

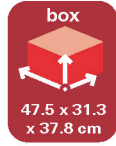
Madness Crate

LMOMC

Compatible with Mansions of Madness 2ed

Path of the Serpent, Horrific Journeys, Sanctum of Twilight, Beyond the Threshold, Streets of Arkham, Recurring Nightmares: Figure and Tile Collection, Suppressed Memories: Figure and Tile, Collection, Conversion Kit (from 1st edition)

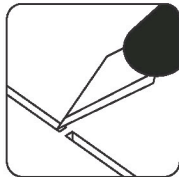
This box organizer is compatible with Mansions of Madness. This product is not licensed, and is up for change at any time in the future.



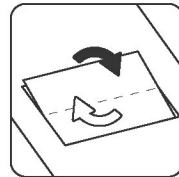
Assembly Guide



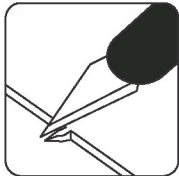
Watch our beginners guide videos on youtube. Just scan the QR code and get started!



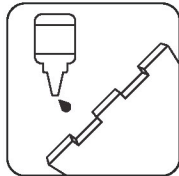
Use an exacto knife to cut the bits connecting the parts to the frame.



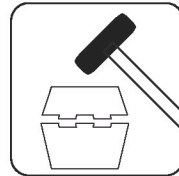
Remove the parts from the frame with a rotating motion along the axis formed by the bits you just cut.



Use the exacto knife to remove any of the remaining connection bits.



Most joints are press-fit, but some joints might require a drop of glue to ensure a strong bond.



Press the parts together or use a hobby hammer with slight force for assembly.



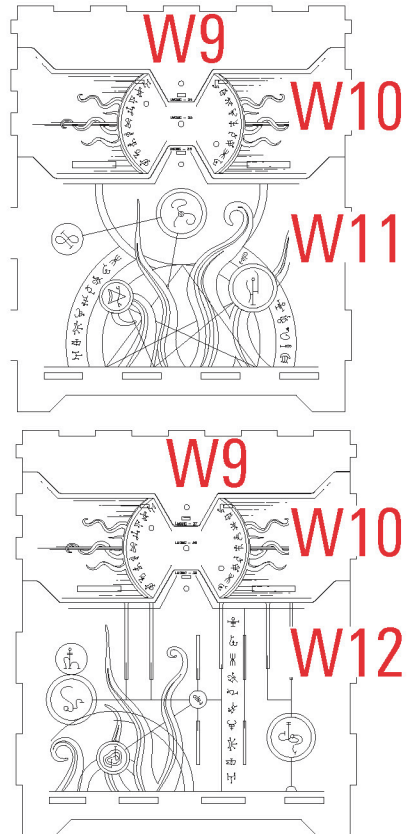
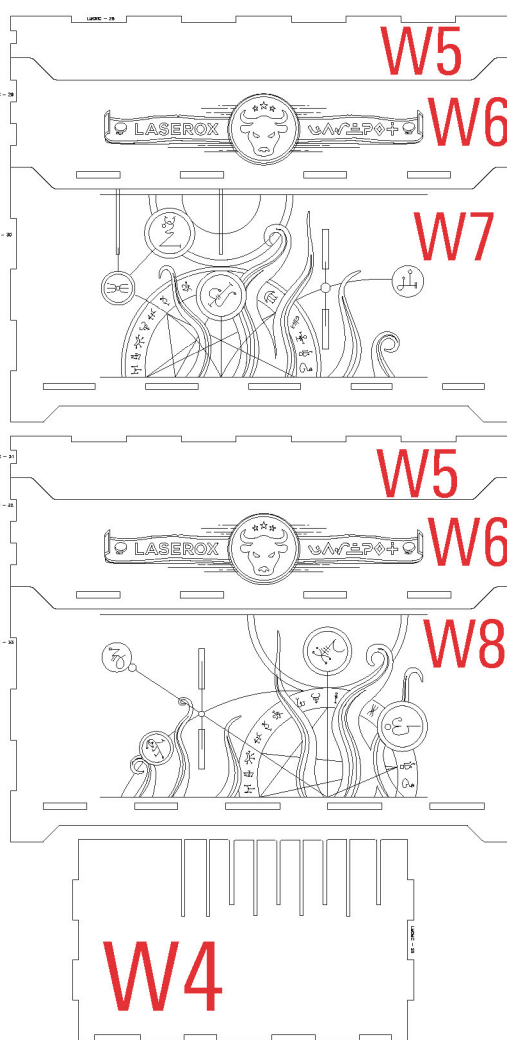
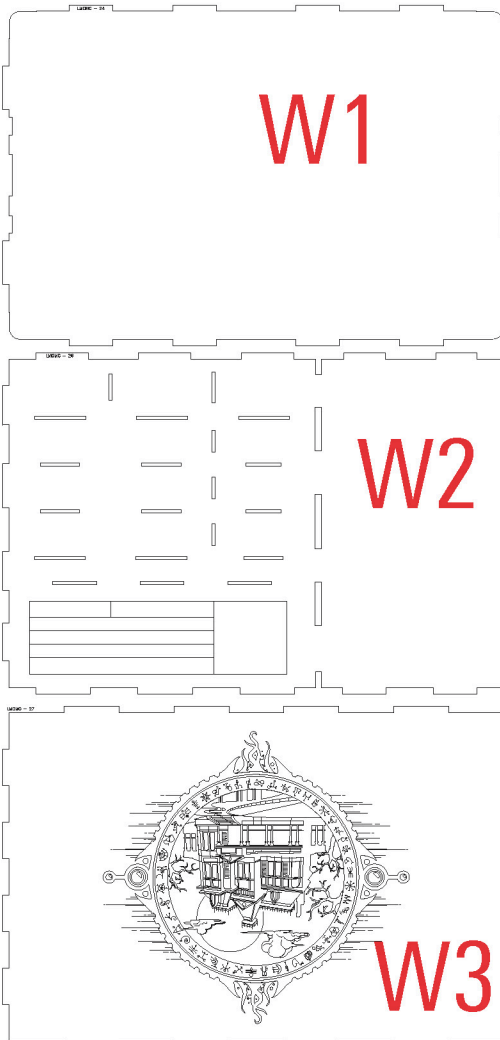
LASEROX

