Arigatō

Goal

Have the most Favour at the end of the game.

Setup

Shuffle all Artisan cards.

Choose sides of the calendar tiles, and place them next to each other in ascending order. Place the day marker on Day 1.

Each player takes: four Offering tokens, a Village board, and a Palace Gate board.

Play 12 rounds. All play is simultaneous.

Round

Dawn

In the first round, draw five Artisans. In other rounds, draw three Artisans and pick up the two that were passed to you in the previous round.

Allocate cards to roles, putting them face down as you do.

Pick two cards to pass to your neighbour to the left (place at lower left). (Final round: don't do this.)

Pick two (final round: four) cards to discard for resources (place at lower right).

Pick one ("Craftsman") card to add to your Village (its workshop symbol, top centre, must match an empty workshop space). It necessary, you must Empty a Workshop to make room.

Day

Reveal your new Craftsman. The effect at bottom of card may be triggered repeatedly while they are face-up in your Workshop.

Discard the Craftsman cards and take the resources shown in the top right of each.

At many times as you wish or are able and in any order, do Village Management actions:

- trade two identical items for one item of a different type

- pay the item cost of an artisan in your Village (left side), and

place an Offering token from your resource pool on their card.

- take an artisan with an Offering token from your Village and place it under the Palace Gate. Return the Offering token to your resource pool.

Dusk

If you have any artisans with a ⏳ icon, trigger their abilities.

If you fill the objective of the day (on the calendar tiles, not on

rounds 1 or 12), take an Objective token.

Finally, if you have more than seven items, discard down to seven.

End Game

Count Favor tokens.

Add Favor from cards under your Palace Gate (top left)

Add Favor from Objective tokens.

O	1	2	3	4	5	6	7	8	9	10
F	1	3	6	10	15	21	28	36	45	55

At Any Time

Emptying a Workshop

At any time during Dawn or Day you may Empty a Workshop. Remove the Artisan card from it. If there is no Offering token on it, place it on the discard pile, Otherwise place it under your Palace Gate and keep the Offering token.

Favour

Every time your Favour score reaches a multiple of 10, take two resources of your choice.