



# Tinkering Paws

BOARD GAME INSERTS



Resident Evil



## Chapter 1 – “Box 1” – Page 3

This chapter will show and explain all contents for the first box.

All pictures are showing the “Unsleeved Cards” option.

For information about the “Sleeved Cards” option, take a look at the last page of this chapter.



## Chapter 2 – “Box 2” – Page 16

This chapter will show and explain all contents for the second box.

All pictures are showing the “Unsleeved Cards” option.

For information about the “Sleeved Cards” option, take a look at the last page of this chapter.





## Chapter 1 – “Box 1”



### Contents

1. Three stackable boxes for map tiles, doors, stairs, etc.
2. Two stackable boxes for Characters and Non-Boss monsters.
3. Two stackable boxes for Dice, Sustained Effect Tokens, Ammo Dials and all Bosses except Giant Alligator und Birkin Stage 5.
4. Two card boxes, one of them with two-colored dividers. One additional box is included in the “Sleeved Version”.





## Map Tile Boxes

These stackable boxes hold all map tiles (including the ones from expansions) and several kinds of tokens.

See the next pages for additional information.





### Map Tile Box 1

Store the “3x3 Square”-Tiles and the “4x4 L-Shape”-Tiles in this box.





## Map Tile Box 2

First store the “2x2 Square”-Tiles, the “2x3 Rectangle”-Tiles and the “4x2 L-Shape”-Tiles in this box. Then place the “4x4 Square”-Tile on top.

