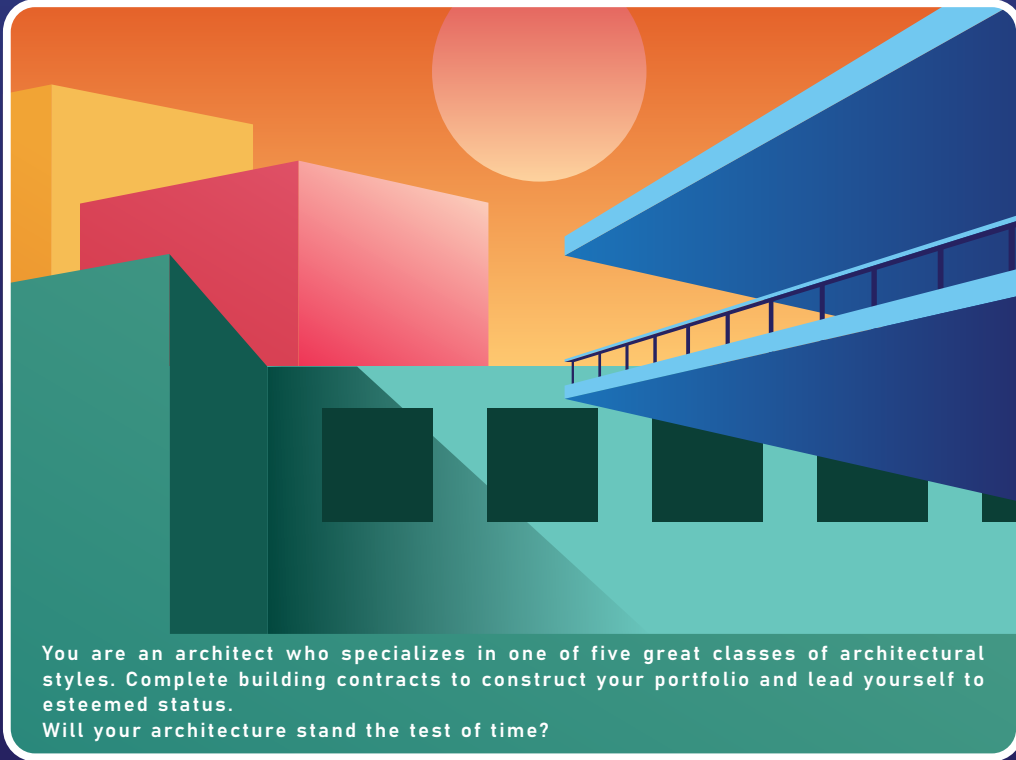


SQUARE AND COMPASS™



A BATTLE OF ARCHITECTURAL SUPREMACY!

Welcome to the world of Square and Compass. A construction resource management game where your successes can have you the most popular architect in town, or left penniless at the drafting table. Using a variety of resources and actions, you and your fellow architects will compete with one another for the most successful building contracts constructed. The game will be played over a series of rounds, with each player using action tiles to complete various goals. The player who collects the most victory points within the amount of rounds the game takes (each game is unique) will win. But don't think that only constructing buildings will take you to the top of the leaderboard. The ways you go about completing your building contracts matter; from using sustainable resources, completing architectural style bonuses, hiring technicians, and scoring end game bonuses. Can you soar ahead of your competition and become the world's most accomplished architect?

Christopher Siminski

DRAFTING TABLE SUPPLIES

SECTION A-1.1



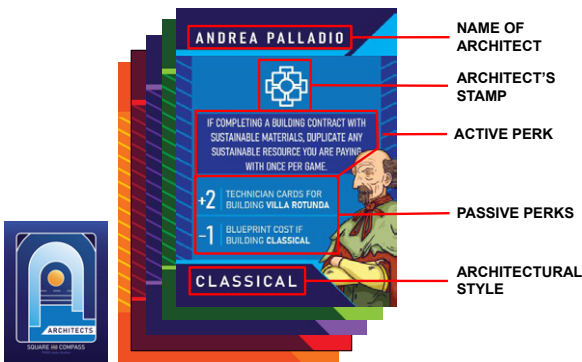
(1) COMMUNITY MARKETPLACE BOARD

Resource marketplace stalls x5 (orange roof). Buildings marketplace stalls x4 (blue roof). Technicians (THP) marketplace stalls x2 (red roof). Building tracker 1-7 ribbons. VP tracker. End game bonuses. Processing chart. Style bonus chart. Sustainable bonus chart.



