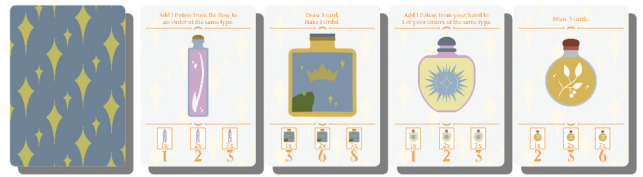


CRAFT & PEDDLE

It's spooky season, and it's time for potions! In Craft & Peddle, a card game for two, players are alchemists crafting and peddling Potions (and maybe even trying some of the potions themselves). Players use Action cards to acquire and sell Potion cards or use special abilities. At the end of the game, bonuses are awarded and the player who was the most successful alchemist wins!



SETUP

Place the **4 Action cards** in the middle of the play area. Shuffle together the **50 Potion cards**. Deal 2 Potion cards to each player, face down, forming the players' hands (*cards in a player's hand are kept secret from the other player*). Deal 4 Potion cards face up in the middle of the play area, forming **the Row**. Place the remaining Potion cards in a face down deck to the side of the Row. Players determine a **Starting player** and the game begins!



THE CARDS

There are 2 different types of cards in Craft & Peddle: **Action cards** and **Potion cards**.

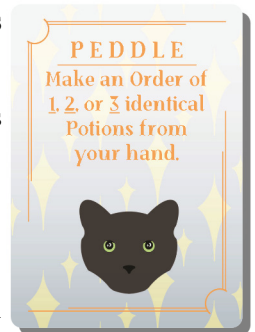


Potion Cards

Craft & Peddle revolves around acquiring and using Potion cards, either for their Ability or to make Orders (groups of 1-3 identical Potion cards). Each Potion card features 1 of 10 different Potion illustrations, as well as an **Effect** at the top of the Potion card. Finally, each Potion card has an **Order Score set** at the bottom of the card. There is no maximum hand size.

Action Cards

Players will use these Action cards to acquire and use Potions. There are 4 different Action cards (*Craft, Peddle, Imbibe, and Rummage*). On the back of each Action card is a Scoring Bonus which is awarded at the end of the game.



PLAYING CRAFT & PEDDLE

Craft & Peddle is played over a series of rounds. Each round, one player is the **Starting Player**, while the other player is the **Non-Starting Player**. These roles switch each round. The **Starting Player** selects and uses two different Actions, while the **Non-Starting Player** will select one Action that the Starting Player did not choose.

At the end of any Round, if there are 15 or more Orders (between the two players), and/or there are no cards remaining in the deck, the game ends. The Bonuses are awarded, and the player with the most points wins!

For a how to play video, please visit smallboxgames.com/craftpeddle

ROUNDS

At the beginning of the round, if the Row has less than 4 Potion cards in it, cards are added from the top of the deck face up to the Row until the Row has 4 cards in it, if possible. *Note that cards in the Row are only replenished at the beginning of the round.*

Then, the **Starting Player** selects, one at a time, **two different Action cards**, rotates them sideways, and uses their Actions. Once the Starting Player has selected and used two Action cards, the **Non-Starting Player** will select **one Action card** and use its Action. Then, all Action cards are rotated upright. If the game has not ended, a new round begins with the Non-Starting Player becoming the Starting Player for the new round.

ACTIONS

Each different Action card offers a unique effect that allows the player to use or gain Potion cards. **A player can never select a sideways Action!**

CRAFT

When a player selects the **Craft Action**, they choose 1 Potion card in the Row and move it to their hand.

RUMMAGE

When a player selects the **Rummage Action**, they draw 1 card from the top of the deck and add it to their hand. Then, if the other player has more cards in their hand than the player, they draw an additional card.

IMBIBE

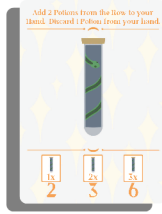
When a player selects the **Imbibe Action**, they select 1 Potion card from the Row, use the Potion card's Effect to the best of their ability, and move the selected card to the discard pile.

PEDDLE

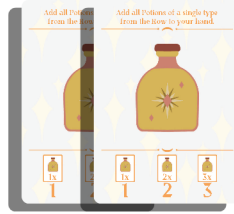
When a player selects the **Peddle Action**, they make 1 Order using Potion card(s) from their hand.

MAKING ORDERS

When a player Makes an Order, they select between 1 and 3 identical Potion cards from their hand and place them in a face up stack in their play area. Each Order a player makes is its own stack. An order is always made up of identical Potion cards. An Order may never have more than 3 Potion cards in it. Each Order is worth points at the end of the game based on the Potion's **Order Score set** and the number of Potion cards in the Order. *For example:*



This order of 1 **Potion** is worth 2 Points.



This order of 2 **Potions** is worth 2 Points.



This order of 3 **Potions** is worth 5 Points.

ENDING THE ROUND

Once the Non-Starting Player has selected and used an Action, the round ends, and all Action cards are turned upright. As long as the game has not ended, a new round begins with the current Non-Starting Player being the Starting Player for the new round.

ENDING THE GAME

A game of Craft & Peddle ends at the end of any round when there are 15 or more Orders (between the two players) at the end of a round, and/or there are no Potion cards remaining in the deck.

BONUSES AND SCORING

At the end of the game, players score points for the Orders they made. Then, flip over the Action cards to award Bonuses.

CAT BONUS

The player who made the 15th Order takes this Bonus card. They gain an additional 3 Points.

TOAD BONUS

Each player counts the number of Potion cards in their hand. The player with the most Potion cards in their hand takes this Bonus Card and gains an additional 3 Points. In the event of a tie, neither player receives this Bonus.

SNAKE BONUS

Each player counts the number of unique Potion cards in their orders (between 1 and 10), and gains a number of additional points equal to that number.

For example, Susan has 10 Orders. 6 of those Orders contain unique Potion cards. She gains 6 points.

OWL BONUS

Each player reveals any number of identical Potion from their hand and gains a number of additional points equal to that number. *For example, Liz reveals 4 identical Potion cards from her hand. She scores 4 additional points since she revealed 4 identical Potion cards from her hand.*

The player with the most points wins! In the event of a tie, the player who earned the Cat Bonus wins. If a tie still exists, the player with the most cards in their Orders wins the tie.