

PERENNIALTM

RULEBOOK



PERENNIALTM

Perennial is a puzzly tile-laying game about growing a diverse wildflower garden!

Created by Emily Vincent and the Flatout Games CoLab.
For 1-4 players, ages 10+

OVERVIEW

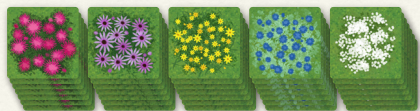
Perennial is a puzzly tile-laying game about planting a diverse and beautiful prairie garden! The game is played over four rounds, with two phases per round. Each round players have two turns to gather tools, flowers, and animals for their gardens by selecting a Tool Card and combination of Flower and/or Animal Tokens. After all players have collected tools, flowers, and animals, they simultaneously plant their gardens. The tricky part is that you can only gather and plant based on the shape and form of the tools you collect. Earn points by creating areas of the same type/color of flower, by spatially matching animals to their favorite flowers, and by adding ponds and features to your garden. Players must be clever in both drafting and placement to balance all of their objectives in making the most harmonious garden. The player with the most points at the end of the game wins!



COMPONENTS

Your game of Perennial should include the following. If it doesn't, please visit: alderac.com/customer-service

185 Flower Tiles
37 each of 5 different types/colors



16 Double-sided Pond/Feature Tiles
(4 each of 4 different types/shapes)



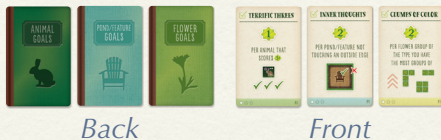
16 Boulder Tiles



4 Unique Double-sided Player Garden Boards



27 Goal Cards
(9 each of 3 different types)



1 Full-color Double-sided Scorepad



45 Animal Tiles
15 each of 3 different types



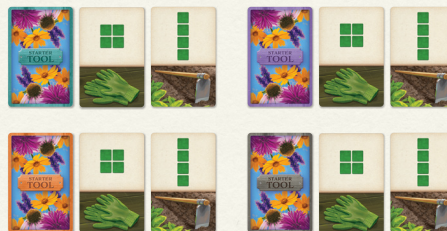
4 Player Greenhouse Tiles



40 Tool Cards
4 each of 10 different types



8 Starter Tool Cards
2 in each player color



1 Rulebook



1 First Player Card



12 Wild Animal Tiles
4 each of 3 different types



50 Seed Tokens



1 Deluxe Cloth Tile Bag



4 Pond/Feature Cards



Back

4 Unique Player Workshop Boards



1 Central Drafting Board



SETUP

Note: These are the setup rules for the standard version of the game. If you're interested in a simpler, more relaxed experience with an easier spatial puzzle, try out the 'Family Mode' rules on page 13.

- 1 Shuffle the Player Garden Boards and give each player one at random.
- 2 Give each player a Player Workshop Board, 12 Seed Tokens, 3 Wild Animal Tiles (1 of each type - Rabbit, Chipmunk, and Owl - backs matching the color of their board), 4 Boulder Tiles, and 4 Pond/Feature Tiles (1 of each shape), and 2 Starter Tool Cards (1 of each of the 2 types), and 1 Player Greenhouse Tile. *Note: when you're done playing, you can use the bags provided with the game to sort out each of these components into a 'player bag' for each of the 4 players for easy setup for future games!*
- 3 Each player sets their Player Garden Board next to their Player Workshop Board in the play area in front of them. They may place their Player Garden Board on the side of their choice.
- 4 Each player sets up their play area, as shown:
 - a Place their Player Greenhouse Tile in the center of their Player Garden Board on the darkened spaces.
 - b Place their 4 Boulder Tiles on the spaces marked with the rock icon on their Player Garden Board.
 - c Place 10 of their Seed Tokens on the spaces marked with a Seed Icon and Flower type/color on their Player Garden Board. Place the remaining 2 Seed Tokens in the Seed Token bowl area of their Player Workshop Board.
 - d Place their 3 Wild Animal Tiles on the spaces marked on their Player Workshop Board.
 - e Place their 4 Pond/Feature Tiles above their Player Workshop Board, within easy reach.
 - f Place their 2 Starter Tool Cards next to or below their Player Workshop Board, within easy reach.
- 5 Place all Animal and Flower Tiles into the Tile Bag and shuffle/mix them thoroughly.
- 6 Place the Central Drafting Board in the center of the play area within easy reach of all players.
- 7 Shuffle the deck of Tool Cards and deal out 1 faceup card to each of the 4 sides around the Central Drafting Board, as shown. Place the deck of Tool Cards facedown near the Central Drafting Board.
- 8 Randomize the initial tile setup by filling in all of the tile spaces on the Central Drafting Board with Flower/Animal Tiles from the Tile Bag. Do so by pulling them out one at a time and filling the spaces from left to right, top to bottom, as shown.
- 9 Shuffle the Pond/Feature Cards and place the deck facedown within easy view of all players.
- 10 Give each player 2 random Flower Tiles from the Tile Bag. If you encounter any Animal Tiles while pulling tiles randomly from the bag, simply place them back into the bag. Continue to draw tiles until 2 random Flower Tiles are pulled for each player.
- 11 Place the remaining Seed Tokens within reach of all players to form a Seed Token discard pile.
- 12 Randomly choose a starting player and place the First Player Card in front of them.



Advanced Setup (Optional): Goal Cards are used in the Advanced Mode and can be added to any game of Perennial to add variable scoring goals. These are divided into 3 decks - Flowers, Animals, and Ponds/Features - each with their own unique goals. Each of these goals are shared between all players - any player may score based on the conditions (see page 12 for further clarifications).

- A1** To play with Goal Cards, select 1, 2, or 3 cards to use in the game, then place those cards in the play area within easy view of all players. Select no more than 1 card from each of the 3 Goal Card types (Flowers (F), Animals (A), Ponds/Features (P)) - do not play with multiple of the same type. You may select the cards by shuffling each of the decks and drawing randomly, or simply choose cards based on players' preference. Place the other Goal Cards back in the box, as they will not be used this game. (Note: for your first game we recommend not using any Goal Cards)

3-PLAYER SETUP EXAMPLE

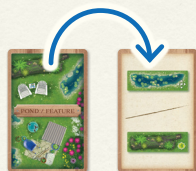


GAMEPLAY

Perennial is played over 4 rounds. Each round has 2 phases: the **Gathering Phase** and the **Planting Phase**.

