



# Craft the Crown

**Version:** 1.0

**Last Updated:** 4/18/2026

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## Game Overview

Forge combos. Flip markets. Craft the Crown.

Craft the Crown is a competitive strategy game about risk, timing, and economic dominance. Players build powerful crafting engines, manipulate shared markets, and leverage tactical Tools to outpace their rivals. It is designed for 2-4 players and takes approximately 30-60 minutes to play.

Players must constantly balance short-term opportunities against long-term plans. While careful strategy is rewarded, hidden information and shifting card flow ensure that adaptability is just as important as foresight. Luck plays a role, but consistent success comes from smart decisions over time.

## Objective of the Game

The game has two possible win conditions:

1. Be the first player to have **50 or more Gold** in their possession.
2. Be the first player to **craft the Crown**.

The game ends immediately when either condition is met by the active player during their own turn.

## Core Mechanics

Craft the Crown is built around interconnected economic and crafting systems.

- **Crafting:** Players convert Elements into higher-value Resources using defined Recipes.

- **Market Economy:** Resources circulate through a shared Market via buying, selling, and trading.
- **Engine Building:** Sites provide passive effects that grow stronger over time.
- **Tactical Interaction:** Tools and trades allow players to directly interfere with each other's progress.
- **Hidden Information:** Hands and future draws introduce uncertainty and force adaptive play.

These systems combine to create multiple strategic paths centered on economic efficiency, disruption, and precise timing.

## Components

### Resource Cards (200 Total)

Resource Cards are used to craft, upgrade, and generate value throughout the game. There are three main types of Resources: **Elements** (Yellow cards), **Tools** (Blue cards), and **Sites** (Green cards).

#### Basic Elements (60 Cards)

There are 3 foundational **Basic Elements** of the game: Stone, Wood, and Water. They cannot be crafted and are available for purchase from the start of the game. When discarded, they are returned to the Market.

- 20 × Stone
- 20 × Wood
- 20 × Water

#### Common Craftable Resources (90 Cards)

These cards form the core of the crafting ecosystem and are used to generate Gold, trigger effects, or enable higher-level crafting.

- 15 × Metal (Element, Stone + Stone)
- 15 × Clay (Element, Stone + Water)
- 15 × Fire (Element, Wood + Wood)

- 15 × Paper (Element, Wood + Water)
- 15 × Magic (Element, Water + Water)
- 15 × Hammer (Tool, Stone + Wood)

## Unique Resource Cards (50 Cards Total)

These cards are divided into four functional categories:

- **14 × Elements** – Advanced Elements used in higher-tier crafting recipes
- **20 × Tools** – One-time use cards that produce immediate effects and are discarded after use
- **15 × Sites** – Passive cards that provide ongoing benefits once crafted
- **1 × Crown** – The ultimate craftable Resource that serves as one of the game's victory conditions

## Gold Coins (95 Total, 325 Gold Value)

Gold is used to purchase Resources and is one of the primary ways to achieve victory.

- 50 × 1 Gold Coins
- 25 × 3 Gold Coins
- 20 × 10 Gold Coins

## Setup

1. Choose a play area with sufficient table space. The center of the table will be used for shared components and can become crowded during play.
2. Place all **Stone**, **Wood**, and **Water** cards into three separate face-up piles in the center of the table. These form the **Market**, which is the central location for buying and selling Resources.
3. Shuffle all remaining cards together to form a single face-down **Draw Deck**. Place the deck in the center of the table and leave space beside it for a **Discard Pile**.
4. Place all **Gold coins** in a general supply within reach of all players. Each player starts with 0 Gold.
5. Each player draws **5 cards** from the Draw Deck to form their starting hand. Players may look at their own hands but must keep them hidden from other players.

6. Randomly determine a player to go first.

## Game Flow Overview

Craft the Crown is played in a series of turns taken in clockwise order. Players continue taking turns until one of the game's win conditions is met.

