

BASE GAME TILES

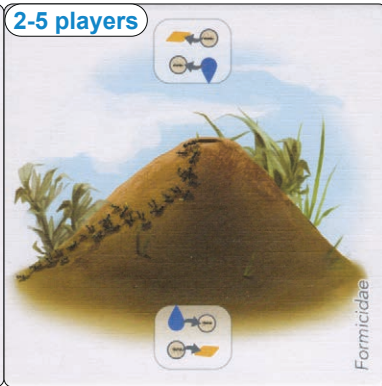


PROMO TILES

Alfa



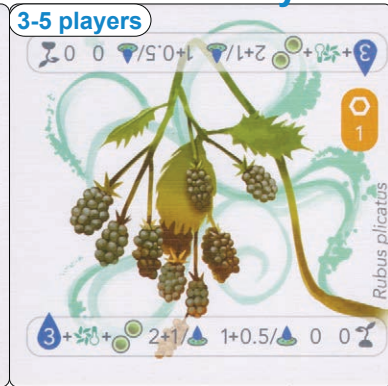
Anthill



Biodome



Blackberry



special tile!



6 anthill tokens



4 bramble tokens

Cloudberry



Lake



Maltese Cactus



Snapdragon



special tile!



1 cloudberry token



1 cactus token



3 bloom tokens

Sunflower



Venus Flytrap



Volcano



5 sunflower tokens



4 fly tokens



1 volcano token



FLOWERS



3-5 players



5 player power cards



16 forecast cards

Dandelion



8 dandelion tokens

Primrose



special tile!



5 primrose tokens

Snowdrop



1 snowdrop token



HONEYBEE



1-5 players



1 wooden bee



1 player power card



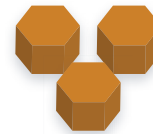
5 player aid cards



2 forecast cards



2 southern winds cards



20 honey tokens

Apple



Blueberry



Passion Fruit



Watermelon



24 pollen tokens

MINI-EXPANSIONS

Permanent Fertilizer



3 fertilizer tokens

2-5 players

Fogcatchers



10 fogcatcher tokens

1-5 players

Orchids



4 orchid tokens

1-5 players

Wonders



8 wonder tokens

2-5 players

Crop Rotation



1 crop rotation token

1-5 players



COWS

1-5 players



2 wooden cows



1 player power card



Baobab



Date Palm



10 Grazing action cards



5 player aid cards

Norway Spruce



Sweet Chestnut



1 spruce token



3 southern winds cards



2 forecast cards



1 climate board



12 fertilizer tokens



7 pasture tokens



12 methane crystals

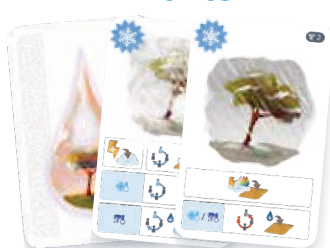


1 climate marker



MINI-EXPANSIONS

Extreme Weather Events



8 extreme weather event cards

1-5 players



1 player aid card

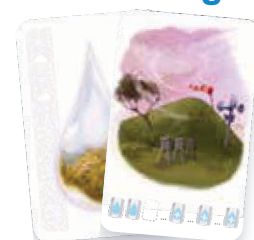
Terrain Objects



5 terrain objects

2-5 players

Meteorologist



1 player power card

Forecast Cards



4 forecast cards

Swarming



1 Swarming action card

Swarming Action Card

Requires Petrichor: Honeybee expansion to play.

Setup: Place this card next to the play area, within reach of all players.

Gameplay: Any player may take a Swarming action, by discarding any one card. This can be first or second action, including after a player has passed. Each player (including the one who triggered Swarming) may then choose to gain 1 honey. For each player who chose to take honey, the triggering player may add one drop directly to the tile where the Bee is currently present. Afterwards, remove the Swarming card from play, it may not be triggered again in the game.

Forecast Cards

1 **play before harvest:** Score **1** point for each different tile type where you have at least one water drop.

2 **play before harvest:** Choose a tile and score **1** point for every three water drops you have on that tile (rounded down).

3 **play before harvest:** Count all water drops in the clouds as if they were on the tiles below during this harvest. This might cause some tiles to count as growing.

