

▲ TASK ▲

ACTIONS

- (1) **CLERK (PAPER)**: Take a card from your Workplace, and move it to your Sales.
- (2) **MONK (STONE)**: Take a card from the Floor, and move it to your Assistants.
- (2) **TAILOR (CLOTH)**: Return any number of cards from your hand, then draw enough cards to your pickup area to have five cards total, including both your hand and pickup area.
- (3) **POTTER (CLAY)**: Take a card from the Floor, and add it to your Workplace.
- (3) **SMITH (METAL)**: Complete a work from your hand. Support it by revealing materials from your hand.
- CRAFT**: Any action may be replaced by a Craft action. Complete a work of the original action's material type from your hand. Support it by having materials in your Workplace. (Ex: a **POTTER** action could be replaced by a CRAFT to complete a **CLAY** work)
- PRAYER**: Draw one card to your pickup area.

For a task, you get one action of its type, plus one extra action for each matching assistant you have (two for each if they are covered). You may replace any action with a **CRAFT** action. Any action that you cannot or choose not to use is replaced by a **PRAYER** action.

If your task slot is empty, you perform a **PRAYER** task. If an opponent's task slot is empty, you do nothing.

COVER: A completed work provides cover to a number of matching cards equal to its value. Works provide cover to either Sales or Assistants, depending on which wing you build them in.

RETURN: Place a returned card on the bottom of the deck. If returning several, choose the order.

SUPPORT: To complete a work, you need a number of cards equal to its value, **including the work card itself**. Supporting cards are not spent. (Ex: A **STONE** work needs itself plus one card)

GAME END: The game ends immediately if a player builds a fifth work in one of their two wings, or if the draw deck is empty.

▼ WORKPLACE ▼

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End Game Scoring: Score value of each completed work, each covered sale, and each card in hand matching a sales type you have majority in (whether covered or not), plus bonuses from effects. Ties are broken in favor of the current player, or closest to current player.

When the game ends, it ends immediately. The player's turn does not end, pickup cards are not drawn, and effects that trigger on the completion of a work do not occur.

MORNING



- (1) Return cards down to the hand limit of five.
- (2) Place your previous task on the Floor.
- (3) Perform "In the morning" effects on your Works, in any order you choose.
- (4) Choose a new task from your hand.

NOON



- (1) Perform each opponent's task, clockwise from you. Take bonus actions for matching assistants.
- (2) Perform your task. Take bonus actions for matching assistants. If you played no task, **PRAYER** instead.

NIGHT



- (1) Perform "At night" effects on your Works, in any order you choose.
- (2) Draw all cards from your Pickup Area into your hand.

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▲ ASSISTANTS ▲

▼ SALES ▼

▲ SALES ▲

▼ ASSISTANTS ▼