

Amanite

A game by Thanos Vasof
Illustrated by Roxane Campoy

2 – 4 players • 10 and up • 30 mins

• Overview

Not all mushrooms are edible or valuable in Amanite, and your task is to gather the best basketful. To help you pick the right mushrooms, you will use your gathering notebooks to find valuable information, and hone your deductions based on your opponents' actions.

Be very careful—some mushrooms are poisonous. Identifying them correctly can earn you a lot of points, but they can also block your path to victory...

• Goal of the Game

A game of Amanite is played in 3 rounds. At the end of 3 rounds, the player who earns the most victory points 🏆 with the tokens they collected wins the game.

But be careful, players who have collected too many poisonous mushrooms can't stomach the victory!

• Components



10 LARGE CARDS
6 Mushroom cards
4 Start cards



Back

70 SMALL CARDS
10 Attribute cards (brown background)
60 Hint cards (white background)



8 WOODEN MEEPLES



5 FOREST TILES



64 CIRCULAR TOKENS
60 Mushroom tokens
4 Pig tokens



8 NOTEBOOK TOKENS



1 FIRST PLAYER TOKEN



1 CLOTH BAG

• Setting up the Game

- 1 Place as many Forest tiles in the center of the table as the number of players +1.

With 2 players: Use 3 Forest tiles. With 3 players: 4 Forest tiles. And with 4 players: 5 Forest tiles.

The 📍 icon on the Forest tiles must always be oriented to the left.

Leave space above and below these tiles.

- 2 Place all 6 large Mushroom cards on the table.

For 2-player games: Use the side with only 1 space to place a Notebook token.

With 3 or 4 players: Use the side with 2 spaces to place Notebook tokens.

- 3 Place all the circular tokens in the cloth bag.

- 4 Give every player a set of the following items in their chosen color:

- 1 Start card. The player may choose which side to use.
- 2 meeples.
- 2 Notebook tokens.

- 5 Choose 6 Attribute cards (brown background) to use for this game.

Important! You must always include the “Antidote” Attribute card and the “Poison” Attribute card.

For your first game, we recommend playing with the following Attribute cards: “-1VP,” “1VP,” “2VP,” and “3VP,” as well as “Antidote,” and “Poison” (see image on the right).

For subsequent games, you can choose any 4 Attribute cards you like, in addition to the “Antidote” and “Poison” cards.

The remaining Attribute cards will not be used during this game. Return them to the box.

Place the 6 Attribute cards you chose in a row below the large Mushroom cards.

Warning! The following steps (6 to 9) must be followed as carefully as possible, as any mistake could prevent the game from being played properly.

- 6 Pick out the Hint cards (white background) that correspond to the Attribute cards **you just chose**.

Return the remaining Hint cards to the box; they will not be used during this game.

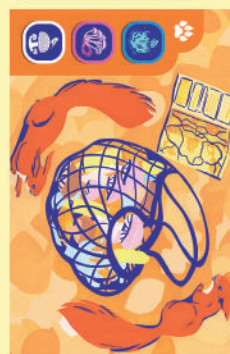
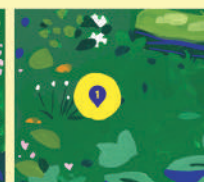
There are 6 copies of each Hint card per Attribute.

Setup for
3 players



2

Spaces for the
Notebook tokens



4



4





Form **a single deck for each** Hint card, making 6 decks total.

Place these decks face down.

Each deck will have 6 Hint cards **of the same Attribute**.

- 7** Next, **randomly** place 1 deck face down on each of the large Mushroom cards, in the designated space.



As you place the decks on the Mushroom cards, make sure that no one around the table knows which Attribute is placed on which Mushroom.

At this stage, you have 1 deck face down on each of the 6 large Mushroom cards

Each of the 6 mushrooms now has a (secret) Attribute for the game.



- 8** Lastly, each player checks which 3 mushroom colors are shown on their Start card and takes 1 Hint card of each color **without looking at them**.

Important! Before looking at your Hint cards, shuffle them together!

Once you have shuffled your 3 Hint cards, you may look at them. They must remain hidden from the other players until the end of the game, but you may look at your own Hint cards at any time.

Example: As indicated on her Start card, Lana has collected Hint cards placed on the large Blue, Yellow, and Red Mushroom cards. Before looking at these 3 cards, she shuffles them. Now she can then look at them.

She discovers the Attributes "Poison," "1VP," and "3VP."

