

Manual of proper gluing and set-up of containers in game box for Neuroshima HEX 3.0

Crowd out gently elements from the tail – it is recommended to use a paper knife to cut connection points.

Prepare only elements that must be linked together.

Do not cut out all the pieces at the same time as you may stir them and make a mistake.

Some elements are designed in such a way that it is impossible to glue them wrongly. If you have some problems, try to rotate the element – it should help. Be attentive – some pieces differ slightly from each other.

It is recommended to use wood glue.

If you have some doubts or you need help, please contact us by e-mail or our Facebook profile – reDrewno.

Different kinds of containers are marked by letters and numbers.

The order of gluing was shown by lines from left to right and from top to bottom.

After gluing, leave the insert for a minimum of 24 hours until fully dry. Then arrange the elements according to the engravings on the containers and the instructions.

Container for Hex Puzzles – two decks

Container for tokens: wound and net

Container for HQ tokens and promotional hexes

Na pojemniku połów największy zeton terenu

Container for instructions from add-ons (armies) and 4 damage counters

Container with an engraving,

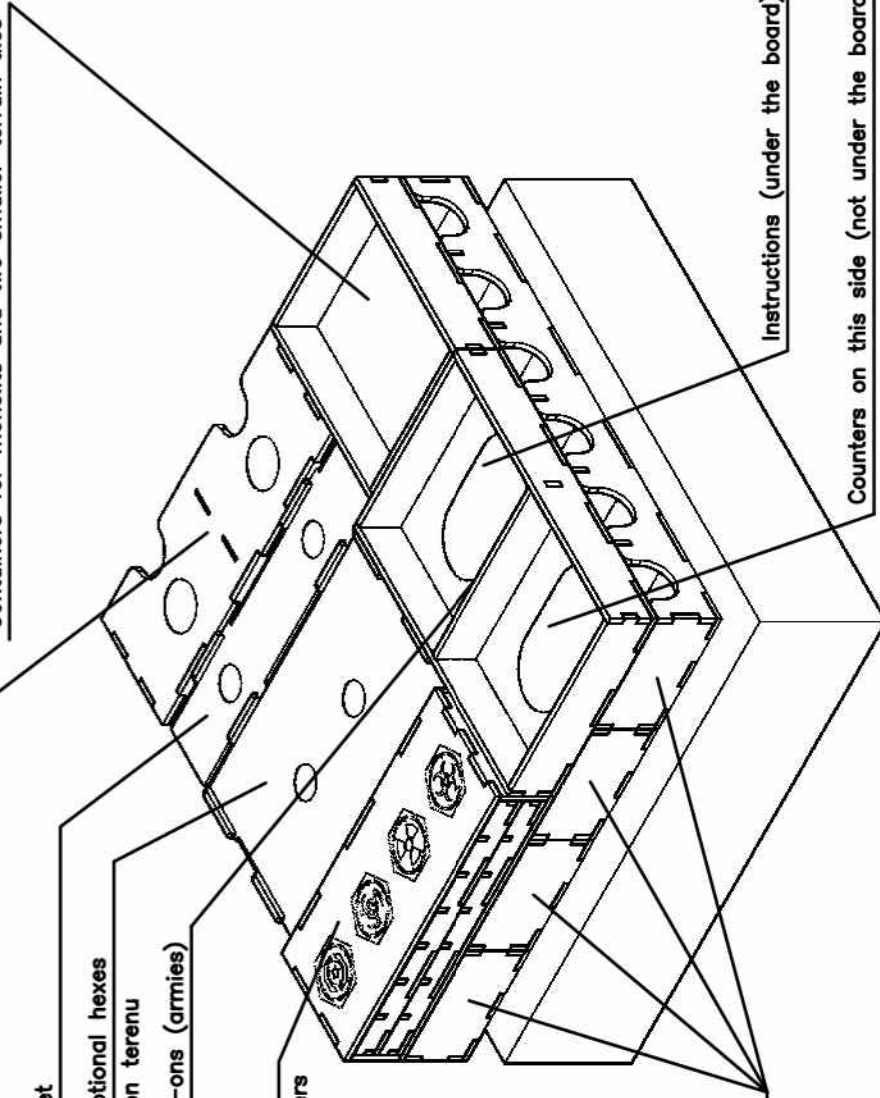
which is a container for 2 containers with HQ tokens inserted into it

4 x Container for army tiles (hexes)

Instructions (under the board)

Counters on this side (not under the board)

Containers for monoliths and two smaller terrain tiles



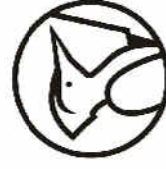
On the lower part of container put game board.

Then put the rulebook and eference charts.

Remark: remove gently protective foil from plexiglass latches on both sides.

We invite you to visit our shop and check photos with the elements and arrangement of the insert in the box.

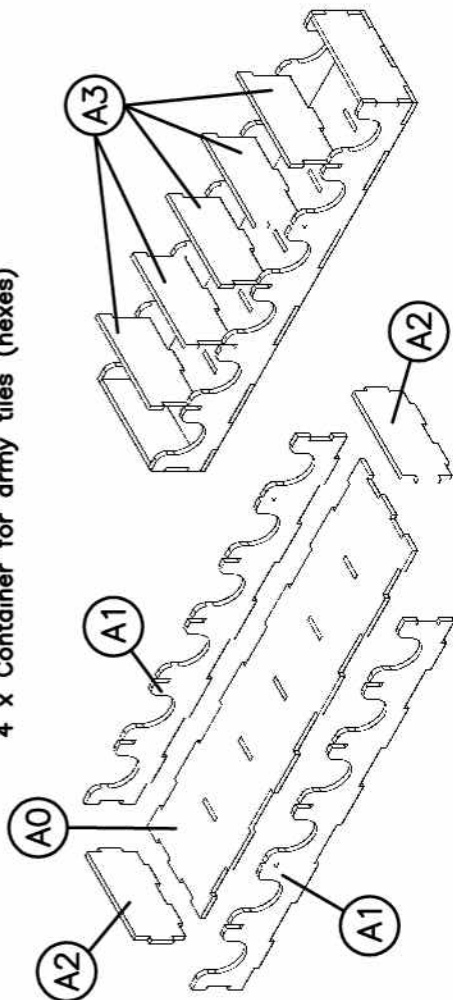
Thank you for buying of our insert.
We wish you only successful games!
reDrewno.pl Shop Team
sklep@redrewno.pl