Note: Do not remove water drops from the clouds at the end of this harvest, unlike water drops on the tiles.

4 **play after harvest:** Create a cloud with two of your water drops in it and place it on a tile without a cloud.

5 **play at start of the Weather Phase:** Place one of your votes on a weather space of your choice.

6 **play before Frost weather:** Choose a cloud and rain all water drops from that cloud onto the tile below. Your presence in that cloud is not required.

7 **play during Sun weather:** Instead of doubling your water drops in a cloud, add up to two of your water drops to each cloud where you have presence.

8 **play before Wind weather:** Move one of your water drops from its current tile to an adjacent tile. This move is in addition to your normal move during Wind weather.

9 **play before Rain weather:** Place one of your water drops directly on a tile of your choice.

10 **play as your turn:** Choose a cloud and move it to an empty tile of your choice, then add one of your water drops to that cloud. Your presence in that cloud is not required. The cloud moves directly to the destination tile, so no merging occurs.

11 **play as your turn:** Choose up to three water drops on tiles of your choice and add them to the clouds above them.

12 **play as your turn:** Choose a cloud with four or fewer water drops in it, then add three of your water drops to that cloud. Your presence in that cloud is not required.

13 **play as your turn:** Change all harvest dice so that they show the harvest icon. Score **3** points.

14 **play as your turn:** Add one of your water drops to every cloud where you do not have presence.

15 **play as your turn:** Rain one water drop from every cloud onto the tile below. Your presence in those clouds is not required.

16 **play as your turn:** Create a cloud with three of your water drops in it and place it on a tile without a cloud.

17 **play after harvest:** Gain **4** honey from the supply.

18 **play as your turn:** Move the bee to an adjacent tile and perform a Bee action. You may repeat this once.

19 **play as your turn:** Adjust the climate one step in either direction. Do not resolve the climate event.

20 **play at start of the Climate Phase:** Gain up to **2** methane from the supply.

21 **immediate effect:** Remove one of your votes from any weather space and/or spend **1** methane. For each option performed, either gain **3** honey or draw one card. (both Honeybee and Cows are optional)

22 **immediate effect:** Add **2** methane from the supply to a cloud on a tile with a bee or cow. Create a new cloud if necessary. (Honeybee is optional, Cows is required)

23 **immediate effect:** Spend up to two methane and/or honey. For each resource spent, move one of your votes to a different weather space. (either Honeybee or Cows is required, the other is optional)

24 **immediate effect:** Take one card from the discard pile. If you spend **1** methane or **1** honey, take an additional card. Then discard one card. (either Honeybee or Cows is required, the other is optional)

Player Power Cards

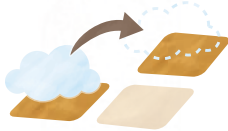
Frost Player Power – When you create a cloud with the Frost action, add two of your water drops to the cloud (instead of one).



Sun Player Power – You may play any one card as a Sun card (instead of having to play two matching cards). This also allows you to play any two cards to perform the Sun action as the second action on your turn.



Wind Player Power – When you move a cloud with the Wind action, you may move it a tile of your choice. Your presence in that cloud is still required. The cloud moves directly to the destination tile, which does not have to be adjacent, so no merging occurs on the tiles between.



Rain Player Power – When you perform the Rain action, you may perform an alternative action. Place one of your water drops directly on a tile without a cloud instead of the normal Rain action. You may spend 1 ♦methane to add a second drop to the same tile. Voting still occurs normally.



Harvest Player Power – At the end of each harvest, you may choose to keep one of your water drops on up to three different tiles that were just harvested, instead of removing them.



Bees Player Power – When you perform the Bee action as your second action, you may first move the bee to any tile by spending 1 ♠honey. You do not have to play one card from hand. (Honeybee is required)



Methane Player Power – You may treat any cloud that contains two or more methane as if you have presence in that cloud. (Cows is required)



Meteorologist Player Power – You are dealt two forecast cards at setup (instead of three). During the Cleanup Phase of rounds 1/2/3, draw one additional forecast card.



Terrain Objects (mini-expansion) 2-5 players

Setup: See the setup diagram on page 8.

Gameplay: Each terrain object influences both of the tiles that it is placed on the border between. Terrain objects have unique effects that trigger when you take a specific Weather action on either of the tiles that they influence.

