



WILD GARDENS

FORAGE FOOD

FIND FRIENDS

DESIGN BY ISAAC VEGA
ART BY LYSS MENOLD

RULEBOOK



ROSE
GAUNTLET
ENTERTAINMENT

WELCOME TO WILD GARDENS

Wild Gardens is a strategy game inspired by those who love foraging and turning wild ingredients into amazing dishes! 1-4 players each take the role of a forager, carefully planning their movements around a path to find flavorful ingredients, cook delicious recipes, and enjoy those dishes together. Those who utilize their actions most efficiently will score more points, and the player who scores the most points wins!

~Dandelion Pancakes



Components



Double-sided Path Board



Victory Point Track



Location Board



Skill Token Bag & Source Token Bag



54 x Skill Tokens



24 x Source Tokens



160 x Ingredient Tokens
(20 of each type)



First
Player
Token



~Teaberry Ice Cream



Library Board



48 x Recipe Cards (5 Recipe types)



48 x Guest Cards



8 x Book Tokens



9 x Double-sided Ingredient Multiplier Tokens



12 x Location Cards



4 x Player Boards



4 x Player Jars



4 x Double-sided Pollinator Tokens



20 x Action Tokens (5 per player)



4 x Forager Meeples

CONTENTS:

Setup	4
Game & Turn Overview	6
Forage	9
Cook	9
Serve	11
Guest Cards	12
Reserve	13
Study	13
Rest Action	15
Scoring ★ Victory Points (VP)	16
Ending the Trip	17
Final Scoring	17
Optional Gameplay	18
Solo Mode	18
Location Card Rest Bonus Guide	19
Skill Token Guide	20
Credits	22
Frequently Asked Questions	23
Iconography	24

Setup

Multiplayer

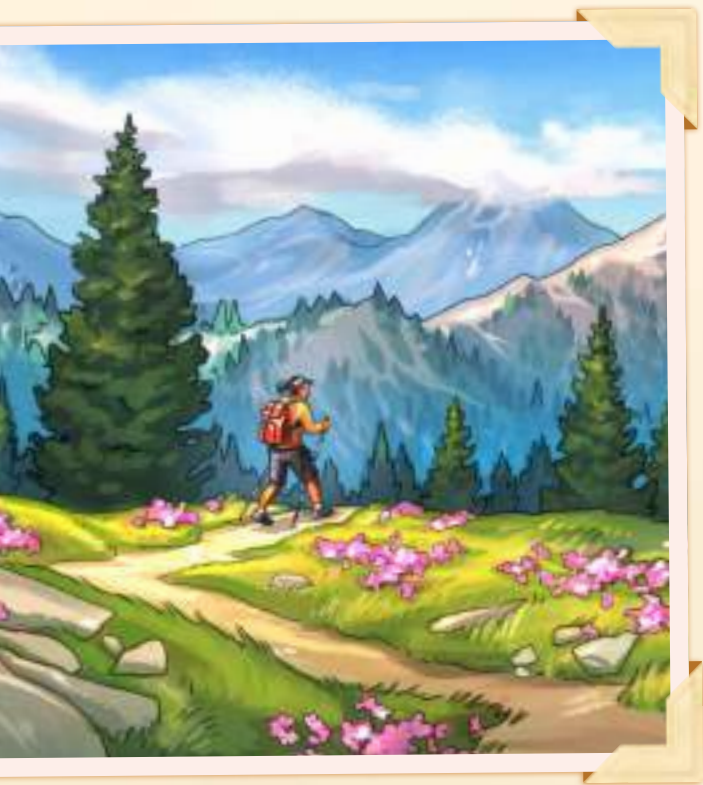
- 1 Place the Path Board (either side), Victory Point Track, Location Board, and Library Board in the middle of your table.
- 2 Sort **INGREDIENT** tokens by type and place them nearby. (These are not the round Source tokens.)
- 3 Shuffle the **LOCATION** cards to form a Location Deck and place it on the Location Board.
- 4 Create a Recipe Deck by shuffling the **RECIPE** cards and placing it near the Path Board. Draw 6 cards and place them in a face-up row next to the Deck to form a supply. (face-up = recipe side)
- Do the same with the **GUEST** cards.
- 5 Randomly draw Source tokens from the bag (purple) and place them on the empty token circles on the Path Board. (All 24 tokens should be placed.)
- 6 Randomly draw 4 Skill tokens from the bag (brown), placing them face-up on the lightbulb spaces of the Library Board. (face-up = non-lightbulb)
- 7 Randomly place the Book tokens on the book spaces of the Library Board. (You may use the empty Source token bag to help randomize.)



