

**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.

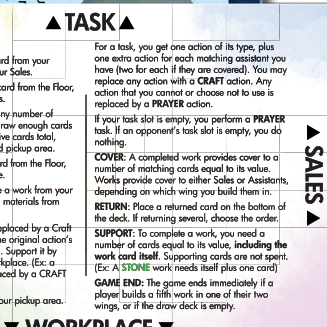
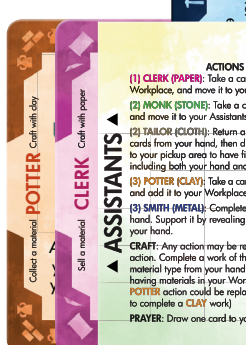


The top edge of the card names the work, and the picture in the center depicts it. The text beneath it shows an effect you gain by completing the work.

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 discard 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.

**PRAYER:** 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

CLERK  
Sell a material



PAPER

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  
Sell a material



PAPER

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

PAPER

1

## SCROLL

CLERK  
Sell a material



PAPER

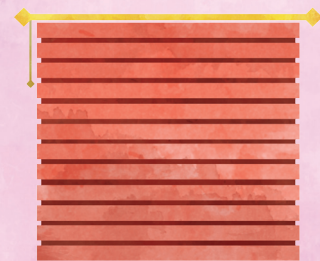
+3 Points

PAPER

1

## CURTAIN

CLERK  
Sell a material



PAPER

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

PAPER

1

## CRANE

CLERK  
Sell a material



PAPER

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

PAPER

1

## FAN

CLERK  
Sell a material



PAPER

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

## LAMPSHADE

CLERK  
Sell a material



PAPER

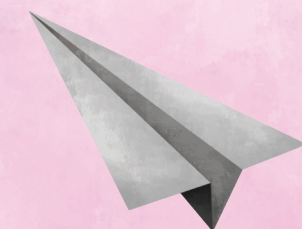
You win **CLAY** and **METAL** sales ties.

PAPER

1

## PLANE

CLERK  
Sell a material



PAPER

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  
Sell a material



PAPER

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

PAPER

1

## STATUE

Craft with stone

MONK



STONE

Hire an assistant

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

STONE

2

## PILLAR

Craft with stone

MONK



STONE

Hire an assistant

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

STONE

2

## FROG

Craft with stone

MONK



STONE

Hire an assistant

After you complete this, if you have the fewest works (or tied), take an extra turn after this one.

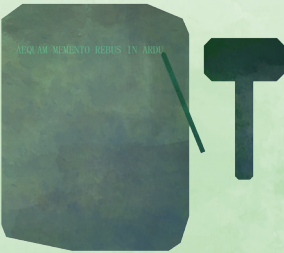
STONE

2

## TABLET

Craft with stone

MONK



STONE

Hire an assistant

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

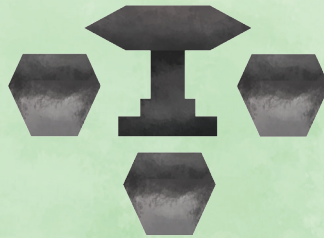
STONE

2

## STOOL

Craft with stone

MONK



STONE

Hire an assistant

After you complete a **STONE**, **CLAY**, or **METAL** work, you may draw a card.

STONE

2

## GO SET

Craft with stone

MONK



STONE

Hire an assistant

All your **STONE** works count as being in both wings.

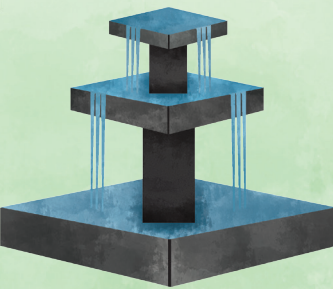
STONE

2

## FOUNTAIN

Craft with stone

MONK



STONE

Hire an assistant

Before a **CLERK** task, you may reveal **MONK** cards from hand. Each one counts as a **CLERK** assistant this turn.

