

OAXACA

CRAFTS OF A CULTURE

1-4 Players • 20-40 Minutes • Ages 10+

AMONG THE MANY REASONS that Oaxaca (pronounced wah-HA-kah) is well known are its exquisite handicrafts. Drawing upon generations of tradition, as well as Oaxaca's vast quantities of raw materials, entire families within this state in Southern Mexico dedicate their lives to perfecting their craft. You represent a family of skilled Oaxacan handicraftsmen preparing to sell your artisan wares to eager tourists at a bustling tianguis (a large, outdoor market) within Oaxaca City.

Can you lead your family to a distinguished position with your exquisite craftsmanship, or are your crafts common for the culture?

COMPONENTS

- 120 Handicraft Cards:
 - 24 Pottery Cards
 - 24 Jewelry Cards
 - 24 Textile Cards
 - 24 Woodcarving Cards
 - 24 Tin Art Cards
- 15 Tourist Cards
- 4 Banner Cards
- 4 Reference Cards
- 1 Start Player Card
- 20 dice
- 60 Craft Tokens
- 4 player mats
- 4 meeples

GOAL

Over the course of three rounds, players collect **Handicraft Cards** from the five decks and then work to remove **Craft Tokens** from them. When all of the **Craft Tokens** are removed from a **Handicraft Card**, it's moved to a player's **Market Stall** for points. The player who has the most valuable collection of crafts in their **Market Stall** at the end of the third round is the winner!

SETUP

Shuffle the 5 **Handicraft Decks** and set them facedown in a row. The order in which they're laid out does not affect gameplay.



Shuffle the **Tourist Deck**, draw 6 cards, and lay them faceup in the order they were drawn near the **Handicraft Decks** in a 2x3 grid as seen in the above illustration. Set the remaining cards facedown and leave room next to them for a discard pile. Place a **Craft Token** between the two left-most **Tourist Cards**; this token indicates which of the 2 **Tourist Cards** are active, and also which of the 3 rounds the game is on.

Place the remaining **Craft Tokens** near the play area—this is the **supply**. Give all players a player mat, a **Banner Card** for their **Market Stall**, and 5 dice. Randomly determine a start player and give them the **Start Player Card**.



AT THE START OF EACH ROUND

ALL PLAYERS: Roll your dice and set them in your **Daylight Box**. You may re-roll any number of your dice 1 time if you wish.

Players then take turns in clockwise order, selecting 1 die from their **Daylight Box** and using it to take an action. Here's a brief overview of what the dice can do, followed by a more detailed explanation on pages 4—6:



2s can be used to draw 2 and keep 1 *pottery* card for your Workshop, or to remove a Craft Token from all the *pottery* cards in your Workshop.



3s can be used to draw 2 and keep 1 *jewelry* card for your Workshop, or to remove a Craft Token from all the *jewelry* cards in your Workshop.



4s can be used to draw 2 and keep 1 *textile* card for your Workshop, or to remove a Craft Token from all the *textile* cards in your Workshop.



5s can be used to draw 2 and keep 1 *woodcarving* card for your Workshop, or to remove a Craft Token from all the *woodcarving* cards in your Workshop.



6s can be used to draw 2 and keep 1 *tin art* card for your Workshop, or to remove a Craft Token from all the *tin art* cards in your Workshop.



1s can be used to draw a single card of any type for your Workshop, or to remove a Craft Token from any one of the Handicraft Cards in your Workshop.

ON YOUR TURN

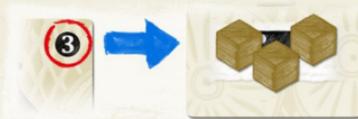
You *must* select 1 of the dice from your **Daylight Box** (or combine a die with any other result to make a result of your choice; see page 7), set it in your **Nightfall Box**, and take one of the following actions:

- **GATHER MATERIALS (PAGE 4)**
- **CRAFT YOUR WARES (PAGE 5)**

USING A DIE FOR A GATHER ACTION



Draw 2 **Handicraft Cards** from the deck that matches the die you selected, and examine them. Choose 1 of the cards to keep, and then return the other card to either the top or bottom of its deck (your choice), facedown. Lay the card you kept faceup to the left of your player mat—your **Workshop**. Then place **Craft Tokens** on the card equal to the number in the top-right corner—the craft value:



The **Craft Tokens** on a card represent the work you need to do before you can finish the handicraft and move it to the right of your player mat—your **Market Stall**. Your **Workshop** can hold a maximum of 3 **Handicraft Cards** (Note: some **Handicraft Card** bonuses can *add* **Craft Tokens** to **Handicraft Cards** in your **Workshop**—there is no limit to the number of **Craft Tokens** that can be placed on a **Handicraft Card** in your **Workshop**).