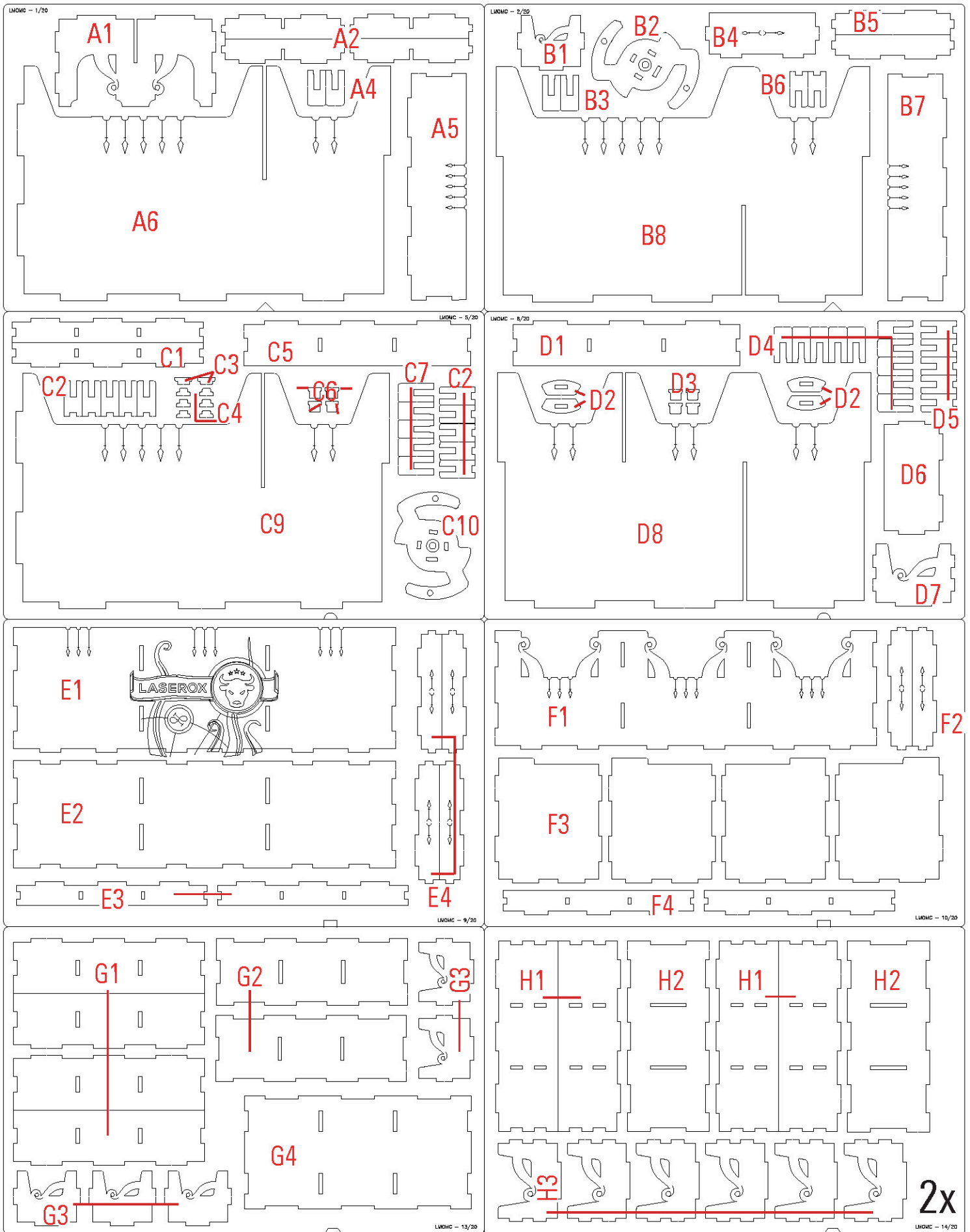
Use **wood glue** for assembly. If you encounter any issues, please contact us at info@laserox.net



WARNING Choking hazard! Not for children under 14 years.

Crate parts layout





Share your creation!

