

ANDREAS STEDING

STROGANOV

TURUKHAN

ARTWORK BY MACIEJ JANIK





INTRODUCTION

Promyshlenniks were Russian and indigenous Siberian artel- or self-employed workers drawn largely from the state serf and townsman class who engaged in the Siberian, maritime, and later Russian-American fur trades.

*In 1607, a group of these Mangazeyan promyshlenniks and traders descended the **Turukhan** to its confluence with the Yenisei, where they established the zimovie (winter outpost) Turukhansk. By 1610, men from Turukhansk had reached the mouth of the Yenisei and ascended it as far as the Sym.*

Turukhan takes players on new journeys throughout the vast Siberian wilderness. This expansion consists of 4 different modules that you can combine with each other as you like, to add new challenging ways to play (and help win) Stroganov.

OVERLAY

Turukhan comes with an overlay you can place on the central player aid section of the game board; it integrates some new steps for the different modules of the game.



MODULE 1: CHIPMUNKS AND THE TRAVELING MERCHANT

COMPONENTS



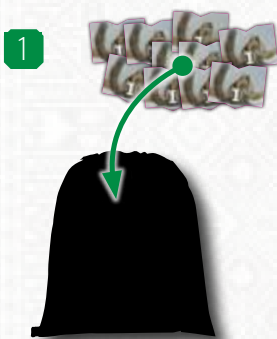
10 Siberian Chipmunk Fur Tiles



4 Traveling Merchant Tiles

SETUP

- 1 When performing step 4 of the regular setup, add the 10 chipmunk fur tiles to the bag.
- 2 At the end of the setup place **one** random merchant tile in the second region. Discard the remaining merchant tiles to the box as they will not be used in this game.



GAMEPLAY

As indicated by their value of 1, chipmunks are more of a nuisance than anything else to the promyshlenniks. Nevertheless, they follow all of the same rules as other furs, i.e., they can be hunted, traded in the market, changed to a wild fur by paying a coin, etc.

The chipmunk furs' main benefit, however, is that they can be sold to the **traveling merchant**, who starts in region 2 and will make his way across Siberia during the course of the game.

If your **Cossack** or your **outpost** is in the **same region as the traveling merchant**, you can use an **advanced action** to interact with the merchant. You can offer him one or two chipmunk furs to obtain the bonus depicted below the corresponding arrow on the tile. One advanced action allows one exchange. If you want to make more exchanges

this is possible but each one of them requires an additional advanced action.

Return the sold chipmunk furs to the bag as usual.

During Winter, at the end of step 3, the traveling merchant **moves one region to the right**.

Example

In Round 3, the traveling merchant is located in region 4. **Vladimir** has his outpost in this region and decides to trade Chipmunk furs with the merchant. He pays 2 chipmunks and receives 3 VP and 8 horses.



MODULE 2: HUNTING PLAN

COMPONENTS



6 Hunting Plan Tiles

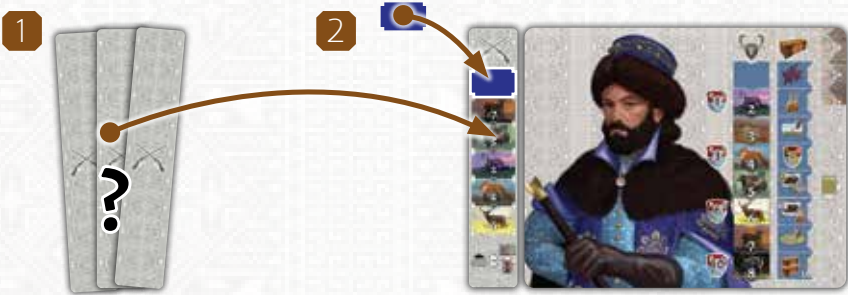


4 Hunting Plan Markers*

*in the 4 player colors

SETUP

- 1 When performing step 16 of the setup, also **deal one random face-up hunting plan** to each set of starting Tsar's Wish and fur tile. Put the remaining hunting plans in the game box as these will not be used during this game.
- 2 After the sets are selected, each player puts their hunting plan tile next to their player board, with their tracker on the starting spot of the plan.



GAMEPLAY

The players will be rewarded by the tsar when they hunt animals in the order shown on their respective hunting plans. Every time a player hunts a fur of the next animal type depicted on their hunting plan, they are allowed to move their marker to that next spot. **Note that the fur must be acquired via hunting; no other means of acquiring a fur allows you to move the hunting plan marker.**



Whenever a player wishes to **fulfill a Tsar's Wish**, they may be able to use steps made on their hunting plan to reduce the cost. For each step a player moves their hunting plan marker back up on the hunting plan, the

number of required unframed furs is reduced by 1. Furs framed in red cannot be reduced in this way and must be paid in full.

