

Forage™



RULEBOOK



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FORAGE is a puzzly roll-and-write game of cozy combos for 1-6 players. Players take on the role of foragers exploring the Pacific Northwest wilderness in search of nature's bounty! Each round, you will forage items to complete your goals. Collecting items will trigger powerful combo actions, allowing you to gain more resources and prestige. As you explore the trails; collect and store foraged mushrooms, plants, and berries; and prepare gifts for your friends and family; you will collect knowledge, experience, and other bonuses. Compete against other foragers to be the first to complete shared goals and take on journeys from the ever-changing opportunities to become the most prestigious forager!

COMPONENTS

- 90 Unique Foraging Cards (30 each of Exploration, Pantry, Gift-giving)
- 18 Unique Starter Foraging Cards (6 each of Exploration, Pantry, Gift-giving)
- 7 Deluxe Wooden Foraging Dice
- 1 Deluxe Wooden Special Foraging Die
- 12 Unique Journey Tiles
- 6 Unique Starter Journey Tiles
- 6 Unique Final Rounds Journey Tiles
- 6 Unique Double-sided Goal Cards
- 6 Double-sided Time Tracker Cards
- 6 Double-sided Scoring Cards
- 1 Foraging Basket Card
- 6 Deluxe Dry-Erase Markers (with erasers)
- 1 Rulebook



Foraging Dice



Special Foraging Die



Foraging Cards



Starter Foraging Cards



Foraging Basket Card



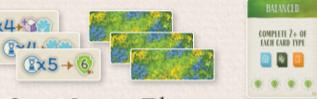
Rulebook



Journey Tiles



Time Tracker Cards



Final Rounds Journey Tiles



Dry-Erase Markers

SETUP

- 1 Give each player a Dry-Erase Marker, a Time Tracker Card, and a Scoring Card.
- 2 Shuffle the Starter Foraging Cards thoroughly in three separate piles based on their type (Exploration, Gift-giving, Pantry) and deal out one of each, at random, to each player.
- 3 Each player writes the name of their Forager on the name space on their Time Tracker Card and arranges their 3 starter cards into a tableau in front of them.
- 4 Shuffle the Foraging Cards thoroughly in three separate piles based on their type (Pantry, Gift-giving, Exploration) and place them in facedown stacks in the center of the play area to form draw piles, as shown.

Note: The order of the draw piles is important as it acts as a reminder of which Dice Actions can be taken on each card - follow the order shown in the setup diagram.

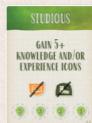
- 5 Place the Foraging Basket Card, 7 Foraging Dice, and 1 Special Foraging Die directly below the Gift-giving Foraging Card draw pile in the center of the play area, as shown.
- 6 Shuffle the Goal Cards thoroughly and draw 3, placing them in the center of the play area, as shown.

Note: These cards have A and B sides. We recommend you use side A for your first game(s) of Forage as they are simpler. If you wish to use a mix of A and B side cards, when you select the Goal Cards, remember to shuffle the cards, randomizing their orientation/sides as well.

- 7 Shuffle the Starter Journey Tiles thoroughly and draw 3, placing them faceup adjacent to the Goal Cards in the center of the play area, as shown. This forms the Journey Area. Return the remaining Starter Journey Tiles to the game box, they will not be used in this game. 
- 8 Shuffle the Journey Tiles thoroughly and randomly arrange 10 of them in a facedown line at the side of the play area to form a trail of tiles, as shown. Return the remaining Journey Tiles to the game box without revealing them, they will not be used in this game. 
- 9 Shuffle the Final Rounds Journey Tiles thoroughly and randomly arrange 3 of them in a facedown line at the side of the play area to form the end of the trail of tiles started with the Journey Tiles, as shown. Return the remaining Final Rounds Journey Tiles to the game box without revealing them, they will not be used in this game. 

You are now ready to play Forage!

