

Story

It is the 15th century Hanyang (Current Seoul, the capital city of Joseon-medieval kingdom of Korea). As a leader of a Street performers clan, you will send your crews to invite masters, advertise the clan, attract fans, and recruit other Street performers. Different types of performers will appeal to different aspects of actions to bring various instant resources and strengthen your clan. You can learn or find different themes to report to Jangakwon (the royal musical institute) and get ratings from the public. In the meantime, staging, busking, pleading the nobles, and planning new shows will provide immediate resources to support your clan. Consequently, your crews will impress celebrity performers to join you. With the skillful performers now by your side, you can showcase group performances to the public and send the performers to the parade to earn reputation. Who will earn the most reputation in the city of Hanyang to be chosen as the Joseon Idol?

Introduction

The game plays for 6 rounds. Players use dice to carry out various actions gaining immediate resources and making their subsequent turns stronger. In addition, players build and earn polyomino tiles using dice to cover the Street (4 × 12 squares) on their Player board for reputation points (RP). The player with the highest RP at the end of the game wins.

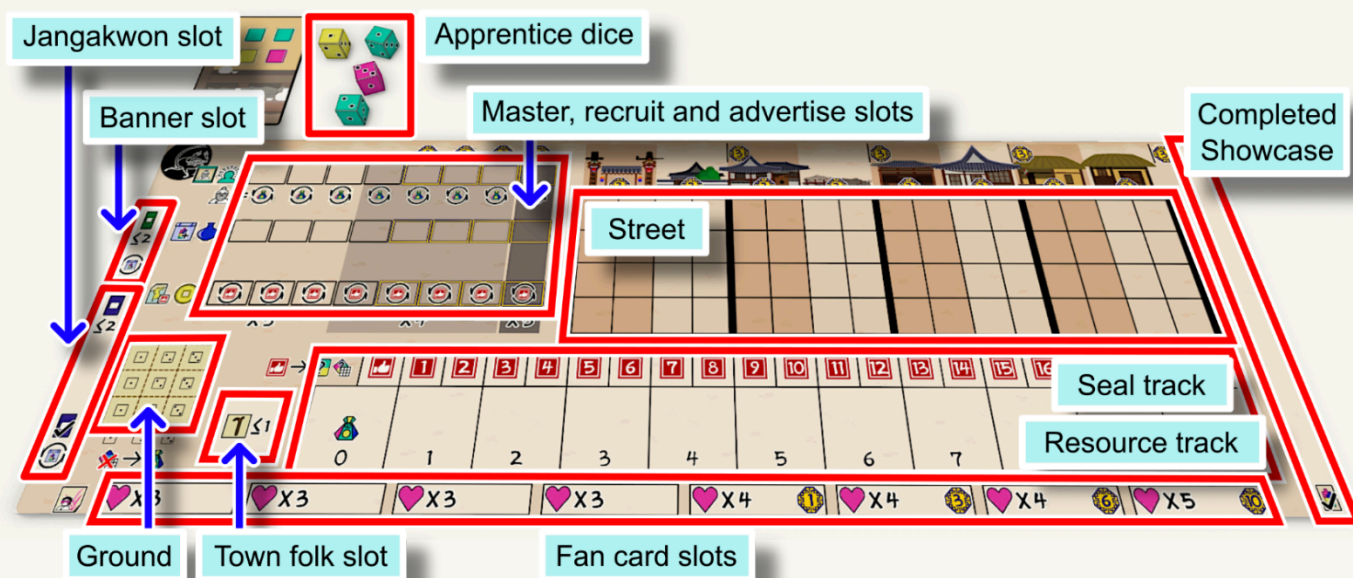
Sadangpae revolves around an action circle divided in 8 different unique action spaces – each holding 2 Celeb dice. Each round players receive 4 Apprentice dice through card drafting. On a player's turn, they use an Apprentice die to perform an action on the Game board. The color and pip of an Apprentice die determines the rewards and bonuses they can receive in that action space. Then the Apprentice die bumps out 1 of 2 Celeb dice on the action space. The player collects and places the Celeb die on their Player board according to the pip of the die. A player receives a polyomino tile when there are 4 Celeb dice matching a Showcase card's requirements in shape and color. The polyomino tile is immediately placed on the Street to gain RP at the end of the game. Players can collect different theme tokens in various ways to complete contracts to gain RP. Players are free to use Seals either for dice manipulation or to gain extra benefits by spending them. At the end of round 6, all players count RP from the tracks, objectives, actions, accomplished Showcase cards and the Street. The player with the highest RP wins the game.

Components

<p>1 Game board</p>		<p>4 Player boards</p>	
<p>4 Plead tiles and 4 Plan tiles</p>	<p>48 Theme tokens 12 peaceful, 12 sad, 12 funny and 12 exciting</p>	<p>8 Objective tiles 4 tiles for Showcase, 2 tiles for Jangakwon and 2 tiles for Banner</p>	<p>15 City tiles</p>
<p>32 Fan cards 8 cards in each color</p>	<p>64 Showcase cards</p>	<p>34 Pub cards</p>	<p>24 Jangakwon cards 12 Day contracts and 12 Night contracts</p>
<p>16 King's favor cards 3 cards for round 1~5 and 1 card for round 6</p>	<p>20 Sponsorship cards</p>	<p>4 Trend cards</p>	<p>24 Banner tiles 12 horizontal tiles and 12 vertical tiles</p>

<p>4 Recruit tiles</p>	<p>Reputation point markers 1 in each player color</p>	<p>(# N/D) Dice tiles</p>	<p>24 Masters 6 Masters in each color</p>
			
<p>4 pawns 1 in each player color</p>	<p>20 Player discs 5 in each player color</p>	<p>64 Player markers 16 in each player color</p>	<p>20 Resource markers 4 Inspiration (blue), 4 Influence (teal), 4 Popularity (pink), 4 Coin (yellow) and 4 Seal of approval markers</p>
			
<p>108 polyomino tiles 88 Parade tiles and 20 Town folk tiles</p>	<p>100 Performer dice 25 Acrobats (pink), 25 Storytellers (yellow), 25 Dancers (blue) and 25 Musicians (teal)</p>	<p>4 Minor action modular tiles</p>	<p>1 bag</p>


Boards Anatomy



Setup

1. Game board



1. Place the Game board in the central game area
2. Put 4 dice of each color into the bag and place 2 dice above each action space on  designated squares (12 Celeb dice in total around the central circle). Place the rest of the dice next to the Game board.
3. Put 6 Masters of each color (2-3 players: 3 Masters of each color) into the bag. Draw Masters one by one from the bag and place them on the Master scroll.
4. Shuffle all the City tiles and place them face up on each city on the Map returning the rest to the box.
5. Randomly take 1 Objective tile from each objective type (Showcase, Jangakwon and Banner). Randomly place them at the right end of the Rating tracks.
6. Put all the Banner tiles into the bag and place the bag near the Game board. From the bag, draw and place 4 tiles face up on the Book.
7. Shuffle all the Jangakwon cards into a draw deck and place them face down below the Book. Draw and place 4 Jangakwon cards face up next to the draw deck.
8. Shuffle all the Showcase cards into a face-down draw deck and place them on the Inkstone.
9. Shuffle the Fan cards by color into 4 face down draw decks and place them near the Game board. From the draw decks, place 2 Fan cards of each color face up on the Fan Letter (2-3 players: 1 Fan card of each color).
10. Shuffle all the Trend cards. Draw 1 Trend card face up above the Game board returning the rest to the box.
11. Shuffle all the Pub cards into a face-down draw deck and place them near the Game board.
12. Take 1 random King's favor card for each round without looking at them (round 1 to 6) based on the number written on the back of the cards. Place each of them face down on the Game board in round order from left to right.

