

Thrive

By Martin Grider ~ v1.6 - © 2018

Overview

In Thrive, you play as one of two lotus flowers, competing to control the pond. Be the first to capture all but one of your opponent's seed pods and win this game of tactical decision making!

Rules Specific to Print and Play – Important!

Anywhere the rulebook tells you to place a peg into a game piece; you should instead use a pencil to fill in a circle on the game piece.

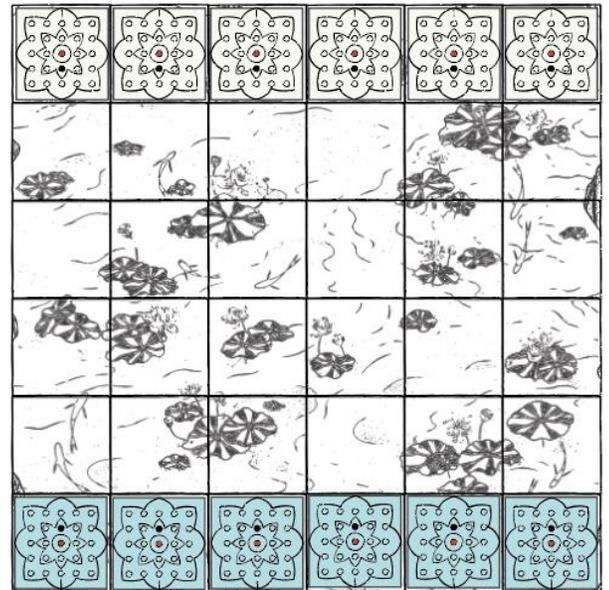
Setup

Each player selects a color and takes all the pieces of that color and sets them on the row of the board closest to the player. Every piece starts with two pegs in it: a peg in the center representing its position on the board, and one additional peg allowing the piece to move one space forward.

Gameplay

On a player's turn, in this order, if they can, they must:

1. Move one of their pieces.
2. Then place 2 pegs in any of their pieces.

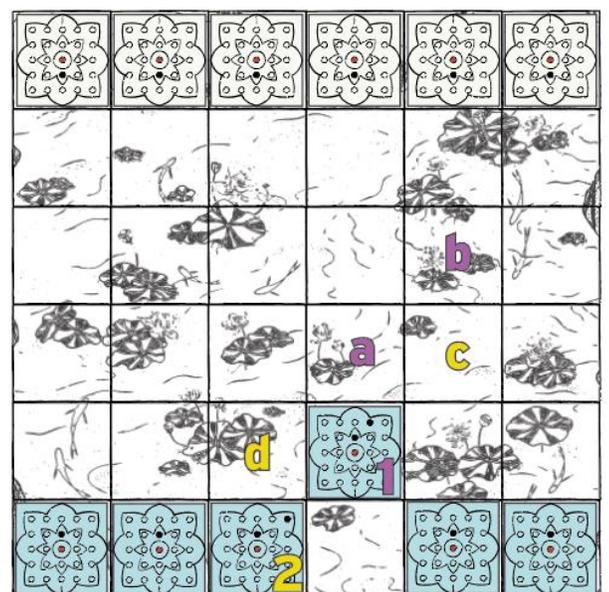


Piece Movement

All pegs in a piece other than the center peg represent the possible moves that piece can take, relative to its position on the board, (represented by its center peg).

For example, the board on the right is after the black player has taken their first turn. They moved a piece (1), and then added a peg to that piece, as well as another piece (2). In subsequent turns, that piece (1) can now potentially move to spaces (a) and (b), and piece (2) can now move to spaces (c), and (d).

- When a piece is moved onto another piece, the other piece is removed from the game.
- Pegs are never removed from a piece, so each piece will always be able to move one space



forward throughout the game. (a) and (d)

- Pieces can jump over other pieces. (c)
- Pieces cannot move off the game board.
- Pieces do not rotate.
- A piece cannot move backwards until there is a peg that corresponds to that direction.

Peg Placement

Pegs have to be placed into empty holes in your own pieces, and only into pieces that have not yet been captured.

- You can place your two pegs on different pieces on the same turn.
- You do not need to place either of the pegs onto the piece you just moved.

Goal

If you reduce your opponent to just one piece remaining, you win the game.

Secondary goal: In a game where both players have exactly two pieces remaining, a player may instead win the game by filling one of their remaining pieces with pegs.

Links

Print and play files: <https://adamsapplegames.com/thrive>

Board Game Geek page: <https://boardgamegeek.com/boardgame/250725/thrive>

Adam's Apple Games Publisher website: <https://adamsapplegames.com/>

Martin's blog post introducing the game design initially named "Eigenstate":
<http://chesstris.com/2018/04/15/eigenstate-on-bgg/>