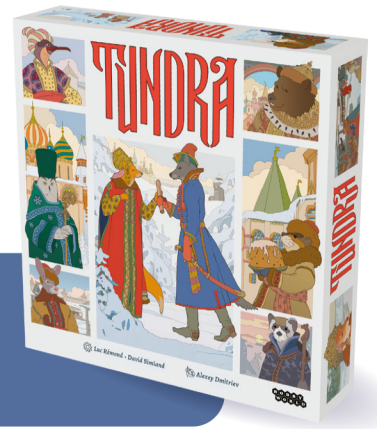# TUNDRA

2-4 **10+** **60**

Game Design: Luc Rémond, David Simiand
Artwork: Alexey Dmitriev, Daria Sokolovskaya

GAME OVERVIEW

Tundra is a competitive strategy game. You become a viceroy of one of the estates in the kingdom of Tundra and develop lands to earn the favor of the society and the Tsar.

GAMEPLAY

The game is played over four rounds.
Each round the first player rolls 4 (or 5) dice, then each other player copies these results. After that, starting from the first player, they choose one die at a time and place it to the corresponding slot of one of the 4 personal order boards. They immediately perform the action of this slot:

1 TRAVEL

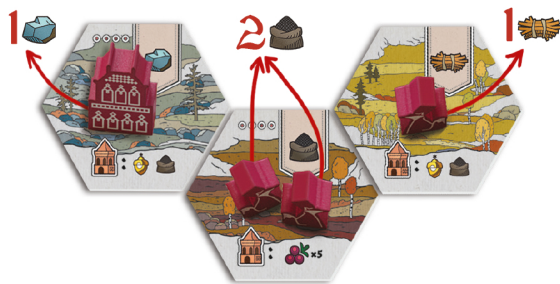Players can move their workers to adjacent tiles to explore new areas of Tundra.

2 ARCHITECTURE

Building towers allows the players receive income (which often means victory points) at the start of each round.

3 GATHERING

Players get resources for their workers and towers on board.

4 TRADE

Players can upgrade their order boards: the upgraded side of the board will give them VPs and stronger actions.

They can also receive enhancement cards to put them under the boards to add extra actions.

KEY SELLING POINTS

► Competitive non-aggressive strategy with deep gameplay yet simple rules

► High replayability with a lot of ways to build your engine and achieve victory

► Atmospheric artwork inspired by illustrations from Slavic folk tales

PRACTICAL INFO

CONTENTS
Game board, 34 tokens, 29 dice, 20 player tablets, 90 cards, 60 wooden pieces, Game rules

MSRP: €50

BOX
Size: 298x298x71 mm

RIGHTS 🌐 except 🇷🇺