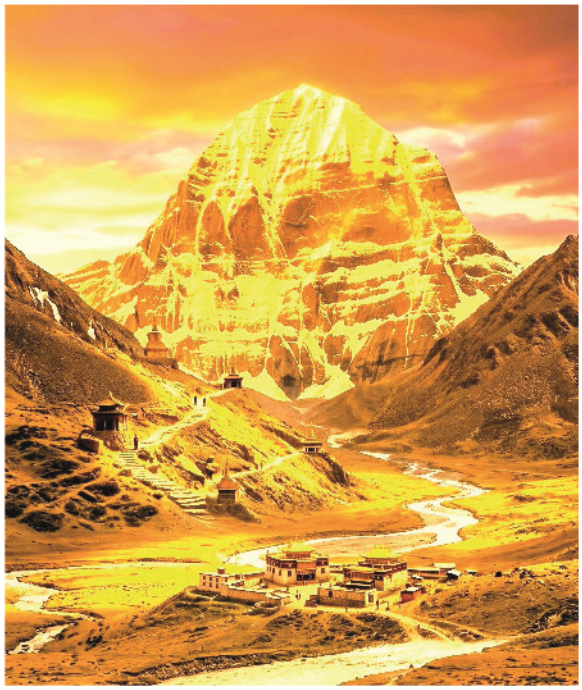
Juzu Mountain

"Virtue or Non-virtue... just A Single Thought."



GAME SET

54 Square cards (Tiles)
39 Precious cards
29 Deception cards
4 Player tokens
1 Karma Meter & Marker
15 Coloured Bricks (Locks)
(Red, Blue, Yellow,
Green & White)

Venture into Juzu Mountain, where you will come face to face with your own negative habits and inner struggles. Join forces with fellow players to collect all four treasures and transform negative habits into positive ones on your journey towards Juzu – the state of Completion.

The journey will not be easy! Negative habits are deeply rooted and stubbornly persistent, while bad influences increase negative karma (negative intents and actions). It will take patience, teamwork and strategic thinking to overcome these challenges.

Will your team overcome the obstacles and make it all the way to Juzu?

SETUP

From the Square Deck (Tiles):

1. Remove the 4 treasure tiles, shuffle them face-down, put aside.
2. Separate the 25 virtue tiles from the 25 non-virtue tiles.

Shuffle the non-virtue tiles and lay them face up randomly on the table using the Standard layout in Figure 1. Lay the 4 treasure tiles face-down randomly. Place the player tokens on the empty space with no tile.

Figure 1. How the tiles should be laid



Match the 25 virtue tiles with their corresponding non-virtue tiles. Then place each virtue tile face-down and underneath its respective non-virtue tile on the table.

Remove 1 Bad Influences Card from the Precious card deck. Shuffle the both the Deception & Precious card decks and place them separately at the edge of the tiles layout.

GAMEPLAY

Each player will do the following on his/her turn in the order below.

Step 1. Take 3 actions.
Step 2. Draw 2 Precious cards from the Precious Deck.
Step 3. Draw Deception cards based on the number on the Karma Meter.

Step 1. Take 3 actions

Any of the below moves count as an action. Player can also choose not to use all 3 actions on his/her turn.

1. Move your token to an adjacent tile horizontally or vertically. Figure 2.

2. Flip a non-virtue tile to its virtue side OR open a treasure tile. You must either be on the tile itself OR adjacent to it. Figure 3.

Figure 2. Moving a player's token



Figure 3. Flipping a Non-virtue tile



Note:

a. Diagonal flips and moves not allowed.

b. Once players move out of the empty space in the center, they cannot re-enter, walk on or jump across the space.

c. If a non-virtue tile is locked, players will not be allowed to walk on it or flip it to virtue until the lock(s) is(are) removed.

Step 2. Draw 2 cards from Precious Deck

Precious Cards On Hand

A player can have a maximum of 5 Precious Cards on hand at any time. If you have more than 5 Precious cards, you must either use, discard or give away to other players (on the same tile) immediately.

1. TREASURE CARDS

Treasure cards helps you collect and empower the 4 treasures needed to win the game.

Great Action
Great Aspiration
Great Compassion
Great Wisdom



You can collect and empower a treasure any time in the game.

1. One player collect 3 cards of a treasure.
2. Any player flips a treasure tile to reveal the corresponding treasure.
3. Player with the 3 cards move his/her token to the treasure tile to empower the treasure.

1.



2.



3.



Exchanging Treasure Cards with another player

Players can move their tokens onto the same tile to give or exchange ANY number of TREASURE cards.

2. BAD INFLUENCES CARDS

Bad Influence increase Karma Meter by 1 point.



Rules for use:
1. Must be used immediately upon drawing the card.
2. Single-use. Discard to the Precious "Used card" deck after used.

3. AUSPICIOUS CLOUD CARDS

Auspicious Cloud allow a player to fly to any UNLOCKED tile.



