

shroomscape

the mycelium mindset board game



rulebook



10+, 4 players



story

You are mycelium,
both microscopic and a multitude.

Thriving in ancient patterns under
the earth, you now spawn, and grow
piece by piece, as a uniquely
shaped geometric network.



You wander in wonder across the
board, but move with purpose,
growing towards resources whose
nutrients you will share:



an unbending pine tree,



a mighty oak,



a carcass that feeds the earth,



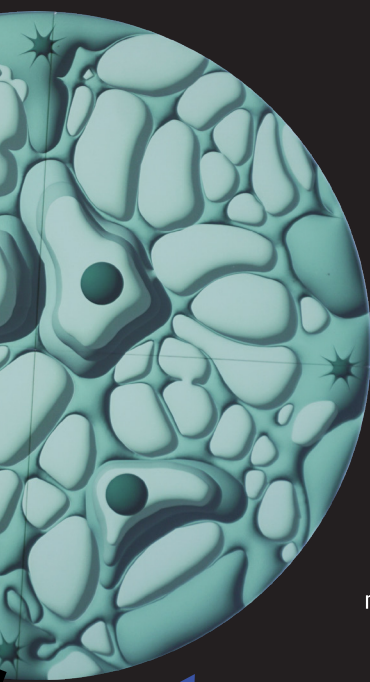
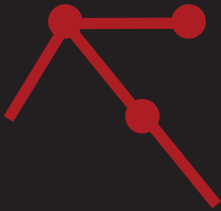
a heap of manure,



and a compost bin that is teeming with life.



Deeply entangled, the connections
you create will form fertile
ground for you to fruit and
spread your spores—your story of
survival.



Your existence is the tension
between collaboration and
competition, even with your
fellow mycelial networks. Your
way of life and the environment
that supports it present you
with unexpected challenges and
constantly-changing conditions.



In every situation, you must
maintain the fine balance between
working together and taking care
of yourself.



Over time, your networks will form
a unique **Shroomscape**, lush with
fruiting bodies and spores that tell
the story of the biggest adventure
of all: entangled life itself.




Grow your network, entangle with fellow mycelium, and explore the unexpected interconnections of mycelial life.

CHARACTER SHEETS


Choose to play as 1 of 4 mushroom characters:

- Fly Agaric
- Death Cap
- Oak Chanterelle
- Garden Giant



Fly Agaric
//amanita muscaria


SHAPES + CONNECTION RULES:



Line shapes must be connected by a circle shape. Multiple lines may emerge from the same circle.

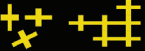
ON YOUR TURN, YOU CAN:

- Grow your network
- Roll dice for Resource Tokens
- Create a Fruiting Body
- Release Spores + Pick up Situation Cards



Oak Chanterelle
//cantharellus californicus

SHAPES + CONNECTION RULES:



Connect via any open end, on any of the 4 sides (ends must align completely).

ON YOUR TURN, YOU CAN:

- Grow your network
- Roll dice for Resource Tokens
- Create a Fruiting Body
- Release Spores + Pick up Situation Cards



Death Cap
//amanita phalloides


SHAPES + CONNECTION RULES:



Connect end-to-end. Multiple connections may emerge from a single end point.


ON YOUR TURN, YOU CAN:

- Grow your network
- Roll dice for Resource Tokens
- Create a Fruiting Body
- Release Spores + Pick up Situation Cards



Garden Giant
//stropharia rugoseomaculata

SHAPES + CONNECTION RULES:



Connect triangle shapes from point to point, alternating sizes.

ON YOUR TURN, YOU CAN:

- Grow your network
- Roll dice for Resource Tokens
- Create a Fruiting Body
- Release Spores + Pick up Situation Cards

MYCELIUM KITS

1 kit per mushroom character. Each kit contains:



mycelium
shapes



fruiting
bodies



spores

RESOURCE PIECES



carcass



compost
bin



manure
heap



oak
tree



pine
tree

RESOURCE TOKENS



RESOURCE TRACKER + TOKENS

Keep track of who's collecting from which Resource:



When you collect from a Resource Piece, indicate which one by placing your token on top of the corresponding image below.
Reset at the end of each game round.

carcass



oak tree



manure heap



compost bin



pine tree



SITUATION CARDS

1 deck of 24 Situation Cards:

shroomscape



SITUATION CARD



IT CAME WITH THE WATER

The tree roots have sent up a message: the water is no longer safe to drink.

