



For over 300 million years, trees have traded with fungi in underground symbiotic relationships known as mycorrhizas (my-co-rise-ahs). Trees offer some of the carbon they photosynthesize in exchange for nutrients that the fungi extract from the soil. Scientists continue to make new discoveries about this hidden world, including hints that some of the carbon seems to go through the fungal network and into the trees' seedlings.

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A game for 1 to 4 players, ages 10+

In this game, you will play a mature Douglas-fir tree in the Pacific Northwest of North America. Your goal is to establish seedlings and help them successfully grow into trees. At the end of the game, the player who has grown the best set of seedlings with the most valuable symbiotic relationships will win.

Components



4 Quick Sprout guides



1 First Player marker



4 Player boards



1 Carbon Track board



6 Goal cards



16 Goal Track discs
(4 per player)

50 wooden black 
Carbon disks

24 wooden blue 
Nitrogen cubes

24 wooden orange 
Phosphorus cubes

24 wooden purple 
Potassium cubes



24 Seedling tokens
(6 per player)



16 Tree tokens
(4 per player)



16 Bonus tiles



4 Carbon Track discs
(1 per player)



40 Mushroom tiles



2 Starting Mushroom tiles

1 Scorepad 

30 Solo cards

1 Solo board



72 Root tokens
(18 per player)



16 Activation tokens
(4 per player)

Setup

1

First Player: Randomly select a first player and give them the First Player marker.

Quick Sprout guides: If this is your first game, hand out the Quick Sprout guides to each player, giving number 1 to the First player, then give the rest out in numerical clockwise order to the rest of the players. Quick Sprout guides are described on page 4.

2

Resource supply:  Create supply piles of Resources where all players can reach them.



Quick Sprout: Before shuffling the tiles in **Step 3**, look through them and pull out each player's 3 starting hand Mushrooms to make their starting hand (they are marked with numbers: 1, 2, 3, & 4).

3

Mushroom supply: Shuffle the Mushroom tiles and place them in facedown piles where all players can reach them.



4

Forest: Place the 2 Starting Mushroom tiles in the center of the table pieced together as a shared Forest with plenty of room to add more tiles all around.

- Center (C) - **Earthlover**
- North (N) - **Pacific Golden Chanterelle**
- East (E) - **Fly Agaric**
- West (W) - **Painted Suillus**
- South (S) - **Common Deceiver**



5

Carbon: Place 1  from the supply on each of the 4 outer Mushrooms.

Quick Sprout: For **Step 6**, in place of choosing colors, give each player the Player board, Seedling, Root, and Tree tokens in the color that matches the color on their Quick Sprout guides.

6

Player boards: Each player takes 1 Player Board of a color and puts the following of each in that color on their tree:

- 6 Seedling tokens
- 18 Root tokens
- 4 Tree tokens

7

Activation tokens: Each player puts 4 tokens color side up (ready) on the top of their board.



8

Starting Resources: Each player takes the following resources from the supply and places them on the designated spots of their board:

- 4 **C** Carbon
- 2 **P** Phosphorus
- 2 **N** Nitrogen
- 2 **K** Potassium

9

Starting hand Mushrooms: Each player draws 3 Mushrooms from the supply, keeping them hidden from other players. (Ignore if you are using Quick Sprout guides.)

10

Carbon Track: Place the Carbon Track board off to the side of the play area.

11

Bonus tiles: Shuffle the Bonus tiles and deal a number face down to each square according to the number of players:

- 2 & 3 players - **3 tiles per square**
- 4 players - **4 tiles per square**

Put the unused tiles back in the box unseen.



12

Carbon Track discs: Place each player's Carbon Track disc on the Start Here space.

13

Goal cards: For your first game, use the 3 Goal cards that say, "**Starting Goal.**" Otherwise, shuffle the double-sided Goal cards, flipping half the deck over between each shuffle, and deal 3 as shown next to the Carbon Track.

14

Goal Track discs: Place each player's Goal Track discs on the zero of each Goal card.

