

MYCELIUM

A MUSHLING GAME

Designed by Eric Yadvish

Illustrated by Abi Toads



COMPONENTS



1 Game Board



4 Player Mats



45 Nutrient Cubes



80 Path Pieces
(20 of each color)



50 Spore Tokens



16 Combat Tokens



1 Active Player Token



12 Gatherer Mushling Meeples
(3 of each color)



54 Mushling Cards



17 Nutrient Cards



1 Nutrient Deck Guide Card



8 Hero Mushling Cards



1 Hero Tavern Tile



16 Emporium Cards

INTRODUCTION

*Pub-pat, pub-pat, pub-pat, the Mushling marches on,
Through the fungal forest, he hums a jolly song.
There's been quite a distance, these little legs have roamed,
To bring prized nutrients to flora of their home.*

*Despite their relation, with decay, rot and gloom,
These friendly little fungi wish for buds to bloom.
New friends, pretty leaves, or the dance of flames in fires,
These joyful ancient creatures find much to admire.*

*Each serve a role in their Mycelium network,
Enforcers keep the peace, the scouts will brave the murk,
The builders building paths, the workers mining spores;
Beware the warrior's wrath, or thieves at your door.*

*The wizards scry the future, reading woodland whims,
Foreseeing forest fates, the outcome grand or grim.
Use their fortunes wisely, take heed of what they said,
Well thought-out decisions can put oneself ahead.*

*Pub-pat, pub-pat, pub-pat, the Mushling marches back,
Bag now filled with treasure, or just an empty sack.*



OVERVIEW
















In Mycelium, you will be competing with other Mushling Colonies to be the first to gather 10 Nutrients! You must expand your mycelium network by building Paths to key locations across the board. Place your Gatherer Mushlings in these locations at the right time to collect Nutrients and resources. Deduce where Nutrients will appear and plan accordingly!

Each turn you may play versatile Mushling Cards from your hand to use their powerful abilities. Mushling Cards may also be used to attack other players' paths, which are removed if you win. Manage your hand of Mushling Cards effectively to gain an advantage over the rival Colonies!

The Nutrient Deck determines the events that take place in the forest, including where Nutrients will appear. Certain Mushling Cards view and manipulate the Nutrient Deck.









The game ends immediately once a player acquires 10 or more Nutrients. Proper planning is the key to victory in Mycelium: A Mushling Game!

SETUP (3-4 PLAYERS)

- Flip the board to the correct side for either 3 or 4 players
 - See the Team/2 Player Variant on page 12 for the setup for 2 vs 2 or 1 vs 1
- Give each player a Player Mat, all of their matching colored Path pieces, and their 3  pieces
 - Players should sit near their Colony on the board
- Shuffle all  together to form the Mushling Card Deck
 - Place the deck face-down near the Mush Room
- Deal 4  to each player
- Deal out additional  as described below:
 - The first player should be whoever most recently saw a mushroom in the wild!
 - The game will proceed clockwise from the 1st player
 - Deal 1 additional  to the 2nd player (5 total),
 - 2 additional  to the 3rd player (6 total), and 3 additional  to the 4th player (7 total)
- Place 3  on each Spore Cave and place 3  on each Colony's Player Mat
 - Place all other  near the board to form a supply
- Place all  near the board to form a supply
- Place 1  on the Center Tree and place 1  on each Nutrient Tree
 - Place all other  near the board to form a supply
- Shuffle all  cards together to form the Nutrient Deck (In 3 player games, remove all 3 of the Walnut cards)
 - Place the deck face-down near the board with the Nutrient Deck Guide Card near it for all to view




Text Symbols






 Mushling Card	 Nutrient Token
 Gatherer Mushroom	 Nutrient Card
 Spore Token	 Combat Token
 Spore Value	 Combat Value

Board Symbols

 Oak Nutrient Tree	 Walnut Nutrient Tree	 Player Colony
 Birch Nutrient Tree	 Spore Cave	 The Mush Room
 Pine Nutrient Tree	 Willow Center Tree	





EXPLORE PHASE

Before the first turn, complete the Explore Phase so that **all** players start their first turn with  (Gatherer Mushlings) placed:

- Starting with the first player and proceeding clockwise, each player must place all 3 of their 
 -  can be placed on any Nutrient Tree, the Center Tree, any Spore Cave, or the Mushroom Room. See the Place Phase on page 9 for more information about placing .
 - Your goal is to place your  on Nutrient Trees and Spore Caves you can **bond** to on your first turn
 - Ideally you want to avoid placing  on locations you won't reach with your Paths on your first turn
 - See the Gather Phase in the rulebook for the definition of a **bonded** Path and how gathering works
 - You can always gather from the Mushroom Room successfully

You should review the Turn Order with all new players before starting the Explore Phase. If anyone is worried about making a poor decision in this phase, try following one of the examples below!






