Tinkering Paws

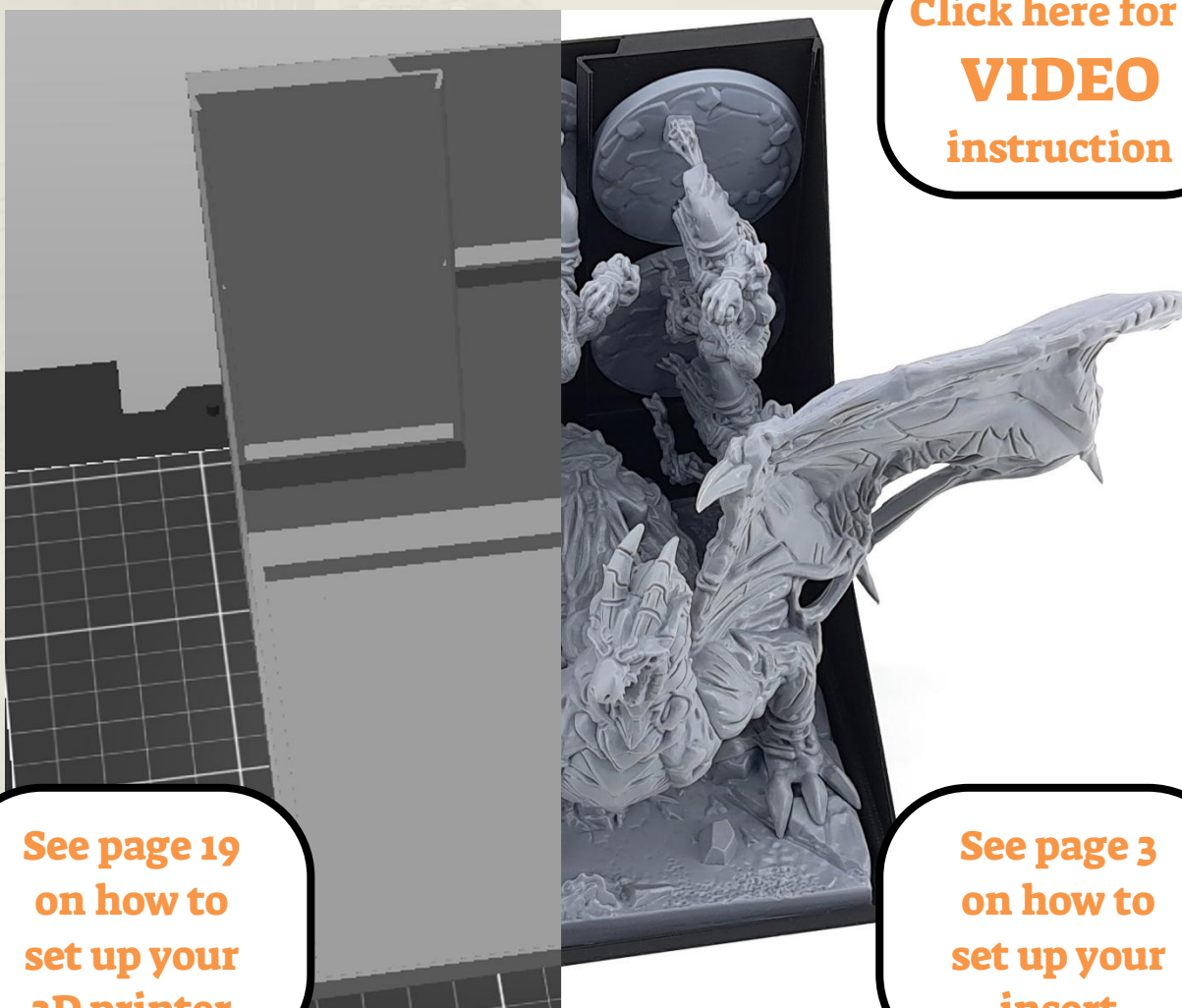## BOARD GAME INSERTS

Resident Evil 1

Click here for a VIDEO instruction

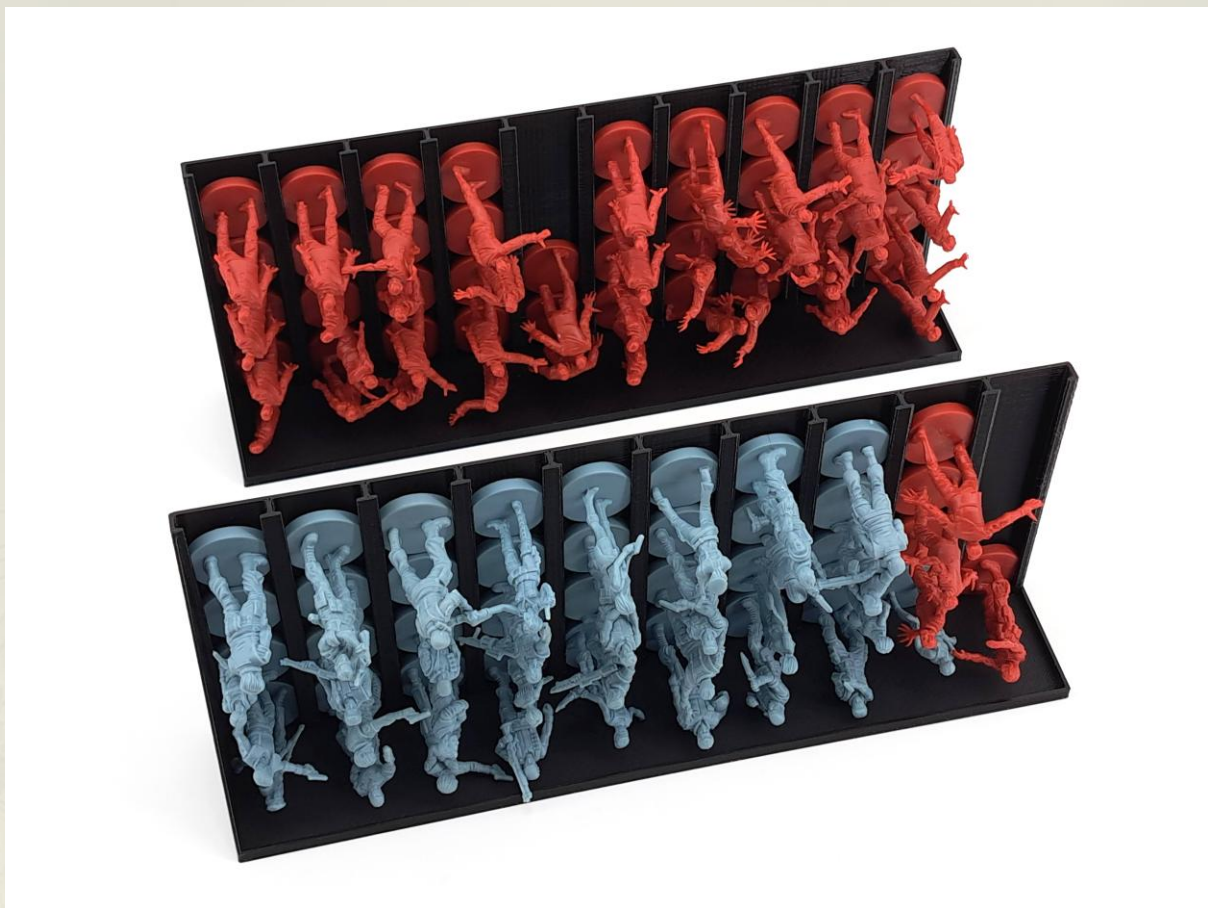**See page 19 on how to set up your 3D printer**

See page 3 on how to set up your insert

