



Tinkering Paws

BOARD GAME INSERTS



Resident Evil 3

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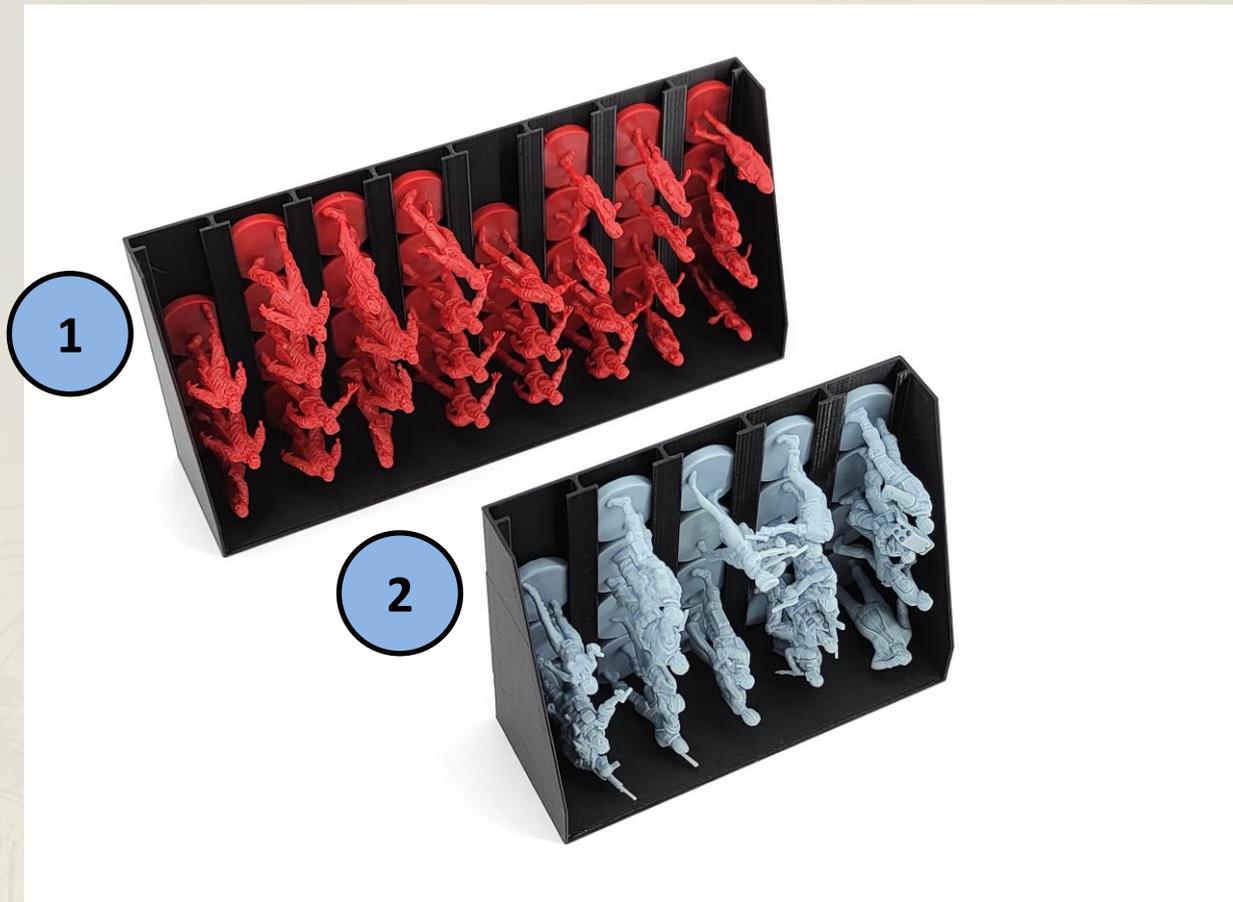
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Resident Evil 3 Board Game Insert



Contents

1. Seven Miniature Boxes
2. Two Terrain Pack Boxes
3. Two Token Boxes
4. Two Map Tile Boxes
5. Five Card Boxes



Miniature Boxes 1 & 2

Use box 1 to store the zombies and box 2 to store the characters. No special placement is needed for these two boxes.

