

KRAFTING CROWNS

Rules

www.kraftingcrowns.com

King is dead, Krafting Krowns begins!



Hidden far from the eyes of the ordinary world lies Krystalia, a secret, magical realm where countless mystical beings dwell in secrecy. The long-lived ruler of Krystalia met a sudden end - right after rather spectacular Taco Tuesday.

You have been chosen and summoned to compete in the event of Krafting Krowns. Join forces with the **Masters** and **Menaces** of the many Klans of Krystalia, summoning **Magic** to turn your 9 Raw Krystals into radiant **Power Krystals** and kraft the Krown of Krystalia.

Beware—victory isn't just about skill and strategy. Sometimes, a little trickery, deception, or sabotage is just what it takes to outwit your rivals.

The throne is empty. Can you claim the Krown?

Content of the Box



54 Krafting cards



6 Klan Zone cards



3 Turn Marker cards



36 eight-sided dice
(9 per player, 4 sets)



4 Krown cards



4 Reminder cards



14+ years



2-4



45 min.



Victory Condition

Be the first player to kraft 9 Power Krystals and become ruler of Krystalia by transforming dice from  Raw Krystal to  Power Krystal. The moment you place your 9th Power Krystal on your Krown, you win instantly. Game ends.



Dual-Resource

The 8-faced dice serve two different purposes:

- In the Gathering Phase, roll the dice to bid for cards to win.
- In the Krafting Phase (incl. the Allocation) manipulate the value of the dice with the goal of turning the value to  Power Krystal.

Anatomy of the Cards

Every card belongs to one of three types, each serving a distinct strategic purpose in your quest to kraft  Power Krystals.

Krafting Card Types

MAGIC Cards are your primary tools for transforming dice values up to .

MASTER Cards provide the finishing touches to kraft  Power Krystals.

MENACE Cards can disrupt the strategy of your opponents create various tactical advantages and opportunities.



Game Structure and Phases

Definitions

Turn

Your Turn to take actions that vary depending on the current Phase of the game.

Round

When all players have played their Turn.

Phase

One of the three game Phases: Gathering, Snatching, or Krafting (including Allocation).

Session

A complete cycle through all three Phases, ending when there is no winner yet.

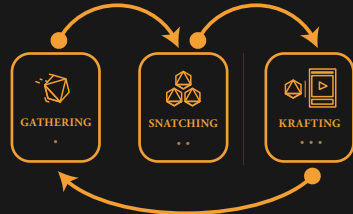
Full Game Cycle

The game consists of three Phases that repeat in a sequence:

Gathering Phase

Snatching Phase

Krafting Phase
(including Allocation)



Krafting Krowns begins!

Gathering Phase

- Win cards by using your dice to bid.

Snatching Phase

- Re-roll your idle dice to win some more cards.

Krafting Phase

- Play Magic and Master cards to manipulate the value of your dice .
- Sabotage your opponents or give yourself a logistic advantage using the Menace cards.
- Kraft 9  Power Krystals to win the game.



- Every player gets a Krown card.
- Every player gets a set of 9 coloured dice.

Turn markers

- There are 3 Phases in Krafted Krowns, each with different objectives. Each Phase comes with a Turn Marker. One side of the Turn Marker shows the name of the Phase and the relative order:
 - , ••, •••. The other side lists the most important reminders about that Phase.
- The player who went to the toilet last gets the Gathering Turn Marker and starts the game. The next player clockwise gets the Snatching Turn Marker and the next player clockwise gets the Krafted Marker. Each player will take the first turn in the corresponding Phase.
- At the end of the Session (all 3 Phases have been played without a winner) Turn Markers rotate counter-clockwise.





Table Setup: Gathering and Snatching

- Keep the Klan zone cards aside until the Krafting Phase.
- Shuffle the Deck and place it in the middle of the table.
- From the deck, place 3 cards face-up and 3 face-down for the Gathering.
- Draw 3* cards at the start of the game. All players do the same.



The objective here is to win cards to add them to your hand. Aim to win cards that can be played together with the cards you have in hand.

*Subsequent Gathering Phases start with minimum 3 cards in hand.

Krystalia's Favour Rule:

When you have 4+ Power Krystals, you start with minimum 4 cards in hand.



Deck



Gathering Phase

Next, you will need to identify the cards you need to complete the combo Magic + Master. If you can't find them among the cards face-up, try your luck with the cards face-down. Or wait for other players to win the cards face-up. Once a card is won, it is replaced with a new card. If you still can't find a combo, try to win a Menace card, that allows to switch your strategy from defensive to offensive. So, young krafter, on your turn: roll one die and assign it to a card. Either you win it or not. Then the next player goes.



