# Setup

## Player

* Last Player chooses first, going clockwise.
  + Player board (take asymmetric setup exceptions).
  + Snake draft 2 Starting Guest cards (UL: crown), one at a time, from a deck of (2+(2\*players)) cards.
  + US/DS: Draft 1 servant (from 1 of ea. except black)
* Starting staff: white, purple, green, red, dark blue
* 5 Objective cards
* 5 Staring tiles (UR: building)
* Reputation: 1.1

## Board

* Add and shuffle Starting and Casual Guests into a deck.
* Servants for hire: Both black; 2 white per player, then 1 per player of all other colors.
* Tiles:
  + Remove starting tiles (UR: building)
  + Initial Market: Prestige < 4 or any blue Service Tile (excluding Servant’s Hall) and sorted by tile#. **Garden Maze** is an alternate for Sculpture Garden.
  + Rose side face-down, underlined daisy face-up (UR)

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| --- | --- |
| Players | Monuments |
| 2 | Sculpture Garden + 2 |
| 3 | Sculpture Garden + 3 |
| 4-6 | Any 5 |

## Round

* 1st Player marker moves ***counter***clockwise.
* Only Special Action Mkt. Refresh is once per turn.
* **Courtship**: Fairchild card to hand (unless tied) PLUS a VP card. No servant refresh, activity, buy, monument, or gossip. All players discard 1 Objective Card.
* Draw 2 Objective Cards in Round 6 (7&18 extended)
* ■ sub for ■■□■; and ■ sub for ■