Geyser

When you create a cloud on one of these tiles with the Frost action, you must add one extra water drop to that cloud **-AND-** you must move the cloud on the other tile (if there is one) to an adjacent tile in any direction except towards the Geyser.



Tree row

When you add water drops to a cloud on one of these tiles with the Sun action, you only add one water drop. Clouds on these tiles overflow at 6+ water drops.



Mountain

When you move a cloud from one of these tiles to the other with the Wind action, you must rain one water drop (of any player) from the cloud onto the cloud's previous tile **-AND-** the cloud becomes a thundercloud.



Windmill

When you move a cloud from one of these tiles to the other with the Wind action, you may leave any number of water drops from the cloud behind in a new cloud on the previous tile **-AND-** you must (if possible) vote for harvest **in addition to** your normal vote.



Canal

When you rain a water drop (of any player) onto one of these tiles with the Rain action, that player adds one water drop to the other tile.



Extreme Weather Cards (mini-expansion) 1-5 players

Notes: If an extreme weather event has effects that refer to an expansion that is not in play, ignore those effects when it resolves.

☁️ 1 Blizzard ❄️

⚡️ All light clouds become thunderclouds.

👤 In normal turn order, each player may move one cloud they control to an adjacent tile.

👤 In a ❄️ **Cold** climate, in normal turn order, each player may then add one water drop to one cloud they control.

👤 In a 🧊 **Frozen** climate, in normal turn order, each player may then add one water drop to two clouds they control.

Blizzard does not count as Frost weather for plant development (for example: **Snowdrop**).

☁️ 2 Hailstorm ❄️

⚡️ Each player rains 1 of their water drops from every thundercloud.

👤 In a ❄️ **Cold** or 🧊 **Frozen** climate, in reverse turn order, each player may add one water drop to any tile.

Hailstorm does not count as Frost weather for plant development.

☁️ 3 Drought ☀️

👤 Each player removes half of their water drops from every tile (rounded up).

👤 The player or players with the fewest points each draw one forecast card.

Drought does not count as Sun weather for plant development (for example: **Coffee**).

☁️ 4 Heatwave ☀️

👤 In reverse turn order, each player chooses one cloud where they have presence and doubles their water drops in it. **Check for cloud overflow only after all players have done this.**

👤 In a ☀️ **Warm** or 🔥 **Scorching** climate, repeat the effect.

👤 In a 🔥 **Scorching** climate, repeat the effect again.

Heatwave does not count as Sun weather for plant development.

☁️ 5 Sandstorm ☀️

👤 In reverse turn order, each player must twice move one water drop (of any player) to an adjacent tile. This can be different water drops or the same water drop.

👤 Each player loses half of their methane (rounded up).

Sandstorm does not count as Wind weather for plant development (for example: **Dandelion**).

☁️ 6 Tornado ☀️

👤 In reverse turn order, each player chooses an effect: Move one light cloud they control to an adjacent tile **-OR-** or move one thundercloud they control directly to any other tile without passing through the tiles between.

👤 Each player loses half of their honey (rounded up).

Tornado does not count as Wind weather for plant development.

☁️ 7 Flood ☁️

⚡️ All thunderclouds immediately pour.

👤 After this, in reverse turn order, each player chooses one tile where they have presence and doubles their water drops on it.

👤 In a 🌿 **Temperate** climate, the player or players with the fewest total water drops on tiles then each score **5 🍷 points**.

👤 Flood **does** count as Rain weather for plant development (for example: **Rice**).

☁️ 8 Monsoon ☁️

👤 All thunderclouds immediately pour. During this, in reverse turn order, each player chooses where their water drops fall from each thundercloud: all of them onto the tile below the cloud **-OR-** all of them onto an adjacent tile.

👤 Monsoon **does** count as Rain weather for plant development.

Permanent Fertilizer (mini-expansion) (2-5 players)

Setup: Place the three fertilizer tokens on three different non-special tiles. Make sure that no two fertilizer tokens are placed adjacent to each other.



Harvest: For each tile with a fertilizer token, the scores for all players are increased by 1 🍷 point. Do not remove the Fertilizer tokens after Harvest.

