



### Change of Plans



Reroll All Dice

Discard after use



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Reroll All Dice

Discard after use



### Second Opinion



Reroll 1 Dice

Discard after use



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Reroll 1 Dice

Discard after use



### Careful Tweaks



Reroll Any Dice

Discard after use



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Reroll Any Dice

Discard after use



### Crafts



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**Craftin'  
Race**



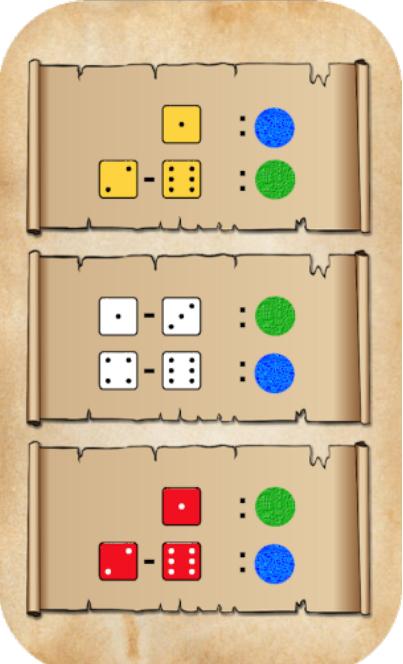
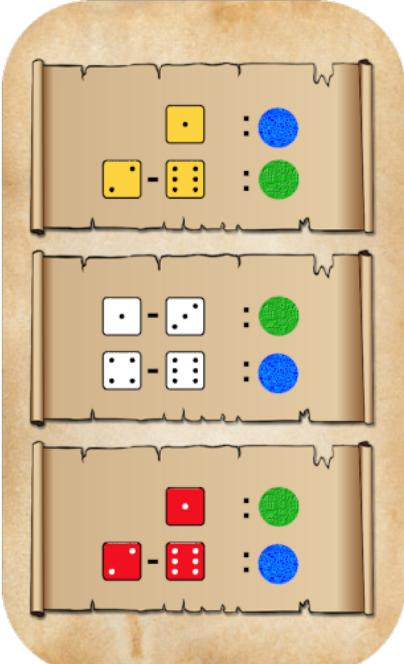
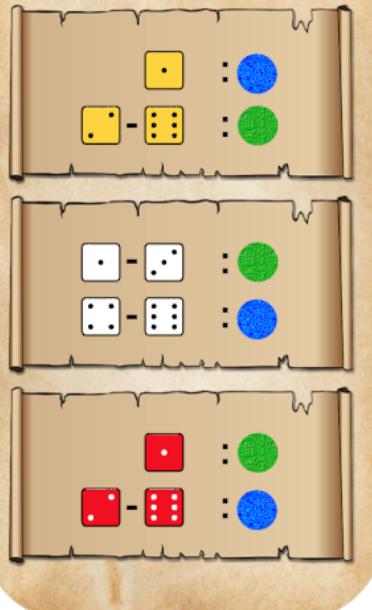
**Craftin'  
Race**



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# Craftin' Race

The head of the crafter's guild has relived 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?

**2**  
players  
**age 10+**  
**15**  
minutes

## Craftin' Race

### 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
- Instructions (you are looking at them)
- Reference cards (dual faced)

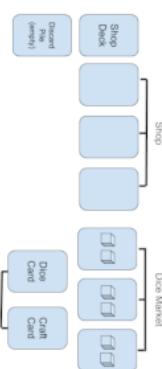
Give each player 1 dice of each type (yellow, white, and red). Place the remaining dice on the respective dice market cards, matching the color.

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.