(1) COMMUNITY ACTION BOARD

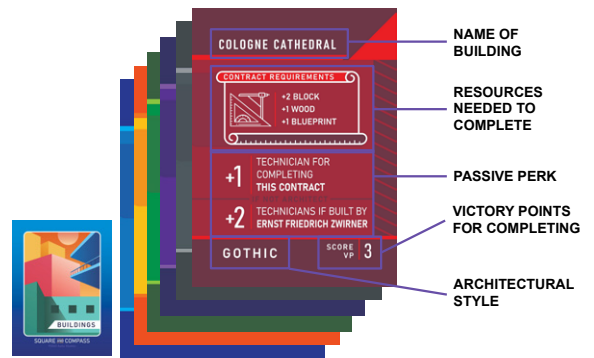
Harvester, Draftsman, Hand Plow, Refinery, Contractor, Human Resources, Building Department, Specialist, Freemasonry, Project Manager, Saw Mill, Gatherer are the 12 actions that you and your fellow architects will compete to claim.



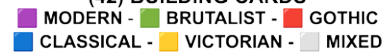
(10) ARCHITECT CARDS



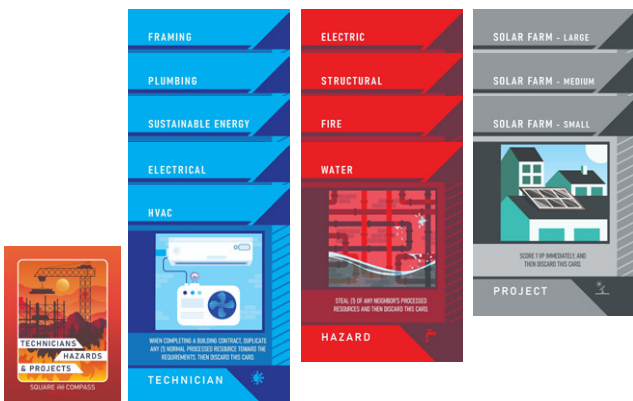
Each architect specializes in a particular style of architecture, with two architects being within each style. Within the dark text box, a unique active perk gives the player a special ability to use throughout the game. Two passive perks are listed below. The two passive perks are explained in detail in section A-3: Architects.



(42) BUILDING CARDS



There are 6 architectural styles, with 7 unique building contracts within each style. Building materials are paid to the bank to complete a building contract. Each style (not including mixed) has two contracts worth 3VP, three worth 4VP, one worth 5VP, and one worth 6VP. Buildings are explained in detail in section A-5: Building Contracts



(50) TECHNICIAN (aka T/H/P) CARDS

The technicians deck is made up of 3 types of cards; **Technicians** (blue): cards that aid your architect in completing objectives. **Hazards** (red): cards that sabotage other architects by stealing resources, blueprints, and building contracts. **Projects**: cards that score 1-3 bonus VP. Technicians are explained in detail in section A-6: Technicians.



(XXX) RESOURCE CARDS

Timber - Stone - Iron - Clay - Sand

5 resources in both normal and sustainable, and blueprints. Resources are processed into building materials using actions on the community action board. Every building requires a blueprint resource, unless you are that style of architect. Frequency of cards is indicated by the stars. 1 star common → 5 stars rare. More about sustainable resources in section A-4: Resources/Building Materials.

DRAFTING TABLE SUPPLIES CONTINUED

SECTION A-1.2



(60) ACTION TILES

Six hexagons for each of the ten architects featuring each unique architect's stamp. Used for taking various actions on the community action board during your turn. Action tiles and actions on the community board are explained in more detail in section A-7: Action Tiles / Taking A Turn.



(200) BUILDING MATERIALS

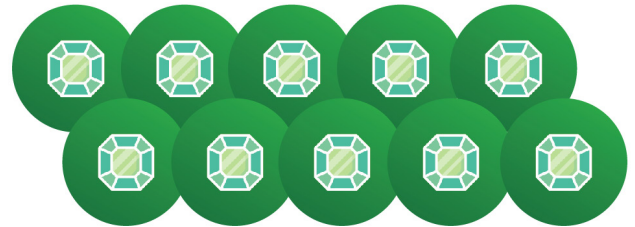
Wood - Block - Steel - Brick - Glass

Resource cards are processed into building materials. 5 processed building materials in two forms, normal and sustainable. The symbols match those from their resource card form. There are 25 of each normal material and 15 of each sustainable material. These materials are used to complete building contracts. Building materials are explained in more detail in section A-4: Resources/Building Materials



(3) MULTI-ACTION TILES

Multi-Action tiles are used to cover the Specialist, Freemasonry, and Project Manager spaces on the community action board at the beginning of the game. They are randomly placed face down until the start of the game, and are then revealed at the start of the first person turn. These determine which actions are revealed first, second, and third after someone completes their second, fourth, and sixth building contract. Multi-Actions are explained in more detail in section A-7: Action Tiles / Taking A Turn.