Green places 2  on the Mushroom Room and 1  on the Spore Cave on the edge of their Colony. On their first Gather Phase, they are guaranteed to get 2  and 1 .

Tip: See the example on the left for a low risk Explore Phase placement recommended for new players.

See the example on the right for a riskier Explore Phase placement.



Red places 1  on Birch and 2  on the Spore Cave on the edge of their Colony. They are planning to build 3 Paths as shown before their Gather Phase. Hopefully the  on Birch will still be there when they gather!




TURN ORDER

After all players have placed their Gatherer Mushlings in the Explore Phase, the first player begins their turn. Play proceeds clockwise to the next player after the current player completes their entire turn.

These are the 5 phases of a player's turn that must be completed in order:

- Nutrient Card Phase
- Action Phase
- Gather Phase
- Place Phase
- Draw Phase

1. NUTRIENT CARD PHASE




- Turn over a  (Nutrient Card) from the top of the Nutrient Deck and follow its instructions. Place this  face-up in a Nutrient Deck Discard Pile. Any player may look through any discard piles at anytime.
- If the Nutrient Deck has no cards left and you need to turn over a , shuffle the entire Nutrient Deck Discard Pile together to form a new Nutrient Deck and then draw.

2. ACTION PHASE

Do any of the following actions in any order and as many times as you want/can:

- Use a Mushling Card “Action” ability
- Build a Path
- Exchange Mushling Cards
- Attack












USE A MUSHLING CARD “ACTION” ABILITY

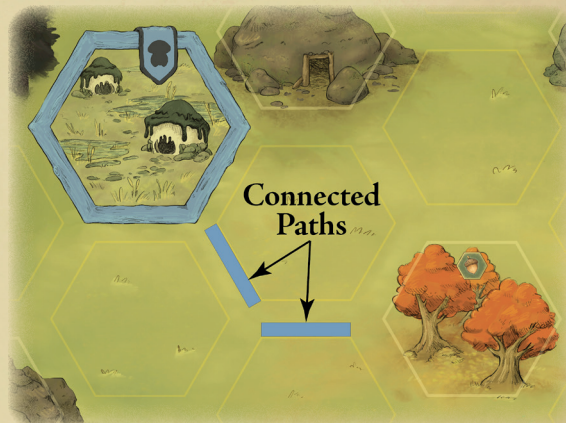
- Follow the instructions on the card. Discard the  after it has been used.
- Reaction abilities are not considered actions and may only be used if their conditions are met
 - Reaction abilities may be used on any player’s turn
 - Discard the  after it has been used
- Some  have 2 abilities, but you must choose 1 to use

Tip: Mushling Cards have many uses. It may take a few turns to understand the best use of each card, but all Mushling Cards are powerful in their own way.



BUILD A PATH

- Spend 3  (Spore Value) to build each Path
 -  (Spore Tokens) are worth 3  each
 - ◆ You may spend  from your Player Mat
 - ◆ Return spent  to the supply
 -  may be spent for their . You may spend as many  as you want, amounting to their combined .
 - ◆ Discard all spent 
 - You are not refunded for excess  spent, but you may build multiple paths in one build action
 - When building multiple paths in one build action, you must place all paths one at a time before taking another action.
- The spaces between the hexagon spaces are called **edges**
- Paths can only be placed on **edges** and new Paths must be **connected** to one of your existing Paths
 - **Connected Paths** are Paths on adjoining **edges**
- Colonies have 6 permanent Paths surrounding them
 - These permanent Paths are shown on the board
- Each **edge** can only have 2 Paths on it, but you can NOT have 2 of your own Paths on the same **edge**
- If you have the max of 20 Paths already in play, you must remove 1 of your existing Paths when building a new Path.
- See page 13 for an extended example of the Build a Path action



The image above shows 2 connected Paths



The image above shows a Path from Red and a Path from Green sharing the same edge of the Birch Nutrient Tree

Tip: Your goal is to build Paths to bond to locations. See the Gather Phase for more info on **bonded** Paths.

EXCHANGE MUSHLING CARDS

- Discard 2 of the same type to perform **one** of the following actions:
 - Spawn 1 in any Spore Cave (add from the supply)
 - Draw 1 new

Tip: Desperate for a certain card? First check if all of them aren't in the discard pile, then start Exchanging!