13. Place the polyomino tiles near the Game board.
14. Place Player discs 1 on Hanyang on the map, 3 on Rating tracks and 1 on Reputation point track (RP).
15. Whoever sang a song in front of people the most recently becomes the first player. Give them the First player marker.

* Modular tiles

- Minor action space tiles: randomly place them on the Minor action spaces on the Game board to change the pairing with the Major actions.
- Recruit tiles: randomly place them on the Recruit poster.
- Plan tiles: randomly place them on the Inkstone.
- Plead tiles: randomly place them on the Book.

2. Player board



1. Place 1 Player board in front of each player.
2. Place 16 Player markers on the Recruit and Advertise marker slots.
3. Give 1 Pawn to each player.
4. Place the 4 Resource markers (Influence, Coin, Popularity, and Inspiration) on the "0" space of the Resource track. Place the Seal marker on the "1" space of the Seal track.

5. Give 1 Player aid to each player.
6. Deal 2 Sponsorship cards to each player. Simultaneously choose 1 Sponsorship card returning the other card to the box. Take all the rewards indicated on the Sponsorship card. Return all the cards to the box. (For the die reward, place a die of the indicated color on any space on the Ground.)
7. Deal 3 Showcase cards to each player. Keep the cards hidden from other players.

Starting from the first player, draft 1 Pub card and collect 4 Apprentice dice as indicated on the Pub card from the general supply.

Roll the Apprentice dice collected and keep them in your player area.

When the drafting is finished, place all Pub cards dealt this round into a discard pile.

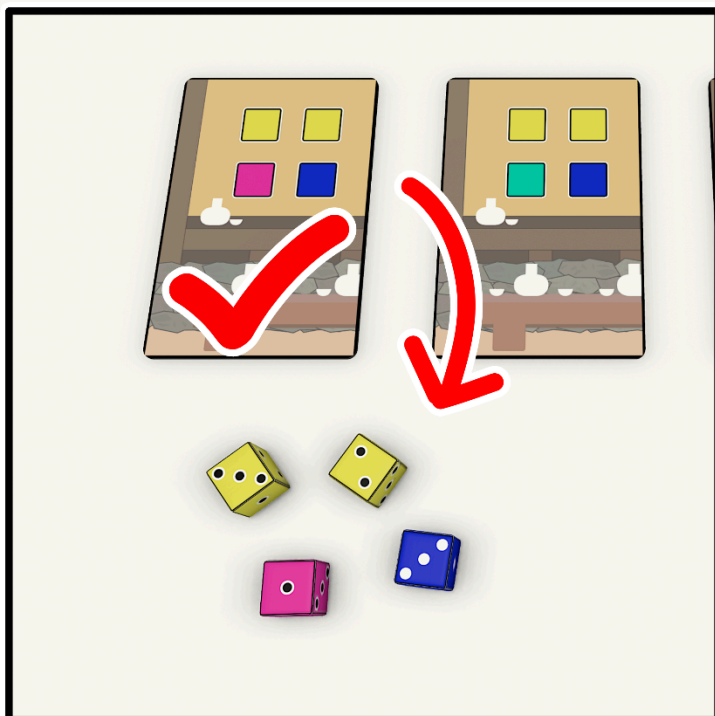
If the deck is empty, shuffle the discard pile, build a new deck and deal the rest.

Game play

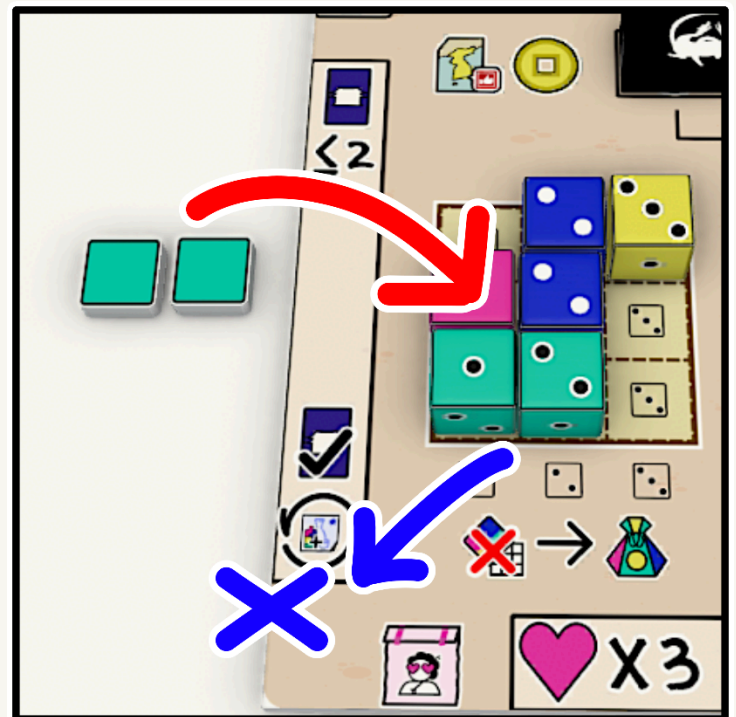
The game plays for 6 rounds. Each round consists of 3 phases.

- Phase 1. Dice collection
- Phase 2. Action
- Phase 3. Maintenance

Phase 1. Dice collection



Draw Pub cards equal to the **number of players plus 1** face up.



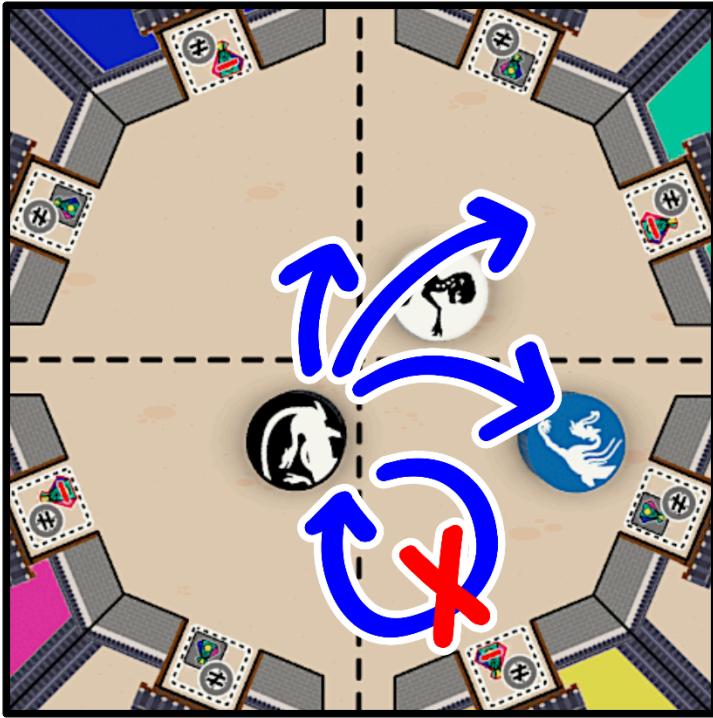
When there is no die left in the supply for the players to collect, replace any number of dice on your Ground with Dice tiles and return the dice to the supply.