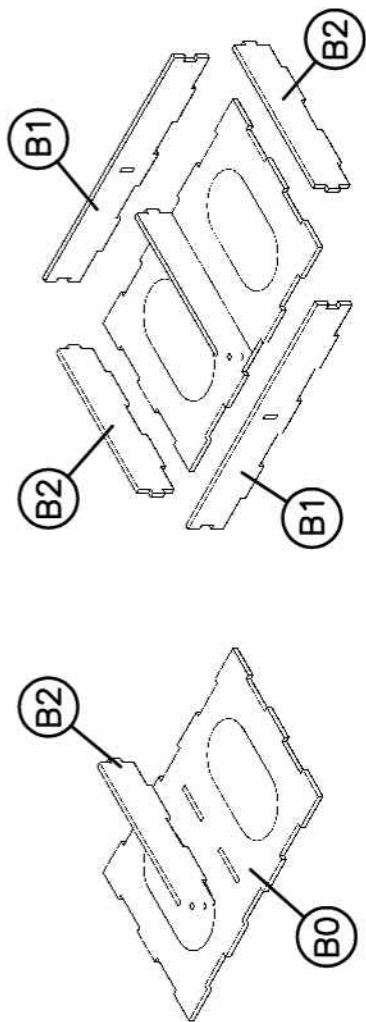
reDrewno

Manual of proper gluing of containers – Neuroshima HEX 3.0 – part 1

4 x Container for army tiles (hexes)

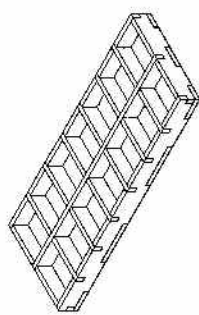
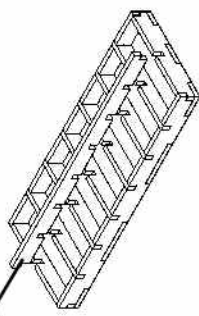
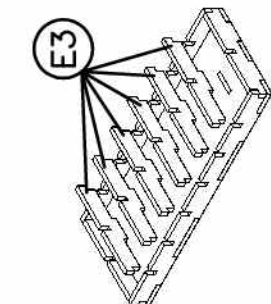
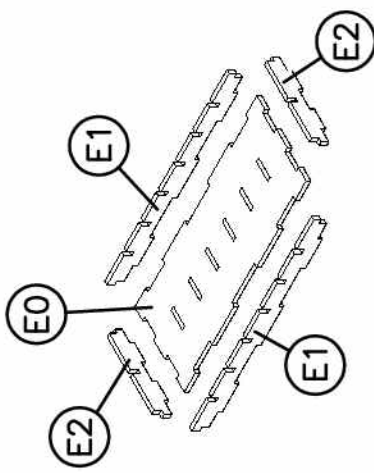


Container for instructions from add-ons (armies) and 4 damage counters
 Arrange the counters so that the plastic pins do not lie on top of each other



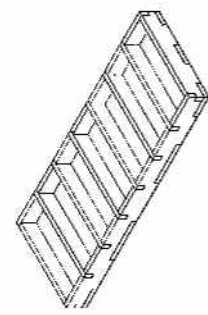
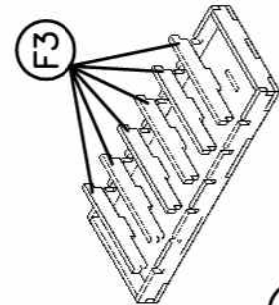
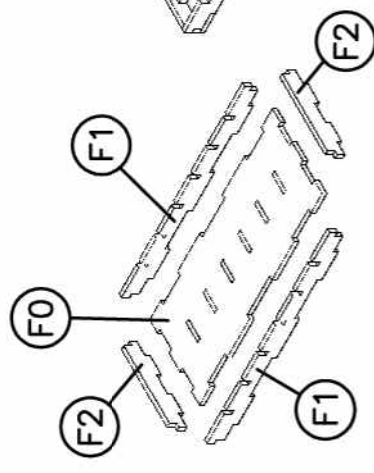
Container for HQ tokens

Container for HQ tokens in the amount of 2–4 tokens per HQ

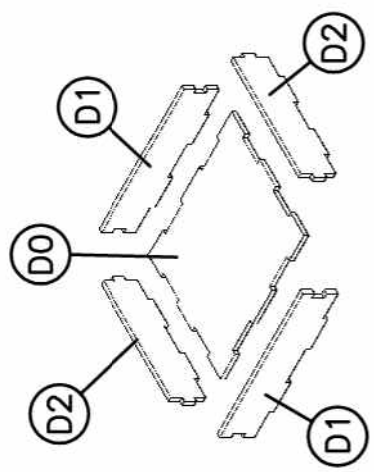


Container for HQ tokens

Container for HQ tokens in the amount of 5–10 tokens per HQ



Containers for monoliths and two smaller terrain tiles
 Can be purchased as add-ons in the Portal Games store

