

An illustration of a large black and white dog lying on its back on a red plaid couch. A small brown and white puppy is curled up next to it. A green and orange ball is on the floor in front of the couch. The wall behind them has several framed pictures, including a white dog, a sun, and a black dog. The title 'Forever HOME' is written in a stylized font across the top.

Forever HOME

Rules of Play

Can you help dogs in need find their forever homes?

Do your best to train the pups at your shelter in order to match them up with new people and a forever home.

OVERVIEW

You and your friends work at the local animal shelter caring for dogs as they wait to find their forever home. Over the course of the game, you'll train the pups in your care in order to prepare them for their new lives. When their training is complete, you'll pair them up with their new people.

Score the most reputation points by completing training cards, finding your dogs a home, and competing for shelter commendations to be named the number one canine matchmaker!



Keep an eye out for Trainer Tip boxes for useful strategy and gameplay tips!

COMPONENTS



1 Commendations/Solo Challenge Board



5 Shelter Boards



13 Home Cards
(1x Foster, 2x City,
4x Countryside,
6x Suburbs)



50 Training Cards



1 Cloth Bag



98 Dog Tokens
(14 x 7 Types)



16 Solo Challenge Cards



1 Scorepad

1 Solo Round Tracker Cube



7 Dog Meeples



Watch a how to play video:
birdwoodgames.com/Forever-Home

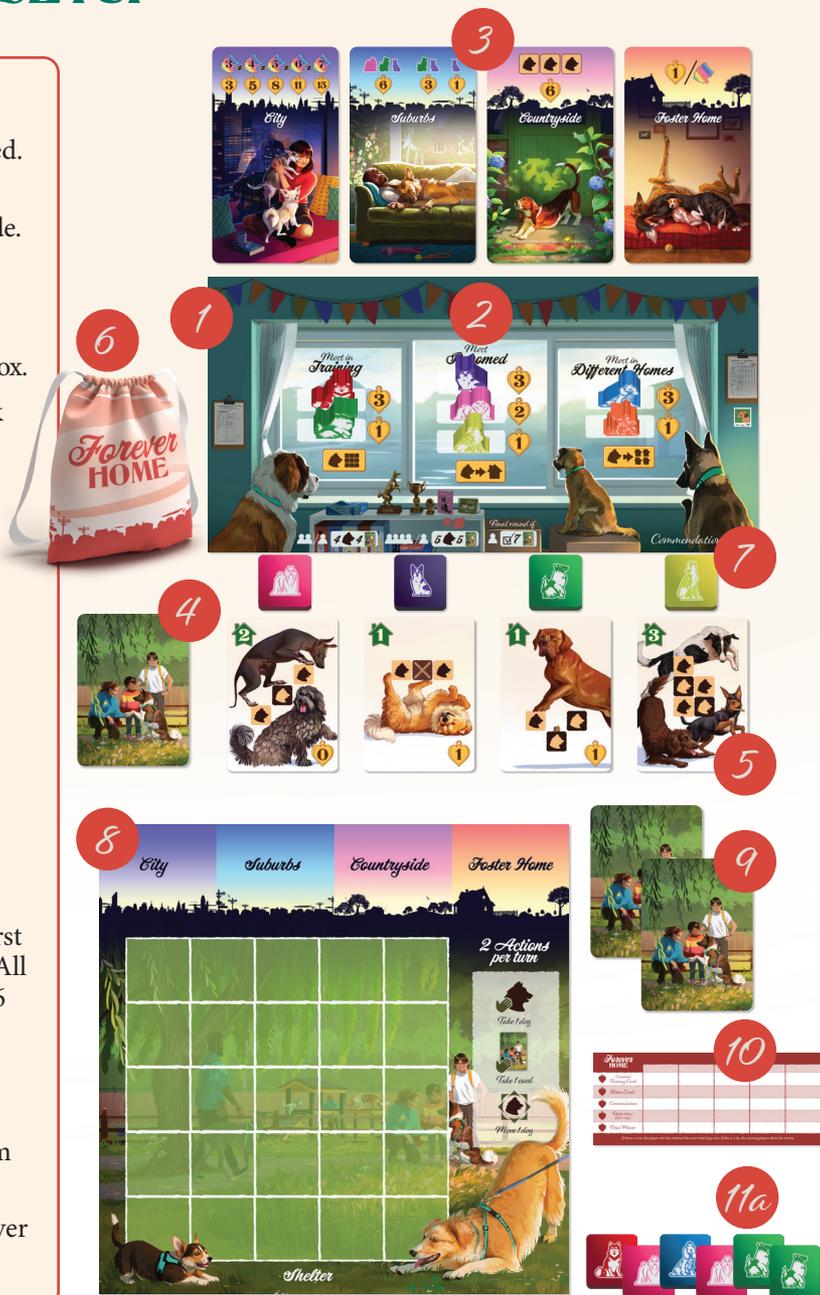


Have a question while playing?
Ask it in the Forever Home Facebook group
or tweet to @birdwoodgames



SETUP

1. Place the **Commendations/Challenge** board centrally with the Commendations side displayed.
2. Randomly place 1 of each **Dog meeple** in each Commendation box starting from the left hand side.
3. Keeping them in their 4 categories (City, Suburbs, Countryside, Foster Home), shuffle the **Home cards** and select 1 of each and place them face up above the Commendation board. Return unused cards to the box.
4. Shuffle the **Training cards** and place the deck below the Commendations board.
5. Reveal the amount of Training cards face up according to the player count indicated on the Commendations board.
 - a. 2-player, 3-player: 4 Training cards
 - b. 4-player, 5-player: 5 Training cards
6. Place all **Dog tokens** in the bag and place the bag by the Commendations board.