Phase 2. Action

Each player's action is divided into 4 steps.

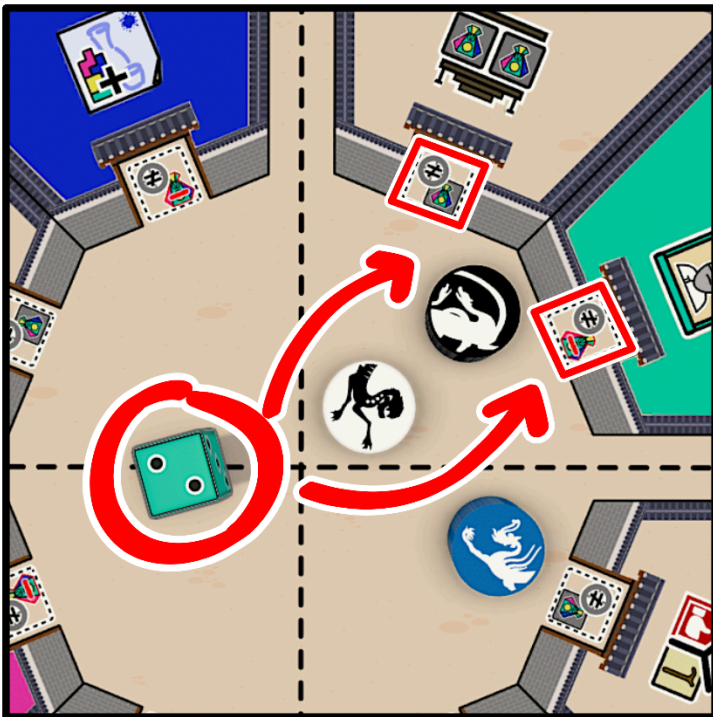
1. Move the pawn.
2. Send an Apprentice die.
3. Perform an action.
4. Bump a Celeb die.

1. Move the pawn.



Place your pawn on or move it to a different Quarter than the previous turn.

2. Send an Apprentice die.



The player places their die at the entrance of either one of the action spaces in the quarter they selected with their pawn.

When the pip number of the Apprentice die is different from both of the Celeb dice of the action space;



- pay 1 less resource to perform the action on the action space (Master, advertise, recruit, and attract) or,



- receive 1 resource of the Apprentice die color (stage, busk, plead and plan).

Tip:

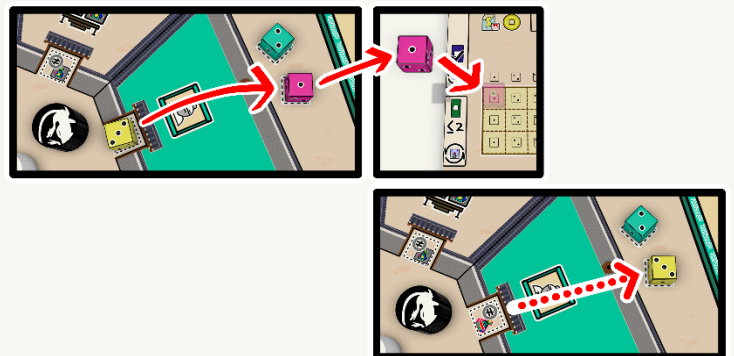
Apprentice dice (pip and color) can be manipulated using Seals ([see Dice manipulation page #](#)).

If you have Fan cards that match the action you chose, gain on-going benefits from the cards ([see Attract action page #](#)).

3. Perform an action.

Players gain various rewards by performing an action. [See Actions \(page #\) for details.](#)

4. Bump a Celeb die.



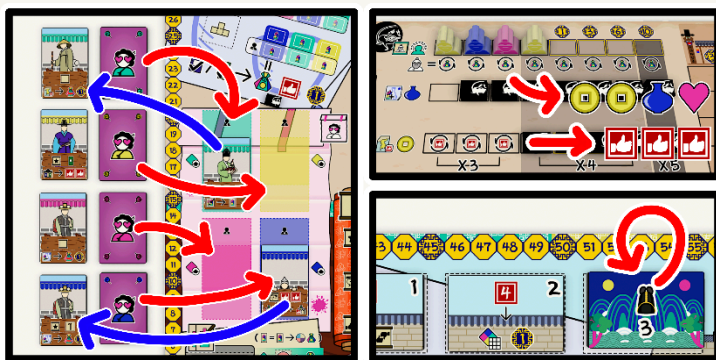
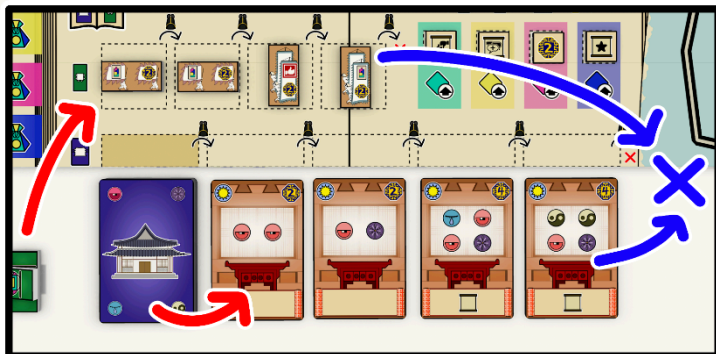
After the action is finished (or skipped due to the lack of resource), bump one of the 2 Celeb dice on the action

space using the Apprentice die. Then, immediately place the Celeb die on your Ground. The die must be placed on the row matching the die pip.

Tip: There can be cases when you can NOT legally place any Celeb die after an action. Consider the following options to overcome the situation;

- You may manipulate the Apprentice die and/or Celeb die any time during your turn (see [Dice manipulation page #](#)).
- You may discard any number of the Celeb dice on your own ground to gain resource matching color of the die discarded (see [Clumsy Showcase page #](#)).

Phase 3. Maintenance



When all players have no Apprentice die left to use, the action phase is over. In round 1, 2, 3, 4 and 5, the game proceeds to a maintenance phase as follows:

- Remove the right-most Jangakwon card to the discard pile. Slide the remaining 3 cards to the right

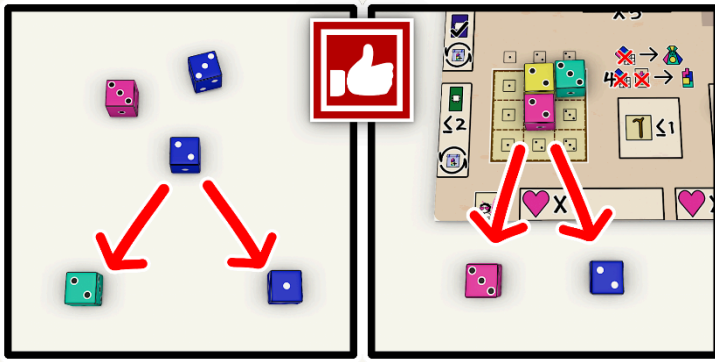
filling the empty spaces. Reveal and add 1 card from the draw deck filling the empty space.

