



GROWORM



A full organic game to manage worms, soils and crops

OVERVIEW



GroWorm, a game of dice placement and humus mancala management system for cultivation, where you must be willing to repair the soil and achieve the best crops, something not easy to achieve, so you must properly manage your worms and achieve the best environment and conditions to harvest your precious compost and combat scarcity of crops. Pay attention to the associations between species, productive and health, which will allow you to achieve the highest number of Vermipoints or Victory points. Do you think this is the relaxing honey over flakes game? Make no mistake, there are some hungry worms and multiple pests ready to ruin your plans, do not allow them and let's go! We want to feed ourselves!

Wanna know more about it:
<https://tabletopia.com/workshop/games/groworm/2-4players/test>



1 central board	60 cubes in 3 colors
4 individual boards	53 Humus/pests tiles
36 general objective cards	50 worm cubes
16 dice in 4 colors	60 vegetable /
4 meeples in 4 colors	spice/robes cultivation
4 pawns in 4 colors	cards

GAMEPLAY

Players must manage their cards and develop their strategy, placing their worker dice in one of the 6 possible areas of the board, managing waste, obtaining resources and compost to meet the requirements of the cultivation cards. In addition, they must have control of the quality of their humus and fight pests.



GAME MECHANICS

Worker placement with dice workers
 Dice rolling
 Mancala
 End game bonuses
 Hand management

KEY FEATURES

Easy to learn
 Relaxing theme for unbridled competition,
 An attractive mancala system with strategic thinking and, an evocative theme connected to sustainability.