Notes: To avoid confusion between the two different types of fertilizer tokens, do not use this mini-expansion with the Cows expansion.

Fogcatchers (mini-expansion) (1-5 players)

Setup: Give each player two fogcatcher tokens in their player color.



Gameplay: As an action on your turn, you may discard one card to place a fogcatcher token on any tile, and vote on any one voting target.

Each tile. Each tile can only have one fogcatcher token. Other players can only remove water drops (of any player) from tiles with your fogcatcher tokens if you grant them permission (except to move their water drops if their supply runs out).

Harvest: At the end of harvest, you may keep one water drop each on harvested tiles with your fogcatcher tokens.

Notes: Fogcatcher tokens cannot be placed on special tiles.

Orchids (mini-expansion) (1-5 players)

Gameplay: As soon as a tile has five or more water drops, place an orchid token from the supply on that tile if available. As soon as a tile with an orchid token has four or fewer water drops, remove the orchid token from that tile and return it to the general supply.



Harvest: For each tile with an orchid token, the player who has the most water drops on the tile collects the orchid token. If there is a tie for most, the orchid token is returned to the general supply instead.

At the end of harvest, each player scores **2/5/9/14 🍷 points** for having 1/2/3/4 collected orchid tokens. Then all orchid tokens are returned to the general supply.

Notes: Orchid tokens cannot be placed on special tiles.

Wonders (mini-expansion) (2-5 players)

Setup: Place all wonder tokens in a face-down pile.



Gameplay: At the start of each round, reveal two random wonder tokens. On your turn, if you take both of the actions shown on a revealed wonder token, in that exact order, score

1 🍷 point and place the wonder token on any tile. Each tile can only have one wonder token.

Harvest: For each tile with a wonder token, the player who has the fewest non-zero water drops on the tile collects the wonder token. Note, this can be the player with the most drops, if they're alone on the tile. If there is a tie for fewest, the wonder token remains on the tile instead.

Game End: Each player scores **1/3/6/10/15/21/28/36 🍷 points** for having 1/2/3/4/5/6/7/8 collected wonder tokens.

Notes: Wonder tokens cannot be placed on special tiles.

Crop Rotation (mini-expansion) (1-5 players)

Setup: Place the crop rotation token on a random tile.



Keep all unused tiles nearby, sorted and shuffled by type: standard, honey-producing, and climate-sensitive.

Harvest: At the end of harvest, the player who has the most water drops on the tile with the crop rotation token places it on any other tile. If there is a tie for most, the tie is broken by the current turn order. Then the previous tile is removed from play and replaced with a random new tile of the same type.

Notes: The crop rotation token cannot be placed on Blackberry or special tiles.

HONEYBEE



1-5 players

COWS



1-5 players



Watermelon



Passion Fruit



Blueberry



Apple

HONEYBEE



Sweet Chestnut



Date Palm



Norway Spruce



Baobab

COWS



FLOWERS



3-5 players

Player Powers



PROMOS

Alfalfa



Biodome



special tile!

Anthill



Blackberry



6 anthill tokens



4 bramble tokens

5 primrose tokens



special tile!

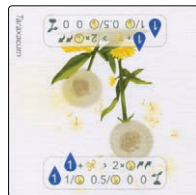


Primrose

8 dandelion tokens



Dandelion



1 snowdrop token



Snowdrop



FLOWERS



PROMOS

4 bramble tokens



Blackberry

special tile!



Biodome

6 anthill tokens



Anthill



Alfalfa

Southern Winds

Cards



SOLO

Extreme Weather Events



PROMOS



1 cloudberry token



1 cactus token



special tile!



3 bloom tokens

PROMOS



5 sunflower tokens



4 fly tokens



1 volcano token

PROMOS



3 bloom tokens



special tile!



1 cactus token



1 cloudberry token

PROMOS



4 fly tokens



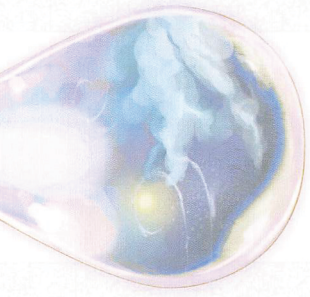
5 sunflower tokens



1 volcano token

Forecast cards





Player Power Cards









