



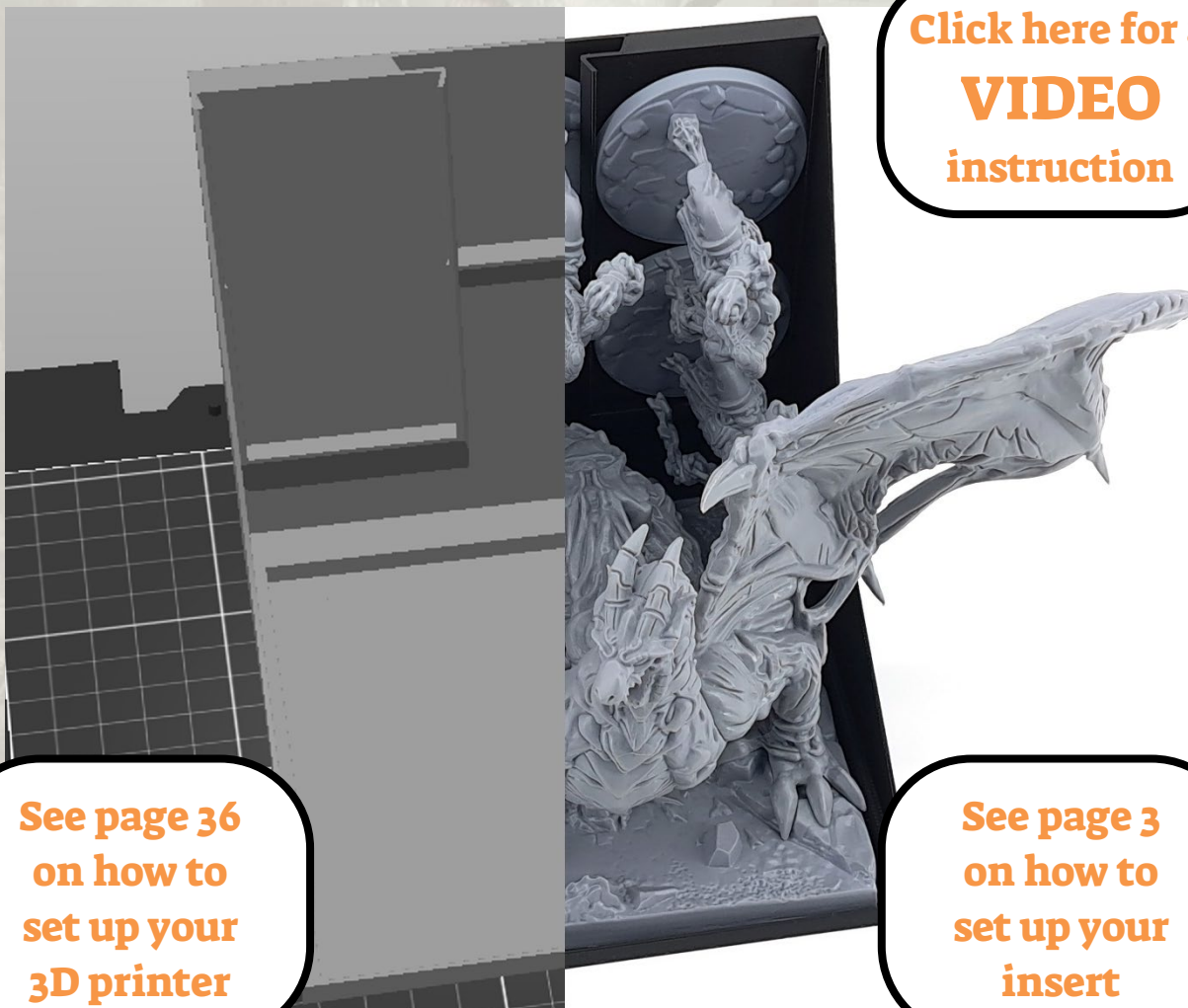
Tinkering Paws

BOARD GAME INSERTS



Dark Souls

The Board Game



Click here for a
VIDEO
instruction

See page 36
on how to
set up your
3D printer

See page 3
on how to
set up your
insert



Contents

1. 11 Miniature Boxes
2. 2 Miniature Inserts
3. 4 Token Boxes
4. 11 Card Boxes with dividers

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



Miniature Box #M1

Miniature Box #M1 holds characters, summons & invaders.



Miniature Box #M5

Miniature Box #M5 holds Shears Scarecrows, Plow Scarecrows and Firebomb Hollows on one side and Allone Sword Knights, Hollow Soldiers and Allone Bow Knights on the other side.



