

MYCELIUM



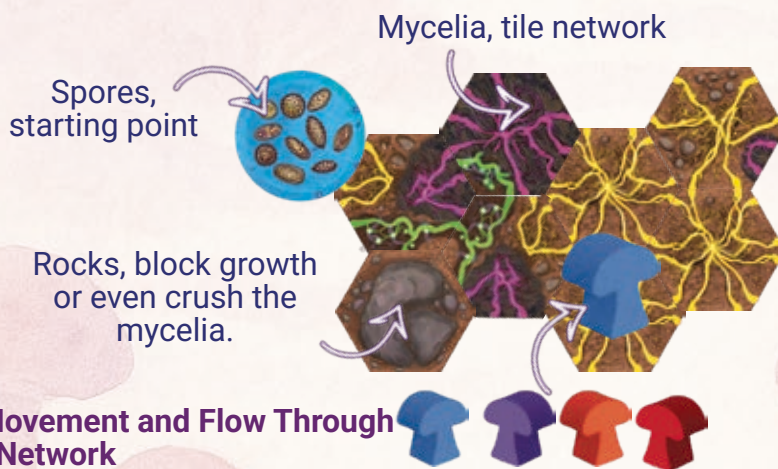
Fungi decompose organic matter and connect to other organisms through the mycelium, an underground network that sometimes forms mycorrhizae with plants to exchange nutrients. When conditions are favorable, the mycelium produces mushrooms that release spores and restart the cycle. The jungle of Chile is very diverse and valuable, and this game is inspired by these processes to highlight the ecological importance of fungi.

Mycelium can be played in competitive or cooperative mode, allowing for different strategies and game experiences.

Main Mechanics

1. Tile Placement: Mycelium Growth

Players place mycelium tiles each turn to expand their network underground, starting from a Spore starting point. Mycelia grow on a specific type of substrate (soil, wood, or mycorrhizae with trees). The networks must connect correctly to form the Network.



2. Movement and Flow Through the Network

The Miele represents the active point of the fungus. It moves through the Mycelium Network of the same color to: Reach new substrates, Position itself to form mushrooms, Generate strategic connections (The movement reflects how nutrients travel through the mycelium in nature).

4. Mushroom Formation (Scoring)

Mushrooms grant Victory Points (VP). To obtain a Mushroom card, mycelium from the board + nutrients must be paid.



3. Obtaining and Managing Nutrients

Nutrients are the main resource of the game. They are obtained in three ways:

- Decomposing substrates (soil or wood),
- Forming mycorrhizae with trees, or
- Exchanging them with other players (cooperative mode).

Cooperative Game Objective

Reproduce the greatest number of mushrooms and fulfill the 3 specific missions. Additionally, reach a minimum VP depending on the difficulty. If both conditions are not met, the team loses.

Competitive Game Objective

Be the first player to reach 10 VP. If the game ends earlier, the player with the most VP wins.

KEY POINTS

- ✓ Strategic game
- ✓ Quick turns
- ✓ High replayability
- ✓ Scientific rigor
- ✓ Competitive mode
- ✓ Cooperative mode

Suggested MSRP: USD \$45

COMPONENTS

Cards

- 40 Mushroom cards
- 9 Connectivity cards (missions)
- 4 Player cards

Punchboard pieces

- 4 Double punchboard Trees
- 4 Spores, starting points
- 8 Rock Tiles
- 18 Wood Substrates
- 18 Soil Substrates
- 72 Mycelium Tiles

Wooden pieces

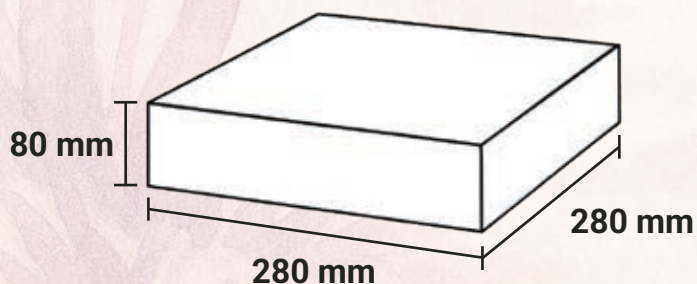
- 32 Nutrient cubes
- 32 Mycorrhiza Markers

Other components

- 1 Cloth Bag
- 1 Rulebook
- 1 Game Board

FILES TO TRANSLATE

- 1 Rulebook
- 9 Connectivity Cards (missions)



INTERNATIONAL LOCALIZATIONS:

- Chile

