

A BUNCH OF FUN GUYS

THE BIDDING AND FORAGING MUSHROOM CARD GAME.



COMPONENTS

- 86 Mushroom cards
- 32 Recipe cards
- 16 Foraging cards (4 color sets of 4)
- 36 Tokens
- 1 Tiebreaker Squishy

GAME OVERVIEW

In this game you are competing to forage mushrooms to complete recipe cards, which will give you points.

At the end of the game, the player with the most points is the winner.

SET UP

- Each player chooses one colored set of four Foraging cards (each set is numbered 1-4).
- Shuffle the Recipe cards and place them in a face-down draw pile. Reveal the top three cards and place them in a face-up row next to the draw pile.
- Shuffle the Mushroom cards and place them in a face-down draw pile.
- Place the Tokens in a supply where all players can reach them.
- The last player to have eaten a mushroom is given the Tiebreaker Squishy. Give the next player (in clockwise order) 1 Token. Give the next player (if playing with at least three players) 2 Tokens. Give the next player (if playing with four players) 3 Tokens. (The player with the Tiebreaker Squishy does not begin with any Tokens.)



GAMEPLAY

A Bunch of Fun Guys is played in rounds, and each round consists of the following steps:

- 1 Reveal new Mushroom cards
- 2 Players choose their Foraging card
- 3 All players reveal their Foraging cards to determine turn order
- 4 Take turns collecting Mushroom cards and possibly fulfilling a Recipe

1 Reveal Mushroom cards from the deck and place them in a face-up row in the middle of the table below the Recipe cards. These are the cards that will be available to be collected in the round. The number of cards is based on the number of players.

- 2 PLAYERS: 5 MUSHROOM CARDS
- 3 PLAYERS: 7 MUSHROOM CARDS
- 4 PLAYERS: 9 MUSHROOM CARDS

2 The number on the Foraging card determines **how many Mushroom cards you will collect AND the turn order for that round.** Each player secretly chooses one of their Foraging cards to play and places it **face-down** in front of them. Players playing lower numbers (1 being the lowest) take their turns before players playing higher numbers (4 being the highest). So, play Foraging cards strategically as playing higher numbers will get you more cards, BUT playing lower numbers will allow you to get a better choice of the available Mushroom cards.



3 After all players have placed a Foraging card in front of them, the cards are simultaneously revealed. The turn order for collecting Mushroom cards is based on the numbers shown on the Foraging cards. The player who played the lowest number will take the first turn. The player with the next lowest numbers goes next, and so on. Ties are broken by the position of the Tiebreaker Squishy. In all ties, the tied person who has the Tiebreaker Squishy – or is closest to it (moving clockwise from the player who possesses the squishy) - takes the next turn before the others.



Example: Blue played their number 1 Foraging card, Pink and Orange both played their number 2 card, and Green played their number 4 card. Since Blue played the lowest number, they will take the first turn. Pink and Orange are tied for the next lowest. Since Orange is closest to the Tiebreaker Squishy (moving clockwise from the player who has it) they will take the next turn. Pink will follow Orange. Green played the highest number, so they will go last.

- 4 Players now take their turns in the order determined in the previous step. On your turn, you will do two things in this order

- A. COLLECT MUSHROOM CARDS
- B. FULFILL ONE RECIPE (OPTIONAL)



A. COLLECT MUSHROOM CARDS

You **must** collect the number of face-up Mushroom cards according to the number on your Foraging card (if possible). For example, if you played your number 2 Foraging card, you will collect two cards. You may collect the cards in any order you choose.

Most Mushroom cards show one or two Mushrooms in one of six colors (Pink, Orange, Blue, Green, Grey, Purple). When you collect a Mushroom card, place it face up in front of you. Magic Mushrooms are “wild” and may be used as any mushroom on a Recipe card. Note: If a card has two Magic Mushrooms, each one may be used as two of the same mushroom, or as two different mushrooms.



