



David Chircop's

PETRICHOR

n. The pleasant earthy smell after rain



Honeybee Expansion

Rulebook

Version 1.0








Petrichor: Honeybee

This is an expansion for **Petrichor**; a copy of the base game is required to play. The expansion adds a new action (Bee action), a new resource (Honey), and four tiles that use this resource. The expansion also supports solo mode and includes cards to be used when combining with the **Flowers** expansion.



Components

- 4 new *honey producing* tiles (with honey icon  in top-right)
 - Blueberry
 - Apple
 - Passion fruit
 - Watermelon
- 20 Honey tokens (10 x 1-value, 10 x 3-value)
- 24 double-sided cardboard Pollen tokens
 - Yellow side  called "**dormant**"
 - Green side  called "**germinated**"
- 1 wooden Bee piece
- 2 Forecast cards and 1 Player Power card to be used with **Petrichor: Flowers**

Note: honey tokens function as currency; players are free to exchange three 1-value tokens for a single 3-value token at any time and vice versa. Furthermore, honey is not meant to be limited. In the unlikely case of it running out, use any suitable alternative.



Setup

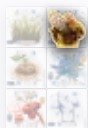
Use the regular setup with the following changes and additions.

- Use the following number of tiles based on the player count:

Player count	Honey producing tiles	Regular tiles
*	2	4
	2	5
	3	6
	4	8
 (Petrichor: Flowers required)	4	12

- Place the Bee piece on the tile shown (before players place clouds).

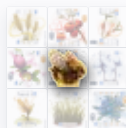
1 player



2 players



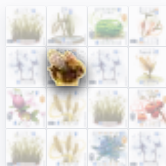
3 players



4 players



5 players



- Place 1 **dormant** pollen on every tile (except the Anthill and the Lake, if either are in play).
- Give 2 **Honey** to each player.*

*Additional rules for the Southern Winds solo mode on page 8.




Gameplay

As their **second** action, a player may take one of the following options:

- Discard any one card to move the Bee to an adjacent tile.

OR

- Discard any one card and discard 1  Honey to move the Bee to any tile including the one it is currently on (i.e. not moving is allowed).

This replaces the normal second action of discarding 2 matching cards to perform that action (Frost, Sun, Wind, or Rain) and vote.

The player must then perform one **Bee action** (if able) at the Bee's new location.


Note: if the Lake is in play, the Bee cannot be moved onto it.

Bee Actions

Choose **ONE** of the following:

- Collect all **dormant** pollen tokens from the tile the Bee is on into your personal supply (up to a maximum personal supply of 4; any excess stays on the tile).

OR

- Discard up to 2 pollen tokens from your personal supply, then:
 - For each pollen discarded, place 1 water drop from your supply directly onto the tile (if you have no drops left in your supply, you may take your drops from another tile to then place on this tile).
 - If you placed the drops on a honey producing tile () , and there are fewer **germinated** pollen tokens on the tile than the limit shown by the **germinated** pollen icon on the tile, place your spent pollen tokens onto the tile with the **germinated** side up (up to the tile limit. Any excess is discarded).

OR

- Collect honey tokens equal to the number on the honey icon on the tile. This option is only available if the Bee is on a honey producing tile.

Remember: You cannot take a Bee action as your first action on a turn, nor after another player has passed (as you have no second action available after a player passes).

Note: it does not matter which side up the pollen tokens are stored in the players' personal supplies; we recommend storing them with the **dormant** side up, to avoid confusion. Players collect **dormant** pollen tokens which, once spent, are placed as **germinated** on honey producing tiles (or returned to the supply if spent on non-honey producing tiles).

Clarification: the limits of **germinated** pollens are: Apple (1), Blueberry (1), Passion fruit (2), Watermelon (4).

Harvest

Harvest as usual. Note that most honey producing tiles require at least one **germinated** pollen token to be considered growing/sprouting. Only when the required number of pollen tokens and water drops are present can the tile be harvested.

After a Harvest:

- Remove all **germinated** pollen tokens from any honey producing tiles that were harvested.
- Place one **dormant** pollen token on every tile (except Anthill and Lake, but including ones that already have **dormant** or **germinated** pollen on). If there are not enough pollen tokens in the general supply to place on all tiles, prioritize placing on honey producing tiles, then on tiles that have less **dormant** pollen than others, and finally if still tied, the First Player picks.



End Game Scoring

At the end of the game, bonus points are awarded based on which players have the **most** honey in their personal supply:

Player count	Honey in personal supply				
	1st place	2nd place	3rd place	4th place	5th place
	10	0			
	10	0			
	12	6	0		
	15	9	4	0	
	15	9	4	0	0

If two or more players are tied for a position on a tile, they and everyone below them in scoring order, score a lower rank.



Summary of the New Tiles

Apple

Requires 2 drops and 1 **germinated** pollen token to sprout, but requires an additional resolved Sun Weather to develop (similar to how Coffee works in the base game). While sprouting, it scores 1 **Victory Point** for all involved players. Once developed it scores 8/6/4/2 **Points** respectively for the player(s).

Collecting honey with the Bee action, it yields 2 **Honey**.

Blueberry

Requires 2 drops and 1 **germinated** pollen token to develop. The tile scores 5 **Victory Points** and 3 **Honey** for the player with the most drops on it, 4 and 2 for the second, 3 and 1 for the third, and finally 2 (and 0) for the fourth.

Collecting honey with the Bee action, it yields 2 **Honey**.