1. Gathering Phase

Once per round, at the beginning the Gathering Phase, the starting player flips over the top Pond/Feature card. All players take the Pond/Feature Tile shown on the flipped card and place it onto their Player Workshop Board.



Players then complete the Gathering Phase in turn order, starting with the First Player and proceeding clockwise until each player has taken 2 turns each round.

- On each turn during the Gathering Phase, start by refilling the Central Drafting Board. Do so by pulling Tiles from the Tile Bag one at a time and filling any empty spaces from left to right, top to bottom, as in setup, and also drawing a Tool Card from the top of the deck and placing it into the empty space.

Fill any empty spaces on board left to right, top to bottom.



Note: If 2 or more of the same Tool Card are present on your turn, you may choose to discard these Tool Cards, placing them faceup in a discard pile adjacent to the Tool Card deck, and draw a number of new Tool Cards from the Tool Card deck equal to the number of cards discarded, placing them randomly one at a time into the empty spaces. If, at any point during the game, the Tool Card deck runs out of cards, shuffle the discard pile thoroughly and form a new Tool Card deck to draw from.)

- Then, draft a Tool Card from one side of the Central Drafting Board. Take the card, then draft 5 Tiles (Flower and/or Animal) from the board in the configuration shown on the Tool Card. At least one of the tiles in the configuration you take **MUST** be from the row or column closest to the card you drafted. (Note: You may rotate and/or flip the shape on your drafted Tool Card.)

- 1 Select Tool Card



- 2 Choose location and orientation of shape, must have at least one tile from row/column closest to card



- 3 Take the tiles and card and place them on/next to Workshop Board

CAN be



Rotated

or



Flipped

CANNOT select tiles in the shape without selecting at least one tile from row/column closest to card



CANNOT select tiles in a shape other than the shape depicted on the Tool Card



Take your drafted tiles and place them on your Player Workshop Board. Take your drafted Tool Card and place it next to or below your Player Workshop Board.

Play passes to the next player in clockwise order - pass the Tile Bag so the next player can fill the Central Drafting Board and take their turn.

Play continues until all players have taken 2 turns (drafted 10 new Tiles and 2 new Tool Cards). The Gathering Phase then ends and players proceed to the Planting Phase.

2. Planting Phase

Players carry out the Planting Phase simultaneously. There are no turns. During the Planting phase you place Tiles onto your Player Garden Board, (generally until you have 3 or fewer Flower/Animal Tiles remaining in the active area of your Player Workshop Board so you won't have to discard any at the end of the round). You may use as many of your Tool Cards, Starter Tool Cards, and Seed Tokens as desired each round.

Using Tool Cards to Place Tiles

The primary way to place Tiles onto your Player Garden Board is by using Tool Cards. You will begin the game with 2 Starter Tool Cards and gain 2 more each round. When a Tool Card is used, it is discarded.

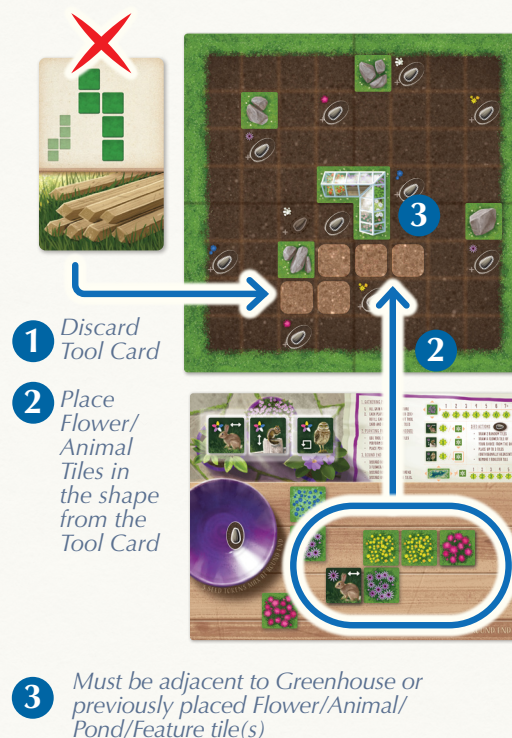
To use a Tool Card, select a location that you would like to place Tiles (Flower and/or Animal) in the shape depicted on the Tool Card (*Note: Like in the Gathering Phase, you may rotate and/or flip the shape on the Tool Card*). When placing Tiles onto your Personal Garden Board, the location of at least one of the Tiles must be orthogonally adjacent to either your Greenhouse or any Tile you have previously placed. You will select a number of tiles from your Player Workshop Board, either in the active play area, or the reserve of Wild Animal Tiles, and place those tiles onto the board in the shape depicted on the Tool Card. You may use any combination of flowers and animals in your placement. Animals must be placed right side up and may not be rotated. (See example adjacent)

You may decide to only place part of the shape, either because the full shape does not fit, or simply because you do not wish to place a Tile in a specific space. To place only part of the shape, you must discard any Tiles you do not wish to place. (This means that you must always have the number of tiles to make the full shape, but may discard some, instead of placing them). Discarded Tiles are placed back into the Tile Bag, unless they are Wild Animal Tiles, in which case they are discarded from the game and placed back in the game box as they will not be used again this game. (See example adjacent)

When you have finished placing your Tiles, discard the Tool card faceup in the discard pile. If it is one of your Starter Tool Cards, place it facedown in a separate discard pile adjacent to the main Tool Card discard pile for easy sorting and to ensure the card does not get shuffled into the main deck if shuffling is needed throughout the course of the game.

Note: You may use as many Tool Cards as desired in each Planting Phase. Each player may only keep 3 Flower/Animal Tiles on their Player Workshop Board (not counting Wild Animal Tiles) between rounds, so you will want to avoid having more than 3 at the end of the round!

