# Setup

* Short game: don’t use board side or cards with purple
* Deal 8 cards to each player
* Oldest is first player

# Turn Structure

1. Play a card from hand, by color, to tableau or board
	1. Wagers can only be played before numbered cards
	2. Numbers must be higher than previous card
2. Draw a card from deck or board (turn ends)
	1. You cannot draw a card from the board that you just discarded that same turn
3. Round ends when draw deck is depleted
	1. Draw pile can be fanned to check remaining quantity

# Scoring Sequence

Exact scoring sequence is important

1. Sum numbered cards
2. Subtract 20 (expedition cost)
3. Multiply results by wagers (1:x2, 2:x3, 3:x4, etc.)
4. Add bonus of 20 if 8+ cards in an expedition

# End Game Trigger

End of 3rd round