Contents

1. 6 Miniature Boxes
2. 3 Token Boxes
3. 2 Terrain Boxes
4. 12 Card Boxes (only 7 Card Boxes in some options)

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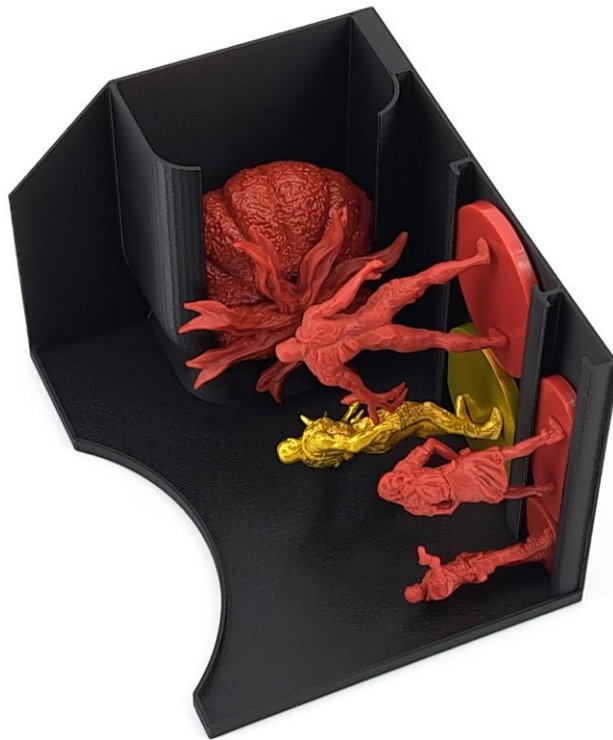
Miniature Box #M1

