

PLAYSYSTEM SCHEMATIC: DUNE IMPERIUM UPRISING



PACK BASE, NOT LID!



PLAYMODE

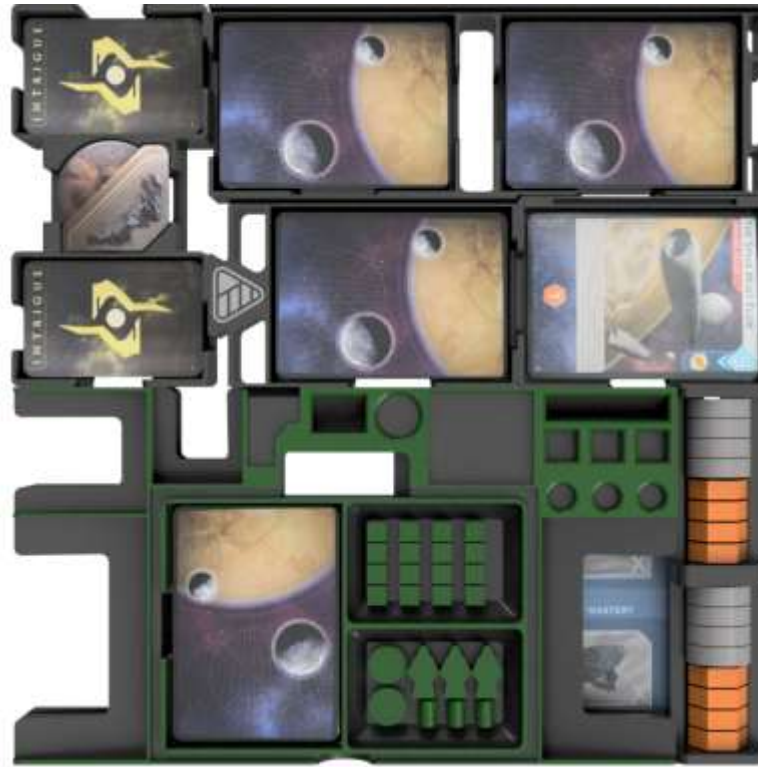