On a player's turn, they earn Gold, perform any number of actions, and then refill their hand before ending their turn. Players may build their crafting engines, interact with shared markets, and disrupt one another throughout the game.

The game ends immediately when a player achieves a win condition.

## Turn Structure

Each player's turn consists of the following phases, performed in order:

### 1. Start Phase

The active player gains **2 Gold** from the general supply. If the player has any Sites that grant them additional Gold or Resources, they may also be collected at this time.

### 2. Action Phase

The active player may perform any number of actions in any order. Available actions include:

- Crafting Resources
- Buying Resources from the Market
- Selling Resources to the Market
- Using Tools
- Discarding Cards
- Reserving Cards
- Trading with Other Players

Detailed rules for each action are described in the **Actions** section.

### 3. End Phase

The active player may end their turn at any time. When they do, if the player's hand is less than **5 cards**, they must draw cards until they have **5 cards** in their hand, not including any cards that they may have reserved. The player may end their turn with more than 5 cards, but they may not draw past this limit unless otherwise specified by a Tool or Site. If the Draw Deck is empty when a player would draw cards, the discard pile is immediately shuffled and becomes the new Draw Deck and the player continues to draw as necessary.

### Example Turn

This example demonstrates a typical player turn from start to finish.

**Cathy** is the active player. She currently has 1 Gold, and she owns a **Mine** Site that grants +2 Stone at the start of her turn.

### Start Phase

Cathy gains **2 Gold** from the general supply, bringing her total Gold to 3. Cathy also owns a **Mine** Site that grants +2 Stone at the start of their turn, so they take 2 Stone from the Market as well. She has 5 cards in her hand, including a **Sword**, a **Ship**, and the **Crown**. The Market contains Stone, Wood, Water, and Metal.

### Action Phase

Cathy performs the following actions:

1. **Buy from the Market:**

Cathy spends 3 Gold to buy 1 **Metal** from the Market and places it face-up in front of them. She now has 0 Gold left.

2. **Craft a Resource:**

Cathy uses 1 **Stone** and 1 **Metal** to craft a **Sword** from their hand. The newly crafted Resource is placed face-up in front of Cathy, the Metal is discarded to the **Discard Pile**, and the Stone is returned to the Market because it is a **Basic Element**. She still has 1 Stone left, and now has 4 cards in her hand.

3. **Use a Tool:**

Cathy uses the **Sword** she just crafted to target another player, **Caleb** and steal 5 Gold from them. Cathy takes 5 Gold from Caleb, bringing her total Gold from 0 to 5.

4. **Sell to the Market:**

Cathy sells her last **Stone** back to the Market and gains 1 Gold, bringing her total Gold from 5 to 6.

5. **Discard a Card:**

Cathy discards a **Ship** card from her hand because she wants to make space for a new card, bringing her hand down to 3 cards.

6. **Reserve a Card:**

Cathy reserves the **Crown** card from her hand because she wants to craft it later, bringing her hand down to 2 cards.

Cathy may take additional actions but chooses to end their Action Phase.

## End Phase

Since she only has 2 cards left in her hand, Cathy draws 3 cards to bring her hand back up to 5 cards. Cathy's turn then ends, and play passes clockwise to the next player.

## Actions

During the Action Phase of their turn, the active player may perform any number of actions in any order, as long as they can legally resolve them.

## Craft a Resource

**Crafting** is the act of combining two or more Elements to create a new Resource.

To craft a Resource:

1. The player must have the Resource card they wish to craft in their hand.
2. The player must own the required Elements face-up in front of them, as shown by the Resource's Recipe.
3. The player places the crafted Resource face-up in front of them.
4. All Elements used in the Recipe are discarded to the Discard Pile.

