Rules

Wonder Woods

Fall is here, the rain has watered the woods and brought the mushrooms out! One beautiful day, you and your friends go to explore the best patches and harvest girolles, morels, boletes and Parasol mushrooms! But watch out - you're not the only ones who know about this undergrowth!
Use your talent to gather the most delicious harvest!

Game contents

- 35 wooden baskets (5 colors)
- 56 wooden mushrooms: 14 girolles, 14 morels, 14 boletes, 14 Parasol mushrooms
- 1 First Player token (forest)
- 4 Mushroom Patch boards (one board per variety)
- 16 Information cards worth 1, 3, 5 and 7 for each mushroom variety



Object of the game

Have a mushroom harvest worth more than your opponents.

Setup

Each player takes 7 baskets of the same color. Keep 5 and place the 2 remaining baskets in the center of the table.

In a game with less than 5 players, put all unused sets of 7 baskets back in the box.

Place the 4 Mushroom Patches in the centre of the table as shown in the setup image.

Place the number of mushrooms of the corresponding variety under each board according to the following table:

Number of players	Number of mushrooms of each variety
2	8
3	10
4	12
5	14

Any remaining mushrooms are put back in the box and will not be used during the game.

Eli Thomas Wolf
Simon Douchy

blue orange
Hot Games Cool Planet

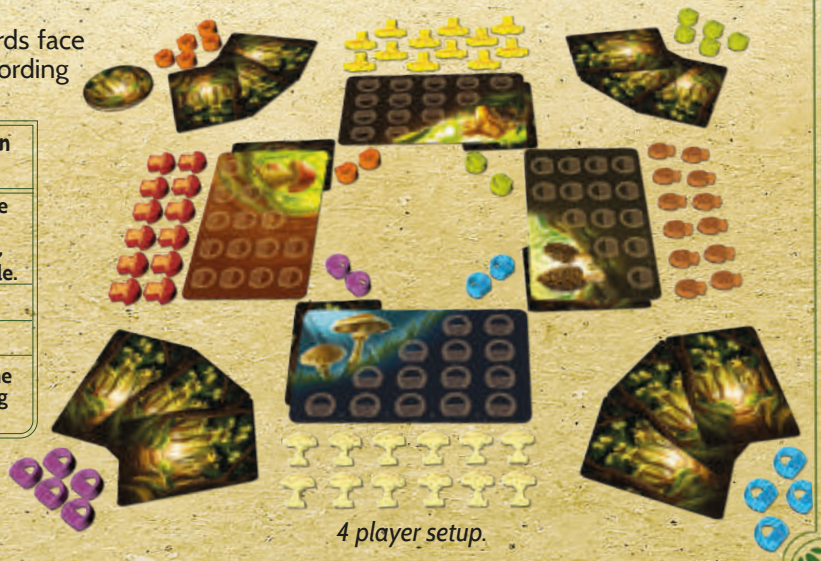
8+ | 2 - 5 | 15 min

Take all the Information cards and place them face up. Then:

1. Sort them into varieties of mushroom and place them in piles directly on their respective Mushroom Patch board.
2. Once you have made 4 piles, shuffle each pile, face down.
3. Take one card from each pile and place it face-down under the corresponding board. An Information card placed under the board like this indicates the final points value the corresponding mushroom variety will have at the end of the game.
4. Shuffle together all the Information cards face down and give these out to the players according to the following table:

Number of players	Number of cards in player's hand	Number of cards in the pile
2	4	Place the rest of the cards next to the boards, face down, to make the draw pile.
3	4	0
4	3	0
5	2	Return 2 cards to the box without looking at them.

The last person to have been mushroom picking will play first and should place the First Player token in front of them.



4 player setup.

How to Play

The game is played in several rounds. Each round is divided into 2 Player Phases that are played in the following order:

Phase 1: the harvest

In this phase, use your baskets to harvest mushrooms on the patches.

✦ **On your turn,** choose a Mushroom Patch and place your baskets on it while respecting the following rules:

❖ You must place your baskets on the column that is the furthest left on your chosen Mushroom Patch by filling all the empty spaces of this column. When you have filled this, collect one of the available mushrooms under this Mushroom Patch and place this in front of you. If there are no mushrooms left, you cannot collect any.



❖ If you do not have enough baskets to completely fill a column, you must choose a different Mushroom Patch.

❖ If all the columns of a Mushroom Patch are already full, you cannot place more baskets on this patch.

❖ If you cannot or do not want to place baskets on a patch you can skip your turn.

✦ Once you have collected a mushroom, it is the turn of the player to your left.

✦ The harvesting phase lasts until all the players have skipped their turn.

Example: Amélie is trying to harvest Parasol mushrooms. As the two first columns are full, she must place three of her baskets on the third column, the furthest empty column on the left, to fill it. She can then collect a Parasol mushroom from the reserve and place this in front of her.



Bonus mushrooms

Once all the players have had their turns, give a bonus mushroom to the players who have the most baskets on each patch. If there are no more mushrooms left, this player does not receive a bonus mushroom. In the event of a tie, no one receives an extra mushroom.

Example 1: At the end of this turn, no other players have added baskets to this patch of Parasol mushrooms after Amélie. As Amélie (orange) has the most baskets on this patch, she adds a bonus mushroom to her harvest.



Example 2: On the girolle patch, Benjamin (purple) and Amélie (orange) are tied with 3 baskets each. Neither of them collects an extra mushroom from this patch.



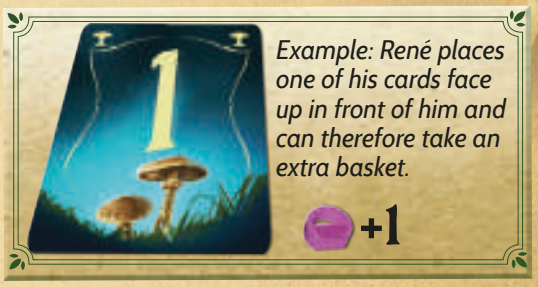
After giving out the bonus mushrooms, the harvesting phase is over. Take back your baskets from the different mushroom patches before passing to PHASE 2.

Phase 2: information exchange

Starting with the first player and going in clockwise turns, you must either:

- Place an Information card from your hand face down in front of you and take an extra one of your colored baskets.
- Skip your turn.

After all the players have made their choice, all players that took a basket turn over the card they placed in front of them at the same time.



Example: René places one of his cards face up in front of him and can therefore take an extra basket.

IMPORTANT: In a 2 player game, turn over an Information card from the pile so it is face up in the center of the table.

Note: if the cards have been revealed, they are extra clues for all the players to see. They can give players a better idea of how much different varieties of mushroom are worth.

After revealing Information cards, the information exchange phase is over. The player with the First Player token gives this to the player on their left and a new round begins.

End of the game

The game ends when at least 2 patches have no more mushrooms left. Players finish the harvest phase and then the game ends.

Turn over the Information card that was placed under each Mushroom Patch at the start of the game.

The numbers on these cards determine the value of each corresponding mushroom variety.

Work out the total value of all your mushrooms. The player who has the highest total wins the game!

In the event of a tie, the player with the most mushrooms wins. If there is still a draw, then the players involved share the victory.









René has 4 white mushrooms and 4 yellow mushrooms. At the end of the game he finds out that white mushrooms are worth 3 points and yellow mushrooms are worth 7.

René wins 12 points for his white mushrooms (4 x 3 points) and 28 points for his yellow mushrooms (4 x 7 points).

*He has a total of **40 points**!*

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