

# Fungi (Morels)

<https://tekeli.li/rogers-rules/>  
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## Goal

Have the most points at the end of the game

## Setup

Find two Pans and give one to each player (face up in play area).  
Separate Night Deck from Day Deck and shuffle each.

Slide the Forest cards towards the Decay Pile.

Refill the Forest to eight cards if possible.

## End of game

The game ends *immediately* when there are no cards left in the Forest.

Your final score is the total pan value of all cooked mushrooms, butter and cider. Remember that Night Mushrooms count as two.

## Sell two or more identical mushrooms

As above, Night cards count as two. Discard the cards and gains ticks equal to the total stick value shown.

## Put down a Pan

## End of Turn

Move the card in the Forest that is closest to the Decay Pile onto the Decay Pile. If there are now four cards in the Decay Pile, discard them all.

area). A Night Mushroom counts as 2 mushrooms of its species. Lay down the Pan if needed, then the mushrooms from your hand on top of it. You cannot add anything to a Pan once it's been cooked.

If you are cooking four or more mushrooms you may add Butter from your hand for bonus points. If five or more, you may add Cider. These allowances do not overlap; eight mushrooms would add two Butter, and nine add both Butter and Cider.

You must have an empty Pan (either in hand or in your play

## Cook three or more identical mushrooms

Treat Basket, Moon or Fly Agaric as above.

## Take all the cards in the Decay Pile

If the card is Fly Agaric, immediately put it into your display. Your hand limit is now 4 (plus 2 per Basket); discard cards as necessary. This also applies during your next turn, after which you discard the Fly Agaric.

- Deal three cards to each player from the Day Deck. Some are treated specially:
- Basket: Place in your display.
- Fly Agaric: discard.

Lay out a line of eight cards face up from the Day Deck: this is the Forest. The “feet” card should be near one end (and the Decay Pile will also be at that end), while the deck itself goes at the other end, with the Night Deck and the pile of Sticks.

## Turn

You must take one of five actions.

If you cannot take any of them, skip your turn. Bear in mind that your hand limit is 8 (plus 2 per Basket) and this may never be exceeded.

- Moon: discard this card and draw a card from the Night Deck.
- Alternate turns until there are no cards left in the Forest.

## Take a card from the Forest

Either of the two closest ones (by your feet). If you want one further away, you must spend one Stick per extra place: the card furthest from your feet would take six sticks.

If the card you take is a Basket, immediately place it in your play area.

If the card is the Moon, discard it and take a card from the Night Deck.