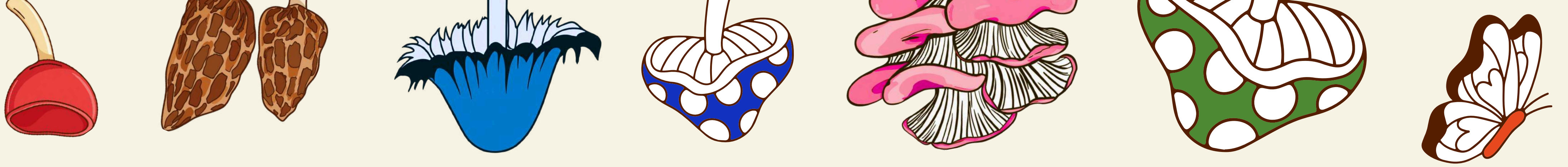


SPORE-ADIC!

Rulebook

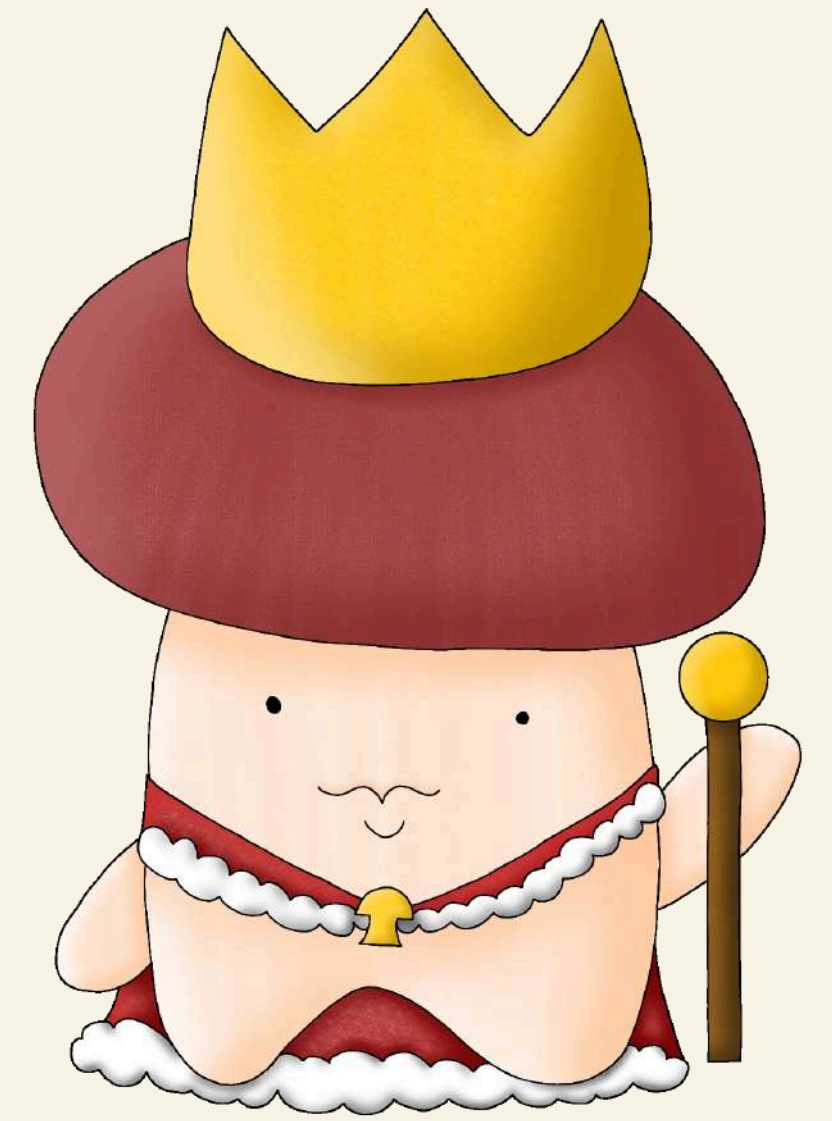




WELCOME TO THE MEADOW!

Many mushrooms have moved to this mighty marshy metropolis! Fungi from far afield have found their way here, and you're the latest fungus among us. Can you carefully craft a colorful kingdom of your own? Or will you dwindle, defeated in dehydrated dreariness? I dare say, with some marvelous mushroom maneuvering and careful card combinations, you'll do just fine.

~ King Stropharia XIV

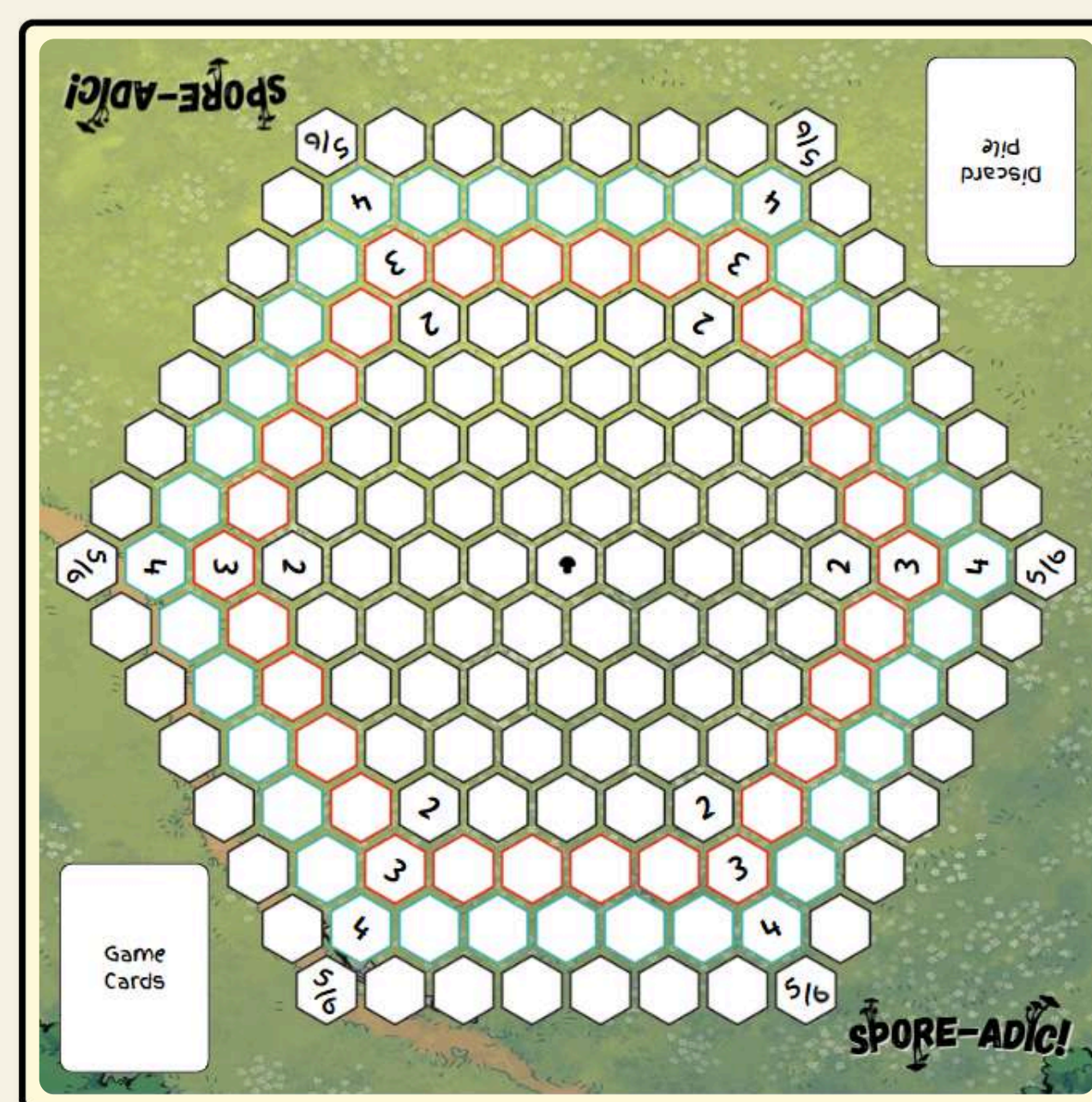


OVERVIEW

Spore-adic! is a competitive token placement game for 2-6 players, ages 10 and up, where players try to score the most points by expanding their fungal kingdom across the Meadow board. You score points by growing chains of mushrooms on the Meadow from your spore colony tokens, and by creating Fairy Rings of tokens. **The player with the most points at the end of the game wins!**

CONTENTS

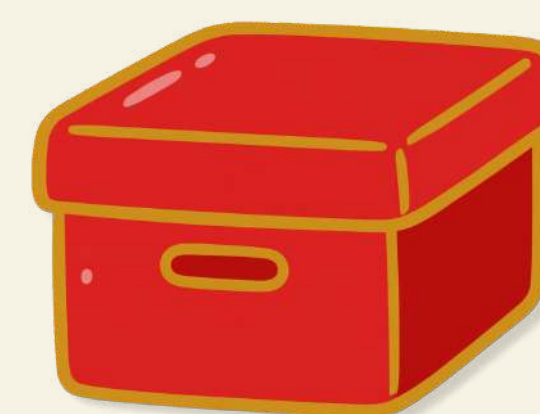
- 1 Hex Grid "Meadow" board
- 1 "Desert of No Return" mat
- 6 Token Boxes each containing:
 - 3 Spore Colony Tokens
 - 40 Mushroom Tokens
- 48 Game Cards
- 6 Reference Cards
- Rulebook
- Setup & Gameplay Guide



The Meadow



3 Spore Colony Tokens in each box



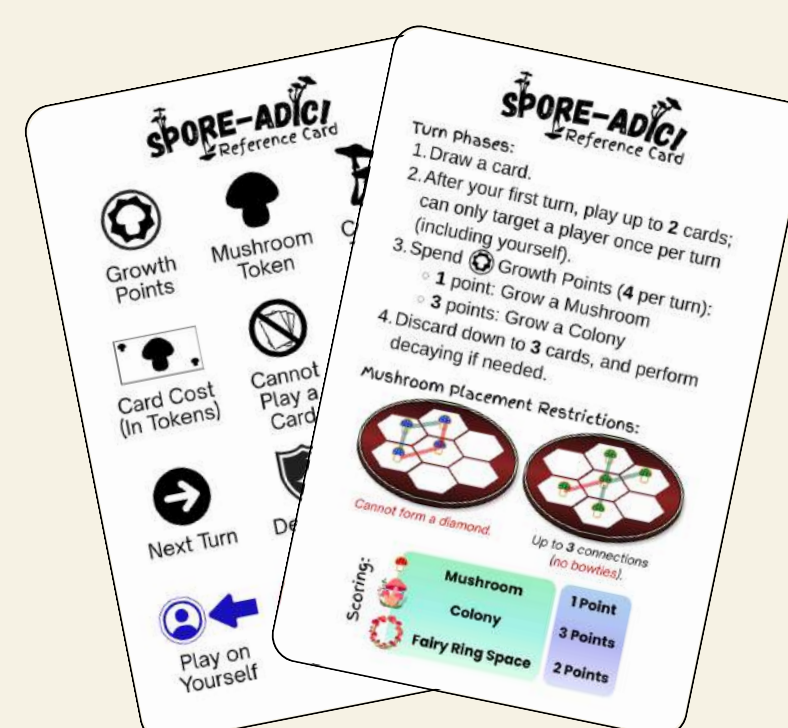
6 Token Boxes



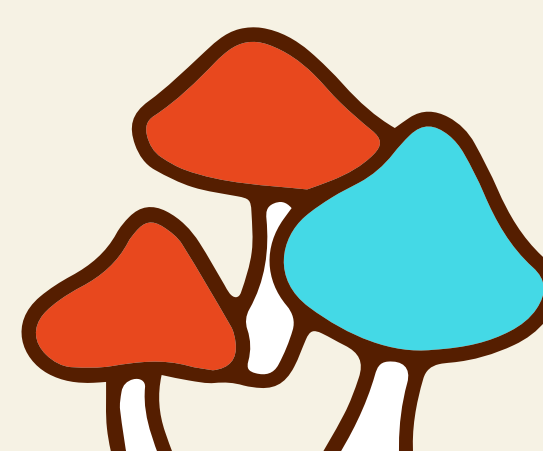
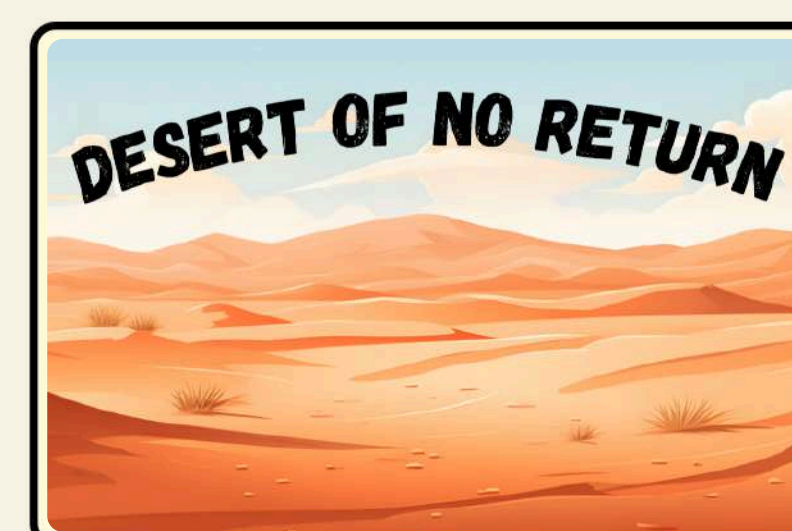
40 Mushroom Tokens in each box

