

## A Game by



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# Welcome to Azetta

Stitchcraft is a two-player strategy card game where players take on the role of merchants whose tapestries are infused with magic during trade shows in the street markets of Azetta. By outwitting your opponent and putting on the best show you will secure the sales from the crowds who flock to the city for just such entertainment.

Will you be the williest weaver?

## Rules

Players take a series of turns consisting of drawing a Tapestry (card) from the top of their Chest and performing two actions. Actions are either placing a Tapestry from their hand face down on their Display OR taking a face down Tapestry and placing it revealed (face up) in their Showcase, triggering the Tapestry's power. These can be done in any order or combination. When a Tapestry's power is triggered, resolve the ability of that color in the Pattern set for the game. The goal is to have 4 of one color face up in the Showcase or 7 of the 8 colors face up in the Showcase. The first player to achieve one of these victory conditions wins the duel!

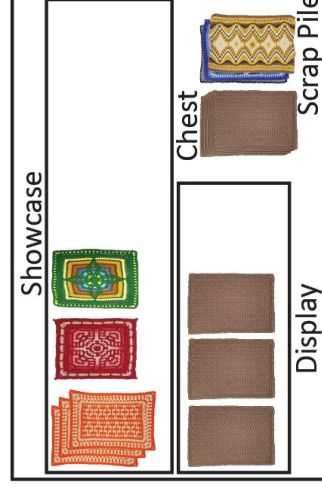
## Setup & Gameplay

Each player takes an identical deck of 40 Tapestries, 5 each of the 8 colors: Blue, Black, Red, Green, White, Orange, Yellow, and Purple. The players decide on which Pattern set to use for the game (both players will use the same Pattern). The decks are shuffled and become the player's Chest. Players start with 3 Tapestries in hand. The first player skips their first draw step. The Scrap Pile is where destroyed or discarded cards are placed. Anytime a card is removed from the game simply set it off to the side. The Display is the first play zone in front of each player where their Tapestries are played face down. The Showcase is the second play zone in front of the player where they place their faceup Tapestries.

Reaction cards have powers that can be used outside of your usual two actions. Simply announce when you are going to use a Reaction at the appropriate time for the card power then resolve its effect.

If a player's Chest is empty at the start of their turn, they lose the game.

## Play Area



\*NOTE: Each player has their own play area.

## Component List

1x 40 Card Decks for each player (5 copies of each different Tapestry)

1x Set of Pattern Reference Cards for each player

1x Master/Apprentice cards per team in some

# Multiplayer Modes

## Free For All Modes

### FFA

Each player has their own unique deck of cards and everyone uses the chosen Pattern Set for the game. Whenever a Tapestry Power is resolved that targets an opponent's Tapestry, any Tapestry owned by an opponent may be targeted (but limited to the number on the Power, usually one). Only the first player to take a turn skips their draw step, everyone else draws with the same two actions per turn rule. First player to get to the victory condition wins. If a player runs out of cards in their Chest, they are simply eliminated from the game and all remaining players continue play until someone is the victor.

### Lean Left

Same as Free for All except players may only target their own Tapestries or those of the player on their left (clockwise).

### Lean Right

Same rules as Lean Left, but players may only target their own Tapestries or those owned by the player on their right (counter-clockwise).

### Crowd Favorite

Same rules as FFA above. Whenever a player is targeted by another player's Tapestry Power they get +2 points of Crowd Favor. Anytime a player targets another player's Tapestry with one of their Tapestry Powers they get -1 point of Crowd Favor. In addition to the usual victory conditions, if any player has 20 points of Crowd Favor they win the game. If ever a player's Crowd Favor reaches -10, they are eliminated from the game.

## Team Modes

### Apprentice

Each player has their own unique deck of cards and everyone uses the chosen Pattern. Each player has their own unique deck. Stagger seating so turn order is Team A, Team B, Team A, Team B. Choose one player on each team to be the Master, while the other player is the Apprentice (You may decide this up front or randomly after players are seated). Play the game as normal but only the Master's

Players may not know the contents of their teammate's hand or their Display and table talk is not allowed. If EITHER player in a team has no Chest at the beginning of their turn, that team loses.

### Spymaster

Same as Apprentice but roles are kept hidden (use facedown cards or paper to track roles at the beginning of the game; reveal a Master card on completing a victory condition to win).

## Guilds

Each player has their own unique deck. Stagger seating so turn order is Team A, Team B, Team A, Team B. Both players on a team have their own unique Display and Showcase that is checked INDIVIDUALLY for victory conditions. Only one player from a team has to achieve a victory condition for that team to win. Players may not know the contents of their teammate's hand or their Display and table talk is not allowed. If EITHER player in a team has no Chest at the beginning of their turn, that team loses.

