# Initial Setup

* Randomize Playing Cup
* Randomize Special Characters
* Determine Player Count
* Set up Hex Tiles
* Determine Player Order

# Player Setup

* Choose Starting Positions
* Reveal Hex Tiles
* Choose initial Kingdoms
* Receive Resources
* Place Tower
* Get Things
* Play Special Incomes
* Play Creatures
* Exchange Creatures
* Shuffle remaining terrains

# Game Turn

* Gold Collection
* Recruit Characters
* Recruit Things
* Play Event
* Movement
* Combat
* Construction
* Victory condition check
* Special Powers
* Change Player Order

# Gold Collection

PER PLAYER: