

# Morels

## (including the Foray Expansion)

### SoloPlay Rules

Original game expansion designed by Brent Povich 2012 & 2017 (Two Lantern Games)

Additional rules 2012 & 2017 SoloPlay™ (BGG User: GameRulesforOne)

**Introduction:** Your opponent for this variant is yourself as the game will respond based on the actions that you chose to perform. The expected play time should be between 30-45 minutes.

**Goal:** To achieve a scoring goal by cooking sets of mushrooms without triggering an automatic game loss condition. All normal expansion rules apply unless altered by the rules below.

**Setup: (an example setup is shown at the end of these rules)**

- 1) Setup the night deck: (normal expansion rules)
  - a) Remove the night Chanterelle from the deck, add the Lion's Mane night card and shuffle. Set aside for use when needed.
- 2) Retrieve 1 basket card for the normal / **Designer Game**
  - a) **Expert Game:** You will skip this step.
- 3) Setup the day deck:
  - a) Remove 2 Destroying Angel mushroom cards from the deck.
    - i) **Designer Game:** Skip this step, leave them all in.
    - b) Remove 1 moon card from the deck, leaving 7 in the deck.
    - c) Add the 4 Lion's Mane mushrooms and the additional Chanterelle to the day deck and shuffle well.
- 4) Draw 3 day cards to create your opening hand.
  - a) If you have drawn one or more Destroying Angel or moon cards, set them aside. Draw cards off the top of the day deck until you have 3 mushroom, pan or basket cards for your opening hand. Shuffle any cards set aside into the deck.
  - b) Draw off 12 cards to make up the base of the day deck.
    - i) You may look at these cards to know what will be on the bottom of the deck. Shuffle and place facedown on the table.
- 5) Add Foray action cards to the "bulk" of the day deck (not the bottom 12 cards):
  - a) Decide which 1, "negative" and 2, "positive" Foray type "action" card(s) you will be including.
    - i) **Negative:** Thief (2), Forest Fire and Panther Cap(2)
    - ii) **Positive:** Rainstorm, Farm Girl, Chef, Farmer's Market, Shiitake Log, and Map
      - (1) You may choose or randomly select your action cards.
      - iii) Shuffle the action cards chosen into the "bulk" of the day deck setting the others out of play.
      - iv) Place these cards onto the base of the day deck.
- 6) Choose whether to have the Eccentric in play.
  - a) **Variant Note:** The game is slightly more challenging with the card included.
- 7) Decide how many Eureka cards you are going to have in play.
  - a) **Option:** Choose 1 for normal game or 3 for expert / **Designer Game**
- 8) Retrieve 2 cooking pan tokens to place in your scoring area
  - a) Retrieve only 1 for an expert game
- 9) Decide how many walking sticks you will make available: (set nearby for ease of play)
  - a) **Option:** 16 for normal game or 11 for expert / **Designer Game**
  - b) **End Game Scoring Note:** Each walking stick not taken by game end will cost you 2 points.
- 10) Draw cards off of the top of the day deck to fill the forest (8 cards) and place the deck in the "9<sup>th</sup>" position.
  - a) **Suggestion:** Creating a circle with the cards and deck can make the game easier to manage and save on table space. The start of the forest is to the right of the deck.
- 11) **Challenge Goals:** (optional) These are listed with the end game scoring. Choose randomly or select one as a goal to achieve during your game.
  - a) **Note:** If you fail to achieve your goal, you will subtract 2 points from your score at game end.
- 12) The solo game setup is now complete. You will take the first turn.

**Normal Day Deck Makeup:**  
10 honey fungus, 8 tree ears, 6 lawyer's wig, 5 shiitake,  
5 hen of the woods, 4 fairy ring, 4 porcini, 4 chanterelle,  
4 lion's mane, 3 morels, 11 pans, 3 destroying angels,  
3 butter, 3 cider, 7 moons and 4(5) baskets.

