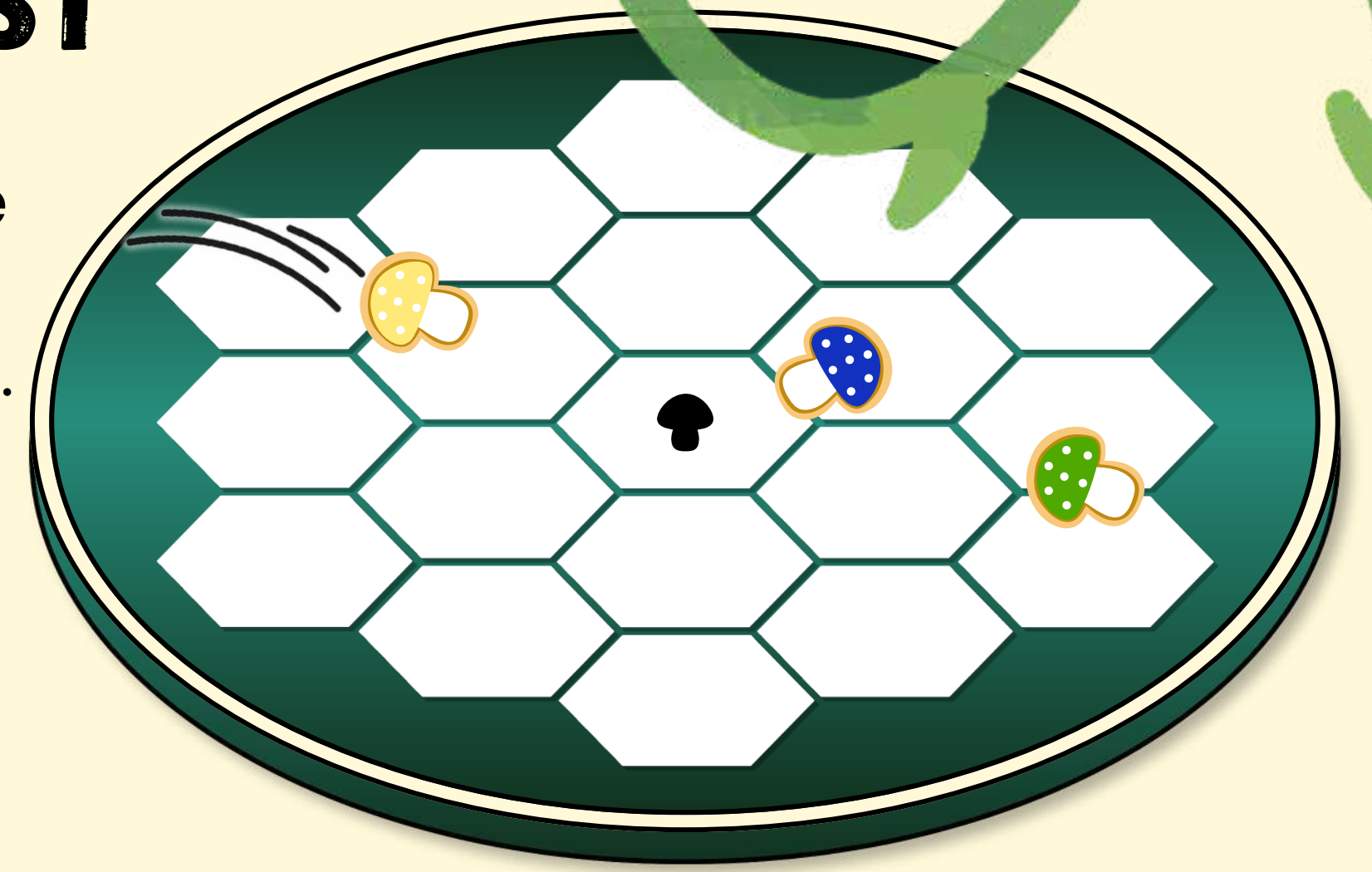


SPORE-ADIC!