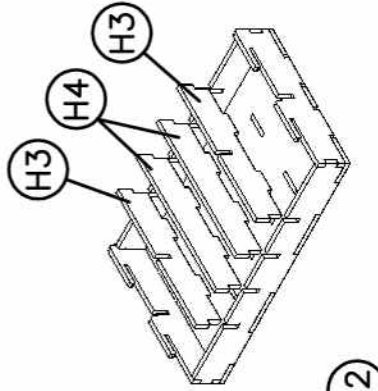
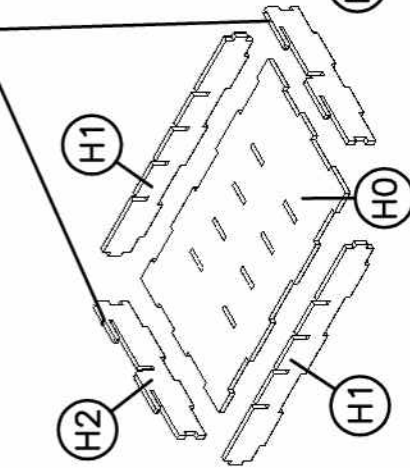


redrewno

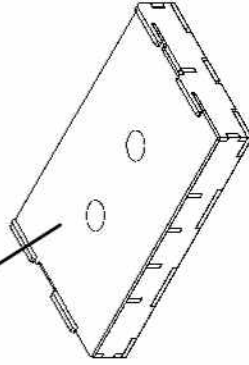
Manual of proper gluing of containers – Neuroshima HEX 3.0 – part 2

Container for HQ tokens and promotional hexes

Note: "the whiskers" in the H2 elements in the same direction



after gluing cover the container with a plexiglass lid place the largest terrain token on the cover



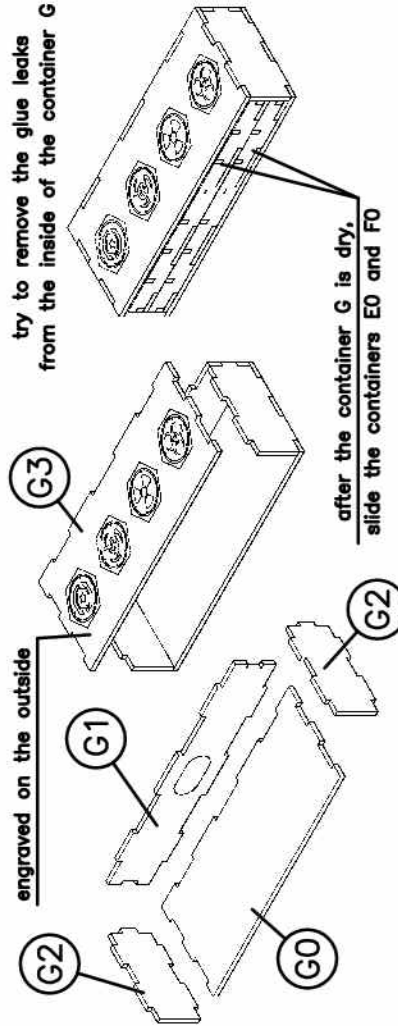
narrow slots for staff tokens in large numbers (e.g. Troglodytes, Uranopolis)

large holes for promo-hexes

"please remember to remove the foil on both sides"

Container for Hex Puzzles – two decks

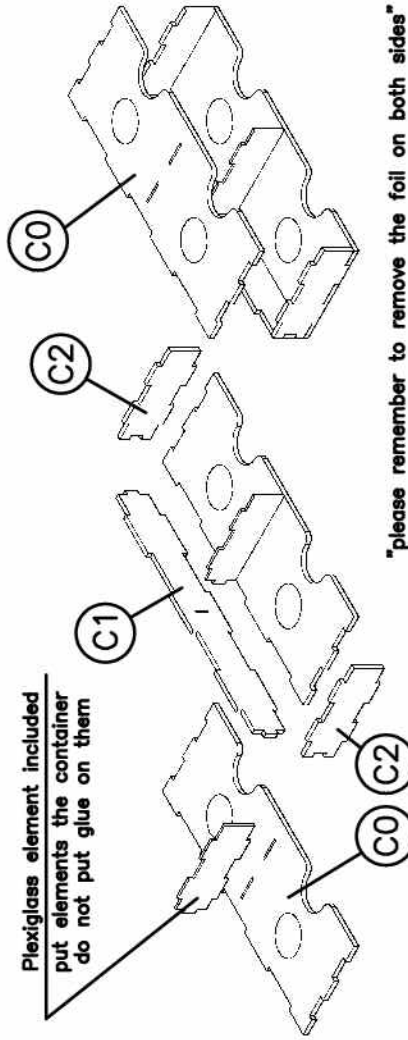
Container with an engraving, which is a container for 2 containers with HQ tokens inserted into it engraved on the outside



try to remove the glue leaks from the inside of the container G

after the container G is dry, slide the containers E0 and F0

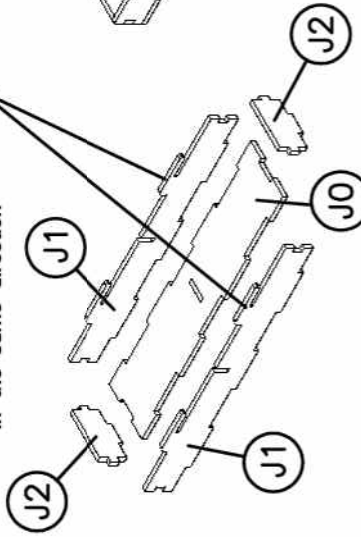
Plexiglass element included put elements the container do not put glue on them



