



# ARTISANS™

L'ÉQUIPE LUDIQUE SABRINA MIRAMON



## OVERVIEW AND GOAL

Each turn, place a Worker on the board, just like in the base game. However, **carefully choose which Artisan card the Worker comes from** to benefit from the card effect as much as possible. Then, upgrade it to a more efficient version so your next turns are even better.

Calling all artisans!  
Specialists are flocking to the valley and need new constructions like a school, museum, and forge...  
Collecting resources and building structures has never been so efficient... that is, as long as each worker is given the proper tasks!

## CONTENTS

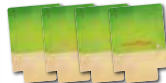
88 Artisan cards (double-sided)



9 Gather cards of each level (I to IV)



9 Construction cards of each level (I to IV)



16 blank cards

1 Artisan board



8 Building tiles



6 Objective cards





1 Gameplay aid

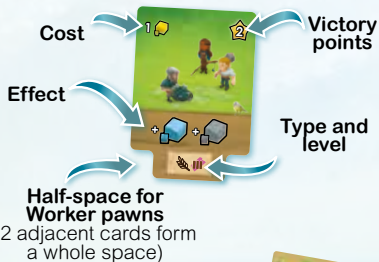
# GAME ELEMENTS

## Artisan cards

These cards use one side for the standard game and the other for the advanced game. Artisan cards come in three types:

- Blank cards
- Gather cards 
- Construction cards 

Each card has several elements on it, such as cost, number of victory points, card type, card level, and effect. **In each bottom corner, you can see spaces reserved for Worker pawns.**



**Board**  
This board has 8 spaces for the Artisan card decks.



## Objective cards



The Objective cards add **6 new Objectives**. Shuffle them together with the base game cards during setup.

## Building tiles

You may use the **8 new Building tiles** in your games, in addition to those in the base game. You may add all 8, or choose specific tiles to add.



# SETUP

During setup, make **these changes** to the base game setup:

- 2 **Shuffle as many new Building tiles as you want** with the base game tiles before placing the 12 required tiles in the Market.
- 3 Before doing anything further, **shuffle the 6 new Objective cards with the 18 base game cards**.
- 10 Place the Artisan board to the right of the base game board. **Separate the Artisan cards according to their type (👉 or 👈) and their Level (from I to IV)**, then place them on the corresponding spaces on the board.



Place all cards with the same side up:

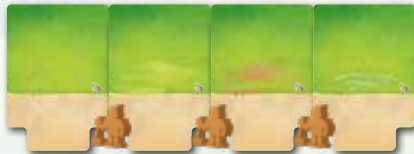


For a standard game, use the side with the chickadee. For an advanced game, use the other side.

Each player takes a number of blank Artisan cards as shown in the table below :

Number of players			
Number of cards	6 x	5 x	4 x

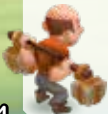
Place them side by side in front of you to create a continuous landscape. Then **place your Worker pawns in the whole spaces formed by two adjacent cards**.



## GAMEPLAY OVERVIEW

A new phase of the game has been added. **Your turn is now divided into:**


- 1. Action Phase:** this phase is made up of the normal player turn, as described in the base game rules, meaning **Gather and Activate** or **Build a Building**.
- 2. Upgrade Phase:** during this phase, you can acquire **1 new Artisan card**, which lets your Workers specialize and become more and more efficient.







## ACTION PHASE


Workers between two Artisan cards are **unused**. You can choose **any unused Worker** to take your action on your turn, regardless of which types of cards are next to it.



However, when you place a Worker on an action space on the board (Gather and Activate or Build a Building), **you may activate the effect** of one of the two Artisan cards adjacent to the space the Worker came from, **as long as the type of this card matches the Worker's action**.



**Note:** If the card effect shows a  separating two options, you must choose one of these options. You cannot choose both.




## Artisan card effects in a standard game





 +  +  +  : Gather 1 extra Resource of the type(s) shown.\*

+  : Gather 1 Resource of your choice.\*

+  : Gather as many  as shown.\*

+  : Gather as many  as shown.\*

 >  : Choose and spend 1 Resource to gain 5 .

  >  : Choose and spend 2 Resources to gain 5 .

\*: Even if you didn't gather any this turn.

