

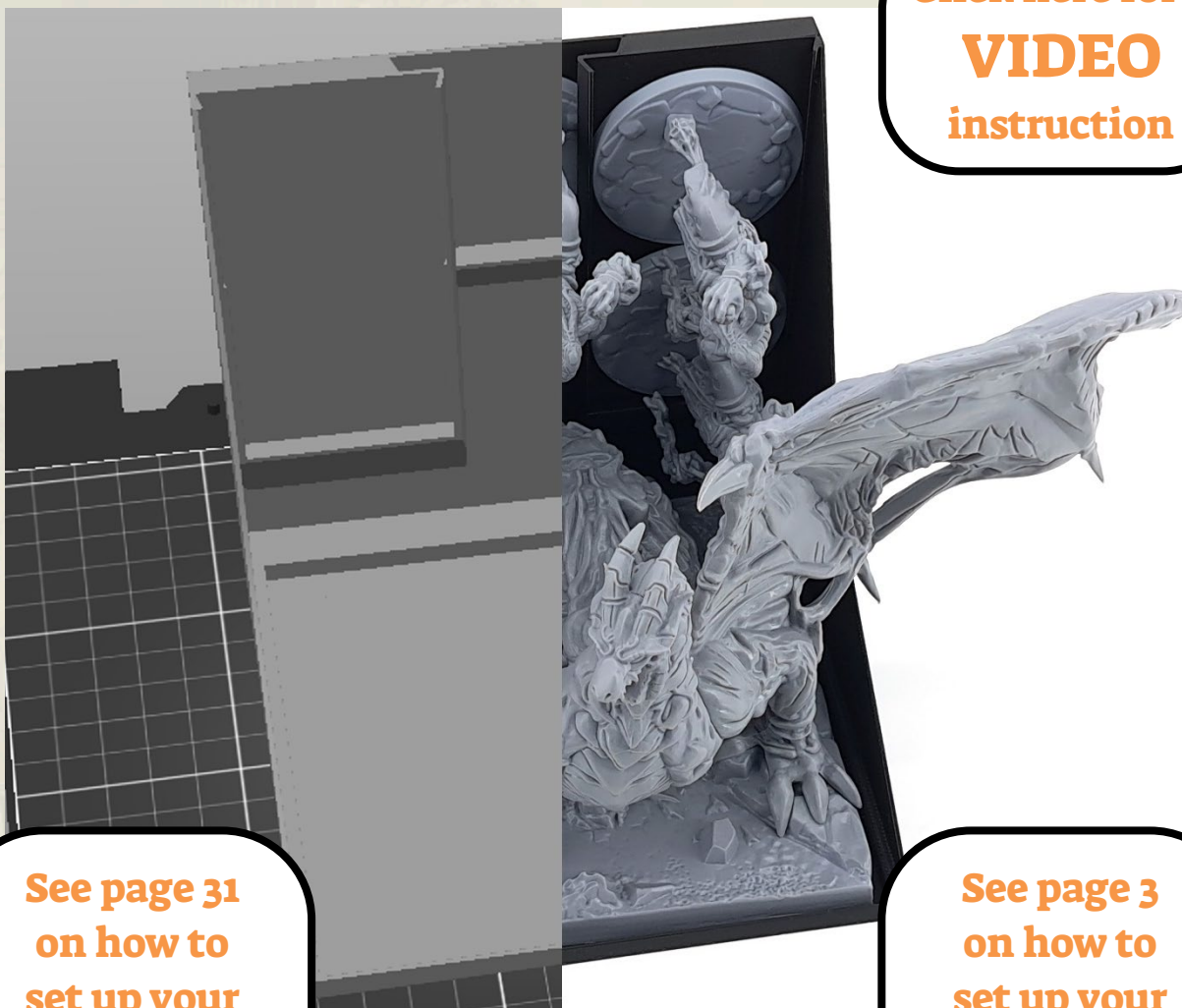


Tinkering Paws

BOARD GAME INSERTS



Marvel Zombies



Click here for a
VIDEO
instruction

See page 31
on how to
set up your
3D printer

See page 3
on how to
set up your
insert

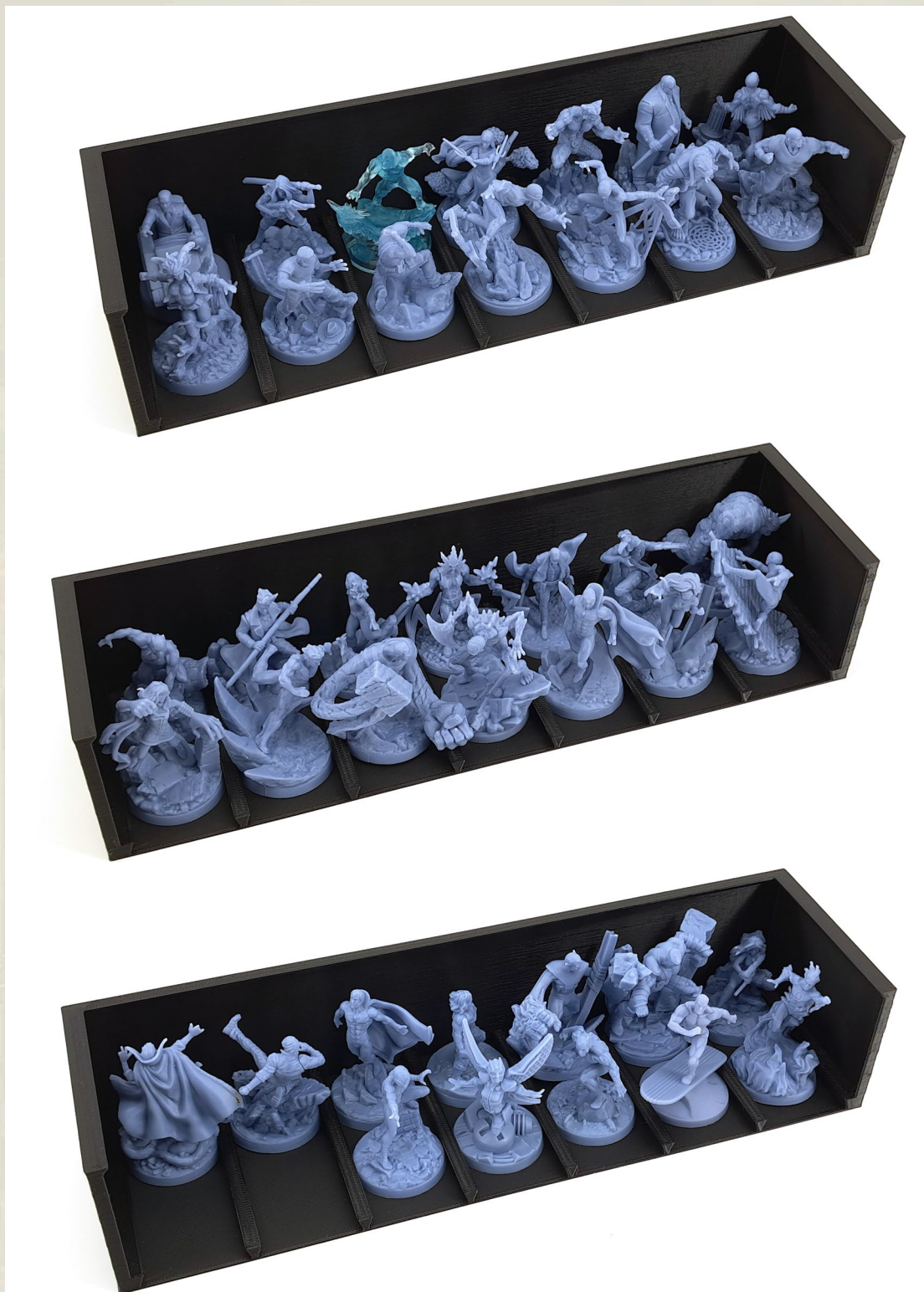


Contents

1. 18 Miniature Boxes
2. 9 Token Boxes
3. 4 Card Boxes with Dividers

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

Please note: Some of the miniature's bases are not perfectly round and/or bent. If they do not fit, try rotating the miniatures or using the "Hot Water Fix".