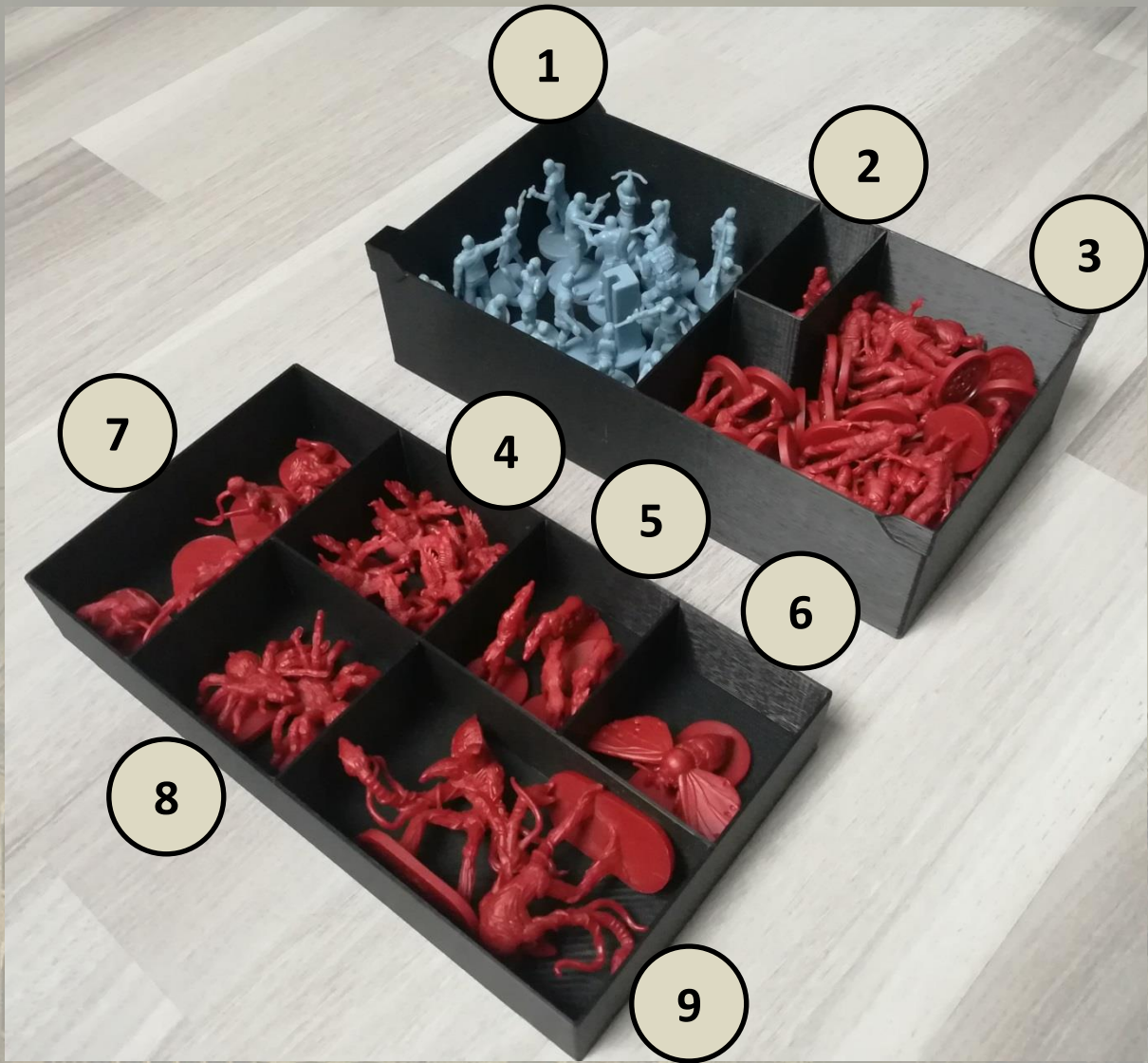




### Map Tile Box 3

1. Stair Tiles
2. "2x2 Rectangle"-Tiles
3. Item-Tokens
4. Door Tiles
5. Wall Tiles
6. Corpse Tokens
7. Bomb Tokens
8. Typewriter & Item Box Tokens
9. Side Pack Token
10. Ink Ribbon Tokens
11. Wound / G-Imago Tokens
12. Health Track / Poison Condition Tokens





### Character and Monster Box

Monsters from Monster Box #1 - #3 are **NOT** placed in these boxes.

1. Characters
2. Zombie Marvin Branagh & Zombie Brad Vickers
3. Zombies
4. Zombie Crows
5. Zombie Dogs
6. Giant Moth
7. Licker
8. Giant Spider
9. Ivy

