

# MUSHROOM

# GANGS™

Mushrooms are in high demand. Both the rich and the poor want them. Some want to live longer, some simply try to get by, while others just find them magical. But mushroom picking is not for the faint-hearted.

Organized mushroom gangs of dangerous-and-ready-for-action pickers compete everywhere and all the time. Disguised under the gang's strong visual identity, they do not shy away from eliminating the competition and, often, they team up to boost their grab.

New mushroom fields, with different yields or amounts of mushrooms that can be produced in a period of time, have just been discovered deep into the forest. Dangerous mushroom gangs are rushing in. Can your mushroom gang pick the most mushrooms (🍄) and beat them all?

The She-Warriors



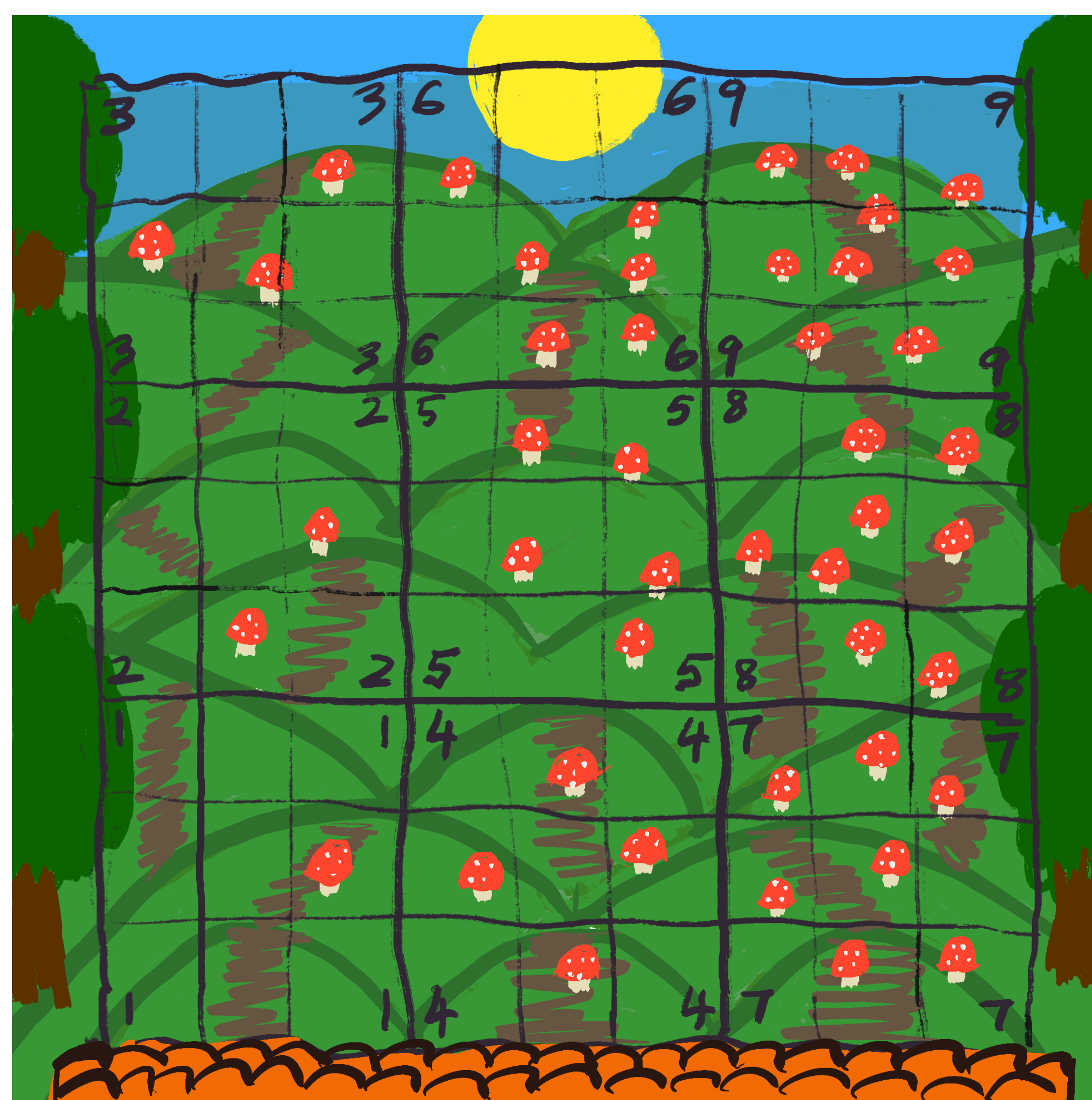
The Dragons



The Cavemen



The Robin Hoods



Home

2-5 mushroom gangs (illustrative examples above)

