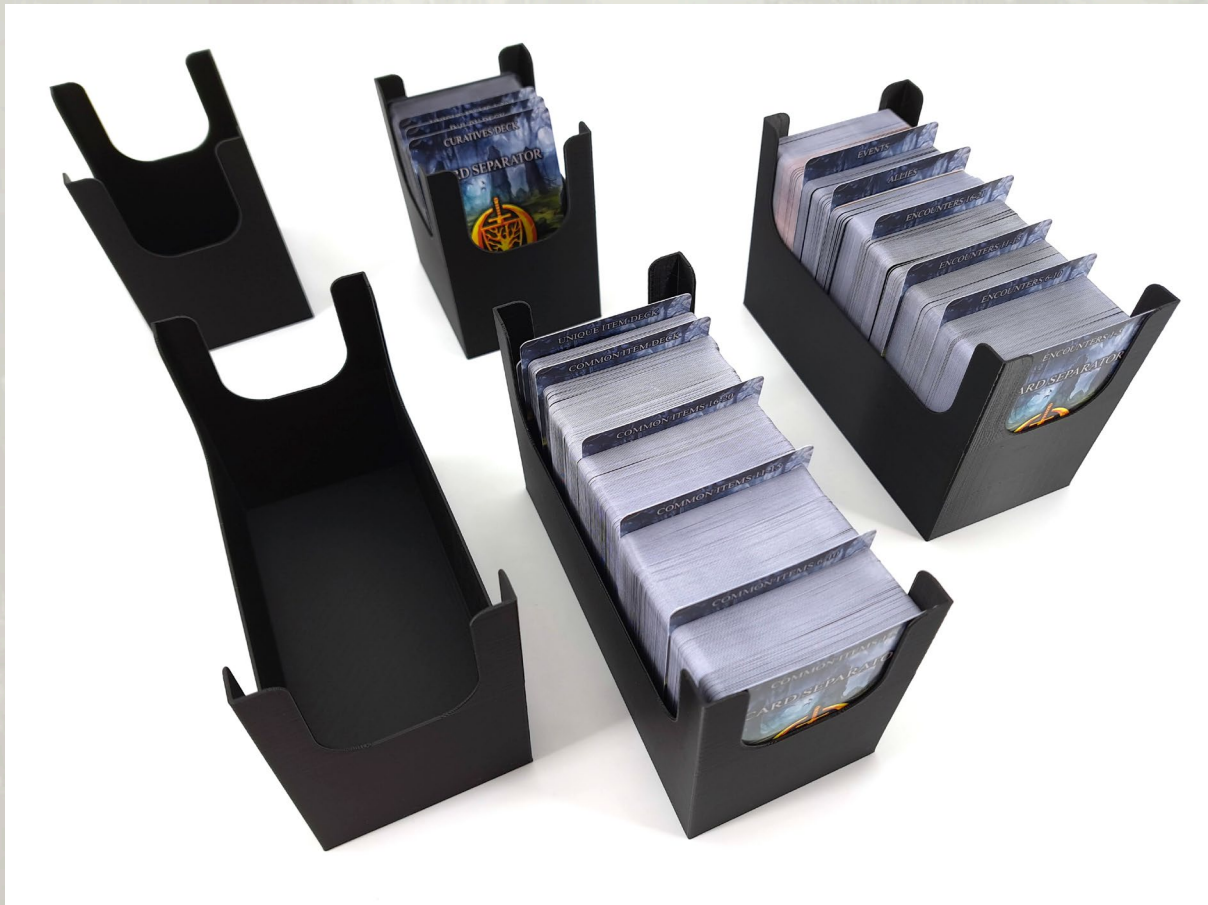
Board Box #B1 will hold the Player, Special Rules & Encounter Boards.

Dice Box #D1 will hold the Hit Point, Direction and Tracking Dice.



Dice Box #D2

This box stores all Might Dice and Mystery Box Z.



Card Boxes #C1, #C2 & #C3

Card Boxes #C1 (2x), #C2 (2x) & #C3 will hold all big cards.
Card Sleeves up to 100 microns thickness are supported.



Card Boxes #C4

Card Boxes #C4 (2x) will hold the Oathsworn & Enemy Might Cards.



Token Boxes #T1 & #T2

Place all tokens as shown.



Token Box #T3

This box holds all different kinds of tiles and obstacles as well as the Civilian Standees.



Component Storage #1

Place Dice Box #D1 in the game box and Board Box #B1 next to it. Make sure the cutout of #B1 is facing to the left.



Component Storage #2

Now add Dice Box #D2, make sure the recessed area is facing to the outside and place Card Box #C4 in the recessed area.



Component Storage #3

Now add the Story Books, the Encounter Rule Book and the Story Rule Book. Make sure that the one Story Book has its binding on the left side and the other one on the right side.



Component Storage #4

Next add the Time Tracks, Journal, Free Company Sheets and small Mystery Envelopes. The spiral binding of the Journal needs to be placed in the cutout of Board Box #B1.



Component Storage #5

Place Token Boxes #T1 & #T2 and Miniature Box #M3 on top of the Board Box.



Component Storage #6

Place Miniature Boxes #M1 & #M2 on top of the Token Boxes and #M3. Make sure that #M1 & #M2 are always on top of #T1, #T2 and #M3 and not the other way round.

Also add Card Boxes #C1 & #C2



Component Storage #7

Place all Character Boxes and Card Box #C3 in the remaining gap.



Component Storage #8

Add Weapon Box #M4 and Token Box #T3 on top.



Component Storage #9

Now add the game board and remaining Mystery Envelopes.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de