- Remove the right-most Banner tile to the discard pile. Slide the remaining 3 tiles to the right filling the empty spaces. Reveal and add 1 tile from the draw pile filling the empty space.
- Remove the remaining Fan cards from the Fan letter creating discard piles for each color next to the Game board. New Fan cards are placed on the Fan letter (4 player game: 2 cards of each color / 2-3 players: 1 card of each color). When the Fan card decks run out, shuffle the discard piles, create new Fan card decks and replenish.
- Collect resources according to the color and the number of the Masters on your Master slots.
- Collect as many Seals as revealed on your Advertise slots.
- Flip the King's favor card for the next round.
- Discard your Showcase cards down to 8 (you may have more than 8 cards in hand during the Action phase).
- Pass the First player marker in a clockwise manner.

Round 1~5: a new round begins by drafting Pub cards and collecting dice (see [Phase 1. Dice collection page #](#)).

Round 6: the game ends immediately without a maintenance phase.

Dice manipulation



At any point during the game, you may spend 1 Seal to change:

- Apprentice die color: you can change the Apprentice die color to choose different rewards during the action phase.
- Apprentice die pip: you can change the Apprentice die pip to acquire additional resource or discount.
- Celeb die color on the Ground: you can change a Celeb die color placed on your Ground.
- Celeb die pip on the Ground: you can change a Celeb die pip placed on your Ground to move the die.

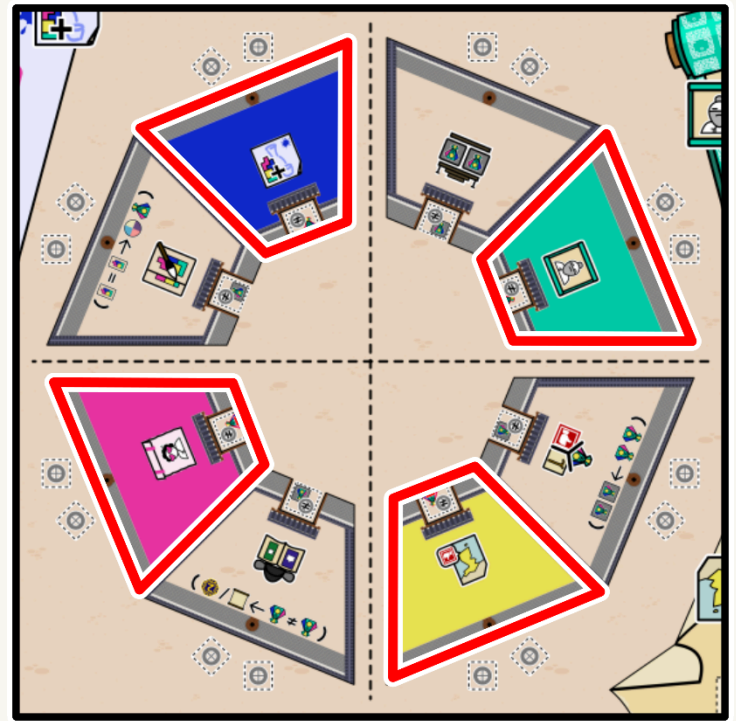
Multiple Seals may be used at once to manipulate several elements.

Actions

There are two types of action spaces - Major actions and

Minor actions.

1. Major actions









There are four major actions; Master, Advertise, Attract, and Recruit. Pay the required amount of resources to perform an action. The resource to pay can be reduced based on the Apprentice die pip (see [Send an Apprentice die on page #](#)) or fan card benefit (see [Attract action on page #](#)). You must have enough resources to pay before taking the action. If you do not have enough resource before the action, you cannot take the action. You are eligible to take all the other benefits, such as Fan card benefits, collecting a Celeb die, and the Bonus actions.







Master action



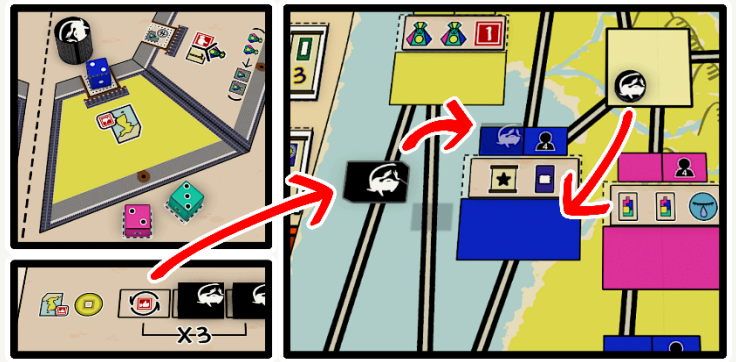
The action requires 1 Apprentice die on the Action space and increasing amount of  Influences. The  Influence cost is shown under the Advertise slots. The first 3 Master actions cost 3  Influence, the next 4 require 4  Influence, and the last requires 1  Influence. The amount of  Influence to pay can be reduced based on the Apprentice die pip (see [Send an Apprentice die on page #](#)). Take a Master from Master scroll matching the color of the Apprentice die. Take the rewards indicated on the left end of the row and at the bottom of the column that the Master was taken from. Place the Master on the left most empty Master slot on your Player board.







During the maintenance phase, Masters provide resources to the player. Take resources matching the color of the Masters you collected.

Example: The black player uses an Acrobat (pink) Apprentice die for the Master action. The Apprentice die pip is different from both Celeb dice on the action space, so the player pays 2  Influence instead of 3. The player invites a pink Master from the Master scroll and places on the left-most slot available on the Player board. The player advances 1 space on the  Rating track and gains 1  Theme token from the supply. The player, from this round onward, earns 1  Popularity from the pink Master during the maintenance phase.



Advertise action



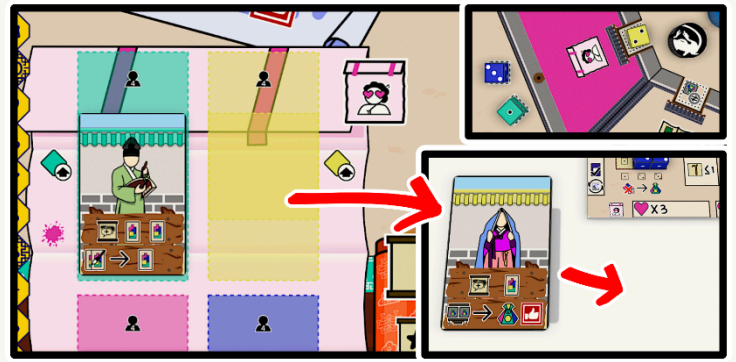
The action requires 1 Apprentice die on the Action space and increasing amount of  Coins. The  Coin cost is shown under the Advertise slots. The first 3 Advertise actions cost 3  Coins, the next 4 require 4  Coins, and the last requires 1  Coin. The amount of  Coins to pay can be reduced based on the Apprentice die pip (see [Send an Apprentice die on page #](#)). Move your Player disc on the map from the current location obeying the following rules:

- You can move your Player disc one or two cities.
- The city you move to must be linked by a line to the city you start from.
- The city you finish on must have an open slot for Player markers (each city has 1 slot for 2-3 players game and 2 slots for 4 players game).
- The city color you end in must be matching Apprentice die color.
- If you want to move further than 2 cities, you must pay 1 any resource for each additional move.