Example

Maria just hunted for a Sable fur, and advances her hunting plan marker one step down. She now has moved down her marker 4 steps. She decides to fulfill a Tsar's Wish that requires 5 elks. She only has 2 Elks in her play area, so she moves her hunting plan marker up 3 steps and manages to fulfill the Tsar's Wish this way. She pays one Elk fur and keeps the other one. She now places the card face-up in front of her.



MODULE 3: NEW LANDSCAPE TILES

COMPONENTS



4 Landscape Tiles (A)



4 Landscape Tiles (B)

SETUP

- 1 When performing step 2 of the setup, do not deal landscape tiles to the last spots in regions four and five. Instead, deal two random A-tiles from this expansion keeping the remaining two at hand.
- 2 Put the tiger tile on the last regular landscape tile instead of the special landscape tile.
- 3 Shuffle the B-tiles from this expansion and put these next to the game board in a draw pile, and then put the remaining A-tiles on top.



GAMEPLAY

The special landscape tiles can be bought the same way as other tiles. A-tiles **grant a bonus** throughout the game whereas B-tiles give bonuses that are more interesting towards **the end of the game**.

The A-tiles all feature *characters* and are considered **wild** terrains. For the purpose of terrain set collection - **and only for that purpose** - the tiles can substitute for any terrain type: forest, swamp, steppe, or mountain.

The B-tiles are all of a fifth terrain type, i.e.: "*sacred places*". These count as a distinct terrain type when scoring the sets of tiles you collected during the game. If this allows you to create any sets containing all 5 terrain types, those sets are worth **10VP**.



When landscape tiles are refilled, always use special tiles to refill the **rightmost spaces in zones four and five**, as you did during setup. If you run out of special landscape tiles, use regular landscape tiles instead.

Before refilling tiles at end of year 2, **remove all A-tiles** from the game. **Replace any A-Tiles on the board with B-tiles**. Return any furs that were on the A-tiles to the bag, and then replenish the **B-tiles** with furs as usual.

Tiger tiles are never placed on special tiles. Instead, place a tiger tile on the rightmost regular landscape tile in Zone 5. If there are no regular tiles in Zone 5, no tiger tile is placed.

APPENDIX

CHARACTER LANDSCAPE TILES (A)



Salesman: When acquiring this tile, take a fur from the bag (take 2, pick 1 as usual) and place it on this landscape tile. From now on, fur of this type can be used as a wild fur (for you only).



Huntsman: When performing the “Receive a Trophy” action, you can pay **any** fur to advance one step on the trophy track. During winter, you get a “Receive a Trophy” action immediately after receiving the horse income.



Guide: When performing a second advanced action, you can **pay any fur** instead of having to use a fur that matches the **region fur** of the region the advanced action is performed in.



Horse breeder: From now on, you only pay 3 horses when buying a fur from the market instead of the usual 5 horses.

SACRED PLACES LANDSCAPE TILES (B)



Primordial forest: When acquired and again at the start of each summer, you are allowed to spend 1 banner to get 2 furs from the bag. (For each one, draw 2 and keep 1 as usual.). At the end of the game, score 1 VP for every fur in your personal supply (instead of the usual exchange rate of 2 furs for 1 VP).



Tiger rock: When acquired and again at the start of each summer, you are allowed to spend 1 banner to get a tiger tile. At the end of the game, each unused tiger tile in your personal supply scores 3 VP (instead of the usual 2 VP per tiger tile).



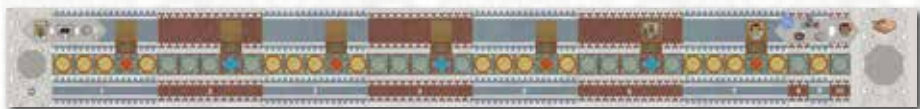
Silver mine: When acquired and again at the start of each summer, you are allowed to spend 1 banner to get 2 coins. At the end of the game, score 1 VP for every coin in your personal supply (instead of the usual exchange rate of 2 coins for 1 VP).



Settlement of yurts: When acquiring this tile, choose any yurt marked “A” and place it on this tile. When acquired and again at the start of each summer, you are allowed to spend 1 banner to use this yurt. At the end of the game, you score 1 VP for every 2 remaining story points you have, rounded down (instead of the usual exchange rate of 4 story points for 1 VP).

