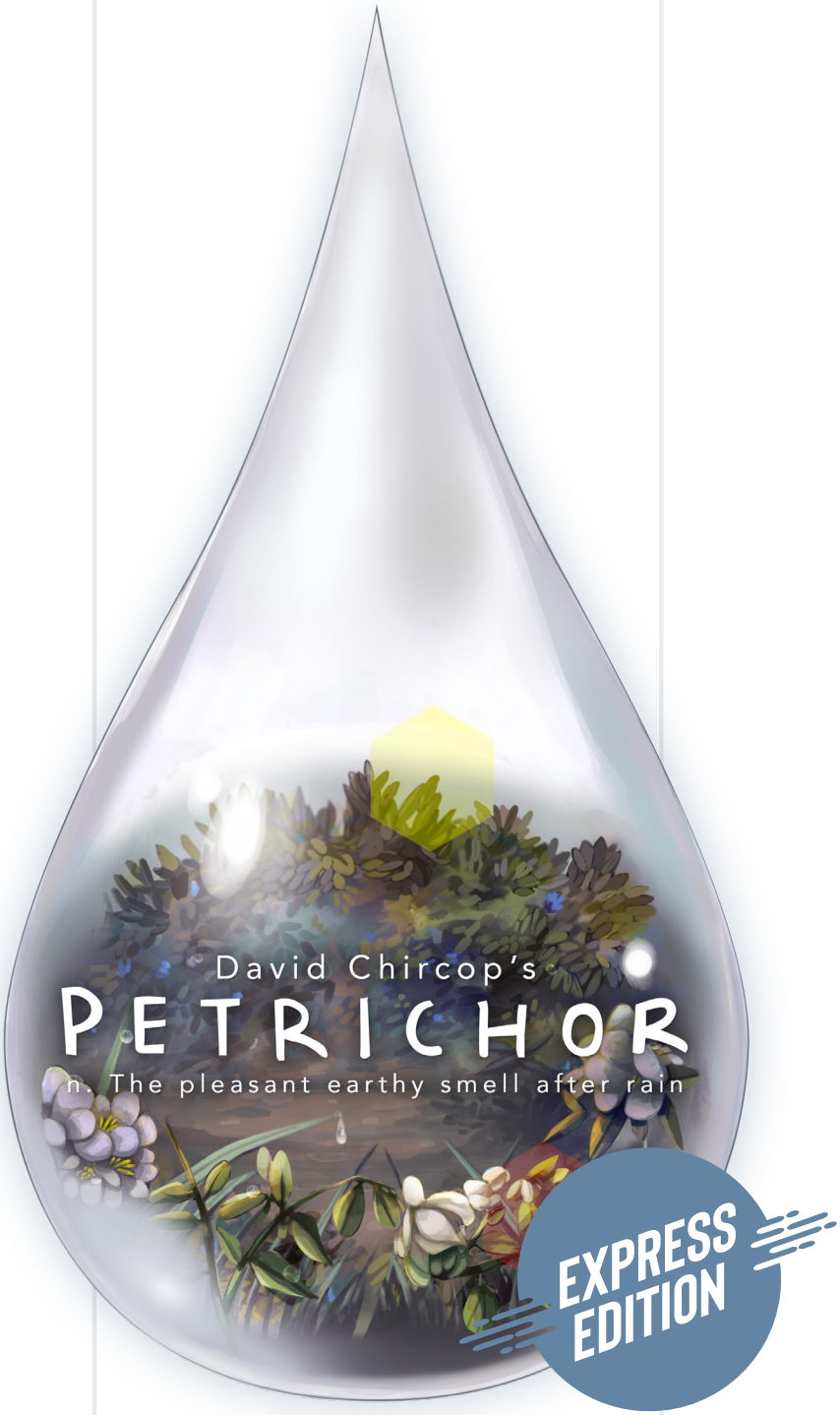
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Print & Play Instructions

MIGHTY BOARDS

Introduction

Welcome to Petrichor: Print and Play edition. This document will help you get all of the stuff you need to get playing as fast as possible. This booklet contains everything you need to print to be able to play a 2 player version of Petrichor as well as the full solo module Petrichor: The Southern Winds. You will need to source some stuff yourself, either from other games you already own or from bits and pieces you have lying around.