Take the left-most available Player marker from the Advertise slots on your Player board and place it on the city you end in. Then take the rewards indicated on the city tile.

Advertise action provides Seals to the player every round. Take as many Seals as revealed on your Advertise slots during the maintenance phase.

Example: The black player uses a *Dancer* (blue) Apprentice die for the *Advertise* action. The Apprentice die pip is the same as one of the *Celeb* dice on the action space, so the player pays 3 🪙 Coins. The player moves the *Player disc* 1 city from *Hanyang* ending at a blue city on the *Map*. The player takes the left-most *Player marker* from the *Advertise* slots on the *Player board* and places on the city. The player advances 1 space on the 📊 *Rating track* and takes 1 📖 *Jangakwon card* from the *Book* (either from face up cards on display or face down draw deck). From this round, the player earns 1 *Seal* during the *maintenance phase*.



The action requires 1 Apprentice die on the Action space and increasing amount of ❤️ Popularity. The ❤️ Popularity cost is shown on the Fan card slots. The first 3 *Attract* actions cost 3 ❤️ Popularity, the next 4 require 4 ❤️ Popularity, and the last requires 1 ❤️ Popularity. The amount of ❤️ Popularity to pay can be reduced based on the Apprentice die pip (see *Send an Apprentice die on page #*). Take a Fan card matching the color of the Apprentice die. Place the card on the left most empty Fan card slot and take the instant rewards.

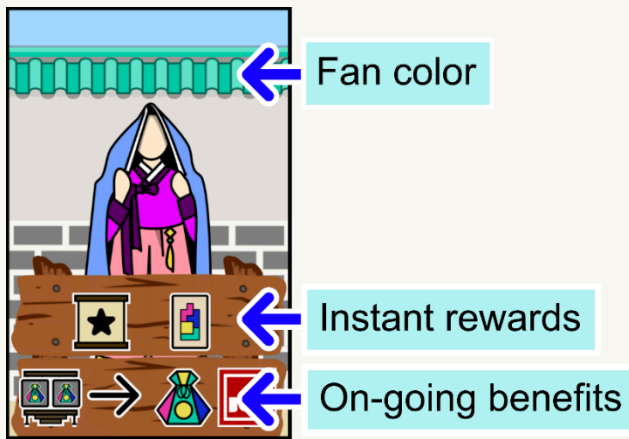
The Fan cards provide on-going benefits every time the player sends an Apprentice die to an action space that corresponds to the Fan card. The Fan card does not provide an on-going benefit on the turn it is collected.

Example: The black player uses a *Storyteller* (yellow) Apprentice die for the *Attract* action. The Apprentice die pip is different from both *Celeb* dice on the action space, so the player pays 2 ❤️ Popularity instead of 3. The player takes 1 yellow Fan card from the Fan letter and places it on the left-most available Fan card slot on the *Player board*. The player advances 1 space on the 📊 *Rating track* and takes 1 📖 *Showcase card* from the *Ink stone*. From the next player's turn, whenever the player takes the 🎭 *Stage action*, the player earns 1 🪙 any resource and 1 🏆 *Seal*.



Attract action

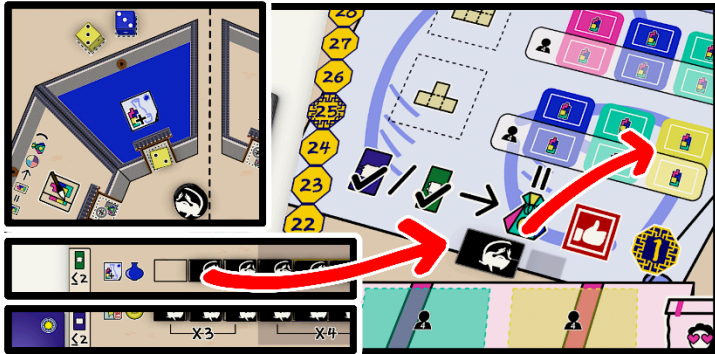
Each Fan card has the following attributes:









- Fan color: the color of Apprentice die to use to collect the Fan card
- Instant rewards: rewards you can earn by collecting the Fan card
- On-going benefits: the action space to trigger the power of the Fan card and its rewards




Recruit action





The action requires 1 Apprentice die on the Action space and increasing amount of  Inspiration. The  Inspiration cost is shown under the Advertise slots. The first 3 Recruit actions cost 3  Inspiration, the next 4 require 4  Inspiration, and the last requires 1  Inspiration. The amount of  Inspiration to pay can be reduced based on the Apprentice die pip (see **Send an Apprentice die on page #**). Take the left most Player marker from your Player board and place it on one of the cells matching the Apprentice die color. Take a Parade tile as indicated on the left end of the row where you placed Player marker. You must immediately place the Parade tile on their Street. You cannot place a Player marker on the cell that is already occupied.

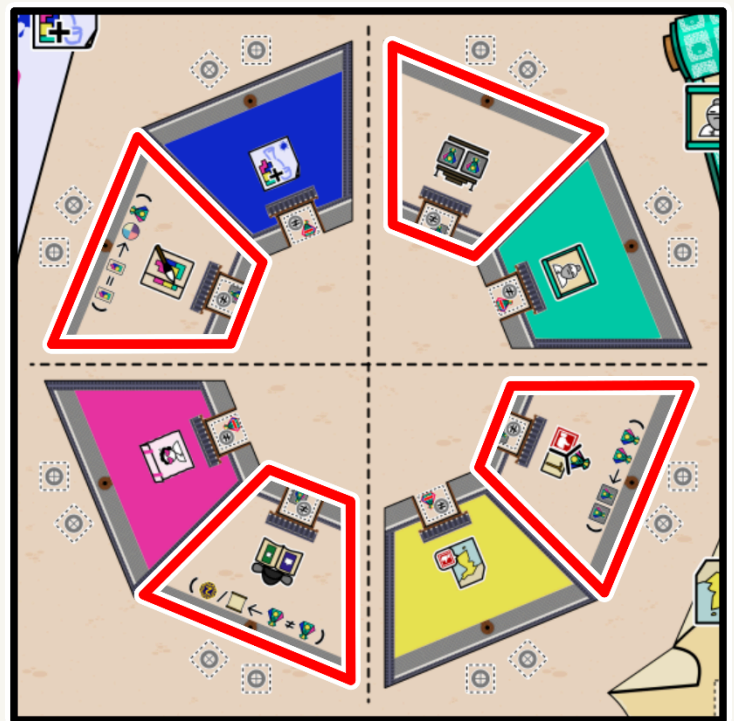
Tip: The Parade tile placement rules are written on the Polyomino tile placement section (**page #**).