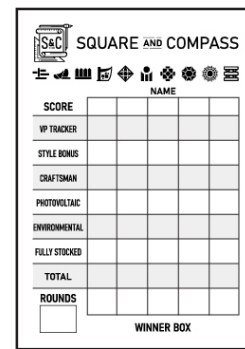
(42) SUSTAINABLE GEMS

Sustainable gems are taken from the bank when you complete a building contract using sustainable building materials. For each material that you use to complete a contract with, you take 1 sustainable gem. These are used to determine the winner of the community goal: Environmental.



(21) ARCHITECT'S STAMPS

Each architect receives two stamps to start the game. One stamp is placed on the start location for the VP tracker during the game setup. One stamp is used to track how many building contracts you have completed, and is placed on the first building tracker after you complete your first building. The black stamp is used to track each round.



RECORDS BOOK

Explained in more detail in section A-9: Scoring



FIRST PLAYER TOKEN

Given to the player who starts the game, or next round.



Special custom made architect's stamps can be ordered separately that are designed off of each unique architect's stamp symbol. These are modeled and crafted by AaAa Studios in-house.



Game setup example is for 4 players

- ❖ **Architects:** Shuffle and deal two random architects to each player. Each player will select one to play, placing the remaining architects back in the box. Give each player their corresponding tool kit, which contains their 2 architect's stamps, and 6 action tiles. Take 3 of your action tiles and place them face down to the side that says "unavailable" and 3 of your action tiles face up. More actions will become available throughout the games as you complete building contracts. Place 1 of your stamps on the start location of the VP tracker on the community marketplace board. Keep the other stamp until you have completed your first building contract.
- ❖ **Resources:** Shuffle the deck of resources and deal 2 to each player. Place the deck to the left of the orange awning stall. Place 5 cards face up on the board on each orange stall. This is the community marketplace of resources.
- ❖ **Building Contracts:** Shuffle the deck of building contracts and place the deck to the left of the blue awning stalls. Place 4 cards face up on the board on each stall. This is the community marketplace of building contracts.
- ❖ **Technicians (aka. T/H/P):** Shuffle the deck of technicians and deal 1 to each player. Some architects will receive more to start the game with. Place the deck to the left of the red awning stall. Place 2 cards from the deck on the board on each red stall. This is the community marketplace of technician cards.
- ❖ **Building Materials:** Separate each material into its own pile and place them near the community marketplace board. Keep the sustainable gems near the bottom right corner of the marketplace board. Some architects will start the game with a processed resource.
- ❖ Randomly cover the "tile holders" of **Specialist**, **Freemasonry**, and **Project Manager** on the action board with the **multi-action tiles**. They are randomly placed face down until the start of the game. These determine which actions are revealed first, second, and third after someone completes their second, fourth, and sixth building contract (red hexagons). Multi-Actions are explained in more detail in section A-7: Action Tiles / Taking A Turn.
- ❖ Give each player a **Architect's Handbook** card to reference during gameplay.
- ❖ Select a player to be first and give them the **first player token**. Play will continue clockwise. The first player token is passed after each round ends.

ARCHITECTS

SECTION A-3

FRANK LLOYD WRIGHT



MAY USE TIMBER RESOURCE AS BLUEPRINTS, AND VICE VERSA, EVEN WHEN USING THE PROCESS RESOURCES ACTION. START THE GAME WITH (1) NORMAL PROCESSED WOOD.


+2 TECHNICIAN CARDS FOR BUILDING FALLING WATER

-1 BLUEPRINT COST IF BUILDING MODERN

MODERN



ZAHA HADID




YOU MAY HOLD (1) EXTRA BUILDING CONTRACT AND (1) EXTRA TECHNICIAN CARD IN HAND.

+2 TECHNICIAN CARDS FOR BUILDING HEYDAR ALIVE

-1 BLUEPRINT COST IF BUILDING MODERN

MODERN



LOUIS KAHN



STARTS THE GAME WITH A FULL SET OF (3) TECHNICIAN CARDS.

+2 TECHNICIAN CARDS FOR BUILDING SALK INSTITUTE

-1 BLUEPRINT COST IF BUILDING BRUTALIST

BRUTALIST



LE CORBUSIER



MAY PLAY A DUPLICATE ACTION ONCE PER GAME WHEN PLACING ONE OF YOUR ACTION POINT TILES.

