

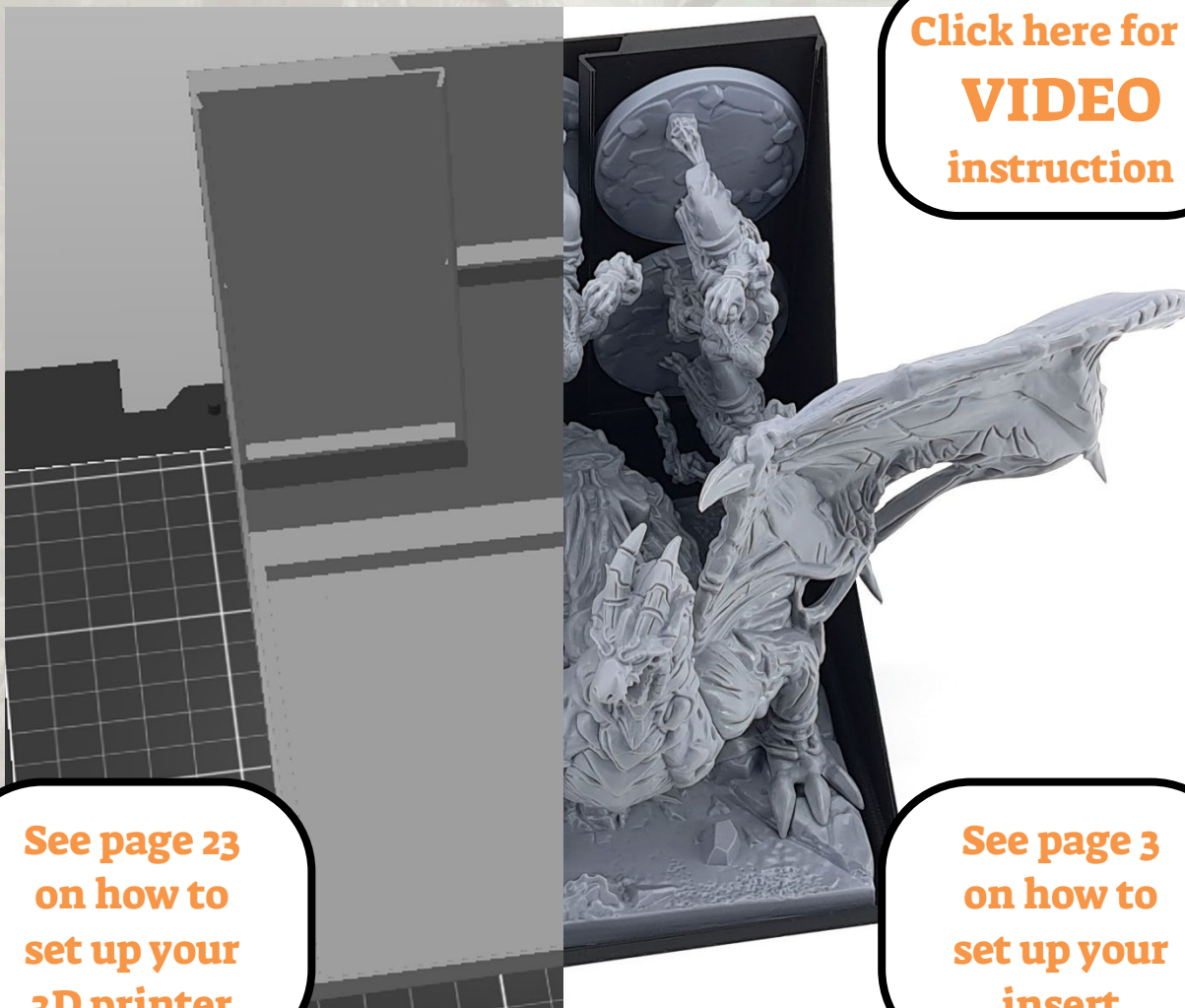


# Tinkering Paws

BOARD GAME INSERTS



## Monster Hunter World



Click here for a  
**VIDEO**  
instruction

See page 23  
on how to  
set up your  
3D printer

See page 3  
on how to  
set up your  
insert



## Contents

1. 2 Inserts to store the Monsters & Hunters or 3 inserts if you choose the option that supports Azure Rathalos & Black Diablos
2. 5 Token Boxes with lids
3. 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 all Hunters. Make sure that there is enough room for the miniatures. Some slots will only hold the smaller Hunters.



