



Tinkering Paws

BOARD GAME INSERTS



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VIDEO
instruction

Zombicide

Friends and Foes & No Rest for the Wicked



Contents

1. 5 Miniature Boxes
2. 2 Card Boxes

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



Miniature Box #M1 – Bigger Side

Start with the bigger side of Miniature Box #M1. It holds up to 36 Survivors.

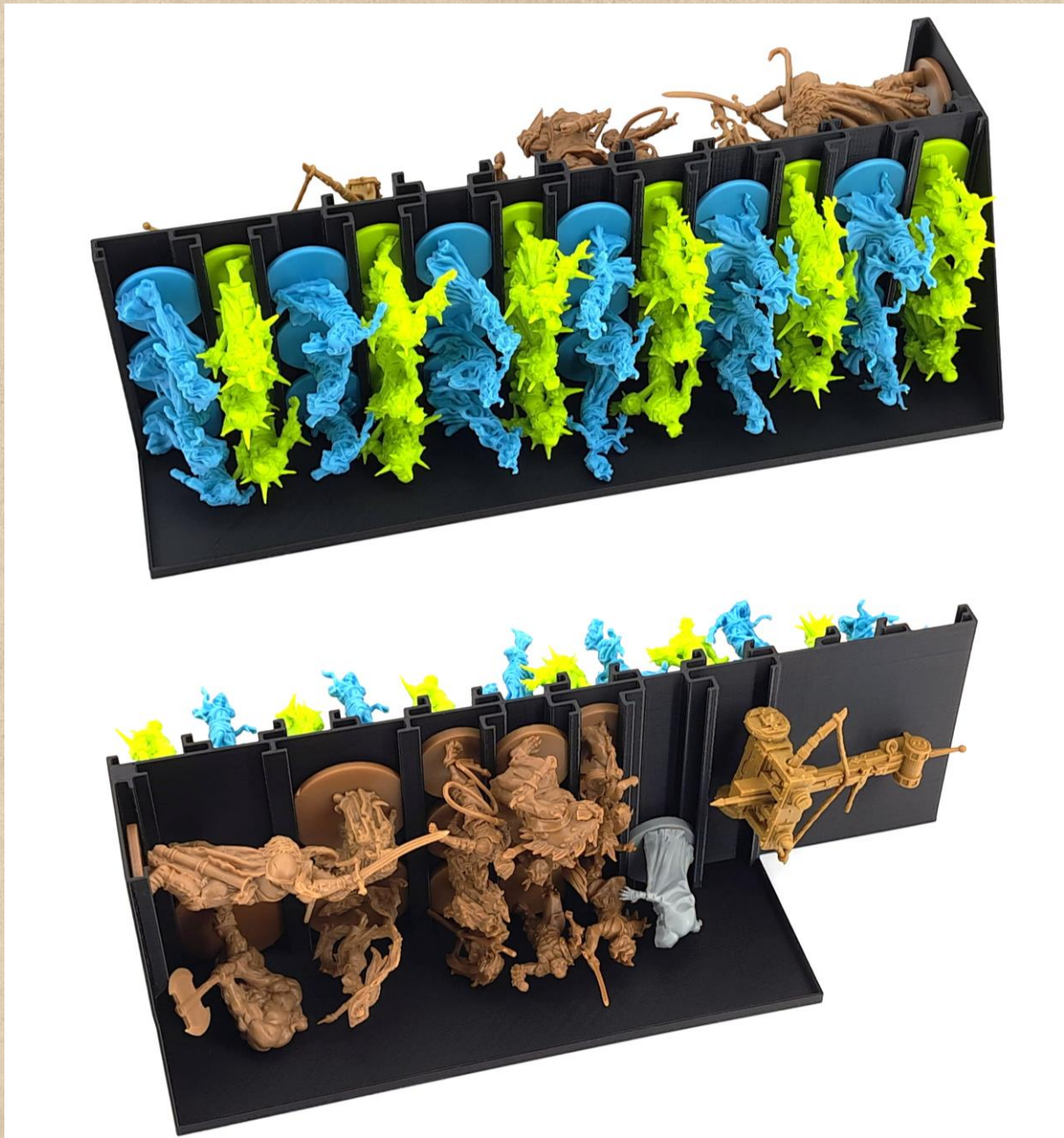
Some minis will be too tall for their corresponding boxes. This is okay, as long as it only happens on one side of the box.

