

Craftin' Race (PnP) Print and Play

Instructions

You will need to provide the following components. The game works best if you use the specified colors -since they are referenced by some cards-, however, if you want to replace them, make sure to have the right amount of items of the same color.

- 12 dice
 - 4 White
 - 4 Yellow
 - 4 Red
- 16 tokens (8mm cubes, gems, and plastic chips are best). Optionally you can track your progress with pen and paper. Or print the tokens
 - 4 Green
 - 4 Orange
 - 4 Purple
 - 4 Blue
- 1 standard Mint Tin for storage (recommended)

Printing instructions

- Print the playing cards (pages 2 to 5). It is best to use thick paper. Two sided printing is recommended.
- Optionally print pages 6 and 7 (also double sided). They contain
 - Instruction folio
 - Token trackers (can be cut out and used as tokens)
 - Mint tin Box art
- Optionally, laminate the cards.



Surface Mine



Alluvial Deposit



Bench Deposit



Secret Lore



Roll +1 Dice
Once each turn



Storage Room



Reroll All Dice
Once each turn



Jeweler's Loupe



Reroll 1 Dice
Once each turn



Superior Tools



Reroll Any Dice
Once each turn



Call a Favor



Roll +1 Dice
Discard after use



Call a Favor



Roll +1 Dice
Discard after use



Change of Plans



Reroll All Dice

Discard after use

Change of Plans



Reroll All Dice

Discard after use

Second Opinion



Reroll 1 Dice

Discard after use

Second Opinion



Reroll 1 Dice

Discard after use

Careful Tweaks



Reroll Any Dice

Discard after use

Careful Tweaks



Reroll Any Dice

Discard after use

Crafts

Green	Green	Green	Green Gem
Green	Green	Blue	Orange Gem
Green	Blue	Blue	Purple Gem
Blue	Blue	Blue	Light Blue Gem

Crafts

Green	Green	Green	Green Gem
Green	Green	Blue	Orange Gem
Green	Blue	Blue	Purple Gem
Blue	Blue	Blue	Light Blue Gem

Crafts

Green	Green	Green	Green Gem
Green	Green	Blue	Orange Gem
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Craftin'
Race



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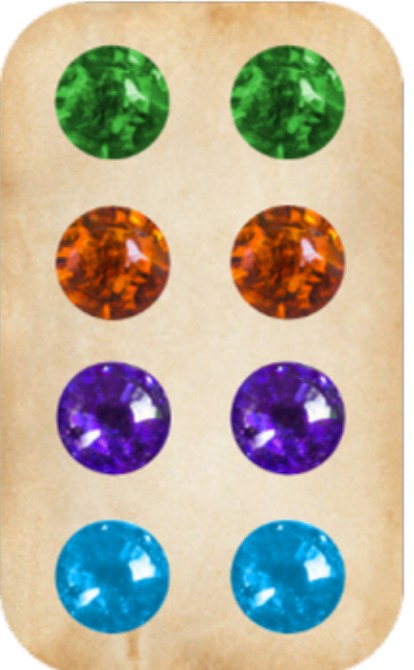


Craftin'
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Craftin'
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Craftin' Race

The head of the crafter's guild has retired and we must find a successor. Tradition is that the best two crafters create two sets of gems as fast as possible.

The first to get them will be crowned "Master Crafter" and rule the guild. The other... Nobody really remembers who comes second.

This is the chance you've been waiting for! Get ready to race for fame, money, and a well deserved promotion.

Roll your dice, obtain materials, and craft gems or acquire improvements. Would you invest in tooling, or go ahead crafting gems trusting your luck?

Components

- 1 Mint tin box
- 12 dice
- 4 Yellow
- 4 White
- 4 Red
- 16 Craft tokens
- 4 Green
- 4 Orange
- 4 Purple
- 4 Blue
- 12 Cards (Shop Deck)
- 4 Tools cards
- 8 Events cards
- 3 Dice Market cards
- Alluvial Deposit
- Surface Mine
- Bench Deposit
- 3 Reference cards (dual faced)
- Instructions (you are looking at them)

Setup

Find the 3 dice market cards (Alluvial Deposit, Surface Mine, and Bench Deposit) and place them on the table between the players.