Mushling Card Types

Builder	Thief
Enforcer	Warrior
Reinforcement	Wizard
Scout	Worker

ATTACK

- Attack another player's Path
 - You must be **connected** to the targeted Path to attack it
 - Then follow the steps below describing combat:
 - Announce you are attacking a Path and point to the targeted Path
 - Choose a and place it face-down in front of you
 - The Defender (the player who owns the targeted Path) may then decide to place a face-down in front of them:



If the Defender plays a , proceed to step 4

OR

If the Defender does not play a , remove their Path, reveal your and skip to step 6 (do not gain a)

- Reveal both and compare their (Combat Value)
 - (Combat Tokens) and (Reinforcement Mushling Cards) can be used by **any** player at this time
 - may be spent in any battle to add +1 to either player's (discard after use)
 - Reaction abilities that say "if revealed in combat" can not be used unless they belong to the initial face-down cards. For example, a can not be added after revealing the 2 .

If your final is greater than the Defender's, you win

OR

If your final is equal to or less than the Defender's, the Defender wins

- Reward the winner

If you (the Attacker) wins, remove the targeted Path and gain 1

OR

If the Defender wins, the targeted Path is not removed and the Defender draws 1

- Resolve any Reaction abilities from the 2 revealed in combat (such as cards) after a winner is determined, starting with the Attacker's ability first
 - Discard both revealed and all played after resolving any abilities, even if the Defender did not play a card

For an extended example of combat, see page 13

Tip: STOP! Check your hand size before concluding your Action Phase. Remember that you will draw 1 in your Draw Phase and possibly additional in your Gather Phase. You must discard down to 7 at the end of your turn. Do you want to use more now or end up having to discard them?



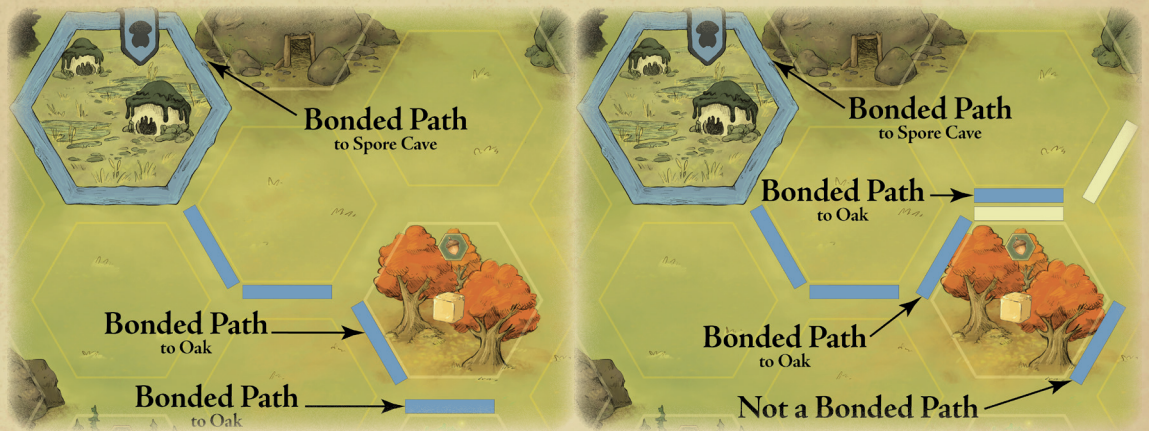
2 Colonies reveal their Mushling Cards, and compare

3. GATHER PHASE

After you finish your Action Phase, you must proceed to the Gather Phase. Once you start the Gather Phase, you may no longer perform any actions from the Action Phase for the remainder of your turn. Follow the steps below to bring back each of your 🍄 (Gatherer Mushlings) to your Colony:

1. First check how many **bonded** Paths you have on the **edge** of each location where your 🍄 are placed
 - ◆ A **bonded** Path is a Path on the **edge** of a location with a series of **connected** Paths that can be traced back to the permanent Paths surrounding your Colony. Each Colony always has 1 **bonded** Path to the Spore Cave next to it.
 - ◆ The amount of **bonded** Paths you have surrounding a location indicate the maximum amount of tokens you can gather from that location during this turn
 - ◆ It is possible for a single Path to be **bonded** to 2 different locations

Both examples to the right show Blue with exactly 2 **bonded** Paths to the Oak Nutrient Tree, and 1 **bonded** Path to the Spore Cave next to their Colony



2. If any 🍄/🍄 are present on a location with your 🍄, take 1 🍄/🍄 from that location per 🍄 on that location and place the 🍄/🍄 on your Player Mat
 - ◆ Remember that you can only gather as many 🍄/🍄 as you have **bonded** Paths to that location
 - ◆ Place any 🍄 in the leftmost available slot on your Player Mat
3. For each 🍄 that returns from the Mush Room, draw 1 🍄 immediately
 - ◆ You can not and do not need to be bonded to the Mush Room to successfully gather from it
4. All 🍄 are returned to your Colony in this phase, even if they won't successfully gather anything



Red has 2 🍄 placed on Birch with 2 🍄, but only 1 **bonded** Path on Birch. Red will only gather 1 🍄.