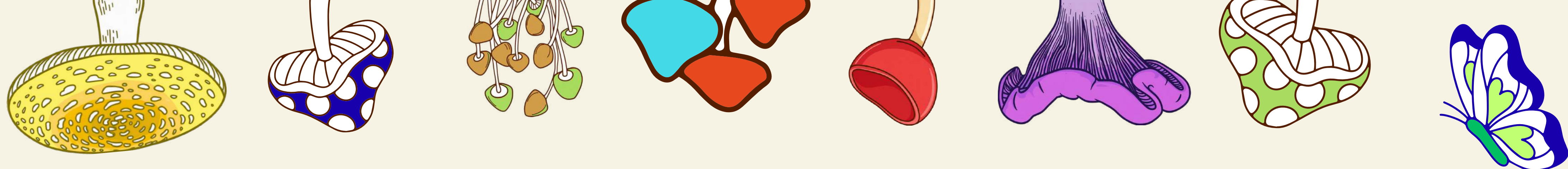


48 Game Cards



6 Reference Cards

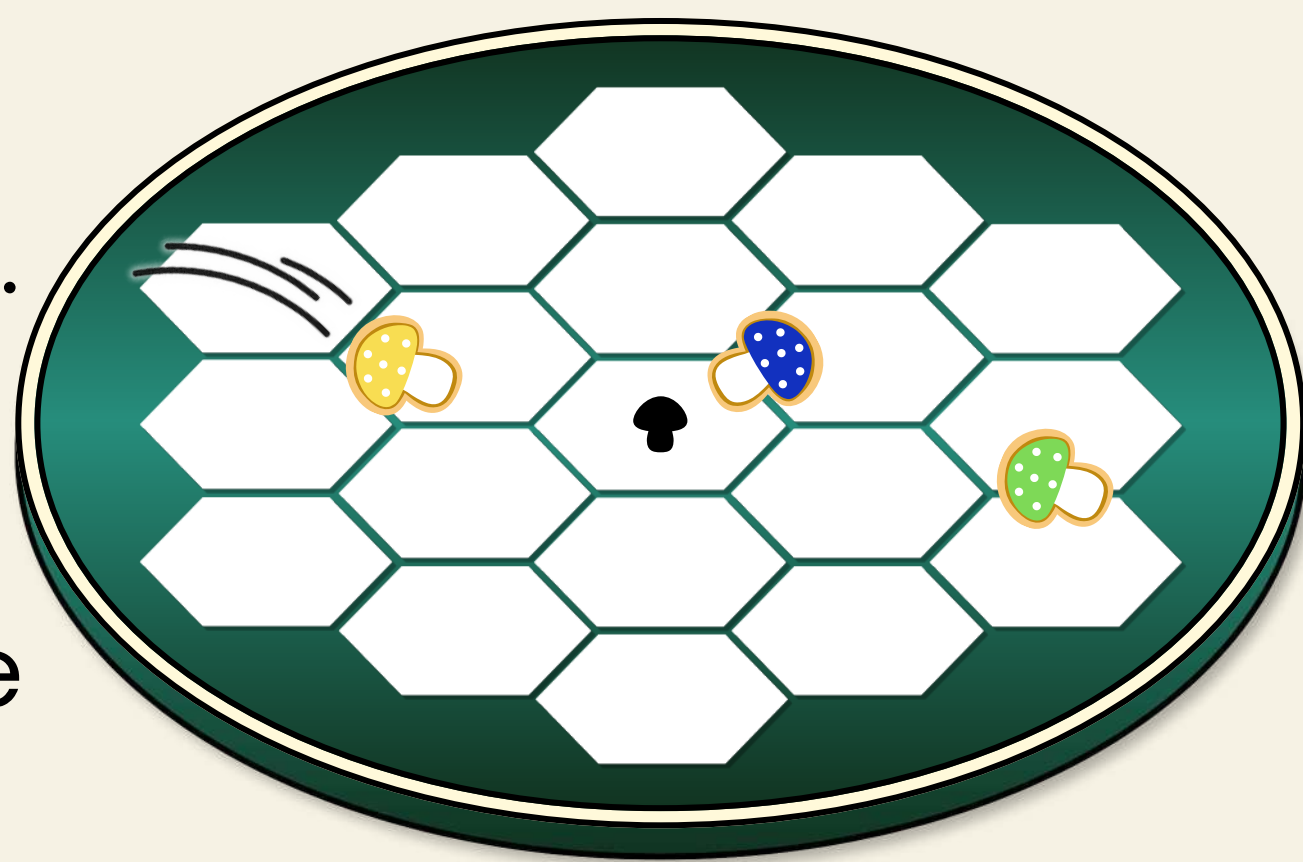




GAME SETUP

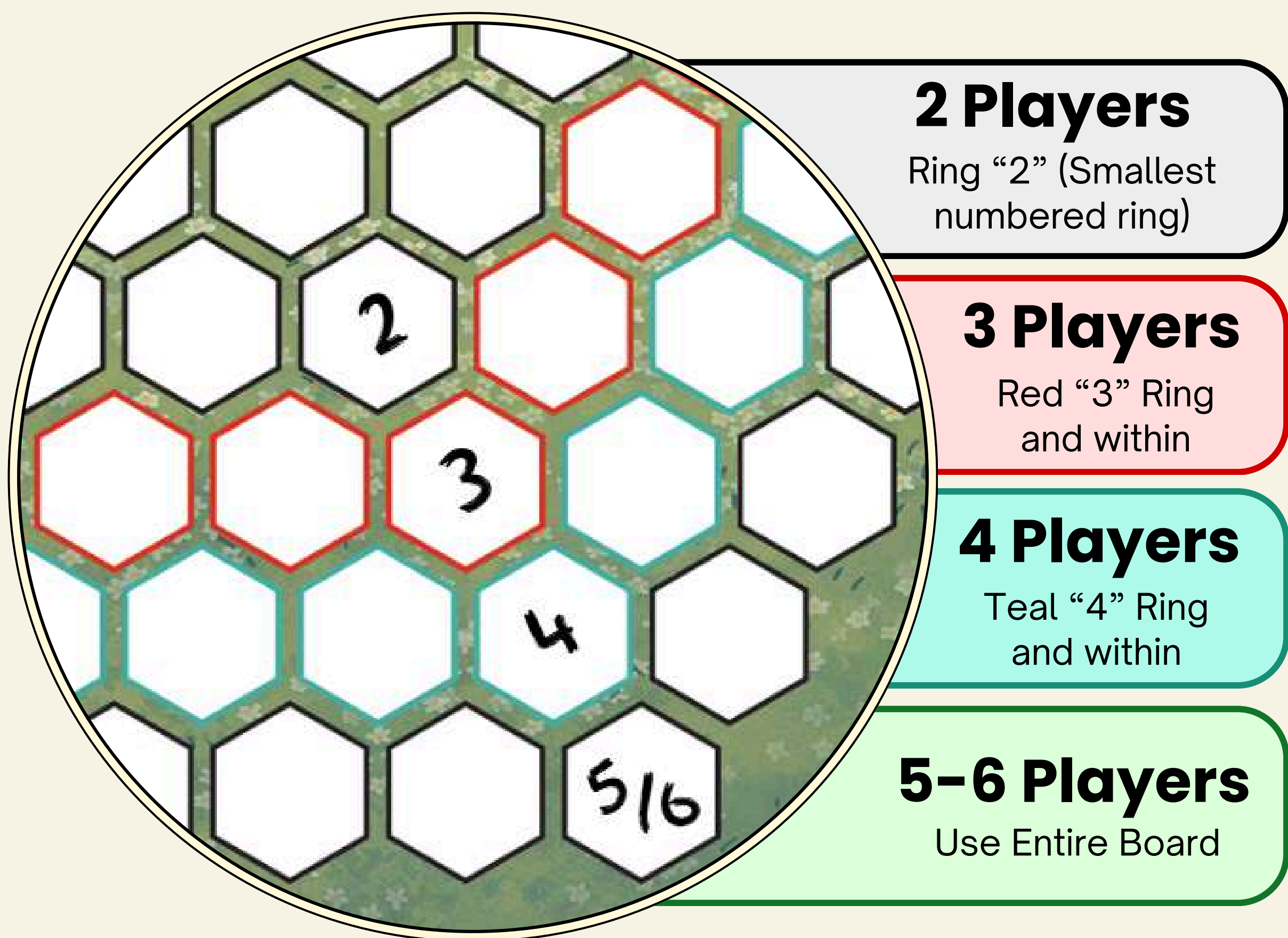
1. WHO GOES FIRST

Choose a token color. Each player tosses a mushroom token; the one closest to the center  mushroom icon goes first.



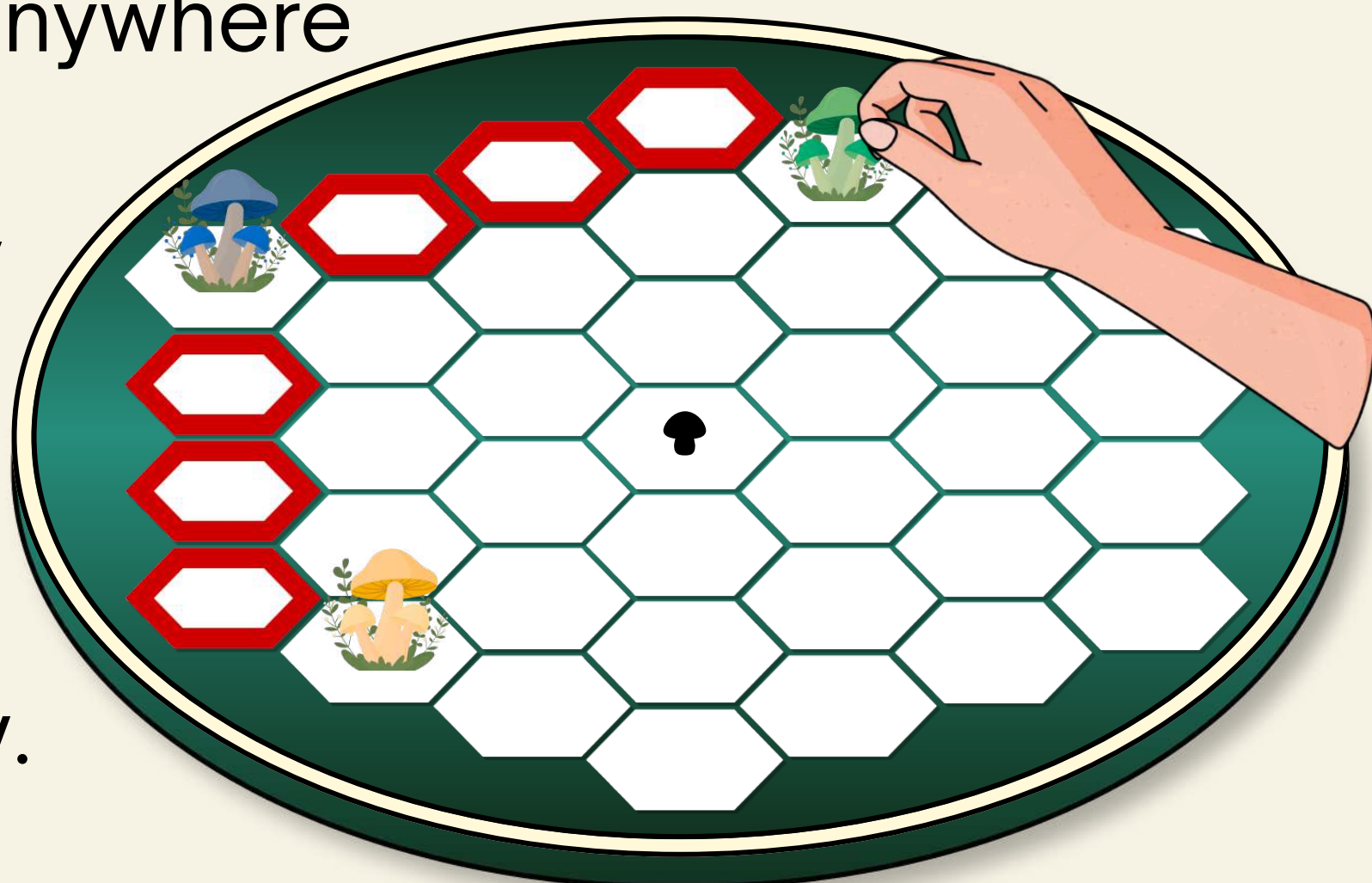
2. DETERMINE THE PLAY AREA

Use the colored hex rings on the board to set the play area size based on the number of players.



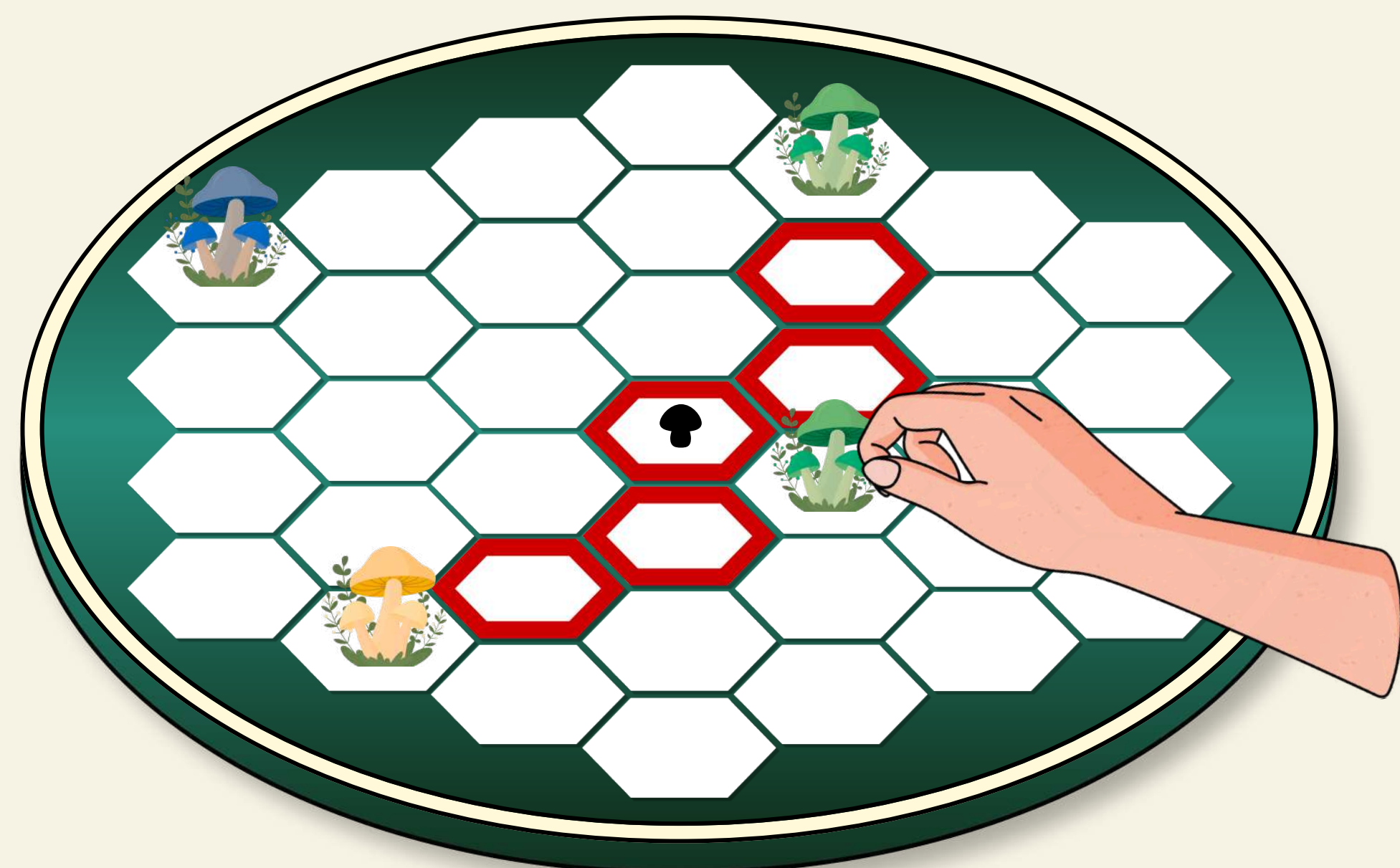
3. PLACE 1st COLONY

Starting with the 1st player and **going clockwise**, place a colony anywhere along the **outer edge** of the play area, with at least **3 spaces** between it and any other colony.



4. PLACE 2nd COLONY

Starting with the last player and going **counter-clockwise**, place a 2nd colony anywhere in the play area **except the center space**, with at least **2 spaces** between it and any other colony (including your own).

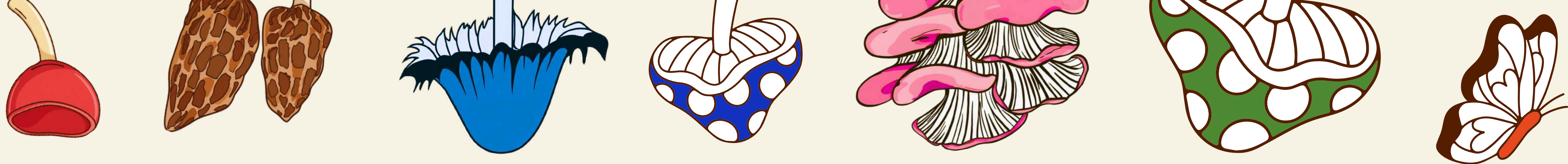


Example colony placement order for a 3-player game.

5. GAME CARDS SETUP

For **2-3 player** games, remove all *Fungicide*, *Heat Wave*, and *Compost Bin* cards before shuffling (they are not used). Shuffle the cards and place them on the “Game Cards” spot on the board.





TAKING A TURN

Play proceeds **clockwise** starting from the 1st player. A turn has four phases: drawing a card, playing cards, spending Growth Points, and cleanup (discarding and decaying).



PHASE 1. Draw a card.

Draw **1** card at the beginning of every turn. If the deck runs out of cards, skip this step. *Do not reshuffle the discard pile after the deck runs out.*



PHASE 2. Play up to 2 Cards

You may play cards **after your first turn**. You can target a player only **once per turn**, including yourself (no stacking). Card costs are paid by placing mushroom tokens from your supply onto the “Desert of No Return” (see **Game Cards**, pg. 9).