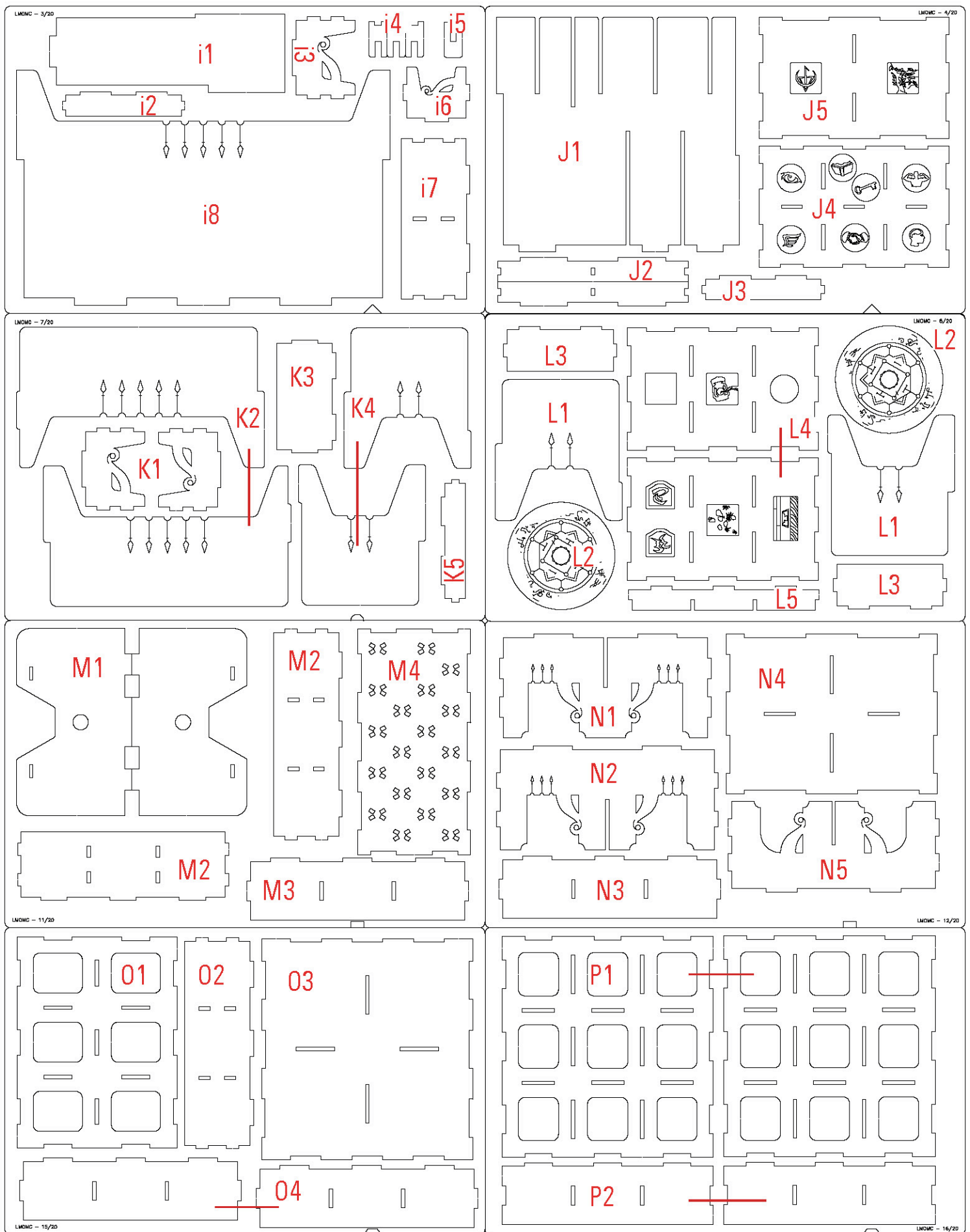


#laseroxininserts

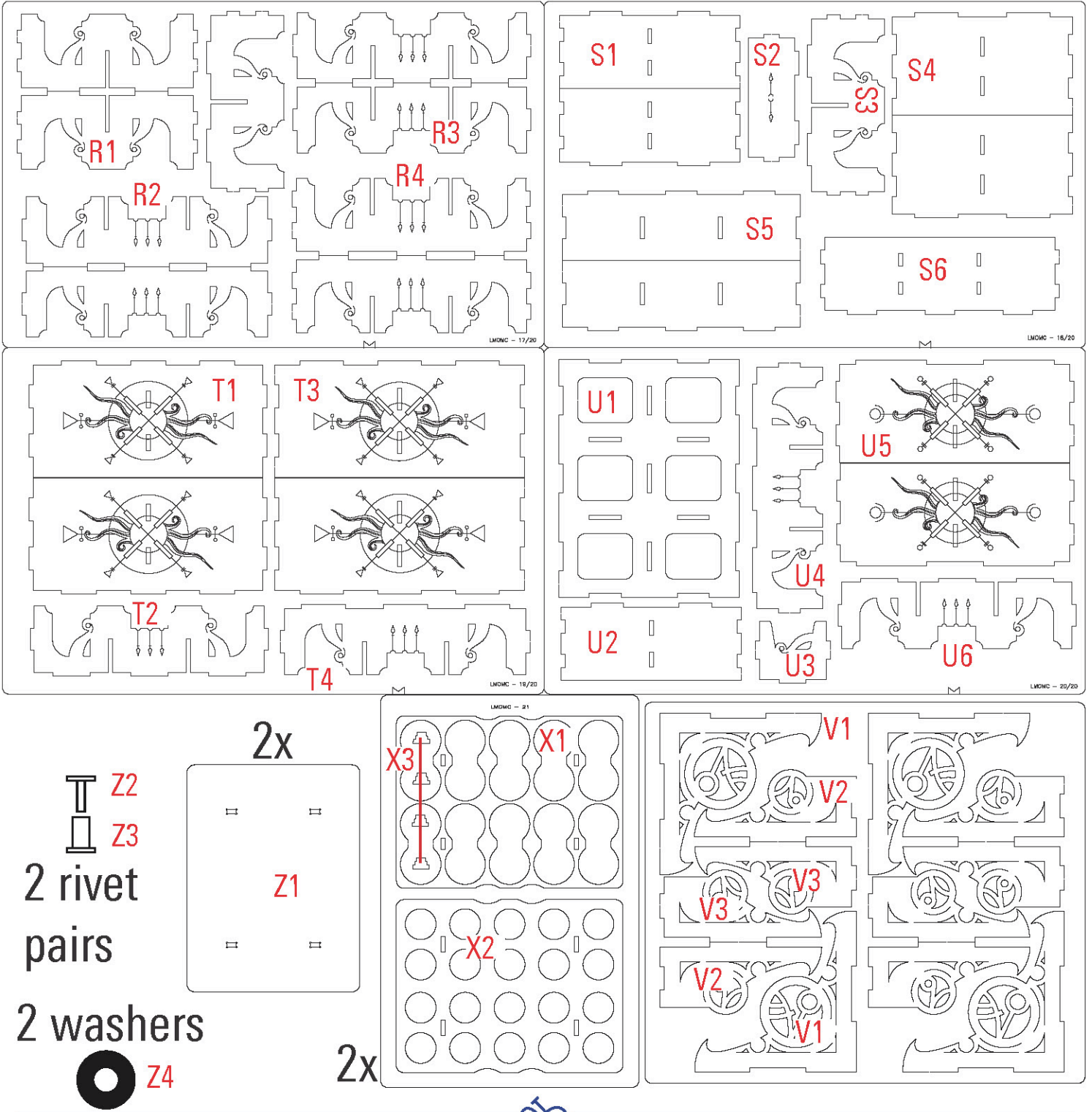
Watch our
"How it fits"
video and get your
game organized!