**9 pickers** in each mushroom gang

**9 fields** with different mushroom yields (F=1-9)

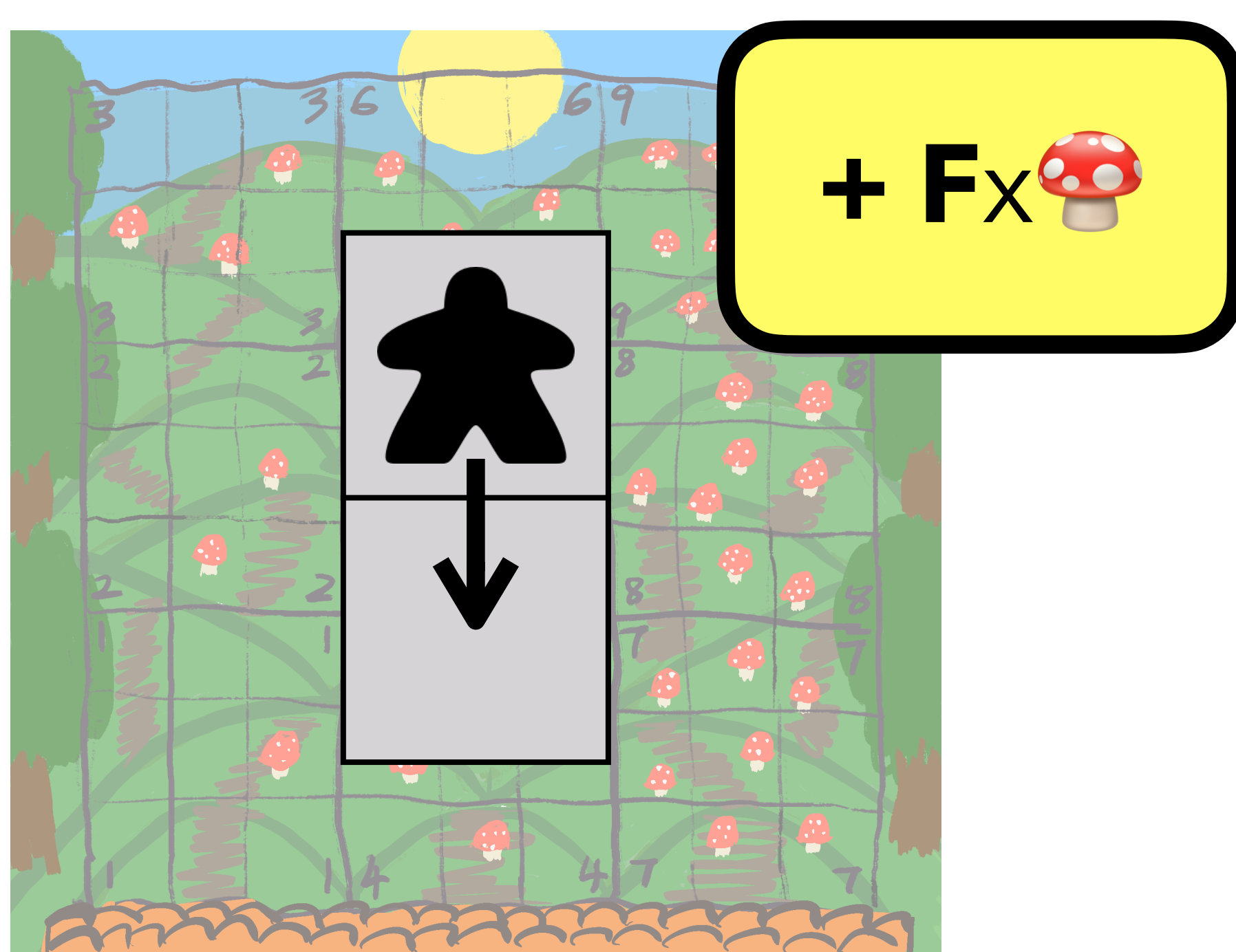
**9 positions** in each mushroom field with the same yield (F)