Quick Sprout guides



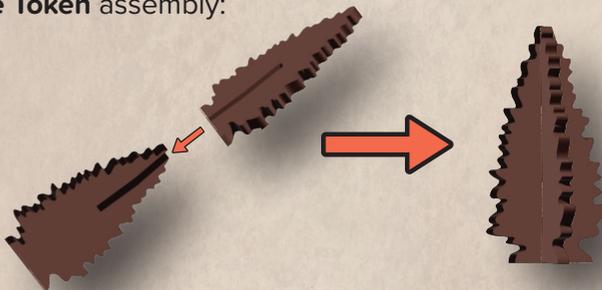
Quick Sprout guides are **not a replacement** for reading the rulebook in order to **understand the rules** and **teach** the game.

They are used to help guide new players through their first 4 turns, and teach core concepts of the game along the way.

Players should take their turns in clockwise order, as they would in a normal game, following the directions on their guide. Everyone should pay attention to the actions other players take during their first 4 turns, as they may show actions and options not given on their own guides.

After everyone has taken the first 4 turns, you may want to review the scoring rules and the Game End trigger and clarify any questions players have. Then continue to play with the players now making their own decisions each turn.

Tree Token assembly:



Starting Positions

Quick Sprout: Instead of placing Seedlings and Roots as described below, each player, in clockwise turn order, will follow the instructions for placement on their Quick Sprout guide.

In turn order, players choose a position for their first Seedling in the Forest for free. When it is your turn to choose:

- Place 1 **Seedling** on a corner of the center Mushroom (the Earthlover), at an intersection with 2 adjacent Mushrooms.
- Place 1 **Root** on the Earthlover tile, next to that Seedling.



(Player 1 has taken the northeast corner, and Player 2 has chosen the southwest corner.)

- In a **2 or 3 player** game, place Seedlings from the unused player colors in the un-picked corners of the center Mushroom. These corners are not available during the rest of the game.

Overview

You are playing from the point of view of a mature Douglas-fir tree trying to get your offspring established. You will be placing your Seedling and Root tokens out into a shared Forest area made of Mushroom tiles (**Reproduce** and **Partner**).

Your Roots give you access to trade with Mushrooms for resources (**Activate**).

At the end of the game, your Roots will also score if you have Absorbed enough  (**Absorb**).

- Seedlings with 1  score 1 of their Roots.
- Seedlings with 2  score 2 of their Roots.
- Seedlings with 3  become a Tree and score all of their Roots (maximum 4 Roots).

When you score a Root, it is worth the points () printed on the Mushroom tile that it's on.

Players take turns performing one action each, going clockwise around the table. Keep going until a player reaches the end of the Carbon Track, which triggers the end of the game. Play continues until all players have had the same number of turns, then each player gets one more turn.

All points are counted at the end of the game. The player with the most points wins.



Each Douglas-fir seed cone represents 1 point.



This Mushroom is worth 3 points.



This Mushroom is worth 2 points.

Turn Summary

1. Perform one Action

- Choose one action to perform from these five:
 - **Activate** (p. 6)
 - **Absorb** (p. 8)
 - **Reproduce** (p. 10)
 - **Partner** (p. 12)
 - **Photosynthesize** (p. 12)

2. Carbon Track (p. 9)

- If you Absorbed 1 or more  this turn, move up the Carbon Track 1 space.

3. Goal Progress (p. 13)

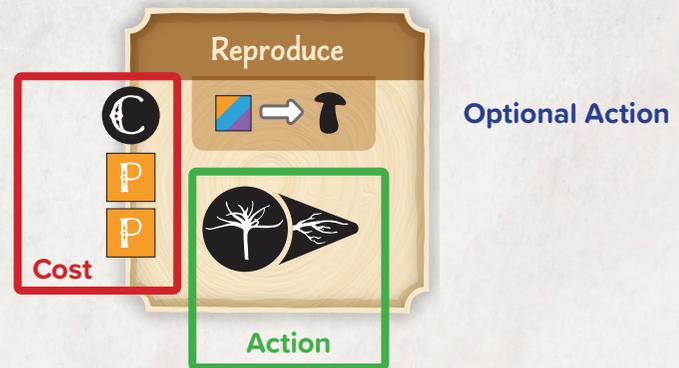
- If you made any progress on a Goal card, mark it with your Goal Counters on the Goal card.

