

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 $(2+(2*\text{players}))$ cards.
 - US/DS: Draft 1 servant (from 1 of ea. except black)
- Starting staff: white, purple, green, red, dark blue
- 5 Objective cards
- 5 Starting 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)

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

ROUND

- 1st Player marker moves *counterclockwise*.
- 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 ■