

# Fungi rules

You stand in the middle of the forest and take in a deep breath of fresh air. You can feel that today must be your lucky day. Over the last week sunshine and rain have taken turns to create the perfect environment for a luscious harvest of savory mushrooms. Advice from the local populace is also giving you a boost in confidence. Equipped with a large basket, you started early in the day – before dawn under the glow of moonlight. You even packed a pan, some butter and cidre so that the reward come nightfall will be a feast around your campfire of all the savory mushrooms you have gathered. It is going to be a beautiful day!








## Components

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### Mushrooms

There is a total of 57 mushroom cards (49 day cards and 8 night cards). This accounts for 64 mushrooms (48+16) as night cards count as two mushrooms. Note the difference between **mushroom cards** and **number of mushrooms**. The *canonical name* refers to the convention on how the mushroom names are going to be used when interacting with the game through input/output and in the classes representing the mushrooms.

Mushroom	Number (day/night)	Flavour points	Stick value	<i>canonical name</i>	image
Honey fungus	10/1	1	1	honeyfungus	 <i>Honey fungus</i>
Tree ear	8/1	1	2	treeear	 <i>Tree Ear</i>
Lawyer's wig	6/1	2	1	lawyerswig	

					 <i>Lawyer's Wig</i>
Shiitake	5/1	2	2	shiitake	 <i>Shiitake</i>
Hen of Woods	5/1	3	1	henofwoods	 <i>Hen of the Woods</i>
Birch bolete	4/1	3	2	birchbolete	 <i>Birch bolete</i>
Porcini	4/1	3	3	porcini	 <i>Porcini</i>
Chanterelle	4/1	4	2	chanterelle	 <i>Chanterelle</i>
Morel	3/0	6	4	morel	 <i>Morels</i>

## Other cards

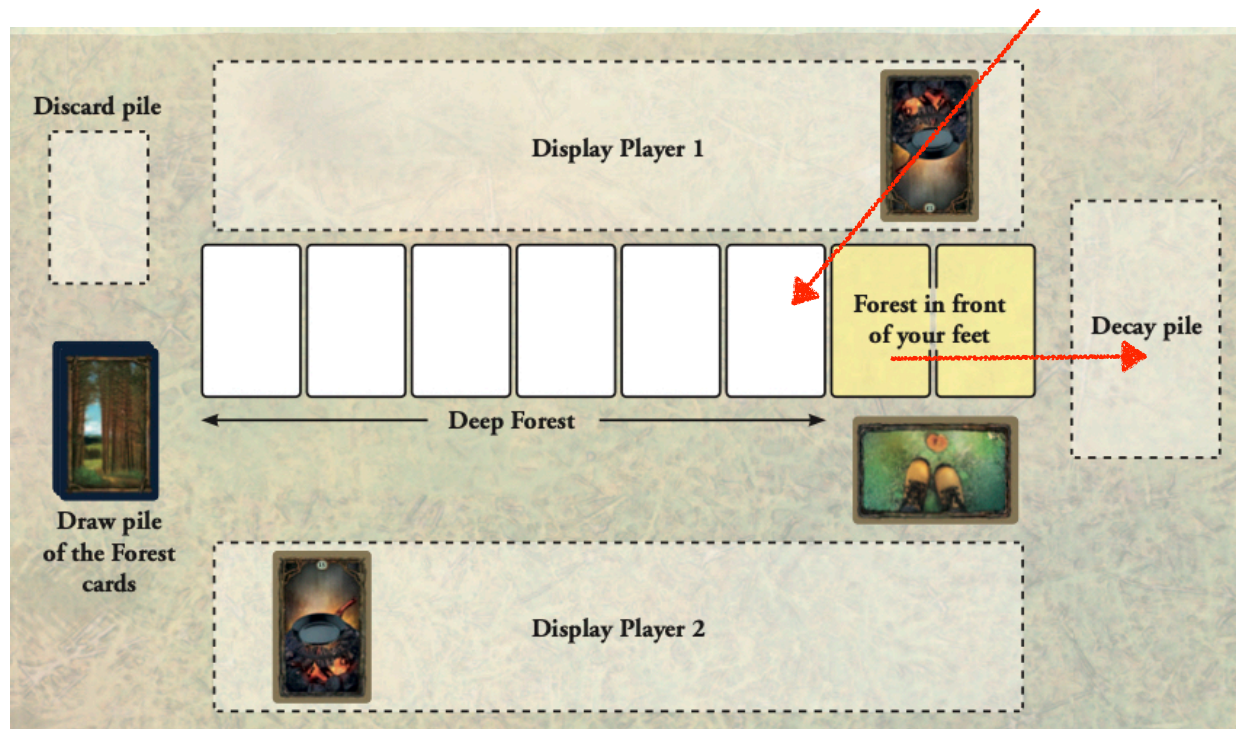
Card	Number	canonic name	image
Butter	3	butter	
Cider	3	cider	
Pan	13	pan	
Basket	5	basket	
Stick	never ending supply	stick	

There is a total of  $24 + 57 \text{ cards} = 79$  (-2 pans that go automatically to the display) in the forest card pile.

## Setup

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Reveal 8 cards from the draw pile of the Forest cards and with them, form a line between you two. These cards are called the Forest. The two cards that are farthest away from draw pile of the Forest cards are the immediate area in front of your feet.



Now each player receives the following items:

- 1 of the 2 Pans that have been put aside earlier during setup. Put them in the respective displays.
- 3 Forest cards of the draw pile. This will be your hand at the beginning of the game. Should you draw a basket card put this card into your display. Do not draw a replacement card.