Placing Tiles with a Tool Card



Discard tiles to place partial shapes



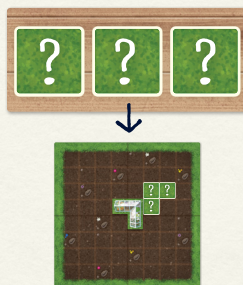
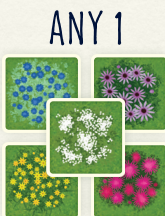
Using Seed Tokens

At any point during the Planting Phase, you may use Seed Tokens. You start the game with 2 Seed Tokens and can gain more throughout the course of the game (see Gaining Seeds on page 9).

To use a Seed Token, choose one of the seed actions to perform, then discard the Seed Token into the discard pile.

The Seed actions are:

- Draw 2 random Tiles from the Tile Bag and place them onto your Player Workshop Board. You can use this action to help gain more Flower/Animal Tiles!
- Search for 1 Flower Tile of your choice from the Tile Bag and place it onto your Player Workshop Board. You can use this action to help gain the exact Flower Tile you need!
- Place up to 3 of any of the Flower/Animal Tiles from your Player Workshop Board onto your Player Garden Board into orthogonally adjacent spaces, forming a single, contiguous shape of up to 3 Tiles. You can use this action to help fill in gaps in your garden that are too small for Tool Cards to fit! (*Note: the location of at least one of the Tiles must be orthogonally adjacent to either your Greenhouse or any Tile you have previously placed.*)
- Remove 1 Boulder Tile from your Player Garden Board. Discard the Boulder Tile from the game by placing it in the game box. You can use this action to add more space to your board for Flower/Animal Tiles!



Note: You may use as many Seed Tokens as desired in each Planting Phase, including any Seed Tokens gained in the current round (see Gaining Seeds on page 9).

Placing Ponds/Features



At the beginning of each round, one Pond/Feature Card will be flipped over. All players must place their corresponding Pond/Feature Tile. This Tile must either be placed on their Player Garden Board during the Planting Phase of the round it was revealed, or be discarded from the game and returned to the game box - it cannot be placed in a future round.

Note: You do not need to place a Pond/Feature using a Tool Card - you simply place it onto your Player Garden Board.

You may place your Pond/Feature Tile at any time during the Planting Phase. When you place your Pond/Feature Tile, you may choose which side to place it on. You can choose the Pond side, which scores based on the number of unique flower types/colors orthogonally adjacent to it, or you may choose the Feature side, which has a set number of points. (See Scoring on page 10).

Just as with placing Tiles using Tool Cards, you must place your Pond/Feature Tile orthogonally adjacent to either your Greenhouse or any Tile you have previously placed. You may place your Pond/Feature Tile at any time during the Planting Phase.

Placing a Pond/Feature Tile Example



Choose whether to place the tile on the Pond side or the Feature side. Place the tile anywhere on your board (adjacent to Greenhouse or previously placed tiles).

No Tool Card required to place Ponds/Features

Gaining Seeds

Each player has 10 spaces on their Personal Garden Board containing Seed Tokens. Each of these spaces has an icon corresponding to a specific flower type/color. If, when placing Tiles onto your Player Garden Board, you cover one of these spaces with a Tile of the matching flower type/color, you earn the Seed Token! Remove the Seed Token from the space and place it onto your Player Workshop Board. If, however, you place an Animal Tile of any type/color or a Flower Tile of a different type/color that does not match the type/color on the space, discard the Seed Token from the game by placing it in the game box.

There is no limit to the number of Seed Tokens you may gain and they may be used immediately after they have been gained. However, each player may only keep 3 earned Seed Tokens on their Player Workshop Board between rounds.

Gaining Seeds Example



ROUND END

Once all players have placed Tiles using Tool Cards, placed their Pond/Feature Tiles, and used any Seed Tokens to perform seed actions as desired, the round ends and the following is completed to set up for the next round. (*Note: At the end of the 4th round, proceed directly to Scoring and skip these 3 steps.*)

1. Each player may keep up to 3 of their unplaced Tiles (Flower or Animal) in the active section of their Player Workshop Board (not including Wild Animal Tiles). If you have more than 3 unplaced Flower/Animal Tiles, you must discard any excess back to the Tile Bag. Wild Animal Tiles do not count towards this limit and you may always keep those Tiles between rounds since they are stored in their own section of the Player Workshop Board.
2. Each player may only keep 3 Seed Tokens on their Player Workshop Board between rounds. If more than 3 Seed Tokens are present on their Player Workshop Board, any excess must be discarded back to the Seed Token supply.
3. Each player may keep any number of unused Tool Cards.
4. If a player has not placed their Pond/Feature Tile for the round, discard it from the game by placing it in the game box. It cannot be placed during a future round.

Note: It is important to place Flower, Animal, and Pond/Feature Tiles and use Seed Tokens during the Planting Phase. If you will be left with excess - it is possible to use Seed Actions to place more Tiles onto your Player Garden Board, even if you do not have a suitable Tool Card to do so.

Unless it is the 4th round of the game, pass the First Player Card clockwise to the next player. They will be the first player to draft tiles in the Gathering Phase of the next round. Proceed to set up the next round just as you did the previous round(s).

GAME END

The game ends at the end of the 4th round. The 4th round begins when the final Pond/Feature Card has been revealed. The game will proceed to scoring once both phases of the 4th round have been completed.

SCORING

Flower Regions

Add up the points for every flower region of each type/color in your garden. Flower regions of the same type/color flower score based on the number of orthogonally adjacent Flower Tiles in them. Starting at size 2, they score 1 pt per tile with a bonus point awarded at 7 tiles (8 points for 7 tiles). Regions with more than 7 tiles do not score any additional points. You will score every flower region of at least 2 tiles in your garden, but any regions of 1 flower do not score (*Note: Animal Tiles do not count as part of a Flower Region, even if their desired flower type/color is the same as the flowers in the region.*)

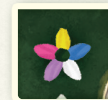


Rabbits

Add up the points for all Rabbit Tiles in your garden. Rabbits score based on the number of Flower Tiles of their desired flower type/color (as shown by the symbol on the top left corner of the tile) in their row.



