

What's new?

The 16 bonus cards offer you the opportunity to **get additional tiles** from the supply during the game. If you have fulfilled the requirements for receiving a bonus card, take the corresponding bonus card. Then choose immediately any tile as your reward from the supply spaces of the game board and place it next to your playing board. It is possible that you will fulfill more than one condition simultaneously and in that way take more than one bonus card and supply tiles as rewards.

Before the next player's turn, fill up the empty supply spaces on the game board with tiles from the bag. If the bag is empty, place all of the tiles in the tower back into the bag and continue to fill the empty spaces.

THE BONUS CARDS



You are the first player to **complete** a certain-colored star, shown on one of the bonus cards.



You are the first player to surround the four adjacent spaces of **four (4) pillars**.



You are the first player to surround the four adjacent spaces of **three (3) statues**.



You are the first player to surround the two adjacent spaces of **two (2) windows**.



You are the first player to surround the adjacent spaces of **one (1) window, two (2) statues and three (3) pillars**.



You are the first player to cover all spaces with the number **1, 2, 3 or 4**.



You are the first player to reach or exceed **40 points** on the scoring track.

END OF THE GAME

The game ends like in the original game: whoever has the most points is the winner. In the case of a tie, players share the victory.



Development by:



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RULES

PREPARATION

Set up the original game as described, then place the 16 bonus cards face up next to the game board.

OBJECT OF THE GAME

To be the player with the most points at the end of the game. The game ends after 6 rounds have been played, and a final scoring has taken place.

GAMEPLAY

The rules are identical to those of the original game.