



Tinkering Paws

BOARD GAME INSERTS



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VIDEO
instruction](#)

Skyrim

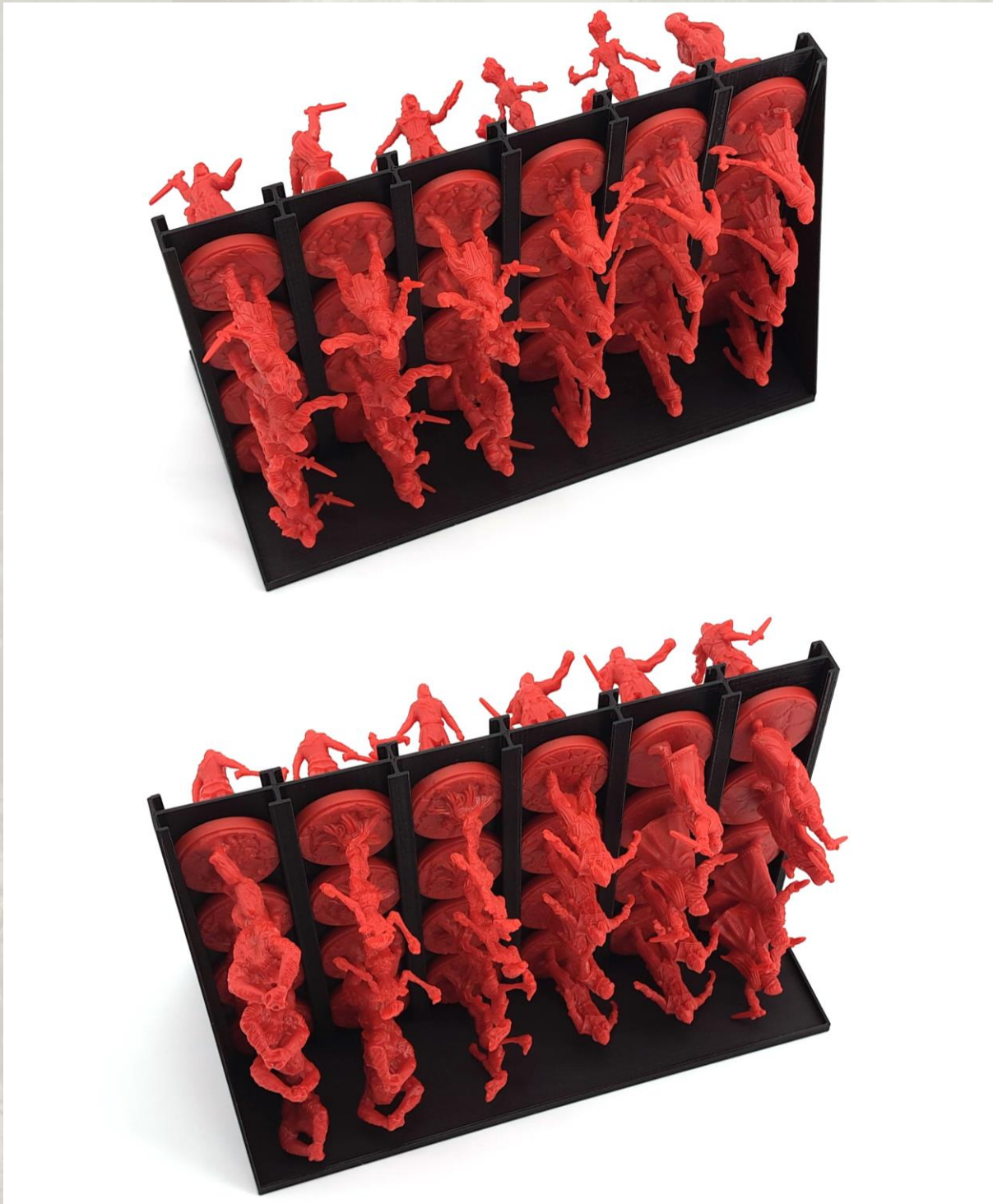
The Adventure Game



Contents

1. 4 Miniature Boxes
2. 12 Card Boxes
3. 4 Token Boxes
4. 1 Dice Box
5. 1 Miscellaneous Box

