Astromycology
The Fungal Frontier

2-4

12+

90-120'

Components:

45 Crop tiles

20 fertilizer tokens

4 player colors: 8 barns, 5 fences

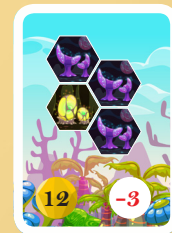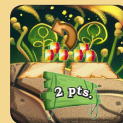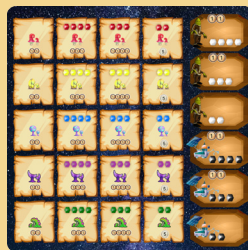90 Money tokens

150 crop cubes

90 Labor and Equipment cubes

4 player boards

1 Market Board

24 bonus tokens

32 bonus cards

Objective:

In Astromycology the goal of each player will be to plant, harvest, and sell as many fungi as possible. Players will do this by upgrading their farms, providing labor and equipment, and taking advantage of changing prices in the market. Players can also gain bonus points if their farms match patterns on bonus cards.

Set-up:

Fill up the right most spaces of the market board. Place 2 corresponding cubes farthest right on each crop space, and 3 cubes on the next space to the left.

Place two dollar tokens on each of the top-most labor and equipment spaces (the spaces showing 4 cubes).

Spaces on the left of the main board are Crop Cost Spaces. Place one matching crop hex on each Crop Cost space (main board) on the "x".
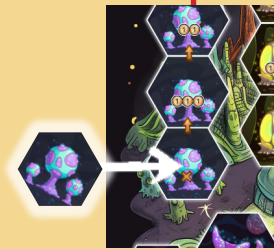
Give each player 3 dollar tokens and 8 barns and 8 fences of the same color.

Give each player a player board. Place the barns on the square barn spaces on the right of the player boards. Shuffle crop tiles. Give each player three random crop tiles. Each player chooses one hex tile from his/her three starting tiles and places it on a hex space on the field side of the board matching the number of players in the game.

Place two additional random crop tiles on the main board. Place them on matching Crop Cost spaces on the next space up from previously placed hexes.
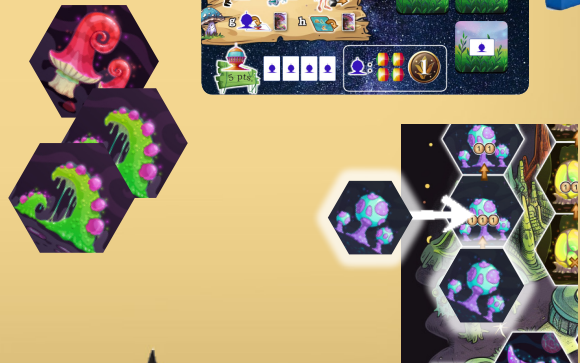
Place all remaining crop hexes face down (1,2,3 blue side up). After shuffling them, stack them in 3 stacks. Each stack with only one effect--the 1, 2 or 3 effect.

Shuffle bonus tiles and place in 5 random stacks, letter side up. Place crop cubes next to the board.

Shuffle the cards, deal each player one card and place the rest face down in a draw deck.

Choose a starting player at random.

The Turn:

On a player's turn, he/she chooses one hex from the 3 in his/her hand, and plays the effect on the back (blue side). These effects move tokens to the player's board to allow the player to upgrade their actions--the tokens chosen are not used for crops or money as usual. This action is merely to effect the market prices and give the player an upgrade for actions.
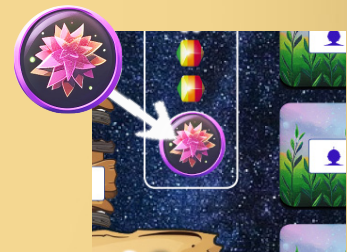
Effect 1: Place one fertilizer token from the supply on any matching space of the player's board.

Effect 2: Remove two non-matching crop cubes from the market board and place on the player board on a rainbow-colored cube space. The market board space must be the farthest to the left holding cubes.
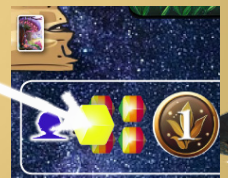
Option: If a player does not have the option to gain a fertilizer or coin token, the player may choose to trade the two cubes for a dollar token or the two cubes plus one already on the player board (total of 3 cubes) for a fertilizer token and place that token on the player board instead.