## How to Play: (you may never exceed your 8 card +2 per basket hand limit)

- 1) The game is played just as you would normally with the exception of the game reactions to the actions you perform.
- 2) **Each turn you have 6 options: (if you are unable to make a selection, the game ends immediately)**
  - a) Take the first or second card clockwise from the day draw deck. (Normal Selection)
    - i) If the card is a Foray action card, take the action as described in the Foray Action Cards Abilities section below.
  - b) Play 1 or more walking sticks to take a card deeper in the “forest”. Sticks played are removed from the game. (Stick Selection)
    - i) Bonus Stick Use Action: You have the option of moving the day draw deck to the position of the card taken if 2+ sticks were used. The game reaction will occur clockwise from the deck’s new position.
  - c) Take all cards from the decay area. (Decay Selection)
    - i) If you choose to gain a destroying angel using option a, b or c, you must reduce your hand limit to 4 plus 2 for each basket taken for the number of turns equal to the # of mushroom sets that you have cooked (normal rules). Additionally, you may only have one destroying angel in your “system” at any time. If you are forced to take a 2<sup>nd</sup> destroying angel, the game ends in a loss.
  - d) Play a pan card from your hand into your play area. (Pan Play)
  - e) Cook 3 or more like mushrooms. (Cook)
    - i) **End Game Trigger**: If you cook 3+ morels, end the game and proceed to scoring your game.
  - f) Sell 2 or more like mushrooms to gain walking sticks from the supply. Discard the cards to take the **exact** number of sticks indicated by those sold. (Sell)
    - i) Restriction: You may not spend more mushrooms than there are sticks remaining.
- 3) **Game takes a response action**: (One of the following will occur depending on your action choice)
  - a) If you chose to take the decay cards when there are 3+ cards, move the next 2 clockwise cards to start a new decay area. The type of cards being moved does not matter.
  - b) If 1-2 cards are taken from the decay area or if any other action choice is made, move the next available **mushroom, butter or cider** card clockwise from the day draw deck to the decay area. However, if the decay area has 4 cards, discard those first.
    - i) If the next clockwise card is a pan card, one of the following will occur:
      - (1) The game will cook the mushroom or moon card in the next immediate clockwise position from the pan card and any other like mushrooms or moons next to it. Place the pan card and all cooked mushrooms in the discard pile. No cards are added to the decay area this turn.
        - (a) If the game cooks a Destroying Angel mushroom, also move the next 3 cards in the forest along with the pan into the discard pile.
      - (2) If the immediate clockwise position is empty due to your card selection, is not a mushroom (or moon) card then the pan card alone is moved to the decay area and nothing is cooked.
        - (a) Exception: If Morchella, the dragon, is in the next position, discard it, the pan and all cards in the decay.
    - ii) If the next clockwise card is a basket, discard the basket card and move the next 2 clockwise cards to the decay pile regardless of what the cards are. If the decay area would exceed 4 cards during this action, discard the 4 decay cards and place the remaining card(s) in the decay area.
    - iii) If the next clockwise card is a destroying angel, discard it and the next 3 cards going clockwise in the forest. The type of cards being removed does not matter. No cards are moved to the decay area when this happens.
    - iv) If the next clockwise card is a foray action card, the game takes the action as noted below in the Foray Action Cards Abilities section.
      - (1) **Additional Foray Decay Note**: If 4 cards are discarded from the decay and the rain forest is in play, discard the last card in the rain forest.
  - 4) **Perform Cleanup**:
    - a) Move all cards counterclockwise or shift the draw deck clockwise to fill in any gaps that were created during card selection.
    - b) Draw cards from the day draw deck filling the card circle until 8 cards are once again faceup.
  - 5) **Begin a new turn**, if an end game condition has not occurred.

