

Room Completion Rewards

 **Activity**


 **Outdoor**
Take 10000


 **Food**
Take 1 extra turn

 **Utility**
Take 2 Bonus cards,
keep 1 of them

 **Corridor**
Place a free
Hallway or Stairs
(limited per turn)

 **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 ϵ to remaining room tiles
2. Flip room cards for empty ϵ spaces
3. Place 1 room under each ϵ space


All Builders

- Pay the Master Builder* to buy and place a room, hallway, or stairs
or
- Take 5000 ϵ

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 ϵ into 

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