

Contents

1 game board - 30 "Mushrooms" - 9 "Reference" disks
(6 Mushrooms – green and 3 Trouble – red)
10 "Joe" tokens - 1 "Forest Ranger" disk

Object of the game

Gather more mushrooms than the other players.

Game Flow

During their game turns, each player will pick mushrooms, and try to avoid trouble. He will have to turn over 1 of the 5 face down disks in the middle of the table. The 2 disks of each end cannot be collected, but their time will come...

Set up

Place the board in the middle of the table.

Separate the 6 green Mushroom "Reference" disks


from the 3 red Trouble disks. 

Place 5 Mushroom disks face down in the middle of the table. They are called « mushroom picking area ». Shuffle the last Mushroom disk and the 3 red disks and place 2 face down disks at each end. Then, turn the disks at both ends face up. Fig.1

You know have a 9-disk line, 1 face up, 7 face down, and 1 face up.

Fig.1



Place the 30 Mushrooms and the « Forest Ranger » disk next to the playing area. Each player gets 2 "Joe" tokens. 

When everyone is ready, you may enter the woods...

The player who picked mushrooms most recently plays first. Failing that, the player who ate mushrooms most recently does so.

The game may begin...

Game Turn


Below, the bold text refers to the mandatory actions.

- * Play a « Joe » token (only from the 2nd turn on);
- * Turn over a disk from the Mushroom Picking Area;



* Place the « Forest Ranger » disk next to the empty space (see the dedicated section);



- * Apply the disk's action ; here, the player takes 3 Mushrooms;
- * Replace the disk, face up, at one of the 2 ends (according to the player's choice), pushing the others;



* Turn over the face up disk that has just been pushed (it is now face down).





The disk which is now next to the Forest Ranger cannot be picked.





The disks

When you discover

 : pick 1, 2, or 3 Mushrooms.

 : your next turn is skipped so that you can find a river and quickly wash your hands.

 : if you have more than 3 Mushrooms in your basket, you lose 2 of them while running away. Both Mushrooms are brought back into play.

 : you get lost in the forest, and close your eyes until your next turn.

The "Forest Ranger" disk




The ranger watches the picking area, and prevents the players from taking the disk next to him.

Note: Do not use him for your first game and with children under 6.

The first player will place the "Forest Ranger" disk, which was set aside during the set up, next to the space left by the disk that has just been taken.

From the 2nd player on, the disk will move next to the newly empty space at each turn.

The « Joe » tokens

Each player has 2 of them. 

From the 2nd turn on, each player can use one of his tokens.

At the beginning of his turn, the player discards one of his tokens:

a) either to move the Forest Ranger next to one of the 2 closest disks;



b) or to watch discreetly 2 of the 5 disks of the picking area, before choosing the one he takes.

NOTE: The player does not have to take one of these 2 disks. Once used, the tokens are discarded.

End of the game

When all the Mushrooms are picked, each player empties his basket and counts how many he gathered. The player with the most Mushrooms wins the game. In case of a tie, the player with the most « Joe » tokens left wins. If there is still a tie, the tied players play one more time each until the tie is broken.

2-player Variant

The Compass disk does not make you close your eyes, but rather skip your turn.

AMMANITE

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