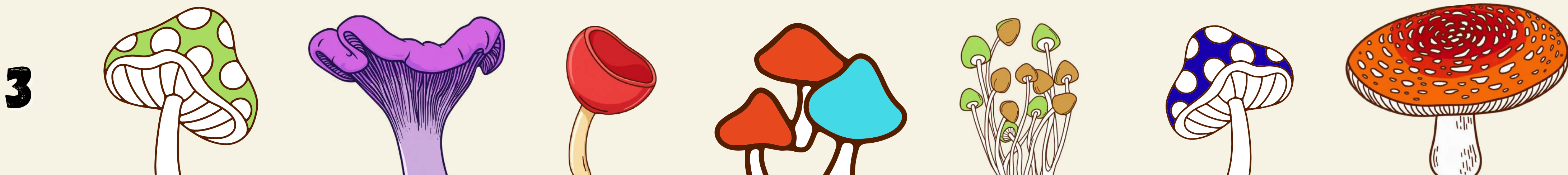
PHASE 3. Spend Growth Points

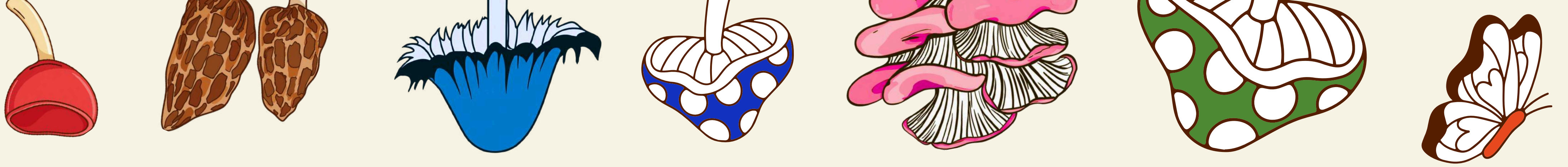
You get **4** Growth Points each turn. These are used to grow mushrooms and colonies on the board. It costs **1** point to grow a mushroom, and **3** points for a colony. You must spend as many as possible and follow the placement rules for tokens (see **Colony & Mushroom Tokens**, pg. 5). If you create a Fairy Ring, draw a card (see **Fairy Rings**, pg. 7).



PHASE 4. Cleanup (Discarding & Decaying)

If you have more than **3** cards in your hand at the end of your turn, discard down to 3. If any of your mushrooms or chains remain **disconnected** from your colonies at the end of your turn, they start decay (see **Decaying**, pg. 8).

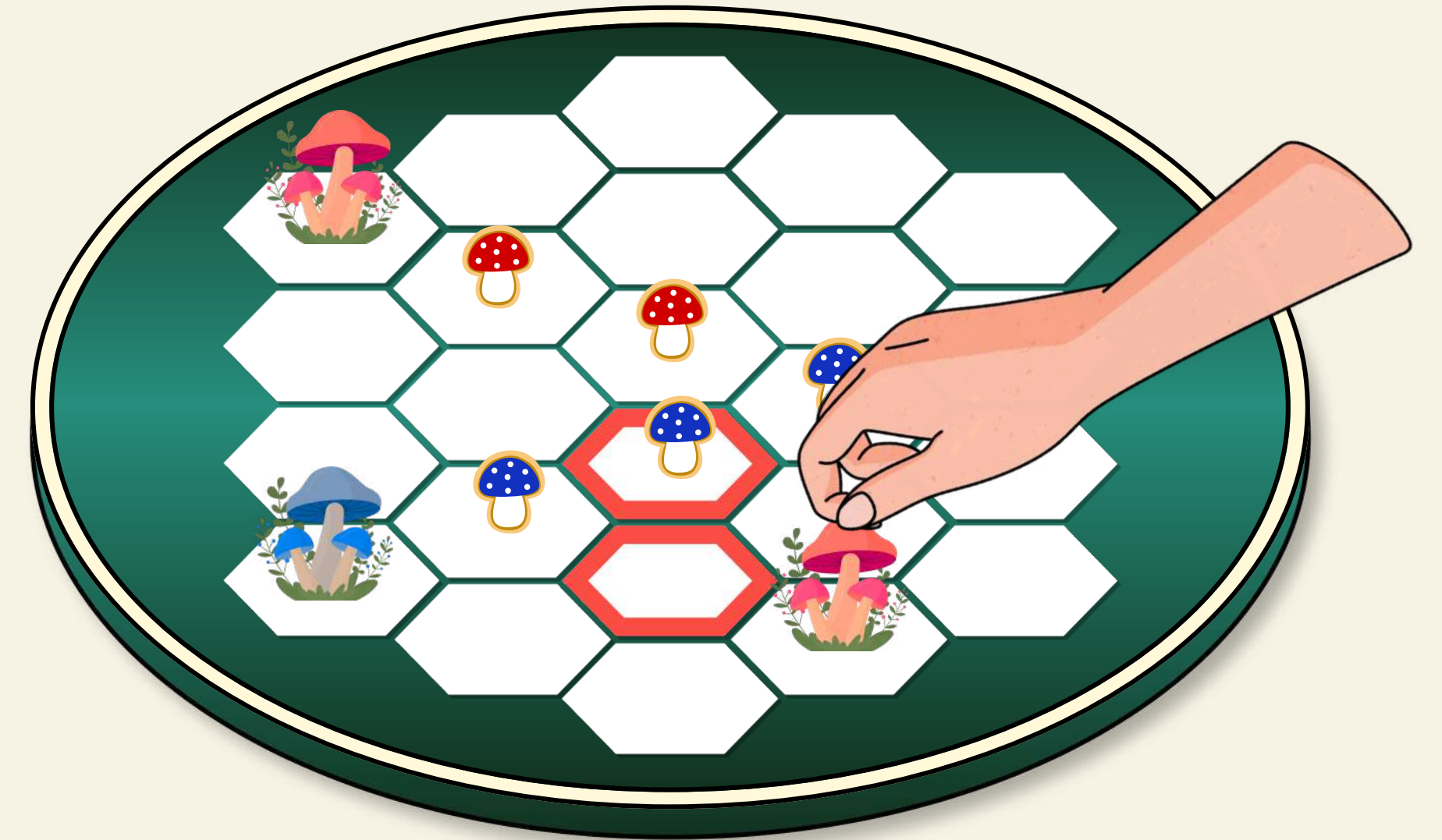




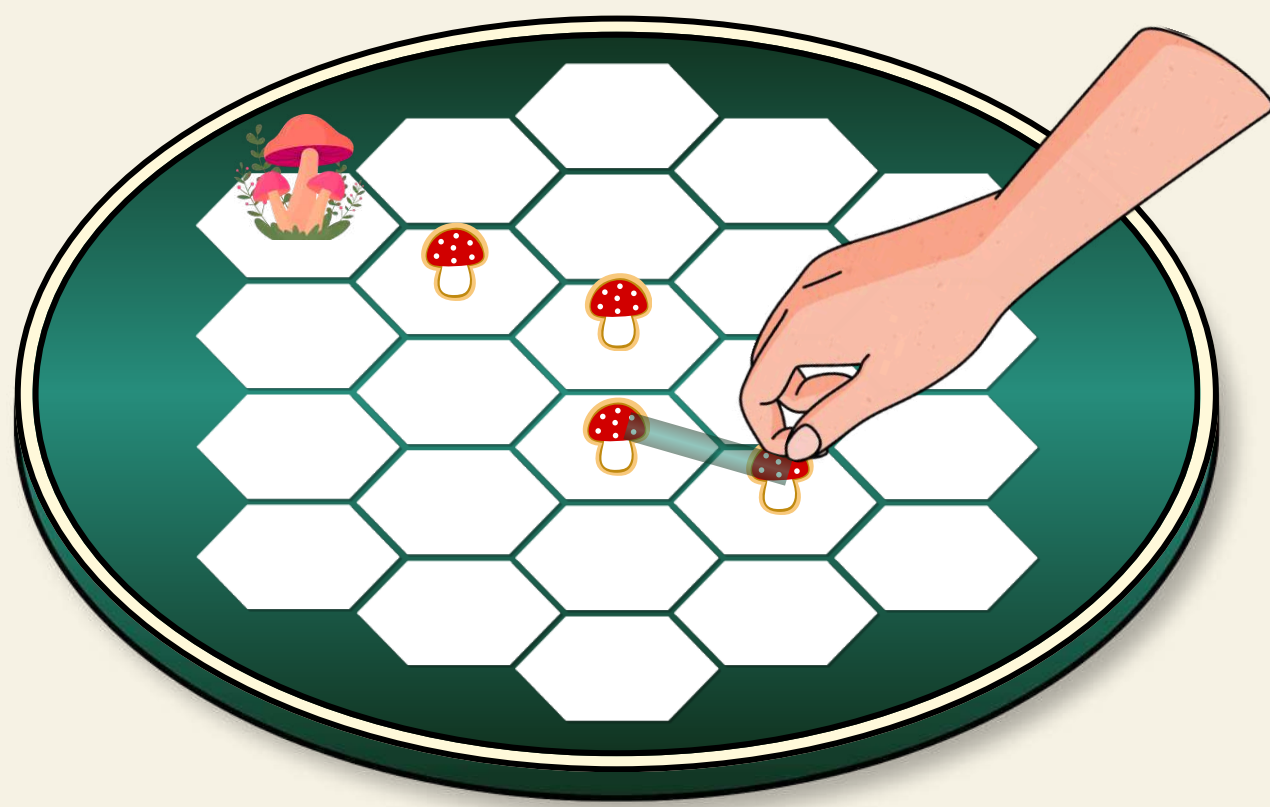
COLONY TOKENS

Each player has **3** spore colony tokens. These are the larger tokens in your token box, and they support your mushroom chains (mycelial network). Colonies have the following rules:

- It costs **3** Growth Points to grow a colony.
- They can be next to any number of mushrooms and colonies (yours and other players).
- When placed using Growth Points there must be exactly **2 spaces between** it and your existing fungal network (colonies or mushrooms already connected to a colony; see **Mushroom Chains**, pg. 7).



*Ex: Above right we see a Red colony with a 2-mushroom chain. Red grows another colony with exactly **2 spaces between** their existing network and the new colony.*

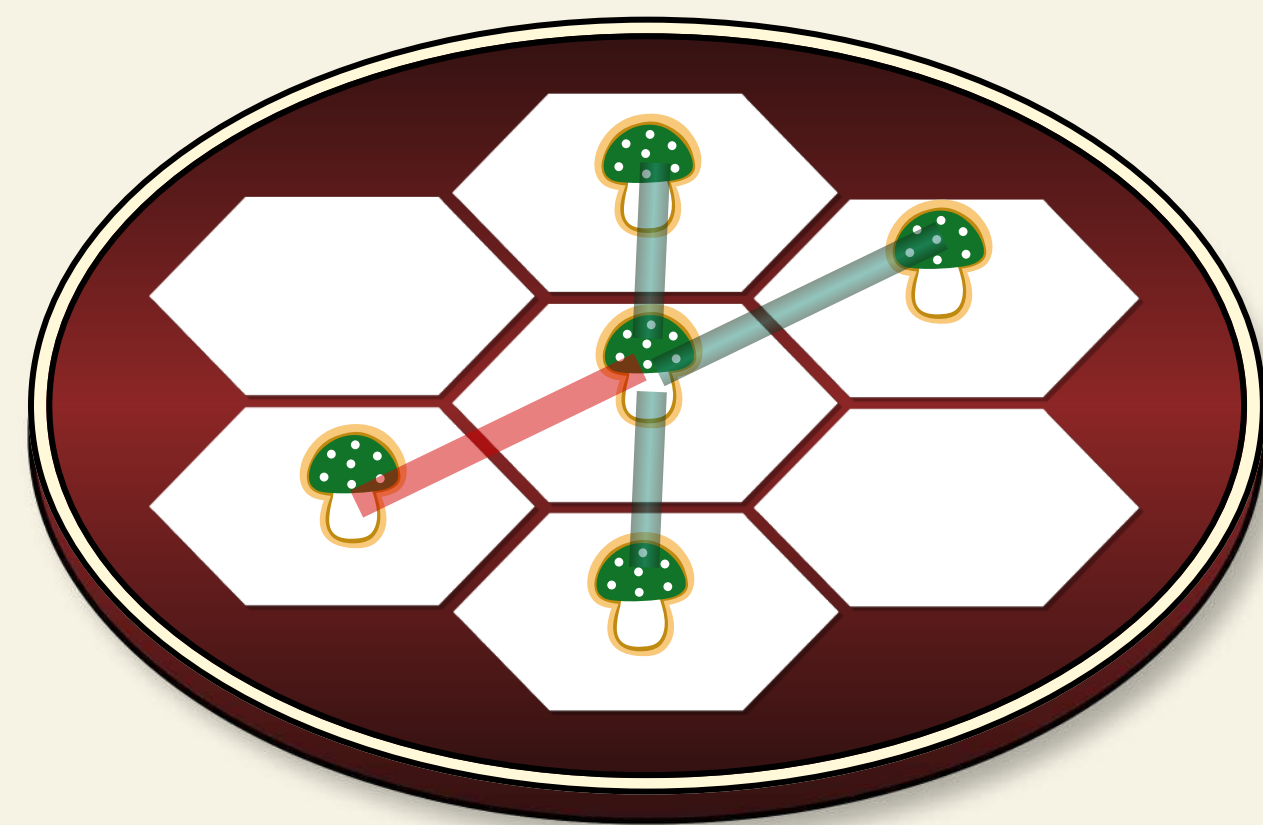


Grow next to colony or chain.

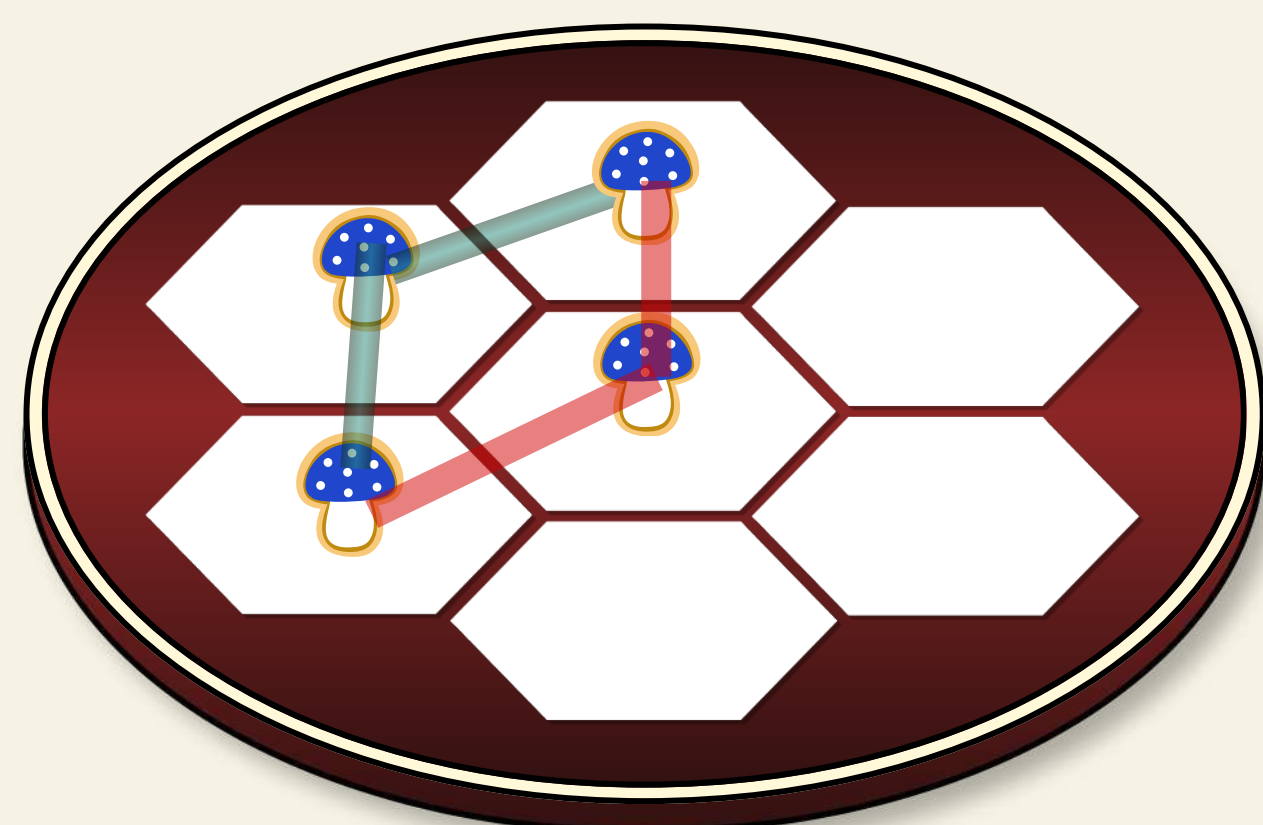
MUSHROOM TOKENS

Each player starts with **40** mushroom tokens. These can be grown (placed on the board) to earn points, or spent (placed on the “Desert of No Return”) from your supply to play cards that have a cost. Mushroom tokens have the following rules:

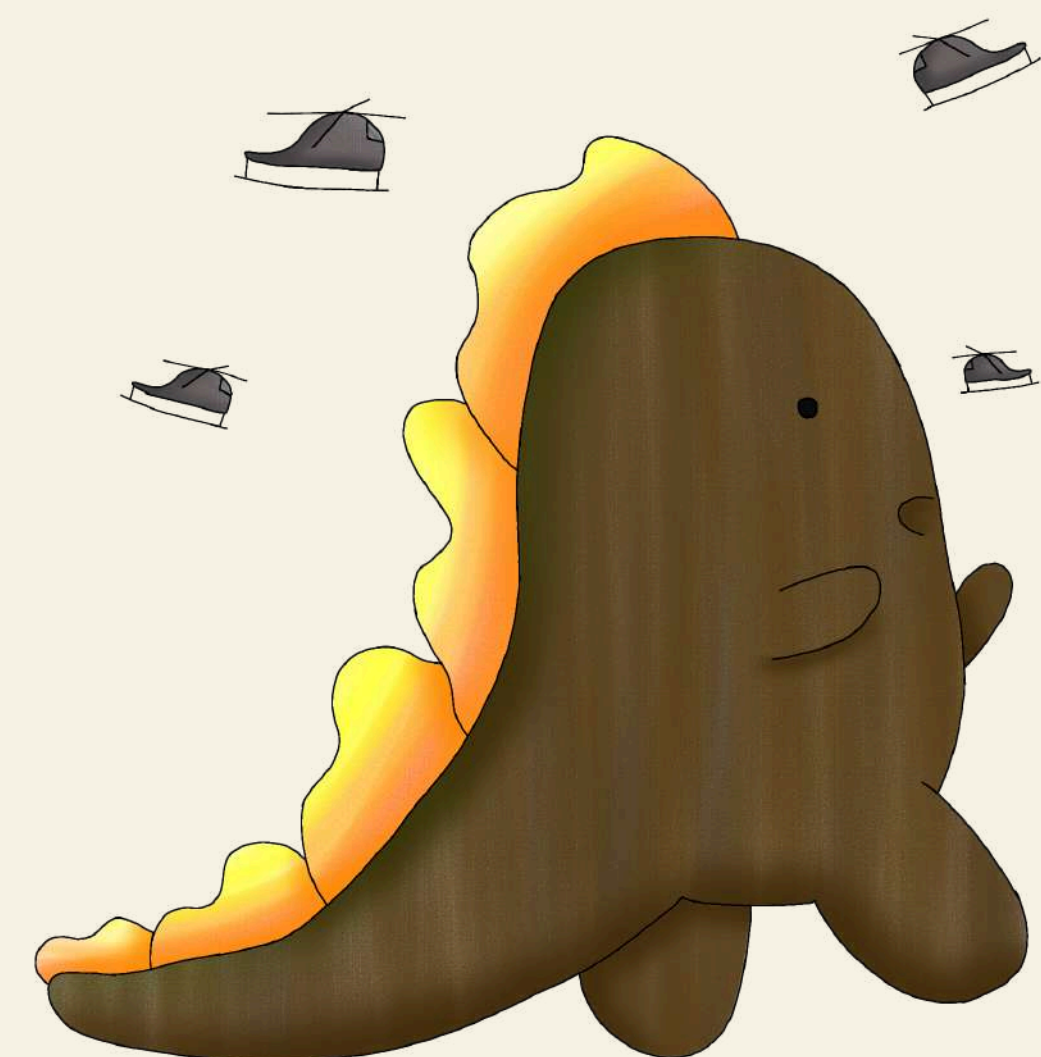
- It costs **1** Growth Point to grow a mushroom.
- Mushrooms can only be grown next to one of your colonies or your mushroom chains that are connected to one of your colonies (see **Mushroom Chains**, pg. 7).
- A mushroom can be connected with (next to) at most **3** other mushrooms from the same player (colonies do not count).
- Your connected mushrooms cannot form a diamond.



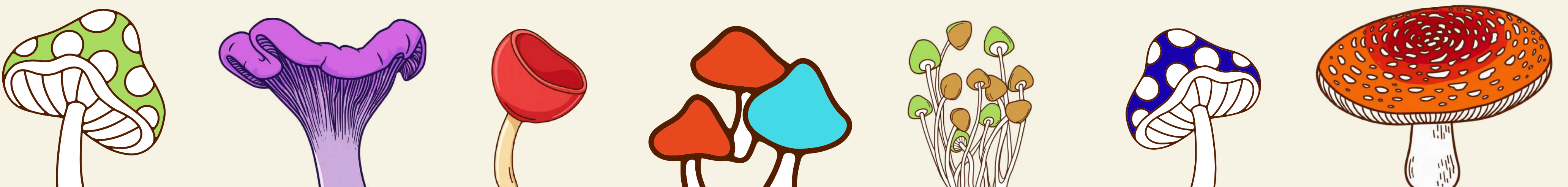
Too many connections (no bowties)

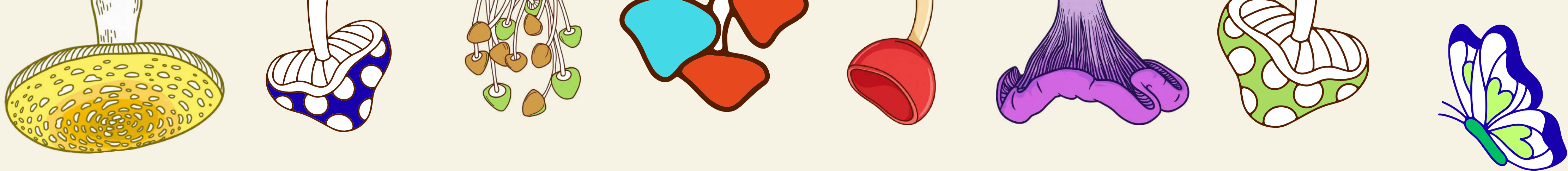


Cannot form a diamond.

