

Examples of Sir Reginald's Desire Cards



Manor



Guest House



Servant's Quarters

Note that the icons show the required Doorway and Chimney Cubes for each type of House.



Prairie Edge



Lake Edge



Mountain Edge



Road Edge



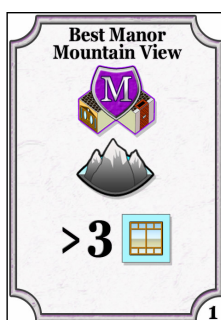
View From Above

These icons are used to indicate which side of the board the Estate is to be viewed from when scoring Desire Cards.

This document is designed to provide the players with an overview of what the icons on the Desire Cards mean. Not all cards are shown discussed, but enough is shown and explained to hopefully allow the players to understand how all the cards work.

Most Desire cards have three important icon elements to them. The top icon will usually be an indicator of which house the player will have to look at. The second icon will indicate which direction the player will look at the house from. And third will indicate how many elements on the house the player must have to meet all of the requirement for this card to be awarded Fabulous Points.

Only right-side up faces can be counted for a player's Count. Upside-down Doorways and Ornamentation are Design Flaws!



So, in the card to the left, the player would have to look at his Mansion from the Mountain side view of his Plot of Land. He then has to count up all of the Windows "facing the Mountains." If the player has more than 3 Windows facing the Mountains, he wins the Fabulous Points assigned to the card based on it's location next to the Stock Board.

If the card is next to a slot that lists Bonus Points, then the player with the most Windows facing the Mountains will be awarded those. If there is a tie for most, then all of those players receive the full Bonus Amount. This Bonus-ing rule applies to all Desire cards next to any slot that shows Bonus points.

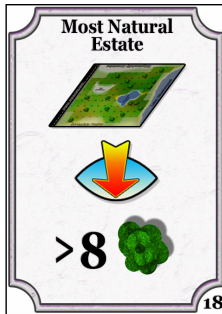


When a player needs to look at all sides of a house to determine his Count of elements, all four Plot of Land edge Icons will be shown. On the card to the left, the player must count all of the Ornamental faces on his Guest House on all sides.

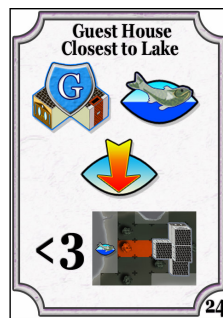


When a player needs to look at something from above, the directional viewing icon will be a downward arrow, as shown to the left.

Note, that in this case, there are multiple elements that need to be counted. For a player to be awarded points for a Sprawling Manor, his Manor must have more than 8 Roof or Staircase faces when visible from above.



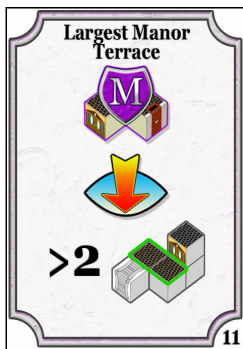
In some cases, a player will not have to look at houses, but instead, look at what can be visible on the Plot of Land. This card asks the player to count up the Trees that have not been covered up by Cubes. If the player has more than 8 visible Trees still on his Plot, he is awarded with points for the Most Natural Estate.



Some cards indicate a distance between houses, or the edge of a Grid on the Plot of Land. The player determines this by finding the shortest path between the two targets. Paths cannot be traced diagonally, through other houses, or through Minstral's Pond or Croissant Hill. Paths do NOT have to connect from Doorways; the path can be determined from any Cube in the house.

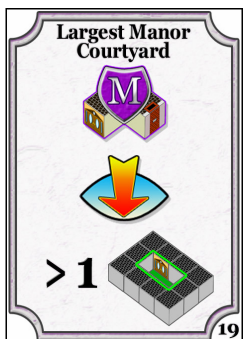
The card to the far left is looking for the shortest path between the Manor and the Servant's Quarters. If the path is less than 6 spaces, the player is awarded points for Closest Servant's Quarters to the Manor.

The card on the near left is looking for the shortest path between the Guest House and the Lake. If the path is less than 3 spaces, points are awarded.

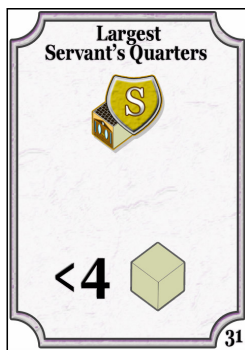


Terrace Desires are asking players to count up the number of Roof (and Chimney Roof) faces that make up their Terrace on either their Manor (as shown to the left) or their Guest House. Remember, a Terrace needs to have a Staircase and a Doorway for it to be a Terrace!

So in the example to the left, for this card to award Fabulous Points, the player must have more than 2 Roof faces in his Terrace on his Manor.

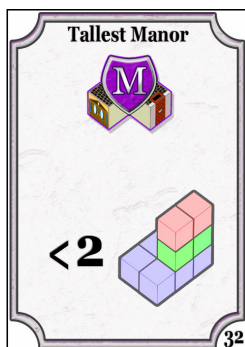


Courtyard cards are similar to Terraces. The Courtyard symbol in the picture is shown with a green highlighted border.



In some cases, there is no directional icon at all, since the direction really doesn't matter. In the card to the left, any player whose Servant's Quarters is made up of more than 4 Cubes is awarded Fabulous Points.

Again, like all other Desire cards, whichever player has the most Cubes in his Servant's Quarters will be awarded any possible Bonus Points.



Like the card above, the Tallest Manor has no specific direction. In this case, any player who has more than two Floors in their Manor score Fabulous Points. The player with the most Floors scores any possible Bonus Points.

Remember, a Floor MUST consist of two Cubes that are directly next to each other. Simply stacking single Cubes into a tall, skinny Tower doesn't count.



This card requires looking at both the Manor and the Guest House, and then counting up every Tree that is directly next to each of those houses. If the Count includes more than 4 Trees, the player scores Fabulous Points.