



Petals.

A quick trick
taking game
about building
beautiful
bouquets.

Winter 2025 Prototype English

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Summary.

Petals is a **2 Player trick-taking game** with unique grid placement mechanics.

Each player is dealt 9 cards. The starting player opens the turn with a card from their hand, and the other player **must** follow suit *if able*.

The winner of the trick picks first from the two flowers played, and places it in their **bouquet**.

After **9 turns**, both bouquets are complete and scored before the next round starts.

After **3 rounds**, the player with the most points is the **Master Florist**.

The Bouquet is a 3x3 grid on each player's side of the table.

Over the course of a round, each player will add 9 flowers to their bouquet, with different special effects that can all impact the final scoring in one way or another.

In a **trick-taking game**, players each play one card per turn (called a "trick"), and the highest card of the leading suit (or a special trump suit) wins that trick.

It's a classic card game format found in favorites like Hearts and Bridge.

Cards and Symbols.

The Deck of Petals consists of **52 cards**, built up from four **suits**.



Wild Wonders



Tropical Treasures



Country Classics



Garden Greats

Some cards impact your bouquet beyond more than just their point value. This is indicated by a special symbol on the bottom left of the card.



Adds or Multiplies the Base Value of a card.



Negates another card's effects.



Triggers another card's effects once more.



Can switch with another card 1x at end of round.



Sets another card's Base Value to zero.

Cards and Symbols.

These **card effects** are applied to the flowers that surround them in the finished bouquet.

Some examples:



The **Sunflower** multiplies the base value of all cards to the **top left, top right, and directly above** it.



The **Violet** adds a point to the base value of a card **directly to the left** of it.

Cards and Symbols.



The **Dandelion** sets the base value to zero of a card directly to the right of it.



Chrysanthemum negates any effect directly to the left and right of it.

Cards and Symbols.



A **Daisy** forces the effect of the card **above it** to activate again.



Switch **any flower in your bouquet** with **Camellia**, at the end of the round but before scoring.

How to play.

Setup

Each game of Petals consists of **3 rounds** with **9 turns** each.

Start the round by shuffling the deck, and deal both players **9 cards each**.

Flip the top card of the deck. This is now the *trump suit* for this **round**.

In these examples, the trump suit would be 'country' for the round, and thus the following 9 turns.



How to play.

During a turn

The player who starts, opens by playing a card from their hand. This determines the **lead** suit for this *turn*.



The leading player opens with a 'yellow coneflower' (W:11) and sets the leading suit to Wildflowers for this turn.

The other player now does the same - playing a card from their hand - but they **must** follow suit if they can.

Only if they do *not* have any cards in their hand that belong to the lead suit, *then* can they put down any other card from their hand.



The example on the left would have to play their 'Chicory' (W:10) card and lose the trick.



The example on the right could play any card from their hand, since none of them belong to the lead suit. They choose to play the Lilly.

How to play.

Winning the trick

When both players have played their card, it is time to determine the winner of this turn (or '*the trick*')

If both players played a card from the same suit.

The highest value card wins.



If the second player could not follow the lead suit.

the lead suit wins, regardless of value.



If the second player could not follow the lead suit but does play a card from the trump suit.

The trump suit wins, regardless of value.



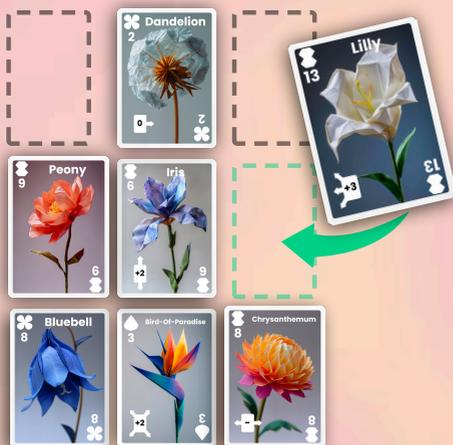
How to play.

Finishing the turn

Whoever won the trick gets first pick from both flowers to add to their personal Bouquet - a 3x3 grid built from the bottom up.

Did the winner pick their own flower? Then the player that lost **this** turn gets to start the next.

If not, the winner continues to lead playing the next card.



