



Mushroom Fields Strategy

From TheKolWiki

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Description

Within the friendly Degrassi Knoll area, there are the Mushroom Fields. These allow the player to plant one of three spore types, and raise a plot of mushrooms. Not only that, but you can crossbreed mushrooms to get different mushrooms.

Rules

Buying a plot here costs 5,000 Meat. There are 16 spots in which you can plant mushroom spores. The Spores you can buy are:

-  Spooky Spore — 30 Meat
-  Knob Spore — 40 Meat
-  Knoll Spore — 50 Meat

Once you plant a spore, it immediately becomes a mushroom sprout. Sprouts all look the same and there is no way to tell them apart, other than letting them mature. Make sure you remember what you've planted.

The Mushrooms will take one rollover to grow from sprouts to full mushrooms. At any time you can click on them and pick them. This will remove a sprout (and you will lose the cost of it) or remove a grown Mushroom, adding it to your inventory.

You can also breed a mushroom with another one, creating a new mushroom spore. This is a little like the game of life (<http://psych.hanover.edu/javatest/Play/Life.html>). There are a few conditions to mushroom breeding:

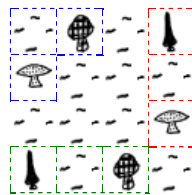
- Any pairing of mushrooms of the same generation is fertile, except for two different



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mushrooms of the third generation.

- An empty square will be bred in if it is touched by EXACTLY 2 interfertile mushrooms. Diagonals don't count; only horizontal and vertical neighbors count.
- A sprout-containing square will be rebred in if it is next to a fertile pairing of mushrooms (as above), replacing the old sprout.
- A mushroom-containing square cannot breed a spore that day.
- The same adult mushroom may participate in several breedings at once, if it is in a position to do so.
- Upon spring, a mushroom will die (be replaced by a blank square).
- Any existing sprouts in squares next to the new spore (horizontally or vertically) are wiped out. However, simultaneously generated neighbor spores will not cancel each other.
- If both parents of a spore are the same variety of mushroom, the spore will be of that variety.
- If the parents are different, and are both first or are both second generation mushrooms, a new mushroom of the next generation will be formed. See tables below for specific outcomes of mushroom breeding.
- As a special case, there is one mushroom breeding combination which is active only on a specific moon phase. The frozen and spooky mushrooms will breed a Gloomy black mushroom spore, but only on the rollover between the two moxie days (when the Moons are both dark). Hamburglar will not affect growth of the Gloomy black mushroom.
- Gloomy black mushrooms will not breed with themselves, even when the moons are both dark.



Mushroom combinations

Use these tables as lookup tables. For example, to see what the results would be of breeding a Spooky with a Knob, use the First -> Second Generation table and find the intersection of the Spooky column with the Knob row. You will find a Warm which will be the child of Spooky and Knob parents. Of course, you could also find the intersection of the Knob column and the Spooky row and find the same result.

		Mushroom 1		
		Knoll mushroom	Knob mushroom	spooky mushroom
Cross With	Knoll mushroom	Knoll mushroom	cool mushroom	pointy mushroom
	Knob mushroom	cool mushroom	Knob mushroom	warm mushroom
	Spooky mushroom	pointy mushroom	warm mushroom	Gloomy black mushroom

		Mushroom 1		
		warm mushroom	cool mushroom	pointy mushroom
Cross With	warm mushroom	warm mushroom	stinky mushroom	flaming mushroom
	cool mushroom	stinky mushroom	cool mushroom	frozen mushroom
	Pointy mushroom	flaming mushroom	frozen mushroom	pointy mushroom

