

RULEBOOK

OVERVIEW

The sun rises on empty streets and decrepit skyscrapers. No one knows why they've been abandoned or for how long – that is, no one would know if there was anyone around to know anything anymore. There is hope however; nature is resilient and has already begun sprouting through cracks in the pavement and out of storm drains. Wildlife is returning, taking refuge in mailboxes and under bridges. With your help, this monument of concrete and steel can become a lush ecosystem once again.

In Overgrown, players take turns drafting tiles from the Aether and placing them into their City forming combinations of Earth, Water, and Sun tiles that combine to overgrow blocks of their City. Overgrown blocks can then grow further to create new Ecosystems. Players may also form Element tile patterns that don't combine to overgrow, but attract Wildlife. Players have to think twice about where they place tiles, as where they place dictates which tiles their opponents can draft. Once one player has filled up their City the game ends and the player with the most verdant City wins!

COMPONENTS



54 ELEMENT TILES
(18 EACH OF EARTH, WATER, AND SUN)



33 POLLUTION TILES



20 OVERGROWN TILES
14 ECOSYSTEM TILES



5 CRATER TILES
(4 CITY & 1 AETHER)



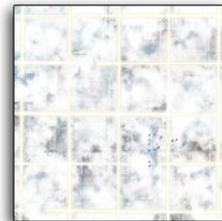
15 WILDLIFE TOKENS



4 REFERENCE CARDS



8 LARGE AURAS
(4 LARGE & 4 SMALL)



1 AETHER BOARD



RECYCLE BAG



15 WILDLIFE CARDS



4 CITY BOARDS

FLIP ME!

The Crater, Overgrown, and Ecosystem tiles have alternate faces that highlight their point value/game purpose. Feel free to put whatever side you prefer face up.

SETUP

- Place the Aether on the box between all players
- Each player takes a City, the small & large Aura of their color choice, and a reference card
- Each player places their small Aura in one of the corners of the Aether
- Fill the Aether with tiles as follows
 - Fill the Recycle bag with 9 of each Element tile, 3 Pollution tiles, & the Aether Crater tile, then mix them up
 - Starting from the outer spaces first, place a pair of tiles from the Recycle bag on each space
 - When the Crater tile is drawn, place it on the space by itself; return the other drawn tile to the Recycle bag (if the Crater tile is placed within an Aura, move the Aura one space towards the center diagonally)
 - Once the Aether is completely filled, the Recycle bag should be empty and all spaces should have 2 tiles except for the space with the Crater Tile
- Each player places a Crater Tile in their City matching the position of the Crater tile in the Aether
- Add 2 of each Element Tile per player to the bag from the remaining tiles

2 players: 12 tiles (4 of each Element)
3 players: 18 tiles (6 of each Element)
4 players: 24 tiles (8 of each Element)

(return leftover Element Tiles to the box)
- Shuffle the Wildlife Deck and place it near the Aether, then reveal a number of cards equal to 1 more than the number of players

2 players: 3 cards
3 players: 4 cards
4 players: 5 cards
- Place the Overgrown & Ecosystem tiles, Pollution tiles, and Wildlife tokens within reach of all players



GAME RULES

Starting with the player that most recently watered a plant, each player's turn consists of 5 steps taken in order:

GATHER a pair of tiles from a single space in the Aether.

PLACE the selected tiles into the City.

MOVE the Aura of their player color in the Aether to match the position of the placed tiles.

ATTRACT Wildlife by matching revealed Wildlife patterns.

OVERGROW sections of the City by combining Elements.

Players take turns until one player fails to **PLACE**, triggering the end of the game.

GATHER

Select a pair of tiles from any one space in the Aether surrounded by any player's Aura.

If no spaces within the Auras have tiles, add 3 Pollution tiles to the Recycle bag and refill the entire Aether just as you did at the start of the game. Then draft from the Auras as usual.



James (the orange player) has 2 valid drafting options: the pair of Sun & Water tiles from his Aura, or the pair of Earth tiles from *Anita's* (the purple player's) Aura.

PLACE

Place the tiles you just gathered into your City. The tiles may be placed on any empty spaces, but must be placed next to one another. (not including diagonals)

Tiles don't need to be placed next to tiles placed previously, only tiles placed on the same turn must be adjacent.

The space with the Crater Tile is unusable, and the Crater Tile can never be moved.

If there aren't 2 adjacent empty spaces left in your City, **the game ends immediately!**



After drafting a pair of tiles, *James* must now place them in his city. He has only 3 empty spaces in the bottom right corner of his city which allow him to place his tiles next to each other. He may not place into the empty spaces on the left because he wouldn't be able to place the tiles next to each other.

