- 1st Player to #1, 2nd to #2, etc. on scoring track.

1. **HUNT**
   a. Deal ($2 \times$ #players) cards to their suit location
   b. Snake draft (last player placing both tokens) on cards
2. **ACTION** (in any order, repeatable, and drafts must be completed)
   House rule: simultaneously versus in player order.
   a. **SELL**: discard drafted card for EXACT currency (limit 4 tokens) shown on the board (not the card cost).
      i. Take income and then discard down to currency token limit
      ii. You must resolve token limit before taking next action
   b. **TAME**: take to hand (no limit)
   c. **SUMMON**: pay cost (corner) to add a card in hand to your tableau and trigger its immediate effects (if any).
      i. Tableau limit = round#
      ii. Overpayments are lost (no change making)
      iii. Discount cost cannot be below zero
   d. **REMOVE**: pay (round#) to discard one card from your tableau
3. **RESOLVE** tableau
   a. Trigger any round effects in player order, in any card order
   b. Effects must be taken if possible
   c. Negative score effects do not reduce score below zero
   d. Check for end game condition
      i. A player crosses finish line (60+ points)
      ii. 10th round ends
   e. Pass 1st Player marker
   f. Advance Round marker

- After resolving card effects if a player has breached scoring track position #40 the game ends immediately.
- Tiebreaker: biggest tableau