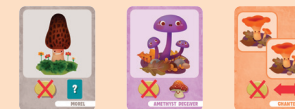
Some Mushroom cards show a single Mushroom of two different types. This one card can be used to satisfy two different Mushrooms when fulfilling a Recipe.

Example: This Mushroom card could be used to fulfill both a Green and Blue Mushroom on the 9-point Recipe card. The same card could be used on the 7-point Recipe card with only one of the two-colored mushrooms shown, but the other mushroom would be lost.



Some Mushroom cards have an action shown at the bottom of the card in addition to the Mushroom(s). When you collect one of these cards, you **may immediately** take the action shown and pay the cost if there is one. (See **ACTIONS** for details).

Note: The only time you may take the action is at the time you collect the card; it may not be saved for later. Actions are optional, and you still collect the card for its Mushroom(s).



Some Mushroom cards (teal blue background) do NOT contain Mushrooms, they only contain an action. When you take one of these cards, you may immediately take the action shown, paying its cost if there is one. After the action is taken, discard the card. The actions are optional; you may simply discard the card without taking the action.



IMPORTANT

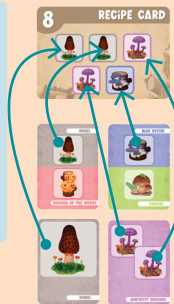
As players are collecting Mushroom cards from the face-up row, do NOT replace the cards with cards from the deck. If you ever need to collect cards, but all of the face-up cards have been collected, take one Token for each card that you were not able to collect. *Example: if you played your number 4 Foraging card, but there is only one face-up card left when it is your turn to collect cards, you would collect the single remaining card, then take three Tokens, one for each of the cards you were not able to collect.*

B. FULFILL ONE RECIPE

On your turn, after you have collected cards and taken any actions, you may fulfill one (and only one) Recipe card if you have the matching Mushrooms. To fulfill a Recipe, discard all of the Mushroom cards needed to fulfill the Recipe and collect the Recipe card in front of you. Keep all scored Recipes face-up so that all Players can see how many points each player has. As soon as a Recipe card has been taken, replace it with the top card from the Recipe deck. There should always be three Recipe cards available for players to fulfill. *Note: You may overpay Mushrooms, but you will not get "change" for the extra Mushrooms you spend.*

Example: After collecting Mushroom cards, John has the required Mushrooms to fulfill the 8-point Recipe card. He discards the Mushroom card with both a Grey and Pink Mushroom, the card with a single Grey Mushroom, the card with two Purple Mushrooms, and the card with a Blue and Green Mushroom. (The extra Pink and Green Mushrooms are lost.)

He then takes the 8-point Recipe card and places it in front of him, scoring 8 points! A new Recipe card is immediately revealed to replace the collected card.

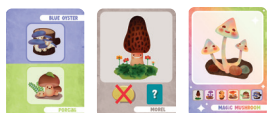


USING TOKENS TO PURCHASE MUSHROOMS

When fulfilling a Recipe card, Tokens may be used to "purchase" Mushrooms that a player may be missing. For each Mushroom that a player needs, they may pay two Tokens to purchase one Mushroom. A player may purchase as many Mushrooms as they need to fulfill a Recipe card, provided they have enough Tokens to pay for them.

Example: Jessica has several options to fulfill the 6-point Recipe card.

- Discard the card with one blue and one Green Mushroom, the card with one Grey Mushroom, and the Magic Mushroom, then pay 2 Tokens for the one Mushroom she would be missing.
- Discard the card with one Grey Mushroom and the Magic Mushroom, then pay 4 Tokens for the two Mushrooms she is missing (this would prevent her from wasting the Green Mushroom).
- Pay all 8 of her Tokens to purchase all four Mushrooms needed, thereby saving all of her Mushroom cards. (although this is not generally the best option, as you get more value by using Mushrooms).