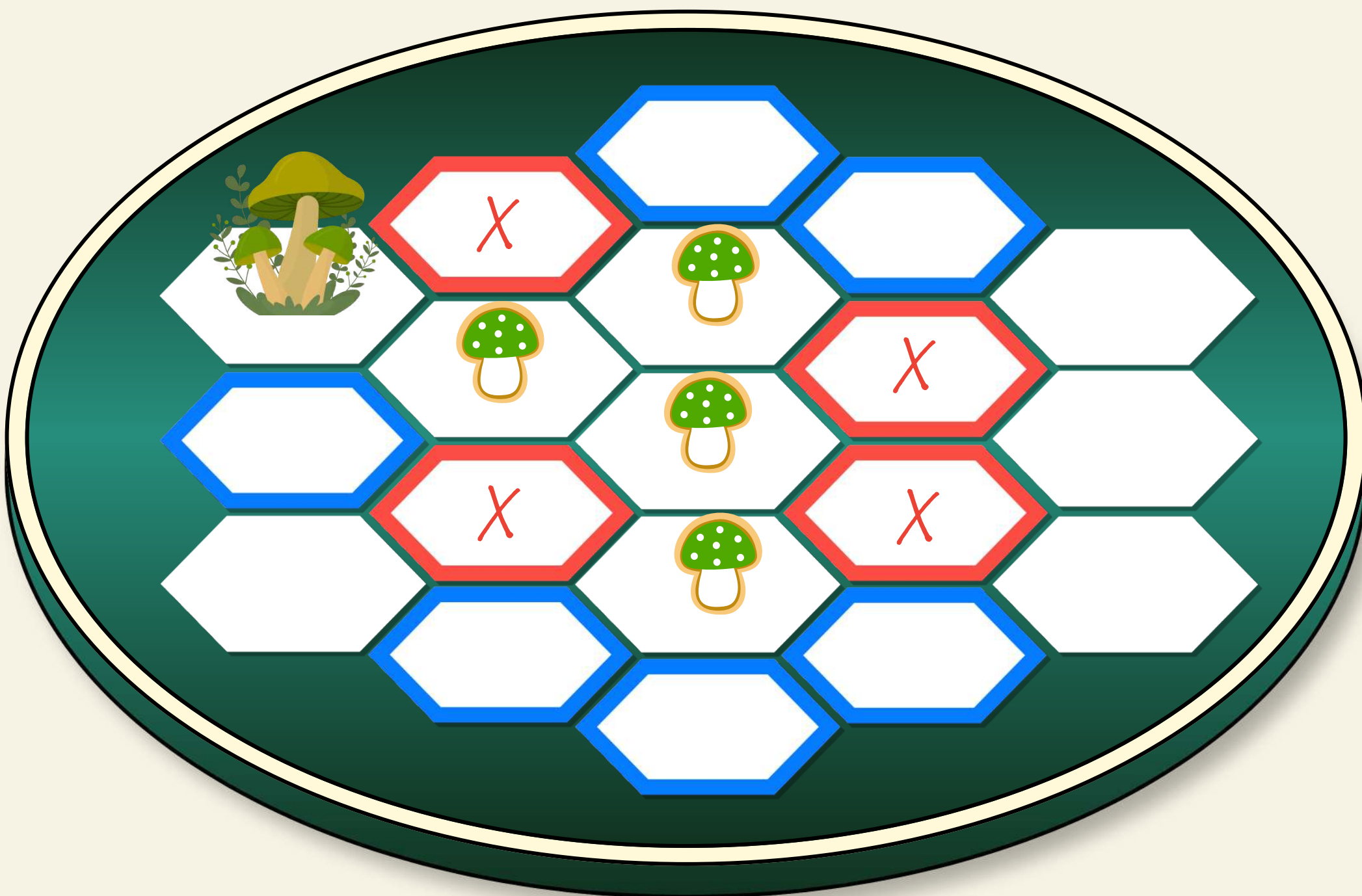
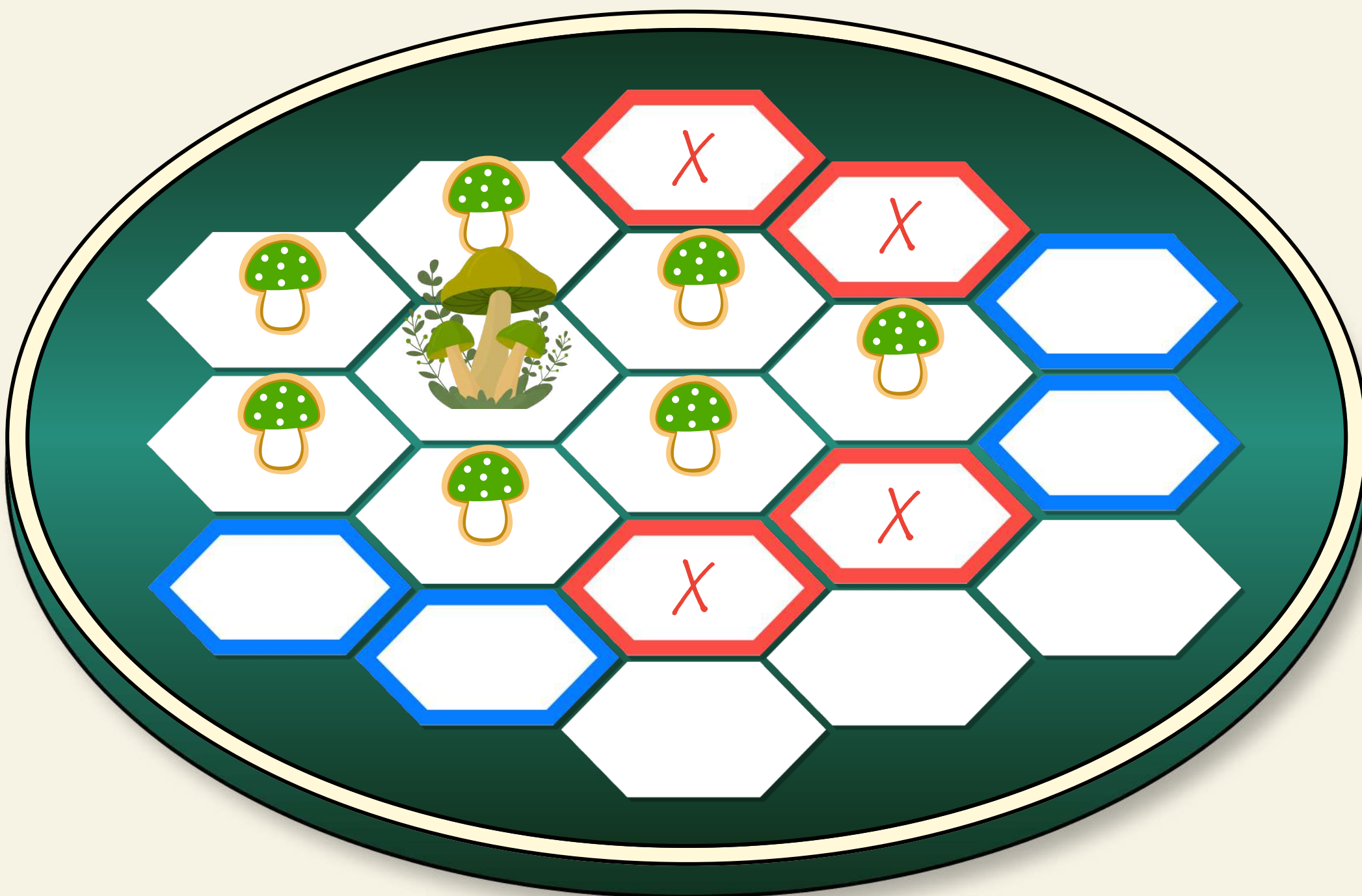
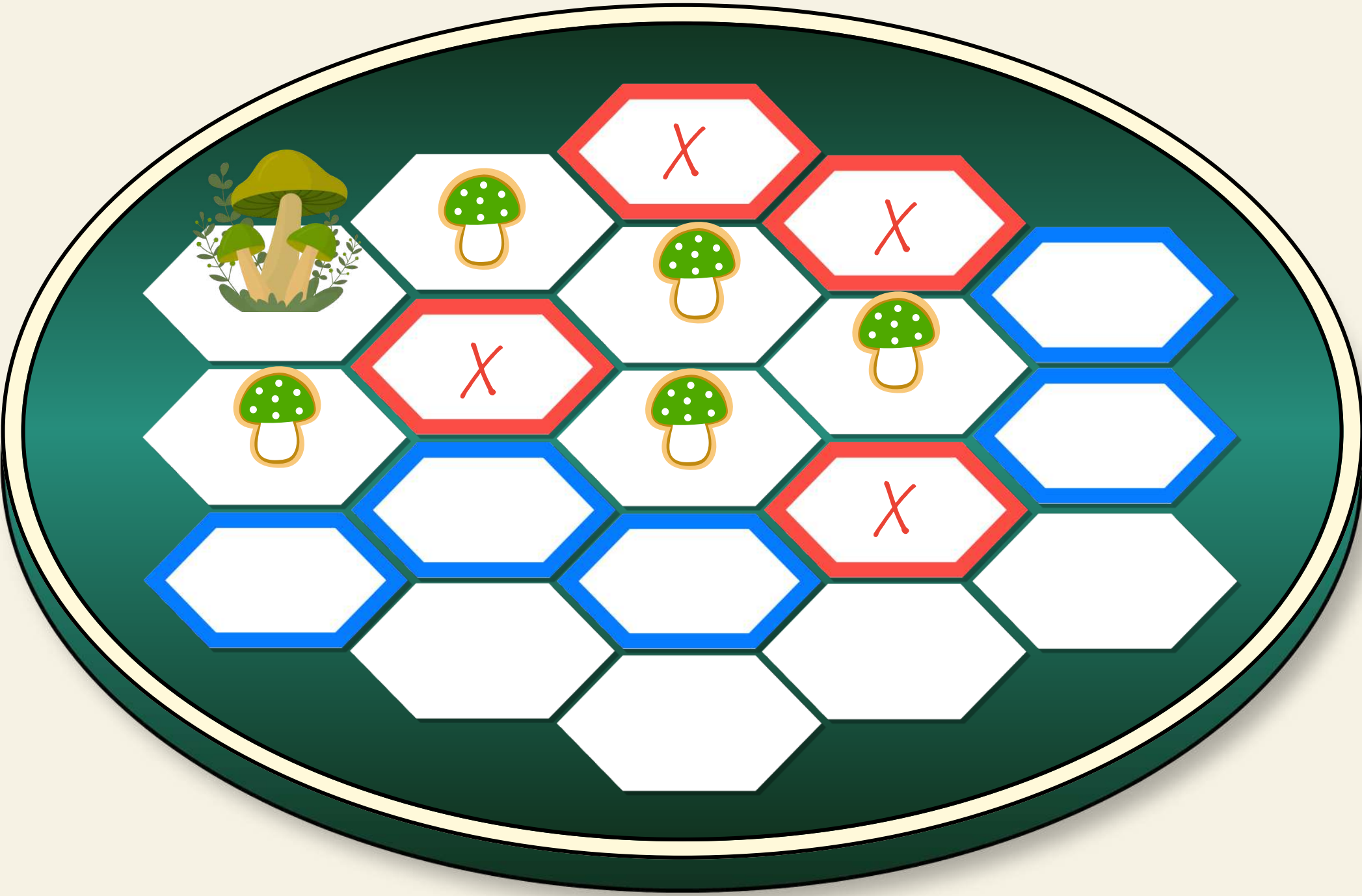
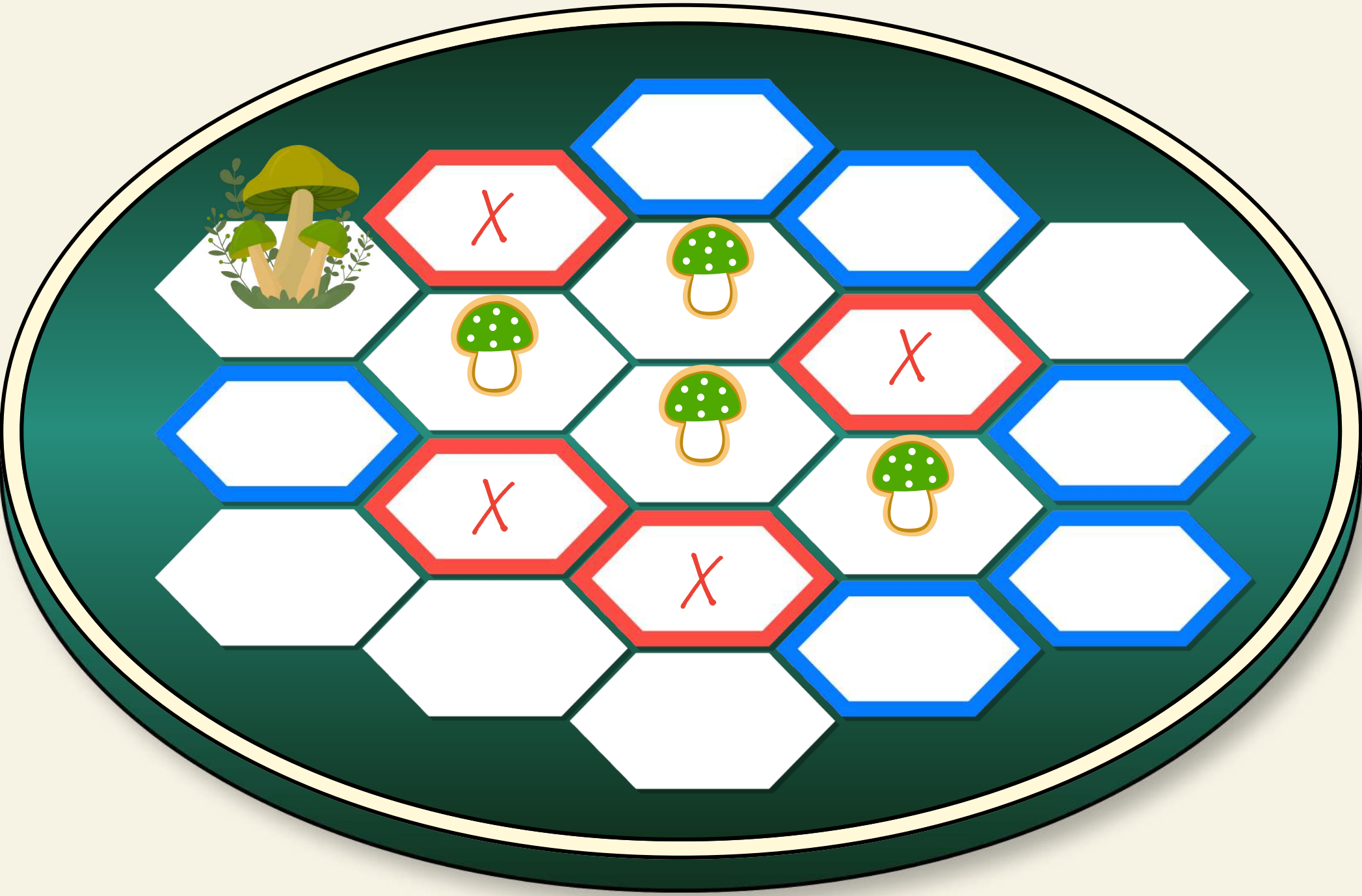
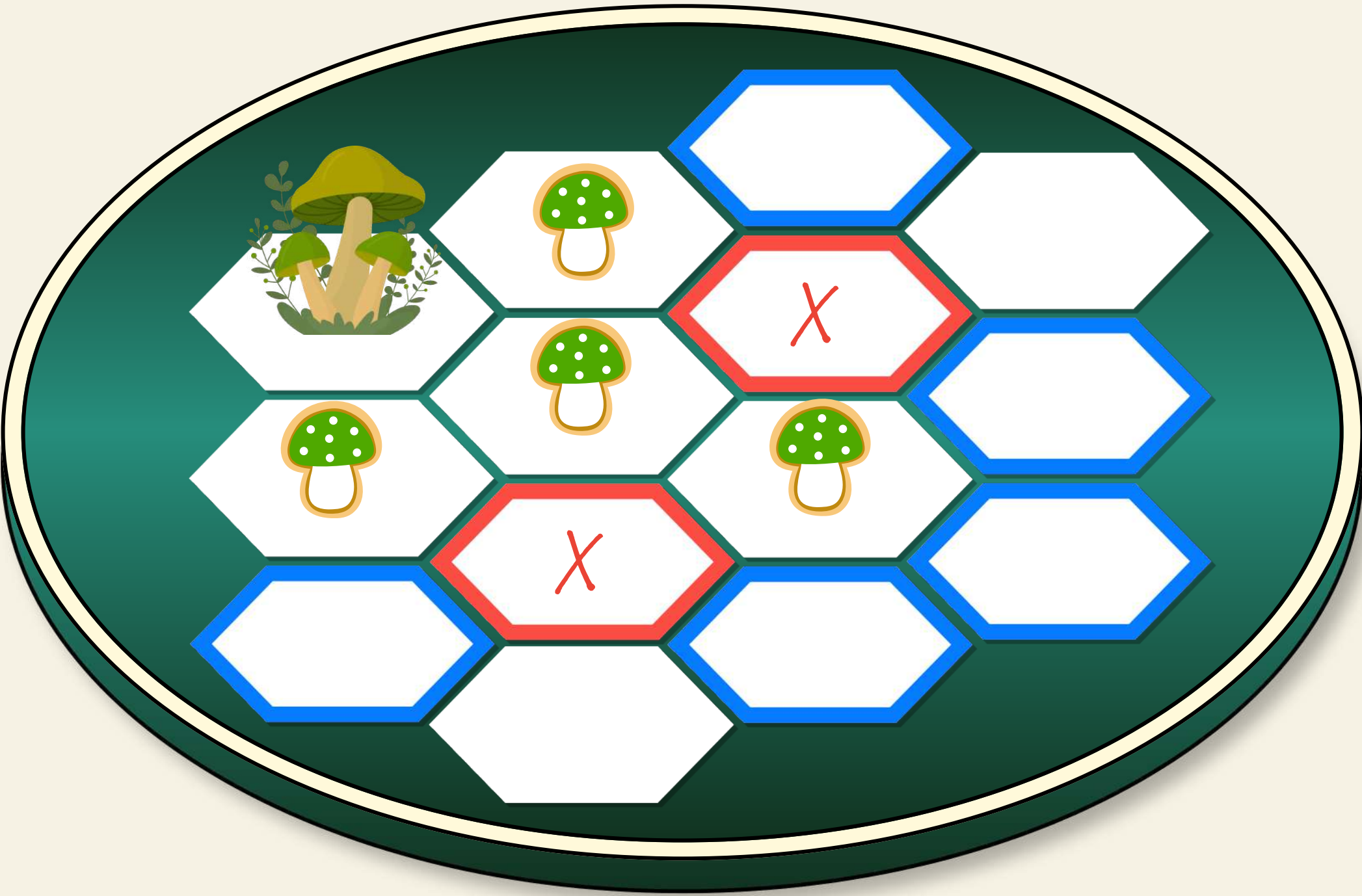
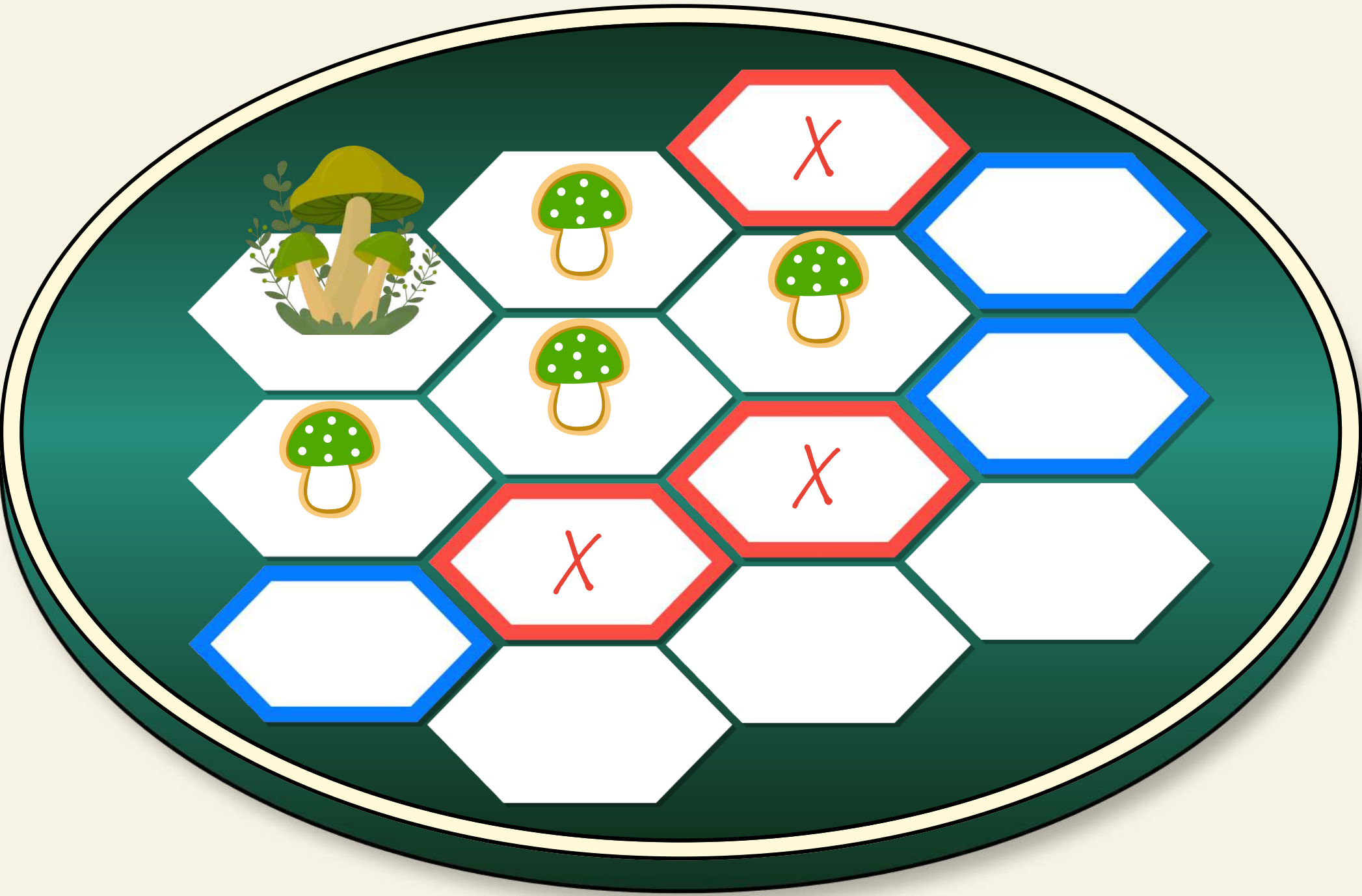


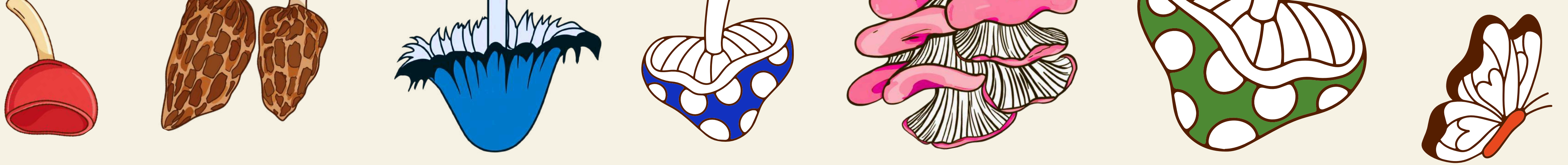
5





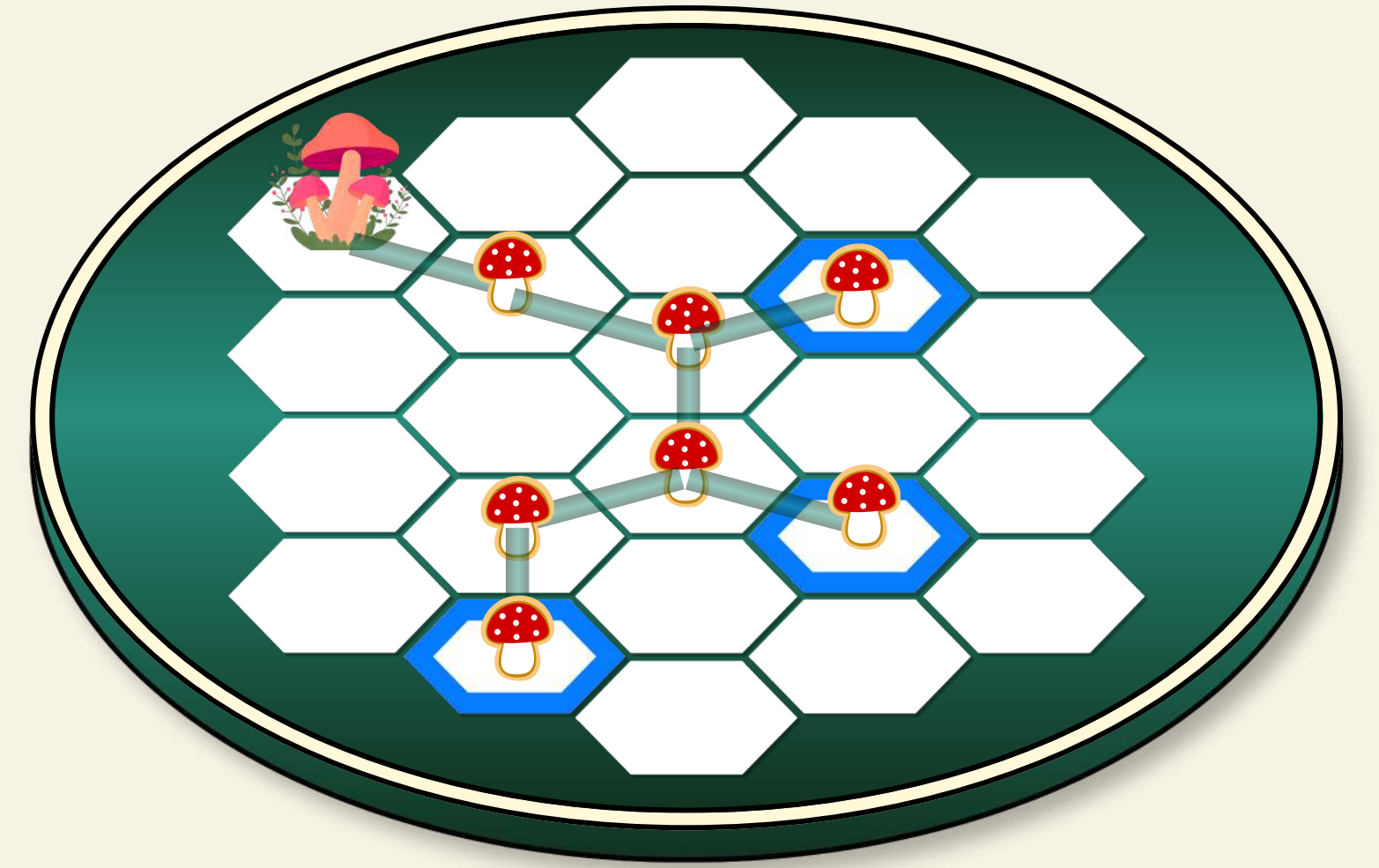
Below you'll find examples of where you can (blue spaces) and cannot (red spaces) place the next Green mushroom, based on the tokens already on the board.