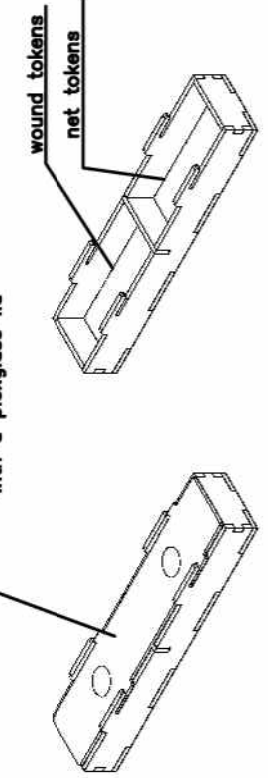
"please remember to remove the foil on both sides"

Container for tokens: wound and net

Note: "the whiskers" in the J1 elements in the same direction

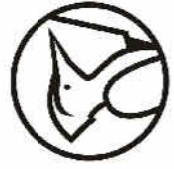


after gluing cover the container with a plexiglass lid



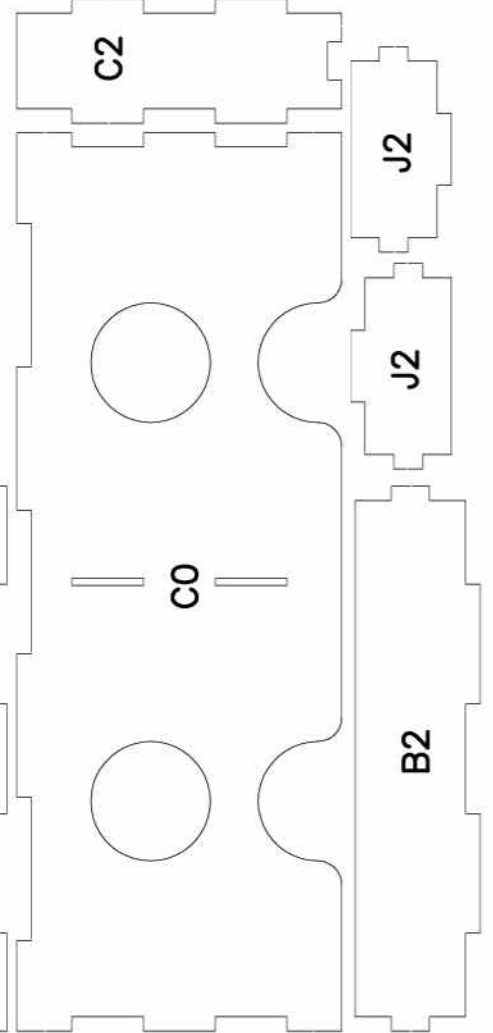
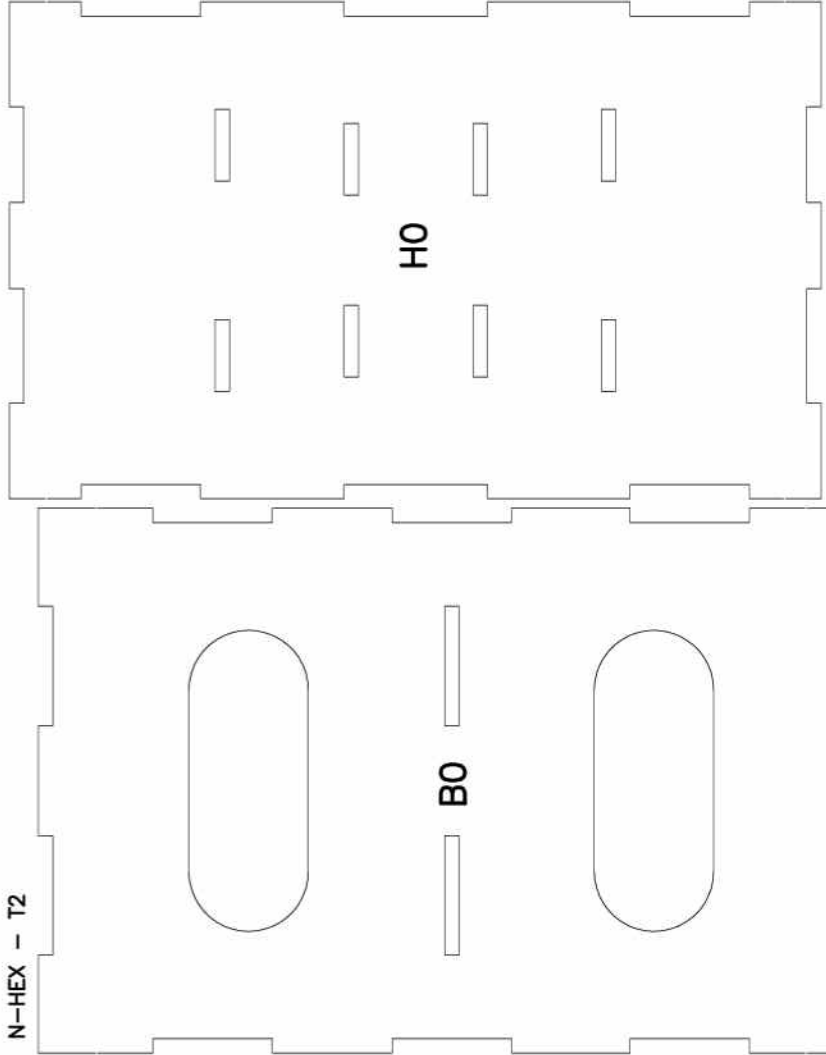
wound tokens
net tokens

"please remember to remove the foil on both sides"