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Effect 3: Remove one dollar token from the equipment or labor space of the market board. The space must be the lowest on the market board for equipment or labor, which ever is chosen. The token is placed on a dollar space of the player's board.
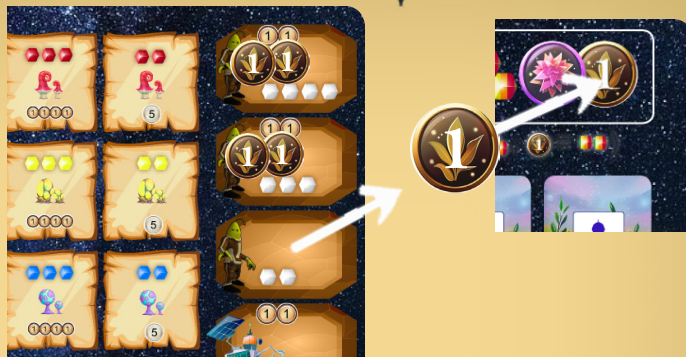
The player then places the fungus hex tile on the main board (purchasing section on the left side) matching the hex. This is placed one hex higher than any existing hex in the direction of the arrows. If that hex space is the last space, the hex is stacked on the 2nd to last space instead. The 2nd to last space can hold an unlimited number of hexes in a stack.
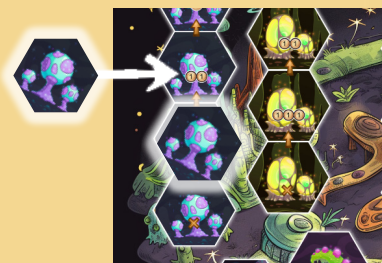
This initial action of each player's turn is summarized at the top of the player's board.
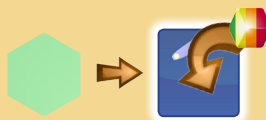
The player then gets two actions from the following. The player may not do any single action more than once. Each action is shown by the matching letter on the player board:

a. Plant: The player chooses one type of fungus from the purchase area (left side) of the main board. The player pays the dollar amount shown on the first empty crop hex above the adjacent filled hex. The purchased hex is taken from the purchase side of the board and placed on the land side of the main board (right side) adjacent to any existing tile owned by that player. If any edge of the hex ends up next to a hex belonging to the same player that is a different color of fungus, a

fence must be built. The player pays one money token per fence and places the fence (or fences for multiple edges) between them. If a player builds next to another player's hex, he must build a fence on each side connecting another player's hex. Only the player placing the hex must build the fence. If a fence is required and the player cannot pay for it, the player may not plant that hex this turn.
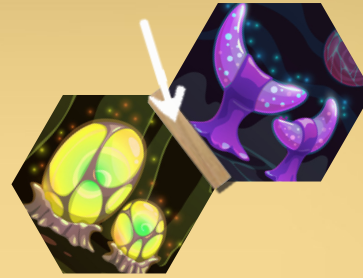
b. Harvest: For each fully functional fungus hex of *__one type__*, the player may take a fungus cube from supply and put in his/her own personal supply. A fully functional hex is one with one white labor cube and one black equipment cube. If there are no crop cubes available in supply, the player takes them from the market board, taking cubes from the farthest to the left.
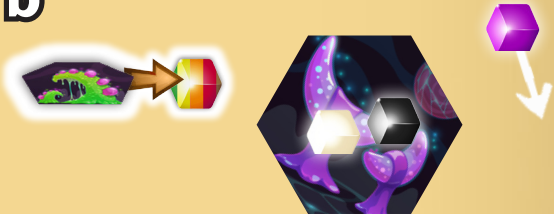
c. Sell: Players place crop cubes of *__one type__* from their own supply (the ones previously harvested--not the ones on the player board saved for upgrades) to the market board on the matching spaces and gain the money shown on the corresponding space. Each space (except the farthest left) holds a maximum number of cubes shown on the top of the space. If the space can hold no more cubes, the player places cubes on the next available space to the left. The player may place multiple cubes of the same type in a single turn and gain the corresponding money for each. The farthest space to the left holds an unlimited number of cubes.

d. Hire Laborers: The player places a dollar token on a labor space that has room for more dollar tokens. The maximum number of dollar tokens for a single space is two, shown at the top of the space. The lowest space holds an unlimited number of money tokens. The player takes the number of labor cubes shown at the bottom of the space. Labor tokens can be placed on any crop hex that has no labor cubes or kept in the player's own supply to be placed later. Once labor cubes are gained or placed on crop hexes they can only be moved by this action or the Day Labor action.