3 player setup example

- 8 Give each player the following components in their chosen color:
 - A Player Board
 - B Forager Meeple (referred to as a forager in the game)
 - C 1 Pollinator token
1 Jar token
5 Action tokens
- 9 Each player places their Pollinator token on the flower and their Jar token on the jar of the 0 space of the Victory Point Track.

Note: When gaining ★ VP, move your pollinator token.
- 10 Choose a first player and give them the First Player token.
- 11 The first player places their forager on the space next to the statue on the Path Board. Then, going clockwise, each player places their forager on an empty space adjacent to the first player's. (Multiple foragers cannot be in the same space.)
- 12 Flip over the top LOCATION card, revealing the first location. Start the game by carrying out any **At the beginning of each day in player order** effects listed on the front of that LOCATION card. Once completed, the first player begins the first day by taking their turn.



~Denver, Colorado, USA

Game & Turn Overview

In Wild Gardens, you will go on two trips, each lasting three days (rounds). Score ★ VP (Victory Points) primarily by cooking recipes and serving guests.

On your turn you will:

- 1 Place an Action token
- 2 Move your forager
- 3 Activate your skills



Take turns in clockwise order. After you are out of Action tokens, you will rest. Once all players have rested, the day ends. After two trips of three days each, the game ends.

Solo Play:

Wild Gardens also includes scenarios for solo play. You can learn more on page 18. Please make sure you are familiar with the multiplayer rules first.

1 PLACE AN ACTION TOKEN



Place an Action token in one of the three sections of your Player Board. This will move your forager and activate your skills.

Each player starts the game with 5 Action tokens numbered 1 through 4, plus a Wild. On your turn you will place one Action token in any section of your Player Board.

Tokens can be used in any order, and each token can only be used once per day.

Some effects can change the number on an Action token. These must be activated before placing it.



1-4

Wild Token: When you place your Wild Action token, choose its value, from 1 to 4. That is its value for that turn. This also includes when you take a Rest action. (See page 15.)



~Hickory Bark



YOUR PLAYER BOARD:

Your Player Board is where you place Action tokens, in one of three sections. Each section has a printed skill and three slots for additional Skill tokens D.

Section A lets you Forage twice, Section B lets you Cook OR Serve, and Section C lets you Study OR Reserve and gain 2★ VP. You can also use the Study skill to add more skills D to a section.

The area below your Player Board is where foraged INGREDIENTS E, cooked RECIPES F and reserved RECIPE/GUEST cards G are stored.

Books checked out from the Library (max. 2) are placed here H. All players start with one Jar icon I in their play area.

Free Skills: J These skills exist in every section and can be activated multiple times per turn. (See page 12.)

2 MOVE YOUR FORAGER

Move your forager the number of spaces shown on the Action token, following the arrows and skipping occupied spaces.

After placing your Action token and before activating skills, move your forager the number of spaces displayed on the Action token. Your forager's placement affects what skills and foraging zones you have access to.

Some effects also cause you to move your forager. Whenever your forager moves for any reason, you must follow the rules of movement.



THE RULES OF MOVEMENT:

Whenever you move your forager for any reason, follow these rules:

- 1 Move exactly the number of spaces instructed by the Action token or effect.
- 2 Move your forager in the direction of the arrows on the path. If there are multiple arrows, you may choose which one to follow.
- 3 Skip over any spaces that contain another forager and continue moving. Do not count those spaces toward your movement total.



Example on next page ➤



Moving Example:
Jada (yellow) uses her ② Action token to move her forager two spaces from **A**. She chooses to take the shorter path and not the long way around past the pink forager. Since there is a blue forager in a space on her chosen path, she skips over that space **B** when moving and moves two spaces as if the occupied space didn't exist, ending at **C**.



Forage

Gain 1 **INGREDIENT** token that matches a **Source** token in an adjacent foraging zone.

For each activated Forage skill, gain an **INGREDIENT** token that matches a **Source** token in one of the three foraging zones adjacent to your forager's space, and place it in the personal "INGREDIENTS" supply of your play area. Use the multiplier tokens as needed if you run low on physical components.