## Token Boxes

Token Box #T1 holds: Blackscale Dust, Spike, Song, Tornado & Wind.

Token Box #T2 holds all Ailment & Elemental Tokens.

Token Box #T3 holds dice, Hunter, Terrain & Track Tokens. Please note that one compartment of #T3 holds Hunter AND Terrain Tokens.

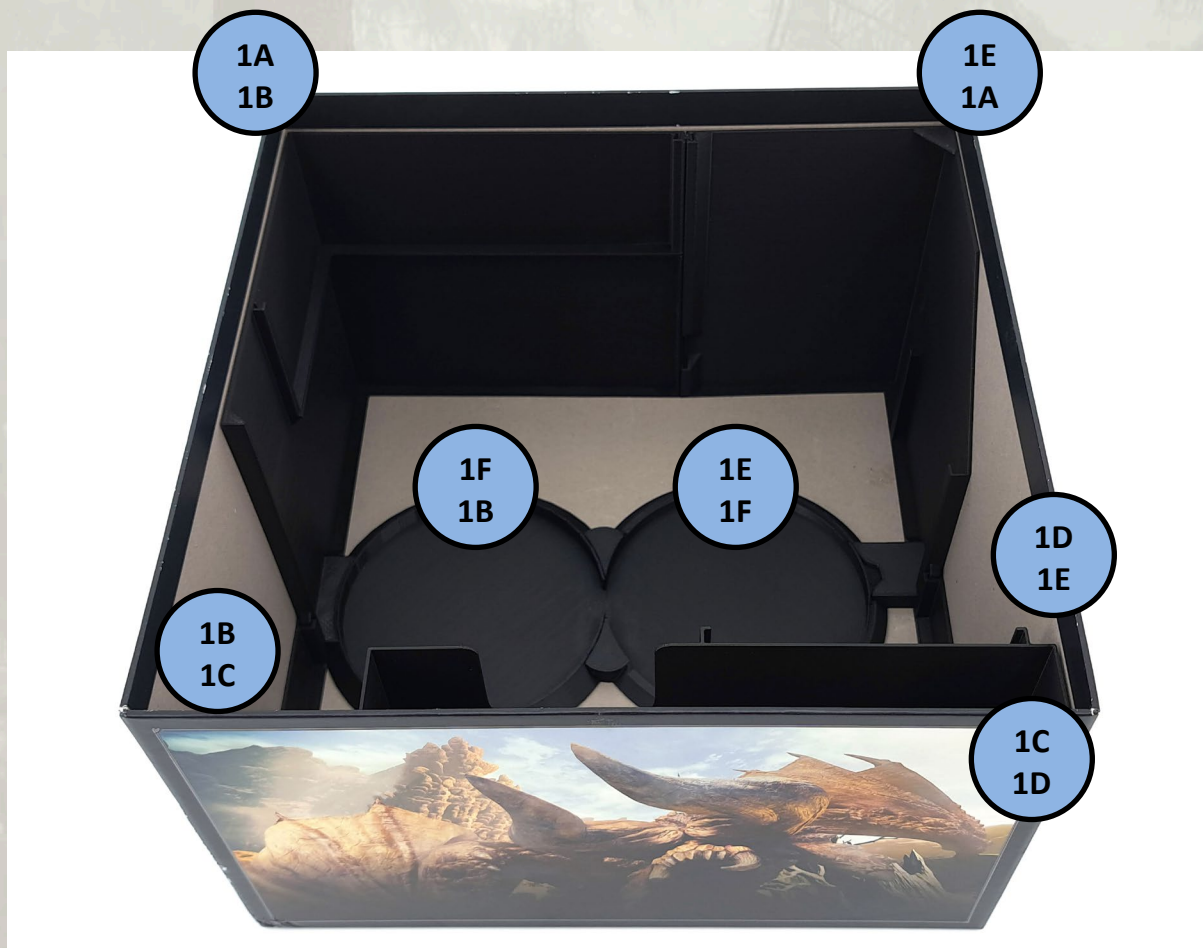
Token Box #T4 holds Hunter Dials, Break, Broken & Palico Tokens.