**Bring home the mushrooms!™**



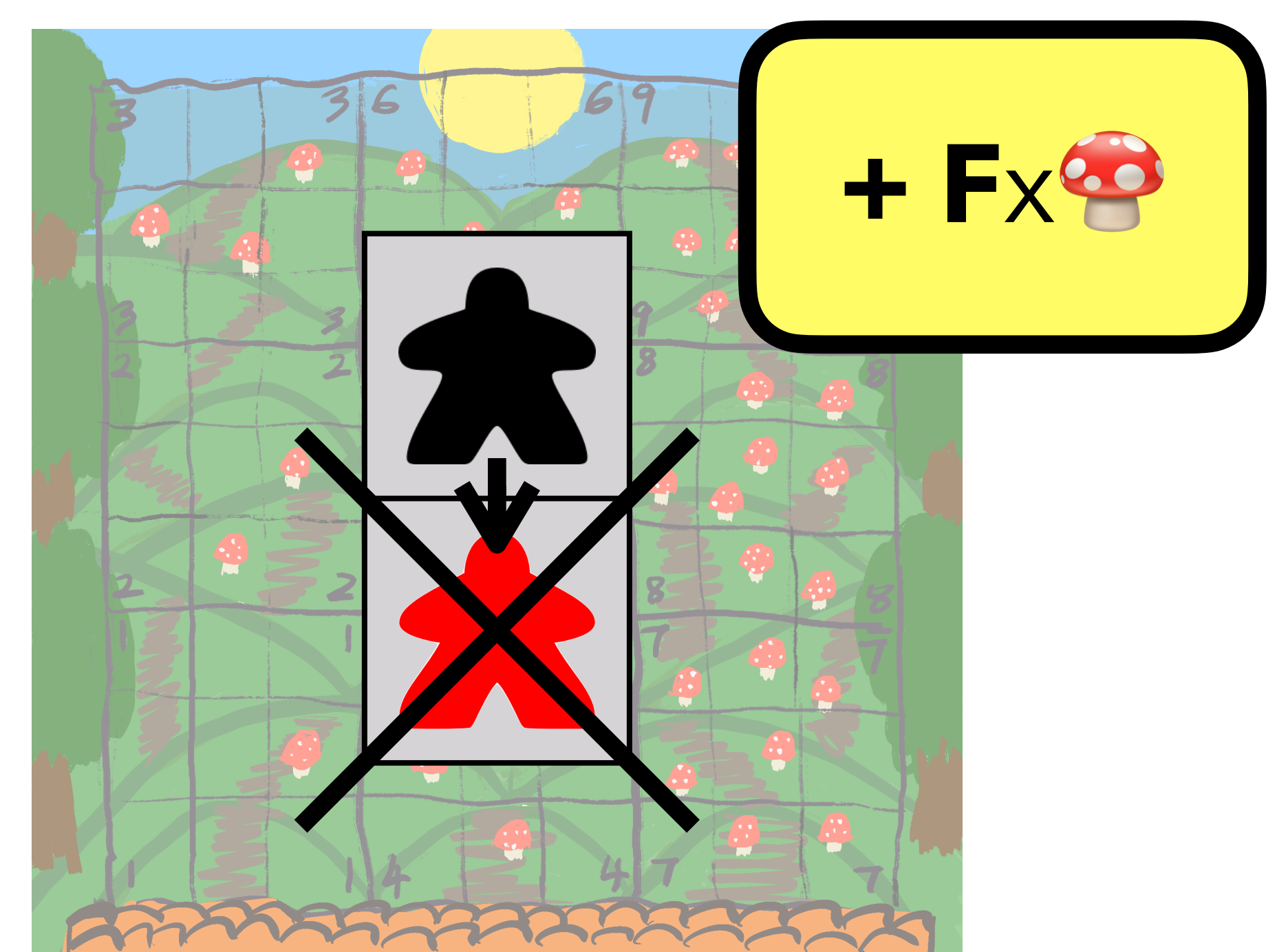
# PLAY

1. Win by having the highest amount of mushrooms (🍄) at the end of the game, which is caused by an action that takes one of the gangs entirely out of the fields.
2. Choose your mushroom gang's identity by selecting a set of 9 identical dangerous-and-ready-for-action mushroom pickers.
3. Take turns and place all pickers, one by one, one in each of the nine mushroom fields. Place them in open positions only.
4. After all gangs have sent all their pickers in the fields, prepare a scorecard with an initial amount of 55 mushrooms (🍄) already in the bag for each gang.
5. Take turns and, at every turn, choose one of the 7 available actions. Update the scorecard by adding or subtracting the action's result to or from the current total amount. Also add any 'TEAM UP' bonus due to the action taken.



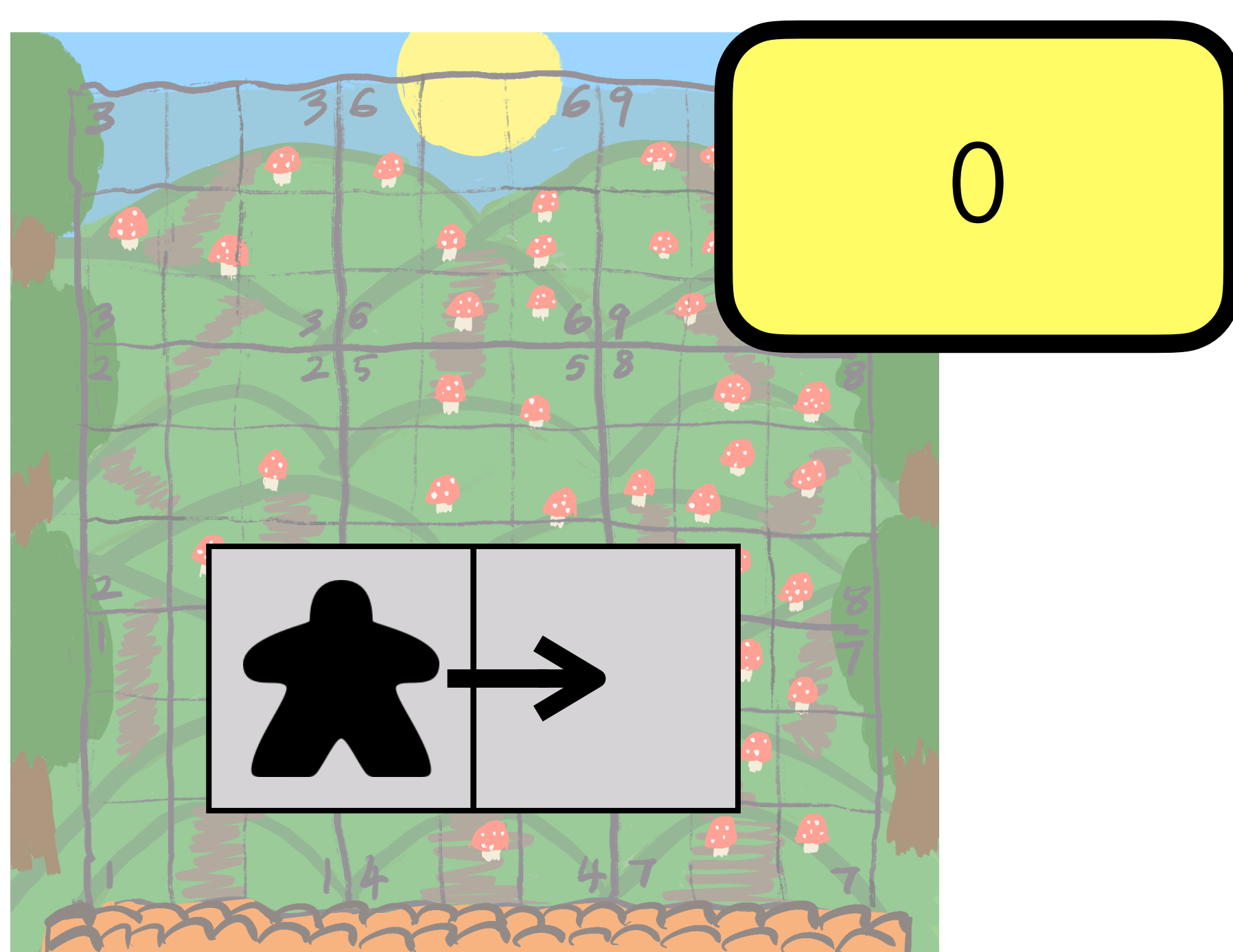
## Go Forward, Pick $Fx$ 🍄

Take one step toward home inside a field and across fields in an empty position only, and pick an amount of F (the yield number of the field of the originating position) mushrooms.



