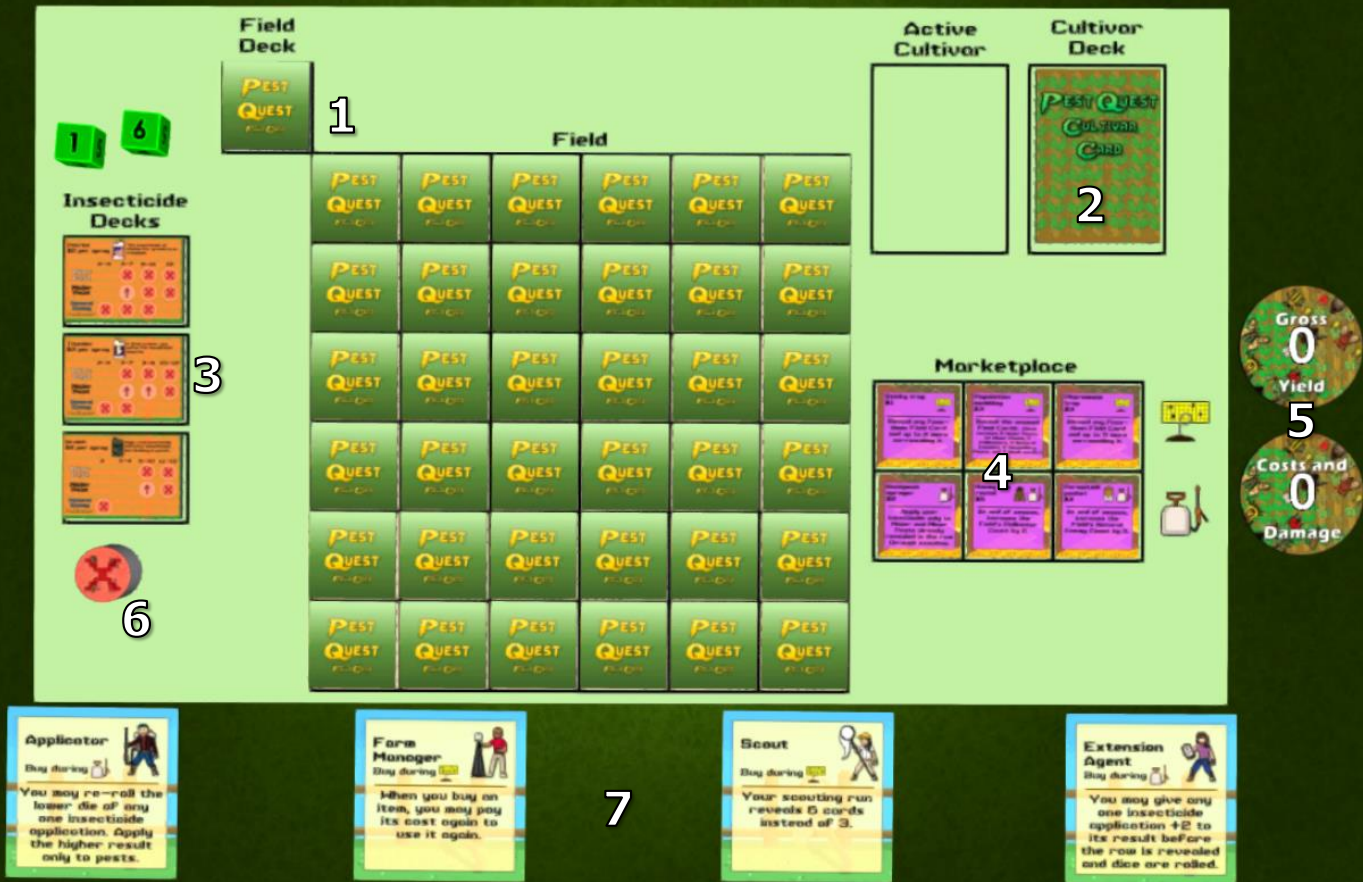


A pixel art illustration of a forest floor. The background is a brown, textured ground with green plants and bushes. In the center, the words "Forest Quest!" are written in large, yellow, pixelated letters with black outlines. Surrounding the text are various insects: a large yellow and black striped beetle at the top, a ladybug, a grasshopper, a butterfly, and several beetles. There are also green plants and a small stream.