Gathering

- **Roll a die and use it as the bidding resource.**
Players can place a maximum of 3 dice per card.
- **Place the rolled die on the chosen card.**
- **Next player rolls.**

Card win conditions are:

- **Roll a 3 for instant victory.**
Claim any card immediately.
- **Accumulate dice totaling 3+** on any card combinations like 1+2, 2+2, 1+1+1, or any total of 3 or higher.

Krystalia's Empowering Rule:

When you have 8 Power Krystals, your dice roll value gets +1 (if you roll 2 that counts as 3).

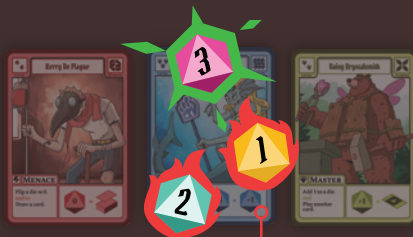
By the way, when you roll a 0, you can place it on a card that you are not interested in, or on a face-down card.

After Winning a Card

- **Add the card to hand.** Keep won face-down cards your little secret.
- **Burn all dice on the card.** All dice of all players placed on that card (including your winning dice) becomes "burnt" dice*. You can't use them anymore in the current Gathering and Snatching.
- **Replace the card on the table.** Face-up with face-up and face-down with face-down.
- **Next player continue rolling one die** at a time, taking turns clockwise until all players have run out of available dice.

*Burnt dice come back in play during the Krafing Phase.

Instant win!



Burnt dice



Sad die





Snatching Phase

Now what!? All dice have been rolled in the Gathering Phase... Some of them won. Some of them are lost. And yet some others are still there, idle. Ahi! Let the Snatching Phase begin. One last chance to win more cards. Take back all of your idle dice and re-roll them in one go! Wait! You can choose to keep the dice's current value if it's a honorable one. If not? Re-roll them all!



Snatching

Starting from the player with the Snatching Turn Marker, all players one at the time take back their idle dice from the cards. Then:

- **Re-roll all dice at once.**
- Combine the dice to sum up to 3 or more.
(Such as 2+1 or 2+2.)
- Assign the dice to the cards that you want to win.

Krystalia's Empowering Rule:

When you have 8 Power Krystals, your dice roll value gets +1 (if you roll 2 that counts as 3).

If you re-rolled 3 dice as 2+2+2, you only win 1 cards, not 2. That is because 2+2 wins a card, and the remaining 2 does not.

Cards in Snatching

Unlike the Gathering Phase, the cards won during the Snatching Phase **are not replaced on the table.**

End of Phase

When all player re-rolled, the Snatching ends:

- The cards are not replaced. All unwon cards go back to the deck. Then shuffle the deck.
- All dice become available for the Krafting Phase.

No Phase

If no idle dice remain after the Gathering Phase, the Snatching Phase is skipped and players proceed directly to the Krafting Phase.



Table Setup: Krafting

Here we go! The time has come. You Gathered and Snatched and replenished your hand, and here you are now, facing your destiny as the aspiring ruler of Krystalia. Tread carefully! Spend some time to Allocate your Raw Krystals, and then use your powerful cards to kraft the Power Krystals for your Krown!



Set up the table with Klan zone cards.
Deck in the middle, 3 Klan cards on each side.

Make sure that:

- All the dice are with you, except those that you have already turned into Power Krystals. They permanently stay on your Krown.
- When you start the Krafting you have a minimum of 3 or 4 (Favour Rule) cards in hand.



Deck

Krafting Phase

Remember! It's not so hard: play a Magic card to flip a die to 2, then a Master card to add the missing +1. In the process, dodge the sabotage attempts from the Menaces or use them for your own advantage.



Allocation

- Starting from the player with the Krafiting Turn Marker, take turns one at the time to **allocate** one of the dice on or next to a Klan card. The initial value during Allocation is 1.
- Continue clockwise until **all dice with value 1** of all players are allocated or all 3 spots on all Klans is filled with dice.
- Players can allocate a maximum of **3 dice** per Klan.



Krafting

- You play cards only in corresponding Klans.
- The cards that you play **change the value** of one die at the time in the corresponding Klan as indicated by the card actions.
- Cards can **change your opponent's dice too!** No die is immune!
- **Play one card per turn.** (Except for Master Level II, which requires you to play another card right after.)
- You can play cards in Klans with no dice allocated there.
- When you kraft value of a die to , you immediately and permanently place it on your Krown.
- Generosity rule: if you kraft  for other player, you get to draw 1 card instantly.