She therefore knows that the Blue, Yellow, and Red mushrooms could each have one of these three Attributes, but she does not know precisely which Attribute corresponds to which Mushroom.



- 9** The player who most recently ate mushrooms takes the First Player token.

• Playing the Game

Each game of Amanite is played over 3 rounds, and there are 4 phases to each round:

1. New Mushrooms appear
2. Meeples venture into the Forest
3. Gathering Mushrooms
4. Collecting new Hint cards

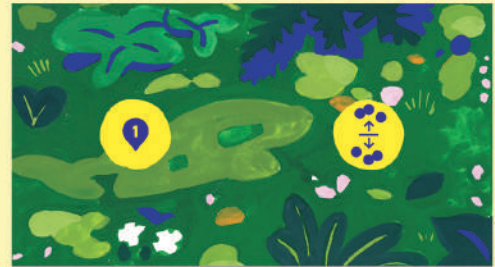
1 New Mushrooms appear

The beginning of a round always sees new growth in the forest. Take the number of tokens for this round (see below) out of the cloth bag at random and place them on each Forest tile.

- In the **first round**: Place **4 tokens** on top of each Forest tile.
- In the **second round**: Place **5 tokens** on top of each Forest tile.
- In the **third round**: Place **6 tokens** on top of each Forest tile.

Note: These tokens might be Mushroom tokens or Pig tokens.

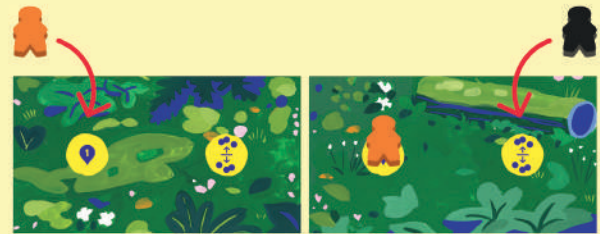
In the rare event that the bag runs out of tokens before you can fill the last Forest tile, simply place whatever tokens remain, leaving that tile with slightly fewer.



2 Meeples venture into the Forest

In turn order, everyone places 1 of their meeples on a Forest tile starting with the First Player, and proceeding clockwise.

- If there are no meeples on the Forest tile you chose, **you must place** your meeple on the left space of the tile — the one with the  icon
- If there is already a meeple on your chosen Forest tile, you must place your meeple on the right space — the one with the  icon



Important! You can never place your second meeple on a Forest tile that one of your meeples already occupies.

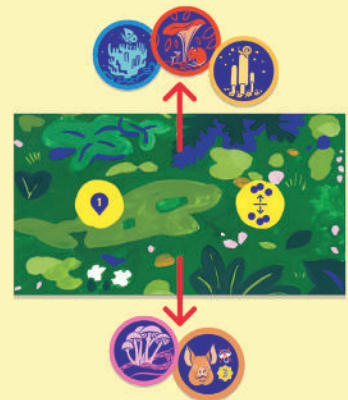
Immediately after placing your meeple on a  icon space, divide the tokens on that Forest tile into 2 separate piles.

There must be at least 1 token in each pile.

Place the 2 piles above and below the Forest tile to distinguish them clearly.

Once all players have placed their first meeple, repeat this step so that everyone can place their second meeple.

Now it is time to gather mushrooms!



3 Gathering mushrooms

Starting with the leftmost Forest tile, gather your mushrooms by taking tokens as follows:

- **For Forest tiles with 2 meeples on them**, the player occupying the  spot on the left chooses 1 of the 2 piles of tokens to take and place in front of themselves.
The player occupying the next  spot collects all the tokens from the remaining pile to place in front of themselves.
You cannot decide to leave tokens behind — you must take all the tokens in a pile.

- **For Forest tiles with only 1 meeples on them** (on these tiles, the tokens are still grouped together in a single set), the player takes **exactly 2 tokens of their choice** to place in front of themselves. Then, they return the other tokens to the bag.

Important! The Pigs are hungry. For each Pig token you collect from a Forest tile, you must immediately discard 1 Mushroom token of your choice. This token must be immediately returned to the bag. This Mushroom token may be one of the tokens you are currently collecting or a token from a previous round.



Repeat this process for each Forest tile from left to right.

Players retrieve their meeples as soon as they have collected their tokens.

Note: If there are no meeples on a Forest tile, return all those tokens to the bag.

