

Forever Home - 2-5 players Rules Summary (v1)

Setup:

- Place the Commendations board on the table.
- Randomly place 1 of each type of dog meeple in each of the 7 boxes on the board.
- Randomly place 4 Home cards above the board.
 - 1 of each type of Home (see 4 types of Home cards below)
- Place the shuffled Training card deck below the board.
- Draw Training cards. Place face up across from the deck.
 - 4 cards for a 2 or 3 player game
 - 5 cards for a 4 or 5 player game
- Place a random Dog token above each face up card. All remaining Dog tokens go into the bag.
- Give each player a Shelter board (set on the normal side)
- Give each player 2 Training cards.
- Randomly choose the first player.
- Take Dog tokens from the bag to form a pool.
 - 4 Dog tokens for a 2 player game
 - 6 Dog tokens for a 3 player game
 - 8 Dog tokens for a 4 player game
 - 10 Dog tokens for a 5 player game

Game Play:

Clockwise, starting with the first player, each player selects one Dog token from the pool and places it on their Shelter grid. Then counterclockwise from the last player, each player selects a second Dog token from the pool (also placed on their grid).

Players take turns clockwise starting with the first player doing 2 of the following 3 actions (can do the same action twice):

- **Take any 1 Dog token** from the central area (above the training cards) and place it on your Shelter grid.
 - Refill the empty spot with a new Dog token from the bag
- **Take any 1 face up Training card** from the central area into your hand (a maximum of 5 cards in your hand)
 - Refill the empty spot with a new face up Training card
- **Move 1 Dog on your Shelter grid** 1 space in any direction
 - Must move onto an empty space (a diagonal move is OK)

Concepts:

Home Cards - Each Home card corresponds with its matching box at the top of your Shelter board. Gain the points shown on the card by meeting the card requirements.

- **The City** (values different dog types - scored once)
- **The Suburbs** (most cards value sets of certain dog types - can score multiple times)
- **The Countryside** (values the same dog or same two dogs - can score multiple times)
- **The Foster Home** (one point per dog)

Once you place a Dog into a Home, you cannot move it to another Home later in the game. Meet the requirements to score end game points. Each card lists the requirements along with the number of points awarded for meeting them.

Training Cards - allow you to move Dog tokens from your Shelter board to a Home if you match the pattern on the card.

- As soon as you create the required pattern on your grid, the card with matching pattern automatically completes (this does not count as an action).
 - Dogs on your grid that were part of that pattern are eligible to graduate to one of the four homes.
 - The number inside the green home icon (top left) specifies how many Dogs can be moved to one of the 4 homes. Place each Dog token into any of the 4 Homes.
 - The number inside the heart tag (bottom right) is the points you get at game's end if the card is completed.
- You may complete more than one Training card in one action, but complete each card one at a time including graduating Dogs to Homes.
- Place completed Training cards face down next to your Shelter board so others may see how many you completed.

Commendations:

The dog types placed in the boxes on the Commendation board during setup specify which dogs give you end game points that are awarded in these three categories:

- **Most of a specific Dog in training**
 - For each of the two Dog types in the first area on the Commendations board, each player counts how many of that dog type they have in their Shelter grid (do not count Dogs in Homes). 3 points to the player with the most of the top dog type, 1 point for most of the bottom dog type.
- **Most of a specific Dog rehomed**
 - Players count how many of the three dog types in the second area they have in the four Home boxes at the top of their Shelter board (don't count Dogs in your Shelter grid). 3 points to the player with the most of the top dog type. 2 points to the player with the most of the second dog type. 1 point to the player with the most of the bottom dog type.
- **Most of a specific Dog across different homes**
 - Players count how many of the two dog types in the last area in any of their homes (do not count Dogs in your Shelter grid). 3 points to the player with the most of the top dog type. 1 point for the most of the bottom dog type.

End Of Game and additional scoring:

The game end is triggered when any player completes 7 training cards (or in rare cases where there are no more Dog tokens or Training cards). At that point, play continues until all players have had the same number of turns.

Scoring:

- **Tally points for each completed Training card**
(number in the bottom right corner of the cards is its points)
- **Tally points for Home cards** *(sum the points from all 4)*
- **Tally points for Commendations** *(sum the points from the 3 categories)*

If there is a tie, the player who has rehomed the most total dogs wins.