



Flutter



Meadow Rules

Eco-friendly

All paper, punchboard, and wood components, in all versions of Flutter, are made using 100% FSC-compliant (Forest Stewardship Council) materials.



PHASE SHIFT™
GAMES



*"To make a prairie it takes a clover and one bee,
One clover, and a bee."*

-Emily Dickinson



Credits



Game Design: Matt Bahntge

Art: Steven Tu

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Meadow-wood Edition Insert: Matt Healey

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Production: Phase Shift Games



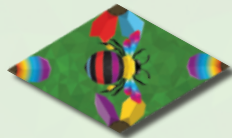
Components

60 meadow tiles
(12 for each of 5 types of "pollinators": hummingbirds, ladybugs, moths, dragonflies, and butterflies).

"Pollinators"
The animals depicted in the middles of each meadow tile are referred to as pollinators.



1 rainbee starting tile



16 water tiles



Color-blind key

Each white "sparkle" shape corresponds to one of the petal colors in the game.



5 bee tokens
(1 in each of 5 player colors)



20 petal tokens
(5 in each of 4 petal colors)



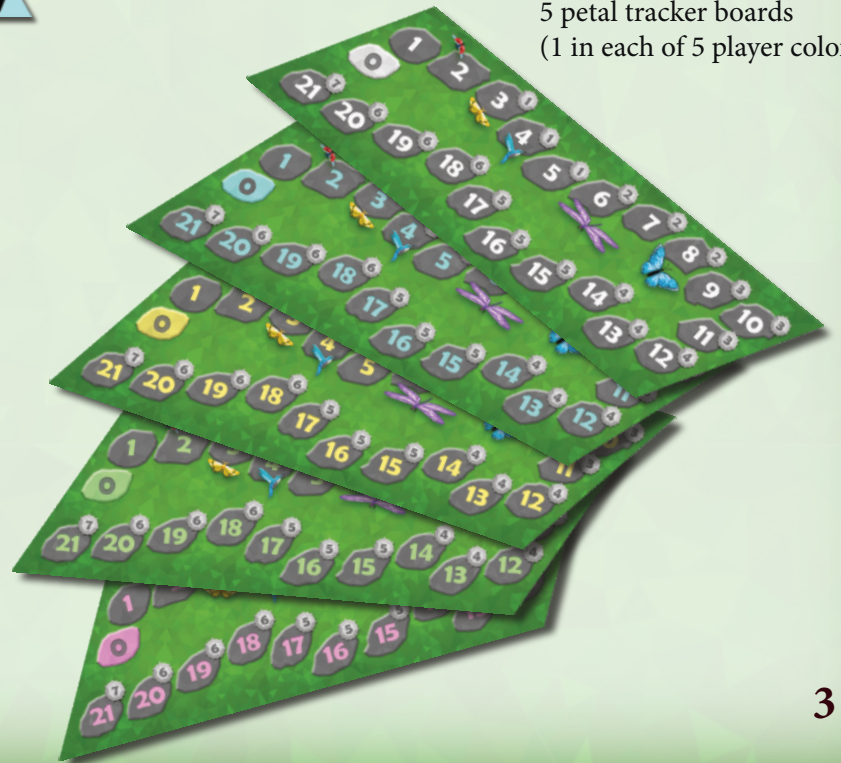
54 pollen tokens
(30 x 1s, 12 x 5s, 12 x 10s)