Setup Guide

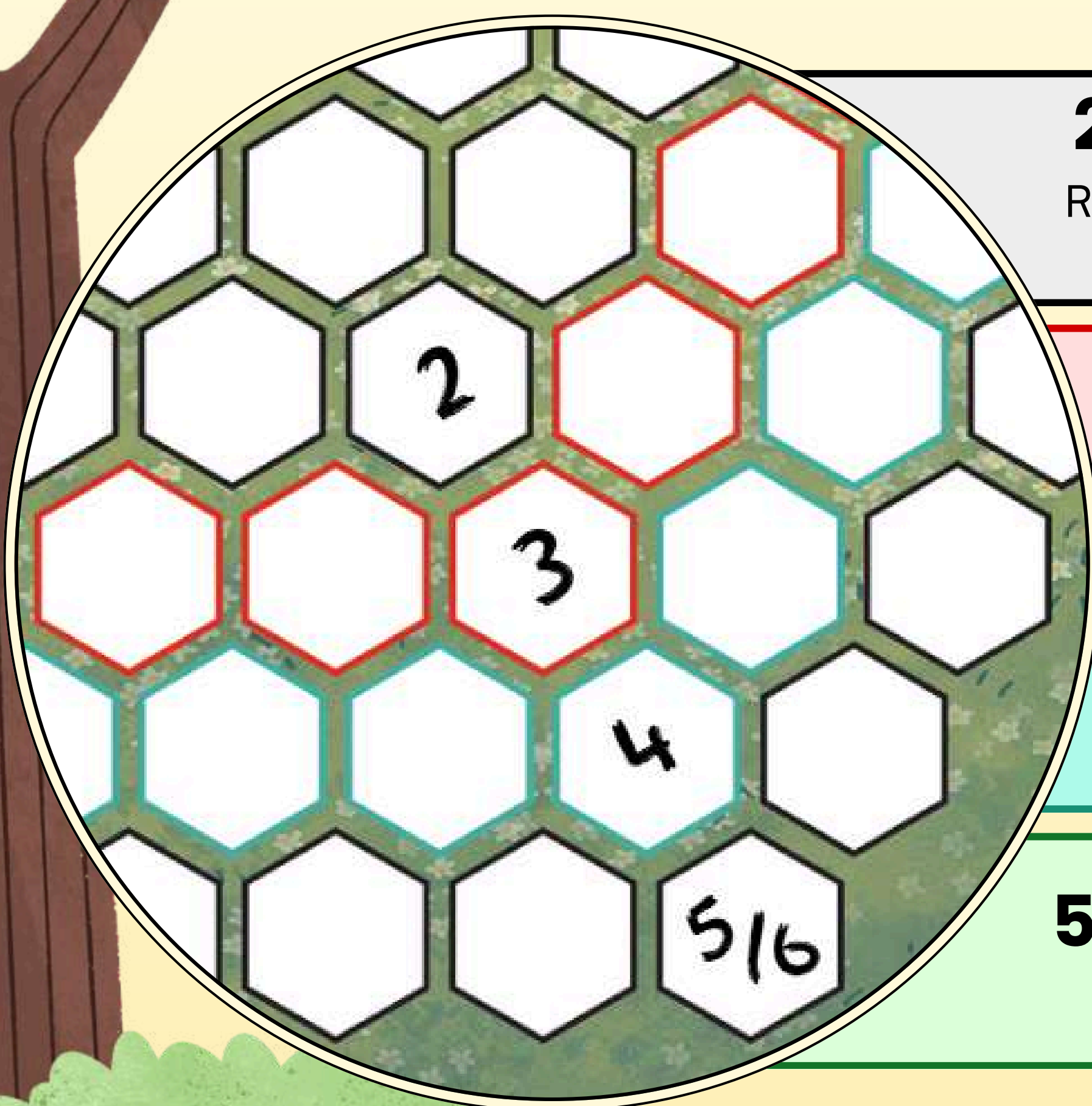
1. WHO GOES FIRST

Each player tosses a mushroom token; the one closest to the center mushroom icon goes first. Turns go clockwise.



2. PLAY AREA

Use the colored hex rings on the board to set the play area size for 2-4 players.