4. Hand Size

- Draw back up to 3 Mushroom tiles in hand.

Actions

Each action is described in more detail on the following pages. You cannot take more than one action in a turn (unless a Mushroom ability gives you another action). In general, the parts of an action are:



Cost - Required resources, or Activation token flip.

Optional Action - (*brown-shaded boxes*) You *may* perform this action in the order shown on your Player board.

Action - The action that will be performed.

Action: Activate

Nitrogen, phosphorus, and potassium are essential to plants. Nitrogen is important for leaves, phosphorus for flowers and seeds, and potassium for transporting sugars.

Throughout the game, you will give  to Mushrooms in exchange for nutrients and other benefits. (Note that some will give you benefits without charging you  and others may require other resources as a cost, spent to the supply.) Mushrooms have a **cost** and an **ability**:



Cost: To Activate a Mushroom, you *must* have a Root on that tile. In addition, pay the cost printed on the Mushroom tile:

- : Flip the **ready** Activation token on your Player board that matches the Mushroom type to its **used** side (see **Activation tokens** to the right).
- : Pay 1  onto the Mushroom tile for each  shown. (You are trading  with the Mushroom for the resources or ability it is giving you.)
- : Pay 1 , , or  (of your choice) to the supply for each  shown.

Ability: Gain the benefit of the ability on the Mushroom tile (see p. 20—some of these will make more sense after you finish reading about all of the actions in the game).

Activation tokens

There are 4 Mushroom types in the game. They are grouped based on some basic physical characteristics:



Mushrooms with a **ring** or cortina on their stem



Mushrooms with **pores** or **teeth**



Mushrooms with **gills** (and no ring)



Mushrooms with **other** shapes, such as cups and corals

You have 1 Activation token for each type of Mushroom. You can use these tokens to activate Mushroom tiles and also to move and/or Absorb  (p. 8).

All Activation tokens have a **ready** side (color) and a **used** side (gray):



= ready



= used

When you use a token, flip it over to its used  side. You may not use that token again until you flip it back to the ready  side. You will ready all tokens when you Photosynthesize (p. 12). Many Mushroom abilities also ready specific tokens.

Ongoing abilities

Some Mushrooms have an ability that says, “ONGOING.” You do not need to activate these ongoing abilities. Instead, they boost another action you might perform. You must have at least 1 Root on them to gain their benefit, and additional Roots will not increase that benefit.

Activation Example 1: Fly Agaric and 3 other starting Mushrooms have similar effects.



Prerequisite:

- You must have a **Root** on Fly Agaric to activate it. Brown may Activate the Fly Agaric, but Green cannot.

Cost:

- : Flip your ready to its used side.
- : Place 1 from your Player board onto Fly Agaric.

Ability:

- : Gain 1 and 1 from the supply to your Player board.
- : If your green token is used (), flip it to its ready () side.



Activation Example 2: Earthlover is a unique Mushroom that requires no resources to be paid for Activation, but it does use your action for the turn. It also has an Ongoing ability that replenishes the Forest with when the last is Absorbed.

Cost paid:
No resources, but your action for the turn is spent.



Ability gained:

and may trade up to any 2

Prerequisite:

- Each player starts the game with a **Root** on Earthlover, so everyone may activate it.

Cost:

- No resource or activation cost.

Ability:

- : Gain 1 cube of your choice (, , or) from the supply to your Player board.
- → : You may trade up to 2 resource cubes from your Player board with any cubes of your choice from the supply. They do not need to match.

Ongoing:

- At the end of each player's turn, if there is no on any Mushroom tile, place 1 on each of the 4 Mushrooms adjacent to Earthlover (North, East, South, and West).

For all other Mushrooms: See the back of this rulebook for a full glossary of all the Mushroom abilities.

Action: Absorb

Fungi keep most of the carbon that trees give them, but they appear to redistribute some—possibly to keep their trading network strong. This redistributed carbon is small compared to what a tree photosynthesizes for itself, but it may be an important boost for young seedlings.

