

TASK

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.

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.

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

SUPPORT FOR MATCHING CRAFT ACTIONS

CRAFT BENCH

WAITING AREA

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SUPPORT FOR MATCHING CRAFT ACTIONS

CRAFT BENCH

WAITING AREA

GALLERY

HELPERS

BONUS ACTIONS FOR MATCHING TASKS

GALLERY

GALLERY

HELPERS

BONUS ACTIONS FOR MATCHING TASKS

GALLERY

GIFT SHOP

SALES

SCORE POINTS IF COVERED

GIFT SHOP

GIFT SHOP

SALES

SCORE POINTS IF COVERED

GIFT SHOP

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

CRAFT BENCH

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GALLERY

HELPERS

BONUS ACTIONS FOR MATCHING TASKS

GALLERY

WAITING AREA

GIFT SHOP

SALES

SCORE POINTS IF COVERED

GIFT SHOP

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