

ECHTWALD

THE GOAL OF ECHTWALD is to improve the forest through active renaturation and participation in the holistic and sustainable marketing of the unique experience of unspoiled nature. The forest can thus be experienced from up close. Your purchases in the ECHTWALD SHOP support this goal.

YOUR ACTIONS BENEFIT NATURE. Nature benefits from the sale of our products because all profits from the ECHTWALD SHOP go towards the renaturation of commercial forests. Your purchases in the ECHTWALD SHOP support the work of the ECHTWALD STIFTUNG, which carries out such renaturation.

SELECT PRODUCTS FROM THE REGION. We stock a growing number of products that we purchase, whenever possible, from the region where ECHTWALD is active. Currently that is the Black Forest region, along with the neighboring Breisgau, the Markgräfler Land, and the Kaiserstuhl. ECHTWALD wants to support artisans, farmers, restaurants, and producers in the region.

YOUR ACTIONS BENEFIT NATURE WWW.ECHTWALD.COM

The game “Let’s Gather Mushrooms” was originally produced in the German Democratic Republic by the Spielewerk Karl-Marx-Stadt. We liked it as soon as we saw it and have yet to find something comparable; hence our decision to reissue it. We are pleased to be able to offer this game with virtually unchanged visuals but with a revised text.

Important: This mushroom game is not a replacement for a book on mushrooms. It should not be used to identify mushrooms!

Warning!

Contains small parts that may be swallowed. Choking hazard.

ilsenspiel
Geppinger Str. 12 V2
D-83404 Ainring

Tel.: +49 (8654) 7727-200

Fax: +49 (8654) 7727-270

www.ilsenspiel.de

Game Rules

Let's Gather Mushrooms

Reissued by

Echtwald

Let's Gather Mushrooms

This educational game can be played by up to five players. The hunt for mushrooms begins at the forester's lodge. Every mushroom has a number. When a player finds a mushroom, he or she has to identify it. The important thing is to know whether the mushroom is edible, inedible, poisonous, or even deadly poisonous.

The players collect points as follows:

for edible mushrooms	plus 5 points
for inedible mushrooms	plus 1 point
for poisonous mushrooms	minus 2 points
for deadly mushrooms	minus 10 points

If a player cannot identify the mushroom, he or she has to look it up and instead of throwing the die reads the description out loud.

The fields framed in red have a special meaning:

Nos. 15–17: A reserve has been set aside to raise young trees. This is a protected area which cannot be entered. Anyone who lands on fields 15, 16, or 17 is bound to harm the young seedlings and so **misses a turn**.

- No. 28: Mushrooms should never be trampled or knocked over, even if they are inedible or poisonous. The forest needs them to grow. **The player has to return to the forester's lodge for cautioning.**
- No. 43: Building a fire in the forest is very dangerous. It can spark off a huge forest fire. **The player is disqualified and drops out.**
- No. 56: The player consults an experienced mushroom hunter for advice on the mushrooms collected. **Add 5 points.**
- No. 58: The player's mushroom guide turns out to be very useful. All of the player's inedible and poisonous mushrooms can be returned. **Add 5 points.**

The game is over when all players have reached No. 70.

Players receive	10 points	for 1st place
	7 points	for 2nd place
	5 points	for 3rd place
	2 points	for 4th place
	0 points	for 5th place

Now the points are counted. The winner is the person with the most points.

Description of the Mushrooms

- No. 3 Green-cracking Russula: Very fragile gilled mushroom with no ring or milk. edible
- No. 6 Porcini: Excellent edible mushroom with a brown cap and initially whitish pores.
Bulbous stem with network of white. edible
- No. 8 Birch bolete: Bolete with rough stem. edible
- No. 10 Brown roll rim: Brown gilled mushroom with rolled rim; turns brown when bruised. Can be deadly! poisonous
- No. 12 Devil's bolete: Bolete with bright cap and red pores. The bulbous stem has a network of red. poisonous

- No. 18 Cauliflower mushroom: Looks like a bath sponge. edible
- No. 20 Bitter bolete: Similar to porcini but bitter. The white pores turn pink when bruised.
inedible
- No. 32 Blusher: Gilled mushroom with reddish flesh, ridged ring, and gray spots on its cap.
edible
- No. 36 Sulfur tuft: Gills yellow when young but later green, bitter. poisonous
- No. 38 Velvet bolete: Ochre-yellow bolete, grows only near pines. edible
- No. 42 Red-capped scaber stalk: Bolete with red overhanging cap and rough stem. edible
- No. 45 Common morel: Sac fungus with gray to honey-brown cap with honeycomb surface.
edible
- No. 53 Saffron milk cap: Fragile gilled mushroom with red milk. edible
- No. 54 Death cap: Pure white gills, large lobes on the base and a ring. deadly poisonous
- No. 57 Chanterelle: Entire mushroom is yellow; ridges run down stem. edible
- No. 61 Fly agaric: Gilled mushroom with white gills, ring, red cap, and whitish spots on skin.
poisonous
- No. 63 Honey fungus: Yellow-brown with scaly cap and ring, grows in clumps. edible
- No. 66 Meadow mushroom: Gilled mushroom with white cap, stem with ring, and pink to dark
brown gills. edible
- No. 68 Bay bolete: Bolete with chestnut-colored, velvety cap and yellowish flesh that turns blue
when bruised. edible