1 sun token



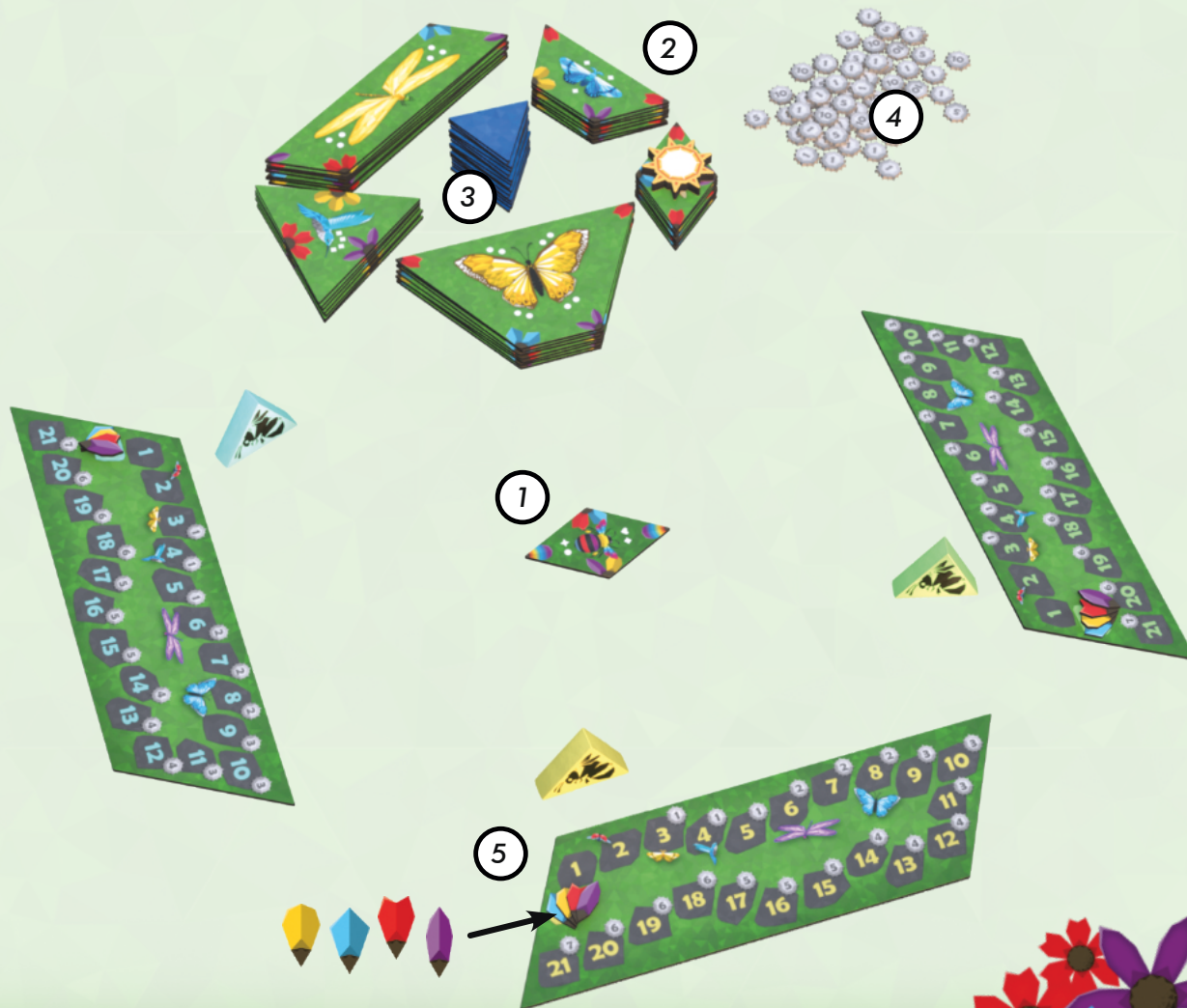
5 petal tracker boards
(1 in each of 5 player colors)



Game Setup

1. Place the rainbee starting tile in the center of the table.
2. Create the meadow “rondel”:
 - a. Separate the meadow tiles by shape into 5 stacks.
 - b. Shuffle each stack and arrange them in a circle off to the side of the play area, in any order.
 - c. Based on the number of players, remove a number of tiles from the top of each stack from the game, as follows:
 - 2 ♀ : Remove 6 tiles from each stack, leaving 6 tiles remaining
 - 3 ♀ : Remove 5 tiles from each stack, leaving 7 tiles remaining
 - 4 ♀ : Remove 5 tiles from each stack, leaving 7 tiles remaining
 - 5 ♀ : Remove 4 tiles from each stack, leaving 8 tiles remaining
 - d. Place the sun token on the ladybug (diamond-shaped) tile stack (or select a stack at random for a more varied setup).
3. Shuffle all of the water tiles and place them in the center of the rondel, face-down.
4. Place the pollen tokens with their numbered side up near the rondel.
5. Player setup: The player who most recently marveled at the wonders 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. Each player places 1 petal token of each color (4 total tokens) on the “0” space of their petal tracker board.

