

Mushrooms

by

Mail

Rulebook



Introduction

In *Mushrooms by Mail*, players are rival mushroom delivery services, commanding their pixie teams to collect mushrooms and win over their picky troll customers! Collect the most points by controlling mushroom patches and trolls to become the forest's number one delivery service and win the game.



Components



12 Faerie
Helpers

2 Score
Markers



2 Pixie
Bosses



1
Game
Board

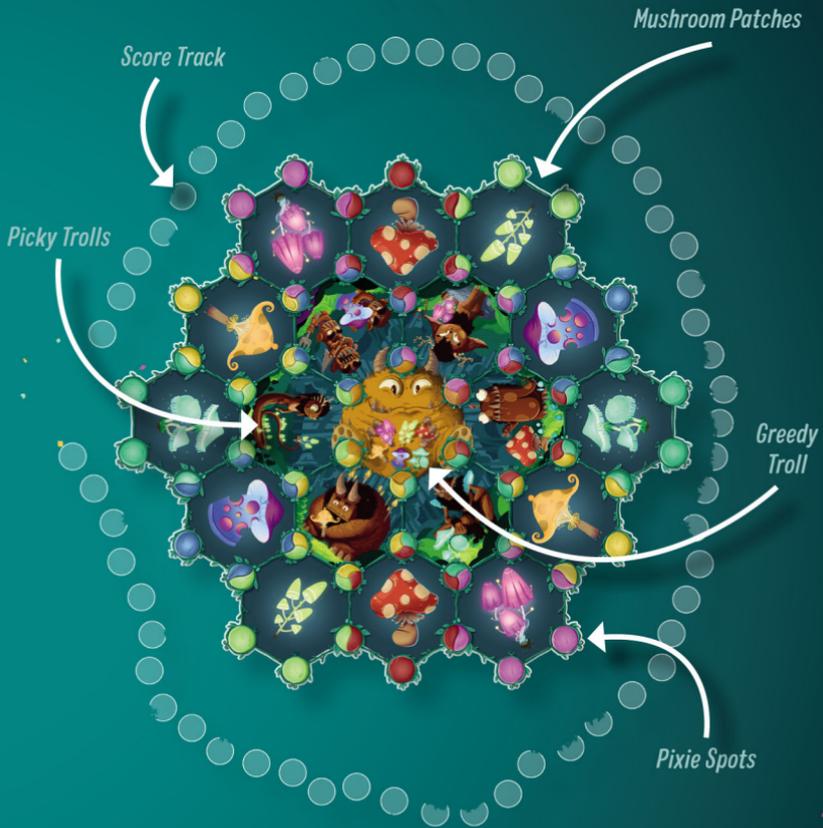


36 Worker
Pixies



5 Dice

Setup



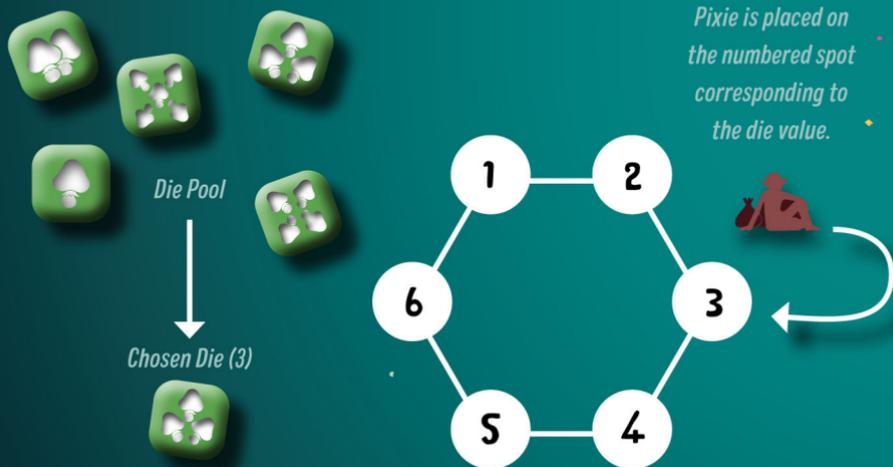
Each player chooses a player colour and takes the corresponding **Score Marker**, **Pixie Boss** and **19 Worker Pixies**. Place the **game board** in the centre of the play area, with both players' score markers on the 'Start' arrow of the score track. Place the **Faerie Helpers** near the board so that they can be easily reached by both players. Roll the dice next to the board. This forms the **dice pool**. The player who most recently saw a wild mushroom is the first player.

How to Play

Turn Structure

At the beginning of the game, all dice are rolled next to the board, forming the dice pool. On their turn, a player takes one die from the pool and places a Worker or Boss Pixie token on any unoccupied pixie spot matching the number on the die. Chosen dice are removed from the pool and cannot be taken by the next player. Once the Pixie has been placed, turn passes to the other player.

