



MYCHELLA

Rulebook



OVERVIEW

Mycelia is a dynamic game of tactics - a competition for space and resources to create your own mushroom kingdom. The game follows the life cycle of fungi. A journey of creation, expansion, death and rebirth. Growing mushrooms to score points, sporing them to expand your mycelial network and eventually seeing them decay to unlock special actions.

Mycelia is a 1-4 player game. Each player has 2 actions to perform on their turn. The main aim of the game is to gain the most points by growing (fruiting) mushrooms, sporing from these mushrooms and being efficient at fruiting further mushrooms whilst protecting and expanding your fungi kingdom! Points will be scored at the end of the game.

WAYS YOU'LL SCORE POINTS

Gain the highest points through growing mushrooms, collecting insect tokens and gaining the end game token.

4

Each time you grow a mushroom, you gain the points displayed in the gold diamond displayed on the mushroom card.



For every 2 insect tokens you have at the end of the game, you score 1 point.



The player who triggers the end of the game receives the end game token worth 5 points.



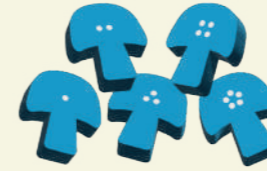
WHAT IS MYCELIA?

Mycelia (plural of mycelium) are the hidden root systems of Fungi. Mycelia are composed of dense masses of fine, thread-like filaments called hyphae. These threads naturally extend into the soil, plant matter, wood and other materials to pick up water and nutrients for their food. The mushrooms you see are only the fruiting bodies of mycelia and are only a small part of the fungi hidden under the earth. When spores are released from these mushrooms and dispersed by air they germinate in new locations and create new mycelia.

