



# Rule Book

# Welcome to Micro Mycelium

a game by Floyd Yu

Amidst the lush greenery of the forest floor, various types of mushrooms fiercely compete for their place in the ecosystem, each unique in their appearance and adaptation to survive.

## Objective

The goal of the game is to earn the most points. Points are only tallied at the end of the game and may change throughout the course of play.

## Setup:

There are four types of mushrooms:



Each player selects a mushroom type, each distinguished by a unique backing and color. Each set is identical and consists of 9 tiles, easily sortable by grouping them according to their backings.



## *Creating your Market*

Each player will need to have a market of three tiles. A market consists of three face up tiles from your set.

Before creating your market, locate the stump, rock, and flower tile. Each player chooses one of these tiles to start and shuffles the rest back into the set. Stack your unused set in a draw pile, and reveal two more to create your starting market of three tiles.



*Stump tile*



*Rock tile*



*Flower Tile*



Each player should now have a market of three tiles and a draw pile.

The examples on the left is a face down backing.



The player with the least spore sides will be the first player to go. (See the sides section to determine what is a spore side pg 5.)

*Or, in case of a tie, the first player will be determined by the player who last consumed a mushroom.*



The first player begins the game by taking their turn, and placing one of their face up tiles from their market onto the empty field. Thus, starting the field.

Players take turns in a clockwise rotation, with each player having one turn per round.

## On your turn

On your turn, you take one of your market tiles and place it into the field. As previously mentioned, the first player starts the field by placing one of their market tile onto the center of the table without having to connect any sides. This will count as the first player's turn. Subsequent players, then take their turns by placing a tile where one or more sides connect with another side or sides of existing tiles. You may orient and rotate tiles and there are no restrictions to which side you can connect.

Connected



Not Connected



Finally, after playing a tile, reveal another one of your face-down tiles by flipping it face up into your personal market and end your turn.



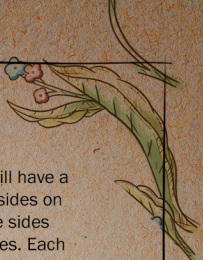
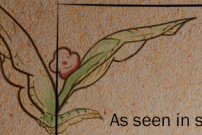
# Sides

**Spores:** A Spore side is a side on a mushroom hex with glowing spores. Each player should have 6 mushroom tiles, that has the same distribution (1 through 6) of spore sides. The example below has 3 spore sides.



**Roots:** Root sides are also found on mushroom tiles and have the opposite distribution than the spore sides. These will be important when scoring the flower tiles. The example below has 5 root sides.





As seen in setup, each player will have a set with three special tiles. The sides on these tiles are different from the sides mentioned in your mushroom tiles. Each tile consists of six sides.



**Stump Sides:** Each set should have one stump tile. Every side on a stump tile is considered a stump side.



**Flower Sides:** Each set should have one flower tile. Every side on a flower tile is considered a flower side.



**Boulder Sides:** Each set should have one boulder tile. Every side on a boulder tile is a boulder side. *Boulder tiles simply block other players*

## Scoring Points

When the game ends, each player tally their points based on the composition of the entire field. Players will score all their tiles.

### Scoring Mushroom Tiles!

Players earn 2 points for each unblocked side of all their mushroom tiles. A blocked side is any side on a mushroom tile that is connected. As the idea is mushrooms need space to grow, only the perimeter should be considered as unblocked, as demonstrated below.



Player 1: 4 points

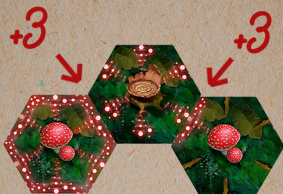
Player 2: 2 points

Player 3: 1 points



### *Scoring the Stump Tiles*

Players earn 3 points for each stump side that is touching their own spore sides. Other players spore sides will not score.



### *Scoring Flower Tiles*

Players earn 2 points for each flower side that is touching **any players** root sides. Only mushroom tiles contain root sides.

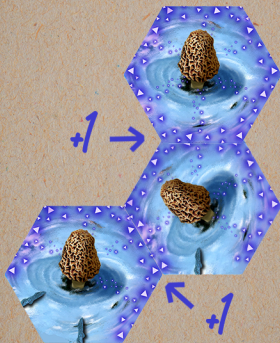


## Advanced Scoring

There are two additional ways to score in the advanced mode. The advanced mode is not recommended for your first play through.

### Scoring Connected Spores

Players earn 1 point for each of their own Spores that is connected.



In the illustration shown above, the added total points at the end of the game would be 2 points for 2 connections.

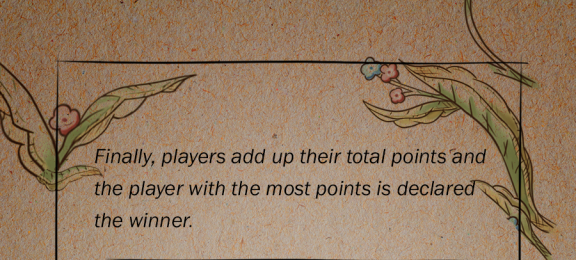
### *Scoring the Flower Network*

Players earn 1 point for each of their opponents root connections.

*Player's flower tile*



Strategy Tip: Connecting your flower tile with another player's flower tile also grants points to your opponent. Proceed with caution. Once you root with another flower, you cannot unroot.



