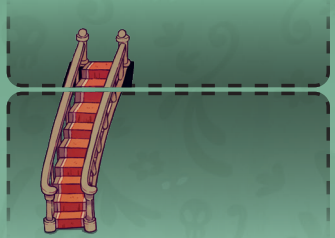
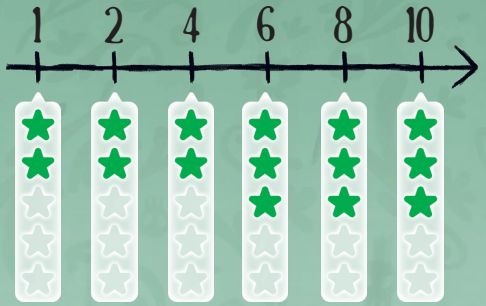
Architect

Complete staircases

During the game, whenever you place a card, count the complete staircases in your Manor. If you reach one of the Architect Milestones below, take the corresponding Review card.





Decorator

Rare emblems

During the Inauguration, count the rare emblems in your Manor and take the corresponding Review cards.

There are four different types:



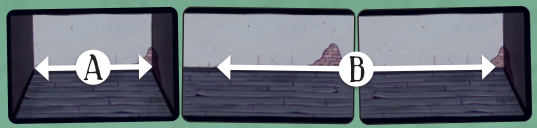


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Architect

Rooms enclosed by black walls

During the game, whenever you place a card, count the rooms enclosed by black walls in your Manor. If you reach one of the Architect Milestones below, take the corresponding Review card.



Example of 2 rooms enclosed by black walls.



Decorator

Rooms and bathrooms (but not too many)

During the Inauguration, count the total number of bedroom and bathroom emblems you have in your Manor and take the corresponding Review cards.





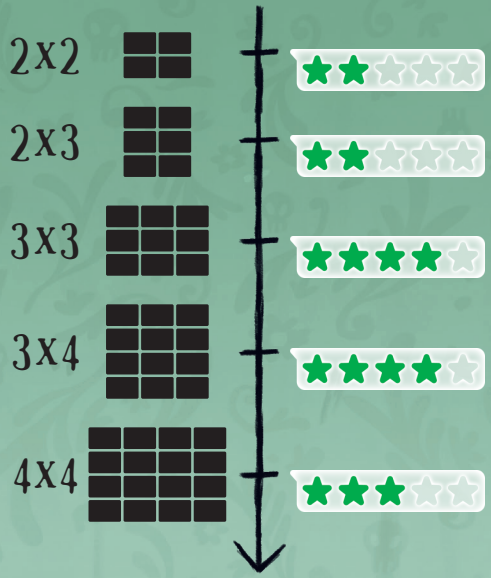
3 emblems	★★★☆☆
4 emblems	★★★☆☆ ★★★☆☆
5 emblems	★★★★★ ★★★★★
6 emblems	★★★☆☆ ★★★☆☆
7 emblems or more	★★★☆☆

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Architect

A block of cards

During the game, whenever you place a card, check whether you have a block in your Manor and determine its size. If you reach one of the Architect Milestones below, take the corresponding Review card.



Decorator

A large group of emblems

During the Inauguration, identify your **largest** group of emblems and count how many it contains. Then take the corresponding Review cards.

To form a group, the emblems must be identical and connected to one another.



Here, the largest group consists of 4 emblems.

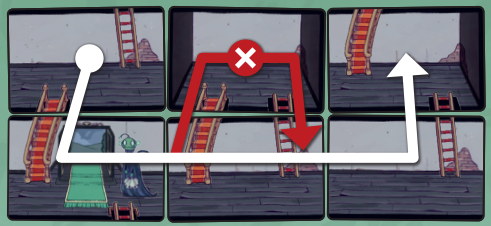


Architect

A long path

During the game, whenever you place a card, count how many cards form your longest path. If you reach one of the Architect Milestones below, take the corresponding Review card.

A path is made up of cards (Manor, Review or Hall) connected to each other. You cannot pass through the same card twice in the same path.



Example of a path of 5 cards.



Decorator

Emblem duos

During the Inauguration, count the emblem duos in your Manor and take the corresponding Review cards.

To form a duo, two identical emblems must be connected to each other. An emblem may belong to several duos.

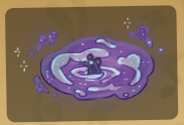




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Special rule

During the game, each time a Manor card with a portal is played, everyone switches Manors! Stand up and take the seat of the person to your left. If several portal cards are played at the same time, move one seat per portal.



6 / 6 / 6

During the Inauguration and Final Scoring, the Manor in front of you is yours.

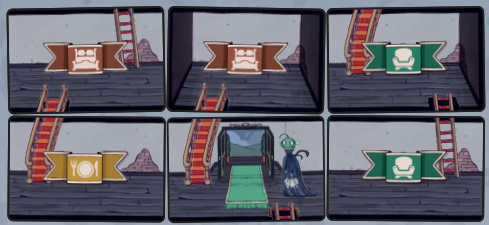
Architect
Identical emblems

During the game, each time you place a type of emblem that already exists in your manor, take a Review card like this one.