Miniature Box #M1 (included 3 times)

Miniature Boxes #M1 - #M9 hold all Heroes. No specific order for Hero Miniatures is needed, but make sure the boxes are tall enough. 10 of the miniatures will only fit in #M9.



Miniature Box #M2



Miniature Box #M3



Miniature Box #M4



Miniature Box #M5 (included 3 times)



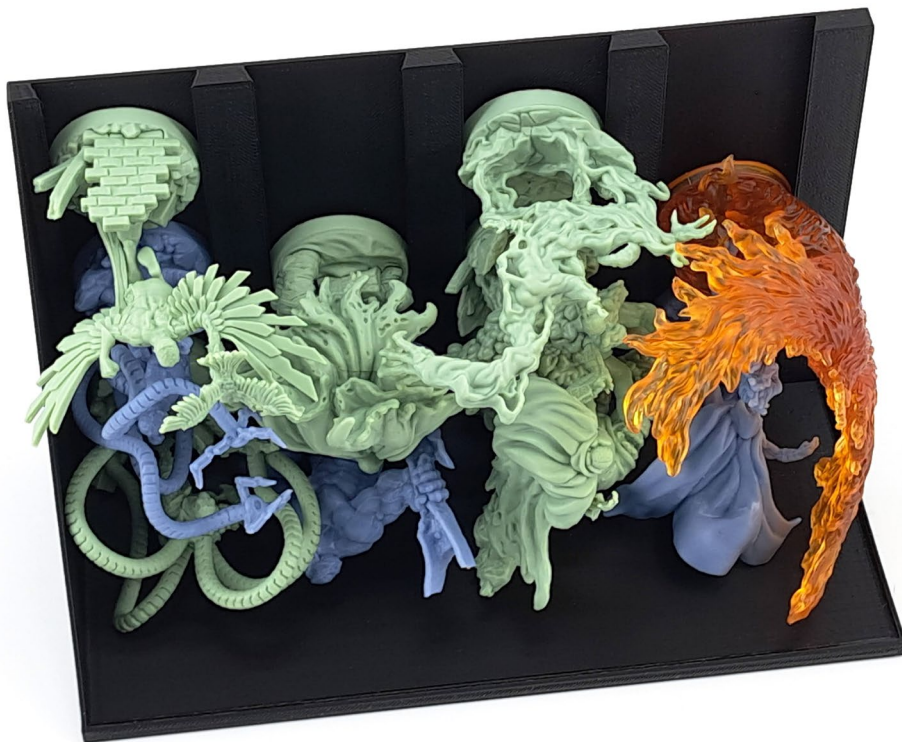
Miniature Box #M6



Miniature Box #M7



Miniature Box #M8



Miniature Box #M9

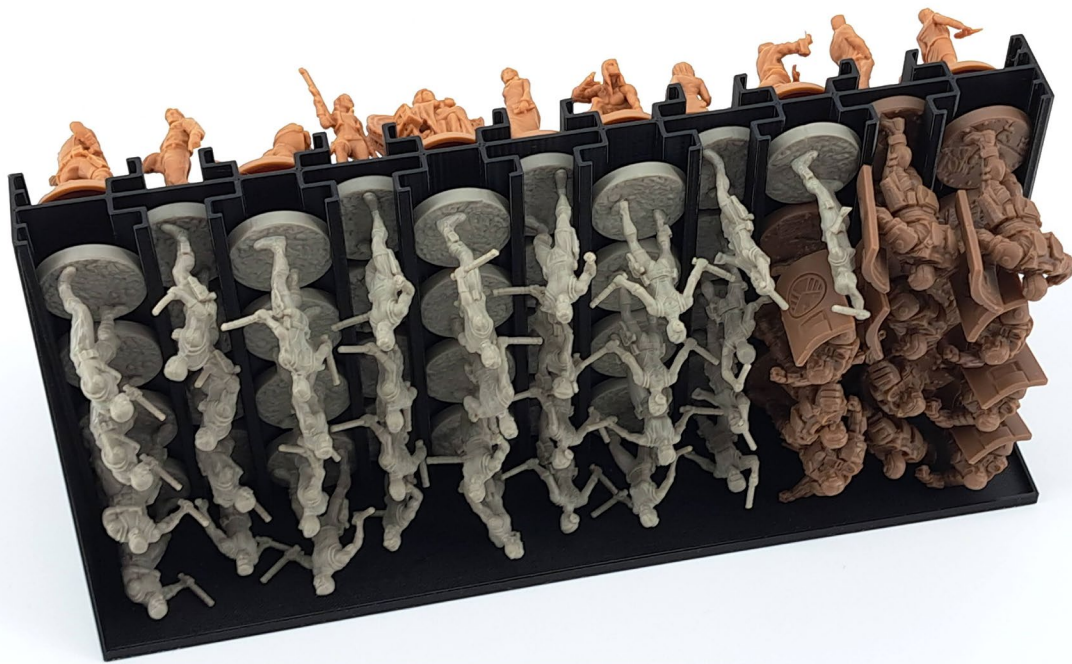
Miniature Box #M9 holds the remaining Heroes. We recommend placing them as shown.