Token Box #T5 holds Monster Health Dials.



## Card Boxes

Card Box #C4 holds all small cards, #C5 holds the Forge Reference Cards and all other Card Boxes hold the big cards.



### Insert 1 – Step A

The first insert requires one core box. The connection points of each part are labeled on the bottom of the parts: 1A, 1B, etc..

The number indicates the box, the letter indicates the connection points. Gather all parts for box 1: 1A, 1B, etc.

Now search for parts with the same connection points (1A & 1A, 1B & 1B, etc.) and start assembling the pieces as shown.



### **Insert 1 – Step B**

Now add: Great Jagras, Pukei-Pukei, Tobi-Kadachi and the Physiology Cards.



### Insert 1 – Step C

Now place Nergigante in the box. If you are having troubles with this step or one of the following, you might want to have a look at our [video instruction](#).



**Insert 1 – Step D**

Now add Diablos.



### **Insert 1 – Step E**

Add Miniature Box #M1 into the slots above Diablos.



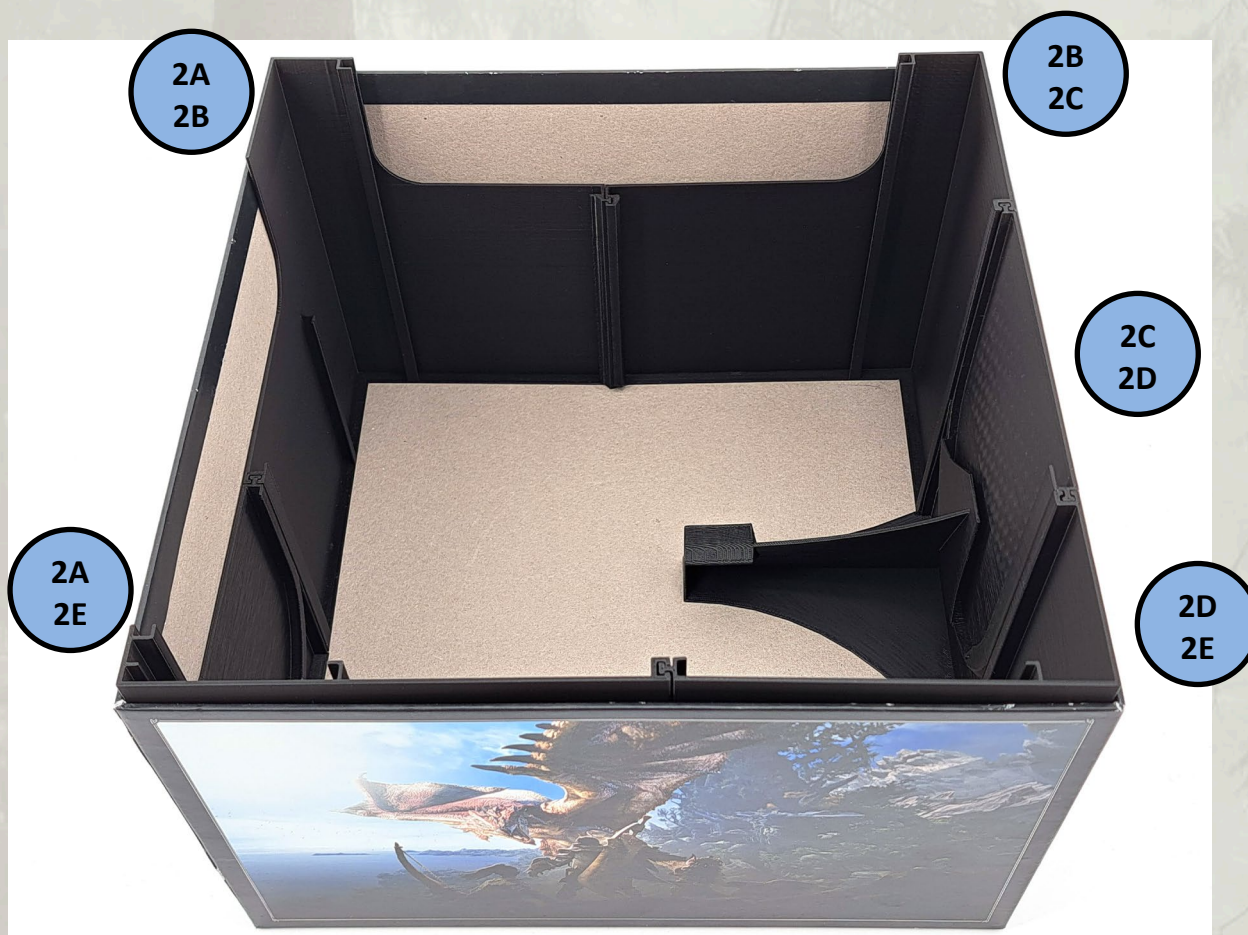
### **Insert 1 – Step F**

Both core games came with a big square piece of paper with some artwork of the game on it. Place that paper on top of the insert and then add the game board. This way it will prevent the game boards from getting scratched.



### Insert 1 – Step G

As the last step, add the Stamina Board.



### Insert 2 – Step A

Proceed with the second core box. Assemble the insert similar to the first one, using all parts starting with “2”.



### **Insert 2 – Step B**

Now add Teostra, Barroth, Jyuratodus & Rathalos.



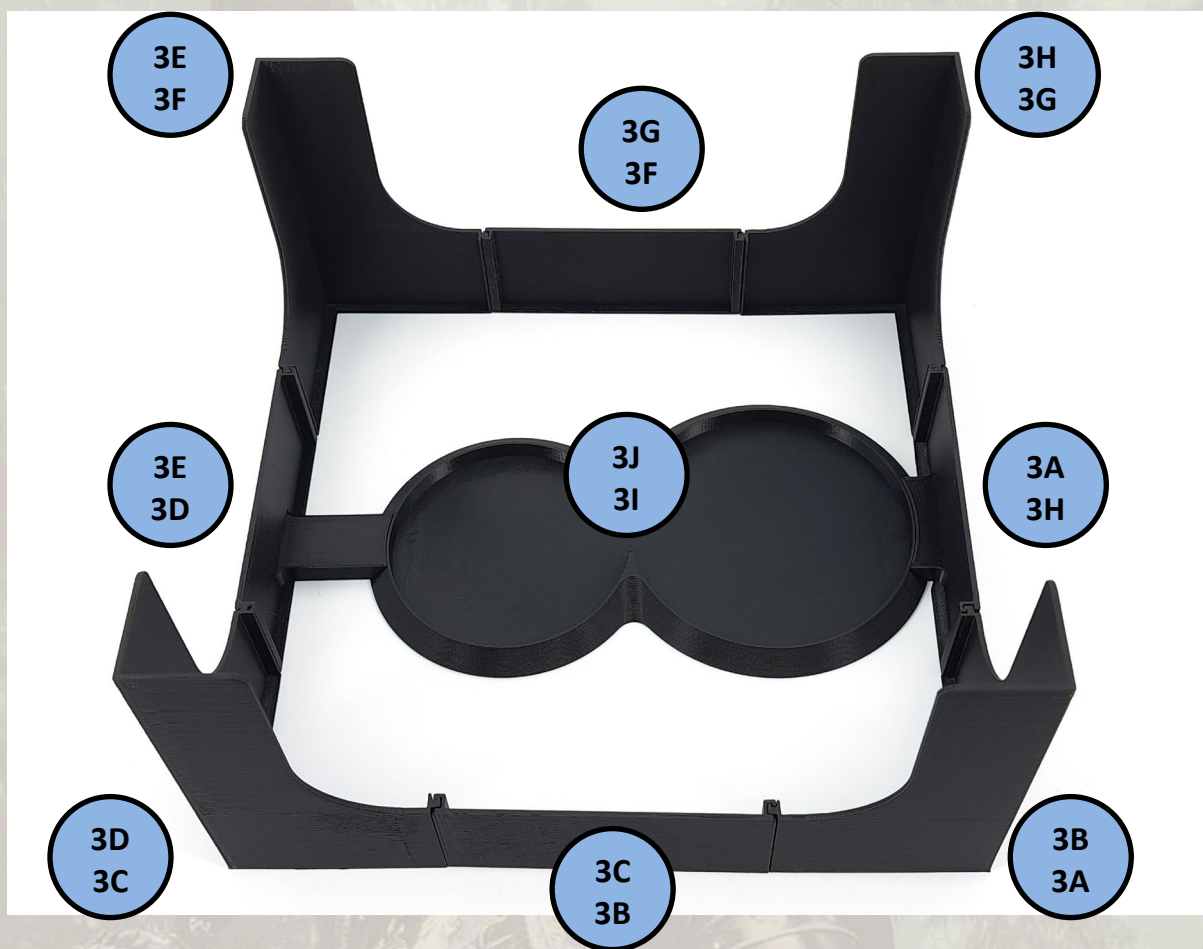
## **Insert 2 – Step C**

Add Kushala Daora.