Seedlings need  for their Roots to score points. Using the Activate action (p. 6), players will often leave  on Mushroom tiles. The Absorb action allows your Seedlings to Absorb this  through one of their Roots.

However, there may not always be  available on the Mushrooms where you have Roots. You may use the optional action to pay extra to move a  before absorbing it.



Cost:

- : Flip any **ready** Activation token to its **used** side.
- : Pay any 1 cube of your choice to the supply.

Optional Action: Move

- You can only move the 1  that you plan to Absorb.
- When you need to move a , determine how far it is from the Mushroom where you want to Absorb it. Moving 1  to an orthogonally adjacent Mushroom counts as 1 movement. (Diagonals count as 2 movements.)
- For each space that you move the  before you Absorb, you must either:
 - : pay any 1 cube of your choice to the supply, or
 - : flip any **ready** Activation token to its **used** side.

- If you move a  more than one space, you may pay any combination of  and .
- You do not need to have a root on the mushroom where the  starts, only on the mushroom that you ultimately Absorb it from.
- There are mushroom powers that let you absorb 2  when you activate them. In that case, you must pay separately for each  that you move before absorbing it; they do not automatically travel together.

Action: Absorb

- One of your Seedlings Absorbs 1  from a Mushroom where it has a Root. Take the  off the Mushroom and place it on the Seedling.



- You cannot pay extra to absorb more than 1  on your turn with this Absorb action.
- Note: The only way to absorb more than 1  on your turn is to use a mushroom power that allows you to do so.
- Move your **Carbon Track** disc up 1 space on the Carbon Track and gain the benefit shown there (p. 9).

***Note:** In our abstracted forest, fungi are each shown on a single tile. In reality, their root systems (known as mycelia (mahy-see-lee-uh)) can stretch hundreds or even thousands of meters under the forest floor, connecting distant trees in ways we are unable to depict in this play space. As far as we know, carbon does not pass from one fungus to another, and different fungi generally do not trade with each other.*

Carbon Track

On each turn that you Absorbed  (through the Absorb action or a Mushroom that gives you one or more Absorb actions), move your Carbon Track disc 1 stone up on the Carbon Track.

Immediately take the benefit shown on that stone.

Note: You only **move 1 stone** on the Carbon Track, even if you Absorbed 2 or more  in your turn.

Stones **2, 4,** and **6** have facedown Bonus tiles on them.

- When you reach a Bonus tile stone on the track, look at the tiles, keep 1, and put the others back facedown.
- Keep your token facedown. You may reveal and then discard it at any time to gain the benefit it shows. If the token gives , reveal it during scoring at the end of the game.
- The types of benefits on the tiles are 2 , 1 , a ready for all your Activation tokens , and each type of resource.

When a player moves past stone **8** (which gives a ):

- They place their token on 1 of the 5 round spaces and take the reward shown there. Other players who reach the end must choose a different space.
- The game end is triggered. (See Game End, p. 14.)

Example: Brown absorbs some  this turn, and moves up 1 space. They place 1 Root on 1 of their .



Absorb Example: White would like to Absorb the  from Fly Agaric to their Seedling, but they don't have a Root there. They will use the Optional Action to move it first.



Cost: They flip their ready  Activation token, and pay 1  to the supply from their Player board.

Optional Action: They flip their ready  Activation token, and move the  from Fly Agaric to Earthlover.



Action: They Absorb the  from Earthlover to their Seedling.



Carbon Track: They move their Carbon Track disc up 1 space on the Carbon Track board, secretly look at the 3 Bonus tiles and choose to take the 2  tile, then put the other 2 back.



Making a Tree

If you Absorb and a Seedling has 3  on it, return the 3  to the supply and replace them with a Tree, which is placed on top of your Seedling token.

Trees give you a scoring boost at the end of the game. A Seedling with 2  scores 2 of its Roots, but a Tree can score all 4 of its roots (if it has them).



Note that you may make a Seedling into a Tree even if it has only 1 Root, but it is usually efficient to grow Roots around your Trees by the end of the game.