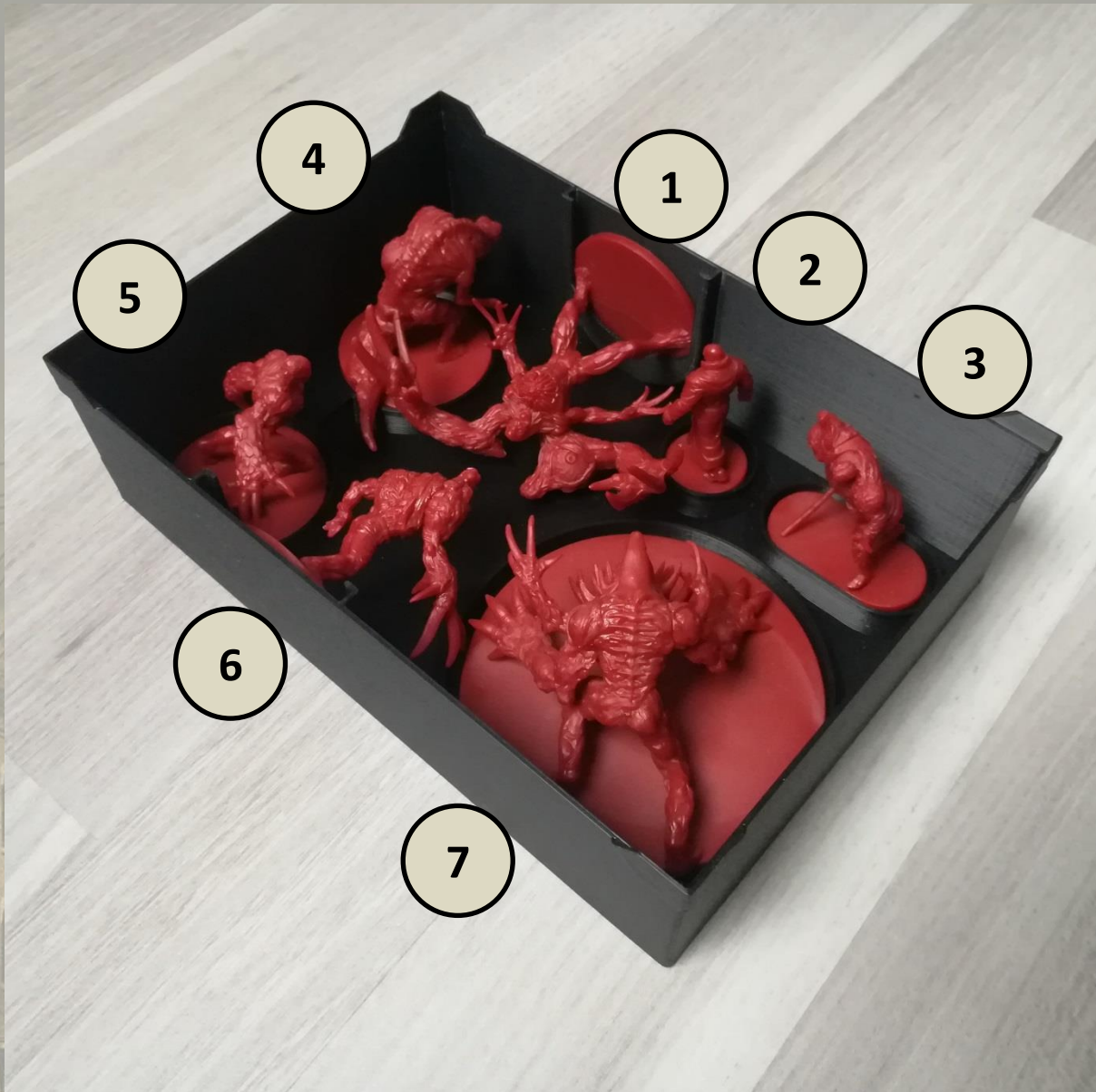




### Boxes for Dice, Tokens, Ammo Dials and Bosses – Top Box

1. Dice
2. Weapon Dials & Boss Health Dial
3. Sustained Effect Tokens
4. When playing in Campaign Mode use this tray to store Item Cards between scenarios.

