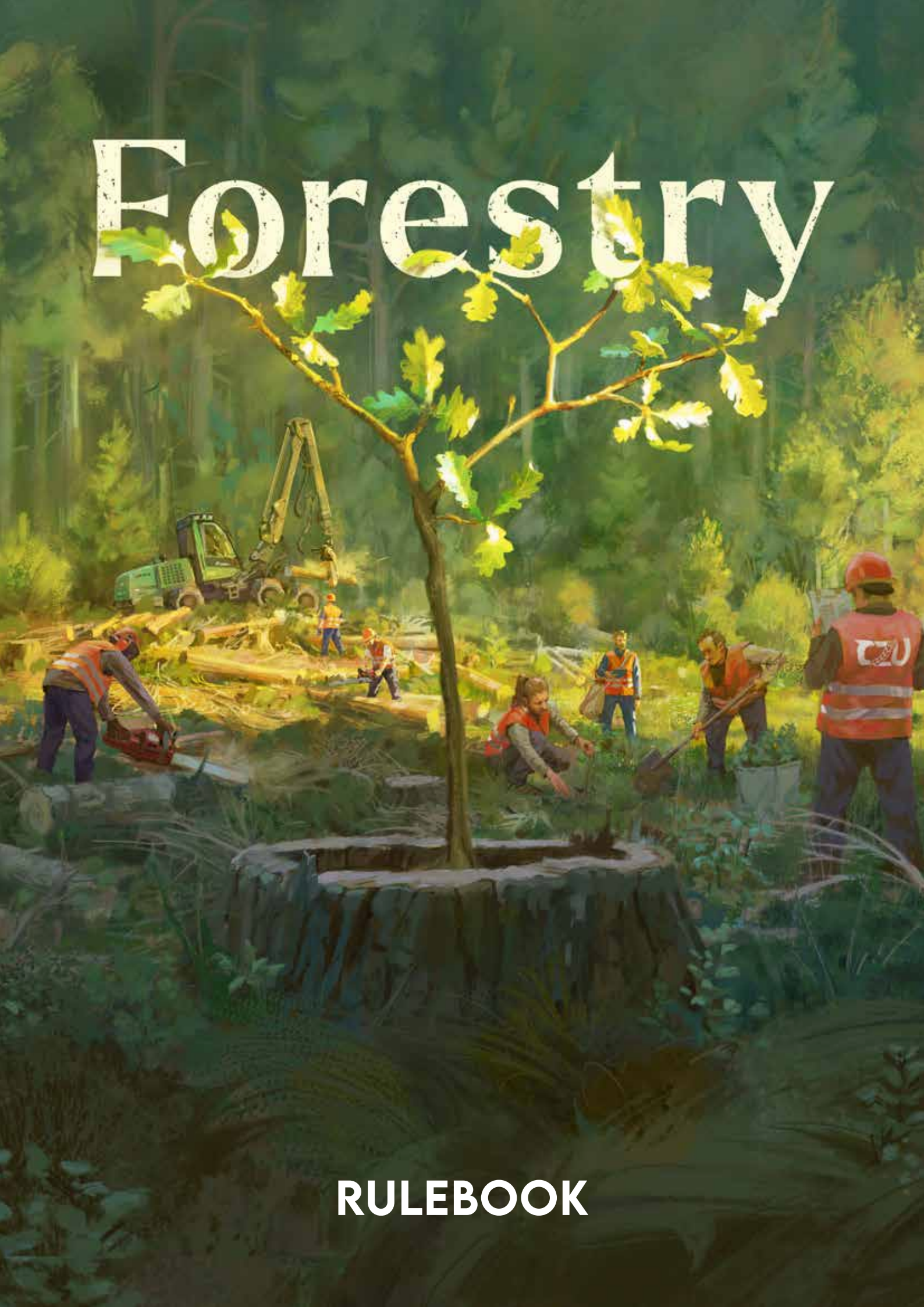


Forestry



RULEBOOK

GAME THEME

The main contributor to global warming is the greenhouse gas CO₂ (carbon dioxide). Humanity has not yet found a more effective method for capturing it from the atmosphere than plants. Through photosynthesis, they convert it into carbohydrates, which are the building blocks of a tree's wood. Trees grow and form wood as a result. Wood is a very durable renewable material. If well cared for, it can last for centuries. This is evident in medieval castles, palaces, and townhouses, where wooden structures have survived to this day.

Wood is such a natural part of our lives that we often don't even notice it. Everyday items, furniture, and even entire buildings are made from wood. We can also make glass, clothing, and tall skyscrapers from it. When we were creating this game for you, we sat on wooden chairs and played at a wooden table. In fact, this entire game is made from wood! Each piece of wood has grown somewhere. It literally came into being thanks to the Sun, transforming CO₂ and water into carbohydrates while releasing oxygen.

*And that is what the game **Forestry** is about. It's about trees and wood. In this game, 1 to 4 players try to fulfill orders for wooden products while maintaining the ecological balance of the forest to serve all its inhabitants and people in future generations.*

The rules of the game *Forestry* are enriched with texts from experts at the Faculty of Forestry and Wood Sciences of the Czech University of Life Sciences in Prague. Green-colored sidebars contain interesting information about modern forestry. If you want to delve deeper into the topic of the game, read them and learn something extra alongside the game's rules!

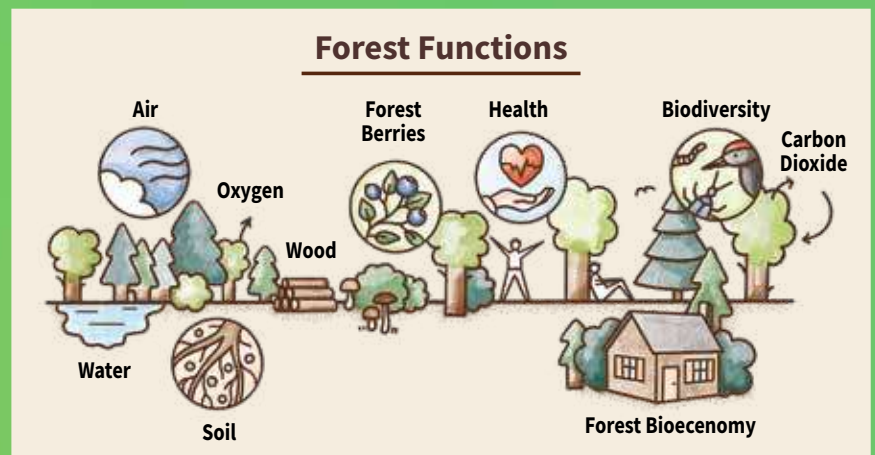


FORESTS OF THE FUTURE

This game takes you into European forests and brings you closer to the world of forestry. Forests face the challenges of climate change, such as drought and bark beetle calamities, which especially threaten monoculture stands. Therefore, the future belongs to mixed age-diverse and species-diverse forests. Such forests are better able to withstand changes and maintain ecological stability as well as wood production. Each forester tailors their care to the local environment to ensure that forests will fulfill their role for nature and society.

WOOD AS A MATERIAL

Wood is a unique ecological resource with a low carbon footprint that replaces non-renewable materials and absorbs greenhouse gases as it grows. Local processing of wood and harvesting European species instead of importing wood reduces environmental impact. Logging exotic wood often destroys rainforests and increases emissions. Wood is recyclable, naturally decomposes, and can also be used as a source of energy. It has a positive impact on health, mood, and the environment we live in. As a natural, durable, and sustainable material, wood plays a significant role in both the present and the future.



COMPONENTS



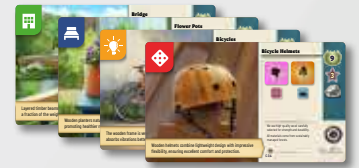
1 game board



4 player boards



40 wood tokens
(5×8 pieces: pine, birch, spruce, oak, beech)



40 contract cards



4 starting contract cards



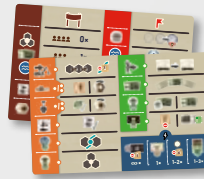
8 river tokens



9 clearing tokens



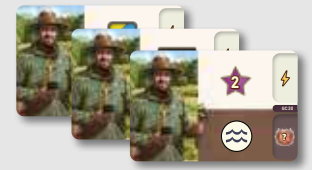
10 game round tokens



2 reference tiles



4 technology tiles



49 task cards



30 wood adjustment tokens
(3×10 pieces: pickling, drying, and planing)



45 forester tokens
(3×15 pieces: paint protection, support of den trees, and thinning)



9 HQ tiles
(3×3 tiles for 2/3/4 players)



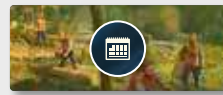
15 spawn cards



9 sawmill building tiles



15 harvest tokens



1 first player token



8 water structure tokens
(4× meander, 4× reservoir with bridge)



75 resource tokens
(20× temp worker, 35× seedling, and 20× construction material)



63 coin tokens
(36×1, 19×2, 8×5)

Player Components



1 sawmill manager token



9 cubes



1 action token



1 star token



6 building tokens



1 scoring token

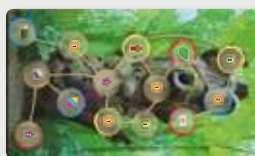


1 harvester token



3 storage extension tiles

Advanced Game Components



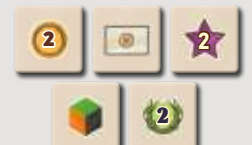
1 den tree board



15 life tokens

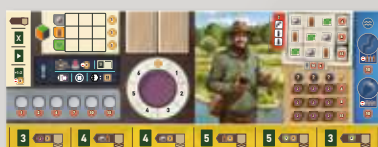


15 data tokens



5 reward tokens

Solo Game Components



1 forester board



14 forester tiles



18 forester cards



3 advanced forester cards

GAME SETUP

1. Place the **game board** in the middle of the table.
2. Shuffle the **contract cards deck** and place two cards face-up in each of the three areas (orange, dark green and light green). Then place the deck face-down next to the game board.
3. Shuffle the **spawn cards deck** and place it face-down next to the game board. Place the **forester tokens** next to it.
4. Shuffle the **task cards deck** and place it face-down next to the game board. Reveal one card and place it next to the deck.
5. Place the **sawmill building tiles** on the exactly matching spots in orange, light green, or dark green area of the game board.

In a 3-player game, flip the spawn cards until you reveal one numbered from 1–9. Flip over the sawmill building tile with that number, so that the upgraded side is face-up. Place a building token from the unused set of player components on the upgrade icon.

In a 2-player game, follow the same procedure with two sawmill building tiles.

6. Place the appropriate **wood adjustment tokens** next to the three sawmill buildings with the matching wood adjustment symbol.
7. Depending on the number of players, choose the corresponding set of three **HQ tiles** with any side facing up and place them randomly on the designated spaces on the game board.
8. Place **15 harvest tokens** on the game board to match the pre-printed spaces on the game board.
9. Flip the top three cards of the spawn cards deck. Then, **flip face-down the harvest tokens** on the game board which match the numbers on those cards.

10. Randomly place the **9 clearing tokens** face-up on the numbered spaces connecting the hexagonal fields.

In a 3-player game, flip the spawn cards until you reveal one numbered from 1–9. Remove that number's clearing token, and place a building token from the unused set of player components.

In a 2-player game, follow this procedure with two clearing tokens.

11. Randomly place the **river tokens** face-up on the river spaces between the hexagonal fields.

In a 3-player game, flip the spawn cards until you reveal one numbered from 1–8. Place a meander token from the unused set of player components on that space instead.

In a 2-player game, follow the same procedure with two river tokens. Instead of a second meander token, place a bridge token from the unused player components.

12. Create a stack of **10 game round tokens** in random order face-down and place it on the round slot with a green start icon.

When playing the advanced game (see page 23), use only 9 game round tokens.

13. Create a general supply of **coins, construction materials, temp workers, seedlings** and the five types of **wood tokens**.

14. Shuffle the spawn cards deck. Flip the top three cards of the **spawn card deck** and place one of each type of forester token on the space with the corresponding number.

Note: If the spawn cards run out during setup (or during the game), shuffle all the spawn cards and create a new deck.



