

Wildcraft!

Story & Instructions

WELCOME to Wildcraft!

You and your cousins are about to embark on a grand adventure up Huckleberry Hill. Grandma wants to bake you a delicious pie, and has asked you to hike up the mountain near her cottage to bring back some huckleberries. You've been up on the mountain with Grandma and Grandpa before, but this is the first time she's asked you to go all the way to the top by yourselves!

You and your cousins have been staying with Grandma and Grandpa for two weeks now... playing on their farm, helping in the kitchen and garden, and listening to Grandpa's stories. Grandpa loves to tell stories about the fairies and elves, and Grandma loves that the stories help you learn things about the plants.

You see, Grandpa's fairies are each connected with a plant. Grandma has given you herbal remedies for your big

trip up the mountain, and you know you'll rely on Grandpa's stories to help you remember what each plant is good for.

Some plants, like plantain, you've been using for poultices and bandages on your scrapes since you were tiny. But others, like wild valerian, you've hardly used at all. You are glad you know so much about how the plants can help you, and feel confident that you can handle any troubles that come your way on your hike.

Grandma will be excited to hear about how you take care of each other on the mountain using the plants, and she will be thrilled if you can bring back some plants to help replenish her supply.

You'll leave for the Huckleberry Patch early tomorrow morning. You've got your backpack ready and your hiking outfit picked out. It's time to head downstairs, because you're certain Grandpa will have a great bedtime story for you tonight!

Your adventure continues in a FREE STORY online!

GET THE STORY AND OTHER FUN BONUSES AT WildcraftStory.com

Game Materials



Plant Cards

These are the plants you harvest on your journey. They show the common name, scientific name, and an icon that will match the icon on Trouble Cards to let you know which challenges it can help with.

Trouble Cards

You'll encounter many challenges on your journey. These obstacles can be helped by using herbs that you find along the way. By finding a Plant Card with an icon that matches one of the icons on your Trouble Card, you find the right plants to help you.

Helper Cards

These cards can be used to help other players who run into trouble along the way so that everyone can return to Grandma's House safely before Nightfall.

Spinner

Assemble the Spinner by combining the square board and the plastic arrow pieces. Take turns spinning to determine how many spaces to advance.

Note: If you spin a 1, you get to advance one (1) space and **also** draw a Helper Card.

Player Markers ● ● ● ●

There are four (4) of these, one (1) for each player (red, green, blue, and purple). These represent each player's position on the game board.

Black Markers ●

These are used to cover the Sun Spaces at the top of the board to mark how much time has passed and let you know how long until Nightfall.

Blue Markers ●

Each of these represents one (1) pail of blue huckleberries. You must collect two (2) markers per player at the Huckleberry Patch before heading down the mountain.

Get Ready to PLAY

1. Shuffle each deck of cards (Plant Cards, Trouble Cards, and Helper Cards) and place them in three (3) separate facedown piles. Set aside extra space next to these piles as you will be discarding cards as you play. If you run out of cards in any pile, simply shuffle the discard pile and use it as your new draw pile.
2. Deal four (4) Plant Cards to each player. These represent the herbal remedies Grandma sends with you to help you with the challenges on your journey. (**Note:** It is not necessary to keep your Plant Cards concealed from other players.)
3. Be sure the Black Markers, Blue Markers, as well as the *Wildcraft!* Story (optional) are in an easily accessible place.
4. Each player chooses a Player Marker. Place all of these on Grandma's House to start.
5. Read the first part of the *Wildcraft!* Story. It begins here at Grandma's House.
6. Decide who goes first. Use your favorite method or use the Spinner. (Whoever spins the highest number goes first and then play passes to the player on the left, continuing in a circle.)
7. The easiest way to learn to play is to just start playing! As each player takes their turn, read about the kind of space they've landed on using the information on the next page. Keep referring to the guidelines as you go, and pretty soon, you'll be experts!

HOW to Play Wildcraft!