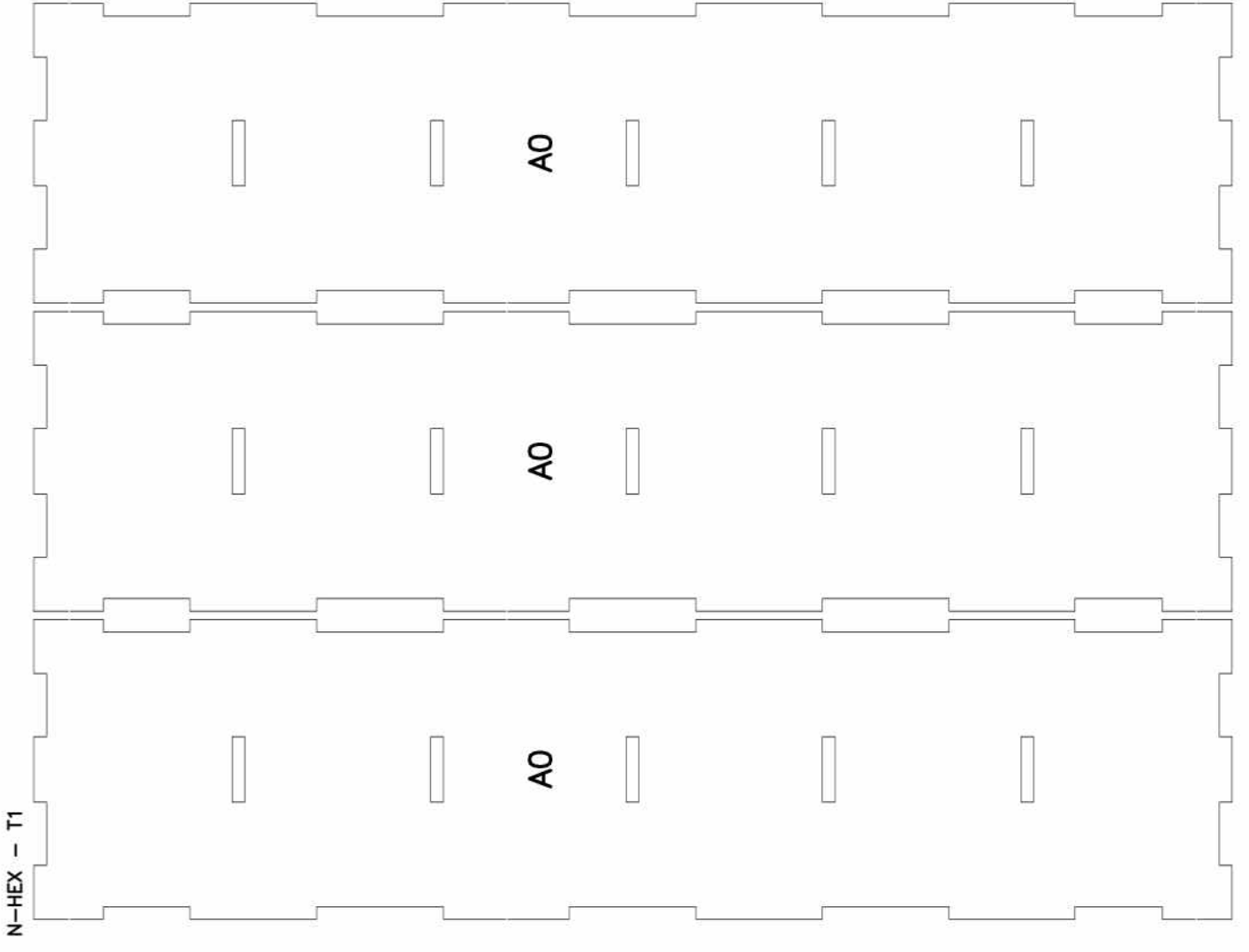


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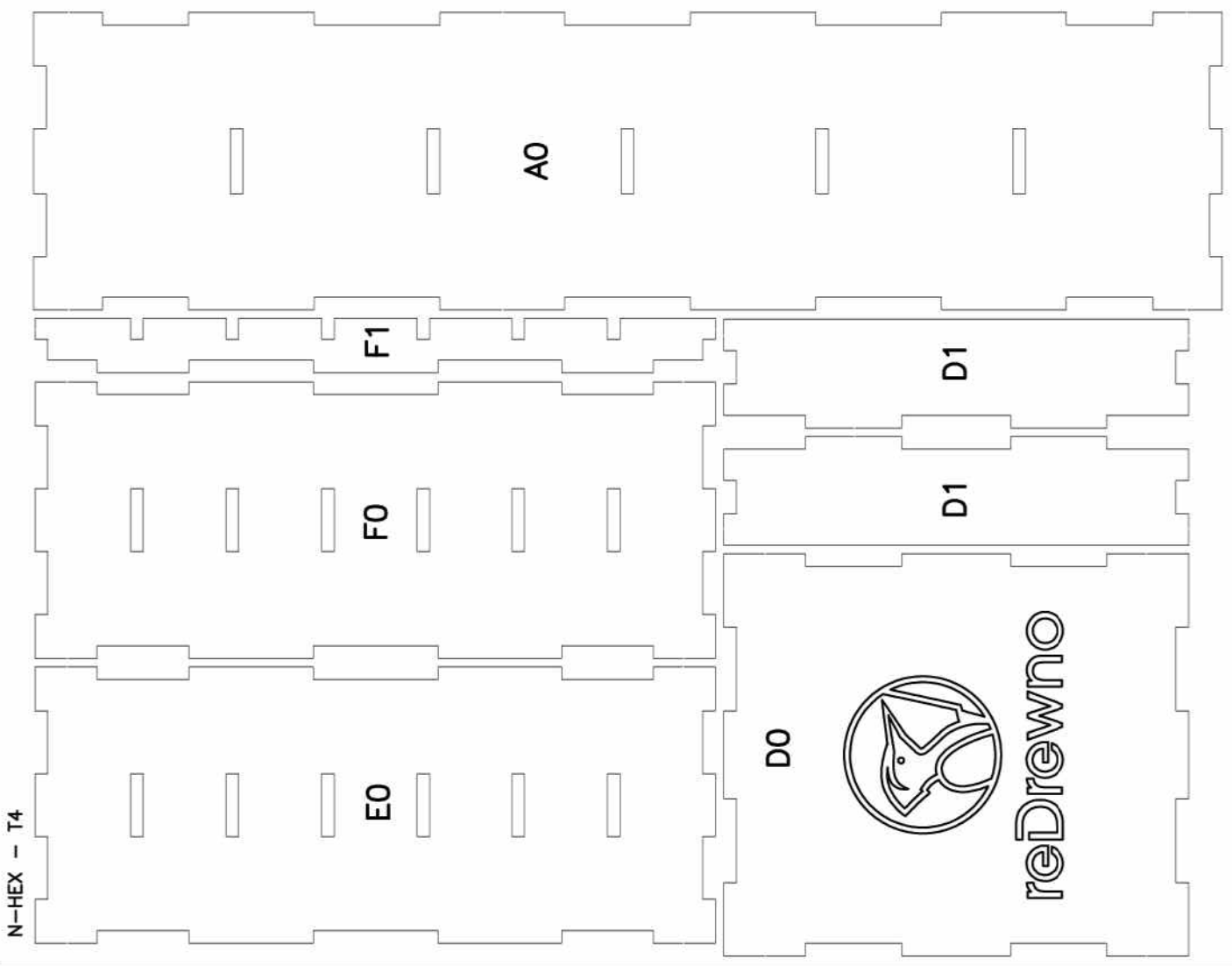
N-HEX - T2