PLAYER SETUP

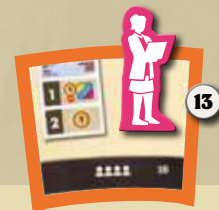
- Each player takes a **player board** and all **components** of one color. Use the player board side marked .
- Put the **action token** on the space with the number 3 on the action track.
- Place **six building tokens** on the designated spaces in the bottom-left of your player board.
- Place one **cube** of your color on the following spaces.
4a: the development track
4b: the space with resources as reward on the reward track
4c: the bottom space of the water structure track
- Place the remaining **6 cubes** next to your player board.
- Place a **technology tile** on the designated space on your player board. You may choose or select randomly whether to play with the tile's A or B side, but all players must play with the same side.
Note: Skip this step if you are playing a tutorial game (page 23).
- Place your **storage extension tiles** on your player board in the order of I, II, III on the last three spaces of storage to the right.
- Place your **star token** on space 2 of the reward track.
- Place two **water structure tokens** on the player board. Put the meander token on the top space and the reservoir with a bridge token on the bottom space.
- Place the **reference tile** next to the player board.

Note: There are two reference tiles in the game — share them with the other players during the game.

- Place the **scoring token** on the space with a score value of 0 on the edge of the game board.
- Take a random **starting contract card** and place it to the right of the player board.
- Place your **sawmill manager token** on one of the three HQ tiles which matches the color of your starting contract.
- Place a **wood token** indicated indicated by your starting contract card on one of your free storage spaces.
- The player who most recently touched a tree goes first and puts the **first player token** on their player board. Play proceeds clockwise.
- Each player takes **one seedling** from the general supply. The number of **coins** depends on player order. The first player takes 3 coins, the second and third players take 4 coins, and the fourth player takes 5 coins.
- The first player **reveals the top game round token** from the stack and then applies the effect. All players receive the token's bonus. Flip a game round token only on the first player's turn.
- Starting with the last player and moving counter-clockwise, each player places their **harvester token** on a hexagonal field of their choice. Only one harvester can occupy a field or double field at a time.



Tip: You can store resources and coins on your player board on your character's image.



Each starting contract has a HQ symbol in the bottom right shows the color where you must place your sawmill manager at the start of the game.

GAMEPLAY

Forestry is played over **10 rounds** (9 for the advanced game). At the beginning of each round, the top game round token is revealed, and the players evaluate its effect. Depending on the symbol, all of the players may receive a small bonus, or there may be a little change in the forest. See the list of game round tokens on page 21.

Each player starts the game with **3 action points**, which are tracked on the left side of the player board.



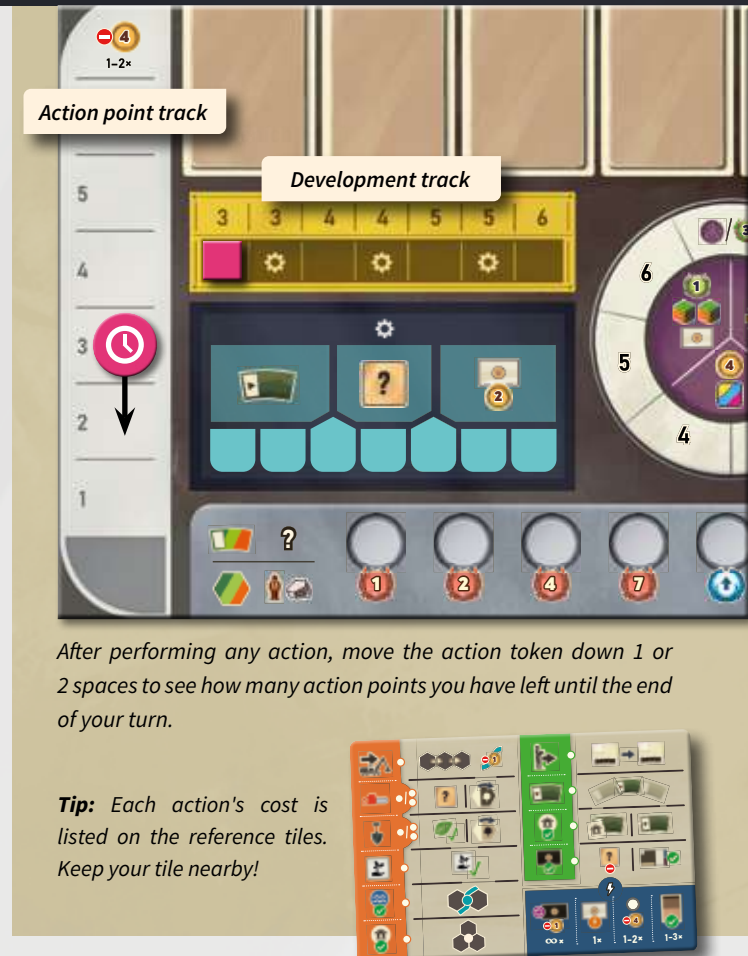
On their turn, a player **spends action points to perform an action**. When performing an action, they move the action token the number of spaces down the action track required by the action. Players may perform actions with their harvester or manager in any sequence, so long as they have enough action points.

During a player's turn, it is possible to **purchase up to 2 bonus action points**. Each bonus action point costs **4 coins** (as indicated in the top section of the action track).

Throughout the game, it is possible to increase the number of action points available by using the **development track**.

After a player spends all of their action points—including bonus action points—their turn ends. Play passes clockwise to the next player.

Once all players have taken their turn, the first player reveals the new game round token. This token is always revealed and evaluated before the turn of the first player. **The order of players remains the same throughout the game.** After the last game round token is revealed, each player takes one final turn before the End of the Game (see page 20).



PLAYER BOARD OVERVIEW

Throughout the game, players use their player board to track actions, resources, and other game elements. It is divided into several sections, each having its own purpose.

In the top-left corner is the **storage**, where players store and process their wood tokens. These wood tokens are used to fulfill the player's contract cards. The storage begins with 2 open spaces, and new spaces can be purchased during the player's turn.

In the middle of the left part can be found the heart of the entire game. The **development track** determines the number of action points, along with the active technologies highlighted on the technology tile. Nearby is the circular **reward track**, which players progress throughout the game.

At the bottom is the **buildings track**, holding the player's building tokens.

The right half of the player board represents forestry activities and forest care. At the top-right is the **forestry table**, where the player will gradually place forester tokens earned by caring for the forest, providing various bonuses.

Below is the **reforestation table**, where the player will place seedlings and advance on the reward track as a bonus.

To the right is the **water structure track**. When built, water structures modify the game board for all players. They also allow the player to score additional points at the end of the game.



GAME BOARD OVERVIEW

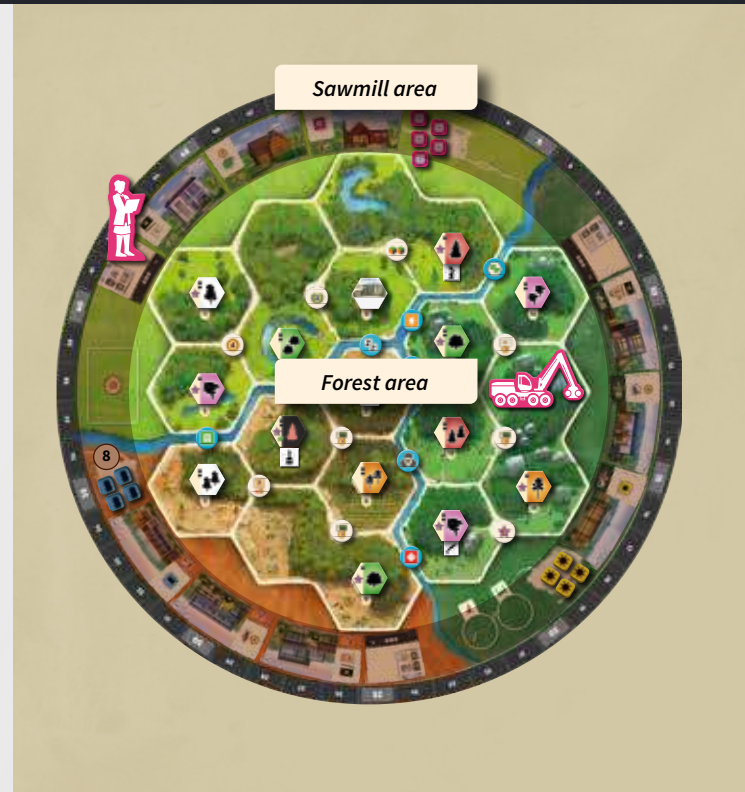
The game board is divided into the **sawmill area** and the **forest area**.

The sawmill area is located on the outer ring of the game board. It features HQ tiles where each player's sawmill manager token is placed, as well as the sawmill building tiles.

The forest area contains 15 hexagonal spaces (of which 4 are double spaces). Each space's type of tree is pre-printed on the game board. The corresponding harvest token is placed on the board during game setup. The harvester tokens move within the forest area.

Wood is the most important resource in the game. Each type of tree is found on three hexes, but always with a different harvesting difficulty and varying additional rewards.

The map is divided by rivers into three areas (light green, dark green, and orange). Throughout the game, it is beneficial to pay attention to which area players are performing actions in, such as planting trees, constructing buildings, or even gaining points at the end of the game.



TREE SPECIES IN THE GAME

There are approximately 400 tree species of wood plants in European forests. These species include both trees and shrubs. Diversity is important not only for biodiversity, but also for the resilience of forests. In this game, we have selected five different types of wood that are common in European forests and managed by foresters.



Pine

Pine is soft but durable, with a distinct grain and warm color which is particularly valued in rustic furniture and interior elements. Due to its high resin content, pine is suitable for outdoor use, such as for fences and terraces, as it withstands weather conditions.



Birch

Birch is hard and light-colored. It is used to make furniture, flooring, and plywood. Due to its smooth texture and ease to work, birch is also popular among manufacturers of decorative items and small wooden utensils. In the paper industry, birch is used to produce quality white paper.



Spruce

Spruce is light, soft, and easy to work with, which makes it commonly used in construction. For example, it is used in framing, paneling, and roofing batten. Due to its acoustic properties, it is also a sought-after material for making musical instruments, such as violins and guitars. Spruce is also important in the paper industry, where its wood pulp is processed into paper.



Beech

Beech is hard, dense, and has a uniform structure, making it suitable for furniture, flooring, and kitchen utensils. It is favored for its easy workability and light appearance, which makes it ideal for interior elements. Beech is also often used to produce plywood and veneers. Its strength makes beech suitable for tools and sporting equipment, such as handles and sticks.



Oak

Oak is exceptionally hard and resistant to rot, making it an ideal material for furniture, flooring, and barrels for wine or whiskey. Its beautiful grain and long lifespan are valued in carpentry and construction, for example, in bridges and outdoor structures. Oak is also known for its resistance to weather, and is often used for luxury wooden surfaces.

IMPORTANT GAME CONCEPTS

STARS

Players earn stars of various values from different sources throughout the game. When a player earns stars, they move their **star token** clockwise by the specified number of steps on their player board's reward track.

Once a player completes a cycle (accumulating 7 stars), they move the cube in middle of their track to one of the two visible rewards. They gain that reward immediately after completing their current action. It is not possible to receive the same reward twice in a row, as the reward track's cube must always move in order to get a reward. When earning stars, the player always moves their star token the indicated number of spaces. They don't need to land on (or stop at) the top space. Alternatively, the player may gain 3 victory points instead of moving their reward track's cube.

Rewards:

- Advance on the development track
- Draw a task card (revealed one or random from top of the deck), gain any 2 resource tokens, and gain 1 victory point
- Gain 4 coins and apply any wood adjustment to a storage space



Example: The player earned 4 stars. They moved their star token 4 spaces clockwise. Since they completed a cycle, after completing their current action the player may move their cube to one of the two visible rewards.

DEVELOPMENT TRACK ADVANCEMENT



If a player receives an advancement on the development track as a reward, they advance the cube on their track one space to the right. Each time the player advances on their development track, they either acquire a technology upgrade or an increase in the number of action points available during their turn. The acquired action point can be used right away during this turn.

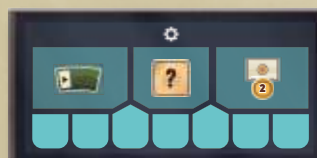


If a player receives a technology upgrade, they take one of their unused cubes and place it on any space on their technology tile. If playing a tutorial game with the player board's pre-printed technology tiles, players receive one of three immediate rewards for each upgrade.

If playing the standard game, the player can choose between permanent upgrades (on the tile's left side) or an immediate reward (on the tile's right side). More details about the technology tiles can be found in the overview on page 23.



Players do not gain an additional action point for their first advancement on the development track. Instead, they can activate one upgrade on their technology tile.



