FREE GUIDE · WORKS WITH CLAUDE CODE

REBUILD ANY WEBSITE, APP OR GAME.

Craft Anything studies the original, has Claude Code build **your own version**, then checks it against the original and refines it until it's close. Here's what it really does, how to set it up on Windows, and the limits nobody mentions.

Open source | Needs Claude Code | Checked 26 Nov 2026

The reel this guide goes with

01 · HOW IT WORKS

Four steps, on repeat

You pick what to recreate, say what you want, and press Start. Then it works through four steps and asks you in plain words when a decision is yours.

01

Study

Looks at the original: pages at every width, layout, colours, fonts, how it runs.

02

Build

Claude Code builds a new project in the language or engine you ask for.

03

Check

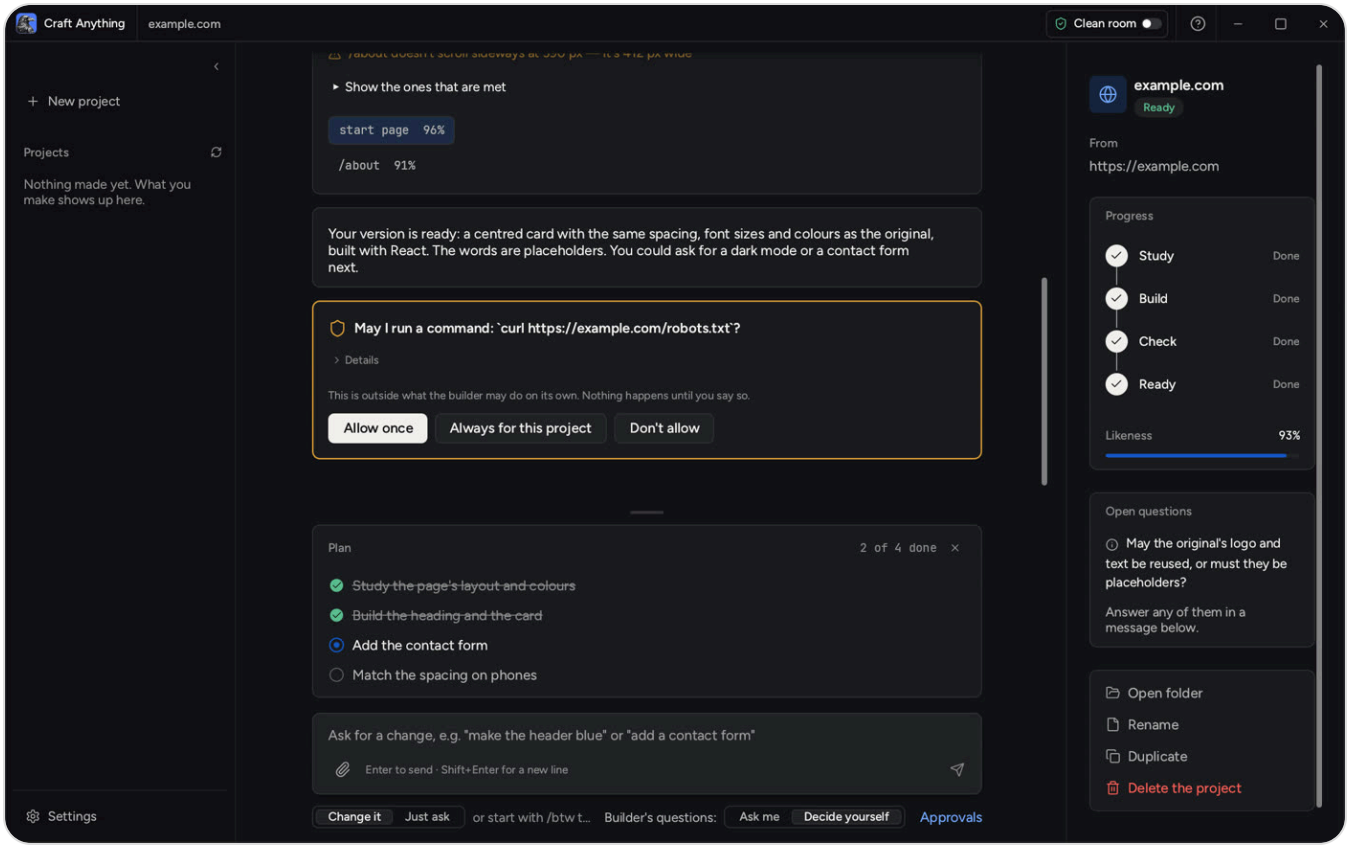
Compares your build with the original and lists what doesn't match yet.

