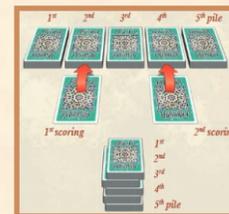


Two Player Summary Sheet

Game Setup

- Money deck is only 72 cards (remove 1 of each value of card)
- **Pull 6 building tiles for Dirk.** (face up in Dirk's area)
- Give player money cards until total exceeds 20.
 - First player is one with fewest cards
 - If tied, first is who has lowest nominal amount
 - If still tied, the youngest is first.
- Assemble the money deck from 5 piles
 - Scoring cards shuffled into 2nd and 4th pile



- Fill the money market from assembled deck
- Fill the building market from the building tiles

Scoring Event Process



First Scoring

- **Pull 6 more building tiles for Dirk.**
Keep hidden; do not include them in the scoring here.
- Score Walls
- Score based on Building Scoring
- Reveal Dirk's new building tiles.



Second Scoring

- **Pull 1/3rd of the remaining building tiles for Dirk.**
Keep hidden; do not include them in the scoring here.
- Score Walls
- Score based on Building Scoring
- Reveal Dirk's new building tiles.



Final Scoring

- Score Walls
- Score Buildings