## Flow of play

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### Goal of the Game

In a game of Fungi you try to collect the most delicious mushrooms and roast them gently in a pan. With butter and cidre you can refine your meal. For preparing mushrooms you will earn flavour points. The player who was able to receive the most flavour points by game's end, will be the winner.

## On your turn

On your turn you must do 1 of the following 5 Actions, you cannot pass voluntarily:

1. Take 1 card out of the Forest
2. Take all the cards out of the decay pile
3. Cook 3 or more identical types of mushrooms
4. Sell 2 or more identical types of mushrooms
5. Put down 1 Pan

### 1. Take 1 card out of the Forest

Take 1 card out of the Forest and put it in you hand. Take heed of your Hand limit. At the beginning it's 8 cards – that means you may never have more than 8 cards in your hand at all times. You can extend your hand by playing baskets.



A basket will never be part of your hand. Immediately put it into your display. Therefore it never counts towards your hand limit. Each basket will immediately extend your limit by 2 cards. So with 2 baskets in your display, your limit would be 12 cards.

If you choose this action, you will have two options:

1. **Take 1 card from the immediate area in front of your feet.** Take 1 card out of the Forest that is in front of the pair of shoes. This area is immediately in front of you and gathering is very simple.
2. **Take 1 card out of the Deep Forest.** Take 1 card into your hand that is deeper into the Forest – these are the 6 cards that are not in front of your shoes. To gather such a mushroom you have to expend 1 or more Sticks. The first card that is deeper into the Forest (i.e. comes right after the shoes) costs 1 Stick, the card after that 2 Sticks and so on. The card that's deepest into the Forest therefore costs 6 Sticks.



Sticks never go into your hand and never count towards your limit. With **action 4** *Sell 2 or more identical types of mushrooms* you can gain Sticks. You need them for **action 1.2** in order to take 1 card out of the Deep Forest.

## 2. Take all the cards out of the decay pile

Take all the cards out of the decay pile (between 1 and 4 cards after the 1st turn of the game): resolve the baskets as described above and put all the other cards into your hand. Take heed of your hand limit.

If you have reached your hand limit, you may still take up to 3 cards from the decay, so long as it contains at least 1 Basket. It will immediately go to your display, so that your hand limit is increased by 2 – allowing you to take the other cards into your hand. However, if the decay is comprised of 4 cards, the decay would have to contain 2 Baskets.

## 3. Cook 3 or more identical types of mushrooms

As soon as you have 3 or more identical types of mushrooms in your hand, you can decide to cook them. To cook them play these cards onto an empty pan in your display or play an empty pan into the display together with the mushrooms. Once cooked put them in the discard pile. During the course of the game you will not be able to cook any more mushrooms into this pan nor will you be able to reuse the pan.

**Important:** During your turn you can only cook 1 type of mushroom.



You cannot cook mushrooms without a pan! Be sure to never run out! You start the game with 1 pan in your display but you can get even more pans out!





The cooking of mushrooms is the goal of this

game. In the boxes on the upper left and right of each card right below the little pan symbol you can see exactly how many flavour points you will get for each cooked mushroom at the end of the game. Whoever has more of these points by game's end will be the winner.

Should you have cooked 4 birch boletes for example – using 2 forest cards and 1 night card –, you will have gained 12 flavour points at the end of the game.



Butter and Cider: If you manage to cook 4 or more identical types

of mushrooms (night cards again count as 2), you may also put 1 butter in the pan; if you manage to cook 5 or more identical types of mushrooms, you may instead put 1 cider into the pan. Following this pattern it is possible to put 2 butter into the pan if you manage to cook 8 or more identical types of mushrooms, or with 9 or more identical 1 butter and 1 cider, and if you manage to cook 10 or more identical mushrooms at once, you may even add 2 cider. Each butter will yield 3 additional flavour points, each cider will yield 5. You cannot add butter or cider after you have cooked the mushrooms. They have to be played in **action 3** together with the mushrooms.

#### 4. Sell 2 or more identical types of mushrooms

If you have 2 or more identical types of mushrooms in your hand you may sell them to gain sticks. Put 2 or more identical types of mushrooms onto the discard pile and count how many sticks you will gain. Put the sticks into your display. The amount of sticks you will gain for each mushroom, is denoted by the number underneath the little stick symbol in the boxes on the upper left and right 2 of each card. As an example: If you sell 3 Shiitake (1 forest and 1 night card), you will gain 6 sticks. During your turn you can only sell 1 type of mushroom.

## 5. Put down 1 Pan

Put down 1 pan into your display. During a later turn you can use it in **action 3** *Cook 3 or more identical types of mushrooms.*

## After your turn

After your turn perform the following 3 steps in order:

1. No matter what action you took put the card that is closest to the decay pile onto the decay pile. The decay pile may never consist of more than 4 cards. Should a 5th card try to enter the pile – discard all previous 4 cards into the discard pile and begin a new decay pile with the 5th card.
2. Slide the cards of the forest towards the decay pile, so that there are again 2 cards in front of the pair of shoes.
3. Replenish the forest to contain 8 cards. Draw 1 or 2 forest cards and put them into the deep forest, farthest away from the pair of shoes. You will not be able to perform this last step, once the game nears completion.

Now your turn is over, and play passes to your opponent.

## End of game

The game will end immediately as soon as the last card from the forest has been taken. Now count the flavour points of all the mushrooms you managed to cook. In the boxes on the upper left and right of each card right below the little pan symbol you can see exactly how many flavour points you will get for each cooked mushroom. Note that Night cards will yield double the points. Also count the additional points that you gain from butter and cider. The skilled mushroom gatherer who has managed to gain more flavour points will be the Winner.

Enjoy your meal.