+2 TECHNICIAN CARDS FOR BUILDING UNITE D'HABITATION

-1 BLUEPRINT COST IF BUILDING BRUTALIST

BRUTALIST



ERNST FRIEDRICH ZWIRNER



MAY USE STONE RESOURCE AS BLUEPRINTS, AND VICE VERSA, EVEN WHEN USING THE PROCESS RESOURCES ACTION. START THE GAME WITH (1) NORMAL PROCESSED BLOCK.

+2 TECHNICIAN CARDS FOR BUILDING COLOGNE CATHEDRAL

-1 BLUEPRINT COST IF BUILDING GOTHIC

GOTHIC



THE ARCHITECTS GUILD



MAY USE IRON RESOURCES AS BLUEPRINTS, AND VICE VERSA, EVEN WHEN USING THE PROCESS RESOURCES ACTION. START THE GAME WITH (1) NORMAL PROCESSED STEEL.


+2 TECHNICIAN CARDS FOR BUILDING MONUMENT TO THE 3RD INTERNATIONAL

-1 BLUEPRINT COST IF BUILDING GOTHIC

GOTHIC



ANDREA PALLADIO




IF COMPLETING A BUILDING CONTRACT WITH SUSTAINABLE MATERIALS, DUPLICATE ANY SUSTAINABLE RESOURCE YOU ARE PAYING WITH ONCE PER GAME.


+2 TECHNICIAN CARDS FOR BUILDING VILLA ROTUNDA

-1 BLUEPRINT COST IF BUILDING CLASSICAL

CLASSICAL



ROBERT ADAM




MAY USE CLAY RESOURCE AS BLUEPRINTS, AND VICE VERSA, EVEN WHEN USING THE PROCESS RESOURCES ACTION. START THE GAME WITH (1) NORMAL PROCESSED BRICK.

+2 TECHNICIAN CARDS FOR BUILDING LITTLE MARKET HOUSE

-1 BLUEPRINT COST IF BUILDING CLASSICAL

CLASSICAL





ARCHITECTS

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CHARLES BARRY




MAY USE ANY TECHNICIAN CARD AS A PROCESSED NORMAL RESOURCE WHEN COMPLETING A BUILDING CONTRACT, ONCE PER ROUND.


+2 TECHNICIAN CARDS FOR BUILDING PALACE OF WESTMINSTER

-1 BLUEPRINT COST IF BUILDING VICTORIAN

VICTORIAN



JOSEPH PAXTON




MAY USE SAND RESOURCE AS BLUEPRINTS, AND VICE VERSA, EVEN WHEN USING THE PROCESS RESOURCES ACTION. START THE GAME WITH (1) NORMAL PROCESSED GLASS.

+2 TECHNICIAN CARDS FOR BUILDING THE CRYSTAL PALACE

-1 BLUEPRINT COST IF BUILDING VICTORIAN

VICTORIAN




ARCHITECTS

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■ MODERN - ■ BRUTALIST - ■ GOTHIC - ■ CLASSICAL - ■ VICTORIAN

Players begin the game with a random **architect**. This is who you will embody for the entirety of the game. Each architect specializes in a particular **style** of design, indicated by the color of the card and text in the bottom left. Your architect also has a special symbol referred to as their architect's **stamp**.

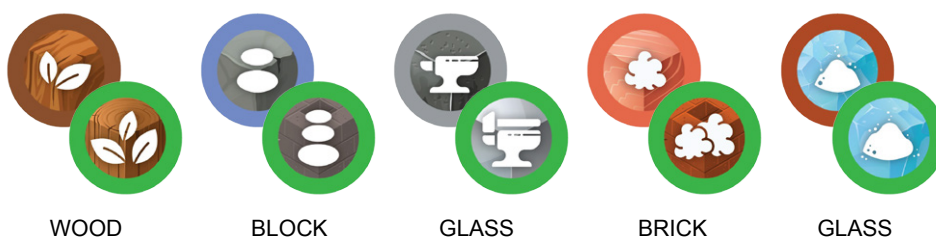


Within the dark text box, a unique active perk gives the player a **special ability** to use throughout the game. Below that are the passive perks. Architects have a **special building** unique to their career listed on each card. Completing this special contract rewards +2 technicians from the marketplace or deck after the contract is completed. There is no blueprint cost if completing contracts of their own architectural style. Architect's are proficient at their type of architectural style so they can create the blueprints themselves. Completing a building contract of another architect's style requires you to have a blueprint resource card, since you had to hire someone else to create the blueprints for you. For example, Zaha Hadid can complete purple/modern style building contracts without a blueprint card.