The Recruit action provides on-going benefits related to Jangakwon card or Banner tile. Whenever you complete a Jangakwon card or play a Banner tile, take the rewards indicated at the bottom of the column where your Player markers are placed (1 resource matching the cell color, 1 Seal, or 1 RP).

Example: The black player uses a Storyteller (yellow) Apprentice die for the Attract action. The Apprentice die pip is different from both Celeb dice on the action space, so the player pays 2  Inspiration instead of 3.

The player takes the left most Player marker on their Recruit slots and places it on a yellow cell on the Recruit poster. The player gains 1  Parade tile and places it immediately on their Street. From the player's next turn, whenever the player either completes 1 Jangakwon card or places 1 Banner tile, the player earns immediate 1  RP.

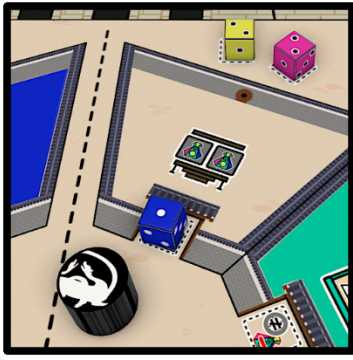
2. Minor actions



You can take additional resource depending on the Apprentice die pip (see **Send an Apprentice die on page #**). There are four minor actions; Stage, Busk, Plead and Plan. You must take the primary action first and may take the optional action.



Stage action



Take 2 resources matching the Apprentice die color.

Example: The black player uses a Dancer (blue) Apprentice die for the Stage action. The Apprentice die pip is different from both Celeb dice on the action space, so the player earns 3

Inspiration instead of 2.

Busk action



Take either:

- Any 1 resource,
- 1 Seal,
- Or 1 Town folk tile

Then, optionally, you may exchange any resource of

a color to the color matching the Apprentice die (up to 2 resources).

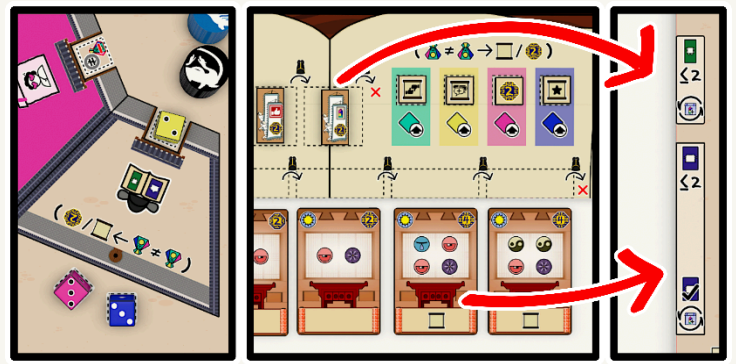
Example: The black player uses 1 Dancer (blue) Apprentice die for the Busk action. The Apprentice die pip is different from both Celeb dice on the action space, so the player earns 1

Inspiration and 1

any resource. Then, the player exchanges 2

Influence to 2

Plead action



The player takes either 1 of:

- 1 Jangakwon card
- Or 1 Banner tile

The player may take a card or a tile from the 4 revealed face up or from the draw deck/pile. After taking a card or a tile, the player slides all the remaining to fill the empty slot and replenish from the draw deck/pile.

A player may have up to 2 uncompleted Jangakwon cards and 2 Banner tiles next to their Game board at any time during the game play. You may discard any uncompleted Jangakwon card or Banner tile for a new one.

Then, optionally, you may pay 2 different color resources to gain the reward from the plead tile matching the Apprentice die color.

Example: The black player uses 1 Storyteller (yellow) Apprentice die for the Plead action. The Apprentice die pip is different from both Celeb dice on the action space, so the player 1 Jangakwon card from the Book and additional 1

Inspiration. Then, the player pays 1

Popularity and 1

Inspiration to advance 1

space on the




Plan action



Take 2 Showcase cards from the draw deck.

Then, optionally, you may discard 2 Showcase cards with the same Parade shape to gain 1 any resource and 1 Theme token from the Plan tile matching the Apprentice die color.

See the details of Showcase card [on Complete 1 Showcase section \(page #\)](#).

Example: The black player uses 1 Storyteller (yellow) Apprentice die for the Plead action. The Apprentice die pip is the same as one of the Celeb dice on the action space, so the player does not get an additional resource. The player receives 2  Showcase cards from the Ink stone. Then, the player discards 2  Showcase cards with the same Parade tile shape to gain 1  Theme token.

3. Bonus actions

At any point during a player's turn, the player may take 1 or more of the following bonus actions.

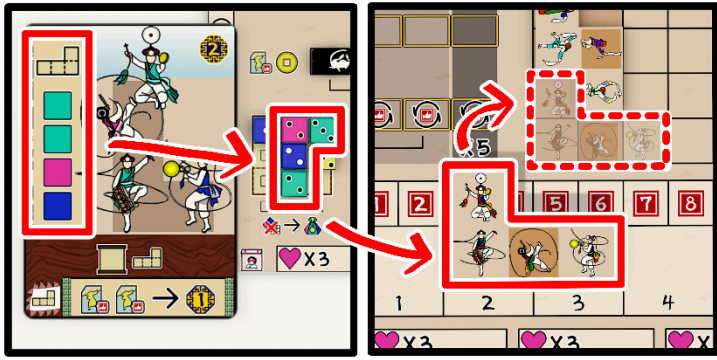
- Complete 1 Showcase
- Place 1 Banner tile
- Complete 1 Jangakwon card
- Gain 1 King's favor

Complete 1 Showcase

Each Showcase card has 5 sections.



- Instant RP: you can receive the RP written immediately when you finish this card.
- Parade tile shape: you must have 4 dice in the shape indicated to complete this card.
- Dice color combination: the 4 dice in the Parade tile shape must include all 4 colors to complete this card.
- Instant rewards: when you complete this card, you immediately receive the rewards indicated.
- End game scoring condition: when you complete this card, you may receive RP depending on the scoring condition indicated during the game.
- Parade tile shape reminder: reminder to accomplish Objective tile at the end of the game.



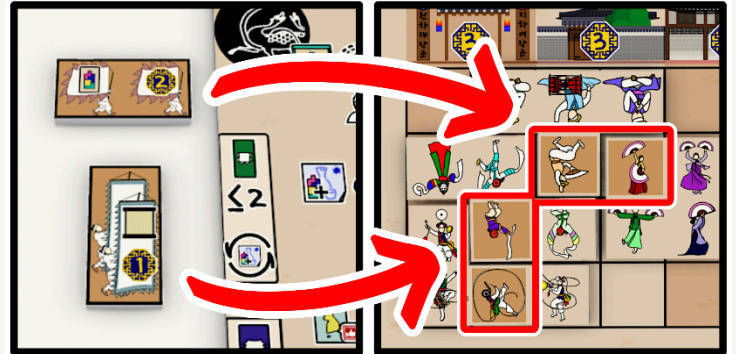
If you, on your Ground, have 4 dice satisfying the Parade tile shape and dice color combination of a Showcase card (both shape and color combination must be satisfied), you may complete the Showcase. The orientation of the shape and the order of the dice color do not matter. Discard all 4 dice satisfying the Showcase card from your Ground and instantly receive the RP and the rewards including 1 Parade tile as indicated on the card. Immediately place the tile on the Street (see the Polyomino tile placement section on [page #](#)). Keep the card for the end game scoring condition.