4. PLACE PHASE

- Place all 3 of your 🍄 (Gatherer Mushlings) on any Nutrient Trees, Spore Caves, the Center Tree, or the Mush Room
 - The goal is to gather successfully with each placed 🍄 on your next turn
 - You may place 🍄 on locations you are not **bonded** to
 - This can be useful if you plan on bonding to that location on your next turn before your Gather Phase

Tip: Always think 1 turn ahead! Imagine where you can build Paths next turn based on the resources you have and place your 🍄 accordingly.



Red places 1 🍄 on the Mush Room, 1 🍄 on the Spore Cave they are bonded to, and 1 🍄 on Willow. Although they are not bonded to Willow yet, they are sure the 2 🍄 on their Player Mat will be enough to bond to it on their next turn.



5. DRAW PHASE

- Draw 1 🍄
 - If the Mushling Card Deck has no cards left and you need to draw a 🍄, shuffle the entire Mushling Card Discard Pile together to form a new Mushling Card Deck, and then draw. This also applies when drawing during the Gather Phase.
- You must then discard 🍄 so you have no more than 7 cards (max hand size) in your hand
 - It is fine to have more than 7 🍄 at any other time during the game, but you must always discard back to 7 cards at the end of your turn in this phase
 - Even if you already have 7 or more 🍄, you must still draw 1 🍄 and then discard
 - You may end up wanting to keep the new card!

END OF GAME

- The game ends immediately once a player acquires 10 (or more) 🍄. There is no way for multiple players to acquire 10 🍄 in the same game. Only the player who acquired 10 🍄 is the winner.
- Note that the winner will typically only win on their own turn during their Gather Phase, with the exception of using the Bird's Nest Mushling Card
 - See the Mushling Field Guide near the end of the rulebook for more info on the Bird's Nest card!

VARIANTS

Now that you are familiar with the game, try playing with some or all of the variants! The Emsporium and The Hero Tavern add complexity and mix things up. You can find the rule changes for these variants on the next few pages.

You may also want to try the Team/2 Player variant which may be combined with the other variants.

THE EMSPORIUM (VARIANT)




The Emsporium is open for business! The Emsporium variant adds a shop of powerful items which grant permanent upgrades for the rest of the game.

The Emsporium is recommended for players who want to add value to gathering lots of Spore Tokens.





Additional Setup

- During Setup, shuffle all Emsporium Items to form a deck and display 5 of them face-up to form the shop







Buying Items

- Buy: A new action is available during your Action Phase!
 - Purchase 1 or more Emsporium Items from the shop with any combination of  and 
 - ◆ You are not refunded for excess  spent, much like the Build action
 - When an item is purchased, do NOT replace it with a new item from the deck until the end of your turn



Using Items

- Keep all of your Emsporium Items face up in front of you for all players to see
 - Your Emsporium Items provide you with specific benefits immediately when bought and for the rest of the game
 - ◆ For example, a player buys a Sword item, so all their  have increased  (+1)
- There are 2 of every Emsporium Item, and their effects can stack
 - For example, a player with 2 Sword items will have +2  for all of their 

Examples

Blue spends a Blue Oyster worth 1 , and 1  (worth 3 ) to purchase 2 Pickaxe items (cost 2  each). Blue then uses a Yellow Morel Action ability to spawn 1 + 2  in the Spore Cave closest to their Colony (+2  because of the 2 Pickaxe items).




Blue has 2 Backpack items and starts the Gather Phase. Blue has 3 **bonded** Paths on Pine, so their 1  may bring back 3 !



Blue has a Bow and is able to attack Paths up to +1 edge away from their Paths. Blue attacks Green's Path from a distance.

THE HERO TAVERN (VARIANT)








Legendary Hero Mushlings await you in The Hero Tavern! But they don't pledge their allegiance for free...

The Hero Tavern variant provides an alternate use for Combat Tokens. Spend  when gathering from the new Hero Tavern location to recruit a powerful Hero Mushling. The Hero Tavern variant is recommended for players who want more rewards for attacking and winning against other players (especially when attacking early in the game).