2 Players

Ring "2" (Smallest numbered ring)

3 Players

Red "3" Ring and within

4 Players

Teal "4" Ring and within

5-6 Players

Use Entire Board

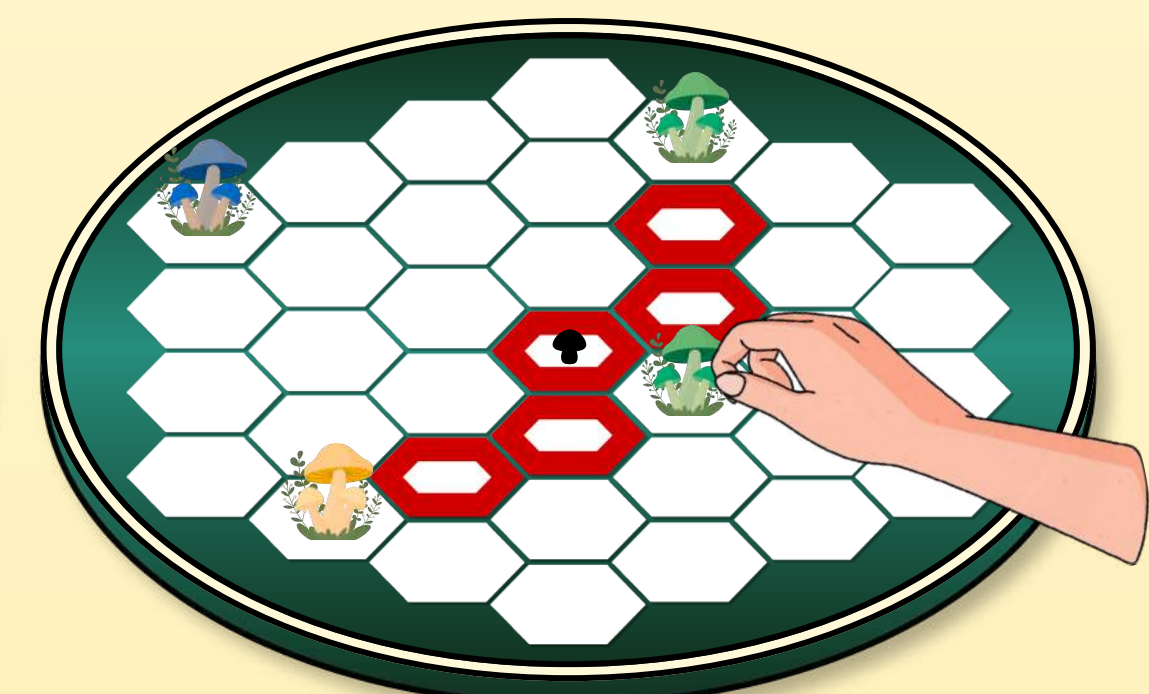
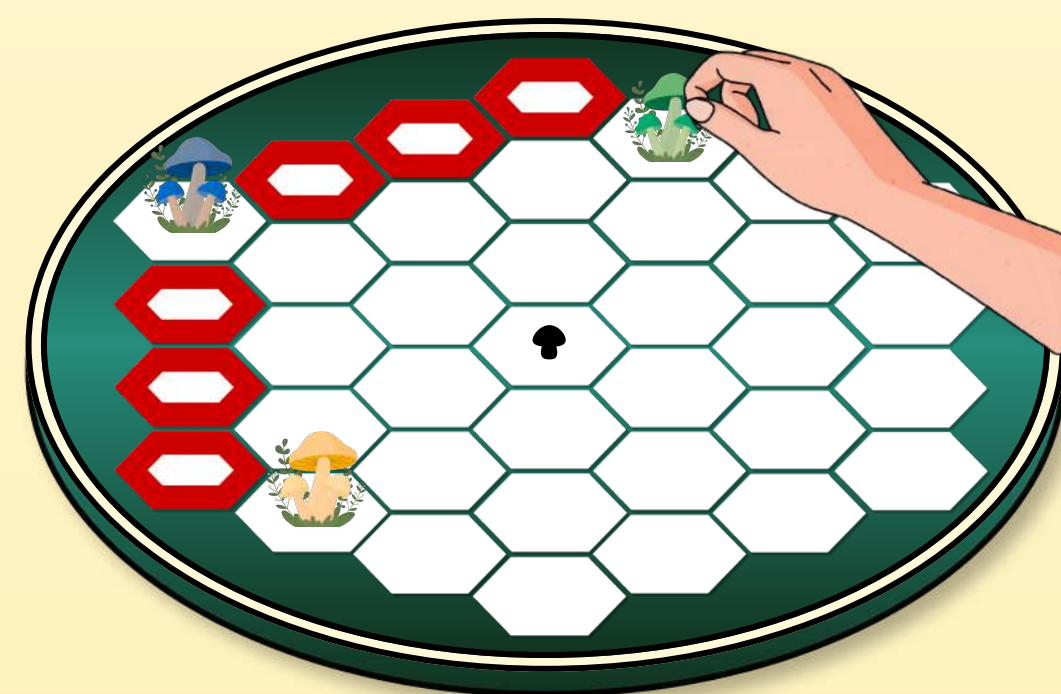
3. PLACE STARTING COLONIES

