

Woodcraft

Setup

- Place the Scoreboard and the Action Wheel.
- Place the 7 Action Tiles in any 1 quadrant of the Action Wheel, then lay the Arc Tile over the Rewards in that quadrant and set the arrow of the circular saw to the end of the next quadrant.
- Roll 2 Dice in each of the 3 colours. Place them in the Lumber Yard on the Action Wheel Board.
- Place the Income Board on the side for the number of players.
- Place the Round Counter on space 1 of the Round Track at the top of the Income Board.
- Place 2 Reputation Tiles on the Reputation Track, on their sides for the number of players.
- Shuffle the Early-game Orders into a facedown deck, then deal 4 faceup along the top of the Scoreboard.
- Shuffle the Early-game Helpers into a facedown deck, then deal 4 faceup along the bottom of the Scoreboard.
- Shuffle the Late-game Orders and Helpers into facedown decks for later.
- Display a number of faceup Public Contracts equal to the number of players plus 1.
- Each player choose a colour and takes:

1 Player Board

8 Counters - place 1 on the start of your Marking Track, the Hazelnut(VP) Income Track, the Blueberry Income Track, and the Reputation Track.

1 Brown, Yellow, Green Die - set to , place in your Lumber Pile on your Player Board.

3 Sawing Tiles - place 1 faceup in your 1st sawing space.

3 Splicing Tiles - place the lowest value faceup in your top splicing space.

1 Yellow Pot Tile

1 Brown Pot Tile

1 Gluing Tile

12 Blueberries

5 random Early-game Order Cards - keep 2 and discard the others.

3 random Early-game Helper Cards - pay for 1 and place it in the top-left on your Player Board, then discard the others.

2 random Hazelnut Order Cards

2/3 players: 1 Lantern | 4 players: 2 Lanterns

- Each player chooses 1 of their 4 Order Cards and places it in the depicted row to the right of their Player Board.
- Randomly choose the Starting player, they take the Starting Player Card.

Gameplay

The game takes place over 14 Rounds where each player takes 1 Turn. Each Round begins with the Start player determined in setup, with play continuing in a clockwise order.

Each Player's Turn consists of the following Phases:

- Each Die you have planted in a Pot grows by a value of 2, up to a maximum of 6. If a Die becomes a 6, immediately move it to your Lumber Pile on your Player Board.
- Select 1 Action Tile from the Action Wheel, gaining any bonuses above and below it, and advance it to the next clockwise quadrant.
 - If the next quadrant is empty, slide it to the far end of the quadrant.
 - Otherwise slide it into the next available space in another quadrant before a Tile.
 - If the Tile crosses the black arrow, rotate the saw to the end of the next quadrant.
 - A Tile cannot be selected if it would move across the black arrow and the quadrant it would move into is not yet empty.
 - Once all 7 Action Tiles have been moved from the starting quadrant, remove the Arc Tile placed in SETUP.

THEN EITHER:

- Perform the Action on the selected Tile.
- Pay 1 Lantern to perform the Action on any other Tile.
- Gain 3 Blueberries.



You also may buy any 1 Bonus Action for 3 Lanterns, and/or perform any number of Free Actions.

ALL ACTIONS MAY BE PERFORMED IN ANY ORDER.

- You may advance 1 space on your Marketing Track by spending the number of Blueberries indicated to the right of your Counter, gaining the depicted amount of VP, then moving your Counter 1 space to the right.
 - If your Counter is already on the furthest space, you may buy 11 VP for 12 Blueberries.
- Discard down to 6 dice in your Lumber Pile.

Once each player has taken 1 Turn, move the Round Counter to the next space. If this space is an Income space, perform an INCOME PHASE. Otherwise start another Round, beginning with the Start player.

Tools in the Attic



Whenever you acquire a Tool, immediately place it on an empty space in the Attic on the top of your Player Board. Tools must first be placed in the bottom row. A Tool in a row above needs 2 other Tools below it as a base in a pyramid structure. The 2 vertical spaces on the top row become available once their adjacent space is filled.

When you place a Tool, check each adjacent space, horizontally and vertically. If that space has a different Tool than the Tool you placed, gain the reward depicted between both Tools.

If you acquire a Tool as a reward that is no longer available in the general supply, instead take any other Tool of your choice.