● TIMBER - ● STONE - ● IRON - ● CLAY - ● SAND

In order to complete building contracts architects need to source a variety of resources and process those into building materials. Resource cards can be collected into your hand through using various actions (**Harvester, Hand Plow, Gatherer, Freemasonry**) and competing with other architects in the public marketplace. Resources come in two varieties, **normal** and **sustainable** (indicated by the green border and text). Blueprints only come in one variety, and when collected from the marketplace are placed in front of you on the table until used. Frequency of cards is indicated by the stars. 1 star = common → 5 stars = rare. Architects do not have a limit on how many resources they can hold in their hands. Two scenarios will reset the market; if (3) blueprints appear, or if (5) of the same resource (normal or sustainable) appear. Discard all the faceup market cards and draw a new set of 5 resources in the market.



RESOURCES BREAKDOWN

| | | |
|--|------------|-------|
| | TIMBER: | WOOD |
| | STONE: | BLOCK |
| | SAND: | GLASS |
| | IRON: | STEEL |
| | CLAY: | BRICK |
| | BLUEPRINTS | |

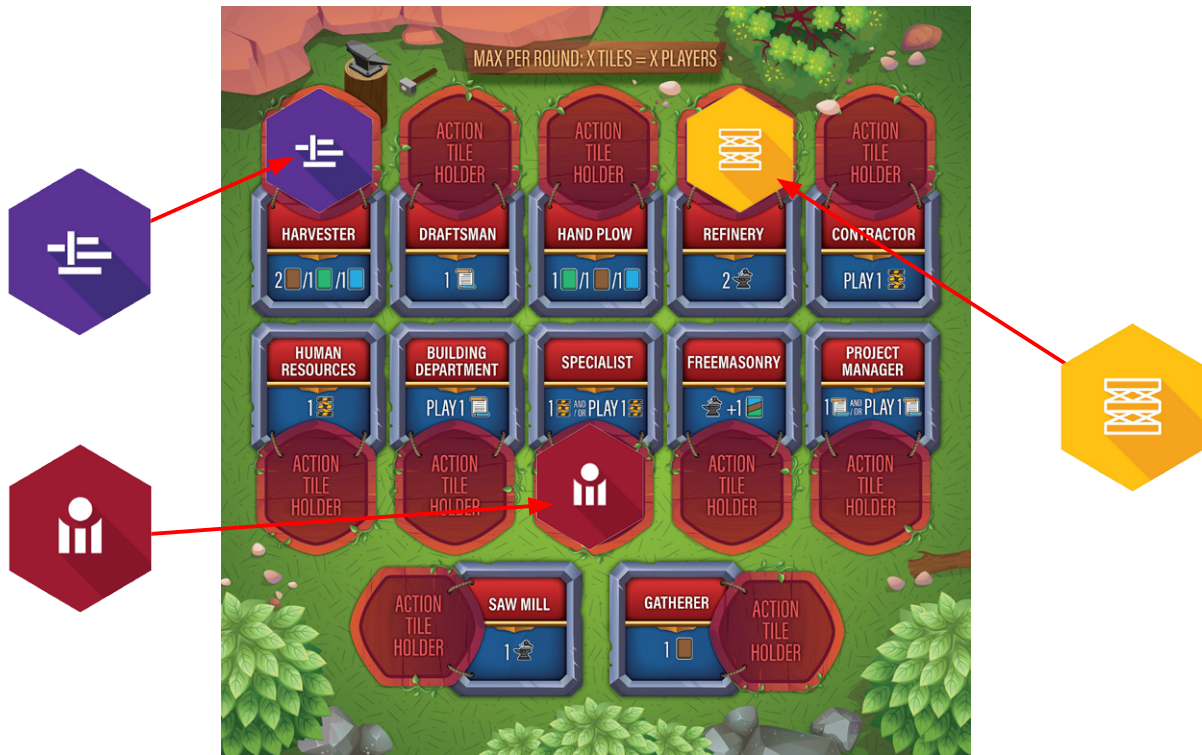
Using processing actions (**Refinery, Saw Mill, Freemasonry**) architects will discard previously collected resource cards and take the corresponding building material tokens from the bank. These processed resources will remain in front of you until used. Sustainable building materials will help you score sustainable victory point bonuses when completing building contracts. See bonus chart on community marketplace board. +1 VP per sustainable building materials, +3 additional VP if the entire contract is paid with sustainable building materials.



