

Mini Mushroom Hideout

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You have a hideout in the middle of the woods...
Far from home but safe with friends...
You have learned the mysteries of mushrooms!

Introduction

This is a game, but it is also a story. In this game, you pretend to be someone else. Someone with amazing treasure and unusual abilities. Maybe you'll talk to animals or whisper to the wind. Maybe you'll hold a book that knows more than most men.

You also collect mushrooms! Because, of course, this is Mini Mushroom Hideout.

Play as a family, with a group of friends, or even on your own! You'll color code your mushrooms and track your growing mushroom hoard. You might even find a rare glowing mushroom, if you look hard enough.

As you go, you'll tell the story of what happens. There are questions to help get you started, but your story doesn't have to be limited by those. Explore, invent, and enjoy as you play Mini Mushroom Hideout!

Things You'll Need

- Character cards for each player
- Pencil or pen
- Colored pencils, crayons, or markers
- 1 Mushroom Tracker Sheet (regular or challenge mode) for the group
- 1 eight-sided die (d8) and 1 six-sided die (d6)

If you don't have an 8-sided die, that's okay! Use the Variant Mushroom Tracker Sheet and 3 six-sided dice (2 for the type of mushroom & 1 for the number of mushrooms).

Setting Up

1. Gather all the stuff in the Things You Need list.
2. Pick a character card (included in this game). Each card has a Special Ability that you'll need to read.
 - a. Don't forget to draw your character!
 - b. You can also make your own character. Draw 1 Ally and pick 2 Special Abilities that your group thinks are fair.
3. Grab your Mushroom Tracking Sheet, and color the mushrooms on the Mushroom Color Key.
 - a. Only color the mushrooms that are next to a number!
 - b. Give each numbered mushroom a different color to make it unique.

Notes on Special Abilities

Special Abilities can come from Allies, a tool you carry, or something that's true about you. You can use one of the Suggestions, make up your own, or ask another player to help you out.

Your Ally doesn't have to give you a Special Ability to be cool! Not all of the suggested Allies come with suggestions for Special Abilities. You can make up your own, or your Ally can just be a friend who joins you on your adventures.

There is space for you to write your Special Ability on your Character Card. If that's not enough space, you can write the name of your Special Abilities on the Character Card and write the descriptions on the Special Ability Cards also included with this game.

Customize Your Game

Games are made to be played! That means they might need to be a little different for different people. Here are some suggestions of how to make this game right for your family or friends:

Make it longer

Give everyone their own Mushroom Tracker Sheet (regular or challenge mode).

Work together to fill all the sheets. You don't win until everyone has all their mushrooms colored!

Everyone gains an extra Special Ability—Teamwork! Find out what it does on the Suggestions page.

Make it competitive

Everyone has their own Mushroom Tracker Sheet, but you're racing to get the most mushrooms first!

When you roll the dice, you have to use the lowest number you roll for the number of mushrooms, and the highest number(s) for the type of mushroom.

Make it solo

Grab the Mushroom Tracker Sheet: Challenge Mode, and play for just 5 minutes a day.

You might want a journal for this version of the game. Use it to write down what happens or draw your changing hideout.

Make it simple

Play without Special Abilities. Just roll dice and tell a story!

Suggestions

Special Abilities

You can write the name and description of your Special Abilities on your Character Card, or you can use a Special Ability Card for more space.

- **Mushroom Spear:** 1x each game, you use your spear to slice through mushrooms quickly. Double the number of mushrooms you find this round.
- **Magic Mirror:** 2x each game, you can ask the mirror where your favorite mushrooms might be. Choose what kind of mushrooms you find this round. Roll 1 die to see how many you find.
- **Continual Flame:** If you find dried mushrooms, you can brew tea right in the forest! Color 1 extra dried mushroom.
- **Mushroom Boots:** Your mushroom-leather boots help you root out fibrous mushrooms. Whenever you find some, color 1 extra.
- **Restful Home:** Your home is nice and cozy with its mushroom brick walls. When you find hardy mushrooms, color 1 edible mushroom too.
- **Good Friend:** You like to be kind to all creatures. Even mushrooms notice this! When you find friendly mushrooms, color 1 extra.
- **Raven (Ally):** 2x each game, you can send your Ally out into the woods to find the mushroom type you most want to find. Roll 1 die to see how many you find.
- **Friend (Ally):** When the woods get scary and dark, your friend lights the way. Whenever you find glowing mushrooms, color 1 extra.
- **Parent or Grandparent (Ally):** It's always nice to have a grownup to help. Whenever you find poisonous mushrooms, color a medicinal mushroom too!
- **Living Book (Ally):** Books share knowledge! This one tells you how to find extra mushrooms. 2x each game, you can reroll the die for the number of mushrooms you find. You must use the new number.
- **Sphinx (Ally):** Sphinxes love riddles. Tell a joke or riddle to the other players. If at least 2 people giggle, you get a bonus mushroom this round.
- **Teamwork:** If your Mushroom Tracker Sheet is finished, you may ask another player if you can help them by coloring some of their mushrooms on your turns.

