



Petal

Compete against another to create the most impressive bouquet of flowers in your colour.

2 Player - 15 Minute - Abstract, Set Collection

Components

24 * green petal tiles, numbered 1 to 8, three times

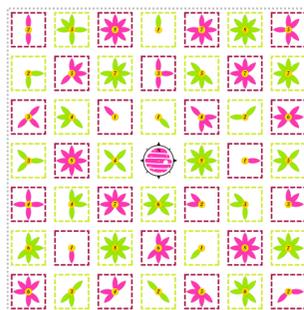
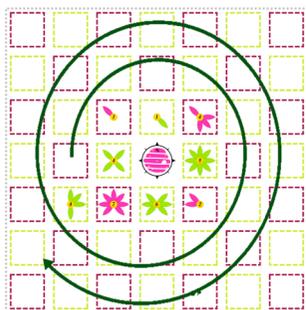
24 * pink petal tiles, numbered 1 to 8, three times

1 * Central tree / First player marker

Points tokens

Setup

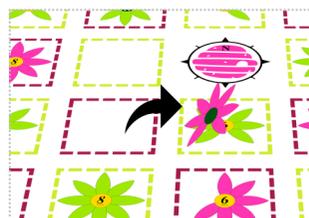
- Each player picks a colour. Take the tiles matching your colour and shuffle them.
- Flip the tree tile, whichever colour lands face up is the first player. Place the tile in the middle of the table.
- Starting with the first player colour, lay out a 7x7 grid of the cards, number side up, alternating colours as you go. You end up with a checkerboard as shown here with the tree tile in the middle of the grid.



Gameplay

Players then alternate turns throughout the game, taking one of the following three actions:

1. **Flip a petal** onto another face up petal, along a straight edge (up, down, left, right). You will end up with two petals on top of each other, number side together. This creates a **flower**. You can't flip a petal onto a flower, onto the tree tile, or into an empty space.
2. **Flip any flower** onto a face up petal, along a straight edge, to grow the flower. You can't flip a flower onto another flower, onto the tree tile, or into an empty space.
3. **Pick a flower** from the board to score it (see scoring).



Scoring

Whenever you pick a flower, score it as follows (*keep your flowers in separate piles in front of you for end game scoring*):

- Add up all the tiles of each colour individually.
- Subtract your opponent's total from your total in that flower.
- If the flower is worth greater than zero points, you score that many points. If the flower is worth zero or less points, you score 0.
eg. In that flower there is a 3, 4 & 7 (total 14) of your colour, and a 1 & 5 (total 6) of your opponents colour, you would score 14 - 6 = 8 points.

- **At the end of the game**, the player with the least flowers scores 3 points for each flower less than their opponent.
eg. Laura has 7 flowers and Karl has 10 (difference of 3 flowers). Laura would score an additional 9 points (3+3+3).

Endgame

The game ends when there are no petals next to each other, and there are no flowers left unscored (*ie. When there are no legal moves left*).

The winner is the player with the highest score. If scores are tied, the player with the least flowers is the winner.

