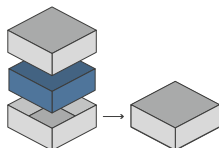




## ORGANIZER - COMPATIBLE WITH GLOOMHAVEN (SPOILER FREE)



Designed to fit into the game box  
Progettato per inserirsi all'interno  
della scatola di gioco

Designed for both sleeved and unsleeved cards  
Adatto sia per carte imbustate che non imbustate

118

Pieces to assemble  
Pezzi da assemblare

39.5 x 28 x 14.8 cm

Size of assembled organiser  
Dimensioni organizer assemblato

### ORGANIZER CAPACITY

1x insert for tuck boxes, minis, png sheets, monster sheets, HP/XP markers; 2x boxes with slots for map setup tokens - spaces for each type of token (19 carved hostings with guides for a correct placement of all tokens); 2x boxes with slots for other tokens - spaces for each type of token (22 carved hostings with guides for a correct placement of all tokens); 1x "big" card box with 3 spaces for city cards, road cards and other cards; 2x monster boxes with specific area for each type of token; 1x small card box with slots for monster decks divided by letter and items divided by number - 15 spaces with sizes designed for the corresponding amount of cards. 1x base per contenere tuck boxes miniature e schede personaggi, schede mostri, segnapunti PF/XP; 2x scatoline con alloggiamenti per token setup mappa - spazi per ogni tipologia di token (19 alloggiamenti incisi con indicazione pezzo da inserire); 2x scatoline con alloggiamenti per token vari - spazi per ogni tipologia di token (22 alloggiamenti incisi con indicazione pezzi da inserire); 1x portacarte taglio piccolo, con divisione per lettera di mostri e numerazione item - 15 spazi con dimensione studiata per la quantità di carte corrispondente; 1x portacarte taglio grande, con 3 alloggiamenti per carte City, Road e altre; 2x vassoi portamostri, con spazi singoli per ogni tipologia di token.



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This product is not a toy. Contains small parts that can be swallowed or inhaled. 14+

Any doubt?  
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digital version on  
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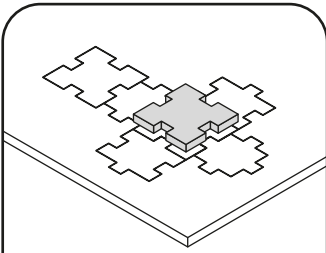
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# TUTORIAL - THE DICETROYERS DICE!

Among the pieces to assemble, you'll find a dice. This is not part of the organizer, but it can be a good starting point to practice!

Tra i materiali da assemblare troverai un dado. Questo componente non fa parte dell'organizer, né del gioco, ma è un ottimo punto di partenza per fare un po' di pratica.

1

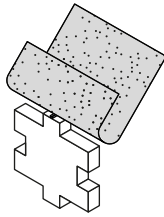


Gently take off

all the pieces.

Stacca delicatamente  
dal foglio tutti i pezzi.

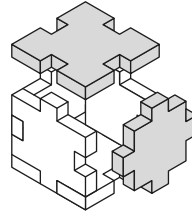
2



If necessary, use sand paper  
to smoothen the borders.

Se necessario rifila con carta  
vetrata per legno eventuali  
imperfezioni dei pezzi.

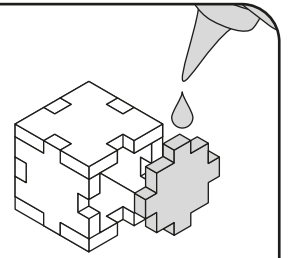
3



Get familiar with  
all the pieces  
and check the correct  
assembly sequence.

Prendi familiarità con tutti  
i pezzi, per assicurarti  
che la sequenza di  
assemblaggio sia corretta.