More Suggestions

Allies

- Friend
- Parent or Grandparent
- Sister or Brother
- Pet (dog, cat, mouse, snake)
- Talking Animal (raven, squirrel, fox, deer)
- Wise Old Tree
- Living Book
- Mythical Creature (faun, sphinx, goblin, dragon)
- Create Your Own!

Character Names

Get inspiration for your character's name from one of these ideas, or come up with a name that's as unique as you are!

- Use a name from your favorite book.
- Pick a character trait you think is important (like Bravery or Justice).
- Ask your mom or dad what their grandma or grandpa's name was.
- Choose a silly nickname (like Hopper or Squirt).
- Name your character after an animal.

How to Play

1. Start the story.
 - a. Each player should say their character's name and what kind of mushrooms they like to find.
 - b. Answer as many of the Story Starter Questions together as you want.
2. Each player gets to take a turn. On your turn, roll 2 dice.
 - a. One of the dice tells you what kind of mushrooms you find. The other one tells you how many mushrooms you find.
 - b. If you rolled a 3 and a 6, you could find 6 poisonous mushrooms or 3 hardy mushrooms.
3. Color in the mushrooms you found. Use the mushrooms on the edges of the Mushroom Tracker Sheet!
 - a. Color the same number of mushrooms as the number you found.
 - b. Color those mushrooms to match the type of mushroom you found, according to the Mushroom Color Key.
4. Describe where you found the mushrooms.
 - a. Use your senses or the Foraging Questions to help imagine the scene.
5. Pass the dice to the next player so they can have a turn!
6. Repeat steps 2-5 until you've colored in all the mushrooms on the edge of your Mushroom Tracker Sheet.
7. Once you've colored all of the mushrooms, use the Last Chapter Questions to finish your story together. Congratulations! You found mushrooms to make your secret hideout even cooler!

Want a longer game or a bigger challenge?

Use the Challenge Mode variant of the Mushroom Tracker Sheet!

Questions

Story Starter Questions

1. Where is your hideout?
2. Are you hiding from someone or something?
3. What's the coolest part of your hideout?
4. What mushrooms sound cool? Why do you like them?
5. What do you do at your hideout?
6. Why do you look for mushrooms?
7. What's the best mushroom you've ever found?
8. Who is allowed in your hideout? Does it belong to your family, a special club, or the whole world?

Foraging Questions

1. Do you smell anything good? Anything strange?
2. Do you see any animals around?
3. Can you hear birds singing? Creatures walking nearby?
4. If this is a poisonous mushroom, how does it hurt living creatures?
5. If this is an edible mushroom, what does it taste like?
6. What does the mushroom feel like?
7. Where did you find the mushrooms?
8. If it's a friendly mushroom, is it excited to join your garden?
9. Do you talk or sing as you look?
10. Was this the mushroom you wanted?

Final Chapter Questions

1. Did you find the mushrooms you wanted?
2. How has your hideout changed?
3. Did your allies help you find new mushrooms?
4. How many days did it take to find all those mushrooms?
5. What mushrooms are you still looking for?
6. What do you love about your friends at your hideout?
7. What adventure will you try next?
8. Are you tired of all the mushrooms?

Thank You, Credits, and Other Notes

This game would not exist if it were not for the Artistree project for Fieldmoot 2023. Thank you to the organizers who work hard behind the scenes so creatives can grow, collaborate, and enjoy one another's work!

Even more, this game wouldn't have developed as it did if it were not the response to Heidi K., who crafted the miniatures which inspired this project. You can see her influence in everything from the mushrooms and the premade characters to the raven Ally and the Magic Mirror. Everything about her work was stunning, but the exquisite detail of her tree trunk and the mushrooms and moss growing on it directly inspired me to wrestle my many ideas into this form. Thank you, Heidi, for being such an incredible collaborator, and for being willing to work with an unusual art form and artist like myself!

Thank you to all of you who try this game! If you have questions or feedback, I'd love to hear from you! Find me at the social media links below.

Interesting Note

All of the uses of mushrooms found in this game are based on uses for mushrooms or mycelium in the real world! You can find out more online (parents, preview those searches!), or by looking for books at your local library.

Social Media Links and More

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Dedicated to: Everyone who needs a little rest and reconnection with fresh air and sunshine.

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