



Tinkering Paws

BOARD GAME INSERTS



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VIDEO
instruction

Sleeping Gods

Distant Skies



Contents

1. 1 Miniature Box
2. 8 Token Boxes
3. 5 Card Boxes with Dividers

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



Miniature Box #M1

Miniature Boxes #M1 holds the character miniatures and the airplane figure.

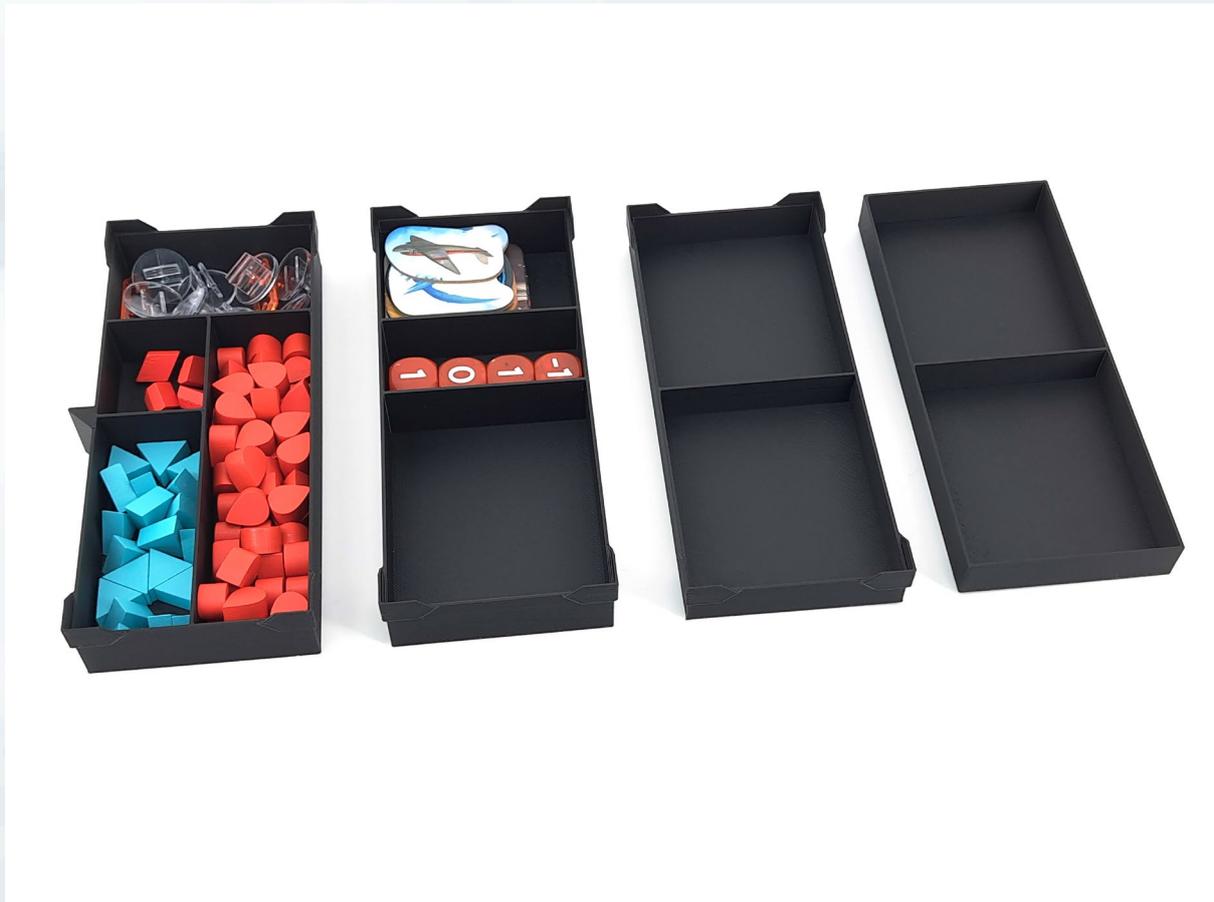


Token Boxes #T1 - #T4

Token Boxes #T1 & #T2 hold the resources.

Token Boxes #T3 holds the Stamina and 5-Value Power Tokens.

Token Boxes #T4 holds the Status Tokens and the Pocket Watch.