04

Ready

Open it, play it, or ask for changes and it refines again.

Likeness 93%



A real website project (from the official repo): each page gets a score, and the panel on the right shows overall likeness.

Clean room or Deep?

You choose how closely it may look at the original. Clean room is the default.

DEFAULT

Clean room

- Nothing inside the original is read: no code, files or page source.
- Works from what a visitor sees: screenshots, visible text, layout, colours, fonts, spacing.
- Your version gets its own art.

FOR PRIVATE USE

Deep

- Uses every tool: reads a program's code and files, and a website's JavaScript.
- More accurate, but meant for your own private use.
- Switch it in the title bar or Settings.

Is it for you?

✓ **Great for**

Rebuilding your own old site in a new stack, learning how a layout is put together, prototyping a game idea fast.

! **Not for**

Cloning someone else's site, app or game to publish. It won't get past logins or DRM, and copying others' logos or content is a legal risk.

02 · SET IT UP

Windows setup, step by step

Mac and Linux builds are on the same releases page. The steps after installing are the same.

1 Install Claude Code and sign in

Craft Anything uses **your own Claude Code** to build, so you need it installed and signed in with a paid Claude plan. Open **PowerShell** and run Anthropic's installer:

```
irm https://claude.ai/install.ps1 | iex
```

Then type `claude` and sign in once. Already have it? Check with `claude --version`.

> **Good to know:** Craft Anything never sees your Claude account. It runs your own `claude` program, which uses your own sign-in.