4

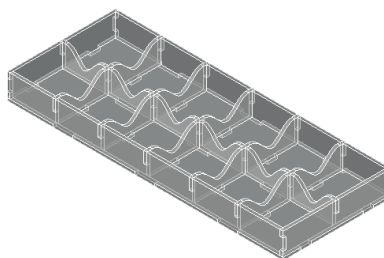
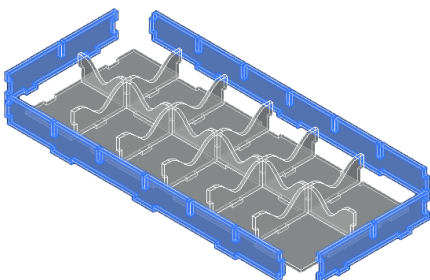
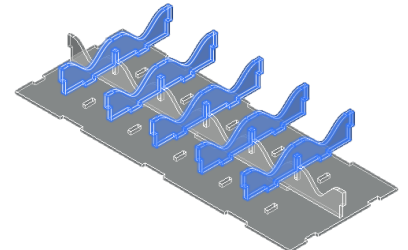
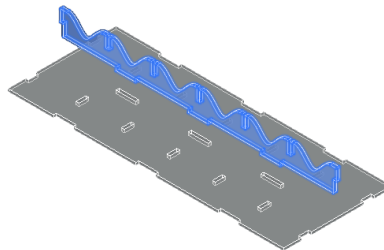
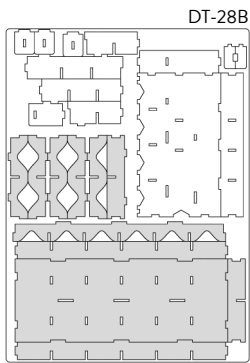


Once verified the correct  
assembly sequence, just add  
a small quantity of PVA glue  
on every joint.

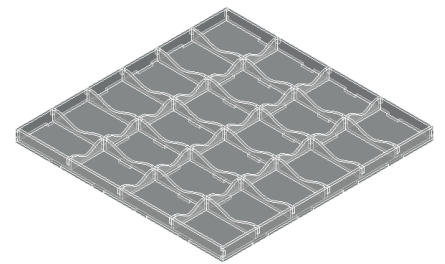
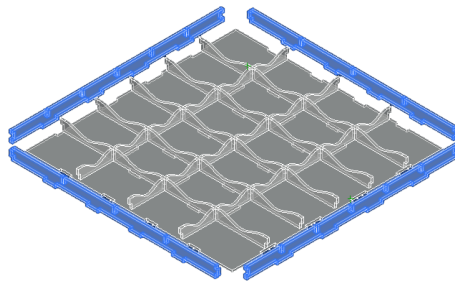
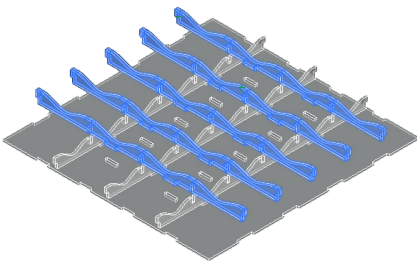
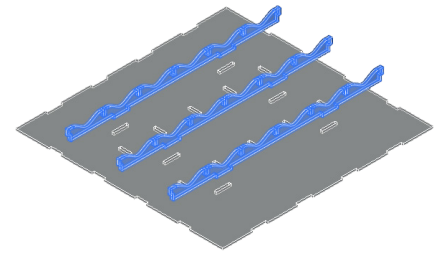
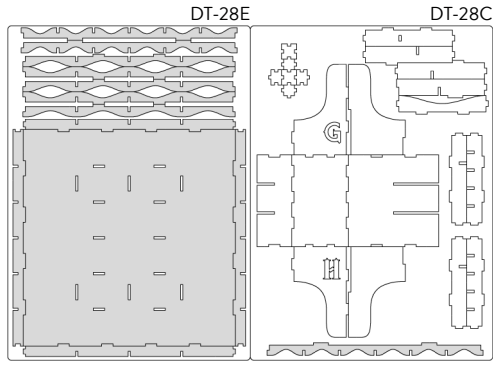
Dopo aver verificato  
la sequenza di assemblaggio  
aggiungi una piccola quantità  
di colla vinilica su tutti  
gli incastri per garantirne  
la durata nel tempo.

## INSTRUCTIONS

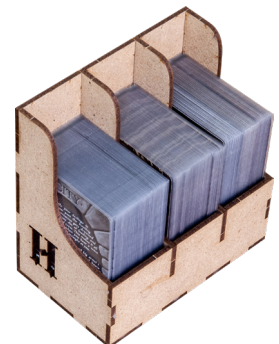
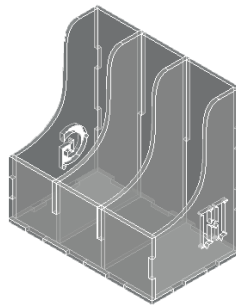
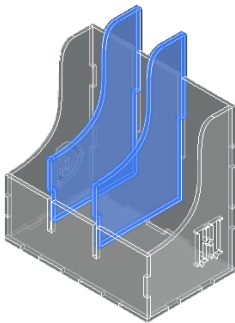
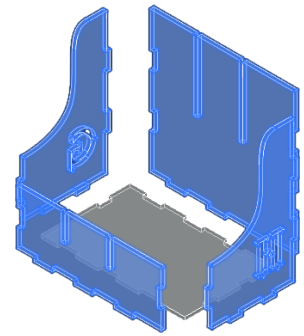
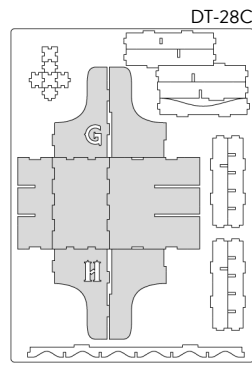
A



