

SETUP

1. Region cards: King and players' Grande + 2 Caballeros.
2. Agree on 6 (short/1hr.) or 9 (long/2hrs.) rounds.
 - a. 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).
 - a. Secret Dial setting before Castillo disbursement.
 - b. Regions score +2 bonus for player's Grande.
 - c. Regions score +2 bonus for King.
 - d. 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.
 - a. Power cards move Caballeros from supply to Court (or from the board if supply is exhausted).
 - b. Action cards can be resolved in any order or ignored.
 - i. Caballeros move from Court to regions or Castillo.
 - ii. Region placements must be adjacent to the King.
 - iii. Placements or changes to King's region are Taboo.
5. Cleanup
 - a. Discard used Power cards
 - b. Discard used and unused Action cards (except King's).