But don't worry, follow this guide step by step and you will be up and running in no time.

To get started print this whole document **once single sided** and at **100% size scaling**. Regular paper will do just fine, but if you want to get fancy you can try using something around **300gsm paper** to make it feel like the real thing. A satin finish paper stock works really nicely for Petrichor.

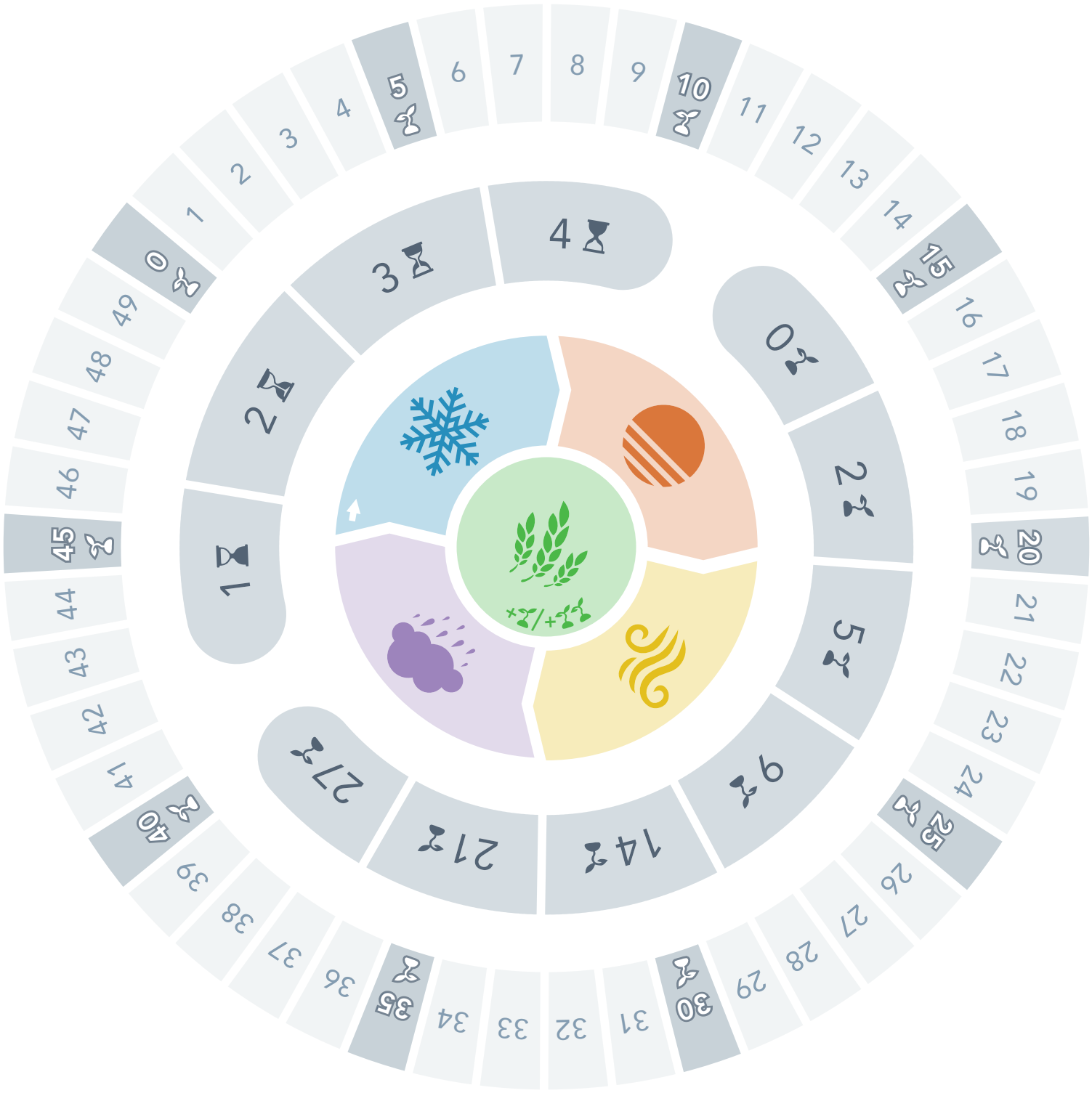
When you have printed it out, read on and we'll take you through the rest.