Example: The black player has 4 Celeb dice on their Ground that match a Showcase card. The player discards the 4 dice and places the corresponding Parade tile on the Street immediately during their turn. The player instantly gains 2 RP and advances 1 space on any Rating track. At the end of the game, the black player receives 1 RP for each 2 Player markers removed from the Advertise slots on their Player board.

Clumsy Showcase

At any point during the game, you may discard any number of Celeb dice from your Ground to collect resources of the color matching the die discarded.

Place 1 Banner tile



Each Parade tile has 1 Banner holder which is indicated by a dark brown background. When 2 Banner holders are next to each other, a Banner tile may be placed on top of the 2 Banner holders connected. The Banner tiles have 2 orientations, vertical and horizontal, which must be respected for placement. The orientation of the Banner tiles can be distinguished by the arrangement of banner holders drawn on the tiles.

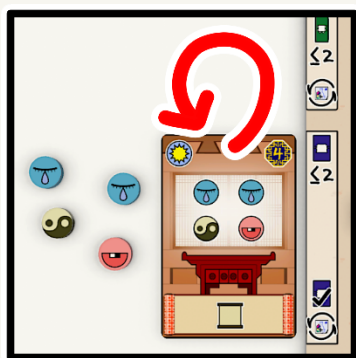
Example: The black player places 2 Banner tiles on the Banner holders respecting their orientations. The player immediately receives 1 Showcase card and 2 RP from the horizontal Banner tile. Then, the player advances 1 space on any Rating track and gains 1 RP from the vertical Banner tile.

Complete 1 Jangakwon card

Each Jangakwon card has 4 sections:



- Objective requirement: there are 2 different types of Jangakwon cards (☀️ and 🌙) which correspond to 2 types of Objective tiles for end game scoring.
- Instant RP: when you complete this card, you immediately receive the RP written on it.
- Theme requirement: you must have the Theme tokens written on the card to complete.
- Instant rewards: when you complete this card, you immediately receive the rewards indicated.

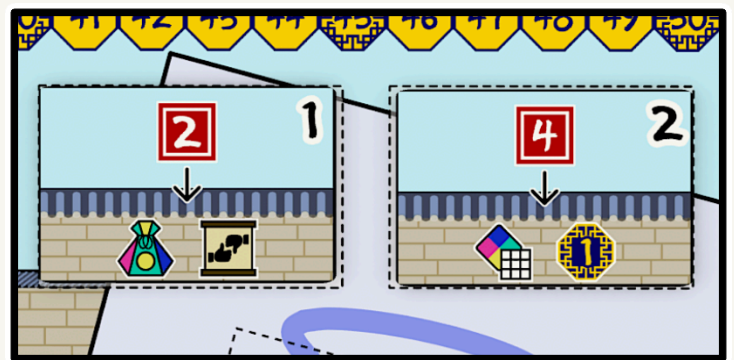


During your turn, if all the Theme tokens for a Jangakwon card are collected, return the Theme tokens to the supply to complete the contract. Instantly gain the RP and the reward

indicated on the card. Flip the card to its back to show that it is completed. The player keeps the card until the end of the game for the Objective tile scoring.

Example: The black player turns in 2 🌙, 1 ☯️, and 1 😊 Theme tokens to the supply to complete a Jangakwon card during their turn. The player immediately receives 4 🏠 RP and advances 1 space on 🏠 any Rating track. The player flips the card to its back.

 **Gain 1 King's favor**



At any point during your turn, you can spend the Seals to gain the rewards depicted on the King's favor cards. The selection is limited to the King's favor cards revealed on the Game board. Pay as many Seals as shown on the King's favor card selected and collect rewards from the same card. You may choose any King's favor card revealed regardless of current round.

Example: The black player spends 2 🏠 Seals during their turn and receives 1 🎒 any resource and advances 1 space on the 🏠 Rating track immediately.

4. Polyomino tile placement

There are 2 types of polyomino tiles, Parade tiles and Town folk tiles.

Take a Parade tile by completing a Showcase card or performing a Recruit action. You must immediately

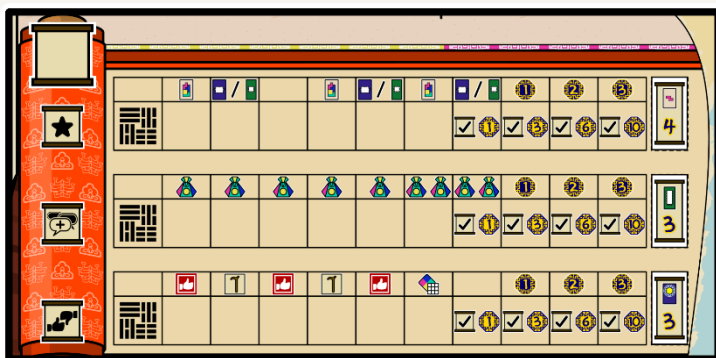
place the Parade tile they gained on their Street obeying rules below:

- You are allowed to rotate and flip polyomino tiles anyway they want.
- Polyomino tiles may not be placed on top of each other or overlapping (Banner tiles are not considered as polyomino tiles).
- Polyomino tiles may not be placed outside the Street.
- The first tile to be placed must be a Parade tile (a Town folk tile may not be placed first).
- The first tile must touch the left most line of the Street.
- All subsequent tiles must be placed sharing at least one border with previously placed tiles.

You can earn and keep aside up to 1 Town folk tile and play it any time during their turn. The Town folk tile placement follows the general rule as described above with an additional rule;

- A Town folk tile may not be placed beyond the right-most Parade tile placed on the Street (only the performers can lead the parade!).

5. Rating tracks



When you receive a Rating track reward for any track or a specific track() , advance your Player disc on the corresponding Rating track on the Game board. Take Immediate rewards depicted above their marker.

When you reach the last 4 spaces of the tracks, you qualify for the end-game scoring of the Objective tile displayed at the end of the Rating track. The space of your Player disc determines the RP value of the objective they accomplished.

End game scoring

All players count their score as following.

1. Rating track

Objective tile achievements

2. Major actions

RPs above the Master, Advertise and Recruit slots on Player board

RP on Fan card slots

3. Parade

Parade RP

- 3 RP for each bold line reached with polyomino tiles
- 3 RP for each 2 × 4 Street area fully covered with polyomino tiles (each 2 × 4 Street area can be distinguished by the color on the Street and the house drawn above the Street).