When placing the Miniature Boxes in the game box, make sure these tall minis face another Miniature Box & not the wall of the game box.



Miniature Box #M1 – Smaller Side

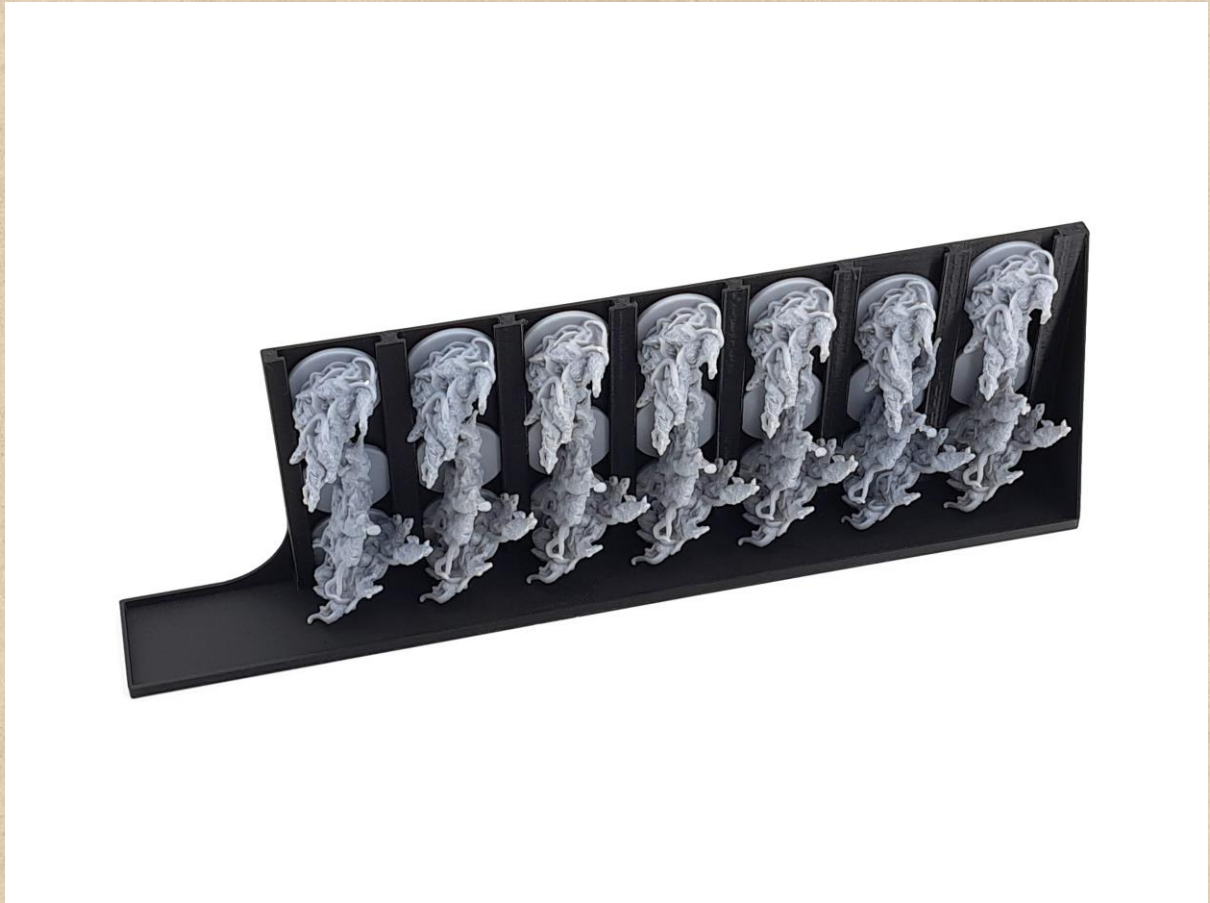
This side of Miniature Box #M1 holds 4 Familiars, all Deadeye Walkers, 7 Survivors and 1 Necromancer.



Miniature Box #M2

One side of Miniature Box #M2 holds the Tainted Walkers and Spectral Walkers.

The other side holds all Survivors and Necromancers with bigger or taller bases and the Ballista.



Miniature Box #M3

#M3 holds all rats. Pay close attention to the placement. Each slot gets 3 different sculpts of rats in the same order! You might want to have a look at our [video](#).