Income Phase

- Players move their Order Cards down to the next row. If an Order moves below the bottom row, discard it and lose 2 Reputation.
- Each player chooses 1 Order Card from their hand, and places it in the depicted row to the right of their Player Board.
- Each player gains Blueberries equal to the amount marked on the Blueberry Income Track, and VP equal to the amount marked on the Hazelnut Income Track.
- Players reset all of their Splicing, Gluing, and Sawing Tiles.
- After Rounds 4 & 11: discard the 2 rightmost Helper and Order Cards and refill the displays. After Round 8: discard all Order and Helper Cards from the displays, replace with their Late-game decks and refill the displays.
- If this is the end of the Track go to END OF GAME. Otherwise move the Round Counter to the next space and start another Round, beginning with the Start player.

End of Game

- Score VP from any claimed Public Contracts.
- Sum the values of all your leftover Dice, total remaining Blueberries, Scrapwood, Glue, and Sawblade Tokens. Divide this total by 10 and score that many VP.
- Lose 2 Reputation for each remaining Order Card to the right of your Player Board.
- Multiply your amount of completed Orders by your position on the Reputation Track.

The player with the most VP is the winner.

Ties are broken by reverse turnover, from last player to start player.

Action Overview



BUY LUMBER

- You may buy 1 or 2 Dice from the Lumber Yard on the Action Wheel Board.
- Pay 1 Blueberry for each pip on each Die taken, plus an additional cost of 1 Blueberry for each Yellow Die, and 2 Blueberries for each Brown Die. (If you've placed your 2nd Sawing Tile and you're buying a value 6 Die, gain a discount of 2 Blueberries).
- Roll Dice from the general supply to replace any bought, and place in the Lumber Yard.



EXCHANGE DICE

- You may sell 1 of your Dice. Discard it and gain Blueberries equal to twice its value, plus an additional 1 Blueberry for a Yellow Die, or 2 Blueberries for a Brown Die.
- You may buy a in any colour from the general supply. However if you sold a Die in step 1, the Die you buy must be a different colour from that. Pay the same price as when buying Lumber. (If you've placed your 2nd Sawing Tile, gain a discount of 2 Blueberries).



CHOOSE ORDERS

- Choose 1 Order Card for free from the display, then reset the display by sliding all remaining Cards to the right and drawing and placing a new Card.
 - You may then pay 3 Blueberries to take a 2nd Order Card, then reset the display again.
- Each Order you take must be immediately placed to the right of your Player Board, in the row that matches the icon in the Card's upper-left corner.



CHOOSE A HELPER

- Choose 1 Helper Card from the display and pay its cost in Blueberries, then reset the display by sliding all remaining Cards to the right and drawing and placing a new Card.
- Place the new Helper on a space orthogonally adjacent to another Helper on your Player Board. Gain any rewards depicted underneath the newly placed Helper Card.

If the Helper has an immediate ability, gain this now.

If it has a permanent ability it goes into effect from this point on.



BUY MATERIALS

Make 1 or 2 purchases of Glue, Scrapwood, or Sawblade Tokens according to the table on the right.

Each purchase must be a different type of Material.



PRODUCE / PLANT A TREE

EITHER: Gain Production from 2 different Helpers on your Player Board. Production allows you to gain the Production reward on the top of a Helper Card on your Player Board.
OR: Produce with 1 of your Helpers and plant 1 Tree. (Once you've built your Brown Pot, you may plant 2 Trees with this part of the Action).

To **PLANT A TREE:** move either a 1 or 2 Dice from the Lumber Yard on your Player Board down to an empty Pot of the same colour. **WHEN PLANTING A TREE YOU ARE ALLOWED 1 FREE SAW LUMBER ACTION WITHOUT FLIPPING A SAWING TILE.**



IMPROVE WORKSHOP

Add 1 of the following to your Player Board:



POT

- Place your next Pot. You must place your Yellow Pot before your Brown Pot.
- Pay the Blueberry Cost depicted beneath the Tile and gain .
- Place 1 Die of that colour from the general supply in the Pot and set it to value 1.

Once you have placed your Brown Pot, your **PLANT A TREE** Action is upgraded to allow you to plant 2 Trees in 2 Pots.



SAWING TILE

- Place your next Sawing Tile.
- Pay the Blueberry Cost depicted beneath the Tile and gain .
- Placing your 3rd Sawing Tile also gains you .

Once you've placed your 2nd Sawing Tile, any time you buy a value 6 Die you gain a discount of 2 Blueberries.