Note: If you activate multiple Forage skills, you can gain **INGREDIENTS** from the same or different foraging zones.

FORAGING ZONES:

The areas of the Path Board that contain **Source** tokens are called foraging zones. Each space on the Path Board is adjacent to exactly 3 foraging zones. Most foraging zones are adjacent to multiple spaces.



Foraging Example:
The pink forager is adjacent to a fungus, flower, and nut foraging zone. When the pink player activates a Forage skill, they choose one of these zones to Forage and gain a matching **INGREDIENT** token.

3 ACTIVATE YOUR SKILLS

Activate the skill(s) in the chosen section.

After moving your forager, activate any or all skills in the chosen section of your Player Board in the order of your choice. For the printed skills of Cook/Serve and Study/Reserve, choose one or the other.



Tip: You may flip your Skill tokens face-down after you use them to keep track of your activated skills if needed! If you do, flip them face-up at the end of your turn. See page 20 for Skill token descriptions.



MOVING OFF THE PATH BOARD:

If the path leads off the Board, it will be linked to another space by an arrow with the same color and number. Follow these arrows just like any other arrows on the Board.

Cook

Cook a **RECIPE** by paying its costs, gaining its **VP**, and refilling the supply, if needed.

To activate a Cook skill, a player's forager must be in a picnic zone (marked by this symbol).



Use your foraged ingredients to cook delicious recipes!

RECIPE CARD FRONT



- A** Recipe Name
- B** Recipe Type (5 types)
- C** **VP** Value
- D** Cost



Select one of the 6 face-up **RECIPE** cards on the table or one from your “RESERVED CARDS” **A**. Pay its cost by discarding the listed **INGREDIENT** tokens from your personal supply.

Now place the **RECIPE** card in the “COOKED RECIPES” **B** section of your play area and immediately gain the listed ★ **VP** by moving your Pollinator on the Victory Point Track.

Players will always have access to 6 face-up **RECIPE** cards in the supply, located in the center of the table. If any of those are Cooked or removed, immediately replace it with a new card from the top of the Recipe Deck. If you must draw a card but the deck is empty, shuffle the discard and make a new Recipe Deck.

RECIPE CARD BACK



Main Ingredient: On the back of each **RECIPE** card is an ingredient icon which is that recipe’s Main Ingredient. If an effect refers to the current Main Ingredient, it is referring to the one on top of the Recipe Deck.

Serve

Serve a **GUEST** by paying its costs, gaining its ★ **VP**, and refilling the supply, if needed.

To activate a **Serve** skill, a player’s forager must be in a picnic zone (marked by this symbol).

Cooking food is great, but serving it to a guest can be even better!

Select one of the 6 face-up **GUEST** cards on the table or one from your “RESERVED CARDS”. Pay its cost by discarding one of each of the listed types of **RECIPE** cards from your “COOKED RECIPES.” A **RECIPE** card’s type is identified by the symbol on the top right. You do not lose ★ **VP** when discarding cooked recipes.

Now place the **GUEST** card in your play area and immediately gain the listed ★ **VP** by moving your Pollinator on the Victory Point Track. Then, if the **GUEST** has a **When Served** effect, resolve it.

Players will always have access to 6 face-up **GUEST** cards in the supply, located in the center of the table. If any of those are Served or removed, immediately replace it with a new card from the top of the Guest Deck. If you must draw a card but the deck is empty, shuffle the discard and make a new Guest Deck.

Note: You may place served **GUESTS** face-up anywhere near your Player Board. Your play area is your Player Board and surrounding area, excluding your “RESERVED CARDS.”

GUEST CARD FRONT



- | | |
|------------------|----------------------------|
| A Name | D Jar Icon |
| B Ability | E Story Bubble |
| C Cost | F ★ VP Value |

Recipe Type: There are 5 types of delicious recipes players can serve, identified by a symbol on the top right:

- | | |
|-----------|---------|
| Breakfast | Dessert |
| Lunch | Drink |
| Dinner | |

Chef’s Choice: If a **GUEST** card displays this icon, you may **Serve** them any **RECIPE** of your choice from your “COOKED RECIPES” to fulfill this part of their cost.



~Honeysuckle Ice Tea



~Water Mint Sorbet



Guest Cards

On your travels you will meet many interesting people. Serve them food to gain access to their ★ VP and/or Jar Icons and to activate their abilities. There are 3 types of GUEST abilities.