3-LAYERS

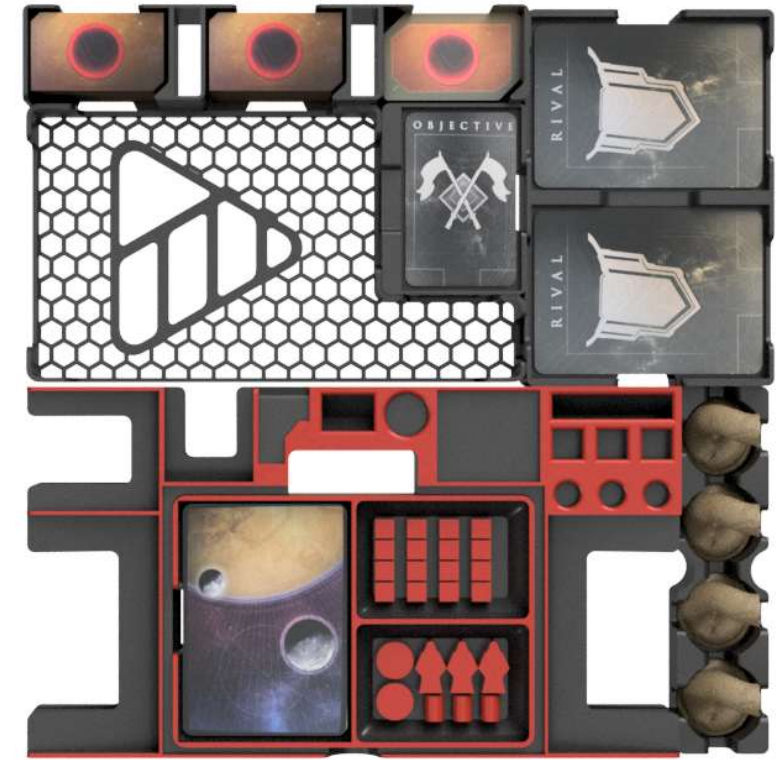
LAYER 1



LAYER 2



LAYER 3



LAYER 1

