



Print and Play v0.84 (April 7 6:00 PM)
2-3 Players, 15-30 Minutes

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Printing Instructions: Pages 4-9 are the 54 card deck. Page 10 is a page of card backs. Page 11 is the copies of the reference mat, which should be folded and taped to have two sides. You will need to print p11 multiple times. Each player needs a reference mat to play.

Objective: Each player is a worker in a Buddhist temple, attending to visiting tourists. You will earn points by completing "works" made of various materials to display, and also by selling copies of those works.

Cards: The Mottainai deck consists of 54 cards. Two example cards are below. Each card represents a work you can complete, a task you can perform, and a material you can use.



The top edge of the card names the work, and the picture in the center depicts it. The text beneath it shows an effect you gain by completing the work.

The left edge of the card displays a job done as a task or by an assistant. The right and bottom edges are the card's material type, and the value of that material is in the corner. The colored border of the card matches both task and material -- a green card will always be [Monk / Stone / 2], a pink card [Clerk / Paper / 1], etc.

Setup: Give each player a mat. Shuffle the deck and deal each player a starting hand of five cards. Each player then reveals a card from the deck, and discards it to the center of the table to form the "floor", a face up area of cards that will be used by all players. The player that discarded the card first alphabetically is the start player. All other players take a card from the deck and place it face-down in their task slot, without looking at it. These are not used as tasks, and will be discarded to the floor at the start of their first turn.

Play Area: Each player's reference mat will form the center of their play area. Over the course of the game, it will accumulate many cards! Hired assistants, collected Workplace materials, and Sales materials will be tucked under the left, bottom, and right edge of the mat as shown, and your current Task at the top edge. When you complete a work, it can be placed in one of two "wings" -- providing cover for your Sales or your Assistants. The benefits of assistants, materials, sales, and cover will be explained later.



Gameplay: The front side of the reference mat summarizes the various actions, or tasks, that you can perform during your turn. The back side displays the order in which you play your turn. Each turn represents a day in your temple life. At the end of the day, play proceeds clockwise, to the next player.

Morning: The setup phase.

- (1) Return cards from hand: If you are over the hand limit of 5, you must **return** cards to the bottom of the deck to satisfy the limit. (Note: the keyword **return** always means to the bottom of the deck.)
- (2) Discard your previous task: If there is a task (or a face-down card on your very first turn) in your task slot, discard it to the floor.
- (3) Perform “In the morning” effects on your completed works, in any order you choose.
- (4) Choose a new task: Take one of the cards from your hand and place it in your task slot. You may choose not to, in which case your task will be Prayer.

Noon: The core of your turn.

- (1) Perform opponents’ tasks: Going clockwise, perform each task in an opponent’s task slot. If an opponent has no task, skip them. You do not share opponents’ Prayer tasks.
- (2) Perform your task: Do the task you chose this turn. If you chose no task, do a Prayer task.

Night: The cleanup phase.

- (1) Perform “At night” effects on your completed works, in any order you choose.
- (2) Draw cards: If there are any cards in your pickup area, draw them into your hand now. Any time you draw cards during your turn, you place them face-down next to your mat into your pickup area, without looking at them. **Never draw cards directly into your hand in the middle of your turn.**

Performing Tasks and Actions: Performing tasks, each of which consists of one or more actions, is the central mechanic of the game. Each action is separate and independent, and any or all of them may be converted into Craft actions. Each action you cannot or choose not to take must be replaced by a Prayer action. For example, if you were entitled to three Clerk actions, you could Clerk, Craft (with Paper), and then Clerk again. Or, you could Clerk, Prayer, Prayer.

When performing a task, you get one action, plus one action for each matching assistant, plus one more action for each matching assistant if they are **all** covered. Some works also give you additional actions.

CLERK: Take a card from your Workplace, and move it to your Sales.

MONK: Take a card from the Floor, and add it to your Assistants.

TAILOR: Return any number of cards from your hand, then draw enough cards to your pickup area to have five cards total, including both your hand and pickup area.

POTTER: Take a card from the Floor, and add it to your Workplace.

SMITH: Complete a work from your hand, using materials from your hand as support. To be able to complete a work, you must reveal cards of its material type. The number of cards you must reveal is equal to its value -- for example, 3 cards for a Metal work, or 1 for a Paper work. The card for the work itself counts toward this limit. So, to build a Paper work (value 1), you can simply place it into play. To build Stone or Cloth (value 2), you must show an additional matching card. To build Metal or Clay (value 3), you must show two additional matching cards. The completed work is placed either on the left wing or right wing of your play area. Cards you used as support remain in your hand, they are not spent.

PAYER: Draw one card (to your pickup area). Other players will not share your Prayer, it only benefits you. Prayer actions are mandatory. You cannot choose to not draw a card.

CRAFT: Any of the five types can be taken as a Craft action instead, to build a work of the replaced task’s matching material type. Crafting allows you to build in the same way as Smith, except that the supporting cards are from your Workplace. So, if you are due to perform a Monk task, you could instead Craft a Stone building (since Stone is Monk’s matching type) from your hand if you had at least one Stone in your Workplace. As with Smith, cards used as support remain in your Workplace and are not spent.

Assistants: Before you do a task (either your opponent's or your own), count the number of matching assistants you have (do not recount after each action!). Each assistant provides one additional action for that task. For example, a player performing a Smith task and having a Smith assistant could complete two works, assuming they have enough cards in hand for each. A player performing a Potter task with two Potter assistants could take three Potter actions, taking three materials from the floor to their Workplace. Remember, if performing multiple actions due to assistants, one or more of them can be converted to Craft actions. In the previous example, the player could take two Potter actions, and then one to Craft a Clay work (possibly using materials they just gathered!). Any actions that are unused (by choice or because they aren't possible) are converted to mandatory Prayer actions.