The winner of this trick is the player that played the 'Yellow Coneflower', since it is the leading suit and their opponent was unable to play a card belonging to the lead suit.

Looking at their bouquet, the winning player makes a strategic choice and pick the other player's 'Lilly' instead.

By placing it here, the 'Lilly' will amplify the total base point value of three flowers in the final score - nice!

Since the winner did not pick their own flower, they get to lead again the next turn.

The Bouquet

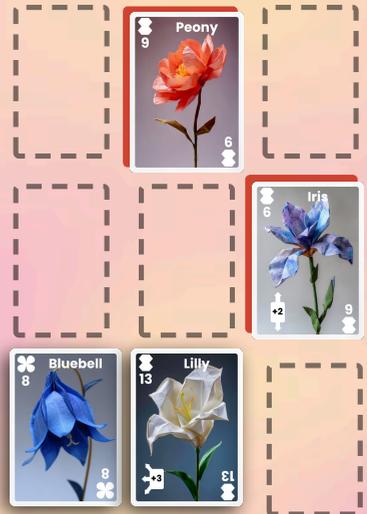
Building a Bouquet

After each trick, both players add one flower from the most recent trick to their personal Bouquet.

Bouquets are built from the bottom up, but cards may be placed in any column. Players are flexible in determining the order of their columns until all three spots on the bottom row are filled.

By the end of the round, each Bouquet will contain 9 flowers arranged in a 3x3 grid.

When all 9 flowers are placed and a player's hand is empty, scoring begins.



The Bouquet

Scoring the Bouquet

Scoring happens from bottom left to top right, crawling through the Bouquet. If multiple effects impact a card, keep the following order of operations in mind.

Swap any card with the 'switch' symbol with another flower in your bouquet.



Negate any powers



Re-activate any powers



Set base value to 0

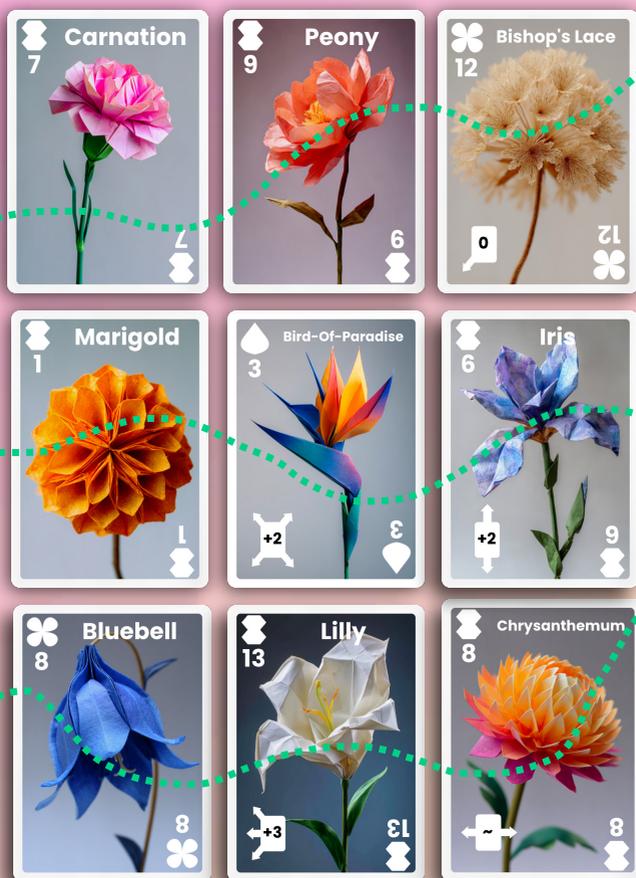


Multiply base base value



Add to base value

The Bouquet: example count.



- Bluebell** (8+2 from Bird-of-Paradise): 10
- Lilly** (13, effect negated by Chrysanthemum): + 13
- Chrysanthemum** (8+2+2 from Bird-of-Paradise and Iris): + 12
- Iris** (6): + 6
- Bird-of-Paradise** (set to 0 by Bishop's Lace): + 0
- Marigold** (1): + 1
- Carnation** (7+2 from Bird-of-Paradise): + 9
- Peony** (9): + 9
- Bishop's Lace** (12+2+2 from Bird-of-Paradise and Iris): + 16