You're now ready to play!



How to Win

During play, you score pollen points by pollinating the meadow and strategically placing your bee. Left-over petals are worth additional pollen points when the game ends. The player with the most pollen points at that time is the winner!

Game Summary

Starting with the first player and proceeding clockwise, each player takes a turn consisting of the following steps:

Step 1: Rotate sun

Step 2: Select tile

Step 3: Place tile

Step 4: Grow flowers

- Grow matching flowers
- Grow mismatched flowers

Step 5: Pollinate meadow

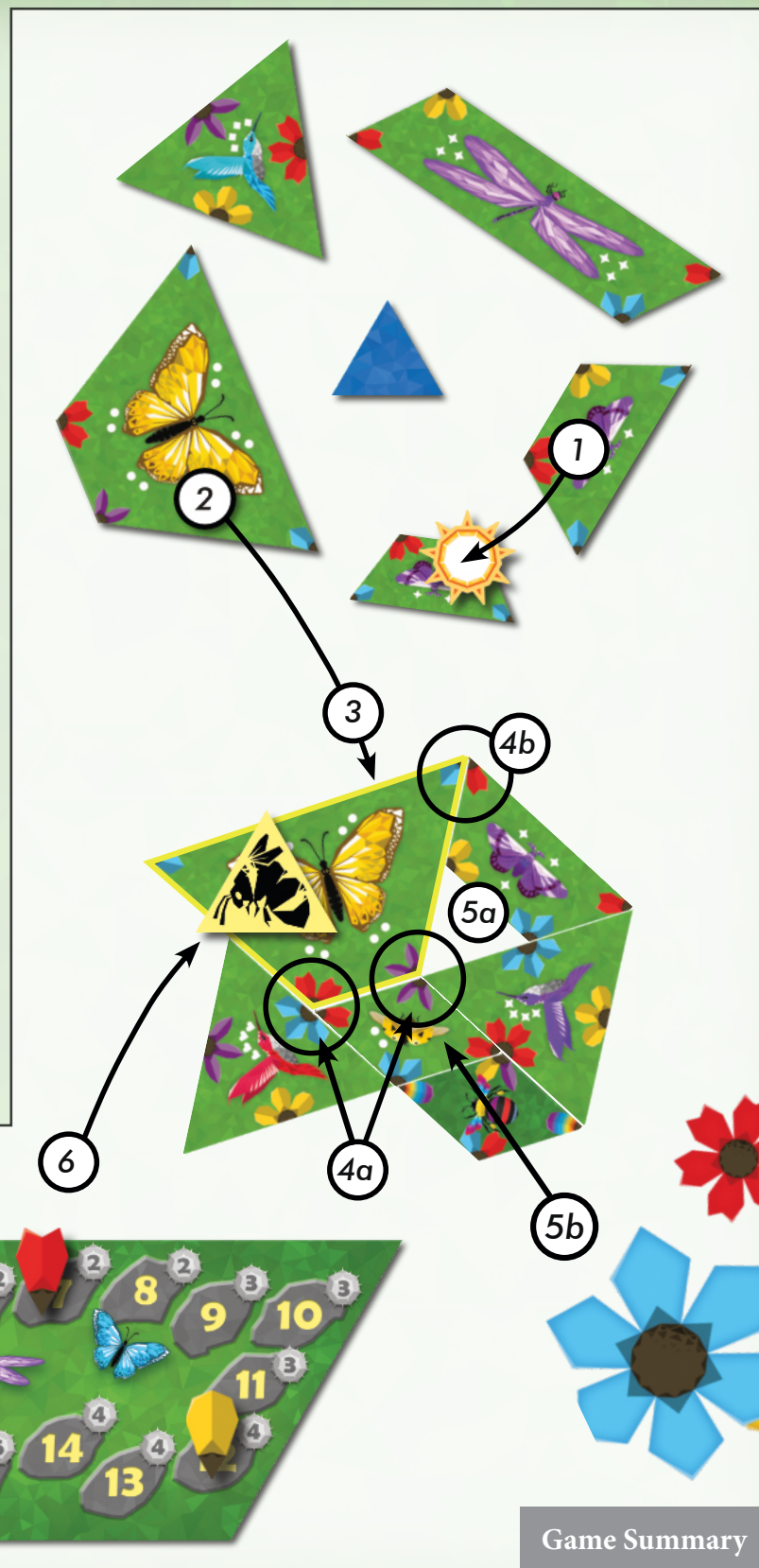
- Fill in pollen ponds
- Score enclosed meadow tiles