You are limited to making 4 Trees in the game. In the very unusual case that you have made 4 Trees and the game has not ended, your remaining Seedlings may Absorb 3  or even 4 . They will score 1 Root per .

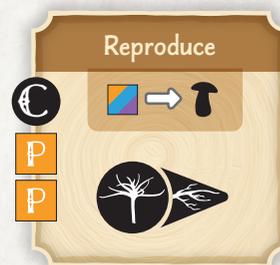
Note: You do not get the Seedling back that you place the Tree on. At maximum, you can only have 6 total Seedlings and/or Trees.

Strategy Tip: In general, try to make a good match between your roots and your  absorption by the end of the game—you don't want a lot of Roots on Seedlings that don't have  or  on Seedlings that don't have Roots. If you have to pick and choose, try to Absorb  where you have the most valuable Roots.

Action: Reproduce

Mature Douglas-firs produce cones that open to release dozens of seeds on the wind. By the end of their first year, successful seedlings usually have a mycorrhizal relationship with at least one fungus. Seedlings that do not have these relationships often fail to thrive.

You start the game with only 1 Seedling in the Forest. This action is how you'll add more Seedlings to the Forest.



Cost:

- Pay    to the supply.

Optional Action:

 Place a Mushroom (p. 11)

- You may choose to pay any 1  to the supply to place 1 Mushroom tile from your hand into the Forest.

Action:

 Place 1 Seedling with 1 Root

- Place one of your Seedlings from your Player board on **any** unclaimed corner in the Forest.
 - Your seeds are wind-borne: New Seedlings do not need to be near your other pieces.
 - Once placed, Seedlings never move.
 - No other player can use the same corner.
- Add a Root **touching** the Seedling you just placed. The Root must go on one of the Mushrooms that the Seedling is touching.

Placing a Mushroom

The only way to place a new Mushroom in the Forest is when you choose the Reproduce or Partner action on your turn. Both of these actions include the option to pay to place a Mushroom tile. When you do this:

- The Mushroom tile must be placed orthogonally adjacent to at least 1 other Mushroom in the Forest.
- Do not pay the cost shown on the Mushroom. That is the cost to Activate the Mushroom on later turns.
- Remember to always draw your hand back to 3 Mushrooms at the end of your turn.
- When placing your Seedling and/or Root as part of your Reproduce or Partner action, you may place them on the Mushroom you placed this turn, but you are not required to.
- You may only place 1 Mushroom per turn when using the Reproduce or Partner Action. (Note: there is a Mushroom with an ongoing ability to allow you to place an extra Mushroom.)



Panthercap

Reproduce Example: On their turn, the Green player wants to Reproduce, first placing a Mushroom tile, Peppery Bolete, from their hand next to the Common Deceiver.



Cost: They pay    to the supply.

Optional Action: They pay 1  to the supply and place Peppery Bolete from their hand to the lower right corner of the Forest.



Action: They place a Seedling on an unclaimed corner, and the Root on Peppery Bolete.



Hand size: They draw 1 Mushroom from the supply so they have 3 in hand.

Action: Partner

Older trees can have dozens of different fungal species attached to their roots, and each fungus can be attached to many different trees. They form a vast underground network.

Each Seedling comes with just one Root. The Partner action allows you to add Roots to Seedlings and Trees. This gives you access to new Mushroom abilities and their potential 🍄 points.



Cost:

- Pay 🌑 🍄 🍄 to the supply.

Optional Action:

 Place a Mushroom (p. 11)

- You may choose to pay any 1 🍄 to the supply to place 1 Mushroom tile from your hand into the Forest.

Action:

 2 Roots

- Place 2 Roots onto Mushrooms.
- Each Root you place **must** be attached to one of your Seedling or Trees (🌱).
- These Roots may be attached to the same 🌳, but they do not have to be.
- You cannot place a Root on another player's 🌱.
- You cannot place a Root on a corner without a Mushroom.
- You can only place 18 Roots at maximum. Most games end long before this.

Action: Photosynthesize

All life on Earth depends on the carbon that plants make through photosynthesis, the process of converting light energy into chemical energy. This action is the only way to gain 🌑 in Undergrove.

