flutter

Meadow Rules

DRAFT

Overview & Components

Immerse yourself in the wonder of nature and create a vibrant meadow bursting with flowers to attract the most vital creatures of the ecosystem - graceful Hummingbirds, swift Dragonflies, flittering Moths, delicate Butterflies, dancing Ladybugs, and revered Bees, the king of all pollinators.

With each turn, you will place uniquely shaped tiles, aiming to match petals and grow flowers. But it doesn't end there - it's about nurturing the ecosystem by providing the right flowers to each fluttering critter, spreading their rich pollen throughout the meadow. You will accomplish this by strategically enclosing tiles, boosted by clever use of your bee token.

Don't take too long to make your move though - the supply rondel is running low, and once a single stack of tiles is emptied, the game comes to an end. The player with the most pollen at the end of the game will be crowned the winner and earn the admiration of all the pollinators in the meadow!

Components:

- **60 meadow tiles** *(12 of each type of "pollinator": hummingbirds, ladybugs, moths, dragonflies, and butterflies)*
- **15 water tiles (pending Pollen Ponds stretch goal unlock)**
- **1 Rainbee starting tile**
- **1 sun token**
- **5 bee tokens** *(1 in each of 5 player colors)*
- **5 petal tracker boards** *(1 in each of 5 player colors)*
- **20 petal tokens** *(5 in each of 4 colors)*
- **54 pollen tokens** *(30 1s, 12 5s, 12 10s)*

Game Setup

1. **Place the "Rainbee" starting tile:** Place the Rainbee starting tile in the center of the table.

2. **Create the meadow rondel: A) Shuffle each stack of meadow tiles** *(separated by shape)*. **Place the stacks of tiles to the side of the play area, arranged in a circle. The order of stacks does not matter.**

   B) **Based on the number of players, remove a number of tiles from the top of each stack from the game, as follows:**
   - **2 players:** Remove 6 meadow tiles from each stack
   - **3 players:** Remove 5 meadow tiles from each stack
   - **4 players:** Remove 5 meadow tiles from each stack
   - **5 players:** Remove 4 meadow tiles from each stack

   C) **Place the sun token on the smallest, diamond-shaped tile stack.**

   D) **Place the stack of water tiles and pile of pollen tokens near the rondel, with the pollen tokens' numbered sides facing up.**

3. **Player setup:** The player who most recently marveled at the beauty of nature is the first player. Starting with the first player and proceeding clockwise, each player selects a player color and takes the corresponding bee token and petal tracker board. Place 1 petal token of each color *(4 total tokens)* on the 0 space of each player's petal tracker board.
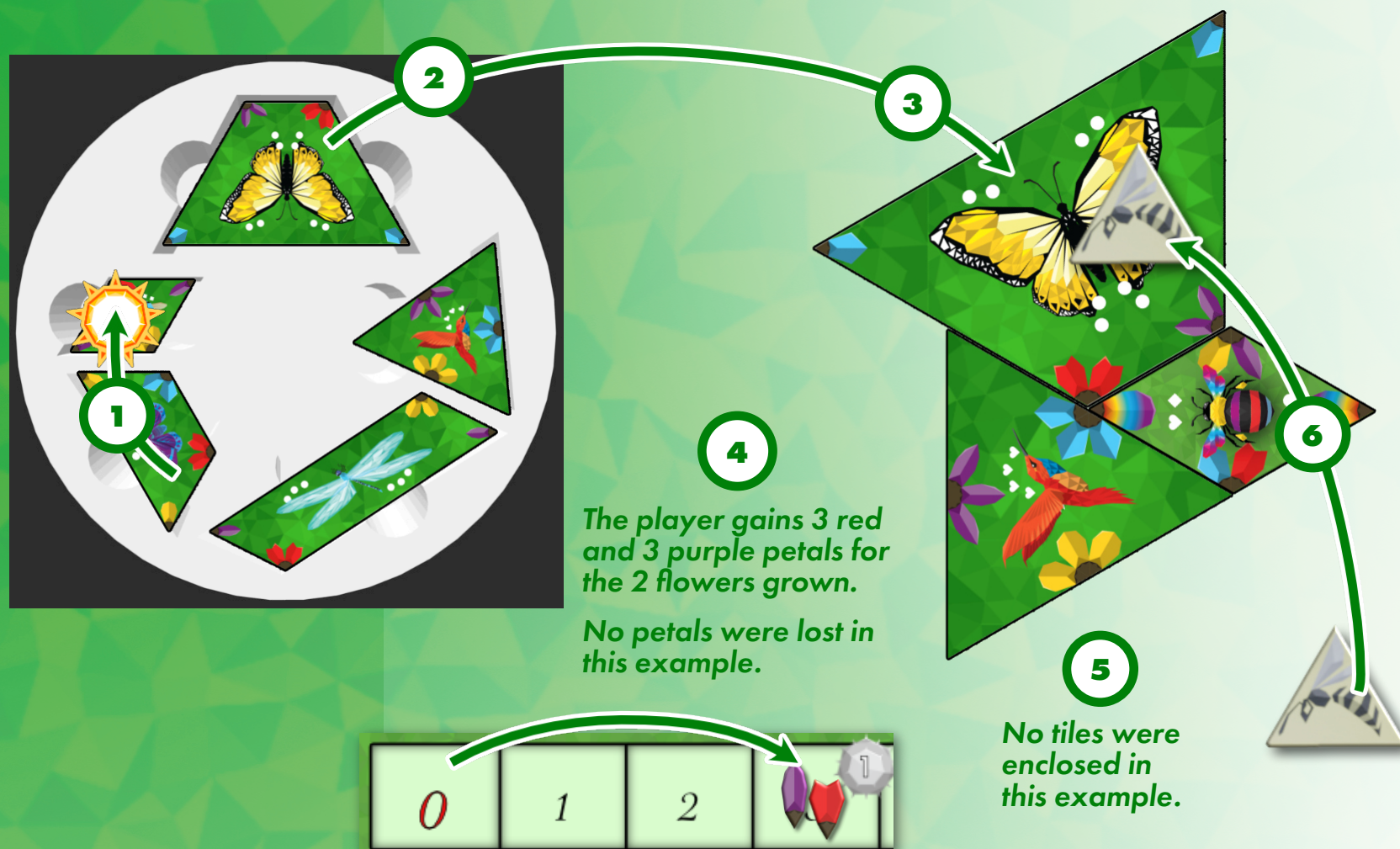
You're now ready to play!