Pre-printed technology tile for the tutorial game.



Technology tile for the full game.

RESOURCES

There are three types of resource tokens in the game: construction materials, seedlings, and temp workers. Players use construction materials and temp workers in various combinations to upgrade sawmill building tiles, construct forest buildings and construct water structures. Seedlings are needed after harvesting to renew the forest (reforestation). In addition to these three resources, there are also coins which are used to purchase various upgrades. For example, to extend the player board's storage for the first time, the player must spend 5 coins.

Each resource token can be used as 1 coin, but coins can't replace resource tokens!



Construction material

Seedling

Temp worker

1 coin



Coins

At any time, a player can spend their resources instead of (or in addition to) spending coins. However, resources are scarcer and more valuable than coins!

HARVESTER ACTIONS

MOVEMENT



For one action point, a player can move their harvester token up to 2 spaces. They can pass through spaces occupied by another harvester, but can't end their movement in a shared space.

The harvester must end its movement before performing another action. It is not possible to use one movement action to travel one space, perform an action, then travel to a second space.

- **Double spaces on the map are considered as one connected space.**
- **No more than one harvester may ever occupy a single space.**
- **Each time a player crosses a river, they must pay 1 coin into the common supply.**

Note: The harvester token's movement can be improved with the technology tile during a standard or advanced game (see page 23).



The pink player spent 1 action point to move their harvester token 2 spaces. They passed through a space with the blue player's harvester token, and crossed a river once. The other harvester token doesn't impede their movement, but they must pay 1 coin to cross the river.

FOREST ROADS

Forest roads play an important role in forestry. They allow foresters to perform all activities related to forest care (reforestation, monitoring forest health, logging, transporting timber, managing wildlife, and more).

However, forest roads are not only used for forest management, but also provide access to the forest for emergency services. Obstructing the passage of rescuers or firefighters by a parked car belonging to forest visitors can cause serious complications in saving lives and extinguishing forest fires.

The weight of a freshly cut oak with a volume of 1 cubic meter is approximately 1000 kilograms. The weight of such wood can damage the forest roads designated for transporting timber from the forest. Repairing them is very costly. Such repairs are only undertaken after all planned logging in the area has been completed. Forest roads are repaired and reinforced by leveling the surface, adding gravel, or clearing debris from drainage ditches and culverts.



HARVESTERS

Gentle technologies are used for logging that minimize damage to the forest and roads. Traditionally, chainsaws are used, but modern harvesters are becoming increasingly common. This machine not only cuts down trees but also removes branches and prepares the wood to the desired dimensions directly in the forest. When used properly, it conserves the forest environment and is safer than a chainsaw.

The use of harvesters increased during the bark beetle calamity, as they were able to harvest significantly more timber in one shift compared to chainsaws. Harvesters are used only after considering the slope of the terrain and the load-bearing capacity of the soil surface.



HARVESTER ACTIONS

HARVEST

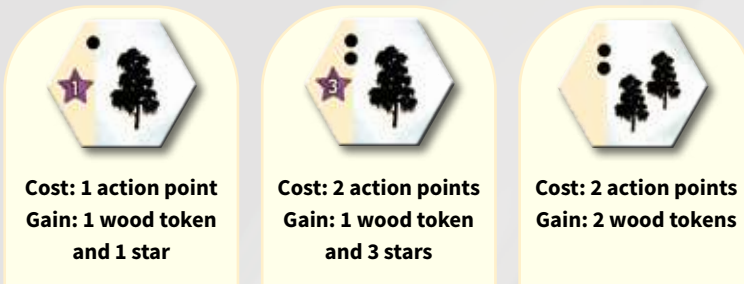


During the harvest action, the player adds wood tokens to their storage from their harvester token's current space. To use this action, the space's harvest token must have the colorful side face-up.

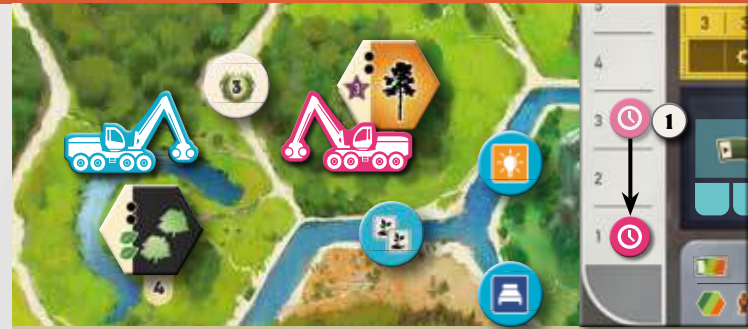
When harvesting, the player follows these steps:

1. **Pay 1 or 2 action points.** The amount required is indicated by the dots on the left side of each harvest token.
2. Add the corresponding wood token(s) from the supply to any of the free spaces in the player's storage.
3. If the harvest token has a star symbol, the player moves their star token forward the indicated number of spaces on their reward track.
4. **Turn the harvest token** over to its dark back side.

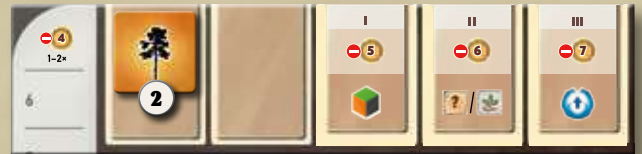
Each tree species is represented by three types of harvest token:



Note: If your wood storage is full, you may discard any wood token you already have to make space for a new one. You may do this even if you gain wood in ways other than harvesting. In all cases, this is an inefficient use.



The pink player wants to use their harvester token to harvest these pines. First, they pay 2 action points.



Next, they take 1 pine wood token from the general supply, and place it in any empty storage space on their player board.



The pink player also receives 3 stars. They move their star token 3 spaces clockwise around the reward track on their player board.



Finally, the player flips the harvest token over to its dark back side.

HARVESTING

Forestry is an important part of a nation's economy, providing employment in rural areas and supporting the woodworking and construction industries. Forests serve the economic interests of their owners. Wood harvesting is a key activity in managed forests.

To obtain quality wood, it is essential to harvest trees at the optimal rotation age. If trees become too old, the quality of the wood declines. This leads to a higher risk of damage from pests and decay. Timber from old trees is usually only used as fuel.

Logging also keeps managed forests healthy, since thinning promotes tree growth, the stability of the forest stand, and increases its resilience to environmental changes. Foresters ensure forests provide quality wood in the long term while also fulfilling other ecological functions, such as soil protection and ensuring biodiversity.

Wood is a renewable material that results from the combination of water, sunlight, CO₂, and minerals, making it a natural and sustainable material. Properly managed forests therefore not only provide valuable materials, but also support balance in nature.



HARVESTER ACTIONS

REFORESTATION



The reforestation action allows a player to plant seedlings and restore the forest. The player's harvester token must be on the space being reforested, and the space's harvest token must have the **dark side facing up**.

When reforesting, the player follows these steps:

- 1. Pay 1 or 2 action points.** This value is indicated by the dots on the left side of each harvest token.
- If the harvest token has a **star symbol**, the player moves their star token forward the indicated number of spaces on their reward track.
- Pay 1 or 2 seedlings.** The number required is indicated on the left side of each harvest token. The player then places the spent seedling tokens on their reforestation table. The player moves their star token forward the number of space(s) indicated by the spaces covered with their seedlings on the reforestation table.
- Turn the harvest token** over to its colorful side.

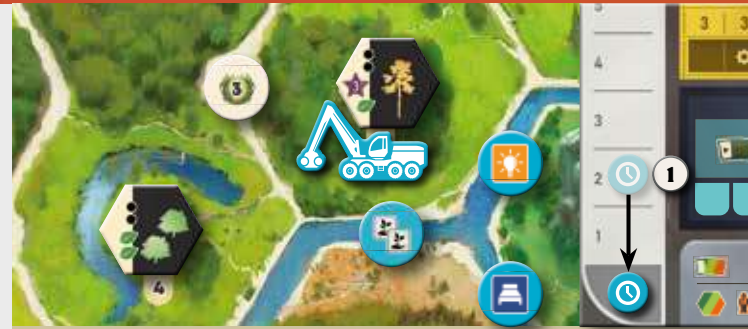


Reforestation Table

Seedling tokens are never returned to the general supply. Each time a player reforests, they place their spent seedling tokens in the corresponding forest area's column of their reforestation table. Seedling tokens are always placed from the top space. The player then gains a number of stars indicated by the covered spaces. These stars are in addition to any stars gained from the harvest token.

If a player fills a horizontal row on the reforestation table, they gain the additional reward indicated to the right.

If a player reforests a space, but has already filled that area's column on their reforestation table, the player places their seedling token in the empty section below the table. They immediately gain 2 victory points.

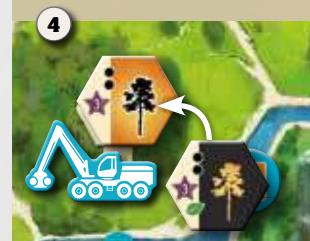


The blue player wants to use their harvester token to reforest this space's pines. First, they pay 2 action points.



Reforesting this harvest token requires 1 seedling. The player places it in the light green column of their reforestation table and gains one of the available rewards.

They also gain 3 stars from the harvest token, passing the reward track's top space! The blue player moves their cube and gains one of the available rewards.



Finally, the player flips the harvest token over to its colorful front side. This forest space is healthy once again!

THE FORESTRY CYCLE

The forestry cycle includes restoration, growth, and care for the forest ecosystem. This supports wood production, soil protection, biodiversity, climate regulation, and space for recreational activities. Its key phases are reforestation, protection, and cultivation.

Reforestation is the first step, where new growth is established in the forest through planting or seeding, emphasizing species diversity. Restoration can be natural—using seeds from the parent stand—or artificial if natural regeneration is not possible or only possible in a limited way.

Protection focuses on preventing damage caused by pests, diseases, or climatic influences. Foresters do so with chemical protection, fencing, or monitoring.

Cultivation involves interventions such as pruning and thinning that promote healthy tree growth. This increases their resilience, and ensures quality future wood production. These steps keep the forest healthy, stable, and sustainably managed.

Note: In the game, the forestry cycle is illustrated by flipping harvest tokens. Once you harvest wood on a space, you must reforest it for harvesting to continue. In the real world, there is also an obligation to reforest an area after harvesting, for which foresters have a specific time frame.



HARVESTER ACTIONS

TENDING THE FOREST



On the game board there are usually **three white forester tokens**. These represent actions that need to be performed in the forest for it to thrive. There are three types of forester tokens.

The player's harvester token must be on the space they are tending.

When tending the forest, the player follows these steps:

1. Pay **1 action point**.
2. Take the space's forester token and place it on the player's **forestry table**. The forester token may be placed in the topmost free space of any column. Forester tokens can be placed in any column, but **each column can have only one type of token**. If they wish, the player may collect the same type of forester token in multiple columns.
3. Gain the **reward on the table** covered by the forester token.

If the player **completed a row** on their forestry table, they receive the additional bonus indicated to the right of the table.

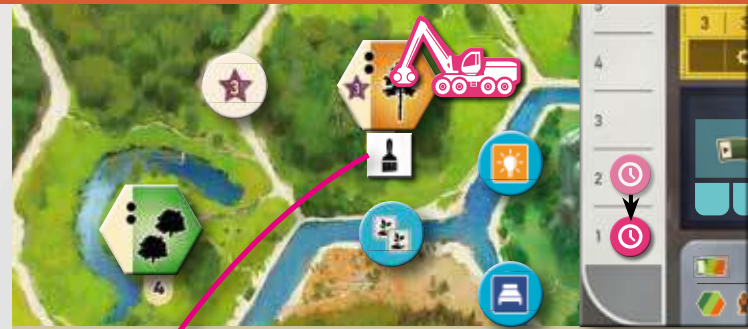
When one of the forestry table's columns are completely filled, the player may instead place additional forester tokens of that type in the **empty space beneath** and immediately gain 2 victory points.



At the beginning of each turn, the player always checks that there are exactly 3 forester tokens on the game board. If any forester tokens are missing, flip the top card of the spawn deck and place the missing type of forester token on the space with the corresponding number.

If that space already has a forester token or is occupied by a player's harvester token, instead place the new token on the next space in ascending order.

The players who gained **the most forester tokens** will gain additional points at the end of the game.



The pink player wants to tend the forest. First, they pay 1 action point. Next, they take the forester token and place it on their forestry table. Since they already have different forester tokens in the middle and right columns, the player must place their new token in the left column.

