

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

END GAME

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