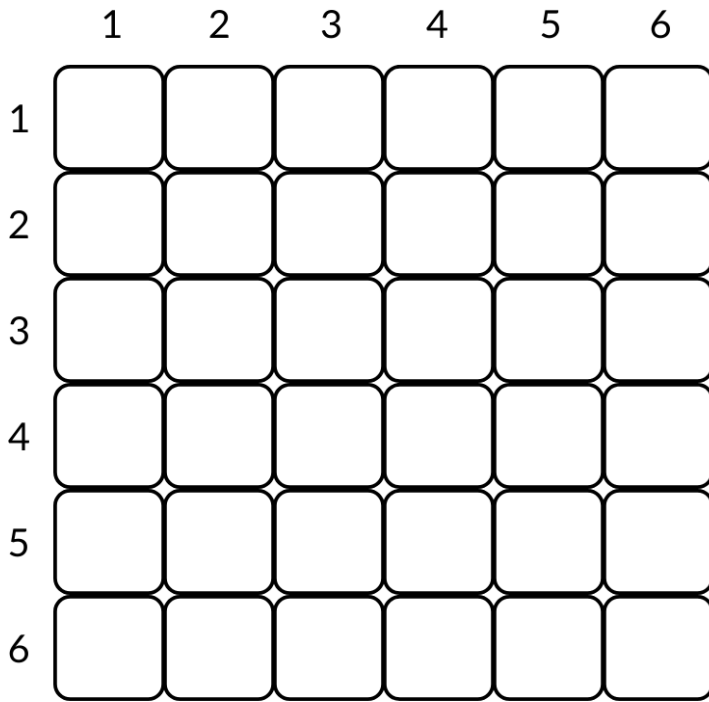


MiniTown



No Throws



Roll 2 dice.

1 die shows LOCATION.
1 die shows CONSTRUCTION TYPE.

1 Road

3 House 1 VP per house

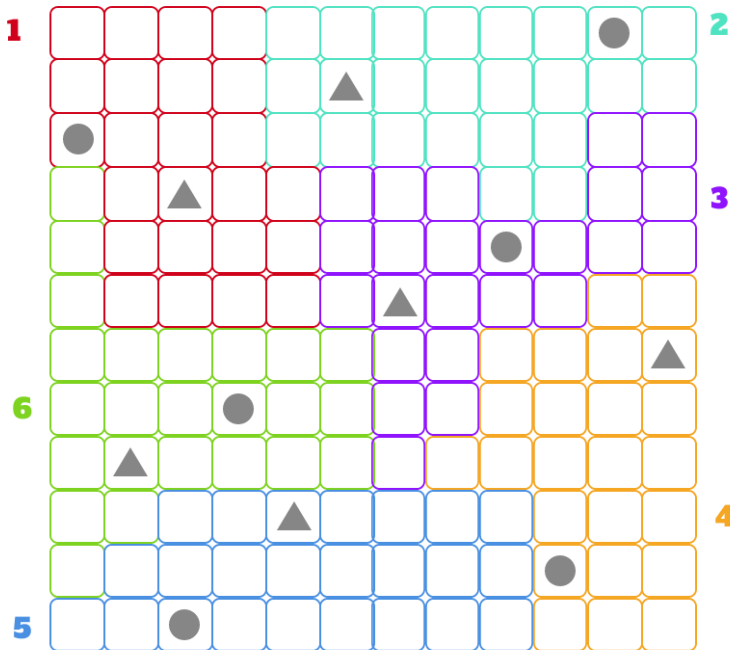
5 Shop 1 VP per house within 2 squares

6 School 1 VP per house connected by road. Each house can only score once.

IMPORTANT: Only buildings connected to roads score. A building that is not served by any road, does not count towards any total.

Total

CITY PLANNER



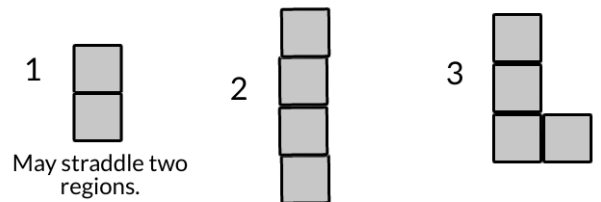
-5 if uncovered +5 if uncovered +1 if uncovered



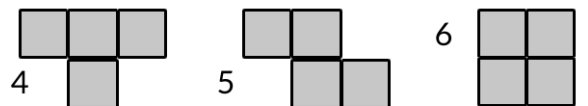
Roll 2 dice.

1 die shows AREA. 1 die shows TILE TYPE.

Cover as many tiles as possible, except to score as few points as possible.



May straddle two regions.



TOTAL

No Throws