# Setup

* 1 Indigo Plant card to each player’s tableau
* Deal 4 cards to player hands
* Governor tile to 1st Player

# Turn Structure

1. Select an available role tile
	1. Tap (slide down) a tile so it’s no longer selectable
	2. Selecting player may take both actions
	3. Clockwise other players may take only the top action
	4. Next player clockwise repeats this process until all players have selected one role.
2. End of Round
	1. Tuck cards under Chapels
	2. Untap used roles
	3. Discard down to 7 cards (if no exceptions built)
	4. Governor tile is passed clockwise
	5. Begin next round if end game was not triggered

# End Game Trigger

* Immediately on 12th building in any player’s tableau
* Palace is last to be scored
* Tie breaker: most cards in hand plus unsold goods