## Tinkering Paws

BOARD GAME INSERTS


## Oathsworn

Mystery Chests 1 \& 2

## Spoiler Warning

This instruction will show all contents of Mystery Box 1 \& 2. Only proceed if you have already unlocked them or don't mind seeing them.


## Contents

1. 3 Miniature Boxes
2. 1 Insert for huge miniatures

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


## Miniature Box \#M3

Miniature Box \#M3 will hold the contents of Mystery Boxes 4, 6, 7, $10,12 \& 17$. The base of \#M3 will show which miniatures goes into which slot.

Try placing taller miniatures at the top. Please note that two slots are wider at the top to accommodate the miniatures with bigger bases.


## Miniature Box \#M4

Proceed with Miniature Box \#M4. It will hold the contents of Mystery Boxes " X ", 10, 13, 15 \& 20.


## Miniature Box \#M5

Miniature Box \#M5 will hold the miniatures of both "square" boxes and the "triangle" box.


## Insert for Huge Miniatures \#1

Take plates \#M1 and \#M2 and assemble them. There is no need for glue in the following steps, but you still might want to use it.


Insert for Huge Miniatures \#2
Now add parts \#M6 \& \#M7 ...


## Insert for Huge Miniatures \#3

... and place everything in the game box. Make sure it is orientated as shown.


Insert for Huge Miniatures \#4
Each slot has the number of the miniature's Mystery Box and an arrow that shows how to orientate the miniature.

Start by placing " 21 " in its slot, followed by " 5 " and then " 9 ".


Insert for Huge Miniatures \#5
Next add " 16 " and the "head" of " 3 ".


## Insert for Huge Miniatures \#6

The next miniatures are " 2 " and " 14 ".


## Insert for Huge Miniatures \#7

Now add " 1 " and the last parts of " 3 ".


## Component Storage \#1

Add Miniature Boxes \#M3 \& \#M5.


## Component Storage \#2

Place Miniature Box \#M4 in the remaining gap.

For questions or feedback visit www.TinkeringPaws.de
Or write an email to info@tinkeringpaws.de