GAME COMPONENTS



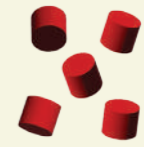
69 Mushroom Cards



20 Mushroom Tokens
(5 per player)



120 Spore Tokens
(30 per player)



20 Spore Counters
(5 per player)



4 Mother Mushrooms
(1 per player)



20 Player Mats
(5 per player)



50 Triangle Tiles



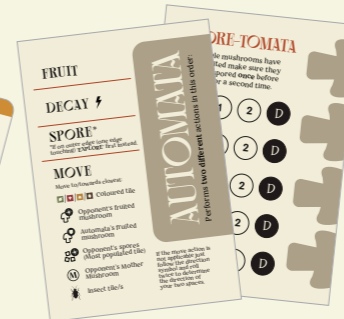
20 Insect Tokens



1 Wind Direction Die



10 Automata Cards



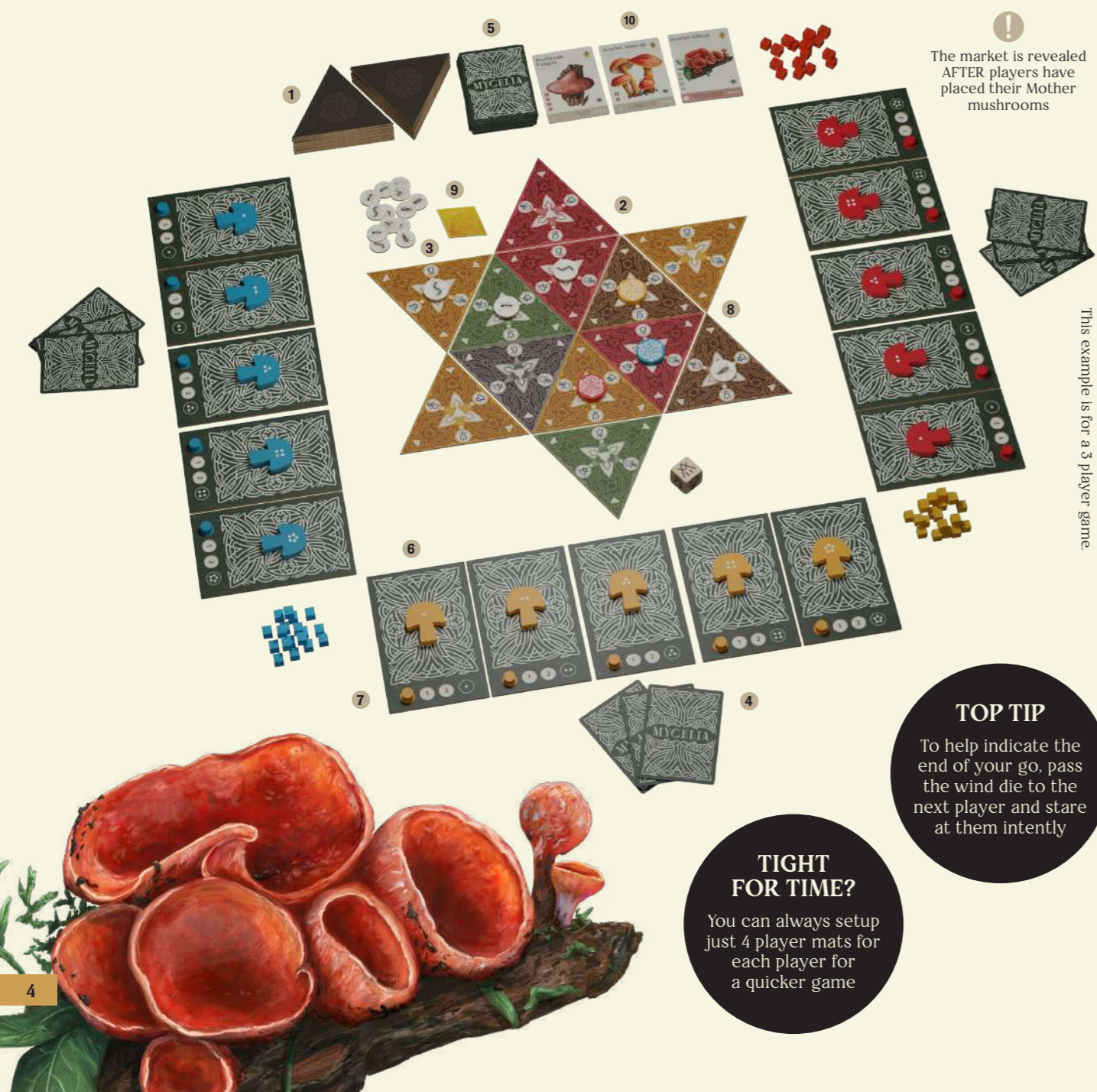
2 Automata Ref Cards



4 Player Aids



End Game Token



! The market is revealed AFTER players have placed their Mother mushrooms

This example is for a 3 player game.

TOP TIP
To help indicate the end of your go, pass the wind die to the next player and stare at them intently

TIGHT FOR TIME?
You can always setup just 4 player mats for each player for a quicker game

SET UP

TRIANGLE TILES

1 Shuffle the triangle tiles and place in two piles face down. 2 Then select the top 6 from each pile and set up in a star shape as shown. The board will grow and adapt as the game goes on, so be sure to leave plenty of room around the initial star shape.

INSECT TOKENS

3 Place an insect token on any tile that has the symbol. Then give one token to each player and leave the rest to one side.

MUSHROOM CARDS

4 Shuffle all the mushroom cards, deal 3 cards to each player and leave them face down. 5

PLAYER MATS

Each player should place 5 of their colour player mats 6 in front of them, ordering them from 1 to 5 pips. Then place your mushroom tokens on the spaces that match the number of pips. 7 Place your spore counter for each mushroom in the farthest slot to the left (the colour slot). Keep your spores handy next to your player mats. Keep any insect tokens you gain next to your player mats. Your player mats should always have a mushroom token or a mushroom card on top. It should never be empty!

* If a situation arises where there too many black tiles in the centre and players can't place there Mother mushrooms then shuffle the all tiles up and draw again.

FIRST PLAYER

The first player is determined by who ever saw a mushroom in the wild last, or you can put a spore from each player into a hat and see who's drawn first or argue about it for 15 minutes.

MOTHER MUSHROOM

8 In turn order, each player places their Mother mushroom on one of the 6 centre triangle tiles (not a black tile, if present*). Mother mushrooms can never be on the same tile as another player's. If the player places their Mother mushroom on a tile that has an insect token, they immediately gain the token.

END GAME MARKER

Place the end game marker to one side 9 - this will be claimed at the end of the game by the player that triggers the end game conditions. This marker is worth 5 points, which is added to their total score. See page 14 to learn how the end of the game is triggered.

