

Forager All Lands Glitchless

Welcome to my guide on how to do All lands Glitchless in Forager!

In this guide I will be going over the basic information as to how you would go about speedrunning this category.

Table of contents.

- 1..... Choice of skills
- 2..... How to level up
- 3..... Making money & Crafting keys
- 4..... Islands & Routing
- 5..... Tips and Tricks
- 6..... Sell values and island costs
- 7..... Building costs



This guide is a work in progress. All information in this guide is based on game version 1.0.3

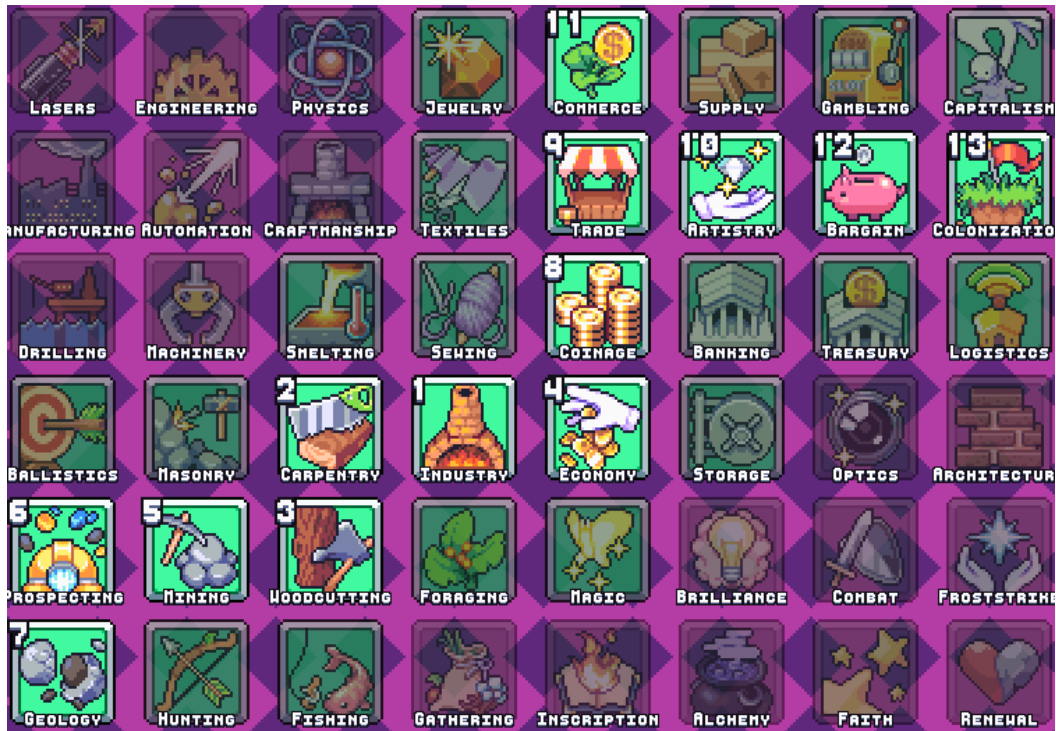
All art is taken from the Wiki page: https://forager.gamepedia.com/Forager_Wiki

The skill tree screenshot is from: <https://7soul.itch.io/forager-skill-planner>

If you have any suggestions or questions you can reach me on Discord: Jaarl#4723

Choice of skills

What we're aiming for with our skill choice is to level up quickly, earn money and reduce the cost of buying more islands. If the order in which skills are chosen is sometimes confusing that is because when you unlock a new skill and it fades in you can't click on it for 2-3 seconds and by then instead going back to another skill and unlocking it you won't have to wait while doing nothing during this period. (ex. Woodcutting - Economy - Mining, after you've taken woodcutting and while you are waiting to be able to unlock mining you take economy to remove the grace period.)



