FUNGOPIA



Setting up the game

1. Put all the **tiles** around the central **tree tile** in a random order.

2. Put the **carbohydrate tokens** on all the triangle symbols on the tiles.

3. Set the **adaptation board**.
- Shuffle the **adaptation cards**. Put the pile face down next to the board.
- Draw cards face up into the four spaces.



4. Give each player a different mushroom token at random. One token must be ***boletus***. The *boletus* player starts the game.



5. Each player takes the spores and hyphae of their species.



6. Each player puts their **tracking board** in front of them. Put two spores **fresh** side up. Put one spore **decayed** side up.

Optional: For a more difficult game, start with only 1 fresh spore.



To Start game

The **boletus** player starts. In turn order, each player puts one spore on a tile. Do not use the **tree tile**. Then, in the same order, each player replaces their spore with a hypha. Put the hypha on an empty edge of that tile. Put the spore **decayed** side up on your tracking board. Then start the turns.

To take a turn ...

Do one action: **grow** or **sprout**. You can sprout only from spores that you put on the board in an earlier turn.

No place for a hypha: Remove it from the game. Its owner refreshes one spore. If you cannot grow or sprout, do this with one hypha from your reserve.

Grow

Put one hypha on an empty edge. The hypha must **connect** to your network. Do not remove other pieces.

Sprout



Select one of your spores on the board. You must have put it there in an earlier turn. It can be fresh or decayed. **Remove the spore.** Put it ***decayed*** side up on your tracking board.

Put one hypha on an **empty** edge of that tile. This hypha does not have to connect to your network.

If **no edge is empty**, you can **replace a hypha** on an edge of that tile. It can be your hypha or an opponent's hypha. You cannot replace a hypha on an infested edge if you have no immunity. The owner of the removed hypha must **grow** with it immediately.

After your action:

1. Return all **decayed** spores on the board to your tracking board.
2. Turn all **fresh** spores on the board to the decayed side.
3. Put any number of fresh spores from your tracking board on any tiles.

You cannot put new spores before your action. Spores do not block other pieces. Many spores can be on one tile.

Mushrooms



When three of your hyphae meet at one intersection, a **mushroom grows** there. All three hyphae must be yours. A mushroom grows only when a hypha is put on the board: from a grow, a sprout or a card.

When a mushroom grows:

- Get 1 from each tile at the intersection. A tile with no gives nothing.
- **Refresh** one spore: turn one decayed spore on your tracking board to the fresh side. If no spore is decayed, you do not get a refresh.

The mushroom stays when its hyphae move. If you have no mushroom tokens, nothing occurs. If an opponent's action grows your mushroom, get the reward after their action.

Adaptations



*Total cost: 2 + 1 = 3

You can buy adaptations with at any time in your turn. The **cost** is the **number on the card + the number of its space***.

You can buy a **maximum of one adaptation** in each turn. Put it face up in front of you. Move the other cards to the left, in the same order. Put a new card in the last space.

You can **use any number of adaptations** at any time in your turn. You can use a card in the turn that you buy it, or later. After you use a card, remove it from the game.

Immunity



If there is a **tie**, the player with **higher immunity wins**.

You can buy one immunity token for **2** , **one time in the game**. This is not your adaptation for the turn. You can also buy the Immune priming adaptation. Each time, put an immunity token on an immunity field of your tracking board. The **maximum immunity is 3**.

With 1 or more immunity, you can put spores on the tree tile. You can also put hyphae on the violet infested edges.



Taproot



A tile with the symbol at its center is a **taproot**. Each time a hypha is put on an edge of a taproot, its owner gets 1 from the bank. This includes moved and replaced hyphae. An edge between two taproots gives 2 . The bank has no limit.

End of the game

The game **ends when all players have no hyphae in their reserve**. All players play the same number of rounds.

Scoring:

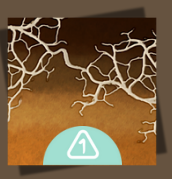
- **Tiles:** Count the hyphae on the edges of each tile. The player with the most hyphae wins the tile. They get points equal to the number on the tile. The tree tile gives 3 points. A taproot gives 0 points. An edge between two tiles counts for the two tiles.
- **Tie on a tile:** The player with higher immunity gets the points. If immunity is also equal, each tied player gets the points.
- **Mushrooms:** Each mushroom gives 1 point.
- **Longest network:** Find the longest path of your hyphae between two of your mushrooms. Count its hyphae. The player with the longest path gets +1 point. A tie works as for tiles.
- Unused , cards and spores give no points.

The player with the **highest total wins**. If there is a tie, the player with higher immunity wins. If immunity is also equal, the game is a draw.

- *Red (Aminata) has more immunity than Blue (Boletus) and Yellow (Chanterelle).*
- *On tiles where Red has a tie, only Red gets the points.*



Adaptations



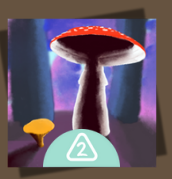
Adaptive growth - Move one of your hyphae to an empty edge that connects to your network.

- Do not remove hyphae of other players.



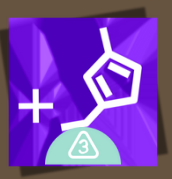
Sclerotia formation - Move one of your hyphae to an empty edge that does not connect to your network.

- Do not remove hyphae of other players.



Antifungal metabolite - Select one hypha of an opponent that touches your hyphae. The opponent must move it to an empty edge that connects to their network.

- You select the hypha. The opponent selects the new edge.
- If it cannot connect, remove it from the game. Its owner refreshes one spore.
- Actions that this causes occur clockwise, from the active player.



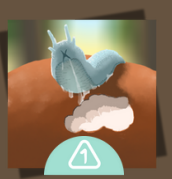
Immune priming - Increase your immunity by one.

- Take an immunity token from the bank. Put it on your tracking board.
- The immunity tokens stay. You do not use them up. The maximum immunity is 3.



Cordyceps parasitoid - Grow a mushroom on an **empty** insect.

- Get 🍄 and refresh a spore as usual.
- The insects are on the edges of the board.



Mutualistic mycophagy - Remove one of your mushrooms. Get 4 🍄 from the bank.



Fungicolous - Select one hypha of an opponent. The opponent then selects one of your hyphae. Change the positions of the two hyphae.

- A hypha can go on an infested edge, even if its owner has no immunity.
- Actions that this causes occur clockwise, from the active player.

For all cards: A hypha that a card moves counts as put on the board. It can grow a mushroom and get 🍄 from a taproot. It can go on an infested edge only if its owner has immunity. Fungicolous is the exception.