Wild Rabbit Tiles (Rabbit Tiles with the rainbow in place of a flower type/color) score for whichever flower type/color the player chooses in that row at the end of the game.



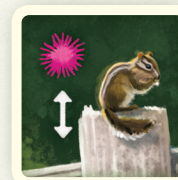
A rabbit cannot score the same Flower Tiles as another rabbit in that row. This means you cannot score 2 of the same flower type/color rabbit in a single row and the wild rabbit cannot score the same Flower Tiles as another rabbit in its row, however, a rabbit of a different flower type/color can score for that flower type/color.



(*Note: You can easily remember how Rabbit Tiles score by remembering the alliterative phrase: 'Rabbits are Rows!'*)

Chipmunks

Add up the points for all Chipmunk Tiles in your garden. Chipmunks score based on the number of Flower Tiles of their desired flower type/color (as shown by the symbol on the top left corner of the tile) in their column.



Wild Chipmunk Tiles (Chipmunk Tiles with the rainbow in place of a flower type/color) score for whichever flower type/color in that column the player chooses in that column at the end of the game.

A chipmunk cannot score the same Flower Tiles as another chipmunk in that column. This means you cannot score 2 of the same flower type/color chipmunk in a single column and the wild chipmunk cannot score the same Flower Tiles as another chipmunk in its column, however, a chipmunk of a different flower type/color can score for that flower type/color.

(*Note: You can easily remember how Chipmunk Tiles score by remembering the alliterative phrase: 'Chipmunks are Columns!'*)

Owls

Add up the points for all Owl Tiles in your garden. Owls score based on the number of Flower Tiles of their desired flower type/color (as shown by the symbol on the top left corner of the tile) in the 8 spaces surrounding the Owl Tile, both orthogonally and diagonally.



Wild Owl Tiles (Owl Tiles with the rainbow in place of a flower type/color) score for whichever flower type/color the player chooses surrounding the Wild Owl at the end of the game.

Unlike rabbits and chipmunks, an owl **can** score the same Flower Tiles as another owl.



(Note: You can easily remember how Owl Tiles score by remembering the rhyming phrase: 'Owls are Around!', since owls can turn their heads almost all the way around!)

Ponds/Features

Add up the points for all Pond Tiles in your garden (Pond/Feature tiles that you played on the Pond side). Ponds score based on the number of different type/color Flower Tiles orthogonally adjacent (not diagonally) to them. They score on the following scale:



Add up the points for all Feature Tiles in your garden (Pond/Feature tiles that you played on the Feature side). Features score the number of points that are printed on them.

Goal Cards (Advanced Mode Only)

If playing Advanced Mode, add any points earned from Goal Cards used in the game. Points for goals are detailed on the cards and further clarified on page 12.

Add up all points and the player with the most points wins! In the case of a tie, the player with the most points from Flower Totals wins. If still tied, players share the victory!

Scoring Example



Flowers

Pink: groups of 6,2,2, score $6+2+2=10$ pts **Purple:** groups of 4,2,2,1, score $4+2+2+0=8$ pts (Note: groups of 1 are worth 0 points) **Yellow:** groups of 7,3, score $8+3=11$ pts (Note: groups of 7+ are worth 8 points) **Blue:** groups of 2,2,1 Score $2+2+0=4$ pts **White:** groups of 2,2,1, score $2+2+0=4$ pts. **Flower Total = 37pts.**

Animals

Rabbits: Wild Rabbit scores most points for purple, so purple is chosen = 4pts. Only 1 of the 2 Pink Rabbits scores because they are both in the same row = 3pts. Yellow Rabbit scores for 2 yellow flowers in its row = 2pts. Total for Rabbits = $4+3+0+2=9$ pts. **Chipmunks:** Wild Chipmunk scores most points for yellow, but there is a yellow Chipmunk in the same column, so scores for blue instead = 2pts. Pink Chipmunk scores for 3 pink in its column = 3pts. Yellow Chipmunk scores for 4 yellow in its column = 4pts. Total for Chipmunks = $2+3+4=9$ pts **Owls:** Blue Owl scores for 1 blue surrounding it = 1pt. Pink Owl scores for 2 pink surrounding it = 2pts. Wild Owl scores for either yellow or white, 2 tiles surrounding it = 2pts. Purple Owl scores for 2 purple surrounding it = 2pts. Total for Owls = $1+2+2+2=7$ pts. **Animal Total = 25pts.**

Ponds/Features

1-sized pond is next to 2 different flower types, so scores 2pts. 2-sized pond is next to 4, so scores 5pts. 3-sized pond is next to all 5, so scores 7pts. 3-sized feature scores pts on tile = 4pts.

Total = $2+5+7+4 = 18$ pts

Goal Cards

Flower Goal: There are 2 flower groups with that exact shape within them = 4pts. **Animal Goal:** There are exactly 4 Rabbits and 4 Owls = 8pts. **Pond/Feature Goal:** 2 Ponds score 5+ pts = 4pts. **Total = $4+8+4 = 16$ pts.**

Total = $37+25+18+16 = 96$ pts

SS	10	8	11	4	4	37
FLORAL TOTALS	9	9	7	25	18	4
ANIMAL TOTALS	8	4	16	96		
GOAL TOTALS						
TOTAL						

CLARIFICATIONS



CLUMPS OF COLOR
PER FLOWER GROUP OF THE TYPE YOU HAVE THE MOST SQUARES OF

WALL OF THIRDS
PER FLOWER TYPE THAT HAS EXACTLY 3 GROUPS

BALANCE IS KEY
PER TILE OF YOUR LEAST ABUNDANT FLOWER TYPE

FOUR OF A KIND
PER FLOWER TYPE THAT HAS A GROUP OF EXACTLY 4 (AND HIGHER)



