TASK

Actions

1)

2

3

GIFT SHOP

SCORE POINTS IF COVERED

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GIFT SHOP

HELPERS

BONUS ACTIONS FOR MATCHING TASKS

GALLERY

GALLERY

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BONUS ACTIONS FOR MATCHING TASKS

HELPERS

GALLERY

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

Pray: Draw a card to your waiting area.
Perform "At night" effects on completed works · Draw cards from waiting area to your hand
SUPPORT FOR MATCHING CRAFT ACTIONS
CRAFT BENCH

WAITING AREA

TASK

Required support

for Craft or Smith:

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

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- FOR EACH TASK -

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Actions

1 Clerk (Paper): Move a card from your craft bench to your sales.

Clerk (Paper): Move a card from your craft bench to your sales.

Tailor (Cloth): Return any number of cards from your hand, then

draw until you have 5 total cards in your hand & waiting area.

Potter (Clay): Move a card from the floor to your craft bench.

Smith (Metal): Complete a work of *any* type from your hand,

Stone, Cloth

1 support

Clay, Metal

2 support

revealing 0, 1, or 2 cards from your hand as support.

Craft: Complete a work of art of the same type from your hand,

Paper

0 support

supported by 0, 1, 2 matching material cards in your craft bench.

Monk (Stone): Move a card from the floor to your helpers.

- 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.

Required support	Paper	Stone, Cloth	Clay, Metal
for Craft or Smith:	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

WAITING AREA

GIFT SHOP

GIFT SHOP

		• A player builds a fifth work in one of their two wings, OR	
		• The last card is drawn from the deck	GIFT
		The game ends immediately. No further actions are taken, and no further effects trigger.	Г ЅНОР
	SCORING	Your score is the total of your:	OP
ASKS		Completed works of art	
		• The value of each completed work of art.	sco
ICHI		• Any additional points granted by effects on your works of art.	See
R MA		Covered sales • The value of all covered sales.	
NS FO		Backorders: For each material type, if you have more sales of that type than	SCORE POINTS IF COVERED
ACTIO		any other player (covered or uncovered), then add • The value of any cards of that type in your hand.	
BONUS ACTIONS FOR MATCHING TASKS		<i>Tiebreaker</i> : The active player, or the next tying player that would have a turn, wins.	Ü
	COVER	• Completed works in the Gallery cover your Helpers. Works in the Gift Shop cover your Sales.	
	(all or	 Each completed work covers a number of cards equal to its value (1, 2, or 3 cards of that type). 	GIFT
	nothing)	• All Sales (or Helpers) of a given type must be covered in order to grant points (or extra actions).	SHOP
		SUPPORT FOR MATCHING CRAFT ACTIONS	5
WA	ITING AREA	CRAFT BENCH v1 utixpress.com/	games
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