TURN STRUCTURE

On your turn, choose one option:

A. Place a Worker:
- Play a matching 🪙 (which may trigger effects of Statues) **or** pay 1 🥔 to carry out tasks.
- Number of tasks = 1 + Worker abilities + 1 per adjacent Worker of the same color.

B. Perform 2 **different** secondary actions:
- **Moving the High Priest** clockwise 1 or 2 steps and activate **or** gain 1 🥔.
- **Praying**: Take 2 🪙 from the offer or the top of deck.
- **Training**: Draw 2 🗡, keep one, and discard the other.
- **Recruiting**: Take 1 Worker from Nomads for free, then refill Nomads from the bag.

Recruit at the end of your turn: You may purchase a single Worker from either end of the Village, paying 1 🥔 or 1 🌽.

Worker limit: 2 Workers, enforced at the end of your turn. Remove excess Workers from the game.

HIGH PRIEST SECONDARY ACTION

Produce: All players may flip 🏠 face down to get benefits. Before or after producing, active player may flip 1 🏠 face up.

Worship: Active player may discard 1 🗿 to advance 3 steps on the Temple track **and/or** 1 👑 to advance 1 step. Each other player may discard 1 👑/🗿 to advance 1 step on the Temple track.

Offering: Active player may pay 2/4/6 🌽 to advance 1/2/3 steps on the Temple track. Each other player may pay 3 🌽 to advance 1 step.

Conquest: All players may play 🗡 from hand for 1 🥔 each. Active player may play 1 for free. Then, in turn order, all players may place 1 Conquest marker in an empty Conquest space, discarding and flipping 🗡 face down. Active player may then place a second Conquest marker following the same rules.
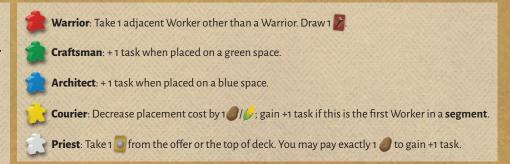
Rejuvenate: All players may flip 🏠 and 🗡 face up, paying 1 🌽 for each of them. Active player may pay 🥔 instead **and** may flip 1 🏠/🗡 for free.

FESTIVAL

- Takes place 1 round after Village becomes empty.
- Free 🧺📖 action for all players.
- Gain reward and 🏅 from the Temple.
- Score 🏅 for most markers in a Conquest region equal to the number of Casualties of War. Rightmost marker breaks any tie.
- Pay 1 🥔 for each 🪙 in hand (lose 2 🏅 per missing 🥔).
- Refill Village with 🌈. (Skip during 3rd 🏛.)
- Draw cards (skip during 3rd 🏛): 1st/2nd/3rd/4th player (based on current 🏅) draws 🪙 (👤2: 1/2; 👤3: 1/2/2; 👤4: 1/1/2/2), then each player may discard up to 3 🪙 to gain benefits.

WORKERS

Warrior: Take 1 adjacent Worker other than a Warrior. Draw 1 🗡.

Craftsman: +1 task when placed on a green space.

Architect: +1 task when placed on a blue space.

Courier: Decrease placement cost by 1 🥔/🌽; gain +1 task if this is the first Worker in a **segment**.

Priest: Take 1 🪙 from the offer or the top of deck. You may pay exactly 1 🥔 to gain +1 task.

TASKS

🥔🥔🥔/🌽🌽/🪨🪨/🪙 **Collect Resources**: Gain 3 🥔/2 🌽/2 🪨/1 🪙.

🏠 **Construct a Building**: Pay its cost and construct 1 🏠 or 1 ⚙. (You may discard 🪙 to remove 1 or 2 Buildings and replenish the market.)

🪜 **Build Steps**: Pay 3 🪨 to build 1 🪜, then gain 4 🏅, 2 🥔, and 1 🌽. Then the owner of the 🪜 above gains 2 🏅.

🏆 **Build a Statue**: Pay 3 🪨 to build a 🗿 and gain 3 🏅, or pay 3 🪨 and 2 🪙 to build a 🗿 and gain 9 🏅.

🧵 **Purchase Weavings**: Draw 3 🧵. Buy 1/2/3 for 1/3/6 🧵. Remaining 🧵 can be bought by other players (1 each, in turn order, for 2 🌽). Purchased 🧵 must be immediately added to one end of an existing Tapestry, or used to start a new Tapestry.

🗡 **Training**: Draw 2 🗡, keep 1, and discard the other.

🏠 **Produce One**: Gain benefits of 1 face-up 🏠. (Do not flip it face down.)

🧺📖 **Merchant**: Gain rewards from all your Tapestries.

WORKER PLACEMENT COST

- Roaming cost: 0/1/3 🥔/🌽 when placing a Worker in the same/adjacent/non-adjacent section as your High Priest.
- Descending cost: 0/2/5 🥔/🌽 for highest/middle/lowest Terrace.
- 🪜 decrease the Descending cost by 2 🥔/🌽, owner gains 1 🏅 (do not gain 🏅 from using your own 🪜).

PASSIVE ABILITIES

- 🗿/👑 trigger abilities of 🪙 with the same symbol.
- 🪜 decrease the Descending cost of placing Workers by 2 🥔/🌽, owner gains 1 🏅.
- 🏠 have passive abilities which trigger at various times.

END GAME (AFTER 3RD 🏛)

- Takes place after 3rd 🏛.
- Score Temple pinnacle: 2/6/12/20 🏅.
- Score Tapestries based on their length: 0/1/3/6/10/15/21 🏅.
- Score Buildings, cards, gold, Workers:

  2 🏅 per 🏠 (face-up),

  1 🏅 per 🪙 (in hand),

  1 🏅 per 🗡 (face-up, not in hand),

  1 🏅 per 🪙,

  1 🏅 per 🌈