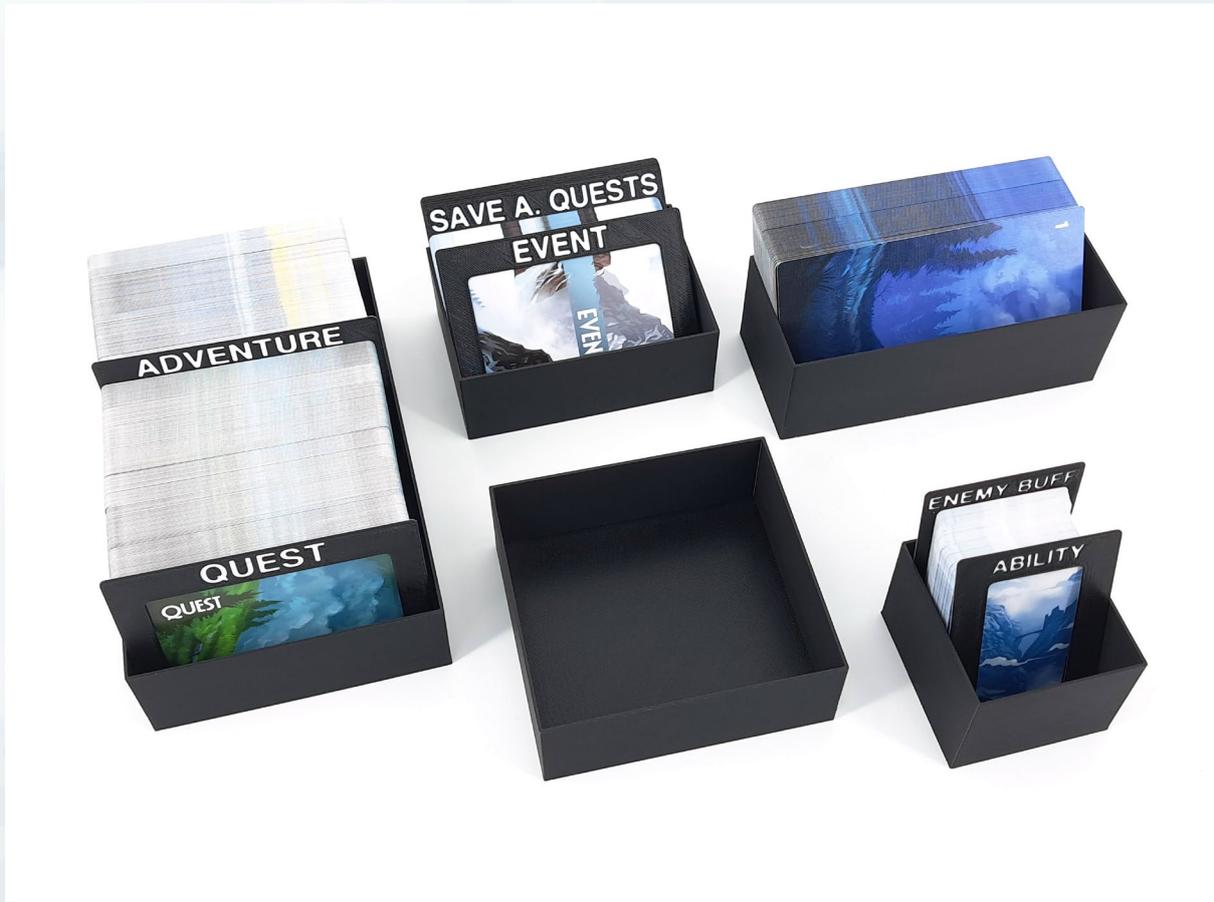


Token Boxes #T5 - #T8

Token Box #T5 holds the Damage, Synergy & Power Tokens and Plastic Stands & Clips.

Token Box #T6 holds the remaining tokens and the dice.

The empty compartments in #T6, #T7 & #T8 are used to save the game. They hold each character's ability cards, standees & tokens.



Card Boxes

Card Boxes #C1, #C2 & #C3 hold the medium cards.

Card Box #C4 holds the big cards.

Card Box #C5 holds the small cards.

Some of the dividers are only used when saving the game.



Component Storage #2

Add the Turn Board, Action Board, Flight Board and the Airplane Card.



Component Storage #3

Add the five Character Boards: One on the Airplane Card, the rest in two separate stacks.



Component Storage #5

Add the Token Boxes.

Make sure the support wedge auf #T5 is positioned as shown.



Component Storage #6

Add the remaining boxes. Make sure #C1 is at the front.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de