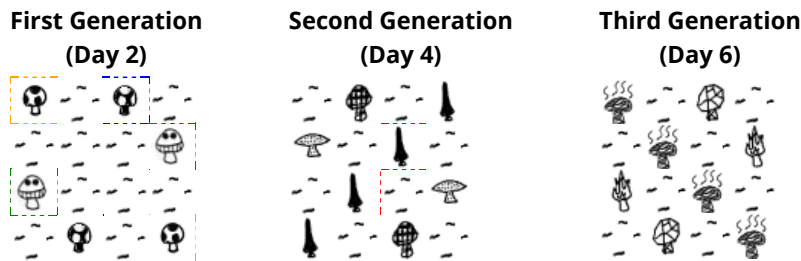
spooky mushroom	pointy mushroom	warm mushroom	spooky mushroom	pointy mushroom	flaming mushroom	frozen mushroom	pointy mushroom
------------------------	-----------------	---------------	-----------------	------------------------	------------------	-----------------	-----------------

Third Generation mushroom breeding follows different rules. Third Generation mushrooms are only fertile with mushrooms of their own kind, *except* for the frozen mushroom. The frozen mushroom can be bred with a spooky mushroom, but only on a specific moon phase. Two different Third Generation mushrooms in a valid breeding pattern will sit until picked. Gloomy black mushrooms will not breed, even with another gloomy black mushroom, even on the correct moon phase.

Strategy

Basic Planting

By planting mushrooms in the order indicated on the diagram below, you will grow at least two of each third generation mushroom, and four of one of them. Start by placing six spores (a pair of knolls, a pair of knobs, and a pair of spookies) on the map as in the Day 2 diagram below. The three colored pairs of squares represent where to place a pair of mushrooms- you can swap the spooky shrooms for the knoll shrooms in the diagram below, but the pair of blue squares must have a pair of the same kind of mushroom, the orange a different pair, and the green the last pair. For example:



After the second generation mushrooms have grown, remove the two mushrooms with red borders in the middle (pointy mushrooms in the example) to ensure a good yield of third generation mushrooms.

In addition to two of each of the type 3 mushrooms on day 6:

- If you start with Knobs in opposite corners, you'll get two Pointies, then an extra two Stinkies; (as shown above)
- If you start with Knolls in opposite corners, you'll get two Warmes, then an extra two Frozens;
- If you start with Spookies in opposite corners, you'll get two Cools, then an extra two Flamings.

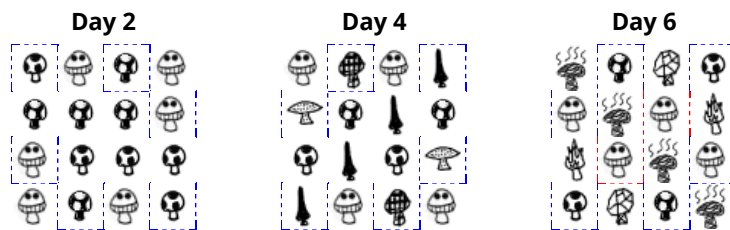
NOTE: To bypass the second generation removal step on day four, you can move one of the corner mushrooms (knob in the example above) diagonally inward one space. This allows you to completely ignore the mushrooms for 5 days and pull them on day six.

Additional Farming

It is possible to farm additional first generation (spooky, knob and knoll) mushrooms in between generations of bred mushrooms. However, if you fail to pick the extra mushrooms as soon as they appear they will destroy your breeding plans, and you may need to start over from scratch.

- Day 1: Plant mushroom spores as above. Plant additional mushroom spores in the spaces between the others.
- Day 2: Mushrooms will mature, giving something like the diagram below. Leave the mushrooms marked in blue; remove the rest.

- Day 3: The first generation mushrooms will create spores. Plant additional spores in the remaining spaces.
- Day 4: Mushrooms will mature. Again, leave the mushrooms marked in blue and remove the rest.
- Day 5: The second generation mushrooms will create spores. Plant spores in the circle pattern (a mirror-image of the first day one); plant additional spores in the two remaining spots (red boxes in Day 6).
- Day 6: Mushrooms will mature. Leave the mushrooms marked in blue and remove the rest. The remaining mushrooms form a mirror-image to the pattern left on Day 2.
- Day 7 onwards: The same strategy as for four days earlier, but reversed.