Rules for use:

1. One card makes ONE move to any other tile.
2. Cannot exchange or give away this card.
3. Can be used anytime in the game, even on another player's turn.
4. Single-use. Discard to the "Used card" Juzu Mountain deck after used.

4. UNLOCK CARDS

Unlock cards helps you remove the bricks that locks the non-virtue tiles.

a. Right View & Thought: unlocks crime locks
b. Water of Compassion: unlocks disease locks
c. Repentance - unlocks disease, crime & mental illness locks

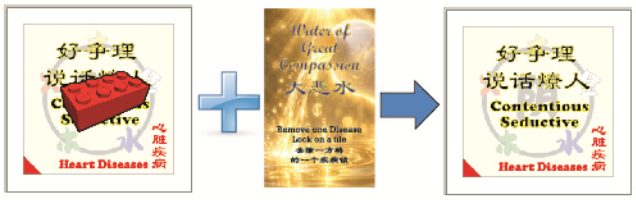






To unlock a locked tile, remove 1 brick from the tile:

Scenario 1



Locked tile | Unlock card | Unlocked tile

Scenario 2



Locked tile | Unlock card | Locked tile

Rules for use:

1. One card removes ONE lock on ONE tile.
2. Can remove a lock irregardless of player token position on the board.
3. Cannot be used to flip a card from negative virtue to positive virtue.
4. Cannot exchange or give away this card.
5. Can be used anytime in the game, even on another player's turn.
6. Single-use. Discard to the "Used card" Juzu Mountain deck after used.

No Re-drawing of Cards &

If a drawn card is no longer useful, players are not allowed to re-draw another card as a substitute to complete the number of draws.

Step 3. Draw Deception Cards based on the Karma Meter

The number besides the Karma Meter shows the number of Deception Cards that needs to be drawn.

Upon drawing a deception card, one of the following happens depending on the type of card drawn and the state of the tile:



Drawn Card

Scenario 1. Face-down Treasure tile remains as it is.



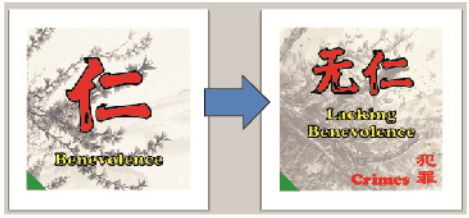
Scenario 2. Opened Treasure tile flips back to face down state.



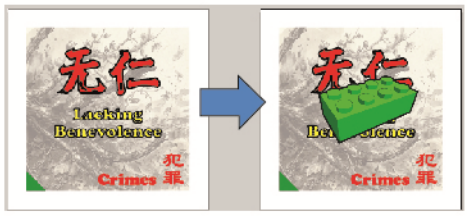


Drawn Card

Scenario 1. Virtue tile flips to Non-virtue.



Scenario 2. Non-virtue tile is locked. Place a brick on it.



Note: The brick used to lock the tile should be the same colour as the triangle at the corner of the tile.

Locked Cards

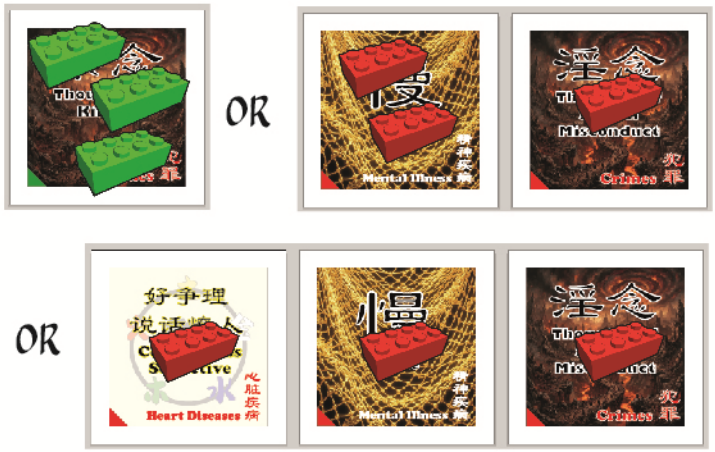
Players will not be able to walk on or flip a locked card to virtue until the lock is removed with an Unlock Card or Empowered Treasure Card.

Note: If there is a player token on a tile and it becomes locked, the token will remain in place until the player moves it out of the locked tile during the 1st action on his/her turn. Player will not be able to use any Precious cards or flip cards until he/she has moved out of the locked tile.

If a player draws a Deception card a second time before the 1st lock is removed, a 2nd brick is added to the tile and so on.

When 3 locks of the same color has accumulated, move the karma meter up 1 point and remove the 3 locks to unlock the tile(s).

The locks can accumulate on either the same tile or different tiles.