## Important Crafting Rules

- A player only **owns** a Resource when it is face-up in front of them. Cards in hand are not owned.
- Crafted and purchased Resources are always placed face-up in front of the player and never into their hand.
- Effects that allow a player to craft a Resource **without Elements** ignore both the **ownership** and **discard** requirements for Elements.
- **Sites** always require using a **Hammer** to craft. The Hammer is never treated as an **Element** and is always **used and discarded** after crafting a Resource that requires it. Effects that allow a player to craft a Resource **without Elements** do **not** waive this requirement.
- Some Tools allow a player to craft a Resource from the **Discard Pile** instead of their hand. Cards that were discarded by any means during the active player's turn are **not eligible** to be crafted during that same turn.

## Crafting the Crown

The **Crown** is crafted like any other Resource and has the following recipe:

Husk (3 Metal) + Pyre (3 Fire) + Shard (3 Magic)

- The Crown may only be crafted during the active player's turn.
- Crafting the Crown immediately ends the game and that player wins.
- The Crown may not be crafted using **Scroll** or **Telescope**.
- The **Wand** and the **Tablet** may be used to reduce the Crown's Recipe by one Element.

## Buy from the Market

Players may purchase Resources from the Market by spending Gold. Each Resource has a fixed **Price** printed on the card, which is the amount of Gold required to purchase it.

To buy a Resource:

1. Pay Gold to the general supply equal to the Resource's **Price**.
  2. Place the purchased Resource face-up in front of you.
- Players may buy any number of Resources per turn as long as they can afford the cost.

- Purchased Resources are immediately owned.

## Sell to the Market

Players may sell owned Resources to gain Gold. Each Resource has a fixed **Price** printed on the card, which is the amount of Gold received when the Resource is sold.

To sell a Resource:

1. Place the Resource face-up into the Market.
  2. Take Gold from the general supply equal to the Resource's **Price**.
- Only Resources owned face-up in front of a player may be sold.
  - Cards in hand may not be sold.
  - Players may sell any number of Resources per turn.

## Use a Tool

**Tools** are one-time use Resources that produce immediate effects when used.

To use a Tool:

1. The player activates the Tool's effect as written on the card.
2. After the effect resolves, the Tool is discarded to the Discard Pile.

There are two types of Tools:

- **Action** Tools are used during the active player's **Action Phase**. All Tools are **Action** Tools unless otherwise specified.
- **Reaction** Tools are used when another player uses a Tool against you. These will be explicitly labeled as such on the card. Using a Reaction Tool is optional, and the targeted player may choose to not use it.

Each Tool has a unique effect defined on the card. Typical Tool effects include:

- Stealing Gold
- Stealing or discarding cards
- Interfering with opponents' actions
- Drawing cards

- Bypassing crafting requirements

For complex interactions between Tools and Sites, refer to the **Special Rules** section.

## Discard a Card

A player may discard cards from their hand to the Discard Pile at any time during their Action Phase.

- Only cards in a player's **hand** may be discarded.
- Owned Resources face-up in front of a player may not be discarded unless a card effect allows it.
- The Discard Pile is always public information and may be reviewed by any player at any time.
- Cards that were discarded by the active player during their turn are **not eligible** to be crafted during that same turn.

## Reserve a Card

Players may protect a card in their hand for future use by reserving it.

To reserve a card:

1. Place one card from your hand face-down in front of you as your **Reserved Card**.
  - Each player may have **only one Reserved Card** at a time.
  - A player may replace their Reserved Card at any time by returning the old one to their hand and placing a new card face-down.
  - Reserved Cards cannot be targeted, discarded, stolen, or affected by opponents unless a card explicitly allows it.
  - Reserving a card is an **Action** and may only be performed during the active player's **Action Phase**.

## Trade with Another Player

During their Action Phase, the active player may propose a trade to any other player.

A trade may include **any combination** of the following:

- Gold
- Owned Resources (face-up in front of a player)
- Cards from a player's hand
- One or more **IOUs** (promises of future assets)

All trades are **voluntary** and only occur if **all involved players agree to the exact terms**.