Miniature Box #M6

Miniature Box #M6 holds Allone Knight Captains, Silver Knight Swordsmen, Crossbow Hollow, Silver Knight Greatbowmen and Silver Knight Spearmen.



Miniature Box #M10 & #M11

Miniature Box #M10 holds Gravestones, Bonfire & Treasure Chests, while #M11 holds the Barrels.



Token Boxes #T1

Token Box #T1 holds the Character Board Tokens, Condition Tokens, Wound Tokens, Gravestone Tokens & Invader Tokens.



Token Boxes #T2

Token Box #T2 holds the Dice, Cubes, Barrel Tokens, Trap Tokens, Souls Tokens, Aggro Token & First Activation Token.



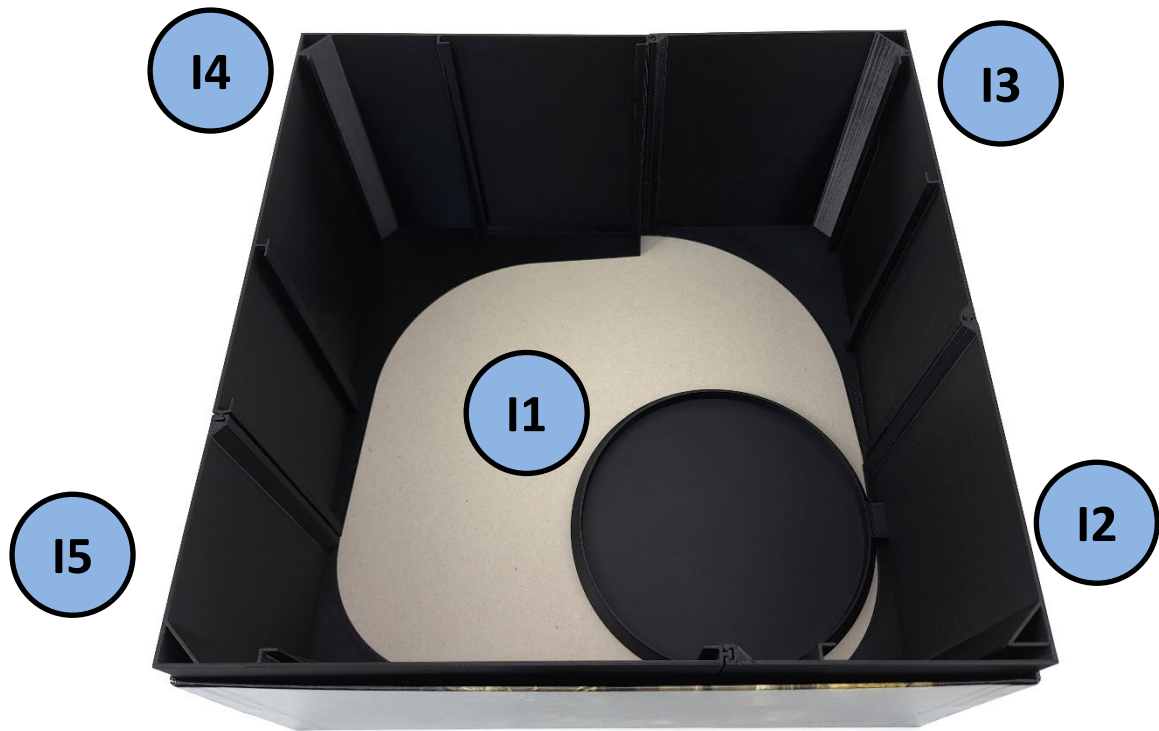
Token Boxes #T3

Token Box #T3 holds the Treasure Chest Tokens, Fog Gate Token, Pillar Tokens, Identifier Tokens & Boss Encounter Cards.



Card Boxes

Card Boxes #C1 to #C3 hold the small card. Card Boxes #C4 - #C6 hold the big cards. All boxes - except #C4 are included two times.



Insert 1 – Step A

Start with the Base Game Box and assemble the first Insert. The following parts are required: #I1, #I2, #I3, #I4 & #I5.



Insert 1 – Step B

Add the miniatures in the following order: Dancer of the Boreal Valley, Guardian Dragon & Gaping Dragon.



Insert 1 – Step C

Proceed with Black Dragon Kalameet & Boreal Outrider Knight.



Insert 1 – Step D

The last miniatures are Vordt of the Boreal Valley, Winged Knight, & Last Giant.