CARD REVEAL

Finally, reveal the top three cards from the deck and 10 place next to the deck. Players can now look at their cards and begin play.

TAKING TURNS

On a turn, a player has 2 actions. There are 6 actions to choose from: move, spore, explore, fruit, discover and decay. A player must choose 2 different actions on their turn. Once the player has finished performing their actions the

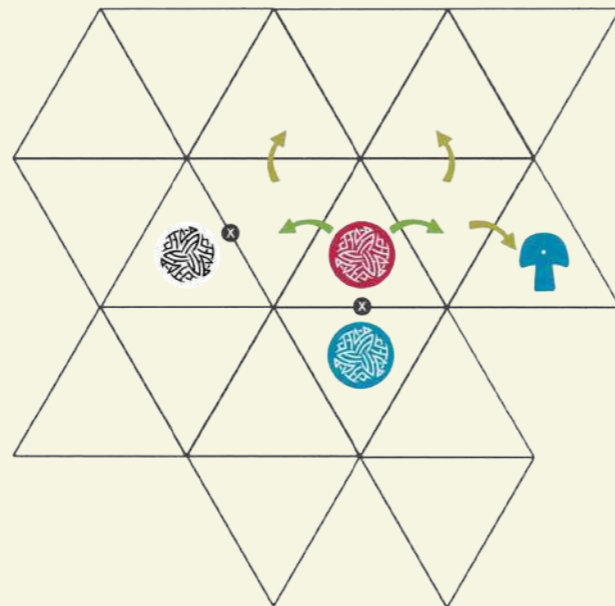
next player moving clockwise performs their 2 actions and so forth until the end of the game. There is a handy player aid that reminds the player of what each action does.

MOVE | EXPLORE | SPORE | FRUIT | DECAY | DISCOVER



MOVE

The only piece that you can move in the game is your Mother mushroom (M). You can move your M up to two spaces (triangle tiles). Movement is only over a flat edge of a tile. You can never move onto a tile that already has another player's M on it. The M is a useful tool in the game to access different colour triangle tiles that you need to spore on. It can be used to strategically block areas of the board, claim other players' spores and stop other players from springing. It's also the only way to collect insect tokens.



Example: Showing the available moves for red player's M

BLOCKING

You can block other players from springing or decaying by moving your M on top of another player's mushroom token. The main way to move an opponent's M is by spending your insect tokens (see page 13), but certain decay actions may also allow you to do this.

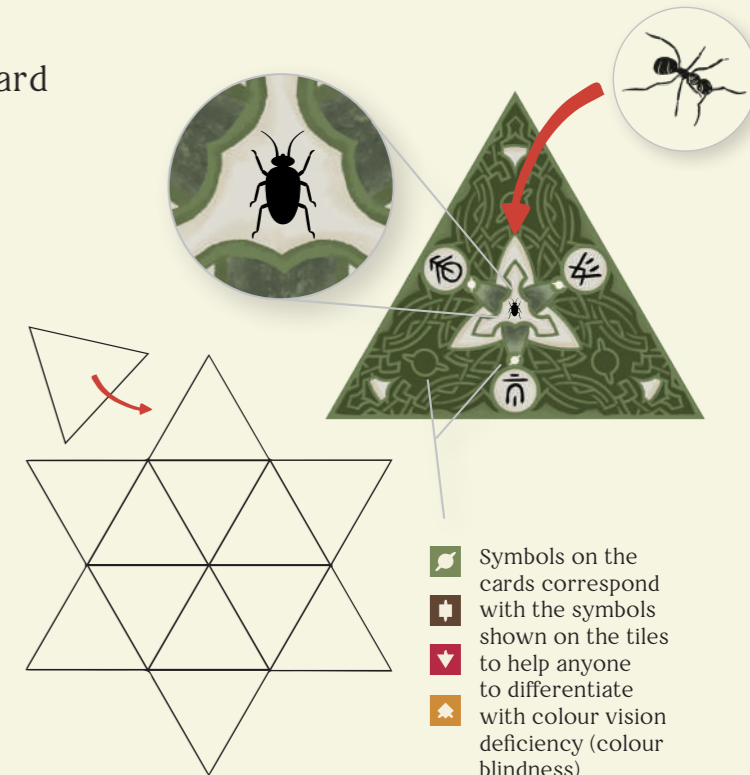


EXPLORE

Placing a new triangle tile on the board

Choose one of the face down triangle tiles and add it anywhere on the board, as long as one flat edge is touching another. If the tile has the insect symbol on it you then immediately place an insect token on the tile. This will stay there until a player's Mother mushroom (M) lands on or moves through the tile and claims the insect.