Not sure where to start? If this is your first time playing, it might be hard to choose which of the 5 handicraft types you should start gathering from. Each deck focuses on a different array of bonuses:

-  **POTTERY** focuses on your Workshop
-  **JEWELRY** focuses on scoring extra points
-  **TEXTILES** focus on general bonuses
-  **WOODCARVINGS** focus on player interaction
-  **TIN ART** focuses on dice manipulation

If you can't decide, let the dice you rolled guide your decision; if you have multiple dice with the same face, focus on gathering and working that handicraft deck to start.

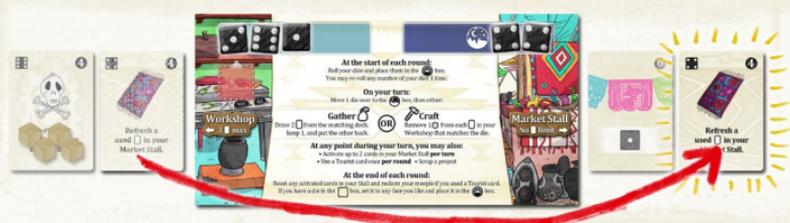
USING A DIE FOR A CRAFT ACTION



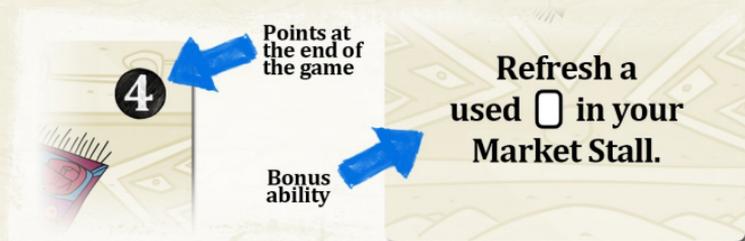
Remove a **Craft Token** from *each* **Handicraft Card** in your **Workshop** that matches the die you selected, and return the token(s) to the **supply**. For example, if you placed a  in your **Nightfall Box** and you have 2 *textile* cards and 1 *tin art* card in your **Workshop**, you can remove a token from both *textile* cards.

Because a craft action removes a **Craft Token** from each **Handicraft Card** that matches the die you used, you may find it beneficial to “specialize” and focus on filling your **Workshop** with a single type of **Handicraft Cards** (e.g., exclusively *textile* cards).

NOTE: If you have no **Handicraft Cards** in your **Workshop**, you cannot take a craft action because there will be nothing to craft—the next die you use must be used for a gather action.



If you remove all the **Craft Tokens** from a **Handicraft Card**, immediately move the card to your **Market Stall**. Then, at the end of the game, you will score points equal to that card’s craft value. Additionally, each card in your **Market Stall** has a bonus that is available immediately (See **Activating Cards** on page 6)!



USING WILDS: Each  you roll can be used to either gather or craft anything you want; however, a wild is not as effective as other results.

- If you gather, you can only draw a single card from any deck.
- If you craft, you can only remove a single **Craft Token** from 1 **Handicraft Card** in your **Workshop**, even if you have multiple cards of the same type.

OPTIONAL ACTIONS

In addition to your dice action, you may activate up to 2 cards in your **Market Stall** each turn. Also, once per round, you may use 1 of the 2 current **Tourist Cards**.

ACTIVATING CARDS IN YOUR MARKET STALL: Each card in your **Market Stall** can only be activated once per round. For example, each player starts the game with a 0-point **Banner Card** that offers a **free** wild () result. To use the bonus on a card in your **Market Stall**, rotate it sideways to show that it's been activated, and then follow the instructions on the card. Some cards have a small icon on the left side that indicates when they can be used:



Gather



Craft



Passive

- Cards with a **bag** icon can only be used in tandem with a **gather** action.
- Cards with a **hammer** icon can only be used in tandem with a **craft** action.
- Cards with a globe icon are **PASSIVE** and cannot be activated—their bonuses are always active.