Additional Setup

- Place the Hero Tavern tile on the board on top of the sword in the stone in the bottom left corner of the board
- Shuffle the Hero Mushling cards to form the Hero Mushling Deck and draw 2 hero Mushling Cards to be displayed face-up next to the deck

Acquiring Hero Mushling Cards

- To acquire Hero Mushling Cards, you must place a  on the Hero Tavern
 - You must then spend 1  for each  returning from the Hero Tavern (during your Gather Phase)
 - If you can not spend a  when a  returns from the Hero Tavern, you will not gain a Hero Mushling Card for that 
 - Gain 1 Hero Mushling Card for each  spent as described above during your Gather Phase
 - ◆ Players may choose one of the displayed face-up Hero Mushling Cards or draw from the deck
 - ◆ When a face-up Hero Mushling Card is chosen, immediately replace it with a Hero Mushling Card from the deck

Using Hero Mushling Cards

- Hero Mushling Cards you acquire remain face-up in front of you for all players to see
- You can only use each Hero Mushling Card once for 1 of the 2 abilities listed on the card
 - Hero Mushling Cards may have Action and/or Reaction abilities, much like Mushling Cards
- After use, the Hero Mushling Card is placed at the bottom of the Hero Mushling Deck
- There is only 1 of each Hero Mushling Card; each Hero is unique!
- Hero Mushling Cards do NOT count as a card in your hand when considering your hand size
- Hero Mushling Cards can NOT be stolen by a 
 - A  specifically steals a regular Mushling Card
- A Hero Mushling Card CAN NOT be canceled by Fly Agaric
 - A Fly Agaric specifically cancels regular  abilities
- The Emsporium item "Flyers" does not affect gathering from The Hero Tavern

Bonus: Legends Variant

Want more Hero Mushlings? Try the Legends Variant!

- After Shuffling the Hero Mushling Cards, deal 2 Hero Mushling Cards to each player
- Each player must decide which Hero Mushling Card they want to keep, and return the other card to the deck
- Shuffle the unchosen and remaining Hero Mushling Cards and proceed with the rest of The Hero Tavern setup normally
- Each Player will start the game with their chosen Hero Mushling Card!

TEAM/2 PLAYER (VARIANT)

Team Variant

The Team variant divides players into two teams, with 2 players on each team. Your teammate must play as the Colony diagonally across from you on the board, so the teams will always be: Blue and Red versus Green and Beige. Follow the same setup and rules as a regular 4 player game but with the changes/additions listed below:

- Turn Order
 - Proceed in clockwise order according to the Colony placement on the board, but you may sit next to your teammate
 - Play must alternate between the two teams
- No whispering!
 - All communication with your teammate must be done out loud for the other team to hear
- Trade Action
 - The Team variant introduces a new Trade action during your Action Phase that may only be used **once per turn**
 - This action allows you and your teammate to exchange 1 of your / for 1 of their /, with the following rules:
 - Both teammates must consent to the Trade
 - Any  being traded must be shown to the other team, giving them ample time to read the cards
 - 1 / must be traded for 1 /; you may not Trade if you or your teammate has no /
- No Friendly Fire
 - You can not attack a teammate's Path
- Gathering
 - A player may choose not to gather a  or  when they would otherwise gather it
 - Each Colony may only gather a maximum of 10 
 - Any excess  gathered must be returned to the supply
- End of Game
 - Replace the End of Game section of the rules with these conditions:
 - The first team to acquire a combined total of 15  immediately wins and the game ends!
 - ◆ Because each Colony can only gather a max of 10 , you and your teammate each have to earn at least 5 
- Other clarifications
 - You may not spend your teammates' 
 - You can not use the Emsporium Items your teammate possesses
 - You may build a Path on the same edge as your teammate

2 Player Variant

The Team and 2 Player variants follow the same rules and setup as each other. If you are only playing with 2 players, each player will be in control of 2 separate Colonies, with separate Player Mats, pieces, and hands of Mushling Cards. We highly recommend using the included Active Player Marker to keep track of the current colony. **Follow all rule changes described in the Team variant** above, but with the following exceptions:






2 Player Variant Exceptions


- Each player will be playing the role of 2 separate Colonies on the same team
- For all Mushling Cards and setup, treat the game as if it is a 4 player game (ex. Veiled Lady would view 4 Nutrient Cards)
- You may look at both your Mushling Card hands at any time
 - You must keep them separate from each other and only take Actions with the corresponding hand during your Colony's turn
 - You may play Mushling Cards with Reaction abilities from either hand when applicable

EXTENDED EXAMPLES

COMBAT EXAMPLE


Blue attacks Red's Path in order to break Red's bond to the Willow Tree. Blue places a Parasol face-down to attack. Red wants to keep this Path so they can Gather from the Willow on their turn, so they play a Liberty Cap face-down to defend.