BOTTOM SPACER

BASIC WORMS

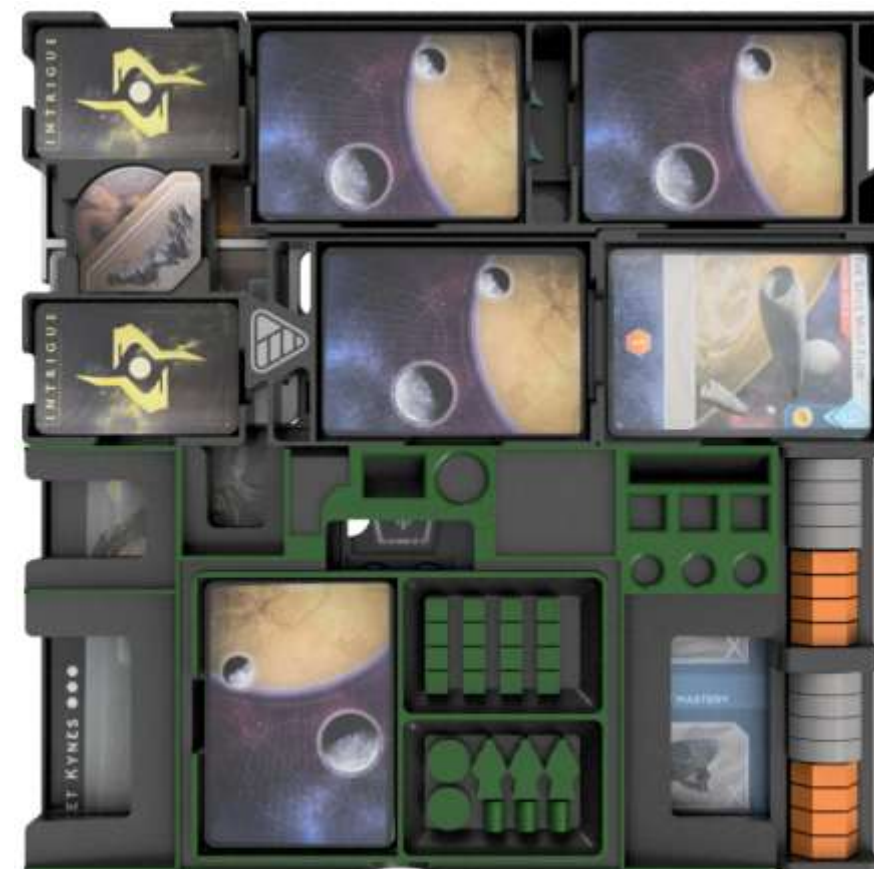
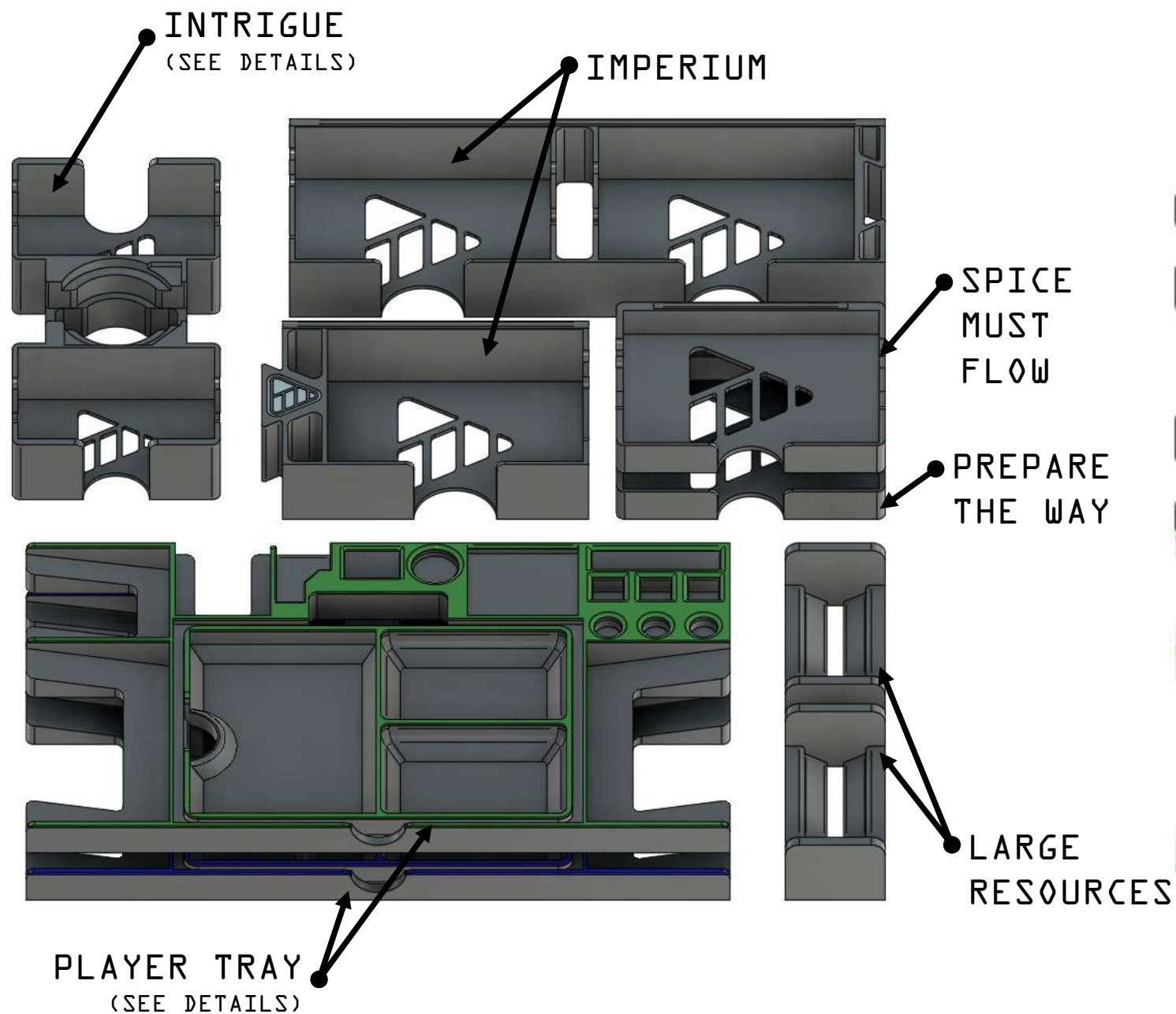
LEADERS

