



# MOREIS FORAY

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### Expansion Overview

Welcome to the Foray! Morels Foray provides new ways to interact with the forest and your opponent(s) while also enabling 1-4 players. We begin by outlining the 2-player (2p) setup and explaining Foray's novel cards in detail. Any modifications to their functions in 3p or 4p are color-coded. Full rules for 3p and 4p (which have different setups and slightly modified rules) are next, followed by a link to the solo-variant. There are short videos detailing each of the setups at [twolanternsgames.com](http://twolanternsgames.com). Happy foraging!

### 2-Player Setup

Take a glance at the Foray Cards section and decide which module you would like to use. Give each player 2 Pan Tokens. Create the "supply" with the foraging sticks, Eccentric, 2 Eureka!, the expansion Morel (if using Forest Fire), and 4 expansion Shiitakes (if using Shiitake Log). **To prepare the Night Deck**, remove the Night Chanterelle (if using Morchella, set her aside and remove the Night Tree Ear as well) from the game, add the Night Lion's Mane, and shuffle. If using Morchella, shuffle her among the top 3 cards of the Night Deck so she becomes one of the top 4. **To prepare the Day Deck**:

1. Remove 2 Baskets & 1 Moon from the Day Deck. The Moon is out of the game. Give 1 of the Baskets you removed to each player. Thus, in 2p Foray, there will be 3 Baskets in the Day Deck and each player begins the game with a 10 card hand limit. NOTE: There are 8 Night Cards in the Night Deck but only 7 Moons in the Day Deck, so one Night Card will not be taken.
2. If using the Thief and/or Panther Cap, remove Destroying Angels from the Day Deck accordingly: if using Panther Caps OR Thieves, take 2 Destroying Angels out of the game; if using both, take 4 Destroying Angels out of the game.
3. Add the expansion Chanterelle & 4 Lion's Manes to the Day Deck, then shuffle.
4. Deal out starting hands of 3 cards each.
5. Count out 12 cards and set them aside to form the bottom of the Day Deck.
6. To the remainder of the Day Deck, shuffle in the Foray cards you've chosen and place on top of the 12 cards you had set aside to form the complete Day Deck.

Determine start player, deal out the forest, and begin play!

**NOTE ON THE DECAY:** When taking the Decay in Foray, players may choose advantageously in which order to resolve any cards that are in question. Baskets still play first and cards destined for your hand are still considered in hand prior to enacting the Thief, Panther Cap, or Destroying Angel.

**Aside from the effects of any Foray cards, 2p Foray proceeds with the same rules as Morels.**



## Foray: Modules

It is recommended that Foray cards be used in modules (though it can be fun to blast the deck with all of them!). Suggested modules (all of which may include Morchella, Eccentric, and/or Eureka!):

**Farm to Table:** Rainstorm (2/3p), Chef, Farmers Market, Panther Cap, Farm Girl, Shiitake Log

**Pans' Labyrinth:** Rainstorm (2/3p), Forest Fire (2/3p), Map, Thief, Farm Girl, Shiitake Log

**Home Brew:** Random or custom combo [including designing your own cards with provided blanks]

## Foray: The Cards

### PLAY IMMEDIATELY WITHOUT ENTERING YOUR HAND



**Rainstorm (1):** Heavy rains = mushroom party! Discard upon collecting and clean up as though your turn is over, but don't decay a card. Add an 8-card "Rainforest" to the table (if the Day Deck has less than 8 cards, add all remaining) and take a 2nd turn. THE RAINFOREST DOES NOT REFILL. If a card is collected from the Rainforest, decay is from the Rainforest; any other action results in a decay from the main forest. Both forests feed the same Decay. Taking the final card of either forest DOES NOT result in decay from the other; thus, there could be a turn with no Decay when either forest depletes.

3p: You do not get a bonus action after the cleanup phase between taking the Rainforest and beginning your extra turn.

4p: Do not use Rainstorm.



**Forest Fire (1):** Morels typically respond to forest fires the way children react to an ice cream truck: they appear out of nowhere in startling numbers. The Forest Fire may only be taken from a forest. Discard it along with the Decay and the first 4 cards remaining in that forest (if less than 4 cards are present, remove as many as possible), as shown below. Declare whether you will add 0 or 1 Morels to the game and, if adding 1, whether you will place it on top or bottom of the Day Deck. Clean up as though your turn is over, but do not decay a card. Then, if adding a Morel, take it from the supply and place it either on bottom or on top of the Day Deck. Now take a 2nd turn.

