

MUSH-RING

A FUN-gi set-collection game for 2 to 4 players

Instructions on How to Play

COMPONENTS

1 deck of Mush-Ring Cards (50 total cards)

4 Shroom-Mats (1 for each player)

SETUP

1. Place a Shroom-Mat in front of each player.
2. Choose a Dealer. They shuffle the cards and deal out 5 face-down cards to each player.
3. The rest of the cards make the Draw Pile, and the area next to it is the Discard Pile.
Leave discarded cards face-up here.
4. If the Draw Pile ever becomes empty, the player that needs to draw re-shuffles the Discard Pile and makes it a new Draw Pile, then draws cards.
5. Play begins with the Dealer and proceeds clockwise/to the left.

GAMEPLAY

On a player's turn, they play a card from their hand:

- If it is a colored Shroom Card or Wild Shroom Card, they play it to their own Mush-Ring in an open space of their choice.
- If it is a Deth Kapp Card, they play it to any opponent's Mush-Ring in an open space of their choice.
- If it is a Special Effect, they resolve it and then Discard it to the Discard Pile.

As soon as a player's Mush-Ring is FULL (all six spaces are occupied with Shroom Cards), their Mush-Ring is scored:

- The player collects the cards of the color in their Mush-Ring that add up to the highest value, and moves them to a stack in front of them – this becomes their Score Pile. Move the rest to the Discard Pile.
- A color may be worth the most points even if it has fewer cards than another color. Do the math!
- If there's a tie for highest value in a Mush-Ring, the Mush-Ring's player chooses the color to keep and discards the other(s).
- Wild Shroom Cards count as any color, and are worth 1. They are collected with the highest-value color when a Mush-Ring is scored.
- Deth Kapp Shroom cards are not ANY color, and are worth 0. So are face-down cards. Discard them when the Mush-Ring they occupy has been scored.

At the end of a player's turn, they draw up to a hand of 5 cards. If they already have 5 or more, they don't draw more cards. Then the next player's turn begins.

The game ends when at least one player has collected 10 or more cards. That player removes

their Shroom-Mat to signal that they're the last player. Each other player may play the rest of their hand in an effort to complete one more Mush-Ring. To help with this, players may play an Action Card face-down into their own Mush-Ring, but these are worth 0 points.

When no player can play any more cards, all players count up the point values from the cards in their Score Pile. The highest value wins the match!

If there is a tie, the win goes to the player with the fewest Wild Shroom Cards, then the player with the fewest Shroom Cards overall.

SPECIAL EFFECTS

These are pretty much self-explanatory, but there are a few details you should know.

Shroom Cards are played into a Mush-Ring, while Action Cards are played, resolved, and then moved to the Discard Pile.

DRAW 3, PICK 2: The player draws 3 cards from the Draw Pile and adds them to their hand, then discards any 2 cards from their hand.

STOMP A SHROOM: Choose one: Pick a Shroom Card in an opponent's Mush-Ring, and discard it, OR eliminate a Deth Kapp as soon as it is played, before any cards are flipped face-down.

STEAL A SHROOM: Pick a Shroom Card in an Opponent's Mush-Ring, and add it to your hand.

PICK A COLOR: The "go fish" card. Choose an Opponent and a Shroom Color. If they have at least one Shroom Card of that color in their hand, they must give you one and you add it to your hand. Otherwise, they show their hand to you and you draw 2 cards from the Draw Pile.

DIG IT!: Take any Shroom Card you want from the Discard Pile, and put it into play in a Mush-Ring – yours or an opponent's.

DETH KAPP: This is a no-color Shroom Card. Pick an Opponent and play it to their Mush-Ring. Any face-up Shroom Card next to it is flipped face-down and worth 0. It will stay in that spot until they Score their Mush-Ring, then it is Discarded.

WILD SHROOM: Wild Shroom Cards count as any color, and are worth 1. They are collected with the highest-value color when a Mush-Ring is Scored.

+ PLAY ONE MORE: The player may play one more Shroom Card (regular, Wild, or Deth Kapp) after playing this one.

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