<http://tiny.cc/lrxmcmc>

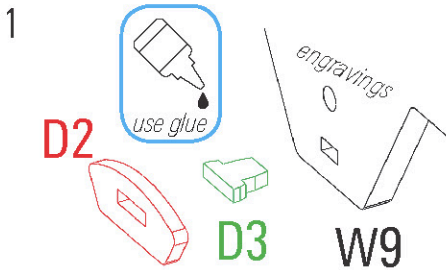


- Some parts might look different than in the assembly instructions, with added decorations/engravings/embellishments.
- Color variations or branch marks are a natural part of the birch plywood.
- The burnt smell of wood is natural and will dissipate with time.
- Rarely the laser will not cut through the complete sheet, but this can be fixed with the help of a hobby knife. If that is not possible, please contact us for a replacement!



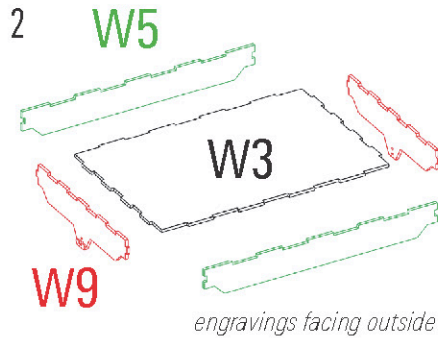
ASSEMBLY

Top Lid

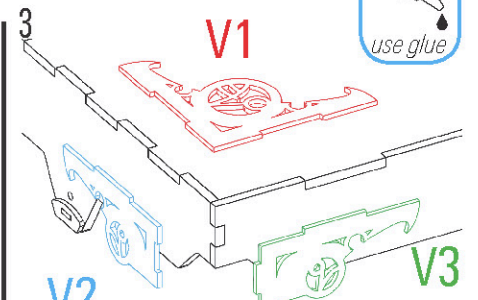


Assemble 2x

Required parts: **W3**, **W9**x2, **D2**x2, **D3**x2, **W5**x2,



engravings facing outside

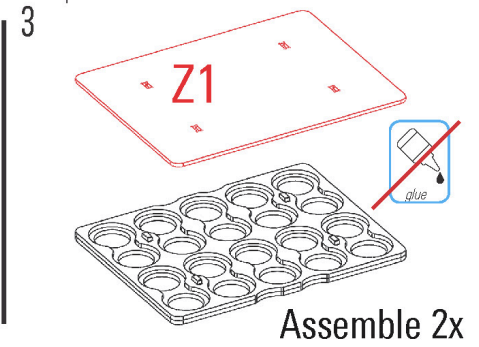
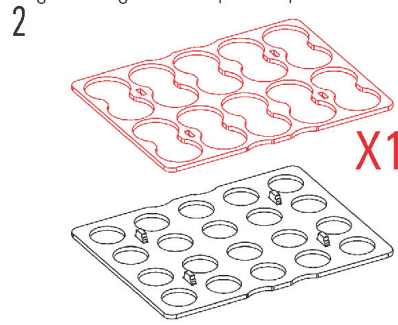
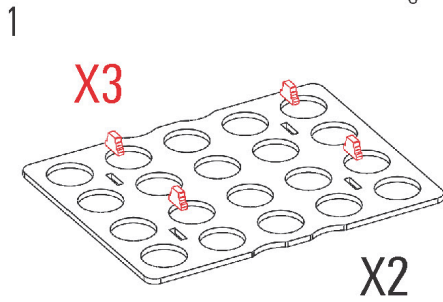


Assemble 4x

Required parts: **V2**, **V3**, **V**

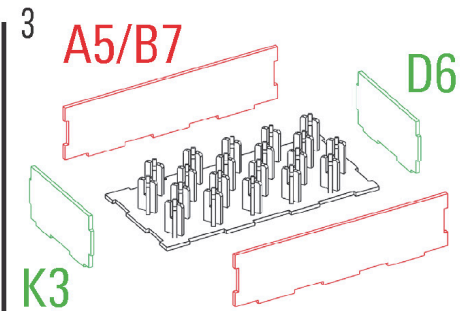
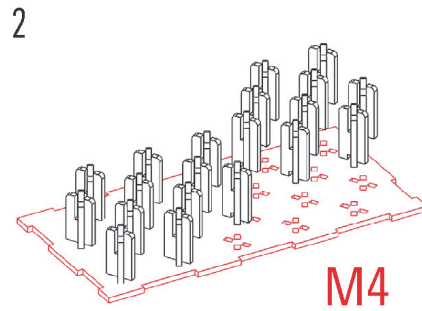
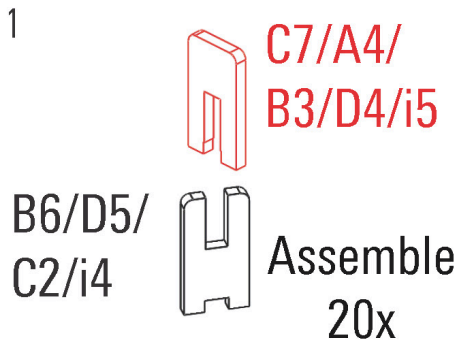
Person Token Holder

Base Game: After assembling the base game organizer separately, these trays are also required when used within the crate.



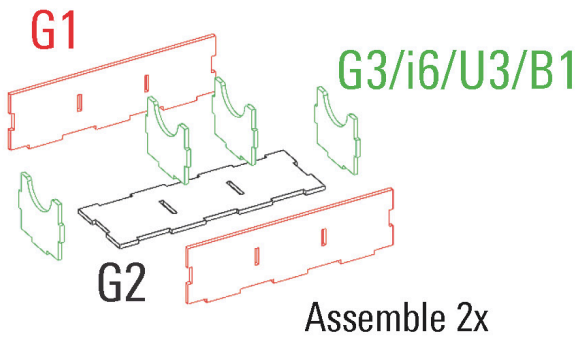
Required parts: **X3**x4, **X2**, **X1**, **Z1**

Heroes

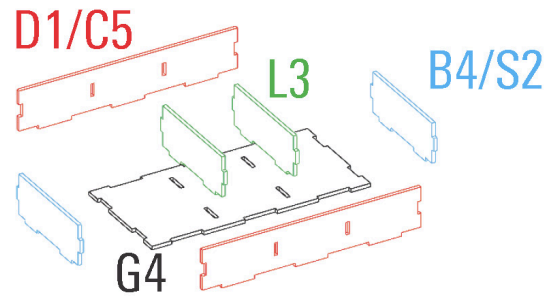


Required parts: **C7/A4/B3/D4/i5**x20, **B6/D5/C2/i4**x20, **M4**, **K3/D6**x2, **A5/B7**x2,