1. [Industry](#) - We grab this skill to gain experience when building structures which is by far the fastest way to level up early game.
2. [Carpentry](#) - This skill lets us build torches which give just about as good xp as fishing traps but only take 3 hits to break instead of 5 and also doesn't rely on using food.
3. [Woodcutting](#) - Travel skillpoint.
4. [Economy](#) - Allows us to buy our second piece of land which in turn doubles all naturally spawning objects and allows for animals and monsters to spawn.
5. [Mining](#) - Travel skillpoint.
6. [Prospecting](#) - Lets us get gems on occasion that boost our early game economy.
7. [Geology](#) - Makes all rocks and ores drop coal that can be sold at 3 gold per unit.
8. [Coinage](#) - Travel skillpoint.
9. [Trade](#) - Travel skillpoint
10. [Artistry](#) - Gives us a nice 25% increase in gold from selling crafted goods.
11. [Commerce](#) - Makes us able to sell items from inventory which is our only way to make money in this run.
12. [Bargain](#) - Reduces all coin costs by 15%, very handy for lower island costs!
13. [Colonization](#) - Reduces prices of islands by another 30% and is also our last skill.



How to level up



Leveling up in Forager might seem quite straight forward , and for the most part it is but this section is about some handy things you might not think about while leveling up to make things as fast as possible. The breakpoints in between levels is when you go to spend skillpoints, these are not definite but they are usually what I go by. You can also grab Economy at level 4 in case you get 2 coal deposits to spawn but this is the general way I level up.

Level 1 - 2: For the first level of the game you are going to be breaking blocks as quick as possible. Try not to miss any swings and move about the start island in a way to reduce the walking distance between resources. When you hit level 2 you will want to have at least 10 stone and 9 berries , apart from this try to grab as much wood as possible to reduce the amount you have to get at later stages.

Level 2 - 3: Now that you've picked up Industry it's time to start building structures to level up. First thing you want to place is a furnace and then as many fishing traps as you can afford. After you've placed your first load of fishing traps go to the furnace and start crafting 4 coal for later use. Keep breaking and placing fishing traps until you've reached level 3.

Level 3 - 8: At level 3 we get the Carpentry skill which allows us to build torches. With the 4 coal we've crafted we can place 2 torches which break fast so at this point it is quite menu intensive, however we do not want to convert more wood into coal because we're going to need the wood later on. Keep placing and breaking the 2 torches and keeping an eye out for coal deposits. Each coal deposit you find (up to 2 total) will allow you to place one more torch! (Even if you only get 2 coal in each deposit, more on that in tips and tricks.)

Level 8 - 14: As soon as you've come out of the skill menu make sure to buy the second piece of land. It will allow for more resources to spawn while you do other things. With the Geology skill we can now start gather resources more efficiently. Break rocks and chop trees until you have 8 stone , 16 iron ore , 4 gold ore , 20 wood and 24 coal. This will allow us to build the Forge and craft a key. If you want to be on the safe side you can opt for 24 iron , 8 gold and 30 coal to be able to craft 2 keys but this also requires certain islands to spawn. While the bars and bricks are being crafted keep leveling by building and destroying torches. When you're done leveling make sure to break the torches for cheap and handy resources.



Making money & Crafting keys











Now that we've reached the level we want to be it is time to start making money and crafting key(s)! As stated while leveling you will buy the island to the east as soon as you get the money from the Economy skill. Our money will come from rocks and ore nodes by selling coal and the occasional gemstone.

Now with the Bargain and Colonization the next 2 islands you will buy (North & West of spawn) will cost a total of 66 gold, which you will get by selling the beets, if you had those spawn, or 22 coal. Once acquired you will want to craft a key (or more if you have any of the puzzles and don't get the hat on your first try) and while it's crafting keep breaking rocks.

Getting the hat artifact will ease the amount of luck needed at later stages by increasing the value of gold coins by 50%. Our target is 476 gold to buy the first Undead zone (2 islands West of spawn) once we unlock this zone we won't need to break any more rocks for profit.

The undead islands you want are either the one with spike traps or the one with two chests. When you grab your first skullchest make sure to sell the orb you get to afford buying the first fire island. On this island you NEED to get the Dark shrine as this is where we make the big bucks. Head on over to it and sacrifice all your hearts.

The Value from the different outcomes is as follows (before modifiers):

- | | | |
|----|---|------------------------|
| 1. |  Termination - 10 EMP-Grenades | Value: 37000 |
| 2. |  Hermetics - 5 of Each Potion | Value: 15750~ |
| 3. |  Doom - 15 Demon Scrolls | Value: 12000 |
| 4. |  Avarice - 40 gems (10 each) | Value: 3600 |
| 5. |  Gluttony - A bit of food | Value: Next to nothing |
| 6. |  Wrath,  Madness,  Challenge | Value: 0 |

If you get the Hermetics Shrine buff make sure to drink one of the Greedy Mixture's as it increases the value of coins by 25%.