B



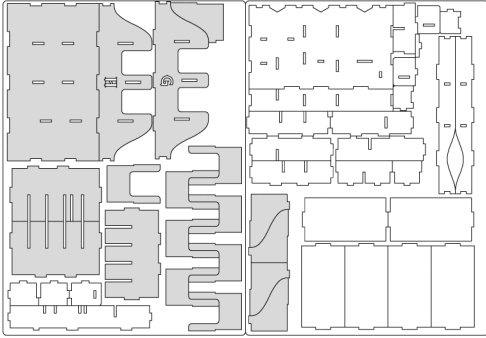
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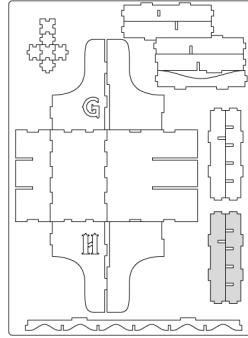
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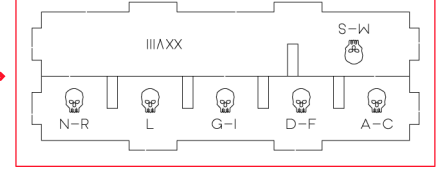


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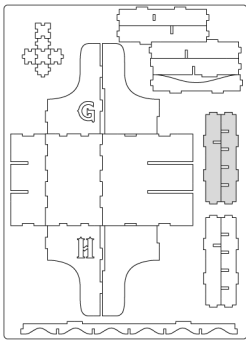


NOTE: If you own the game in English use the pieces marked as "ENG"

ENG

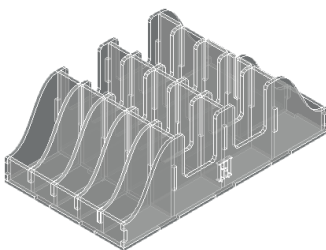
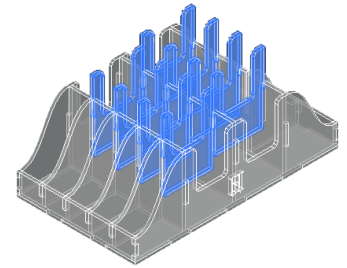
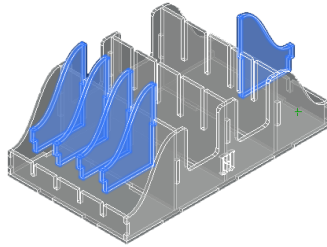
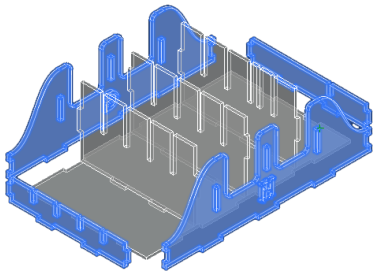
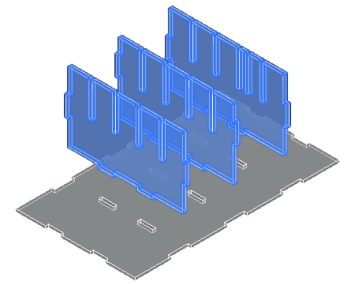
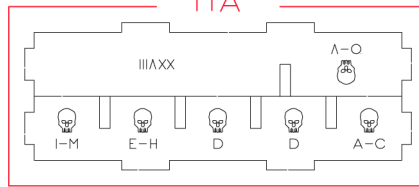


DT-28C



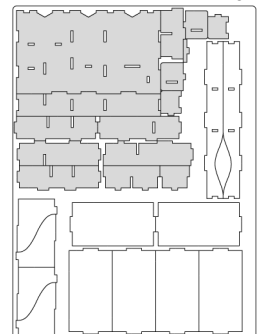
ATTENZIONE: Se possiedi il gioco in lingua italiana utilizza i pezzi segnalati come "ITA"