Each **Handicraft Card** is explained in detail on pages 9—11.

USING A TOURIST CARD: Once per round and at any point during your turn, you may use 1 of the 2 available **Tourist Cards** for the current round (indicated by the **Craft Token** between them). To use a **Tourist Card**, set your meeple near it to show you've used it, and then follow the instructions on the card. Each **Tourist Card** is explained in detail on page 12.

If you have no dice in your Daylight Box at the start of your turn, then you must pass for the remainder of the round. You may not activate any Handicraft Cards or use a Tousit Card.

SCRAPPING A PROJECT: If you decide you no longer want to finish a Handicraft Card in your Workshop, you may return the card to the bottom of its deck as a free action. Any Craft Tokens on the card are returned to the supply.

SAVING A DIE — EARLY RISER: Sometimes, you may discover that your *last* available die in a round is either unusable or not beneficial. For example, your last remaining die can't be used for a craft action because it matches no Handicraft Cards in your Workshop, and using it for a gather action would force you to first scrap a project because your Workshop is full. If this happens, set it to *any result you wish* and place it in your Early Morning Box for the next round.

USING TWO RESULTS AT ONCE: If you want to gather or craft a specific type of Handicraft Card but don't have the right dice to do it, you can combine a die with any other result to make a result of your choice! For example, Sarah has a , , and  remaining in her Daylight Box. She also has a free  from a Handicraft Card and a free  from a Tourist Card. She would like to craft the 3 pieces of pottery in her Workshop, but that requires a  she doesn't have. Instead, she can combine 2 of her remaining dice, or 1 of her dice and 1 of her cards, to act as a  to remove a Craft Token from each of her pieces of pottery.



You may only pair a Handicraft Card or Tourist Card with a die; you cannot combine Handicraft Cards and/or Tourist Cards together. Any cards utilized for a combo are considered “activated” for the duration of the round.

AT THE END OF EACH ROUND

Play continues until all players have used all their dice, which may result in some players taking more turns than others. Once all dice have been used, the round is over. Turn any sideways cards in your **Market Stall** upright and move the **Craft Token** to the next column of **Tourist Cards** to indicate the next bonuses. The **Start Player Card** moves clockwise to the next player. Take the dice from your **Nightfall Box** and prepare to roll them for the next round. If you had a die in your **Early Morning Box**, move it to your **Daylight Box**.

END GAME AND SCORING

At the end of the third round, flip your player mat over to the score track and use your meeple to tally your score:

- Each **Handicraft Card** in your **Workshop** is worth 2 points.
- Each **Handicraft Card** in your **Market Stall** is worth points equal to the card's craft value.
- Include any bonus points from *jewelry* **Handicraft Cards** in your **Market Stall**.
- Score an additional point if you have a die in your **Early Morning Box**.

If you surpass the highest number on your score track, simply start again at 1 again and continue counting.

The player with the highest score is the winner. If there is a tie, the player with the fewest cards in their **Workshop** is the winner. If there is still a tie, the player with the fewest cards in their **Market Stall** is the winner. If that fails to break the tie, the players share the victory.

CREDITS: © Undine Studios, 2017. Designed by Sarah and Will Reed. Developed by Ben Haskett. Illustrations by Derek Bacon. Dice icons by Mark Major. Hammer, bag, globe, sun, and moon icons provided by game-icons.net. Play-testers: Greg Amaral, John Brieger, David Bruglia, Angel Elkins, Cassie Elle, Jareth Elkins, Sarah Graybill, Noreen Gwilliam, Owen Gwilliam, Ashley Hershey, Vincent Hirtzel, Jon Knight, Jacob Knoester, Ashley Leaphart, David Leaphart, Marty Lewis, Walter Jay Little V, Johnson Luong, Jason Newman, Connor O'Hare, Cody Parcell, Jenni Parcell, David Reeser, Robert Salls, John Shulters, Roland Strebe, Jason Taylor, and John Vang. Thank you to Philip Saviano for your knowledge and input.