Allocate dice on the Klan zone cards (3 per Klan).

When you play cards, you can place them above or below Klan zone cards in whatever layout is convenient for you, as long as the cards are played near the corresponding Klan.

Play Examples



Magic Level III

Flip ALL Klan zone dice to value 2.

and/or

Draw a card.

Apply one or both of these effects.



Master Level I

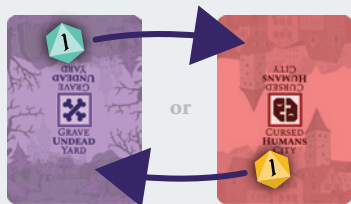
Add 1 to any die.

and/or

Subtract 1 from another die.

Apply one or both of these effects to any 2 dice.

Play Examples



Menace Level III

Move any die into that Klan.

or

Move any die out of that Klan.

More

Scan the QR code to visit the website and learn more.

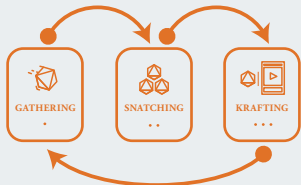


You can chose only one effect.

"To Kraft, or Not to Kraft?"

When you play for the first time, you might be tempted to play your best cards right away to kraft those beautiful Power Krystals. But is it the right strategy? It depends.

As you compete with other players, some might hold back and wait for your move. As cards get carried over to the next Krafting Phase, you can choose to use your turn to play a card, or to abandon the Krafting Phase all together. If you do so, you carry over more dice to the next Gathering and more cards to the next Krafting.



End of Krafting

The Krafting Phase ends when:

- All players have decided to abandon*.
- All players ran out of cards to play.
- A mix of both, and nobody can or want to play another card.

When the Krafting Phase ends:

- Keep all of your unplayed cards.
- Leave the Power Krystals on the Krown.
- Grab all of your dice not yet krafted and reset their value to 1. Get ready for the Gathering.
- Return all cards played in Klans to the deck, then shuffle. The Session is over.
- Rotate the Turn Markers counter clockwise.
- If you have less than 3 cards on hand, refill up to 3 cards (or 4 if you have 4+ Power Krystals on your Krown).

*If you abandon, your dice stay in the Klans and can still be manipulated by other players.

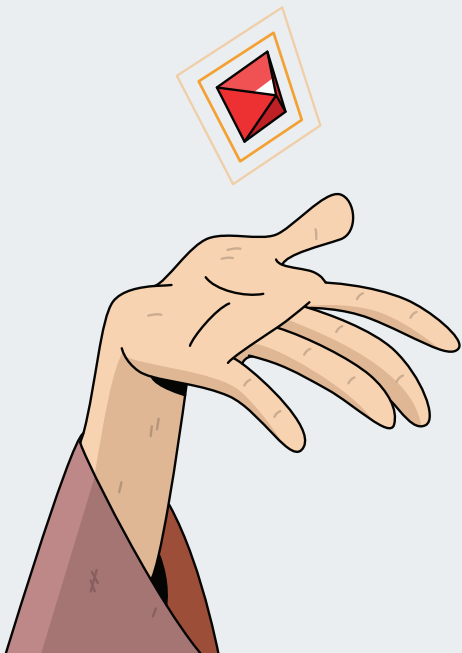


*"This is how Krystalia's rulers' Krown looks!
Go to Krystalia and show some skills.
Conscious Kong believes in you.
Oh, shines! I see so many rainbows!"*



Game Balance

Krafting Krowns maintains perfect balance through its self-regulating mechanism: early leaders have fewer dice for subsequent Gathering phases, while conservative players maintain strong card acquisition potential. Victory comes to those who best manage the delicate balance between immediate gains and future opportunities.



Meet Your Board Game Mechanisms Mixologist

Meet Stefano, who blends board game mechanisms like a master bartender crafts cocktails. Give him any combination of mechanics - worker placement, engine building, area control - and he'll shake them up into something surprisingly fresh and entertaining. What sets him apart is speed: he can rapidly prototype game concepts, finding that sweet spot where different systems create satisfying "aha!" moments that keep players coming back for more.



Stefano Virgilli

Who Needs AI When You Have This Guy?

Meet Ernestas, our artist and art director who proves that human creativity still reigns supreme. While the world rushes toward automated everything, Ernestas takes the opposite approach - every single illustration is meticulously crafted through his hands - from story to art execution. No algorithms, no shortcuts, just pure creative vision and genuine human artistry at its finest.



Ernestas Jasillonis



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