3-Player Setup Example



GAMEPLAY

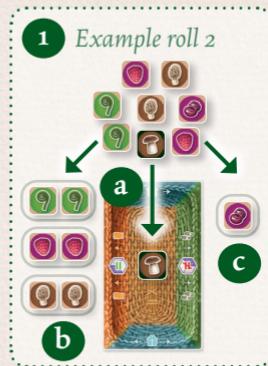
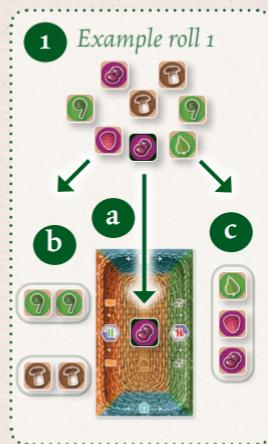
Forage is played over 13 rounds. In each round, the Foraging Dice will be rolled and a new Journey Tile will be revealed. Players will then simultaneously carry out actions and, once complete, choose a card to draft for the next round. By completing cards and sections of cards players will pull off combos and take additional actions. Players will also collect time and may spend it to modify or take additional actions or go on journeys by spending it on tiles. Completion of cards and journeys provides bonuses and prestige points. The player with the most prestige points at the end is the winner!

PHASE 1: ROLL + WALK

At the start of each round, the following setup actions are completed. These actions will set up the round for all players - they can occur simultaneously and each may be carried out by any of the players.

- 1 All 8 Dice are rolled and arranged into groups, based on the result. (See Phase 2: Dice Actions for possible actions)
 - a The Special Foraging Die is always placed in the center, on top of the Foraging Basket Card, as shown.
 - b Any Foraging Dice that have matching symbols with one or more other Foraging Dice (not including the Special Foraging Die) are placed together into groups below the Pantry Foraging Card draw pile, as shown.
 - c Any Foraging Dice that do not have matching symbols with any other Foraging Dice (not including the Special Foraging Die) are placed together into a line below the Exploration Foraging Card draw pile, as shown.
- 2 The next Journey Tile along the trail of Journey Tiles is flipped over, revealed to all players, and placed with the other Journey Tiles in the Journey Area.

Note: If the revealed Journey Tile has an immediate action, alert all players to this action. Before moving to Phase 2 (Dice Actions), all players will choose one of the two actions/rewards to carry out/obtain immediately. The Journey Tile will then be discarded.



PHASE 2: DICE ACTIONS

Once the actions in Phase 1 are completed, players will do Phase 2 simultaneously - there are no turns. Each round, players will each typically carry out a single Dice Action based on the available roll of the Foraging Dice and Special Foraging Die. When carrying out each action, players may also spend Time from their Time Log to enhance actions, or even take additional actions each round. The following are the 3 possible Dice Actions that you may carry out:

1. STORE

To take the Store action, select any one single group of matching Foraging Dice below the Pantry Card draw pile, and use each of the icons on that group of matching Foraging Dice, and the Special Foraging Die to store items on any of your Pantry Cards by “filling” (crossing off/ticking) one matching color jar for each icon present on the dice.



Note: you may spend  in order to fill in additional jar(s) of your choice while taking the Store Action, 1  per jar. Cross off any  spent and fill in the corresponding number of jars of your choice on any of your Pantry Cards.

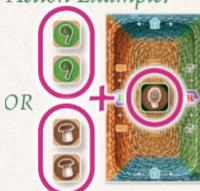
(Also note that all players start the game with 2  that can be used at any time - additional  will be circled, and subsequently crossed off when used, throughout the game). General Note: Anytime you're doing an action on any card type (whether a standard dice action, or a bonus action), you may choose to spend  to gain 1 additional die of any type per  to add to your action!

Each time a row or column of jars is filled in, check to see if any bonuses were earned. Many rows and columns have immediate bonuses, while some bonuses require multiple rows or columns to be completed in order to be earned. If any completed rows or columns earn a bonus, the bonus is immediately gained and must be used immediately. Circle or cross off the bonus and carry out any action/collect any resources provided by the bonus (see additional information on earning bonuses on page 10).

Pantry Forage Cards:



Action Example:



To do a store action, Ashwin may choose either group of dice from the pantry side of the Foraging Basket Card



OR



Ashwin could choose to cross out any 2 green jars and any 1 brown jar, or 3 brown jars

[OPTIONAL:]



In either case, Ashwin could also choose to spend 1 or more Time in order to check off more jars of any color

2. EXPLORE



To take the Explore action, use each of the icons on the non-matching Foraging Dice adjacent to the Exploration Card draw pile and the Special Foraging Die to explore the trail on any of your Exploration Cards by crossing off one forageables icon for each icon present on the dice.



Note: you may spend in order to cross off additional forageables symbol(s) of your choice while taking the Explore Action, 1 per icon.