## Resolving a Trade

When a trade is agreed upon:

1. All components included in the trade are exchanged **simultaneously**.
2. Gold is transferred between players.
3. Cards traded from hand are added directly to the receiving player's hand.
4. Owned Resources traded are placed face-up in front of the receiving player.

Players may complete **any number of trades per turn**.

## IOUs and Promises

Players may include **IOUs or verbal promises** as part of a trade. IOUs represent a promise to transfer a specified asset in the future.

- IOUs are **not game components** and have **no mechanical enforcement** by the rules.
- The game does **not** require players to honor IOUs or promises unless a card explicitly enforces them.
- Breaking a promise carries **no direct in-game penalty** beyond social and strategic consequences.

## Trading Restrictions

- Trading is an **Action** and may only be performed during the active player's **Action Phase**.
- The active player may negotiate with multiple players, but each completed agreement is resolved as a separate trade.
- Cards and Gold gained through a trade may be used immediately.
- Trades may not include promises that explicitly require rule-breaking actions or impossible future states.
- Players may not exchange game components or promise IOUs for items outside the game.

- If a player receives Gold as the result of a trade that gives them 50 or more Gold, they do not immediately win the game unless they are the active player.

## Special Rules & Exceptions

### Basic Element Supply

**Stone, Wood, and Water** are limited by the physical number of cards in the game and are governed entirely by availability in the **Market**.

- Basic Elements may be **bought, owned, sold, and traded** like any other Resource.
- Basic Elements are **never placed into the Discard Pile**.
- If a Basic Element would be discarded for any reason (including crafting or card effects), it is instead returned immediately to the **Market**.
- If any Basic Element pile in the Market is emptied, that Element is **unavailable** until cards of that type are returned to the Market through selling or card effects.
- Players may intentionally purchase and control large quantities of a Basic Element in order to **restrict opponent access**.
- Effects that would cause a player to gain **Stone, Wood, or Water** may only do so **from the Market**.
- If the Market does not contain an available copy of a required Basic Element, that portion of the effect **does not resolve** and the player gains nothing.
- Basic Elements may **never be created** by any effect outside of those physically present in the Market.

### Targeting

A Tool is considered to **target** a player if its effect explicitly selects that player and would directly affect that player's **Gold, owned Resources, or cards in hand**.

- A Tool that affects **all players** does **not** target any specific player.
- A Tool that allows the active player to **choose one or more players** is considered to target each chosen player.
- A Tool that affects cards in a shared zone (such as the Market, Draw Deck, or Discard Pile) without selecting a specific player does **not** target a player.
- A Tool that targets multiple players is treated as targeting each of those players

separately.

- If a Tool cannot legally target you for any reason (due to the effects like the **Statue**), then **Reaction** Tools like **Idol** or **Golem** do **not** trigger and cannot resolve against you.

## Tool Resolution Order

When a Tool is used that targets one or more players, resolve effects in the following order:

1. **Target legality is checked** (including effects like Statue).
2. **Costs or payments are resolved** (including effects like Statue).
3. The targeted player decides whether to use any **Reaction** Tools that they own, or to copy the effect of one using a **Replacement**.
4. **Automatic reactions** (such as Idol or Golem) resolve, should the targeted player choose to use them.
5. If the Tool is not canceled, its **printed effect resolves**.
6. The Tool is then discarded.

