

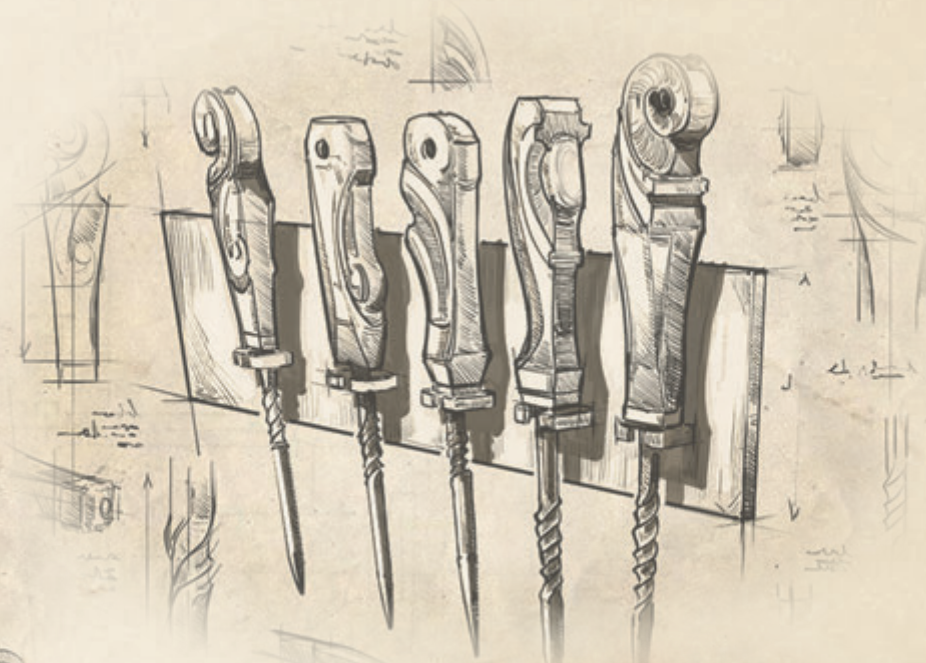
OAK & SPIRE

THE BUILDERS OF THE SUNLEAF GROVE



Rulebook





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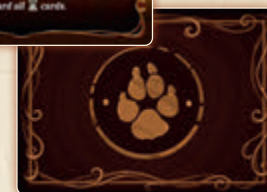
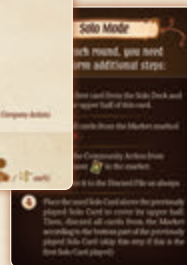
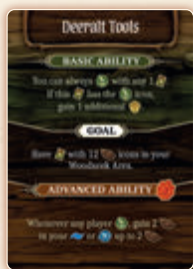
Component List



1 Community Board



5 Player Boards

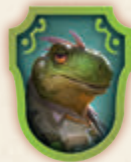


108 Unique Project Cards

10 Unique Specialty Cards

5 Helper Cards

7 Solo Mode Cards



5 Architect Tokens



Rulebook



Deck Holder

Resource Tokens



40 Reclaimed Wood



40 Log



30 Board



30 Panel

Coin Tokens



20 1 VP



10 3 VP



10 5 VP

Goal of the Game

In *Oakspire: The Builders of the Sunleaf Grove*, players take on the role of construction company representatives working tirelessly to erect magnificent buildings in the newly established city of **Sunleaf Grove**. Collect, float, and process wood to complete impressive construction projects!

Throughout the game, you will earn **Victory Points (VP)**. The player with the most Victory Points at the end of the game wins!

Setup



- 1 Place the Community Board in the center of the table, within easy reach for all players.
- 2 Shuffle all Project Cards and place them in the Deck Holder on the Community Board; they'll be called the Project Deck. Draw 5 Project Cards and place them on the Community Board.
- 3 Place all Resource Tokens and Coin Tokens in a supply nearby.
- 4 The player who has most recently been in a forest becomes 1st player.