7. Take Dog tokens from the bag and place them above the Training cards according to the player count indicated on the Commendations board:
 - a. 2-player, 3-player: 4 Dog tokens
 - b. 4-player, 5 player: 5 Dog tokens
8. Give each player 1 **Shelter board**. For your first game we recommend using the regular Shelter. All players must use the same side. Please see page 6 for a guide to the Advanced Shelter.
9. Deal each player a starting hand of 2 Training cards from the deck.
10. Randomly select the first player and give them the scorepad.
- 11a. Take Dogs from the bag equal to two per player and create a pool.



11%. When the rules are learned and the players are ready...

Starting with the first player, select one Dog from the pool until the last player is reached. The last player will then take a second Dog and the Dog selection will continue in reverse order back to the first player. Then all players must place these Dogs into the 5x5 grid on their Shelter boards as their first trainees.

You're now ready to play Forever Home!

GAMEPLAY OVERVIEW

Players take turns performing two actions each until one person has completed 7 Training cards. Play continues until the first player is reached (therefore all players have had an equal number of turns).

On Your Turn

You can choose to perform two of three actions and are allowed to perform the same action twice. You can:



Take any 1 Dog from the central area to train in your Shelter grid

- The chosen Dog is replaced in the central area as soon as it is taken
- You can only have one Dog per space in your Shelter grid
- You cannot take a Dog from the bag



Take any 1 Training card from the central area to your hand

- The Training card is replaced in the central area as soon as it is taken
- You cannot have more than 5 Training cards in your hand
- You cannot take a Training card from the deck

Move 1 Dog on your Shelter grid 1 space in any direction



- The Dog must move into an empty space
- The Dog can move diagonally

Remember you can wait to see what Dog or Training card comes out next before you place a Dog in your Shelter grid.



GAME ESSENTIALS

Home Card Overview

These cards represent the local Homes eager to take in a new furry member of the family. In each game, the neighbourhoods—the City, the Suburbs, the Countryside, and the Foster Home—on the Shelter boards represent the 4 Home cards that have been displayed above the Commendations board. Graduated Dogs are placed in one of these locations on a player's board.

