# Setup

* Deal 3 cards to each player
* Advanced: deal 5, keep 3 (shuffle discards into draw pile)
* Deal face up market for drafting (#players + 1) cards

# Turn Structure

1. EXPLORE: add 1 card to rightmost of your tableau
   1. Simultaneously select 1 card from hand face down
   2. Reveal and place selected card rightmost in tableau
2. SANCTUARIES (can be simultaneous or by duration)
   1. ONLY when rightmost card is higher than previous (Duration is in upper left of card)
   2. Deal (#clues + 1) sanctuaries
3. DRAFT: ascending order per rightmost tableau cards
   1. Draft in ascending order of Duration just played
   2. Draft 1 card from the central market to hand  
      (do not refill) [skip drafting on final/8th round]
   3. Play 1 sanctuary (if any) then return any extra sanctuary cards to the bottom of the sanctuary deck.
   4. After the last player drafts a card, discard the remaining card and refresh the market.

# End Game

* Trigger: 8th card played to tableaus
* Turn REGION tableaus (not sanctuaries) face down
* Reveal, resolve, and score each card from right-to-left
* Tie Breaker: Lowest duration card in the tableau