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You may freely discuss and post about this beta version of Mottainai: Wutai Mountain as long as you clearly state in your discussion that it is an incomplete beta edition of the game.

Mottainai: Wutai Mountain contains 54 new cards to enhance your Mottainai experience. This new deck of cards contains 54 new "Om works". In the print edition, they will have a different colored back, and are kept as a separate deck during setup and play.

Drawing Om Works: At the start of the game, each player receives a hand of 4 base Mottainai cards, and 1 Wutai card. During the game, whenever you draw a card to your waiting area due to a PRAYER, and it contains no Wutai cards already, draw a Wutai card instead of a base card.

Using Om Works: While in your hand, an Om work behaves exactly like any other Mottainai card.

Completing an Om Work: When an Om work is completed via a SMITH or CRAFT action, you may tuck any number of cards from your hand under its left, bottom, and right edges, as Om helpers, Om materials, or Om sales respectively. After doing so, execute any relevant "comes into play" effects.

Om Helpers / Materials / Sales: Each Om work will refer to Om helpers, Om materials, or Om sales. An Om work's effect is enhanced by the presence of these cards, but it only refers to cards tucked under itself. Cards tucked under other Om works do not count.

Any time you would tuck a helper, material, or sale under your Temple mat, you can tuck it under one of your Om works instead. Om helpers, materials, and sales do not provide the normal benefits they would if they were under your temple mat. So, an Om helper would not give you additional actions on a matching task, etc.

Om helpers, materials, and sales are unaffected by cover.

Om-helper-type, Om-material-type, Om-sales-type: These keywords refer to cards that match the type of a card under an Om work. For example, Wick says "At night, you may return an OM-helper-type card from your hand. If you do, you may draw two cards." If you had a Clerk tucked under Wick as an Om helper, then at night you could discard a Clerk/Paper card from your hand to draw two cards.

All other aspects of the game are unchanged.

NOTE

Craft with paper

CLERK

Sell a material

After you complete a work, you may **return** a matching **OM-material** to complete a work from the top of the deck.

PAPER

PAPER

1

WICK

Craft with paper

CLERK

Sell a material

At night, you may return an **OM-helper-type** card from your hand. If you do, you may draw two cards.

PAPER

PAPER

1

BOOK

Craft with paper

CLERK

Sell a material

The first **OM-sale** here of each type provides its value in points.

PAPER

PAPER

1

WRAPPER

Craft with paper

CLERK

Sell a material

After you complete this, hire a helper.
Opponents get one fewer action on your **OM-helper-type** tasks.

PAPER

PAPER

1

BUTTERFLY

Craft with paper

CLERK

Sell a material

You may **return OM-material-type** material from your craft bench to support a work of any type.

PAPER

PAPER

1

BOX

Craft with paper

CLERK

Sell a material

After your **TAILOR** action, you may reveal the top two cards of the deck. Place any **OM-helper-type** cards into your waiting area. Return the others.

PAPER

PAPER

1

HAT

Craft with paper

CLERK

Sell a material

After you complete this, sell a material.
Each **OM-sale** here counts as three towards backorder majority.

PAPER

PAPER

1

GIFT CARD

Craft with paper

CLERK

Sell a material

After your **POTTER** action, you may move an **OM-material** between this work and another work or your craft bench.

PAPER

PAPER

1

RIBBON

Craft with paper

CLERK

Sell a material

After you complete this, collect a material.
For a **SMITH** action, you may instead complete a **OM-material-type** work from your hand for free.

PAPER

PAPER

1

PAINTING

Craft with paper

CLERK

Sell a material

PAPER

You may take an **OM-helper-type** card from the floor as your task. If you do, it gives you one extra action.

PAPER

1

DRAWING

Craft with paper

CLERK

Sell a material

PAPER

After you complete this, hire a helper. Instead of discarding your previous task, if it is **OM-helper-type**, you may take it into your hand instead.

PAPER

1

INCENSE CASE

Craft with paper

CLERK

Sell a material

PAPER

After you complete this, collect a material. After you **SMITH**, if you completed an **OM-material-type** work, draw two cards.

PAPER

1

WRISTBAND

Craft with metal

SMITH

Complete any work

METAL

After a **CLERK** action, for each **OM-sale**, you may transfer a matching sale from an opponent to your sales.

METAL

3

DISC

Craft with stone

MONK

Hire a helper

STONE

Each **OM-material-type** work provides one extra level of cover (points for sales, actions for assistants) for each like OM material.

STONE

2

ASHTRAY

Craft with stone

MONK

Hire a helper

STONE

After you complete an **OM-material-type** work, you may draw three cards to your waiting area.

STONE

2

RECORD

Craft with stone

MONK

Hire a helper

STONE

After you complete this, each player transfers all **OM-material-type** cards from their hand to your craft bench.

STONE

2

FACE

Craft with stone

MONK

Hire a helper

STONE

After you complete a work, you may return a matching **OM-material**. If you do, take another turn after this one.

