



Print and Play v0.95 (Kickstarter Edition)
2-3 Players, 15-30 Minutes

© Asmadi Games, Carl Chudyk 2015
This file may be freely printed for playtesting
and personal use.



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.

POEM

Clerk Craft with paper



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

PINWHEEL

Clerk Craft with paper



PAPER

Sell a material

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

PAPER

1

SCROLL

Clerk Craft with paper



PAPER

Sell a material

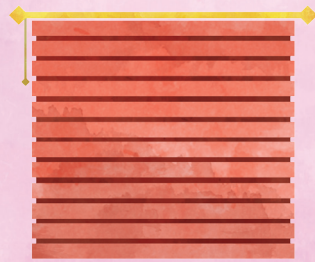
+3 Points

PAPER

1

CURTAIN

Clerk Craft with paper



PAPER

Sell a material

Opponents skip your **TAILOR** or **SMITH** tasks unless they reveal a matching card from their hand.

PAPER

1

CRANE

Clerk Craft with paper



PAPER

Sell a material

You may **return** **PAPER** from your craft bench to count as one support each for any work.

PAPER

1

FAN

Clerk Craft with paper



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 it.

PAPER

1

LAMPSHADE

Clerk Craft with paper



PAPER

Sell a material

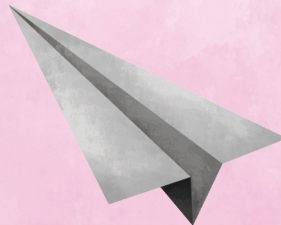
You win **CLAY** and **METAL** sales ties.

PAPER

1

PLANE

Clerk Craft with paper



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

STRAW

Clerk Craft with paper



PAPER

Sell a material

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

PAPER

1

STATUE

MONK
Craft with stone



STONE

Hire a helper

After you complete this, transfer two materials from the floor to your craft bench.

STONE

2

PILLAR

MONK
Craft with stone



STONE

Hire a helper

All sales of your most sold resource type are considered covered. (Choose one type if tied.)

STONE

2

FROG

MONK
Craft with stone



STONE

Hire a helper

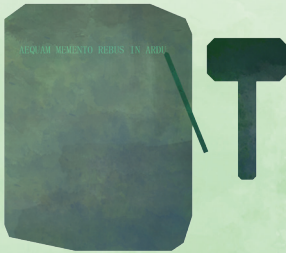
After you complete this, if no opponent has fewer works than you, take an extra turn after this one.

STONE

2

TABLET

MONK
Craft with stone



STONE

Hire a helper

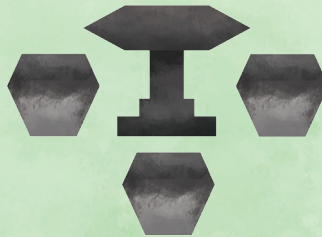
After you complete this, either **return** all cards on the floor, or restock the floor from the deck until it has both a **STONE** and a **METAL**.

STONE

2

STOOL

MONK
Craft with stone



STONE

Hire a helper

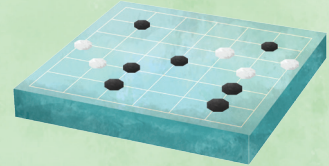
After you complete a **STONE**, **CLAY**, or **METAL** work, you may draw a card to your waiting area.

STONE

2

GO SET

MONK
Craft with stone



STONE

Hire a helper

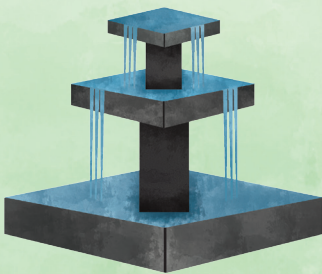
All your **STONE** works count as being in both wings at the same time.

STONE

2

FOUNTAIN

MONK
Craft with stone



STONE

Hire a helper

Before a **CLERK** task, you may reveal **MONK** cards from hand. Each one counts as a **CLERK** helper for the task.

STONE

2

TOWER

MONK
Craft with stone



STONE

Hire a helper

Opponents cannot use your **CLERK**, **MONK**, or **POTTER** tasks unless they reveal a matching card from their hand.

STONE

2

DAITORO

MONK
Craft with stone



STONE


Hire a helper

In the morning, you may restock the floor from the top of the deck until there are three cards on the floor.


STONE

2


KITE



UMBRELLA



SOCKS



Refill your hand

TAILOR

Craft with cloth

Refill your hand

TAILOR

Craft with cloth

Refill your hand

TAILOR

Craft with cloth

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

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 helper into a sale.