INSTRUCTIONS

TABLETOPIA SETUP



1. Field Deck and 6x6 grid for laying out the Field.
2. Cultivar Deck.
3. Insecticide Decks (Patriot, Thunder, and Wraith).
4. Item Cards (3 accessible during each game phase).
5. Counters to tally up item/insecticide costs and pest damage and note gross crop yield.
6. Kill/Reduce tokens used to mark the fate of pests and beneficial insects after spraying.
7. Role Cards.

GAME OVERVIEW

Pest Quest is a game of strategy, uncertainty, and sticky traps, where players try to bring peace and profit to a pest-plagued farm. You win by making more money in a season than you spend on items and insecticides and lose from pest damage.

To start a season, choose a **Cultivar Card** from the deck. If playing multiple seasons, we recommend Dime Diamond first, then Sea Dog, then Summertime Dream, but you can plant them in whatever order you want.

The Cultivar you plant affects your season's potential yield, the number of pollinators you need to preserve on your field, and the amount of damage caused by uncontrolled pests.

Each player then chooses a **Role** to use for the season. Each role is restricted to buying items during a single phase of the season. Each role also has a perk, which is a bonus to one of your normal actions or a special ability you can activate any time during the appropriate phase.

Cultivar		
"Dime Diamond"		
The classic cultivar, tried-and-true.		
Yield:		
0-3	Pollinators	\$18
4-5	Pollinators	\$34
6+	Pollinators	\$42
Pest Damage:		
Minor Pest		-\$2
Major Pest		-\$5
Secondary Pest	Natural Enemy	-\$3

Scout
Buy during 



Your scouting run reveals 6 cards instead of 3.

Applicator
Buy during 

You may re-roll the lower die of any one insecticide application. Apply the higher result only to pests.

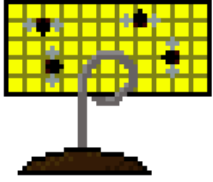
Farm Manager
Buy during 

When you buy an item, you may pay its cost again to use it again.

Extension Agent
Buy during 

You may give any one insecticide application +2 to its result before the row is revealed and dice are rolled.

SEASON PHASES

One season of Pest Quest has 2 phases, **Scouting** and **Spray**.



Scouting Phase: Farm Manager and Scout may each buy an item. Each player does a scouting run on their turn.



Spray Phase: Applicator and Extension Agent may each buy an item. Each player may apply insecticide to a single row of the Field on their turn.

Each phase has a unique **Phase Action** players take on their turn. If you are one of the players who can buy an item during the phase, you do so **before** doing your Phase Action. Also, the two players who can buy items on their turns should take their turns before the other two.

