

Bobby Doran
FUNGUS

A game for 2 to 4 players that might just grow on you!

Rules

Players will need approximately 50 markers of a distinct color in a 2 player game, 35 in a 3 player game and 25 in a 4 player game. Small glass gems or beads will work well.

Players place Fungus gems on the hex board in an attempt to have the most gems on the board in the fewest number of connected areas.

Set up phase:

First player places a gem on any space as long as it is not adjacent to an edge of the hex board or adjacent to another gem. Then play continues clockwise with each player doing the same. Until each player has placed 3 gems.

Fungus phase:

Each player on his turn now must place one gem adjacent to an enemy gem. Players continue taking turns until the board is completely full.

Scoring Phase (basic game):

Players count up all of the gems they have on the board and deduct from that number, the total number of separate connected areas they have created with their gems. High score wins.

AGGRESSIVE GAME:

If when placing your gem it causes a single adjacent enemy gem to be completely surrounded by enemy gems, you may remove the surrounded gem and place one of yours in it's place immediately. Or you may leave the space empty (for now) and capture the gem until the end of the game. At which time you may remove a single one of your gems and place the captured gem in it's place.

Aggressive game scoring:

In the aggressive game players count the total number of gems in their largest single connected area of gems. Then they deduct the total number of areas they have created from that number to determine their final score. High score wins.

Example of final scoring
Black has a total of 46 gems on the board and
4 connected areas. $46 - 4 = 42$
Grey has 45 gems on the board and
7 connected areas. $45 - 7 = 38$
Black wins!

Aggressive scoring:
Black has 17 gems connected in the largest area.
 $17 - 4 = 13$
Grey has 29 gems in his largest connected area.
 $29 - 7 = 22$
Grey wins!