Player Setup

Each player takes:

- a 1 Player Board
- b 1 Helper Card
- c 5 random Project Cards from the deck
- d 1 Coin with value "1"
- e 2 Specialty Cards, from which they choose 1 and discard the other
- f 1 Architect Token

All Resources, Player Boards, and Project Cards already in the Fulfilled Projects Tableau, as well as the Specialty Cards, are common information. Project Cards in the players' hands are kept secret throughout the game.

At the end of the setup, each player places 1 of their Project Cards facedown in their Woodseek Area  and 1 faceup in their Blueprint Area . The remaining 3 Project Cards form the player's starting hand.

If a player places a Project Card with only 2 or 3 Woodseek Icons  in their Woodseek Area, that player takes, respectively, 2 or 1 Reclaimed Wood Tokens  and places them in their River .

Additionally:

- g1 The **1st** player doesn't get any additional Resources.
- g2 The **2nd** player gets 1 Reclaimed Wood  and places it in the River Area  on their board.
- g3 The **3rd** player gets 1 Reclaimed Wood  and places it in the Workshop Area  on their board.
- g4 The **4th** player gets 2 Reclaimed Wood  and places them in the River Area  on their board.
- g5 The **5th** player gets 2 Reclaimed Wood  and places one in the River Area  and one in the Workshop Area  on their board.



2nd Player



3



3



f



4

a

g1



e



d



e



b







1st Player

5

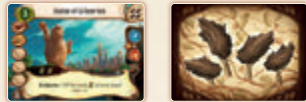
Components Explained

1. Resource Tokens



Resource Tokens (Reclaimed Wood , Logs , Boards , and Panels ) are needed to Fulfill Projects. They are obtained, upgraded, and moved through the Player Board using various Company Actions (pp. 8-9).

2. Project Cards



Project Cards are obtained from the Market on the Community Board or directly from the Project Deck. They can be played and used in multiple ways, as described in detail in the Gameplay section.

3. Coins



Coins can be obtained as an Instant Reward by performing certain Actions or using Card Effects. They can be spent to use certain Card Effects and are also worth 1 VP each at the end of the game.

4. Specialty Cards

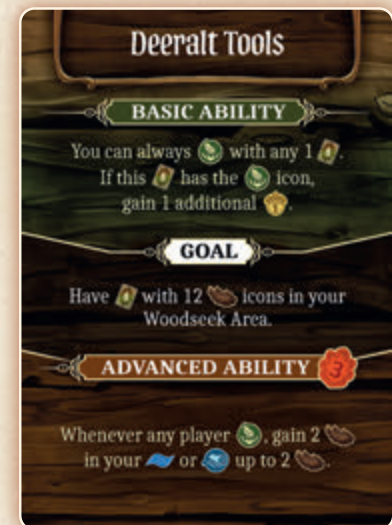
Specialty Cards are personal abilities and objectives each player tries to achieve in order to gain additional Coins and unlock new possibilities.

Each player uses 1 Specialty Card throughout the game.

The **Basic Ability** of this Card is available to this player from the start of the game.




The **Goal** can be fulfilled at any point during the game to score 3 Coins and unlock the **Advanced Ability**.

Basic Ability remains available after unlocking Advanced Ability.



Project Card Anatomy

- ① Name
- ② Victory Points (awarded once the Project is Fulfilled)
- ③ Woodseeking Icons (also shown on the card's back, used in the Woodseek Action)
- ④ Company Action Icon(s) (showing what Action(s) can be performed after playing the Card or during the Community Action Phase)
- ⑤ Required Resources (needed to Fulfill the Project)
- ⑥ Instant Reward (granted once the Card is Fulfilled)
- ⑦ Card Effect (available only when the Card is in the Fulfilled Projects Tableau).
There are three types of effects:

Passive : these work continually after the Project is Fulfilled
Action : once the Project has been Fulfilled, these effects can be used as 1 of the Actions available during a player's turn (see Card Action, p. 9)
Endgame : these grant additional VP at the end of the game

- ⑧ Card Number (for reference only)



5. Player Board

The Player Board represents the player's wood supply and processing chain. It's divided into a number of areas:

- The Woodseek Area 🗺️, where Project Cards are played to produce Reclaimed Wood 🪵 by Collecting 🌿 it
- The River Area 🌊, where the Reclaimed Wood 🪵 is stored after Collecting 🌿 it but before being Floated 🌊 to the Workshop Area 🏠
- The Workshop Area 🏠, where the Resources are Processed 🪵 (exchanged for a higher-level type of Resource)
- The Construction Site Area 🏗️, where the various Resources are collected to Fulfill 🏠 a Project
- The Blueprint Area, where Project Cards are played as Blueprints 📄
- The Fulfilled Projects Area, where Blueprints 📄 are moved after being Fulfilled 🏠
- The Action Track, where the Architect Token is moved to help keep track of the number of Actions a player has performed during their turn



6. Community Board

The Community Board is a place where players can obtain Project Cards and where the Community Action is determined.

It has designated slots for the Project Deck, the Discard, and the Market, which has 5 slots for Project Cards.



Game Flow

The game is played in turns until one player Fulfills their 7th, 6th or 5th Project (in a 2, 3, or 4-5 player game, respectively). That player receives 3 Coins and each other player takes one more turn. Then everyone tallies their score.

The players take turns sequentially in clockwise order. Each turn, the current player performs 3 Actions in any order of their choosing. The same type of Action can be performed multiple times during a turn.

Once the player's Actions are finished, the Community Action is determined and performed by all the players who are able to do so (see the Community Action Phase on p. 9). After the Community Action, the Market is refilled. Finally, the current player has to discard excess Resources from their board and the next turn begins.

Actions

During their turn, a player can perform **any 3** of the following Actions:

- 1 Play a Project Card
- 2 Wild Action
- 3 Woodseek
- 4 Place Blueprint
- 5 Draw a Card
- 6 Card Action

1. Play a Project Card

Play a Project Card from your hand and perform a Company Action printed on it (see right). Once played, the Project Card goes into the Discard Pile next to the Community Board.

The 5 Company Actions

There are 5 Company Actions that represent different services provided by 5 animal companies. They enable the player to gain, move, and upgrade the Resources on their Player Board. They all require playing a Project Card with a specific Company Action Icon (or using such a Card during the Community Action Phase).

Action iconography on Cards:



The player chooses which of the 2 Actions to perform







The player can pay 1 Coin to perform both Actions or perform 1 of them without paying.



The player performs the first Action and receives 1 Coin or performs the second Action. The player doesn't get the Coin if they are unable to perform the Action with the added Coin icon.






COLLECT

Play a Card with the "Collect" icon. Next, discard any number of cards from your Woodseek Area  and put a number of Reclaimed Wood Tokens  in your River Area . The number of Tokens placed must match the number of  icons on the discarded Cards.










FLOAT

Play a Card with the "Float" icon. Next, move any number of your Reclaimed Wood Tokens  from the River Area  to the Workshop Area .



PROCESS



Play a Card with the "Process" icon. Next, upgrade (discard a Token to gain another Token from the supply) any number of the Resources you have in your Workshop Area  as follows:

- Reclaimed Wood  can be upgraded to Logs 
- Logs  can be upgraded to Boards 
- Boards  can be upgraded to Panels 

Each Resource can be upgraded only once in a single Process Action. You can, however, Process different types of Resources in a single Process Action. You can never downgrade a Resource. Panels can't be upgraded any further.




TRANSPORT

Play a Card with the "Transport" icon. Next, move any number of Resources from your Workshop Area  to your Construction Site Area .

IMPORTANT: Reclaimed Wood  is never required for any Project. Therefore, you are NOT allowed to Transport it.



FULFILL

Play a Card with the “Fulfill” icon. Next, move Resources from your Construction Site Area  onto 1 or more Project Cards in your Blueprint Area. The Resource Icons printed on a Project Card determine the type and the number of Resources that must be placed on it. You have to move all Resources at once in order to Fulfill a Project. Once the required Resources are placed on the Card, the following happens:


- the Resources from the Project Card are returned to the supply
- the player gains the Instant Reward printed on the Card
- the Project Card is moved from the Blueprint Area to the Fulfilled Projects Area

It is possible to move multiple Project Cards to the Tableau with a single Fulfill Action.