Total Yield:

- 8 Third Generation mushrooms (4 of one kind and 2 of each of the others)
- 2 Second Generation mushrooms (of the kind that was produced in the center)
- 24 First Generation mushrooms (of whatever varieties were planted)

Note that the locations of the mushrooms will alternate with each cycle. The term "mirror-image" is only used to help visualize this effect in the case that the current cycle was planted as pictured above. In the case that the cycle was planted as the mirror image, the next cycle will look like the picture.

Growing Multiple Second-Generation Mushrooms

This is like the "circle" strategy shown above but cut off for production of second generation mushrooms. This results in producing, every two days once in the loop, eight second generation mushrooms. Below is the detailed plots for each day to get the loop rolling. The pattern below will yield eight pointy mushrooms. You can change which type of second generation you will get by using the patterns below:

To create 8 Pointy Mushrooms: Spooky-Knoll-Spooky-Knoll-Spooky-Knoll

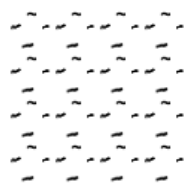
To create 8 Warm Mushrooms: Spooky-Knob-Spooky-Knob-Spooky-Knob

To create 8 Cool Mushrooms: Knob-Knoll-Knob-Knoll-Knob-Knoll

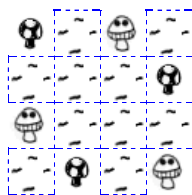
Note that these initial patterns will never generate third generation mushrooms; to do that see the section above.

Day 1

Start



Plant



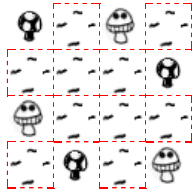
Notes

During day one plant in the same circle-of-6 pattern as the rest of the growing suggestions, except alternating only two of the types of mushroom. Inside the blue boxes you can plant

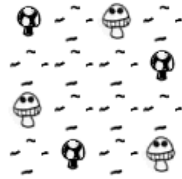
what ever kind of mushrooms you want as well to produce 10 1st generation mushrooms

Day 2

Start



Pick



Notes

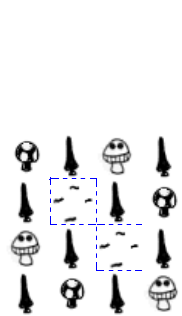
All the sprouts will have grown into mushrooms. Pick everything in the red boxes and leave the rest.

Day 3

Start



Plant

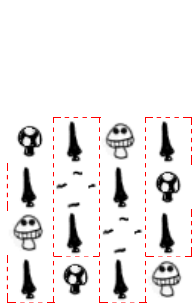


Notes

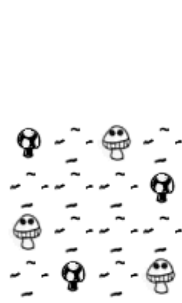
Today is the first day we start our loop. You will see a nice batch of second generation sprouts in every other tile. What we first want to do is fill in the spots for our circle from day one. The two central patches of dirt, outlined in blue, can be used for any first generation mushrooms you want as well.

Day 4

Start



Pick



Notes

Day 4 is the second and last day in the loop. Pick all the second generation mushrooms and the two first generation mushrooms outlined in red. The next day will be the same as Day 3 and this loop can go on forever, as long as you plant the mushrooms. Enjoy!

Growing fourth generation mushrooms

The gloomy black mushroom can also be produced in the mushroom plot, although the process for doing so is complicated by the involvement of moon phases in the breeding. The oily golden mushroom is obtained by exchanging a gloomy black mushroom outside the plot, so the essential strategy in this section is the production of the gloomy black mushrooms in a timely and efficient manner.

The first consideration is when planting should begin. The adult frozen mushroom(s) and spooky



mushroom(s) must be in place on the first moxie day. The breeding of the gloomy black mushroom spore will only occur at rollover on that day, generating the new spore when the moons both turn dark.

Since one of the adult mushrooms involved in the breeding is a third-generation mushroom, which takes six days to reach maturity, planting must begin no later than the day *immediately after the second muscle day* (the first day when Grimace is waning gibbous). The maximum number of gloomy black mushrooms which can be produced by starting on this day is **six**. If planting begins two days earlier (on the first muscle day), a maximum of **eight** mushrooms can be produced.