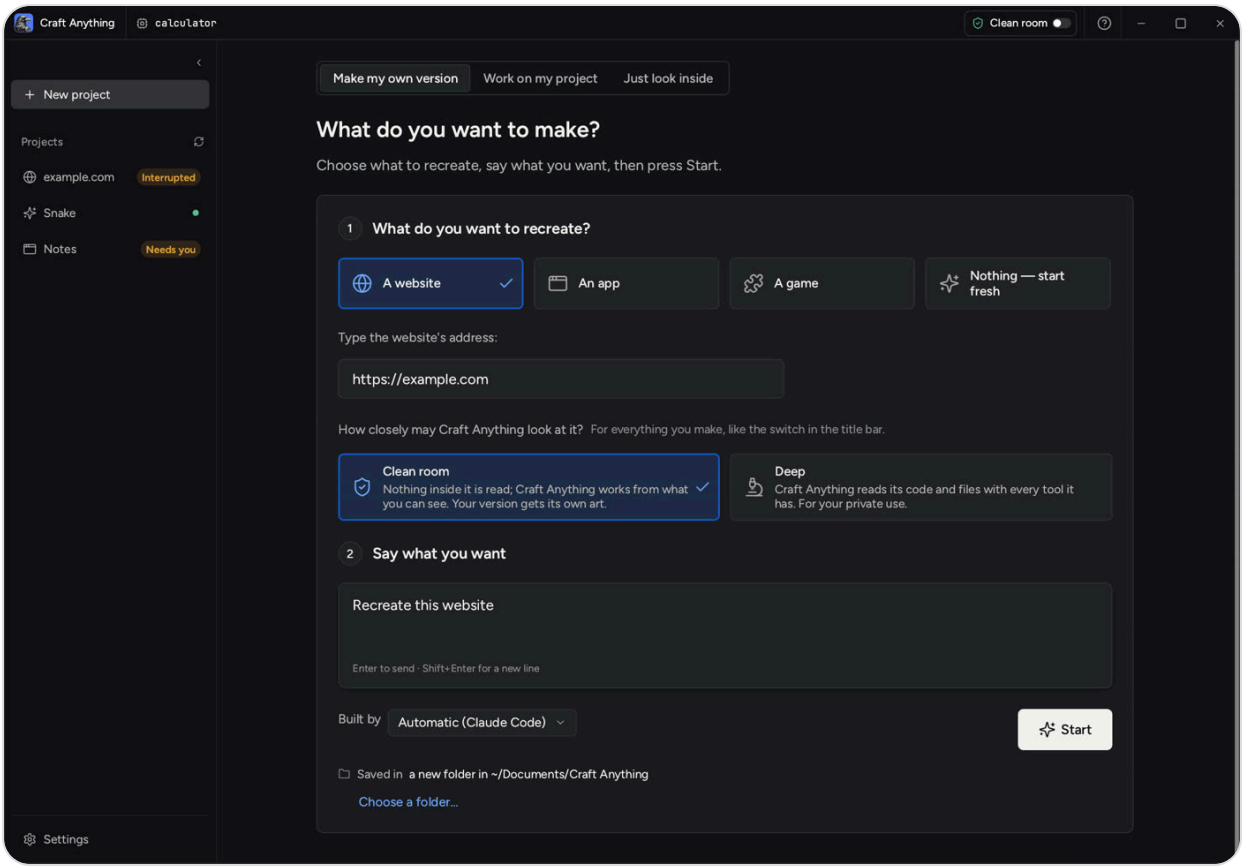
2 Download Craft Anything

1. Open the latest release on GitHub.
2. Under **Assets**, download `craft-anything_<version>_windows-x64.msi` (most PCs). Snapdragon/ARM laptops: the `arm64` one.
3. Run the installer. Windows builds are code-signed.

> **Only download from the official repo:** `github.com/storytold/craft-anything`. Copies with similar names (like "Clone ANY App UI in Seconds") are not the official project.

3 Start your first project

1. Open Craft Anything and click **+ New project**, then **Make my own version**.
2. Pick **A website**, **An app** or **A game**, and type the address (or pick the file).
3. Leave it on **Clean room**.
4. Say what you want, for example *"Recreate this website"* or *"A snake game in Rust"*.
5. Check **Built by: Automatic (Claude Code)**, then press **Start**.