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

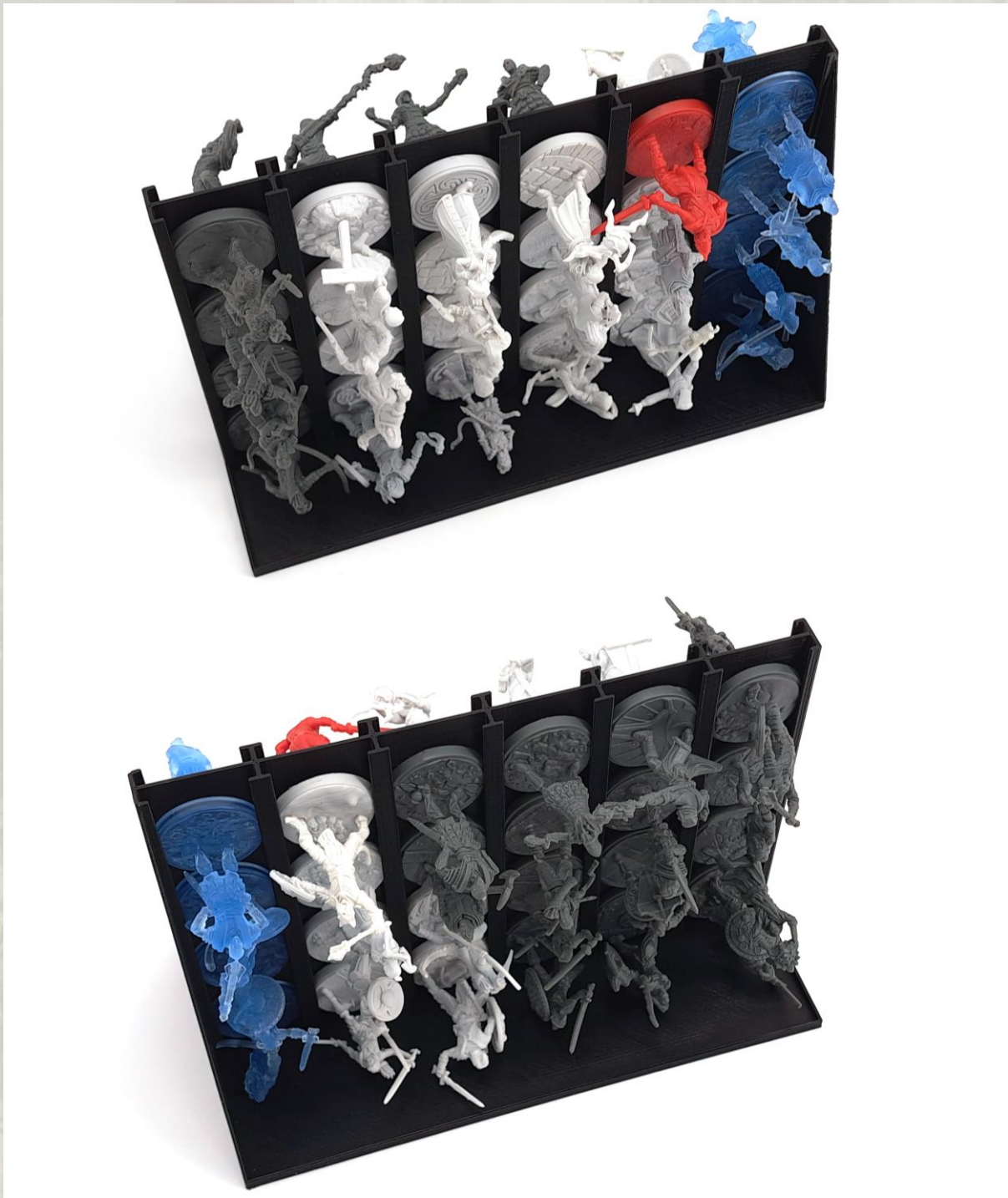


Miniature Box #M1

Please note that the box is not symmetrical.

The smaller side holds all enemy miniatures that have 12 copies.

The bigger side holds all enemy miniatures that have 6 copies.



Miniature Box #M2

Please note that the sides are not symmetrical.

When placing a miniature, make sure it is not too tall. No special placement is necessary, but some minis will not fit, because their base is too tall. They can be stored in #M3.