Miniature Box #M4

Miniature Box #M4 holds the remaining miniatures.



Miniature Box #M5

Miniature Box #M5 holds the Necromantic Dragon.



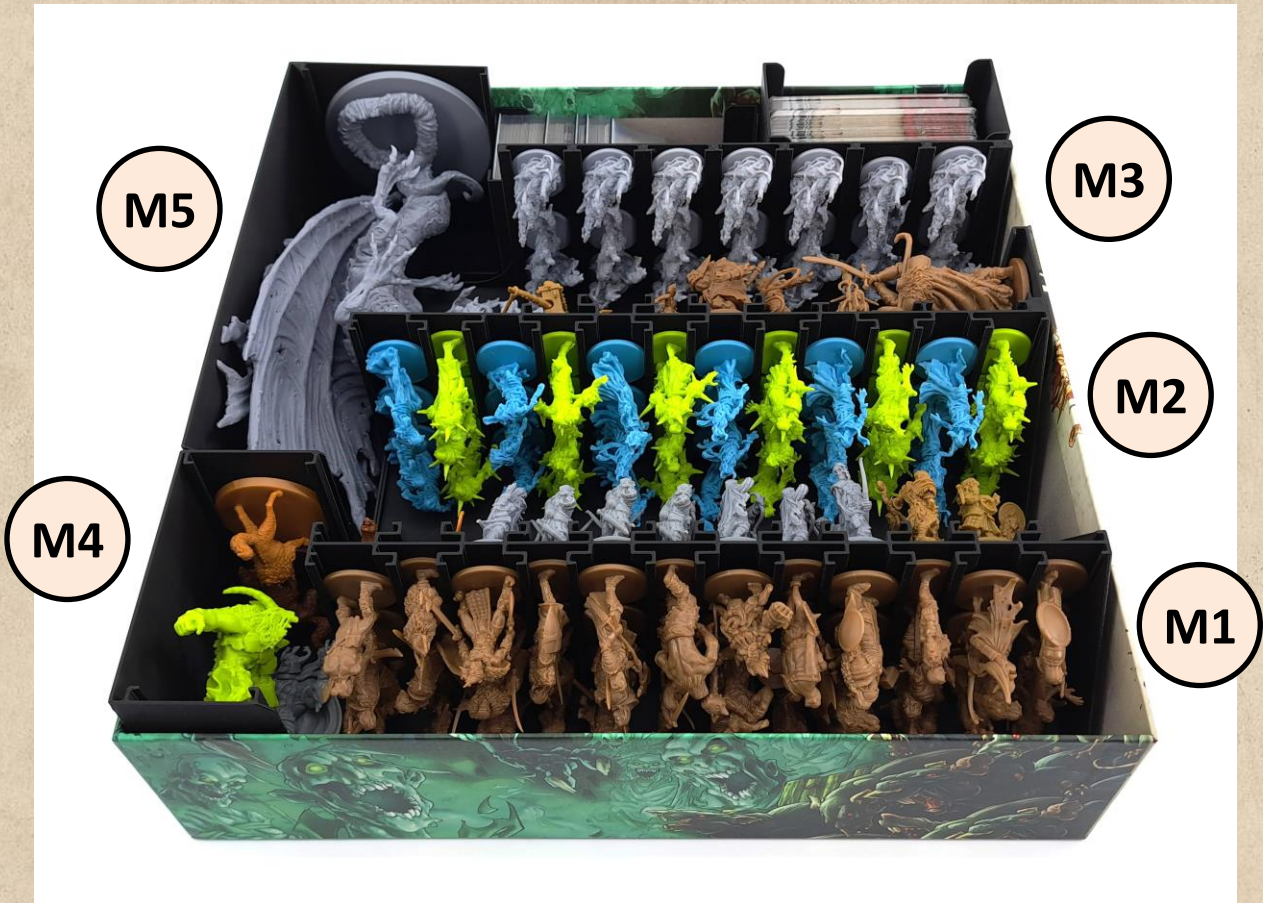
Card Boxes

Card Box #C1 holds the small cards; Card Box #C2 holds the ID cards.



Component Storage #1

Start placing everything in one of the expansion boxes, like shown.



Component Storage #2

Now add the remaining components. Make sure that the side with taller minis of #M1 is facing #M2.



Component Storage #3

Add the rulebooks on top.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de