When Served: These one time effects occur immediately after a GUEST card is served and placed into your play area.

Discard to: Discard this served GUEST at any time on your turn to resolve its one time effect. You do not lose ★ VP when discarding a served GUEST.

At Game End: These effects only resolve if this served GUEST is in your play area at the end of the game. They typically allow you to gain ★ VP by meeting specific conditions.

Jar icon: Guests with a Jar icon help you move your Jar token faster. See page 16 for how to move your Jar token.

Story bubble: Story bubbles are not applicable in the multiplayer game, but can have gameplay impact on the solo mode. Consult the Solo Scenarios for the matching text when serving that GUEST. See page 18 for the solo mode.



Free Skills

On your turn, you may also activate the following free skills. These free skills are present in every section of your Player Board and can be activated multiple times per turn.

TRADE INGREDIENTS

Pay (discard) 3 matching INGREDIENTS to gain any 1 INGREDIENT of your choice.

RETURN A BOOK

Pay (discard) an INGREDIENT matching a Book on your Player Board to return that Book to any empty space on the Library Board.

Reserve

Take 1 RECIPE or GUEST card from the face-up supply or from the top of either Deck and place it near your Player Board (max 3). Refill the supply if needed.

Reserved cards do not score ★ VP or resolve their abilities and are not considered to be in your play area. They can only be Cooked or Served by the player who reserved them. You may only have a total of 3 reserved cards at a time and may not activate this skill if you already have 3.

If you Reserved a card from the supply, immediately replenish the supply with the top card from the corresponding Deck, shuffling the discard if necessary.

Note: Reserving a card with your Player Board skill also gains you 2★ VP each time, as displayed. Reserving a card with a card ability does not gain you additional ★ VP unless noted in the card's ability.



~Chicory Root Tea

LIBRARY BOOK TOKENS

- Book of Fungi OR Book
- Book of Fruits OR Book
- Book of Nuts & Seeds OR Book
- Book of Flowers OR Book
- Book of Leaves OR Book
- Book of Bark & Stems OR Book
- Book of Roots OR Book
- Book of Aquatics OR Book

Study

Gain a Skill token by checking out a Book matching a Source token in an adjacent foraging zone. Refill to 4.

Checking Out a Book: If you have fewer than two Books on your Player Board, you may check out any Book in the Library with a cover that matches the Source token of an adjacent foraging zone. Place the Book on your Player Board and gain the Skill token from that section of the Library. Whenever a Skill token is removed from the Library, immediately replace it with a new one from the bag.

Gaining a Skill Token: When gaining a Skill token, place it in one of the 9 Skill token slots on your Player Board. Each section of your Player Board has 3 Skill token slots and you may discard an existing Skill token to the bag to make room for a new one.

You can activate your new Skill token the next time you place an Action token in its section. You cannot activate a Skill token on the same turn you gained it. See page 20 for Skill token descriptions.

Example on next page ➤



12 ~Birch Shortbread Cookies



LIBRARY BOARD:

The Library is broken up into 4 sections A. Each has a light bulb space B that holds a Skill token and 2 Book spots C.





Study Example:

Harold (pink) would like to check out the 📖 Book **A** from the Library in order to gain a 🦋 Forage skill token **B**. If his forager moves 2 spaces **C**, it will be adjacent to a 🍓 Source token **D**. He places his **2** Action token **E** to move his forager and activate his 📖 Study skill **F**. He checks out the 📖 Book **G**, gaining the 🦋 Forage skill token and placing it in a skill token slot **H** on his Player Board. Harold then draws a new 🎲 Skill token from the bag to refill the Library **I**.

Rest Action

Place an Action token on the Location Board and resolve the matching effect.

After you have placed all of your Action tokens, on your next turn you must take a Rest action by choosing an Action token on your Player Board and placing it on the current day of the Location Board. This token cannot be used for the rest of the current trip.

The number on the Action token determines which 🦋 Bonus effect you will receive. For example, if you placed your **1** Action token, you would receive the 1 🦋 Bonus effect of gaining 2★ VP. If you place your **1-4** Wild Action token, you can choose any 🦋 Bonus.

See page 19 for Rest action 🦋 Location Card Bonus descriptions.

ENDING THE DAY:

Once each player has taken a Rest action, the day is over.