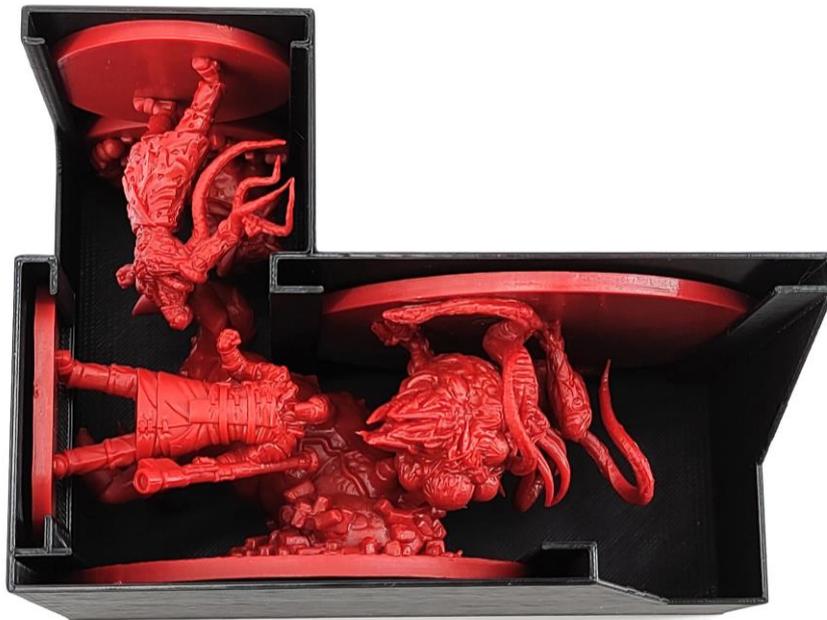


Miniature Box 3, 4 & 5

Box 3 has cutouts for the right feet of the Hunter y miniatures.
Box 4 stores one crow, and the crawling Drain Deimos and Brain Sucker.
Box 5 stores three crows and two Giant Spiders.

See below picture for exact placement. These boxes have cutouts for claws and tails, so make sure to place the miniatures like shown.