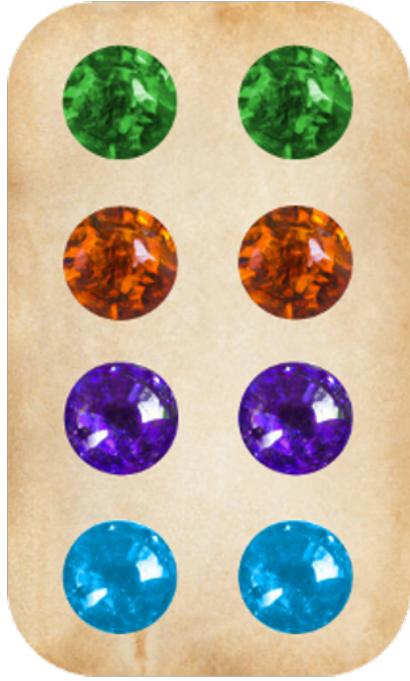
Take the top 3 cards from the shop deck and place them face up on the table. Those are the available cards for purchase.

### Example Layout



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

### Setup



<h3>How to play</h3> <p>Choose who goes first. Old fashioned coin flip is a good way to do it.</p> <p>The player that goes second has the option to "reroll all dice" on their first turn.</p> <p>Players play alternate turns. <b>First player to craft two gems of each colour wins.</b></p> <p>On each turn a player does:</p> <ul style="list-style-type: none"> <li>• Select dice</li> <li>• Roll dice and get resources</li> <li>• Spend resources</li> </ul> <p><b>Select dice</b></p> <p>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)</p> <p>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.</p>	<h3>Spend resources</h3> <p>You can spend your resources in different actions, as long as you can pay the cost.</p> <p>Cost is represented with ,  and . The symbol  means "any" resource.</p> <p>You can spend resources to:</p> <ul style="list-style-type: none"> <li>• Craft a gem: Follow the craft card reference.</li> <li>• Purchase a dice: Add it to your pool</li> <li>• Purchase a card from the shop</li> <li>• Trash an item from the shop: This can be paid with any combination of 3 resources</li> </ul>	<h3>Notes</h3> <ul style="list-style-type: none"> <li>• You can't craft more than 2 gems of each colour</li> <li>• There is a limited amount of dice in the Market, when they are gone, they are gone.</li> <li>• Cards are of 2 different types: Tools and Events.</li> <li>• Tools can be used every turn</li> <li>• Events are discarded after use (discarded cards go into the discard pile)</li> </ul>	<h3>Credits</h3>	<p>Game Design: Raul Portales Art generated with DALL-E 2</p>
<h3>Roll dice and collect resources</h3> <p>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.</p> <ul style="list-style-type: none"> <li>• Yellow dice (Alluvial Deposit): <ul style="list-style-type: none"> <li>• 1: </li> <li>• 2-5: </li> </ul> </li> <li>• White dice (Bench Deposit): <ul style="list-style-type: none"> <li>• 1-3: </li> <li>• 2-5: </li> </ul> </li> <li>• Red dice (Bench Deposit): <ul style="list-style-type: none"> <li>• 1: </li> <li>• 2-5: </li> </ul> </li> </ul> <p>Some cards allow you to reroll one, all or any number of dice. You can use these effects now, before collecting the resources.</p>	<h3>Final notes</h3> <p>Finally, if an item was purchased or trashed, the shop gets new items</p> <ul style="list-style-type: none"> <li>• Place new cards from the shop deck face up to complete the 3 slots.</li> <li>• If there are no more cards in the shop deck, shuffle the discard pile and place it as the new shop deck</li> </ul>	<h3>Events</h3> <ul style="list-style-type: none"> <li>• If an event is triggered, it will be resolved immediately.</li> <li>• Events can be triggered by various actions, such as rolling specific dice or reaching certain resource counts.</li> <li>• Events often provide temporary benefits or penalties to the player triggering them.</li> </ul>	<h3>Tools</h3> <ul style="list-style-type: none"> <li>• Tools are items that can be used repeatedly during a turn.</li> <li>• Tools typically require resources to use and provide a specific benefit or function.</li> <li>• Examples include dice selection tools or resource management tools.</li> </ul>	<p>Game Design: Raul Portales Art generated with DALL-E 2</p>