Step 6: Place bee

End-game

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 the player with the most pollen points is the winner!

You will move petal tokens up and down on your tracker board during **Steps 4 and 5**.



Step 1: Rotate sun (skip this step on the first turn)
Move the sun token to the next tile stack in clockwise order.

5-Player "Summer Solstice" Rule
When playing with 5 players, 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 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 color of the pollinator on top of that stack.
- NOTE: Paying this amount (10 total petals) means you will be placing the tile that the sun is currently on.

Skipping tile stacks costs petals

Because players start the game with no petals, skipping tile stacks will not be possible until later in the game.

Testing tiles

You are always allowed to "test" how a tile might fit the meadow before officially selecting it. Return the tile to the top of its stack if you choose not to use it.

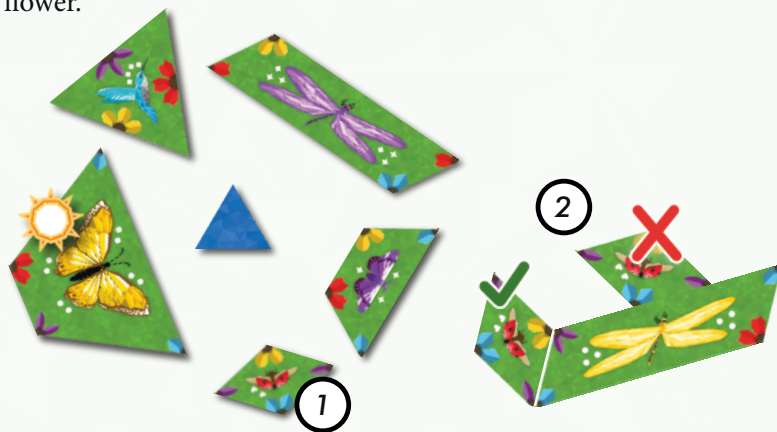
Step 3: Place tile

Place the tile you selected anywhere in the meadow following these rules:

- You may rotate or flip the tile as desired before placement.
- One or more sides of the tile you place must touch one or more sides of a tile(s) already in the meadow.
- 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, whether or not the petal colors match (see **Step 4**).

Example: 1. Lilly wants to place the red ladybug tile, so she will need to pay petals to skip three stacks. She pays 1 blue petal to skip the blue hummingbird stack, 2 purple petals to skip the purple dragonfly stack, and 3 more purple petals to skip the purple moth stack (6 petals total). She may now place the red ladybug tile.

2. Lilly can place the tile to the left of the yellow dragonfly, as shown here, because it touches a side and grows a flower. She cannot place the tile on top of the yellow dragonfly because it does not grow a flower.



Selecting and placing a tile

Can't legally place a tile on your turn?

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



Step 4: Grow flowers

A properly placed tile always grows at least 1 flower, which will be classified as either matching or mismatched. **Matching flowers:** A flower is considered matching if any of the flower's petals on the tile you placed match AT LEAST ONE of that flower's petals on tiles that were already in the meadow. **Mismatched flowers:** Conversely, a flower is considered mismatched if NONE of the flower's petals on the tile you placed match that flower's petals on tiles that were already in the meadow. **Rainbow petals:** The rainbee starting tile has rainbow petals in 2 of its corners. These rainbow petals match all colors.