*If the Forest Fire enters the Decay, discard it and the Decay (no Morel is added to the Day Deck in this case). There will be no Decay for the next turn.*

3p: Like the Rainforest, you do not get a bonus action between the cleanup and your extra turn. When placing a Morel on top of the deck, it becomes the first "Peek Card".

4p: Do not use Forest Fire.







**Panther Cap (2):** A magic if toxic mushroom, immediately discard EITHER 2 cards from your hand to peek at the top card of the Night Deck, OR 1 card from your hand to peek at the bottom card of the Night Deck. Only you get to peek. If taken with a Decay, include any other cards destined for your hand as being in hand prior to enacting the Panther Cap. Since the Panther Cap is toxic, it may not be taken with a Destroying Angel (also toxic) or if a Destroying Angel is in your system. Even if your brain wants to void this rule, your liver will be happy it exists. Thieves and toxic mushrooms, however, may combine.

### PLAY IMMEDIATELY WITHOUT ENTERING HAND OR TAKE INTO HAND & PLAY LATER



**Farm Girl (1):** More than sunflowers grow on this farm. If using the Farm Girl right away, collect all Honey Fungus OR Lawyer's Wigs in the forest(s) and Decay. Place them on the Farm Girl card in your play area. Though they don't count against your hand size, these cards may be cooked or sold (in part or in full, in combination with cards from your hand or not) as a future turn or turns as though they exist in your hand. If not using right away, the Farm Girl may be taken in hand to play later as a turn. NOTE: The Farm Girl can be played even if no Honey Fungus or Lawyers's Wigs are available.

**3p: The Farm Girl may not be used as a bonus action.**



**Chef (1):** The Chef operates as a Pan with a few twists. To use the Chef without her entering your hand, you must immediately cook by placing any 3 or 4 mushrooms of the same cooking value on the Chef in your play area. If taken into hand, the Chef may be played later as a turn with her special ability, but otherwise functions like a Pan (may be played empty for later use or directly with mushrooms). Butter may be used if cooking 4 mushrooms. *Cooking with the Chef counts as a cook for all purposes.*

NOTE: You must cook at least two mushroom types with the Chef. She is avant-garde, holds loose reins on a fierce temper, and will not compromise her aesthetic.



The Farm Girl collected 4 Honey Fungus from the forest, Rainforest, and Decay. They will stay on her until you use them.



The Chef sauteed 1 Fairy Ring, 2 Hen of the Woods, and 1 Porcini (all "3" cook value) in a glowing sizzle of decadent butter. Bon appetit!





**Farmers Market (1):** The Farmers Market enables two separate sales of single day mushrooms for double the stick value. You may sell one mushroom as part of your turn when acquiring the Farmers Market if you wish, in which case it goes directly to your play area and never enters your hand, or you can take it in hand to play later with a sale as a turn. When using for the 1st time, place the mushroom on the Farmers Market to denote it has one use left. After the 2nd use (which would also constitute a turn), discard the Farmers Market and both sold mushrooms.

NOTE: If selling three or more mushrooms, you may split the sale between the Farmers Market and a normal sale. *For example, if selling three Tree Ear, you may sell one on the Farmer's Market for 4 sticks and the other two per normal for 2 sticks each to net 8 sticks on your turn.* You may not use both Farmers Market sales on the same turn, except when it is possible in 3p due to the bonus action.

3p: Because of the bonus action, it is possible to use both Farmers Market sales on the same turn (even if you acquired the Farmers Market on that turn). That is, if using Farmers Market as part of your turn, your bonus action remains available.



