

### ○Special Thanks

Artwork by Wato and Kazuya Fukui  
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I express my deepest gratitude to all of you.

### ○Credits

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# Rulebook



## ○Story

Many acorns of various size live in the Country of Sawtooth Oak.

They all live peacefully under the sawtooth oak tree in the center of the country.

However, since the king recently retired, acorns are worried about who would be the next king. Since the former king was a very wise, kind, and great ruler, they're even more worried.

Nonetheless, they'll soon find out that such worries are a groundless apprehension.

In the Country of Sawtooth Oak, only those who can assess the size of matters correctly and choose the right path can become the king. To determine the successor, here comes the ritual (game) of Donclave.

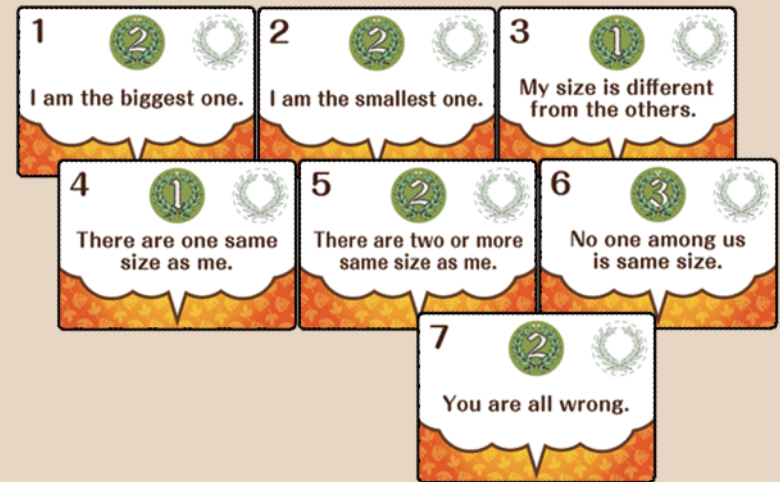


## ○Components

16 Acorn cards (4 sets of "1", "2", "3", and "4")



7 Declaration cards (Front: Japanese description, Back: English)



4 Placement Area cards



17 score chips

(10 one-point Score chips [two-point on the back] and 7 three-point score chips [six-point on the back])



1 Taboo marker



This rulebook



Game box

(Its lid is used as the start player marker)



## ○Preparation

(For 3-player game, see the [3-player:] notes.  
For 2-player game, see P.10.)

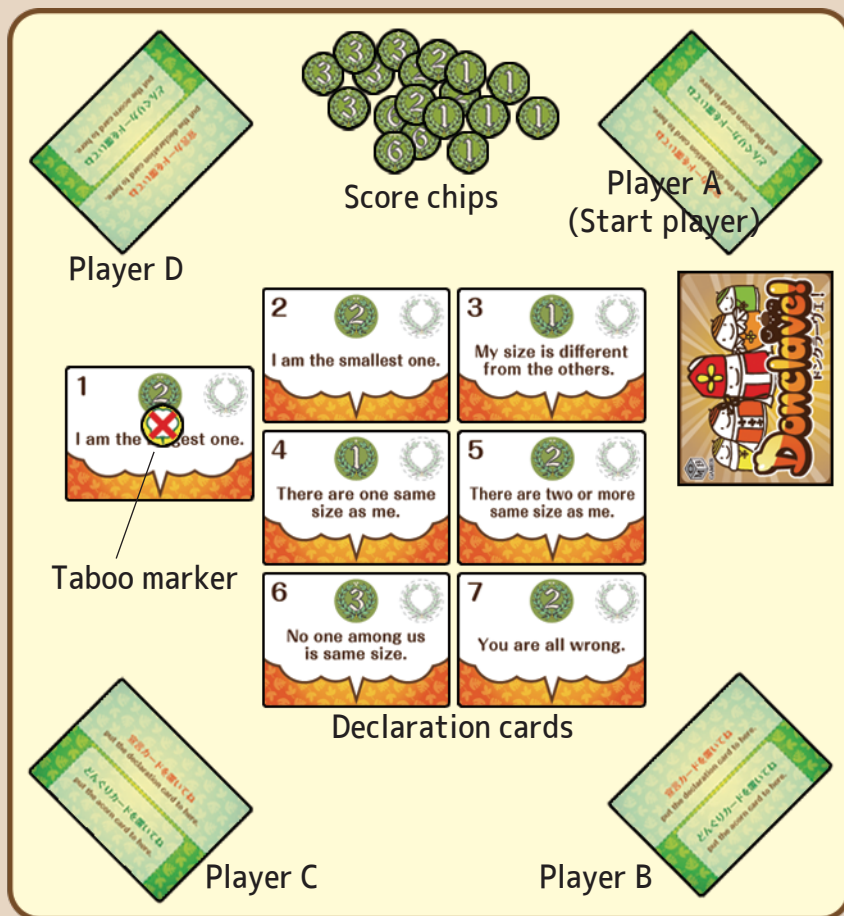


Figure: Card layout at the start of 4-player game



- Hand out a set of 4 cards ("1", "2", "3", and "4") and 1 Placement card to each player.

[3-player: Place the remaining set of Acorn cards face down as the "4th player's draw pile".]

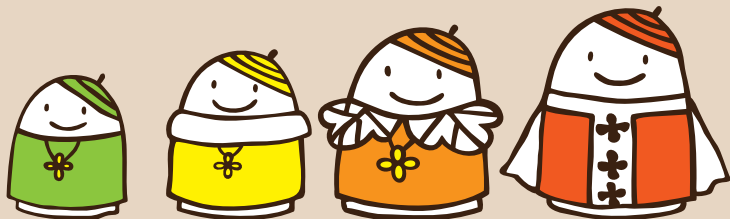
- Place the 7 Declaration cards in numerical order in the center of the table as shown.

