
ARCH
RAVELS
Rulebook
2-4
30-45m
8+yrs
XYZ
GAME
LABS

Overview

Crafters gotta craft! What better way to hone your skills than with a little friendly competition?

Hit the yarn bazaar, learn patterns, finish projects and tackle special requests. The player with the most points wins, so ***let's get crafty!***



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Components



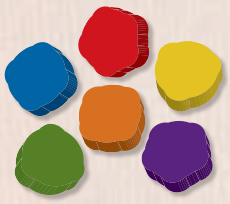
4 Character Boards (Double-Sided)



Game Board



40 Item Tokens



90 Yarn Tokens

+18 Yarn3 Tokens



4 Yarn Bowls



16 Project Cards



18 Pattern Tiles



4 Action Markers



74 Yarn Cards



12 Event Cards



26 Special Requests

Step 1: Player Setup

1. Each player selects a **Character board** and takes the matching **action marker.** (You can do this randomly or not. It's up to you!)
2. Decide which ***side*** of your Character board to use and place a **Yarn bowl** next to it. Take ***1 Yarn token of each color*** and place them in your bowl.
3. Separately shuffle the **Bear Pattern tiles**, **Mitten Pattern tiles**, and **Scarf Pattern tiles**. Deal ***1 of each pattern tile*** to each player. Put the rest back in the box. Place your pattern tiles on the 3 ***blank*** spaces of your board, with the side that has ***Yarn*** on it face-up as shown.



Character Powers

There are 4 character types. Each represents a crafting speciality with a ***unique action*** (see p. 6). Each character also has a ***Favorite Request*** (see p. 9).

Thrifty Shopper
Has a stronger Shop action.

Master Crafter
Has a stronger Craft action.

Color Specialist
Has a unique action to make an Item with Yarn of any color.

Yarn Spinner
Has a unique action to take 3 Yarn tokens of one color from the supply.

Step 2: Game Area Setup

1. Place the **game board** in the middle of the table. Remove the **Yarn and Item Tray** from the box and place it in reach of all players.



2. Prepare the **Yarn Deck**:

   a. Shuffle the **Yarn cards** and **Event cards** together. This is the **Yarn Deck.**

   b. From the **Special Request** cards, find each player's ***Favorite Request*** (marked with a ❤ on their player board) and set these aside.

   c. From the remaining Special Request cards and randomly select ***1 per player***. Put the cards that weren't selected back in the box.

   d. Shuffle the selected Favorite Special Requests and the randomly selected Special Requests together with the top half of the **Yarn Deck** and place it on the board.

3. Create the **Yarn Bazaar**:

   a. Turn over the top ***6 cards*** of the Yarn Deck and place them in a grid as shown.

   b. If you turn over any **Special Requests** or **Events**, set them aside and draw new cards to replace them until you have ***6 Yarn cards*** showing. Shuffle the cards that were set aside back into the deck.

4. Create the **Project List**:

   a. Shuffle all the **Project cards**. Randomly select the correct number of Projects for your player count without looking at them. Put the rest back in the box.

2 Players	3 Players	4 Players
8 Projects	*9 Projects*	*10 Projects*

   b. Shuffle the selected Projects together to create the **Project Deck** and place it face-down on the table. Turn over the top ***3 Projects*** and place them in a ***row*** to create the **Project List**.



Gameplay

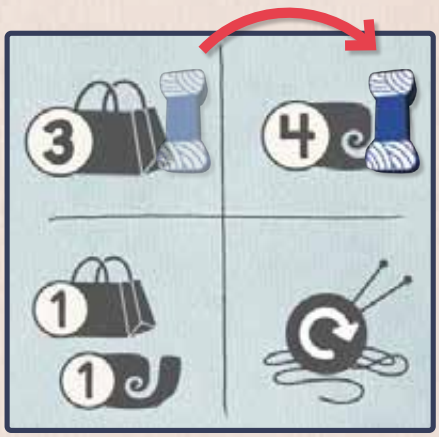
Players take turns in ***clockwise*** order, starting with the player who last crafted something or at random.

Each turn has ***3 steps:***

1. **Take Player Actions**
2. **Restock the Yarn Bazaar**
3. **Take Restock Actions**

Step 1: Take Player Actions

To start your turn, move your **action marker** to one of the **4 action spaces** on your Character board.



You must move your token to a ***different*** space each turn, even if you don't do any of the actions — you may ***not*** use the same space two turns in a row!

