1. **Taking actions**
   * Play a card.
   * Place citizens.
   * Pass.

Until all players have passed.

1. **Season end**
   * Per hometown citizen:  
     2A picture containing sky

     Description automatically generated / 1A close up of a flower

     Description automatically generated / 1 -> 1.
   * Retrieve citizens, gain benefits  
     (Limbo -> stockpile.)
2. **Start next season**
   * Move the season marker.
3. **Year end** 
   * Resolve end of season.
   * Create commoners   
     (2A close up of a flower

     Description automatically generated per town hall.)
   * Flip the year track.
   * Start next year.