

FUNGOPIA

Setting up the game

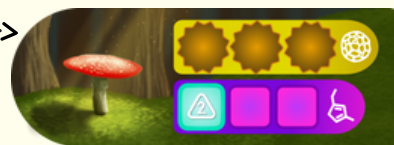
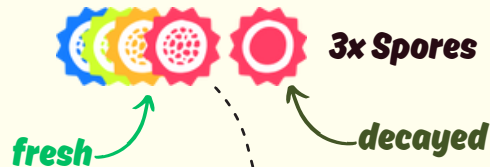
1. Arrange all the **tiles** randomly around the central **tree tile**.
2. Place the **carbohydrate tokens** on top of all the triangle symbols on the tiles.

3. Set the **adaptation board**.
 - Shuffle the **adaptation cards** and place the pile face down on the "DECK" space.
 - Draw the cards face-up to fill the four squares.

6. Distribute the mushroom tokens to each player, one species per player. Additionally, ensure that one of the distributed species tokens is always Boletus; the player holding the **Boletus species token will start the game**. Each player then collects spores and hypha of their species

7. Each player places their respective **tracking boards** in front of them, placing two spores **fresh** side up and the other **decayed** side up.

Optional: Start with just 1 fresh spore if you want more challenging experience



To Start game

With the boletus player first, place a spore token on any tile **except the tree tile**. In the same order, replace your spore with a hypha piece on an unoccupied edge of that tile. Then continue with taking turns as described in the next section.

To take a turn...

You can choose to **grow** or **sprout** (with your spores in play):

Grow

Add a hypha piece **connecting** to your existing hyphy on any vacant tile edge without removing other pieces.

--- OR ---


Sprout

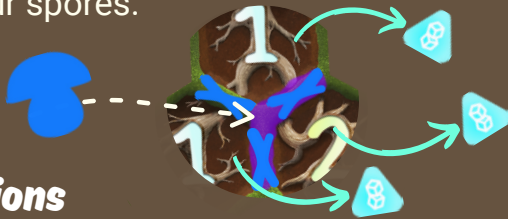
Remove your spore from the game board and place it **decayed** on your tracking board. Place a hypha piece on a **vacant edge** of that tile. If **no vacant edges are available**, you can **replace any hypha** surrounding that tile with your hypha piece. The owner of the removed hypha immediately places it back on the board by taking a *grow* action. If the player fails to do so they remove it from the game instead.

After whichever action return all **decayed** spores, to you tracking board. And place any number of **fresh** spores on any tiles. You can't place any new spores, before this action!




Mushrooms

Forming an **intersection with three** of your hypha **grows a mushroom**, earning you a  from the adjacent tiles and refreshing one of your spores.



Adaptations

Adaptations can be purchased at any time during your turn using . **The cost is the sum of the card's number and its square's position.** Upon purchase, slide all cards to the left to fill gaps, maintaining order, and draw a new card to fill the last spot.



You may only purchase **at most one** adaptation **during your turn.**

You may **use any number of adaptations** during any phase of your turn. Every time you do, remove it face down from the game.





Immunity

Whenever a **tie** would occur, the player with a **higher immunity wins.**

To increase your immunity, **once per game** you may buy one immunity token for **2**  (see *tracking board*). Alternatively you may purchase the appropriate adaptation. When doing either place  on your tracker.

Having one or more immunity, permits a player to place hypha on the violet infested areas (see *the game setup*).

Taproots

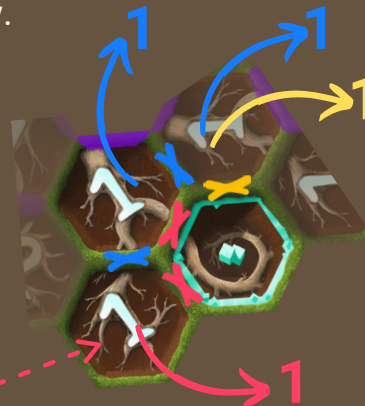
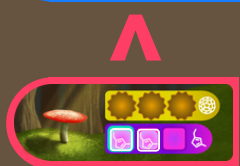
Tiles with the  symbol at the center are taproots. **Whenever a hypha is placed on its edges, it's owner receives a**  **from the bank.**

End of the game

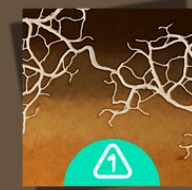
The game **ends when players deplete their hypha pieces** (11 turns). Determine control of each tile by counting the hypha: the player with the most on a tile wins it. **In case of ties,** the player with higher immunity scores. Ties in immunity give each player that many points instead. Each mushroom also scores one point.

Add points for adaptations.

The player with the **highest point total wins.** In the event of a tie, the player with higher immunity wins, or the game is declared a draw.



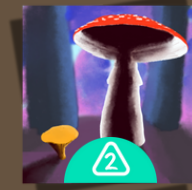
Adaptations



Relocate one of your hypha to connect with your network.



Relocate one of your hypha to where it doesn't connect with your network.




Force an opponent, to relocate one of their hypha touching yours to connect with their network.



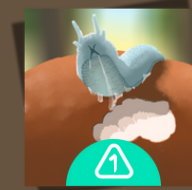
Increase your immunity by one.




Grow a mushroom on a vacant insect. Collect  and refresh a spore as usual.



Receive 1 bonus point, if you occupy all edges of one tile at the end of the game.



Remove 1 of your mushrooms to receive 4  from the bank.