**Thief (2):** If playing upon pickup, in which case it never enters your hand, you may give up to 3 cards from your hand to an opponent to steal one of his/her cooked day mushrooms. If playing later from your hand as your turn, you may give up to 2 cards from your hand to steal one cooked day mushroom. In either case, to use the Thief you must give the exact number of cards as the cooking value of the one cooked day mushroom you are stealing. Then swipe that mushroom and place it in your play area (it does not require a Pan since it is already cooked). It will count toward your score but does not count as a cook for any other purpose. Caveats:

- (1) Night cards cannot be stolen. Giving a Night card only counts as one card given.
- (2) You cannot use the Thief on an opponent who has no cooked mushrooms.
- (3) You cannot steal back an exact card that has been stolen from you.
- (4) Stealing a mushroom never affects a Butter or Cider that was cooked with it.
- (5) You cannot use the Thief if cards given would violate your opponent's hand limit.
- (6) If Foray cards are given, they cannot be played immediately.
- (7) If taken from a Decay, include any cards destined for your hand as being in hand prior to enacting the Thief. NOTE: Toxic mushrooms cannot be given with the Thief.

4p: If cards given to you via the Thief result in your selection now violating your hand limit, act as though your selection is no longer available.



In this example, you have used the Thief immediately upon picking it up, forcing your opponent to take 3 cards into hand in exchange for one cooked Hen of the Woods.





**Shiitake Log (1):** With a drill, a log, and an inexpensive bag of spores, you can cultivate your own mushrooms! When collecting the Shiitake Log, either play immediately to your play area with 1-4 Shiitakes, or take into hand and play at the beginning of a future turn (after which you would take your turn). The number of Shiitakes played to the log ("sporing") determines how many Shiitakes the log can generate, one per future cook. *For example, if you spore the log with the Night Shiitake and one day Shiitake, turn the log until it shows "III" at the top, reminding you that one Shiitake will be added from the supply to the log upon each of your next three cooks. Rotate the log after each cook to show one fewer numeral.* After your last qualifying cook, discard the log but leave any Shiitakes present in your play area. Though they don't count against your hand size, cards spored to or generated by the Shiitake Log may be cooked or sold (in part or in full, in combination with cards from your hand or not) as a future turn or turns as though they exist in your hand.

NOTE: As long as the log is in your play area, growth happens when you cook even if the log is empty (even if you just made it empty by cooking the Shiitakes that were on it!).

NOTE: Shiitakes may not be added to the log later, except by their own increase.



The log was spored with 3 Shiitakes. On each of your next three cooks, add a Shiitake to the log from the supply. After the 3rd cook, discard the log.

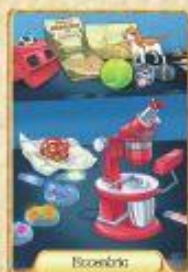
## TAKE INTO PLAY AREA & PLAY LATER



**Map (1):** The Map never enters your hand. At the beginning of one of your future turns, reverse the order of the forest (i.e. swap card 1 for 8, 2 for 7, etc.) then take your turn. If a Rainforest is in play, you may choose to reverse either forest, but not both.

4p: Using the Map DOES NOT physically reverse the forest. Instead, if you select, say, "7" on your dial and play the Map, act as though it is in Slot 2, which makes it free.

NOTE: If you select a card that is not available when resolving, you may use the Map to take a card from the other end of the forest (which would then require sticks).



**Eccentric (1):** The first player to ENACT a Thief, Panther Cap, or Destroying Angel\* (\*even if no cards are discarded) is awarded the Eccentric. Being dealt a Destroying Angel does not qualify. The Eccentric lives in your play area and may be used once at any time, following anyone's turn, to take a card as it is moving from the forest to the Decay (Foray cards can be used immediately if eligible). The Eccentric is then discarded and there is no additional decay. He is a friendly but garish fellow, unaware of social norms and eager to study any find at any cost...the more slime, the better!





**Eureka! (1 per player):** You will earn one Eureka! per game. After completing your 1st cook, take a Eureka! into your play area. Play it as your turn once during the game to collect two sequential cards from the forest. The Decay is off limits. If using sticks, you only need enough to access the closer card (thus, if taking the 2nd card in the forest, you also acquire the 3rd at no cost). Eureka! functions similarly to taking a 2-card Decay in determining eligibility for hand size and order of play.

**4p:** You may choose to acquire your bonus card in the slot before or after your selection. If your selection is gone, you may use Eureka! to acquire an adjacent card if you wish. Pay no heed to opponents' selections when using Eureka!.



