

SHROOMO THE RULES

CONTENTS: 56 CARDS
GROUPS: 3-8



HOW IT WORKS

In Shroomo, players take turns drawing a card & balancing it on a half-filled glass, building a precarious shroom-tower.

Specialty cards bring unexpected twists and chaos.

Did you topple the tower?

SHROOMO!
YOU DRINK!



SET-UP

- 1 For the group, fill a glass halfway with a drink of your choice.
- 2 Shuffle the deck and place it face down on the table.
- 3 Gather around so everyone can easily reach the glass — don't be shy!
- 4 Choose someone to kick things off, then take turns going clockwise.

TAKING YOUR TURN

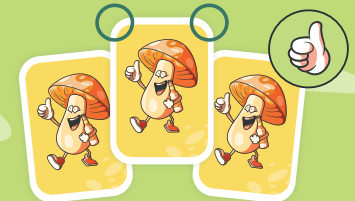
- 1 Grab a card from the deck!
- 2 Balance your card on the glass rim; **two corners must be hanging!**
- 3 Pull a specialty card? Some may help you, others cause mayhem! Discover their traits on the back cover.
- 4 Successfully balance your card? The next player's up!
- 5 Did you topple the tower? Shroomo! You drink!

TIPS

- **Watch the table!** By "Shroomo law", if you knock it & the tower tumbles, you instantly lose.
- **Drink responsibly and keep it fun!** Shroomo can always be enjoyed alcohol-free.
- **Steadier hands:** Try placing your cards underhand for better balance.
- **Unsteady player behind?** Raise the stakes with a bolder card placement!



In turns draw & balance your card!



Cards must have 2 corners hanging!



The tower grows with each turn!



Watch out for specialty cards!

SPECIALITY CARDS

BALANCER CARD X30

Breathe a sigh of relief—you've drawn a 'Balancer' card!

Simply balance your card on the glass rim, **make sure two corners are hanging!**



MYCO MASTER X1

Make a rule that lasts until your next turn!

Embrace being the Myco Master. "No hands", "Eyes shut". The power's yours!



LEAPFROG (SKIP) X4

Skip the next player's turn!

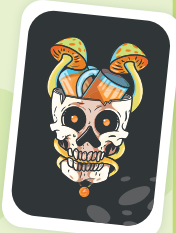
Are they dodging danger or missing an easy chance? Only time will tell...



DOUBLE TROUBLE (+1) X5

The shroom skulls have spoken—**draw and place one extra card!**

If you draw a specialty card, its effect will take action!



WEAK HAND X4

Uh-oh! You've drawn the weak hand card.

Place it using your non-dominant hand...steady now!



SPORE SELECTOR X3

After placing this card, **you choose who goes next.**

Will you pick a weaker player, or push play away from yourself?



FUNGI FRENZY (+3) X1

There's only one of these in the deck... **draw and place three extra cards!**

If more specialty cards appear, their effects will stack—good luck!



5-SECOND DASH X4

Once you draw this card, **you have just 5 seconds to balance your card!**

Can you stay cool under pressure? The clock is ticking...



FUNGAL FLIP (REVERSE) X4

This card reverses the direction of play!

Is this a blessing or a curse?

Stay on your toes, folks—no one's safe!



SHROOMO

STACK, SIP SURVIVE!



© 2024 TZ Studios Ltd. All rights reserved. Shroomo® is a registered trademark of TZ Studios Ltd.

help@playshroomo.com

🎵 📷 ✂ @playshroomo