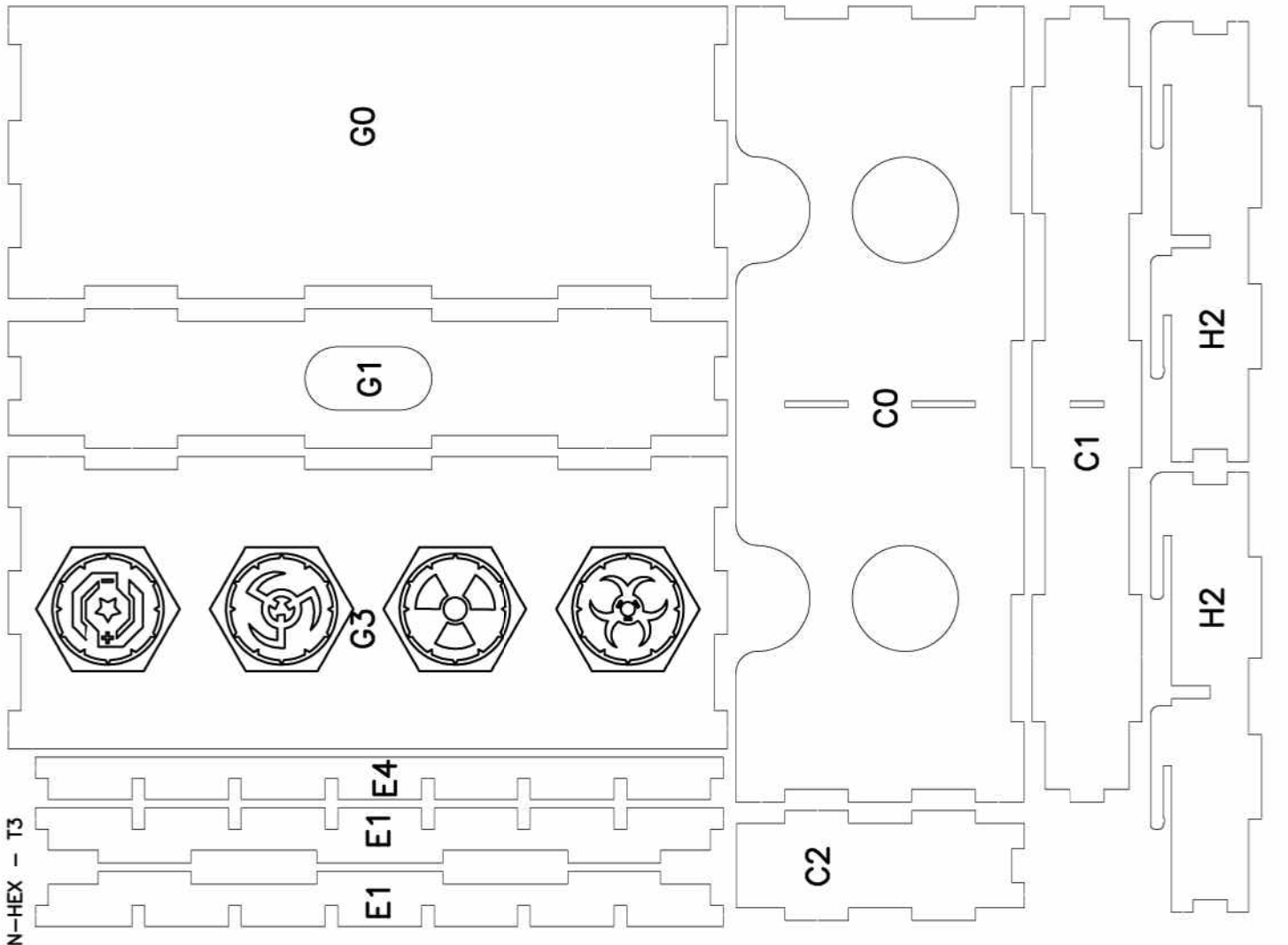
N-HEX - T1



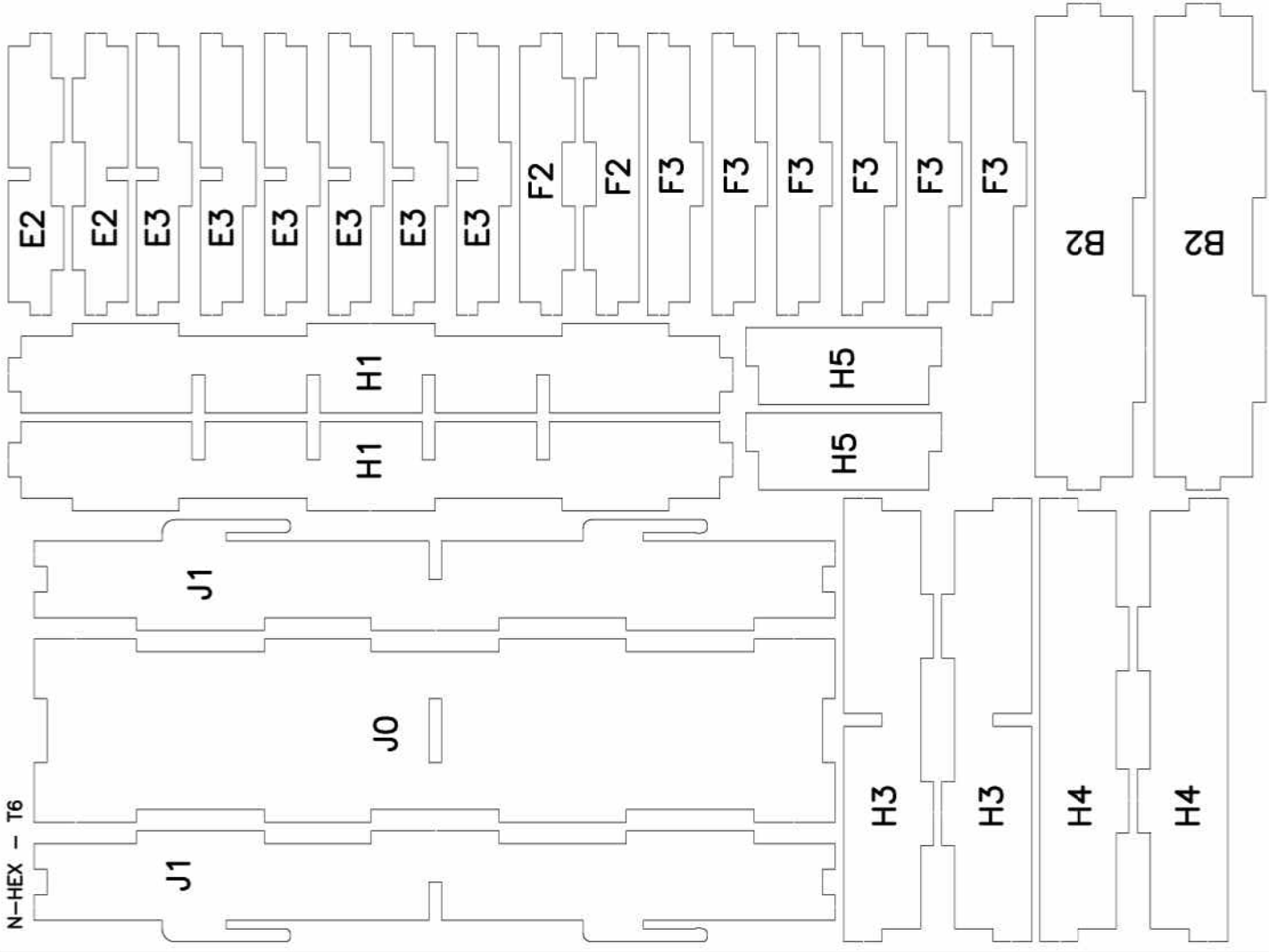