The player gains 2 stars for placing the forester token on this space. Because they completed this entire row, the player also activates an upgrade on their technology tile!



Thinning



Supporting den trees



Painting to protect seedlings from animals

Tending helps the forest thrive. Gaining a token means that a player has performed the action assigned by the forester.

THE FORESTER

The forester is an expert who must have a thorough knowledge of their forest. Their work is both time-consuming and physically demanding, but the forester sees it as their mission. Thanks to the care of foresters, forests remain significant natural resources and a lasting source of wood.

Today's technologies allow foresters to seek optimal solutions for adapting our forests to climate change. They also use innovative methods to mitigate threats like bark beetles. This enables them to cultivate the forests of the future, where various tree species grow alongside each other. Conserving diverse tree thicknesses and ages helps forests withstand changing natural conditions such as precipitation—from torrential rain to extreme drought—as well as insects, fungi, and other pests.

These forests help, with the assistance of foresters, retain water to the greatest extent possible, ensuring there is enough during extremely dry periods. Healthy forests guarantee that even if a particular tree species struggles due to changing conditions, another species will replace it, and the forest in that area will not disappear. This prevents society from facing a calamity of the extent we are witnessing today.

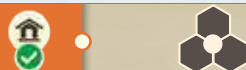
Forests in this form ensure ecological stability, biodiversity, and the forest's economic and social functions for future generations.



If you want to learn about new technologies used in forestry and what the forests of the future should look like, watch this YouTube documentary!

HARVESTER ACTIONS

FOREST BUILDINGS



Each player's building track contains 6 building tokens which can be used to construct a building on one of the game board's **clearing tokens**. Each clearing token has a reward that a player will immediately receive if they place a forest building there.

Players may construct buildings on any clearing token adjacent to the space where their harvester stands. Some spaces are adjacent to only one clearing, while others are adjacent to multiple clearings.

Building in the forest area costs 1 construction material and 1 temp worker. This cost is indicated on the left side of the building track.

To construct a building, the player follows these steps:

1. Pay **1 action point**.
2. Pay **1 construction material** and **1 temp worker** from their supply.
3. **Remove the clearing token** and replace it with the player's **leftmost building token**.
4. Gain the clearing token's indicated **reward**, and return it to the box. Clearings are never replaced.

With each building constructed, the number of points a player can earn at the end of the game increases.

Note: Players also use their building tokens to upgrade the sawmill building tiles. Choose carefully where to build. Once all six tokens are used, the player can't construct more buildings!



The pink player wants to construct a forest building. They can choose either of the clearing tokens adjacent to their harvester token's space.

First, the player pays 1 action point, 1 construction material, and 1 temp worker. If they want to gain the optional reward from the clearing token, they must also pay 2 additional coins due to the clearing token's symbols (see page 21).

Next, they remove the clearing token and replace it with their leftmost building token.

Finally, because they paid this clearing token's optional cost, the player gains the clearing token's reward, gaining 1 wood token of their choice.

BUILDINGS AND STRUCTURES IN THE FOREST

Forest buildings and structures play an important role in both forest management and public recreation. Foresters build them to support economic activities, nature protection, and sustainable use of the forest.

Hunting and observation facilities include hunting blinds and feeding tables, which are used to monitor and regulate game. They help maintain the balance of the ecosystem and provide food for wildlife during difficult periods.

Protective fencing safeguards young saplings from damage by game and ensures successful reforestation. Wooden or wire materials are typically used for this purpose.

Water reservoirs, ponds, and wetlands help protect the forest from fires, improve water balance, and support biodiversity.

Educational trails and informational boards promote environmental education by informing the public about forests and forestry.

Rest areas, such as benches and gazebos, allow forest visitors to rest and enhance their experience of nature.

Bridges and boardwalks allow safe passage across streams, wetlands, and sensitive areas, preventing soil erosion and habitat disturbance while improving accessibility for both workers and visitors.



HARVESTER ACTIONS

WATER STRUCTURES



Each player begins the game with **2 water structure tokens**. If they build one of these structures on the game board, they gain the opportunity to score additional victory points at the end of the game. Players may construct water structures on any river token adjacent to their harvester token's space.

To construct a water structure, the player follows these steps:

1. Pay **1 action point** and either **3 construction materials** or **3 temp workers**, as indicated on the player board.
2. **Remove the river token** and replace it with the selected **water structure token**. Keep the river token to score victory points at the end of the game (see page 20).

Water structures change how harvesters move on the game board.



Reservoir with Bridge: All players can now cross the river on this token without paying a fee of 1 coin.



Meander: Because the soil in this area is more fertile due to the retained water, all players gain 1 seedling token each time they cross a meander—**but only once per each move action**. However, crossing a meander still costs 1 coin.

Water Structures Track

The right side of the player board tracks a player's score multiplier for their river tokens. At the beginning of the game, the player places a cube on the 1× space. During play, the player can increase this multiplier by completing any of the following:



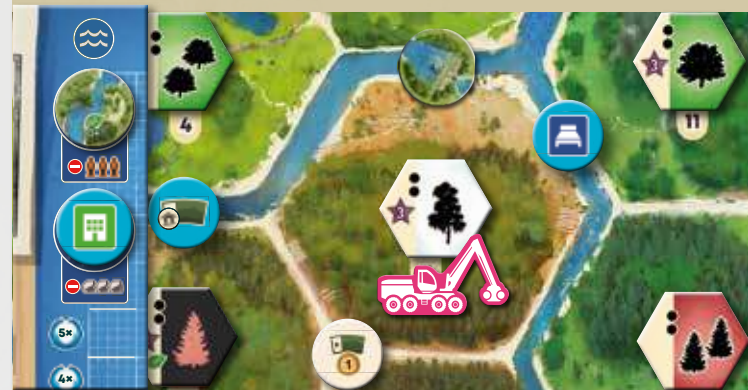
- Filling the second row of their **forestry table**.
- Filling the second row of their **reforestation table**.
- Purchasing the fifth space in their **storage**.
- Constructing their fifth building in a **forest or sawmill area**.



The pink player wants to construct a reservoir with bridge on one of the two adjacent river tokens. They choose the river token with a green house symbol.

First, they pay 1 action point and 3 construction materials, as indicated under the bridge token on their player board.

Next, they exchange the river token with their reservoir with bridge token (making sure to keep the river token so they'll score victory points later).



It is now possible to cross this river without paying a fee! The pink player also might score some additional points on their completed contract cards due to acquiring that river token's green house symbol.

WATER AND FOREST WILDFIRES

Climate change brings drier and warmer conditions, which are a problem even for traditionally water-rich regions, such as areas around the Alps. Research shows that conifers are less resilient to drought and high temperatures than deciduous trees. Trees like beech and oak are better able to withstand climate change.

Drought and high temperatures increase the risk of forest fires, which will become more frequent in Europe. Foresters are already implementing preventive measures such as changing species composition, cultivating stands, and ensuring accessibility for firefighters. An important part of these measures is the construction of water bodies, such as wetlands and ponds. These structures retain water in the landscape, mitigate the effects of drought, and help maintain ecosystem stability. They also serve as water sources during fires, increasing the chances of timely crisis management.



SAWMILL MANAGER ACTIONS

Sawmill managers move around the sawmill area, which contains three complexes that process harvested wood, provide resources, and help players acquire new contract cards.

A player's sawmill manager token moves between areas where they perform individual actions. Sawmill managers do not enter the buildings themselves, but always remain on the HQ tile of a sawmill area.

MOVEMENT



A player can pay **1 action point** to move their sawmill manager token to a different HQ tile. There are three sets of HQ tiles in the game, depending on the number of players. Each HQ tile provides different rewards for entering it.

Each time the sawmill manager moves onto a HQ tile, the player may gain a reward. The HQ tiles' possible rewards depend on the number of sawmill manager tokens which are already on the tile.

In a two-player game of *Forestry*, each HQ tile has one available reward. In games with three or four players, the HQ tiles have two available rewards.

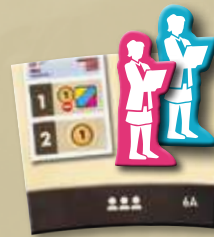


A player's reward for moving depends on **the number of sawmill manager tokens on the HQ tile after they move**. They gain the reward for the total number of tokens on that HQ tile. If after moving there are more sawmill manager tokens on the HQ tile than rewards, no reward is gained.

If the player moves to a HQ tile with no sawmill manager, they may choose the second reward instead of the first, if they wish.



The pink player pays 1 action point to move their sawmill manager token. They can move it from the planing (pink) sawmill area onto the HQ tile in either the pickling (blue) or the drying (yellow) sawmill areas.



After moving to the drying sawmill area, the player evaluates the HQ tile's rewards. Unfortunately, the blue player's token is already there! The pink player only receives one coin.

WOOD PROCESSING AND USE

Modern technologies enable efficient and sustainable processing of timber. It is important that wood harvested from European forests is processed directly in Europe. It is even better if the wood is harvested in the country or region where it is also processed and used. This adds value rather than leaving it as just a raw material exported abroad.

Wood is used in a wide range of products, from musical instruments and furniture to flooring, paper, packaging, and decorations. Due to its antibacterial properties, it is also ideal for kitchen equipment. Wood utensils can destroy bacteria, unlike plastic, which remains contaminated after washing.

Innovations in the use of wood also include modern products like wooden glasses frames, watches, bow ties, and phone cases. Today, wood is also used in construction, aviation, and the automotive industry, where it is applied to build lightweight and durable structures. The possibilities are nearly limitless, from changing the structure of wood through thermal or chemical processes to its conversion into cellulose and lignin for further chemical processing. Wood is advantageous to use as a building material, thus contributing to the decarbonization of the construction industry.

Note: In *Forestry*, players are incentivized to distribute work and use all available sawmill buildings. They receive rewards for this on the HQ tiles. Conversely, if all sawmill managers are on one HQ tile, they will not receive any additional rewards.

The contract cards contain a variety of products currently made from wood.



SAWMILL MANAGER ACTIONS

SAWMILL ACTIONS

In each sawmill area, there are three sawmill buildings. Each sawmill building tile has its own function, which a player can **pay 1 action point** to use.

A player's sawmill manager token always stands on one of the three HQ tiles. If a player wants to use multiple buildings in the same sawmill area, they do not need to move their sawmill manager token. So long as the player has sufficient action points, they can use multiple buildings (or one building multiple times) each turn.

Some rewards allow the player to use a sawmill building in any area. Their manager token does not need to be on that area's HQ tile.

In each sawmill area, there are three building types:

- **Wood adjustment:** The player places the indicated wood adjustment token beneath the wood token in one storage space. **Note:** Each wood token has a maximum of 2 adjustment tokens below it.
- **Resources:** The player gains 1 coin and either 1 seedling, 1 construction material, or 1 temp worker, as indicated on the tile.
- **Contracts:** The player gains a new contract card or task card, or may exchange wood tokens for coins as indicated on the tile.

An explanation of all nine sawmill building tiles can be found below.

There is also a list of all buildings on the back side of the forest ecologist's den tree board.



The pink player spends 3 action points using sawmill buildings. They perform these three actions, each for 1 action point:

1. First, they use the middle building to gain 1 coin and 1 seedling and place them on their player board.
2. Next, they take a contract card from the building on the left. They immediately replenish it with a new contract card from the deck.
3. Finally, from the same building, they take one task card (either from the deck or from the display).



Either draw a contract card or a task card (revealed one or random one from the top of the deck).



Gain 1 coin and 1 seedling token. Place them in the supply on the player board.



Gain 1 planing (pink) wood adjustment token, and add it to the wood in one storage space.



Either draw a contract card, or exchange 1 wood token in your storage for another of any type (discard any adjustment tokens on the original wood) and gain 1 coin.



Gain 1 coin and 1 construction material token. Place them in the supply on the player board.



Gain 1 drying (yellow) wood adjustment token, and add it to the wood in one storage space.



Either draw a contract card, or pay 4 coins to gain 1 wood token of any type.



Gain 1 coin and 1 temp worker token. Place them in the supply on the player board.



Gain 1 pickling (blue) wood adjustment token, and add it to the wood in one storage space.

SAWMILL MANAGER ACTIONS

SAWMILL UPGRADE



A player can use their building tokens to upgrade a sawmill building tile in the same area as their sawmill manager token. Upgraded tiles provide stronger effects which any player can use. After upgrading a sawmill building, the player also immediately activates its enhanced function.