1st slot: Dr. Octopus (Z), Dr. Octopus & Falcon (Z)

2nd slot: Hulk & Moon Knight (Z)

3rd slot: Juggernaut (Z), Mysterio (Z) & Venom (Z).

4th slot: Moon Knight & Dark Phoenix

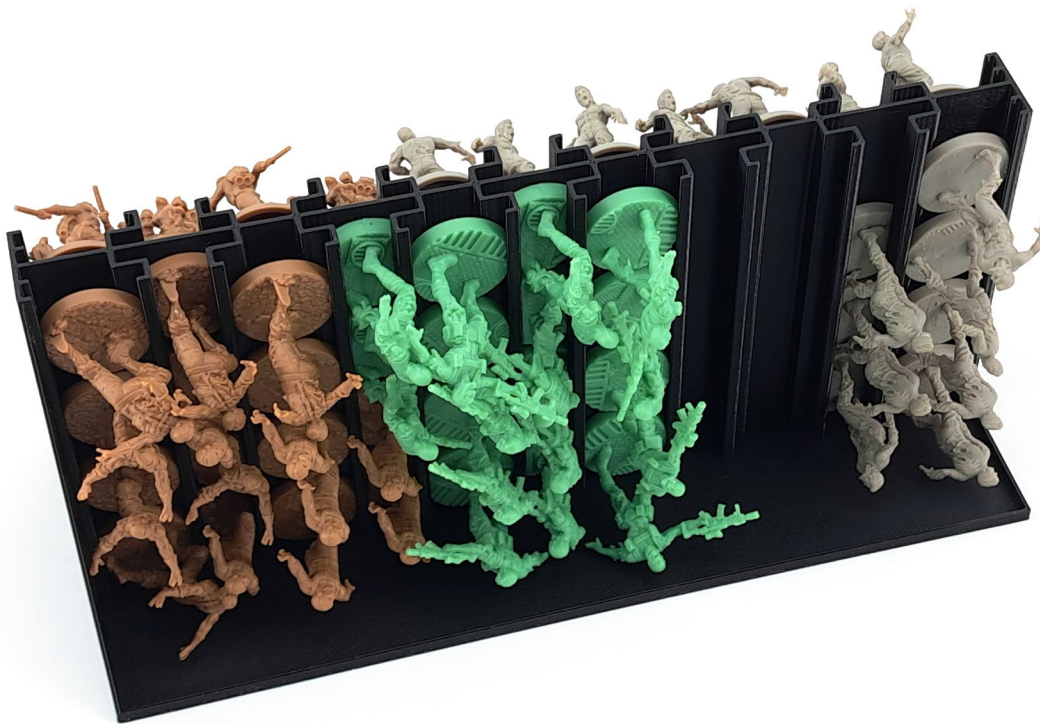
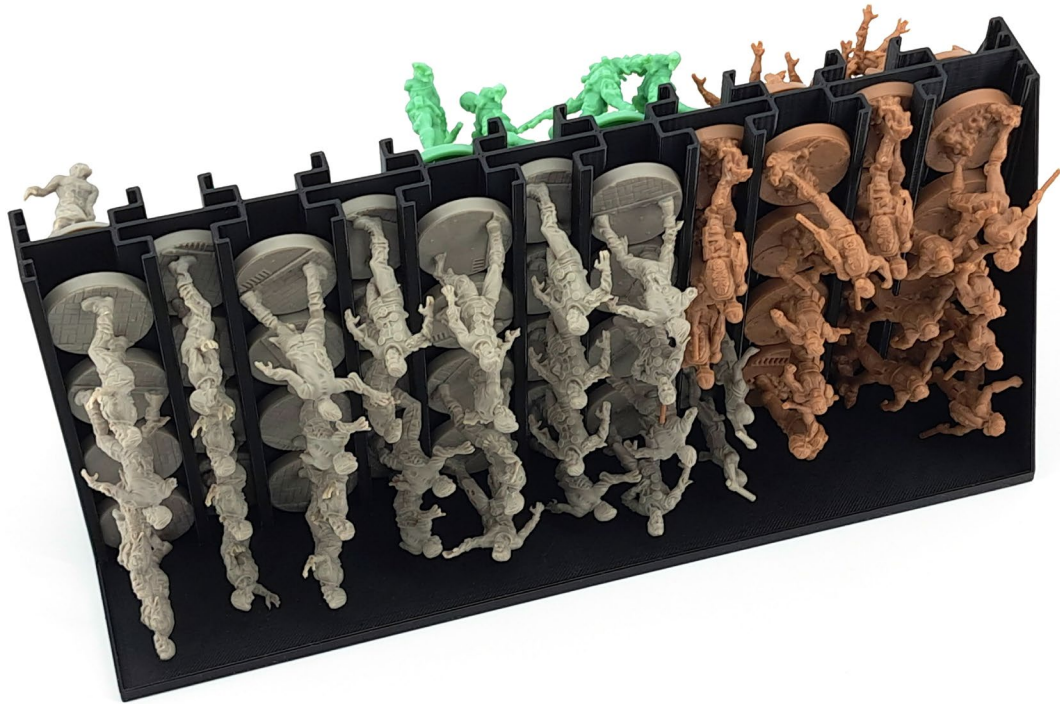


