Room Completion Rewards

- **Activity**
  - Take 1 extra turn

- **Outdoor**
  - Take 10000

- **Food**
  - Take 2 Bonus cards, keep 1 of them

- **Utility**
  - Take 2000

- **Corridor**
  - Place a free Hallway or Stairs (from a stack)

- **Living**
  - Re-score the completed room's points

- **Sleep**
  - Choose 0, 1, or 2 rooms from a stack and place them face down on the Room deck

- **Downstairs**
  - (only for 2nd, 4th, 6th...)
  - Take your choice of 1 of the other 7 rewards

Actions & Scoring

**Master Builder**
1. Add 1000 to remaining room tiles
2. Flip room cards for empty spaces
3. Place 1 room under each space

**All Builders**
- Pay the Master Builder to buy and place a room, hallway, or stairs
- Or take 5000

**Room Scoring**
1. Score in upper left corner of room
2. Score that room's center icons
3. Score connected rooms' center icons
4. Score adjacent rooms' center icons
5. Score Downstairs rooms' center icons

**Final Scoring**
1. Score end-game Favor tiles
2. Score 2 points for every room in your castle from a depleted stack
3. Score each player's Bonus cards
4. Convert every 10000 into 1

*The Master Builder pays the bank when buying and placing a room*