1st COLONY

Edge of the play area, 3+ spaces between each.

2nd COLONY:

Anywhere except center, 2+ spaces between each, including your own.



Use "Snake Order" for Setup

The first player places their second colony last after all other players have placed theirs.



4. GAME DECK

For 2-3 player games, remove all *Fungicide*, *Heat Wave*, and *Compost Bin* cards before shuffling (they are not used).



SPORE-ADIC!

Gameplay Guide

THE 4 TURN PHASES



**PHASE 1:
Draw a Card**

Take one card from the deck. If the deck is empty, skip this step without reshuffling.



**PHASE 2:
Play up to 2 Cards**

After your first turn, you may target a player once per turn (including yourself); mushroom costs are paid to the "Desert of No Return."



**PHASE 3:
Spend Growth Points**

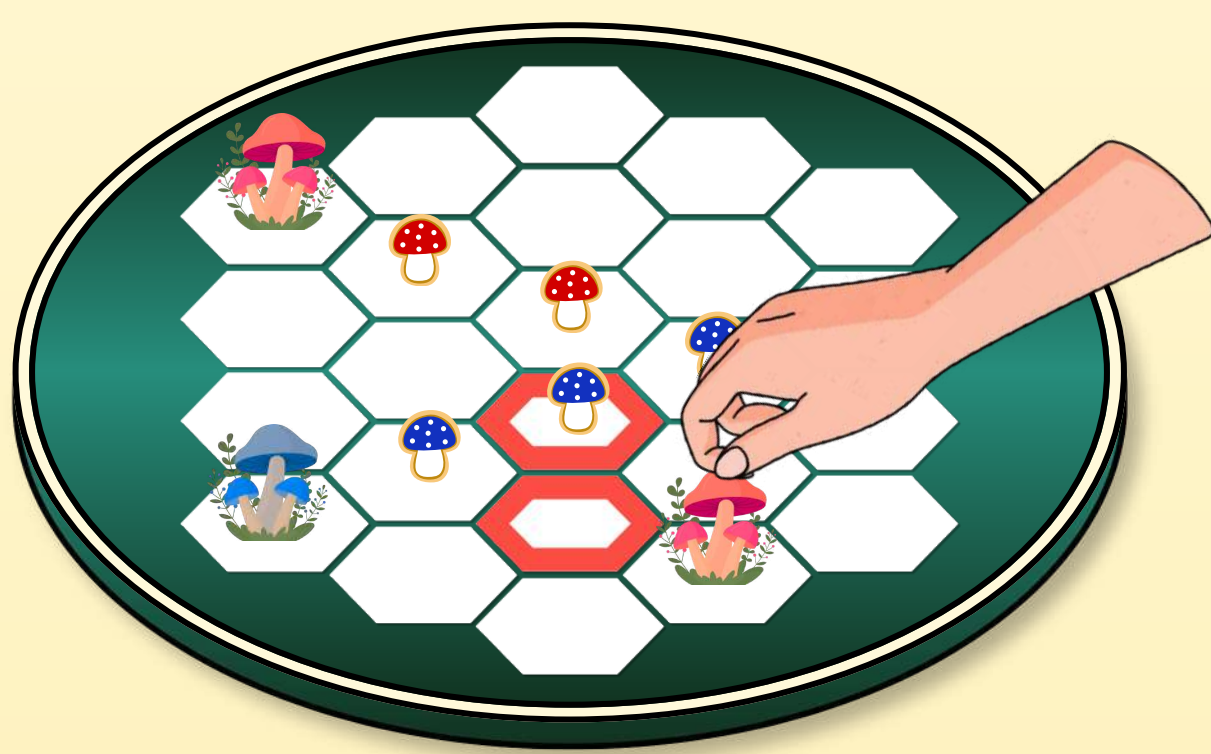
You get 4 Growth Points every turn; grow Mushrooms for 1 pt, Colonies for 3 pts. You must spend as many Growth Points as possible.