2. Wild Action

Discard 2 Project Cards from your hand and perform any Company Action.

3. Woodseek


Place 1 Project Card from your hand facedown in the Woodseek Area . There is no limit on the number of Project Cards that can be placed in this area.

4. Place Blueprint


Place 1 Project Card from your hand faceup in your Blueprint Area . There is no limit on the number of Project Cards that can be placed in this area.

5. Draw a Card

Take a Project Card from the Market or directly from the deck to your hand. There is no hand size limit. The Market is refilled at the end of the turn.

IMPORTANT: Whenever you are supposed to draw a , unless explicitly stated otherwise, you can draw either from the Market or from the deck.

6. Card Action

Each Project Card has a unique Card Effect that becomes available once the Card is in the Fulfilled Projects Area. Some of these Effects are Actions that can be performed as one of the 3 Actions available during a player’s turn (in such cases, the Card explicitly uses the word “Action” and has the  icon in its text).

To help keep track of the number of Actions performed, after each of their Actions the active player moves their Architect Token one space to the right on their Action Track. At the end of the turn, the Architect Token returns to the starting space.



Community Action Phase

After the active player performs all 3 of their Actions, the Community Action Phase begins. Note that this is formally still part of the active player’s turn, so whenever the “end of the turn” phrase is mentioned, it refers to the moment after the Community Action has been completed and the Market refilled.

During the Community Action Phase, the rightmost Project Card in the Market (i.e., the one closest to the Discard Pile; if Market is empty, take the first Card from the Deck) becomes the Community Card. The next step depends on the number of players:

In 2-3 player games, all players (starting from the active player and going clockwise) perform the Company Action(s) printed on it if they are able to do so, as if they played it from their hand). Next, the Community Card is discarded and each of the remaining Project Cards in the Market are moved to the rightmost available slots. Finally, the empty slots get refilled with Cards from the Project Deck.

IMPORTANT: In 4-5 player games, only the active player and the 2 players previous in the turn order (sitting to the right of the active player) perform the Community Action.

Example



This is a 4 player game between Adam, Julia, Maria, and Daniel. Adam is playing his turn.

As a first Action, Adam draws "Discovery Center" from the Market, as it has icons that he needs. He moves the Architect Token once.

As a second Action, Adam plays "Discovery Center" from his hand and pays 1 Coin to perform both available Company Actions: and . allows him to exchange 2 and 1 in his for 2 and 1 , respectively. Then he all 3 Resources to the . He moves the Architect Token for the second time.

As a third Action, Adam plays "Quality Augers Boutique" to perform the Action. He moves / / / / onto "Stadium Wild Sports Field" to finish the Blueprint. Then he discards these Resources and moves the Card into his Tableau. Adam immediately receives an Instant Reward: in this case, 2 .

As a Community Action, "Fur-Ris Wheel" is triggered. Adam, Maria, and Daniel can either OR + receive a Coin. Adam has no Resources in his , so he decides to his 2 from the to the .

As it is a 4 player game, Julia can't perform the Community Action after Adam's turn.

Maria has no Resources in her , but she can up to 3 from her . Moreover, due to her Specialty Card, "Deeralt Tools", she can also instead. She decides to anyway; she removes all 3 from her Workshop Area and exchanges them for 3 . She also receives 1 .

Daniel has Resources both in his and , so he can either or . He decides to all 4 from his to the .

After the Community Action, Adam moves "Fur-Ris Wheel" to the Discard Pile. Then he refills the Market. He slides the remaining 3 to the right and places 2 new from the deck on the empty spaces..

Adam checks if he has reached the Resource limit in any space on his board. He hasn't, so his turn ends. Even though Daniel now has 7 Resources in his , he doesn't have to discard them, as the limit is only checked for the active player.

Julia begins her turn. After her 3 Actions, she, Daniel, and Adam will perform the Community Action, but Maria won't.