☐ ? >>> 2 : Choose and spend up to 3 Resources. For each Resource spent, gain 2 ⭐.

☐ 🪨 = ☐ 🪵 = ☐ 🪨 = ☐ 🪨 : The construction cost of the Building you build this turn is reduced by 1 Resource of the type(s) shown.

☐ ? : The construction cost of the Building you built this turn is reduced by any 1 Resource.

☐ ↻ : You may reactivate a space you activated this turn one more time. You must still pay 1 🪨 to activate an opponent's Building.

### Artisan card effects in an advanced game

☐ + 🪨 : Gather 1 extra Resource of the same type as the cube placed on this space.\*

☐ - 🪨 : The construction cost of the Building you built this turn is reduced by 1 Resource of the same type as the cube placed on this space.



The diagram shows a worker's action queue with four cards. The first card is a green 'Gather' card with a brown cube icon and a crown icon. The second card is a brown 'Gather' card with a brown cube icon and a crown icon. The third card is a brown 'Activate' card with a brown cube icon and a crown icon, and it has a white 'A' icon in the bottom right corner. The fourth card is a blue 'Gather' card with a blue cube icon and a crown icon. Below the cards, a worker is shown holding a brown cube, and the text explains that only the effect of the third card is used because it is the only card adjacent to the worker that matches the action type.

*If you use Worker A to take a Gather and Activate action, you can only use the effect of the third card in this row, since it's the only card adjacent to this Worker that matches the action type.*







## UPGRADE PHASE

During this phase, you can gain 1 new Artisan card.

**If you did not activate any Artisan card this turn**, you can **hire a new Artisan**. Pay the cost of the top card from the Level I deck that matches your action's type. Choose one of the **two cards adjacent to the Worker you used** and replace it with this new card, then gain the ☆ shown. Put the replaced card under the corresponding deck (or back in the box, if it's a blank card).

**If you did activate an Artisan card this turn**, you can **upgrade it**. This includes if you could have activated the card but decided not to use its effects.

Pay the cost of the Artisan card of the same type in the next Level, then replace the card you activated (or could have activated) this turn. Gain the ☆ shown and place the replaced card under the corresponding deck.



## During a standard game

Artisan cards in a standard game are all unique. **The effects are outlined on each card.**

At any time during your Upgrade Phase, you may spend 1 ● and choose an Artisan card deck. If you do, place the top card of this deck on the bottom of the same deck. You can spend as many ● as you like in this way. You cannot look through the decks to see which cards are beneath the top card.





You send Worker B to gather, using the effect of the card to its left. You can then upgrade this card, since you just activated it, by paying the cost of the newly-acquired card. You replace the original card as shown above.

The next turn, you can activate its effect if you use Worker A for a gather action.

## During an advanced game

Artisan cards in an advanced game are all similar; it's up to you to specialize them.

When you hire a new Artisan in an advanced game, choose one of the Resources you currently have and **place it on the dedicated space**. You have spent this Resource, therefore there is no cost in the upper-left corner of the card.

When you upgrade an Artisan card from Level I to Level II in an advanced game, **transfer the previously spent Resource to the new card. Then choose a second Resource you currently have and place it on the second space.**

When you upgrade an Artisan card above Level II, **transfer both Resources to the new card.**

If you replace an Artisan card with one or more Resources by hiring a new Artisan, any Resources on the first card are returned to the general supply.

**The Resource(s) placed on an Artisan card cannot be spent or moved to a different card (outside of upgrading a card, as described above).** If you cannot spend Resources, you cannot hire a new Artisan or upgrade to Level II.




## END OF THE ROUND


### Prepare for the next round




When you take back your Workers, place them in the whole spaces formed by your Artisan cards.







## END OF THE GAME




The end of the game follows the same rules as the base game. During final scoring, **all Level IV Construction Artisan cards and the Museum tile provide** .

 from Artisan cards  
in a standard game

 = 3 : At the end of the game, gain as many  as 3 times the number of Construction Artisan cards you have.

 = 2 : At the end of the game, gain as many  as 2 times the number of Gather Artisan cards you have.

 from Artisan cards  
in an advanced game

 = : At the end of the game, choose a Resource type. Gain as many  as there are cubes of this type on your Artisan cards.

## CREDITS



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