You will use lots of 🌑 by activating Mushrooms and making Seedlings and Roots. Taking the Photosynthesize action will replenish your 🌑, ready all of your used Activation tokens and discard any unwanted Mushroom tiles from your hand, allowing you to draw fresh ones at the end of your turn.



Cost:

 No cost.

Action:

 🌑 🌑

- Take 2 🌑 from the supply and add them to your Player board.

Optional Action:

 + additional 🍄 for 🌑

- You may pay any number of 🍄 from your Player board to the supply to gain that many additional 🌑.

Action:

 🔄

- Flip all of your used (🌑) Activation tokens to their ready side (🌑).

Optional Action:

 Discard Mushroom tiles

- You may discard any number of Mushroom tiles from your hand. At the end of your turn, draw Mushroom tiles from the supply until you have 3 in hand as normal.

Goal Cards

Goal cards offer another important source of points. All players may score points for all 3 goal cards. The individual Goal cards and how they score are all described on p. 16.



Goal tracks: All goal cards have a goal track. Each player starts with a tracking disc on each goal at the beginning of the game.

Some goals must be tracked during the game, because they are counting how many times you do a certain thing that isn't otherwise recorded (such as making 6 in one turn). Others count how many of something (such as trees) you have at game end. A game-end goal can be checked at any time during the game and marked on its goal track.



Some goals may go above 10. In this case, each player has an extra tracking disc that they can use to leave on the 10 and then continue counting 11 and beyond:



Score tables: Score tables will show you how many points you score based on your progress on the Goal track. There are 3 different types of Score tables:

Counter Tables: Award dependent on where your Goal track disc is on the track:

1	2	3+
3	5	9

At the end of the game, each player with their disc on the:

- 1 will earn 3 .
- 2 will earn 5 .
- 3 or more will earn 9 .

Competitive Tables: Award dependent on how you finished compared to other players on the Goal track:

4th	3rd	2nd	Most
1	3	5	9

In the case of a tie, add the for the tied places together and divide them by the number of players rounded down.

- **Example 1:** If 2 players tied for 2nd and 3rd, they'd each score 4 $[(5+3)/2]$.
- **Example 2:** If 3 players tied for 1st, 2nd, and 3rd, they'd each score 5 $[(9+5+3)/3]$ rounded down.

Multiplier Tables: Some Score tables just have a multiplier. They will score dependent on variables like your progress on the Goal track:

2x	your number on the goal track
----	-------------------------------

Example: If your Goal track disc is at 6 on the Goal track, you would score 12 .

Game End

Game end trigger: Turns continue until one player triggers the end of the game by reaching the end of the Carbon Track (see p. 9). At that point:

- Finish the round: Continue playing until all players have had the same number of turns.
- Then each player gets one more turn.

Scoring and winning: All points are counted at the end of the game. The player with the most points wins. In the event of a tie, the player with the most Trees wins. If there is still a tie, the player with the most 🍄 on their Seedlings is the winner. Score points as follows:

Goal cards: Score as described on each card (p. 16).

Example: Brown's score for 3 Goal cards:



Brown made 6 🍄 three times in the game for 9 🍄.



Brown had 2 Trees for 1 🌲.



Brown had 6 🌲 in 3 different vertical lines for 1 🍄.

	Brown	Tan	Green	Gray
Goal 1	9			
Goal 2	1			
Goal 3	1			
Total Goals	11			

Brown scored a total of 13 🍄 for all 3 Goal cards.

Seedlings & Trees 🌲: There is space to write the score for each Seedling and Tree on their own line.

- Seedlings with 1 🍄 score 1 Root.
- Seedlings with 2 🍄 score 2 Roots.
- Trees score **all** of their Roots.
- In the **rare** occurrence that all 4 Trees are used Seedlings with 3 or 4 🍄 score 1 Root per 🍄.

The score of a Root is the 🍄 value shown on the bottom of the Mushroom tile that it is on.

When a Seedling has more Roots than 🍄 on it, the player chooses which Roots to score.