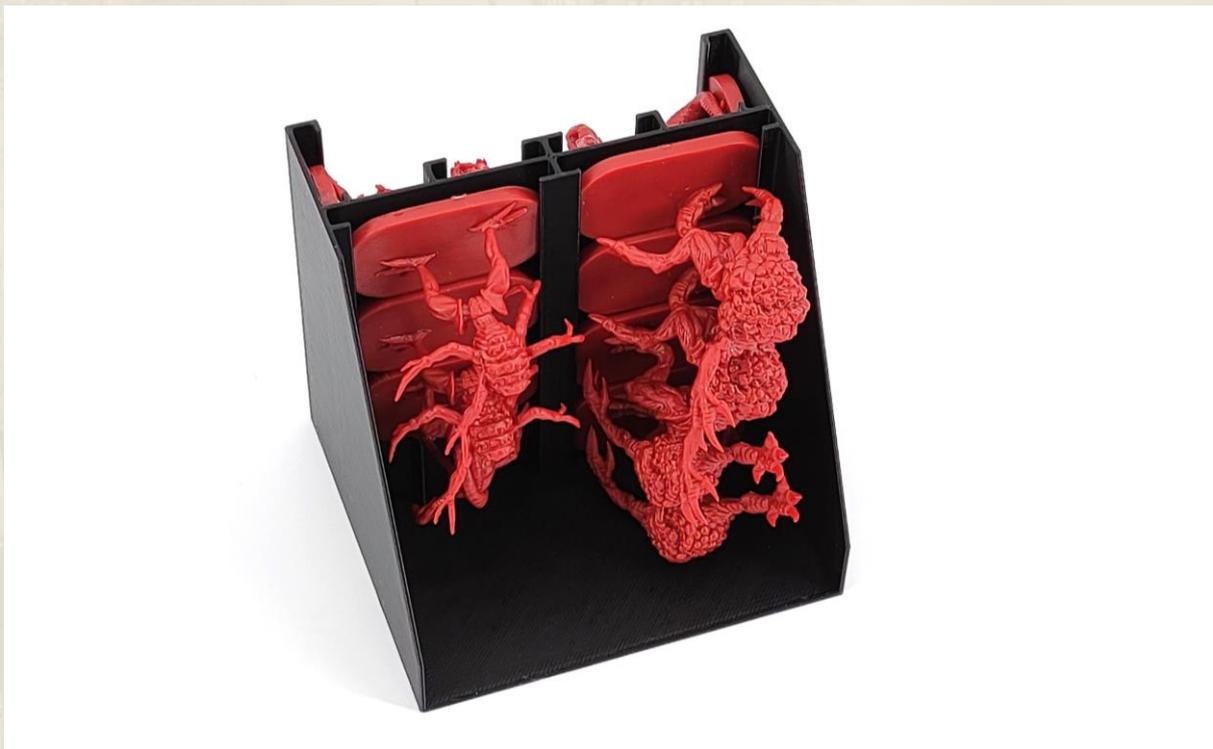




Miniature Box 6

Start with the Adult Grave Digger and place it in the box. Then add the Grave Digger