PERFECT TEN
PER FLOWER TYPE WITH EXACTLY 10 TILES



200-MACING
PER FLOWER GROUP THAT CONTAINS THAT EXACT SHAPE WITHIN IT

DIVERSE COLORS
PER QUANTITY THAT CONTAINS ALL 5 FLOWER TYPES



WIDE SPREADERS
PER FLOWER TYPE THAT IS IN ALL 5 QUANTITIES

HAPPY LILY COLORS
PER FLOWER TYPE THAT HAS GROUPS 1, 2, AND 3



Ilita coreptur? Nam evendae



TERRIFIC THIRDS
PER ANIMAL THAT SCORES 3

ON ALL FOURS
PER ANIMAL TYPE YOU HAVE EXACTLY 4 ANIMALS OF

INSIDE TRACKS
PER TILE OF YOUR LEAST TOUCHING THE OUTSIDE EDGE

FIVE A LITTLE
PER ANIMAL TYPE THAT SCORES EXACTLY 5



BEASTIE BUDDIES
PER GROUP OF EXACTLY 2 ADJACENT ANIMALS



WELL-BALANCED
PER COLOR OF YOUR LEAST ABUNDANT TYPE

PARALLEL PATHS
PER QUANTITY WITH EXACTLY 2 ANIMALS

SHARED GRASSIES
PER QUANTITY WITH ALL 5 ANIMAL TYPES

TERRITORIAL
PER ANIMAL WITH ONLY ONE ANIMAL TYPE



Ilita coreptur? Nam evendae



INSECT THROGHS
PER POND FEATURE NOT TOUCHING AN OUTSIDE EDGE

OUTER REACHES
PER POND FEATURE TOUCHING AN OUTSIDE EDGE

PRECISE PONES
PER POND THAT SCORES 3

SPACING OUT
PER QUANTITY WITH EXACTLY 1 POND FEATURE



PLANNED PAIRS
PER POND FEATURE THAT IS TOUCHING A POND FEATURE



CLOSE TO HOME
PER POND FEATURE ADJACENT TO YOUR GREENHOUSE

BRIDGING THE GAP
PER POND FEATURE THAT SPANS 2+ QUANTITIES

WATERING BEER
PER POND THAT IS ADJACENT TO 2+ ANIMALS

TUCKED AWAY
PER POND PLACED IN A CORNER



Ilita coreptur? Nam evendae

FAMILY MODE

The Family Mode's streamlined rules reduce the game's complexity. Those who might find using the tool cards for the spatial tile placement a bit too complex, or simply want a lighter and more relaxed experience, will enjoy Family Mode! This rule set is also great for introducing younger or less experienced gamers to the game!

The Family Mode setup is the same as the standard setup with the following exceptions:

1. Set aside the Seed Tokens, Boulder Tiles, Starter Tool Cards, and Wild Animal Tokens, as they will not be used.
2. Step 4 of the standard setup has the following exceptions, resulting in a setup as shown:
 - a. Do not place any Boulder Tiles - leave those spaces empty.
 - b. Instead of Seed Tokens, place matching Flower Tiles from the Tile Bag on each of the spaces marked with a Seed Icon and Flower type/color on their Player Garden Board.
3. You may use Goal Cards in Family Mode - if you choose to, follow their standard setup rules. However, we recommend that for your first game in Family Mode you play without any Goal Cards.



Gameplay proceeds as in the standard game, with the following exceptions:

1. Gathering Phase - the gathering phase proceeds as in the standard game, however, Tool Cards are only used to draft tiles, they are not kept by players. Instead, once you have selected a Tool Card and drafted tiles in its shape (per the standard rules), you simply discard the Tool Card to the discard pile.
2. Planting Phase
 - a. The planting phase has an important exception: When placing tiles onto your Player Garden Board, you do not use Tool Cards. You simply place tiles onto your board following the standard adjacency rules (each tile must still be placed adjacent to your Greenhouse Tile or any previously placed tile). You may also place your tiles adjacent to any of the Flower Tiles placed during setup.
 - b. You may still only keep 3 Flower/Animal Tiles on your Player Workshop Board between rounds.
 - c. No Seed Tokens will be gained or used as they are not part of Family Mode.
 - d. No Wild Animal Tiles will be placed as they are not part of Family Mode.
 - e. Depending on the level of complexity you want, you may decide whether you will play with standard Pond/Feature rules, or play an alternative where all Pond/Feature Tiles must be placed as Features (meaning there is no pond scoring). We recommend that for your first game in Family Mode all players place Pond/Feature Tiles on the Feature side.



Scoring proceeds as in the standard game.

SOLO MODE

Perennial can be played Solo! Follow the multiplayer gameplay and setup rules, with the following exceptions:

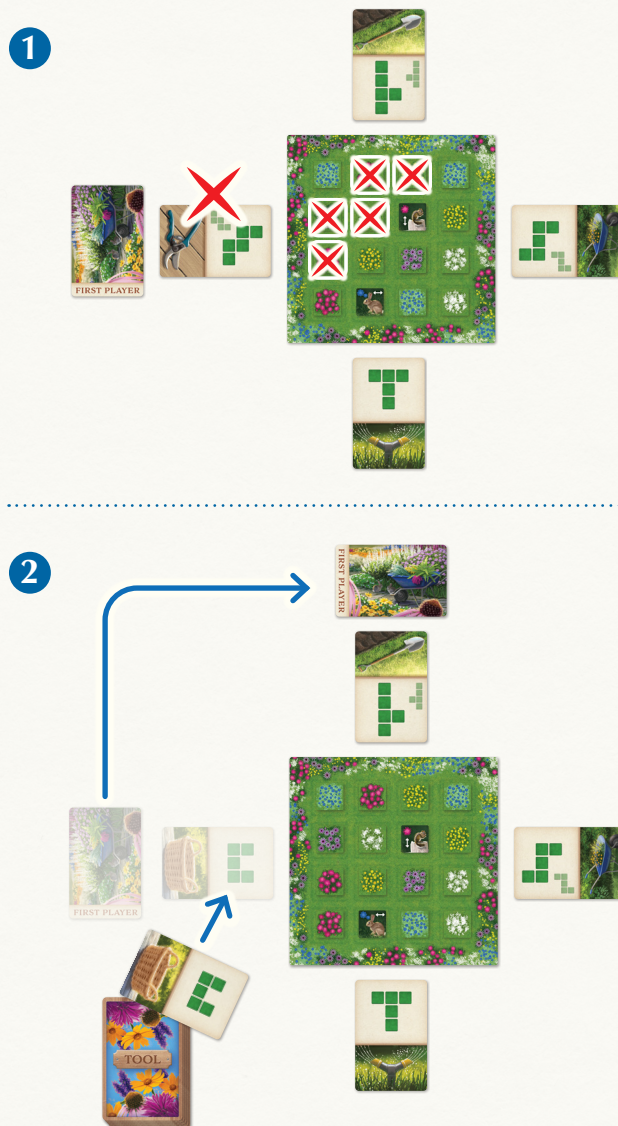
- At the start of the game, place one of the unused Wild Animal Tiles adjacent to the top Tool Card above the Central Drafting Board.
- In solo mode, throughout the game, you always take the first turn in the Gathering Phase each round. The solo opponent will play after you.
- During the Gathering Phase, on the solo opponent's turn, they will refill the Central Drafting Board with Tiles and draw a new Tool Card, just as any player would. They will then draft the Tool Card in the location of the First Player Card. They will draft 5 Tiles (Flower or Animal) from the board in the configuration shown on the Tool Card, starting from the leftmost or topmost Tile space on the Central Drafting Board in the row or column closest to the card drafted (1). The solo opponent never rotates or mirrors their card's configuration, they always take Tiles in the configuration and orientation shown on the card. Remove the Tool Card and those Tiles and place them to the side of the play area. Then, move the First Player Card (that you're using for tracking) adjacent to the next Tool Card in clockwise direction (2). This ends the solo opponent's turn.
- The Planting Phase proceeds as described in the multiplayer mode with no exceptions for you, however, your opponent does not carry out any actions during the Planting Phase.

Scoring is conducted the same as in a multiplayer game. The solo opponent does not score. You may play solo mode to compete against yourself, or challenge your friends to see who can achieve the highest scores! Use the chart below to see how well you did! You can also challenge yourself with the scenarios on page 16 which provide specific game setups and goals you must achieve to complete each!

(Note: Score ranges vary based on the combination of Goal Cards. The following range assumes the use of 3 Goal Cards.)

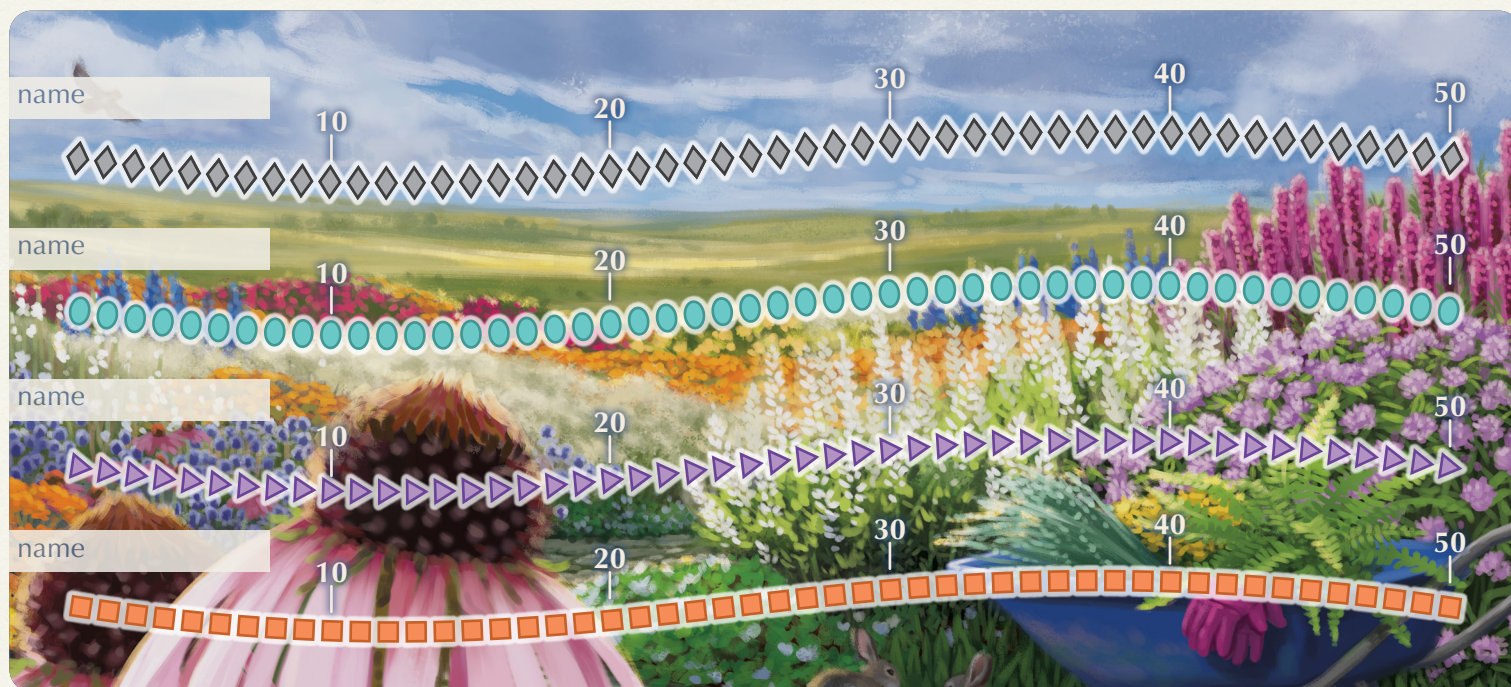
- 60+ A good start!
- 70+ You're getting it!
- 80+ Very Good!
- 90+ Excellent!
- 100+ Amazing!
- 110+ Elite!