N-HEX - T4



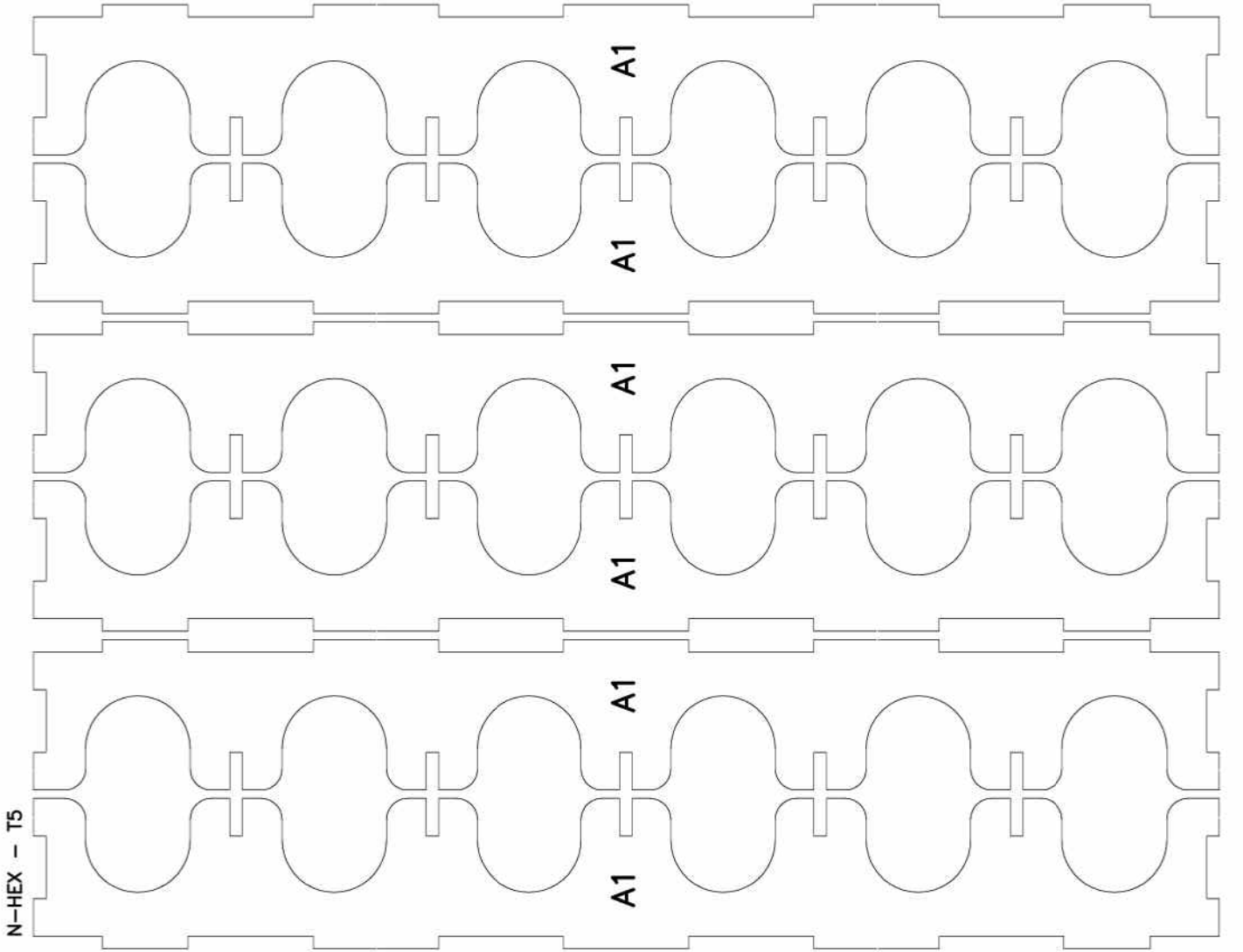
N-HEX - T3