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

CLOTH

2


CLOTH

2


CLOTH

2


QUILT



AMULET



BENCH



Refill your hand

TAILOR

Craft with cloth

Hire a helper

MONK

Craft with stone

Hire a helper

MONK

Craft with stone

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

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

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

CLOTH

2

STONE

2

STONE

2

DECK OF CARDS



SKETCH



DOLL



Sell a material

CLERK

Craft with paper

Sell a material

CLERK

Craft with paper

Sell a material

CLERK

Craft with paper

After a **SMITH** action, if you completed a **PAPER** work, you may draw a card to your waiting area.

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

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

RING



SMITH Craft with metal

Complete any work

After a **CLERK** action, if you sold a material, you may take a sale from an opponent that has more sales than you.

METAL

METAL 3

VASE



POTTER Craft with clay

Collect a material

After you complete this, transfer two materials from the floor to your sales.

CLAY

CLAY 3

ROBE



TAILOR Craft with cloth

Refill your hand

You may use a **CLERK** action to sell all your materials of one type from your craft bench.

CLOTH

CLOTH 2

FLAG



TAILOR Craft with cloth

Refill your hand

Before using your task, you may reveal a matching card in hand to gain one extra action of that task.

CLOTH

CLOTH 2

TAPESTRY



TAILOR Craft with cloth

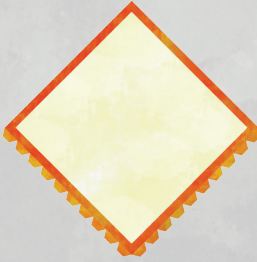
Refill your hand

+1 point for each work in this wing.

CLOTH

CLOTH 2

HANDKERCHIEF



TAILOR Craft with cloth

Refill your hand

Instead of checking the hand limit in the morning, you may discard one card from your hand to the floor.

CLOTH

CLOTH 2

PUPPET



TAILOR Craft with cloth

Refill your hand

Before a **TAILOR** action, you may **return** this to trade your hand with an opponent. Place their hand in your waiting area.

CLOTH

CLOTH 2

MASK



TAILOR Craft with cloth

Refill your hand

Opponents cannot convert actions from your tasks into **PRAYER** or **CRAFT** actions.

CLOTH

CLOTH 2

CLOAK



TAILOR Craft with cloth

Refill your hand

After you complete a work, you may **return** it. If you do, complete a **METAL** work from your hand for free.

CLOTH

CLOTH 2

HANIWA



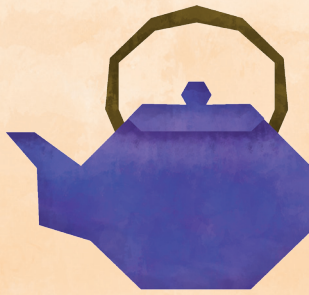
Collect a material
POTTER Craft with clay

For your most frequent helper type (choose one if tied), +3 points for each helper.

CLAY

3

TEAPOT



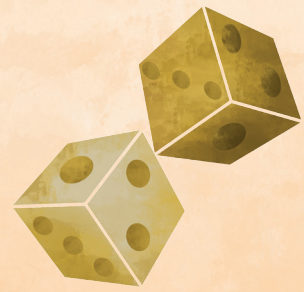
Collect a material
POTTER Craft with clay

For the most frequent material type in your craft bench (choose one if tied), +3 points for each material.

CLAY

3

DICE



Collect a material
POTTER Craft with clay

Before a **TAILOR** action, you may reveal the top card of the deck. If its value is equal to the number of cards in your hand, complete it for free.

CLAY

3

BOWL



Collect a material
POTTER Craft with clay

In the morning, you may collect the top card of the deck into your craft bench.

CLAY

3

JAR



Collect a material
POTTER Craft with clay

After you complete this, choose a material type. All opponents transfer all cards of that type from their hands to your waiting area.

CLAY

3

BRICK



Collect a material
POTTER Craft with clay

For your **SMITH** actions, treat all players' tasks as if they were in your hand to use as support.

CLAY

3

FIGURINE



Collect a material
POTTER Craft with clay

Before using each opponent's task, you may reveal a matching card from your hand to gain one extra action for that task.

CLAY

3

BANGLE



Collect a material
POTTER Craft with clay

Opponents do not get actions from their helpers on your tasks. All your **MONK** helpers are considered covered.

CLAY

3

CUP



Collect a material
POTTER Craft with clay

After a **PRAYER** action, you may **return** this. If you do, end the game.

