

Johnny and the Toe-Sap Fungus

2005, Michael J. Cross, <https://boardgamegeek.com/boardgame/29108>

Components:

- A Chess board (representing the beach)
- A meeple or other playing piece representing each player (in different colors)
- 80 colored stones or beads (20 stones in 4 different colors, representing toe-sap)
- 2 playing pieces representing the Cownivores
- 14 shells (or suitable replacements)
- 4 six-sided dice (4d6) to represent the players' cows

Setup. Each player takes a meeple, a die (d6) and a set of colored stones. Each player places his die with the six (6) facing up showing that the player owns six cows at the beginning of the game. The gameboard is set-up according to the diagram below (P = playing piece or meeple, S = shell, C = Cownivore piece). If there are only two players, they should each take two sets of colored stones and should place their playing pieces on opposite sides of the board.

S				P			S
	S					S	
		S			S		
P			C	S			
			S	C			P
		S			S		
	S					S	
S			P				S

- Each turn you may move your playing piece one square in any direction.
 - Every time you move, you MUST place one of your colored stones on the space just vacant (representing the drop of toe-sap that just oozed from your foot).
- If you move onto a space containing a shell or a drop of another player's toe-sap, you collect it and place it in front of you. However, you cannot collect your own color(s) of toe-sap (that would obviously be disgusting, although the Cownivores can collect your toe-sap for you as described below). You cannot move onto a space containing a Cownivore or another player's piece.

- Instead of moving your playing piece, you can either:
 - **Trade shells.** All along the beach are tourist ships that will gladly carry you anywhere on the beach in exchange for a shell. On your turn you may discard a shell to instantly travel to any space on the board (if that space is not occupied by another player's piece, a shell or a Cownivore).
 - **Offer a cow.** Buried in the sand along the beach are small creatures known as Cownivores. As their name suggests, Cownivores like cows and will gather a lot of toe-sap for you in exchange for one of your precious cows. The Cownivore pieces begin the game in the center of the board (as shown in the previous diagram). To offer a cow to the Cownivore, simply turn your die to the next lowest number (e.g. from 6 to 5). If you offer your last cow, remove your die and you are no longer able to offer any cows. Next, choose one of the two Cownivore pieces and move it in any direction as far as you would like, then you can change direction and do it again. Cownivores move just like queens in chess, although they can move twice. Cownivores collect any toe-sap they move over or land on (including your own color(s)). They can pass over, but cannot land on or collect shells, Cownivores or other playing pieces. After the second move is completed, leave the Cownivore in place (do not return it to the starting position in the center of the board). The next time someone offers a cow to that Cownivore it will move from the space in which it is currently standing.

Players alternate turns until one player places his or her last droplet of toe-sap. Each player (including the player who ran out of toe-sap) gets one final turn before the game ends.

Scoring. Only toe-sap that you collected (i.e. not your own toe-sap that wasn't played on the board) is used for scoring. The players with the most cows and shells can influence the tribal leaders and set the value of the different varieties of toe-sap. The toe-sap will be worth 5, 3, 2 and 1 points, with the order chosen by the players.

The players first determine who has the most remaining cows. If there is a tie, the player with the most collected toe-sap wins. If there is still a tie, the player who was last in turn order wins the tie (e.g. the starting player would always lose this tie-breaker). The player with the most cows chooses which color of toe-sap is the most valuable (i.e. worth 5 points).

The players then determine who has the most shells. Ties are broken as described above. The player with the most shells set the value order of the three remaining colors of toe-sap. For example, if the player with the most cows decides that blue toe-sap will be worth five points, the player with the most shells might then decide that green, orange and white toe-sap will be worth 3, 2 and 1 points respectively.

The players then add up the value of their collected toe-sap and the player with the highest total wins the game and is declared hero of the island. Ties are broken as described previously (there can only be one toe-sap hero!).