Both  are revealed and it looks like Red will win! But what's this? Blue plays a Blue Oyster to add +2 to their ! Red then decides to use one of their  to add +1 to their . Blue has no more tricks up their sleeve, and the final result is a tie. Therefore, Red wins and draws a .

Because Blue revealed a Parasol, Blue steals 1  from Red. Then because Red won with a Liberty Cap, Red builds 1 Path for no cost.



BUILD EXAMPLE (AND PENNY BUN REACTION)

Blue spends 3  worth 2 Spores each to build 2 Paths. They place 1 sharing an edge with Beige's Path.

However, when they place their second Path which is connected to Green, Green plays a Penny Bun to make Blue remove the Path. Blue only successfully built 1 Path even though he paid for 2



MUSHLING FIELD GUIDE

AMETHYST DECEIVER



?/0 1

Reaction: When revealed in combat, draw a and reveal it in place of this card for this battle. Add the new card to your hand after combat.

OR

Action: Exchange this card for any in the discard pile

The Amethyst Deceiver is very mischievous! They love to dress up and play pranks on their friends.

The Mushling Card drawn from the Reaction ability replaces the Amethyst Deceiver as the revealed card in combat. Follow any applicable Reaction abilities that the new card may have, then add it to your hand after combat is completely resolved.

The Reaction ability can be canceled by a Fly Agaric before the new card is drawn. If this happens, the of the Amethyst Deceiver will be 0.

You may look through the whole discard pile when using the Action ability.

CHICKEN OF THE WOODS



0 1

Reaction: If you reveal this card to defend in combat, draw 3

OR

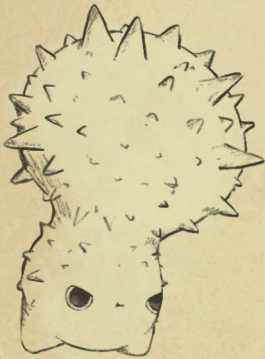
Reaction: If you reveal this card to attack in combat and win, draw 1

Chicken of the Woods may not be the bravest warrior, but they are the master of tactical withdrawal and always have friends on the way to help!

It is possible to win as the Defender with Chicken of the Woods, usually with the aid of and . In this case, you still draw 3 , and then 1 for winning as the Defender.

When attacking with Chicken of the Woods, you will still win if the Defender does not play a card. Will the Defender call your bluff?

COMMON PUFFBALL



5 1

Reaction: If you reveal this card in combat, cancel the ability of any revealed in this battle

Other mushlings better think twice before getting too close to the Common Puffball with its daunting spikes.

Common Puffball's Reaction ability only works when it is used in combat and only cancels abilities that are revealed during the same battle.

DEATH CAP



8 0

This Mushling Card has the highest of all Mushling Cards.

The fearsome Death Cap is unrivaled in combat, but this is mostly due to their love of swinging pointy sticks around.

Death Cap is the only Mushling Card with no abilities, but has the highest of all the Mushling Cards.

MUSHLING FIELD GUIDE

LIBERTY CAP




5  0 

Reaction: If you reveal this card in combat and you win the battle, immediately build a Path for free

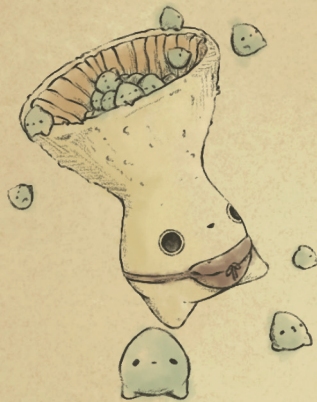
After group outings, Liberty Caps plant their flags in all their favorite spots!

The Liberty Cap's Reaction ability can be used as the Attacker or Defender in combat.





Liberty Cap must be the card that is revealed in combat, meaning you have to win a battle with Liberty Cap to use their Reaction ability.

The free Path follows the building rules described in the Build a Path action, but the cost is 0 .

BIRD'S NEST







3  0 

Reaction: During any Nutrient Card Phase, you may gather with up to 3 of your  if a  is placed on a Nutrient Tree occupied by one of your  (not when a  is placed on the Center Tree)

The Bird's Nest always has their hands full, trying to manage their exuberant little babies which often run off to any and every end of the forest.

It is possible for 2 players to play Bird's Nest in the same Nutrient Card Phase. If this happens, resolve in turn order starting with the current player. The current player may play a Bird's Nest in response to another player's Bird's Nest so they gather before them.


You do not need a bond to the location to use a Bird's Nest, but your  still require bonded Paths to bring back  and/or .

You must wait until your next Place Phase to place any  again, unless you use a Russula during your Action Phase.

