

# PETAL BATTLE



2



FAST



MEDIUM

## EQUIPMENT

- Daisy Board
- 4 Trios per player (three Trios of one color plus one Trio of another color)



## OVERVIEW

When two groups of insects battle for control of a flower, we call it a Petal Battle.

### GOAL

Swarm your pieces over all the petals on one side of the flower.

### SETUP

Each player chooses a three-Trio color and a one-Trio color. Each player places a Large pyramid of their main color on the board in spaces directly opposite each other. Each player then takes the three pieces of their extra Trio into their hands.

## HOW TO PLAY

At the start of the game, and again between every three rounds, the players will pre-determine the details of their subsequent three turns in a special game process called Sequencing. Players then alternatingly carry out between

one and three game actions, the number of actions having been determined by the Sequencing process, along with the turn order.

## SEQUENCING

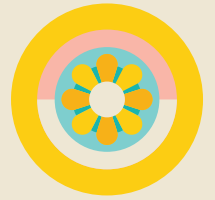
Each player will stack up their sequencing trio however they wish, being careful not to let the other player see. (Hide your three pieces in your hands as you stack them up, set the stack on the table, and keep your hand cupped around the stack until the other player has theirs ready.) During the next three rounds, each player will take a number of actions equal to the number of pips on the top-most pyramid in their stack, removing the piece and setting it on its side as they complete their turn. This process is repeated every three rounds.

## GAME ACTIONS

During your turn you will take between one and three of the following actions:

- **Spawn:** Place a new Small piece into an empty space on either side of a space occupied by a Large piece of your color. (You can't Spawn if all of your Small pieces are already in use.)
- **Grow:** Replace a Small or Medium of your color with one of the next larger size. (You can't Grow a piece if the next size is unavailable.)
- **Slide / Flip:** Move a piece of your color into one of the spaces on either side of the piece (Slide) or into the space directly across the board (Flip).
- **Bump:** Slide or Flip a piece of your color into a space occupied by another piece of equal or smaller size, then Slide that piece into the next empty space. Bumped pieces cannot be Flipped. If you Bump by Flipping, and the spaces on both sides are empty, you choose which space the Bumped piece Slides into.
- **Squish:** When you Bump a piece and there's no empty space for it to Slide into, it gets Squished. If the two pieces are the same size, the Squished piece is reduced in size. If the Bumper is bigger, the Squished piece is removed from the board. A smaller piece can never Squish a larger piece. You can Bump your own pieces, but you cannot Squish them.

# PETAL BATTLE (CONT.)



## SQUISHING ISSUES

- If you Squish a smaller piece, remove it and move your piece into the newly vacant space.
- If you Squish a same-sized piece, it gets smaller while your piece does not move.
- If you Squish a Medium when no Smalls are available, the piece is removed and you move in.

## WHO GOES NEXT

The Sequencing process also determines who will go first in all of the next three rounds. Whoever has the smallest piece at the top of their stack will be the first player until the next round of Sequencing. If this is a tie, then the player with the smaller piece in the middle slot goes first. If both players choose identical stacks, the first player to be ready with their sequencing choice goes first.

## HOW TO WIN

Fill five contiguous spaces on the board with pieces (of any size) of your color. You also win if the other player has no pieces left on the board.

