

Mushrooms

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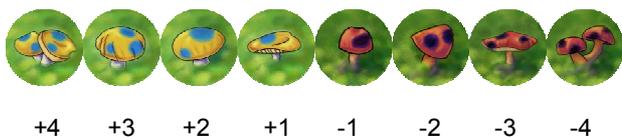
a 20–30 min party game for 2–4 players (ideally 2)

INTRODUCTION

You are inexperienced chefs, who just learned that delectable mushrooms grow in the wild, and you decide you're going to go pick your own! You are so excited about this prospect that you agree to a little mushroom hunting competition: Each chef gets to cook and serve all the mushrooms she finds, but you agree to stay together in the woods, taking turns leading the mushroom-hunting party. Unfortunately, you are more concerned with gathering mushrooms than with being safe. So, you blithely skip through the great outdoors, collecting pretty mushrooms with no regard to their toxicity (although those red caps with black spots do make you a little nervous). You'll figure it out soon enough when your customers sample your magical mushroom menu!

COMPONENTS

- 1 hex gameboard with 94 spaces
- 48 mushroom tiles (6 each of +4, +3, +2, +1, -1, -2, -3, -4 spots)



- 1 basket to represent the mushroom-hunting party

SETUP

Shuffle the mushroom tiles face-down. Take turns placing them in random locations on the board, ensuring that each column of hexes has at least one tile by the time they are all placed. Turn them all face-up. Place the basket on the centre space.



Setup example

Whoever most recently ate mushrooms is the start player. She moves the basket in a straight line in one of the six possible directions, in order to land on a mushroom tile and take it.

PLAY

On your turn, move the basket according to the following **Mushroom Gathering Rules**:

- You can neither move it further forward nor backward in the same line of hexes along which the previous player just moved it.
- Move as far as you want in a straight line to land on a mushroom tile and take it, whether you want it or not.

At the end of your turn, leave the basket pointing in the direction you've moved (so the next player knows which line of movement is forbidden).



Example: Player A moves the basket in a straight line and takes a 4-point mushroom

END OF THE GAME

When a player is unable to collect any mushrooms on her turn, the game ends immediately. Each player adds up her own score:

- **Yellow** mushroom tiles are worth as many **positive** points as the number of blue spots on them.
- **Red** mushroom tiles are worth as many **negative** points as the number of black spots on them.

The highest total wins. If your total is positive, you get to gloat about your gastronomy, because your customers survived.