### Foray Action Card Abilities: (actions noted are dependent on who takes the action)

- a) **Forest Fire:** (can never enter the decay, it eliminates the decay regardless of how it got there)
  - i) **You:** You may add a morel to the top or bottom of the deck if a full decay is discarded
  - ii) **Game:** If 3+ decay cards are removed from play, place the additional Morel into the center of the deck, as long as one is not currently in the forest(s). If this is the case, no card is added.
- b) **Panther's Cap:**
  - i) **You:** Normal action
  - ii) **Game:** Removes the next 2 cards from the forest, if one is a destroying angel, remove 3 more cards from the forest. If 5 cards are removed, you may peek at the top or bottom card of the night deck.
- c) **Thief:** (all rules regarding cards that can be taken with the thief apply as well as hand limit)
  - i) **You:** If played when taken, you must "steal" any mushroom valued up to a 3 cook value (2 if the thief is taken into hand and played later) from the main forest discarding cards from your hand to "pay" for the mushroom. Place the mushroom in your score area as a cooked mushroom. It does not require a pan. The game will not take an action or decay a card if you play the thief the same turn that you draw it.
    - (1) **Requirement:** You must steal a card, you are not permitted to just discard cards.
  - ii) **Game:** Starting with the next available mushroom and continuing into the forest, take the number of mushroom cards that equals your highest valued mushroom that you have cooked (up to 3 cards). Discard the stolen mushroom and add the forest mushrooms to your hand.
    - (1) **Note:** If you have not cooked a mushroom, there are not enough mushrooms in the forest or do not have the hand limit to take the cards when the game takes the Thief, place the Thief in your score area. It will subtract 2 points from your final score.
- d) **Chef:**
  - i) **You:** Must use the Chef action before the next destroying angel card moves to the decay or taken by the game. If one does, place the chef in your score area which will subtract 2 points from your score at game end and take the next card from the forest to replace it to your hand.
  - ii) **Game:** Cooks(discards) the next 2 mushrooms of the same value (must be different types) in the forest. If there are not 2 mushrooms in the forest, discard the next 2 cards.
- e) **Eccentric:**
  - i) **You:** Gain the Eccentric if you used the Thief, took a Panther Cap or Destroying Angel. You can use the Eccentric normally, discarding it or keep it in your score area worth 2 points.
  - ii) **Game:** If the game takes a Thief or cooks a Panther Cap or Destroying Angel it gains the Eccentric, if in play. It then immediately removes the highest cook value mushroom from the forest proceeding clockwise in case of ties.
    - (1) In the extreme example that there are no mushrooms at all in the forest, it cooks a Destroying Angel, if there is one, performing the variant action or discards the next card in the forest, if not.
- f) **Eureka:**
  - i) **You:** Restriction: You can only gain a Eureka card if you cooked 5 or more mushrooms (or 4 with butter) on your turn and only if you do not have a Eureka card in your hand. **Note:** It is not required that you take a Eureka card.
    - (1) When you choose to take a Eureka card you must decide immediately if you are going to store the card for end game scoring (1 point each) or to place it in your hand to be able to use it for its action later.
      - (a) **Restriction:** You may only have one Eureka card in your hand at a time.
      - (b) **End Game Scoring Note:** You will lose 2 points for any Eureka cards not collected/used during the game, including one that you may still have in hand.
  - ii) **Game:** Never gains a Eureka card.
- g) **Farm Girl:**
  - i) **You:** Collect up to 4 Honey Fungus or Lawyer's Wig from the forest and then from the decay, if needed. Proceed clockwise if there are more than 4 qualifying cards.
  - ii) **Game:** In order, consider one of the following: remove 2 Lawyer's Wig, remove 2 Honey Fungus, remove 1 Lawyer's Wig and 1 Honey Fungus or 1 Lawyer's Wig or 1 Honey Fungus card from play from the appropriate forest and then from the decay, if needed. If none, no action.

