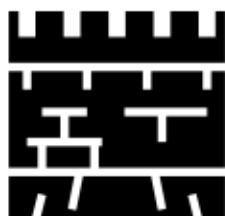


Wall

Each Wall of length 2 or more scores 1 VP per Wall card in it.



#1

Wall.
2+ Walls Connected: 1VP/Wall

Wall

Each Wall of length 2 or more scores 1 VP per Wall card in it.



#2

Wall.
2+ Walls Connected: 1VP/Wall

Wall

Each Wall of length 2 or more scores 1 VP per Wall card in it.



#3

Wall.
2+ Walls Connected: 1VP/Wall

Wall

Each Wall of length 2 or more scores 1 VP per Wall card in it.



#4

Wall.
2+ Walls Connected: 1VP/Wall

Wall

Each Wall of length 2 or more scores 1 VP per Wall card in it.



#5

Wall.
2+ Walls Connected: 1VP/Wall

Wall

Each Wall of length 2 or more scores 1 VP per Wall card in it.



#6

Wall.
2+ Walls Connected: 1VP/Wall

Wall

Each Wall of length 2 or more scores 1 VP per Wall card in it.



#7

Wall.
2+ Walls Connected: 1VP/Wall

Wall

Each Wall of length 2 or more scores 1 VP per Wall card in it.



#8

Wall.
2+ Walls Connected: 1VP/Wall

Wall

Each Wall of length 2 or more scores 1 VP per Wall card in it.

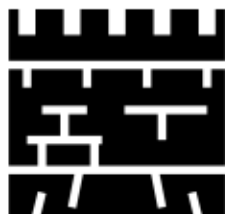


#9

Wall.
2+ Walls Connected: 1VP/Wall

Wall

Each Wall of length 2 or more scores 1 VP per Wall card in it.



#10

Wall.
2+ Walls Connected: 1VP/Wall

River

Each River of length 2 or more scores 1 VP per River card in it.



#11

River.
2+ Rivers Connected: 1VP/River

River

Each River of length 2 or more scores 1 VP per River card in it.



#12

River.
2+ Rivers Connected: 1VP/River

River

Each River of length 2 or more scores 1 VP per River card in it.



#13

River.
2+ Rivers Connected: 1VP/River

River

Each River of length 2 or more scores 1 VP per River card in it.



#14

River.
2+ Rivers Connected: 1VP/River

River

Each River of length 2 or more scores 1 VP per River card in it.



#15

River.
2+ Rivers Connected: 1VP/River

River

Each River of length 2 or more scores 1 VP per River card in it.



#16

River.
2+ Rivers Connected: 1VP/River

River

Each River of length 2 or more scores 1 VP per River card in it.



#17

River.
2+ Rivers Connected: 1VP/River

River

Each River of length 2 or more scores 1 VP per River card in it.



#18

River.
2+ Rivers Connected: 1VP/River

River

Each River of length 2 or more scores 1 VP per River card in it.



#19

River.
2+ Rivers Connected: 1VP/River

River

Each River of length 2 or more scores 1 VP per River card in it.



#20

River.
2+ Rivers Connected: 1VP/River

Road

Each Road of length 2 or more scores 1 VP per Road card in it.



#21

Road.
2+ Roads Connected: 1VP/Road

Road

Each Road of length 2 or more scores 1 VP per Road card in it.



#22

Road.
2+ Roads Connected: 1VP/Road

Road

Each Road of length 2 or more scores 1 VP per Road card in it.



#23

Road.
2+ Roads Connected: 1VP/Road

Road

Each Road of length 2 or more scores 1 VP per Road card in it.



#24

Road.
2+ Roads Connected: 1VP/Road

Road

Each Road of length 2 or more scores 1 VP per Road card in it.



#25

Road.
2+ Roads Connected: 1VP/Road

Road

Each Road of length 2 or more scores 1 VP per Road card in it.



#26

Road.
2+ Roads Connected: 1VP/Road

Road

Each Road of length 2 or more scores 1 VP per Road card in it.