Wraith Monster Holders



Extra Accessories Tray



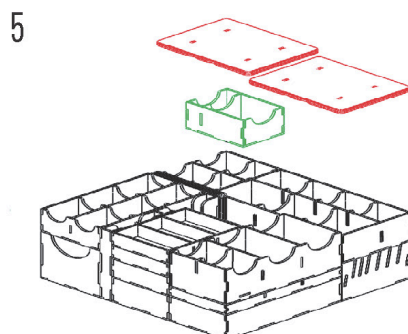
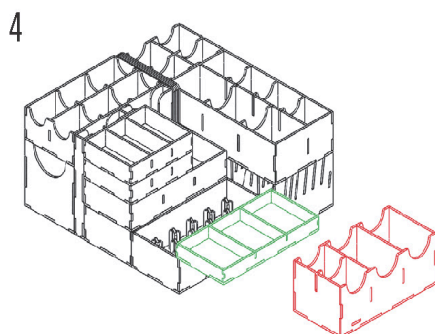
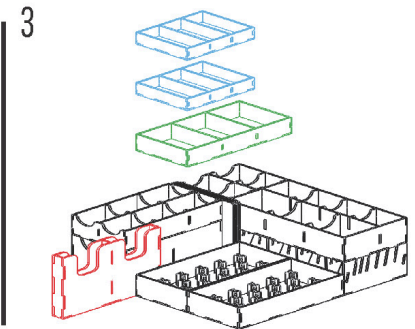
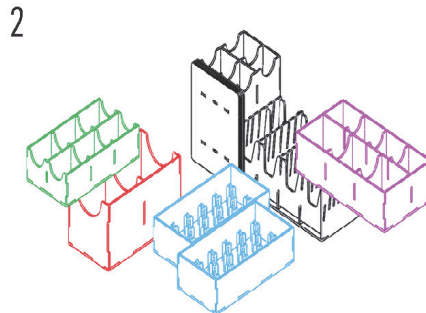
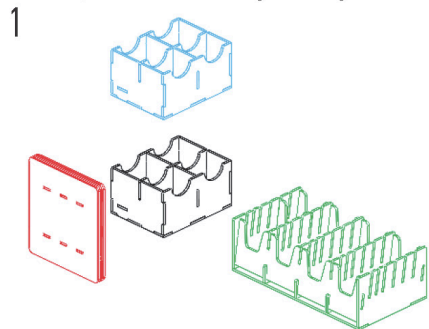
Required parts: **G2**, **G1**x2, **G3/i6/U3/B1**x4

Required parts: **G4**, **L3**x2, **D1**, **C5**, **B4**, **S2**,

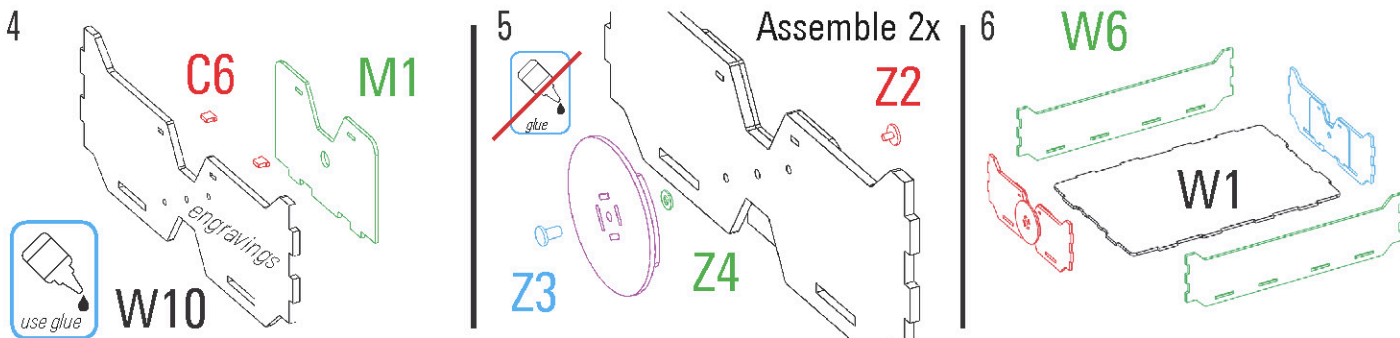
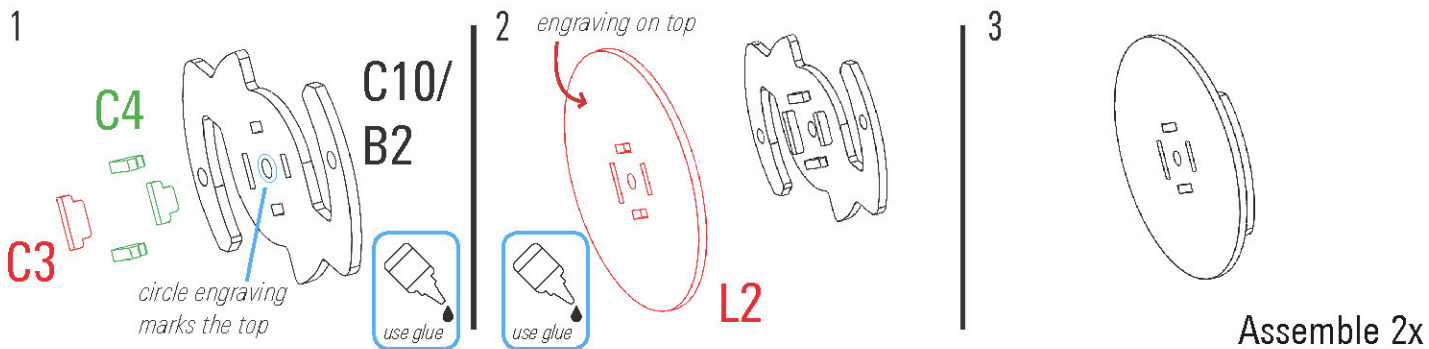


New layout for the base game organizer, when used in the crate.