### **Insert 2 – Step D**

Now add Anjanath & Kulu-Ya-Ku.



### Insert 3 – Step 1

We do not own the Azure Rathalos & Black Diablos box, so we assemble the insert without it. Use all parts labeled with “3”.



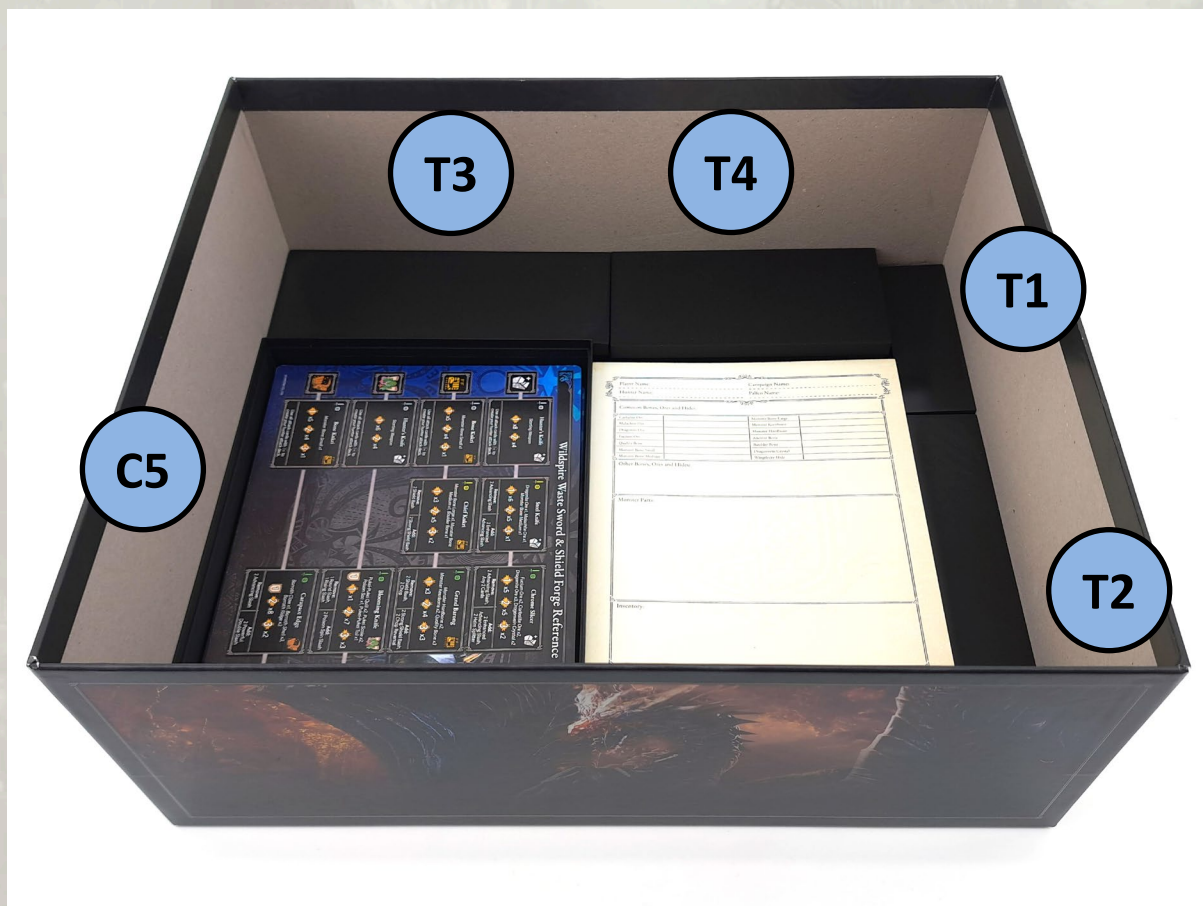
### **Insert 3 – Step 2**

Now place Azure Rathalos & Black Diablos in the box.



