

Players =>				
Red Homes <ul style="list-style-type: none"> • 2 points for each Home or Home group Factory free • 0 points if there is an adjacent black Factory 				
Blue Shops <ul style="list-style-type: none"> • 1 point if on the green zone • 2 points if on the brown zone • 3 points if on the gray zone • must connect to gray concrete edge 				
Black Factories <ul style="list-style-type: none"> • 1 point for each adjacent Factory • 1 point if adjacent Road • 2 points max per Factory tile 				
Green Parks <ul style="list-style-type: none"> • 1 point for each adjacent Home • Landlocked: 1 point for each adjacent Factory • Beachfront: 1 point for each adjacent blue edge • 2 points max per Park tile 				
Gray Roads <ul style="list-style-type: none"> • 1 point per Road tile • Must connect to a gray edge itself or via adjacent Road tiles 				
Yellow Bonus Tiles <ul style="list-style-type: none"> • 3 points per fulfilled Bonus • all 6 tiles in a row • Single color Bonus: at least 4 matching color tiles • Multi-Color Bonus: at least 4 different color tiles • Corner Bonus: at least 2 of each color 				
TOTAL ⇒				