- 1 Pass the First Player token to the left (clockwise order).
- 2 Remove all Action tokens from Player Boards to be used the next day. Leave Action tokens on the Location Board.
- 3 Carry out any **At the beginning of each day in player order** effects.

The new first player begins the next day.

LOCATION CARD BACK

1 Rest Action Bonus

2 Rest Action Bonus



3 Rest Action Bonus

4 Rest Action Bonus



LOCATION BOARD

- A** Location Deck
- B** Active Location
- C** Resting spot
- D** Switch first player
- E** Day
- F** Trip (3 Days)

The number of occupied resting spots per day will equal the number of players.



Scoring ★ Victory Points (VP)

Each player has two tokens on the Victory Point Track, a Pollinator and a Jar. When gaining or losing ★ VP, move your Pollinator token. Your Jar token only moves when specifically mentioned. When moving, it skips any spaces that do not depict a jar.

Sometimes you will be instructed to move your Jar 1 space per Jar icon in your play area. If so:

- 1 Count the number of Jar icons in your play area. Your player board has 1 Jar icon and your served GUESTS may have them as well. Jar icons on reserved GUESTS are not counted.
- 2 Move your Jar token that number of spaces, skipping spaces that do not depict a jar.

What's with the Jar anyway?

Some GUESTS enjoy collecting containers that can be used for potting plants in the community greenhouse. You move your Jar token farther as you get more containers for the greenhouse!



Jar Example:

Ashanti (blue) decides to commit her 4 Action token to the Location Board when taking a Rest action A. This allows her to pay a fungus and a root to move her Jar token B. Because she has 1 Jar icon on her Player Board and 3 Jar icons among the served GUESTS in her play area, she moves her Jar token 4 spaces from 5 C to 16 D.



Ending the Trip

A trip ends after 3 days (each player has taken 3 Rest actions). If you have completed your second trip, the game is over—move on to final scoring.

Otherwise, do steps 1 & 2 of ending the day as usual (pass the First Player token and refresh Action tokens) and then follow these steps:

- 1 Randomize Source tokens. We suggest returning them to their bag (purple), giving it a shake, and then refilling the Path Board.
- 2 Discard and replace all 6 RECIPE and 6 GUEST cards in the supply.
- 3 Randomly return all checked out Books to the Library. Then set aside the Skill tokens currently at the Library, draw 4 new Skill tokens, place the new ones at the Library, and then return the set aside ones to the bag (brown).
- 4 Return Action tokens on the Location Board to the players to be used on the next trip.
- 5 Flip over the top card of the Location Deck, revealing the next Location. Carry out any At the beginning of each day in player order effects.

The new first player begins the new day/trip.



Final Scoring

To calculate your final score, follow these 3 steps.

- 1 Add together the ★ VP from the position of your Pollinator token and your Jar token on the Victory Point Track.
- 2 Add in any ★ VP from At Game End abilities on GUESTS in your play area. Do not gain ★ VP for abilities on reserved GUESTS.
- 3 Add 1 ★ VP for every 4 INGREDIENT tokens in your play area.

The player with the most ★ VP is the winner!

~ North Carolina Hot Springs



BREAKING A TIE:

You want tiebreakers?
We've got tiebreakers!

- 1. If the score is tied, the tied player with the most GUESTS in their play area wins.
- 2. If there is still a tie, the player with the most cooked RECIPES in their play area wins.
- 3. **Still?**
The player with the most INGREDIENTS in their play area wins.
- 4. **Wait, what?**
The player with the highest Jar token position on the Victory Point Track wins.
- 5. **You're kidding, right?**
OK, give the win to the player with the most Skill tokens on their Player Board.

- 6. **whimper**
Most reserved RECIPE cards?
- 7. If there is still a tie, email contact@rosegautlet.com and let us know the details. That is super impressive, but we are a tad bit concerned because you may have completed some sort of unholy summoning ritual. Don't worry; we will figure it out together.

Now that the game is over, make sure to congratulate the winner! We suggest going for a walk, cooking a meal together, or telling them about your favorite book. Remember, games are here to help bring us all together, so practice good sportsmanship and be kind.



Optional Gameplay

While we believe that the rules presented so far is the best way to play, we've stumbled across a couple other ways to play the game that you may enjoy.