What you will need

Here's what you are going to need:

1. **A pair of scissors**. If you have some paper cutting device, it can help you to make the cards and tiles a bit more straight, but a good old pair of scissors will do just fine.
2. **4 Regular 6 sided dice**, one of which will be used only for the solo game. The other three will be the harvest dice.
3. **20 wooden cubes** in the same **two colours** (40 total). These will be used as the water droplet tokens. They don't need to be cubes, but ideally they would all be the same.
4. **12 discs** in the **same two colours** (24 total). These will be used as the voting tokens. They don't need to be disks, but they should be a visibly different token than the droplets.
5. **2 more markers** for each player (4 total) in their colour to mark the board. These don't need to be different from the other two as they will be on a separate spot on the board.
6. **1 marker** in a different colour than the players' to track rounds.
7. **7 Containers** or **larger disks** to use as Clouds. These can be upside-down bottle caps, poker chips, small petri dishes, jar lids - anything really - as long as they fit on the crop tiles you see on page 12 & 13 of this document.

That's all you will need, if you have all of this, all that is left is to follow the instructions to cut up and assemble everything. The next page is the board, no need to cut anything on it, just set it aside and go to the next page, where you need to do some cutting.


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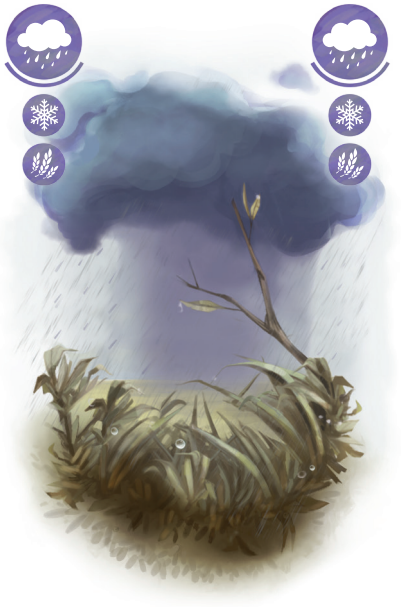
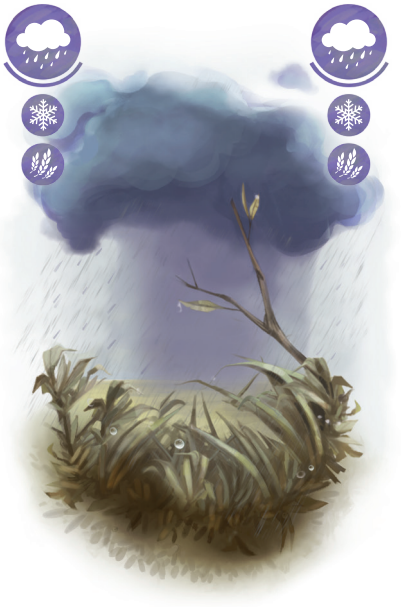
Cut along the line