IMPORTANT: *There is a 6 Resource Tokens limit for each of the areas on the Player Board, but this comes into effect only at the end of your turn (once the Community Action is over). At this point, you need to put all the Resources that exceed the limit back into the supply. Your Resource Tokens CAN exceed the limit at any other time, including at the end of another player's turn.*

Turn Summary

- 1 The active player performs 3 Actions.
- 2 Up to 3 players perform the Community Action (if able).
- 3 The Market is refilled.
- 4 The active player's Resources that exceed the limit are returned to the supply.

Game End and Scoring

The players take turns until one player has placed the 7th, 6th, or 5th card in their Tableau at the end of their round (depending on whether it is a 2, 3, or 4-5 player game, respectively). That player receives 3 Coins and each other player takes their last turn. During these turns, all the players use the Community Actions as normal, including the player who triggered the end of the game.

Next, each player counts their total score by adding up:

- Victory Points on Cards in their Fulfilled Projects Tableau
- Victory Points from their Coins
- Victory Points from all "Endgame" ⚡ Cards in their Fulfilled Projects Tableau

The player with the highest score wins. If one or more players are tied, the one with the most Cards in their Tableau wins. If the players are still tied, the one with the most Resources in their Construction Site wins. If the players are still tied, they share the victory.

Solo Mode

In solo mode, you will always be playing for 15 rounds. The number of Fulfilled Projects doesn't matter. Your goal will be to score enough points to complete a given challenge within the specified number of rounds.

1. Preparing the Game

To play solo mode, you will need the 7 additional Solo Mode cards. Shuffle them and place them next to the play area. This will be called the "Solo Deck".

You are always the 1st player. Prepare your components as in the multiplayer game.

2. Playing the Game

After each round, you need to perform additional steps:

1. Draw the first Card from the Solo Deck and look at the upper half of this Card.
2. Discard all Cards from the Market marked with an X.
3. Perform the Community Action from the rightmost Card in the Market. Then move it to the Discard Pile as always.
4. Place the used Solo Card above the previously played Solo Card to cover its upper half. Then, discard all Cards from the Market according to the bottom part of the previously played Solo Card (skip this step if this is the first Solo Card played).




If the Solo Deck is emptied once and you can't draw any more Cards, shuffle all discarded Solo Cards and proceed with the additional steps described above (once again skipping the 4th step). If the Solo Deck is emptied a second time, don't shuffle it. Play your last round and tally the score (because the end of this game mode is fixed at 15 rounds, you'll never receive a reward for triggering the end of the game). If you have scored enough points to fulfill the goal of the challenge, you win!




Challenges

Solo challenges are scenarios in which you try to achieve the best possible score while having some additional rules and restrictions. Each challenge has 3 point thresholds that can be achieved. Complete all challenges on hard mode to be the ultimate master of Oakspire!

Challenge 1: Tools for Fools

Additional Rules:


You can't Fulfill any Blueprints with . Don't use Specialty Card "Skunk-Ska".




-  Easy - 40 VP
-  Medium - 50 VP
-  Hard - 60 VP



Challenge 2: Trust the Process





Additional Rules:




You can't Fulfill any Blueprints with .

-  Easy - 30 VP
-  Medium - 40 VP
-  Hard - 50 VP






Challenge 3: Angry Squirrels




Additional Rules: Apart from game setup, you can't Woodseek any Card with 3 or 4 . After you , you have to pay 1  or discard a . Don't use Specialty Card #1.

-  Easy - 25 VP
-  Medium - 35 VP
-  Hard - 45 VP




Challenge 4: Wool Street Bonanza




Additional Rules: You don't score any VP for . At any point during your round, you can spend 1  to draw a . This is not an Action.

-  Easy - 40 VP
-  Medium - 50 VP
-  Hard - 60 VP



Challenge 5: Hurry up, before we all come to our senses!

Additional Rules: Draw a  at the beginning of each round. You have to Fulfill at least 12 Blueprints.

-  Easy - 30 VP
-  Medium - 40 VP
-  Hard - 50 VP



Icon Reference




5 Company Actions

-  Woodseek
-  Blueprint

-  Collect
-  Float
-  Process
-  Transport
-  Fulfill

-  Coin/Point
-  Card

-  Reclaimed Wood
-  Log
-  Board
-  Panel

-  Passive Effect
-  Card Action Effect
-  Endgame Effect