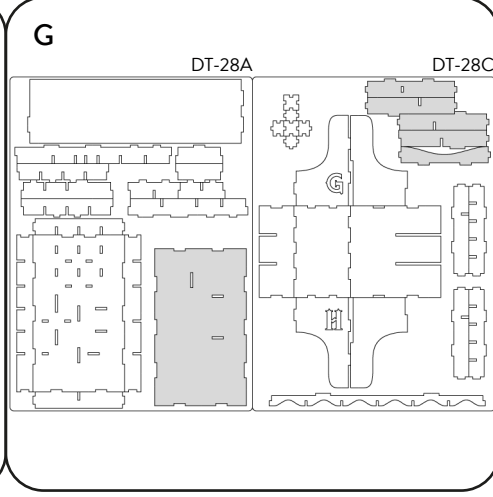
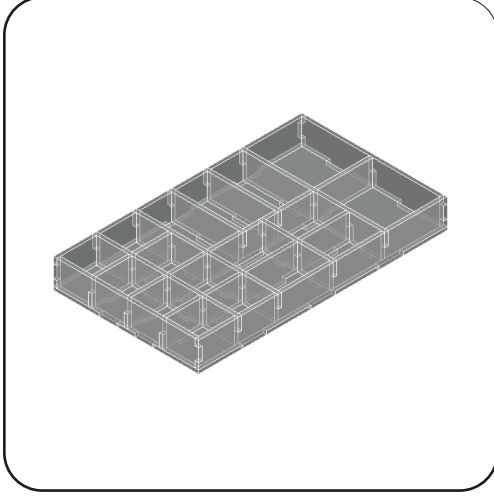
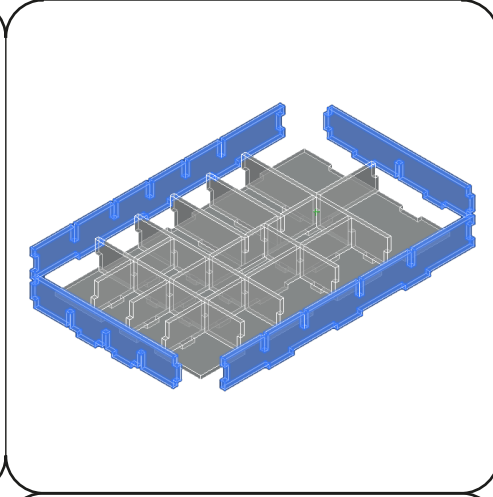
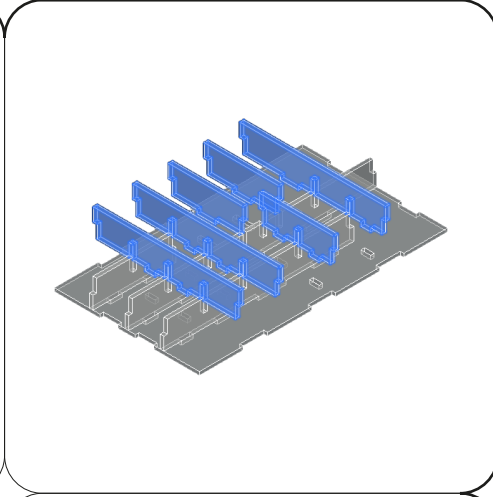
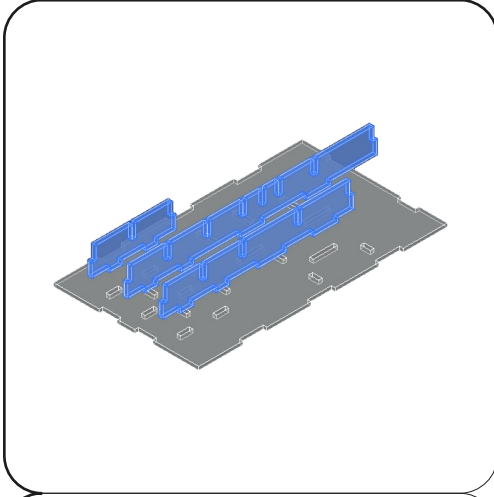