TECHNICIANS - HAZARDS - PROJECTS

By using action tiles (**Contractor, Human Resources, Specialist**), architects can hire/play a technician from their hand. Architects can only hold a max of 3 technician cards in their hand at any time during the game (some architects and buildings cards can increase this amount). If you have more than 3 technicians on your turn, you must discard back down to 3 before completing your turn. The 3 technician types are explained below in more detail:

- ❖ **Technicians** (blue) help you complete building contracts. There are 25 technician cards of 5 types.
 - **Electrical** - Take any (1) building contract from the available, and process (1) resource from your hand towards its requirements, and then discard this card. Resources can be either normal or sustainable.
 - **Plumbing** - You may take any (2) resources from the market or deck, or a combination of the two. Then discard this card.
 - **Framing** - You may process any (3) resources from your hand and then discard this card.
 - **Sustainable energy** - Convert any (1) normal processed resources into any (1) sustainable processed resource.
 - **HVAC** - When completing a building contract, duplicate any (1) normal processed resource toward the building contract's requirements. Then discard this card.
- ❖ **Hazards** (red) sabotage your opponents from completing their building contracts. There are 16 hazard cards of 4 types.
 - **Electric** - Steal (1) of your adjacent neighbor's saved building contracts at random and then discard this card.
 - **Structural** - Steal (1) of your adjacent neighbor's saved blueprints and then discard this card.
 - **Fire** - Burn (1) of any players Technicians/Hazards/Projects cards or resource cards at random and then discard this card.
 - **Water** - Steal (1) of any neighbor's processed resources and then discard this card.
- ❖ **Projects** (gray) score you bonus points throughout the game and are the most rare of the T/H/P cards. There are 9 project cards of 3 scaling types.
 - **Solar farm small** (5 cards in deck) - Score 1 VP immediately upon playing, and then discard this card.
 - **Solar farm medium** (3 cards in deck) - Score 2 VP immediately upon playing, and then discard this card.
 - **Solar farm large** (1 card in deck) - Score 3 VP immediately upon playing, and then discard this card.



■ NORMAL RESOURCE - ■ SUSTAINABLE RESOURCE - ■ BLUEPRINT
■ BUILDING CONTRACT - ■ PROCESSING - ■ TECHNICIANS

Architects start the game with 3 of 6 of their action tiles available, meaning they will start the first round with 3 actions that can be played. The remaining 3 will enter play once an architect has completed their first, third, and fifth building contracts, as indicated by the white hexagons on the contract tracker. After gaining another action tile, take one of the unavailable action hexagon tiles and flip it face up. It is immediately available to you this round.

Architects will compete with each other to play their tiles in the community pool of available actions. There are 12 actions that can be played during a turn. Three of those actions will be revealed later in the game: **Specialist**, **Freemasonry**, **Project Manager**, as indicated by the red hexagons on the contract tracker. The first, Immediately after the first person completes their second building contract, fourth building contract, and sixth building contract. These actions are available immediately after being revealed. A max of X tiles can be played on any action space during the round. X = amount of players i.e. 2 = 2, 3 = 3, 4 = 4, 5 = 5. Anyone may play on the same action multiple times as long as they have the tiles and the action has space available. Once a space is full, no one can play on that action during the current round. Architects may always select from the top of the deck, if they do not want what is available in the public markets, whether for resources, building contracts, or technicians cards.

ON YOUR TURN YOU MAY TAKE (1) OF THE FOLLOWING ACTIONS OR PASS:

- ❖ **Harvester** - Take 2 normal resources, 1 sustainable resource, or 1 blueprint from the marketplace or top of deck.
- ❖ **Draftsman** - Take 1 building contract from the marketplace or top of deck.
- ❖ **Hand Plow** - Take 1 normal resource, 1 sustainable resource, or 1 blueprint from the marketplace or top of deck.
- ❖ **Refinery** - Process any 2 resources from your hand, discarding your resource and taking the matching building material. Architects may also process any 2 similar resources into any one resource. i.e. 2 blueprints -> 1 brick or 2 sustainable timber -> 1 sustainable block.
- ❖ **Contractor** - Play 1 technician card from your hand.
- ❖ **Human Resources** - Take 1 technician card from the marketplace or top of deck.
- ❖ **Building Department** - Play 1 building contract from your hand, turning in your resources, and scoring VP.
- ❖ **Specialist** - Take 1 technician card from the marketplace or top of deck, and/or play 1 T/H/P card. This can be from your hand or from the one you just picked up.
- ❖ **Freemasonry** - Process any 1 resource from your hand, discarding your resource and taking the matching building material. Then take 1 normal or sustainable resource or blueprint from the marketplace or top of deck
- ❖ **Project Manager** - Take 1 building contract from the marketplace and/or play 1 building contract from your hand or from the one you just picked up.
- ❖ **Saw Mill** - Process any 1 resource from your hand. You may also process any 2 similar resources into any one resource.
- ❖ **Gatherer** - Take 1 normal resource from the market or top of deck