EMP-Grenades, Potions and Scrolls are all affected by the Artistry skill while the gems are not. This will net you a bonus 25% sell value of those items. Food as well but it is rubbish.



Making money & Crafting keys



After you've unlocked all the necessary islands it will cost about another 246000 gold to unlock the rest of the islands. Which translates to:

	Base Value	Mixture Only	Hat Only	Mixture and Hat
Termination	46250	57812	69375	80937
Hermetics	19687	24609	29530	34452
Doom	15000	18750	22500	26250
Quantity needed				
Termination	5,3	4,25	3,5	3,03
Hermetics	12,5	10	8,3	7,15
Doom	16,4	13,1	10,9	9,4

Why keys though?



The reason we craft a key is to get the Top Hat artifact which increases the value of coins we pick up by 50%. Also in case you get one of the puzzle islands you can craft multiple keys for more chances of the hat.



Islands & Routing



Starting Island(X)

Fairy Fountain (FF)

Giant Beets (GB)



Rainbow Puzzle (RP)

Pillars Puzzle (PP)

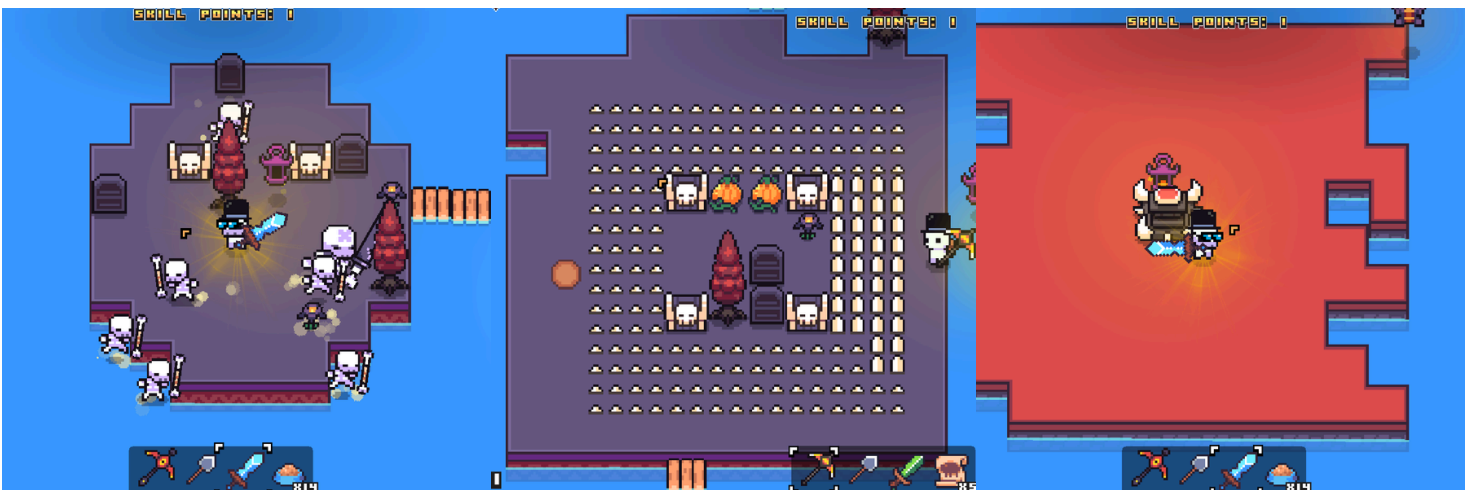
Small Island (si)



Skeleton Island (SI)

Spike Traps (ST)

Dark Shrine (DS)

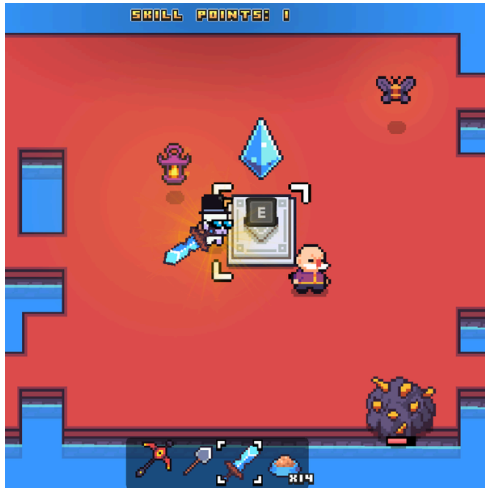




Islands & Routing



Shrine



Island Purchase Order



Island Layout



As seen in the purchase order there are two 5's & 8's and this is because these areas have just about the same cost so it doesn't really matter which you grab and if you have enough money you can buy the alternate one if you didn't get the island you wanted on the first try.