The board can grow in any direction and, because the tiles are random, no two games are exactly the same.



TYPES OF TILE

There are 5 types of tiles. Four coloured tiles (red, green, brown & yellow) that represent different nutrients and minerals that mushrooms need to grow. The special black tile can be used as any colour when growing mushrooms.



Standard Tiles (x44 - 11 of each colour)

Special Tile (x6)



SPORE

Create and spread spores across the board

MUSHROOM SELECTION

Before you spore, you have to say out loud which Mushroom you are choosing (select a fruited mushroom or your Mother mushroom). This selection is where your spores will disperse from.

SPORE COUNTER

Mother mushrooms can spore forever. Fruited mushrooms only have the capacity to spore twice. You keep track of this by using the spore counter below each mushroom slot in your player mat. Move the counter up each time you spore (once your counter is in the last slot you can decay that mushroom). Remember: When sporing a fruited mushroom, it's best practice to move your spore counter up before placing your spores on the board.



WIND DIRECTION



Next, you roll the wind die. Just like in nature, you never know which way the wind is go blow, so you have to roll the wind die to determine which direction your spores will spread. These symbols are abstract symbols but an easy way to remember is to see them as O, U and A

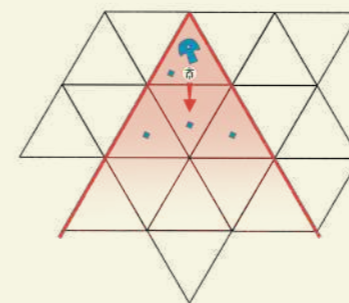
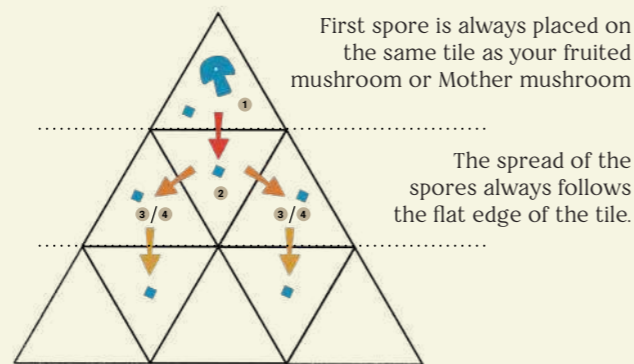
NUMBER OF SPORES



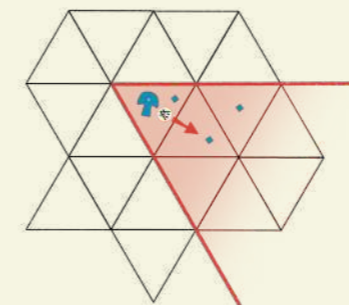
The number of spore cubes you place is determined on the card. Each mushroom has a different spore count and is shown within this symbol. Mother mushroom (M) will **always spore two** as standard.

SPORE DISTRIBUTION

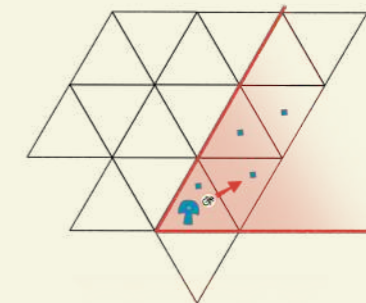
Once you have determined the wind direction, you add the appropriate number of your spore cubes to the board. The first spore is always placed on the same triangle tile as the mushroom you've chosen. The following spores spread in the direction determined by the wind die, flowing off the edge that shows the matching wind direction symbol. The spores must fill out each "layer" of tiles to continue the spread of the spores.



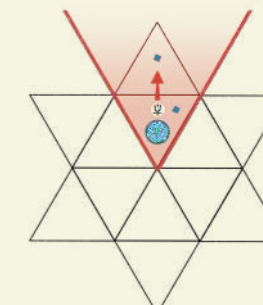
Example A:
The player has rolled: U
They have 6 spores to spread. The spores must be placed following the larger triangle shape (red area)



Example B:
The player has rolled: A
They have 3 spores to spread. The first spore is on the mushroom then the next on the tile directly next to it. With the third spore the player has a choice whether to pick the tile to it's right or left.



