

A decorative floral element with pink, purple, and blue petals is positioned to the left of the main title.

Mottainai

Wutai Mountain
Rulebook





By Carl Chudyk ♦ ©2018 Asmadi Games

Rules v1.0 ♦ 2-3 players ♦ 15-30 minutes

Mottainai (もったいない) -- Don't waste, use everything: every little thing has a soul.

Mottainai: Wutai Mountain adds 54 new **Om works** to enhance your Mottainai experience. These Om works have a different card back, and are not shuffled in with the base game's cards, instead forming a separate deck. Only one set of Wutai Mountain is required, regardless of whether you are playing with 2-3 players (one base deck) or 4-5 players (two base decks). The original game is required to play.

Wutai Mountain includes:

1 deck of 54 cards

2 Om work reminder cards, with bonus compact temple mats on the back

1 rulebook (this one!)

A feeling of unbridled joy



SETUP

Setup and the start of the game feature only minor changes from base Mottainai. The Wutai Mountain deck is shuffled and placed next to the base Mottainai deck (only one Wutai deck, regardless of player count). When each player draws their initial hand of 5 cards, they draw 4 base Mottainai cards and 1 Wutai Mountain card.

All other steps during setup use cards from the base Mottainai deck.

In the rare situation that the Wutai deck runs out, the game ends immediately.

RULES HELP

If you have a rules question that you can't figure out from the rulebook, the BoardGameGeek forums are a great place to ask!

You can also ask us directly by email at AsmadiGames@gmail.com



USING WUTAI CARDS

At the start of the game, each player will have one Wutai card in their hand. The number of base and Wutai cards in a player's hand is public information.

During the game, new Wutai cards can be drawn via PRAYER. If a card would be drawn to your waiting area, and the waiting area does not contain any Wutai cards, draw a Wutai card there instead of a base Mottainai card. Basically, the first PRAYER card you draw to your waiting area each turn will be a Wutai card instead.

Note that cards drawn to your waiting area due to a TAILOR action are not ever changed to Wutai cards (unless that TAILOR is skipped to take a PRAYER instead).

Once in a player's hand, a Wutai card behaves exactly like any other card. They count against your hand limit. If a Wutai card is returned, it is placed on the bottom of the Wutai deck.

The symbol [OM] is used on all Wutai cards to represent the word "Om". Two [OM] symbols also are next to each Wutai card's title, so they can be easily distinguished from base Mottianai cards while in your hand.

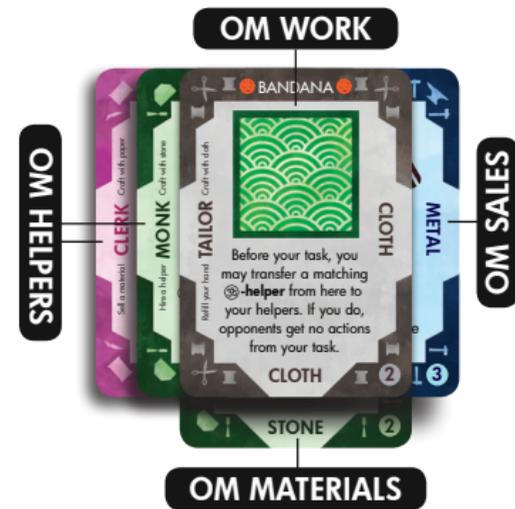
COMPLETING OM WORKS

All Wutai cards depict Om works. Completing an Om work is achieved in the same way as a base Mottainai work, via a CRAFT or SMITH action (or through another card's special effect).

Immediately after you complete an Om work, and before executing any "comes into play" effects, you may tuck any number of cards from your hand under the left, bottom, and right edges of the newly completed Om work. These become Om helpers, Om materials, and Om sales respectively.

You may tuck any or all of the cards in your hand, even if they were used as support for the SMITH action that completed the work. Both base Mottainai and Wutai cards may be tucked under Om works.

To the right is an example. The Om work **BANDANA** has just been completed, and four cards have been tucked underneath it as Om helpers, Om materials, and Om sales. This is only for illustrative purposes - in most cases you'll only tuck cards under one edge of an Om work.



ADDING TO OM WORKS

Any time you would be able to tuck a card under your temple mat as a helper, material, or sale, you may choose to tuck it under one of your Om works as an Om helper, Om material, or Om sale instead. If you are tucking multiple cards, you can choose individually which are tucked under your temple and which are tucked under Om works.

OM WORK EFFECTS

Each Om work will refer to one or more of Om helpers, Om materials, and Om sales. An Om work's effect is defined by the presence of these cards, but only refers to cards tucked under that specific work. Cards tucked under other Om works do not count.

For example, URN states "In the morning, you may swap all Om materials with all materials on the floor." This cannot affect Om materials under your other Om works, nor cards tucked under any other players' Om works.

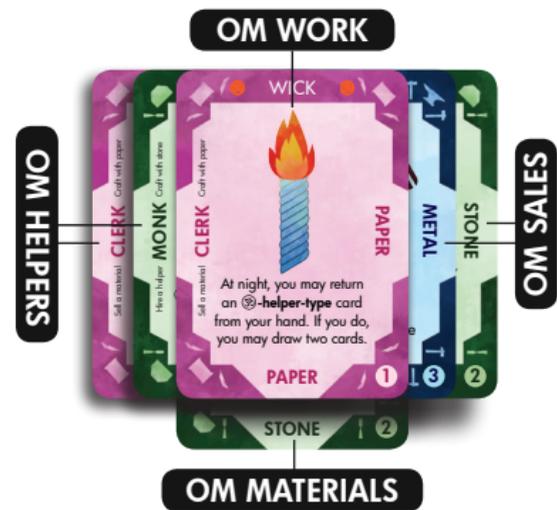
Om helpers, Om materials, and Om sales do not provide the same benefits as normal helpers, materials, and sales. You do not get extra actions from Om helpers, cannot use Om materials to support completion of a work, and Om sales do not count toward end game scoring. Om helpers, materials, and sales are not affected by cover.

Many Om work effects refer to Om-helper-type, Om-material-type, or Om-sales-type. These keywords refer to cards that match the types of cards tucked under an Om work.

In the example below, we have an Om work (Wick) with several cards tucked underneath it. For this work, Om-helper-type would mean "CLERK OR MONK". Om-material-type would mean "STONE". Om-sales-type would mean "METAL OR STONE".

Wick's actual effect says "At night, you may return an Om-helper-type card from your hand. If you do, you may draw two cards."

Wick could thusly be read as "At night, you may return a CLERK or MONK card from your hand. If you do, you may draw two cards."



CREDITS

Created by: Carl Chudyk



Developed by: Chris Cieslik

Art and Design by: Alanna Cervenak

Playtested by: You! Thanks to everyone on BoardGameGeek and everyone who played at Gen Con for helping us beta test Mottainai: Wutai Mountain.



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