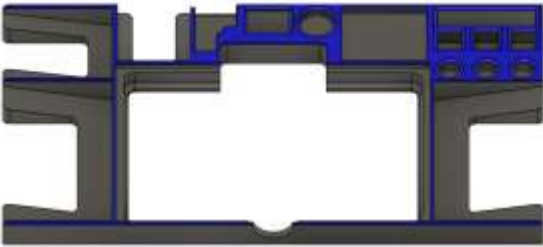
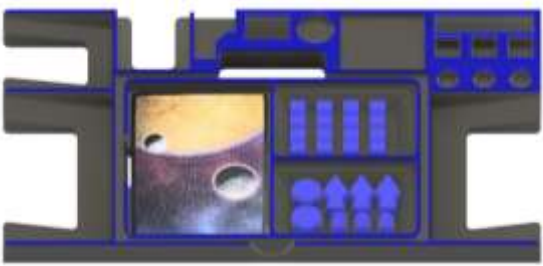
RESOURCES

6 PLAYER

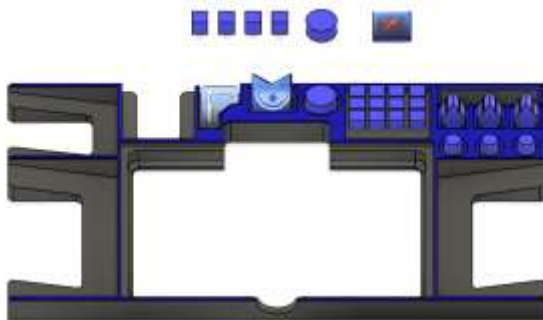


LAYER 2



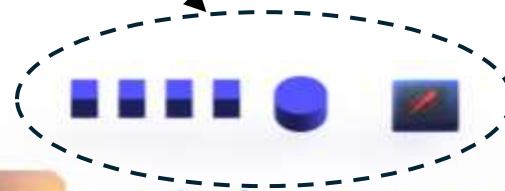


STARTING HAND



PACKMODE

BOARD PIECES



DETAILS
PLAYER TRAY