APPENDIX I: CARD EXPLANATIONS

There are two categories of cards in *Oaxaca: Crafts of a Culture*: **Handicraft Cards** and **Tourist Cards**. **Handicraft Cards** are what you gather, work, and score at the end of the game. **Tourist Cards** offer little bonuses to help you along the way.

HANDICRAFT CARDS

Below is an explanation of all the handicraft bonuses in the game. Note: **Handicraft Cards** typically can be activated once per round, except for **PASSIVE** cards (cards with a globe icon: ) , which are **always active**.

Each of the five **Handicraft Decks** focuses on a different array of bonuses:

-  **POTTERY** focuses on your Workshop
-  **JEWELRY** focuses on scoring extra points
-  **TEXTILES** focus on general bonuses
-  **WOODCARVINGS** focus on player interaction
-  **TIN ART** focuses on dice manipulation

FREE ACTIONS IN EACH DECK: In addition to the bonuses on pages 10 and 11, each **Handicraft Deck** also contains 8 cards that grant **free** gather and craft actions (This means that they can be used in addition to the dice action you take and do not require the use of a die!):



+1 result - single choice (4 copies in each deck): Gain a **free** gather or craft action for the type depicted on the card (For example, a **free**  for a gather or craft action).

+1 result - multiple choices (4 copies in each deck): Gain a **free** gather or craft action of your choice for any 1 of the 4 types depicted on the card (For example, ///).

POTTERY

- **Remove 1 Craft Token from any card (4 copies):** Choose a card in any Workshop and remove a Craft Token from it.
- **Redistribute up to 2 Craft Tokens in your Workshop (4 copies):** Redistribute 1 or 2 Craft Tokens between cards in your Workshop.
- **PASSIVE • +1 space in your Workshop (4 copies):** For the rest of the game, you have 1 additional space for a Handicraft Card in your Workshop.
- **If you spend a wild to craft, remove an additional 3 Craft Tokens from any cards in your Workshop (2 copies):** When you spend a Wild result to take a craft action, activate this card to remove 3 more Craft Tokens from any card(s) in your Workshop.
- **Move a card from your Workshop to the bottom of its deck and remove 3 Craft Tokens from another card (2 copies):** Return 1 of the cards in your Workshop to the bottom of its deck (return any Craft Tokens it had to the supply), and then activate this card to remove up to 3 Craft Tokens from any other card in your Workshop.

JEWELRY

- **PASSIVE • +1 point (4 copies):** At the end of the game, gain 1 extra point.
- **PASSIVE • +1 point per different type of card in your Market Stall (4 copies):** At the end of the game, look at the card types (textile, tin art, jewelry, pottery, and woodcarvings) that you have in your Market Stall. Score an extra point for each different type you have (Max. 5 bonus points).
- **PASSIVE • +1 point per card in your Workshop (4 copies):** At the end of the game, score an extra point for each card in your Workshop.
- **PASSIVE • +3 points (2 copies):** At the end of the game, gain 3 extra points.
- **PASSIVE • +1 point per globe icon in your Market Stall (2 copies):** At the end of the game, score an extra point for each Handicraft Card in your Market Stall with a globe icon.

TEXTILES

- **Change any result to a wild (4 copies):** Change a die result to a wild.

- **Refresh a used card in your Market Stall (4 copies):** Rotate a sideways card in your Market Stall to its upright position.
- **Wild (4 copies):** a wild to use for a **free** craft or gather action.
- **PASSIVE • Whenever you take a craft action with a textile result, remove an extra Craft Token from every card in your workshop (2 copies):** You may use this bonus even if you have no *textiles* in your Workshop.
- **PASSIVE • Draw 2 additional cards whenever you gather with a wild (2 copies):** Regardless of how many cards you draw, you may still only keep 1 card and must return the rest.