Example C:
The player has rolled: U
They have 4 spores to spread but the board doesn't exactly fit the triangle spreading area. In this case you fill up the available tiles.

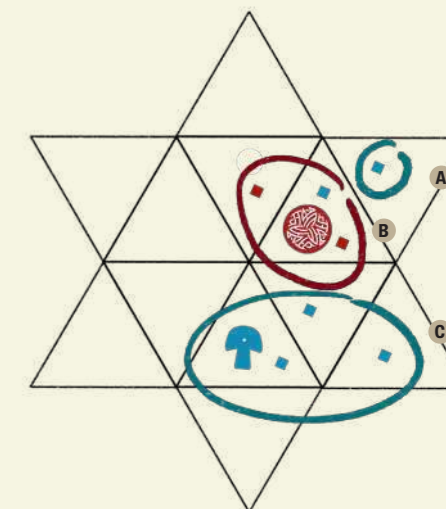


Example A:
The player has rolled: U
This is pointing away to the edge of the board. Even if the player has more than 2 spores to spread there are only 2 available tiles to place them so the others are not placed.

SPORE OWNERSHIP

Larger pieces, such as a Mother mushroom or a mushroom token, always have domain over any spores on the tile they occupy. The player with the larger piece can spend all spores on that tile as their own.

In this example, the blue player has spored 5 spores but one of the spores (A) is no longer connected to the rest of the blue player's network. This is because the red player's M splits up the network. Now, the red player can spend the blue spore on the same tile as their M if they wish because they have domain over that tile (B). Blue player now technically has two separate mycelium networks (C) and (A). If the red player's Mother mushroom was removed, they would be connected again and create a network of 5 blue spores.

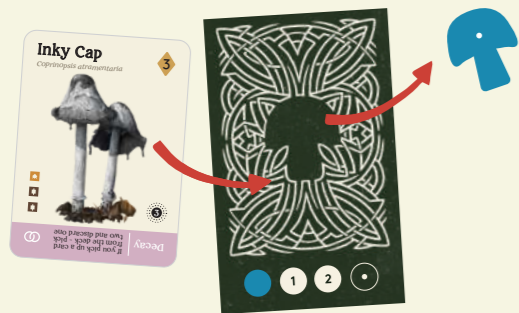




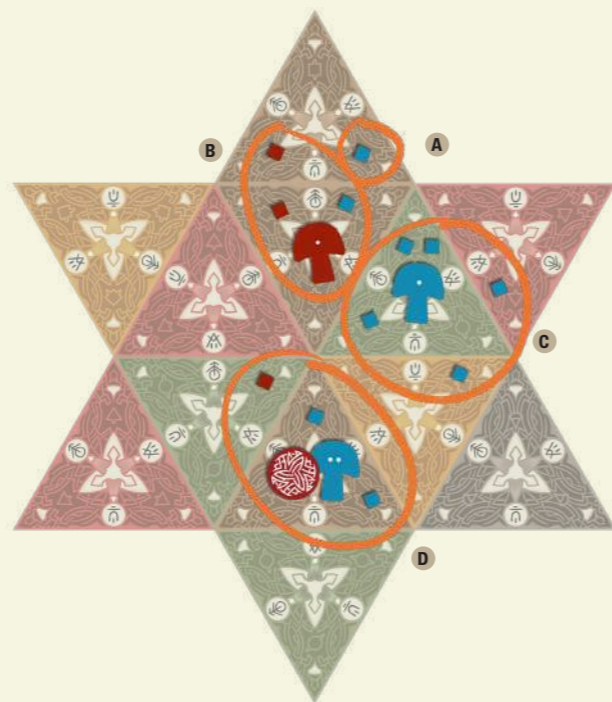
FRUIT

Grow a new mushroom

To fruit a mushroom card from your hand you must have the correct number of spores located on the correct coloured tiles. However, they **must be connected!** Your coloured pieces represent your network, so your **M** or a fruited mushroom can connect spores if needed. If a spore you need is on the other side of the board or cut off by another player's mushroom or **M**, then these spores aren't connected and can't be used together (see example A).