Showcase cards end game scoring RP

4. Others

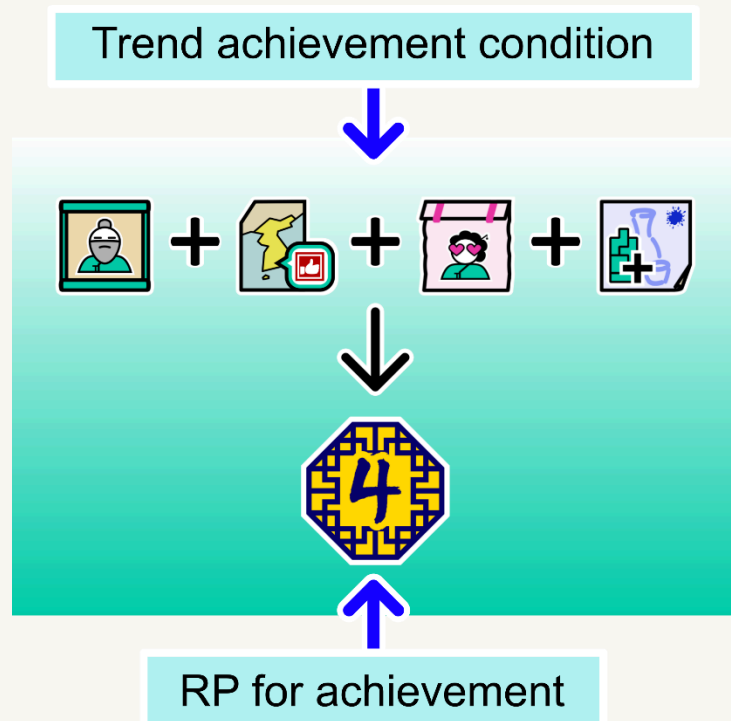
Trend card RP

1 RP for each of the following:

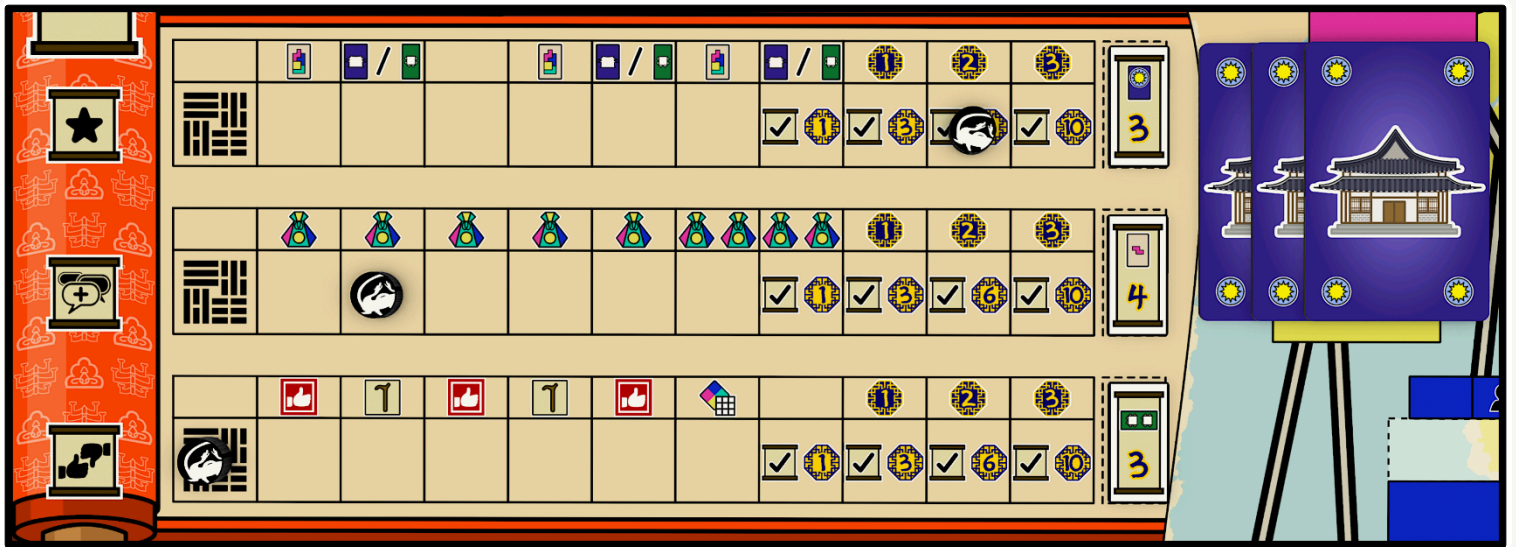
- 2 Seals
- 1 pair of the same resources
- 1 pair of the same Theme tokens
- 2 dice on the Ground matching any Showcase card in hand.

Trend card

Each Trend card has 2 sections:



- Trend achievement condition: you must perform 1 of each 4 Major actions with the color indicated on the card to achieve the Trend card. You may achieve it multiple times.
- RP for achievement: you receive the RP written on the card for each achievement.



Example:

1. Rating track

The black player scores 6 RP for the achievement of Jangakwon Objective tile based on their Player disc's current space on the Rating track.

2. Major actions

The black player scores 0 RP for the Master, Recruit and Fan action slots. They score 6 RP for the Advertise action.

3. Parade

The black player scores 3 + 3 = 6 RP for crossing 2 bold lines on the Street. They score 3 + 3 + 3 = 9 RP for 3 completely covered 2 x 4 Street area. For




















the Showcase card end game scoring, the player scores 1 RP for 2 Recruit actions, 0 RP for 1 Master action, 2 RP for 5 teal Major actions (2 teal Recruits, 2 teal Cities and 1 Fan) and 2 RP for 4 pink Major actions (2 pink cities and 2 Fans).






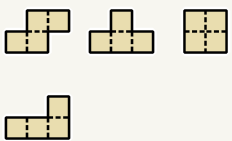












4. Others

The black player 0 RP for the Trend card, 3 RP for 7 Seals, 1 RP for 2 Influence, 0 RP for 1 Coin, 1 RP for 3 Popularity, 0 RP for 0 Inspiration and 1 Musician (teal) Celeb die on the Ground matching 1 Showcase card in hand.

The black player scores 36 RP at the end scoring which adds to the in-game score of 72 RP. They score 108 RP in total.

Icons

	Move the action pawn to a different quarter from the previous turn.
	Perform an action of an action space.
	Any action of (teal, yellow, pink, blue) color
	Flip the next King's favor card for the next round.
	Flip Pub cards (Player count + 1)
	Discard and replenish Fan cards (2-3 players: 1 card of each color / 4 players: 2 cards of each color)
	Gain 1 Showcase card
	Showcase card completed
	Gain 1 Jangakwon card on display Completed Jangakwon card
	Gain 1 Banner tile on display Banner tile placed on the Street
	Complete Showcase card with (L, O, Z, T) Polyomino shape
	Fulfill Jangakwon card (Day / Night)
	Place Banner tile on the Parade
	Place 1 Apprentice die on the action space.
	Celeb die placement
	Gain 1 Celeb die the color from the supply and place it on your ground
	Discard 1 Celeb die from your ground
	
	Gain 1 Apprentice die of color

	
	Gain 1 any resource
	Gain 1 resource of the Apprentice die you used
	Pay 1 less resource
	Gain 1 Influence / Coin / Popularity / Inspiration
	Gain 1 any Parade tile
	Gain and place 1 polyomino tile of the shape
	Gain 1 Town folk tile
	Gain 1 Theme token
	Gain 1 Seal of approval
	Pay # of Seal(s)
	Accomplished Objective
	Advance 1 on Rating track
	Move 1 or 2 City on the map
	On-going benefit / Income
	Optional action
	
	Or
	Immediate victory point
	End game victory point

