




Craft the Crown

Learn-To-Play Guide



Craft the Crown is an economic strategy game where players **collect and craft resources**, manipulate a **shared market**, and use **tactical tools** to outpace their rivals. Will you go for the Gold or risk it all for the Crown?

Forge combos.
Flip markets.
Craft the Crown.

 2-4 players
 30-60 minutes
 Ages 14+

What's in the box?

200 Resource Cards

- 60 x Basic Elements (20 each of Stone, Wood and Water)
- 140 x Recipe Cards
 - 15 x each of Metal, Clay, Fire, Paper, Magic & Hammer
 - 14 x Unique Elements
 - 20 x Tools
 - 15 x Sites
 - 1 x Crown

95 Gold Coins (325 Total Value)

- 50 x 1 Gold
- 25 x 3 Gold
- 20 x 10 Gold

What is a Resource?

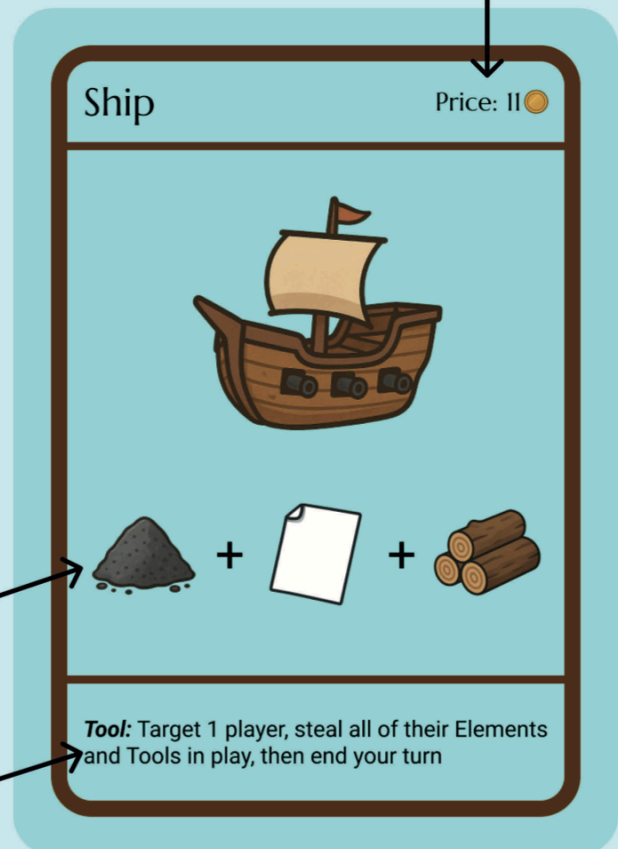
There are 3 types of Resources:

- **Elements** (Yellow): The building blocks of the game, used to craft other Resources
- **Tools** (Blue): One-time use items that are meant to help you or hinder your opponents, discarded after use
- **Sites** (Green): Passive upgrades that provide ongoing benefits, require Hammers to be crafted

This is the Recipe, the ingredients required to craft a given Resource

This is the card's effect, for Tools and Sites

This is the Resource's Price, it tells how much something can be bought or sold for in the Market



Setup



1. Place all Basic Elements (Stone, Wood, and Water) into three face-up piles in the center of the table. These piles form the Market.
2. Shuffle all remaining cards together to form the Draw Deck. Place it face-down near the Market.
3. Leave space beside the deck for a Discard Pile.
4. Place all Gold coins in a general supply within reach of all players.
5. Each player draws 5 cards from the Draw Deck and starts with 0 Gold.
6. Randomly choose a starting player.

Objective of the Game

There are **2 ways to win**. If either of the following happens on your turn, you win immediately:

- You reach **50 or more gold**, or
- You **craft the Crown**

Variations: Once you understand the game, try raising the amount of Gold required to win for a more strategic experience. In those situations, you may decide to remove the Crown's instant win condition in favor of it being worth 50 Gold.

Turn Overview

Play proceeds clockwise. On your turn, you perform the following **3 phases**:

1. Start Phase
2. Action Phase
3. End Phase

1. Start Phase

- Gain 2 Gold from the general supply
- Collect any additional Gold or Resources produced by your Sites from the Market

2. Action Phase

You may take any number of actions in any order, as long as each action is legal.

Your available actions are:

- Craft a Resource
- Buy from the Market
- Sell to the Market
- Use a Tool
- Discard a card
- Reserve a card
- Trade with another player

You may stop taking actions whenever you choose.

3. End Phase

- If you have fewer than 5 cards in your hand, draw until you have 5. It's okay to end your turn with more than 5 cards.
- If there are no cards left to draw, shuffle the discard pile into a new draw deck and continue drawing from there.

The 7 Core Actions

1. Craft a Resource

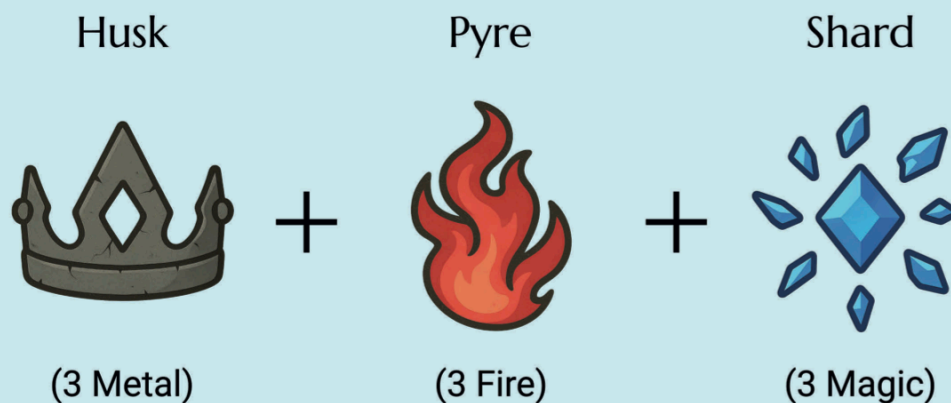
- Play a card from your hand
- You must own the required Elements as per the card's Recipe
- Discard the Elements used; if crafting a Site, a Hammer must also be discarded
- Place the crafted Resource face-up in front of you