If you do have the correct spores to spend, you remove them from the board and add them back to your spore supply. You then pick up any available mushroom token from your player mat and place the card just fruited on that slot. Then place your mushroom token on any free triangle from where you spent spores to grow it. You can't grow two mushrooms on one tile. You can grow a mushroom on the same tile that your Mother mushroom currently occupies. If you have spent another player's spores, their spores go back to their supply.



Example A: Blue player wants to fruit a mushroom that requires but red player has split up their network by having their 1 pip mushroom on the brown tile.

- A - The one blue spore can still be used (for a one brown spore card) but not with any other spores as it's not connected.
- B - Red player can use the blue spore as their own as long as their mushroom token is there. So currently they have 3 browns.
- C - Blue's current spore network doesn't have any brown spores. If Red player moved their **M** or removed their mushroom token then the blue player would have access to brown spores.
- D - If red player had a card they could spend the blue player's spores as well as their own and fruit the new mushroom. But they would have to place it on the green tile because the brown tile already has a mushroom on it.



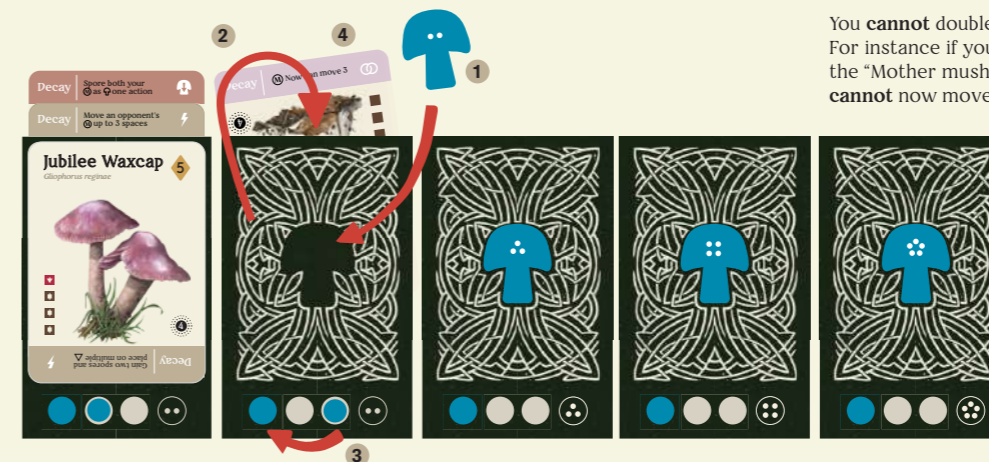
DECAY

Removing mushrooms from the board and gaining bonuses

When one of your mushrooms has spored twice you now have the option to go into decay for that mushroom. You do this in the following order:

- 1 Select the mushroom token that is going into decay and remove it from the main board, placing it back on your player mat.
- 2 Remove the card from the top of the player mat, rotate it round so you can see the decay action and slide it underneath the player mat.
- 3 Reset your spore counter by moving the counter to the left most slot.
- 4 Resolve the mushroom's decay action.

There is no limit to how many mushrooms you can decay under one slot.



DECAY ACTION TYPES

There are 3 main decay actions:

INSTANT ACTION
Instant decay actions must be performed as soon as you decay your chosen mushroom.

GAME UPGRADE
Pink decay actions are immediately applied to you and continue for the rest of the game.

MUSHROOM UPGRADE
These upgrades **only apply** to future mushrooms that are grown on the same player mat. Any mushroom that is placed on top of the player mat with this decay upgrade card slipped underneath will gain the displayed bonus.

You **cannot** double up on decay upgrade card actions. For instance if you decayed 2 cards that both had the "Mother mushroom now moves 3" upgrade, you **cannot** now move 6.


DISCOVER

Pick up a new card

Pick up one of the 3 mushroom cards on show or you can gamble and pick up a face down card from the top of the pile. There is no card limit to your hand.

CARD ANATOMY

- 1 Mushroom name
- 2 Mushroom Latin name
- 3 Points gained when grown
- 4 Spores required to fruit mushroom
- 5 Spore count
- 6 Decay action

You can spend one  to refresh the market at any point on your turn.