Once placed, a Pixie remains on the board for the rest of the game.



One



Two



Three



Four

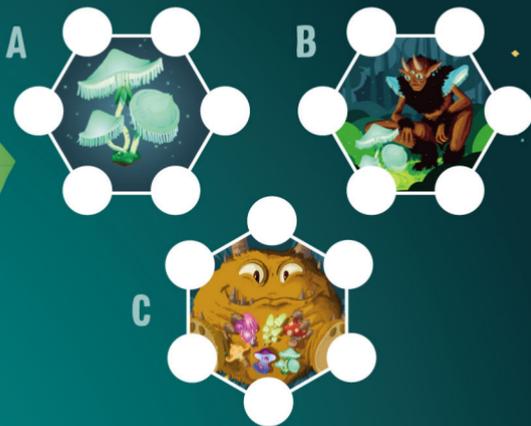


Five



Six

Placing pixies strategically helps players to win control of different hexes. There are three different types of hexes: Mushroom Patches (A), Picky Trolls (B), and the central Greedy Troll (C).



- At the start of each player's turn, they choose a die from the current pool. If the dice pool is empty, they reroll all dice to form a new pool and take one from there instead.

Players continue taking turns until both have placed all their Pixie tokens, rerolling the dice pool whenever it is empty.

Faerie Helpers

Players earn Faerie Helpers each time they complete a hex. Any number of Faerie Helpers can be spent to increase or decrease their chosen die's value per helper.

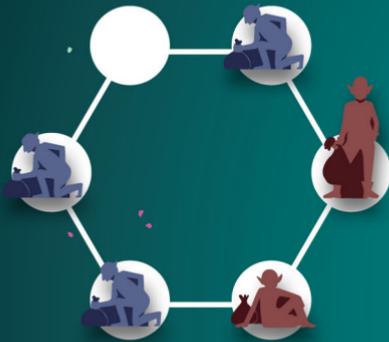
It only costs one Faerie Helper to change a die from 6 to 1!

Return any spent Faeries to the pile next to the board.

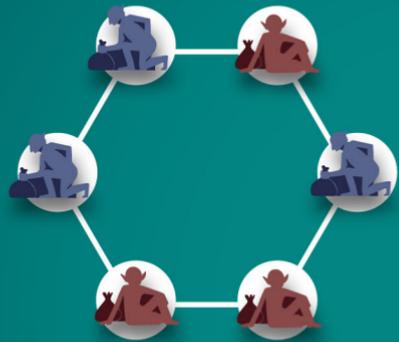
If the current player cannot match any of the dice in the pool to an unoccupied worker spot, even using Faerie Helpers, reroll all of the dice in the pool. If a pixie still cannot be placed, repeat.

Completing the Hex

When a player has more pixie tokens on worker spots around a hex than the other, that player **controls** the hex. A Pixie Boss counts as **two** pixies in terms of control and scoring. If players are tied for control of a hex, and **only one** player has a boss around the hex, that player controls it. Otherwise, they both control it.



Each player has the equivalent of 3 pixies around the hex. However, Red has a boss, so red controls the hex.



Each player has 3 pixies around the hex, none of which is a boss, so both players control the hex.



When a player plays a Pixie onto the last unoccupied worker spot around a hex, they complete the hex and gain a Faerie Helper. The completed hex is scored immediately by the controlling player(s) - not the player who completed it! Boss Pixies count as 2 for scoring purposes.

The scoring depends on the type of hex:

Mushroom Patch: The controlling player scores a point for each pixie they have around the matching colour of Picky Troll.



The completed blue Mushroom Patch is controlled by the blue player, since the Boss Pixie counts for two. The blue player has two pixies around the matching blue Picky Troll, so they score two points. The red player doesn't score any points for the completed blue Mushroom Patch, since they don't control it.



Picky Troll: The controlling player scores a point for each pixie of their colour around the matching colour Mushroom Patches.



Here, both blue and red have equal numbers of pixies around the green Picky Troll when it is completed. This means both of them score for this hex. However, they score different amounts of points – Red scores 5 points since they have three Worker Pixies and one Boss Pixie of their colour around the matching green Mushroom Patches. Blue scores 3 points.

Greedy Troll: When the Greedy Troll is scored, the controlling player gets a point for each Mushroom Patch (of **any colour!**) that *only* they control.

Keep track of each player's score using the score markers.

Game End

The game ends when all Pixies have been placed. When the game ends, all **incomplete** Trolls are scored. Players then gain a point for **each** hex they control.

The player with the most points wins! If there is a tie, the player with the most Faerie Helpers wins.



Credits

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