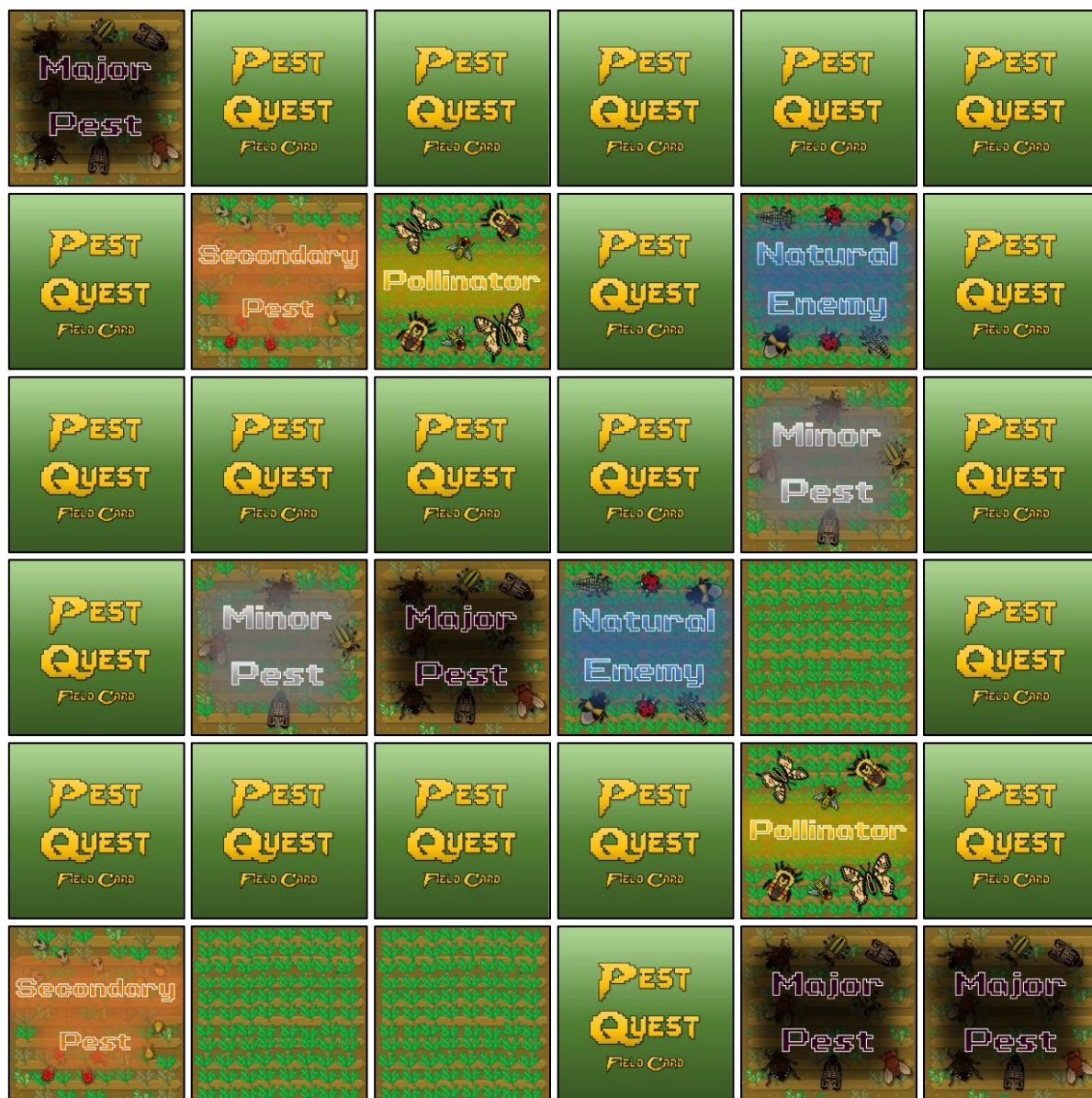
To buy an item, simply take it from the Marketplace and add its cost to the "Costs and Damage" counter. Each item may only be bought once, and you can only buy items with the current phase's icon on them. Items are used immediately after they are bought, though not all items have an immediate effect. Some items modify your Phase Action, others have an additional effect during the phase you use them, and others have an effect only at the end of the season. You do not have to buy an item if you don't want to.

After the two phases, players determine their gross yield and then overall profit or loss for the season.

SCOUTING PHASE

Who Can Buy: Scout and Farm Manager

Phase Action: Do a scouting run. Reveal a total of 3 face-down Field Cards. Each revealed card must be adjacent to the previous revealed card in the run (horizontally, vertically, or diagonally).