Miniature Box #M10

Miniature Box #M10 Side A (bigger side) holds all Bystanders and 3 Hydra Guards.

Side B (smaller side) holds the Troopers and remaining Guards.

No special order is required.



Miniature Box #M11

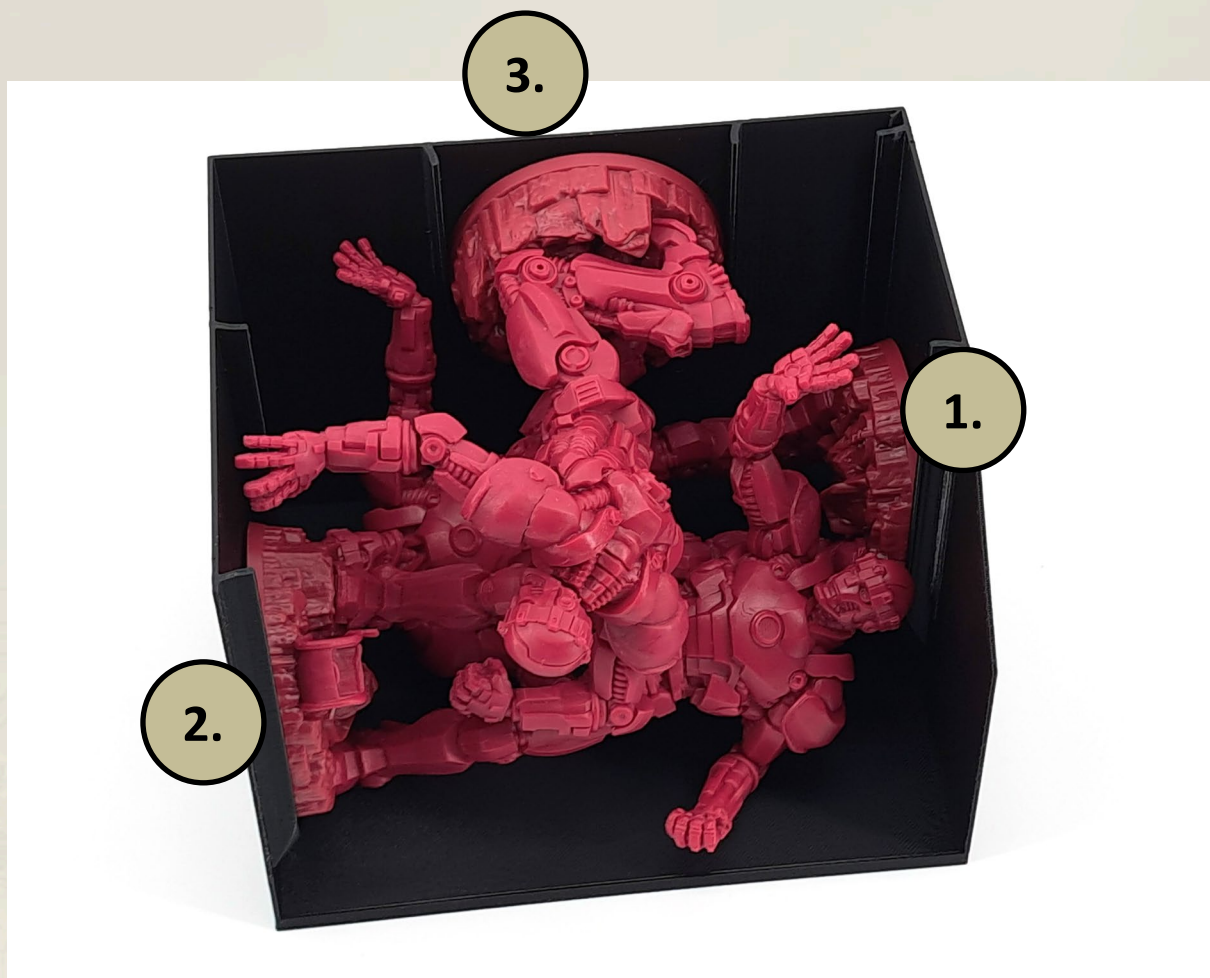
#M11 holds Runners, Walkers and Hydra Soldiers. Both sides are identical.

Some of the Extra Hydra Soldiers need to be placed in #M12.



Miniature Box #M12

Miniature Box #M12 holds the Brutes and remaining Extra Hydra Soldiers (not shown). Make sure to orientate the Brutes as shown.