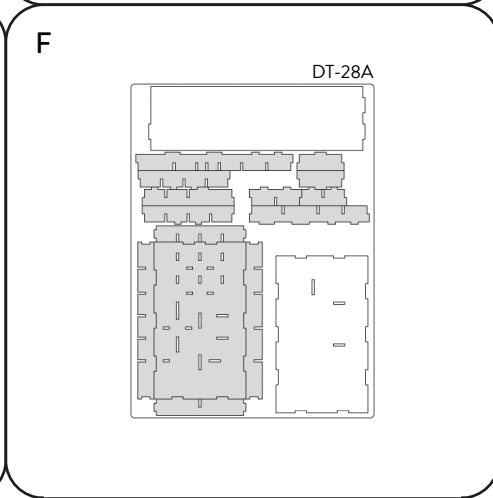
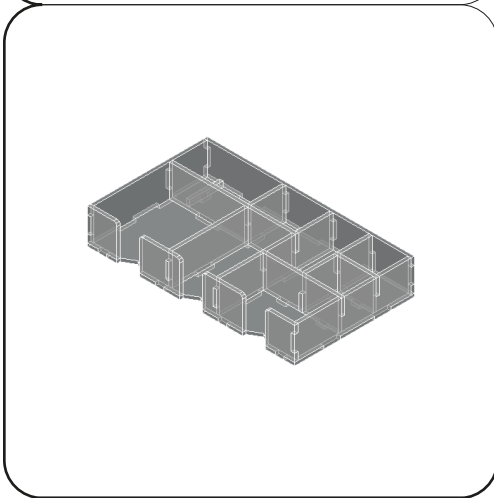
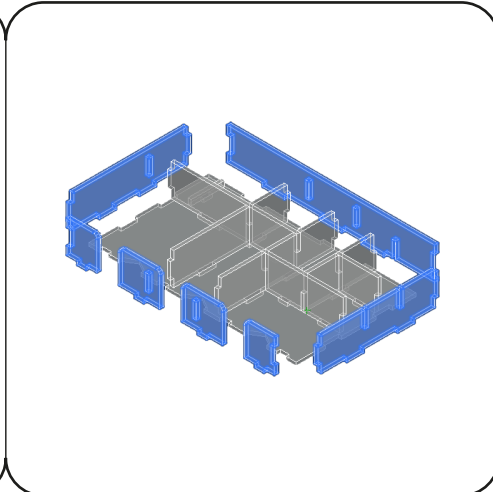
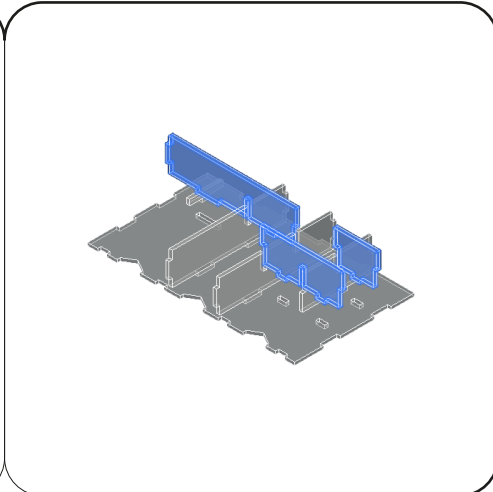
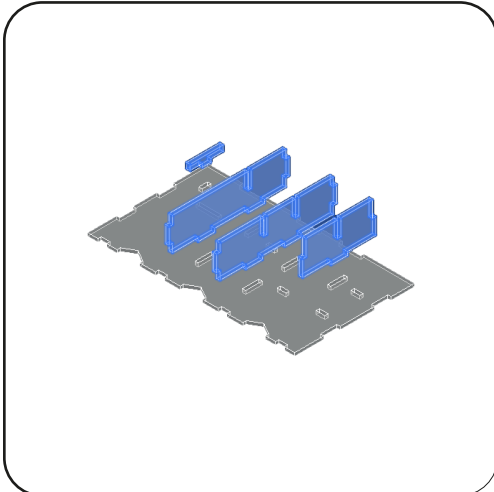
ITA