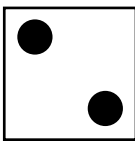
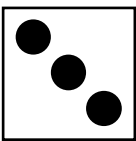


Example set of scouting runs. Note that the Scout's run reveals 6 cards instead of 3. Scouting Phase items may reveal additional Field Cards.

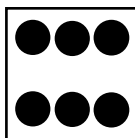
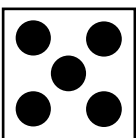
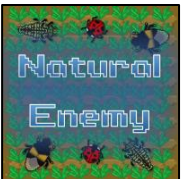
SPRAY PHASE

Who Can Buy: Applicator and Extension Agent

Phase Action: Choose a horizontal row of the Field. Decide if you will apply insecticide to it and if so, which of the three insecticides (Patriot, Thunder, or Wraith) you will apply. To apply insecticide, place the card to the left of the row and add its cost to your running tally of item costs. Then, reveal any face-down Field Cards in the row and roll both dice. Each row may only be sprayed once. You are not required to spray on your turn if no rows you would want to spray remain. Your roll and insecticide choice determine what happens to Minor Pests, Major Pests, and Natural Enemies and Pollinators in the row. Minor Pests, Natural Enemies, and Pollinators may be killed or not killed and Major Pests may be killed, not killed, or reduced to the damage level of a Minor Pest. Place red Kill Tokens on any killed insects and pink Reduced Tokens on any reduced Major Pests. Secondary pests are not affected by insecticides. If you are playing multiple seasons, flip over the deck of the insecticide you used the most. If there is a tie, flip over the cheapest deck. The pests evolve resistance to that insecticide and you can't use it next season.



Minor Pests: Killed
Major Pests: Reduced
Natural Enemies and Pollinators: Killed



Minor Pests: Killed
Major Pests: Killed
Natural Enemies and Pollinators: Not Killed

SCORING

Once Spray Phase ends, reveal any remaining face-down Field Cards. To determine your profit or loss for the season:

1. Count the number of surviving Pollinators on the Field, plus any added by items. Then determine your gross Yield from your Cultivar Card.
2. Count the number of surviving Natural Enemies on the Field, plus any added by items.
3. To your tally of item and insecticide costs, add:
 - i. Damage from each secondary pest in excess of your Natural Enemy Count.
 - ii. Damage from each uncontrolled Minor and Major Pest and each reduced Major Pest.

Damage values for each type of pest are given on the Cultivar Card. A reduced Major Pest causes the same damage as a Minor Pest.

4. Subtract your tally of item/insecticide costs and pest damage from your gross Yield. Consider any profit of \$10 or above a triumphant win.

Cultivar "Dime Diamond" <small>The classic cultivar, tried-and-true.</small>		
Yield:		
0-3	Pollinators	\$18
4-5	Pollinators	\$34
6+	Pollinators	\$42
Pest Damage:		
Minor Pest		-\$2
Major Pest		-\$5
Secondary Pest	> Natural Enemy	-\$3

Cultivar Specifications (Dime Diamond)