and Nemesis Stage 3. [Top image]

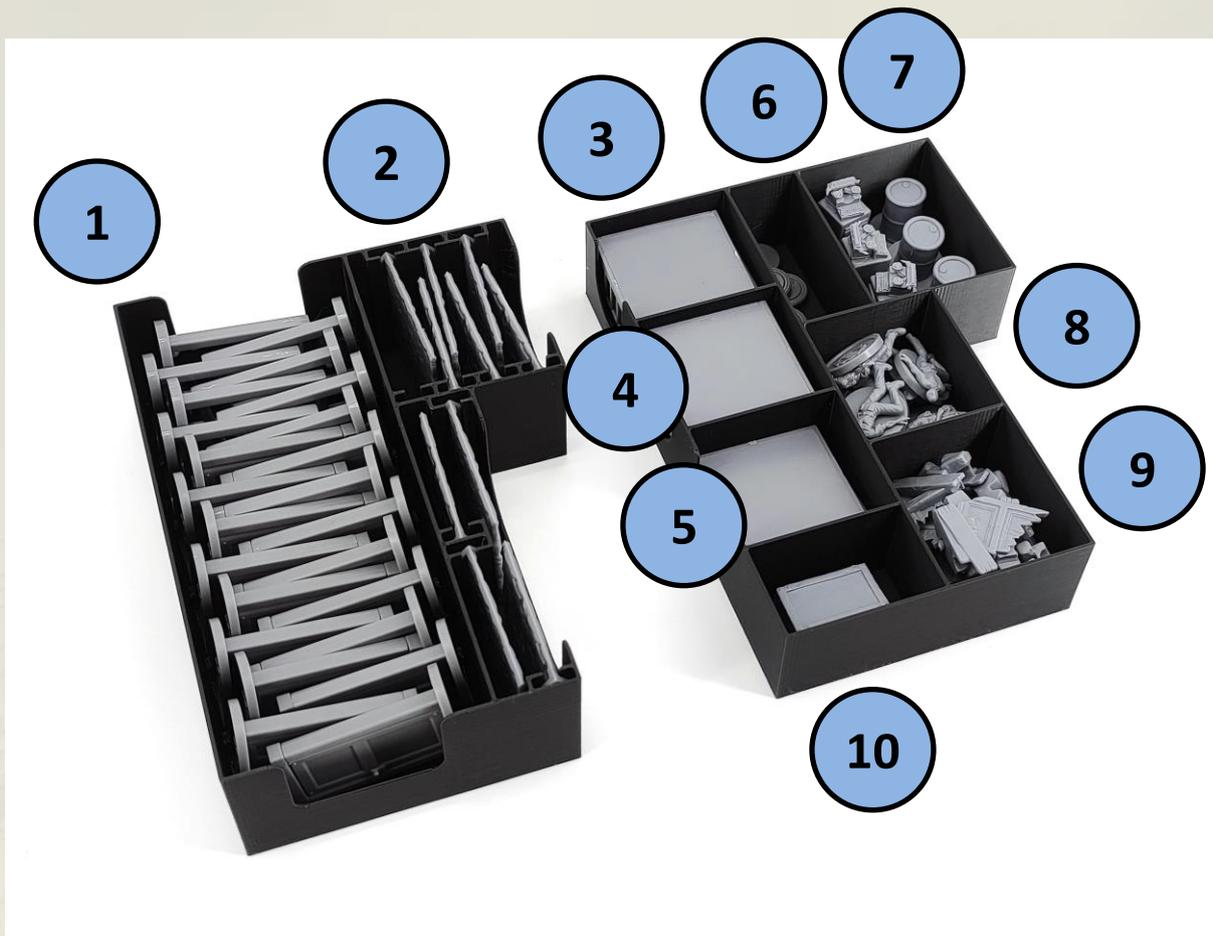
Finally add Nemesis Stage 2 and Nemesis Stage 1. [Bottom image]