Once each player collects two (2) pails of blue huckleberries and **all players** return to Grandma's House **before Nightfall** arrives, you've **WON THE GAME!**

Trouble Spaces

When you land on a Trouble Space, draw a Trouble Card to find out what challenge you are facing. All of the Plant Card icons on the bottom of the Trouble Card will let you know what plants can help you with your trouble. If you have a matching Plant Card in your hand, discard both the Trouble Card and Plant Card, and **ADVANCE TO THE NEXT REST SPACE.**

If you *do not* have a matching Plant Card to help with the challenge, keep the Trouble Card until you harvest a helpful plant (at which point, discard the Trouble Card and Plant Card and advance to the next Rest Space).

Plant Harvest Spaces

Each time you land on a yellow square with a picture of a plant on it, draw a Plant Card from the pile and add it to your hand.

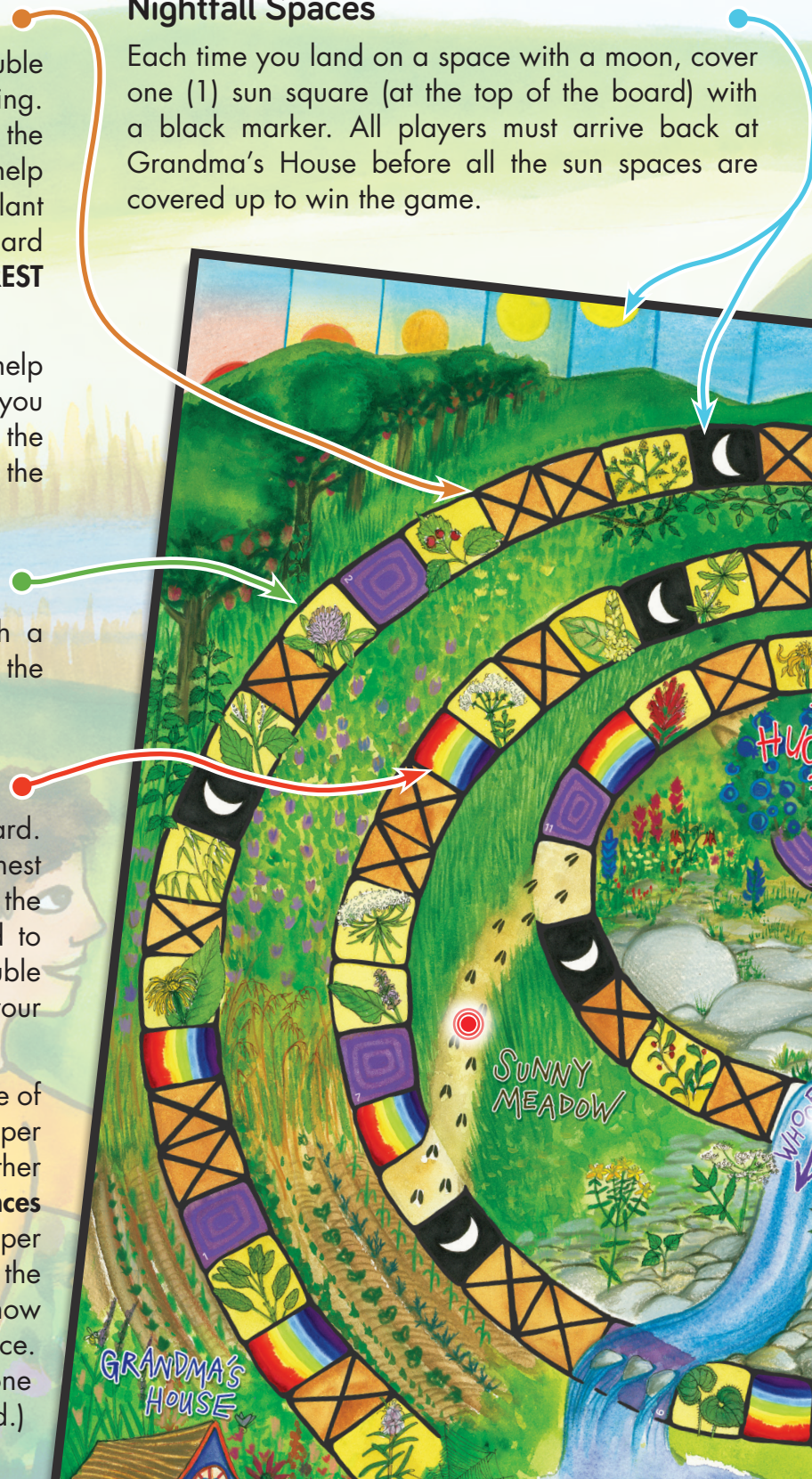
Rainbow Spaces

When you land on this space, draw a Helper Card. You may either bring the player who is farthest behind up to where you are (and discard the Helper Card) **OR** keep the card in your hand to help another player later with one of their Trouble Cards. You may only move another player to your position when you first draw the card.

If you save your card and gift another player one of your Plant Cards to help them, discard the Helper Card, your matching Plant Card, and the other player's Trouble Card. **That player then advances to the next Rest Space.** You can save your Helper Card to help another player until the end of the game. The player who drew the card decides how to use it, though other players may offer advice. **(Remember: If you spin a 1, you may move one [1] space ahead AND also draw a Helper Card.)**

Nightfall Spaces

Each time you land on a space with a moon, cover one (1) sun square (at the top of the board) with a black marker. All players must arrive back at Grandma's House before all the sun spaces are covered up to win the game.



Shortcuts and Setbacks

The **DEER TRAIL** and the **FALLEN TREE** can be a shortcut or a setback. If you land on the space at either end of them, you must follow them to the other end whether it helps or hinders your progress. The **SLIP SPOTS** on the river move one way (down) and will be a setback if you are hiking to the Huckleberry Patch or a shortcut if returning to Grandma's House.

Rest Spaces