POLLUTION!

Once placed, Pollution tiles are difficult to remove, but you'll be rewarded if you can clean them up.

INVALID PLACEMENT

(tiles are not next to each other)



VALID PLACEMENT

(tiles are next to each other)



MOVE

Remove your Aura from the Aether. Then, using the Crater as a shared reference point between your City and the Aether, return your Aura in the Aether matching the position of the 2 tiles placed into your City during the **PLACE** step.

If your Aura would overlap with another player's, use the smaller Aura to only surround the space that isn't already surrounded by the other player's Aura. If your Aura would completely overlap with other players' Auras, then simply remove your Aura from the Aether.

You should only ever have one (or none) of your Auras in the Aether, do not leave an Aura you moved on a previous turn when moving the other.

MOVE BEFORE YOU ATTRACT!

Be sure to complete the **MOVE** step before **ATTRACT**

After placing the Sun & Water tiles on the highlighted spaces in his city, **James** then moves his Aura in the Aether to match. However, because his Aura would overlap with **Anita's**, he removes his large Aura and places his small Aura to surround the Water & Pollution tiles which were not already surrounded.



ATTRACT

If any patterns of Element tiles in your city match a revealed Wildlife card, take any available Wildlife piece and place it on the tile indicated by the paw print. Then reveal a new Wildlife card to replace the matched card.

- Patterns may be rotated and/or flipped to match (because of this, there are sometimes multiple valid tiles to place the Wildlife on)
- None of the tiles used to attract Wildlife can already have Wildlife on them
- You cannot attract Wildlife using a card revealed on your turn
- You may attract multiple Wildlife in a single turn

WILDLIFE ATTRACTED

(pattern may be rotated and/or flipped and still match)



WILDLIFE ATTRACTED

(wildlife may be placed on either of the center tiles, because pattern can be flipped)



WILDLIFE NOT ATTRACTED

(pattern already has Wildlife present)



OVERGROW

If there are any Element groups of Earth, Water, and Sun tiles neighboring each other in your City, they combine to overgrow part of the City! Discard the 3 Element tiles that make up the Element group to the Recycle bag, then replace 1 of the 3 removed Element tiles with an Overgrown tile. Overgrowing is **mandatory** for every valid Element group in your City.

After combining any Element groups, if there are any groups of 3 Overgrown tiles neighboring each other, they combine into an Ecosystem tile. Discard the 3 Overgrown tiles to their pile and replace 1 of them with a Ecosystem tile.

VALID ELEMENT GROUPS



INVALID GROUPS

The 3 tiles of the group must be directly adjacent, not including diagonals.



If there are multiple valid groups, you decide which tiles combine.



You may place the new tile on any of the spaces previously covered by one of the combined tiles.



POLLUTION!

The Ecosystem tile clears pollution when it grows!



Any Wildlife pieces on tiles used to Overgrow move to the new tile regardless of where it is placed. Multiple Wildlife can end up on an Overgrown tile if multiple tiles used to Overgrow have Wildlife.

Whenever an Ecosystem tile is grown, it removes any Pollution tiles in the 4 spaces neighboring it! Keep the pollution near your City, as you will get a bonus for cleaning it up when scoring!

1



The newly placed Water tile finishes the pattern on one of the Wildlife cards. **James** takes a Wildlife token and places it on the tile indicated by the card. He then reveals a new wildlife card.

2



James also has an Earth, Water, and Sun tile forming an Element group which he can Overgrow into an Overgrown tile. He sets aside the Wildlife token before returning the Element tiles to the Recycle bag.

3



He returns the Element tiles to the Recycle bag, then places an Overgrown tile in 1 of the 3 Element tiles' previous locations. **James** chooses to replace the Sun tile, as that allows him to form a group of Overgrown tiles which he can further Overgrow into an Ecosystem!

4



James chooses to place the Ecosystem where he originally placed the Sun tile because it clears the Pollution next to it!

He then returns the set aside Wildlife token to the newly placed Ecosystem.

GAME END & SCORING

Whenever any player fails to **PLACE** (I.E. cannot place two tiles adjacent to one another on their turn) the game immediately ends and players score points based on the tiles and wildlife present in their City:

WILDLIFE



1 on an Element Tile



2 on an Overgrown tile



3 on an Ecosystem tile

TILES



1 for an Overgrown tile



2 for an Ecosystem tile on its own...



...but also add the base of its neighbors if it has any

POLLUTION

1 for each Pollution tile removed from their City

The player with the highest wins!