Insert 1 – Step E

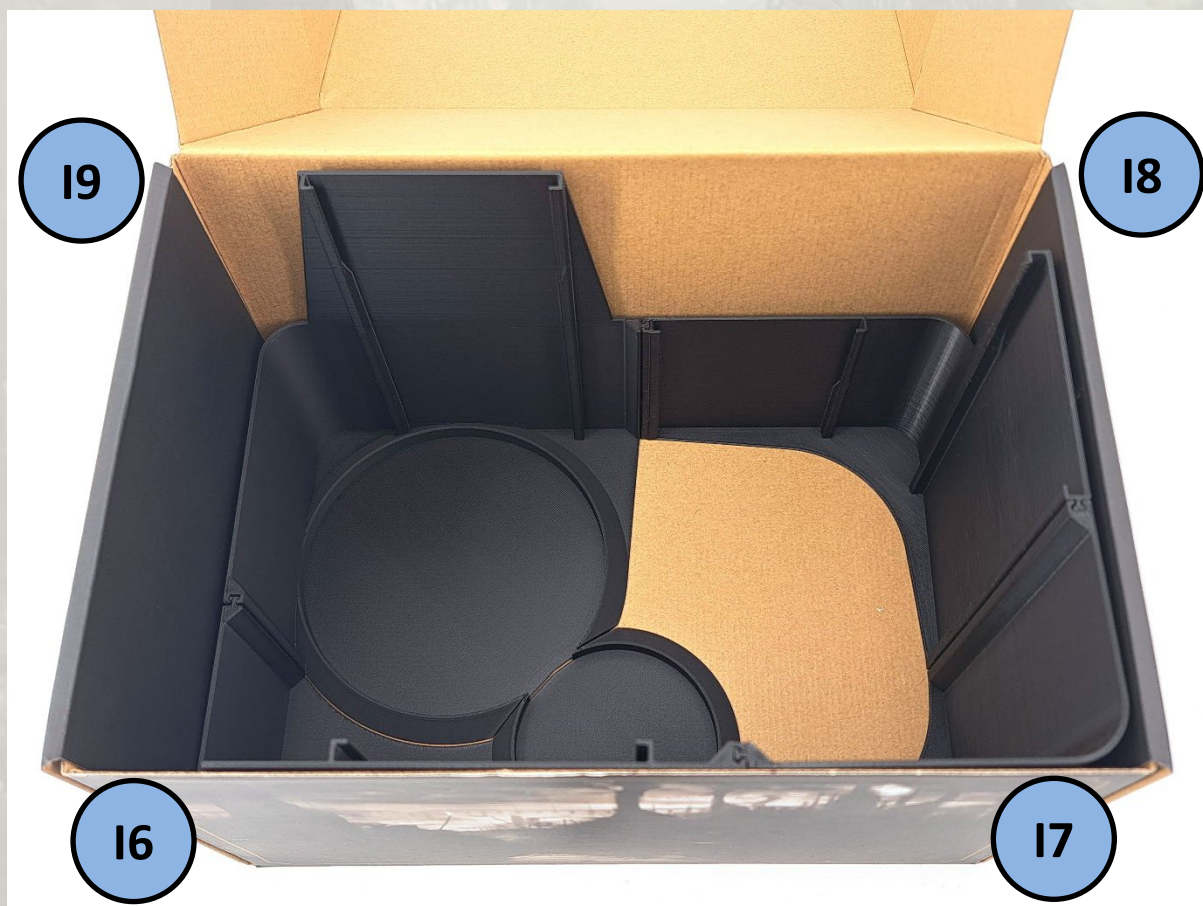
Add the four corner pieces. One of them is different - it gets placed next to the Last Giant.



Insert 1 – Step F

Now add the big Map Tiles and the big Rulebook.





Insert 2 – Step A

Proceed with the Manus, Father of the Abyss Box.

Assemble the second Insert: #17, #16, #18 & #19.



Insert 2 – Step B

Add Manus and the Old Iron King at the same time.



