

RULES

Contents

4 Green Shrooms, 4 Orange Shrooms, 2 Green Slugs, 2 Orange Slugs, Game Board, Rules

Object

Get one of your Shrooms to the other side of the board...without getting eaten by enemy Slugs!

Set Up

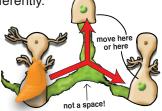
- Lay out the Game Board so each player sits at one short end.
- Choose your team—green or orange—each player will have four Shrooms and two Slugs.
- Each player places two Shrooms and one Slug on the Game Board to start:
 - You must place them on the first row of spaces.
 - Shrooms can move to any dotted space along the mycelium (branching, root-like tan path)
 - · Slugs go on spots with green slime dots
- Set your extra Shrooms and Slugs to the side, off the board.

Play

- The youngest player goes first, either moving one of their game pieces on the board, or placing another one on the board. On each turn, you must always do one or the other; you cannot "pass" a turn.
- Shrooms and Slugs move and behave differently.

Slugs

• Slugs move one space at a time, along the green slime path, and land on spaces with green dots ONLY. Slime patch corners are not spaces.



• Slugs can move forward, backward and sideways.

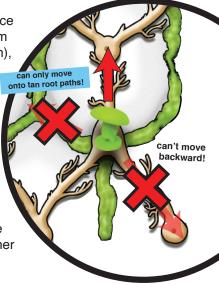
• If Slugs move into a space occupied by an enemy Shroom or Slug, it EATS that enemy piece and takes its space. The "eaten" piece goes back to the other player to be brought back in the game if they choose to do so on their turn.

Shrooms

- Shrooms can move one space at a time, along the mycelium (branching, root-like tan path), landing on a space with a brown dot or a green slime dot.
- Shrooms can only move forward and do not "eat" any other pieces.

Therefore, if enemy Shrooms come face-to face (space-to-space), they are stuck!

 After a player makes a move or places a piece, it's the other player's turn.



Winning the Game

The first player to get one of their Shrooms to the other side of the board wins!

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