Each Home card has unique requirements for particular Dogs. If players meet the stated requirements on a Home card, they will score the corresponding Reputation at the end of the game. (For more information on how each Home card is scored see page 9-10). Once a player has placed a Dog in a Home it cannot be moved.



Players must ensure Dogs in the Home sections of their Shelter board are clearly visible. We recommend stacking Dogs like this. If a Home section is ever full, please use the space directly above.



Training Card Overview

These cards represent the tricks, training, and socialising you're doing with your Dogs at the Shelter. Completing these cards will allow you to graduate Dogs from the grid on your Shelter board to the Homes above.

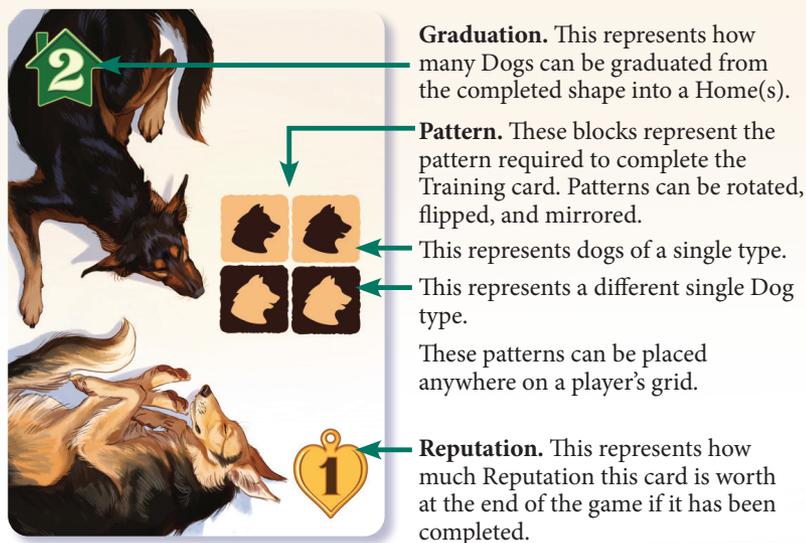
You can only complete your Training cards on your turn. As soon as you create the required shape on your grid, a Training card will automatically complete. This does not count as an action.

You can only graduate Dogs to their new Homes from the pattern of the Training card you have just completed.

After you have completed a Training card, you must place it face down next to your Shelter board so that all players can see how many cards you have completed.

You are able to complete multiple Training cards at once; however, you must complete the cards one at a time, graduating any Dogs before attempting to complete the next card.

Completing multiple Training cards at once can be an effective way to rehome multiple Dogs and score Reputation.



Icons



Represents a single Dog type



Represents a different single Dog type



This space must be empty of Dogs



Any Dog



Graduation (Dogs rehomed)



Reputation (Victory points)

Commendations

The Shelter encourages a friendly competition between you and your fellow trainers to see who can rehome and train certain types of Dog. The Commendations are randomised at the start of each game and will be awarded during final scoring. All ties are friendly, tied players will all score the Reputation.

There are three types of award:



Most of a specific Dog in training

Whoever has the most of the corresponding Dog type in their Shelter grid. Dogs in Homes do NOT count towards this Commendation.



Most of a specific Dog rehomed

Whoever has the most of the corresponding Dog type across their Homes. Dogs in the Shelter grid do NOT count towards this Commendation.



Most of a specific Dog across different homes

Whoever has the corresponding Dog type across the most Homes. This is NOT the total of that Dog but the total of the different Homes it is in.

In the example to the right, the player/s that have the most Homes with red Dogs will score 1 Reputation, and the player/s with the most blue Dogs will score 3 Reputation.



Game End

Once a player has completed 7 Training cards, the game end begins. The player must immediately announce they have completed 7 Training cards. After this, they complete their turn, and all players have one last turn until all players have had the exact same number of turns.

For example, in a 4-player game, if the 3rd player was the first to complete 7 Training cards, they would finish their turn, then the 4th player would take their turn, and then the game would end.

In the rare circumstance that either there are no more Dogs or Training cards available, the game end begins. The same game end process is followed, ensuring all players have an equal number of turns.