GAME END

The end of the game is triggered by a player having at least one decayed mushroom in all 5 slots on their player mats. The game immediately ends and no other turns are taken. If the player decayed as their first action, they do not get a second. The player who ends the game gains the end of game token which is worth 5 points. All of the players add up their scores, including **all fruited and decayed** mushrooms plus any insect tokens.



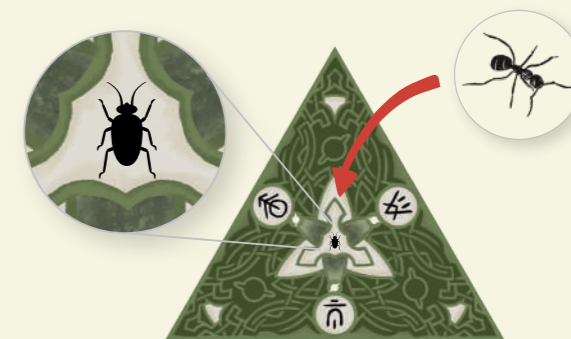
The player with the highest number wins and is crowned King or Queen of the fungi kingdom.

In the event of a tie, the player who grew the most mushrooms overall wins. If still tied, the player with the most insect tokens wins.

INSECT TOKENS

PLACEMENT & COLLECTION

Whenever a new triangle tile with the insect symbol is added to the board an insect token must be placed on the tile. You can **only** gain insect tokens with your Mother mushroom. You can pick up the insect tokens by landing on or moving through a tile with your Mother mushroom.



SPENDING INSECT TOKENS

You can spend your tokens at any point on your turn and it does not count as one of your two actions. Give your insect tokens back to the supply and perform one of these actions:

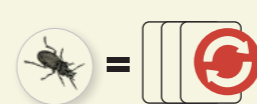
Two insect tokens:

Move **another** player's **M** to any other triangle tile on the board, as long as it does not contain another player's **M**.



One insect token:

Refreshes the market. Discard the 3 cards on display and place another 3 face up.



INSECTS AS POINTS

When scoring points, you score 1 point for every 2 insect tokens you have at the end of the game. There are no half points in the game, so if you have 3 insect tokens you still only gain one extra point. There are a total of 20 insect tokens, so there are an extra 10 points up for grabs if they're all revealed.



Why Insects?

Insects are friends of fungi because they crawl across mushrooms and pick up spores on their feet and bodies helping to disperse the fungi spores in a different way.

AUTOMATA



This Automata (A) can be played solo or be added in as an extra player in a 2/3 player game*.

BOARD SET UP

Follow the same set up for a 2-4 player game (Pg.5). For solo variant remove all the black triangle tiles and only set up the player mats for yourself.

AUTOMATA SET UP

- 1 Shuffle the Automata cards and place face down.
- 2 Place the larger Automata ref cards face up and side by side as shown.
- 3 Choose a colour for the A. Then, on the second ref card (spore-tomata), place the spore counters in the circles with the numbered pips.
- 4 Place the A mushroom tokens and spores close by.
- 5 Shuffle the main mushroom deck and give the A 5 cards face down plus 2 insect tokens.

HOW TO PLAY

You will take your turn first, place your M and then the A's M directly opposite. Then perform your two different main actions displayed on the player aid.

The A turn is determined by the cards. Flip over one of the cards from the deck and place on top of the first ref card 6. Then the A performs two actions in the order shown on the card. If the A cannot perform an action move down and perform the next action on the list until two actions have been performed. Order is as follows **FRUIT > DECAY > SPORE > MOVE**.

Once all the cards have been played shuffle them up, place face down and start drawing again.

FRUIT - The spores needed to fruit are displayed on the card. The empty boxes are wild spores, they can be used from any coloured tile. When fruiting a mushroom place the mushroom token on a tile where a spore was used. Place on a tile matching to those of the colours shown on the card, if that's not possible, place on the tile closest to the opponent. If there are multiple potential spores to choose from, one by one, take the next spore needed from the most populated tile. All spores still have to be part of the same network to be used.

DECAY - If any spore counter on the 'spore-tomata' card is on the number two slot you are eligible to decay. Move the spore token on top of the 'D' symbol and place on the mushroom slot on the ref card 7. Then perform the decay action shown on the card.

SPORE - Spore a fruited mushroom or M if there are no fruited mushrooms on the board. The amount of spores is indicated on the card. A blocked mushroom still counts as a fruited mushroom on the board and therefore the M cannot spore.