Game Summary

Starting with the first player and proceeding clockwise, each player will take a turn consisting of the following steps. Each step is further detailed in the following sections of this rulebook:

1. **Rotate Sun**
2. **Select tile** *(may pay petals to skip stacks)*
3. **Place tile** *(may rotate or flip it as desired)*
4. **Grow flowers** *(gain and lose petals)*
5. **Enclose tiles** *(pay petals to gain pollen)*
6. **Place bee** *(optional, if it's not already in the meadow)*

The end-game triggers when the last tile of any stack in the rondel is placed in the meadow. Proceed as indicated in the Game End section, and then player with the most pollen points is the winner!

The player gains 3 red and 3 purple petals for the 2 flowers grown.

No petals were lost in this example.

No tiles were enclosed in this example.

Step 1: Rotate Sun

Move the sun token to the next tile stack in clockwise order *(ignore this step on the very first turn of the game)*.

Summer Solstice: In 5-player games, each time it is the first player's turn, move the sun 1 additional stack forward.

Step 2: Select Tile

You may always select the tile that is located on top of the stack just after the sun token *(in clockwise order)*, **at no cost.**

Alternatively, you may pay petals to "skip" tile stacks, as follows:

- You may skip the tile stack directly after the sun token by paying 1 petal of the color of the pollinator *(the depicted animal in the middle of the tile)* showing on the top tile of that stack. Move the petal token of that color down 1 space on your petal tracker board.
- You may pay an **additional 2** petals to skip the next stack, matching the color of the pollinator on top of that stack.
- You may pay an **additional 3** petals to skip the next stack, matching the color of the pollinator on top of that stack.
- You may pay an **additional 4** petals to skip the last stack, matching the collor of the pollinator on top of that stack, resulting in you selecting the tile that the sun is currently on.

Note: At the start of the game, you only have one tile selection option, since you do not yet have any petals available to pay to skip stacks.

Example: In the image on the previous page, if the player wanted to skip the large yellow butterfly stack, she would need to pay 1 yellow petal. If she also wanted to skip red hummingbird stack, she would need to pay an additional 2 red petals, leaving her to select the blue dragonfly tile.

Note: You may freely "try out" a tile out by temporarily removing it from its stack to see how it would fit in various areas of the meadow.

What happens if I can't legally place a tile on my turn?

While this is a nearly impossible scenario, if you you absolutely cannot legally place any tile you're eligible to use, then remove the tile just after the sun token from the game and gain 1 petal of each color.

Step 3: Place Tile

You may place your selected tile anywhere in the meadow, subject to these rules:

- You may rotate or flip the tile as desired before placement.
- You must grow at least 1 "flower." A flower is grown wherever one or more petals on the tile you're placing touch one or more petals on other tiles already in the meadow. **Each flower will be considered either a "matching flower" or a "mismatched flower," as detailed in Step 4.**
- One or more sides of the tile you place must touch one or more sides of a tile(s) already in the meadow.

Example: In the image above, placing either the red ladybug or the yellow dragonfly tiles would be legal, because they each grow a flower with another tile, and they each touch another tile side-to-side.