[3-player: The Declaration card "7. You are all wrong." won't be used. Exclude it and put it back into the box.]

- The person who has most recently picked up an acorn is the start player. Otherwise, determine the start player in whatever way you like.

- The start player receives the lid of the game box. The lid is used as the start player marker.

- The start player receives the Taboo marker and places it on the Declaration card "1".



## ○How to Play

First, the start player acts as follows:

1. Choose a Declaration card and place it face up on your Placement card.

Make sure to select a Declaration which you can most likely achieve.

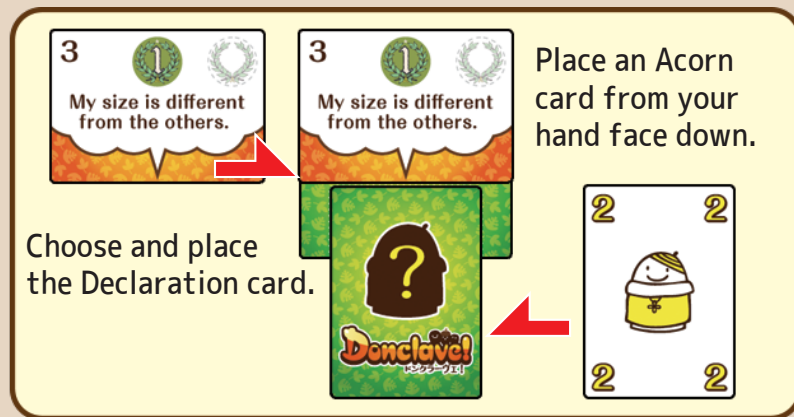
(\* You cannot choose the Declaration card which has the Taboo marker placed on it.)

2. Place 1 Acorn card ("1" to "4") face down on your Placement card.

Make sure to select an Acorn card which is likely to meet the condition stated on your selected Declaration card.

Once the start player has performed Steps 1 and 2, the turn of play moves to the player on his left.

The next player performs Steps 1 and 2 likewise. Repeat this until all the players have performed Steps 1 and 2.





3. Place 1 one-point score chip on each of the 3 cards not selected by the players.

\* Regarding a Declaration card which already has score chip(s) placed on it, flip the chip(s) or add/replace them so as to increase the score by 1 point.  
(For example, if 1 one-point chip is on the card, flip it to the two-point side. If 1 three-point chip is on the card, add 1 one-point chip.)

4. All the players flip their Acorn cards face up and check if they've achieved their declarations.

[3-player: At the start of each round, draw 1 card from the "4th player's draw pile" and place it face up. This card acts as the imaginary 4th player's card and influences the condition of Declaration. The card is replaced on each round. After all the 4 cards have been played, shuffle them face down, form the "4th player's draw pile" again, and play the card on the top of the pile.]

If you've achieved your declaration:

If you've achieved your declaration, receive score chips according to the points stated on your Declaration card.

If you've chosen a Declaration card with score chip(s) on it, receive those chips too.

\* When you receive the score chips, be careful not to flip them to the other side.

2 2 1  
I am the smallest one.

2 2

Receive points for achieving your declaration!

2 + 1  
Points stated on your Declaration card  
Additional score chips

If you've failed to achieve your declaration:  
You cannot receive any score.

If the Declaration card you've chosen has score chip(s) on it, return those chips to the stock.

1 2 1  
I am the biggest one.

3 1 1  
My size is different from the others.

4 4 4 4

Player A Player C

Cannot receive any score if you fail to achieve your declaration!

1 1  
Return additional score chip(s) to the stock.

**\*Important\***

"1. I am the biggest one."

"2. I am the smallest one."

You're regarded to have achieved the declarations on these 2 cards only if you're the only player to achieve them.

For example, if multiple Acorn cards with the highest number are played, they cancel each other out and the biggest Acorn card is chosen from the remaining cards.

(If Acorn cards "4", "4", "3", and "2" are played, "3" is the "1. I am the biggest one.". If "4", "4", "3", and "3" are played, none of the players have achieved the condition.)

Which Acorn is the biggest?

"3" is the biggest.

No one has achieved the declaration.



5. After receiving the score, return the played Declaration cards and Acorn cards and pass the start player marker (box lid) to the to the next player in the clockwise order.

Also, move the Taboo marker onto the next card in ascending order.

After the Taboo marker has moved onto the Declaration card with the highest number, move it onto the Declaration card with the lowest number.

6. Repeat Steps 1 to 5 until the following end condition is met.

The game ends when any of the players achieve the following score:

2-player game: 10 pts

3-player game: 9 pts

4-player game: 8 pts

The player who has scored the highest points at the end of the game wins.

\* In case of a tie, the start player at the end of the game among the top players wins. Otherwise, the player closer to the start player in clockwise order among the top players wins.

○Rules for 2-player game

The rule is the same as that for the 4-player game except that each player plays as 2 players.

First, Player A chooses a Declaration card and play an Acorn card face down. Next, Player B does likewise.

Repeat this for each player's second player, and then check if each Acorn card has achieved its declaration.

The player receives points for his Acorn cards which have achieved their declarations.

Thus, in a 2-player game, each player can receive points for up to 2 declarations.

After determining whether or not the declarations have been achieved, the start player marker is passed to thee other player. Repeat this until one of the players achieves 10 or more points.