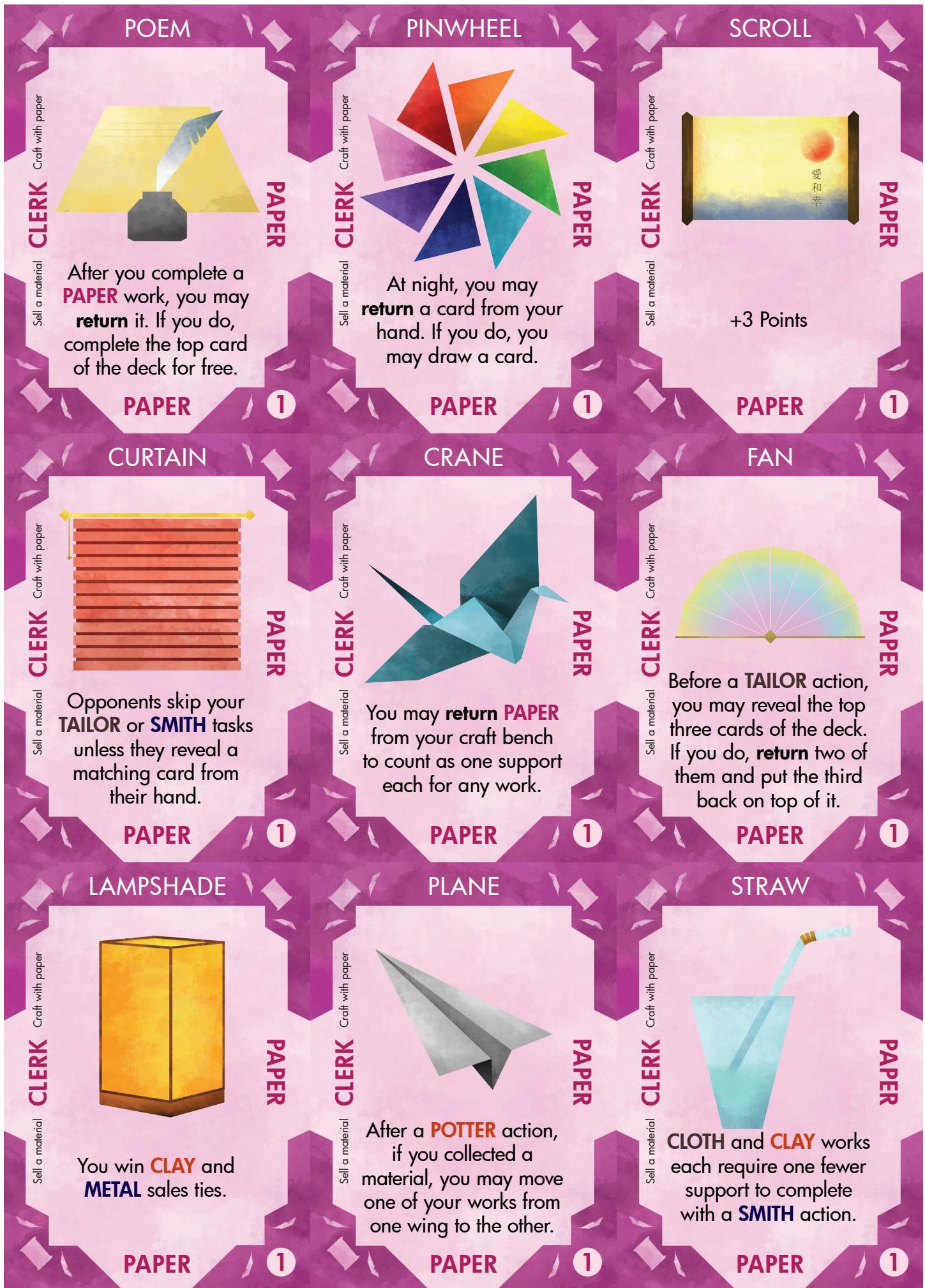




Print and Play v0.95 (Kickstarter Edition)
2-3 Players, 15-30 Minutes
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This file may be freely printed for playtesting
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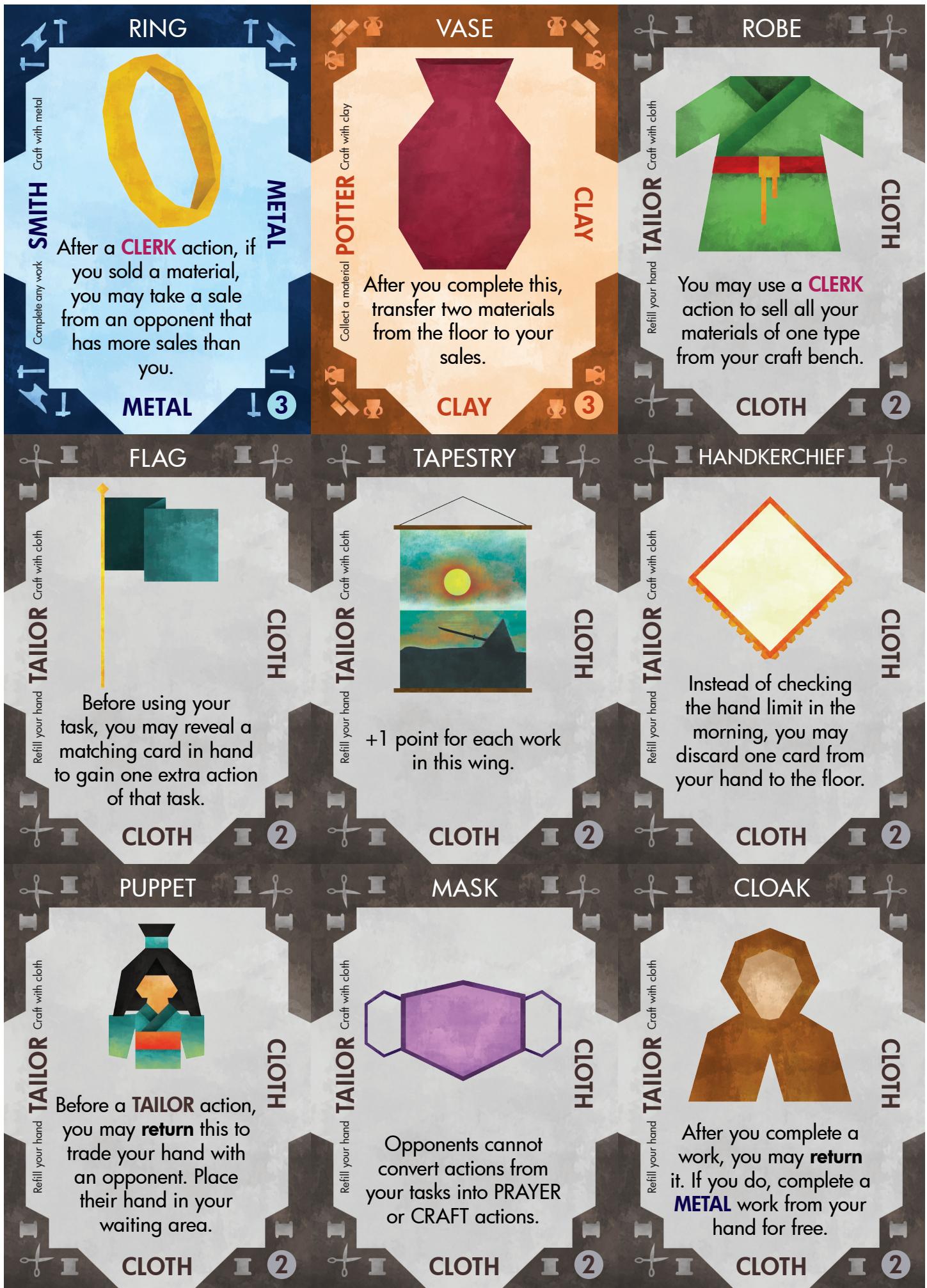


Printing Instructions: Pages 2-7 are the 54 card deck. Page 8 is a page of card backs. Page 9 is the front and back of the temple reference mat, and a front and back turn reference guide. Each player will need a temple reference mat to play, so you may need to print p9 multiple times. If you are playing with 4 or 5 players, you will need two decks of 54 cards.















TASK

- 1 CLERK (PAPER): Take a card from your craft bench, and move it to your sales.
- 2 MONK (STONE): Take a card from the floor, and move it to your helpers.
- 2 TAILOR (CLOTH): Return any number of cards from your hand, then draw enough cards to your waiting area to have five cards total, including both your hand and waiting area.
- 3 POTTER (CLAY): Take a card from the floor, and add it to your craft bench.
- 3 SMITH (METAL): Complete a work from your hand. Support it by revealing materials from your hand.

CRAFT: Any action may be replaced by a craft action. Complete a work of the original action's material type from your hand. Support it by having materials in your craft bench. (Ex: a POTTER action could be replaced by a CRAFT to complete a CLAY work)

PRAYER: If you can't, or don't want to use an action, you must convert it to a PRAYER. Draw one card to your waiting area.

SUPPORT: To complete a work, you need a number of cards equal to its value, including the work card itself. Supporting cards are not spent. (Ex: A STONE work needs itself plus one card)

CRAFT BENCH

