No Cemeteries: For this round only, *Cemeteries* do **not** double points -OR- worth 2 points at game end.
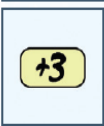
Tombstone: Place on any tile; for this round only, it acts as a *Cemetery* -OR- worth 2 points at game end.
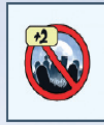
No Flocking: Place on any tile with **CROWS**; for this round only, these **CROWS** will not flock towards Shiny Objects -OR- worth 2 points at game end.

2 Crows: Choose two **CROWS** from any tile(s) and move them to any other single tile (these **CROWS** cannot be placed on a tile with a Shiny Object) -OR- worth 2 points at game end.

3 Points: Worth 3 points at game end.

No Cemeteries: For this round only, *Cemeteries* do **not** double points -OR- worth 2 points at game end.
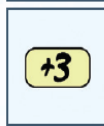
Tombstone: Place on any tile; for this round only, it acts as a *Cemetery* -OR- worth 2 points at game end.

No Flocking: Place on any tile with **CROWS**; for this round only, these **CROWS** will not flock towards Shiny Objects -OR- worth 2 points at game end.

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No Cemeteries: For this round only, *Cemeteries* do **not** double points -OR- worth 2 points at game end.
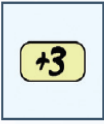
Tombstone: Place on any tile; for this round only, it acts as a *Cemetery* -OR- worth 2 points at game end.
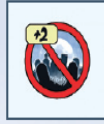
No Flocking: Place on any tile with **CROWS**; for this round only, these **CROWS** will not flock towards Shiny Objects -OR- worth 2 points at game end.

2 Crows: Choose two **CROWS** from any tile(s) and move them to any other single tile (these **CROWS** cannot be placed on a tile with a Shiny Object) -OR- worth 2 points at game end.

3 Points: Worth 3 points at game end.

No Cemeteries: For this round only, *Cemeteries* do **not** double points -OR- worth 2 points at game end.
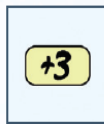
Tombstone: Place on any tile; for this round only, it acts as a *Cemetery* -OR- worth 2 points at game end.

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