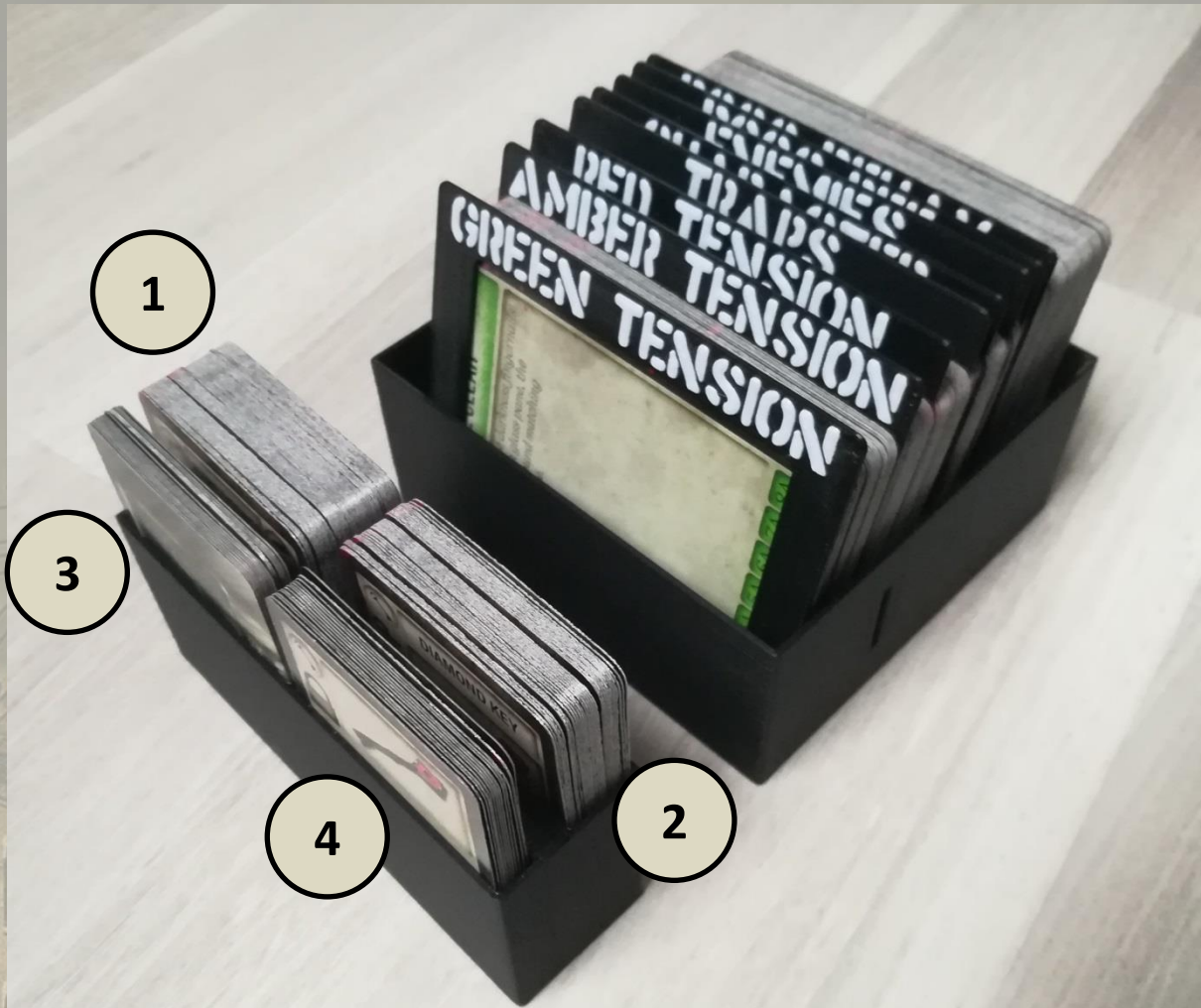




### Boxes for Dice, Tokens, Ammo Dials and Bosses – Bottom Box

1. William Birkin Stage 3
2. T-00
3. William Birkin Stage 1
4. G-Mutant
5. T-103
6. William Birkin Stage 2
7. William Birkin Stage 4





## Card Boxes

The “Sleeved Version” contains a second “Big Card Box”. Depending on your card sleeves, store the cards in both boxes.

Depending on your number of expansions, you can use the “card separator” (not shown) to make the big card box smaller.

1. Item Cards A
2. Item Cards B
3. Special Items
4. Key Cards

Big Box (from front to back): Green Tension, Amber Tension, Red Tension, Traps, Characters, Enemies, Boss Reference, Boss Behaviour





**Component Storage Box 1 - #1**

Place the Map Tiles Box like shown.





### **Component Storage Box 1 - #2**

Place the boxes for Dice, Tokens, Ammo Dials and Bosses in the front on the right side.

Place both card boxes on the left side. When using sleeved cards, only place the biggest box in this step.





### **Component Storage Box 1 - #3**

Place the Character and Monster Box like shown.

Place the Health Tracks in the orange marked area.

For questions or feedback, please contact us on Etsy:

