13/11/2020

Challenge 5.2 : The Combo King

The Combo King himself arrives from his stronghold of Namur for a majestic visit to Troyes. You are making countless efforts for the cleaning and renovation of the city. But nothing will please Xavier the Combo King more than magnificent combinations and a perfectly renovated cathedral.

Troyes Dice

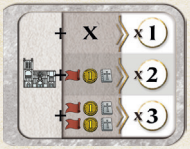
SETUP

6	5	4	3	2	1
6	5	4	3	2	1
6	5	4	3	2	1

PLAYING THE GAME

Special Rules:

1 When constructing a Cathedral, by default, write the number 1 in the corresponding final scoring circle. At the point of construction, you may spend 1 resource of each type to improve that number by 1 and write 2 instead of 1. Likewise, you may spend 2 resources of each type to improve that number by 2 and therefore write 3.



2 For endgame scoring, earned link bonuses score VPs in the same way as buildings do, according to the numbers written in the circles on construction of the corresponding Cathedrals (see above).

3 If your final score equals or exceeds 50 VP, each link bonus, track bonus and column bonus you earned during the game gives you an additional 2 VP.

During Phase 1 (Roll the Dice) of each half day, roll all dice as normal:

	Die 1	Die 2	Die 3	Black die
Morning	?	?	?	?
Afternoon	?	?	?	?

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

Alain : 76/83 ◆ Martin : 83/83 ◆ Anaëlle : 83/83