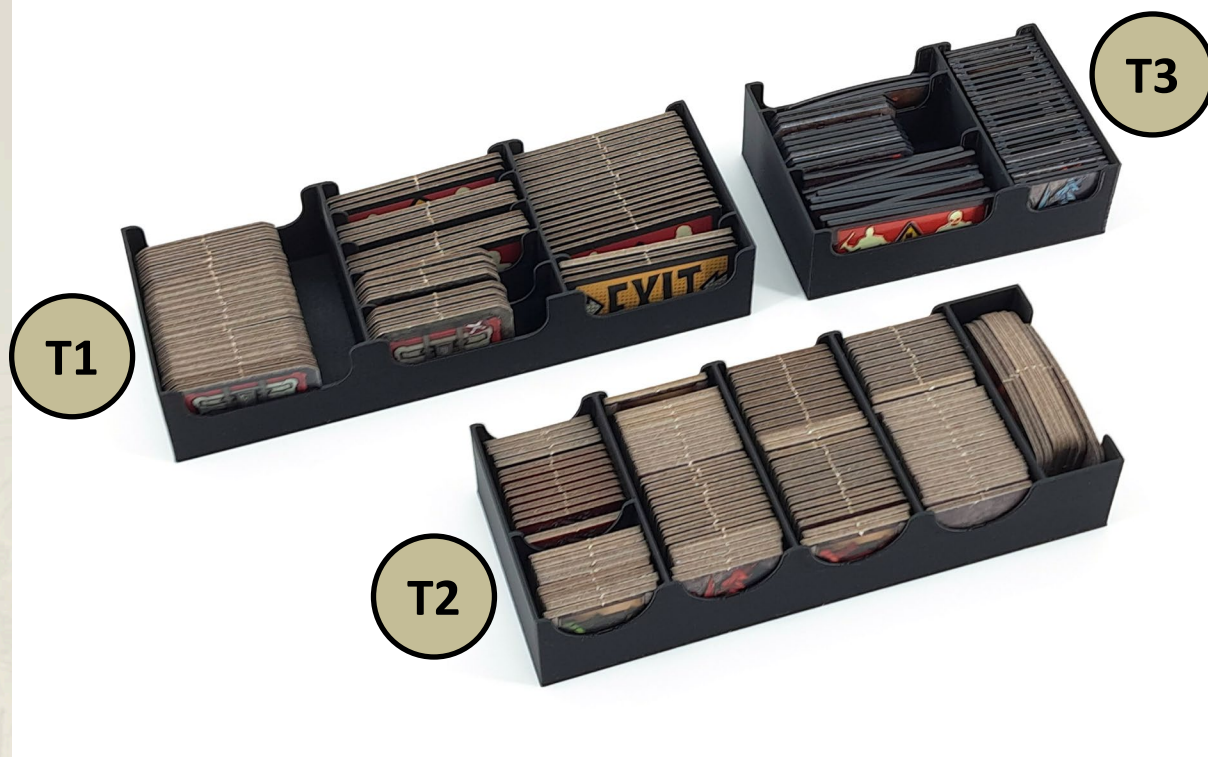
Miniature Box #M13

#M13 holds the Sentinels. Place them in the same orientation and order as shown. Make sure they are not protruding over the box.



Miniature Box #M14

Miniature Box #M14 holds Giant Man. Adjust his orientation when placing #M14 in the game box so he doesn't collide with Dark Phoenix.



Token Box #T1, #T2 & #T3

#T1: Objective, Exit & Spawn Tokens.

#T2: Open Window, Door & Canister Tokens.

#T3: Plastic Canister, Objective, Exit, Spawn & Door Tokens.



Token Box #T4, #T5 & #T6

#T4: Avengers Signs, Sentinel Hands; Base, Galactus' Destroyed & Activation Tokens; Tracker Cubes & Clips.

#T5: Dice

#T6: Remaining Plastic Tokens



Token Box #T7, #T8 & #T9

#T7: Color Bases

#T8: Heroes' Resistance components

#T9: Heroes' Resistance components



Card Boxes

Card Boxes #C1 - #C3 hold the small cards, while #C4 holds the big cards.

Please note that #C1 is slightly bigger than #C2.



Component Storage #1

Start with the X-Men Resistance Box and add the following:
Map Tiles (all but 3 if you own Heroes' Resistance), #T1, #T2 & #T3.



Component Storage #2

Then add #T4, #T5 & #T6.



Component Storage #3

Now add #C1 - #C4, the Dashboards and Elevator Tokens.



Component Storage #4

Place the smaller rulebooks on top.



