

Kudzu

2024, Alexander Brady, <https://boardgamegeek.com/thread/3246678>



A game played on a square board with odd side length. The GIF above shows a 5x5 board, but I suspect it is too simple (only lasting 5-10 plies). 7x7 is probably good for beginners, and 9x9 or 11x11 I suspect might suffice for experienced play.

Setup. The pieces in a checkerboard pattern, with the dark pieces occupying the corners (and the center). The player with the dark pieces goes first.

Turn part 1 - picking up pieces

Starting with any stack that has your piece on top, pick up all of your pieces that are not lying under an enemy piece. So if you have a stack that goes (top to bottom) - FFEF, where F is friendly and E is enemy, you would pick up the two friendly pieces on top but not the one on the bottom.

You may then continue to an adjacent space (orthogonal only) that also has a friendly piece on top and continue to pick up pieces. Continue until you either run out of pieces to pick up or wish to stop.

Turn part 2 - sowing pieces

Starting in the last space you picked up a piece from, or an adjacent space (orthogonal only), drop one piece. Then move one space and drop another piece. Continue dropping until you have dropped all of your pieces. You may cross your own path or double back (even just bouncing between two adjacent spaces is okay). If there are already pieces in a space, you drop your piece on top.

Goal. Look at the tops of stacks on the board. If all of the stacks you control (meaning your piece is on top) are in a connected group, you win the game. Note that pieces of yours that are "buried" beneath enemy pieces do not matter for this condition.

Also: <https://www.youtube.com/watch?v=3xfHC9-k8JE>