

CRAFT BENCH

WAITING AREA

GALLERY

HELPERS

BONUS ACTIONS FOR MATCHING TASKS

GALLERY

GIFT SHOP

SALES

SCORE POINTS IF COVERED

GIFT SHOP

SUPPORT FOR MATCHING CRAFT ACTIONS

NIGHT

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

Pray: Draw a card to your waiting area.

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.
Required support Paper 0 support 1 support 2 support
Stone, Cloth Clay, Metal
for Craft or Smith: 0 support 1 support 2 support

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

Actions

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 bonus action per matching helper OR 2 per helper if all are covered
- 1 action, plus
- 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.

TASK TASK

- 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

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