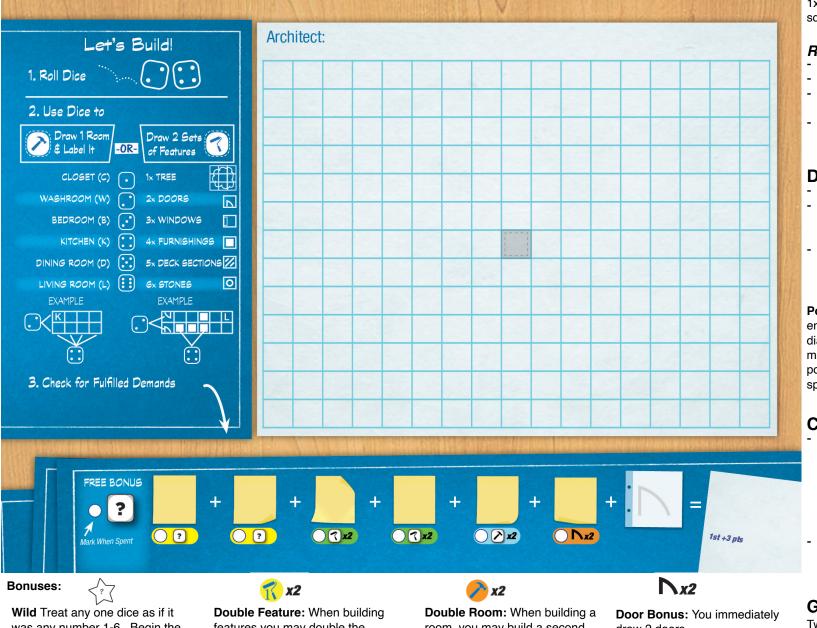
SETUP: Draw one card from the Build, Design, and Layout Client Demand Cards. Then set one D6 to 6 and roll the other. Each player writes an "L" in the shaded square and creates our first room. Example: 3x6 Living room drawn to being the house.



was any number 1-6. Begin the game with one of this power.

features you may double the amount built by one of the numbers.

room, you may build a second room using the same dice. They don't need to be the same.

draw 2 doors.

# **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.

### 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.