ACTION:

All mycelium may no longer access the tree resources, unless they connect with the Garden Giant to filter the contaminated water. The Garden Giant is not affected.

characters



FLY AGARIC



OAK
CHANTERELLE



DEATH CAP



GARDEN GIANT

assembly

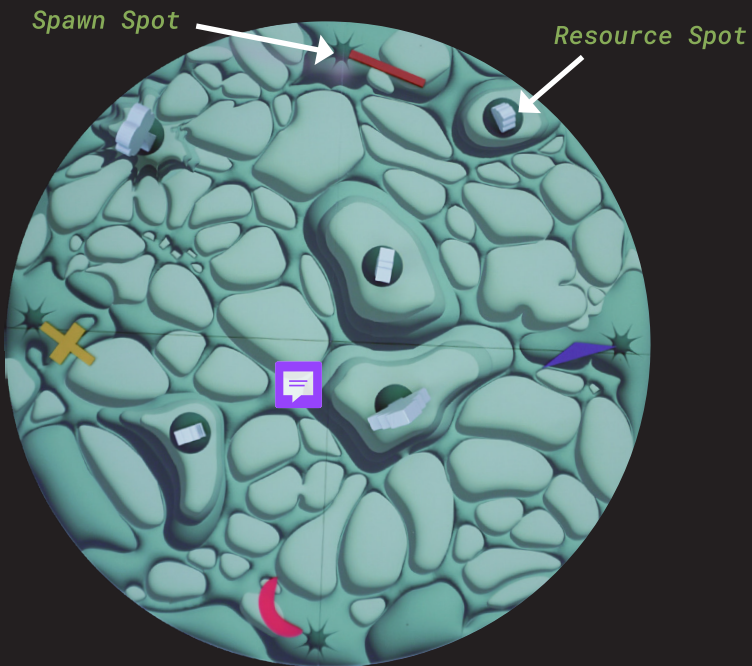
- 1 Place **Resource Pieces** at the designated **Resource Spots**.

**Note* Resource Pieces do NOT have a fixed position other than occupying a Resource Spot, i.e., you can place them as you please.*

- 2 Shuffle and place the **Situation Card Deck** facedown.
- 3 Distribute a **Character Sheet** and the corresponding **Mycelium Kit** to each player.
- 4 All players roll the dice.

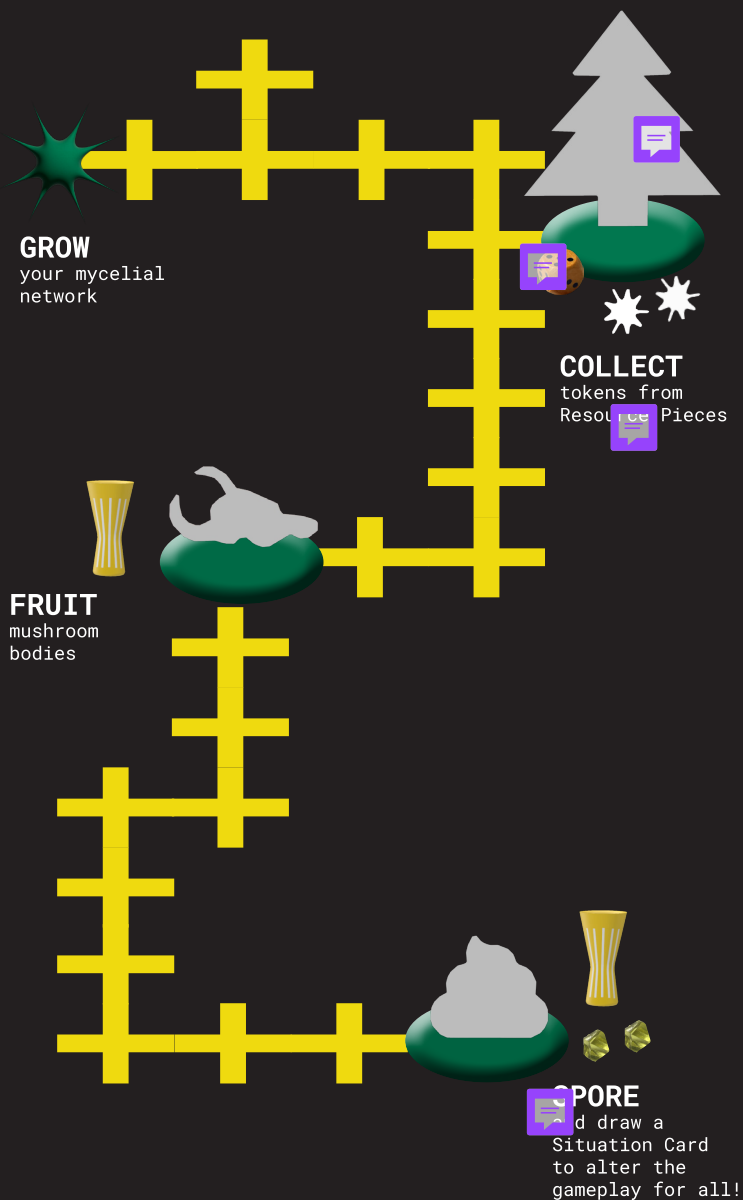
Lowest roll **starts** the game, placing their first mycelium shape on a **Spawn Spot**.

