


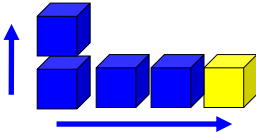
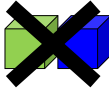
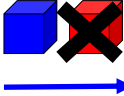
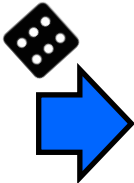
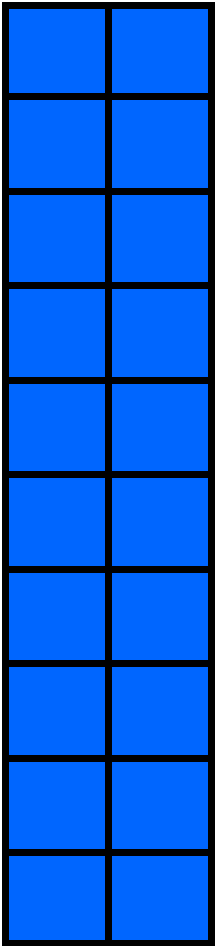



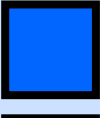






















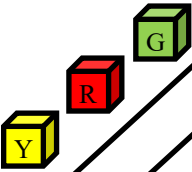
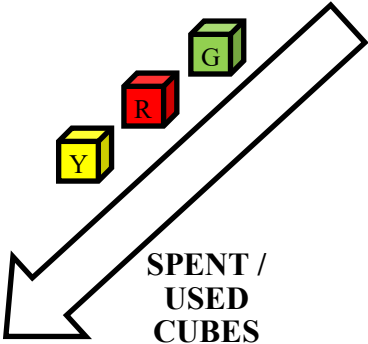
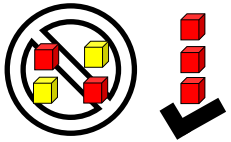
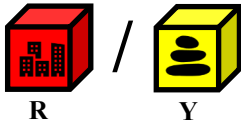
SET UP PLAYERS	 R	 Y	 G
3	9	4	2
4	6	3	2
5	5	3	1
6	4	2	1

AUTOMATIC EFFECTS

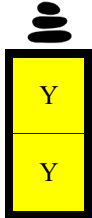
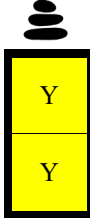
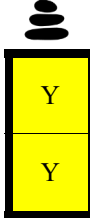
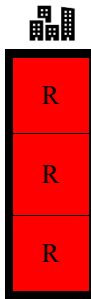
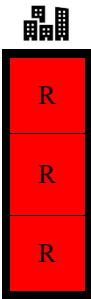
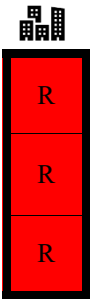






SCORING POINTS		 x 3P	 x 2P	 x 1P
1	 	A 	B 	C 
2	 			
3	 	D 	E 	F 
4	 			
5	 	G 	H 	I 
6	 			



CRAFT DECISSIONS



MAXIMUM OF ONE PLAYER CUBE PER COLUMN