

TUNDRA

A 2-4 player card expansion for *Wetlands*.



CONTENTS



40 Playing Cards:



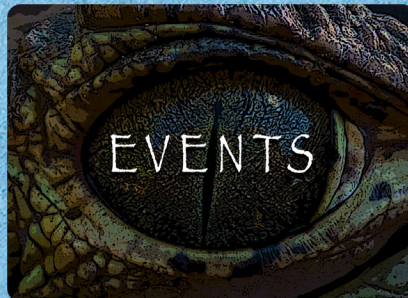
18 Diver Ducks



2 Geese, Swan & Other



7 Wetland Territories



6 Event Cards



7 Basic Land Territories



OBJECT of the GAME



Capture as many wetland territory cards as possible using carefully assembled flocks of waterfowl birds. Territory and waterfowl cards award victory points and the most victory points at the end of the game wins. **IMPORTANT:** Tundra is an expansion set and must be played with the base game—*Wetlands*.

SETUP

Follow the setup instructions as found in the Wetlands rulebook. Remember in a 4-player game, no basic territory cards need to be removed. In a 3-player game, remove two basic bogs, 2 basic marshes, 2 basic swamps, 2 basic tundras and 4 wetland territories. In a 2-player game, remove 3 basic bogs, 3 basic marshes, 3 basic swamps, 3 basic tundras and 7 wetland territories. **IMPORTANT:** Never remove the Glacial Valley basic territory. Shuffle the Tundra diver and geese/swan cards in with the base set as well as the Tundra event and wetland territory cards. Note: Since there are few swamp and tundra wetland territories, you may want to remove more of the bog territories when in a 2 or 3 player game. Finally, place the Alaska territory face up for all to see, do not shuffle this card in with the other territories.

TUNDRA GAMEPLAY

Tundra introduces a new land type, which uses an ice orb to identify the association for these new cards. The rules for Tundra are exactly the same as in the base set with the exception of the Alaska territory card. Tundra waterfowl are attracted, wetland territories are captured and event cards are placed in the same way as in the base game. Capturing Alaska requires using a different influence indicator, which is located in the lower left corner of the waterfowl cards. This number is used for capturing Alaska only and no other territory. NOTE: All Tundra waterfowl, regardless of their function, will have influence for Alaska.

Total Alaska Influence



CAPTURING ALASKA

Alaska takes 100 influence points to capture. This may appear really difficult, however, the Alaska influence points, in the lower left corner of the Tundra waterfowl cards, provide a much larger number to work with. Alaska should always be face up at the start of the game and can be taken as soon as you have 100 influence points in your play area, it's that easy. Remember to only use the Alaska number, do not combine with any other number on the card. When you collect Alaska place one of your waterfowl with it, just as you would with any other territory. Claiming Alaska will count as your turn and you may not perform any other action, but do remember to reward yourself by taking an event card.

Use the Influence of the Waterfowl in the Lower Left Corner to Reach 100



Victory Points Depend on the Number of Cards on the Territory

SCORING ALASKA

You may put as many waterfowl on Alaska as you wish, provided that the waterfowl has an association with the Tundra land type. NOTE: The Common Eider can contribute to capturing Alaska, however, it can never be placed on the territory. Remember, you may only place one waterfowl per turn, however, you may also place unlimited events on this territory as well (one per turn). Alaska will score zero points by itself. You need to place cards on the territory to begin scoring. The more cards, the better. For every card that is placed on Alaska, you will score 5 points at the end of the game. If there are 6 waterfowl and 2 events, you'll score 42 points for Alaska. You'll also score for the victory points on those 8 cards as well.