A DIFFERENT PATH:

When ending the first trip, you can choose to add in another step that allows you to change the Path Board. After removing the Source tokens from the Board and placing them in the bag (purple), you may also remove the foragers, flip the Board to the other side, and start the second trip on the new Path. Refill the Path Board with Source tokens and then, starting with the new first player, place the foragers as in setup (step 11).

KEEP IT FRESH:

Once per turn, at any time on your turn, you may refresh the RECIPE and/or GUEST supply by discarding all the cards in that supply and drawing 6 new ones.

You may only do this if:

- ❖ **RECIPE:** There are 3 or more RECIPES of the same type.
- ❖ **GUESTS:** There are 3 or more GUESTS that have the same recipe type in their costs (excluding Chef's Choice), e.g. 3 guests that want a Lunch.



Solo Mode

Set up and play solo mode the same way as multiplayer, with the following changes:

- ❖ **Setup:** Most scenarios feature slight modifications to game setup. Read each scenario carefully to check for any special instructions.
- ❖ **Updated Skills:**
 - ❖ **Serve:** Serve guests normally. After completing all steps, you must consult the Solo Scenario for the entry corresponding to the GUEST'S Story bubble. Read the entry and follow any game instructions.
 - ❖ **Reserve** (this replaces the multiplayer version): Choose a Recipe type (Breakfast, Lunch, Dinner, Dessert, Drink) and reveal cards from the top of the Recipe Deck until you reveal a RECIPE of the chosen type. Place that card in your RESERVED CARDS, return the other revealed cards to the Deck, and shuffle it. (Note: You still gain 2★ VP when using Reserve on your Player Board.)
- ❖ **Extended Trip:** If a scenario has an extended trip, do not flip over a new Location card at the end of the first trip. Instead, carry out the **At the beginning of each day in player order** effect on the card you started the game with. After the “second trip” (6 days total), the game is over as normal.
- ❖ **First Player:** You are always the first player. Of course.

WINNING SOLO MODE:

Each scenario has multiple goals that you must achieve, including completing all milestones. Complete milestones by serving guests and reading story entries. If you are directed to story entry 999, you have completed the milestone goal. If you have completed all the goals, you have won the scenario! If you didn't, don't worry—try again or try a different scenario. We believe in you!

SCENARIO NUMBERS AND DIFFICULTY RATINGS

Wild Gardens comes with one Solo Scenarios book with 7 scenarios. These are not meant to be played in any order – play a scenario that interests you! Each scenario has a difficulty rating, however, to tailor your session to the right level: *Casual* or *Advanced*.

COMPLETION ACHIEVEMENTS:

Each scenario also comes with a range of completion achievements. How many ★ VP you score will determine your level of achievement: *Standard*, *Epic*, or *Legendary*. You can mark what achievement level you have completed on the back of your Solo Scenarios book.



Location Card Rest Bonus Guide



Forage twice.



Forage, then Cook.
You do not need to be in a picnic zone.



Reserve one RECIPE or GUEST card.
Gain 1★ VP.



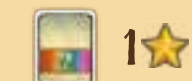
Gain 2★ VP.



Lose 1★ VP to gain 1 Skill token at the library without checking out a book. Refill to 4.



Gain 2 of the current Main Ingredient (the ingredient on top of the Recipe Deck).



Gain 1 of the current Main Ingredient. Gain 1★ VP.



~ Columbus - Ohio



~ Prince Edward Island - Canada



Discard the pictured INGREDIENTS to move your Jar token 1 space per Jar icon in your play area.



Gain 1 of each of the pictured INGREDIENTS.



Activate the **When served** effect of a GUEST card in your play area, your reserve, or in the supply.

RECIPE & GUEST ICONS

INGREDIENTS

-  Fungus
-  Fruit
-  Nut & Seed
-  Flower
-  Leaf
-  Bark & Stem
-  Root
-  Aquatic

RECIPE TYPE

-  Breakfast
-  Lunch
-  Dinner
-  Dessert
-  Drink
-  Chef's Choice (any recipe)

Skill Token Guide



Forage: Gain 1 **INGREDIENT** that matches an adjacent **Source** token. See page 9 for more details.



Gain 1 **INGREDIENT** token that matches the current **Main Ingredient**.



When placing your **Action** token on this section, you may add or subtract 1 from its # (can stack, no lower than 0). It is that # for that turn.

For example, you can use this skill to turn your 2 Action token into a 1 or 3 before placing it this turn.