Solo Opponent Turn



SCENARIOS AND ACHIEVEMENTS

Work your way up the Achievements chart to become a Perennial Master Gardener! Perennial Achievement points can be earned and tracked as you play multiplayer and solo games. Below is the Achievements progress chart where up to 4 different players can keep track of their overall Achievements. You may begin gaining Achievement points at any time. To do so, write your name above any of the color rows below. Each time you play, you may choose 1 of the 3 Achievement modes: Scenarios (see page XX), Achievements (see page XX), or Rules Modifications (see page XX) and follow the instructions. In the Scenarios, play with the designated Goal Cards. From now on, whenever you gain an Achievement () from any of the Achievement modes, fill in your shape under the appropriate mode and then come back to this page and fill in the next shape on the chart from left to right. Can you become a Perennial Master Gardener?



Scenarios

Scenarios can be played in multiplayer or solo mode. Each of the scenarios will show you which Goal Cards to use, and some have 1 or 2 additional objectives that must be completed to pass the scenario. Each scenario has 3 scoring thresholds or levels for completion - bronze, silver, and gold. You must score at least that number of points to complete the challenge at each of the levels. You can draw your Achievement shape next to each level you achieve to keep track. Challenge yourself to see how many of the scenarios you can achieve at the highest level! When playing solo, we suggest starting with Scenario #1 and working your way up to #20, attempting the next Scenario once you have completed the previous one at the bronze level or higher, as they get progressively more difficult. You may fill in your Achievement shape when you pass the scenario at any level. When playing multiplayer, choose any scenario. All players who successfully pass the scenario may fill in their Achievement shape. Wherever you fill in a shape, fill in the next shape on the progress chart above.

#							Goal 1	Goal 2	Goal 3	Completed
1	P-1									   
2		A-1								   
3			F-1							   
4	P-2	A-2					Remove all Boulders			   
5		A-3	F-3				Gain all 10 Seed Tokens			   
6	P-3		F-2				Score 15+ from Ponds/ Features			   
7	P-1	A-1	F-1				Have 5+ tiles of each plant type/color			   
8	P-2	A-2	F-2				Have 10+ Animals			   
9	P-4	A-3	F-3				Have a plant group of 5+ in each plant type	Score 7+ from a single Goal Card		   
10	P-5	A-5	F-6				Score 15+ from Chipmunks	Score 17+ from Ponds/ Features		   
11	P-4	A-6	F-4				Have 2+ Animals in each quadrant	Score 15+ from Goal Cards		   
12	P-6	A-4	F-5				Have a column with all 5 plant types/colors in it	Score 15+ from Owls		   
13	P-9	A-8	F-9				Have an Animal in each row	Score 10+ from a single Goal Card		   
14	P-7	A-7	F-7				Have 3 or fewer single- tile plant regions	Score 17+ Points from Ponds/Features		   
15	P-6	A-9	F-8				Have exactly 10 Animals	Score 18+ from Goal Cards		   
16	P-8	A-6	F-5				Place the same plant type/color in all 4 corners	Score 30+ from Animals		   
17	P-5	A-5	F-6				Have 5+ single-tile plant regions	Score 20+ from Rabbits		   
18	P-3	A-4	F-3				Have a row or column of 7 of 1 plant type/ color	Have no Animals adjacent to your Greenhouse	Score 6+ from each Goal Card	   
19	P-8	A-8	F-4				Have 3+ Plant Groups of 7+	Have Animals of every color (wilder do not count)	Have no open spaces on the Garden Board	   
20	P-9	A-9	F-9				Score 35+ from Plants	Have no more than 3 of each animal type	Score 12+ from Ponds	   

Achievements

Set up and play a solo or multiplayer game using the standard or advanced setup. All players may fill in a maximum of one Achievement shape in their column if an Achievement was earned during the game. Wherever you fill in a shape, fill in the next shape on the progress chart (page 15).

1.

Score 60+ Points
2.

Score 70+ Points
3.

Score 80+ Points
4.

Score 90+ Points
5.

Score 100+ Points
6.

Score 105+ Points
7.

Score 110+ Points
8.

Have no Nature Tokens Left
9.

Have no Pikas
10.

Have no Mountain Goats
11.

Have no Cougars
12.

Have no Marmots
13.

Have no Eagles
14.

Have 8+ of a single Wildlife Type
15.

Have 10+ of a single Wildlife Type
16.

Win Height Majority for 3 Wildlife Types
17.

Score 20+ Points from Meadows
18.

Score 20+ Points from Forests
19.

Score 20+ Points from Glaciers
20.

Score 30+ Points from Meadows
21.

Score 30+ Points from Forests
22.

Score 30+ Points from Glaciers
23.

Score 35+ Points from a single Habitat Type
24.

Score 10+ Points from Environment Cards
25.

Score 15+ Points from Environment Cards

Achievements (Rules Modifications)

Set up and play a solo or multiplayer game using the standard or advanced setup, with one rules modification from the list below. All players who played the game will fill in their Achievement shape under the rules modification that was used. Wherever you fill in a shape, fill in the next shape on the progress chart (page 15).

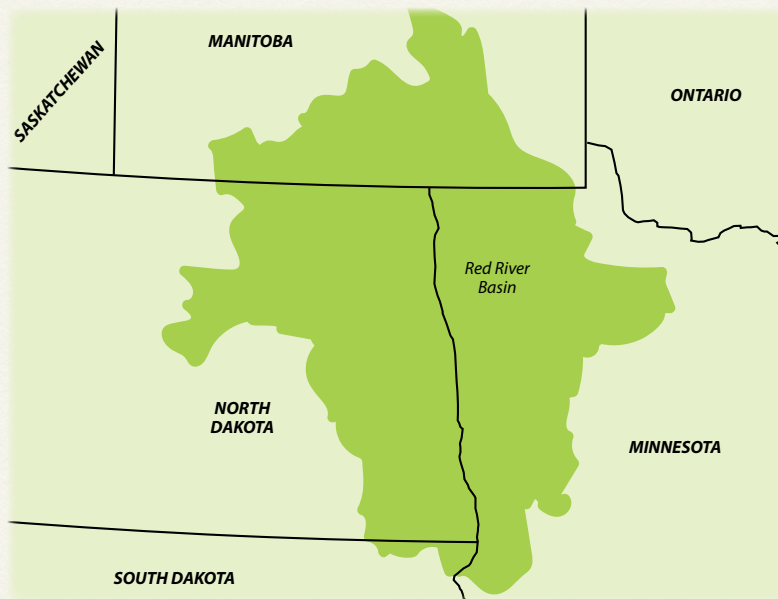
LANDSCAPE, WILDFLOWER, AND WILDLIFE FACTS