**Morchella (1):** When you draw Morchella from the Night Deck, place her in your play area. Once at any time, you may take a 4-card Decay as it is being discarded from the game. She torches any Destroying Angels and Panther Caps and disregards the Rainstorm (discard these). Any other cards live on her until you elect to use them and do not count against your hand limit. All Foray cards follow their normal rules for whether they are/can be used right away or are saved for later (if using Farm Girl right away, place her mushrooms on her, not on Morchella). IF ANY MUSHROOM(S) REMAIN ON MORCHELLA AT GAME'S END, THE COOKING VALUE(S) COUNT AGAINST YOUR SCORE. Poaching from dragons has inherent risks!

## 3-Player

### Setup

Setup is exactly the same as 2p except:

- 1) Give the start player the 1st Player Marker: the Golden Mushroom (it is the Priority Marker in 4p).
- 2) Remove 3 baskets instead of 2 from the Day Deck and give 1 to each player.
- 3) Give each player 3 foraging sticks and ensure that there are 3 Eureka! in the supply.
- 4) Add the expansion mushroom cards denoted with a "3+" to the Day Deck: 1 Lawyer's Wig, 1 Shiitake, 1 Hen of the Woods, 1 Fairy Ring, 1 Porcini, 1 Lion's Mane, 2 Pans.
- 5) When setting up or cleaning up the forest after each turn, place two "Peek Cards" from the top of the Day Deck face-up beside the Day Deck, as shown in the turn example to follow. The purpose of these cards is to allow players to see a glimpse of what's coming up in the forest. Peek Cards are NOT part of the forest. They cannot be taken and do not participate in any actions such as the Map or Farm Girl. Peek Cards will be treated as the top two cards of the Day Deck for refilling the forest.

### Gameplay

The biggest difference that makes 3p work and gives it a different feel from 2p and 4p is the "bonus action". The bonus action follows your normal turn but happens before cleanup. It can be anything that would normally constitute a turn (playing an empty Pan, cooking, selling, using the Chef, Farmers Market, or Thief) so long as it does not result in taking any cards from the Decay or forest.



### 3 Player Full Turn Example



Player 1 takes the Chef and uses it immediately to cook 2 Porcini and 1 Fairy Ring (not shown). For his bonus action he sells 2 mushrooms from his hand.

"Peek Cards"



Player 2 takes the Decay and uses the Farmers Market immediately to sell the Lion's Mane that was also in the Decay for 6 sticks. The Farmers Market has one use left and lives in her play area. For her bonus action she could use the Farmers Market again but instead plays an empty Pan.



Player 3 pays 3 sticks to take the Morel. Though able, for tactical purposes he opts not to use a bonus action.

### 3-Player Game End

In 3p, everyone gets the same number of turns. If the last card vanishes from the forest during the turn/cleanup of the player who went 1st (easily recalled via the Golden Mushroom), Players 2 and 3 still take normal turns as though the forest was still there. The Decay may be taken in one of those turns, or not. If the last card vanishes from the forest during Player 2's turn/cleanup, Player 3 will still get a turn. If it vanishes during Player 3's turn/cleanup, the game ends following his/her turn.



## 4-Player

The setup and game flow for 4p varies considerably from 2p and 3p. By enabling simultaneous card selection, 4p maintains a lively pace with meaningful decisions that, as in 2p and 3p, hinge on your opponents' desires as well as your own.

### Setup

Setup is the same as 2p except:

- 1) Fit a mushroom meeple into each Compass to serve as the dial.
  - 2) Give each player a Compass and a Sun/Moon Marker.
  - 3) Give the start player the Priority Marker: the Golden Mushroom.
  - 4) Give each player 3 foraging sticks and ensure there are 4 Eureka! in the supply.
  - 5) As in 3p, there are "Peek Cards", but in 4p there are four of them. For an illustration of how Peek Cards work, see the 3p Turn Example.
  - 6) Add the expansion mushroom cards denoted with a "3+" and "4": 2 Pans, 1 Lawyer's Wig, 1 Shiitake, 1 Hen of the Woods, 1 Fairy Ring, 1 Porcini, 1 Lion's Mane, and 1 Morel. There should be 5 Day Chanterelles and no Night Chanterelle, just as in 2p and 3p.
  - 7) Remove all Baskets from the Day Deck. Give 1 to each player and remove the 5th from the game.
- Thus, every player will start with a Basket, 2 Pan Tokens, 3 cards, and 3 foraging sticks, just as in 3p.



