



Tinkering Paws

BOARD GAME INSERTS

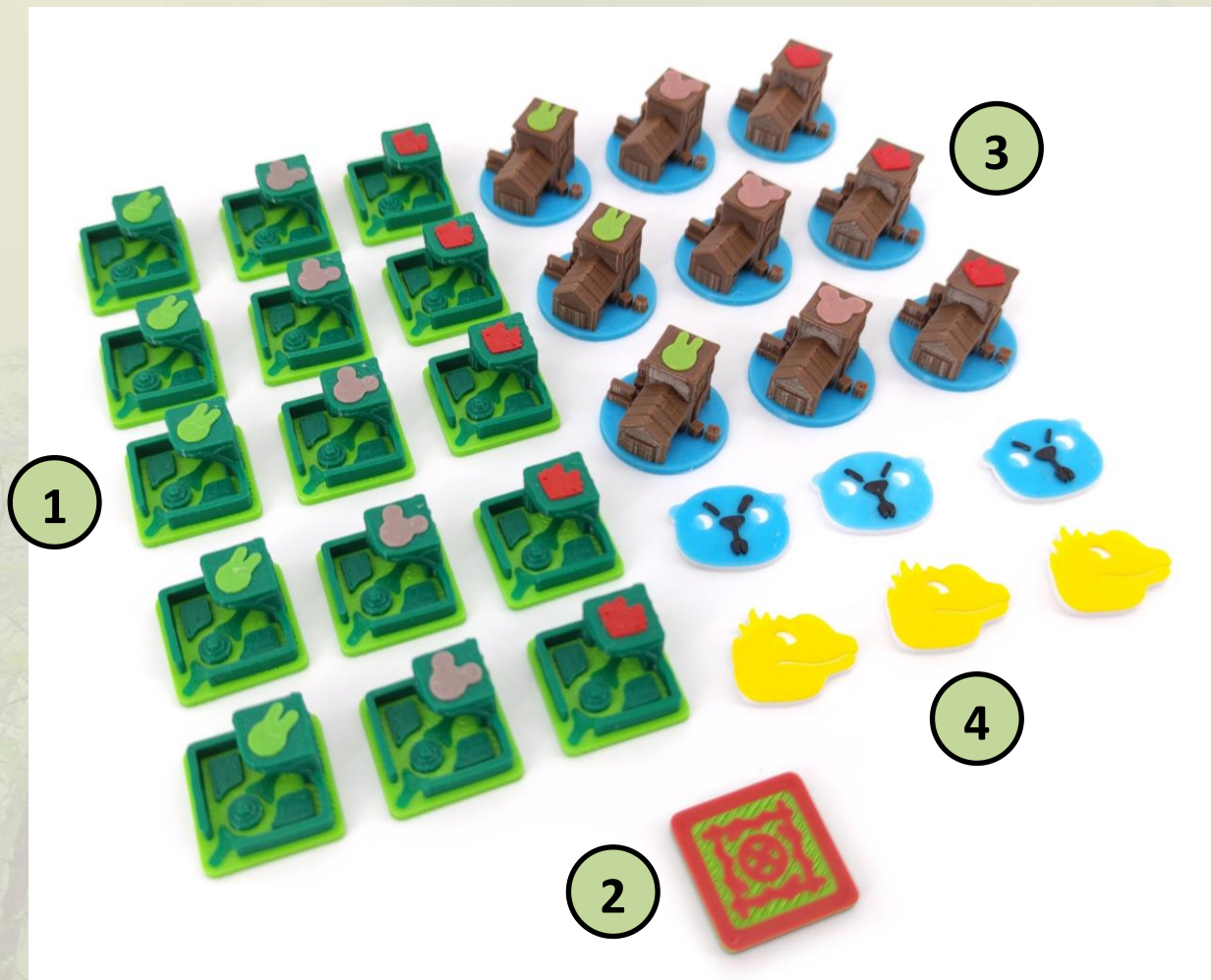


Root 3D Token



Base Game Tokens

1. Eyrie: Roosts
2. Marquise de Cat: Keep
3. Marquise de Cat: Recruiters
4. Marquise de Cat: Workshops
5. Marquise de Cat: Sawmills
6. Marquise de Cat: Wood
7. Woodland Alliance: Bases
8. Woodland Alliance: Sympathy Tokens
9. Score Markers & Relationship Markers
10. Ruins



Riverfolk Expansion Tokens

1. Lizard Cult: Gardens
2. Lizard Cult: Outcast Marker
3. Riverfolk Company: Trade Posts
4. Score Markers & Relationship Markers



Underground Expansion Tokens

1. Corvid Conspiracy: Bomb
2. Corvid Conspiracy: Extortion
3. Corvid Conspiracy: Snare
4. Corvid Conspiracy: Raid
5. Underground Duchy: Burrow
6. Underground Duchy: Tunnels
7. Underground Duchy: Markets
8. Underground Duchy: Citadels
9. Underground Duchy: Crowns
10. Score Markers & Relationship Markers

How do the Corvid Conspiracy Plot Tokens work? Place the normal cardboard tokens on the map. When revealed, replace them with the 3D tokens. Place the 3D bomb token to let your enemies know what hit them. :)



Marauders Expansion Tokens

1. Lord of Hundreds: Mobs
2. Lord of Hundreds: Strongholds
3. Keepers or Iron: Jewelry Relics
4. Keepers or Iron: Figure Relics
5. Keepers or Iron: Tablet Relics
6. Keepers or Iron: Waystations
7. Vault Keepers: Vault Buildings
8. Sunward Expedition: Footholds
9. Control Markers
10. Score Markers & Relationship Markers



Storage Layout

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de