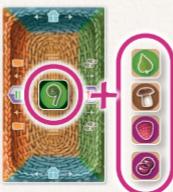
Cross off any spent and cross off the corresponding number of icons of your choice on any of your Exploration Cards.

Each time two adjacent icons are crossed off on an Exploration Card (or between two Exploration Cards), draw a line along the trail between the two crossed off icons. If any area on an Exploration Card (or between two Exploration Cards) is completely surrounded by lines drawn between crossed off icons, the bonus within the area is immediately gained and must be used immediately. Circle or cross off the bonus symbol(s) and carry out any action/collect any resources provided by the bonus. Note: A card is considered completed once all forageables are crossed off, even if the rewards on the left/right sides have not been surrounded yet.

Exploration Forage Cards:



Action Example:



To do an explore action, Molly chooses the group of non-matching dice from the exploration side of the Basket Card



Molly crosses off each icon from each of the dice, including the Special Foraging Die and draws a line connecting adjacent crossed off icons

[OPTIONAL:]



Molly also chooses (this is optional) to spend 1 Time from her Time Tracker to cross off a morel mushroom, so that she can enclose a bonus!



Gain

Gain any bonuses from areas you completely surround - Molly surrounded 2 Time Icons, so she will circle 2 Time Icons on her Time Tracker Card



Note: As you gain more Exploration Foraging Cards, you will add them to either side of the existing cards that you have. As you connect pathways between cards, you'll earn the bonuses between the cards!

3. GIFT

To take the Gift action, select any one single group of matching or non-matching Foraging Dice and use each of the icons on that group of matching or non-matching Foraging Dice and the Special Foraging Die to complete matching items on your Gift-giving Cards by checking off each completed item.



Note: you may spend  in order to add foraged ingredients of your choice while taking the Gift Action, 1  per ingredient. Use additional ingredients to increase the quantity of icons needed to check off items. Cross off any  spent and check off the corresponding items of your choice that you now have enough ingredients to complete on any of your Gift-giving Cards.

Gift-giving Forage Cards: Scoring Condition

Required Items



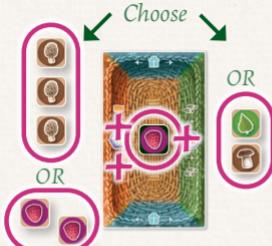
Card Completion Bonuses

Boxes depicted on Gift-giving cards require different quantities and types of Foraging Dice icons. To check off one of the boxes, you must have ALL forageables in a single turn to check it off. Items that have no color/type (grey) and a '?' may be completed with ANY combination of icons. Items that have a specific color and a '?' may be completed with either of the two icons of that color. Items that have a specific type of ingredient may only be completed with icons of that type. Usually, you will only check off one item box each action, but you may be able to do more than one!

When a Gift-giving Card has all of its items checked off, it is completed and the bonus at the bottom of the card is immediately gained and must be used immediately. Cross off the bonus and carry out any action/collect any resources provided by the bonus.

Gift-giving Cards also provide additional scoring conditions or prestige points on the top of the card. These bonuses are generally tabulated at the end of the game and are only counted if Gift-giving Cards have been fully completed. If you gain Experience (Boots) or Knowledge (Books), gain them immediately by crossing them off on your Scoring Card.

Action Example:



To do a gift action, Joseph may choose a single group of dice from either side of the Basket Card

[OPTIONAL:]



Joseph uses the 3 morels and 1 salmonberry from the dice, plus 1 Time Icon (this is optional) to cross off two gift icons!



Completion bonuses and scoring conditions are earned when all gift icons are completed

Earning Bonuses

Many actions can earn bonuses. The following is a description of each of the bonus symbols and the bonuses they provide:



Prestige Point(s) - when earned, circle the prestige points symbol. These will be tabulated at the end of the game for each Foraging Card type.



Time - when earned, cross off the Time Icon, then circle the next Time Icon on your Time Tracker Card. Note: When Time Icons are spent, they will be crossed off.



Additional Dice Action - when earned, cross off the symbol, then immediately take an additional Dice Action (see Additional Dice Actions section for more information).



Immediate Additional Dice Action



Experience (Boots) - when earned, cross off the symbol, then cross off the next Experience symbol on the Player Scoring Card. You may only score 5 of these symbols - any earned after 5 are not recorded or scored. Score points for each:



5 per set of both Experience and Knowledge!