### Monopoly

Each player has their own unique deck. Stagger seating so turn order is Team A, Team B, Team A, Team B. Both players on a team have their own unique Display and Showcase that is checked INDIVIDUALLY for victory conditions. BOTH players on a team have to achieve a victory condition for that team to win. Players may not know the contents of their teammate's hand or their Display and table talk is not allowed. If EITHER player in a team has no Chest at the beginning of their turn, that team loses.

### Consortium

Each player has their own unique deck. Players will sit next to their teammate but the turn order is Team A, Team B, Team A, Team B (ends up looking like an hourglass pattern). Each player has their own Display but a shared Showcase that is checked for victory conditions. Players may know the cards in their teammates hand and Display. If EITHER player in a team has no Chest at the beginning of their turn, that team loses. HARD MODE: a team must have 5 of one color in their Showcase or 8 different colors in their Showcase to win.

## Pattern: Attrition


If your Chest is not empty, discard the top Tapestry to your Scrap Pile. Then, Choose a Tapestry from your Scrap Pile to place in your hand.


Choose an opponent's Revealed or Unrevealed Tapestry and remove it from the game.


Look at the top two Tapestries in an opponent's chest. Discard one to their Scrap Pile and return the other to the top of their Chest.


Look at the top three Tapestries in your Chest. Choose one to return to the top, then choose one to return to the bottom. The third is removed from the game.

## Pattern: Attrition

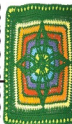
**Sabotage**  Draw the bottom Tapestry from your Chest. Choose a player, then place the top Tapestry from their Chest into their Scrap Pile.


**Restock**  Draw the top Tapestry from your Chest. Choose a player, then place the bottom Tapestry from their Chest into their Scrap Pile.


**Plunder**  Remove up to two Tapestries from any Scrap Piles from the game. If you remove two, draw a Tapestry from the top of your Chest.


**Vanish**  **Reaction:** Reveal in response to an opponent revealing a Tapestry. Cancel its power and remove it from the game. Remove this Tapestry from the game.

## Pattern: Racketeering

**Reciprocate**  Choose a Tapestry from your Scrap Pile to place in your hand. Choose a Tapestry from an opponent's Scrap Pile and place it on top of their Chest.

**Engorge**  Choose a Tapestry from an opponent's Scrap Pile and remove it from the game. Choose an opponent's Revealed or Unrevealed Tapestry and discard it to their Scrap Pile.


**Divest**  Look at the top two Tapestries in an opponent's Chest. Choose one of these to discard to their Scrap Pile, then return the other to the bottom of their Chest.


**Intuit**  Look at the top three Tapestries in your Chest. Choose one to return to the top, then choose one to place on the bottom. The remaining Tapestry is placed in your Scrap Pile.

## Pattern: Racketeering

**Fence**  Draw the bottom Tapestry from your Chest. Choose a player; if you do, discard the top Tapestry of their Chest to their Scrap Pile.


**Augment**  Draw the bottom Tapestry from your Chest. Choose a player; if you do, choose a Tapestry in their Scrap Pile and place it on top of their Chest.


**Windfall**  Draw one Tapestry from the bottom and top of your Chest, then discard the top Tapestry to your Scrap Pile.


**Undercut**  **Reaction:** Reveal in response to an opponent revealing a Tapestry. Cancel its power and place this Tapestry on the bottom of their Chest. If a non-reaction blocked this way, its power is not an action.




## Pattern: Loom


**Shuttle**  Choose a Tapestry from your Scrap Pile to place in your hand.

**Unravel**  Choose an opponent's Revealed or Unrevealed Tapestry and discard it to their Scrap Pile.


**Reed**  Look at the top two Tapestries in an opponent's Chest and choose one to put on the bottom.

**Heddles**  Look at the top three Tapestries in your Chest. Choose one to place on top, place the other two on the bottom in any order.

## Pattern: Loom

**Weft**  Draw the bottom Tapestry from your Chest. Look at the top Tapestry of an opponent's Chest.

**Warp**  Draw the top Tapestry from your Chest. Look at the top Tapestry of an opponent's Chest.

**Treadle**  Draw the top two Tapestries from your Chest then discard the top two from hand to Scrap Pile.

**Moths**  **Reaction:** Reveal in response to an opponent revealing a Tapestry. Cancel its power and place this Tapestry on the bottom of their Scrap Pile. Discard the top Tapestry to their Scrap Pile.

