

ON YOUR TURN

Take **three** of these actions

DRAW: Draw 2 cards.

TRADE: Trade 1 card for all of one type in lineup.

CASH IN: Discard Cash, take any 2 from lineup.

MOVE: Move pawn up to 2 property cards. (No diagonal movement.)

CLEAR OUT: Discard to remove tokens equal to the value you discarded.

SHUT DOWN:
Discard equal to face value of property. Expand the business. Earn points equal to face value. Flip property over.

SCORING A ROUND

Start with player that drew
The Law.

Score points equal to the
face value of the properties
you control.

Score 3 points for every
completed Agenda.

TIED AGENDAS

If your agenda is tied
because players own the
same number of properties,
add up the face value of the
relevant properties. You
score your Agenda if your
total is higher.

If still tied then no Agenda
points are awarded.