CRAFT BENCH

MATERIALS PROVIDE SUPPORT FOR CRAFT ACTIONS

When the game ends, it ends immediately. The player's turn does not end, waiting area

a work do not occur.

cards are not drawn, and effects that trigger on the completion of

plus bonuses from effects. Ties are broken in favor of the current player, or closest to current

End Game Scoring: Score value of each completed work, each covered sale, and each card in

or if the draw deck is empty.

GAME END: The game ends immediately if a player builds a fifth work in one of their two wings,

or if its value.

Each work can cover a number of helpers equal

to its value. Works in the left wing of your gallery provide

for matching helpers. Gallery works provide

two actions instead of one. Each helper

is worth its value at the end of the game.

Each helper provides two actions instead of one. Each helper

is worth its value at the end of the game.

Each helper provides two actions instead of one. Each helper

GALLERY

TUCKED HELPERS PROVIDE EXTRA ACTIONS ON TASKS

HELPERS

GALLERY

GIFT SHOP

SALES

GIFT SHOP

→ GIFT SHOP ← GALLERY → →

TASK

GIFT SHOP

TUCKED SALES PROVIDE POINTS IF COVERED

GIFT SHOP GALLERY

HELPERS

GALLERY

TURN REFERENCE



MORNING

1. Return cards down to the hand limit of five.
2. Place your previous Task on the Floor.
3. Perform "In the morning" effects on your Works, in any order you choose.
4. Choose a new Task from your hand.

Area into your hand.
2. Draw all cards from your Work area.
1. Perform "At night" effects on your Works, in any order you choose.



NIGHT

1. Perform each opponent's Task, clockwise from you. Take bonus actions for matching Helpers.
2. Perform your Task. Take bonus actions for matching Helpers, if you played no Task, PRAYER instead.



TURN REFERENCE

NOON