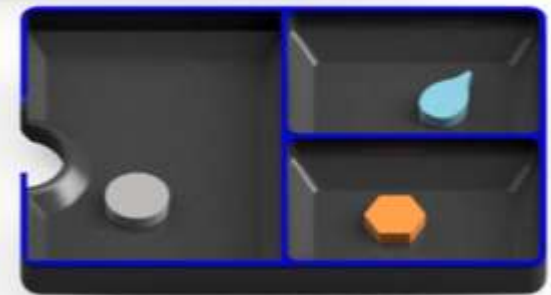
DRAW



DISCARD



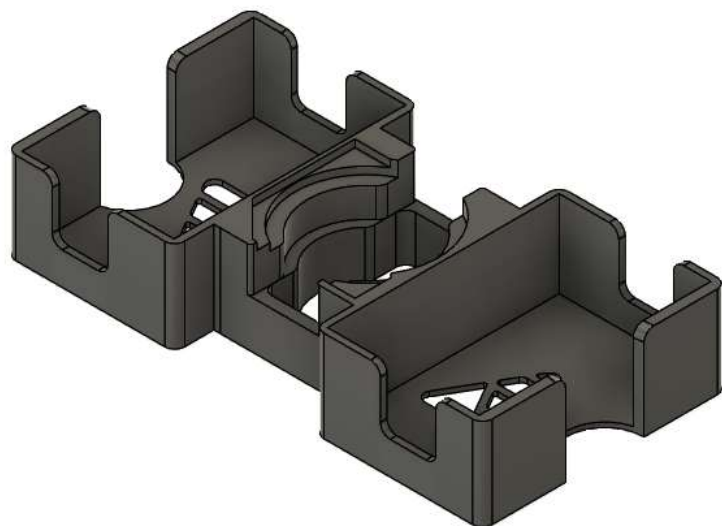
HAND



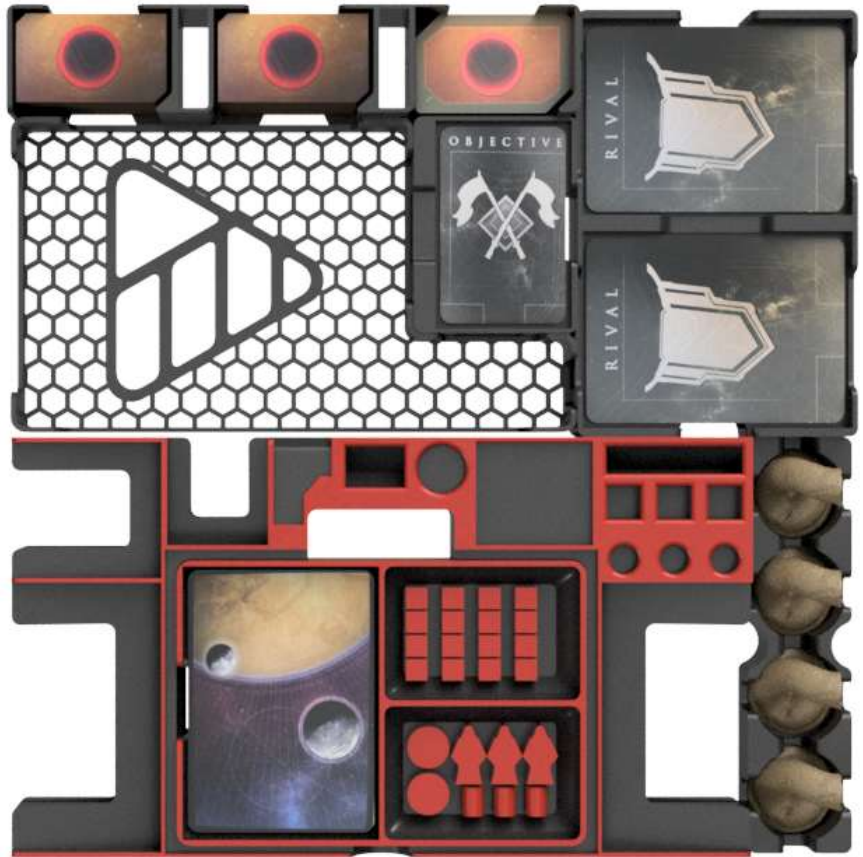
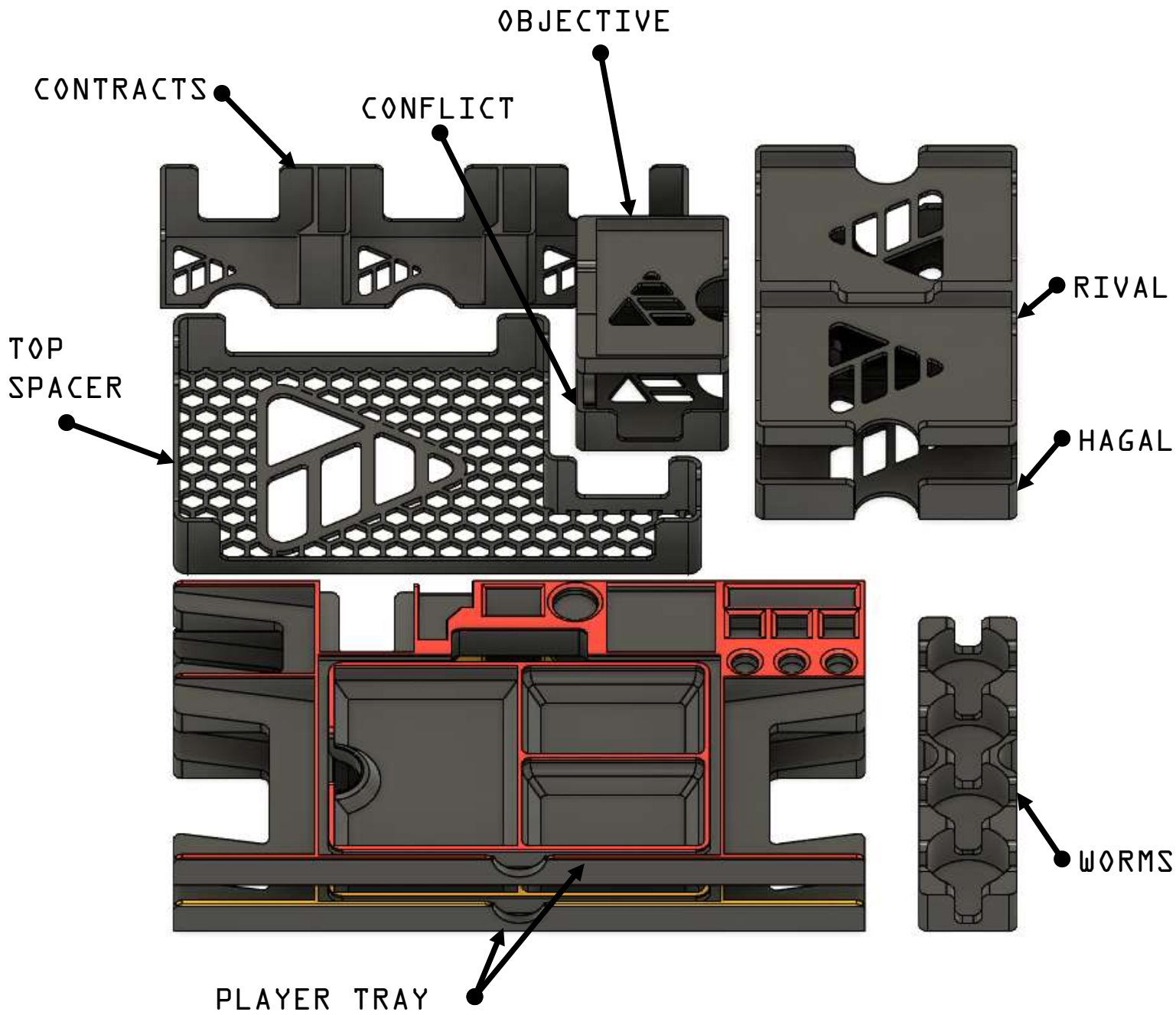
PLAYER RESOURCES

PLAYMODE

DETAILS
INTRIGUE



LAYER 3



BOARD & MANUALS

BOARD



MANUALS