<https://www.etsy.com/de/shop/TinkeringPaws>



## Difference between “Sleeved Cards” and “Unsleeved Cards”-Option



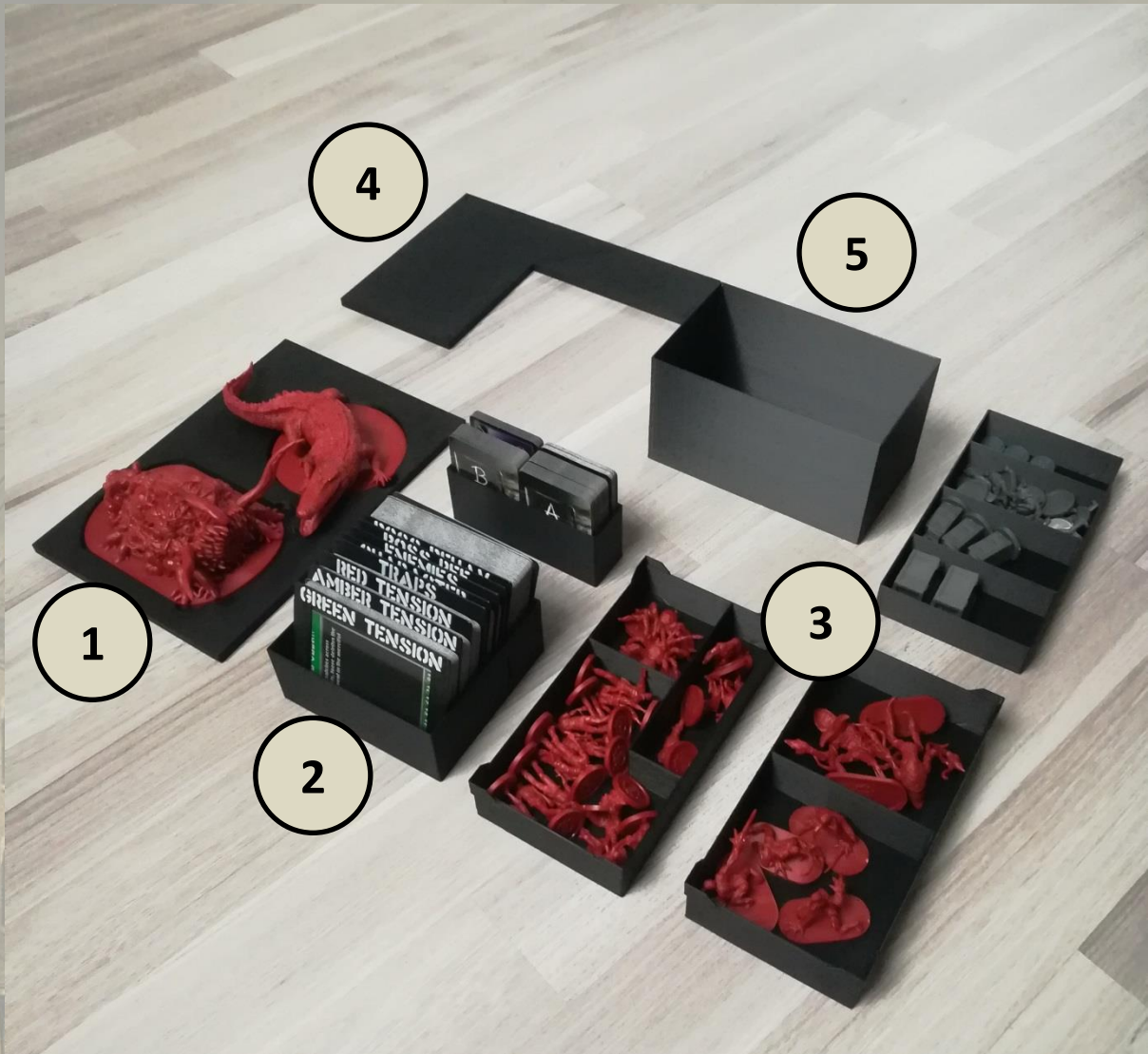
Unsleeved Cards (Box 2 on the left, Box 1 on the right)



Sleeved Cards (Box 2 on the left, Box 1 on the right)



## Chapter 2 – “Box 2”



### Contents

1. Tray for William Birkin Stage 5 and Giant Alligator
2. Two card boxes, one of them with two-colored dividers. One additional box is included in the “Sleeved Version”. Use these boxes for the “Retro Pack”.
3. Three stackable boxes for Monster Box #1 - #3 and the 3D Terrain Upgrade.
4. Spacer (only included in the “Unsleeved Version”)
5. Box for 3D doors