Example: Brown's score for their Seedlings & Trees:

Example scores for Seedlings & Trees:

- 3 Seedling with no 🍄
- 1 Tree for 1 🍄
- 2 Seedling with 2 🍄
- 4 Seedling with 2 🍄
- 5 Seedling with 2 🍄
- 6 Seedling with 2 🍄

- 1. Tree** - scores all 4 Roots on 4 Mushrooms for 10  total.
- 2. Tree** - scores all 3 Roots on 3 Mushrooms for 12  total, but misses out on scoring Surprise Webcap where it doesn't have a Root. (*Mouse Trich has a variable score dependent on surrounding Gill Mushrooms. It has 3 adjacent Gill Mushrooms so scores 2  + 3 .*)
- 3. Seedling** - has 2 Roots, but no . It will not score any .
- 4. Seedling** - has 3 Roots and 2 , so Brown chooses to score the 2 Roots on Fly Agaric and Peppery Bolete for 6  total (*Peppery Bolete has 3  on it, so it would score 3 .*)
- 5. Seedling** - has 3 Roots, but only 2 , so Brown chooses to score Common Deceiver and Mouse Trich for 8  total.
- 6. Seedling** - has 1 Root and 2 , so it only scores Mouse Trich for 5 , but doesn't score Vermilion Waxcap where it doesn't have a Root.

		Brown	Tan	Green	Gray
1		10			
2		12			
3		0			
4		6			
5		8			
6		5			
	Total 	41			

Bonus Tiles & Resources: Write down the score from any  collected on Bonus tiles. You will also gain 1 point for every 2 unused resources (, , , or ) left on your Player board at the end of the game.

If you claimed the 2  space at the end of the Carbon Track, count those points here.



Example: Let's finish Brown's scoring by writing down their points from Bonus tiles and leftover resources:



- 2 Bonus tiles with 3  for **3 points**.
- 7 Resources for **3 points**.

	Brown	Tan	Green	Gray
Goal 1	9			
Goal 2	1			
Goal 3	1			
Total Goals	11			
	10			
	12			
	0			
	6			
	8			
	5			
Total 	41			
Bonus Tiles	3			
   	3			
TOTAL	58			

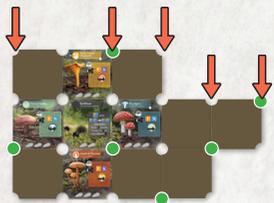
Finally, add the scores for Total Goals, Total , Bonus tiles, and Resources. Brown scored a Total of 58 for this game.

Goal Cards: Glossary

1A: Track how many times you've made 6 or more  in a turn. To do this, you'll generally have to pay 4 or more  to the supply when you take the Photosynthesize action. You can also count C from bonus tiles or ongoing mushroom abilities.

1B: Each time you Photosynthesize and pay  to the supply to gain additional , move your disc up the Goal track 1 space for each  you paid

2A: This goal encourages you to spread out your Seedlings & Trees () on vertical lines from West to East (N, S, E, and W are printed on the starting mushrooms). You don't want your pieces to be above or below each other on the same vertical line; you want to be on many different lines.



Example: This player has 6  in 5 different vertical lines, so they score 6 .

2B: Count how many unique Mushrooms your  are touching. Each Mushroom counts only once, no matter how many of your  are touching it.

You do not have to have a Root on a Mushroom for it to count.

3A: Simply count how many Trees you've grown.

Strategy Tip: To make 4 Trees before the end of a game, you will need to Activate Mushrooms that allow you to Absorb 2  in one turn. This is because the Carbon Track only has 9 spaces—exactly enough to make 3 Trees with just the Absorb action.

3B: Count how many Seedlings & Trees you have with 2 or more Roots.

4A: This goal tracks how many times you place 2 Roots on the same type of Mushroom in a single turn. The Mushroom's type is indicated by the symbol to the left of its name (///). The 2 Roots may be on the same Mushroom or 2 different Mushrooms of the same type.

4B: Count how many Roots you've placed.

5A and 5B: These goals look at the point value of the Mushroom that each Root is on and whether that value is EVEN or ODD.

A player may count a Mushroom with multiple Roots more than once; **the count is by Root.**

Some Mushrooms have variable points, and their point value will change throughout the game. Only their value at the end of the game will count for these Goals.