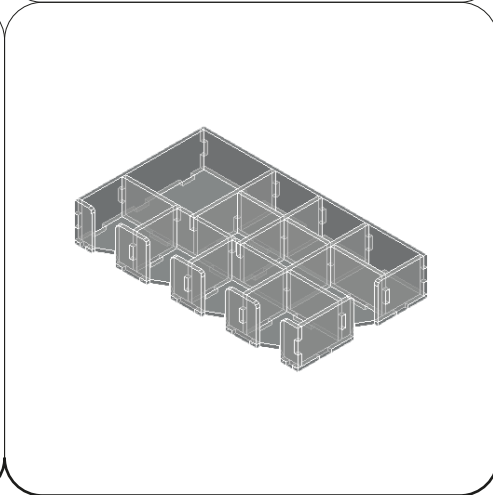
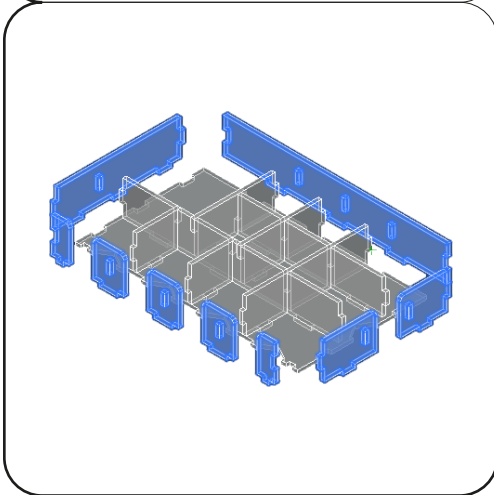
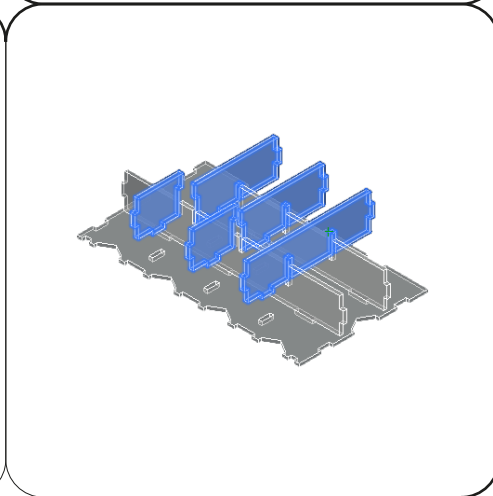
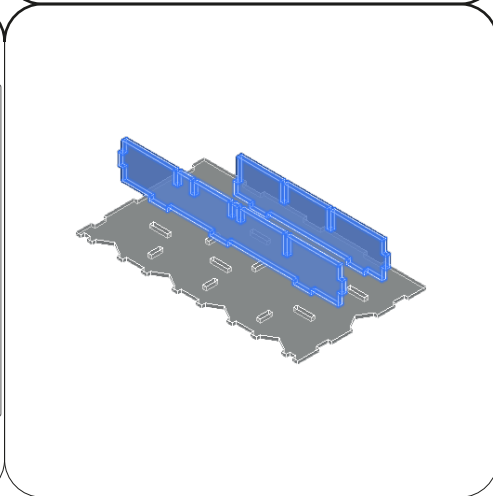
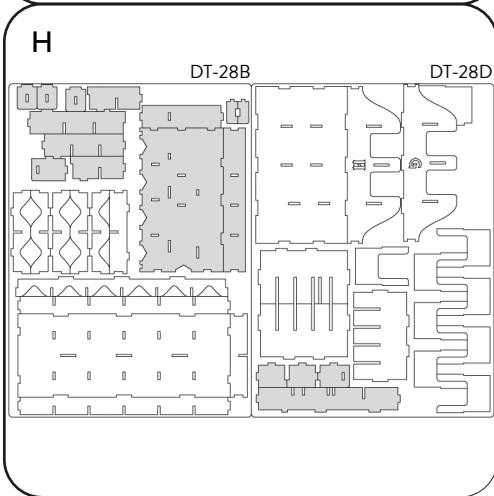
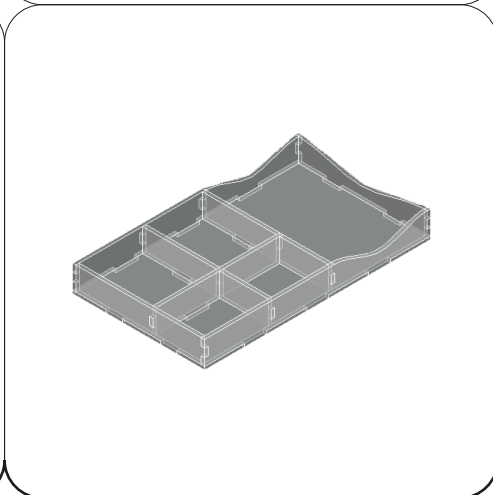
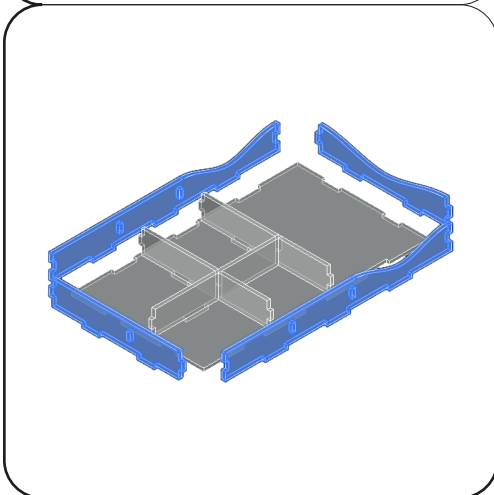
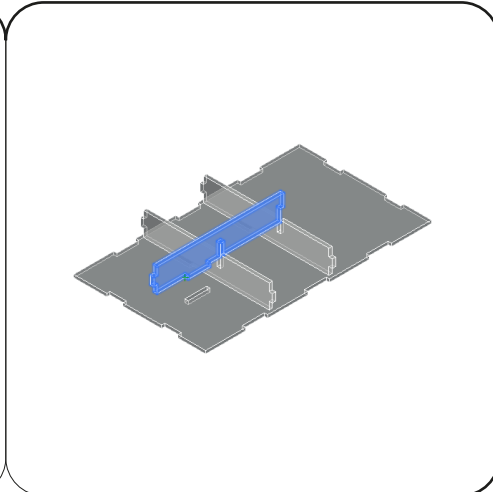
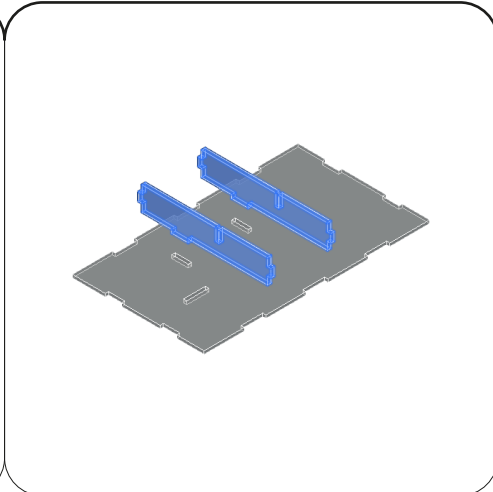
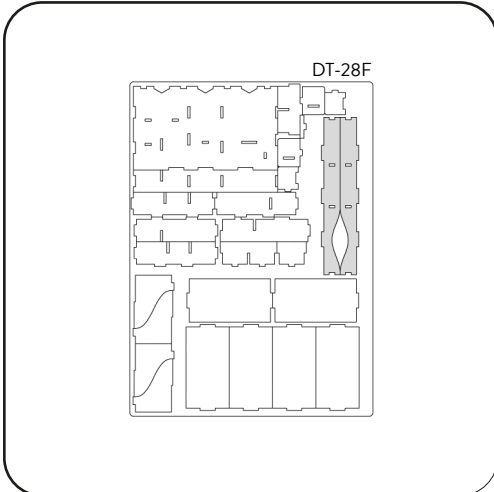