Cut along the line



Cut along the line








Cut along the line







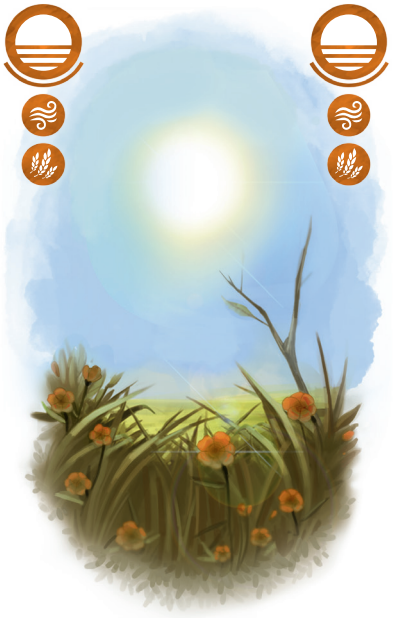




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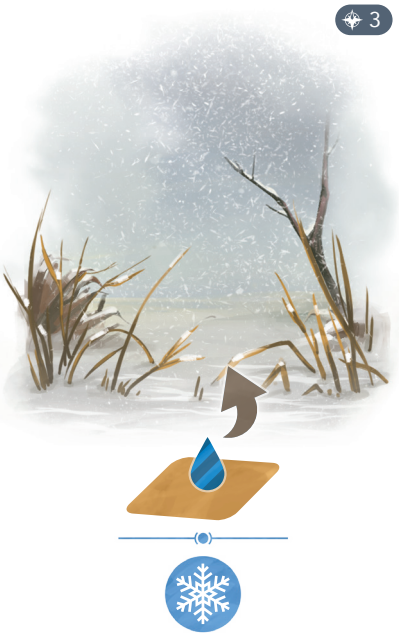








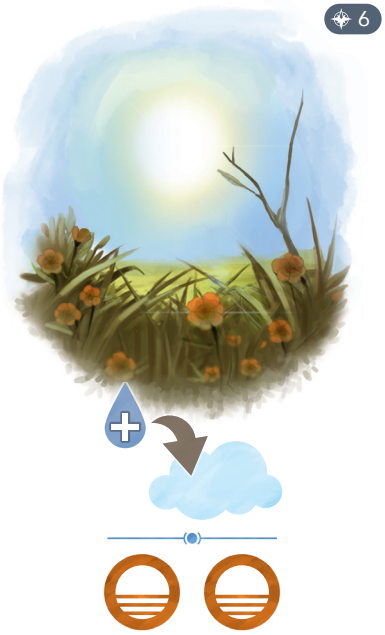








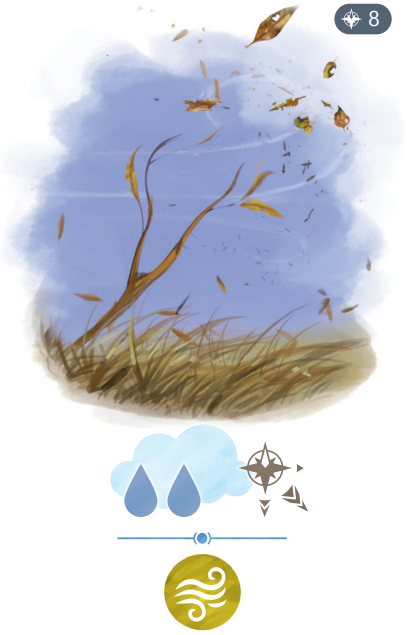
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1. Action Phase

Players play a card on their turns to perform an **action & vote** or **pass**.

Actions

Voting

a. Matching weather icon
b. Clockwise next weather
c. Decrease a harvest die

Optional: if no one has passed yet, you may additionally play 2 matching cards to perform a second action & vote.

Passing

Keep up to 4 cards.

3+ player game: if you pass first, discard all your cards. Take first player marker, or if you have it already, pass it to the right.

Game Flow

2. Weather Phase

3. Harvest Phase

4. Clean-up Phase

1. Action Phase

Players play a card on their turns to perform an **action & vote** or **pass**.

Actions

Voting

a. Matching weather icon
b. Clockwise next weather
c. Decrease a harvest die

Optional: if no one has passed yet, you may additionally play 2 matching cards to perform a second action & vote.