4 Collecting new Hint cards

Starting with the last player in the turn order, **and moving counterclockwise**, each player places one of their Notebook tokens on an available Notebook space on a large Mushroom card.

Then, they take 1 Hint card from the deck on that Mushroom card, look at it secretly, and add it to their other Hint cards.

Once you have collected your Hint card, you know how many points the Mushroom tokens of that color are worth.

Be careful! There are limited spaces for Notebooks on each large Mushroom card. You cannot collect Hint cards from a Mushroom card if there are no remaining Notebook spaces.

Note: Skip the phase “Collecting new Hint cards” at the end of the third round. It only happens twice in the game; between rounds 1 and 2, and between rounds 2 and 3.

At the end of the **first** and **second** rounds, move the First Player token to the next person clockwise and begin a new round.

At the end of the third round, the game ends and it is time to score!



Final Scoring

Start by turning over the top card of each Hint deck on the large Mushroom cards to reveal the Attribute of each mushroom color.

Watch out! If a player has collected more Mushroom tokens with the “Poison” Attribute than with the “Antidote” and/or “Elixir” Attribute, they are eliminated and do not participate in the scoring.

All remaining players count how many victory points they earned from the tokens they collected during the game, based on the Attribute associated with each mushroom.

You do not score any victory points for your Hint cards.



-1, 1, 2 OR 3 VICTORY POINTS

For each Mushroom token you have with an Attribute of « -1 », « 1 », « 2 » or « 3 ».



3 VICTORY POINTS

For each Pig token you have



A Mushroom token with the **“Poison”** Attribute can be combined with an **“Antidote”** OR **“Elixir”** Mushroom token for **5 VICTORY POINTS**.



-3 VICTORY POINTS

For each pair of Mushroom tokens with the **“Antidote”** AND **“Elixir”** Attributes.

Example: In Sabrina's game, the Blue Mushroom tokens are **“Poison”**, the Red ones are **“Antidote”** and the Yellow ones are **“Elixir”**.

Sabrina has collected the tokens: She can make 2 pairs by combining her 2 **“Poison”** tokens with an **“Antidote”** or **“Elixir”** token each. That earns her **5 VICTORY POINTS** for each pair, for a total of **10 victory points**. However, the **“Antidote”** AND **“Elixir”** tokens also make a pair, which means she **loses 3 victory points**. She has a total of 7 VP.



For each Mushroom token of this Attribute:

-5 VICTORY POINTS if you have 0 tokens of this color.

0 VICTORY POINTS if you have 1 token of this color.

3 VICTORY POINTS if you have 2 tokens of this color

12 VICTORY POINTS if you have 3 tokens of this color

If you have 4 or more tokens of this color, you are eliminated from the game!



8 VICTORY POINTS

If you have **exactly** 2 tokens of this Attribute



For each Mushroom token of this Attribute:

10 VICTORY POINTS for the player who collected the most.

4 VICTORY POINTS for the player with the second most.

Eliminated players are not considered when determining who has the majority.

In the event of a tie for 1st place, both players earn **7 VICTORY POINTS** each. No other victory points are awarded.

In the event of a tie for 2nd place, both players earn **2 VICTORY POINTS EACH**.

The other players who have collected fewer tokens earn **NO VICTORY POINTS**.



THE PLAYER WITH THE MOST VICTORY POINTS WINS THE GAME!

In the event of a tie **the player with the fewest Mushroom tokens** wins.

In the event of another tie, the players share the victory.

• Credits and Thanks

Spiral Editions would like to extend special thanks to Arthur, Billie, Clarisse, Édouard, Lana, Sabrina, and Takako.

Many thanks to Élodie for suggesting we work with Roxane.

A big thank you to everyone who helped us test the game: Ben, Benjamin, Cécile, Chloé, Côme, Fifou, La Ligue des Gentlemen, Marco, Max, Poche, Robin, Romain & Stella.

Thank you to Thanos for his trust and openness.

Thank you to Roxane for accepting the project and bringing her immense talent to this new game.

Many thanks to Dorine for her ideas and valuable work.

And a special thank you to CLuBB, its entire team, and Erwan Berthou, head of the International Board Game Designers Competition, where this game (then called Enoki) won an award!

Amanite

A game by **Thanos Vasof**
Illustrated by **Roxane Campoy**

Published by
Spiral Éditions

Distributed by
Blackrock Games



October 2025 - A Spiral Éditions game
Graphic Design: Ben Renaut
English Editing: Maisy Hatchard