### Gameplay

In 4p Foray, the core rules change for cooking and selling. You only need 2 mushrooms of a type to cook or 1 to sell. **You cannot cook a night mushroom by itself: it must be accompanied by one or more day mushrooms** (NOTE: In the case of the Chef, it could be 2 night mushrooms). 4p Foray is played in "rounds" rather than turns. Each round consists of:

1. All four players make a selection on their Compasses. This happens simultaneously and is hidden information. You can use your hand or cards to protect your Compass from view, or feel free to devise your own "fort" element or screen if you'd like a throwback to 3rd grade test-taking.
2. When you have finished selecting, flip your Sun/Moon Marker to show the sun.
3. Once the Priority Player (the player with the Golden Mushroom) sees that all four Sun/Moon Markers are flipped, she asks for Compasses to be revealed. She then moves clockwise, beginning with herself, affirming the selection of each player as they take card(s) or other actions. When all four players are finished, the Priority Player performs cleanup, passes the Golden Mushroom to the player on her left, and the next round begins.

### Compass Selection

#### Selecting 1-8

- The selections on the Compass correspond to the card "slots" in the forest. The card closest to the Decay is "Slot 1", the card closest to the Day Deck is "Slot 8", with 2-7 falling in between as expected.







## **4-Player Game End**

Unlike 3p, in 4p it does not matter who went first. Following the round in which the last card exits the forest (even if it was upon cleanup), each player may cook once. NOTE: If, say, the Priority Player takes the last card from the forest to begin a round, the actions of Player 2, 3, and 4 are still part of that round.

## **1-Player Variant**

A solo variant is available for download at [twolanternsgames.com](http://twolanternsgames.com) and in the files section of the Morels Foray entry on BGG.com. It was developed by GameRulesforOne on BGG with enjoyable playtesting and collaboration from Two Lanterns Games.

## **FAQ**

Q: Does it matter which way we deal out the initial forest, Rainforest, forest after a Forest Fire, etc?

A: Not at all, deal the slots at random if you really want to connect with your wild side :)

Q: I've taken, say, a Thief, Moon, and Chef together as a 3-card decay. In what order do I resolve them?

A: Whenever in question, you may advantageously choose the order of resolution.

Q: What if I take a Rainstorm (w/Morchella) or Rainstorm/Forest Fire (w/Eccentric) but it's not my turn?

A: You follow the card rules and take the bonus turn, then play returns to the player who was next.

Q: I've taken a Thief and a Destroying Angel (or Panther Cap) from the Decay. Are they both considered out of my hand, for hand limit purposes and otherwise?

A: Yes. Thus, you could not give the Destroying Angel away with the Thief.

Q: If taking the Farm Girl, Chef, Shiitake Log, Thief, and/or Farmers Market from the Decay and using them right away, must those and other cards in the Decay fit in my hand?

A: Prior to using any Foray cards, you must have room in your hand for mushrooms, Pans, Butter, Cider, or Foray cards destined for your hand. You don't need room for Foray cards you are using immediately since they will never enter your hand.

Q: Can you add Lawyer's Wig or Honey Fungus from your hand to the Farm Girl in your play area?

Q: Does using the Thief qualify as a "cook" for the Shiitake Log?

Q: Using the Chef, could I cook a Night Shiitake (value  $2 \times 2 = 4$ ), with 2 day Chanterelles (value 4 each)?

Q: When discarding via Thief, Panther Cap, or Destroying Angel, can I discard cards in my play area?

A: No, no, no, no. Sheeesh, rule bender! Nice try, though :)

## **Acknowledgements**

There were many contributions to this Foray! Thanks to all playtesters, editors, and Kickstarter backers!!! Thanks also to Kylie Prymus (seed for Panther Cap and art concept for Thief), the Love Doves, BCTison, Team 109, Josh Worley, Dana O'Gorman, Gina Quiram, Lukas Johnson, Alan Krinsky, Emily Jessen, Vince Dorse and his gilded brushes, Matt Sims and Brent Kinney, and the growing gaggle of lovely ladies with whom every day is a wonderful game of abundant laughter, challenging decisions, and infinite replayability.