PARROT TOADSTOOL



3  1 

Action: View another player's hand of  _____ OR _____

Action: Attack any Path with another card from your hand even if you are not connected to it

This keen observer is the best at knowing what is going on in the forest...when they aren't getting distracted by pretty views!


You may not show any other players when viewing a player's hand of Mushling Cards, but you may tell them whatever you want.

When using the Action ability to attack any Path, this Parrot Toadstool is not the card that will be revealed in combat. You must choose another Mushling Card from your hand to play face-down before the Defending player decides to choose a card. Therefore, you can not use this Action ability if Parrot Toadstool is your only card in your hand.


RUSSULA





2  1 

Action: Place/replace all your  now

The Russula's map may appear to let them get around the forest with ease, but in reality it is full of scribbles and the Russula just likes playing with it.

Russula's Action ability allows you to move your  before your Gather Phase.

Player's are allowed to cancel your Russula with a Fly Agaric after you decide where to place/replace your 3 .



Russula can even be used when your  are at your Colony after using Bird's Nest. This combo effectively gives you an extra Gather Phase.

MUSHLING FIELD GUIDE

VEILED LADY



4  1 

Action: View as many  as there are Colonies in the game from the top of the deck. If there are not enough  left, only view the remaining cards.

When a Veiled Lady finds a particularly shiny rock, they love to stare deeply into it and think of which places in the forest they want to visit next!



Veiled Lady's Action ability allows you to only view the next few Nutrient Cards **WITHOUT** rearranging the order.

You may not show any other players the Nutrient Cards you view, but you may tell them anything you like.

FLY AGARIC





6  0 

Reaction: May play after any player uses a  ability to cancel the ability. The canceled  is discarded.

When other mushlings see the signature red and white cap of the Fly Agaric coming their way, they know they know to be on their best behavior! This popular mushling loves to keep the natural order of the forest.

Fly Agaric's ability can be used to cancel any Mushling Card Action or Reaction ability.


Fly Agaric may be used on a card that was revealed in combat, but the  of the revealed card is unaffected. Only the ability is canceled.

Fly Agaric can even be used on  and other Fly Agarics!

INKY CAP



3  1 

Reaction: May play after another player builds a Path connected to one of your own Paths. **Unless they give you 2 **, remove their path. The player is not refunded the cost of the Path.

Inky Cap was told to keep other colonies at a distance, but they are willing to let others close if they wish to be friends.

The player who is targeted by Inky Cap is allowed to choose which 2 cards to give you.

Inky Cap's Reaction ability can only be used right after the targeted player builds a Path connected to you, and should be used before the current player moves on to their next action.

PENNY BUN



4  0 

Reaction: May play after another player builds a Path connected to one of your own Paths. Remove their new Path. The player is not refunded the cost of the Path.

Penny Bun found a really nice spot to sit, and they are not budging.


Penny Bun's Reaction ability can only be used right after the targeted player builds a Path connected to you, and should be used before the current player moves on to their next action.

MUSHLING FIELD GUIDE





BLUE OYSTER



2  1 

Reaction: May play after any player (including you) reveals cards in combat to add +2 to their .


Blue Oysters are always found in pairs, often hanging out in trees watching the forest commotion below.

There is no limit to the amount of  cards that may be played in combat. It's OK to play a  in response to another player playing a , but once a winner is determined no more  may be played.


PINK OYSTER



3  0 

Reaction: May play after any player (including you) reveals cards in combat to add +3 to their .


Pink Oysters are quite sociable mushlings, and love to jump into the fray and strike a pose!

You may not play  on a Defender who does not play a card to defend with.


CHANTERELLE





4  1 

Action: Play as a pair with another  to build 2 Paths for free

OR

Action: Remove one of your Paths and gain a .


The unique cap of the Chanterelle allows them to help all sorts of woodland creatures out! Whether it be providing shelter, or carrying objects.

Only build 2 Paths when playing 2  as a pair. If a player decides to cancel this ability, discard both  cards used.


WOOD BLEWIT



3  2 

Action: Play as a pair with another  to build 2 Paths for free

OR

Action: Remove one of your Paths and gain a .

Wood Blewit mushlings love making structures and are master craftsmen. However, that is not to say they don't make mistakes from time to time.

When using the other Action ability, you may remove any Path you have in play, even if you aren't connected to it.

MUSHLING FIELD GUIDE



NIGHT LIGHT




1  2 

Action: Spawn 2  in any one Spore Cave

The Night Light is terrified of the dark, but luckily that is never a problem for this bright little mushling!

“Spawn” means to add the indicated  to the board from the supply of .

You may choose any Spore Cave, even if you aren't bonded to it (but most players will choose their closest Spore Cave with the most bonded Paths to it).

