

# ARIGATŌ

## Player aid

**5 Artisan cards in your hand:** 3 drawn, 2 recovered (except first round, 5 drawn)

### 1 – Dawn: Assigning roles



#### Placement restriction

- ✓ Legal placement
- ≡ Illegal placement

#### CHOOSE

##### 1 Resident:

1 Artisan will stay in your village.



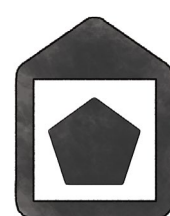
##### 2 Travelers:

2 Artisans will travel to the village on your left.



##### 2 Craftsmen:

2 Artisans must be discarded to produce Items.



Condition to trigger the effect

Card effect

Watch out for the last round:  
1 Resident and 4 Manufacturers

### 2 – Day: Managing your village and preparing the offerings

Discard your Craftsmen and retrieve their Items. Check whether your Residents' conditions are met. If so, their effects are triggered and you get Items and/or Favors.

#### YOU CAN ALSO:



**Discard 2 identical Items** from your stock to take 1 different Item.



**Prepare an Offering** from an Artisan in your Village = discard all the Items he needs at once.



**Send an Artisan to the palace** = remove the Offering from this card, then place it under its Palace Gate.



The effect of an Artisan present in your Village will be triggered each time its condition is met, from the moment you reveal it until it leaves your Village.

### 3 – Dusk: End of the round

- A** Check if you have any Artisans with the icon in your Village: their effect is triggered during this phase.
- B** If you complete the day's objective, you take 1 Objective token .
- C** **At the end of this phase**, you may only keep 7 Items in your inventory. Discard any excess Items.

#### FAVOR BONUSES

10 :

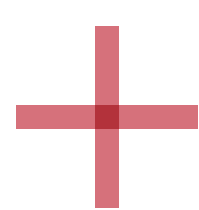
Regardless of the phase, each time you reach or cross a 10-Favor threshold (thanks to the effects of the artisans in your workshops), **immediately** gain 2 Items of your choice: the same or different.

### Scoring

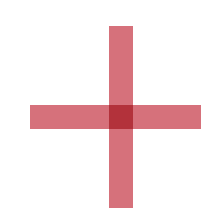
#### ADD UP

The number of Favors depends on the number of Objective tokens you have:

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



The total number of Favor tokens earned during the game thanks to the effects of your Artisans.



The total Favor points of your Artisan cards placed under the Palace Gate.



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### ICONOGRAPHY

**All effects are optional:** You may choose not to trigger them.

The conditions and effects may differ based on the type of Artisan or Item indicated on the card.

### CONDITIONS

  If the traveler artisan you passed to the left is a blacksmith (*you may look at them*). Can trigger up to 2 times in a round.



  If the 2 traveler artisans you passed to the left are of the same type (*you may look at them*).



  If the resident artisan you placed in your village is a blacksmith.


  If the craftsman artisan you discarded is a blacksmith. Can trigger up to 2 times in a round.


  If the 2 craftsman artisans you discarded are of the same type.


  When you place a fireworks maker under your palace gate.

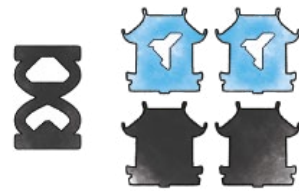
  When you place this artisan under your palace gate.


  When you place an offering token on an artisan.


 If you gain a katana. Triggers each time you gain 1.

 If you gain an objective token at the end of the round.

 Per origamist with an offering token at the end of the round.

 If you have 2 origamists at the top of your Village at the end of the round.

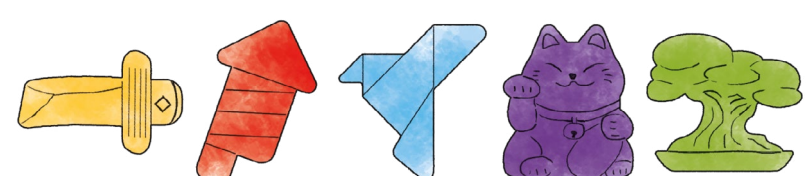
 If you have 5 or more items in your personal supply at the end of the round.

 Per pair of artisans (*the same or different types*) with an offering token at the end of the round.

 Per sculptor in your village at the end of the round.

### EFFECTS


**Take:**




Item of the indicated type.





Favor (*point*).

 Item produced by the artisan on which you just placed an offering token.

2  /  Favor point per botanist in your village.

 Item produced by the 2 artisans of the same type you just discarded.

2  /  Favor point per fireworks maker under your palace gate.