MODULE 4: DIPLOMACY

COMPONENTS



1 Diplomacy Game Board



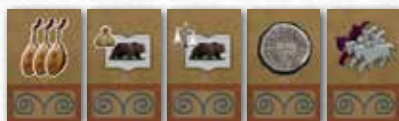
4 Diplomacy Markers*



4 Terrain Type Tiles



10 Diplomacy Tiles

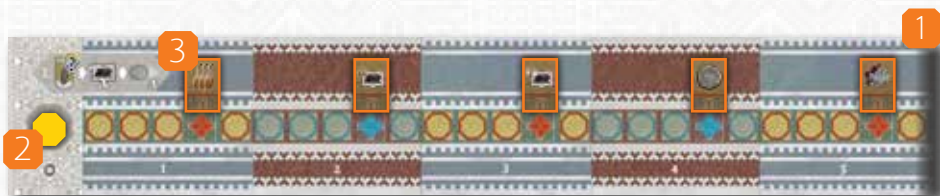


5 Diplomacy Track Bonus Tiles

**in the 4 player colors*

SETUP

- 1 After regular setup of the game, place the diplomacy game board below the game board.
- 2 Each player places their diplomacy marker on the "o" space of the diplomacy track.
- 3 Randomly distribute the bonus tiles face up on the indicated spaces.
- 4 Randomly draw a terrain type tile and place it face up in the indicated space. Put all other terrain type tiles back in the game box as they will not be used this game.
- 5 Put a diplomacy tile on each landscape tile on the board that matches the terrain type tile. This indicates that diplomacy can be conducted there.



GAMEPLAY

The Tsar has special plans for the people who inhabit specific areas in Siberia.

After moving your Cossack in Phase 1, if your Cossack ends his movement on a landscape tile with a diplomacy tile on it, **you can conduct diplomacy with the locals**, by donating a fur to the local population as a token of goodwill. This does **not** count as an action, but can only be done immediately at the end of Phase 1, before continuing with your turn.

To do so, place the fur you donated on the right-hand side of the landscape tile your Cossack is on. Be careful not to mix it up with the furs on the left. These donated furs represent wealth for the local population and cannot be hunted. Whenever a player wants to acquire a landscape tile with these “donated” furs on it, that player needs to pay an extra fur for each donated fur (as if they were in the hunt column on the left-hand side). The player also receives all these fur tiles as compensation as usual.

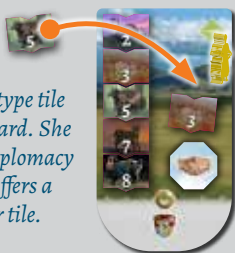
By donating a fur tile, you advance as many steps on the diplomacy track as the value of the fur you just donated.



Whenever you reach or pass one of the five bonus tiles you immediately receive the depicted bonus.

Example

Mavra moves her Cossack on this landscape tile, that matches the terrain type tile on the diplomacy board. She decides to conduct diplomacy with the locals and offers a value 5 wolverine fur tile.



She now advances her diplomacy marker 5 steps further, and passes a bonus tile. She receives a fur tile of her choice from the market.



Spaces on the track occupied by other players' markers are skipped and do NOT count as a

step. If you reach the final space of the track, or all of the remaining spaces ahead of you are already occupied, leave your marker at the rightmost available spot. This means that no two markers can be in the same spot.

Example 1

Maria offers a value 4 Fox tile. She moves her marker four spots to the right, but the space she's supposed to end her move on is occupied by **Vladimir**. The next space is occupied by **Mavra's** marker. So she skips over that space as well and manages to end her movement in the value 6 region.



Example 2

Vladimir just offered a value-3 rabbit and moves his diplomacy marker 3 steps, but the final 2 spaces of the track are already occupied, so he can only move 2 steps.



When donating a tiger fur or a fur together with a coin you can freely choose the value of the donated fur as they are substitutes for any fur. You will probably choose a value of 8. When using a coin, place it together with the fur on the terrain tile.

During each winter, players may score VP depending on the position of their diplomacy marker compared to that of others. As you can see, the diplomacy track is divided in 10 zones. After the Storytelling phase (phase 2. of winter), every player scores as many VP as the difference in zone value between their marker and the last player's marker on the diplomacy track.



Example

Vladimir is last and is in zone 3, whilst **Maria** is in zone 5 and **Mavra** is in zone 7. **Vladimir** scores 0 VP (since he is last player), **Maria** scores 2 VP and **Mavra** scores 4 VP.



