Draw Room Rules:

You may use the dice in any order. Write the initial of the type of room in 1x1 square nothing else can be in that square.

Rooms may not:
- Be inside of another room
- completely enclose smaller room
- completely enclose previously drawn features.
- overlap any section of other rooms.

Draw Features Rules:
- Draw both of the dice features.
- Must be able to draw the full quantity of the features or else you may not be drawn at all.
- Features must be drawn in unoccupied spaces on the Blueprint.

Pools: When an area is completely enclosed by stones including diagonals the empty space in the middle turns to water and you have a pool. The size is number of water spaces inside.

Client Demands:
- As you draw each round, you may score any number of completed client demands. When you fulfill a demand, write its score value in **ANY** of the open white bonus spaces on the bottom of your blueprint sheet.
- You may score the same demand multiple times. However, you may not use the same features on your blueprint.

Let's Build!

1. Roll Dice

2. Use Dice to

| Draw 1 Room & Label It | -OR- | Draw 2 Sets of Features |

CLOSET (C)	1x TREE
WASHROOM (W)	2x DOORS
BEDROOM (B)	3x WINDOWS
KITCHEN (K)	4x FURNISHINGS
DINING ROOM (D)	5x DECK SECTIONS
LIVING ROOM (L)	6x STONES

EXAMPLE   EXAMPLE

3. Check for Fulfilled Demands

Architect:

FREE BONUS

? Mark When Spent

+ ? + ? + ⚹x2 + ⚹x2 + ⚹x2 + ⌐x2 + = 1st +3 pts

Bonuses:

Wild Treat any one dice as if it was any number 1-6 . Begin the game with one of this power.

Double Feature: When building features you may double the amount built by one of the numbers.

Double Room: When building a room, you may build a second room using the same dice. They don't need to be the same.

Door Bonus: You immediately draw 2 doors.

Game Ends:

Two ways: one player fulfills their 6th demand card (they get bonus 3pts) or their map is full and can't place as a room or features no bonus pts.

All other players play 1 additional round.