You do not need to spend all your tiles each round, but they do not carry over between rounds. Each round finishes when all players have either passed or spent all their action tiles. Return all action tiles back to their architect and move the round tracker. Pass the first player token, and the next round begins.

END GAME

SECTION A-8

The game ends after an architect has completed their 7th building contract, and all players have finished the current round, either using all their available actions, or passing. The architect with the highest victory point total wins. If there is a tie, the architect who has the highest style bonus wins. If there is still a tie, the architect who has the most sustainable gems wins.

Refer to section A-9: Scoring for a breakdown of scoring.

SCORING

SECTION A-9

There are a variety of ways to play Square & Compass and a lot of different ways to score points. Architects will track points both during the game (completing building contracts and scoring sustainability points), and after the game has completed (style bonus, community end game bonuses). Your final score is a combination of all categories.

During the game on the perimeter VP tracker:

- **Building contracts** - The number listed on the bottom right of your building contract is your VP awarded for this contract. Immediately score this after you finish your contract.
- **Sustainability bonuses** - You must score this when you complete a building contract and turn your resources into the bank. 1 bonus point is awarded per sustainable material spent, with an additional 3 bonus points awarded if all materials paid for a building contract are sustainable.
- **Technicians (Projects) bonuses:** If you played any projects, immediately score your victory points, and then discard the card.

After the game has ended architects will score:

- **Style bonuses** - Refer to the style bonus chart graphic on the marketplace board for a point breakdown. Style bonuses are awarded for each set of multiple building contracts you have finished that are of the same architecture style; i.e. modern, classical, etc.
 - Example: You have 2 modern, 4 classical, and 1 gothic building contract completed
2 modern = 3 bonus VP
4 classical = 7 bonus VP
1 gothic = 0 bonus VP
Total Style Bonus = 10 VP

The following end game bonuses can be awarded to multiple architects and individual architects if they qualify:

- **Craftsman** (can be awarded to multiple architects) - 5 VP awarded to architects who have completed 3 special buildings of any architect's own creation; there are a total of 10 in the deck, one unique building for each architect. Examples include having built Cologne Cathedral, Salk Institute, and Falling Water.
- **Photovoltaic** (can be awarded to multiple architects) - 5 VP awarded to architects who have completed 1 building contract for each architectural style (1 victorian, 1 gothic, 1 modern, 1 classical, 1 brutalist) . Not including mixed buildings.
- **Environmental** (can only be awarded to 1 architect) - 5 VP awarded to the architect who has the highest amount of sustainable gems. If they have the same amount, each player receives 5 VP.
- **Fully Stocked** (can only be awarded to 1 architect) - 5 VP awarded to the architect who finishes the game with the most building materials that went unused. If they have the same amount, each player receives 5 VP.

Created by Christopher Siminski

Art by Stephen Fitzgerald

Special thanks to everyone who helped make this game a reality, and the friends who helped test. It has been a dream of mine to make and release a board game under my own studio. I wouldn't have been able to do it without your support.

