Overgrowth

Overview of Overgrowth

In Overgrowth, players master the art of strategy as they compete to create a clear path of their flowers, from one side of the board to their opponent's, or gather the most blossoms in the meadow by the game's end. With each move, every decision counts - will you outwit your opponent & claim victory?

Components

Wooden game board
Rulebook
2 velvet bags
60 flower tokens (30 of each colour)
2 action selection markers

Setup for Overgrowth

To begin, each player selects a colour & takes 25 flower tokens of their chosen colour from the bags. Find your action selection marker, which is twice as tall as your standard tokens.

Place the player board between both players ensuring that the 3 shaded squares are at each players side of the board.

Each player takes their action selection marker & places it on the 'Overgrowth' action space on their side of the board. You are now ready to play Overgrowth.

Order of play

- Move action selection marker
- Carry out the selected action (See overleaf for action descriptions)
- Check to see if you have won the game
- Play switches to other player

End of the game

The game ends when one of the following two conditions are met:-

1) A player has a continuous line of their flower tokens from one shaded area to the other.
2) One player places the last of their 25 tokens.

Winning the game

Create a continuous line of your flower tokens from one shaded area to the other. This may include diagonal adjacency.

If by the time a player has played all 25 flower tokens, & no one has connected each shaded area, the winner will be the player with the most flower tokens on the board.

Advanced variant

If you have played the game a number of times & would like an additional challenge, add in the following rule. To win the game, a player must have a continuous line of flowers from one shaded area to another. This line of flowers cannot include any diagonal connections.

Overgrowth

Designed & produced by:
Kirsty Buley, Mike Cleeton & Phil Fox

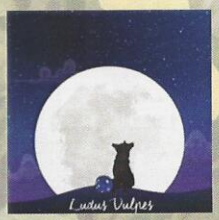
Graphic design & advanced variant by:
Kevin Abbotts

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Playing a game of Overgrowth

Select a starting player.

First turn

On each player's first turn, they will place one of their flower tokens in one of the three spaces in the shaded area on their side of the board.

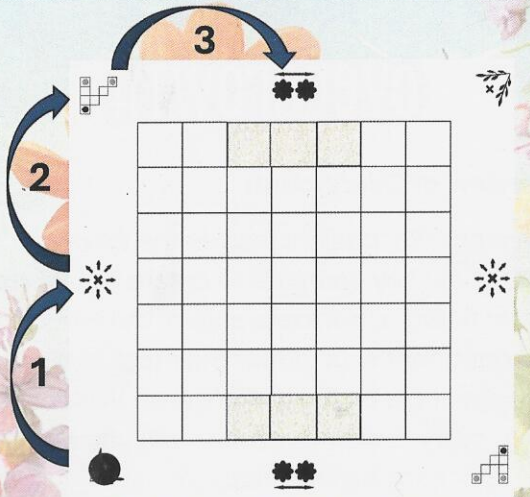
Each player now takes it in turns to take actions until a winner has been determined.

Placement rule

Each of the 2 shaded areas on the board can only ever contain a single piece of each colour.

Selecting actions

At the start of your turn, move your action selection marker around the board in a clockwise direction, up to 3 spaces. Action selection markers can never occupy the same space. However, an occupied space still counts as one space when moving your action selection marker.



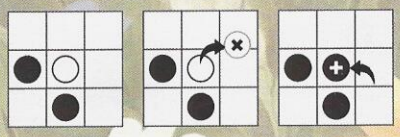
Actions

There are four actions available in the game of 'Overgrowth', of which you will be able to select one per turn from the three that are available to you.

- Overgrow
- Grow
- Cast
- Spread

Overgrow

If you surround an opponent's flower token on 2 sides (not diagonally) then you can overgrow their flower. To do this, remove your opponent's flower token from the board & replace it with one of your own. Your opponent's flower token is permanently discarded from the game.



Grow

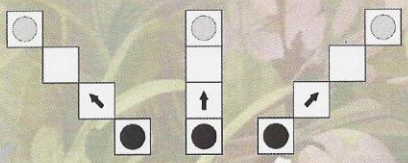
Place a single flower token of your colour in a space adjacent to a flower token you have already placed, in any direction.



Cast

Place a flower token in a straight line, exactly 3 spaces from a flower token you have already placed. This can be in a straight or diagonal line.

This can be in any direction, including sideways or backwards from a flower token you have already placed.



Spread

Place up to 2 flower tokens adjacent to each other horizontally across the board. One of those flower tokens must be placed so that it is adjacent (this cannot be diagonally adjacent) to a flower token you have already placed.