Both  must be added to the same Spore Cave



YELLOW MOREL



2  1 

Action: Spawn 1  in any one Spore Cave

Yellow Morels don't go anywhere without their trusted glow worm buddies! These mushlings love exploring caves and making friends with the bioluminescent buddies that reside there.



“Spawn” means to add the indicated  to the board from the supply of .

You may choose any Spore Cave, even if you aren't bonded to it (but most players will choose their closest Spore Cave with the most bonded Paths to it).

MAGIC MUSHLING



6  0 

Action: View as many  as there are Colonies in the game from the top of the deck and rearrange in any order you choose. If there are not enough  left, only rearrange the remaining cards.

Magic Mushlings are incredibly powerful wizards, but often time just use their powers to make their friends float or make flowers bloom.



The Magic Mushling's Action ability allows you to both view and rearrange the order of Nutrient Cards from the top of the Nutrient Deck.

You may not show any other players the Nutrient Cards you view, but you may tell them anything you like.

TRUFFLE



6  0 

Action: Shuffle the remaining and discarded  OR  (not including this card) together

The magical dance of the Truffle wizard is said to shake things up across the entire forest affecting the lives of all creatures within it!

Truffle's Action ability can be used even when there is 0 cards in the respective discard pile.



You can not choose to shuffle both the Nutrient Deck and the Mushling Card Deck with the same Truffle card; you must choose which deck to shuffle.

MUSHLING FIELD GUIDE

WITCH'S HAT



5  1 

Action: Shuffle all discarded  OR  (not including this card) and place them back on top of their deck

The wonderful Witch's Hat mushling found a very cool stick, and it is a great mystery of the forest if their powers come from the twisted branch, or within themselves.



Witch's Hat's Action ability can be used even when there is 1 card in the respective discard pile.


You can not choose to shuffle both the Nutrient Deck and the Mushling Card Deck discard piles with the same Witch's Hat card; you must choose which deck's discard pile to shuffle.

PARASOL








4  0 

Action: Play as a pair with another  to gain 1  from any Spore Cave
OR

Reaction: Steal 1 random  from the other player if revealed in combat

A master of heists and as silent as the night, the Parasol mushling will leave you empty-handed before you know it!



Only take 1  when playing 2  as a pair. If a player decides to cancel this ability, discard both  cards used. You may choose any Spore Cave, and place the  on your Player Mat.


The Reaction ability is only triggered when this card is the one that is played face-down in combat. Attackers use the Reaction ability of their revealed card first. If 2  are played against each other in combat, the Attacker would steal first, and then the Defender steals next and may even get their same exact card back.

SHIITAKE

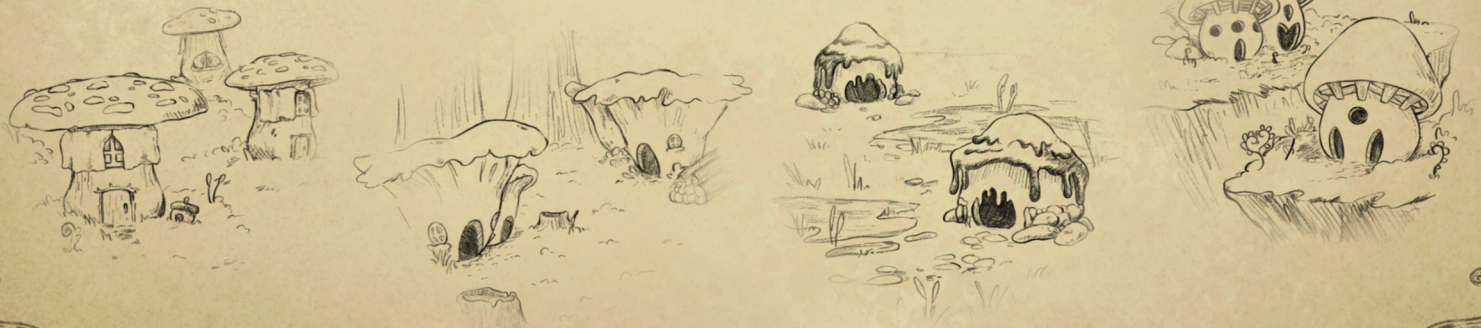


2  1 

Action: Play as a pair with another  to gain 1  from any Spore Cave
OR

Reaction: Steal 1 random  from the other player if revealed in combat

While the Shiitake carries a stash of ransacked goodies on their back, the thing they are most likely to steal is one's heart.



CREDITS

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Rulebook Editing: Sean Hackett

Introduction: Sean Hackett and Abi Toads

Making it All Possible: Our X,XXX Kickstarter Backers!

MEDIA

Playlist to set the mood



How to Play Video