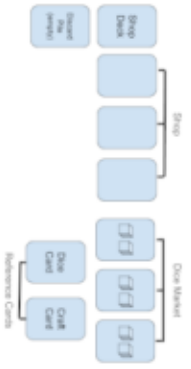
Give each player 1 dice of each type (yellow, white, and red). Place the remaining dice on the respective dice market cards, matching the color.

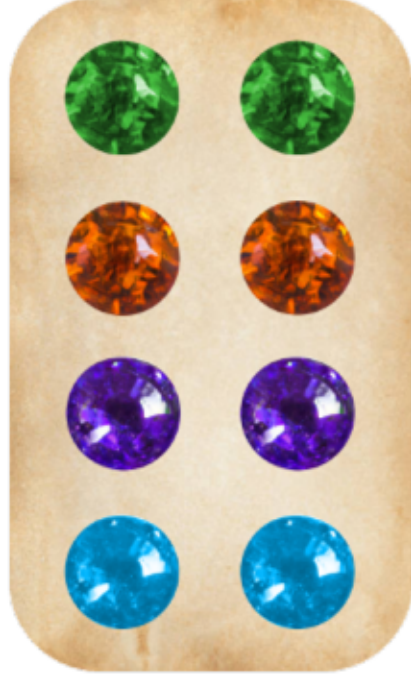
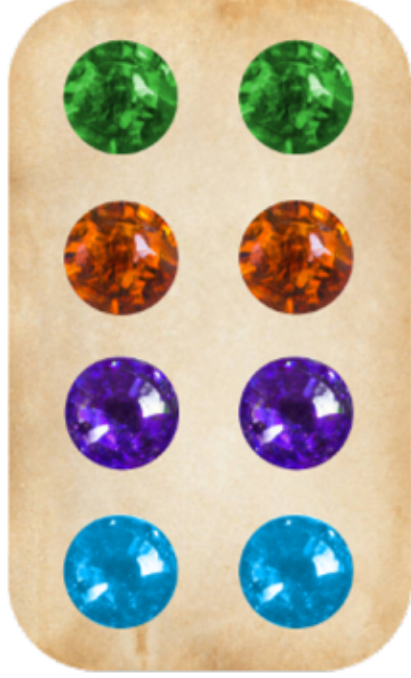
Place the reference cards (dice and crafts) in the centre of the table.

Shuffle the deck and place it on the table face down. This is the shop deck.

Take the top 3 cards from the shop deck and place them face up on the table. Those are the available cards for purchase.

Example Layout





How to play

Choose who goes first. Old fashioned coin flip is a good way to do it.

The player that goes second has the option to "reroll all dice" on their first turn.

Players play alternate turns. **First player to craft two gems of each colour wins.**

On each turn a player does:

- Select dice
- Roll dice and get resources
- Spend resources

Select dice

Each player starts the game with 3 dice. New dice are added to the pool. You select the dice to roll from your pool (initially that is all of them)

A player can roll 3 dice. Some cards allow you to roll extra dice. If you are going to use this ability, you have to declare it when selecting dice.

You can only roll dice that are in your pool. If you can roll 4 dice, but you only have 3, you can only roll 3.

Roll dice and collect resources

Each dice generates a resource based on the type of dice and the number rolled. There is a table on each Dice Market card, and also in the Dice Reference card.

- Yellow dice (Alluvial Deposit):
 - 1:
 - 2-5:
- White dice (Surface Mine):
 - 1-3:
 - 2-5:
- Red dice (Bench Deposit):
 - 1:
 - 2-5:

Some cards allow you to reroll one, all or any number of dice. You can use these effects now, before collecting the resources.

Spend resources

You can spend your resources in different actions, as long as you can pay the cost.

Cost is represented with , and . The symbol means "any" resource.

You can spend resources to:

- **Craft a gem:** Follow the craft card reference.
- **Purchase a dice:** Add it to your pool
- **Purchase a card from the shop**
- **Trash an item from the shop:** This can be paid with any combination of 3 resources

Finally, if an item was purchased or trashed, the shop gets new items

- Place new cards from the shop deck face up to complete the 3 slots.
- If there are no more cards in the shop deck, shuffle the discard pile and place it as the new shop deck

Notes

- You can't craft more than 2 gems of each colour
- There is a limited amount of dice in the Market, when they are gone, they are gone.

Cards are of 2 different types: Tools and Events.

- **Tools** can be used every turn
- **Events** are discarded after use (discarded cards go into the discard pile)

Credits

Game Design: Raul Portales

Art generated with DALL-E 2