Important Notes

- Whenever **Basic Elements** (Stone, Wood or Water) are discarded, either through crafting or otherwise, they are returned to the Market instead
- Cards in your hand are not owned until they are crafted
- Crafted/owned Resources go face-up in front of you, not in your hand
- **Sites always require a Hammer** to craft; Hammers are a Tool, not an Element, and must still be used when crafting Sites with Tools like the Scroll, Telescope, Wand or Tablet

Crafting the Crown

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



- The Crown is considered a Resource, but it is not an Element, a Tool or a Site.
- Crafting it immediately wins the game.
- It cannot be crafted via Scroll or Telescope.
- The Wand and the Tablet may craft it with one fewer Element

2. Buy from the Market

- Pay the Gold Price printed on the card
- Take the Resource and place it face-up in front of you
- You may buy out the Market of all of a Basic Element, making it temporarily unavailable for purchase and for start-of-turn Site effects

3. Sell to the Market

- Place an owned Resource into the Market.
- Gain Gold equal to its printed Price
- Only owned Resources may be sold (not cards in hand)

4. Use a Tool

- Resolve the effect written on the Tool, then discard the Tool afterward.
- Some tools are “Reaction” Tools, these tools are not used but are triggered when something happens in the game, like when a player targets you

5. Discard a card

- Discard a card from your hand to the Discard Pile
- Owned Resources in front of you cannot be discarded by you unless a card effect allows it

6. Reserve a card

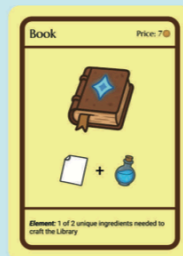
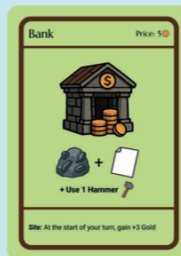
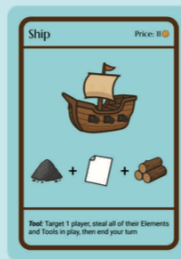
- Place one card from your hand face-down as your Reserved Card; treat it as an extension of your hand that doesn't count towards the 5 card draw limit
- You may only have one Reserved Card at a time, but you may swap it or discard it at any time during your turn
- This card cannot be stolen or discarded by another player

7. Trade with another player

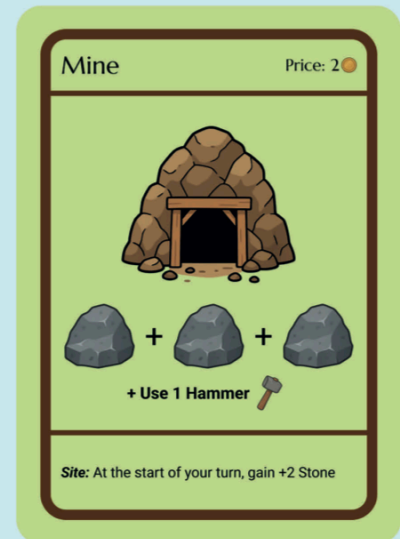
- You may trade Gold, Resources, cards from your hand, or IOUs
- Trading is always voluntary, resolved simultaneously, and you may only initiate a trade on your turn

Example Turn

Cathy's Hand



Cathy's Gold: 1 ●
Cathy's Resources



Market: Stone, Wood, Water & Metal (3 Gold)

Start Phase

- Cathy gains 2 Gold (she now has 3 Gold total)
- Her Mine grants her 2 Stone, taken from the Market

Action Phase

1. Cathy buys Metal from the Market for 3 Gold (she now has 0 Gold)
2. She crafts a Sword (Tool: Steal 5 Gold) using Stone + Metal; the Stone she used goes back to the Market, and the Metal is discarded
3. She uses the Sword to steal 5 Gold from another player (now at 5 Gold)
4. She sells a Stone to the Market for 1 Gold (now at 6 Gold)
5. She discards a Ship from her hand
6. She reserves the Crown face-down in front of her

End Phase

- Cathy has 2 cards left in her hand, so she draws 3 cards to bring her hand back to 5 cards

Crafting Quality-of-Life Rulings

Once all players have a fair grasp of the game, it is acceptable to skip physically buying cards from the Market to craft, instead opting to just pay the amount required. In this case, any card used to craft something that is not a Basic Element would then be discarded directly from the Market. If you intend to immediately sell something you're crafting, you may craft it directly to the Market and opt to take the relative profit immediately. All of these actions assume that the player has the appropriate Gold and the Market has the necessary resources as if the player were to carry out these actions individually.

Advanced Rules & Card Interactions

This booklet covers everything you need to start playing immediately. For Official Rules, visit www.craftthecrown.com or scan the QR-code below:



Play the Web Version online
with friends or hone your
skills against bot opponents
here!

Created by: Garrett Clarke

Manufactured by: Ad Magic

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

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