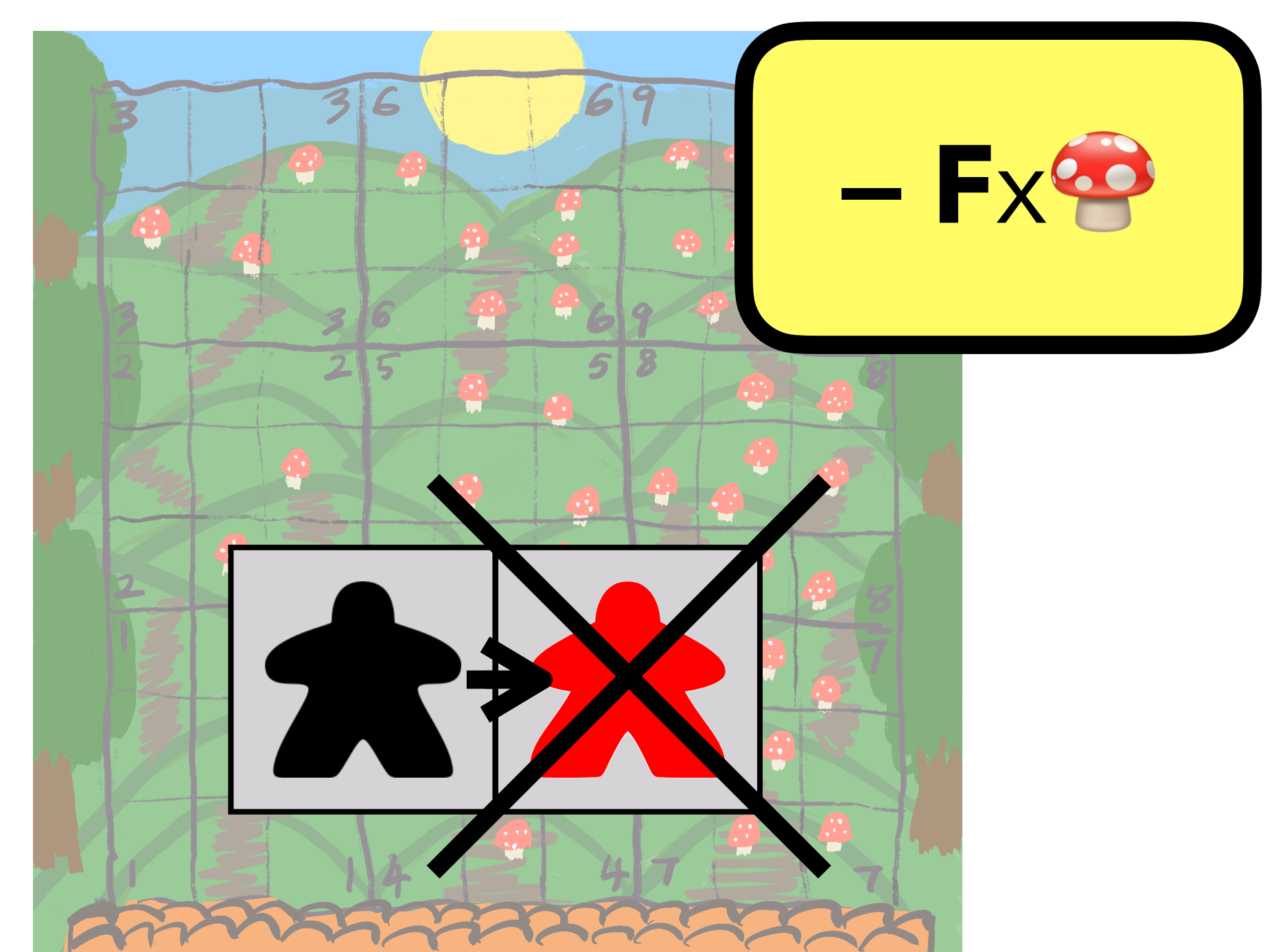
## Go Forward, Eliminate, Pick $Fx$ 🍄

Take one step toward home inside a field or across fields, eliminate a competitor, and pick an amount of F (the yield number of the field of the originating position) mushrooms.