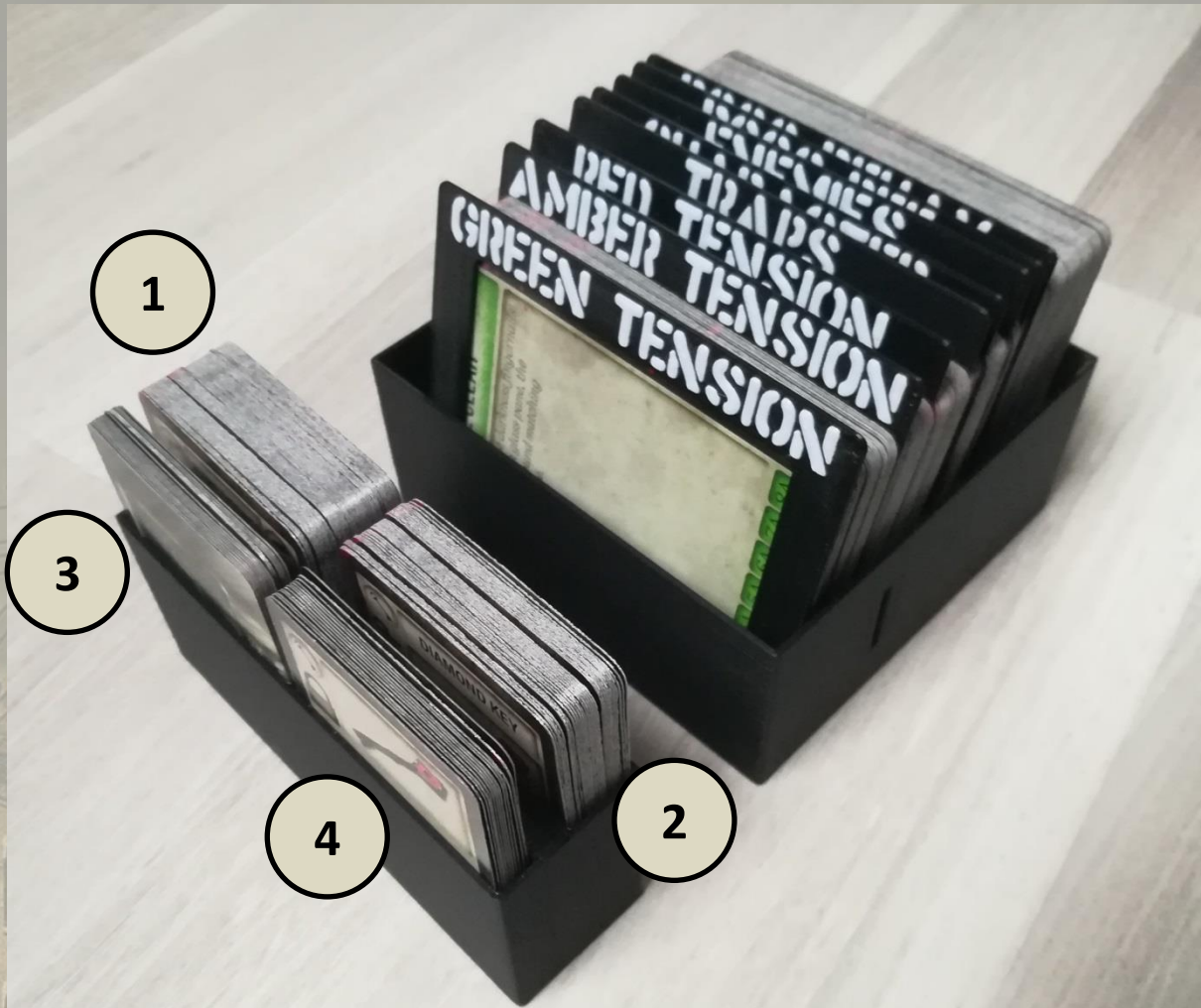




**Tray for William Birkin Stage 5 and Giant Alligator**

Place both models like shown.





