

## SETUP

- 1 Indigo Plant card to each player's tableau
- Deal 4 cards to player hands
- Governor tile to 1<sup>st</sup> Player

## TURN STRUCTURE

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

## END GAME TRIGGER

- Immediately on 12<sup>th</sup> building in any player's tableau
- Palace is last to be scored
- Tie breaker: most cards in hand plus unsold goods