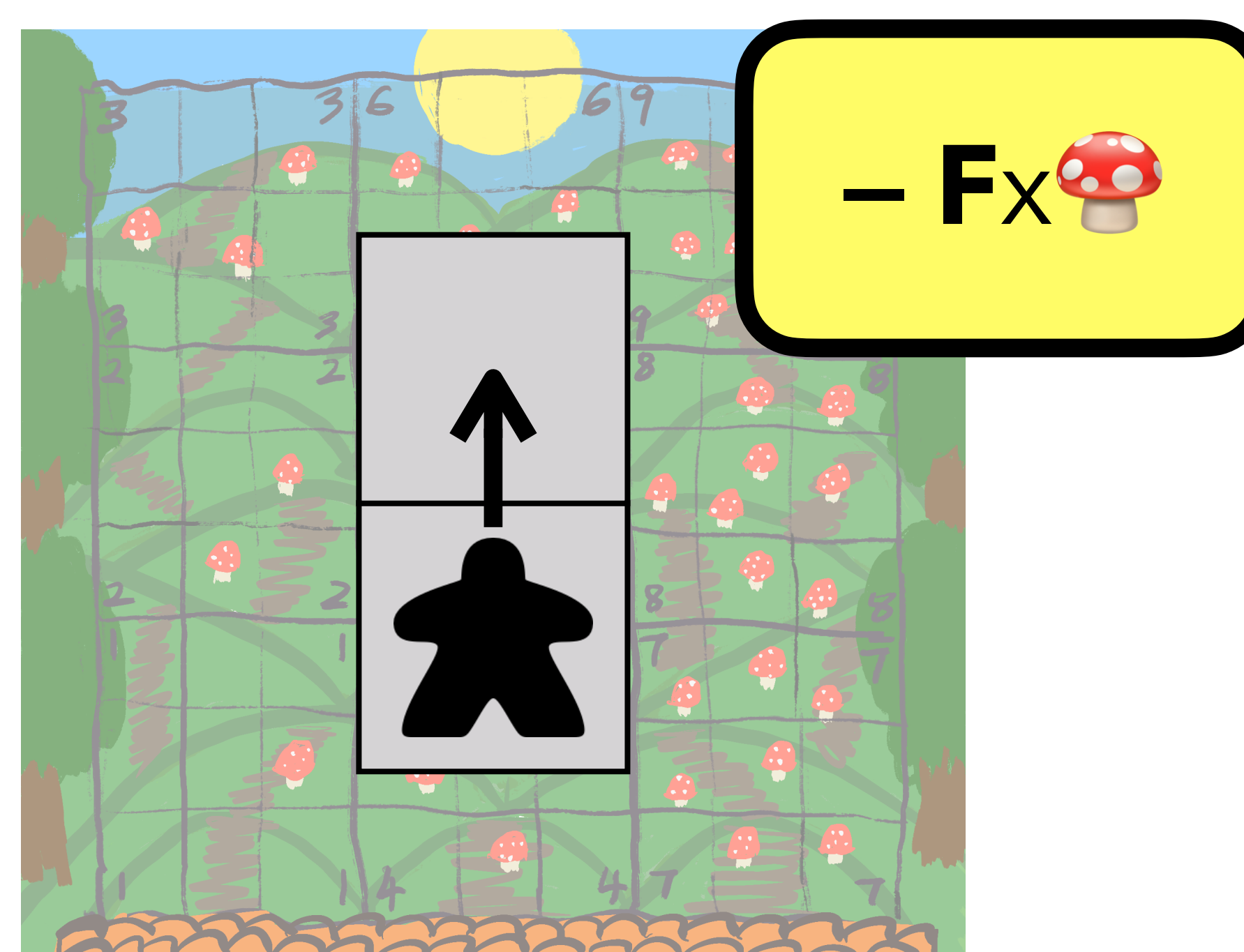
## Go Sideways

Take one step sideways, either side, inside a field or across fields in an empty position only, without picking or losing any mushrooms.



## Go Sideways, Eliminate, Lose $Fx$ 🍄

Take one step sideways, either side, inside a field or across fields, eliminate a competitor, and lose an amount of F (the yield number of the field of the originating position) mushrooms.

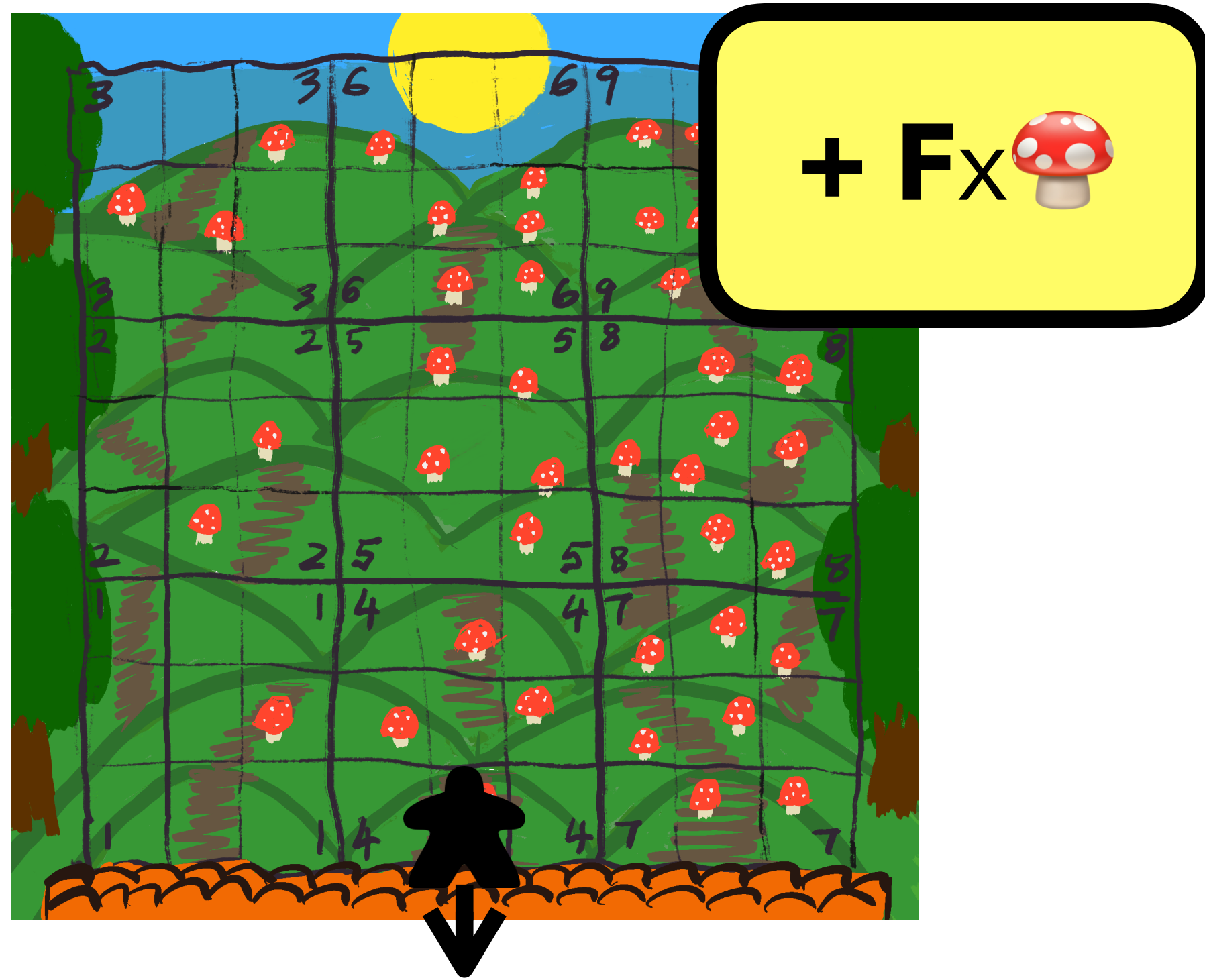


## Go Backward, Lose $Fx$ 🍄

Take one step backward inside a field or across fields in an empty position only, and lose an amount of F (the yield number of the field of the originating position) mushrooms.