When you land on one of these purple spaces on your way up the mountain, take a moment to read the appropriate section of the *Wildcraft!* Story if you've added this feature to your game (this is optional). The numbers on the Rest Spaces correlate to the numbers of the stories. *Example:* If you land on a Rest Space with the number 5, then read story number 5.

The Huckleberry Patch

You do not need to spin an exact number to arrive here. When you arrive, immediately collect one (1) Blue Marker. Collect one additional Marker on your next turns instead of using the Spinner.

Since the goal is to get two (2) pails of huckleberries for each player before Nightfall, if you arrive at the Huckleberry Patch before the other players, you may stay there and continue to collect Blue Markers until enough have been collected for each player (if there are 4 players, for example, 8 markers will need to be collected).

If any player is still climbing the mountain while someone is at the top harvesting huckleberries, they must continue moving up to the Huckleberry Patch. Once enough Blue Markers have been collected for Grandma's pie (2 per player), the players at the top may turn around and go back toward Grandma's House.

Even if all the Blue Markers have been collected, any players who have not yet reached the top must keep moving up until a player passes by going down in the other direction; then that player may turn around and move down the mountain. (**Note:** If another player passes you by slipping down a river or taking another shortcut, you can still consider yourself passed and start heading back.)

Grandma's House

Once you arrive back at Grandma's House (you don't need an exact spin), you may offer any Plant Card in your hand to other players to help them with their Trouble Cards even if you don't have a Helper Card saved.

When your turn comes around, you can use the Spinner and gift that number of moves to the player who's farthest behind. **When EVERYONE arrives back, you've WON THE GAME!**



The Wildcraft! Story

Add this optional, free, educational component to the game by going to WildcraftStory.com. The story begins at Grandma's House and is read at Rest Spaces along the way up the mountain.

What is WILDCRAFTING?

Harvesting plants and processing them to make food and healing remedies – that’s wildcrafting. Your *Wildcraft!* game is meant to start you thinking about how the plants growing around you might be able to help you with common ailments like sniffles or cuts.