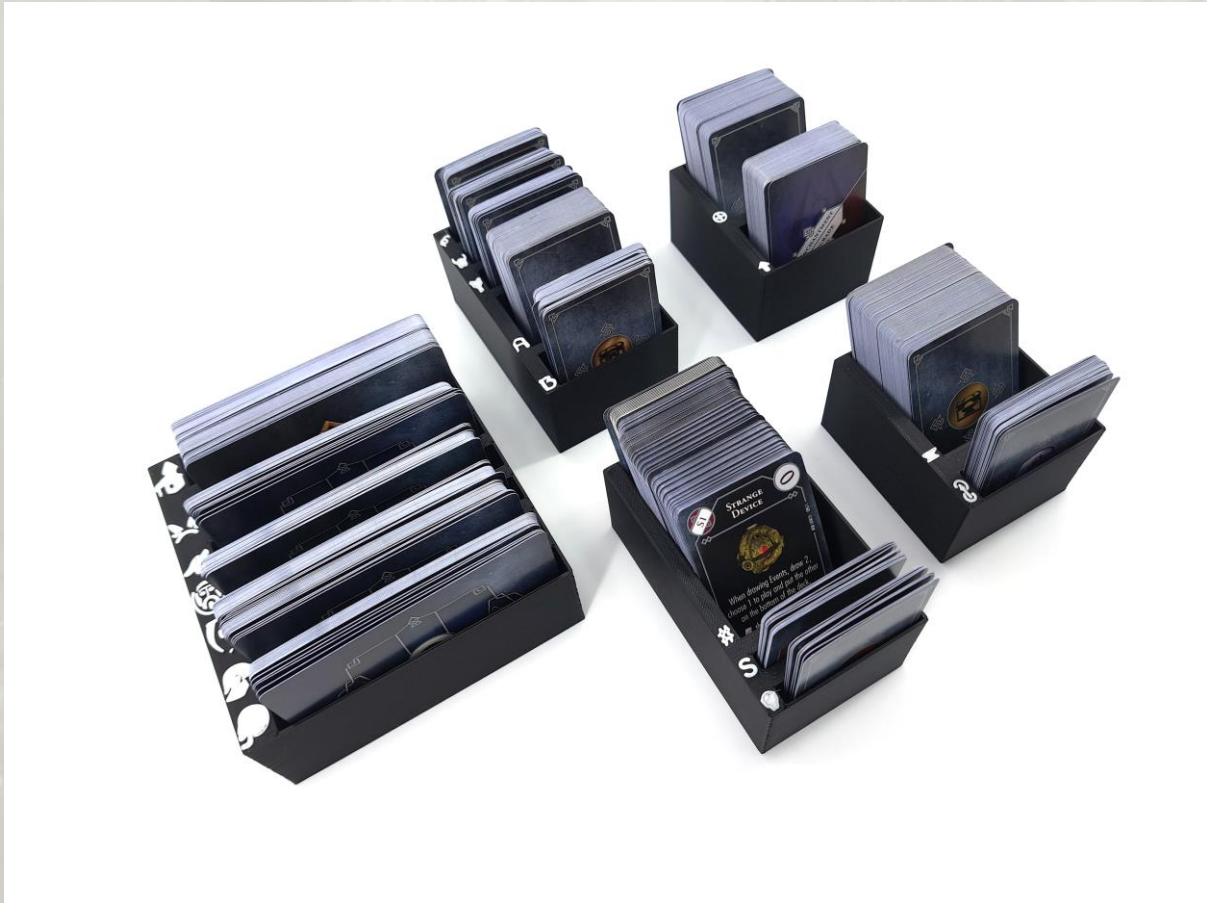
Miniature Box #M3

This Miniature Box holds the big dragon and up to 8 minis that didn't fit in #M1 or #M2. Please note that the two slots for minis have different sizes.



Miniature Box #M4

This box holds the 4 small dragons.



Card Boxes #C4, #C5, #C6, #C7 & #C8

- **#C4:** Town, Wilderness and Animal, Automaton, Daedra, Human & Undead Encounters
- **#C5:** Shadow & Might Market, Dragon, Advanced & Basic Treasure
- **#C6:** S1 to S140, Status, Vampiric Drain & Servant
- **#C7:** Dawnguard Items & Enchantments / Upgrades
- **#C8:** Anvil / Craftable Items & Sorcery Market



Card Boxes #C1, #C2, #C3 & #C9

Depending on the expansions you own and the card sleeves you use, a different combination of #C1, #C2 and #C3 will be required.

Use #C9 for the Reference and Help Cards and the Call to Arms Hero and Follower Cards.



Save Boxes

Save Boxes hold:

- Horse Tokens
- Skill Tokens
- Track Limit Tokens and Cubes
- Final Blow Tokens and Cubes
- Quest Marker
- Health Stamina & Magicka Cubes



Token Boxes #T1, #T2 & #T3

Token Box #T1 holds the Quest Markers, Armor Cubes & Metal Gold Septims.

Token Box #T2 holds the Ore, Plant, Soul Gems, Experience & Gold (biggest compartment) Tokens.

Token Box #T3 holds the Roaming Monster Tokens. Please note that two compartments are bigger (Ghostly Blades & Boethiah's Chosen).



Miscellaneous Box #MI1, Token Box #T4 & Dice Box #D1

Miscellaneous Box #MI1 holds the Call to Arms Adversary Cards, the Call to Arms Dice and the Dragon & Fort Tokens.

Token Box #T4 holds the Threat Tokens.

Dice Box #D1 holds all remaining Dice.



Component Storage #1

Start with the base game box and add the Save Boxes, Miniature Box #M3 and Card Box #C9.



Component Storage #2

Now add Miscellaneous Box #MI1, Token Box #T4 and Miniature Box #M4.



Component Storage #3

Now add the Player Boards, Miniature Box #M1 and Miniature Box #M2.



Component Storage #4

Place the Rulebooks, Token Boxes #T1, #T2 & #T3 and Dice Box #D1 in the game box.



Component Storage #5

If you don't own the 5 - 8 Player Expansion, there are two spacer pieces that'll let you place the Token Boxes safely on top of the Player Boards.



Component Storage #6

Place the game board on top.



Component Storage #7

Place Card Boxes #C4, #C7 & #C8 in the Miniatures Expansion Box.



Component Storage #8

Now add Card Boxes #C5 & #C6.



Component Storage #9

Now add both copies of Card Boxes #C1 and #C3.



Component Storage #10

Now add both copies of Card Box #C2.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de