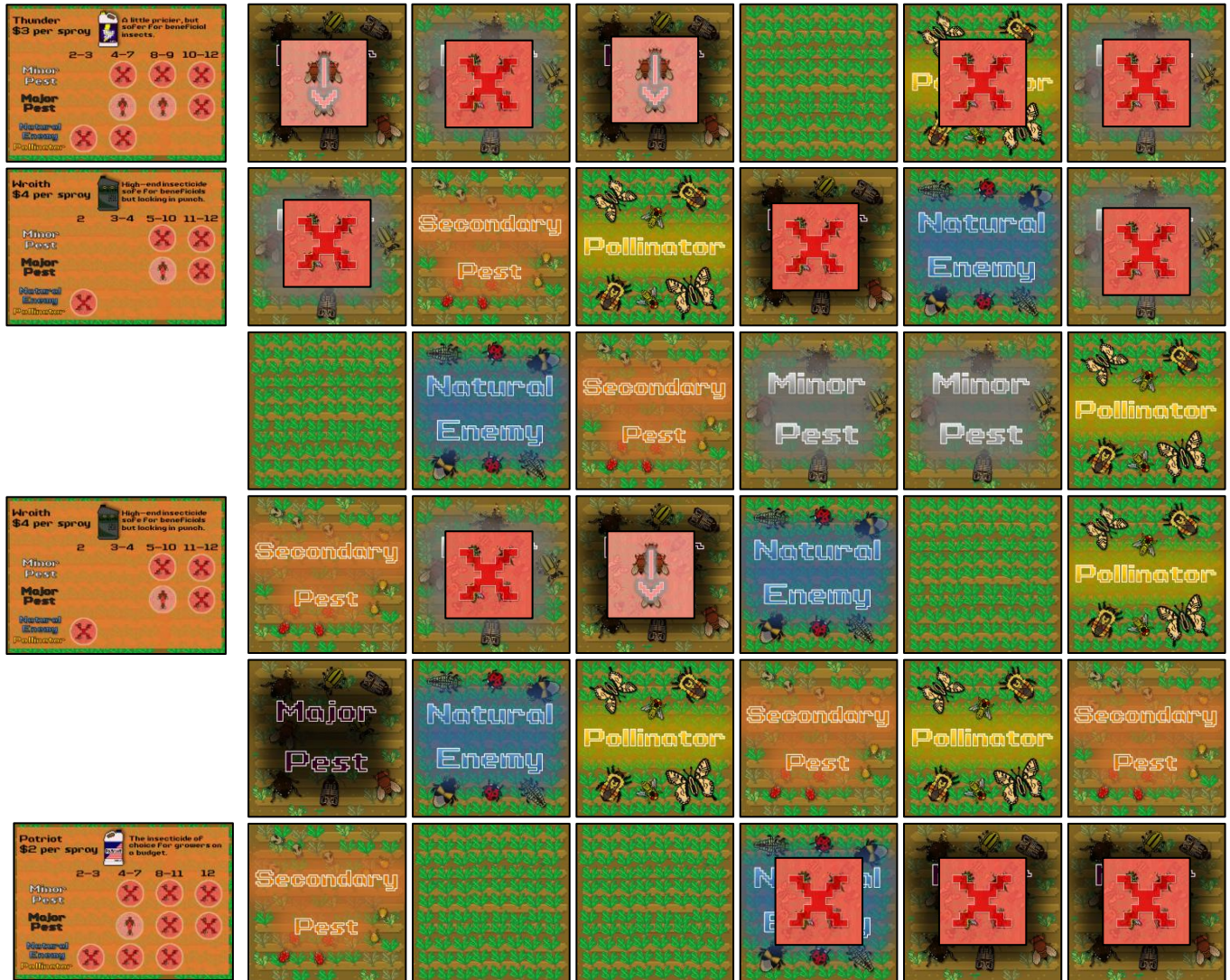
Yield = \$18 with 0-3 Pollinators, \$34 with 4-5 Pollinators, and \$42 with 6 or more.

Uncontrolled Minor Pests/Reduced Major Pests cause \$2 damage.

Uncontrolled Major Pests cause \$5 damage.

Secondary Pests not cancelled out by a Natural Enemy cause \$3 damage.

SCORING EXAMPLE

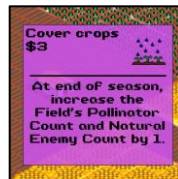


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Major Pest		-\$5
Secondary Pest	Natural Enemy	-\$3

Pollinator Count
5+1 = 6

Gross Yield
= \$42

Natural Enemy Count
4+1 = 5



Item/Insecticide Costs
3+3+1+2+3+4+4 = \$20

Pest Damage
1 Secondary Pest above Natural Enemy Count = \$3
5 Minor/Reduced Major Pests = \$10
1 Major Pest = \$5
\$18 total pest damage
\$38 total costs and damage

\$42 - \$38 = \$4 profit