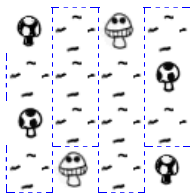
Hamburglar does not affect gloomy black mushroom breeding.

This is the basic "quick" set-up for producing 6 gloomy black mushrooms in the shortest time possible:

Day 1

Ronald	Grimace
	

Plant





Start day is the day after the second muscle day.

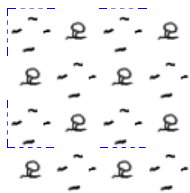
Notes

Begin as you normally would for breeding third-generation mushrooms. The blue squares may be filled in with additional first-generation spores to harvest the next day. On day 2, pick any extra mushrooms you planted in the blue squares.

Day 3

Ronald	Grimace
	

Plant





2nd generation spores are in place.

Notes

Second generation spores have been produced, as shown in the diagram. You may optionally plant more first-generation spores in the blue squares, to harvest the next day. (You may also do nothing on this day.)

Day 4

Ronald	Grimace
	

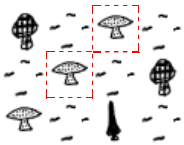
Harvest



2nd generation mushrooms have matured.

Notes

Remove the two center mushrooms as indicated



by the red squares. No mushrooms can be planted on this day!

Day 5

Ronald	Grimace

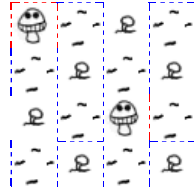
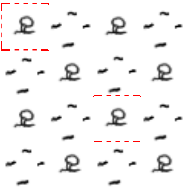
Harvest

Plant

3rd generation spores are in place.

Notes

You must uproot (and throw away) two of the frozen sprouts, indicated by the red boxes, and **replace them with spooky spores**. Plant optional first generation spores in the blue squares.



Day 6

Ronald	Grimace

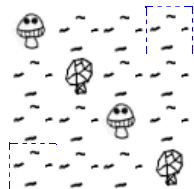
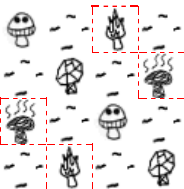
Harvest

Plant

3rd generation mushrooms have matured.

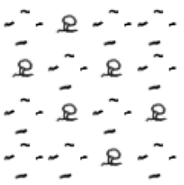
Notes

Harvest mushrooms in red boxes. Optionally plant first generation spores in blue boxes. The spooky/frozen configuration is stable; you may leave it as long as necessary, waiting for the right moon phase.



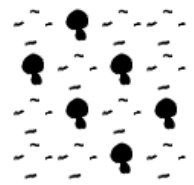
Day 7

Ronald	Grimace



Day 8

Ronald	Grimace



It is possible to produce up to eight gloomy black mushrooms per 16-day moon cycle. However, this requires a more complex strategy, and a minimum of two additional days' lead time. An example strategy is detailed in the next section.

Advanced 4th Generation Growing: Grow 8 Gloomy Black Mushrooms

This pattern will let you grow eight gloomy black mushrooms per complete lunar cycle. Note that timing is of the essence here, as the gloomy mushroom only breeds on one specific day out of

the 16-day cycle. This pattern must be started on the first Muscle day, when the moons look like this:

Ronald	Grimace

On this day, start in the familiar pattern so that you get the following on the second day (mushroom position is important here):

Day 2

Ronald	Grimace

If you want to plant extra mushrooms, you can do so provided they are immediately picked by the end of Day 2, to yield 10 first-generation mushrooms.

On day 3, you will have eight mushroom sprouts. Plant another six sprouts in the following pattern (be careful, this is not the "standard" pattern), with knoll mushrooms in the orange spaces, a knob mushroom in the green space, and spooky mushrooms in the blue spaces:

Day 3

Ronald	Grimace

Day 4

Ronald	Grimace

On day 3, you can plant two extra first-generation mushrooms in the unused center squares, provided you pick them on day 4.