1 for each not in a set



Knowledge (Books) - when earned, cross off the symbol, then cross off the next Knowledge symbol on your Player Scoring Card. You may only score 5 of these symbols - any earned after 5 are not recorded or scored. Score points for each:



5 per set of both Experience and Knowledge!



1 for each not in a set



Storage Jars - when earned, cross off the symbol(s), then fill in the number of jars of any type equal to the number of jar symbols depicted.



Exploration Footprints - when earned, cross off the exploration footprint symbol(s), then cross off the number of forage icons of any type equal to the number of footprint symbols depicted.



Gift Boxes - when earned, cross off the symbol, then check off a single gift item of any quantity/type on a Gift-giving card.

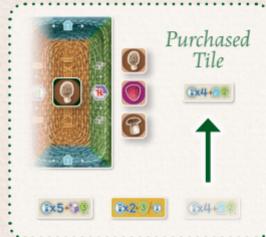


Taking on Journey Tiles from the Journeys Area

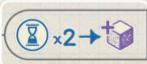
At any time during the round, a player may choose to take on (purchase, with time) any of the Journeys on any of the Journey Tiles in the Journeys Area, provided they have enough  circled on their Time Tracker to take it on (pay its cost). To take on a Journey from the Journeys Area, announce to all players you are taking on the Journey Tile and move it adjacent to the groups of Foraging Dice, as shown, to signify that it has been taken on.

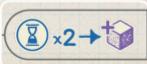
The player then crosses off the number of  equal to the cost of the Journey Tile and must immediately carry out the actions or gain the rewards depicted on the Journey Tile. Prestige points earned from Journey Tiles are written in one of the available spaces on their Scoring Card in the Journeys section. Knowledge () and Experience () earned from Journey Tiles are crossed off on the Scoring Card in the Knowledge/Experience section.

Note: Multiple players may take on the same Journey Tile only within the round it was purchased by also paying the cost in Time. Journey Tiles that have been taken on will be discarded and removed from the game at the end of the round (see Phase 3: Round End on page 13).



Additional Dice Actions



Additional Dice Actions () may be purchased at any time by spending 2 Time Icons from your Time Tracker Card. They may also be earned as bonuses on all 3 types of Foraging Cards or from Journey Tiles. When carrying out an additional dice action, players may not select the same group of matching or non-matching Foraging Dice that they selected on their primary round Dice Action or any previous Additional Dice Actions. Each group of dice may only be used by each player once. Since the Special Foraging Die is combined with each group, it may be combined again and its icon may always be used on any of your Additional Dice Actions. If Additional Dice Actions are earned and all groups have already been used, players may only use the Special Foraging Die as a group on its own to carry out subsequent Additional Dice Actions.

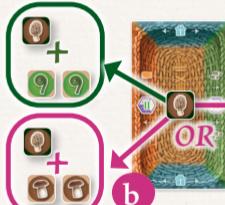


= Take another dice action on your turn

Spend 2  to purchase anytime, or earn as a bonus on cards

Main action

a



b

Additional Dice Action

b

You must choose a different set of dice than your main action

Completing Foraging Cards

Each time a player completes a Foraging Card by marking all areas that are available to mark (crossing off all icons on Exploration Cards, filling all jars on Pantry Cards, or checking off all ingredients on Gift-giving Cards), they immediately cross off the  in the bottom right corner of the card and gain 1  by circling a Time Icon on their Time Tracker Card.

Completed Exploration Foraging Card



Completed Gift-Giving Foraging Card



Completed Pantry Foraging Card



Completing Goal Cards

If a player meets the conditions of one of the Goal Cards, they immediately announce that they have completed the goal. If they are the first player to have completed that goal this round, they circle the leftmost (highest) number of prestige points on the Goal Card and write this number in the corresponding Goal Card scoring space on their Player Scoring Card, as shown. Multiple players may complete a goal within the same round and earn the same number of points. Subsequent players achieving the goal that round need not circle the prestige points on the Goal Card since it is already circled, but they may immediately write that number in the corresponding Goal Card scoring space on their Scoring Card.

Randy just completed a card and he now has 2 cards of each type completed.