WOODCARVINGS

- **Place 1 Craft Token on a card in an opponent's Workshop (4 copies)**
- **Copy a bonus from a card in an opponent's Market Stall (4 copies):** Using this bonus does not activate the opponent's card (do not turn it sideways). Remember that cards with a globe icon cannot be activated.
- **Remove 1 Craft Token from each card in your Workshop. Each opponent may remove 1 Craft Token (4 copies):** Opponents may remove 1 token from any card in their Workshops.
- **Move up to 2 Craft Tokens from a card to any other card of the same type (2 copies):** The token(s) may be moved to any card of the same type in any Workshop, whether yours or an opponent's.
- **Choose an opponent and add 1 Craft Token to each card in their Workshop (2 copies)**

TIN ART

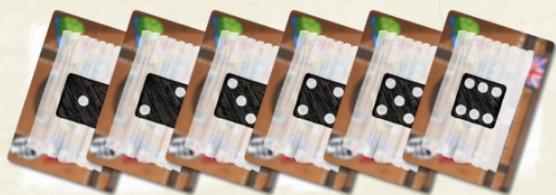
- **Re-roll 1 of your unused dice (4 copies)**
- **Re-roll any number of your unused dice (4 copies)**
- **Use a Tourist Card bonus (4 copies):** You may choose from any of the 6 Tourist Cards in play, even if you've already used your meeple this round.
- **Reclaim 1 of your used dice (2 copies):** Reclaim a die from your Nightfall Box, roll it, and put it back in your Daylight Box.
- **PASSIVE • Always draw +1 card (2 copies):** Whenever you take a gather action, draw 1 more card. For example, a wild lets you draw 2 cards instead of 1, and a specific symbol result lets you draw 3 instead of 2. You still only keep 1 card.

TOURIST CARDS

Sometimes, you've got to leave the confines of your shop and venture out into the public to see what information you can glean from passing tourists. Perhaps someone will inspire a flourish in your artwork, or give you an opportunity to show off your skills.

Once per round, at any point during your turn, you may place your meeple on 1 of the current round's **Tourist Cards** to use its bonus. Simply follow the card's instructions.

- **Free action cards:** Gain an extra result that matches the Tourist Card to use for a **free** gather or craft action:



- **Reclaim 1 of your used dice:** Reclaim a die from your Nightfall Box, roll it, and put it in your Daylight Box.
- **Re-roll any number of your unused dice**
- **During a gather action, draw +2 cards:** You still only choose 1 to keep; the rest are returned to the deck.
- **During a craft action, 1 die counts twice:** For example, when you use a die to remove 1 Craft Token from 2 cards, use this Tourist Card to remove an *additional* token from both cards.
- **Flip 1 of your dice to its opposite face:** It must be one of your unused dice (you cannot flip an opponent's die).
- **Draw a new Tourist Card. It must be used before the end of this round:** Draw the top card from the Tourist Deck—you may use it 1 time at any point during your turn this round. Discard it at the end of the round if you did not use it.
- **Use a Tourist Card from a different round:** Choose any one of the faceup Tourist Cards in play from a different round and use its bonus.
- **Change 1 of your dice results to any other result:** Your choice!
- **Activate a bonus from a card in your Workshop:** Remember that **PASSIVE** cards (cards with a globe icon) cannot be activated. The card is considered not activated if it moves into your **Market Stall** in the same round.

APPENDIX II: SOLO VARIANT

In the solo variant, *Customer Satisfaction*, you have 5 customers crowding your market stall each round clamoring for the best handicrafts you can produce.

CHANGES TO THE RULES

The gameplay is very similar to multiplayer, but has a few twists:

New Goal - Customers: After setting up the game normally (see page 2), roll 5 extra dice and place them in a row near the **Handicraft Decks** and **Tourist Cards**. These dice are the customers who will be ready to buy crafts at the end of the round. Now roll your own dice and place them in your **Daylight Box**. Leave extra space for a discard pile, and use the backside of a player mat to track your score.

Pay close attention to these 5 dice, because they indicate the handicrafts your customers want to buy!

After completing the round (as described on pages 3—7), you must choose whether or not you will sell crafts to customers (you don't have to sell a handicraft, even if a Customer die wants it):

- A wild Customer die (🎲) will buy any 1 **Handicraft Card** in your **Market Stall** of your choice for the card's craft value (3-5).
- Any other Customer die will buy 1 matching **Handicraft Card** from your **Market Stall** for double the card's craft value (6-10).

When you sell a craft, it is removed from your **Market Stall** and scored immediately. Place the sold **Handicraft Card** in a discard pile, and set the Customer die aside (see **Scoring**, page 14).