In the case of the tie, the player with the fewest Pollution tiles in their City wins. If there's still a tie, then the player with the most Wildlife wins.

- 1 This Wildlife is on an Ecosystem, so it's worth 3
- 2 This Ecosystem is neighboring another Ecosystem, so it is worth (2 + 2)
- 3 This Ecosystem is neighboring an Ecosystem & an Overgrown tile, so it is worth (2 + 2 + 1)
- 4 This Overgrown tile is worth 1
- 5 This Ecosystem is neighboring 2 Overgrown tiles, so it is worth (2 + 1 + 1)
- 6 This Overgrown tile is worth 1
- 7 Don't forget the bonus 1 for that Pollution tile he cleaned up earlier!



James ended the game because he could not place tiles on his turn, as he does not have 2 empty spaces next to each other in his City.

After adding up the points from his tiles and Wildlife, as well as his bonus point from cleaning up a Pollution tile, he has 19 total.

ADVANCED ECOSYSTEM GROWTH

Try playing with the following alternate rules for **OVERGROW**:

- A new tile must always replace one of the tiles that was placed in the current turn.
- If both tiles placed that turn were used to grow the new tile, then the player chooses which tile to replace.



After placing the highlighted Earth & Sun tiles, the resulting Overgrown tile must replace the Earth tile, as the other Sun & Water tiles were placed on a previous turn.

TEAM PLAY

Playing in teams of 2 is a great option for 4 players that are interested in a more strategic game than the free-for-all of a usual 4 player game. When playing in teams, make the following few changes to the rules:

- Each team chooses and shares a single pair of Auras. *(each player still has their own city)*
- Players should sit so that teams alternate in turn order. *(Orange 1, Purple 1, Orange 2, Purple 2)*
- Take turns as normal; when **MOVING**, move your team's Aura as if it was your own.
- At the end of the game, the team with the highest combined points wins!

SOLO MODE

For a quick puzzle you can experience on your own, use the following changes:

SETUP

- Only take a large Aura, and place it in a corner of the Aether along either edge.
- When the first Pollution tile is placed in the Aether, also place a Pollution tile in your City in the same location.
- Draw a single Wildlife card from the deck and put the rest back in the box.
- After filling the Aether, you may leave the rest of the Pollution in the box; no additional pollution will be added during the game.

You can alter the difficulty by modifying setup the following ways:

- Easy:** Don't draw any Wildlife cards and don't place any Pollution in your City.
- Hard:** Draw 2 Wildlife cards, and place Pollution tiles into your City to match the first 2 drawn for the Aether.
- Impossible:** Draw 3 Wildlife cards, and place Pollution tiles into your City to match all 3 drawn for the Aether.

GAME RULES

- The goal of the game is to clear all the Pollution from both the Aether and your City, as well as attract all the Wildlife from the cards you drew (if any).
- The game is played identically to the base game except in how the Aether is refilled.
 - Whenever you Overgrow, if the space in the Aether matching where you placed the new tile is empty, it gets refilled from the bag.
 - When you grow an Ecosystem, also refill the 4 adjacent spaces in the Aether. (if empty)
 - If your Aura is empty at the start of your turn, you lose!
- Once all Pollution has been cleared and all the Wildlife has been attracted, you win!

DO YOU HAVE TO DRAFT A PAIR OF TILES ON YOUR TURN?

Yes, drafting is mandatory; you cannot pass.

I HAVE 3 ECOSYSTEMS NEXT TO EACH OTHER. DOES ANYTHING HAPPEN THEN?

Ecosystems are fully grown. They earn a lot of  for neighboring each other, but they do not combine any further.

CAN I ATTRACT MULTIPLE WILDLIFE IN ONE TURN?

Yes, as long as after attracting Wildlife from the 1st pattern, there are still no Wildlife tokens on any of the tiles that make up the 2nd Wildlife pattern.

CAN THERE BE TWO POLLUTION TILES IN A SINGLE SPACE IN THE AETHER?

Yes, it's definitely possible to pull two pollution together when filling the Aether, and getting stuck gathering them can sting. If you prefer a little less drama in your games, you can add a house rule to re-draw when you pull a pollution pair.

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REFERENCE

GATHER



Take a pair of tiles from a single space within any players' Aura.

PLACE



Place the tiles side-by-side in your City.

MOVE



Move your Aura to match the position of your placed tiles.

ATTRACT



Place a Wildlife token on any matching patterns, and reveal a new card.

SCORING

WILDLIFE



TILES



POLLUTION



OVERGROW



Combine elements to grow Overgrown tiles, then combine Overgrown tiles to create Ecosystems and clean pollution.