#27

Road.
2+ Roads Connected: 1VP/Road

Road

Each Road of length 2 or more scores 1 VP per Road card in it.



#38

Road.
2+ Roads Connected: 1VP/Road

Road

Each Road of length 2 or more scores 1 VP per Road card in it.



#29

Road.
2+ Roads Connected: 1VP/Road

Road

Each Road of length 2 or more scores 1 VP per Road card in it.



#30

Road.
2+ Roads Connected: 1VP/Road

Bridge

Counts as a River and a Road. +2 VP if connected to both.



#31

River & Road.
Next to River + Road: 2VP

Bridge

Counts as a River and a Road. +2 VP if connected to both.



#32

River & Road.
Next to River + Road: 2VP

Tunnel

Counts as a Wall and a Road. +2 VP if connected to both.



#33

Wall & Road.
Next to Wall + Road: 2VP

Tunnel

Counts as a Wall and a Road. +2 VP if connected to both.



#34

Wall & Road.
Next to Wall + Road: 2VP

Aqueduct

Counts as a Wall and a River.
+2 VP if connected to both.



#35

Wall & River.
Next to Wall + River: 2VP

Aqueduct

Counts as a Wall and a River.
+2 VP if connected to both.



#36

Wall & River.
Next to Wall + River: 2VP

Patio

+4 VP if not next to any
Wall, Road, or River



#37

No Wall/River/Road Connected: 4VP

Patio

+4 VP if not next to any
Wall, Road, or River



#38

No Wall/River/Road Connected: 4VP

Plaza

+2 VP per each surrounding
Road



#39

Each Connected Road: 2VP

Plaza

+2 VP per each surrounding
Road



#40

Each Connected Road: 2VP

Oubliette

+2 VP per each surrounding
Wall



#41

Each Connected Wall: 2VP

Oubliette

+2 VP per each surrounding
Wall



#42

Each Connected Wall: 2VP

Islet

+2 VP per each surrounding
River



#43

Each Connected River: 2VP

Islet

+2 VP per each surrounding
River



#44

Each Connected River: 2VP

Bastion

Counts as a Wall. +2 VP if
placed in the Left or Right
Avenues



#45

Wall.
In Left or Right Avenue: 2VP

Bastion

Counts as a Wall. +2 VP if placed in the Left or Right Avenues



#46

Wall.
In Left or Right Avenue: 2VP

Harbor

Counts as a River. +2 VP if placed in the Left or Right Avenues



#47

River.
In Left or Right Avenue: 2VP

Harbor

Counts as a River. +2 VP if placed in the Left or Right Avenues



#48

River.
In Left or Right Avenue: 2VP

Warehouse

Counts as a Road. +2 VP if placed in the Left or Right Avenues



#49

Road.
In Left or Right Avenue: 2VP

Warehouse

Counts as a Road. +2 VP if placed in the Left or Right Avenues



#50

Road.
In Left or Right Avenue: 2VP

Vista

+1VP for each card on this Avenue between this and your Castle



#51

* Cards between this and Castle:
*VP

Vista

+1VP for each card on this Avenue between this and your Castle



#52

* Cards between this and Castle:
*VP

Gatehouse

+3 VP for each empty surrounding space



#53

Each Connected Empty: 3VP







Gatehouse

+3 VP for each empty surrounding space



#54

Each Connected Empty: 3VP

<div>House</div> <div>+2 VP if next to a Street</div> <div>  </div> <div>Street Connected: 2VP</div>	<div>House</div> <div>+2 VP if next to a Street</div> <div>  </div> <div>Street Connected: 2VP</div>	<div>Barracks</div> <div>+2 VP if next to a Wall</div> <div>  </div> <div>Wall Connected: 2VP</div>
<div>Barracks</div> <div>+2 VP if next to a Wall</div> <div>  </div> <div>Wall Connected: 2VP</div>	<div>Dock</div> <div>+2 VP if next to a River</div> <div>  </div> <div>River Connected: 2VP</div>	<div>Dock</div> <div>+2 VP if next to a River</div> <div>  </div> <div>River Connected: 2VP</div>