FungIsle: Insurrection has its own Game Guide on its own website page which you can view by using the link below. The below game guide is almost entirely similar to the one on the website.
https://ix.cs.uoregon.edu/~kaisers/FungIsle/guide.html

Reset Database Button

The "Reset Entire Database" button will reset the database to the starting state for the game. It is highly recommended to click this button before starting the game, as otherwise, you may start where another player left off, which will be entirely confusing.

Using Query Bar

The Query Bar allows users experienced in SQL to search for information in the FungIsle database. To run the query, simply press "submit." To clear the query bar, press "erase." The Query Bar only has select access, so you will not be able to update, delete, or otherwise change the database.

Using the Scavenge Feature

To recover their health, our heroes and their pets eat mushrooms that grow on the island. Simply choose your character or animal and press "scavenge" to send them out to explore the island. There are several different mushroom types that your hero or animal could collect, but they all recover 100 health, except for the Almighty mushroom which recovers 1000 health. Should you be lucky enough to be graced with its presence, you can recover the entire health of a hero.

Note: heroes can only hold up to five mushrooms of each type in their backpack, and animals can carry only up to two.

Using the Eat Mushroom Feature

Use this feature to recover the health of your characters, simply choose your hero or animal and then choose from the list of possible mushrooms that they have. If your character eats a mushroom while at full or near-full health, their health will not recover, but they will still eat it anyway. Also, if your hero is dead, your character will be unable to eat – except for the Almighty Mushroom which can revive a character.

Using the Attack Feature

The attack feature is the most powerful and most complex feature of this game. As the official tactician for Mushronian and Amanita, it your job to communicate with them where to go, and who to attack. Both heroes start at their base, but you can send either of them (one at a time) to any of the four lands. Once all four lands have been freed (i.e., all the Saladorian Henchmen in each land are defeated), you can direct the heroes to Hell's Cave to fight off Saladore himself! Both heroes can be in the same village at once, but only one hero can attack at a time. In addition, all Saladorians in each village will attack a hero that attacks any one of them, so be careful! Heroes use their vehicles to travel, but those vehicles' stats do not affect the heroes' stats. Also, all humans have an attack and defense multiplier which is a number that is multiplied by their weapon's stats for their dmg/def. Defense effectively cancels damage against a human. A hero who attacks Saladorians in a village may not leave until they have defeated all resident Saladorians. Once a hero dies, they will be unable to do anything. A hero's pet contributes damage to the hero, but they cannot contribute defense or take damage.