To upgrade a sawmill building tile, the player follows these steps:

1. Pay **1 action point** and the **upgrade cost** indicated in the bottom-left corner of the tile.
2. **Flip the building tile** to upgraded side and place the building token from the leftmost space on the player board in its bottom-left corner. *If this was the fifth token, remember to advance the water structure track!*
3. **Immediately use the upgraded sawmill building.**

In a game with 3 or 4 players, the player receives 1 coin from the general supply whenever any of their **opponents** use the upgraded sawmill building.



This also applies, when an opponent triggers the building through this icon's action.

In a 2-player game, the player receives 1 coin from the general supply whenever either player uses the upgraded sawmill building.

An explanation of all nine upgraded sawmill building tiles can be found below.



The pink player wants to upgrade the sawmill building that provides seedling tokens.

1. They pay 1 action point, 1 temp worker, and 3 coins, as is indicated in the bottom-left of the tile.
2. They then flip the tile to the other side, place their building token, and immediately activate the upgraded building.
3. The player gains 2 seedling tokens from the upgraded building.



Either draw a contract card and gain 1 coin or a task card (revealed one or random one from the top of the deck) and gain 1 coin.



Gain 2 seedling tokens. Place them in the supply on the player board.



Gain two of the following in any combination: 1 planing (pink) wood adjustment token, 1 star.



Either draw a contract card and gain 1 coin, or exchange 1 wood token in your storage for another of any type (discard any adjustment tokens on the original wood) and gain 2 coins.



Gain 2 construction material tokens. Place them in the supply on the player board.



Gain two of the following in any combination: 1 drying (yellow) wood adjustment token, 1 star.



Either draw a contract card and gain 1 coin, or pay 3 coins to gain 1 wood token of any type.



Gain 2 temp worker tokens. Place them in the supply on the player board.



Gain two of the following in any combination: 1 pickling (blue) wood adjustment token, 1 star.

SAWMILL MANAGER ACTIONS

CONTRACT FULFILLMENT

An important part of *Forestry* is fulfilling contracts. Each player starts with one starting contract at the beginning of the game. Throughout the game, players can acquire additional contracts and fulfill as many as they are able. Each contract requires a different amount of wood with specific adjustments to complete.



Pickling



Drying

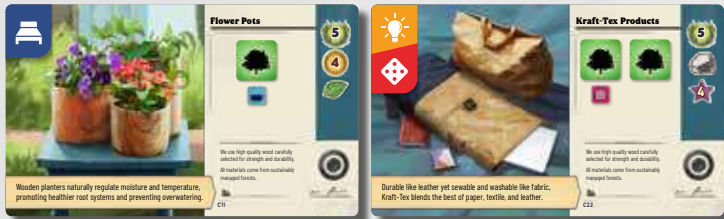


Planing

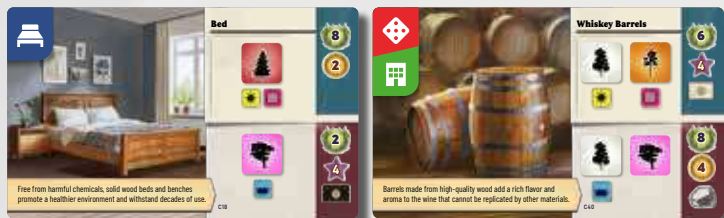
Three different wood adjustment tokens are available from the sawmill building tiles. Each adjustment is performed in a different sawmill area.

To gain these tokens, the player must first have a wood token in their storage to which the adjustment will be applied. **Adjustment tokens cannot be obtained beforehand. Once a wood token has an adjustment token, that adjustment token can't be replaced or removed.**

The game's contract cards are divided into simple and double contracts. A player can fulfill a contract card if they have the **required wood tokens** with the **specified adjustments** (if any) in their storage.



A **simple contract** must be fulfilled completely. When fulfilled, the player gains all rewards indicated on the card's right side.



A **double contract** can be fulfilled either partially or completely. **The upper half must always be fulfilled**, but the player is not required to fulfill the lower half. If the player fulfills only the upper half, they receive the corresponding rewards on the card's upper-right side. If they also fulfill the lower half, the player also receives the card's lower-right rewards. **Players cannot fulfill only the lower part of a double contract card.**

To fulfill a contract, the player follows these steps:

1. **Pay 1 action point.**
2. **Return** the contract's wood tokens and adjustment tokens to the general supply.
3. **Receive the rewards** on the contract card's right side.
4. **Place** the fulfilled contract card beneath the left side of the player board. Keep the card's upper-left category symbol visible.



Some contracts, including the starting ones, belong to two categories.



To fulfill a contract, the player needs to have all of the required wood, including adjustment tokens, in storage on their player board.



The pink player is prepared to fulfill a double contract card. First, they pay 1 action point. Next, they return 1 spruce (red) wood token with the drying (yellow) and planing (pink) adjustments, and 1 oak (pink) wood token with the pickling (blue) adjustment to the general supply.

Since the player fulfilled both halves of this double contract, they receive the contract card's upper and lower rewards. In total, they gain 10 victory points, 2 coins, 4 stars, and can also draw a new contract card from anywhere on the game board. Not bad for 1 action point!



Finally, the player slides this card beneath their other contract cards to the left of their player board. They keep the category symbol visible so they can strategize how to score bonus victory points at the end of the game.



Buildings



Furniture



Innovations



Accessories

Each contract card belongs to one or two of four **categories of wood products** indicated by a symbol in the card's upper-left corner. If a player has fulfilled contract cards, task cards, and river tokens with matching symbols, they can gain additional victory points at the end of the game (see page 20).



If there are **two symbols**, the player must choose to which category the card belongs at the end of the game. The card belongs to **one category** for all the scoring purposes, including water structure tokens and task cards.

FREE ACTIONS

During their turn, a player can perform four different free actions:

1. **Any number of times:** Pay 1 coin to refresh the contract cards at the area with your sawmill manager. Put the pair of current contracts on the bottom of the contract card deck. Then draw two new ones and place them on the free slots.
2. **Once per turn:** Evaluate the immediate effect of a task card and return it to the bottom of the task deck.
3. **Up to twice per turn:** Purchase 1 action point for 4 coins. Move your action point indicator on the action track up by 1 space.
4. **Up to 3 times per turn:** Build a new section of the storage. Pay the number of coins indicated on the left-most locked storage space on the player board. Then, gain the reward from the storage extension tile. Return that tile to the box.

A large **storage** allows a player to have more wood on their player board at one time. Storage spaces must be unlocked in order from left to right. They provide the following rewards:

1. Gain 1 construction material, temp worker, or seedling token of the player's choice.
2. Gain 1 wood token of any type or any forester token from the supply.
3. Advance their water structure track by 1 space.



A list of free actions, including how often they can be used, can be found on the back of the reference tile.



Unlocking a storage space costs coins, but offers new space for harvested wood. The player also gains a reward indicated on the tile.

TASK CARDS

A player can gain task cards by various actions or rewards. Unlike most elements in *Forestry*, a **player's task cards are hidden from other players**. Each task card is divided into an upper and lower half:

- **Upper Half:** Once per turn, the player can discard the task card as a free action to evaluate the task card's effect. Afterward, return the card to the bottom of the task deck.
- **Lower Half:** At the end of the game, the player gains the task card's victory points if they fulfill the requirement shown in the lower part of the card.

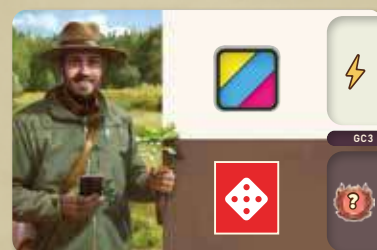
Each player may have an **unlimited number** of task cards. However, a player can use the immediate effect of a card only **once** per turn.

At the end of the game, the player gains the task card's victory points if they match one of the following: the wood product category of their fulfilled contract card, tokens in a specific column of their reforestation table, forester tokens they gained, sawmill buildings they upgraded, forest buildings they constructed, or a river token they gained (see page 22).

At the end of the game, player will receive points for their task cards (see page 20).



If a player keeps this task card until the end of the game and has fulfilled an accessories contract card, they can fulfill this task card. Alternatively, the player can discard it during their turn and use the immediate effect. This task card allows them to exchange 1 wood token in their storage for 1 wood token of any type.



If the player also keeps this task card until the end of the game, they will need a second fulfilled accessory contract to gain victory points for both task cards. Alternatively, the player can discard it during their turn to gain 1 wood adjustment token of any type.

END OF THE GAME AND SCORING

When the first player **flips over the last game round token**, each player takes one final turn. When the last player uses all of their action points, the game is over!

Follow the scoring list on the back of the reference tile, and move the scoring token along the scoring track based on points gained for each of the following categories:



1. **Buildings:** Each player gains the victory points indicated beneath the **right-most uncovered space** on their building track. Score only for the highest number—not for each building token used.

2. **Water structures:** First, each player determines their **multiplier** on the water structures track.

Next, add up the instances of contract cards, buildings, forester or seedling tokens which match the player's river tokens.

Finally, multiply the number of matching symbols by the water structure track's multiplier to calculate the total victory points gained.

3. **Task cards:** Each player attempts to match their remaining task cards with the depicted requirement. Players gain victory points for each fulfilled task card, based on the third row of the reference tile's back side.

4. **Forestry table:** The player with the most forester tokens gains 10 points, the second gains 6 points and the third gains 2 points. In case of a tie, add the points for the tied ranks and divide the total equally among the tied players (rounded down).

5. **Unused resources:** All players add up their remaining construction material tokens, seedling tokens, temp worker tokens, coins, and unfulfilled task cards. Players gain 1 victory point for each complete triplet of resources.

6. **Wood tokens:** All players gain 1 victory point for each wood token in their storage.

The player with the highest victory points wins the game. In case of a tie, the following criteria determine the winner:

- Number of planted seedlings
- Number of fulfilled contracts
- Number of fulfilled task cards



If you exceed 50 points, flip your score token to the other side with the value of 50+ and continue moving it around the game board.



1. The pink player built **five buildings**. They earn **7 victory points**. For the fifth building, they advanced their water structures track, which will earn them points in the next category.

2. The player constructed both **water structures** and has a **4x multiplier** on their water structure track. They advanced the track three times: once for completing the storage, once for their fifth building, and once for completing the second row on their forestry table.

Their upper river token has the **furniture symbol**. The player fulfilled 1 furniture contract card and chose another two to belong to the furniture category. They gain $(4 \times 3) = 12$ **victory points**. Their lower river token has the **sawmill symbol**. The player used two of their building tokens to upgrade sawmill building tiles. They gain $(4 \times 2) = 8$ **victory points**.

3. At the end of the game, the player has 7 unused task cards. They match 5 task cards with a furniture symbol, a thinning forester token,

an upgraded light green sawmill, river token, and two seedlings in the dark green column of their reforestation table.

Unfortunately, they didn't fulfill their last two task cards. Based on the reference tile, they earn **11 victory points** for the fulfilled task cards.

4. The player gained 8 forester tokens (seven are in the forester table, and the eighth is below the reforestation table). They have second-highest number and gain **6 victory points**.

5. The pink player's **unused resources** are 1 temp worker token, 7 coins, and 2 unfulfilled task cards. They have 10 unused resources, so they gain $(10 \div 3) = 3$ **victory points**.

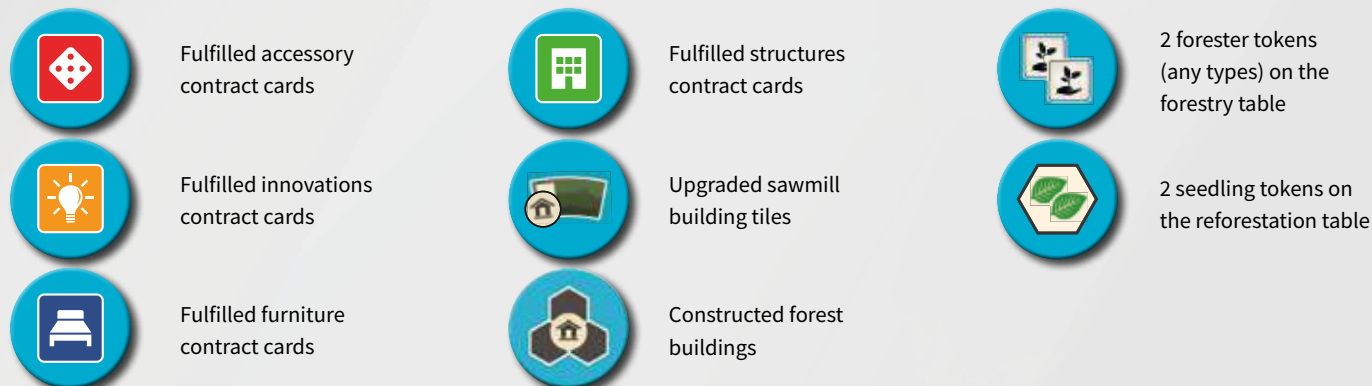
6. The player has **1 wood token** still in their storage, so they gain **1 victory point**.