6A and 6B: These goals look at the name of the Mushroom that each Root is on. Mushrooms are also marked with stars for names with a color, and circles for names with a person or animal if there is ever any question.

A player may count a Mushroom with multiple Roots more than once; **the count is by Root.**

Whispering Woods: Goal Cards

7A: Each Root can only count towards 1 set.

Note: Some Mushrooms have variable points, and their point value will change throughout the game. Only their value at the end of the game will count for these Goals.



Solo Rules



Under Construction

7B: This goal counts how many Seedlings & Trees you have on these 12 corners (red dots), one ring out from Earthlover (the center Mushroom):



8A: Move your disc up the Goal track any time you take the Absorb action or Activate a Mushroom that allows you to Absorb and move 1 ☾ two or more spaces. If you move a second, different ☾ 2 or more spaces in the same turn you will move your disc up the track an additional space.

8B: This goal counts any time that you ready all 4 Activation tokens in a turn by any method—the Photosynthesize action, activating Mushrooms, or by using a Bonus tile.

Only used tokens can be readied, so you must have 4 used Activation tokens and ready them all in a single turn to count.

Strategy Tip: Placing Roots - If you have Roots on too many Mushrooms of one type, you won't be able to use them all, because your Activation token will be exhausted on the first one used. Diversify!





Credits

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Designer Story: *Five years ago (before Wingspan) unknown designer Elizabeth Hargrave submitted Mariposas to AEG. Another a nature buff and former park ranger, Mark Wootton, was the obvious choice from the development team to work on it.*

Once Mariposas was done, Mark and Elizabeth started thinking about what they could work on next with each other. Elizabeth mentioned that she'd always wanted to do a game about mushrooms, a hobby she's had even longer than birding. The way that mushrooms and trees connect underground inspires the same kind of awe in both Mark and Elizabeth that monarch migration does. They knew they had their next topic: Undergrove was born.

Mushroom Iconography

Remember that you must have a Root on a Mushroom to Activate it!

Earthlover

More detail on p. 7



: You may trade up to 2 resource cubes with any cubes of your choice from the supply.

Costs

Left side of the ability box

Flip your matching token to used.

Place 1 on the Mushroom.

Pay 1 , , or to supply.

Resources

Gain the resources shown

Nitrogen. Gain 1 , , or

Phosphorus. All OTHER

Potassium. players gain the resource shown.

Ready

Flip your token to its ready side



Take Another Action

Take any of the 5 Actions from your player board, paying all costs.

Absorb

Follow the rules for Absorb action

- must be absorbed through a Root.
- You may pay extra or to move to that Root.
- Move up 1 space on the Carbon Track.

If you absorb 2 :

- They may go to different Seedlings.
- You still move up just 1 space on the Carbon Track (not 2).

Absorb “ from HERE”: The must start on this mushroom. (This may include you paid to Activate the mushroom.) You may pay to move it to a different mushroom and absorb it there.

Absorb “ANY ”: Each may start on any mushroom. If absorbing 2 , they may start on 2 different mushrooms.

Ongoing

These powers boost one of your 5 actions for the rest of the game, starting on the turn after you place a Root on them.

Having a second Root does not double the power.

+1 On the action noted (**Reproduce or Partner**), place 1 additional Root. On Reproduce, the Root must be attached to the Seedling you placed.

+1 The Photosynthesize action now gives you 3 instead of 2 .

2nd On the action noted (**Reproduce or Partner**), if you pay for the option to place 1 mushroom tile, you may place a 2nd mushroom tile for free.

Copy

Select any mushroom of the matching type and carry out its action, as if it were printed on the copycat mushroom. This includes:

- Pay the cost of the copied mushroom **on the copycat**.
- Pay any resource cost to the supply.
- Do not flip another activation token.
- If copying an “Absorb from HERE” action, Absorb from the copycat.

Variable Scoring



At game end, score points only for spaces with a cube left on them. Spaces must be filled from left to right.



2 points, plus 1 point for each adjacent Mushroom of the indicated type. Diagonals do not count.



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