



David Chircop's

# PETRICHOR

n. The pleasant earthy smell after rain



Flowers Expansion

Rulebook





## Petrichor: Flowers

This is an expansion for **Petrichor**; a copy of the base game is required to play. The expansion allows for a 5th player and adds 3 modules (Flower Tiles, Player Powers, Forecast Cards) which can be used in any combination with the base game's rules.



## Components

- 20 translucent **water drops** in a 5th player color
- 14 markers in the 5th player color (12 for voting, 2 taller ones for tracking points)
- 1 +50/+100 token to track points of the players who complete a lap on the Victory Point track
- 1 Player Aid card
- 8 action cards: 2 sets of Frost, Sun, Wind, and Rain (same as the cards in the base game)
- 5 Player Power cards to add asymmetric abilities to the game
- 3 flower tiles, which can be mixed in with Petrichor's crops
- 16 forecast cards
- 4+1 cardboard Primrose tokens (4 bloom tokens and 1 control token)
- 8 cardboard Dandelion pod tokens
- 1 cardboard Snowdrop bloom token



## Rules of Play for 5 Players

Rules for 5 players follow the 4 player game, with the following differences:

- We recommend always using the short form rules for 5 players.
- During the setup, place 16 tiles to form a 4x4 grid.
- Since the number of clouds in Petrichor is limited, if all 12 of them are in play the Frost card action instead lets a player add 1 of their drops to a cloud they do not currently have presence in.
- During the Weather Phase, Voting Wins advance in the following way:
  - Advance the player with the single most votes on a selected Weather twice. Advance the player(s) having the second most votes once.
  - If multiple players have the most votes on a selected Weather, advance all of them once. Do not advance players with second most votes in this case.
- During the Harvest the 5th place scores the same as the 4th place. A Corn tile with 5 players gives 3 Victory Points to every player.



## Flower Tiles

This expansion adds 3 new tiles to the crops of Petrichor. Mix them all together with the base game tiles before the setup.

**Note:** the Southern Wind solo mode does not support any of these three tiles. The three tiles are designed primarily for higher player counts and they further encourage interactivity.

### Snowdrop

The Snowdrop hides under the snow, so you can't water it until winter ends!

No water drops may be placed on the Snowdrop's tile if there is no bloom token  on it. During the Weather Phase, immediately after a Frost Weather is resolved, place the bloom token  on the tile. Once the bloom token is there, the Snowdrop needs 2 drops to develop, and scores 6 points for the player with the most drops on it. During the Harvest Phase (regardless of whether the Snowdrop was developed) the bloom token  is removed, making the tile unavailable until after the next Frost Weather.



### Dandelion

The Dandelion needs a single drop to develop. As long as it has a developed token on it immediately after a Wind Weather is resolved, each player who has at least one drop on the Dandelion tile must place (in turn order) 2 pod tokens on two different tiles that do not have one yet. If all 8 pod tokens  are on tiles, no more pods can be placed.



*Example: if there are only 4 pods 🌱 left and there are 3 players with drops present on the Dandelion tile, the first 2 players in turn order would place 2 pods 🌱, but the last player would have nothing to place.*

Players cannot place pods 🌱 on the Dandelion itself, the Primrose, the Lake (promo tile), or the Snowdrop if it does not have a bloom token on it.

When a tile with a pod 🌱 is harvested, all scoring values on it are lowered by 1 🌿 **Victory Point** (to a minimum of 0 points). When the Dandelion is harvested, the first position scores points equal to the total number of pods 🌱 on other tiles, the second position scores half that number, rounded down.

At the end of the Harvest Phase (after scoring) remove every pod token 🌱.



## Primrose

The Primrose is too pretty to be harvested, it just keeps on blooming. At the beginning of the game, place one bloom token 🌸 on the Primrose tile. At the end of each Harvest Phase (after scoring) place an additional bloom token 🌸 on the Primrose, up to a maximum of 4 bloom tokens 🌸.

The first player to land a drop on the Primrose tile takes the control token 👑 (becomes the controlling player), and scores 2 🌿 **Victory Points** per bloom token currently present.



If any other player at any point of the game has more drops on the Primrose tile than the controlling player, immediately do all of the following:

1. Return all drops belonging to the current controlling player from the Primrose tile to that player's personal supply.
2. Give the control token  to the new controlling player.
3. That player scores 2  Victory Points per bloom token  currently present on the Primrose tile.

Thus multiple players may score points from the Primrose tile during the same round, and its scoring may trigger in the Action Phase as well as in the Weather Phase.

**Note:** if two or more players simultaneously exceed the currently controlling player (for example during a Rain Weather resolution) turn order breaks ties, in favor of the player closer to the First Player.

A growing token is never placed on Primrose, and no drops are removed from it during Harvest Phase.



## Player Powers

Player Powers grant an asymmetric ability to each player, based on their affinity with a type of Weather or Harvest.