On Day 4, you must pick the mushrooms outlined in red, which will net you four warm mushrooms, one pointy mushroom, and one cool mushroom. Leave the pointy mushroom on the left and the cool mushroom on the bottom. If you planted the extra first-generation mushrooms, pick those too.

Day 5

Ronald	Grimace

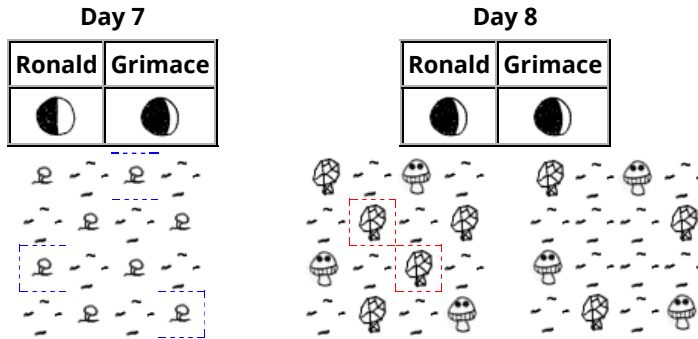
Day 6

Ronald	Grimace

On Day 5 you can plant up to an additional 8 spores in the empty squares without interrupting

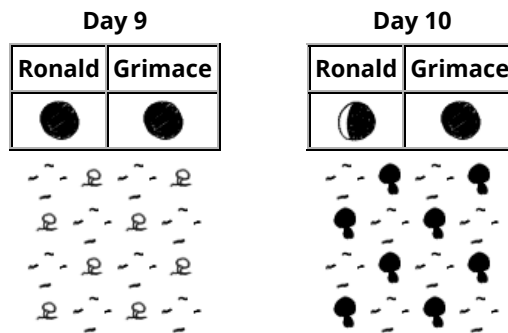
the pattern. Be sure to have them picked before you do anything on Day 6.

On Day 6, pick only the mushrooms outlined in red, giving you another cool mushroom and pointy mushroom. If you planted the extra first-generation mushrooms, pick those too.



On Day 7, plant spooky mushroom spores in the squares indicated in blue above. Note that there will already be a sprout in these positions; you need to remove these and replace with spooky mushroom spores. You can plant another 8 first-generation mushrooms today if you wish.

On day 8, pick the two frozen mushrooms in the center squares, and the optional first-generation mushrooms if you chose to plant those.



When both moons are dark, your gloomy mushrooms will begin to grow. You can plant first-generation mushrooms in the empty spaces, or begin a new cycle to grow third-generation mushrooms.

Pick and enjoy!

Total yield from this strategy:

8 x gloomy black mushroom

2 x frozen mushroom

4 x warm mushroom

2 x cool mushroom

2 x pointy mushroom

Up to 36 first generation mushrooms from optional planting.

In addition, there is enough time to do a basic 3rd generation run (see Basic strategy above) and be done in time to start the next Gloomy mushroom set on the next lunar cycle. And if on Day 9 you also plant a new circle in the midst of your Gloomy mushroom sprouts, you'll have time to finish an extra partial 3rd generation run that can provide up to five 3rd generation mushrooms on Day 2 of the next Gloomy mushroom cycle.



















It is even possible to do 2 basic 3rd generation runs between the 8x gloomy run. The key is to begin planting the next set on the day when the final mushrooms of your current set are sprouts (day 5 of 3rd generation run, day 9 of 4th generation runs). By planting the day one mushroom sprouts in between the final sprouts, you can get 2 full sets of 8x 3rd generation mushrooms, and 1 set of 8x 4th generation mushrooms in each moon-cycle.

**Mushroom Fields Strategy****1st Generation Mushrooms:** Knoll mushroom | Knob mushroom | spooky mushroom**2nd Generation Mushrooms:** warm mushroom | cool mushroom | pointy mushroom**3rd Generation Mushrooms:** flaming mushroom | frozen mushroom | stinky mushroom**4th Generation Mushrooms:** gloomy black mushroom | oily golden mushroom**Mushroom Consumables Reference Tables**

Both tables sorted by stats per fullness/drunkenness in descending order. All values have been rounded to the nearest hundredth.