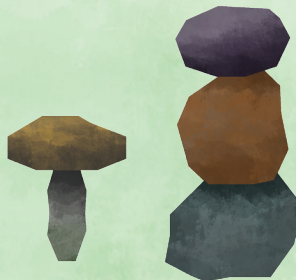
STONE

2

## TOWER

Craft with stone

MONK



STONE

Hire an assistant

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

STONE

2

## DAITORO

Craft with stone

MONK



STONE

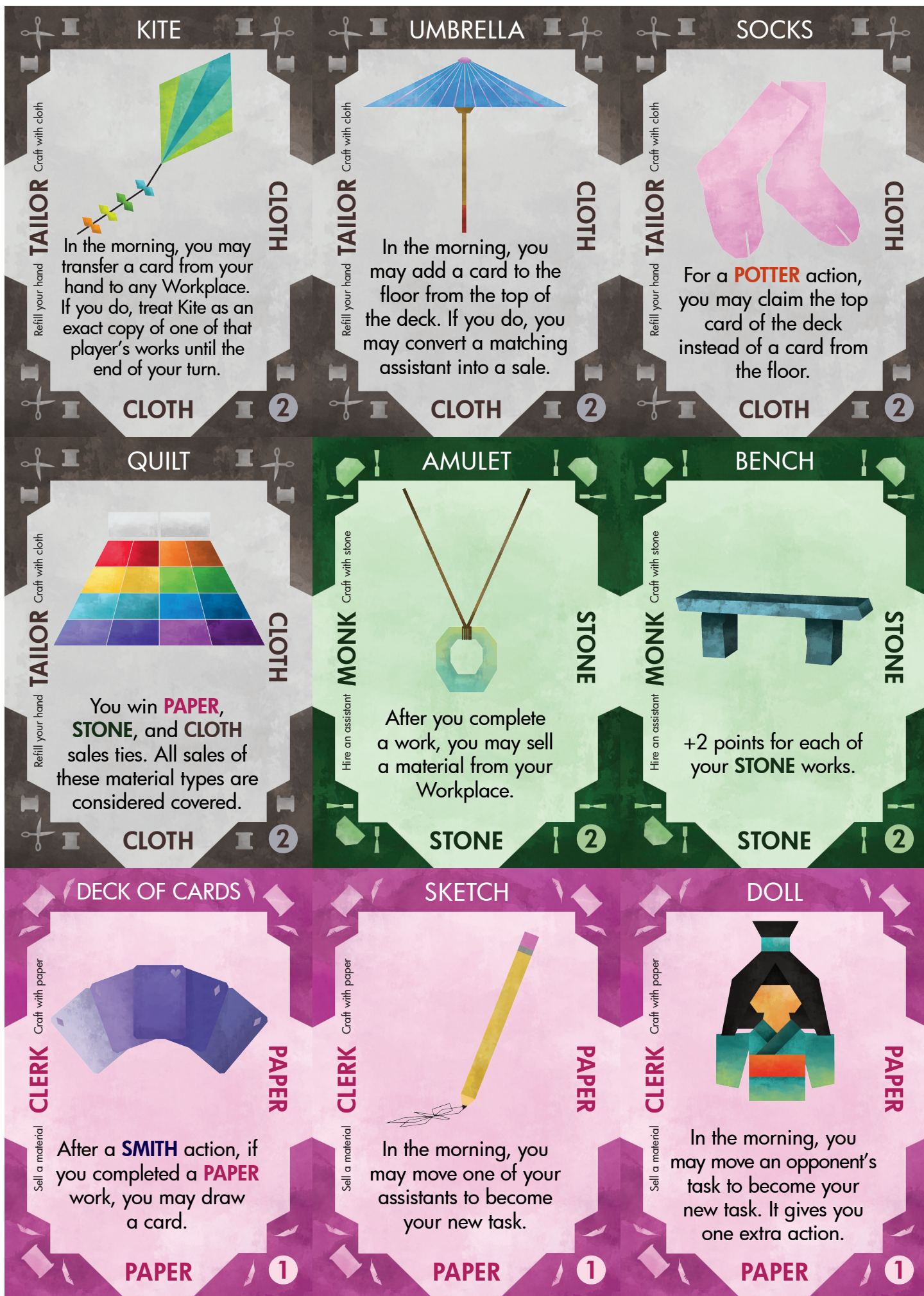
Hire an assistant

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

STONE

2





**RING**  
SMITH METAL 3  
After a **CLERK** action, if you sold a material, you may take a sale from an opponent that has more sales than you.

**VASE**  
POTTER CLAY 3  
After you complete this, transfer two materials from the floor to your sales.

**ROBE**  
TAILOR CLOTH 2  
You may use a **CLERK** action to sell all your materials of one type.

**FLAG**  
TAILOR CLOTH 2  
Before using your task, you may reveal a matching card in hand to gain one extra action of that task.

**TAPESTRY**  
TAILOR CLOTH 2  
+1 point for each work in this wing.

**HANDKERCHIEF**  
TAILOR CLOTH 2  
Instead of checking the hand limit in the morning, you may discard one card from your hand to the floor.

**PUPPET**  
TAILOR CLOTH 2  
Before a **TAILOR** action, you may **return** this to trade your hand with an opponent. Place their hand in your pickup area.

**MASK**  
TAILOR CLOTH 2  
Opponents cannot use your tasks unless they reveal a matching card from their hand.

**CLOAK**  
TAILOR CLOTH 2  
After you complete a work, you may **return** it. If you do, complete a **METAL** work from your hand for free.



## HANIWA



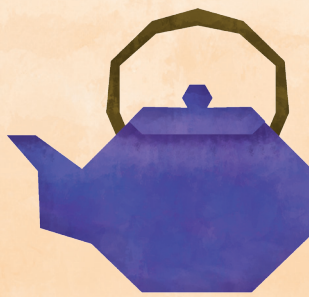
Collect a material  
**POTTER** Craft with clay

+3 points for each assistant of your most common assistant type.