Together with the **45 victory points** earned during the game, they now have a total of **93 victory points**.

LIST OF TOKENS

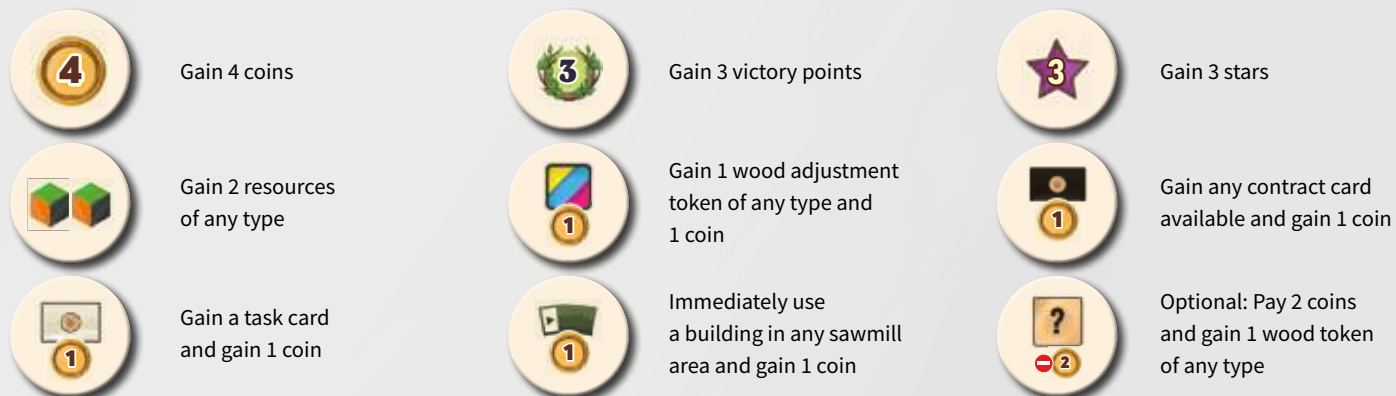
RIVER TOKENS

Each river token's symbol indicates an objective for which the player gains additional victory points at the end of the game.



CLEARING TOKENS

Each clearing token's symbol indicates a reward for the player who constructs a forest building there.



GAME ROUND TOKENS

Before beginning their turn, each round the first player flips over and evaluates a new game round token. All players simultaneously receive the indicated reward.



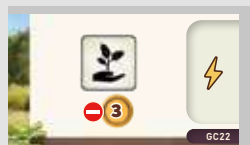
Green game round tokens require the first player to flip one harvest token from the colorful side to the dark side. The game round token always indicates which tree species must be flipped. The harvest token to be flipped is selected in this order:



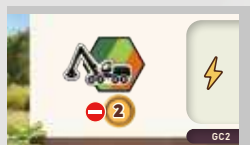
TASK CARDS LIST

TOP: FREE ACTIONS

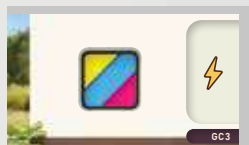
The top of a task card describes how it can be used as a free action during the player's turn.



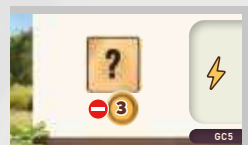
Pay 3 coins and gain 1 forester token of any type from the supply



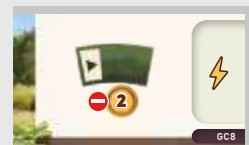
Pay 2 coins and move the harvester token to any unoccupied space



Gain 1 wood adjustment token of any type



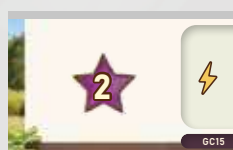
Pay 3 coins and gain 1 wood token of any type



Pay 2 coins and immediately use a building in any sawmill area



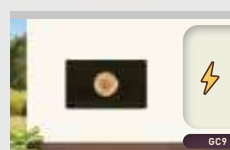
Gain the indicated resource token



Gain 2 stars



Gain 3 coins



Draw an available contract card



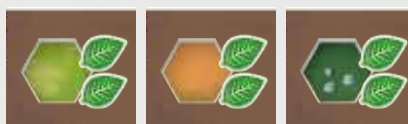
Exchange 1 wood token in the player's storage with 1 wood token of any type in the general supply (discard any adjustment tokens on the original wood)

BOTTOM: TASKS

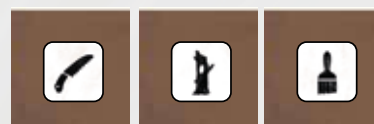
The bottom of a task card describes the objective that card must be matched with to score victory points at the end of the game.



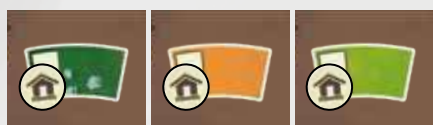
Fulfilled contract card with a matching wood product symbol



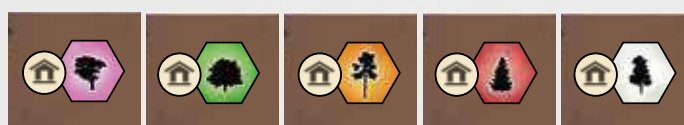
Two seedling tokens in the indicated column of the reforestation table. It is not possible to complete the same area condition twice.



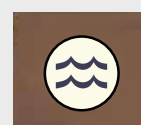
Forester token of a matching type



Upgraded sawmill building tile in the indicated sawmill area



Constructed forest building adjacent to the indicated harvest token



River token

HQ TILES ICONS



The first reward of these HQ tokens allows you to buy a wood adjustment, task card, or any resource for 1 coin.



GAME VARIANTS

TUTORIAL VERSION

The tutorial game of *Forestry* uses the technology table pre-printed onto each player board. This technology table provides a one-time reward each time a player earns a technology upgrade. Using this variant simplifies *Forestry* because players do not need to focus on the permanent upgrades acquired from the standard game's technology tiles.



When a player gains a technology upgrade, they place a cube on any space of their choice on the technology area of their player board. There are three rewards:

- Immediately use any building in the sawmill areas
- Gain 1 wood token of any type
- Gain a task card and 2 coins

After placing a cube on the technology tile's third or fifth space, the player may choose which of the two adjacent rewards to receive.



The pink player just received a technology upgrade for advancing their development track. They place their cube in the fifth space, and can choose to receive 1 wood token or to gain a task card and 2 coins. This space's flexibility gains them another wood token, but also reduces how many times they can gain a task card and 2 coins as a technology reward.

ADVANCED GAME

If you want to spice up *Forestry* with new strategic options, incorporate character abilities into the game. Each character has a specific role and play style, allowing the player to utilize new options and gain rewards.

During game setup, choose the characters randomly or decide in any way which characters to play. Use the player board side marked **B**. Some players will also need specific components that the characters require to use their abilities.

The advanced game lasts **nine rounds** instead of the usual ten. A list of all character abilities, along with the additional rules and components, can be found on the following two pages.

It is also okay to combine the advanced game with the tutorial technology table!

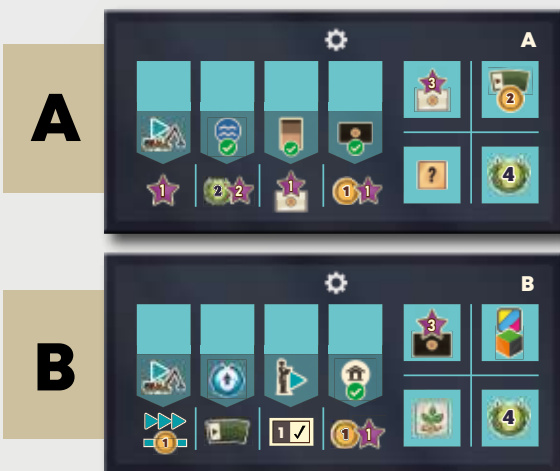


Each character in the game has a specific role and special abilities suitable to various workers in the forest or at the sawmill. Their abilities have varying complexity. We recommend trying out several to find the one that is right for you!

TECHNOLOGY TILES

Technology tiles provide players with various permanent benefits. Before the game, **all players must agree** whether to play with the “A side” or the “B side” of these double-sided tiles. No mixing and matching!

Whenever a player earns a technology upgrade, they place a cube in one space of their choice. The right side of the technology tile provides one-time rewards, while the left side provides permanent upgrades to various game actions. The latter are described below:



- After moving the harvester token, gain 1 star.
- After building a water structure, gain 2 stars and 2 victory points.
- After unlocking a storage space, gain 1 star and draw 1 task card.
- After fulfilling a contract card, gain 1 coin and 1 star.

-
- The player may move their harvester token up to three spaces. They also don't need to pay for crossing a river.
 - After advancing the water structure track, immediately use any sawmill building.
 - After moving the sawmill manager token, evaluate the HQ tile's rewards as though only the player's token is present.
 - After constructing a forest building or upgrading a sawmill building tile, gain 1 coin and 1 star.

CHARACTER ABILITIES

TRADE SPECIALIST



The trade specialist's task is to harvest as many types of wood as possible and send them to the right customers. Each type of wood they use to fulfill a contract card provides the trade specialist with a reward.

Game Setup: Place five reward tokens in random order at the bottom of the trade specialist's portrait, ensuring that there is one reward token for each type of wood.

Ability: Whenever the trade specialist fulfills a contract card, they receive bonus rewards. After evaluating the contract card, the trade specialist additionally receives the bonus indicated on their reward token(s) for each type of wood required by that contract card. The bright side of the reward token must be face up. After receiving a reward token's bonus, the trade specialist flips the token to its dark side.

Once per turn as a free action, the trade specialist can flip all of their dark reward tokens back to the bright side. If they do, the trade specialist gains victory points based on the number of reward tokens flipped. The number of victory points is indicated above the trade specialist's reward tokens.



The trade specialist fulfilled a contract card which required a spruce and an oak. They collect the reward from the card. They also gain 2 stars and a resource due to their ability. Then, they flip those reward tokens face-down.

Note: If you fulfill a contract with two trees of the same type, you only gain the reward from the flipped trade specialist token once!



Gain 2 coins



Gain a task card



Gain 2 stars



Gain a resource



Gain 2 victory points

FOREST ECOLOGIST



The forest ecologist studies organisms in the forest and observes life in den trees—such as insects, birds, and other animals. They evaluate the impact of various measures on biodiversity.

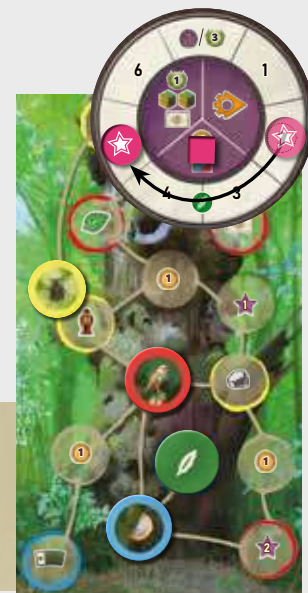
Game Setup: Place the den tree board next to the forest ecologist's player board. Place the life tokens face-down nearby, then shuffle them. The forest ecologist has 15 life tokens, with 5 of each color (blue, yellow, and red).

Ability: Each time the forest ecologist constructs a building, reforests, advances their water structure track, or passes space 3 on the reward track, they flip over one life token. **After completing the current action**, the ecologist has to place the life token on their den tree board.

The first token the forest ecologist gains can be placed anywhere on the den tree board. Each additional token, however, must be **connected by lines** on the den tree board to the previously placed tokens. The forest ecologist always receives the indicated reward when they place a life token on a colorless space. If they place a life token on a colored space, the forest ecologist receives the indicated reward **only if the life token matches the color**.

If the token does not match, the player scores one victory point instead of the reward covered and places the token face-down.