Decorator
Exactly 3 types of emblems

During the Inauguration, count the number of different emblem types you have in your Manor and take the corresponding Review cards.



Example of a Manor with 3 types of emblems (bedroom, kitchen, living room).

2 types of emblems or less	★★★★
3 types of emblems	★★★★★ ★★★★★
4 types of emblems	★★★ ★★★
5 types of emblems or more	★

Special rule

During setup, place 5 Mystery Guests instead of 2. You may look at 2 of your choice.

During the game, you cannot discard any Manor cards with an eye. You must play it, unless you have two cards with an eye in your hand. In that case, play one and discard the other onto the vortex.



4 / 4 / 4

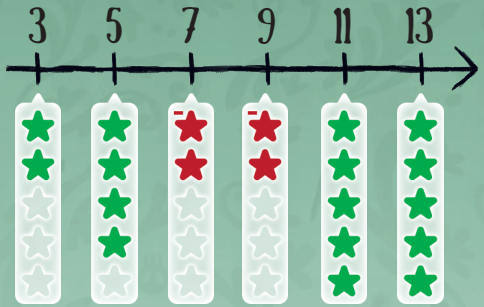
Architect
Blocked vertical connections

During the game, whenever you place a card, count the blocked vertical connections in your Manor. If you reach one of the Architect Milestones shown, take the corresponding Review card.

For a vertical connection to be blocked, the ladder or staircase must end in a floor or a ceiling. If it ends in an empty space, it does not count.



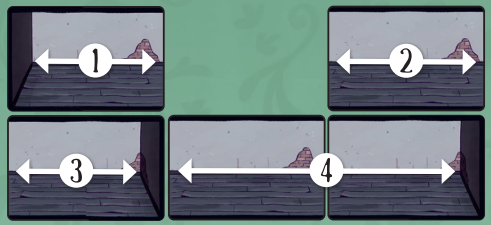
Example of 2 blocked vertical connections.



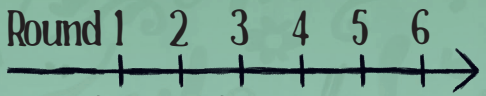
Architect

The fewest rooms

Attention, the Architect's requirement is resolved at the end of each round, after you have all placed your two Manor cards!



Example of 4 rooms.



At the end of the round, the Manor(s) with the fewest rooms takes this Review card.



Decorator

Floors of exactly 3 cards

During the Inauguration, count how many floors you have with exactly 3 cards and take the corresponding Review cards.



Example of floors.



For each floor of exactly 3 cards, take this Review card.



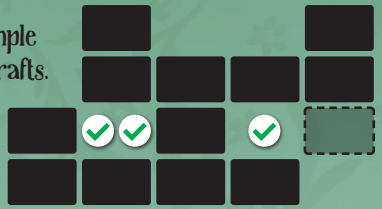
Architect

Air drafts

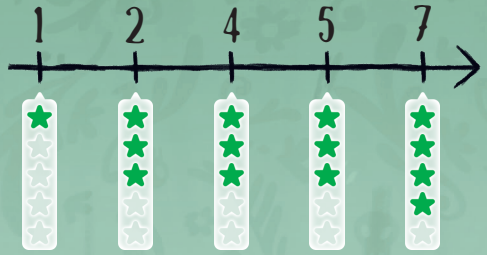
During the game, whenever you place a card, count the number of drafts in your manor. If you reach one of the Architect Milestones below, take the corresponding Review card.

An empty space surrounded by 3 cards counts as 1 draft. An empty space surrounded by 4 cards counts as 2 drafts.

Example of 3 drafts.



If you place a card in the dashed space, you will reach 4 drafts and achieve the Milestone.



Special rule

During the game, when you place a Manor card with a tomb, shuffle the cards on the Vortex, draw the top one, and place it in your Manor immediately.



8 / 11 / 14

Decorator

3 emblems per type

During the Inauguration, **start** by counting the number of bedroom emblems in your Manor and take the corresponding Review card.



If you have exactly 3



If you have 1, 2, or at least 4



Then do the same for bathrooms, and then for each emblem type from the most common to the rarest.

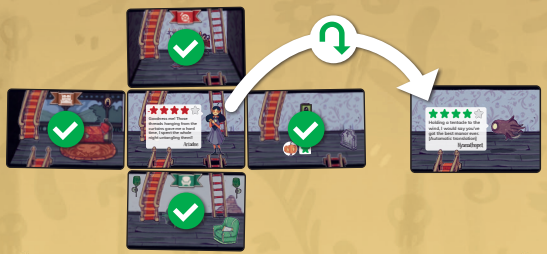
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Special rule

During setup, place 4 Review cards with 4 negative stars, as shown.



During the game, for each of these cards, if you manage to connect all 4 of its sides (with Manor or Review cards), flip it to its positive side, keeping it in the same place. Well... you might get some unpleasant surprises.



Architect
Different types of emblems

During the game, whenever you place a card, count the number of different emblem types in your Manor. If you reach one of the Architect Milestones below, take the corresponding Review card.



Example of 3 different emblem types.