Both Miniature Boxes marked with #M1 will hold all of the Characters and normal Zombies.
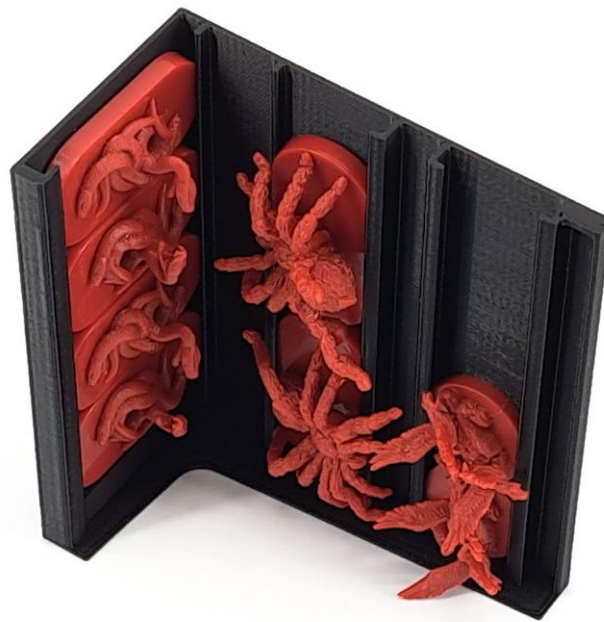
Miniature Box #M2

Miniature Box #M2 holds the Cerberus, Hunters and Chimeras. Placing the miniatures as shown is important. Pay close attention to the Hunters and place the four lower ones from right to left, then the four upper ones in the same order.

Miniature Box #M3

Miniature Box #M3 holds the upper part of Plant 42, the Tyrant, the Gold Tyrant, Lisa Trevor and Advanced Enemy Wesker.

Miniature Box #M4

Miniature Box #M4 holds the Snakes, Webspinners and Crows. The Webspinners have slightly different poses – one of them will only fit on top of the other.

Miniature Box #M5

Miniature Box #M5 holds the lower part of Plant 42 and the remaining bosses.
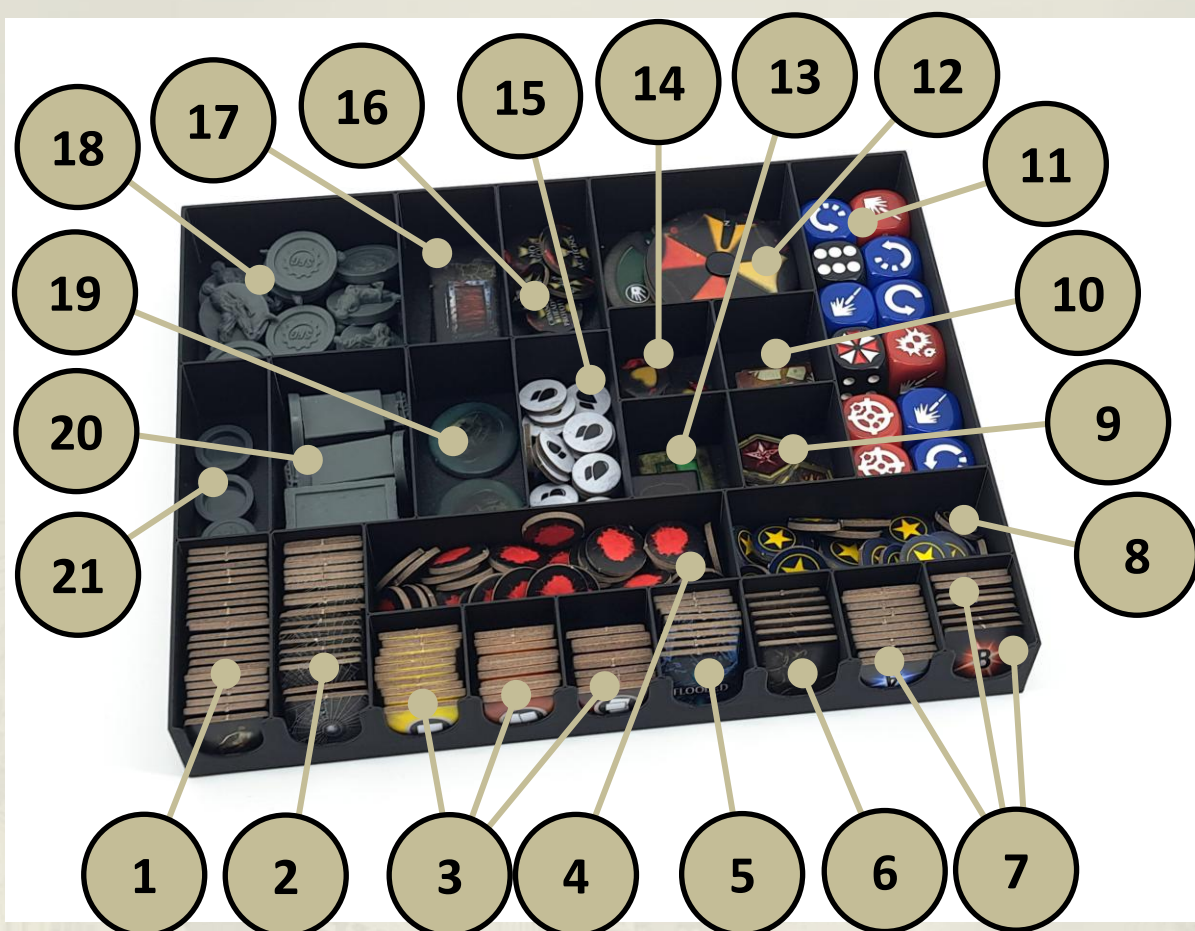
Token Box #T1