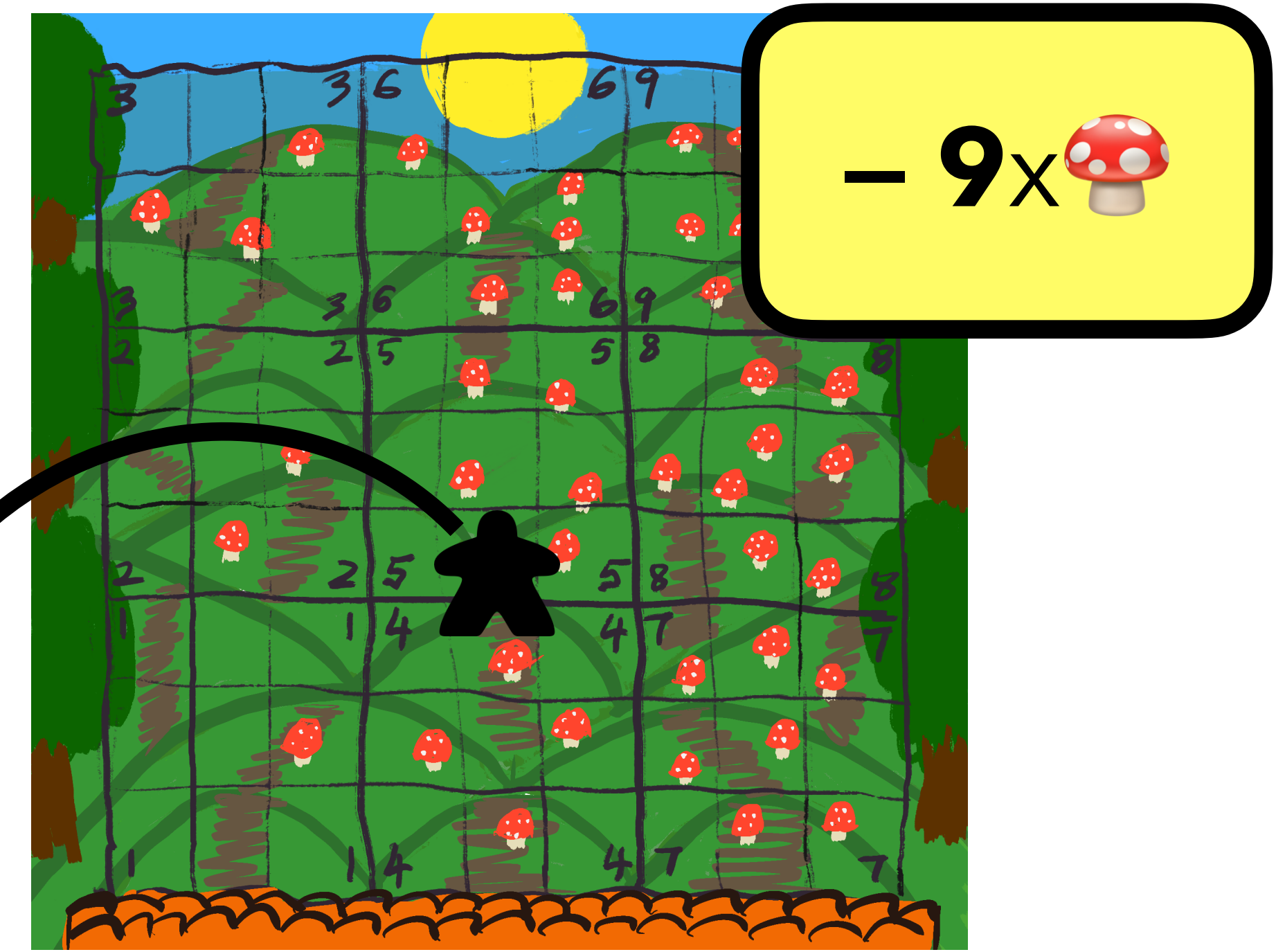


# PLAY



## Step Out, Pick $Fx$

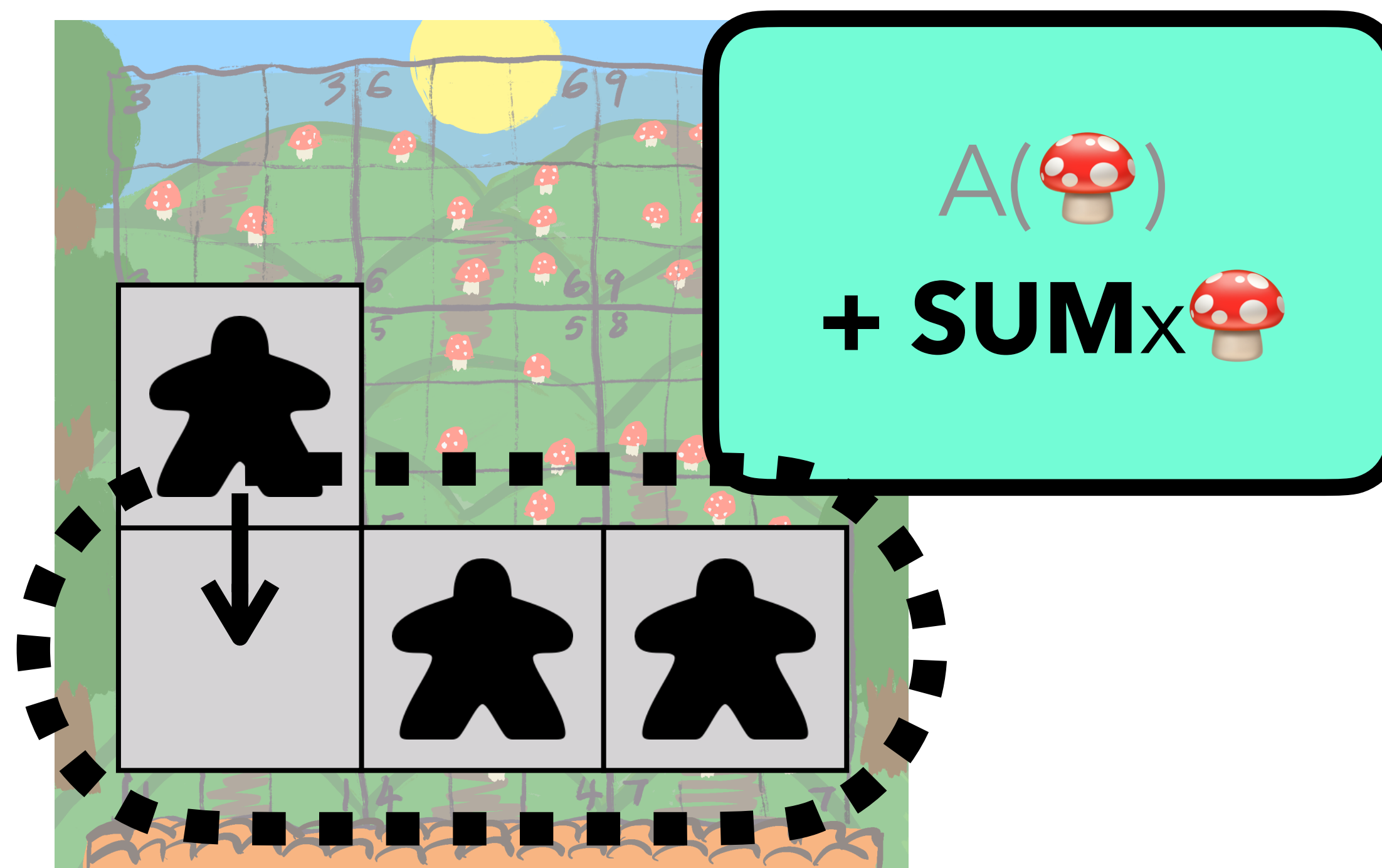
Take one step out of the field, from the last row only, and pick an amount of F (the yield number of the field of the originating position) mushrooms. This picker cannot pick mushrooms for your gang anymore.