**PHASE 4:
Discarding & Decaying**

Discard down to 3 cards; perform "decaying" (if needed) by removing one token from each disconnected mushroom chain.

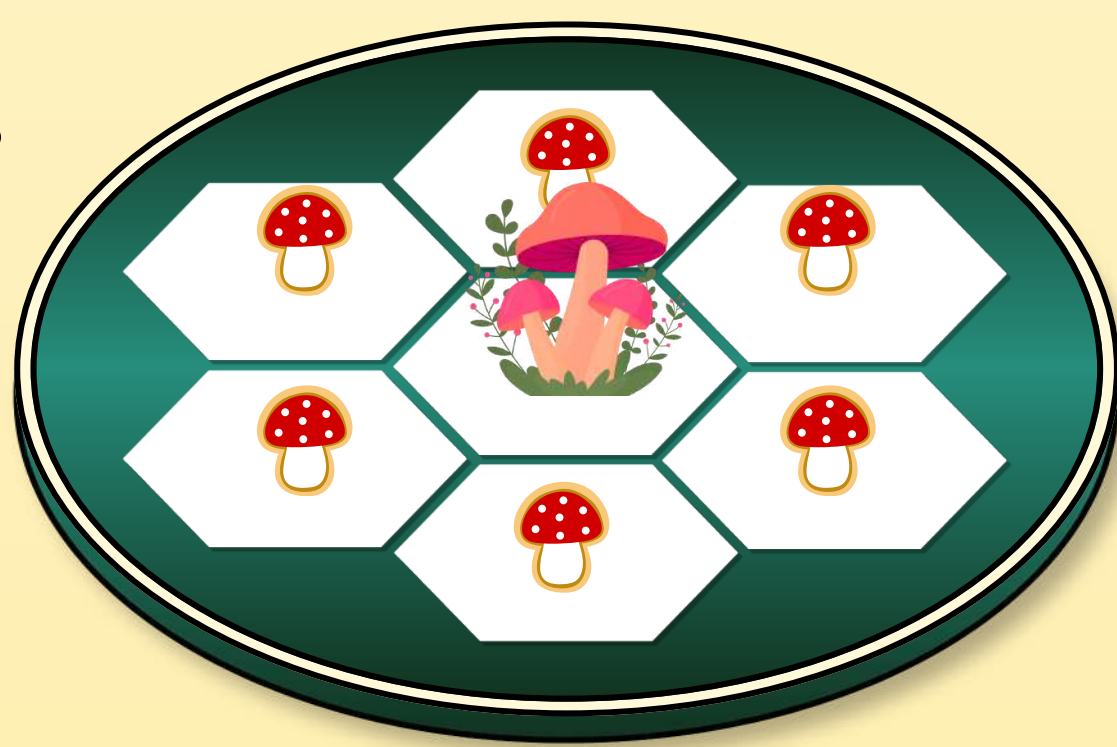
COLONY PLACEMENT RULES



Growing a Colony

When growing a colony, there must be exactly 2 spaces between it and your existing colonies or connected mushrooms.