What this game does not address is how the plants would need to be prepared and what parts of the plants would be used to treat these ailments. The purpose of this game is inspiration and fun. In this game, you will be “harvesting” plants and using them right away, almost as if you could simply eat one leaf and feel completely healed. While we do find ourselves constantly amazed by how effective herbal medicine can be, it is usually not that quick and simple.

We did choose plants for the game that are safe to eat. Some may not be particularly tasty, but as long as you’ve 100% positively identified the plant, it will be safe to consume. This is not the case for all plants that are beneficial medicinally, so be sure to do your research.

You can learn more about plants that are not safe to use by downloading the free *Wildcraft!* Story at WildcraftStory.com. We highly recommend you add this component to your game as it contains additional lessons about safe, ethical, and effective wildcrafting.

One of the most important things to realize is that plants must be gathered in a respectful way. There are some helpful plants that are also endangered. It’s important not to overharvest and decimate a plant population. It’s also important to gather plants in healthy areas. (Many wonderful plants grow along highways, for example, but all the car exhaust leaves them less desirable for our use than plants growing in more natural settings.)

As you develop your experience with plants, you can find ways to harvest that are sustainable and that help the plants grow lush and healthy.

If *Wildcraft!* inspires you to find out more about real-life wildcrafting as well as how to make herbal remedies, please visit LearningHerbs.com. Our Herb Fairies books are an herbal learning system for kids, and our Herbal Remedy Kit makes a great rainy day or homeschooling project.



A portion of game proceeds benefit United Plant Savers, whose mission is to protect and ensure renewable supplies of medicinal plants. Join at UnitedPlantSavers.org

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Special thanks to Rowan Gallagher for sparking the idea for this game, our talented & hardworking LearningHerbs Team, Hailey Gallagher, and the dedicated LearningHerbs community for playing *Wildcraft!* millions of times since 2006. *We appreciate you!*


LearningHerbs[®]

LearningHerbs.com, LLC does not recommend children or adults harvest or ingest wild plants without the supervision of an adult experienced in herbalism. LearningHerbs.com, LLC, its owners, and the *Wildcraft!* game creators are not responsible and cannot be held liable for any injury due to the information contained in this game.

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IDEAS for Younger Players & Alternative ways to PLAY

These instructions are *guidelines* rather than rules. We designed *Wildcraft!* to be played a specific way, but we believe these same materials can be used in endless different fun ways. Feel free to experiment and create your own versions of the game.

The game will definitely be challenging for 4 players with the number of Nightfall spaces. For fewer players, you may want to choose to leave later in the day for added challenge.

You may want to adjust for younger children. Four- and five-year-olds may need a simpler version of the game. We suggest making Rainbow Spaces simply an opportunity to bring the farthest player back up to where you are, and having the sharing of Plant Cards be allowed at any time. Younger players may only want to climb the mountain and get to the Huckleberry Patch, rather than playing the whole game. Just matching plants with troubles and moving along the board can be enough fun at that age!

HOW do I use the PLANTS in Wildcraft?

Herb Fairies[®] A Magical Tale of Plants & Their Remedies

Herb Fairies is a chapter book series and learning system by Kimberly Gallagher. It deeply explores 12 of the plants in the *Wildcraft!* game that kids love the most.

Each of the Herb Fairies books has a story of its own, and they're all connected to tell the much bigger tale. A tale of a time when Grandpa Rowan from the *Wildcraft!* Story was still a boy, a time when the plant magic was fading from the world...

Young Rowan and three of his friends discover an Herb Fairy at the park. They are drawn into an adventure beyond their wildest dreams.

The Old Man of the Forest casts a terrible spell, locking up much of the plant magic from the world.

The Herb Fairies turn to the children for help, and they all discover that only by working together and healing the Magic Keepers from all of the different magical races can the magic be fully restored. By the end of the series, your child will be a keeper of plant medicine magic.

Stories, play, and hands-on experiences are how kids love to learn. They even create their own journal of the 13 healing plants, recording their uses and experimenting with herbal preparations. Herb Fairies includes recipes, remedies, games, activities, coloring pages, *and lots more!*

Join the fun at
HerbFairies.com