~Ground Elder Tart



Discard 1 cooked **RECIPE** to gain 3 ★.



Discard 1 cooked **RECIPE** to Activate the **When Served** effect of a **GUEST** card in your play area, your reserve, or in the supply.



Discard 2 cooked **RECIPES** to move your **Jar** token 1 space per **Jar** icon in your play area.



Discard 1 **INGREDIENT** token matching the current **Main Ingredient** to gain 1 ★.



Discard 1 **INGREDIENT** token matching the current **Main Ingredient** to **Forage** twice.



Gain 1 **fungus** **INGREDIENT** token.



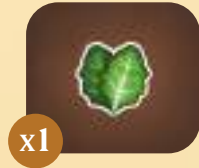
Gain 1 **fruit** **INGREDIENT** token.



Gain 1 **nut & seed** **INGREDIENT** token.



Gain 1 **flower** **INGREDIENT** token.



Gain 1 **leaf** **INGREDIENT** token.



Gain 1 **bark & stem** **INGREDIENT** token.



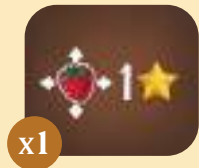
Gain 1 **root** **INGREDIENT** token.



Gain 1 **aquatic** **INGREDIENT** token.



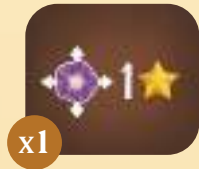
If your forager is adjacent to a **fungus** **Source** token, gain 1 ★.



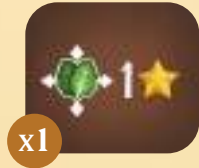
If your forager is adjacent to a **fruit** **Source** token, gain 1 ★.



If your forager is adjacent to a **nut & seed** **Source** token, gain 1 ★.



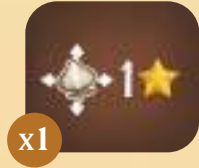
If your forager is adjacent to a **flower** **Source** token, gain 1 ★.



If your forager is adjacent to a **leaf** **Source** token, gain 1 ★.



If your forager is adjacent to a **bark & stem** **Source** token, gain 1 ★.



If your forager is adjacent to a **root** **Source** token, gain 1 ★.



If your forager is adjacent to a **aquatic** **Source** token, gain 1 ★.



If your forager is adjacent to a **fungus** **Source** token, gain 2 **INGREDIENT** tokens.



If your forager is adjacent to a **fruit** **Source** token, gain 2 **INGREDIENT** tokens.



If your forager is adjacent to a **nut & seed** **Source** token, gain 2 **INGREDIENT** tokens.



If your forager is adjacent to a **flower** **Source** token, gain 2 **INGREDIENT** tokens.



If your forager is adjacent to a **leaf** **Source** token, gain 2 **INGREDIENT** tokens.



If your forager is adjacent to a **bark & stem** **Source** token, gain 2 **INGREDIENT** tokens.



If your forager is adjacent to a **root** **Source** token, gain 2 **INGREDIENT** tokens.



If your forager is adjacent to a **aquatic** **Source** token, gain 2 **INGREDIENT** tokens.

Credits

Game Design:
Isaac Vega

Production:
Lindsey Rode and Isaac Vega

Illustration:
Lyss Menold

Art Direction:
Isaac Vega

Additional Game Development:
Tylor Murray

Graphic Design:
Stephanie Gustafsson

Writing:
Lindsey Rode and Isaac Vega

Editing:
Jonathan Liu

Marketing:
Josh McCurry

Playtesters:
Carrie Whitlock, Chrissy Peske, Joelle Cathala, Bradley Scalf, Marlene Wanberg, Robyn Girard-Sanders, Charity Girard-Sanders, James Wood, Daniel Schaublin, Matthias Kilpatrick, David Waldman, Abigal Camille Bondoc, Olivia Lothary, Kristina De Villiers, Diana Hayden, Matt Jacyno, Tom Sheen, Teresa Hedin, Jeffrey Berman, Michael Balzano, Lola O'Brien, Eva Thelen, Seb Hawden, Joseph Bozarth, Stephanie Newman, Karington Hess, Daniel Kerins, Luke Osteritter.



Frequently Asked Questions



When does the Location change?
The Location is refreshed at the end of a trip. A trip ends after 3 days (each player has taken 3 Rest actions). (See page 17.)