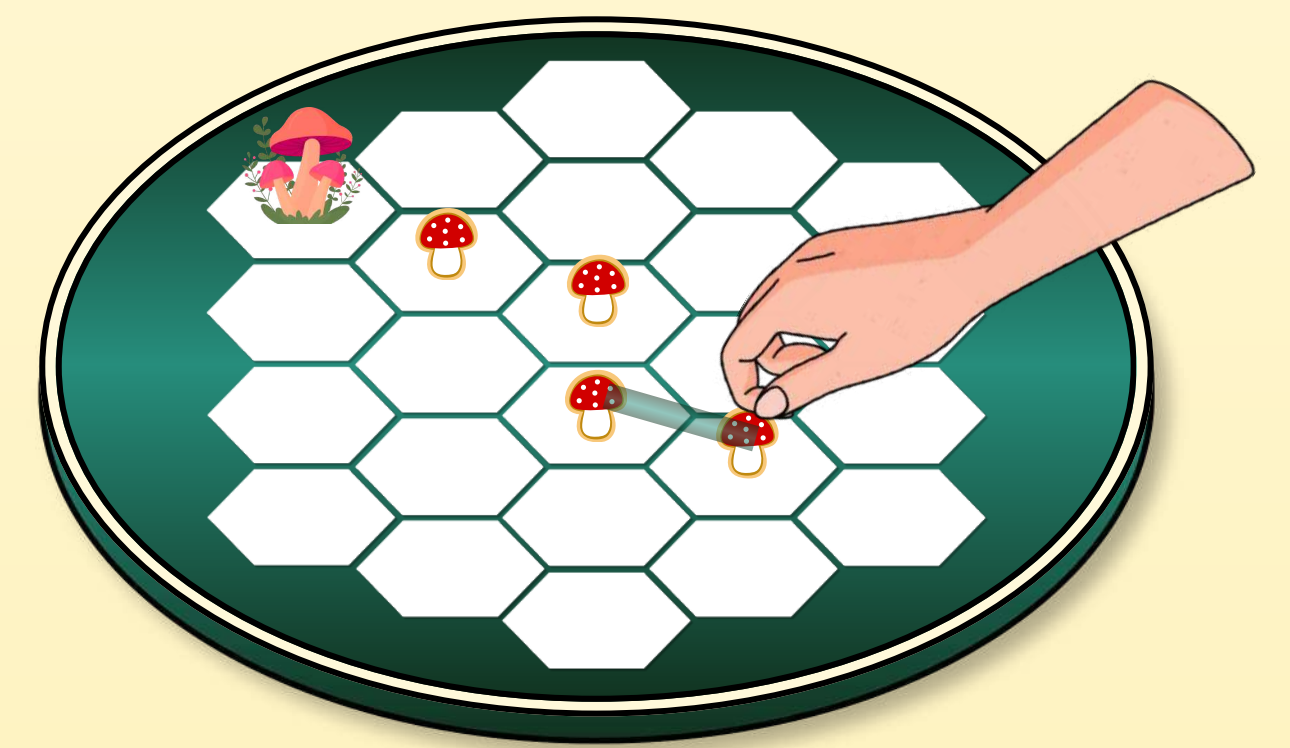
You can grow mushrooms from all directions surrounding your colony.