## Jump Out, Lose $9x$

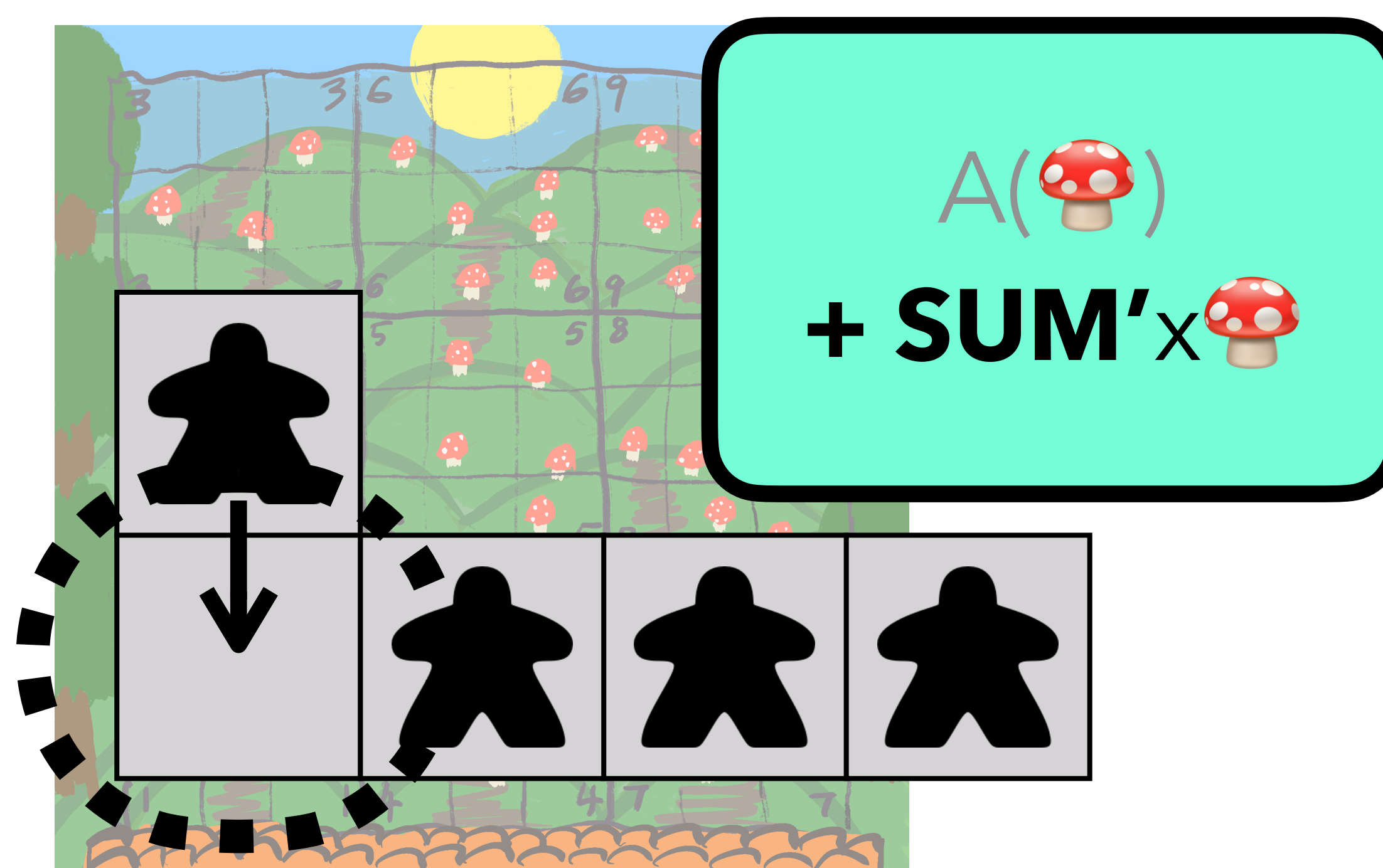
Jump out of the field, from any position except those in the last row, and lose an amount of 9 mushrooms. This picker cannot pick mushrooms for your gang anymore.

**6. TEAM UP! Use your actions to create or join groups of your own pickers to boost your grab. In such cases, add the 'TEAM UP' bonus (mushroom icon) to the amount of mushrooms picked or lost as a result of the action A.**



## Team Up (Create New Group), Add Bonus $SUMx$

Use one of the 'go' actions (previous page) to create a new group of 3 or more pickers in neighboring sideways-aligned positions. Every time such a new group is created, add a 'team up' bonus amount of mushrooms to the action's result equal to the sum of the F amounts (yields) of the final positions of all the pickers in the newly-formed group.