Foods












Food	Fullness	Muscle	Myst	Moxie	Stats/ Fullness	Adv.	Adv./ Fullness	Mushroom Used
grue egg omelette	4	40	40	40	30	24	6	
cream of pointy mushroom soup	2			37.5	18.75	4	2	
Knob sausage chow mein	5	72.5			14.5	25	5	
bat wing chow mein	5		72.5		14.5	25	5	
rat appendix chow mein	5			72.5	14.5	25	5	
spicy mushroom quesadilla	3	37.5			12.5	5.5	1.83	
Knob sausage stir-fry	3	28.5			9.5	10	3.33	
bat wing stir-fry	3		28.5		9.5	10	3.33	
rat appendix stir-fry	3			28.5	9.5	10	3.33	
cool mushroom casserole	4		37.5		9.38	8	2	
gnocchetti di Nietzsche	6		49.5		8.25	25	4.17	
Knob lo mein	4		32		8	17.5	4.38	
Knoll lo mein	4	32			8	17.5	4.38	

Food	Fullness	Muscle	Myst	Moxie	Stats/ Fullness	Adv.	Adv./ Fullness	Mushroom Used
spooky lo mein	4			32	8	17.5	4.38	
Knoll stir-fry	2	16			8	6	3	
spooky stir-fry	2			16	8	6	3	
Knob stir-fry	2		18		8	6	3	
warm mushroom	2	13			6.5	2.5	1.25	
cool mushroom	2		13		6.5	2.5	1.25	
pointy mushroom	2			13	6.5	2.5	1.25	
mushroom pizza	3		16.5		5.5	6.5	2.17	
stuffed spooky mushroom	3			13.5	4.5	6	2	
Knob shroomkabob	2		8.5		4.25	3.5	1.75	
Knoll shroomkabob	2	8.5			4.25	3.5	1.75	
spooky shroomkabob	2			8.5	4.25	3.5	1.75	
flaming mushroom	3	4			1.33	6	2	
frozen mushroom	3		4		1.33	6	2	
stinky mushroom	3			4	1.33	6	2	
Knob mushroom	2					2.5	1.25	
Knoll mushroom	2					2.5	1.25	
spooky mushroom	2					2.5	1.25	

Drinks

All mushroom wines are produced by cocktailcrafting a mushroom with a mushroom fermenting solution.

Drink	Drunkenness	Muscle	Myst	Moxie	Stats/ Fullness	Adv.	Adv./ Fullness	Mushroom
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					Drunkness		Drunkness	Used
Gloomy mushroom wine	3	13.5	13.5	13.5	13.5	14.5	4.83	
Oily mushroom wine	3	13.5	13.5	13.5	13.5	14.5	4.83	
Flaming mushroom wine	3	13.5	0	0	4.5	12	4	
Icy mushroom wine	3	0	13.5	0	4.5	12	4	
Stinky mushroom wine	3	0	0	13.5	4.5	12	4	
Flat mushroom wine	3	9	0	0	3	12	4	
Cool mushroom wine	3	0	9	0	3	12	4	
Pointy mushroom wine	3	0	0	9	3	12	4	
Knoll mushroom wine	3	5	0	0	1.666	12	4	
Knob mushroom wine	3	0	5	0	1.666	12	4	
Spooky mushroom wine	3	0	0	5	1.666	12	4	

External Links

Simulators

- GreyCat's Javascript and CGI Simulator (<http://woledge.org/shroom.html>)
- Quietust's PHP Simulator (<http://www.qmtpro.com/~quietust/mushroom/>) (Mozilla only) with source code included
- SoreThumb's Macromedia Flash Simulator (<http://www.freewebs.com/sparksol/mushsim.html>)

Scripts

- RLBond86's auto_mushroom KoLmafia script (<http://kolmafia.us/showthread.php?9854>)

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