



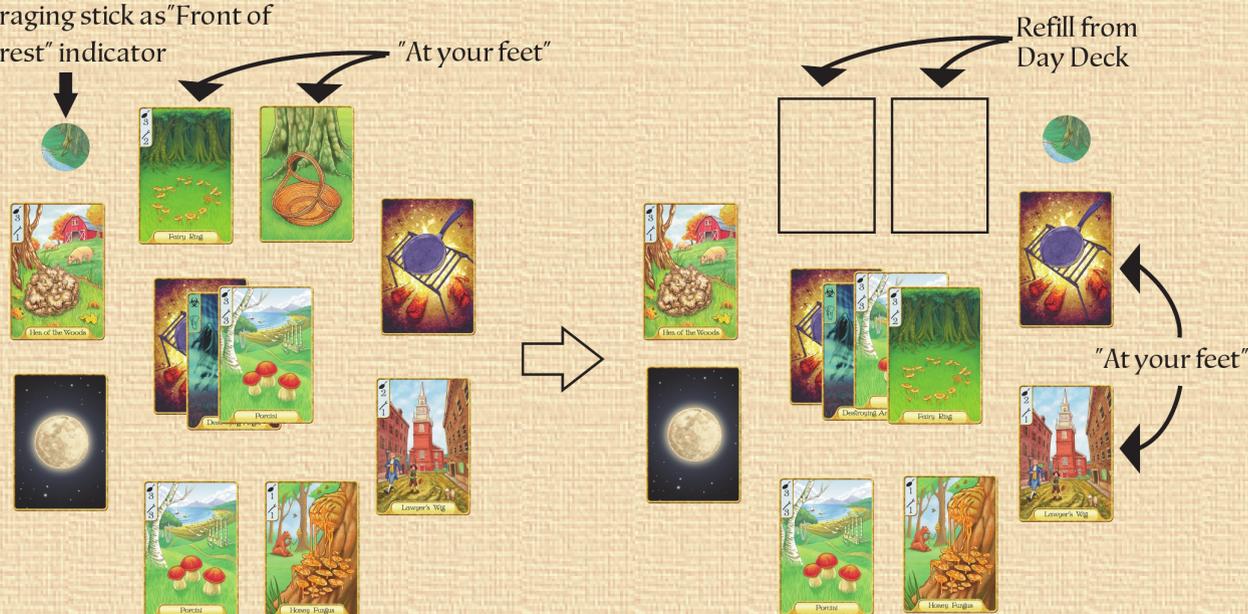
Appendix to the Rules of Morels

Optional Circular Setup:

The original setup for the forest in Morels is linear, as demonstrated in the rulebook. While some folks enjoy the tactile nature and flow of this setup, the repeated sliding of cards can prove arduous even for the most grizzled of foragers. The circular arrangement below provides a handsome alternative. Used with permission from and many thanks to Matthew Marquand for his ingenious thread on the subject posted at BoardGameGeek.com.

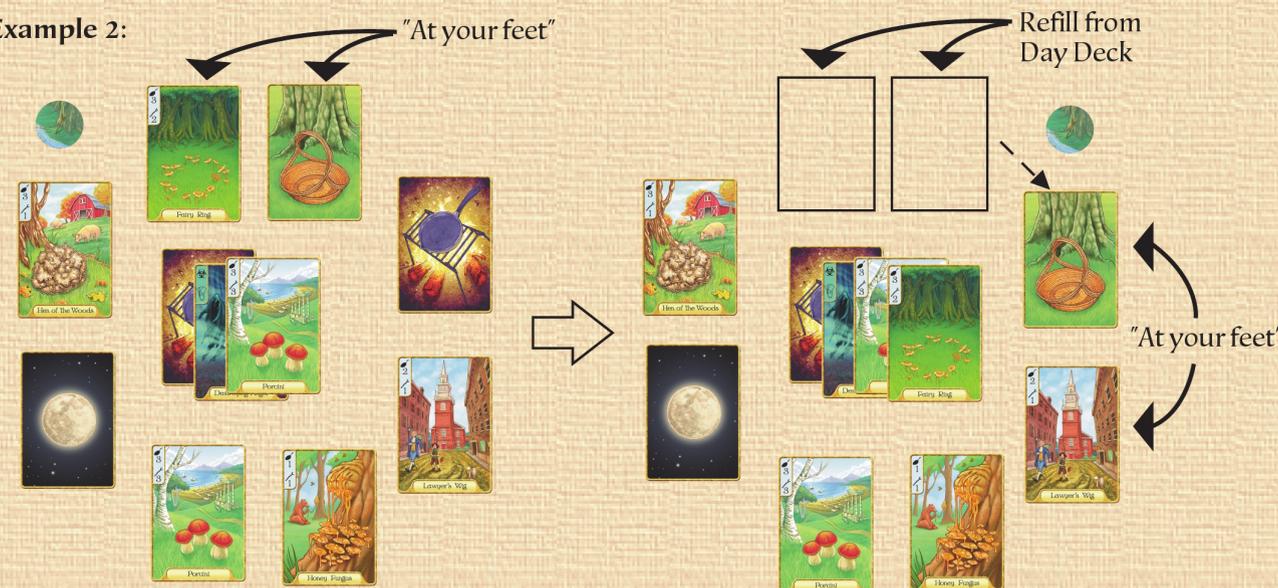
Example 1:

Foraging stick as "Front of Forest" indicator



In this example, Player 1 takes the Basket from the forest. To prepare for Player 2 he simply moves the Fairy Ring to the decay (in the center of the circle), moves the "Front of Forest" indicator to the appropriate spot, and refills the vacant spaces at the back of the forest from the Day Deck. If Player 1 had instead used foraging sticks to take a card deeper in the forest, some card sliding would have been necessary to fill that void prior to refilling from the Day Deck (see Example 2 on back).

Example 2:



Example 2 is identical to Example 1 except that here Player 1 has chosen instead to pay 1 foraging stick to take the Pan card from the forest. After decaying the Fairy Ring, the void where the pan was must be closed either by sliding the Basket 1 space clockwise or the Lawyer's Wig, Honey Fungus, Porcini, Moon, and Hen of the Woods each 1 space counterclockwise. He chooses the easier route and slides the Basket 1 space clockwise. The "Front of Forest" indicator can then be moved and the empty spaces at the back of the forest refilled from the Day Deck.

Alternate Rule for the Destroying Angel

When Morels was published in Europe as Fungi, Pegasus Spiele asked if there were any rule changes we would suggest. While we prefer to play the Destroying Angel as described in the Morels rulebook, we also acknowledge that it is more complicated than necessary to achieve the basic desired effect of the card. So we suggested a simpler alternative: after following the discard rules for a Destroying Angel, you must remain at the lower temporary hand limit during your next turn only, regardless of whether you have cooked mushrooms. For example, if you have 9 cards in hand and 2 Baskets when you collect a Destroying Angel, you would discard to 8 cards in hand and remain "capped" at that temporary hand limit for the next turn. On the turn after that, your hand limit would return to normal. Both rule variants are considered official, so pick your poison!



A Word about the End Game

A game of Morels ends when the final card disappears from the forest, not from the Day Deck. There may be cards in the decay when the game ends. Happy foraging!

