



Tinkering Paws

BOARD GAME INSERTS



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VIDEO
instruction

Detective

City of Angels



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Contents

1. Three Token Boxes with lids



Token Box #1

Use five of the compartments to store all the components that are in one of the five player colors. The sixth compartment will hold the miniatures.



Token Box #2

1. Scratch Tokens
2. Stress Tokens
3. Evidence Removed Tokens
4. Bases
5. Other Tokens



Token Box #3

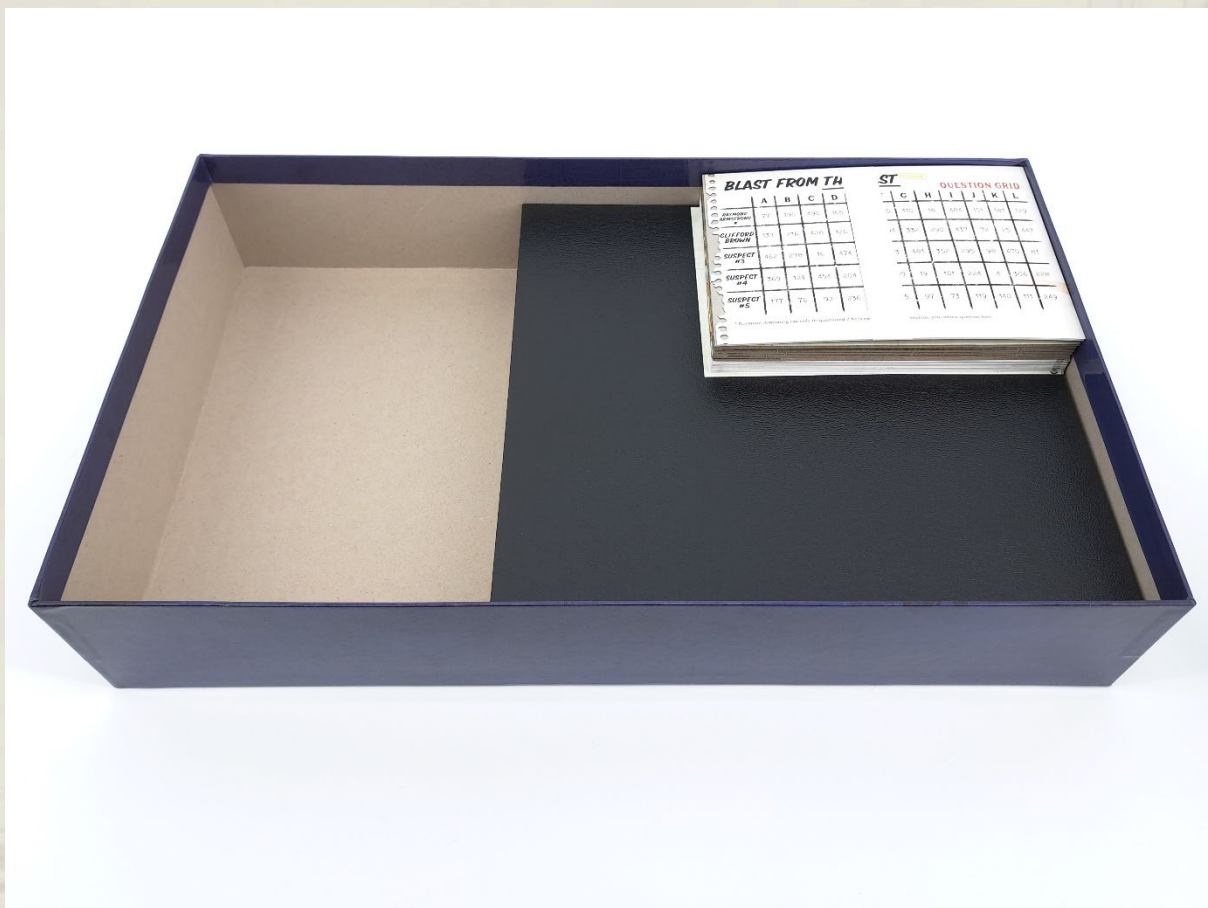
This box will hold all Suspect Tokens and cards that are not related to cases.



Component Storage #1

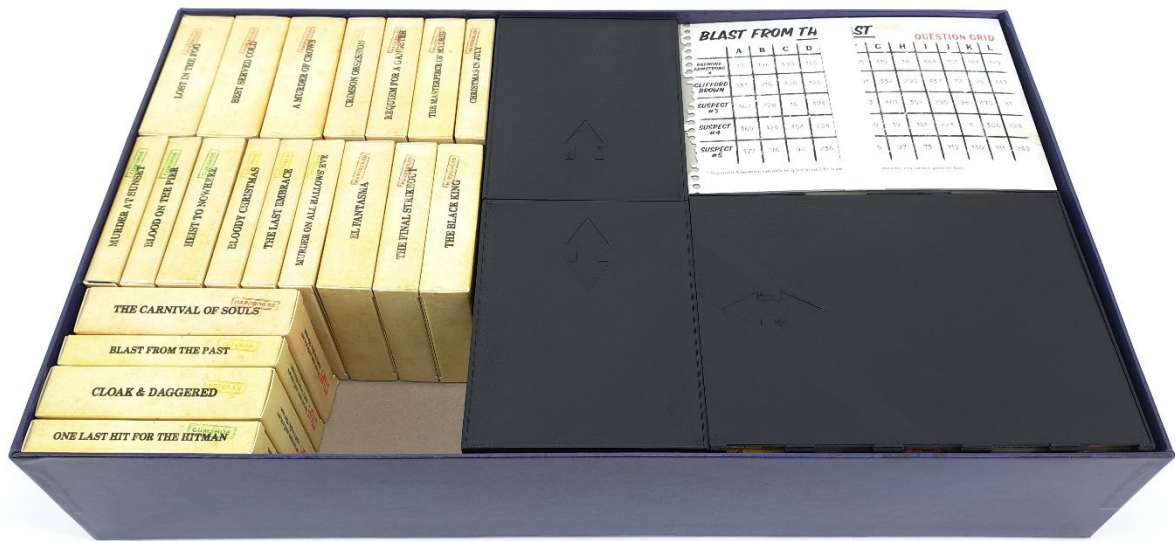
Take the game box and place all rule books and player books in it.

Turn about half of the books by 180°, because the side with the book binding is thicker.



Component Storage #2

Place the map board on top of the rulebooks and add all the smaller booklets, notepads, etc.



Component Storage #3

Now add the cases and all three Token Boxes.



Component Storage #4

If you prefer to keep the Suspect Tokens in the punch boards, there is still enough room on top of the other components.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de