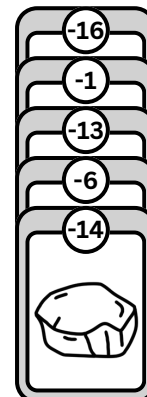
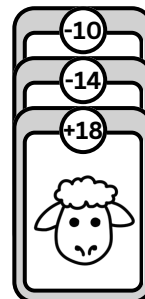
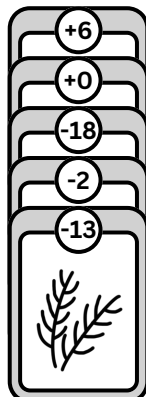
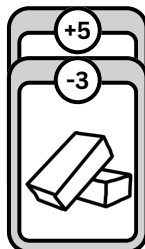
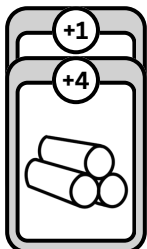
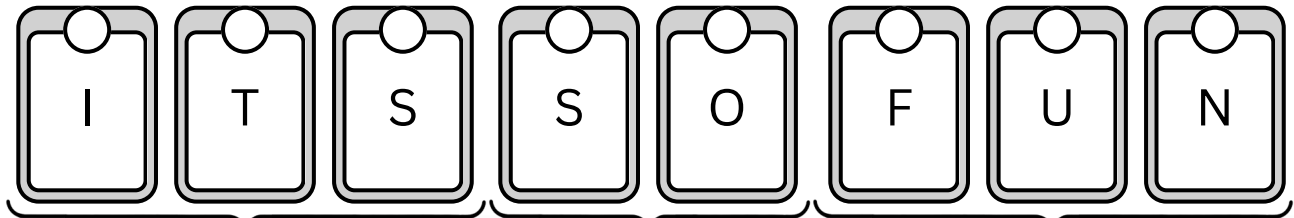
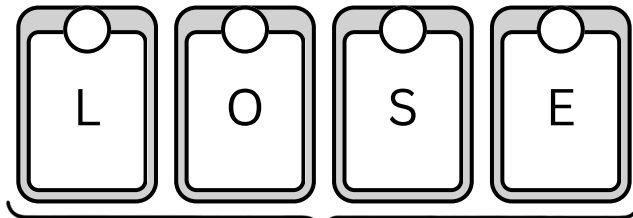
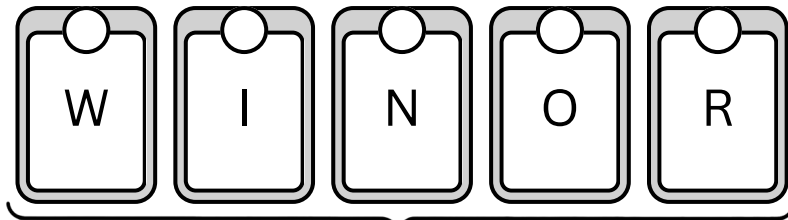




Finally it's time to build; you look back and **collect only the resources** from your experiences so far in the game: **Wool**, **Brick**, **Ore**, **Lumber**, and **Grain**. Each trial, it seems, gave you just enough resources to build something. Just remember to draw from the top of the pile and **shift** your eyes back to the board. It's not exactly the game night with friends you'd hoped it would be, but when you leave victoriously, at least you'll have something to declare.



RULEBOOK:

