

1. Game Setup

Components:

- **Player Boards:** Each player has a workshop board with spaces for materials, crafted items, tools, and upgrades. Each board has 4 upgrade slots.
- **Market Row:** A row of 8 face-up cards that are available to all players (includes Materials and Upgrades).
- **Seller Cards:** Represent orders from sellers, showing the requirements for each crafted item.
- **Tool Cards:** Special tools players can buy and use during the crafting process.
- **Dice:** A set of dice used to determine the success of crafting.
- **Gold Tokens:** Represent points and currency.

Setup:

1. Shuffle the **Crafting Deck** (Material and Upgrade Cards together) and place it face down.
2. Place 5 **Seller Cards** face up in the center for the first phase of the game.
3. Draw 8 cards from the **Crafting Deck** to form the initial **Market Row**.
4. Determine the first player.
5. Each player draws 8 Crafting Cards from the Crafting Deck. The player who plays last discards 2 cards face-up in the Market. Other players do the same in reverse order (counterclockwise).
6. Each player gets gold depending on their starting position. First player one gold, second two, third three and fourth four.
7. Place the dice near the play area.

2. Gameplay Mechanics

Phases:

Main Phase:

1. **Material Gathering:**
 - Players may **discard 2 cards** to draw **2 cards** from either the Market or the Crafting Deck in any combination. If they choose both cards from the Market, their cards are swapped instead of discarded. If they choose only one, then only one of their cards is swapped (chosen at random).
 - Alternatively, players may **trade materials** with the Market and/or buy Tools. Tools cost 3 gold for their normal version and 4 gold for their upgraded version. Upgraded versions can only be bought if the player already owns the normal one.
2. **Crafting:**
 - Players select an item from the Seller Cards to craft, discarding the required materials into their crafting area.
 - Each item has a **dice value** that players need to meet or exceed to successfully craft it.

- Players roll **2 dice**:
 - If the **sum of the dice** equals or exceeds the required value of the item, the item is successfully crafted. The player places it on the appropriate slot on their board.
 - If successful, players earn **gold equal to the number** in the top right corner of the crafted item.
 - If the roll fails, the item is **damaged** and players may attempt to repair it in future turns (see Repair Rules).
 - The damaged item is placed next to the player's board.
 - Players can only have **one damaged item** next to their board at a time. If they damage a second item while the first is still damaged, they must choose one to discard permanently.
- Players can use **Tools** and **Upgrades** to manipulate dice results (e.g., re-roll a die, add or subtract from the total, etc).
- 3. **Selling:**
 - Once an item is crafted, players sell it to one of the Sellers by meeting the Seller's requirements.
 - Sellers offer gold for completed items
- 4. **End of Turn:**
 - Players draw back up to their hand limit (usually 6 Crafting Cards).
 - Check if the **First Phase** ends (see below).

Repairing an Item:

- On their turn, instead of crafting a new item, the player may attempt to **repair** the damaged item during the **Crafting Phase**.
- To repair the item, the player must roll the dice again, but with a different requirement. -2 if it is a 1st phase item and -3 if it is a 2nd phase item.
- If the sum of the dice equals or exceeds the required value, the item is successfully repaired and can be sold during that turn.
- If the player fails to meet the required dice total again, the item remains damaged, and they may attempt to repair it on a future turn.
- While repairing an item, the player **cannot craft a new item** during that turn's Crafting Phase.

3. Two Game Phases

First Phase (Early Game):

- The first phase uses **simpler Seller Cards** with lower crafting requirements (dice values) and fewer materials needed.
- **End of First Phase:** The first phase ends when **5 Seller Cards** have been completed by a player. At the end of that turn:
 - Players keep their materials, tools, upgrades, and gold.
 - **All Seller Cards** are replaced by a new, more challenging set of Seller Cards, ushering in the second phase.

Second Phase (Late Game):

- The new Seller Cards feature more complex items to craft, requiring more materials and higher dice values.
- **Additional Mechanics** for the Second Phase:
 1. **Mid-Game Scoring:** At the start of the second phase, players score **bonus points** based on their progress:
 - **1 point** for each different type of item (Glass, Porcelain, Clay, Wood, Marble) crafted.
 - **5 points** for having crafted at least one item of every type.
 - **2 points** for each two Wood and Marble crafted items.
 - **3 points** for each three Glass, Clay and Porcelain crafted items.
 2. **Discarding Cards:** Players may **discard 3 cards** during the second phase and then gather up to their maximum of **6 cards**

4. Winning Conditions

1. **Endgame Trigger:** The game ends one player reaches 10 crafted items.
2. **Final Scoring:**
 - **Gold:** Each gold is worth 1 point.
 - **Crafting Diversity:** Players earn extra points for crafting different types of items:
 - **5 points** for crafting one item of every type (Glass, Porcelain, Clay, Wood, Marble).
 - **7 points** for crafting at least 5 items of a single type.
 - **20 points** for crafting two items of every type.
3. The player with the most points wins the game!