The game continues counter-clockwise.



gameplay overview

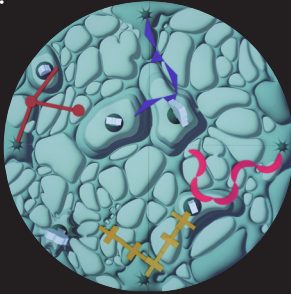
Make like a mushroom and play through its entire life cycle, as you collaborate and compete with other mycelium to form a unique Shroomscape!



On their turn, players may take only 1 of the following 4 actions:

Action: Grow

Following the connection rules on your sheet, place a mycelium shape from your kit onto the board.



Mycelium networks may overlap.

You must grow AROUND Resource Pieces

When you reach a Resource Spot, you may access the Resource Piece in any future turn. Directly touching/overlapping with another network gives you the potential to collaborate in certain situations later in the game.

No additional action may be taken on this turn.

Action: Collect Resource Tokens

Your mycelium network must be in direct contact with the Resource Spot that houses the Resource Piece you are collecting tokens from. State which Resource Piece you are choosing to collect from, and place your token on the corresponding image on the Resource Tracker. Roll the dice to collect Resource Tokens.

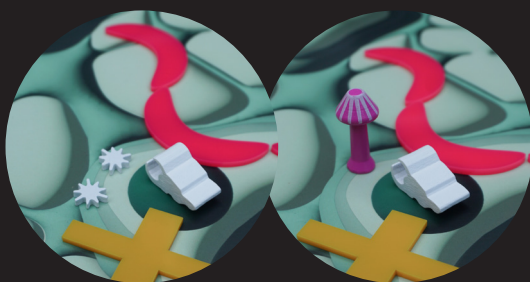
- Roll an **odd number** = collect **2** Resource Tokens
- Roll an **even number** = collect **1** Resource Token

Each Resource Piece may only be accessed by 1 player, each game round.

Action: Create a Fruiting Body

Exchange 2 Resource Tokens to place a Fruiting Body next to a Resource Spot you are connected to.

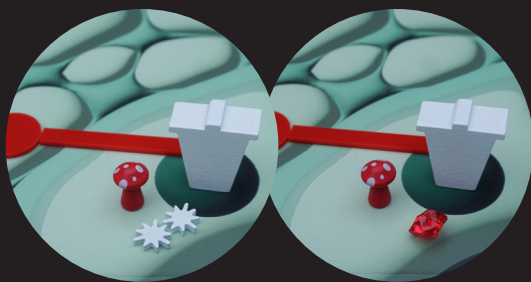
1 Fruiting Body per Resource Spot per player



Action: Distribute Spores + Situation Card

Exchange 2 Resource Tokens to place a single Spore next to an already-placed Fruiting Body.

Limit of 2 Spores per Fruiting Body. You may place 1 Spore per turn.



Every time you distribute a Spore, pull a Situation Card from the deck and read it out loud.

Follow the action indicated on the card. These apply to all players unless indicated otherwise.

The Situation Card will remain in play until the player who has drawn the card distributes another Spore, thus drawing a new Situation Card and discarding the previous one.

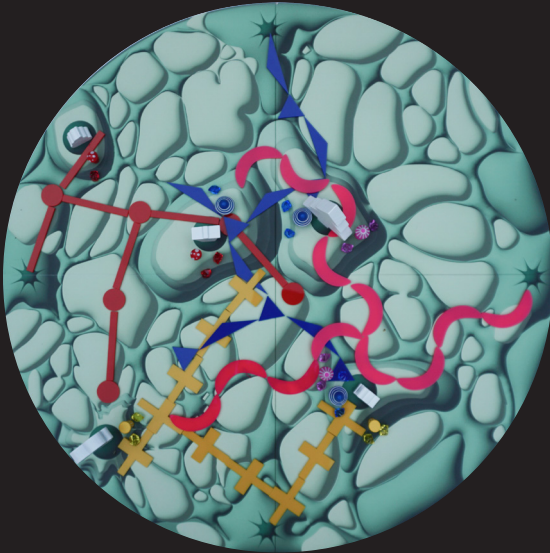


If contradictions arise, the new Situation Card overrides any other card out on the table.

Game Objective:

Win by distributing all of your spores!

Start with **5** spores—with more experience play to a higher number (up to **8**)!



The Interbeing Project

camille girard
aloma antao
natalie chester

The Interbeing Project is an exploration into ways of becoming with each other in a shared world, through a series of sensory entanglements.

About the game:

Dive into a more-than-human mindset with Shroomscape, where players cultivate connections and navigate surprise situations through the magic and mystery of mycelium! Requiring strategic thinking and creative decision making, this unique board game invites you to discover the interconnectedness of life, while constantly balancing competition, community, and cooperation.

Join us!

We're eager to connect with partners, players, and creators alike for events, workshops, and other creative collaborations. Whether you're a game enthusiast, an artist, or simply curious, your ideas and energy are vital to growing our mycelial community!

visit: theinterbeingproject.com
follow: [@shroomscape_boardgame](https://twitter.com/shroomscape_boardgame)