Base Game Assembly

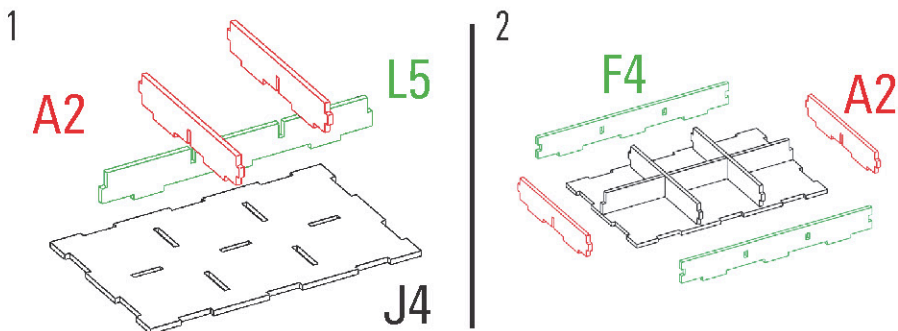


Mid Layer



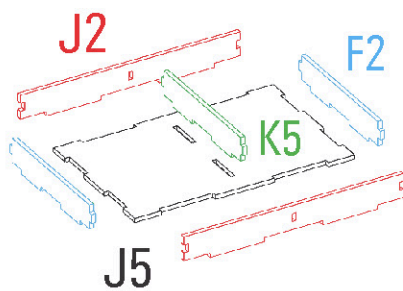
Required parts: C10, B2, C4x6, C3x2, L2x2, C6x4, W10x2, M1x2, Z3x2, Z2x2, W1, W6x2,