Lindsay Siminski
Sara Greschuk
Alex Greschuk
David Pifko
Allen Paul

BUILDING CONTRACT HISTORY

| NAME OF BUILDING | YEAR | LOCATION | ARCHITECT | FUN FACT |
|-----------------------|---------|---------------------------|-----------------------------|--|
| Bauhaus | 1919 | Dessau, Germany | Walter Gropius | German art school that was operational from 1919 to 1933 |
| Cathedral of Brasilia | 1970 | Brasilia, Brazil | Oscar Niemeyer | A unique hyperboloid structure, with 16 - 90 ton concrete columns |
| Dancing House | 1996 | Prague, Czech Republic | Frank Gehry & Vlado Milunic | Frank Ghery originally called this house Ginger & Fred |
| Falling Water | 1939 | Springfield, Pennsylvania | Frank Lloyd Wright | Built over a waterfall using local materials from the site |
| Glass House | 1949 | New Canaan, Connecticut | Philip Johnson | An example of minimal structure, geometry, proportion, and transparency |
| Heydar Aliyev Center | 2012 | Baku, Azerbaijan | Zaha Hadid | Represents a fluid form emerging from the landscape's natural topography |
| Louvre Pyramid | 1988 | Paris, France | I.M. Pei | The large pyramid serves as the main entrance to the Louvre Museum |
| Boston City Hall | 1968 | Boston, Massachusetts | Kallman McKinnell & Knowles | Subject to public condemnation. Called one of the world's ugliest buildings |
| Geisel Library | 1970 | La Jolla, California | William Pereira | Named after Theodor Seuss Geisel, also known as author Dr. Seuss |
| Habitat 67' | 1967 | Montreal, Canada | Moshe Safdie | Designed as a thesis project, and built for the Expo 67 World's Fair |
| Salk Institute | 1965 | La Jolla, California | Louis Kahn | A biological studios scientific research institute employing over 850 people |
| Spomenik Memorials | 1950-90 | Yugoslavia | Many | Abstract WWII monuments built throughout the country for 3 decades |
| Torre Velasca | 1958 | Milano, Italy | BBPR Partnerships | A modern interpretation of the typical Italian medieval castle designs |
| Unite D'Habitation | 1952 | Marseille, France | Le Corbusier | Modernist residential housing typology built in a few different cities |
| Carlisle Cathedral | 1123 | Carlisle, England | Begun by King Henry II | Contains the largest window in flowing decorated gothic style in England |
| Cologne Cathedral | 1880 | Cologne, Germany | Ernst Friedrich Zwirner | The cathedral is the tallest twin-spired church in the world |
| Milan Cathedral | 1965 | Milan, Italy | Simone da Orsenigo | The cathedral took nearly 600 years to complete when started in 1386 |
| Notre Dame | 1345 | Paris, France | Jean de Chelles | Pioneered the use of the rib vault and flying buttress construction methods |
| Roskilde Cathedral | 1636 | Roskilde, Denmark | Absalon | The largest brick built aisled gothic style basilica |
| Woolworth Building | 1913 | New York, New York | Cass Gilbert | It was the tallest building in the world from 1913 to 1930 |
| Zvolen Castle | 1370 | Zvolen, Slovakia | Louis I of Hungary | This castle has been a residence, government building, and art studio |
| Altes Museum | 1830 | Berlin, Germany | Karl Schinkel | Apart of a sprawling development decreed by King Wilhelm IV in 1841 |
| Beaumont House | 1851 | Beaumont, Australia | Bishop Augustus Short | Originally was host to a olive grove cultivated on the grounds |
| Colosseum | 80 | Rome, Italy | Vespasian & Titus | A lego set was created of the Colosseum and have 9,036 bricks |
| Lorsch Abbey | 764 | Lorsch, Germany | Count Cancor | It's library housed very famous works, like the Codex Aureus of Lorsch |
| Pantheon | 609 | Rome, Italy | Marcus Agrippa | One of the best preserved of all ancient Roman building |
| Parthenon | 432 BC | Athens, Greece | Ictinus & Callicrates | A culmination of the development of the Doric order |
| Villa Rotunda | 1571 | Vicenza, Italy | Andrea Palladio | Full name is Villa Almerico Capra Valmarana, after the Capra brothers |
| Carson Mansion | 1886 | Eureka, California | Samuel and Joseph Newson | The house is a mix of every major style of victorian architecture |
| Cliveden House | 1666 | Buckinghamshire, England | Charles Barry | The current building is the 3rd, after the previous 2 burned down |
| The Crystal Palace | 1851 | London, England | Joseph Paxton | Made of cast iron and glass and built to house the 1851 Great Exhibition |
| McElroy Octagon House | 1861 | San Francisco, California | William McElroy | Designed and built by the owner of the house, who was a wood miller |
| Painted Ladies | 1960s | San Francisco, California | Matthew Kavanaugh | There are many houses designed within the victorian painted ladies style |
| Palace of Westminster | 1876 | London, England | Charles Barry | The meeting house of both the House of Commons and House of Lords |
| Palm House | 1882 | Vienna, Austria | Franz von Segenschmid | Contains around 4,500 unique plant species, one of the largest exhibits |



SQUARE AND COMPASS™

Please enjoy our custom curated lofi music to listen to while you play our (or any one else's) tabletop games. Each track has been meticulously crafted to represent each of the five resources used within Square & Compass; Timber, Stone, Iron, Clay, and Sand. Created for gamers who play regularly and enjoy having background music playing. You can listen to these tracks and playlists on Youtube or Spotify for free.

Scan the QR code below, or visit AaAastudios.com for links to our channels.