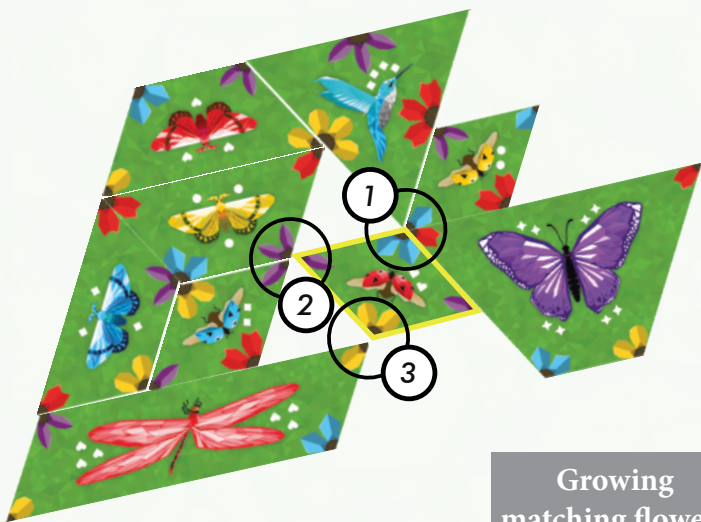
Step 4a: Grow matching flowers

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

Example: Corey placed the red ladybug tile. He gains the following petals:

- 3 blue petals for the top flower (2 for the blue petals on the tile he placed and 1 for the blue petal on the existing tile). Note that Corey does not gain a red petal in this case, because the tile he placed did not have a red petal.
- 4 purple petals for the left flower.
- 3 yellow petals for the bottom flower.

There are also enclosed spaces and tiles here (see **Step 5**).



Growing matching flowers

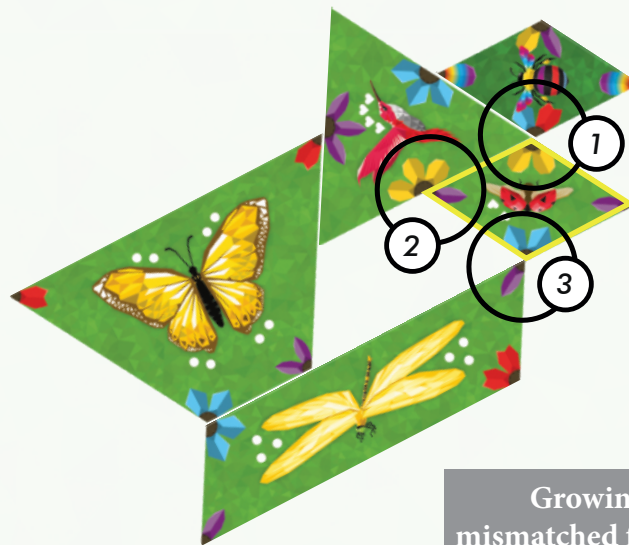
Step 4b: Grow mismatched flowers

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 and on any tiles it touches that were already in the meadow*).

Example: Mahati placed the red ladybug tile. She must 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.

There is also an enclosed space here (see **Step 5**).



Growing mismatched flowers

Limited to 21 petals of each color

You cannot gain more than 21 petals of any color. Ignore any excess you would have gained, leaving the corresponding petal token on the 21 space on your tracker board.

Don't have enough petals to pay?

If you don't have enough petals to pay for a mismatched flower, then you cannot place that tile in that way.

Step 5: Pollinate meadow

If any spaces and/or tiles are fully enclosed after you place a tile, you must fill in pollen ponds and score the enclosed tile(s), respectively. Enclosing meadow tiles is the primary way to gain pollen points and win the game! A space or tile is considered enclosed when all of its sides fully border other meadow or water tiles.

Step 5a: Fill in pollen ponds

If the tile you placed encloses any amount of empty space, fill that space completely with water tiles. Draw and place water tiles face-up in the empty space, gaining the printed rewards for each water tile placed. These rewards include:

- Gain 1 pollen point
- Gain 2 petals of the indicated colors
- Gain 1 petal of any color you choose (rainbow petal)
- No reward (when the water tile is blank)

Example: Yi-Xin placed the purple dragonfly. He fills the large triangular dead space with 4 water tiles, immediately gaining the following rewards: 1 yellow petal, 1 blue petal, 1 petal of any color, and 1 pollen point.