Miniature Box 7

One side stores the Zombie Dogs in both middle slots, and the Sliding Worms on the outer slots. [Top image]

The other side stores the Hunter β miniatures, and the standing Drain Deimos and Brain Sucker.



Terrain Pack Boxes

1. Doors (the door knob needs to be on the bottom)
2. Walls
3. Elevators (upside down on top of each other)
4. Stairs with rails (upside down on top of each other)
5. Stairs without rails (upside down on top of each other)
6. Ink Ribbons
7. Typewriters and Barrels
8. Dead Bodies
9. Barricades
10. Item Box



Token Box 1

1. Dice
2. Fire Tokens
3. Dials
4. Unexplored Room Tokens (only yellow & orange)
5. Unexplored Room Tokens (one side red)
6. Hunted / Power Tokens
7. Wounds
8. Empty compartment. Can be used for saving the game.
9. Sustained Effects & Flooded / Drained Tokens



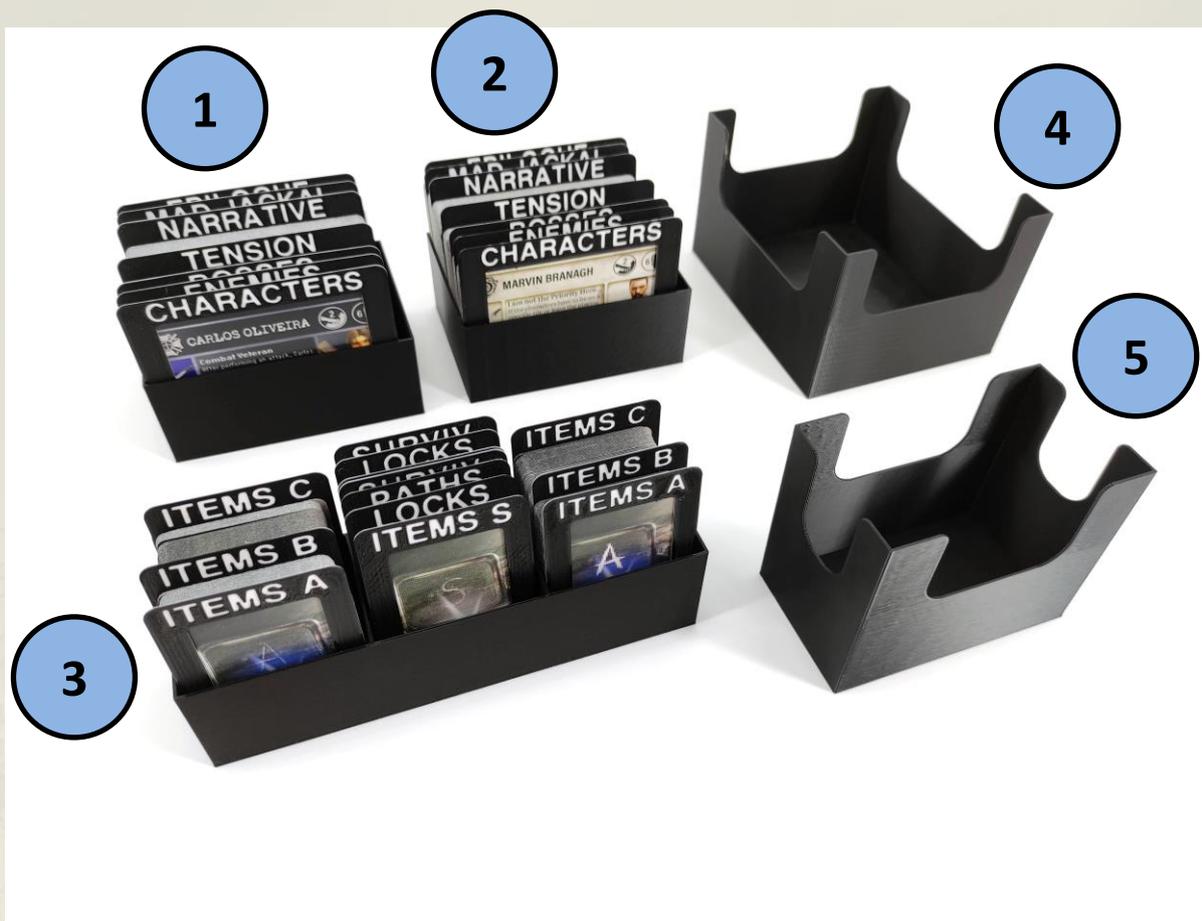
Token Box 2

1. Scenario Complete Tokens
2. Ink Ribbons
3. Freeze Tokens
4. Narrative / Fixed Events Tokens & Danger Level Tracker
5. Exit, Scenario Objective & Campaign Progressions Paths Tokens
6. Typewriter Tokens
7. Health Tracks / Poison Condition Tokens
8. Item C Tokens
9. Mine Tokens
10. Item B & A Tokens
11. Barrels & Corpses Tokens
12. Stairs, Elevator & Item Box Tokens
13. Doors & Barricade Tokens



Map Tile Box 1 & 2

The 4 x 4 tiles are placed on top of the other map tiles in the left box.



Card Boxes

Depending on which expansions you own and if you are using card sleeves (up to 100 micron card sleeves are supported) you will need a different combination of card boxes.

Here is a general guideline.

Retro Pack	Card Sleeves	Boxes
No	No	1 & 3
Yes	No	1, 2 & 3
No	Yes	1, 2 & 3
Yes	Yes	1, 2, 3, 4 & 5



Component Storage #1

Take the base game box. Stack the Map Tile & Token Boxes on top of each other and place them in the upper left corner.

Place the four Player Health Tracks on the upper right side of the box.



Component Storage #2

Place the Card Boxes 1, 2 & 3 in the game box.



Component Storage #3

Place the Miniature Box 6 in the box. Stack the Miniature Boxes 3, 4 & 5 on top of each other and place them next to Miniature Box 6.