MUSHROOM CHAINS

A mushroom chain (a mycelial network made up of thread-like hyphae) starts from one side of a colony. It can branch into several smaller chains, but **at least one mushroom** in the chain must be connected with (next to) one of your colonies, otherwise the chain starts to decay (see **Decaying**, pg. 8).



An example of a chain with 3 branch ends (blue spaces)



BAD MUSHROOM PLACEMENT

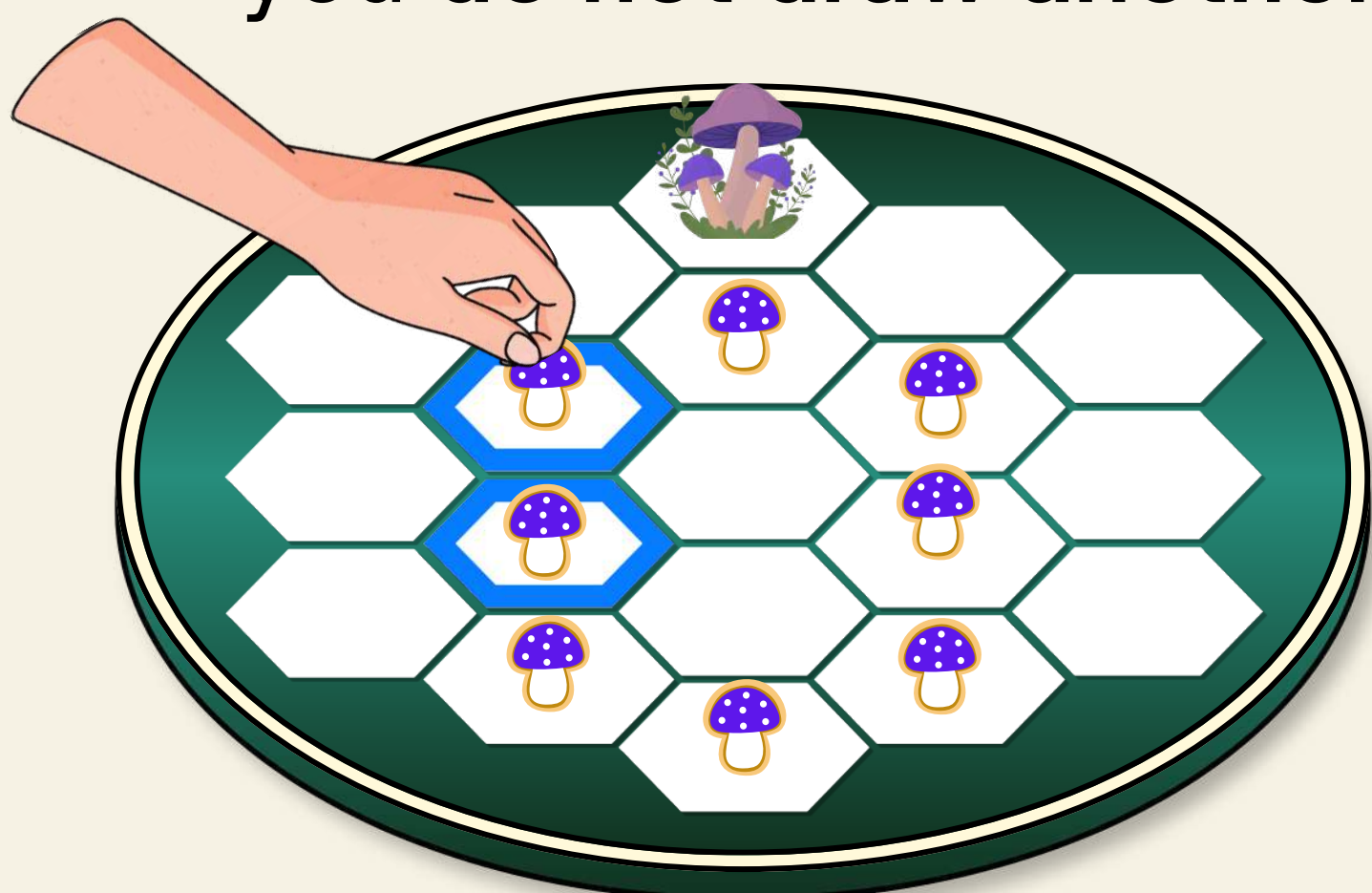
If you find mushrooms with placements that aren't allowed, at the end of the current player's turn remove **1 mushroom** from the board at a time until the remaining mushroom placements are valid (put the removed tokens on the "Desert of No Return"). Always remove the **fewest mushroom tokens** to make the remaining placements valid.

FAIRY RINGS

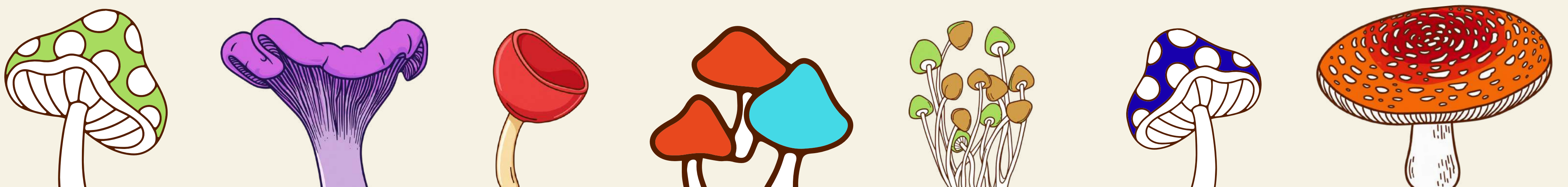
A Fairy Ring is created when your tokens surround **1, 2, or 3 empty spaces** on the board. For each Fairy Ring you complete, you immediately **draw a card**. Each empty space in the ring is worth **2** points at the end of the game.

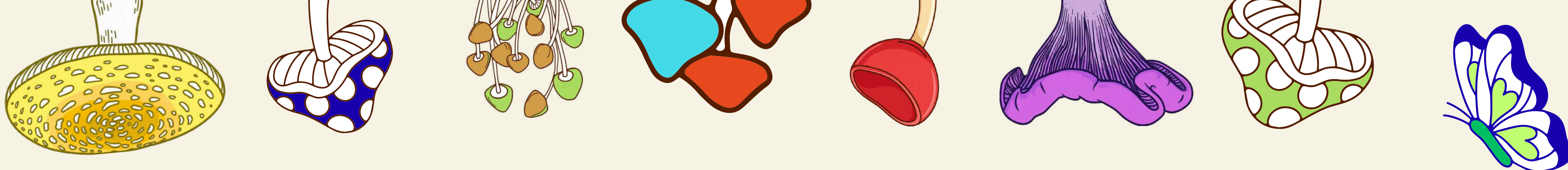


- If a player breaks your ring and you manage to reform it, you **draw another card**.
- If a player places a token **inside your ring**, empty spaces left in the ring will not count for points at the end of the game.
- If you remove their token(s) from your ring the spaces will count for points again, but you **do not draw another card** (the ring was not reformed).

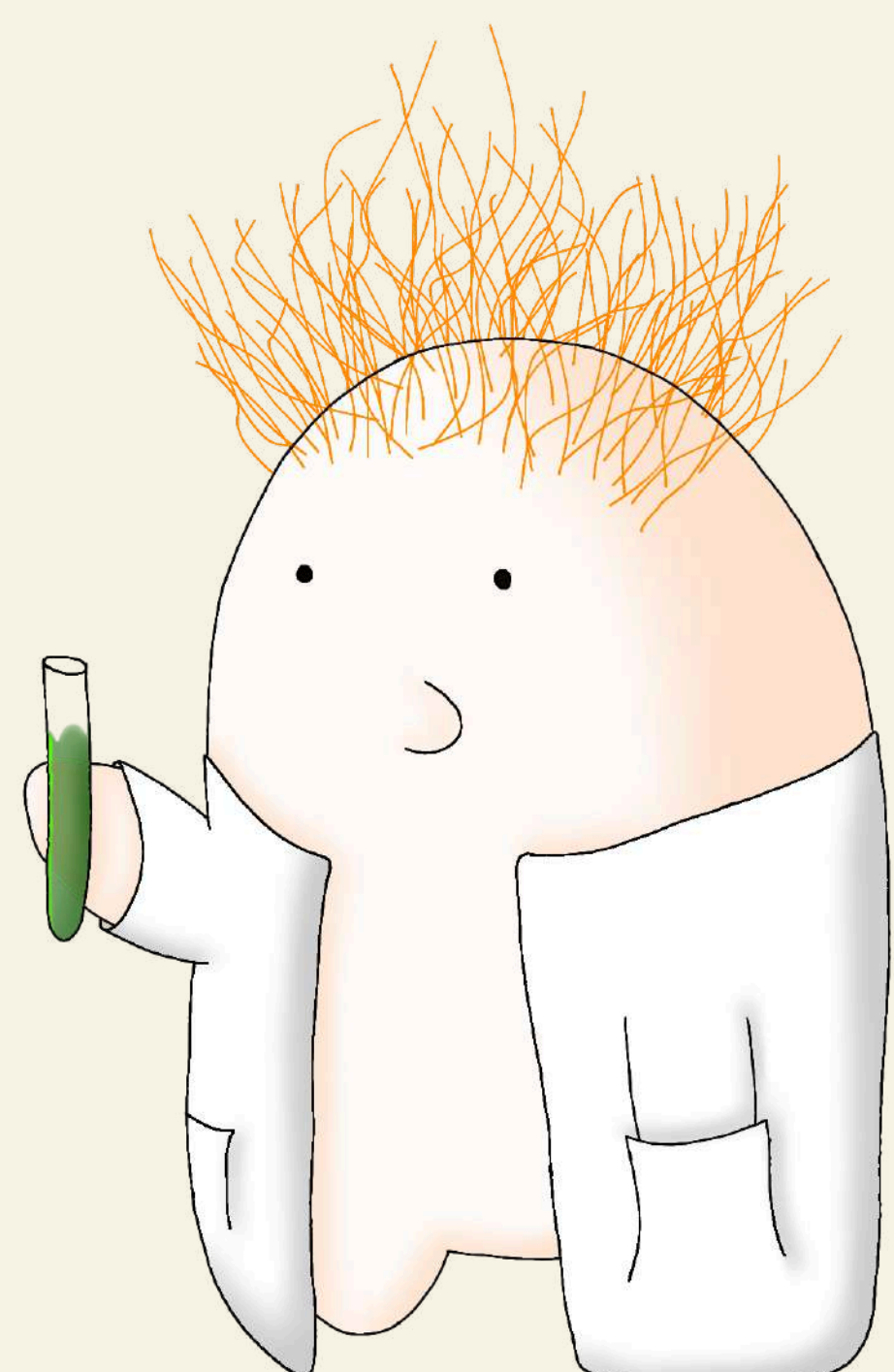


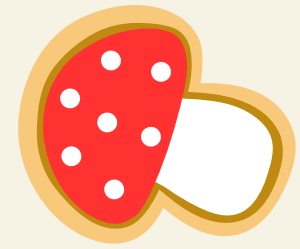
Ex: Purple uses 2  Growth Points to grow mushrooms in the **blue** spaces, completing a Fairy Ring. They immediately **draw a card** from the deck. At the end of the game - if another player doesn't break the ring or manage to place a token within it - Purple gets **4 points** (2 points for each empty space).





NOWHERE TO GROW



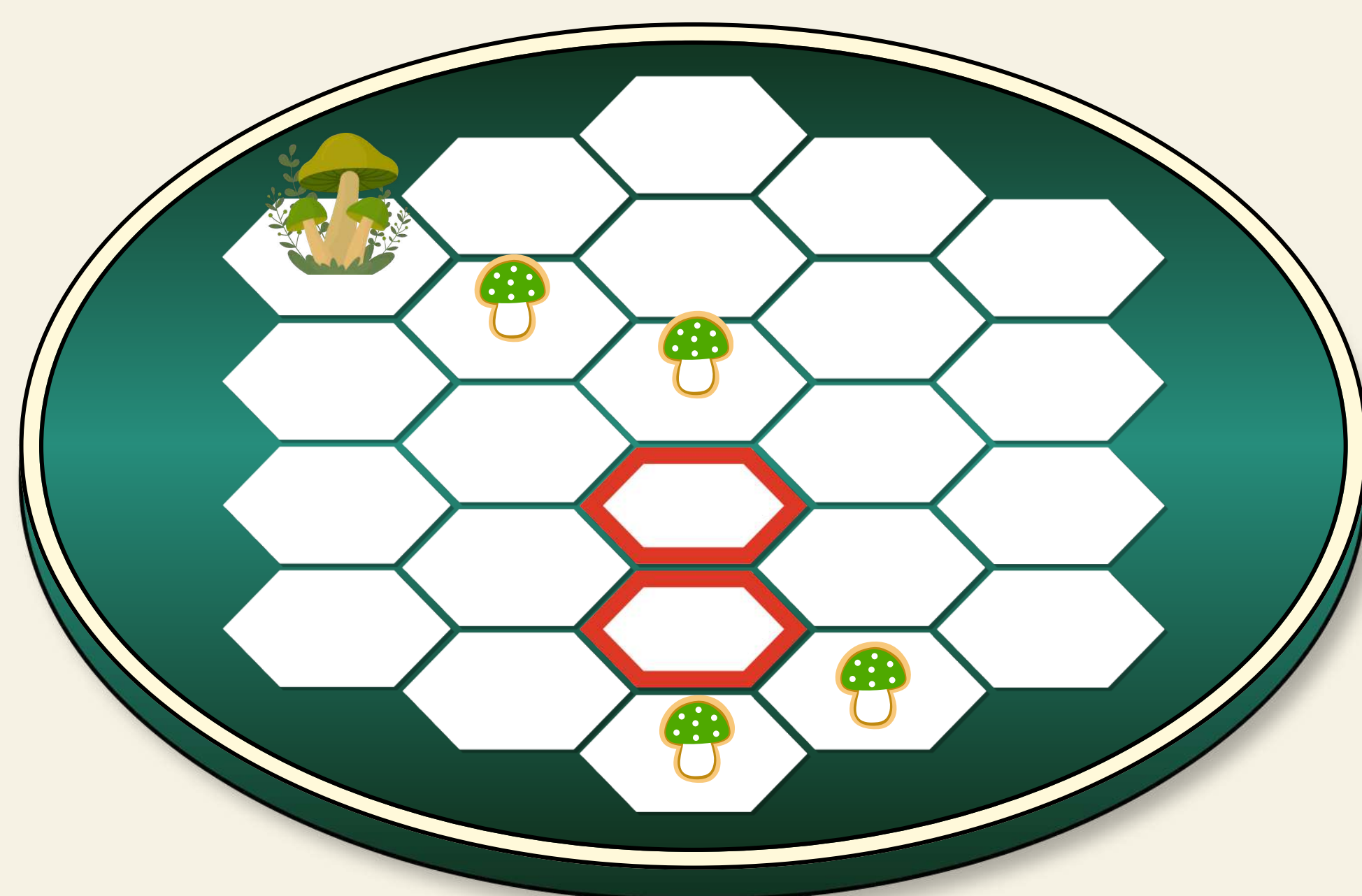
If you cannot place a token during your turn using a card or  Growth Points, place a mushroom token **on its side** in front of you. This indicates that you were unable to place a token on the board (see **Ending the Game**, pg. 4). If you are able  to place a token on your next turn, place the sideways token back into your supply.