CLAY

CLAY

## TEAPOT



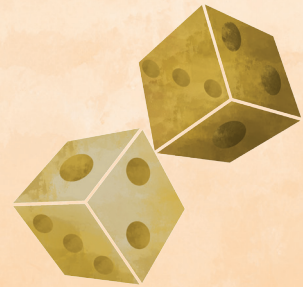
Collect a material  
**POTTER** Craft with clay

+3 points for each Workplace material of your most common Workplace material type.

CLAY

CLAY

## 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

CLAY

## BOWL



Collect a material  
**POTTER** Craft with clay

In the morning, you may add the top card of the deck to your Workplace.

CLAY

CLAY

## 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 pickup area.

CLAY

CLAY

## 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

CLAY

## 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

CLAY

## BANGLE



Collect a material  
**POTTER** Craft with clay

Opponents get no help from their assistants on your tasks. All your **MONK** assistants are considered covered.

CLAY

CLAY

## CUP



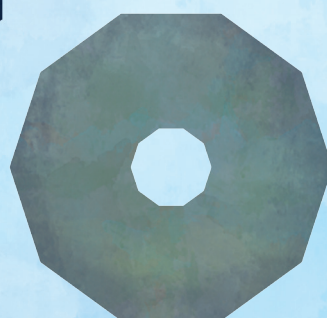
Collect a material  
**POTTER** Craft with clay

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

CLAY

CLAY



<p>FLUTE</p>  <p><b>SMITH</b> Complete any work</p> <p>For your <b>MONK</b> or <b>POTTER</b> action, you may take an opponent's task or <b>PAPER</b> work instead of a card from the floor.</p> <p><b>METAL</b> 3</p>	<p>SWORD</p>  <p><b>SMITHS</b> Complete any work</p> <p>For your <b>MONK</b> or <b>POTTER</b> action, you may take an opponent's assistant or material, respectively, if they have more than you.</p> <p><b>METAL</b> 3</p>	<p>SHURIKEN</p>  <p><b>SMITHS</b> Complete any work</p> <p>After you complete this, take a work from an opponent that has more works than you.</p> <p><b>METAL</b> 3</p>
<p>GONG</p>  <p><b>SMITH</b> Complete any work</p> <p>After a <b>PRAYER</b> action, you may draw three cards. If you do, place this in your pickup area.</p> <p><b>METAL</b> 3</p>	<p>PIN</p>  <p><b>SMITHS</b> Complete any work</p> <p>In the morning, you may take a <b>TAILOR</b> action.</p> <p><b>METAL</b> 3</p>	<p>COIN</p>  <p><b>SMITHS</b> Complete any work</p> <p>Count all of the cards in your hand an extra time for sales interest at the end of the game.</p> <p><b>METAL</b> 3</p>
<p>TURTLE</p>  <p><b>SMITHS</b> Complete any work</p> <p>If you have a work of each type of material at any time, you win.</p> <p><b>METAL</b> 3</p>	<p>BELL</p>  <p><b>SMITHS</b> Complete any work</p> <p>For your <b>CLERK</b> action, you may sell the top card of the deck instead of a card from your workplace.</p> <p><b>METAL</b> 3</p>	<p>CHOPSTICKS</p>  <p><b>SMITHS</b> Complete any work</p> <p>In the morning, you may convert your task from last turn to a sale.</p> <p><b>METAL</b> 3</p>

Mottainai

Mottainai

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# ▲ TASK ▲

## ACTIONS

- (1) **CLERK (PAPER)**: Take a card from your Workplace, and move it to your Sales.
- (2) **MONK (STONE)**: Take a card from the Floor, and move it to your Assistants.
- (2) **TAILOR (CLOTH)**: 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.
- (3) **POTTER (CLAY)**: Take a card from the Floor, and add it to your Workplace.
- (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 Workplace. (Ex: a **POTTER** action could be replaced by a **CRAFT** to complete a **CLAY** work)
- PRAYER**: Draw one card to your pickup area.

For a task, you get one action of its type, plus one extra action for each matching assistant you have (two for each if they are covered). You may replace any action with a **CRAFT** action. Any action that you cannot or choose not to use is replaced by a **PRAYER** action.

If your task slot is empty, you perform a **PRAYER** task. If an opponent's task slot is empty, you do nothing.

**COVER**: A completed work provides cover to a number of matching cards equal to its value. Works provide cover to either Sales or Assistants, depending on which wing you build them in.

**RETURN**: Place a returned card on the bottom of the deck. If returning several, choose the order.

**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)

**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.

# ▼ WORKPLACE ▼

# ▲ WORKPLACE ▲

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

When the game ends, it ends immediately. The player's turn does not end, pickup cards are not drawn, and effects that trigger on the completion of a work do not occur.

## 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.

## NOON



- (1) Perform each opponent's task, clockwise from you. Take bonus actions for matching assistants.
- (2) Perform your task. Take bonus actions for matching assistants. If you played no task, **PRAYER** instead.

## NIGHT



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

# ▼ TASK ▼

# ▲ ASSISTANTS ▲

# ▼ SALES ▼

# ▲ SALES ▲

# ▼ ASSISTANTS ▼