# Tinkering Paws
## BOARD GAME INSERTS



# Too Many Bones

**Core Game**

**Characters**

**Splice & Dice**

**Unbreakable / Undertow**

# Too Many Bones

## Core Game Board Game Insert



## Contents

1. 7 Dice Boxes
2. 1 Token Box
3. 2 Card Boxes with dividers
4. 3 Chip Boxes

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

**The code of all Core Box boxes starts with a "C-…"**

**Dice Boxes C-D1 & C-D2**

Place the dice (and 1 token) in the dice boxes like shown.

**Token Box C-T1**

Token Box C-T1 holds the Scar Tokens as well as some Chips that might not fit in the other Chip Boxes.

**Card Boxes C-CA1 & C-CA2**

There is one Card Box for the small cards and one for all the big cards.

**Chip Boxes C-CH1 & C-CH2**

These Chip Boxes will replace the ones that came with the game and are available optional.

**Component Storage #1**

Place the rulebook, mats, Reference Sheets and Dice Box C-D2 in the game box.

## Component Storage #2

Now add the remaining components. Simply stack the Dice Boxes on top of each other.

# Too Many Bones

## Characters Board Game Insert



## Contents

1. 4 Dice Boxes
2. 1 Card Box with dividers

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

**The code of all Character boxes starts with a "CH-…"**

**Dice Boxes CH-D1, CH-D2 & Card Box CH-CA1**

Place the dice in the dice boxes like shown. Place the cards – if any of the characters have some – in the Card Box.

## Component Storage #1

Place the Mats and Reference Sheets in the game box.

## Component Storage #2

Now add the remaining components. Make sure to place Dice Box CH-D2 correctly. It keeps the Card Box in place.

# Too Many Bones

## Splice & Dice Board Game Insert



## Contents

1. 3 Dice Boxes
2. 1 Token Box
3. 1 Card Box with dividers
4. 1 Chip Box

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

**The code of all Splice & Dice boxes starts with a "S-…"**

**Dice Boxes S-D1**

Place the dice in the dice boxes like shown.

**Token Box S-T1**

Token Box S-T1 holds the pegs.

**Card Boxes S-CA1**

The Card Box holds all cards.

**Chip Box S-CH1**

This Chip Box will replace the one that came with the game and is available optional.

**Component Storage #1**

Place the rulebook, big mats and Reference Sheets in the game box.

**Component Storage #2**

Next add the Tyrant Sheets.

## Component Storage #3

Now add the small mats and one empty card box as a place holder.

**Component Storage #4**

Now add the remaining boxes and components including the cloth bag.

# Too Many Bones

## Unbreakable / Undertow

## Board Game Insert



**Contents**

1. 6 Dice Boxes
2. 1 Card Box with dividers
3. 3 Chip Boxes

All pictures in this instruction are showing **Unbreakable**.

The insert works the in same way with **Undertow**.

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

**The code of all Unbreakable / Undertow boxes starts with a "UU-…"**

**Dice Boxes UU-D1, UU-D2 & UU-D3**

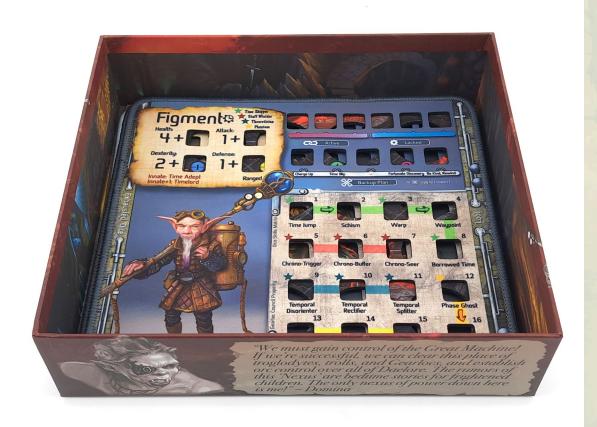Place the dice (and tokens) in the dice boxes like shown.

**Card Box UU-CA1**

The Card Box holds all cards.

**Chip Boxes UU-CH1 & C-CH1**

UU-CH1 is included in every insert, C-CH1 is only optional available and replaces the Chip Boxes that come with the game.

**Component Storage #1**

Place the rulebook, mats and Reference Sheets in the game box.

## Component Storage #2

Now add the remaining components. Simply stack the Dice Boxes on top of each other.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de