Final Scoring

Record scores on the scorepad for the following:

- Reputation from completed Training cards
- Reputation from meeting each Home card's requirement
- Reputation from Commendations

Whoever has the most Reputation at the end of the game is the winner. If the scores are tied, the tied player who rehomed the most total Dogs wins. If the players are still tied, they share the victory.

Forever HOME	Players			
♥ Completed Training Cards				
♥ Home Cards				
♥ Commendations				
♥ Deductions (Solo only)				
♥ Total Points				

If there is a tie, the player who has rehomed the most total dogs wins. If this is a tie, the winning players share the victory.

ADVANCED SHELTER

After a couple of games, players may choose to play Forever Home using the other side of their Shelter boards, which offers more strategic options. Please note: all players must use the same side of their Shelter boards.

The Advanced Shelter side displays five special skill spaces within the grid. When a player places a Dog on one of these spaces, they may perform the skill displayed.



The player may move another Dog on their Shelter grid any number of spaces in the corresponding direction.

- Dogs may pass over other Dogs
- The moving Dog must finish in an empty space



The player may exchange a Training card from their hand with one in the central area.



The player may exchange another Dog from their grid with a Dog in the central area. The exchanged Dog must be placed in the space vacated.

All special skills abide by the following rules:

- The Dog that was placed to trigger the special skill CANNOT be affected by that skill.
- If the Dog placed on a special skill completes a Training card, the card completes immediately as usual. You may only use the special skill if the placed Dog remains on the special skill space after graduating Dogs.
- The skill is always optional and does not have to be used.
- Special skills do not count towards your two actions but can only be performed on your turn.
- If a skill causes a Dog to be moved or exchanged onto another special skill space, that space CAN also be immediately triggered.
- Skills cannot be activated during the initial selection during set up.



These skills offer a lot of strategic flexibility. Keeping these spaces available will give you more options as the game progresses.



It is important to keep an eye on how many cards other players have completed as this will indicate how many turns you may have left.

SOLO GAME RULES

In the solo game, you must complete a tricky, ever-evolving puzzle to efficiently rehome Dogs for the Shelter. Your game will be impacted by an Auto Trainer, which will be removing Dogs and Training cards as you try and complete your challenge.

Setup is the same with the following exceptions:

1. The Commendations board should be set to the Solo Challenge side.
 - a. Place the round tracker cube on the first space at the bottom of the Solo Challenge board.
 - b. Do NOT place the Dog meeples on the Solo Challenge board, instead place them nearby.
2. Reveal 4 Training cards and 4 Dog tokens as indicated by the Solo Challenge board.
3. Shuffle the Solo Challenge Cards and place these near the Solo Challenge board.

Note: if you chose to use the Advanced side of the Shelter board, you will receive minus 2 Reputation during final scoring.

Take three Dogs from the bag, choose two and place them on your Shelter grid, and then return the other Dog to the bag.

Take your first turn as normal. After your first turn, the Auto Trainer will take their turn after you move the round tracker. The Auto Trainer takes turns between your own, as indicated on the round tracker.



Auto Trainer Turn

Draw a card from the Solo Challenge deck and remove Dog(s) and/or Training card(s) from the central area as indicated.

Once resolved, place that Solo Challenge card into a discard pile. Refill the central area as usual.

After the Auto Trainer has taken their turn, you have an important decision to make.



In this example, the Solo Challenge card highlights the Dog and card on the left hand side. This Dog and card are removed by the player. They are not returned to the bag or deck.



Placing Dogs on the Solo Challenge Board

Before the start of your next turn, when the round tracker covers the , you must place one of the nearby Dog meeples onto 1 of the empty spaces on the Solo Challenge board. By doing this, you are creating custom scoring conditions for each solo game you play.

You can place any of the Dog meeples in any of the empty slots. Once a Dog meeple has been placed it cannot be moved. By your eighth turn, you will have placed all the Dog meeples and completed your scoring conditions.