CLAY

3

FLUTE



Craft with metal

SMITH

Complete any work

For your **MONK** or **POTTER** action, you may take an opponent's task or **PAPER** work instead of a card from the floor.

METAL

METAL

3

SWORD



Craft with metal

SMITHS

Complete any work

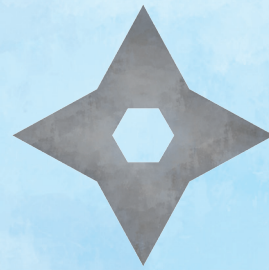
For your **MONK** or **POTTER** action, you may take an opponent's helper or material, respectively, if they have more than you.

METAL

METAL

3

SHURIKEN



Craft with metal

SMITH

Complete any work

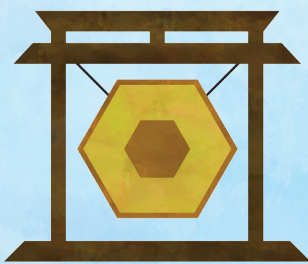
After you complete this, take a work from an opponent that has more works than you.

METAL

METAL

3

GONG



Craft with metal

SMITH

Complete any work

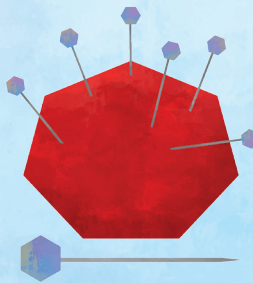
After a **PRAYER** action, you may draw three cards to your waiting area. If you do, place this there too.

METAL

METAL

3

PIN



Craft with metal

SMITHS

Complete any work

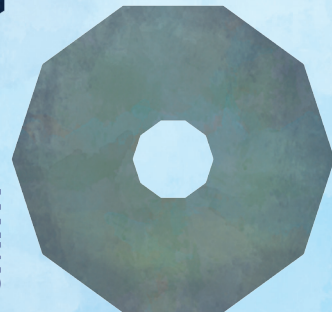
In the morning, you may take a **TAILOR** action.

METAL

METAL

3

COIN



Craft with metal

SMITHS

Complete any work

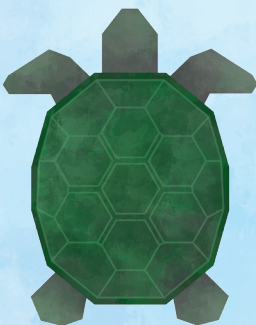
Count all of the cards in your hand an extra time for backorders at the end of the game.

METAL

METAL

3

TURTLE



Craft with metal

SMITHS

Complete any work

If you have a work of each type of material at any time, you win.

METAL

METAL

3

BELL



Craft with metal

SMITHS

Complete any work

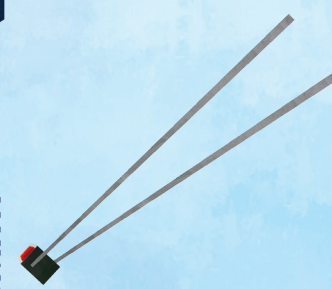
For your **CLERK** action, you may sell the top card of the deck instead of a card from your craft bench.

METAL

METAL

3

CHOPSTICKS



Craft with metal

SMITHS

Complete any work

In the morning, you may convert your task from last turn to a sale.

METAL

METAL

3



Mottainai



Mottainai



Mottainai



Mottainai



Mottainai



Mottainai



Mottainai



Mottainai



Mottainai



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.

3 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)

MATERIALS PROVIDE SUPPORT FOR CRAFT ACTIONS

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 cards are not drawn, and effects that trigger on the completion of a work do not occur.

End Game Scoring: Score value of each completed work, each covered sale, and each card in End Game Scoring hand matching a sales type you have majority in (whether covered or not), plus bonuses from effects. Ties are broken in favor of the current player, or closest to current player.

GAME END: The game ends immediately if a player builds a fifth work in one of their two wings, or if the draw deck is empty.

Works in the right wing of your temple are in your Gift Shop. Gift Shop works provide cover for matching sales. A covered sale is worth its value at the end of the game. Each work can cover a number of sales cards equal to its value.

Works in the left wing of your temple are in your Gallery. Gallery works provide cover for matching helpers. A covered helper provides two actions instead of one. Each work can cover a number of helpers equal to its value.

GIFT SHOP

GALLERY

TASK

GALLERY

HELPERS

GALLERY

GIFT SHOP

SALES

GIFT SHOP

GIFT SHOP

SALES

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.



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.



NOON

TURN REFERENCE

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