

Round 1



Round 2



12

9

6

4

2

1

7

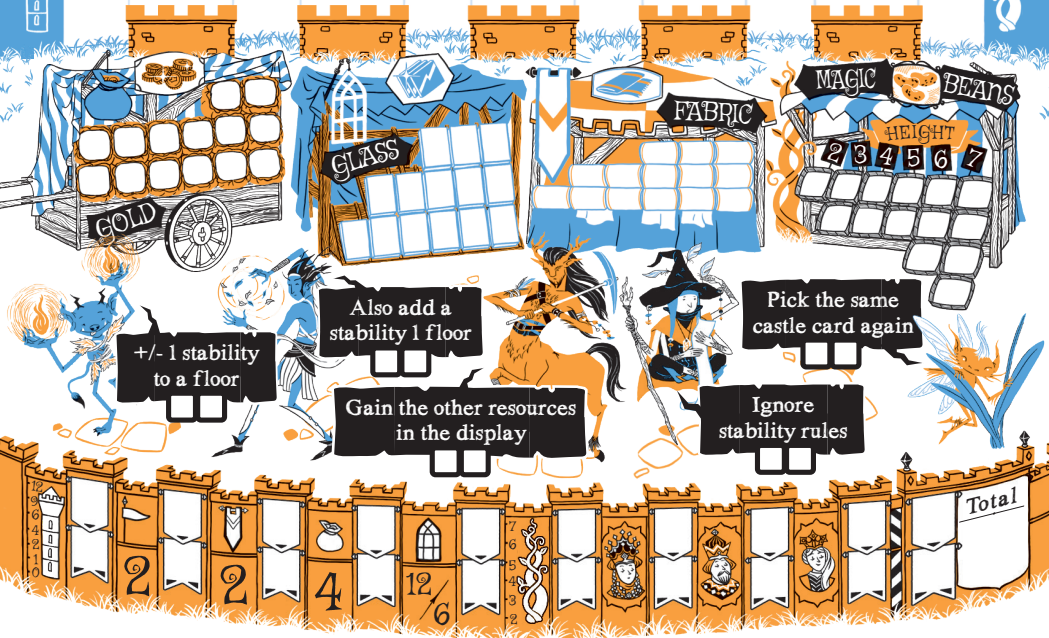
6

5

4

3

2



+/- 1 stability to a floor

Also add a stability 1 floor

Gain the other resources in the display

Pick the same castle card again

Ignore stability rules

Total