# Setup

1. Region cards: King and players’ Grande + 2 Caballeros.
2. Agree on 6 (short/1hr.) or 9 (long/2hrs.) rounds.
	1. Track marker starts on round #2 for a short game.
3. 7 Caballeros in Court (hand) and 1 on score track.
4. Sort Action cards by #Caballeros face down by board.

# Round Structure

1. Advance round marker (with scoring when applicable).
	1. Secret Dial setting before Castillo disbursement.
	2. Regions score +2 bonus for player’s Grande.
	3. Regions score +2 bonus for King.
	4. Shared Majorities: share next LOWER reward.
2. Reveal next Action card in each stack.
3. Expend/play ***unique*** Power cards in player order.
4. Take/resolve Actions in descending Power card order.
	1. Power cards move Caballeros from supply to Court
	(or from the board if supply is exhausted).
	2. Action cards can be resolved in any order or ignored.
		1. Caballeros move from Court to regions or Castillo.
		2. Region placements must be adjacent to the King.
		3. Placements or changes to King’s region are Taboo.
5. Cleanup
	1. Discard used Power cards
	2. Discard used and unused Action cards (except King’s).