- h) Farmers Market:
  - i) **You**: Normal use. If not used in full by the end of the game, subtract 2 points from your score.
  - ii) **Game**: Returns to the supply the number of sticks you have used equal to twice the stick value of the next 2 mushroom types in the main forest, if you have used any. This action cannot make the supply of sticks greater than the setup quantity.
- i) Map:
  - i) **You**: Normal use
  - ii) **Game**: When taken, discard the map and the last card (this could be 2 cards, if rain forest is still active) in the forest.
- j) Morchella: (the Dragon)
  - i) **You**: Normal use
  - ii) **Game**: Regardless of how it is moved to the decay or “cooked”, discard all cards in the decay.
- k) Rainstorm: (add a second layer to the forest and take an additional turn)
  - i) **You**: After refilling the forest, draw 4 cards and place them below the next 4 cards in the forest in the order drawn. You may choose to add 2 more cards in the same manner.
    - (1) **Game Play Restriction**: The “overgrowth” prevents you from easily going deep into the forest. The bottom card requires 1 more stick to collect until it is uncovered. This will also prevent you from being able to move the deck (Bonus Stick Use Action) unless the slot is completely cleared.
  - ii) **Game**: After refilling the forest, draw 6 cards and place them below the next 6 cards in the forest in the order drawn.
    - (1) When the game takes cards from the forest consider the top then bottom card in each slot. For any negative cards taken (Destroying Angel, for example) the game will take a maximum of 4 additional cards
- l) Shiitake Log:
  - i) **You**: Normal use. However, if you have not fully used up the ability (required number of cook actions) the Shiitake Log is placed in your score area subtracting 2 points at game end.
  - ii) **Game**: If the game has taken the Shiitake Log, set the value to 2. On your next 2 cook actions, the game takes a Shiitake from one of the forests, if able, and advances the log. If there is not a shiitake in the forest, the log is not advanced. If the game has not completed the Shiitake Log by game end, move the Shiitake Log to your score area to subtract 2 points.

**End Game Conditions: (the game ends immediately after one of the following has occurred)**

- 1) The day draw deck is emptied and there are 8 or fewer cards left in the forest. The rainstorm action may cause there to be more than 8 cards in the forest when the draw deck is depleted.
- 2) A set of 3+ morel mushrooms are cooked.
- 3) You are unable to select a valid turn option. **You lose the game.**
- 4) You have been given a 2<sup>nd</sup> thief. **You lose the game.**

**Score Your Game: (in addition to all mushrooms that you have cooked)**

- 1) **Gain** a 5 point bonus if you end the game with a completely empty hand.
- 2) **Score** 2 points if you have an unused Eccentric
- 3) **Score** 1 point for each scored Eureka card
- 4) **Score** the number of baskets that you have played: (played, score/subtract)
  - a) (0, +10) / (1, 0) / (2, -3) / (3, -8) / (4, -5) / (5, -2)
- 5) **Subtract** 2 points for each walking stick remaining in the game supply (not collected).
- 6) **Subtract** the cook value of all cards remaining in hand. Butter = 3 and Cider = 5
- 7) **Subtract** 2 points for each “active” Chef, Thief, Shiitake Log and Farmers Market in your score area/hand and Eureka cards not taken from the supply or in hand.
  - a) Active = not used completely
- 8) Consider your challenge goal result if using one

**Optional Challenge Goals: Score 5 points for reaching or subtract 2 points for failing [Limit: 1 goal achievement per game]** During Setup: You must choose your challenge goal before you take your first turn. Challenge goal “tickets” are included at the end of these rules.

- 1) Cooked 7+ Honey Fungus mushrooms (can be one or more pan cook actions, not by Chef or Thief)
- 2) Performed 3+ cook actions (includes Chef) of exactly 3 mushrooms (a night mushroom = 2 mushrooms)
- 3) Took 2+ Destroying Angels (store in your score area to track it). Setup Note: No destroying angel mushroom can start in the setup forest, redraw as necessary.
- 4) Cooked by pan 4+ different cook value day mushrooms (not by Thief or Chef, a pan must be used)
- 5) Collect all sticks in play but use 5 or fewer during the game
- 6) During 4 separate cook actions use butter or honey
- 7) Collect all 7 moon cards during the game (Bonus Action: If you collect all 7, you may discard up to 2 night mushrooms in your hand, once, before the game end trigger is tripped)
- 8) Take/gain and use all Moray cards including the Eccentric and Eureka cards