Token Box #T1 holds the above shown map tiles and the following tokens:

1. Ammunition Dials
2. Stairwell / Elevator Shaft Tokens
3. Elevator Tokens
4. Archway & Door Tokens

Token Box #T2

Token Box #T2 holds the big L-shaped tiles and the 3x3 tiles.

Token Box #T3

1. Corpses
2. Webs
3. Unexplored
4. Wounds
5. Flooded
6. Vines
7. Items
8. Scenario Completed
9. Crest
10. Typewriter
11. Dice

12. Danger & Boss HP Dial
13. Exit / Narrative Token
14. Health Marker
15. Kerosene
16. Sustained Effects
17. Item Boxes
18. 3D Corpses
19. Ink Ribbons
20. 3D Item Box & Typewriters
21. 3D Ink Ribbons
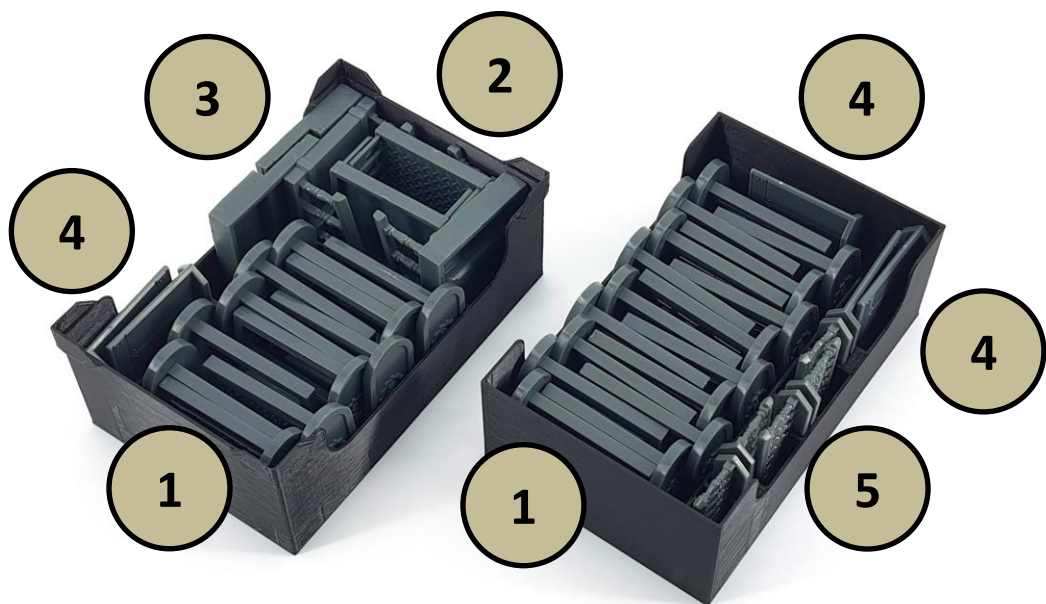
Terrain Boxes #3D1 & #3D2