Bonus Tokens



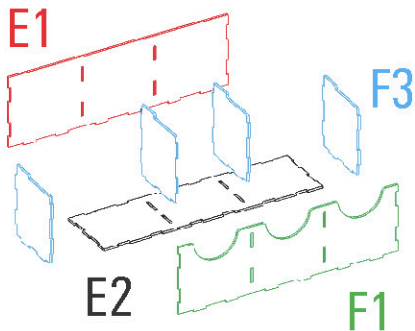
Required parts: J4, L5, A2x4, F4x2,

Restraint Token Tray



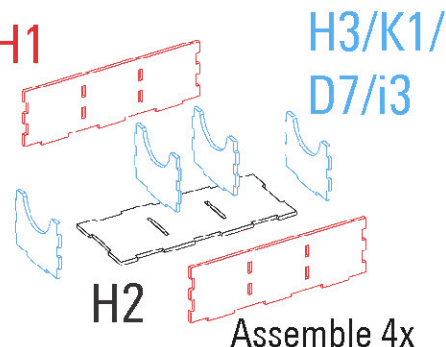
Required parts: J5, J2x2, K5, F2x2,

Dark Young Holder



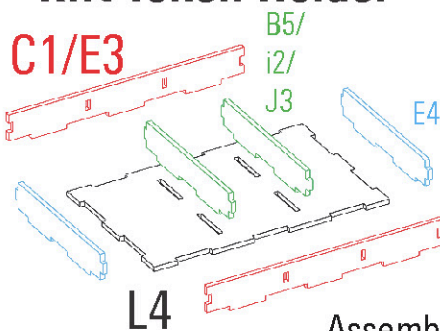
Required parts: E2, F1, E1, F3x4,

Small Monster Holder



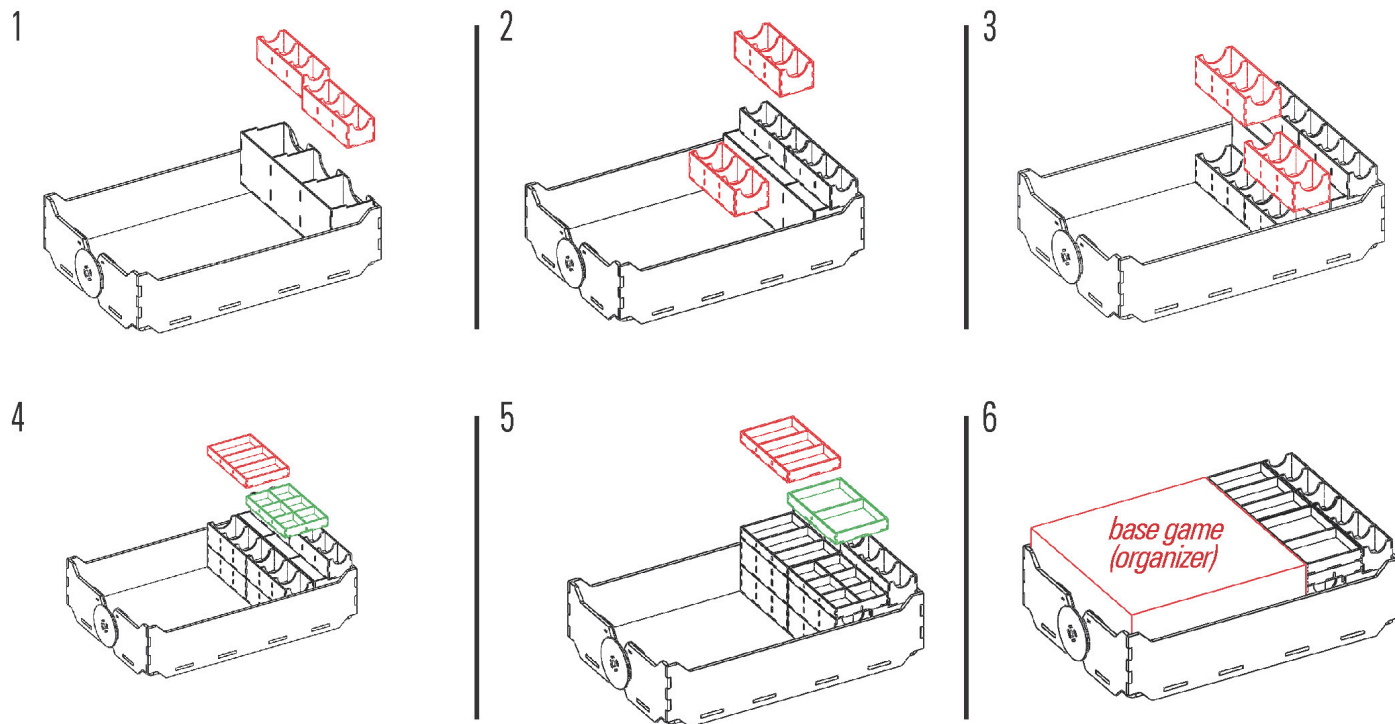
Required parts: H2, H1x2, H3/K1/D7/i3

Rift Token Holder

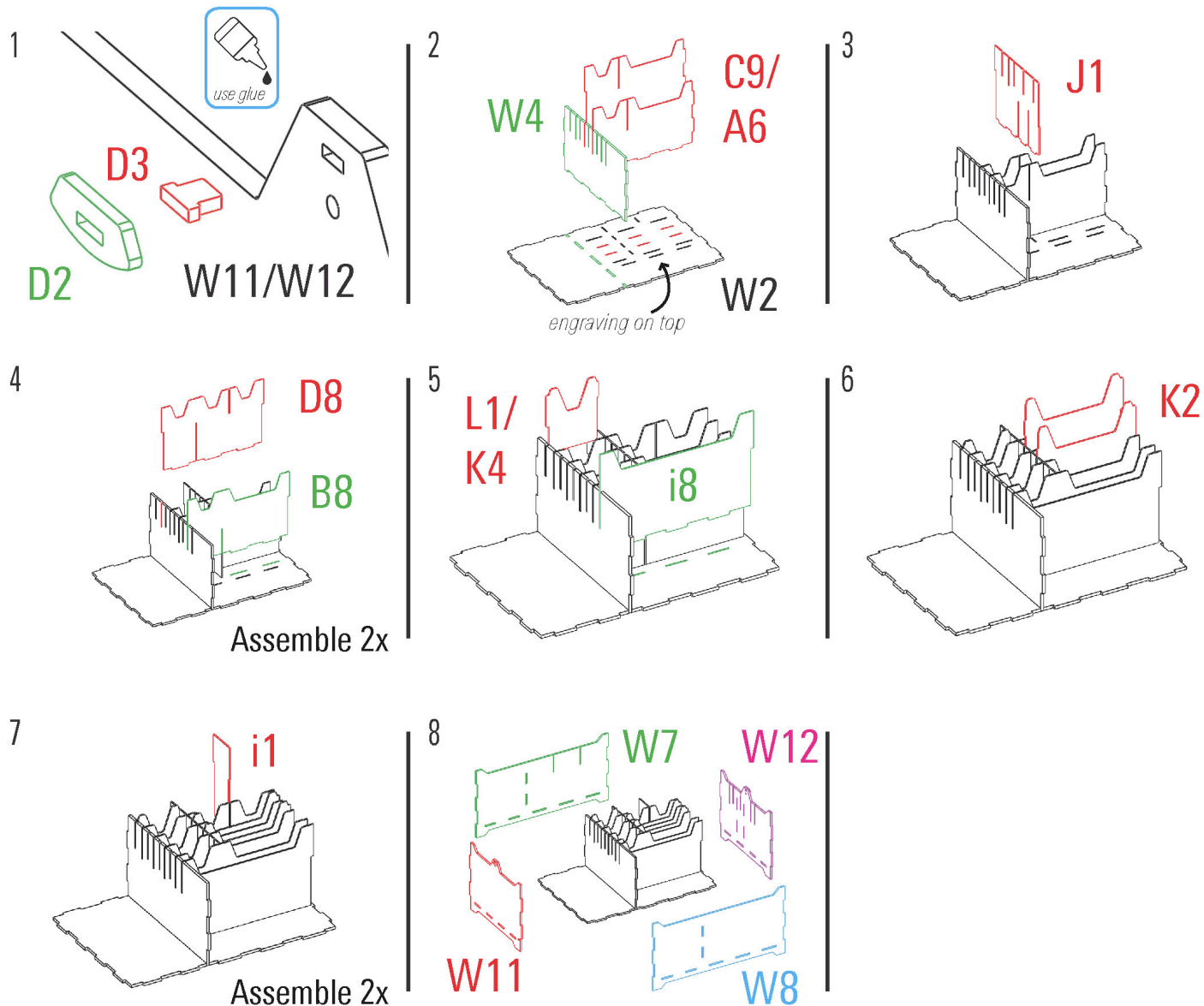


Required parts: L4, C1/E3x2, B5/i2/J3, E4x2,

Mid Layer Assembly

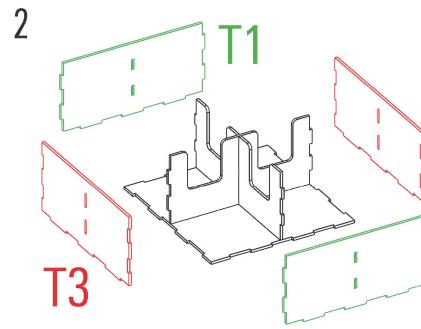
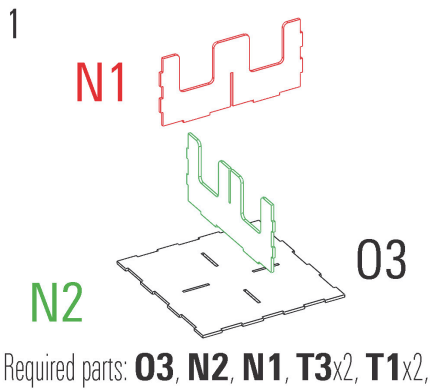