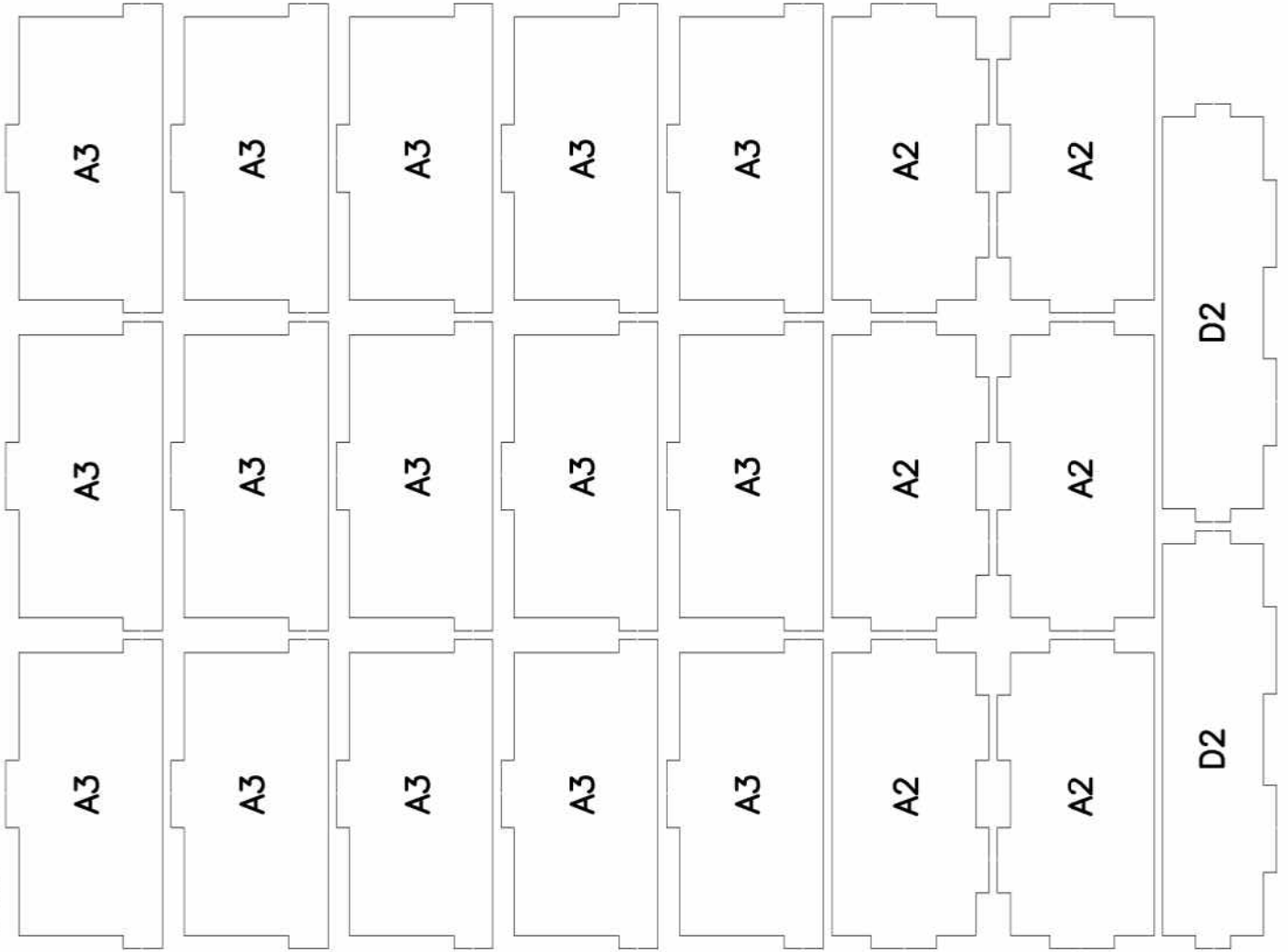
N-HEX - T6



N-HEX - T5



N-HEX - T7



N-HEX - T8