Note: *On your first turn, you may place your token anywhere.*

You may then take the **player actions** shown on that action space in ***any order***. Each space has a different combination of actions:



Shop

Get new Yarn from the Yarn Bazaar



Craft

Use Yarn to make new Items



Exchange

Exchange Yarn of 1 color for the same amount of a different color



Unique Actions

Color Specialist and Yarn Spinner each have 1 unique action

Shop Action

When you ***Shop***, choose **Yarn cards** from the Yarn Bazaar and gain the **Yarn tokens** shown on them. The ***number*** on the action space is the number of ***cards*** you choose. For example, "(3) Shop" means you choose 3 cards from the Yarn Bazaar.



Example: *A "Shop 3" action lets you gain Yarn from 3 Yarn cards.*

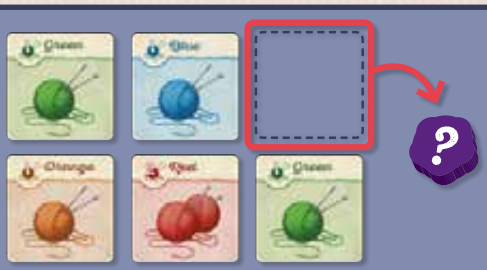


Once you've taken your Yarn, place ***all*** the Yarn cards you chose in the ***discard pile***. (Don't refill the Yarn Bazaar just yet! You'll do that in the next step.)

Note: *You **must** take the full number of Yarn cards on the action space you chose. Choose carefully, however – you will lose points for leftover Yarn at the end of the game!*

Empty Spaces in the Yarn Bazaar

If there are any **empty spaces** in the Yarn Bazaar left over from the previous player's turn, you may treat them as if they were ***Yarn cards*** with ***"1 Yarn of any color"*** on them.



Craft Action

To ***Craft*** an Item, turn in **Yarn tokens** that complete one of the **patterns** on your board. Then take an **Item token** of the matching type from the supply and place it in the ***"finished objects"*** area next to your Character board.

The ***number*** on the action space is the number of ***Items*** you **may** Craft with this action. For example, "(2) Craft" means you can Craft ***up to*** 2 Items. (You may Craft 2 copies of the ***same*** Item if you have enough Yarn for both.)

Return all Yarn you use to the supply.

(See the next page for details about pattern requirements.)



Example: *With this pattern, you can turn in 2 blue and 1 yellow to make Mittens.*

Completing Patterns



Exact Color Patterns

A pattern showing Yarn of ***specific colors*** can only be Crafted by turning in Yarn tokens that ***exactly*** match the Pattern. For example, the Scarf Pattern to the left ***must*** be made with 1 purple, 1 blue, 1 orange, and 1 yellow.

Note: *Your starting patterns for Bears, Mittens, and Scarves (as well as all Special Request cards) have exact color requirements.*



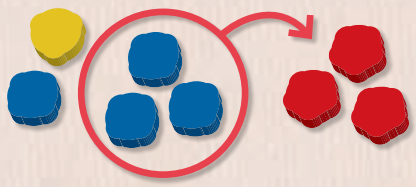
General Color Patterns

A pattern that has a ***color rule*** but does ***not*** show Yarn of specific colors can be Crafted by turning in Yarn tokens of ***any colors*** that follow the rule. For example, the Scarf Pattern to the left can be made with ***any 4*** different color Yarn tokens.

Note: *Hats and Blankets always have general color requirements. You can learn general patterns for other Items during your Restock Actions (see "Learn a Pattern" on page 10).*

Exchange Action

To ***Exchange*** Yarn, return ***any number*** of Yarn tokens of a ***single*** color from your Yarn bowl to the supply. Then take the ***same number*** of a ***single*** different color from the supply.



Example: *With one Exchange action you can trade in 3 blues for 3 reds.*

Unique Actions

Color Specialist and **Yarn Spinner** each have 1 unique action on their Character board.



Take 3 Yarn

Take 3 Yarn tokens of a single color from the supply.



Craft Any Colors

Craft 1 Item, treating each of your Yarn tokens as if it was any color. (You must still turn in the correct number of Yarn tokens.)

Step 2: Restock the Yarn Bazaar

After you have finished taking all of your actions, restock the **Yarn Bazaar** with cards from the **Yarn Deck.**

Once all the empty spots have been filled, resolve any **Events** and **Special Requests** that were revealed. Do ***not*** draw new cards to replace Events or Special Requests after you resolve them. (Any empty spots in the Yarn Bazaar are treated as "1 Yarn of any color" by the next player — see "Shop Action" on page 7.)