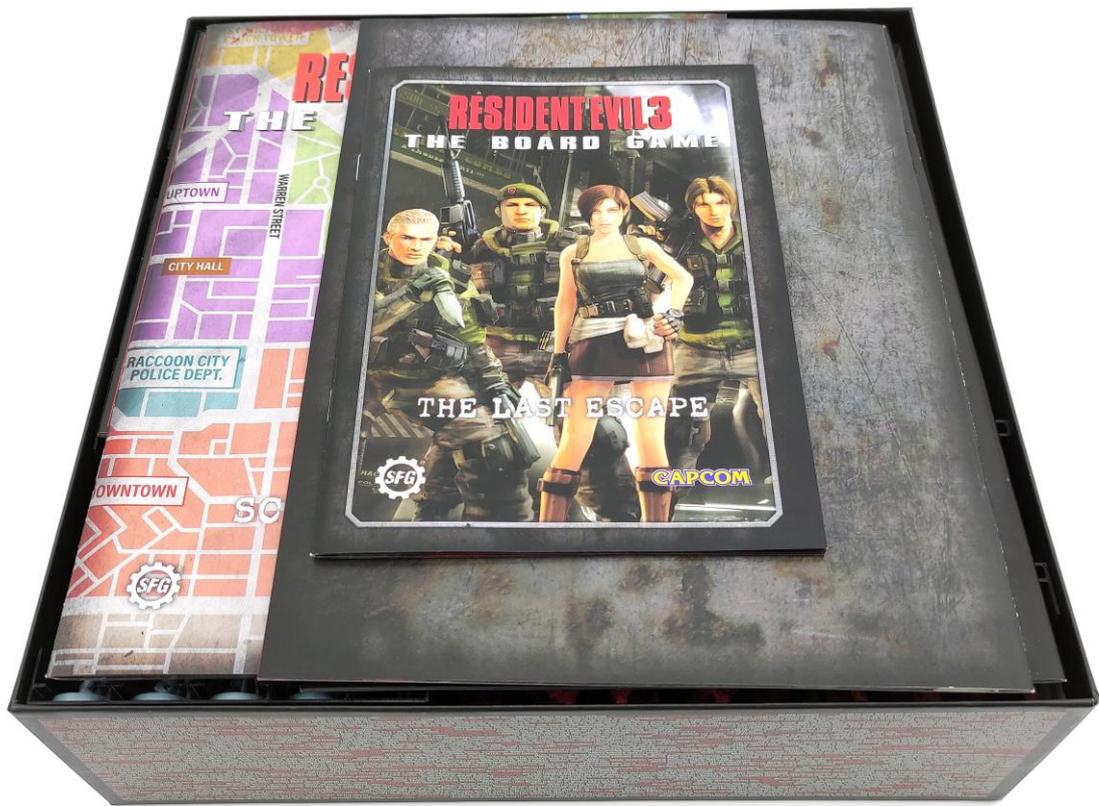
Component Storage #4

Place the remaining Miniature Boxes in the game box.