SPLICING TILE

- Place your next Splicing Tile.
- Pay the Blueberry Cost depicted beneath the Tile. The 2nd Splicing Tile rewards either or . Your 3rd Splicing Tile rewards .



GLUING TILE

- Place your Gluing Tile.
- Pay the Blueberry Cost depicted beneath the Tile. This rewards and .

Free Actions

In addition to your Main Action you may perform any number of the following Free Actions, in any order.



HARVESTING A TREE - Move a Die from 1 of your Pots to the Lumber Pile on your Player Board.



ONCE-PER-TURN HELPER ABILITY - A Helper with this icon can use this ability once per turn.



TILE-REUSE TOKEN - discard to flip 1 used Sawing, Splicing, or Gluing Tile back to its available side.



SAWING LUMBER

- Flip 1 of your available Sawing Tiles.
- Choose any 1 Die from your Lumber Yard on your Player Board with a value above 1.
- Take 1 matching coloured Die from the general supply. Split the original value of the Die from your Lumber Yard across both Dice.
- You may discard 1 Sawblade Token to split 1 of these Dice into 2 again in the same way. **This may be done multiple times.**



SPLICING SCRAPWOOD

- Flip 1 of your available Splicing Tiles.
- Discard 1 Scrapwood Token.
- Choose any 1 Die from your Lumber Yard on your Player Board, increase its value by an amount up to the pips depicted on the Splicing Tile. You can't increase a Die above 6.



GLUING LUMBER

- Flip your available Gluing Tile.
- Discard 1 Glue Token.
- Choose any 2 Dice from your Lumber Yard on your Player Board. Set 1 Die to the sum of both values and discard the other. If the Dice were different colours, choose which colour to keep.
- If the Dice were different colours, score 4 VP.



COMPLETE AN ORDER

- Choose an Order Card to the left of your Player Board. Discard the required Dice and Tokens. The Dice discarded must match the exact colour and value.
- Gain the rewards depicted on the Card, keep it facedown by your Player Board for Final Scoring.
- Gain the reward or pay the penalty corresponding to the row the Order Card was on.



When you complete 1 of your 2 Hazelnut Orders, you have the option to claim 1 Public Contract by placing 1 of your Counters on it, instead of taking the rewards on the Card. It's possible for other players to also claim that same Public Contract in this Round, but after the Round is complete, the Contract is no longer available to be claimed for the rest of the game; move it to your Player Area for Final Scoring.

Notes on Selected Helper Effects

<p>HI/1 Once per turn, you may turn one of the depicted tokens into another: exchange your token with one from the bank.</p>	<p>HI/2 Once per turn, you may increase or decrease one die in your lumber pile by 1 (but not below 1) and gain 1 blueberry.</p>	<p>HI/5 Whenever you complete an order, gain 1 blueberry.</p>	<p>HI/6 Whenever you buy a die (from the lumber yard or from the bank) you have a discount of 1 blueberry.</p>	<p>HI/7 Whenever you spend scrapwood to increase the value of a die, score 1 point.</p>
<p>HI/10 Whenever you take an Improve Workshop action, you have a discount of 2 blueberries.</p>	<p>HI/12 Once per turn, you may increase or decrease one green die in your lumber pile by 1.</p>	<p>HI/14 When the die in your green pot grows, it grows by 3 (instead of 2).</p>	<p>HI/16 Whenever you place a helper in your workshop, you have a discount of 2 blueberries.</p>	<p>HI/18 Whenever you buy a die with value 1, 2, or 3, you have a discount of 1 blueberry.</p>
<p>HI/20 For each advance on the reputation track, you gain 1 blueberry. (But you don't lose blueberries when a penalty moves you back.)</p>	<p>HI/22 Whenever you sell a die, you gain 2 blueberries more.</p>	<p>HI/26 Once per turn, you may sell up to 5 tokens. Gain 2 blueberries for each token returned to the bank.</p>	<p>HI/27 When buying points using your marketing track, you have a discount of 1 blueberry.</p>	<p>HI/1 When you play this helper, immediately gain a or (your choice) from the bank and gain 1 tile-reuse token.</p>
<p>HI/5 After you play this helper, you may immediately perform the Upgrade Workshop action.</p>	<p>HI/6 When you play this helper, immediately advance twice on the blueberry income track and twice on the hazelnut income track.</p>	<p>HI/7 When you advance on the reputation track, score 3 points, but only once per turn. <i>Note that this is different from the (∞) effect on next page (helper HI/8).</i></p>	<p>HI/8 Whenever you gain a lantern, advance 1 space on the reputation track.</p>	<p>HI/13 Once per turn, you may increase or decrease one brown die in your lumber pile by 1 or 2.</p>
<p>HI/15 After you play this helper, you may immediately take and play one of the available order cards. (You take a Choose Orders action, but without the option to choose 2.)</p>	<p>HI/19 When you play this helper, gain one of the depicted tools.</p>	<p>HI/20 Whenever you use your gluing tile to glue two different pieces of lumber, gain 7 points instead of 4.</p>	<p>HI/21 After you play this helper, you may immediately take and play one of the available order cards. If you choose not to, score 4 points instead.</p>	<p>HI/22 Once per turn, you may slice 1 pip off a green die and plant it. (You take a Plant a Tree action to plant a green .)</p>