### Determining Your Victory Rating:

- 1) **<45 points, unable to take a valid turn action, 2 destroying angels in your system or 2 Thieves in your score area:** Game Loss
- 2) **46-52 points:** Level 1 Beginner: Honey Fungus Achievement
- 3) **53-59 points:** Level 2 Intermediate: Shiitake Achievement
- 4) **60-66 points:** Level 3 Experienced: Hen of the Woods Achievement
- 5) **67-72 points:** Level 4 Creative Chef: Porcini Achievement

**For the next 3 victory levels (11 walking sticks and 3 Eureka cards must have been in play)**

- 6) **73-79 points:** Level 5 Expert Chef: Chanterelle Achievement
- 7) **80-89 points:** Level 6 Master Chef: Morel Achievement
- 8) **90+ points:** Level 7 Designer Level Achievement (play with all 5 destroying angels and start without a basket in play)

### Strategy Session:

- 1) Balancing short term goals within hand limitations is a must. Remember, if you are unable to take an action on your turn the game ends with a game loss. Getting too greedy may cost you dearly.
- 2) As you play you will learn how best to use your walking sticks to control the cards that the game removes from play/moves to decay. Oftentimes you will need to take an action that prevents the decay area from being emptied or causing the game to remove too many cards during a turn. There are a number of ways that you can slow down the removal of cards.
- 3) The lower value mushrooms can be used to purchase walking sticks which count 2 points each against your end game score thus making them more valuable in this variant.
- 4) Consider strategically taking 1 or more destroying angels. By taking them yourself you will prevent the game from discarding up to 3 additional cards from play shortening the game time.
  - a) However, having a destroying angel eliminate 1 or more other destroying angels can be a sweet move to pull off. Any additional angels discarded do not increase the number of cards put out of play.
- 5) Cooking morels is worth 18 points but the game ends immediately after this action. It is risky to collect morels early in an attempt to cook them to end the game. They could take up a large part of your hand preventing you from taking other scoring actions necessary to achieve a victory condition.
- 6) The Foray action cards will bring in many new decision points in how you want to play your game. There are many more opportunities to score better but also to lose points. The timing of your decisions can be crucial to success in your game.
- 7) Managing your hand size will be a more crucial component with the Foray expansion than just with the base game due to the thief and Eureka card interactions.
- 8) The Forest Fire can be a devastating card if the game plays it, due to the number of cards that it removes from play. If this enters the forest, have a plan for it.
- 9) Knowing what is in the base of the draw deck should assist you in developing your strategy. Do you want to collect morels when you know that there is one in the last 12 cards and that you might not be able to get the one you need?
- 10) A Little More Foray in Your Variant: You can season the variant to your taste by injecting additional foray cards into the draw deck during setup. This may cause some imbalance or make the variant more challenging to play. Do as you wish for a little more variety in your play.

### Challenge Goal

Cook 7+ Honey Fungus mushrooms in one or more cook actions (not by Chef or Thief)

Score 5 points, if successful;  
or take 2 point penalty, if not

### Challenge Goal

Perform 3+ cook actions of exactly 3 mushrooms (including chef): night mushroom = 2

Score 5 points, if successful;  
or take 2 point penalty, if not

### Challenge Goal

Took 2+ Destroying Angels (store in your score area to track it). Setup Note: No destroying angel mushroom in starting forest, redraw as necessary.