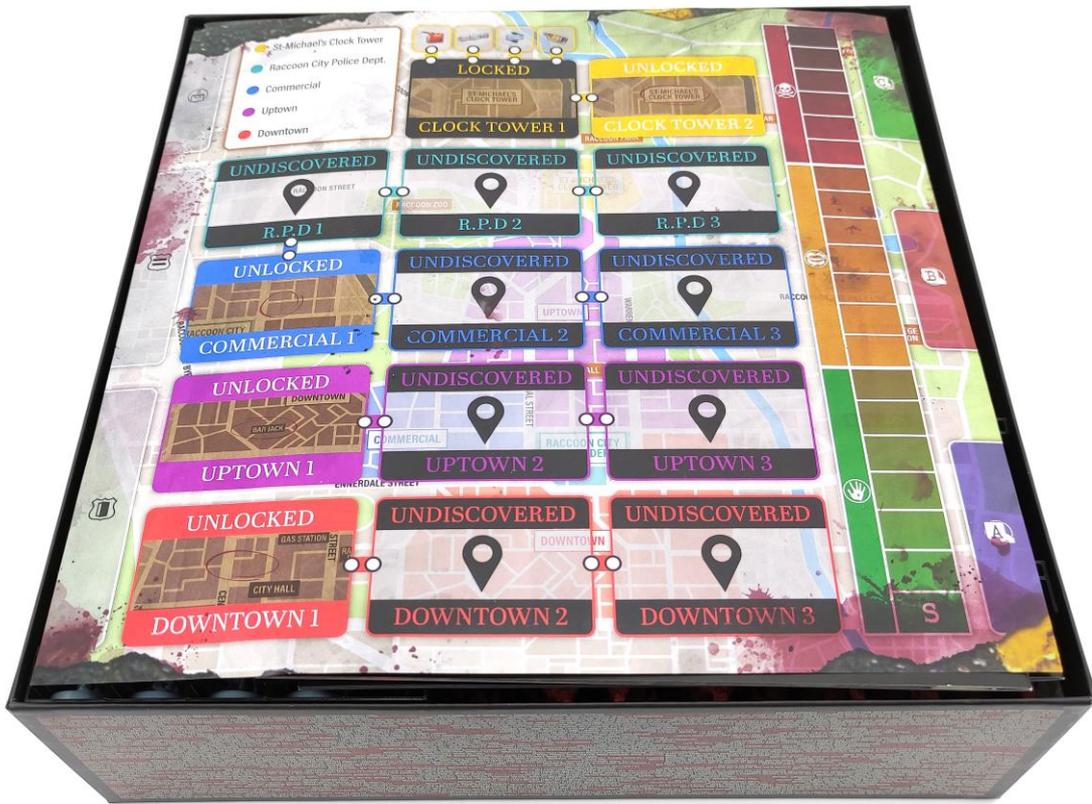
Component Storage #5

Place the 5 x 5 map tile on top of the other components.



Component Storage #6

Place the rule books on top.



Component Storage #7

Place the dashboard on top of the rulebooks and close the box.



Component Storage #8

Take any of the small game boxes and place both Terrain Pack Boxes in it.



Component Storage #9

Place both Card Boxes in the remaining gap and close the box.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de

Resident Evil 3 Campaign Tracker



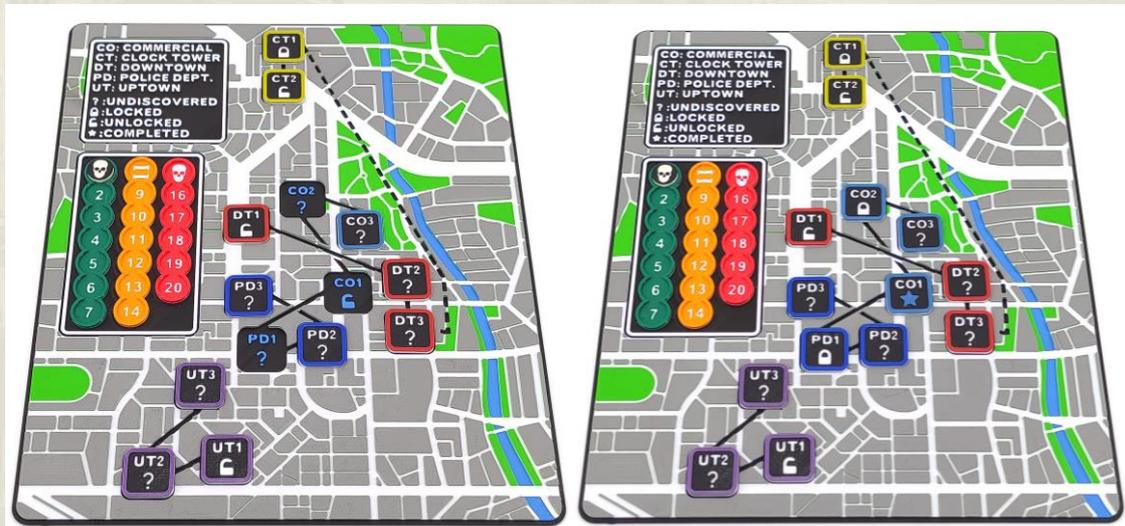
Contents

1. One Campaign Tracker
2. One Skull Token
3. 44 Location Tokens



How to set up the Campaign Tracker

The blue text printed on each location of the Campaign Tracker indicates the initial condition. At the beginning of the campaign, place the corresponding tokens on each location. Use the Skull Token to display the current Danger Level.



Finishing scenarios

If a scenario is completed, remove the tokens and replace them with the ones depicting the new status (unlocked, locked or finished).

If the game is finished, store the active and inactive tokens in different plastic bags.