1. Doors and Archways
2. Elevators & Stairs with rails
3. Stairs without rails
4. Walls
5. Rails

Card Boxes

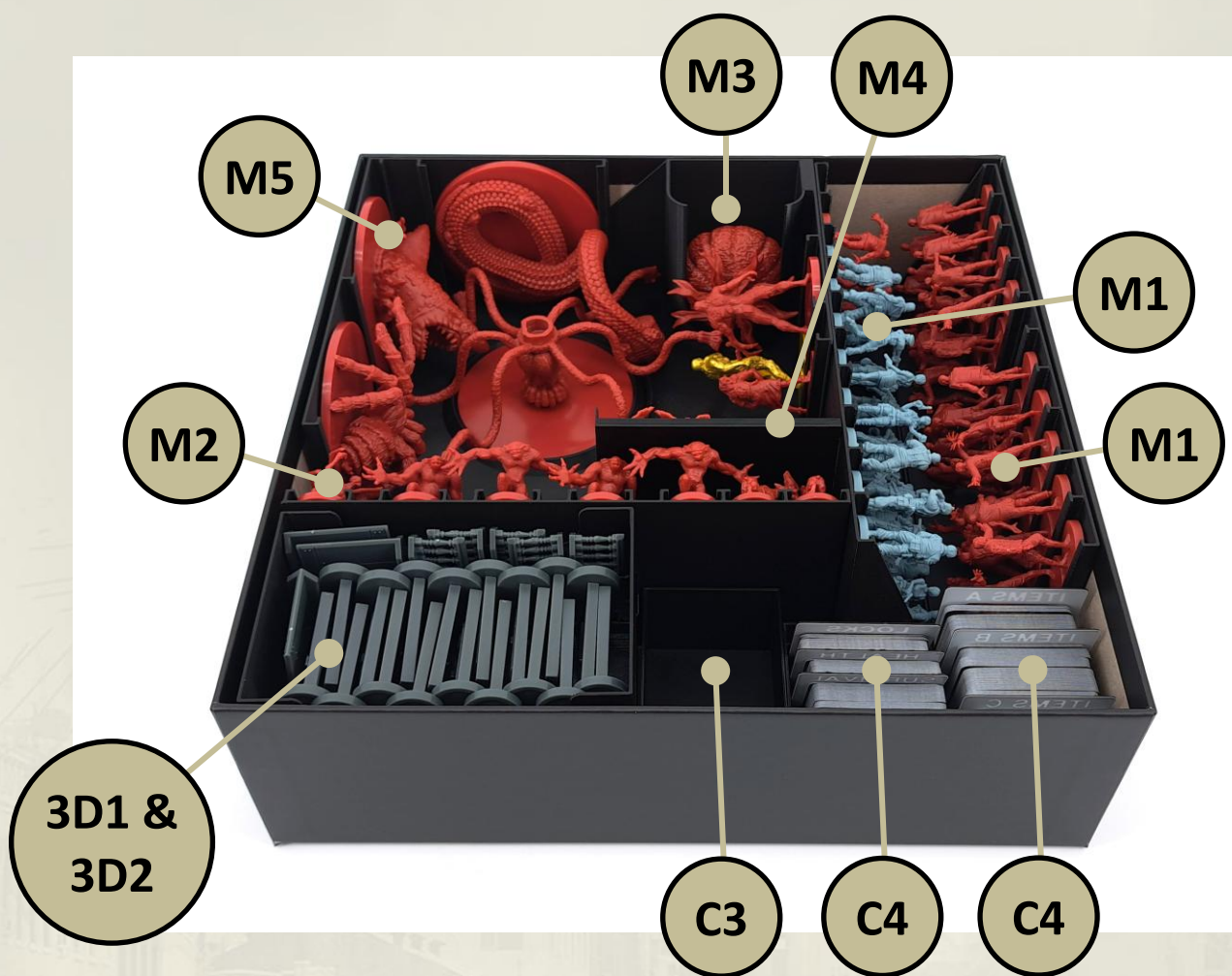The insert always comes with the normal Card Boxes.

The Card Boxes with supports on the corners are only included, if you use the Retro Pack and card sleeves.

Depending on the expansions that you own and if / which card sleeves you use, a different combination of Card Boxes is required.

Component Storage #1

Start with one of the game boxes and add all the 5x5 map tiles.

Component Storage #2

Now add the shown boxes.

If you don't want to remove all of the Miniature Boxes every time you need a 5x5 map tile, you can also place the map tiles on top of the Miniature Boxes instead.

Component Storage #3

Proceed with the next game box. Place all the instructions at the
bottom and the Playmats on top.

Component Storage #4

Add the shown boxes.

Token Box #T1 has a support to keep the Card Boxes in place. Make sure to orientate it correctly.

Component Storage #5

Now place the remaining boxes in the Terrain Pack box.

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: **CS1_x4.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