Move the spore counter along each time a fruited mushroom spores. If multiple mushrooms have been fruited make sure they have all spored once before sporing for a second time. So if the 1st and 2nd mushroom have spored once, but there's a 3rd mushroom on the board. The 3rd mushroom must spore before the other two.

If the fruited mushroom or M is on an outer tile (only one flat edge touching) then perform the **EXPLORE** action first, placing tile next to said T/M. This counts as one of the A actions. If **EXPLORE** is the first action performed by the A then **SPORE** will automatically be the second.

MOVE - All the actions move (two spaces) to/towards the closest piece/tile/token shown on the card. The action taken is determined by the wind die, roll the die and match the symbol on card for the action. If the action is completed over one space - no more moves are needed. See the ref card for the symbol actions key.

If the move action on the card is not applicable roll the wind die to determine the direction and follow the symbols on the tiles (as you would with sporing). Do this twice to move two spaces. In the event that the die is rolled twice and the M still does not move, then the A performs **EXPLORE** as its action.

In the event of the A only being able to perform the **MOVE** action due to a fruited mushroom being blocked by the opponent's M then the A spends just **ONE** insect token I to move the opponent's M to the furthest tile on the board. Then performs **EXPLORE** as it's second action.

END GAME AND SCORING

The end of the game is triggered when either the Automata or real player decays in all 5 slots.

Automata scoring: Each mushroom the A fruits is worth 5 points plus any bonus points earned through insect tokens. The standard score for A the is usually 26. The A does **not** gain the end of game token.

DIFFICULTY LEVEL

The cards are split down the middle. The **GREEN** side is **Medium** difficulty and the **YELLOW** side is **Hard** difficulty. It is recommended that you start on the green side.

An option to make the game slightly easier is to shuffle back in all the black triangle tiles that were removed at the start.

2/3 PLAYER

When you're in a game with the Automata and there is a decision to effect one of the human players, and it's unclear who it should be, then simply let fate decide. Put a spore from each player (who might be effected) into a hat and see who's drawn first!

RULE OF THUMB

When performing any of the Automata's actions and there is a choice, like placing a spore or moving a token, then always go for the option that will help the Automata. Not yourself.



COMMON QUESTIONS

Can I block another Mother mushroom?

No, Mother mushrooms cannot be on the same tile or move through a tile containing another Mother mushroom.

Can I fruit a mushroom on the same tile as my Mother mushroom?

Yes, as long as you're spending a spore from that tile. But you can only have one *fruited* mushroom per triangle tile.

Are my mushrooms worth points at the end if they haven't gone into decay?

Yes, as soon as you have fruited your mushroom you gain the points.

If another player's Mother mushroom is on one of my fruited mushrooms can I still spore and decay?

No, another player's Mother mushroom blocks you from doing anything with that mushroom. But you can spend two insect tokens to remove their Mother mushroom.

Is one insect token worth 1/2 a point?

No, there are no half points in the game.

How many spore cubes does my Mother mushroom spore?

The standard is 2 spores. Although there are some decay game upgrades to raise it to 3.

Is there a limit to how many times you can spore your Mother mushroom?

No, you can spore your Mother mushroom as many times as you like. Your *fruited* mushrooms can only be spored twice though. Be sure to keep track with your spore counter on your player mats.

Is there a limit to how many cards I can have in my hand?

No, you can have as many as you like.

Can I decay multiple mushrooms under one player mat slot?

Yes, you can decay as many as you like under one player mat slot. Once a player has decayed in all 5 slots the end of the game is triggered.

What happens if I run out of spores?

Once you run out, the only way to get them back from the board is to spend them to fruit mushrooms!

Can I double up on my / decay upgrade card actions?

No. For instance if you decayed 2 cards that both had the "Mother mushroom now moves 3" upgrade, you cannot now move 6.

Does spending insects count as one of my main actions?

No, you can spend your insect tokens as a bonus action at any point on your turn.

Can I refresh the market?

Yes! You can spend 2 insect tokens to refresh the market at any point on your turn.

Do my mushroom tokens have domain over other player's spores?

Yes! When ever there is a larger piece (Mother Mushroom or Mushroom token) on a tile they have domain over any spores on that tile.

Can I connect my network with my Mother Mushroom?

Yes! Any of your pieces on your board make up your network.

MYCELIA

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