STONE

2

CAPSTONE

Craft with stone

MONK

Hire a helper

STONE

All **OM-sale-type** sales are considered covered. Each **OM-sale** provides its value in points.

STONE

2

HAND

MONK Hire a helper Craft with stone

STONE

After you complete this, collect two materials from the floor to here. Then, complete a work matching each OM material here for free.

STONE 2

URN

MONK Hire a helper Craft with stone

STONE

In the morning, you may swap all **OM-materials** with all materials on the floor. (Even if either is empty.)

STONE 2

SEAL

MONK Hire a helper Craft with stone

STONE

Opponents get two fewer actions on your **OM-helper-type** tasks.

STONE 2

STEP

MONK Hire a helper Craft with stone

STONE

At any time, you may reveal **MONKS** from hand. Each one counts as an **OM-helper-type** helper this turn.

STONE 2

DOORSTOP

MONK Hire a helper Craft with stone

STONE

+2 points for each **OM-material-type** work.

STONE 2

PAPERWEIGHT

MONK Hire a helper Craft with stone

STONE

After you complete this, collect a material. After you complete a work, you may sell one material of each **OM-material-type**.

STONE 2

BLANKET

TAILOR Refill your hand Craft with cloth

CLOTH

Count each **OM-sale** as if it was in your sales for backorder majority.

All **OM-sale-type** sales are considered covered.

CLOTH 2

SACHEL

TAILOR Refill your hand Craft with cloth

CLOTH

Before you take an **OM-helper-type** action, you may reveal the top card of the deck. If it is of the same type as the action, hire it, and then take an additional action of that type.

CLOTH 2

POUCH

TAILOR Refill your hand Craft with cloth

CLOTH

Before your turn, you may add the top card of the deck to the floor. If it is **OM-helper-type**, you may sell it.

CLOTH 2

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BEADS

Collect a material
Craft with clay

POTTER

CLAY

For your **PRAYER**, you may instead collect materials from the top of the deck until you get a card that is not already **OM-material-type**.

CLAY

3

LADLE

Collect a material
Craft with clay

POTTER

CLAY

After your **PRAYER**, you may transfer all **OM-materials** to your temple sales. If you do, return this.

CLAY

3

ANKLET

Collect a material
Craft with clay

POTTER

CLAY

All of your **OM-helper-type** helpers are considered covered and also count as **MONKS**.

CLAY

3

ORNAMENT

Collect a material
Craft with clay

POTTER

CLAY

After you complete this, hire a helper. Before a **OM-helper-type** task, you may hire a helper of that type from your hand.

CLAY

3

STICK

Collect a material
Craft with clay

POTTER

CLAY

When you **SMITH**, you may instead collect a material, then complete an **OM-material-type** work from your hand for free.

CLAY

3

NECKLACE

Collect a material
Craft with clay

POTTER

CLAY

After you complete this, collect all materials on the floor to here. When you **CRAFT**, count each **OM-material** as if it were in your craft bench twice.

CLAY

3

BALL

Collect a material
Craft with clay

POTTER

CLAY

Before you take an **OM-helper-type** action, you may reveal the top card of the deck. If it matches the action's type, complete it for free.

CLAY

3

SYMBOL

Collect a material
Craft with clay

POTTER

CLAY

After you complete this, collect a material. +3 points for each **OM-material-type** material.

CLAY

3

LILY PAD

Collect a material
Craft with clay

POTTER

CLAY

After you complete this, hire a helper. +3 points for each **OM-helper-type** helper.

CLAY

3

PIPE

SMITHS

Complete any work

Craft with metal

METAL

For a **MONK**, you may return an **OM-material**. If you do, take an opponent's work of that type as a helper instead of a card from the floor.

METAL 3

AXE

SMITHS

Complete any work

Craft with metal

METAL

For a **POTTER**, you may instead collect material from an opponent's craft bench of **OM-material-type**.

METAL 3

DAGGER

SMITHS

Complete any work

Craft with metal

METAL

After you complete this, transfer all **OM-material-type** materials from all opponents' works to your sales.

METAL 3

CANDELABRA

SMITHS

Complete any work

Craft with metal

METAL

After your **PRAYER** action, you may add the top card of the deck to any OM work as a helper, material, or sale.

METAL 3

HAIRPIN

SMITHS

Complete any work

Craft with metal

METAL

In the morning, reveal and draw the top card of the deck to your waiting area. If it is **OM-helper-type**, repeat this effect.

METAL 3

EASEL

SMITHS

Complete any work

Craft with metal

METAL

Each card in your hand of **OM-sale-type** is worth its value in points.

METAL 3

BUDDHA

SMITHS

Complete any work

Craft with metal

METAL

If you have an OM assistant of each type, an OM material of each type, or an OM sale of each type, you win.

METAL 3

SHRINE

SMITHS

Complete any work

Craft with metal

METAL

Before your **PRAYER**, reveal the top card of the deck. You may sell it if it is **OM-sale-type**.

METAL 3

COMB

SMITHS

Complete any work

Craft with metal

METAL

Before your turn, you may sell a material, then sell all **OM-sale-type** materials from the floor.

METAL 3