Public Contracts

<p>IMMEDIATELY: score 3 VP. END OF GAME: Glue, Sawblade, and Scrapwood Tokens may be discarded for 2 VP each, up to a max. of 16 VP.</p>	<p>IMMEDIATELY: score 4 VP. END OF GAME: Dice may be discarded for 2 VP each.</p>	<p>END OF GAME: Score the indicated amount of VP according to your final position on your Marketing Track.</p>	<p>END OF GAME: Score the indicated amount of VP according to the number of Helpers you have on your Player Board.</p>
<p>END OF GAME: Score 3 VP for each Pot and Gluing Tile you have on your Player Board.</p>	<p>END OF GAME: Score 3 VP for each Splicing and Sawing Tile you have on your Player Board.</p>	<p>END OF GAME: Score the indicated amount of VP according to the number of Tools you have on your Player Board.</p>	<p>END OF GAME: Score 12 VP.</p>

Game icons

	Gain 3 Blueberries.		Advance 1 space on the Reputation Track.		A Die with this particular colour and value.
	Advance 2 spaces on the Blueberry Income Track.		Move back 2 spaces on the Reputation Track (unless you are at 0).		A Die with this particular value of either depicted colour.
	A cost of 2 Blueberries.		1 Sawblade Token.		A Die of any colour with this value.
	A discount of 1 Blueberry.		1 Glue Token.		A Die of any colour and any value.
	Score 2 VP.		1 Scrapwood Token.		Gain 1 Tile-reuse Token. It can be spent to reuse 1 Sawing, Splicing, or Gluing Tile.
	Advance 2 spaces on the Hazelnut Income Track.		Gain 1 Tool Token of the indicated Type and place in the attic on your Player Board.		1 Lantern Token.
	Lose 1 VP (unless you are at 0).		Gain any 1 Tool Token of your choice and place in the attic on your Player Board.		Gain the Production reward from Up to 4 different Helpers on your Player Board.
	A permanent effect that triggers every time a certain condition is met.		Immediate effect.		Once-per-turn effect.

Income, Scoring, and Reputation Tracks

HAZELNUT AND BLUEBERRY INCOME TRACKS

- If you advance past an icon on the Hazelnut or Blueberry Tracks, gain that reward.
- You may advance above 10 on the Hazelnut and Blueberry Income Tracks; leave your Counter on the '10' space and place an additional Counter on the '1' space.

REPUTATION TRACK

- If you advance past a Reputation Tile the following occurs based on the player count:
 - 4 players:** the 1st player gains the top reward, the 2nd the middle, and the 3rd player the bottom. However, players who reach the Tile in the same Round gain the same level reward.
 - 3 players:** the 1st player gains the top reward, the 2nd the bottom. However, players who reach the Tile in the same Round gain the same level reward.
 - 2 players:** the 1st player gains the middle reward only; the 2nd player only also receives this if they reach that Tile in the same Round.
- If you would advance beyond the end of the Reputation Track, leave your Counter on the final space and score 2 VP. Each additional advancement scores 2 VP.

SCORE TRACK

- You may advance above 50 on the Score Track; move your Counter to the '50+' space and place an additional Counter on the '0' space. Similarly, use the '100+' and '150+' spaces if you score that high.
- If a penalty requires you to move back further than the starting space on the Reputation Track or Score Board, just leave your counter on the starting space.

Center Wheel bonuses