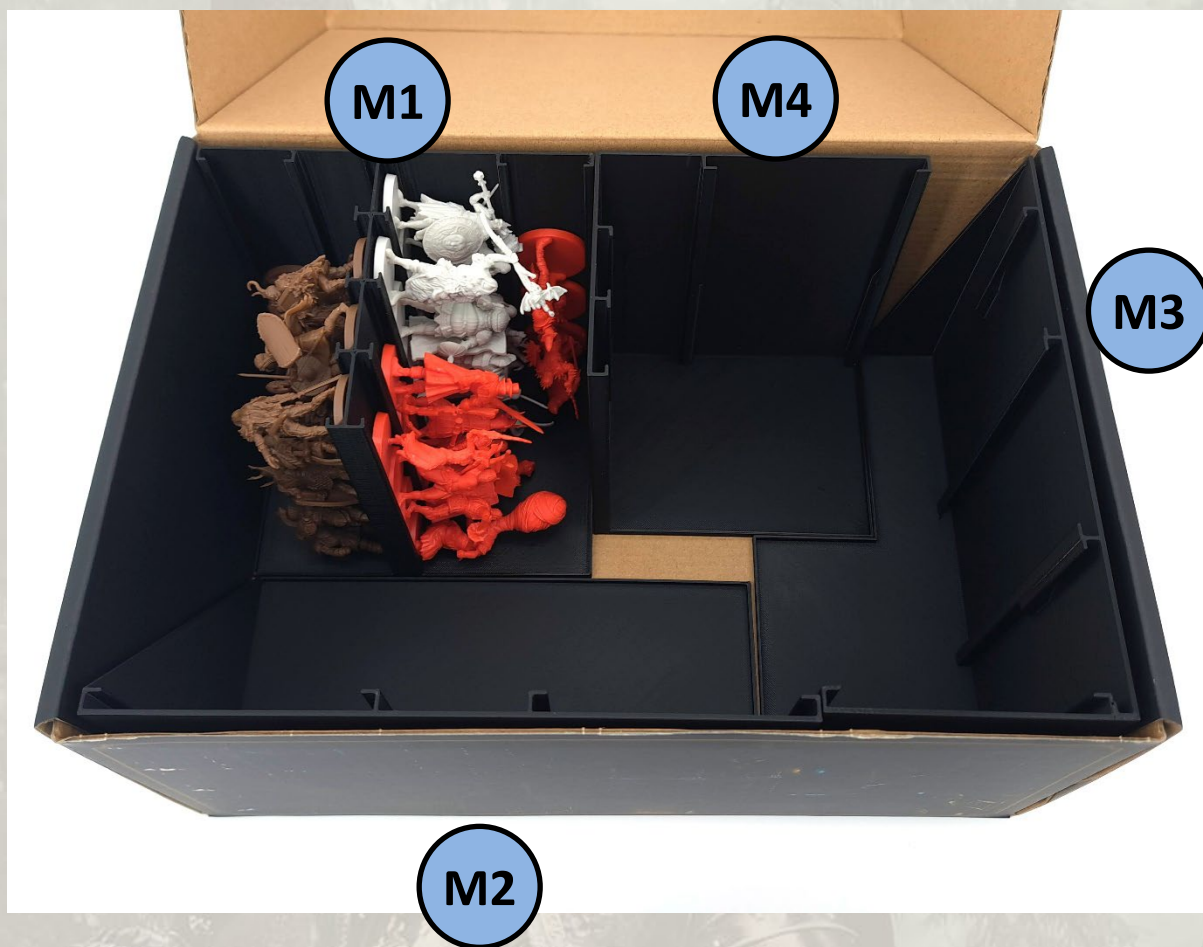
Insert 2 – Step C

Start adding the Four Kings.



Insert 2 – Step D

Place the remaining kings. This might be tricky. Take your time.



Box 3 – Step 1

Take the Gaping Dragon Box and add #M1, #M2, #M3 & #M4.



Box 3 – Step 2

Now add the Chariot and Falchion Skeletons.



Box 3 – Step 3

Proceed with Gargoyle, Executioners Horse and Titanite Demon.



Box 3 – Step 4

Then add Asylum Demon, Executioner Smough and Black Hollow Mages.



Box 4 – Step 1

Proceed with the Iron Keep Box. You can use the Darkroot Box, if you own two of the following: Characters, Explorers or Phantoms Box. Add #M5, #M6, #M7, #M8 & #M9.



Box 4 – Step 2

Then, add the following miniatures:

1. Smelter Demon
2. Great Grey Wolf Sif
3. Artorias
4. Crystal Lizards & Mushroom Child
5. Ironclad Soldier & Sir Alonne
6. Ironclad Soldiers
7. Demonic Foliages
8. Stone Guardians
9. Stone Knights
10. Closed Mimic
11. Large Hollow Soldiers
12. Dragon Slayer Ornstein & Mimic
13. The Pursuer & Mushroom Parent
14. Sentinels



Box 5 – Step 1

Proceed with the Asylum Demon or the Last Giant box. Add the small square and small rectangular Map Tiles.



Box 5 – Step 2

Add the remaining Rulebooks.



Box 6 – Step 1

Now take the Vordt of the Boreal Valley or the Last Giant Box.
Add Token Boxes #T1 & #T2.



Box 6 – Step 2

Add the Card Boxes #C1 - #C3 on top of the Token Boxes.



Box 6 – Step 3

Now add the remaining Card Boxes.

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