Two meadow tiles were also enclosed (see **Step 5b**).



Out of water

If you run out of water tiles, treat any further empty space as enclosed and “filled” with tiles (for the purposes of enclosing other tiles later in the game), and gain 1 pollen point for each space that would have been filled with a water tile.

Step 5b: Score enclosed meadow tiles

If you place a tile that causes one or more meadow 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 tile’s pollinator.

If you can't pay for an enclosed meadow tile

If you do not have enough petals to pay the cost of a tile you enclosed, then you do not pay any petals, and each of your opponents immediately gains bonus pollen points equal to half that tile’s white sparkles, rounded up (you do not gain any pollen for the enclosure).

2. **Gain pollen points** equal to the number of white sparkles on the tile. Take the appropriate value of pollen tokens from the supply and keep them face-down in front of you to hide your current score.
3. **If you enclosed a tile with a bee token on it**, the player who owns that bee immediately gains 2 pollen points from the supply (whether or not you are that owning player). Then, that player may immediately place the bee token on another unenclosed tile that does not already have a bee on it (and is not the rainbee starting tile), or they may place it next to their petal tracker board, allowing them to place it back in the meadow on one of their future turns (see **Step 6**).

Multiple bees

If you enclose multiple tiles that have bees on them in a single turn, resolve the bees in player order, starting with you and proceeding clockwise. This may affect which meadow tiles are available for players to place their bee on next.



Example: Yi-Xin placed the purple dragonfly. After filling in pollen ponds, he proceeds as follows:

1. He pays 4 blue petals for the enclosed blue hummingbird tile, scoring 4 pollen points.
2. He does not have enough purple petals to pay for the purple ladybug tile, so instead all other players gain 1 bonus pollen point (half of the 2 sparkles shown on that tile).



Enclosing the rainbee starting tile

While the rainbee starting tile can be enclosed, you do not need to pay any petals to do so and you do not gain pollen points for enclosing it.

Enclosing only happens once

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

Step 6: Place bee

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

1. Does not already have a bee on it.
2. Is not already enclosed.
3. Is not the rainbee starting tile.

Alternatively, you may keep your bee next to your petal tracker board so you can place it during this step on a future turn.

When the tile your bee is on becomes enclosed by any player (Step 5b), you immediately gain 2 pollen points. You may then immediately place the bee on another eligible tile, following the rules noted above, or you may keep it next to your petal tracker board so you can place it during this step on a future turn.

Bees can't be moved voluntarily

You cannot voluntarily move a bee once it has been placed in the meadow, except when the tile they're placed on becomes enclosed.

End of Turn

Once you have placed your bee (or decided to keep it for later use), your turn ends. Play passes to the player to your left, who will begin their turn at Step 1. Play continues in this fashion until the game end is triggered.

Game end bonus pollen example: Chloe ends the game with 0 purple, 5 blue, 8 yellow, and 13 red petals remaining on her petal tracker board, so she scores an **additional 7 pollen points**.



Game End

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

1. The active player finishes their turn as normal.
2. Continuing in player order, all **other** players take one final turn, ignoring empty stacks in the meadow rondel for the purposes of sun movement, selecting a tile, and/or skipping stacks (in other words, pretend that stack was never there).
3. Players receive bonus pollen for their unused petals. For each petal token, players gain the number of pollen points indicated in the upper right corner of that token's current space on their petal tracker board.
4. The player with the most pollen points wins! Ties go to the player with the most remaining petals. If still tied, the tied players share the victory!





Perfect information variant

For a game with perfect information, water tiles are played face down and are worth 1 pollen point each.



Game Summary

Turn order:

Step 1: Rotate Sun

Step 2: Select tile

Step 3: Place tile

Step 4: Grow flowers

- a. Grow matching flowers
- b. Grow mismatched flowers

Step 5: Pollinate meadow

- a. Fill in pollen ponds
- b. Score enclosed meadow tiles

Step 6: Place bee

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



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