Some Recipe cards show "Any Mushroom" symbols. For each of these symbols, a Mushroom of any color may be used to fulfill the Recipe. If there are more than one of these symbols on the card, they can be the same color or different colors.

Example: Bobby wishes to fulfill the 5-point Recipe. He discards the card with one Blue Mushroom and one Orange Mushroom and the card with a single Pink Mushroom. To fulfill the "Any Mushroom" symbol he could either discard the card with one Grey Mushroom and one Purple Mushroom, or he could discard the card with the single Green Mushroom.



END OF ROUND

After everyone has taken their turn, the round ends. Unless the End of Game is triggered (see END OF GAME), discard any face-up Mushroom cards that were not collected in the round and all players return the Foraging card they played back into their hands for the next round (they can play it again if they choose to).

Start a new round by going back to Step 1: Reveal New Mushroom Cards.

END OF GAME

The end of the game is triggered when one player reaches or exceeds a certain number of total points in fulfilled Recipe cards. The number of points needed to trigger this depends on the number of players:

2 PLAYERS 40 POINTS	3 PLAYERS 35 POINTS	4 PLAYERS 30 POINTS
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After triggering the End Game, continue playing the current round so that all players get to take their turn. When the round finishes, the game immediately ends and players determine their score.

ADD UP YOUR SCORE

1. Add up the points on all of your fulfilled Recipe cards.
2. Add 1 point for every 2 Tokens. (If a player has an odd number of Tokens, then round down for points. For example: 5 Tokens = 2 points.)
3. Now subtract 1 point for each Recipe card you reserved, but did not fulfill (see ACTIONS).

The player with the most points is the winner!

In the case of a tie, the tied player with the most unspent Mushrooms in front of them wins! If there is still a tie, the tied players share the victory!

ACTIONS ON CARDS

TOKENS Take the number of tokens shown on this card.

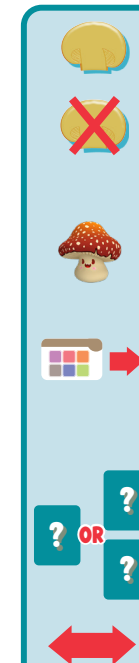
COST When taking actions, for each of these symbols on the card, you must pay 1 token in order to take the action. If you cannot pay the cost, you may not take the action. (You may still collect the card for its Mushroom(s), whether you take the action or not.)

TIEBREAKER SQUISHY Take the Tiebreaker Squishy from whoever currently has it. If you currently have it, you can ignore the action and you keep the Tiebreaker Squishy.

RESERVE A RECIPE CARD Choose one of the three face-up Recipe cards and place it in front of you. You are now the only player that may fulfill that Recipe. Turn it sideways to indicate that you have not fulfilled it yet. During your turn, you may fulfill one Recipe you have reserved instead of fulfilling a Recipe in the face-up row. Only the player who reserves a Recipe may fulfill it. *Note: Be careful when reserving Recipe cards, because each reserved Recipe card that is not fulfilled by the end of the game will cause 1 point to be subtracted from that player's score.*

DRAW THE TOP MUSHROOM CARD(S) Draw 1 or 2 cards from the top of the Mushroom card deck and collect them (and perform their actions) in the same manner as if you had collected them from the face-up row.

TRADE THIS CARD Give this card to another player and take ANY Mushroom card that they have collected in front of them. The other player must accept the trade, they cannot refuse it. (a player receiving a card this way, cannot use the actions)



A WORD FROM GAMEWRIGHT

Here at Gamewright we love hiking through the woods and foraging for mushrooms! With the help of our fellow nature lovers (Brian, Korby and Nan) we were able to bring this passion to life in this wonderfully cute, simple and unique game. So, take a deep breath of fresh air, look for your favorite recipe, grab a basket and start hunting for a bunch of those forest friends to play a super fun game with. **HAPPY FORAGING!**

Game by Brian Kirk & Korby Sears.



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