He is the first to complete this goal, so he circles the 5 prestige point icon, and then records the 5 points he earned on his Scoring Card

Other players who complete 2 of each card type this round will also earn 5 prestige points. At the end of the round, though, it will be crossed off, so that in future rounds, fewer points will be earned



ALL players who complete the goal card this round earn the same reward



At end of round, cross off  reward earned that round



PHASE 3: ROUND END

Once a player completes their Dice Action(s) and has collected any bonuses/carried out any combo actions earned, they will select a card from the top of one of the Foraging Card draw piles, draw it (keeping it facedown), and place it facedown in front of them at the top of their play area to signal to all other players that they have completed their actions this round. Once all players have selected a card and placed it in front of them, signifying that they are finished completing Dice Actions, the round end actions begin:

1. Discard any Journey Tiles that were carried out (purchased) this round (or immediate action Journey Tiles) and remove them from the game, placing them back in the game box, as they will not be used again this game.
2. Cross off any Goal Card prestige points that were earned this round to signify that prestige earned in subsequent rounds will earn a lower number of prestige points. (Unless only the 1 point icon remains - players may always score 1 point)
3. Finally, players all flip over their selected cards to reveal them. They must now choose to either keep the Foraging Card, or discard it and gain 1  instead. Players who choose to keep their card place it faceup in their tableau of cards. (Note: If it is an Exploration Card, they must place it to the left or right of any Exploration Cards already in their tableau of cards - this is important since some bonuses require icons be crossed off on two different cards to attain them - these cards may not be moved once placed). Players who choose to discard their card immediately place it in a faceup discard pile above the corresponding Foraging Card draw pile and circle 1  on their Player Scoring Card.

Note: If any of the Foraging Card draw piles runs out of cards, immediately take its corresponding discard pile, shuffle the cards thoroughly and place them facedown to form a new Foraging Card draw pile of that type.

You are now ready to move on to the next round.

GAME END

The game ends at the end of the Dice Action phase of the 13th round. In this final round, players skip the round end process of selecting Foraging Cards, discarding Journey Tiles, and crossing off Goal Card prestige points, as the game will end immediately. The game then moves to scoring.

Players Finish Phase 2, then select a Foraging Card



Draw it and place it facedown in front of you

1. Discard purchased tiles



2. Cross off earned Goals



3. Flip cards



Players decide to keep or discard their card

SCORING

Players complete their Scoring Card by entering/tabulating values in the appropriate spaces:



Experience/Knowledge - add together all prestige points earned from collecting Experience (boots) and Knowledge (books) symbols. 5 points per set of both, and 1 point per icon not in a set, and write the total in the rightmost space.



Goal Cards - add together all prestige points earned from completing Goal Cards and write the total in the rightmost space.



Journey Tiles - add together all prestige points earned from purchased Journey Tiles and write the total in the rightmost space.



Gift-giving Cards - calculate the number of prestige points earned from each completed Gift-giving Card based on their scoring condition (many of these cards score different numbers of prestige points based on completing other card/goals, while some do not score any prestige points as they provide other bonuses like Knowledge/Experience symbols). Players also earn 1 prestige point for each item that is checked off on any of their incomplete Gift-giving Cards. Add together all of the prestige points earned on Gift-giving Cards and write the total in the rightmost space.



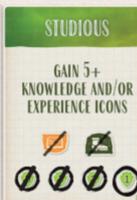
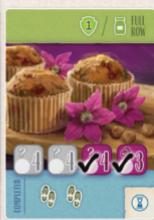
Pantry Cards - add together all of the prestige points earned on Pantry Cards and write the total in the rightmost space.



Exploration Cards - add together all of the prestige points earned on Exploration Cards and write the total in the rightmost space.

Each player then adds up each of the totals from all of the rows of their Scoring Card (Green Prestige Icons) to get their final score - record the total at the bottom of the card. The player with the most prestige points wins!

In the case of a tie, the player with the most remaining unspent wins. If there is still a tie, the tied players share the victory.



Scoring Example:

- 1 Knowledge/Experience: Molly has 4 sets of both (5 pts ea) + 1 more Experience (1 pts) = 21 pts
- 2 Goal Cards: Molly did not complete the first Goal Card because she only completed a single Pantry Card. She completed the second Goal Card when it was worth 5 pts and the third Goal Card when it was worth 3 pts, for a total = 8 pts
- 3 Journey Tiles: Molly earned points from Journey Tiles 4 times (3 pts + 3 pts + 1 pt + 7 pts) = 14 pts
- 4 Gift-Giving Cards: Molly completed 3 Gift-giving Cards. Two of them provided Experience (boots) / Knowledge (books) Icons, so they didn't provide additional points. Molly completed 3 full rows of purple jars on her Storage Cards, so scores 3 pts. She also completed 2 Gift Items on her incomplete card, so she earns 2 pts for those, for a total = 5 pts
- 5 Pantry Cards: Molly earned 1 pt + 1 pt from Pantry Cards for a total = 2 pts
- 6 Exploration Cards: Molly earned 2 pts + 1 pt + 1 pt + 1 pt from Exploration Cards for a total = 5 pts

$$\text{Total} = 21 + 8 + 14 + 5 + 2 + 5 = 55$$

SOLO MODE

Forage can be played solo! The solo mode is played with the same rules as the multiplayer game, with one exception:

- When completing a Goal Card, earn a number of points based on the current round:

Try to complete the achievements on page 17!

Round #	Icon
1-9	5
10-11	3
12	2
13	1

CLARIFICATIONS

Starter Journey Tile Clarifications:

(1) Spend 3  , earn 1 Experience Icon (Boot). (2) Spend 3  , earn 1 Knowledge Icon (Book). (3) Spend 3  , earn 3 points. (4) Spend 4  , earn an Additional Dice Action and a Gift Box bonus. Immediately take another Dice Action and also check off a single gift item of any quantity/type on a Gift-giving card. (5) Spend 4  , earn 2 Gift Box bonuses. Immediately check off 2 gift items of any quantity/type on a Gift-giving card or cards. (6) Spend 5  , earn 6 points.

Journey Tile Clarifications:

(1) Spend 7  , earn 9 points. (2) Spend 6  , earn 7 points. (3) Spend 5  , earn an Additional Dice Action and 3 points. Immediately take another Dice Action. (4) Spend 4  , earn 4 points. (5) Spend 4  , earn an Additional Dice Action and 2 points. Immediately take another Dice Action. (6) Spend 2  , earn Gift Box bonus. Immediately check off a single gift item of any quantity/type on a Gift-giving card. (7) Spend 5  , earn 2 Experience Icons (Boots). (8) Spend 5  , earn 2 Knowledge Icons (Books). (9) Spend 4  , earn a Gift Box bonus and 2 points. Immediately check off a single gift item of any quantity/type on a Gift-giving card. (10) Immediately spend 2  , and earn either an Experience Icon (Boot) or a Knowledge Icon (Book), or, if you choose not to, you may gain 1  . (11) Immediately spend 2  , and earn 3 points, or, if you choose not to, you may gain 1  . (12) Immediately draw either a Pantry, Exploration, or Gift-giving Foraging Card. You may immediately discard it to gain 1  , or keep it and add it to your tableau of cards.

Final Rounds Journey Tile Clarifications:

(F1) Gain a Gift Box bonus and immediately check off a single gift item of any quantity/type on a Gift-giving card, or, if you choose not to, you may gain 1  . (F2) Gain 3 Exploration Footprints and immediately check off any 3 forageables on Exploration Card(s), or, if you choose not to, you may gain 1  . (F3) Gain 3 Storage Jars and immediately check off any 3 jars on Pantry Card(s), or, if you choose not to, you may gain 1  . (F4) Earn 2 points, or, if you choose not to, you may gain 1  . (F5) Earn 3  . (F6) Immediately draw 2 any combination of 2 Pantry, Exploration, or Gift-giving Foraging Cards. You may immediately discard either of them to gain 1  each, or keep either of them and add them to your tableau of cards.

ACHIEVEMENTS

1.  Score 40+ points
2.  Score 50+ points
3.  Score 60+ points
4.  Score 70+ points
5.  Complete 8+ Foraging Cards
6.  Complete 9+ Foraging Cards
7.  Complete 10+ Foraging Cards
8.  Complete 4+ Pantry Cards
9.  Score 10+ pts from Pantry Cards
10.  Store 20+ of a single type on Pantry Cards
11.  Complete 4+ Exploration Cards
12.  Score 10+ points from Exploration Cards
13.  Complete 6+ Gift-giving Cards
14.  Score 15+ points from Gift-giving Cards
15.  Check off 7+ any color/type items on Gift-giving Cards
16.  Score 10+ points from Journeys
17.  Score 15+ points from Journeys
18.  Have 30+ Time Icons (used or unused)
19.  Have 35+ Time Icons (used or unused)
20.  Have all 40 Time Icons (used or unused)
21.  Collect all 5 of either Experience/Knowledge symbols
22.  Collect 4+ sets of Experience/Knowledge symbols
23.  Score each of the Goal Cards
24.  Score 5 points for each of the Goal Cards
25.  End game with all your Foraging Cards completed



Name



Name



Name



Name



Name



Name

FORAGING FACTS

Here are some facts and tips if you're interested in trying out foraging for yourself!

