

マッシュスマッシュ MUSH SMASH

~LITTLE PIONEER IN THE FOREST~

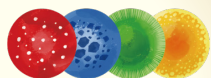
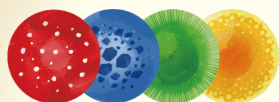
Splat! Boom! Pow!
From the "Mushroom Forest" where the dwarfs live,
making a cozy rhythm.
It seems that dwarfs are building a new town.
With mushrooms they harvested.
Houses, inns, laboratories, and even government offices.
The city spreads.
Everyone works hard.
A rumor here that a reward awaits those who work the hardest.

1.Game Components

Mush Caps

Mush L: 5 for each colour

Mush S: 7 for each colour



Poison Mush L: 3



Poison Mush S: 4



Dwarf (Chips)

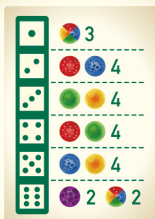
36 pieces



Each colour has same function (enjoy artworks ;)

Fungiculture Card

1



Building Cards

Building Cards(I):24



Building Cards(II):12



Forest (Sheets)

a set of 4 pieces



Stalk Pawn

Long:10



Short:10



Dice

1



2.Setup

Combine four Forest Sheets as it shows below.

Place Forest in the centre of each player.

Forest should be placed as perpendicular as possible to each player.



Place Stalk Pawn on Forest. Then, place Mush L on top of and Mush S on top of .



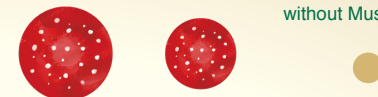
Place Mush Caps (henceforth referred to as Mush) on the top of Stalk Pawn. The colours and sizes of Mush to be placed are shown in the diagram below.

Mush L

Mush S

Stalk Pawn

without Mush on it



The remaining Mushs should be put together as a stock.

To play this game easier, remove one L and S Poison Mush each from the game (They are not included in the stock).

Building Cards are sorted into (I) and (II), and mix each well and make draw decks.

Draw 5 cards from each of (I) and (II) deck and open them at the supply.



Decide on a target victory point. The basic rule is 10 points, but this depends on the number of players and the time you want to play. Decide on the starting player in any way you want and start the game.

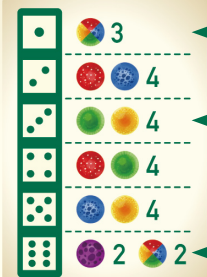
3.Procedures of Game

Play Cultivation Phase, Harvest Phase and Building Phase in order as 1 turn, with each player taking a turn in a clockwise direction from the start player.

Cultivation Phase

Roll a dice and Mush are placed on Stalk Pawn according to the roll. Where in Stalk Pawn is chosen by the player. Fungiculture Card indicates colours and points of Mush that can be placed on Stalk Pawn. Points here means 1 point for Mush S and 2 points for Mush L.

Fungiculture Cards

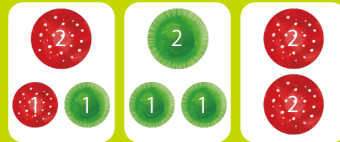


If the roll-out is 1, you can choose to place 3 points worth of Mush of all colours except Poison Mush.

If the roll-out is 3, you can place 4 points from green or yellow Mush.

If the roll is 6, after placing 2 points worth of Poison Mush, player can place 2 points worth of Mush from all colours except Poison Mush.

For example, if the roll is 4, player can place red or green mushrooms for 4 points, which can be placed like in the following combinations (Just example).



All points must be used basically, but if Mushs have been placed on all Stalk Pawns or if there are no more Mushs in the stock, Cultivation Phase ends.

Harvest Phase

Harvest mushrooms by throwing Dwarf chip. To begin with, player receives three Dwarf chips.

How to throw

Support Dwarf with index finger and thumb, and flick the thumb upwards to rotate it. Like Coin-toss.



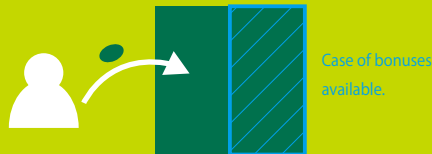
In principle, this game is played in this way, but can be played for players who find it difficult, e.g. by throwing Dwarf from the palm or in another way.

throwing position



Player gets All Mushs that fall from Stalk Pawn as a result of throwing Dwarf. Mush is considered to be harvested if any part of it is grounded to Forest sheet or table. Players gets harvested Mush as player's hand. This is repeated until there are no more Dwarf in hand. (The basic rule is three throws per turn)

Player receives an additional Dwarf chip by harvesting Mush S (except Poison Mush S) on the two forest sheets that are far away from the player. This bonus can only be received once per turn.



When player flipped all Dwarfs, check the number of Mush on hand. If player have more than 7 Mushs in total regardless of size, select mushrooms other than Poison Mushs to bring the total to 6 and put them back into the stock (6 is maximum in your hand).

Never own more than 4 Poison Mushs; when player gets a 5th, return it to the stock. Collect the used Dwarf from Forest sheet at any time. Probably Dwarfs lost the way back :)

Building Phase

Player can acquire Building Cards from the supply for victory points by spending Mushs you own and putting it back at the stock. The Mushs required to get Building Cards are indicated at the bottom of each card. Both L and S Mushs Spent are treated as the same amount of one mushroom. Building Cards acquired are placed in the player's hand. A player may Built as many Cards as possible in the same turn.

ex) Building Cards(I)



Get 1 Victory Point if owned, treated as either green or yellow building.

Can be obtained by consuming 2 green Mush and 1 yellow Mush.



ex) Building Cards(II)



If owned, Get four-win advantage, and counted as blue building.

If Player own 2 green Building Cards and 1 red Building Card, player can spend 2 blue Mushs and 1 yellow Mush to acquire the Card.

The colour shown in the top right of a card is the colour of that building. To acquire a Building Cards (ii), player must own a building of the specified colour. Some buildings have two colours. In that case, player picks either two colours shown.

ex) This works as either 1 yellow building or 1 green building. Not both.  or 

During Building Phase, Player can eliminate any Poins Mushs owned. Player can consume any two non-poisonous Mushs and return one Poison Mush to the stock. One victory point is deducted for each Poison Mush owned.



When Building Cards are obtained from the supply, draw cards from deck and refill it for each (I) and (II) at the end of each turn, and the turn ends. When all players have finished their turn, one round ends and the next round is played again, from the starting player.

4. End of Game

The total number of victory points shown in the top right of the Building Cards, minus the number of Poison Mushs owned, is the current victory point. The round becomes the final round when either player reaches the target victory point set at the beginning (10 points in the basic rules). The player with the highest victory points at the end of the final round is the winner of the game.

5.Rules for Solo Play

To play this game alone, player have 10 rounds (with the usual rules), aiming to score more victory points. Player will be awarded the rating rank according to victory points obtained at the end of the game (refer to the right diagram). It is easier to count by having 30 Dwarf chips on hand at the start. The direction of Forest sheet can also be freely decided at the beginning.

18P and up	S: Paradise
14 to17P	A: Rich City
9 to13P	B: Village
8P or less	C: Ruins