The Landscape

Where in the world is this game set? Although they have varied natural ranges across the vast open plains of the interior, many native North American perennials have spread to gardens all over the continent. In terms of a crossover of where these animals dwell and where these wildflowers will survive, the closest locations would likely be a composite of the southern parts of two Canadian provinces (Saskatchewan and Manitoba) and somewhere right along the Red River valley (hugging the edges of North Dakota and Minnesota).

While Flatout Games is currently based in the Pacific Northwest, our colonial families settled here on the prairies, where the North American savannah meets the Great Plains in the early 20th century, so they will always be “home” to us.

Indigenous peoples have relied on the rich plant and animal life of the prairies since time immemorial. Their connection with and stewardship of the land sustained this beautiful landscape for thousands of years. Tragically, prairies are now among the most endangered ecosystems in North America. As little as 1% of native prairies remain. These ecosystems are more than ‘just grass’. Along with the incredible wildflower and animal species depicted in this game, prairies are home to countless species of plants, insects, and birds. Native prairie soil is teeming with life. The root systems of grasses and other prairie plants are much more extensive than what you can see above ground and they sequester a considerable amount of carbon. There are many organizations working to protect native prairie ecosystems and promoting the planting of native prairie plants! If you live in this part of the world, your local conservation district likely has resources for you to learn more and plant your very own native prairie garden to help preserve and protect the species of this fragile yet fantastic ecosystem!



Wildflowers



Coreopsis (*Coreopsis verticillata*)

Also called Calliopsis or Tickseed. While we have depicted them as yellow flowers in this game, you can find coreopsis in yellow, orange, red, and purple. Coreopsis are both pollinator friendly and deer-resistant. They do well in full sun and are drought tolerant. There are both perennial and annual varieties of coreopsis.



Coneflower (*Echinacea purpurea*)

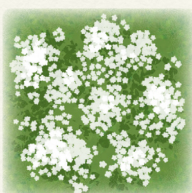
Native to eastern and central North America, Coneflowers are also called echinacea and are in the broader daisy family. There are many colors of coneflower, including purple, yellow and red. As with many perennials they attract pollinators.



Bee balm (*Monarda didyma*)

This wildflower is part of the mint family and goes by several names including wild bergamot, horsemint, and oswego tea. It is an excellent plant for pollinators including, as their name suggests, bees.

Bee balm is also attractive to hummingbirds but resistant to both deer and rabbits.



Yarrow (*Achillea millefolium*)

Yarrow can be found across the Northern Hemisphere. They spread through underground runners. While we have used a white variety in the game, yarrow has a range of colors including yellow, pink and red. Note: Yarrow is toxic to dogs, cats and other domesticated animals.



Hyssop (*Hyssopus officinalis*)

A bushy shrub with small blue flowers, they are sometimes used as a culinary herb as leaves have a peppery taste. Hyssop can be trimmed to be a low hedge and also has the ability to self-sow.

Wildlife



Burrowing Owl (*Athene cunicularia*)

These predatory birds have a range across the grasslands of North and South America. They are on the smaller side with round heads (and no ear tufts like many other owls). They are, unsurprisingly, named for the fact that they nest underground in burrows. If you want to spot a burrowing owl, your best chances are early in the morning or later in the evening.



Eastern cottontail (*Sylvilagus floridanus*)

Easily recognizable from its tail, which resembles a ball of cotton. These lagomorphs are common in North America, both because of their high rates of reproduction, adaptability to urbanized areas, and due to introduction by humans. They are crepuscular animals (most active at dawn and dusk). The eastern cottontail is herbaceous and, unsurprisingly, prefers habitat of grassy areas and fields that support both vegetation for eating and cover from predators.



Eastern chipmunk (*Tamias striatus*)

Found in the wooded areas in Eastern North America and are den dwellers. They have five distinctive dark brown stripes on their backs and are known for carrying food in their cheeks. Chipmunks are most active during the day and, as omnivores, spend their time foraging (mainly seeds, nuts, fruits, insects, worms, and small bird's eggs).



CREATING GREAT GAMES, TOGETHER

In early 2019, Flatout Games opened its doors to create the Flatout Games CoLab. The CoLab is an opportunity for the founding members of Flatout Games to team up with awesome folks in the board game industry and make cool things together. Our approach is to build the best possible experiences by involving everyone in the entire process. We strive to build passion and excitement in each of our collaborators through shared efforts and shared profits. This CoLab publication of Perennial is a passion project for everyone involved, and we are all part of an interconnected team - we take risks and are rewarded together.

The Flatout Games CoLab for Perennial is:

Molly Johnson - development, art direction, administration, marketing, writing, editing

Dylan Mangini - graphic design, development

Peter McPherson - development, editing

Robert Melvin - development, logistics

Shawn Stankewich - development, project management, art direction, solo design, writing, editing, production, marketing, crowdfunding, logistics

Emily Vincent - design, development, marketing, editing

Illustration - Beth Sobel

Solo Mode Design - Shawn Stankewich

Scenarios and Achievements - Shawn Stankewich

Emily would like to specially thank Eric Nelson as well as her amazing family of Vincents and Nelsons with big hugs to Charlotte, Maura, Kara, and Eric.

Playtest Northwest, Blue Highway Games, Arcane Comics, Omar's World of Comics, Seattle Area Tabletop Designers, Break My Game, Building the Game, The Unpub, Protospiel Online, Boston Game Makers Guild, and Zephyr Workshop.

LOVE Perennial?
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