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3+ player game: if you pass first, discard all your cards. Take first player marker, or if you have it already, pass it to the right.

Game Flow

2. Weather Phase

3. Harvest Phase

4. Clean-up Phase

Card Actions

- Create light cloud, place 1 of your drops in it and place it on a field without a cloud.
- Add 2 of your drops into a cloud you are present in.
- Move a cloud you are present in to an adjacent space.
- Rain any 1 drop from up to 2 clouds you are present in.

Weather Effects

- All light clouds become thunderclouds.
- In turn order, choose a cloud and double your presence. Coffee may develop.
- In reverse turn order, move any 1 drop from a field to an adjacent field.
- All thunderclouds rain. Rice may develop.

Card Actions

- Create light cloud, place 1 of your drops in it and place it on a field without a cloud.
- Add 2 of your drops into a cloud you are present in.
- Move a cloud you are present in to an adjacent space.
- Rain any 1 drop from up to 2 clouds you are present in.

Weather Effects

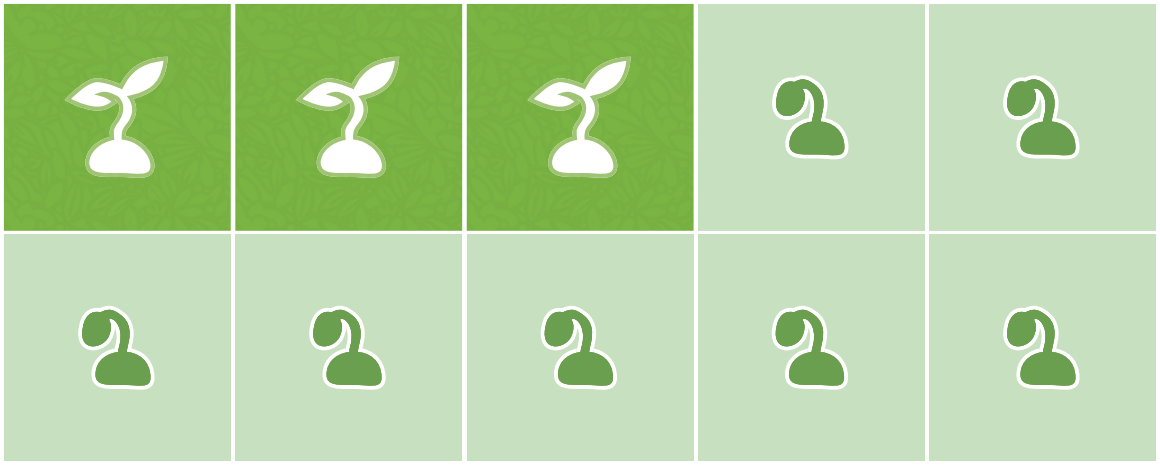
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- In turn order, choose a cloud and double your presence. Coffee may develop.
- In reverse turn order, move any 1 drop from a field to an adjacent field.
- All thunderclouds rain. Rice may develop.

Dice Conversion

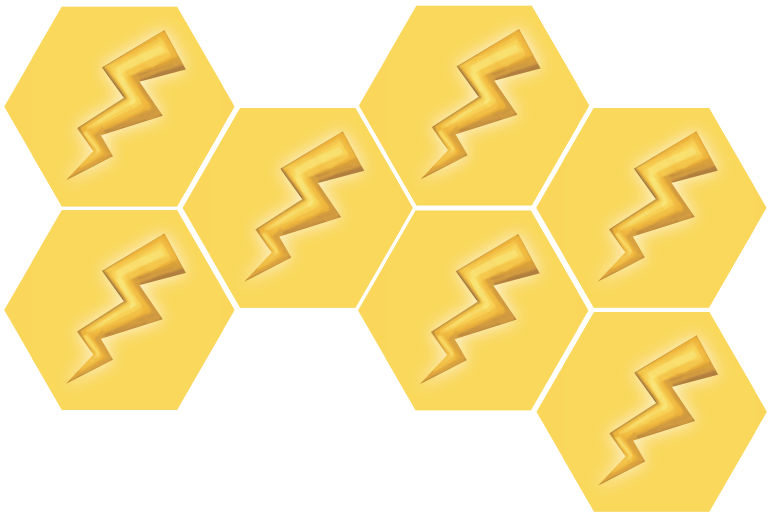
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Cut along the edges of the tokens