The forest ecologist gained a life token from the reward track. They flipped over a yellow token. After finishing their action, the forest ecologist places the yellow token on the space to the upper-left of their red token, and gains a temp worker.



CHARACTER ABILITIES

LOGISTICS MANAGER



The logistics manager's task is to make the most efficient use of space in their storage. The better organized their wood is, the more rewards they will receive.

Game Setup: Place the logistics manager's storage extension tiles in the storage section on the three spaces farthest to the right as usual.

Ability: Whenever the logistics manager adds a wood token or an adjustment token to their storage, they earn the reward covered by that token. **Keep tokens where they were placed in the storage.** After removing a token through other game actions (such as fulfilling a contract card), the logistics manager can once again earn rewards for filling their open storage spaces.

As usual, the logistics manager must unlock their rightmost storage spaces to earn any rewards for filling them with wood tokens or adjustment tokens.

Note: An action which exchanges a wood token in storage for any wood token in the general supply **does not earn a reward**. The logistics manager only earns rewards for gaining **new wood tokens**.



MONITORING SPECIALIST



The monitoring specialist's task is to map the condition of the entire forest. They do this by using drones, which they send to individual spaces to collect important **data**.

Game Setup: Place 1 data token on each space on the game board. When the monitoring specialist places their harvester token on their initial forest space, they gain that space's data token. Place it on their player board.

Ability: Whenever the monitoring specialist's harvester token enters a space which has a data token, they gain that token and place it on their player board.

As a **free action once per turn**, the monitoring ecologist may return up to 5 data tokens from their player board to the box. Then, they gain the reward indicated on the computer picture.



The monitoring specialist's harvester went through two hexes. They collected a data token from each space, and placed them on their player board. Now they can spend 3 data tokens to activate any sawmill building and gain 1 coin.

SOLO GAME

SOLO GAME SETUP

Prepare the game board and common components as for a two-player game. Take the components of a non-playing player in a different color than the one you used to set up the game board.

1. Place the **forester board** within reach next to your own.
2. Shuffle the deck of **18 forester cards** and place it to the left of the forester board. When playing an **advanced game**, also shuffle the three cards marked with the **yellow corners** into the forester deck.
3. Place **six building tokens** at the bottom of the building track.
4. Place a **star token** on the reward track on the space with the development symbol.
5. Place one of the forester's **cubes** on the square space in the bottom-left corner of the forester board.
6. Select 6 random **forester tiles** and place them in random order under the six designated sections at the bottom of the forester board.
For the first game, keep all of these tiles with side A face-up. For a bigger challenge you can use the B sides to increase difficulty (see page 30)

7. Place **your cube** to the left of the row of tiles.
8. Place the **meander** and **reservoir with bridge tokens** on the water structures spaces on the blue bar on the right.
9. Place **1 seedling** onto the leftmost space of the third line of the resource table.
10. Place **4 coins** on the forester board.
11. Give the forester a random **starting contract**.
The forester does not receive wood according to his starting contract!
12. Place the **sawmill manager token** on the HQ tile of the appropriate area.
13. Place the forester's **harvester token** on a space with an available harvest token needed to fulfill his starting contract. Choose the space according to the scheme below. Then place your own harvester, and start the game.



GAMEPLAY

In solo play, the player competes against an opponent—the forester. Solo play is conducted over 10 rounds (9 rounds for an advanced game). The game starts with the player and alternates with the forester until the final round. The forester will thus finish the game, and scoring follows as usual.

The forester's actions are controlled by their deck of **forester cards**. On each of their turns, reveal a number of cards indicated by the value on their yellow development track and evaluate them one by one. After exhausting all of their cards, shuffle the forester cards to create a new deck. Draw from the new deck during the forester's subsequent turns.

Like the standard game, the player's goal is to earn more points than the forester. The forester performs almost all actions like a real player, but in a simplified manner.



SOLO GAME

CARD EVALUATION

From each of the forester's cards, evaluate exactly one row. When evaluating, proceed from top to bottom. As soon as it is possible to evaluate a row, perform that action. Once you have evaluated all the cards that the forester is entitled to according to their development track, move the cards to the right next to forester's board.

These cards are double-sided. Whenever possible, always evaluate the back side first. If neither action is possible, flip the card over and start from the top on the first available action.

The advanced cards are evaluated the same way. They give more valuable outcomes to the forester in the same way a player benefits from their character's special ability in the advanced game.



The back side of all the cards is identical. If possible, evaluate one of these actions first. If not, flip to the unique front side and evaluate one of the three actions.

CARD ACTIONS



Fulfill a contract: The forester must have the correct type and amount of wood tokens in their storage, along with the required adjustments. If they have everything, return the wood and adjustment tokens from their storage to the supply. The forester gains all the rewards from the contract card they just fulfilled.

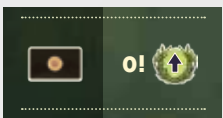
The forester always has only one contract card at a time.

When gaining rewards for fulfilling a contract, proceed in the following order:

- Move their star token on the reward track.
- Move their scoring token on the scoring track.
- Place coins and resources on their board.
- Place task cards face-down next to the forester board.



Wood adjustment: If the forester has wood in storage that requires adjustment, place the required wood adjustment token next to it. If they need multiple adjustments, it does not matter which is applied first.



Get a new contract: The forester performs this action only when they **do not have a contract card**.

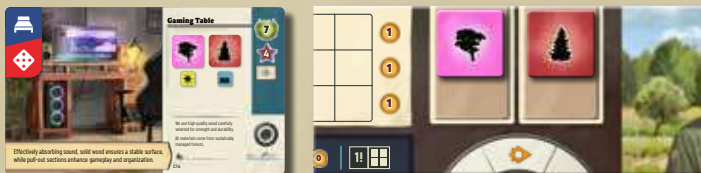
The forester chooses from all the contracts on the game board and chooses the one worth the highest amount of points.

If a **double contract** is available, the forester chooses by the amount of points in the upper half of the card. The forester always fulfills only the top half of a double contract.

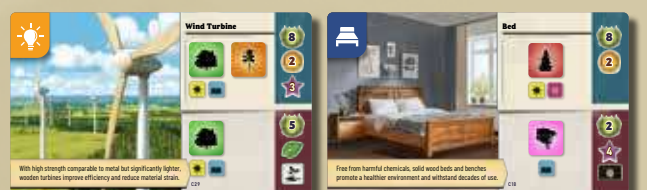
If there are multiple contract cards worth the same amount of victory points, the player chooses which contract the forester takes.



To fulfill their initial contract, the forester needs a spruce token with a pickling adjustment. If they have everything prepared in their storage, their next action will be to fulfill this contract. The forester returns the wood and adjustment tokens to the supply and receives the rewards for completing the contract. They move their star token forward 4 spaces, gain 4 victory points, and also receive 2 coins.



The forester wants to fulfill this contract. His next two actions will be wood adjustments. His third action will be fulfilling the contract.



The forester draws a new contract card. Since both contract cards are worth 8 points, the player chooses which one the forester takes.

SOLO GAME



Harvest: This action can only be performed if the forester has a contract for which they need to acquire a new wood token, and there is at least one space with such a tree available.

The forester harvests wood sequentially, moving from left to right across the first row of the contract card, as indicated on the right side of the action on the card's harvest action. If a particular type of wood cannot be harvested, the forester proceeds to the next one in order.

If necessary, move the forester's harvester to the nearest space with the requisite type of wood. Flip the harvest token to its dark side and place the token of the corresponding wood type into a free storage space on the forester's player board.

Important Rules Exceptions for the Forester:

- The forester **never pays for movement**, whether for actions or coins to cross the river. It does not matter how far the space is that they need to reach.
- The forester always harvests only **one wood token**, even in spaces that allow players to harvest two with one action.
- Harvesting always costs the forester only **1 action**.
- The forester **does not earn stars** from harvest tokens during any actions.
- If there are multiple objects of interest to the forester that are equidistant, the player **chooses** which one they will go to.

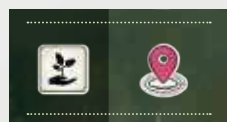


Reforestation: This action can only be performed if the forester has a **seedling** in their supply and there is at least one space on the game board with a harvest token showing its dark side.

The forester prioritizes reforesting harvest tokens **needed for their current contract card**. If all such spaces are reforested, they reforest the nearest available space.

If necessary, move the forester's harvester to the nearest suitable space. If there are multiple equidistant tokens, choose where to place the harvester. Flip the harvest token to its colorful side and place the seedling on their reforestation table. Place seedlings **in rows from left to right**.

The forester earns **2 stars** each time they reforest. It does not matter in which area the forester is planting.

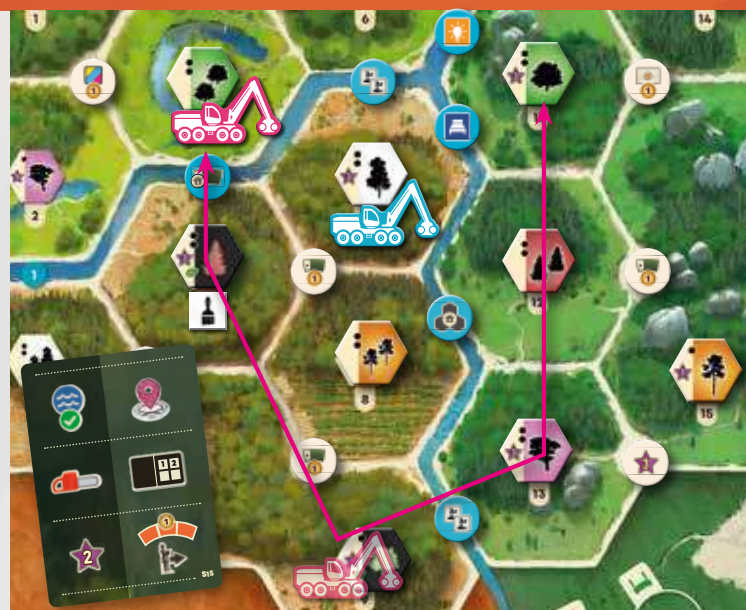


Tend the forest: The forester performs this action if their forestry table has an open space.

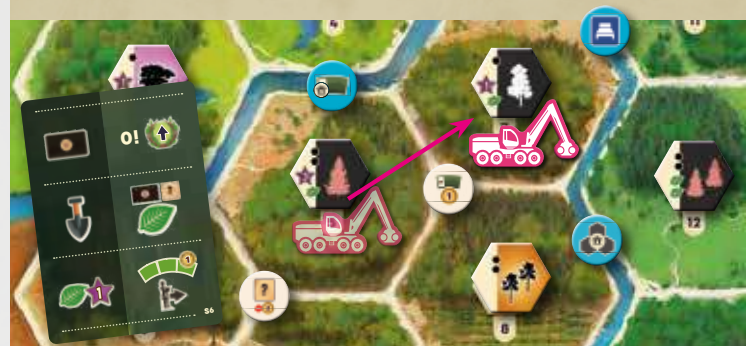
There are four such actions on the forester cards. One allows the forester to gain the nearest forester token and can be evaluated at any time. The other three require a specific forester token and can only be evaluated when that token is present in the forest.

If necessary, move the harvester to the nearest space with the corresponding forester token and place it on the forestry table. Place forester tokens **in rows from left to right**. The forester receives the covered reward.

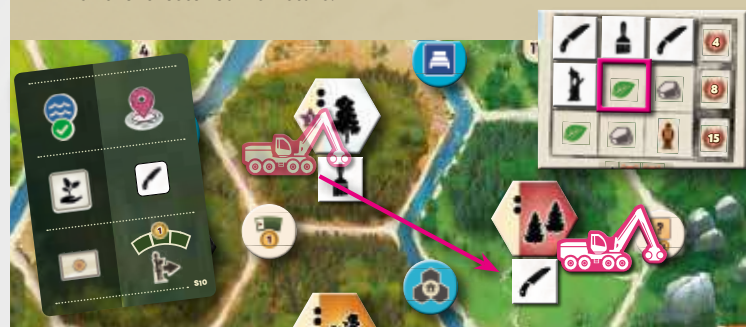
When evaluating this advanced card's action, the forester takes the nearest two tokens. He moves his Harvester to the nearest token and takes it, then repeats the process. The type of forester token doesn't matter.



When evaluating the front of this card, the forester doesn't have enough resources to build a water structure. Therefore, they proceed to the card's middle row—harvesting. Their current contract requires a beech. Their harvester's space was already harvested, so it moves to an available space with an beech. The space with one beech is 1 space farther than the space with two beeches, so their harvester moves to the closer space. The forester doesn't pay for the move action or a coin to cross the river. They flip the harvest token to its dark side and gain 1 beech token for their storage.