SOLO RULES

Ivan, the fearsome trapper who knows Siberia like the back of his hand, is back with a vengeance. Will you be able to outwit him again, or will he keep creeping past you on the victory point track?

To play the solo mode of Stroganov with the Turukhan expansion, start by setting up a normal solo game, and then follow the instructions below to add any module(s) of your choice. You can include one or more of the Turukhan modules, in any combination, to your solo game; the choice is entirely up to you.

MODULE 1: CHIPMUNKS AND THE TRAVELLING MERCHANT



Ivan never needs to have his Cossack or an outpost in the region of the travelling merchant to interact with him.

Whenever Ivan obtains a second Siberian chipmunk fur, he immediately exchanges them with the travelling merchant.

If Ivan has one Siberian chipmunk fur at the start of winter, he immediately exchanges it with the travelling merchant.

MODULE 2: HUNTING PLAN



Ivan receives the hunting plan that the player did not choose during setup and adds it to the left-hand side of his player board.

Whenever Ivan's Cossack ends on a terrain tile that holds the next fur on his hunting plan, Ivan will always hunt this fur to move up one step on his hunting plan. This supersedes the information on the Automa cards. Even if the Automa card would dictate Ivan hunts two furs, he will only hunt one if that would advance his hunting plan.

If Ivan completes his hunting plan, resume using the normal rules for hunting (as described in the solo rules of the base game) for the remainder of the game.

At the end of the game Ivan receives 3/6/9/12/15 points for having hunted 1/2/3/4/5 furs of his hunting plan.

MODULE 3: NEW LANDSCAPE TILES



Whenever Ivan obtains an A-tile he will immediately score 4 victory points. He does not use the benefit of the tile during the game but does count the tile for set collection.

Whenever Ivan acquires a B-tile he immediately uses it to gain the benefit by paying one banner if able. If unable to pay a banner, he does not claim the benefit. At the start of each summer Ivan will use the benefit of his previously acquired B-tiles, provided he has enough banners to do so. If he has multiple B-tiles and insufficient banners to use all of them, he will activate them in chronological order of acquisition, starting with the one he acquired first.

If Ivan acquires the "Settlement of yurts" B-tile, Ivan will always choose the yurt tile that gives five story points.



At the end of the game Ivan will use the new terrain tiles as usual to make sets of terrain tiles that maximize scoring. He also scores the items depicted on the acquired B-tiles in the upgraded ratio as depicted on the B-tile.

MODULE 4: DIPLOMACY



Whenever Ivan moves over or stops on one or more tiles marked for diplomacy, he will conduct diplomacy with the first such tile he reached.

He always trades his most precious fur to maximize the number of steps he can make on the diplomacy track. Specifically, Ivan will trade the first item on this list which he has:

- » an 8-value fur (bear)
- » 1 coin
- » a 7 to 2-value fur (choosing the highest he has) (7 to 1-value fur when playing with the Siberian chipmunks)
- » a tiger fur

If Ivan wants to buy a tile marked for diplomacy with furs and/or coins on it, he does not take these into account to determine the cost of the tile nor does he acquire these items if he buys the tile. In that case, return the fur tiles to the bag and the coins to the general supply.

ADDED DIFFICULTY

Just as in the base game, you can make Ivan an even more challenging opponent by applying a few additional rules for him:

- » Whenever Ivan doesn't have the right fur to fully perform his additional action, he gains 1 coin instead.
- » Whenever Ivan gains a fur with the same value as the fur on the trade action space, he gains 1 coin instead.
- » Use the "b" side of the solo board, that represents Katyusha. Her trophy track gives her bigger VP bonuses when she moves down the track.



ERRATA

During the development of Turukhan, we discovered some loopholes and errata in the base game. Please note the following changes to the rules of the base game:

Page 8, Trophy Rewards, final reward:

Take any two rewards from the choices above. You can only do this once per game. If you receive any subsequent trophy rewards, simply take any single reward from the trophy track.

Page 10, Reaching the End of the Story Track:

If you **actively move onto** (or virtually beyond) the last step of the story track (step 12), you can **immediately, but only once per turn**, gain the reward(s) on a song tile (see 2. Storytelling below). Choose the tile, spend the story points, and take the reward(s), **but leave the song tile on the board**. Any excess story points accumulated beyond step 12 are lost before spending any points for a reward.



CREDITS

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The designer would like to thank Christwart Conrad and all the fellow players in the Göttingen gaming group, who are always so patiently testing the various versions of his prototypes.

If there is any issue with this product, please contact the vendor where you purchased this game, or contact our customer service at gamebrewer.com/customer-service