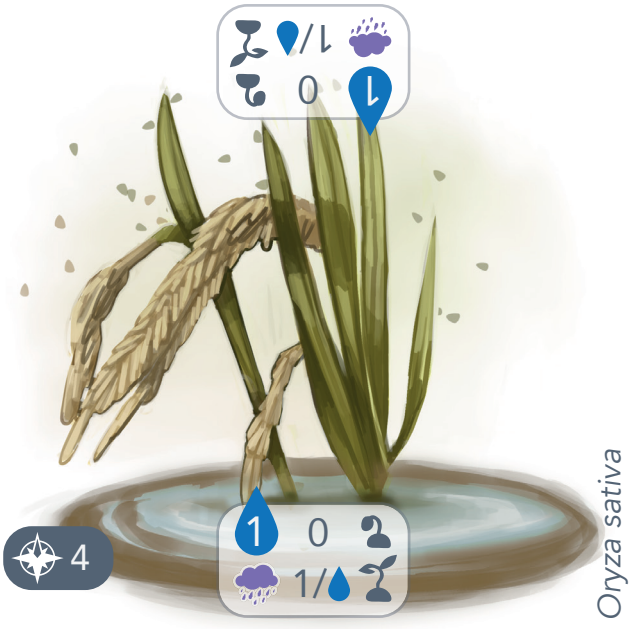


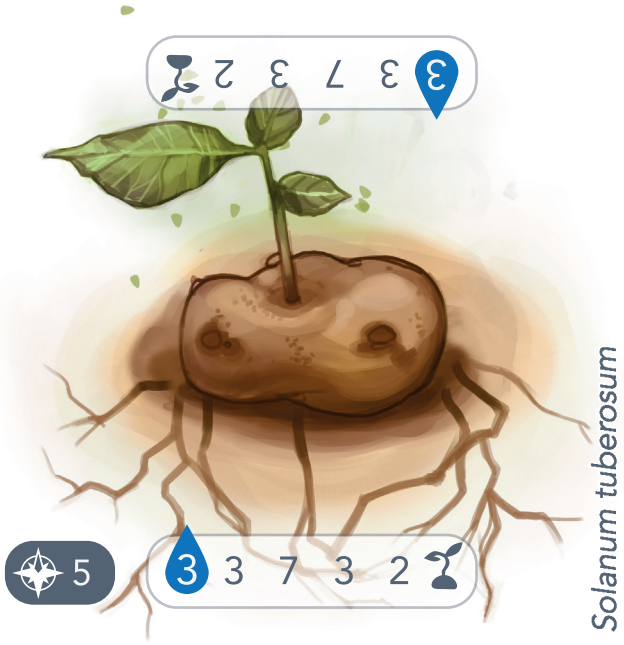


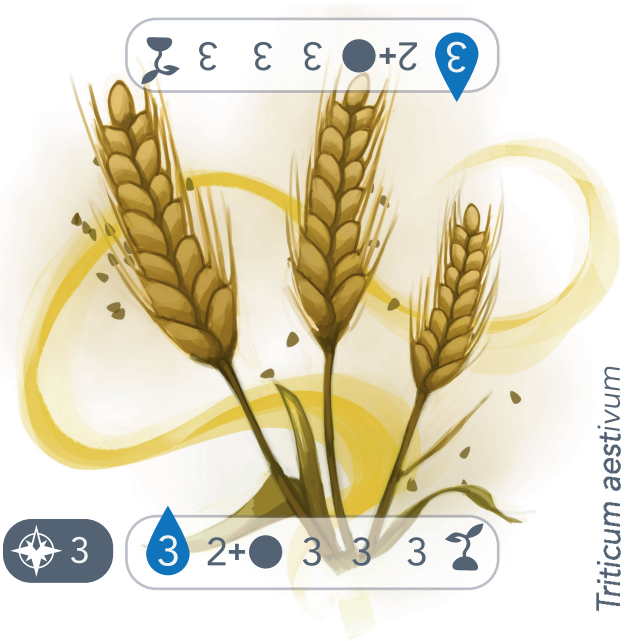


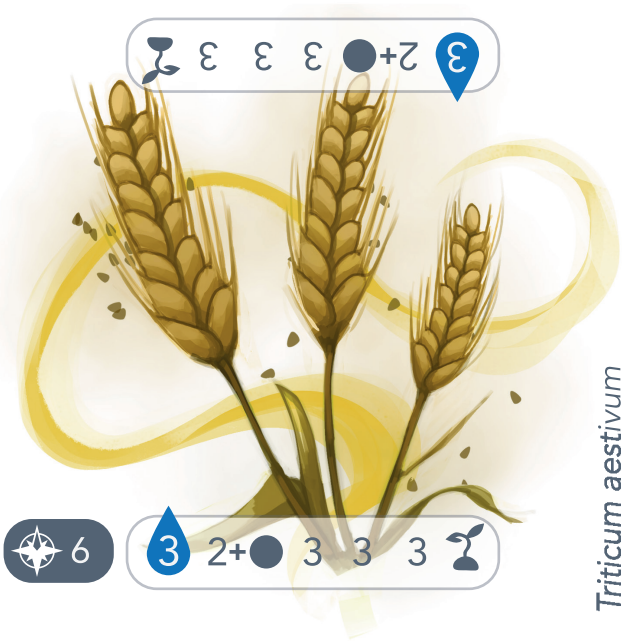


Cut along the line





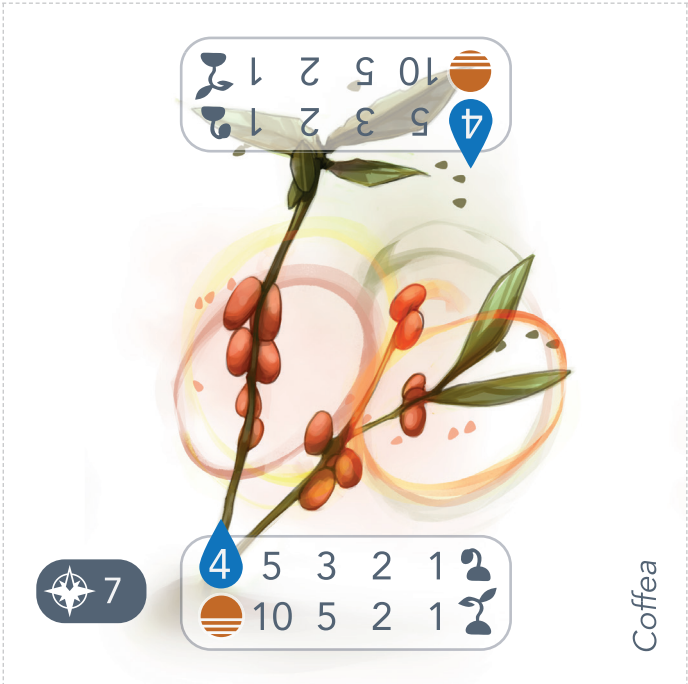


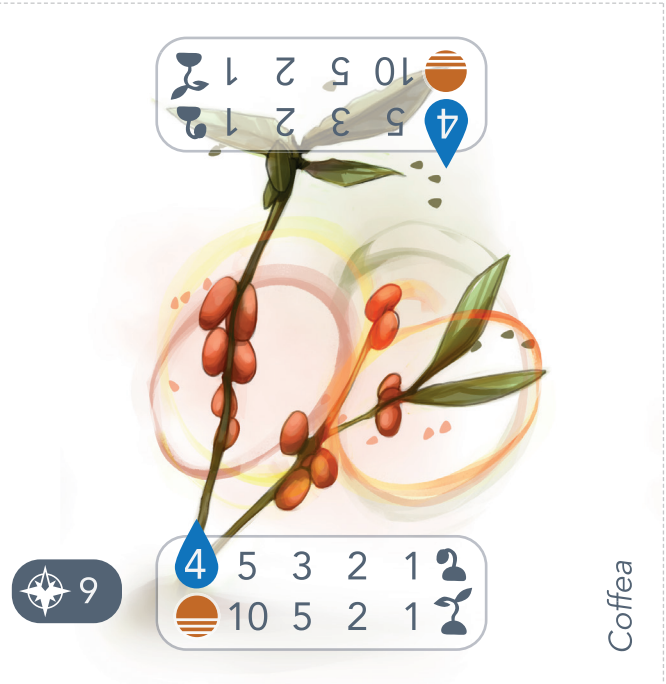




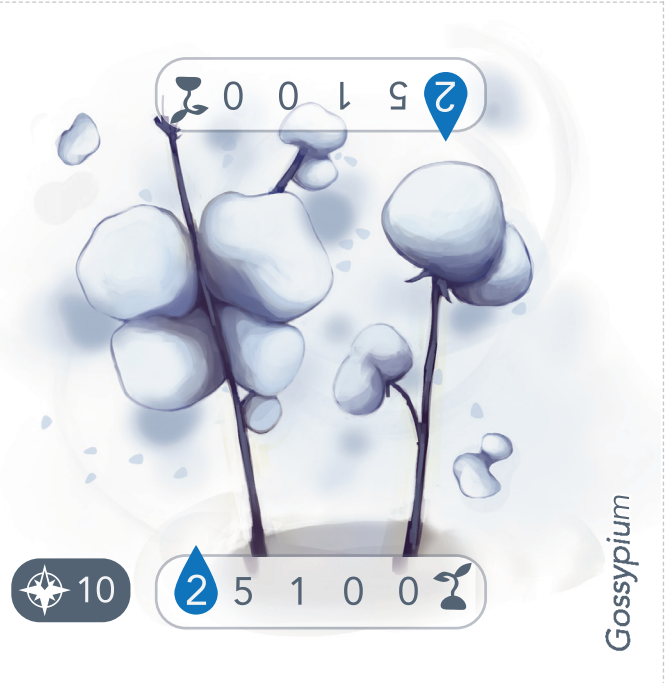


Cut along the line









Rule Changes and Modifications

In general the rules of the game remain the same, this pack lets you play a **full 2 player game** as well as the **solo game**, both found in the base game rulebook for Petrichor (should be included in this package). There are some minor changes with how you use the components that we have introduced to make them easier to print.

We'll list those here:

1. **The Growing tokens** which are double sided in the retail game are now two separate tokens in the Express edition. Simply swap them around instead of flipping the token.
2. **The Thundercloud tokens** in the retail game are thunderbolt tokens that are meant to attach to the clouds. In the Express edition they are hexagonal tokens to be added to whatever you are using as a container for clouds.
3. There are **less wheat tokens** in this package than in the retail game. This is because you will likely not need more than this for a two player game. Should you need more, however, note that Wheat tokens are not limited. Use any replacement tokens if you happen to need more than is included in this pack.
4. **Water drops** and **voting tokens** are **limited**, if you run out, follow the rules in the rulebook.
5. **There is no first player marker** in this pack. It's not that important in a two player game. If you need it, feel free to use any first player marker from another game.
6. The **custom dice** are replaced in this pack with the **dice conversion card**. Refer to that when rolling. The numbers 1-4 are mapped to 1-4 pips respectively for easy reference.