



2 players



25 Minutes

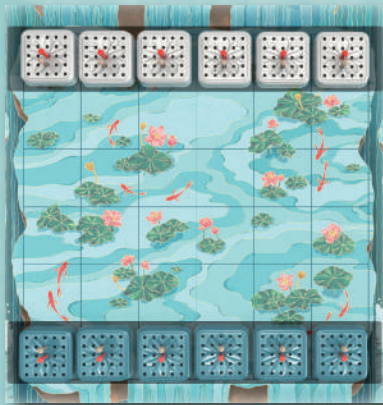


8+ Ages

THRIVE

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 as seen in the image below.



Piece and Peg Setup

Every piece starts with two pegs in it:

1. A colored peg in the center representing its position on the board.
2. An additional peg allowing the piece to move one space forward.
(This is explained in detail later.)



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!

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

The center peg represents the position of a piece on the board. All other pegs in a piece represent the possible moves that piece can take, relative to its position on the board. 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 (b)
- * 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.

- * Pegs may be placed into different pieces on the same turn.
- * Pegs do not need to be placed into 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, if a player cannot place both of their pegs, they win the game.

Components

- * 12 lotus pieces
- * 12 colored center pegs
- * 68 wooden pegs
- * 1 fabric board
- * 1 rulebook



Movement Example

For example, this is after the 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).