E

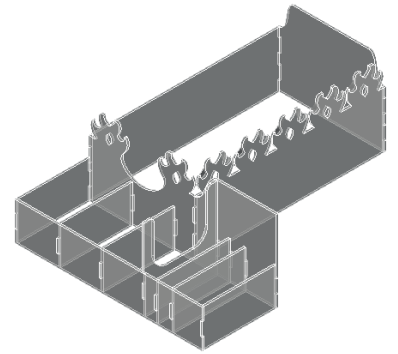
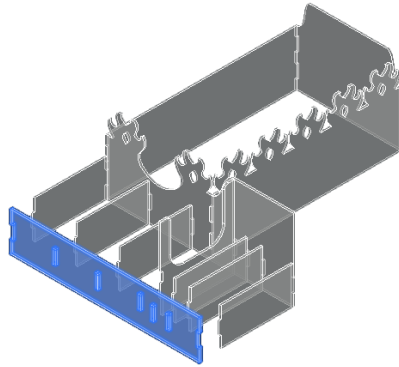
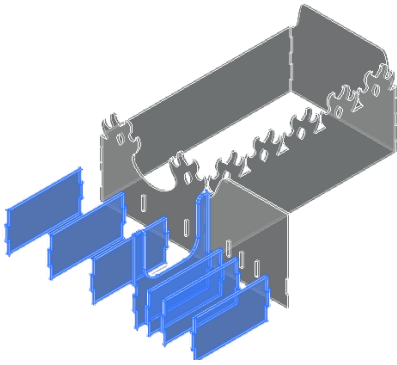
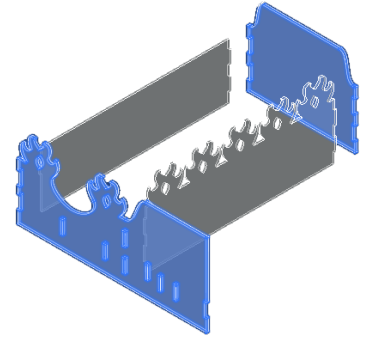
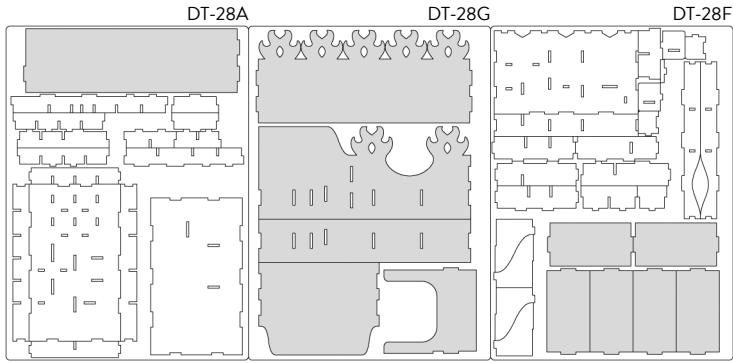
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I