Cover: When you complete a work on the left wing, it provides training "cover" for matching assistants. A work can cover up to its value in assistants (so a Clay work could cover 1, 2, or 3 Potters). Assistants with cover each give two actions instead of one. A player performing a Potter task, with a left wing Clay work and two Potter assistants (Clay matches Potter) would take five Potter actions. Note that your assistants of a type are all either covered or not covered as a group. If you have four Potter assistants and one Clay (value 3) work, none of them are covered.

In the same way, a work on the right wing provides cover for matching sales. Covered sales are each worth their value in points at the end of the game. As with assistants, your sales of a type are all covered or not covered as a group. If you have three Stone sales, and only one right wing Stone (value 2) work, they are worth 0 points.

Sales: Sales are valuable for two reasons. First, as mentioned above, they are worth their value in points if they are covered by a matching work. Secondly, **regardless of cover**, for each material type of Sales that you have a strict majority of in (no ties), you are eligible to score sales interest from your hand. Cards of those types in your hand at the end of the game are worth their value in points.

Pickup Area / Drawing Cards: Any time you draw cards during your turn, place them face down, without looking at them, in your pickup area (next to your mat). Your pickup area is not part of your hand, and cannot be used, revealed, or affected in any way until you collect it at the end of your turn. It does count as part of the size of your hand for Tailor, and card effects.

Return: If an effect tell you to **return** a card, place it on the bottom of the deck.

Game End: The game ends when the deck is exhausted, or when a player builds a fifth work in one of their two wings. It ends immediately in either instance, no effects take place, and the current player does not add cards from their pickup area to their hand. Your score is equal to the value of all your completed works, plus the value of each of your covered sales, plus the value of each card in your hand eligible for sales interest. Some works will also provide bonus points via their effects. Ties are broken in favor of the current player, or the player closest to the current player in turn order.

Notes: Card effects may be used immediately upon completing a work. If a Stone work allows you to "draw a card after completing a Stone work", you can immediately draw a card (to your pickup area). Card effects can be used multiple times in a turn, if applicable -- an effect that happens "before you Tailor" can be used before each Tailor effect in your turn. Effects that happen "before your turn" or "after your turn" happen at the appropriate time of Morning or Night, as shown on your reference mats.

Four+ Players: Every three players in a game require one Mottainai deck. More than six is probably a bad idea. When playing with two decks, duplicated works are possible. You can build two copies of a work. If two players both have card effects that say that they win sales ties of a specific type, neither wins sales ties of that type. It is recommended that new players play a two or three player game first.

POEM

PAPER

CLERK Craft with paper

SCROLL

PAPER

CLERK Craft with paper

Sell a material

After you complete a **PAPER** work, you may **return** it. If you do, complete the top card of the deck for free.

PAPER 1

CURTAIN

PAPER

CLERK Craft with paper

CRANE

PAPER

CLERK Craft with paper

FAN

PAPER

CLERK Craft with paper

Sell a material

At night, you may **return** a card from your hand. If you do, you may draw a card.

PAPER 1

PAPER

CLERK Craft with paper

Sell a material

Opponents cannot use your **TAILOR** or **SMITH** tasks unless they reveal a matching card from their hand.

PAPER 1

LAMPSHADE

PAPER

CLERK Craft with paper

PLANE

PAPER

CLERK Craft with paper

STRAW

PAPER

CLERK Craft with paper

Sell a material

You may **return** **PAPER** from your workplace to support completion of any type of work.

PAPER 1

PAPER

CLERK Craft with paper

Sell a material

Before a **TAILOR** action, you may reveal the top three cards of the deck. If you do, **return** two of them and put the third back on top of.

PAPER 1

PAPER

CLERK Craft with paper

Sell a material

You win **CLAY** and **METAL** sales ties.

PAPER 1

PAPER

CLERK Craft with paper

Sell a material

After a **POTTER** action, if you collected a material, you may move one of your works from one wing to the other.

PAPER 1

PAPER

CLERK Craft with paper

Sell a material

CLOTH and **CLAY** works each require one less support to complete with a **SMITH** action.

PAPER 1



KITE

TAILOR Craft with cloth
Refill your hand

In the morning, you may transfer a card from your hand to any Workplace. If you do, treat Kite as an exact copy of one of that player's works until the end of your turn.

CLOTH CLOTH 2

UMBRELLA

TAILOR Craft with cloth
Refill your hand

In the morning, you may add a card to the floor from the top of the deck. If you do, you may convert a matching assistant into a sale.

CLOTH CLOTH 2

SOCKS

TAILOR Craft with cloth
Refill your hand

For a **POTTER** action, you may claim the top card of the deck instead of a card from the floor.

CLOTH CLOTH 2

QUILT

TAILOR Craft with cloth
Refill your hand

CLOTH

AMULET

MONK Craft with stone
Hire an assistant

STONE

BENCH

MONK Craft with stone
Hire an assistant

STONE

You win **PAPER**, **STONE**, and **CLOTH** sales ties. All sales of these material types are considered covered.

CLOTH CLOTH 2

After you complete a work, you may sell a material from your Workplace.

+2 points for each of your **STONE** works.

DECK OF CARDS

CLERK Craft with paper
Sell a material

PAPER

After a **SMITH** action, if you completed a **PAPER** work, you may draw a card.

SKETCH

CLERK Craft with paper
Sell a material

PAPER

In the morning, you may move one of your assistants to become your new task.

DOLL

CLERK Craft with paper
Sell a material

PAPER

In the morning, you may move an opponent's task to become your new task. It gives you one extra action.

PAPER 1

PAPER 1

PAPER 1