Game End

The game continues until you have had at least 8 turns. At this point you can elect to stop; however, you may also continue for up to two more turns. If you choose to continue, you will deduct Reputation during final scoring as indicated by the round tracker.

- Minus 4 Reputation if you take 9 turns
- Minus 8 Reputation if you take 10 turns

Trainer Challenge



1. Score 5 Reputation if you have rehomed more of the Dog type placed on the left side than the combined number of the two Dog types on the right side. If these numbers are equal you score no Reputation.
2. Score 3 Reputation if you have more of the Dog type placed on the left in your grid than the Dog type on the right. If these numbers are equal you score no Reputation.
3. Score 1 Reputation for each of this Dog type placed in the Foster Home.
4. Score 2 Reputation for each different Home that this Dog type is placed in.

Final Scoring

Record your score on the scorepad for the following:

- Reputation from completed Training cards
- Reputation from meeting each Home card's requirement
- Reputation from the Solo Challenge board (in the Commendations row)

Then make any necessary Reputation deductions:

- Minus Reputation stated by the round tracker position
- Minus 2 Reputation if you are using the Advanced Shelter.



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Home Cards

The Homes in each neighbourhood have different Dog requirements. Players will score Reputation based on the Dogs they have placed within the Homes on their board.

City



The player is required to place Dogs of DIFFERENT types in this Home. The player will score Reputation corresponding to the different number of types determined by the card. These cards CANNOT be completed and scored more than once.

Suburbs



The player scores Reputation based on the specific types of Dogs they have placed in this Home as determined by the card. This can be completed and scored multiple times.



The player scores 8 Reputation if this Home contains 5 Dogs of any type. This can be completed and scored multiple times.



The player scores 7 Reputation if this Home contains ALL 4 Dogs listed. This can be completed and scored multiple times.

Countryside



Each pair of the same Dog will score the player 3 Reputation. This can be completed and scored multiple times.



Each set of 3 of the same Dog will score the player 6 Reputation. This can be completed and scored multiple times.



The player must have 2 pairs of matching Dogs (the pairs cannot be the same Dog type) to score 6 Reputation. This can be completed and scored multiple times.



The player must have a set of 3 matching Dogs and a set of 2 matching Dogs (the sets cannot be the same Dog type) to score 9 Reputation. This can be completed and scored multiple times.

Foster Home



The player scores 1 Reputation for each Dog of any type placed here.

FAQ

Can I complete a Training card with the Dogs I selected during setup?

Yes, but you must wait until it is your turn to complete the card.

If I select a Dog which completes two different cards, which card do I complete first?

You may choose the order in which you complete Training cards.

Can I place a Dog in a Home even if it is not listed on that Home's requirement?

Yes. However this Dog will not contribute towards that Home's scoring.

If all players have 0 Dogs that meet a Commendation, is this considered tied and all players get the respective Reputation?

No. Players must have at least one Dog that meets the criteria of the Shelter Commendation to be able to score any Reputation.

What's the hand limit for Training cards?

You may have up to 5 Training cards in your hand.

Can I graduate Dogs from the same Training card into different Homes?

Yes.



Credits

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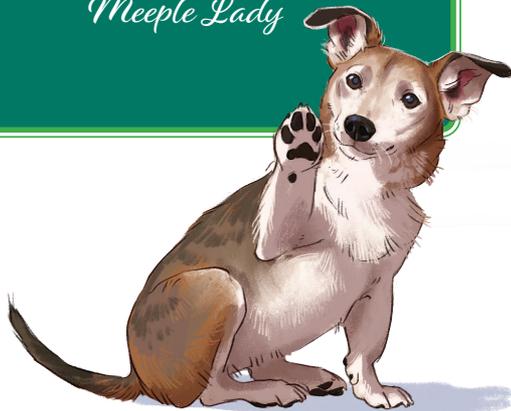
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Birdwood Games publishes beautiful board games that offer a joyful experience for all players. Find out more at birdwoodgames.com.



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