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e. Buy Equipment: The player places a dollar token on an equipment space that has room for more dollar tokens. The maximum number of dollar tokens for a single space is two, shown at the top of the space. The lowest space holds an unlimited number of money tokens. The player takes the number of equipment cubes shown at the bottom of the space. Equipment tokens can be placed on any crop hex that has no equipment cubes or kept in the player's own supply to be placed later. Once equipment cubes are gained or placed on crop hexes they can only be moved by this action or the Day Labor action.

f. Day Labor: players may work on another farm and gain one dollar token from supply. Player's may also move equipment and labor tokens from crop hexes or from the player's own supply to available hexes on the main board.

g. Building a Barn (upgrading): If the player has all the needed resources for an upgrade (shown with a barn and a colon) on the player board, the player removes the required cubes and tokens from that space and moves one barn from a square barn space of the player board to a space of the corresponding action. The player may have more tokens than needed in that upgrade space, but removes only the ones required to build the barn. The player then takes his/her choice of the top 5 bonus tiles and places on the square barn space. This gives the player an additional bonus from that tile when choosing the matching action. Bonus tiles show one action that matches actions either on hex tiles (1,2,3) or the player board (a through h). *The player may also gain or discard one bonus card when building a barn.*

If the barn is placed at the top of the player board (that shows a summary of a player's turn) that player gains an extra action each turn for each barn (maximum of two extra actions).

If the barn is placed on the a (plant) action, the player may buy and plant an additional fungus hex each time he/she takes the action.
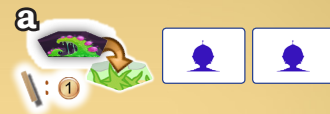
If the barn is placed on the b (harvest) action, the player may gain additional **types** of cubes from the fully functional fungus hexes when he/she takes the action. Players do not get more cubes than the hexes are set to produce, they just may harvest an additional type for each barn.

If the barn is placed on the c (sell) action, the player may sell one additional **type** of crop cube for each barn when taking this action.

If the barn is placed at the bottom of the board in the "5-point barn" area. The player gains 5 points at the end of the game for each barn.
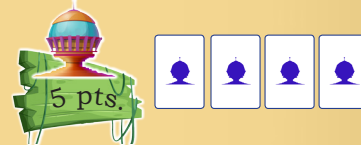
h. Opening a New Market: The player turns a bonus tile to the 2-point side. The bonus effect is no longer available to the player. The player removes all crop cubes of one crop type from the market board and places them in the general supply. The bonus tile is now worth 2 points at the end of the game. *The player may also gain or discard one bonus card.*
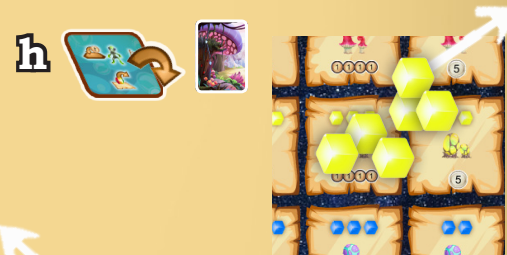
Last the player chooses a new hex so he/she has three at the end of the turn. The player may not look at the bottom of the hex until it is chosen.

Game End and Winning:

The game end is triggered when one player places his/her 7th barn on his/her player board or when the last crop hex is taken by a player. Finish the round, the player to the right of the first player will go last, then total the points. The player with the most points wins.

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One point for every two dollar tokens.

One point for every three harvested crop cubes in personal supply.

Five points for every bonus barn.

Bonus card points for every card that matches that configuration in the player's farm. The player loses the red points shown on the card if the card doesn't match any configuration.

= 1point

= 1point

5 pts.

8   -2   12   -3