*NOTE: Playing Humidify or Dehumidify cards on yourself do not count as placing a token, since no empty spaces were used. Playing a High Ground card only counts if you place one of **your own colonies** on the board.*

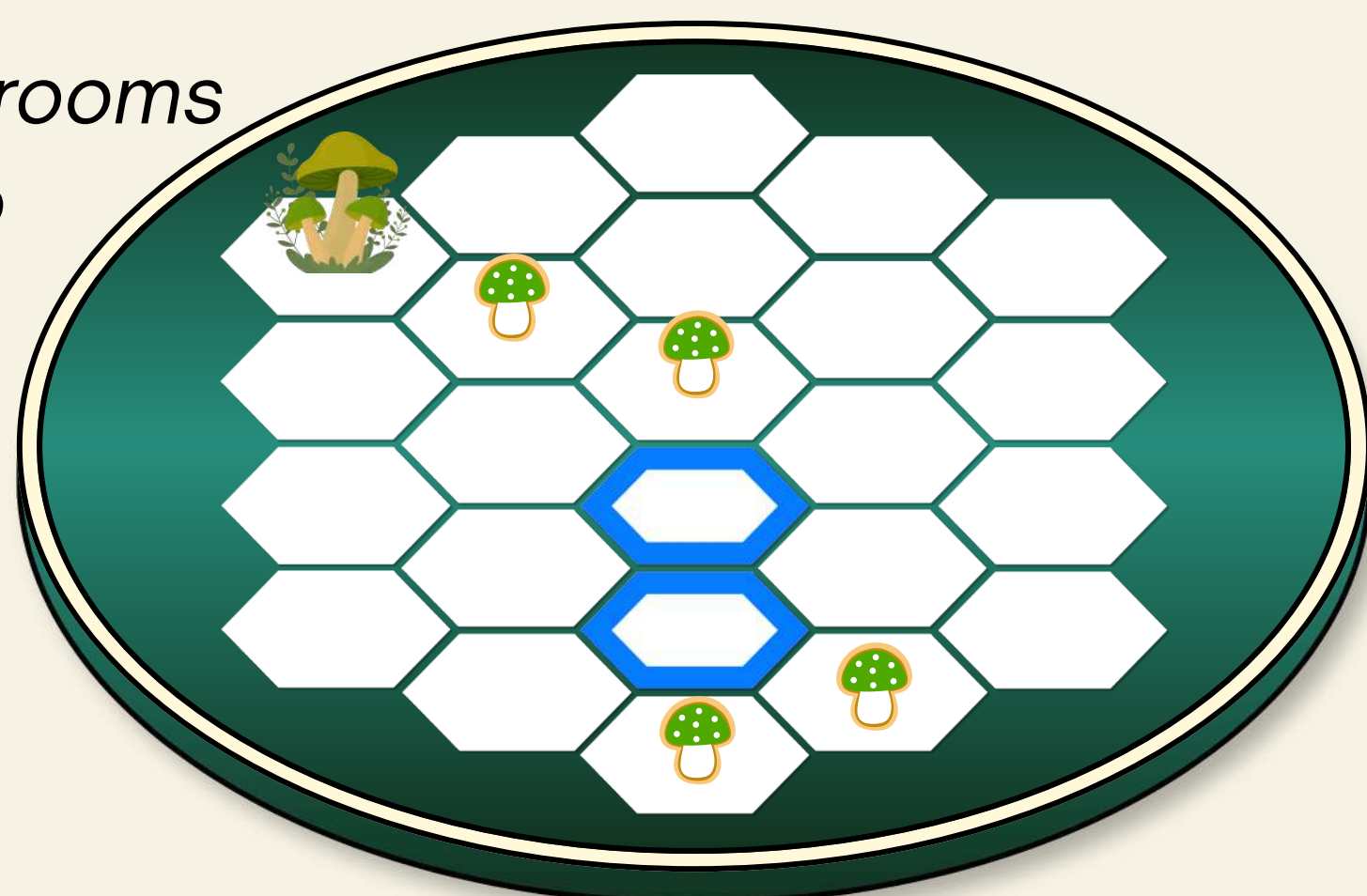
DECAYING

If at the end of your turn you have mushrooms or chains not connected to one of your colonies, they decay. **1 mushroom token is discarded** (placed on the “Desert of No Return”) from each disconnected mushroom or chain. A chain decays from the **ends first** (any end, if there are multiple branches; see **Mushroom Chains**, pg. 7). You choose which end of your chain decays. If the mushrooms are in a ring, any one of them may be discarded. Reconnecting a chain to a colony or another of your connected chains prevents further decay.

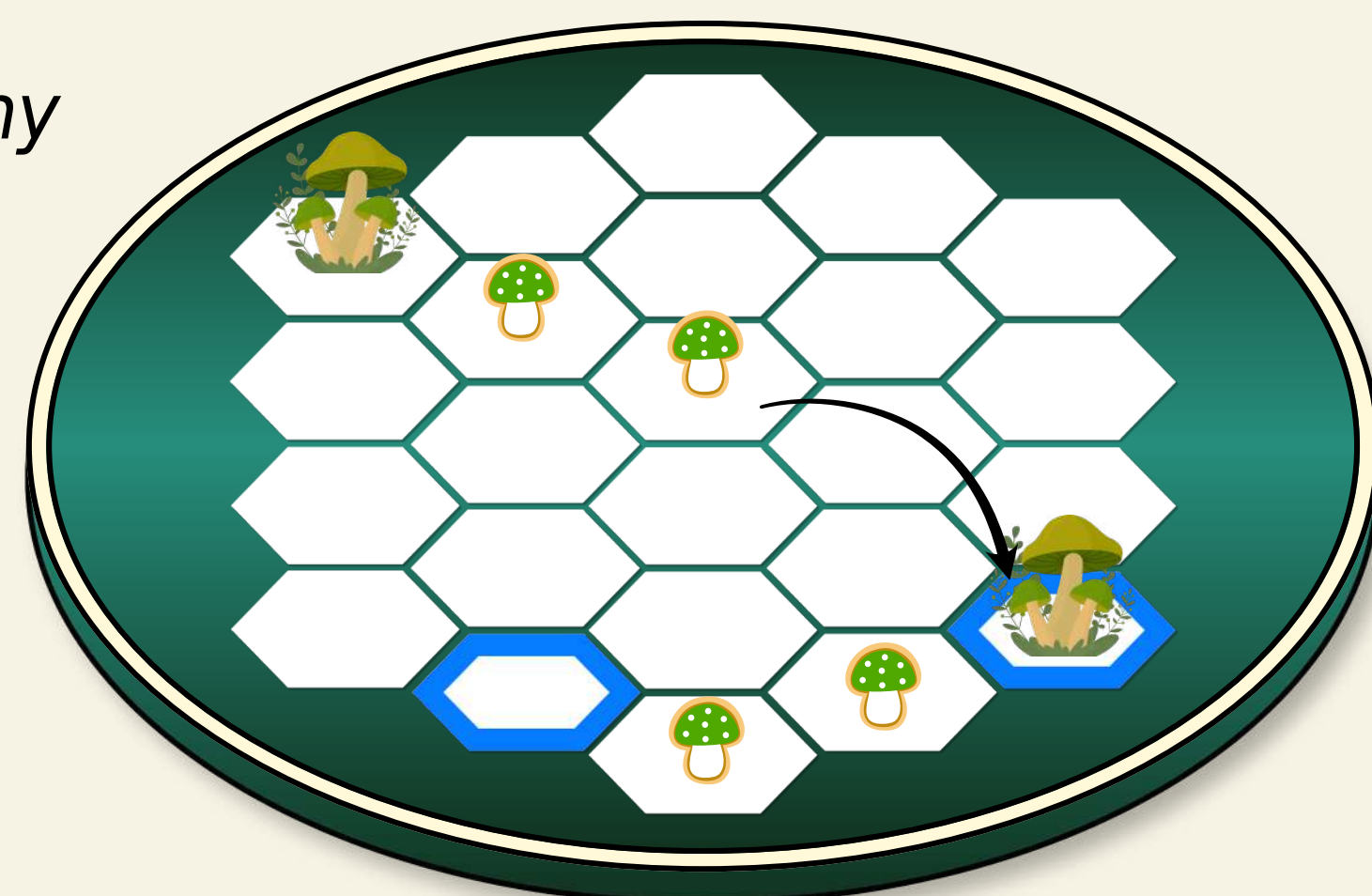
*Ex: Here we see two disconnected mushrooms. If they are not reconnected by the end of Green’s turn, **1 mushroom** would have to be **discarded** (Green’s choice). To prevent decay, Green can either grow 2 mushrooms to reconnect the chain (below left), or grow a new colony to support the decaying chain (below right).*

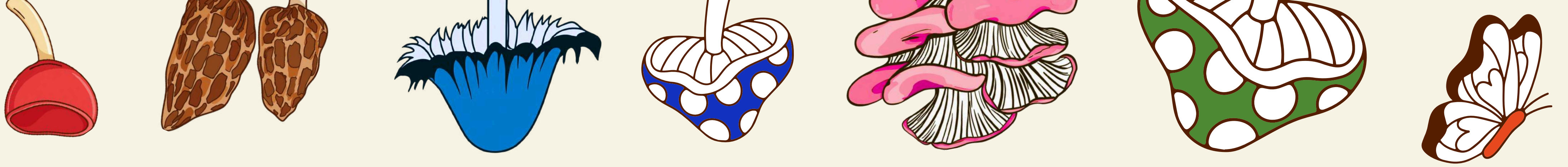


A. Grow 2 mushrooms (blue spaces) to reconnect the decaying chain (costs 2  Growth Points).



B. Grow a colony next to the decaying chain (in either blue space, costs 3  Growth Points).





GAME CARDS

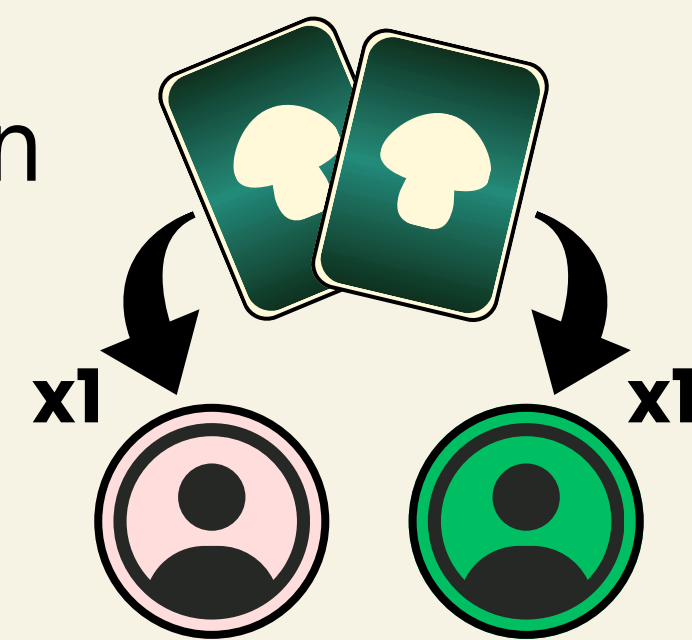
There are 48 cards in the deck, and 12 different types of cards. They are categorized by color: **BLUE** (👤➡️ use on yourself), **RED** (👤➡️ use on others), **BLACK** (👤↔️ use on anyone), and **YELLOW** (👤🛡️ reaction cards revealed in response to being the target of a card). Cards have the following rules:



Hand Limit: You can have up to **3** cards in your hand at the end of your turn (discard down to 3).

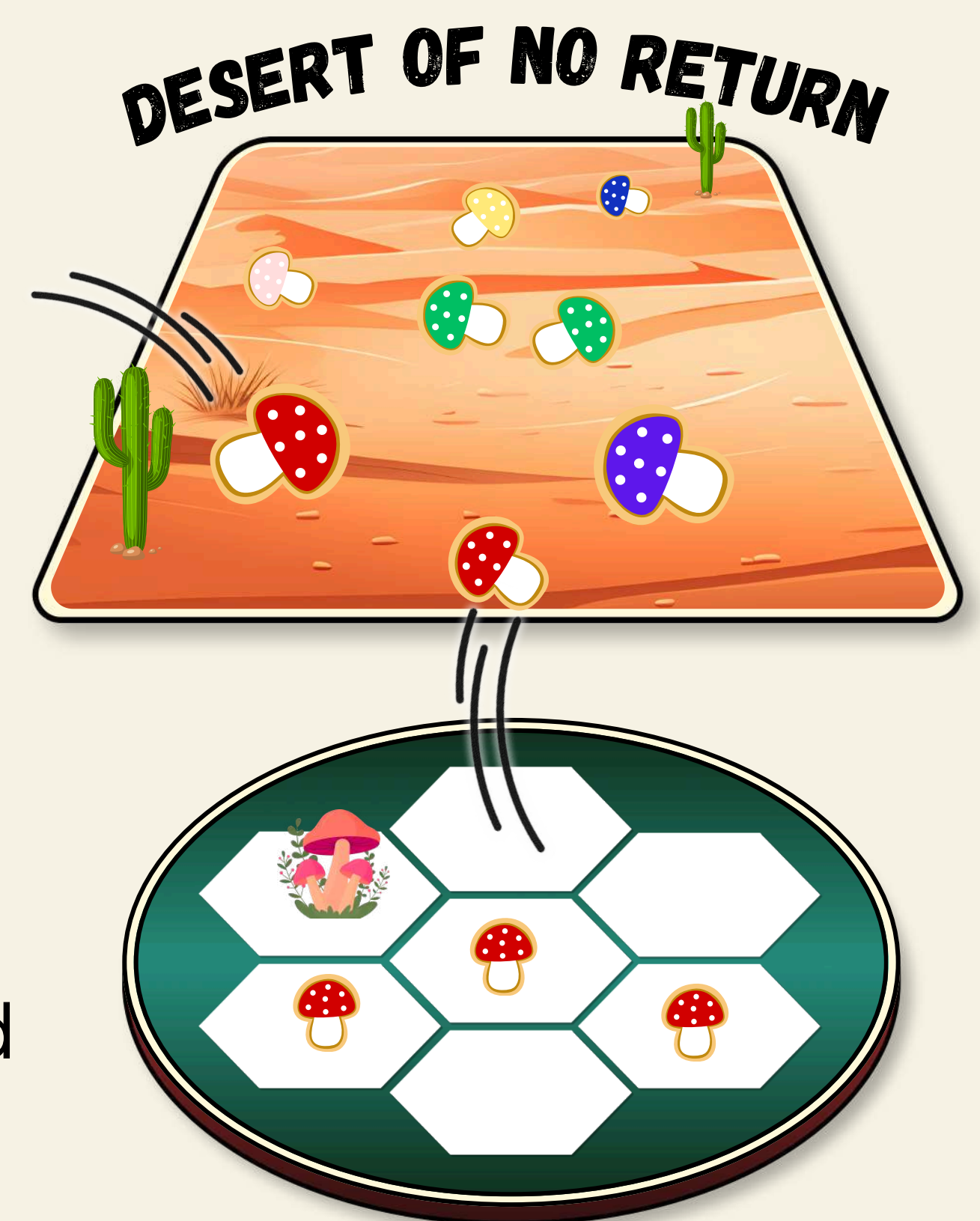
Playing Cards: Starting on the 2nd turn you can play up to **2** cards, but only **1 on any player** per turn, including yourself (no stacking).

No cards are played on the first turn.