### Setup

After finishing the setup as detailed in the base game, lay out all five Player Powers on the table. Proceed from the First Player in turn order, with each player picking one of the available Powers.

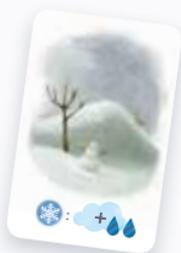
Each player places their chosen Power in front of them face up; a player's chosen power is available to that player throughout the game, and can be used any number of times.



## Explanation of Player Powers

### Frost

The player holding the Frost Power may add an extra drop into every light cloud they create with the Frost card action (for a total of 2 drops).



### Sun

The player holding the Sun Power may use any one card as a Sun card (instead of having to play 2 cards), including using any two cards as an optional Sun action following their first, normal action.



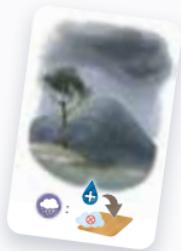
### Wind

The player holding the Wind Power may move a cloud directly to any tile during a Wind card action. The target tile does not need to be adjacent to the starting tile, and the movement does not pass over tiles in-between (thus merging can only happen on the target tile). The player still needs to have a presence of at least one drop in a cloud to move it.



### Rain

The player holding the Rain Power may choose to perform an alternative Rain card action: add a drop directly to a tile that does not have a cloud above it. This is done **instead of** the normal Rain action of raining 1 drop from up to 2 clouds each. Voting still occurs normally.



### Harvest

Following a Harvest, the player holding the Harvest Power may choose to keep 1 drop of theirs on **up to 3 different tiles** that were just harvested, instead of removing them.





## Forecast Cards

The Forecast cards add another layer of planning to the game, introducing the opportunity to make a surprise move the opponents may not expect.



### Setup

After finishing the setup as detailed in the base game, deal 3 Forecast cards to each player. Keep these cards hidden from other players.

## Use of Forecast cards

Some Forecast cards show a timeline of the Weather Phase and the Harvest Phase. The dot on the timeline specifies when exactly the card can be played. Cards without the timeline are considered “As your turn” cards, and they can be played in the Action Phase **instead** of playing 1 or 2 actions. If someone plays such a Forecast card they do not vote that turn, nor can they play additional cards for further actions.



Forecast cards do not count towards a player’s usual hand limit, nor do they affect the number of action cards that can be kept for the next round. Forecast cards do not trigger the Player Powers or the Lake (promo tile).

Once played, a Forecast card is discarded from the game.

Each player may use **two of the three** Forecast cards dealt to them. Once the second card is played, also discard the third card.

You can find the explanation of the different Forecast cards on the next pages.

## Forecast Card Reference



**1** **Play before Harvest:** score 1 **Victory Point** for each different tile type that you have at least 1 drop on.



**2** **Play before Harvest:** choose a tile and score 1 **Victory Point** for every 3rd drop you have on it.



**3** **Play before Harvest:** during this Harvest Phase, count all drops on all clouds as if they were on the tiles. This can cause additional tiles to be considered growing/sprouting.

**Note:** do not remove these drops from the clouds at the end of the harvest.



**4** **Play after Harvest:** create a light cloud with 2 of your drops in it and place it on a tile that does not have a cloud.



**5** **Play at the beginning of the Weather Phase:** add one of your votes to any Weather.



**6** **Play before the Frost Weather is resolved:** choose any one cloud, your presence is not required. Rain every drop from it immediately on the tile below it.



**7** **Play while resolving the Sun Weather, on your turn:** instead of doubling your drops, add up to 2 of your drops to each cloud in which you are present.



☞ 8 **Play before the Wind Weather is resolved:** move one of your drops to an adjacent tile. (This is in addition to the normal move you will take in reverse turn order.)



☞ 9 **Play before the Rain Weather is resolved:** place one of your drops from your supply directly on any tile.



☞ 10 **As your turn:** move a cloud (your presence is not required) onto any other empty tile then place one of your drops in it. The target tile does not need to be adjacent to the starting tile, and the movement does not pass over tiles in-between (thus no merging occurs).



☞ 11 **As your turn:** select up to 3 drops on one or multiple tiles, and place them in the cloud present on their tile.



☞ 12 **As your turn:** add 3 of your drops to any cloud with 4 or fewer drops in it. Your previous presence in that cloud is not required.



☞ 13 **As your turn:** set all dice to harvest. Score 3  Victory Points.



☞ 14 **As your turn:** add 1 of your drops to every cloud you are **not** present in.



☞ 15 **As your turn:** rain 1 drop from every cloud (your presence is not required) onto its current tile. No clouds may be skipped.



☞ 16 **As your turn:** create a light cloud with 3 of your drops in it and place it on a tile that does not have a cloud.



## Credits

Expansion design:  
David Chircop & David Turczy

Illustrations: Daniela Attard

Graphic design: Sami Laakso

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