Bottom Layer

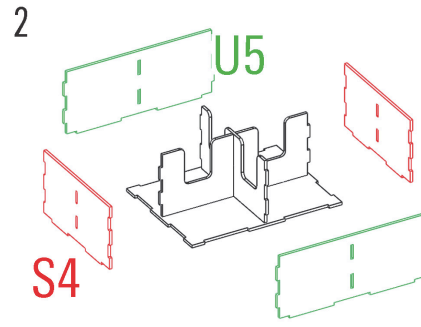
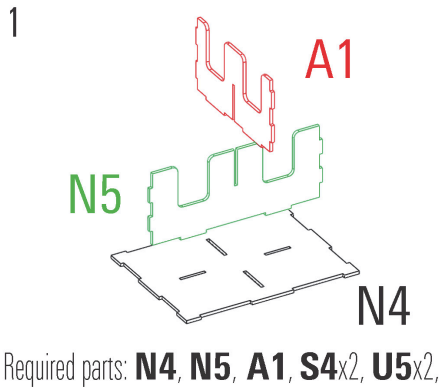


Required parts: W11/W12, D2x2, D3x2, W4, A6, C9, J1, D8, B8, K4/L1, i8, K2x2, i1, W7, W8

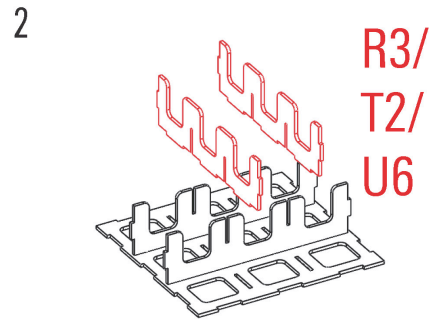
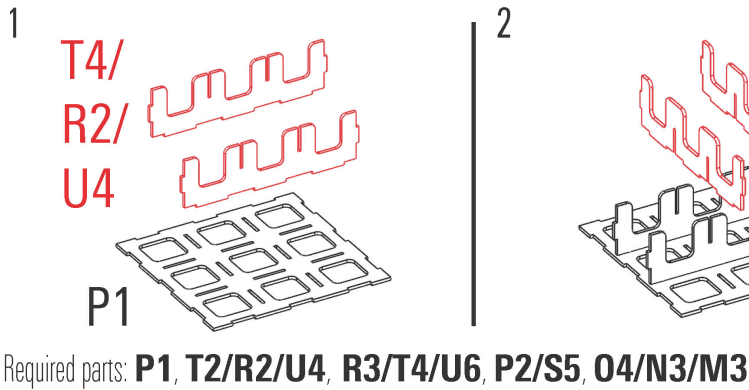
Dunwich Holder



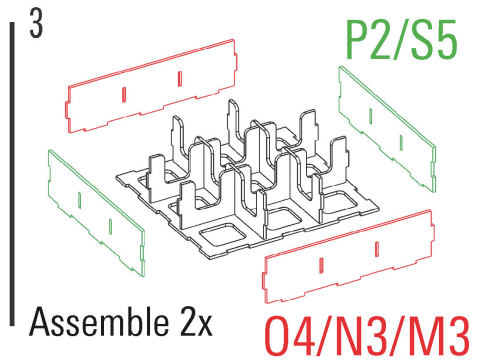
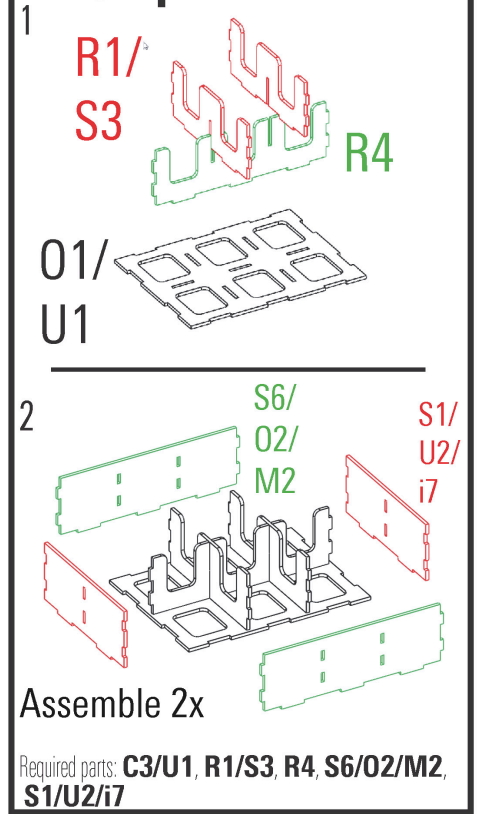
Cthonian Holder



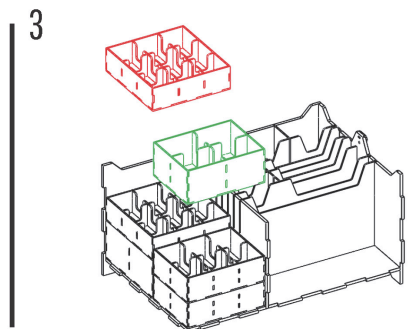
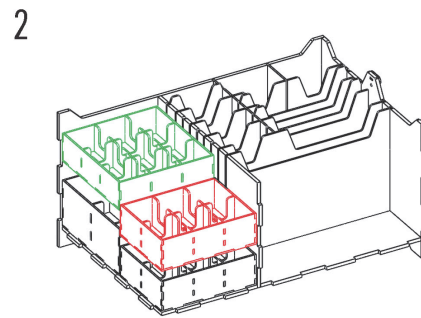
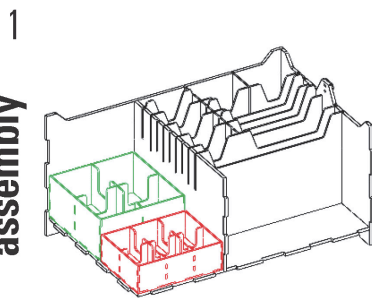
Winged Monster Holder



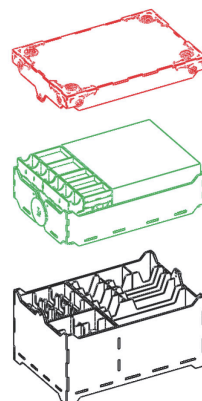
Serpent Holder



Bottom layer assembly



Complete Assembly



The two discs will close the crate and hold the lid in place. Rotate them to match the symbols to open the lock.