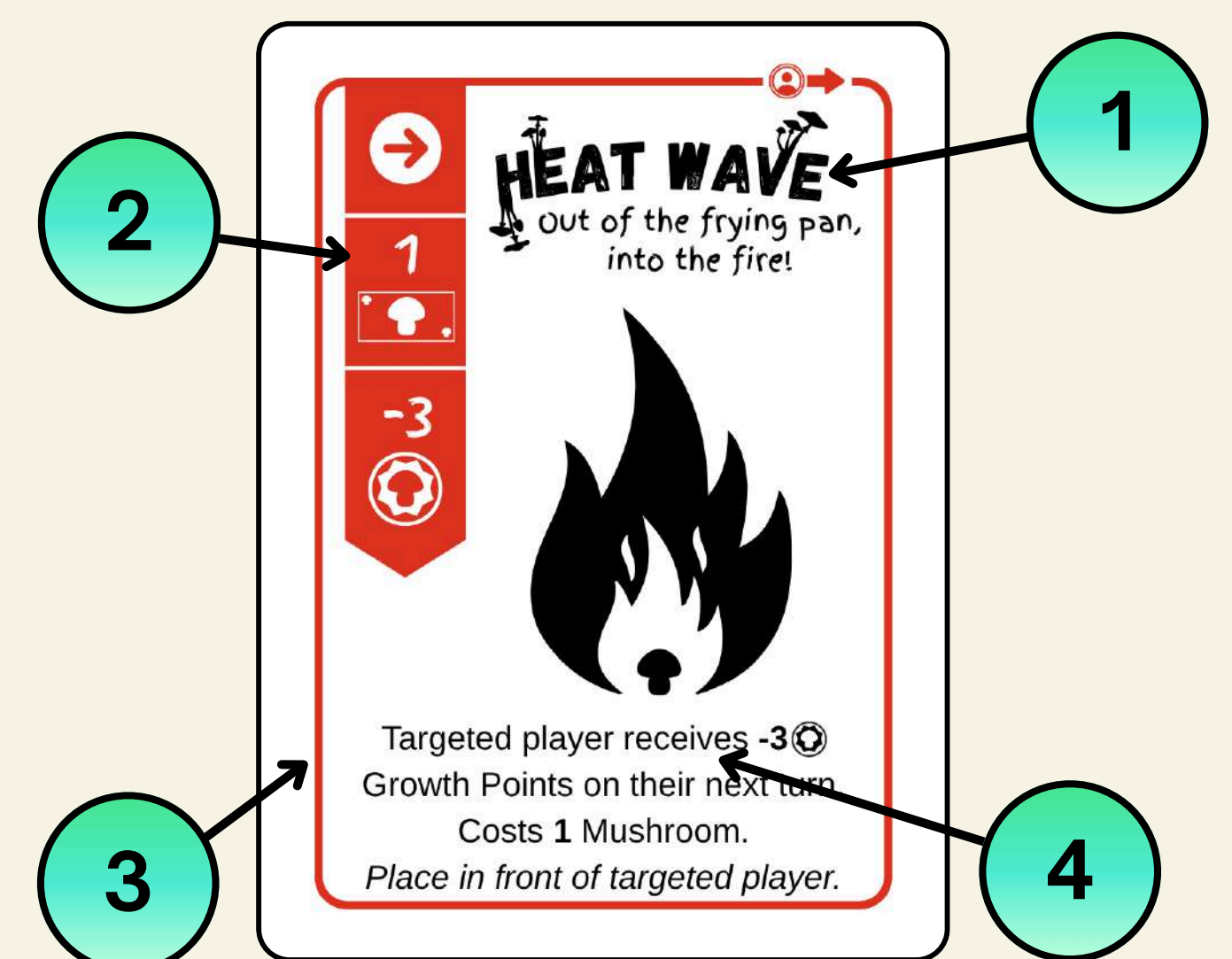
Pay the Cost: Some cards have a cost to play them, indicated by 🍄 and a number. To pay the cost, place those mushroom tokens from your supply onto the “Desert of No Return.”

Removed Tokens: Mushroom tokens discarded by card effects are placed on the “Desert of No Return” unless otherwise stated on the card. Colony tokens are always returned to the player.

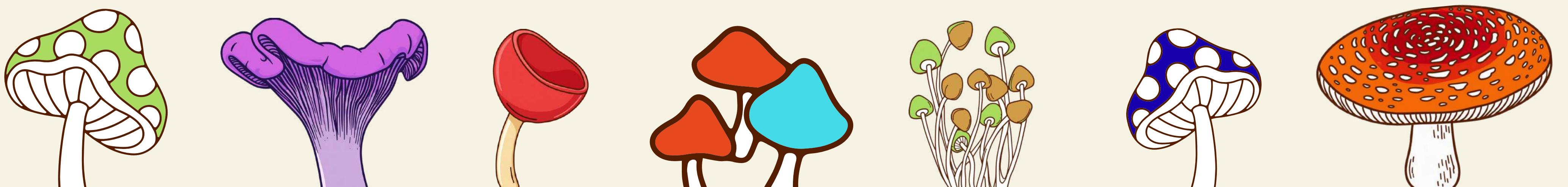


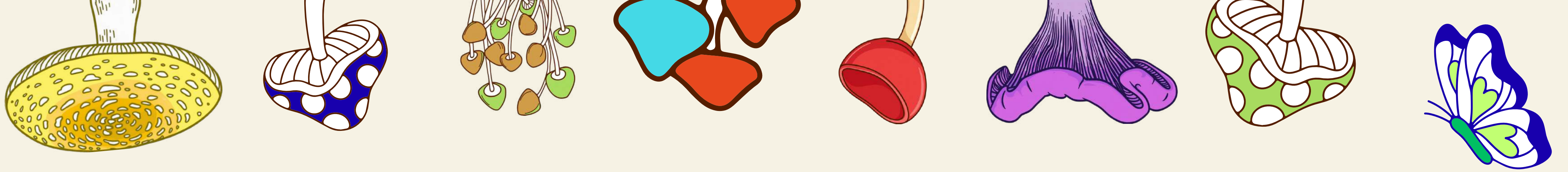
Reaction Cards: Targeted players may reveal a Reaction card (like *Starspores*) to block or respond to a card effect (only on themselves). Even if effects are blocked the **card costs are still paid** and both cards are discarded. *Reaction cards do not count as playing a card.*

Next Turn Cards: Indicated by ➡️ in the top-left, these cards are placed in front of the targeted player, and their effects last until the end of the player’s next turn, when they are discarded. A player can **only have 1** *Next Turn* card applied to them at a time.



1. Name
2. Effects & Cost
3. Color/Use
4. Description



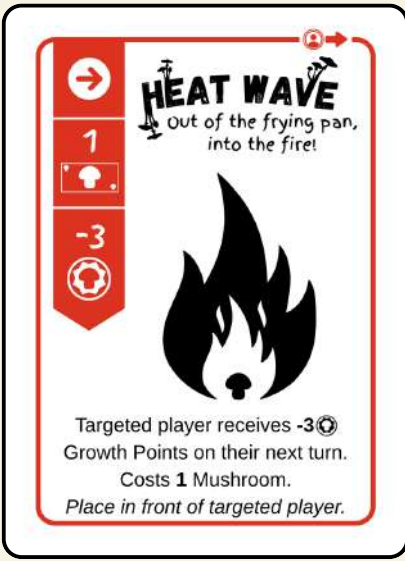


GAME CARD REFERENCE

Below you'll find the name, quantity, and descriptions for each card type in the deck.



Compost Bin (3): When played, you receive +3 Growth Points to spend that turn. Costs 1 mushroom.



Heat Wave (3): The targeted player receives -3 Growth Points on their next turn. Costs 1 mushroom. *Place in front of targeted player.*



Shroom Shroom (4): When played, you receive +2 Growth Points to spend that turn.



Stolen Nutrients (3): The targeted player receives -2 Growth Points on their next turn. *Place in front of targeted player.*



Starspores (6): You may reveal this card to prevent the effect of a card played against you. Card costs are still paid and both cards are discarded. *Revealing this card does not count as playing a card.*



Fungus Hold'em (4): The targeted player cannot play or reveal any cards until after their next turn (including reaction cards). Costs 1 mushroom. *Place in front of targeted player.*



High Ground (3): If the targeted player has an unplayed colony token, place it on any empty space in the play area. Costs 2 mushrooms.



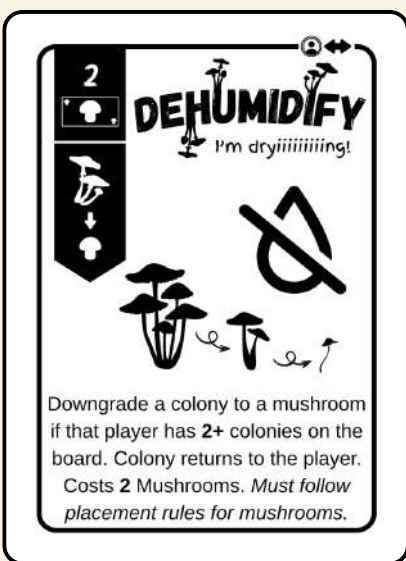
Picked Clean (4): The targeted player cannot draw any cards on their next turn, even if they complete Fairy rings. Costs 1 Mushroom. *Place in front of targeted player.*



Humidify (6): Upgrade a mushroom to a colony. The replaced mushroom returns to the player's supply. Costs 2 mushrooms.



Hufungus (3): Remove up to 2 connected mushrooms from the board. They must be from the same player. Mushrooms are discarded.

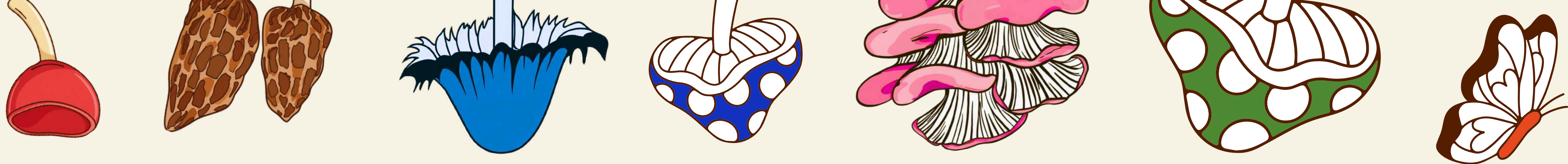


Dehumidify (6): Downgrade a colony to a mushroom if the targeted player has 2+ colonies on the board. The colony returns to the player's supply. Costs 2 mushrooms. *Must follow placement rules for mushrooms.*



Fungicide (3): Remove up to 3 connected mushrooms from the board. They can be from multiple player chains. Players can only block the effect on their own mushrooms. The targeted mushrooms are discarded. Costs 1 mushroom.





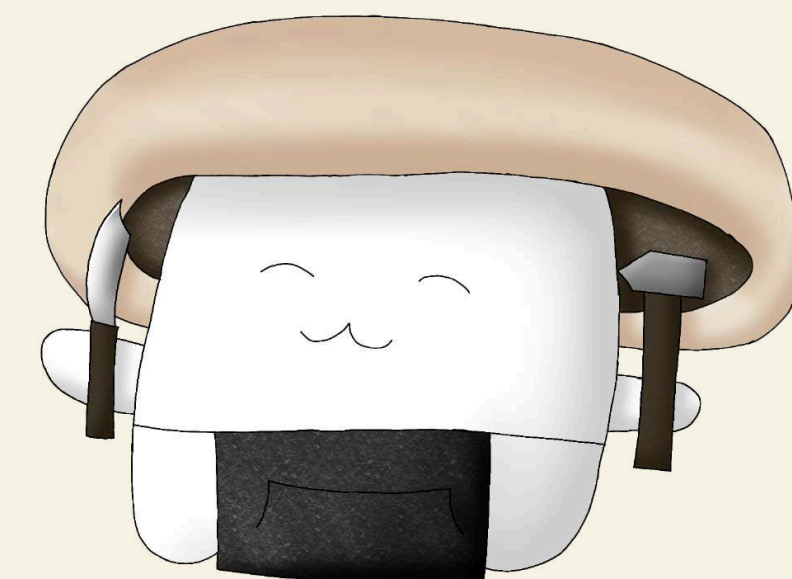
CAST OF CHARACTERS



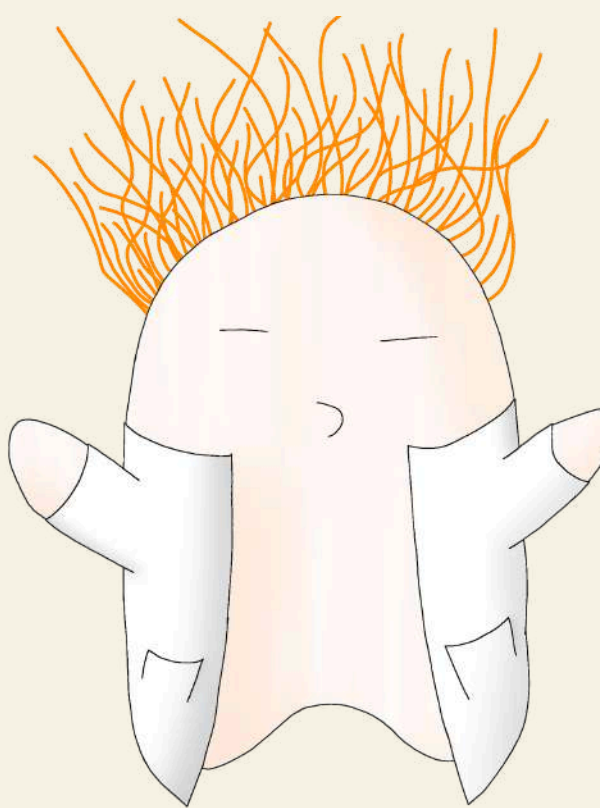
King Stropharia XVI
Stropharia rugosoannulata
“king stropharia”

Ruling over his kingdom, Stropharia XVI guides his realm to prosperity, and pushes smaller kingdoms around for fun.

Porto Bellows
Agaricus bisporus
“portobello mushroom”



Known for his amazing kitchen cutlery and razor-sharp wit, this master knife maker’s work can be found in restaurants around the world.



Dr. Cordy Ceps
Cordyceps militaris
“caterpillar fungus”

Dr. Ceps is all about cooperation. That’s why they’re working on a formula that makes other fungi do their bidding!

Cap’n Poly Waxington
Gliophorus psittacinus
“parrot waxcap”



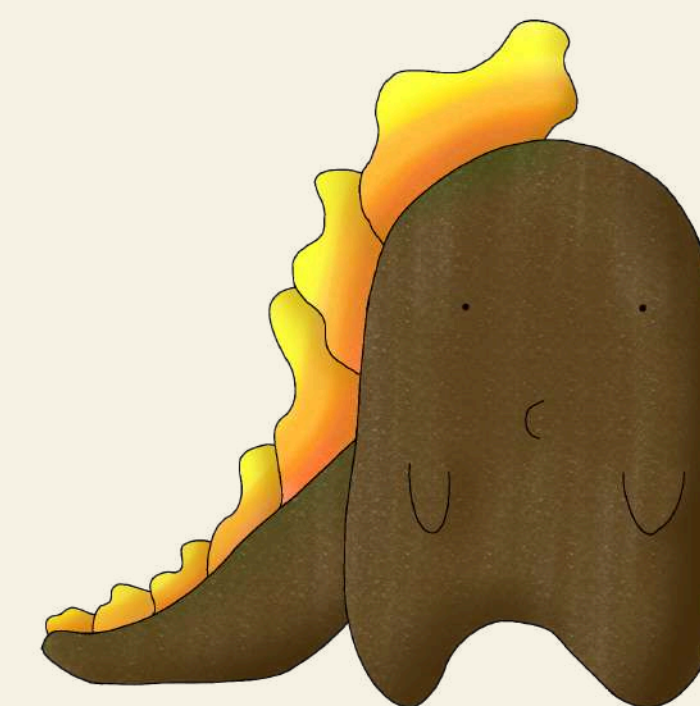
Swashbuckler and swampfarer extraordinaire, Cap’n Poly sails the gloomy marshlands in search of adventure.



Inky Caparelli
Coprinopsis Comatus
“shaggy ink cap”

She’s a mob boss for the famed Caparelli family by day... and a major punk rocker by night! Inky shreds 24/7.

Chris Hemswood
Laetiporus sulphureus
“chicken of the woods”



An actor, Chris is often typecast as a giant monster, destroying small towns and cities. He dreams of a starring role in a Hollywood blockbuster.

▶ Learn to play!



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Character Design: Taren Diaz. Game Design: Tony Diaz.

WARNING: Choking Hazard. Not for children under 3.

Nonymous Games, PO Box 3571, Broken Arrow, OK 74013 USA.
<https://nonymous.games> playnonymousgames@gmail.com