Routing

As soon as we get the Economy skill we buy island 1. After that we won't be buying land until we have grabbed all the skills we want for the rest of the run. At this point if you had the giant beets you would sell all the beets and purchase island 2 & 3. Next you start breaking rocks & crafting the needed materials for a key until we can afford island 4. We grab the big chest and hope for the hat. If you don't get the hat you will

need a ton more luck when you use the dark shrine. If you do not get SI or ST on Island 4 it's a reset. Grab 2 spirit orbs and sell them to buy island 5, 6 & 7. If you get the other undead island with chests you grab all the remaining spirit orbs and turn them into hearts. If you didn't get DS on 7 it's a reset. Head over to the darkshrine



Islands & Routing



and start sacrificing your hearts. Once you get your first termination, doom or hermetics make sure to sell quickly to buy some more fire biome islands to get the shrine. Go to the shrine and get either the double sell value or half island costs buff. Sacrifice the rest of your hearts for max money value and buy all islands.

16280	9711	6569	4570	6379	8854	12995
4552	2202	2000	1143	1809	1071	1607
2827	1161	191	36	161	536	1018
1666	476	30	START	30 (no discount)	250	482
2856	1220	209	48	167	572	1054
5088	2678	3392	2261	3332	1428	2196
28739	19457	14578	11186	14459	18743	25169

Tips and Tricks

Welcome to the tips and tricks section! Here you will learn some useful ways to maybe make your runs just a little bit faster!

Starting off is the reason behind buying the island to the north of starting island. You do this because the second Island you buy in the grass biome is ALWAYS the small island with the big chest on it. By placing this to the north and buying the next island in the list to the west you will have to use fewer bridges to get to the graveyard island.

On the spike trap island you can bypass the spikes by either:

Have more than 4 health. Spikes 'only' deal 3 damage.

Use i-frames. You can't take damage in quick succession.

Use a fairy-in-a-bottle. If you take damage that would kill you it gets used to save your life.

Have a TON of dodge chance. Not really useful in a speedrun.

Resource Tricking

(resource tricking is considered a minor glitch and as such is allowed in the NMG category)

In Forager 1.0.3 and earlier versions. You can do a little trick/glitch called resource tricking. It is done by placing buildings you shouldn't be able to afford but because of when the game checks for resources it works. Example: We are going to build 2 torches. The resource cost for the first torch is 4 wood & 2 coal and the second one is 5 wood & 2 coal. HOWEVER we only have 8 wood and 4 coal. What are we to do? Well this is when resource tricking comes in. And it works as follows:

1. You click on the building you want to build and it checks the cost. 4 Wood 2 coal.
2. You place the building and the game checks if you can afford to build a new one (at the same price as the first one) and puts it on your cursor if you can.
3. The cost of the building increases and with it also the refund materials.
4. You break the buildings and get back the resources they WOULD have cost to place.

The uses of resource tricking might not be immediately noticeable. However consider this example! You have 28 wood and craft 8 into 4 coal to be able to place 2 torches. While leveling 2 coal ores spawn and you break them only to end up getting 2 coal from each. Now you are stuck with 8 coal which only lets you build 3 torches. But with resource tricking we can manipulate these extra coals into a total of 10 ore making us able to place 4 torches instead. This is done by as soon as you pick up the first 2 coal and end up with 6 coal you build 3 torches (even though they SHOULD have costed 7!) and break them down. Then you can pick up the next 2 coal, which leaves us at 9 coal. From here you will need to resource trick one more time by placing 3 torches, this time leaving a gap between 1 of the torches to be able to leave its coals on the ground. Break the lonely torch and leave its 3 coals. Break the other 1 of the other two torches as well and pick up its 2 coals (now we have 6 again!) and now we can break all torches, pick up all coals and we're at a grand total of 10 coal!