On your turn:
- Activate each of your characters, one at a time.
- Once during your turn, you may use an ability - this can happen before, during or after activation.
- At the end of your turn, you may place mushrooms on the ability slots of used abilities to ready them

End of the game:
Once all tiles have been explored and all goats have been claimed, the game ends. The player with the most goats wins.

	Thicket: Blocks movement (p. 6)
	Road: Pawns may move along a road at no movement cost. If they do so, they do not interact with anything else on the tile. (p. 6)
	Bog: A character that enters a bog is exhausted (p. 7)
	Mineshaft: All tiles with mineshafts are connected for the purpose of movement. (p. 7)

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