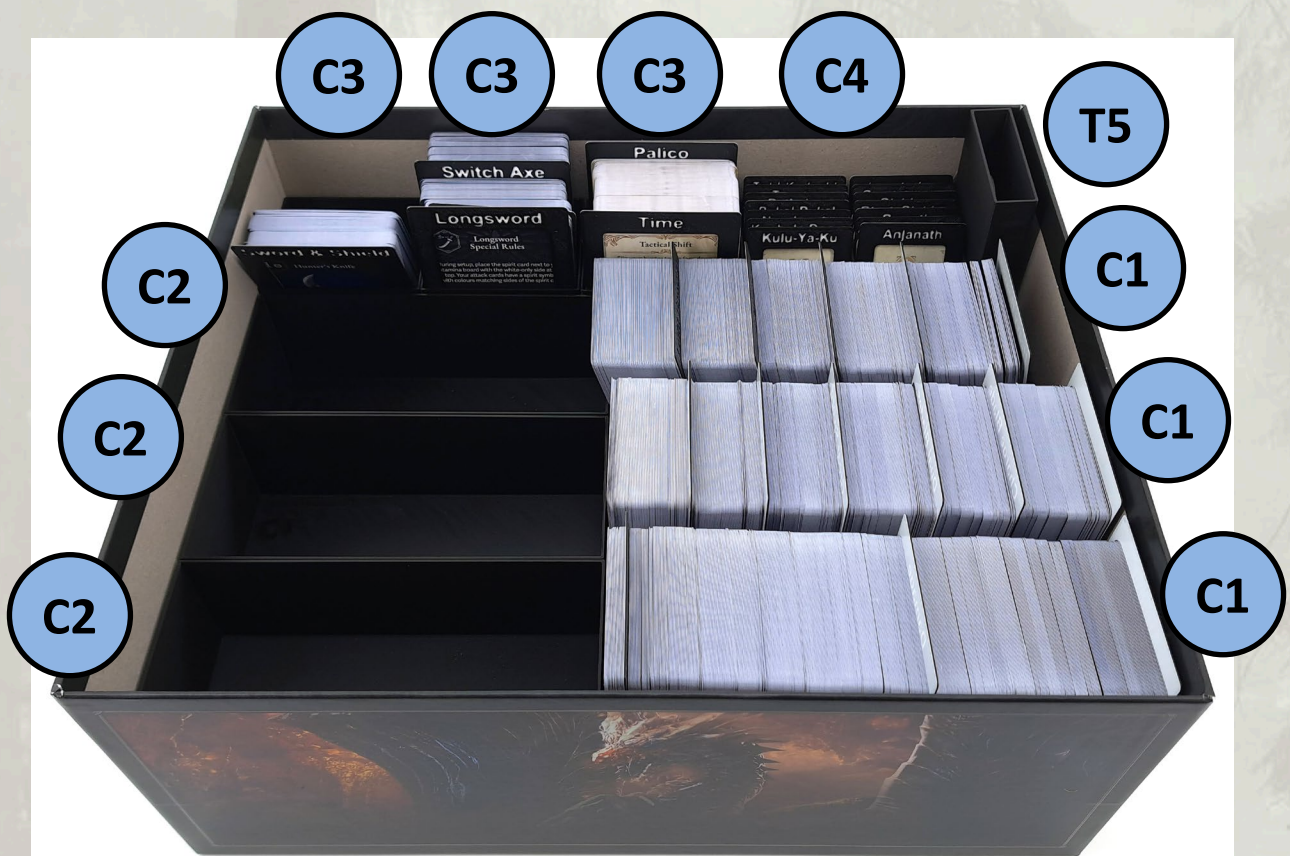
### Box 4 – Step 1

Proceed with the Kushala Daora box and place all big Rulebooks and Quest Books in it.



## Box 4 – Step 2

Now place the Token Boxes, small Rulebooks and Card Box #C5 in it.



### Box 4 – Step 3

Now add the remaining 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: **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](http://www.TinkeringPaws.de)

Or write an email to [info@tinkeringpaws.de](mailto:info@tinkeringpaws.de)