## Complex Tool & Site Interactions

- **Anvil:** This Tool allows you to craft a Tool from either your hand or the **Discard Pile** without needing Elements. Cards that were discarded by the active player during the same turn that the Anvil is used are **not eligible** to be crafted.
- **Axe:** This Tool allows you to discard all cards in another player's hand. After your opponent discards, they may not redraw cards until the end of their next turn. Cards that are reserved cannot be discarded by the Axe. Cards that are discarded by the Axe are **not eligible** to be crafted during that same turn.
- **Catapult:** This Tool allows you to target 1 player and make them lose 10 Gold. If the player does not have 10 Gold to give, they must lose the rest of their Gold.
- **Crown:** The Crown is a special Resource and is **not** considered an Element, Tool, or Site. It cannot be targeted by any effect that explicitly targets only Elements, Tools, or Sites. If an effect targets **Resources** or **cards** without restriction, the Crown **is** a valid target.
- **Forge:** This Site allows you to gain +2 Gold every time you craft a Tool. This effect triggers any time you craft a Tool, including situations where a Tool or Site was used to craft another Tool. Using the **Replacement** Tool to copy the effect of the Forge does not trigger this effect.
- **Golem:** When another player uses a Tool that **targets you**, you may choose to discard

your Golem, discard the Tool that targeted you, and choose 1 of their Sites to discard. The opposing player then immediately ends their turn and draws up to their maximum end-of-turn hand size. The opposing player is still considered to have **used a Tool**, but the Golem **does not target** the opposing player. If you own a **Replacement** and the Golem when another player targets you, you may choose to use the Replacement to copy the effect of the Golem, and the Golem will not trigger.

- **Greenhouse:** This Site earns you +3 Gold for every Metal, Clay, Fire, Paper, or Magic that you choose to individually discard from your hand during your turn's **Action Phase**. This effect does **not** trigger when cards are discarded through crafting or by resolving the effect of a Tool or Site.
- **Idol:** When another player uses a Tool that **targets you**, you may choose to discard your Idol and discard that Tool. The opposing player then immediately ends their turn and draws up to their maximum end-of-turn hand size. The opposing player is still considered to have **used a Tool**, but the Idol **does not target** the opposing player. If you own a **Replacement** and the Idol when another player targets you, you may choose to use the Replacement to copy the effect of the Idol, and the Idol will not trigger.
- **Library:** If you own the Library, you draw **5 additional cards** when refilling your hand during your End Phase. Normally, a player draws until they have **5 cards** at the end of their turn. If the Library is owned, that refill amount is increased by **+5** for each Library in play under that player's control. If you are targeted by an effect that instructs you to "draw until your hand is full" (such as **Whirlpool**), you instead draw until you reach your **current refill amount**, as modified by Library. Discarding or selling the Library does **not** force a player to discard down to a lower hand size.
- **Refinery:** This Site allows you to craft Metal, Clay, Fire, Paper, or Magic without needing Elements. Since owning a Refinery would render the innate abilities of the Foundry, Pottery, Volcano, Papermill, and Sanctum useless, owning both the Refinery and any of these specified sites grants +2 Gold for crafting that site's specified Element.
- **Replacement:** When used, this Tool copies the effect of another Tool that you currently own at the time of use. You resolve that effect as if it were printed on the Replacement, then discard the Replacement. The original Tool is not discarded. Replacement does **not** copy the Tool's **Price**. Effects copied by Replacement are treated as resolving from the Replacement, **not** as newly crafted Tools, for the purpose of Site effects that check for crafting. You may use the Replacement to copy the effect of the **Golem** or the **Idol**, and this may be decided at the moment of targeting by another player.
- **Scroll:** This Tool allows you to craft a Resource from your hand without needing

Elements. The Scroll does **not** treat a **Hammer** as an Element, and a Hammer must still be owned and used to craft a Site. The Scroll **cannot** be used to craft the Crown.

