

Quick Card Play Rules

1-card plays

Affects only your client as written on the card.

2-card plays

Two cards of the same number can be played onto any opponent. Their instructions must be followed if possible. If not possible, they are discarded.

3-card straight

3 consecutively numbered cards not including a **STONE** card activates/deactivates **BLUE** lines.

Traveling across an active **BLUE** line gains half the sum of points at either end.

3 consecutively numbered cards not including a **STEEL** card activates/deactivates **ORANGE** lines.

Traveling across an **ORANGE** line loses half of the sum at either ends, paid to the bank.

3 consecutively numbered cards not including a **GLASS** card activates/deactivates **GREEN** lines.

When active, traveling across a **GREEN** line gains sum of the points at both ends, paid by the bank.

3 consecutively numbered cards not including a **WOOD** card activates/deactivates **RED** lines.

When active, traveling across a **RED** line loses the sum of the points at both ends, paid to the bank.

3-card Hand

Three cards of different suits to open/close the **DASHED** lines.

3-card Flush

Any 3 **STONE** cards activates/deactivates the **BLUE** spaces on all boards.

When active, move from one to any other **BLUE** space. Earn the average of the two **BLUE** spaces.

Any 3 **GLASS** cards activates/deactivates the **GREEN** spaces on all boards

When active, move from one to any other **GREEN** space. Earn the average of the two **GREEN** spaces.

Any 3 **WOOD** cards activates/deactivates the **RED** CIRCLED spaces

When active, move from a **RED** space to the **RED** space with the next higher number. Gain the funds on the first **RED** space. When moving back, return to the **RED** space with the next lower value, returning the funds shown on the **RED** space first landed on.

Any 3 **STEEL** cards flip the reward on the **±BLACK** spaces between positive and negative value.

Negative values remain in force until the **±BLACK** spaces are turned back to the positive.

4-card Flush

Any 4 cards of the same suit flips all clients between the upper and lower **YELLOW** areas of all board.

Applies only to this turn. The architect gains 4 funds from the bank.

2 of 2-of-a-Kind

2-of-a-Kind **STONE** plus 2-of-a-Kind **WOOD** to open/close all **BLUE** areas.

2-of-a-Kind **STEEL** plus 2-of-a-Kind **GLASS** to open/close all **GRAY** areas.

2-of-a-Kind **STEEL** plus 2-of-a-Kind **STONE** to open/close all **PURPLE** areas.

2-of-a-Kind **GLASS** plus 2-of-a-Kind **WOOD** to enables/disables all **PINK SQUARES**.

5-card Flush or 5-card Run

Any 5 cards of the same suit, or any 5 consecutively numbered cards of any suits gains an architect 10 funds from the bank.