*Finally, players add up their total points and the player with the most points is declared the winner.*

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In case of a tie, the following criteria will be used to break it:

1. The player with the most spore connections.
2. The player with the most stump connections.
3. The player with the least distance between their stump and flower tile.

## ***End of game***

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The game concludes when players exhaust all their tiles to play. As each player starts with 9 tiles, the game should end in nine full rounds.

*Special Thanks  
to the Playtesters*

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Tim Schafer



# Solo Rules

## Setup:

1. Shuffle and separate each tile set back their backing.
2. Reveal 3 tiles for each set creating four markets like the example depicted below.



# Solo Rules

## Setup:

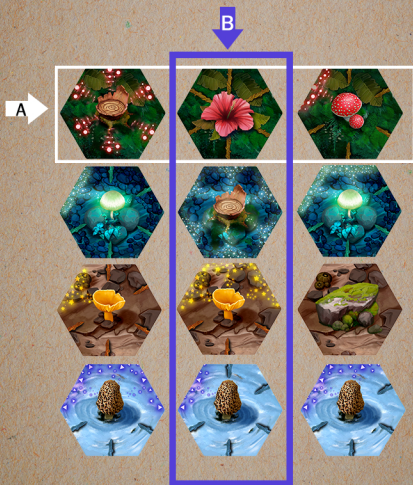
3. Reveal four more tiles, one from each set, to create a starting field. Place them all adjacent to each other in any configuration you want



# Solo Rules

## On your turn:

You will draft an entire row (example A), or column (example B).





# Solo Rules

## *On your turn:*

Play all your drafted tiles into the field.



Using the scoring system from the base game, score all the mushroom sets independently. Each round, if the tally of the score for all the sets are the same then earn a Mycological Merit. You will need a minimum of 5 Mycological Merit in order to win the game.

At the end of your turn replenish the market. The game ends when all tiles are played.



# Solo Rules

## *Adjusting the Difficulty:*

**Easy:** Remove one set from the game during setup

## *Special Rules:*

If there are tiles missing in a row or column. You still draw the entire remaining column or row.

## *Mycological Merits:*

At the culmination of the game, victory awaits those who have garnered sufficient Mycological Merit. Dive into the corresponding tale that accompanies your triumphant achievement.

Earn 5 Mycological Merit - Fungi Five-Star

Earn 6 Mycological Merit - Shroom Showcase

Earn 7 Mycological Merit - Champ of Champignons

Earn 8 Mycological Merit - Mushroom Masterpiece

Earn 9 Mycological Merit - Toadstool Triumph



# *Solo Rules*

## *Fungi Five-Star:*

As the sun dipped behind the horizon, casting a warm glow over the forest, Lily emerged from the woods with her basket brimming with an array of mushrooms. With each step, she felt the excitement building inside her. She couldn't wait to present her finds at the annual Mycological Merit competition.

The judges eyed her collection with keen interest, their expressions turning impressed as they inspected each specimen. With a satisfied nod, they awarded Lily Five Mycological Merit, granting her the title of "Fungi Five-Star." She beamed with pride, knowing that her dedication to understanding the secrets of the forest had paid off.



# *Solo Rules*

## *Shroom Showcase:*

Amidst the murmurs of admiration from the crowd, James carefully arranged his prized mushrooms on the display table. Their vibrant colors and unique shapes captivated the onlookers, drawing them closer to marvel at his collection.

As the judges approached, James held his breath, his heart pounding with anticipation. With a twinkle in their eyes, they awarded him Six Mycological Merit, declaring him the winner of the "Shroom Showcase" category. James couldn't help but grin from ear to ear, feeling a rush of pride knowing that his passion for fungi had earned him such recognition.



# *Solo Rules*

## *Champ of Champignons:*

In the heart of the forest, beneath a canopy of ancient trees, Alex stood before the judging panel with a sense of determination. His collection of mushrooms was unrivaled, a testament to his years of exploration and study.

The judges deliberated, their whispers barely audible over the rustle of leaves in the gentle breeze. Then, with unanimous agreement, they proclaimed Alex the "Champ of Champignons," awarding him Seven Mycological Merit. Alex's chest swelled with pride as he accepted the accolade, knowing that his dedication to the fungi kingdom had led him to this moment of triumph.



# *Solo Rules*

## *Mushroom Masterpiece:*

As the competition drew to a close, Sarah stood before the judges with a sense of quiet confidence. Her collection of mushrooms was not just a display of nature's beauty but a masterpiece crafted through patience and skill.

The judges took their time, carefully examining each specimen before them. With a nod of approval, they awarded Sarah Eight Mycological Merit, honoring her as the "Mushroom Masterpiece" of the competition. Tears of joy welled in Sarah's eyes as she accepted the award, grateful for the opportunity to share her passion with the world.



# *Solo Rules*

## *Toadstool Triumph:*

At the pinnacle of the competition, amidst a chorus of cheers and applause, David stood as the final contender. His collection of mushrooms was nothing short of extraordinary, a testament to his unwavering dedication and expertise.

With bated breath, David awaited the judges' decision. When they announced his name as the recipient of Nine Mycological Merit, declaring him the ultimate "Toadstool Triumph," David felt a surge of emotion overwhelm him. It was a moment he would never forget, a validation of his lifelong pursuit of understanding and appreciating the wonders of the fungal world.