MUSHROOM PLACEMENT RULES

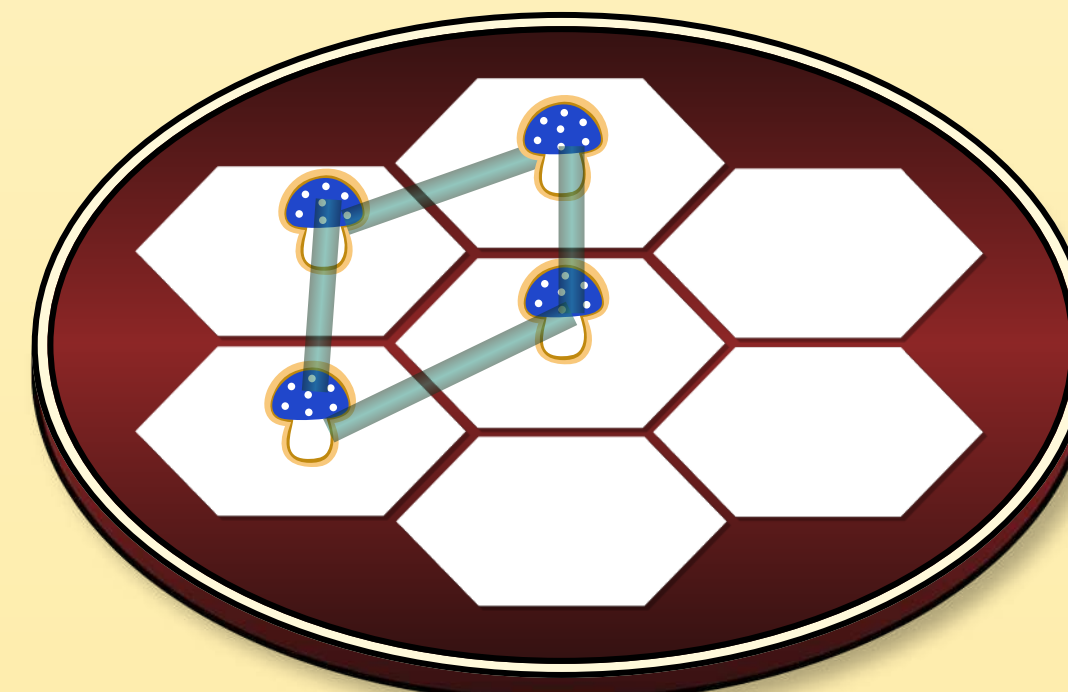
Growing Mushrooms

Mushrooms must be grown next to your colonies or a mushroom chain connected to one of your colonies.

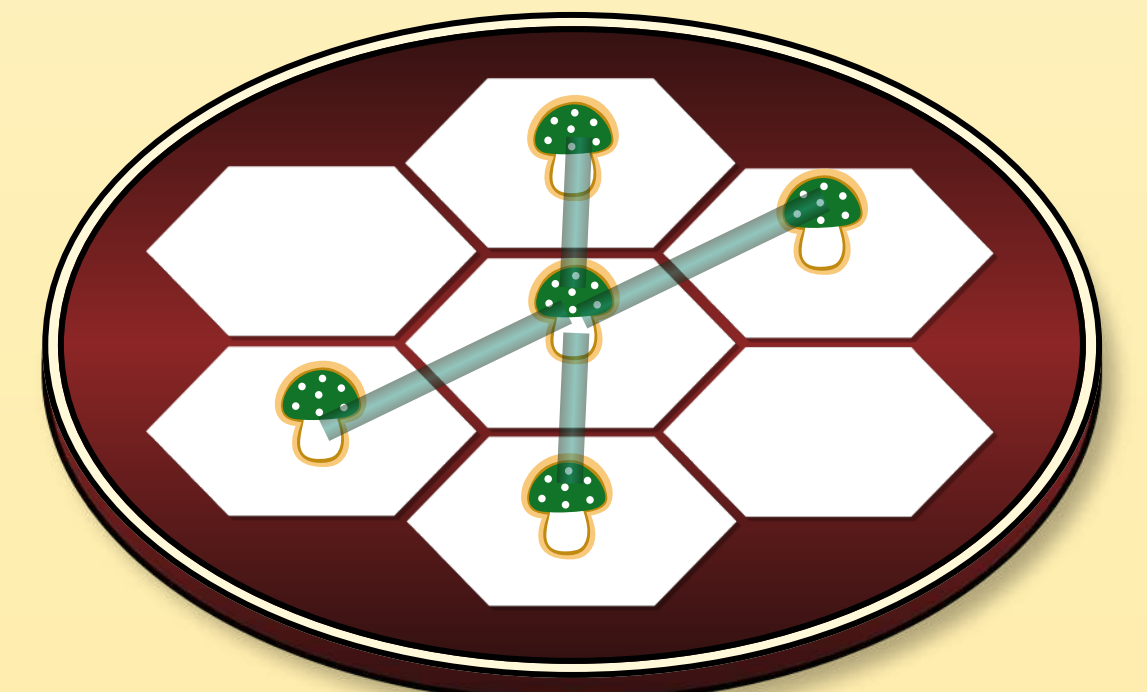


3 Connections & No Diamonds

Your mushrooms can be connected with up to 3 other of your own mushrooms; colonies do not count. Your connected mushrooms cannot form a diamond.