Score 5 points, if successful;  
or take 2 point penalty, if not

### Challenge Goal

Cooked by pan 4+ different cook value day mushrooms (not by Thief or Chef)

Score 5 points, if successful;  
or take 2 point penalty, if not

### Challenge Goal

Collect all sticks in play but use 5 or fewer during the game

Score 5 points, if successful;  
or take 2 point penalty, if not

### Challenge Goal

During 4 separate cook actions use butter or honey

Score 5 points, if successful;  
or take 2 point penalty, if not

### Challenge Goal

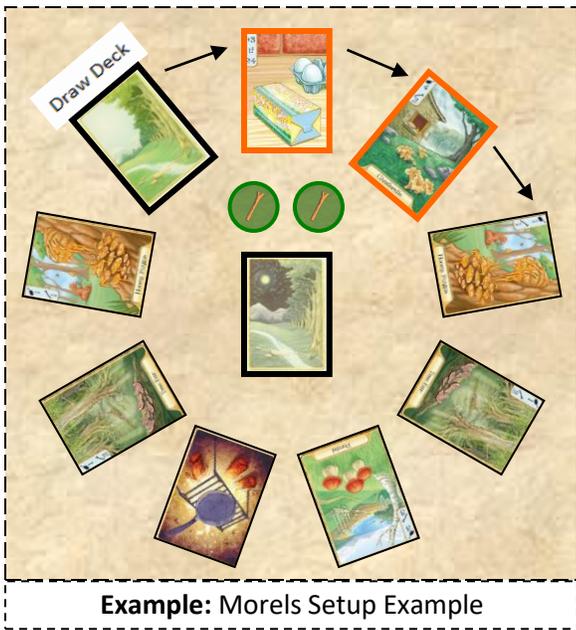
Collect all 7 moon cards during the game (Bonus Action: If you collect all 7, you may discard up to 2 night mushrooms in your hand, once, before the game end trigger is tripped)

Score 5 points, if successful;  
or take 2 point penalty, if not

### Challenge Goal

Take/gain and use all Moray cards in the game including the Eccentric and Eureka card(s)

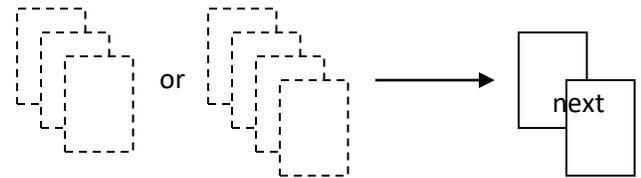
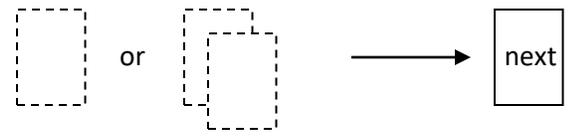
Score 5 points, if successful;  
or take 2 point penalty, if not



**Opening Hand:** redraw for any destroying angels or moons and reshuffle

If you take from decay ...

Move from forest to decay



**Misc Setup Notes:**

1. You will start with 1-2 pans in your score area and possibly a basket.
2. You will start with 11 or 16 walking sticks in the supply
3. If playing with the Foray expansion, there will be a number of those cards in the draw deck after the base 12 cards have been drawn, reviewed, reshuffled to form the bottom of the draw deck.
4. The Eccentric and 1 or more Eureka cards may also be part of the setup.
5. Optionally, you may choose to include a challenge goal in the game. This must be chosen after setup and before you take your first action.



**Example: SoloPlay Rainstorm**

If the game takes a ... do this



Discard the destroying angel and the next 3 cards in the forest even if it is cooked



Game tries to cook like mushrooms next to the pan in the forest. If not able to cook mushrooms, it will place the pan in decay or execute the Foray action



Discard the basket and move the next 2 cards in the forest to the decay regardless of type\*\*  
\*\* except the Forest Fire Foray card

**Comments:** If you chose the rainstorm card, add 4 cards beneath the next 4 cards in the forest as shown. You can decide to add up to 2 more. The game will always add 6 cards. To access cards that are covered, sticks must be used, even for the first position in the forest. Once the cards are uncovered, no sticks are needed except to travel deeper into the forest. In this example, it will take 1 stick to get the honey fungus beneath the butter or the pan beneath the chanterelle. The tree ear beneath the honey fungus would require 2 sticks, 1 to go deeper into the forest and another to gather the tree ear. The same as getting the porcini that is on top of the cider card.