## PIECE INSERTION REFERENCE

Please see this reference, which guides you for pieces insertion in our organizer. Pieces without references (eg coin tokens) have their drawing directly in place; if you can't see any reference, they should be placed over the organizer (eg map tiles - for these, place them side by side as much as possible to close the lid flush). There's space next to monster sleeves/sheets for HP/XP dials and eventually other pieces (it's a "free from reference" space). If you have any doubt, watch closely the images on the last page of the instructions and keep them for future teardowns. Questa è una guida per l'inserimento dei componenti nei giusti alloggiamenti. Qualora non vi sia riferimento qui, troverete la sagoma del pezzo incisa nello spazio corrispondente (es. le monete); i pezzi per cui non è previsto un alloggiamento andranno posizionati sopra l'organizer (es. i tiles mappa - cercate di affiancarli quanto più possibile, per una chiusura a filo della scatola). È presente uno spazio a fianco delle buste e schede mostri appositamente lasciato libero: potete inserirvi le schede HP/XP o altri pezzi. In caso di dubbi, fare riferimento all'ultima pagina delle istruzioni, da conservare come guida al reinserimento in scatola di tutti i componenti.

I	Monster Standees (6x) Standee mostri (6x)	XIII	Boss Standees Standee boss	XXV	Overlay Tiles (trunks) Tiles ambientazione (tronchi)
II	Monster Standees (10x) Standee mostri (10x)	XIV	Plastic stands (yellow) Stands in plastica (gialli)	XXVI	Overlay Tiles (hexes, triple) Tiles ambientazione (esagoni, tripli)
III	Monster Standees (2x) Standee mostri (2x)	XV	Plastic stands (white) Stands in plastica (bianchi)	XXVII	Overlay Tiles (hexes, double) Tiles ambientazione (esagoni, doppi)
IV	Monster Standees (4x) Standee mostri (4x)	XVI	Overlay tiles (1 hex) Tiles ambientazione (1 esagono)	XXVIII	Attack modifier cards Carte modificatore attacco
V	Monster stat sleeves Bustine stat mostri	XVII	Overlay Tiles (miasma) Tiles ambientazione (miasma)	XXIX	Other "small size" cards Altre carte di formato "piccolo"
VI	Monster stat sheets Carte stat mostri	XVIII	Overlay Tiles (stones, single) Tiles ambientazione (massi, singoli)	XXX	Item Cards (random) Carte oggetto (random)
VII	Summon tokens (summon) Token evocazione (evocazione)	XIX	Overlay Tiles (stones, double/triple) Tiles ambientazione (massi, doppi/tripli)	XXXI	Event Cards (City) Carte evento (Città)
VIII	Summon tokens (trackers) Token evocazione (segnalini)	XX	Overlay Tiles (mechanism) Tiles ambientazione (meccanismo)	XXXII	Event Cards (Road) Carte evento (strada)
IX	Scenario aid tokens Token aiuto scenario	XXI	Overlay Tiles (mechanism, 2nd type) Tiles ambientazione (meccanismo, secondo tipo)	XXXIII	Other "big size" cards Altre carte di formato "grande"
X	Wood element discs; round tracker Segnaround; dischi in legno elementi	XXII	Overlay Tiles (stairs) Tiles ambientazione (scale)	XXXIV	Miniature tuck boxes Contenitori miniature
XI	Damage tokens Token danni	XXIII	Overlay Tiles (traps) Tiles ambientazione (trappole)	XXXV	Character set tuck boxes Contenitori set personaggi
XII	Objective tokens Token obiettivo	XXIV	Overlay Tiles (obstacles, tables) Tiles ambientazione (ostacoli, tavoli)		



Take care, don't overturn the box!  
Riporre con cura la scatola, non ribaltare!



Non-recyclable waste  
Smaltire i materiali di scarto nell'indifferenziata

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This product is not a toy. Contains small parts that can be swallowed or inhaled. 14+