### Card Boxes (for the Retro Pack)

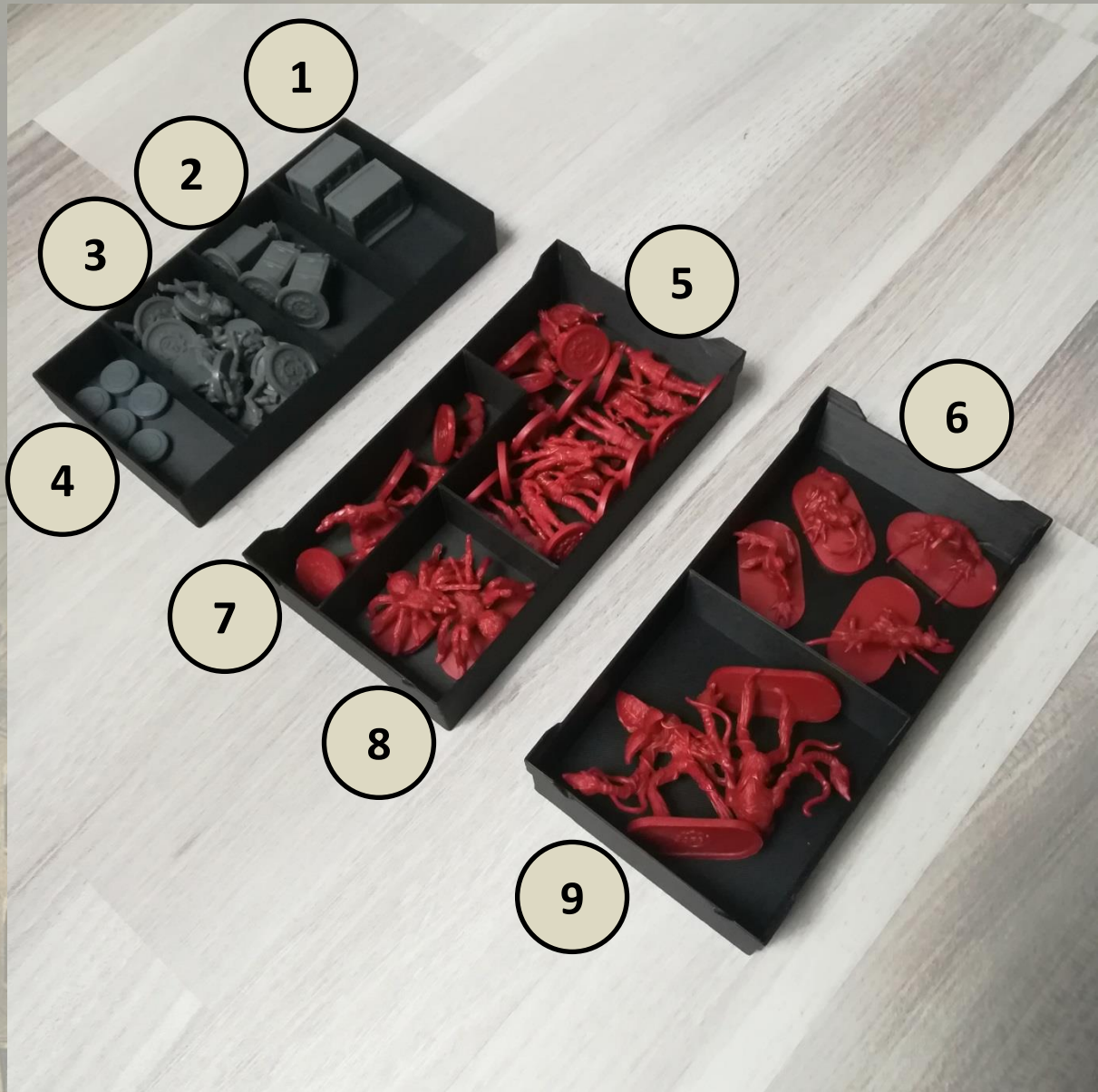
The “Sleeved Version” contains a second “Big Card Box”. Depending on your card sleeves, store the cards in both boxes.

Depending on your number of expansions, you can use the “card separator” (not shown) to make the big card box smaller.

1. Item Cards A
2. Item Cards B
3. Special Items
4. Key Cards

Big Box (from front to back): Green Tension, Amber Tension, Red Tension, Traps, Characters, Enemies, Boss Reference, Boss Behaviour





### Boxes for 3D Terrain and Monster Box #1 - #3

1. Item Boxes
2. Typewriters
3. Corpses
4. Ink Ribbons
5. Zombies
6. Licker
7. Zombie Dogs
8. Giant Spider
9. Ivy





### **Box for 3D Doors**

... unfortunately we don't own this addon!





**Component Storage Box 2 - #1**

Place the tray for William Birkin Stage 5 and the Giant Alligator like shown.





### **Component Storage Box 2 - #2**

Place the box for the 3D Terrain and the Monster Box #1 – 3 on the right side.

Place the spacer like shown (only in the “Unsleeved Version”. For the “Sleeved Version” take a look at the last page.)





### **Component Storage Box 2 - #3**

Place the box for the 3D doors in the top right corner.

Place the card boxes in the top left corner. (Only in the “Unsleeved Version”. For the “Sleeved Version” take a look at the last page.)

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## Difference between “Sleeved Cards” and “Unsleeved Cards”-Option



Unsleeved Cards (Box 2 on the left, Box 1 on the right)



Sleeved Cards (Box 2 on the left, Box 1 on the right)