Events

When you reveal an **Event**, read the card and follow its instructions. Some Events give the active player a choice to make, while others apply to all players. Once an Event is resolved, place it in the discard pile.



Special Requests

Special Requests are requests from friends and fans to make special or unique Items. When you reveal a Special Request in the Yarn Bazaar, you must ***choose*** to either take it for yourself ***OR*** give it to another player. (You may ***not*** choose to discard it – someone ***must*** take the request!)

Once you've acquired a Special Request, you can ***Craft*** it like any other pattern. When you Craft it, place it face-up in the ***"finished objects"*** area to the right of your Character board. It is worth points at the ***end of the game***.

Important: *If you don't Craft your Special Requests by the end of the game, you lose points! (See "Game End" on page 11.)*

Favorite Requests

Each Character has a ***favorite*** Special Request that they're just *dying* to work on. If you finish your favorite Special Request, you score a bonus ***5 points*** at the end of the game!



Example: *If Eliza completes the "Robot" Special Request, she scores an extra 5 points.*

Step 3: Take Restock Actions

After you've restocked the Yarn Bazaar and resolved all Events and Special Requests, you may perform ***all***, ***some,*** or ***none*** of the available **Restock actions.** You may do each action ***any number*** of times, if able.

Once you've completed your Restock actions, your turn is over.

1. **Finish a Project:** ***Turn in Items to complete Projects***
2. **Learn a Pattern:** ***Turn in Items to get better at making them***
3. **Frog It:** ***Turn in Items and take back the Yarn you used to make them***

Finish a *Project*

Select a **Project** from the **Project List** and turn in the Items shown on the card to finish that Project. Each Item you turn in is returned to the supply.

Then, take the finished Project card and place it face-up in the ***"finished objects"*** area next to your board. Each finished Project is worth points at the ***end of the game***.

You may finish multiple Projects in a turn, but you must use ***separate sets*** of Items to finish each Project.

Once you have finished all Projects you wish, refill any open spots in the Project List from the Project Deck. If there are ***not enough cards*** left in the Project Deck, this triggers the end of the game (see "Game End" on page 11).





Learn a *Pattern*

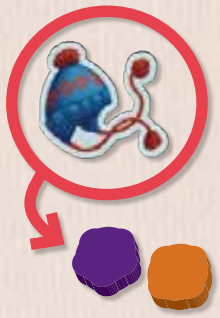
Turn in 1 Item to ***flip over*** the matching **pattern tile** on your Character board.

Once a tile has been flipped, you may use the **general color pattern** on the tile to Craft the matching Item, ***instead*** of the exact pattern (see "Completing Patterns" on page 8).

Each pattern tile can only be flipped ***once***. Tiles you have flipped are worth points at the ***end of the game***.

Frog it!

Return an **Item** you previously Crafted to the supply and take the **Yarn tokens** shown on your ***current pattern*** for that Item. If you Frog an Item with a ***general*** color pattern, you may take Yarn of any colors that follow the color rule.



Note: *You cannot Frog finished Special Requests.*

Game End

The game ends when there are ***no cards left*** in the **Project Deck** and ***fewer than 3*** Projects in the **Project List**. When this happens, the active player will finish their turn and then each player ***except*** the active player may use the Yarn left in their bowl to Craft ***1 Item*** OR ***1 Special Request***. They may ***not*** finish Projects or learn patterns.

Then players tally up their final scores:

1. **Finished Projects**
   Score points for each ***Project*** you've finished.
2. **Finished Special Requests**
   Score points for each ***Special Request*** you've finished. If you've finished your ***Favorite Request***, score another 5 points.
3. **Patterns Learned**
   Score points for each ***pattern tile*** you've flipped over.
4. **Remaining Items**
   Score the points printed on the back of each finished ***Item*** you have.

5. **Unfinished Special Requests**
   Subtract the value of each ***Special Request*** you have ***not*** finished.
6. **Leftover Yarn**
   Subtract 1 point for each ***unused Yarn token*** in your Yarn bowl.



Tiebreakers: *If there is a tie, the tied player with the* ***most finished Projects plus Special Requests*** *wins. If still tied, the player with the* ***fewest Yarn tokens*** *left wins. If still tied, players share victory.*

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