However, the purple dragonfly tile would not be a legal placement, because it does not grow a flower with another tile.

Step 4: Grow Flowers (matching flowers)

Ideally, the tile you placed resulted in growing "matching flowers." However, this is not always easy, or even possible in some cases.

Matching flowers: A flower is considered matching if any of that flower's petals on the tile you placed match <u>at least one</u> of the flower's petals on tiles in the meadow.

For each matching flower, increase the petal tokens on your petal tracker board corresponding to all the flower's matching petals *(petals on both the tile you placed <u>and</u> any tiles it touches in the meadow).*

Rainbow Petals: The Rainbee starting tile has rainbow petals in 2 of its corners. Rainbow petals count as a single petal that matches ALL colors.
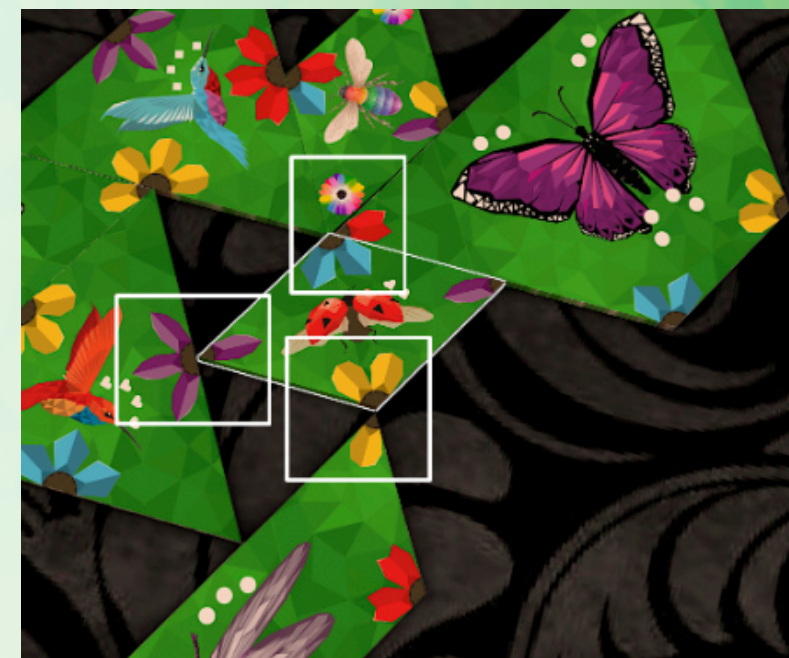
Example: You placed the red ladybug tile in the image above. You gain the following petals:

- *3 blue petals for the top flower (2 for the blue petals on the tile you placed and 1 for the rainbow petal).* **Note that you do <u>not</u> gain a red petal in this case, because the tile you placed did not have a red petal where that flower was grown.**
- *4 purple petals for the left flower.*
- *3 yellow petals for the bottom flower.*

Limited to 21 petals of each color: You cannot gain more than 21 petals of any color. Ignore any excess you would have gained, and leave the associated petal token on the 21 space on your tracker board.

Step 4: Grow Flowers (mismatched flowers)

Mismatched flowers: A flower is considered mismatched if <u>none</u> of that flower's petals on the tile you placed match the flower's petals on tiles in the meadow.

For each mismatched flower, decrease the petal tokens on your petal tracker board corresponding to all the flower's mismatched petals *(petals on both the tile you placed <u>and</u> any tiles it touches in the meadow).*
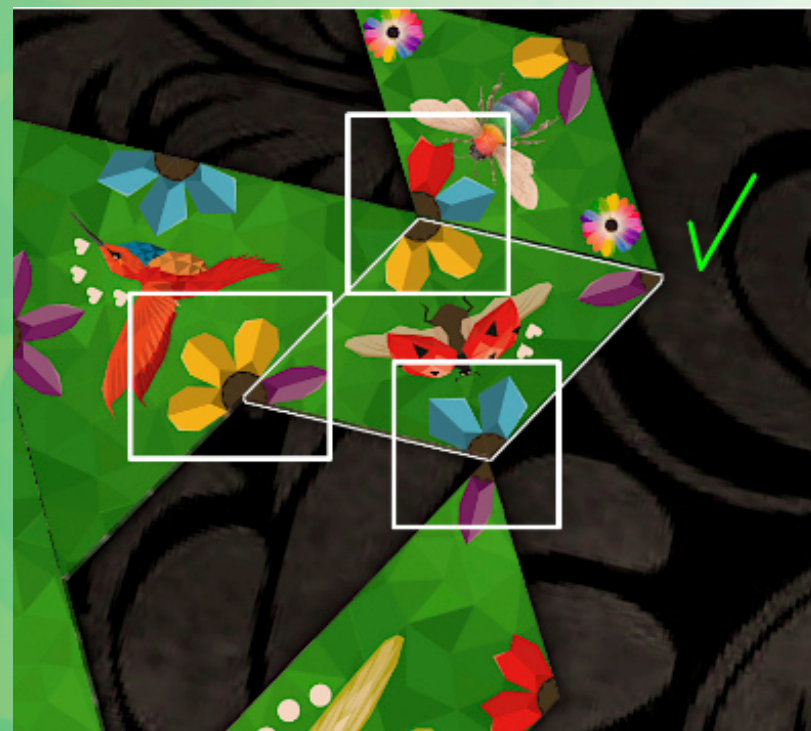
Example: After placing the red ladybug tile in the image above, you need to pay the following petals:

- *2 yellow, 1 red, and 1 blue petal for the top mismatched flower.*
- *1 purple and 3 yellow petals for the left mismatched flower.*
- *2 blue and 1 purple petal for the bottom mismatched flower.*

You do not need to pay for the right flower, because the Rainbee tile's rainbow petal counts as matching all colors (so that flower is considered a matching flower).

Step 5: Enclose Tiles

A tile is considered "enclosed" when every one of its sides boarder other tiles *(meadow tiles and/or water tiles).*

Example: **After placing the purple dragonfly** *(and subsequently 4 water tiles - see Pollen Ponds on the next page)* **in the image above, the blue hummingbird and purple ladybug tiles both become enclosed.**

If you place a tile that causes one or more existing tiles to become enclosed, proceed as follows for each of the newly enclosed tiles:

1. Pay a number of petals equal to the number of white sparkles on the tile, matching the color of the pollinator. *Example: You placed the purple dragonfly tile in the image above. You will pay 4 blue petals for the newly enclosed hummingbird tile and 2 purple petals for the newly enclosed ladybug tile.* **See note about not being able to pay for an enclosed tile on the right.**

2. Gain pollen points equal to the number of white sparkles around the depicted pollinator *(collect the appropriate pollen tokens and keep them in front of you, face-down, to help hide your current pollen total).* *Example: In the image above, you gain 6 total pollen points - 4 for the hummingbird and 2 for the ladybug.*

3. If a bee token was on the enclosed tile, the player who owns that bee gains 2 immediate pollen points *(regardless if the owner is you or another player).* Then, that player may immediately place the bee token on another unenclosed tile that does not already have a bee *(and is not the Rainbee tile),* or they may take it back in front of them for placement on one of their future turns. **See note about enclosing multiple bees on the right.**

Enclosing the Rainbee: The Rainbee starting tile does not require petals to enclose and it does not grant pollen points.

Note: A tile cannot be enclosed *(or scored)* more than once during the game.

Step 5: Enclose Tiles (continued...)
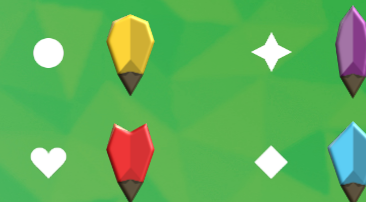
Pollen Ponds: If you your tile placement encloses any "dead space," whether or not you also enclosed another tile(s), fill that dead space with water tiles. For each water tile you placed, immediately gain 1 bonus pollen point.

Example: After placing the purple dragonfly in the image above, you fill the large triangular dead space with 4 water tiles, immediately gaining 4 bonus pollen points.

If you run out of water tiles, treat any further dead space as enclosed and "filled" with tiles *(for the purposes of enclosing other tiles later in the game)*, but **do not gain bonus pollen points for them.**

Step 6: Place Bee

If your bee is not already on a tile in the meadow, you may place it on any tile that:

>   A. Does not already have a bee.
>   B. Is not already enclosed.
>   C. Is not the Rainbee starting tile.

When the tile containing your bee is newly enclosed *(by any player)*, you immediately gain 2 pollen points, and then you may immediately place the bee on another eligible tile, as outlined above *(or you may keep it in front of you for placement during this step on one of your furture turns)*.

Cannot move bee: A bee in the meadow cannot be voluntarily moved, aside from enclosing the tile it is on, as detailed above.

Game End

The game end is triggered when the last tile of any stack in the rondel is placed. At that point, proceed as follows:

1. The active player finishes their turn as normal.

2. Continuing in player order, all **<u>other</u>** players take one additional turn. **Note:** Empty stacks in the rondel are ignored for the purposes of sun movement, selecting a tile, and/or skipping stacks.

3. All players receive bonus pollen for their remaining, unused petals. Each player looks at their petal tracker board - for each petal token, gain the number of pollen points indicated in the upper right corner of the token's current space.

4. The player with the most pollen points wins! **Note:** Ties go to the player with the most remaining petals. If still tied, the tied players share the victory!

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