When do the RECIPE and GUEST CARDS change?
RECIPES and GUESTS from the face-up supply are always replaced when one is taken, meaning 6 cards are always face-up for both RECIPES and GUESTS. (See page 10-11.) All RECIPES and GUESTS from the face-up supply are also discarded and replaced at the end of a trip. (See page 17.)

Reminder: When you take the RESERVE action, you may always choose to take 1 RECIPE or GUEST card from the face-up supply OR from the top of either face-down deck (*a big help when you don't like what's face-up!*). (See page 13.)

If a game effect allows me to Cook a RECIPE or Serve a GUEST without paying its cost, do I receive the RECIPE and GUEST effects?
Yes, follow the Cooked RECIPE/Served GUEST instructions and gain the VP noted and any extra benefits as described. (See page 9-12.)

Does "Play Area" include reserved cards?
No, reserved cards are not considered part of your play area. (See page 11.)

When do I score VP from my cooked RECIPES? From served GUESTS?
 VP are scored immediately from cooked RECIPES and served GUESTS. VP from cooked RECIPES and served GUESTS are not scored again at the end of the game. You do not lose VP from discarded cooked RECIPES or GUESTS. (See page 10-11.)

When and how do I move my Jar token on the Victory Point Track?
Your Jar token only moves when specifically mentioned by an effect. When moving your Jar token, skip any spaces that do not depict a jar. (See page 16.)

When and how do I move my Pollinator token on the Victory Point Track?
When gaining or losing VP, move your Pollinator token. The Pollinator token moves over each number and does not skip spaces like the Jar token does. (See page 16.)

If I have the skill allowing me to gain 2 INGREDIENTS of a Source token I am adjacent to, and I'm adjacent to two of the same Source token do I gain four of that INGREDIENT?
No, the skill only activates once, so in this example you would only gain two fruit INGREDIENTS, even though you're adjacent to two fruit Source tokens.

Reminder:
You always have these free skills that can be used any time on your turn. (See page 12.)

- ❖ **Trade:** Pay 3 matching INGREDIENTS to gain 1 INGREDIENT of your choice.
- ❖ **Return:** Pay a matching INGREDIENT to return a Book.



Quick Reminders

ON YOUR TURN: (page 6.)

- 1 Place an Action token.
- 2 Move your forager.
- 3 Activate your skills.



Out of Action Tokens? It's time for a Rest action. (page 15.)

- 1 Move an Action token from your Player Board to the Location Board.
- 2 Resolve the matching effect.

Has every player taken a Rest action? It's time to End the Day. (page 15.)

- 1 Pass the First Player token (left).
- 2 Remove all Action tokens from Player Boards.
- 3 Activate **At the beginning of each day** effects, and then the new first player begins the next day.

Completed 3 days? It's time to End the Trip. (page 17.)

- 1 Pass First Player token (as usual).
- 2 Randomize Source tokens.
- 3 Refresh the RECIPE and GUEST supply.
- 4 Return all Books to the Library and refresh the Skill tokens.
- 5 Return all Action tokens.
- 6 Flip the top card of the Location Deck.
- 7 Activate **At the beginning of each day** effects, and then the new first player begins the next day/trip.



Completed 2 Trips? The game is over—move on to Final Scoring. (page 17.)

- ❖ VP for Pollinator and Jar tokens
- ❖ **At Game End** VP for GUESTS in your play area.
- ❖ 1 VP for every 4 INGREDIENTS.

Player Board Icons



Forage: Gain 1 **INGREDIENT** that matches an adjacent Source token. (page 9.)



Cook: If on a picnic zone, pay the cost of a **RECIPE** card to place it in your **COOKED RECIPES**. (page 9.)



Serve: If on a picnic zone, pay the cost of a **GUEST** card to place it in your play area. (page 11.)



Study: Check out a Book that matches an adjacent Source token and gain that Skill token. (page 13.)



Reserve: Place a **RECIPE** or **GUEST** card into your **RESERVED CARDS**. Gain VP. (page 13.)

Additional Icons



Action token



Main Ingredient which is on top of the Recipe Deck



Activate **When Served** effect on a **GUEST** (page 19.)



Movement adjustment



Book token



Picnic zone for cooking and serving.



Cook outside of a picnic zone



Player Jar token



Jar icon



Skill token



Location bonus



Victory Points (VP)