4

Answer its questions

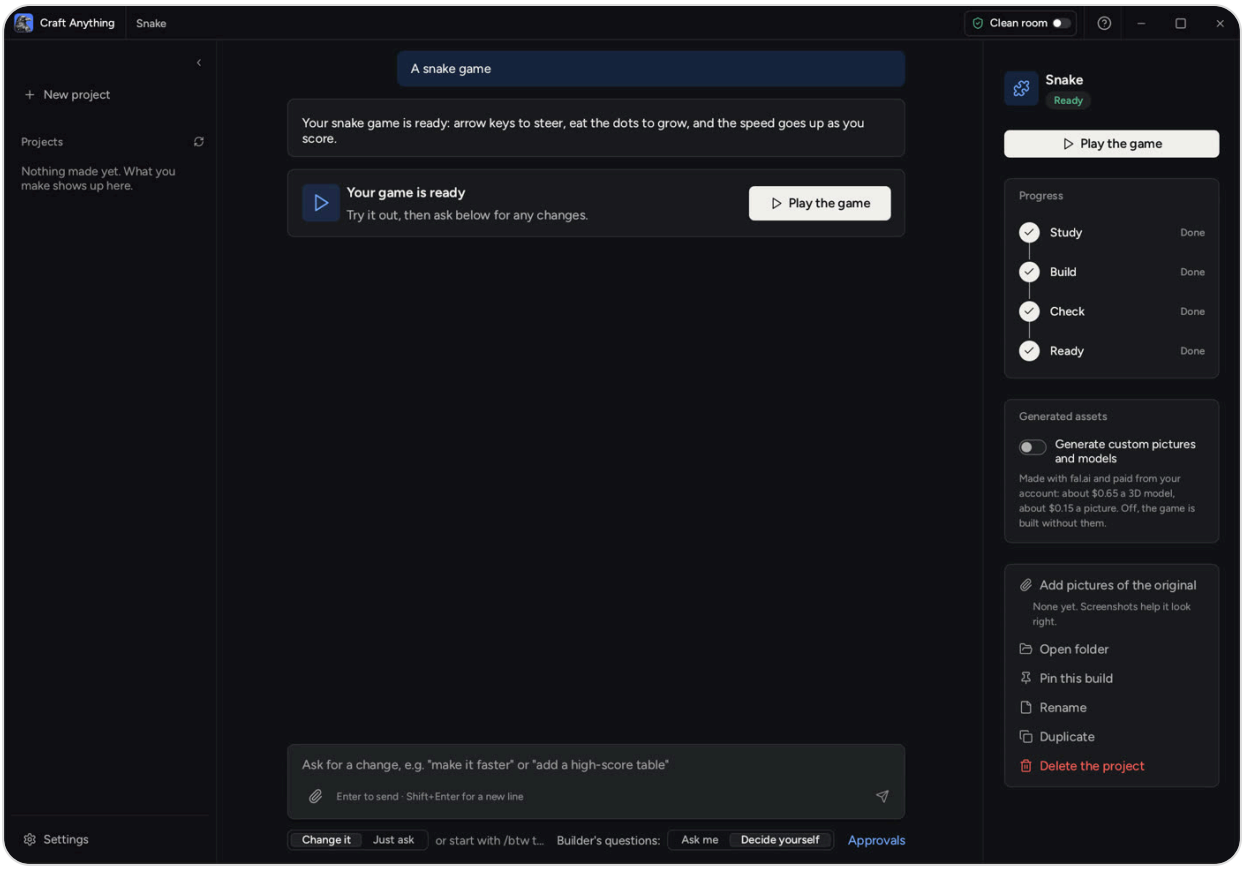
When the builder wants to do something outside its rules (like fetch a page or run a command), a card appears: **Allow once**, **Always for this project** or **Don't allow**. Nothing happens until you choose.

> **Read before you allow:** when the builder installs a project's packages, that code runs on your computer. Try it on a test project first.

5 Open the result, or ask for changes

When all four steps say **Done**, open the site or press **Play the game**. Want changes? Type them in the box at the bottom, e.g. *"make the header blue"* or *"add a high-score table"*.

Projects are saved in `Documents\Craft Anything`. Your build is in the project's `app` folder.



> **Optional extra:** it can generate custom pictures and 3D models for games through fal.ai, paid from your own fal.ai account (the app shows about $0.15 a picture and $0.65 a 3D model). It's off by default.

03 · THE HONEST PART

What's true behind the hype

Claim you'll see	What's actually behind it

"Open source" True	The code is public on GitHub under MIT or Apache-2.0.
"It checks against the original" True	Websites are compared at three screen widths with a score for each page. Games and apps get their own checks, which are still being finished.
"Free" Half true	The app is free. Building runs on your own Claude Code plan, so it uses your Claude usage. Generated pictures/3D models are paid (optional).
"Copy ANY app" No	It never bypasses logins, DRM or anti-cheat, and it's told not to copy logos, photos or text unless you own them or have permission.
"Ready to use" Early	It's in **early alpha**. Websites with Claude Code work today; other builders and some checks are partly there.

04 · QUICK ANSWERS

FAQ

Do I need to know how to code? +

Can I use other AIs instead of Claude Code? +

Is it legal to rebuild a website? +

What's the difference with REA (Reverse Engineer Anything)? +

Does it work on Mac? +

GET IT

Study. Build. Check. Ready.

Start with your own website. Clean room on. Read every approval card.

Official GitHub | Downloads

Checked against Craft Anything's official README and docs on 26 Nov 2026 (version 0.6.1). Screenshots are from the official repo. Tools change fast, so check the repo for the latest steps. Not made by or affiliated with the Craft Anything team or Anthropic.