

TASK

GALLERY

HELPERS

BONUS ACTIONS FOR MATCHING TASKS

GALLERY

WAITING AREA

MORNING

Return cards down to hand limit of 5 · Perform "In the morning" effects on completed works
· Current task to floor · Choose new task from hand (optional)

NOON

Starting to your left, perform each opponent's task, followed by your own.

- FOR EACH TASK -

- **Count** the number of actions you get for that task:
 - 1 action, plus
 - 1 bonus action per matching helper OR 2 per helper if all are covered
- **Perform** that many actions. Any action may be converted to **craft** or **prayer**.
- Skip any opponents without a task. If your own task slot is empty, **Pray** instead.

NIGHT

Perform "At night" effects on completed works · Draw cards from waiting area to your hand

SUPPORT FOR MATCHING CRAFT ACTIONS

CRAFT BENCH

GIFT SHOP

SALES

GIFT SHOP

SCORE POINTS IF COVERED

Actions

- 1 Clerk (Paper):** Move a card from your craft bench to your sales.
- 2 Monk (Stone):** Move a card from the floor to your helpers.
- 2 Tailor (Cloth):** Return any number of cards from your hand, then draw until you have 5 total cards in your hand & waiting area.
- 3 Potter (Clay):** Move a card from the floor to your craft bench.
- 3 Smith (Metal):** Complete a work of *any* type from your hand, revealing 0, 1, or 2 cards from your *hand* as support.

Craft: Complete a work of art of *the same type* from your hand, supported by 0, 1, 2 *matching* material cards in your craft bench.

<i>Required support</i>	Paper	Stone, Cloth	Clay, Metal
<i>for Craft or Smith:</i>	0 support	1 support	2 support

Pray: Draw a card to your waiting area.

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- GAME END** · A player builds a fifth work in one of their two wings, OR
- The last card is drawn from the deck
- The game ends immediately. No further actions are taken, and no further effects trigger.

SCORING Your score is the total of your:

Completed works of art

- The **value** of each completed work of art.
- Any additional points granted by **effects** on your works of art.

Covered sales

- The **value** of all covered sales.

Backorders: For each material type, if you have more sales of that type than any other player (covered or uncovered), then add

- The **value** of any cards of that type in your hand.

Tiebreaker: The active player, or the next tying player that would have a turn, wins.

COVER

(all or nothing)

- Completed works in the Gallery cover your Helpers. Works in the Gift Shop cover your Sales.
- Each completed work covers a number of cards equal to its value (1, 2, or 3 cards of that type).
- All Sales (or Helpers) of a given type must be covered in order to grant points (or extra actions).

SUPPORT FOR MATCHING CRAFT ACTIONS

CRAFT BENCH

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GIFT SHOP

SALES

SCORE POINTS IF COVERED

GIFT SHOP