New Rule - Bonus Points: In this variant, you'll sometimes have an opportunity to place a **Craft Token** next to a **Handicraft Deck**. Each token next to a deck will increase the value of those crafts. For example, if the *tin art* deck has 3 tokens next to it, every *tin art* craft you sell to customers will be worth an additional 3 points. These extra points are not included in the doubling bonus when selling to a matching customer (see **Scoring**, page 14).

CHANGES TO *WOODCARVING CARDS*

- **Place 1 token on a card in an opponent's Workshop:** Instead, place a **Craft Token** next to a **Handicraft Deck** of your choice (see **Bonus Points**, page 13).
- **Choose an opponent and add 1 cube to each card in their Workshop:** Instead, place 3 **Craft Tokens** next to a **Handicraft Deck(s)** of your choice (see **Bonus Points**, page 13).
- **Copy a bonus from a card in an opponent's Market Stall:** Instead, copy an bonus from a card in your **Workshop**.

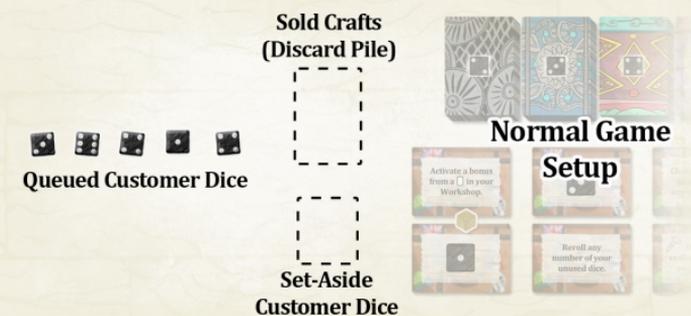
CHANGES TO THE EARLY MORNING BOX

At the end of the round, if you have an unused die in your **Early Morning Box**, you may use it to add a **Craft Token** next to a deck instead of saving it for the next round (see **Bonus Points**, page 13).

A **Craft Token** added to a deck remains there for the whole game.

SCORING A CRAFT

1. Pair a Customer die with a **Handicraft Card** in your **Market Stall**.
2. Score the card's listed craft value if you sell to a wild Customer die (■), and double the card's listed craft value if the **Handicraft Card** matches the Customer die. For example, a *pottery* card with a craft value of 3 will sell to a *pottery* Customer die for 6 points.
3. If you sell a **Handicraft Card** that matches a deck with at least 1 **Craft Token** next to it, score 1 additional point for every token next to that deck. Using the above example, if the *pottery* deck has 2 **Craft Tokens** next to it, the craft will sell for 8 points (3x2+2).
4. *Jewelry* card bonuses are scored when sold. For example, if you have 3 cards in your **Workshop** and you sell the bracelet (which gives you a bonus point for each card in your **Workshop**) to a *jewelry* Customer die, you would score 9 points (4x2+3).
5. Adjust your score, discard the **Handicraft Card**, and set the used Customer die aside.



STARTING THE NEXT ROUND

Any Customer dice you sold a **Handicraft Card** to must be rolled at the beginning of the round. You may also re-roll any Customer dice you did not sell to in the previous round, or you may leave them as they are.

END OF GAME

At the end of three rounds, check your final score on the score track and refer to the chart below to see how your customers review you. Note: you do not score points like you do in the multiplayer game; do not include the value of any crafts in your **Market Stall** or points for **Handicraft Cards** in your **Workshop**. You only get points for crafts sold to customers.

CUSTOMER REVIEWS (SCORING)

- Under 30: *"I found the crafts to be uninspired and of poor quality. These are not worth your money."*
- 30-34: *"I don't think there's anything special about these crafts. They were only average in quality."*
- 35-39: *"I liked what I saw. This artist has big potential. Keep an eye out on this person's work."*
- 40-44: *"I'm amazed at all the exquisite pieces. This artist is one of Oaxaca's hidden gems!"*
- 45 or more: *"These are the most authentic pieces that money can buy. If you come to Oaxaca, you have to visit this artist."*

Questions? Comments? Feel free to visit undinestudios.com, or e-mail ben at ben@undinestudios.com