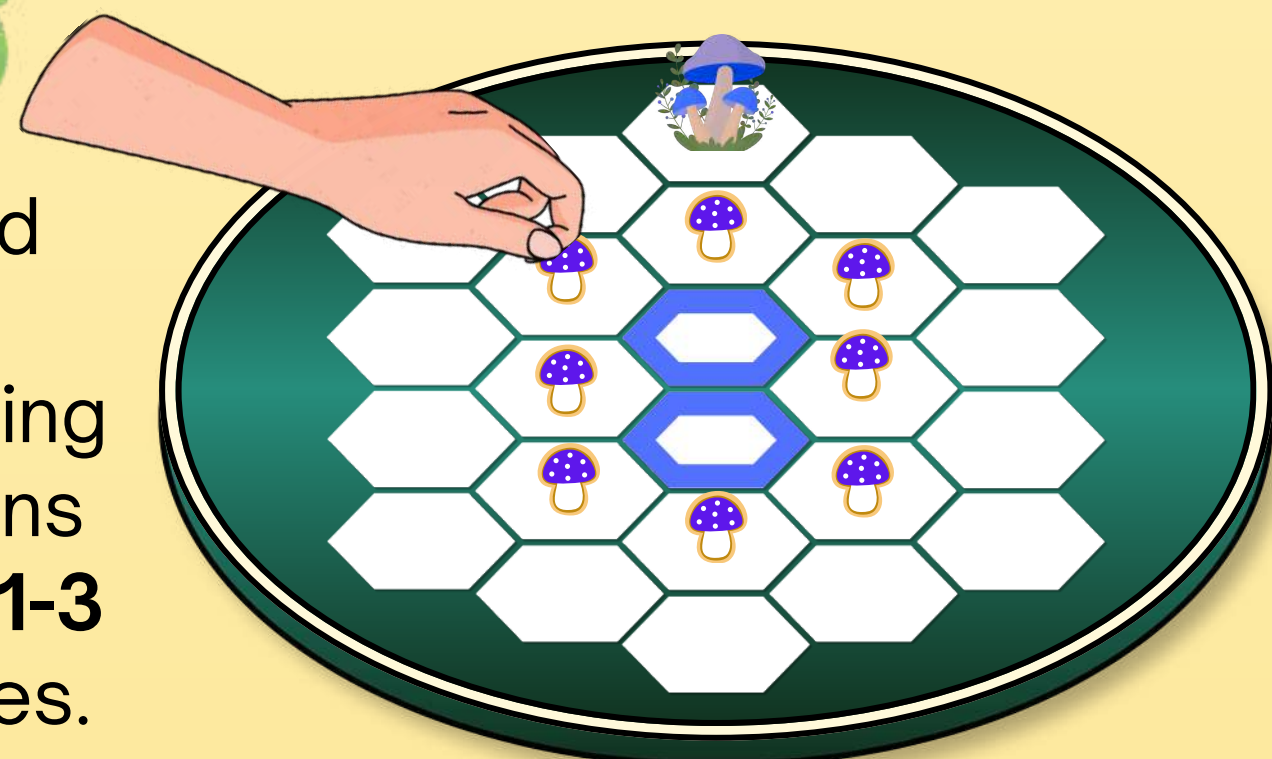
Cannot form a diamond.



Too many connections (no bowties).

FAIRY RINGS

Draw a card when you complete a ring of your tokens surrounding 1-3 empty spaces.



SCORING

	Mushroom	1 Point
	Colony	3 Points
	Fairy Ring Space	2 Points