## Team Up (Join Existing Group), Add Bonus $SUM'x$

Use one of the 'go' actions (previous page) to join an existing group of 3 or more pickers in neighboring sideways-aligned positions. Every time such a group expansion is created, add a 'team up' bonus amount of mushrooms to the action's result equal to the sum of the F amounts (yields) of the final positions of only-the-newly-added pickers in the group.

**7. Stop the game immediately after the action that causes one of the gangs to have no more pickers in any of the mushrooms fields. Update the scorecard with the result of the action and include the 'TEAM UP' bonus, if that was also earned in the last turn.**

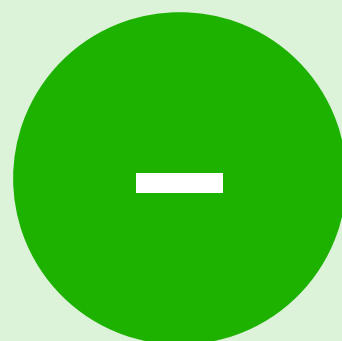
**8. Review the scores. The gang with the most mushrooms (mushroom icon) wins.**

**9. Game over.**





# MUSHROOM FLOW



**Go Forward**

+  $F \times$

**Go Forward, Eliminate**

+  $F \times$

**Team Up** (Create new group of 3 or more)

$A$  ()  
+  $SUM \times$

**Team Up** (Join existing group of 3 or more)

$A$  ()  
+  $SUM'$   $\times$

**Step Out**

+  $F \times$

**Go Sideways**

0

**Go Sideways, Eliminate**

-  $F \times$

**Go Backward**

-  $F \times$

**Jump Out**

-  $9 \times$

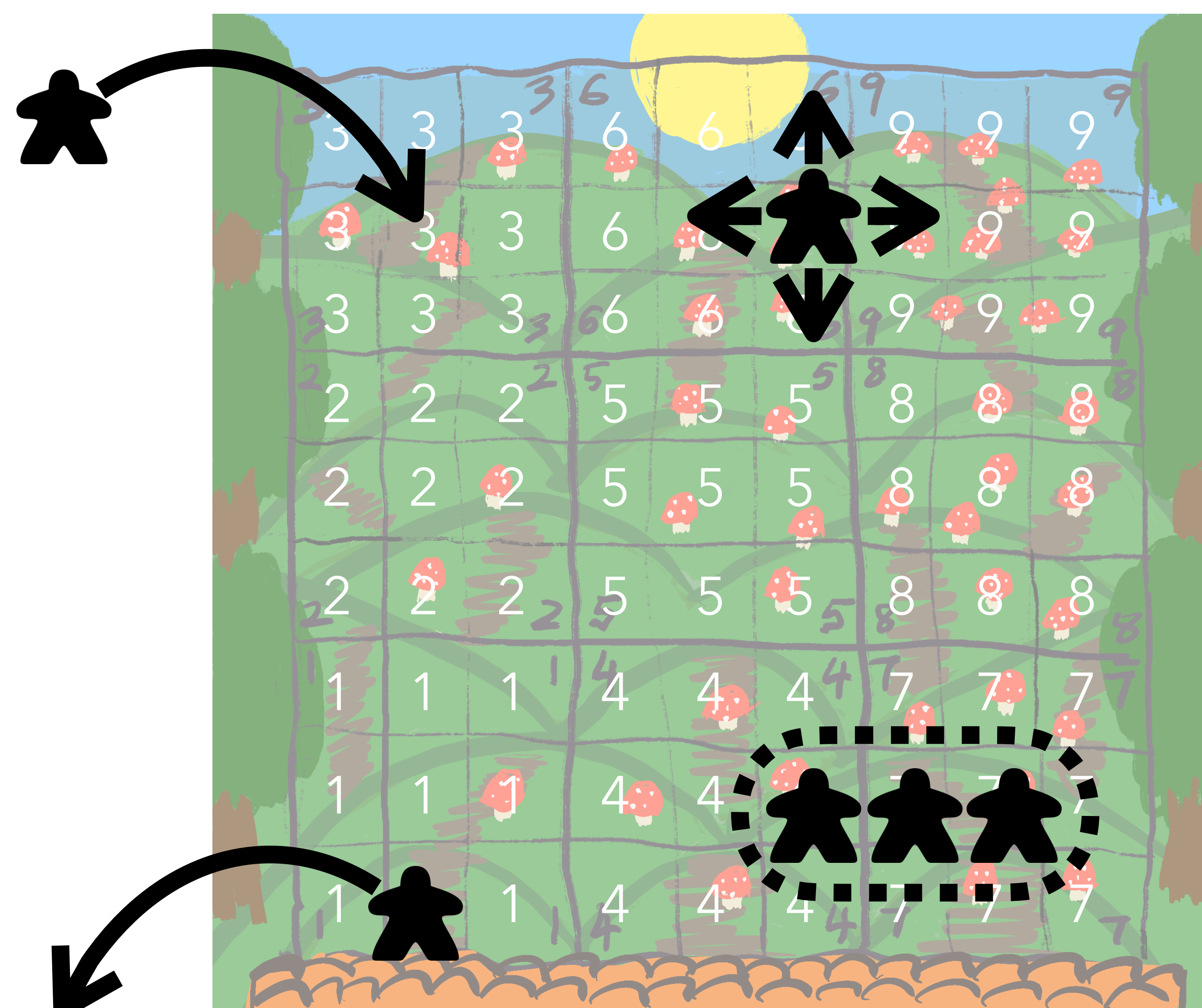
**F** = The yield or amount of mushrooms that each of the nine fields (F=1-9) and its respective nine positions produces.

**A** = The amount of mushrooms picked or lost after an action is taken, and before the 'team-up' bonus is added.

**SUM** = The 'team up' mushroom bonus for creating a new group of 3 or more pickers by bringing them in sideways-aligned neighboring positions is the sum of the yields of the final positions of all the pickers in the new group.

**SUM'** = The 'team up' mushroom bonus for adding new pickers to an existing group of 3 or more pickers in sideways-aligned neighboring positions is the sum of the yields of the final positions of only-the-new pickers in the group.

## Bring home the mushrooms!™



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