The first possible action on the forester card is reforestation. They have 2 seedlings in their supply, so they can perform the action. To fulfill their contract, the forester needs a birch. They move to the nearest dark birch harvest token. They flip the harvest token to its colorful side and place the seedling on their reforestation table, for which the forester earns 2 stars.



The first possible action on the forester card is tending the forest. The forester moves their harvester to the nearest space with a thinning token and places it on the first available spot of their forestry table. By covering the seedling icon, the forester gains 1 seedling token.

SOLO GAME



Build a water structure: The forester performs this action only when they have 3 temp workers or 3 construction materials as needed to build one of their water structures.

If necessary, move the forester's harvester to the nearest space with a river token. Pay the required resources, place the meander or reservoir with bridge on the game board, and put the river token in the newly vacated spot on forester's board.

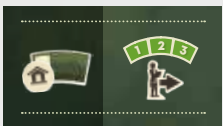
The forester does not multiply river tokens. For each acquired token, they gain 10 victory points at the end of the game. If the forester has resources for both types of water structures during the action, choose one and place it.



Build in the forest: The forester performs this action only when they have a temp worker and a construction material.

If necessary, move the forester's harvester to the nearest space adjacent to a clearing token. Pay both resources, remove the clearing token from the game board, and place a building token in its place from the leftmost space on the forester board.

The forester does not receive rewards from clearing tokens. They gain victory points at the end of the game based on how many buildings they've constructed.



Upgrade a sawmill building: The forester performs this action only when it is possible to upgrade at least one sawmill building in the colored area indicated on the forester card, and when they have enough resources or coins to do so.

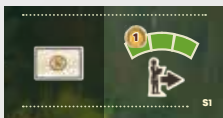
If necessary, move the forester's sawmill manager to the area of the corresponding color. Follow the priority numbers indicated with the action. The forester upgrades buildings in ascending order.

Pay the required resources, flip the sawmill building tile to its upgraded side, and place the building token from the leftmost space on the forester's board in its bottom-left corner.

- If you use the sawmill building upgraded by the forester, they gain 1 coin.
- The forester does not activate the building after it has been upgraded.



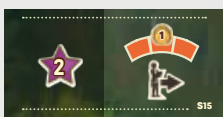
Gain resources: The forester gains the indicated combination of resources, stars, coins, or task cards (the forester always takes the revealed task card next to the deck). All of these resources are stored on their board and used when performing actions.



Player bonus: Whenever the forester activates a sawmill building and the player has upgraded the specified building, they gain 1 coin.



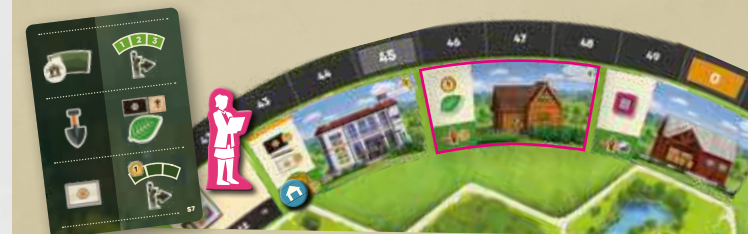
Resource table: Each time the forester gains a resource token (temp workers, construction materials, or seedlings), put it on the resource table above the forester's rules reminder. They have three slots for each resource. If the forester would gain a fourth resource of one type, they gain a coin instead.



The forester has 3 temp workers, so they can build a meander. Three river tokens are each 1 space away from their harvester, so the player chooses where they will go. Then, exchange the forester's meander token with the river token.



The forester has a temp worker and a construction material, allowing them to build a forest building. Their harvester does not move because the space it occupies is adjacent to a free clearing. They pay both resources and place the first available building token. However, the forester does not receive the clearing token's indicated reward.



The forester card states that the forester will go to the light green area and upgrade a sawmill building. They have enough resources, so they move their sawmill manager from the dark green area to the light green area. The first building is already upgraded, so the forester upgrades the next one in order. They flip the sawmill building tile and place their leftmost building token in its bottom-left corner, but they do not activate the building.



The forester evaluates third line of this card. They gain 1 temp worker and 1 star. Since the forester already has 3 temp workers, they gain 1 coin instead of another temp worker.

Then the forester moves their sawmill manager to the light green HQ tile. The leftmost building there was upgraded by the player, so the player gains 1 coin.



SOLO GAME

FORESTER DEVELOPMENT



The forester does not have any technologies. They still gain stars and progress along their reward track. Whenever they reach the space of the reward track with the **development symbol**, they move their token on the yellow development track one section to the right. This increases the number of drawn cards and thus the number of actions the forester performs each turn.

If advancing the development track during the forester's turn increases their number of drawn cards, they immediately draw one extra card and evaluate it.

FORESTER TILES

The tiles under the forester board provide the player with objectives to fulfill. Doing so prevents the forester from receiving additional rewards. In each section on the forester's development track, there is an additional bonus on a dark background. The forester gains this at the start of their turn if the player's cube is not directly under that section.

The player advances their cube by completing the objectives on the forester tiles. These tiles contain various objectives, such as harvesting or reforestation in a space with a specific type of wood, constructing forest buildings, or upgrading certain sawmill buildings. A list of these tiles can be found on page 31.

FORESTER'S TURN OVERVIEW

1. Check whether the player is in **the same section or further** than the forester's cube on the development track. If so, the forester does not gain anything. If the player's cube is behind, the forester receives the reward in the dark bar.
2. The forester draws the specified number of **cards** from their deck.
3. The forester **plays** all the drawn cards.
4. After playing all of the cards, the forester may spend 4 coins to **buy** one additional card.

The forester may purchase **up to two** cards during their turn, never more. If possible, they always choose to buy an extra card.

DIFFICULTY SETTING

To increase the difficulty of the solo game, flip some of the forester tiles to the B side during setup. The B sides have two objectives under each section instead of just one. Set the difficulty according to this table:

1	Newbie	A	A	A	A	A	A
2	Apprentice	A	A	B	A	B	A
3	Watchman	A	B	B	A	A	B
4	Lumberjack	A	B	B	A	B	B
5	Forester	A	B	B	B	B	B
6	Master	B	B	B	B	B	B



The forester's development track is divided into six sections. At the beginning of the game, their cube is located in the first section. It indicates the forester will draw and evaluate three cards during their turn.



When the player completes a task on the next forester tile, move the cube to the marked spot. If the player's cube is not equal or ahead of the forester's cube, the forester gains the bonus indicated in the dark bar at the beginning of each turn. The player harvested a spruce during their turn, so they moved their cube one tile to the right. At the beginning of their turn, the forester is ahead. They gain 1 construction material token and 3 coins.



An overview of the forester's turn can be found in the top-left corner of their board. Below their storage is a reminder of the rule exceptions that apply to the forester.



The player is trying to play at a higher difficulty level. During their turn, the player gained a forester token and constructed a forest building, meeting the forester tile's first two requirements. Unfortunately, the player was unable to reforest a space with two trees. At the beginning of the forester's turn, he gains 1 temp worker token and 1 construction material token.

SOLO GAME

END OF THE GAME AND SCORING

At the end of the game, the player tallies their points as usual. The forester earns points for the following items:

1. 10 points for each **river token**.
2. Points for their **task cards** (consider all as fulfilled).
3. Points for their rightmost uncovered the **building token** space.
4. Points for filled rows on the **forestry table**.
5. Points for most or second most **forester tokens**.
6. Points for filled rows on the **reforestation table**.
7. 1 point for each **wood token** in storage.
8. 1 point for every triplet of remaining **coins and resources**.



The forester gained **43 points** during the game, to which they add:

1. **10 points** acquiring one river token.
2. **17 points** for 7 acquired task cards.
3. **4 points** for three constructed building tokens.
4. **4 points** for 1 filled row on the forestry table.
5. **10 points** because the forester gained the most forester tokens.
6. **8 points** for 2 filled rows on the reforestation table.
7. **1 point** for 1 wood token in storage.
8. **2 points** for 3 coins, 3 temp workers, a construction material, and a seedling.

The forester has a total of 99 points, which is enough to defeat the player.

FORESTER TILES LIST AND OBJECTIVES



Get a forester token.



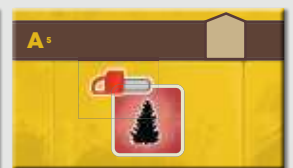
Construct a forest building.



Harvest a space with 2 trees.



Reforest a space with two trees.



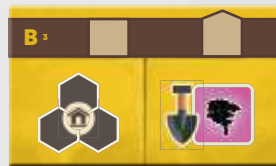
Harvest the specified type of wood.



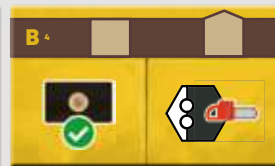
Fulfill a contract.



Upgrade a sawmill building.



Build a forest building, then reforest the space with the specified tree.



Fulfill a contract, then harvest a space with two trees.



Upgrade a sawmill building, then harvest the specified type of tree.

EXPLANATION OF THE FORESTER'S RULES ON THEIR BOARD:

- They choose goals at the shortest distance and do not pay coins for movement.
- The forester always has only one contract card to fulfill.
- The forester does not gain stars from harvest tokens.
- The forester does not receive rewards from game round tokens or clearing tokens.
- When harvesting on a hex with two trees, forester only gain 1 wood token.

ICONS

	Gain 1 coin
	Pay 4 coins
	Payment symbol
	Temp worker
	Construction material
	Seedling
	Any resource
	Any wood token
	Exchange a wood token in your storage with one from the supply.
	Development symbol (advance the development track)
	Technology (cube placement)
	Gain a forester token
	1 victory point (immediate)
	2 victory points (at the end of the game)
	Water structure victory point multiplier
	2 stars (advance the reward track)
	Gain a task card (revealed or top deck)
	Gain a contract card
	Contract fulfillment
	Build a new storage section

	Apply any wood adjustment (does not trigger a building)
	Pickling
	Drying
	Planing
	Contract type: Furniture
	Contract type: Innovations
	Contract type: Buildings
	Contract type: Accessories
	Water structure
	Build a water structure
	Any forest area
	Move the harvester to any space
	Harvester movement
	Sawmill manager movement
	Construct a forest building or upgrade a sawmill building
	Building token
	Sawmill building
	Activate any sawmill building (players still gain a coin if upgraded)

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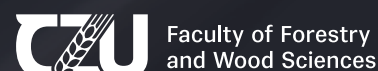
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The game was created in cooperation with experts from the Faculty of Forestry and Wood Sciences of the Czech University of Life Sciences in Prague. The following experts participated in game testing, professional advice, consultation on foresting, and writing expert texts: Lucie Dinterová, Nikola Řeháková, Monika Löwe, Adéla Višová, Marcela Šipanová, Oto Nakládal, Adam Sikora and Vítězslava Pešková.

Special Thanks to Monika Vavřinová for all the help and support at the start of the project, Milan Zborník, Tomáš Holek, Petr Plášil for believing in this game and for all the support during the development.

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Thanks to Monika Vavřinová, Zdeňka Peichl Kyselová, Tomáš Holek, Milan Zborník, Petr Plášil, Robert Tuharský, Jindřich Pavlásek, Petr Vojtěch, David Navrátil, Štěpán Peterka, Lucie Hrivňáková, Adam Španěl, Jakub Uhlíř, Vláda Chvátíl, Vláda Suchý, Kateřina Suchá, Radek Malý, Bolek Zemlík, Jan Cízner, Tereza Pádecká, Marek Jaroš, Kateřina Mrázková, Ján Novodomský, Antonín Kandrik, Eda Šípek, Zuzka Šípková, Jakub Vávra, Filip Veselý, Gianfranco Zen, Jindřich Volák, Petr Mojžíš, Viktor Dobrovolný, Michal Švec, Vítek Štika, Jeník Hykš, CGE for thorough feedback and intensive playtesting, Barbora Žáková, Vojta Urbánek, Michal L., Zony, Pavel Škréta, Lukáš Měkota, Monika Findejsová, Martin Freudenfeld, Jan Archman, Eva Marková, Tomáš Krauz, Josef Koštíř, Netopejr, Ilča, Karolína Holerová, Lenka Kuttlerová, Martin Kurc, Martin Sedmera, Jiří Sekera, Jiří Veselý and many others.



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