IMPORTANT NOTE: MANY MUSHROOMS AND BERRIES ARE POISONOUS AND NOT SAFE TO EAT, including many found across North America and in the Pacific Northwest. Do NOT forage, harvest, or eat mushrooms, plants, or berries before learning from someone more experienced!

Here are some facts about the forageables featured in the game:



Morel Mushroom - Highly prized, morels grow in many parts of the world. They are considered more difficult to cultivate and are often foraged in the spring and early summer. The burn morels, more typically found in the Pacific Northwest, appear in the year after a forest fire.



Porcini Mushroom - Also known as the King Bolete, these fungi are often foraged in the late summer and through the fall. There are poisonous mushrooms in the bolete family, so be aware of differences.



Stinging Nettle - Ouch! Be careful! Stinging nettle really does sting! The needle-like hairs found on this plant will cause a burning or stinging and swelling rash on contact, so put on gloves if you are harvesting this plant. Many people cook stinging nettle, which can be made into soup or tea.



Fiddlehead - Did you know that fiddleheads are the new fronds of ferns? They are typically harvested in the spring as the new growth emerges. Fiddleheads are considered a seasonal delicacy and can be cooked and eaten, or pickled for later consumption.



Salmonberry - These robust shrubs can grow to be over 10 feet tall and are found in the Pacific Northwest, California, Alaska, the west coast of Canada, and also Japan! Salmonberry fruit can vary in color from yellow, orange or red and appear in spring and early summer. Salmonberries taste somewhat similar to raspberries, but are less sweet and more tart.



Huckleberry - The huckleberry is found across many parts of North America and is the official state fruit of Idaho. These dark berries are smaller than blueberries and taste a bit less sweet and more complex. They can be harvested in the late summer in shady, mountainous areas.

Forage features just a few of the many wild plants and fungi of the Pacific Northwest!

Beyond the game - taking on your own foraging journey!

A few considerations when out foraging:

- Respect the land
- Check the laws where you live
- Know the plants: do not eat things you aren't sure about!
- Do not over-forage - make sure you leave the natural ecosystem with enough to continue to thrive!

We recommend connecting with local foraging groups or organizations to learn more about foraging in your area, the cultural significance of the plants, and to ensure you are foraging responsibly.

<https://www.usda.gov/sites/default/files/documents/foraging-harvesting-indigenous-wild-plants-best-practices.pdf>

<https://natifs.org/blog/an-introduction-to-responsible-foraging/>



QUICK GAMEPLAY REFERENCE

Phase 1: Roll + Walk

1. Roll all 8 Dice and arrange them appropriately:
 - a. Place the Special Foraging Die on top of the Foraging Basket Card.
 - b. Place Matching Dice adjacent to the Pantry (Orange) side.
 - c. Place Non-matching Dice adjacent to the Exploration (Green) side.
2. Flip and reveal the next Journey tile and place it next to the other active tiles.



Phase 2: Dice Actions



Store: Choose a single group of *matching* foraging dice and cross off matching icons from your Pantry Cards.



Explore: Choose the group of *non-matching* foraging dice and cross off matching icons from your Exploration Cards.



Gift: Choose a single group of *matching* or *non-matching* foraging dice and cross off a matching icon or icons from your Gift-giving Cards.



(Optional) Purchase Journey Tile: Pay to purchase an available Journey Tile, gain the rewards, and place it next to the basket card until the end of the round.



(Optional) Take Additional Dice Actions: Take an extra dice action by spending 2 , or earning the symbol as a bonus. You must choose a different group of dice with each additional dice action.



Completing Foraging Cards: Earn the bonus and any additional completion bonuses when completing a Foraging Card (Pantry, Exploration, or Gift-giving).



Completing Goal Cards: Circle the furthest left available point value on the Goal Card until end of round. Everyone who completes the goal this round earns the same number of points.

Phase 3: Round End

1. Discard any purchased Journey Tiles.
2. Cross off earned points from this round on Goal Cards.
3. Flip over your selected Foraging Card and either: 1) keep it, or 2) discard it to gain 1 .