Watermelon

Requires 4 drops to develop. The tile can have up to 4 **germinated** pollen tokens on it. It scores 4 times the number of **germinated** pollen for the player with the most drops on it (so 16/12/8/4/0 🐝 Points, depending on the number of **germinated** pollen), 2 times for the second (8/6/4/2/0 🐝), and 1 times for the third (4/3/2/1/0 🐝).



Collecting honey with the Bee action, it yields 1 🍯 Honey.

Passion fruit

Requires 4 drops and 2 **germinated** pollen tokens to develop. It scores 12/7/4/1 🐝 Points respectively for the player(s).



Collecting honey with the Bee action, it yields 1 🍯 Honey.

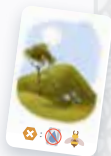


New Cards Used with Petrichor: Flowers

If you also own **Petrichor: Flowers**, you can just shuffle the new cards into their respective decks before playing.

New Player Power

The Bees Player Power lets you move the Bee anywhere as your second action by discarding 1 🍯 Honey (instead of 1 card and 1 🍯) and then performing a Bee action as normal.



Forecast Card Reference



🐝 17 **Play after Harvest:** gain 4 honey.



🐝 18 **Play as your turn:** move the Bee to an adjacent space and perform a Bee action. Then you may move the Bee again to an adjacent space to perform a second Bee action.




Southern Winds Solo Mode

Additional Components




- 2 new Southern Winds solo cards.

Setup

Select 2 random honey producing tiles and 4 random standard tiles for solo play with this expansion. Honey producing tiles have the following **priority**  values:


- Blueberry: 6.5
- Apple: 7.5
- Passion fruit: 11
- Watermelon: 12

Shuffle the 2 new Southern Winds solo cards together with the other Southern Winds cards to form the solo deck.

You start with 2  **Honey**, as usual. The neutral player starts with **Honey** equal to the number of honey produced on the 2 honey producing tiles in play (between 2  and 4 .

Gameplay Changes

When drawn, the new solo cards have the following actions:

- If the neutral player has no drops left in its supply, advance the neutral player by 1  on the Victory Point track and skip the remaining steps.
- Move the Bee to the highest-numbered tile where it is not currently present, that either:
 - The neutral player does not have a majority of drops on.**OR**
 - The neutral player has a majority on, but the tile is not yet sprouting/developed.

- If no tile matches either of the above conditions, advance the neutral player by 1 🐝 on the Victory Point track and skip the remaining steps.
- Remove all **dormant** pollen tokens from the tile (discard to the supply).
- If the tile is a honey producing tile and not already at the **germinated** pollen limit, place a **germinated** pollen token (from the supply) onto the tile.
- Place 2 drops from the neutral player's supply directly onto the tile. If the neutral player has only 1 drop left, just place 1.

Then collect honey / apply voting as indicated on the card:

- 🍯🍯: One of the cards gains the neutral player 2🍯 **Honey** (instead of voting).
- 🍷🌧️: The other card decreases one Harvest die (scoring 1 🐝 or 2 🐝 as usual) and places a vote on the Weather with the fewest votes (if tied, choose clockwise from Frost).

Note: the neutral player never spends **Honey**. It gains **Honey** from harvesting Blueberry, as you would.

Increasing the difficulty

"Taste of Honey" variant: To increase the difficulty, every time the neutral player performs the new solo card's effect on a honey producing tile, it additionally gains **Honey** equal to the number on the honey icon (🍯) of that tile.





Anthill Promo Tile

You might have one additional punch board's worth of components not listed in the components section, if you backed this expansion through Kickstarter or otherwise acquired it separately. This new tile, the Anthill, is designed to add more unpredictability and sudden moves to the game. The expansion is fully playable without it.

Components

- 1 Anthill tile
- 6 Ant tokens



Setup

- Shuffle the Anthill tile in with the chosen regular tiles for this game (before adding in any honey producing tiles, if using the **Honeybee Expansion**).
- Once the tiles have been dealt out, place the 6 Ant tokens onto the Anthill tile.

Note: the Anthill is not supported in solo mode.

Gameplay

Whenever water drops land on the Anthill tile (due to a player raining drops directly on the tile, blowing drops from adjacent tiles, a Rain Weather action, or some other effect causing drops to land on the tile), all empty ant tokens pick up one drop each (place the drop on the Ant token). Any excess drops stay on the tile (those drops will be picked up by ants if/when any return empty-handed to the Anthill). The excess drops are selected by the first player (if needed).

If, during your turn, you have at least one drop on an Ant token (on any tile), you may move that ant, and its drop, to an adjacent tile.

You may only move one ant per turn.

Special Effects

- **Wind Weather:** Drops on ants are immune to Wind Weather (i.e. they cannot be blown off their tile).
- Whenever any effect causes a drop to be removed from an ant (e.g. due to Harvest, or moving an ant onto the Lake tile), the Ant token is returned to the Anthill tile and it picks up a spare drop (if any) currently on that tile (current First Player chooses the drop if there's a choice).
- Moving an ant onto a tile might cause it to grow, while moving an ant away from a tile might cause the tile to lose its growing status.

Harvest

Drops on ants get harvested (if they are on a tile that gets harvested), and they count as drops on the tile where their ant is. Once its drop is harvested, the empty ant is returned to the Anthill tile (as described under Special effects).

No drops are ever harvested from the Anthill itself, and the Anthill gives no points during Harvests.





Credits

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