Used Cards

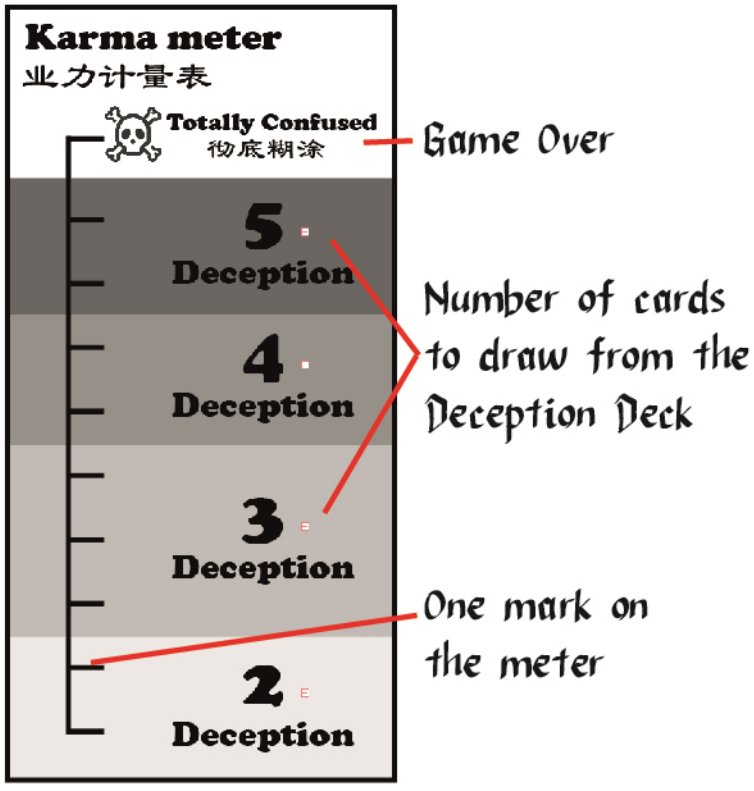
Used / Drawn Precious and Deception cards are placed face up at the spaces "Used Precious Cards Deck" & "Used Deception Cards Deck", See Figure 1. When there are no longer any Precious or Deception cards to be drawn, the Used Deck is shuffled and place face-down to be re-used as the main deck again.

The Karma Meter

Karma means Intention and Action. In Juzu Mountain, the Karma Meter measures the accumulated Negative Intentions and Actions.

The game begins at the lowest point on the meter, with players drawing 2 Deception cards each on their turn.

The Karma meter increases by one point when:
1. A Bad Influences card is drawn from the Precious Deck.
2. There are 3 Bricks (Locks) of the same colour on the tiles.



As the Karma meter increases, Deception increases and more cards are drawn from the Deception Deck based on the number indicated on the meter. The game is lost when the meter reaches the Totally Confused level.

Using an Empowered Treasure

Functions of an Empowered Treasure Card:

Scepter of Great Action - Take 4 actions per player on each turn
Jewel of Great Aspiration - Neutralises 1 of the 10 Crime Cards
Vase of Great Compassion - Neutralises 1 of the 10 Diseases Cards
Sword of Great Wisdom - Neutralises 1 of the 5 Mental Illness Cards

To neutralise:

Step 1: Remove 1 lock on a locked tile
Step 2: Flip it to virtue
Step 3: Place the Empowered Treasure card on it to immunize the virtue card

An immunized card will not flip to non-virtue when its respective Deception Card is drawn in future draws.

You can choose to do only Steps 2 & 3 or Step 3 alone, depending on the state of the tile.

Rules for use:

1. Each Empowered Treasure card can only be permanently placed on ONE chosen tile. Players are not allowed to move the Empowered Treasure to another tile after the card has been placed.
2. Empowered Treasure cards can be used anytime in the game.
3. Empowered cards do not add to the hand-count of Precious cards - you can hold a maximum 5 Precious cards + Any number of Empowered cards you earned.
4. There are 4 cards for each Treasure in the Precious Deck. After 3 cards of a Treasure are empowered, the 4th will automatically be empowered too and can be used, regardless it is in any Players' hand or in the Precious Deck.

WINNING THE GAME

TO WIN THE GAME, the team must achieve BOTH objectives below:

1. Obtain & Empower ALL 4 Treasures:
Scepter of Great Action
Jewel of Great Aspiration
Vase of Great Compassion
Sword of Great Wisdom



2. Turn all the tiles from non-virtue to virtue.

LOSING THE GAME

The team loses when the Karma meter level reaches the maximum level.

INCREASING DIFFICULTY

The difficulty of the game can be increased in many ways and we have listed a few ways here.

We would suggest the first 3 methods as you need not change the game rules using these.

1. Start the game at a higher level of the Karma Meter.
2. Use 4 Bad Influences cards in the Precious Deck instead of 3.
3. Reduce the number of Precious cards in the deck - Water of compassion, Repentance, and Right view & thought.
3. Unlocking a non-virtue card can only be perform on a player's turn and consumes 1 action.
4. A player is only allowed to give away their Treasure card on their turn to another player. If the two players intend to exchange cards, they must wait until the 2nd player's turn where the 2nd player is allowed to give away his/her treasure card to the 1st player.