The Duke is celebrating his 42nd birthday. For this special occasion, he summons his closest allies and asks them to entertain him. Digging deep in their imagination, they manage to create a challenge. Will the Duke honor them with a worthy score? No one can tell.

**SETUP**

**PLAYING THE GAME**

**SPECIAL RULES:**

1. The 2 yellow towers of value 5 begin this challenge already built; during setup, draw around the silhouettes of each of them.

2. When the black die shows 2, 4 or 5 it destroys the 4 buildings of the corresponding color and value (unless they are protected by a previously built tower). On the other hand, if the black die shows 1, 3 or 6, it does not destroy any building.

3. When using a die with a value of 2, 4 or 5 to construct a building, you may still only construct one building despite the two columns assigned to each of these values.

4. At the end of the game, if the total VP you gain from your citizens is exactly equal to 42, Duke Seb is satisfied, and so, each of your remaining deniers earns you 2 VP. Otherwise, do not take deniers into account during the final scoring; they do not earn you any points.

**Scores to beat:** (First game/Best score)

Alain: 67/67  ◇  Martin: 72/72  ◇  Anaëlle: 47/47