- **Shroud:** This Tool allows you to take all copies of a Resource from the Market for free. You then immediately end your turn and draw up to your maximum end-of-turn hand size. The Shroud **cannot** be used to take all copies of one of the **Basic Elements**.
- **Statue:** When another player uses a Tool that **targets you**, that player must give you **3 Gold** at the moment the Tool would resolve. If the player cannot give 3 Gold at that time, that Tool **cannot target you**.
- **Sword:** This Tool allows you to steal 5 Gold from another player. If that player does not have 5 Gold to give, they must give you the rest of their Gold.
- **Tablet:** This Tool allows you to craft a Resource from the **Discard Pile** using **one fewer Element**. You may choose which Element is removed from the Recipe. Cards that were discarded by the active player during the same turn that the Tablet is used are **not eligible** to be crafted. The Tablet does **not** treat a **Hammer** as an Element, and a Hammer must still be owned and used to craft a Site. This effect may be applied **no more than once to any single Resource being crafted**, regardless of the source of the effect. The Tablet **can** be used to craft the Crown.
- **Tavern:** This Site allows the **Alcohol** Resource to be returned to a player face-up in front of them at the end of their turn, specifically if that Resource is up for sale in the Market or in the discard pile. This effect does not trigger if Alcohol is owned by another player, is in someone's hand, or is still in the Draw Deck.
- **Telescope:** This Tool allows you to craft a Resource from the **Discard Pile** without needing Elements. Cards that were discarded by the active player during the same turn that the Telescope is used are **not eligible** to be crafted. The Telescope does **not** treat a **Hammer** as an Element, and a Hammer must still be owned and used to craft a Site. The Telescope **cannot** be used to craft the Crown.
- **Wand:** This Tool allows you to craft a Resource from your hand using **one fewer Element**. You may choose which Element is removed from the Recipe. The Wand does **not** treat a **Hammer** as an Element, and a Hammer must still be owned and used to craft a Site. This effect may be applied **no more than once to any single Resource being crafted**, regardless of the source of the effect. The Wand **can** be used to craft the Crown.
- **Whirlpool:** This Tool switches your hand with another player's hand, and also specifies that the targeted player must draw cards until their hand is full. Cards that are reserved cannot be swapped with the Whirlpool.

## Card & Gold Logistical Rulings

- The **Discard Pile** contains only cards that are not returned to the Market by other rules. Basic Elements may never enter the Discard Pile, and any Basic Element that is discarded is instead returned to the Market.
- If the **Draw Deck** is empty, the discard pile is immediately shuffled and becomes the new Draw Deck.
- If the general supply of **Gold coins** is ever depleted, Gold is no longer taken from the physical supply. Instead, all further gains, losses, and transfers of Gold are **tracked manually by players**. Players may use paper, tokens, or agreed-upon markers to record Gold. This does not change any win conditions or Gold-based effects.

## End Game & Scoring

The game ends only when the **active player** fulfills at least one of the win conditions described in the **Objective of the Game** section.

A player may only win the game **during their own turn**.

## Timing of Victory

- Win conditions are checked **only during the active player's turn**.
- If a player meets a win condition at any point during their turn, the game ends **immediately** and no further actions are resolved.
- If a player meets a win condition **outside of their own turn** (such as through a trade, Tool effect, Site effect, or forced Gold transfer), the game does **not** end at that time.
- In such cases, the player must still meet the win condition again **during their own turn** in order to win.

## Crown Victory

- The Crown may only be crafted during the active player's turn.
- Crafting the Crown immediately ends the game and that player wins.

## Gold Victory

- A player wins by Gold only if they have **50 or more Gold during their own turn**.
- If a player's Gold total reaches 50 or more outside their turn, this does **not** immediately trigger a win.
- If the player still has 50 or more Gold at any point during their next turn, they immediately win at that time.

## Net Worth Considerations

Victory is determined solely by a player's **current Gold total** or by **crafting the Crown**. The potential resale value of Resources does not count toward winning.

A player does **not** win by merely having sufficient Resources to reach a win condition through future sales. The winner is the player who **first fulfills a win condition during their own turn**.

## Credits

**Game Design:** Garrett Clarke

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**Special Thanks:** Cathy, Caleb, Kayla, Steven, Nick, Tara, Oscar, Matt, Jacob, Brayden, Jackie, Bob, Avery, Maddie & Brooke

**Graphic Design:** Garrett Clarke

## Legal

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