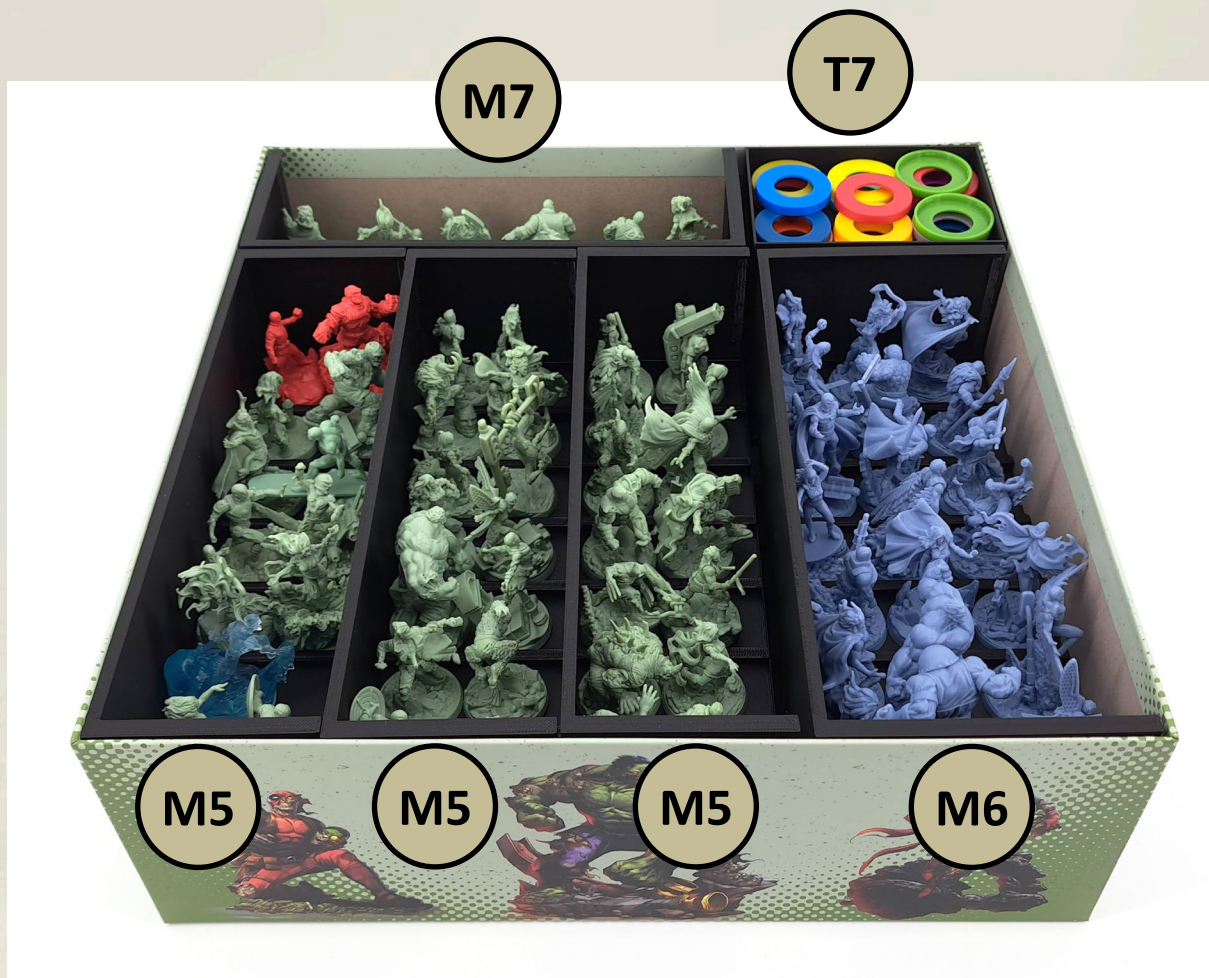
Component Storage #5

Take the Core Game Box and add the following boxes: #M1 (3x), #M2, #M3 & #M4.



Component Storage #6

Add #M8. Make sure to rotate the boxes on the second level by 180°.



Component Storage #7

Add #M5 (3x), #M6, #M7 & #T7.



Component Storage #8

Proceed with the Stretch Goal Box:

#T8, #T9, #M9, #M10, #M11, #M12, #M13 & #M14.



Component Storage #9

If you own Heroes' Resistance, add the remaining Map Tiles.



Component Storage #10

Then add the remaining rulebooks.



Component Storage #11

If you own Heroes' Resistance and the Tile Set, store one of the Map Tiles in the Tile Set Box. Otherwise, use the empty Punch Board.

How to print your digital STL-files

General Settings

- Nozzle Diameter: 0.4mm
- Filament: PLA
- Nozzle Temperature: 210 – 220 °C
- Height of first layer: 0.2 mm
- Height of other layers: 0.2 – 0.3 mm
- Number of perimeters: 2
- Infill: 20 %
- Supports: None

File Information:

Every file needs to be printed once, except the filename says otherwise: **CS1x4.stl** – print this part **four** times.

Print card dividers with a color change **after** the first layer. This can be done with most slicers and does not require a multi-material printer.

All STL-files are already orientated correctly to print them

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de