

# Anthokyklos - Rulebook

Version 0.1

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## 1. Game Overview

In **Anthokyklos**, players work together to build a flower made of colored petals.

As the flower grows, **patterns** begin to appear on the board. Players try to spot them, reserve them at the right moment, and then claim the matching Pattern cards to score points.

The game ends when the flower is fully built. The player with the most points wins.

## 2. Components

- 1 **pistil**
- 45 **Petal tiles**
  - 9 tiles for each of the 5 rings
  - 3 colors, with 3 tiles of each color in each ring
- 90 **Pattern cards**
- 1 **reservation marker** per player

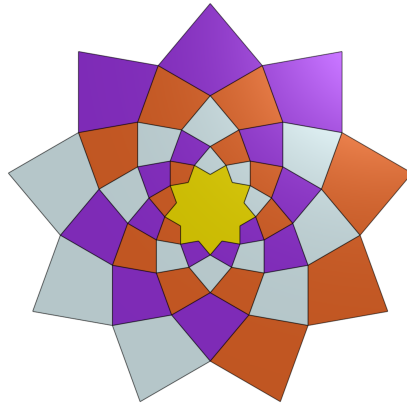


Figure 1: View of the game board with the pistil in the center and the 5 rings of Petal tiles.

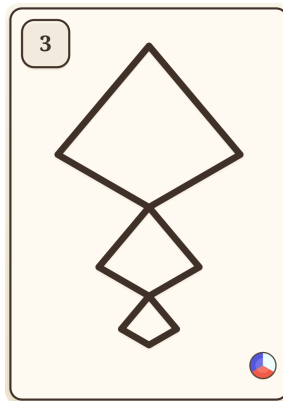


Figure 2: Example of a Pattern card.

### 3. Setup

1. Place the **pistil** in the center of the table.
2. Shuffle the Pattern cards to form a deck.
3. Reveal  $N + 1$  **Pattern cards**, where  $N$  is the number of players. These cards form the **public display**.
4. For each of the 5 rings, prepare a reserve of 9 tiles in the shape of a **pyramid**:
  - 4 tiles on the bottom row
  - 3 tiles above them
  - 2 tiles on the top rowEach tile rests on the two tiles directly below it.
5. At the start of the game, only the **2 tiles on the top row of the ring 1 pyramid** are available.
6. Each player takes a reservation marker.
7. Choose a first player.

### 4. Objective

Claim Pattern cards to score points.

The game ends when all **5 rings** of the flower are complete.  
The player with the highest total score wins.

### 5. Turn Structure

On your turn, you perform **one action**:

- **place a tile** on the board;
- **or reserve a Pattern card**.

At the end of your turn, check which cards you can claim, take them, and immediately replace any cards taken.

### 6. Action: Place a Tile

Take one tile that is currently **available** from an allowed pyramid, then place it immediately on the board.

#### Available Tiles

In a pyramid, only tiles that are **not covered by another tile** are available. When a tile is taken, this may make new tiles in that same pyramid available.

## Placement Rules

- **Ring 1** tiles are placed around the **pistil**.
- A tile from a higher ring can only be placed if its space is supported by the **two adjacent tiles** from the previous ring.

The flower is therefore built **from the center outward**:

- ring 1 unlocks ring 2;
- ring 2 unlocks ring 3;
- and so on.

## 7. Action: Reserve a Pattern Card

Instead of placing a tile, you may reserve **one public Pattern card that is not already reserved**.

Place your marker on that card.

## Reservation Rules

- A reserved card can only be claimed by **the player who reserved it**.
- Each player may have **only one reserved card at a time**.
- A card that is already reserved cannot be reserved by another player.

Reserving a card uses your entire action for the turn.

## 8. Patterns

Each Pattern card shows:

- a **shape**
- a **color requirement**
- a **point value**

A pattern may appear:

- in several places on the board;
- overlapping with other patterns;
- at different scales.

As a result, a single tile may be part of several patterns.

It is possible to claim **several cards in the same turn** if several valid patterns are present at the end of that turn.

## 9. Reading a Pattern Card

A Pattern card is always read the same way:

- the **shape** shows which pattern to look for;
- the **colored pips** show the color requirement;
- the **score** shows how many points the card is worth when claimed.

### Color Requirements

Depending on the card, the pattern must be:

- **defined monochrome**: one specific color
- **free monochrome**: one color of your choice
- **two-color monochrome**: one color chosen from 2 possible colors
- **defined bichrome**: exactly 2 specific colors
- **semi-defined bichrome**: exactly 2 colors, with 1 imposed color
- **free bichrome**: exactly 2 colors, chosen freely
- **trichrome**: exactly 3 colors

Some cards also include a quantitative requirement shown as **X+**.

In that case, the pattern must contain **at least X tiles** of the indicated color or type.

## 10. Claiming Pattern Cards

At the end of your turn, check:

- all **public cards that are not reserved**;
- your **own reserved card**, if you have one.

If the board contains a pattern matching one of those cards and its color requirement is met, that card is valid.

You take **all** valid cards you are allowed to claim.

### Important

- Patterns may **overlap**.
- A single tile may be used to claim **several cards**.
- All valid cards are taken **at the same time**.
- If a player forgets to take a valid card, the next player may take it at the end of their turn.

After the cards are taken, immediately reveal the same number of new cards from the deck to refill the public display.

Claimed cards are kept in front of their owner until the end of the game.

## 11. End of the Game

The game ends as soon as all **5 rings** of the flower are complete.

Each player adds up the points shown on all the Pattern cards they claimed during the game.

The player with the highest total wins.

In case of a tie, the tied player who claimed the most Pattern cards wins.

## 12. Turn Summary

1. Perform **one action**:
  - place a tile;
  - or reserve a Pattern card.
2. Check valid cards:
  - public cards that are not reserved;
  - your own reserved card.
3. Take **all** valid cards.
4. Immediately replace the cards taken.