Papillon



Rulebook

In **Papillon** players draft garden tiles to create fields and a butterfly garden in attempt to earn the most Nectar. Players earn Nectar by adding butterflies to flowers, collecting gnomes, and managing their gardens. The player with the most total Nectar at the end of 8 rounds wins!

Components & Key Concepts

1 game board
8 flowers
94 garden tiles
48 butterflies
8 gnome tokens
50 caterpillar tokens
1 score pad (Not pictured)
8 planters
4 gardeners
1 tile bag
1 rulebook
8 bonus tokens



game board



gardeners

Caterpillars

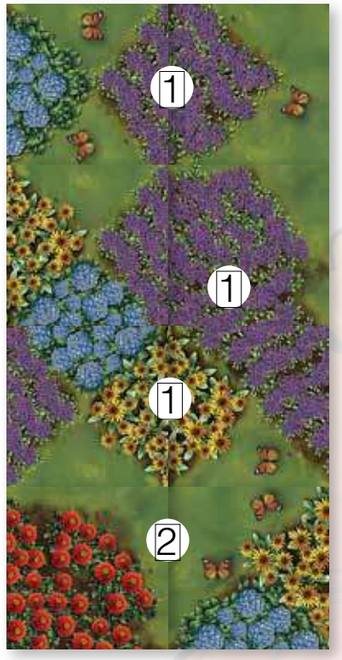
Caterpillars serve two purposes in ***Papillon***:

1. Players use caterpillars as currency for bidding on drafting order each game round.
2. Each caterpillar in a player's possession at the end of the game counts as 1 Nectar. For these reasons, it is very important how players manage their supply of caterpillars, and spend them wisely.

Garden Tiles

Garden tiles are what players use to build their personal garden, and by doing so complete patches, fields, and gain the ability to add their butterflies on flowers.





Patches (1)

A flower patch consists of any number flower segments consisting of flowers of the same color regardless of the number of tiles. Closing a patch is necessary for it to provide any benefit. Closed patches allow players to add a butterfly to a flower of the corresponding color and score points at the end of the game if the patch is one of their two largest closed. A closed flower patch consists of multiple flower segments of the same color connected across 2 or more tiles with no remaining sides to which an additional segment of the same color can be added. Any flower patch not meeting this criteria is considered open.

Fields (2)

A field consists of any number of connected field segments regardless of the number of tiles. Closing a field is necessary for it to provide any benefit. Each closed field in a player's personal garden at the end of the game provides 1 Nectar for each butterfly contained within their closed patches. A closed field consists of multiple field segments connected across 2 or more tiles with no remaining sides to which an additional field segment can be added.

Tiles are drafted from the game board by all players on their turn during each round. Players must choose the tiles they wish to add to their gardens carefully as it is crucial to success in Papillon.





Gnomes

Gnomes serve a number of uses in a game of Papilon. First, they are used to track the game rounds with one being placed on each space of the round track. Secondly, 1 gnome is available each round to be drafted by a player choosing tiles from specific spaces on the game board. After a player acquires a gnome via the draft, the player gains the number of caterpillars indicated by the number on the token and adds it to their play area. Additionally, in the event of a tie, the tied player with the most gnomes is the winner.

Butterflies

Butterflies are used by players to earn Nectar by placing them onto stand up flowers. Players add 1 of their butterflies from either their supply or an already place butterfly on a stand up flower into each flower patch they close during the gardening phase. During the Butterfly Phase, each player adds the butterflies on closed patches in their personal garden to a stand up flower of the same color. At the end of the game players earn Nectar (points) based on the number of butterflies they have on each stand up flower relative to the other players.

Flowers & Planters

These are the stand up flowers which players add their butterflies to as a result of closing flower patches in their personal gardens. Each time a player adds a butterfly to a stand up flower, they clip it anywhere on that flower. While players can clip their butterflies wherever they would like on a stand up flower, it is recommended that players space them out to improve visibility and to protect their butterflies and stand up flowers.



The planters are the bases into which stand up flowers are placed during setup. All planters have 3 values which indicate the Nectar scoring values players can earn based on the number of butterflies they have relative to all other players on each flower during end of game scoring.

Bonus Tokens

One bonus token is placed on each planter during setup. When a player closes a flower patch 3 tiles or greater in size and adds a butterfly to a stand up flower of that color, they take the bonus token on that flower's planter if there is one. When a player takes the bonus token they may immeditately add another butterfly to that flower from their supply or another stand up flower. Each bonus token is resolved only once and can only be resolved at the time it is claimed.

Game Set-up

3-4 Players

When playing with two-players refer to the Two-Player Variant rules on page 13.

1. Place the Game board in the center of the table.
2. Randomly assign one stand up flower to each each planter(base).
3. Place 1 bonus token on each of the stand up flower's planters.
4. Give each player a gardener and 12 butterflies of the same color.
5. Gather the 8 gnomes. Shuffle them up and place each facedown (number side) on each of the numbered spaces on the round track.
6. Place the 94 tiles in the tile bag and place it off to the side of the play area.
7. Randomly determine the First Player. Place The First Player's gardener on the first space of the Bid Order Track. Give the First Player 9 caterpillars and all other players 10 caterpillars.
8. Place all remaining caterpillars into a supply easily accessed by all players.

The Game is ready to begin!



Game Round

A game of Papillon has 8 rounds. Each round has three phases:

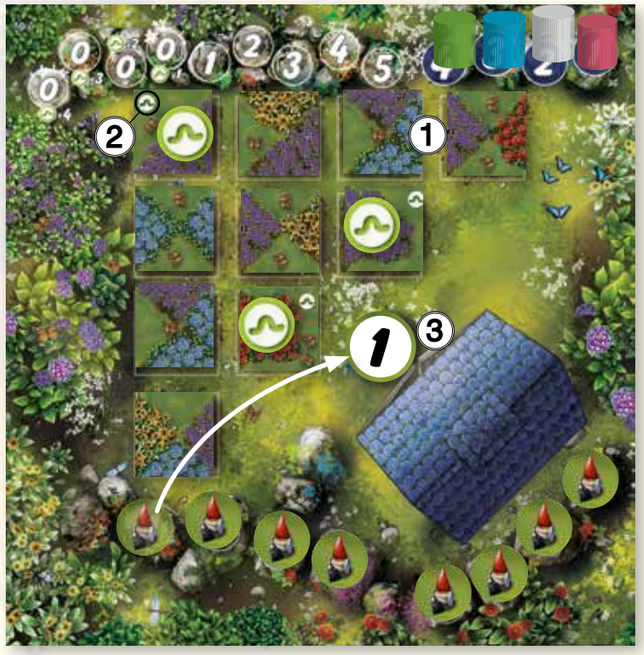
1. Preparation Phase
2. Drafting Phase
3. Gardening Phase
4. Butterfly Phase

All scoring takes place at the end of the game.

Preparation Phase

Prepare the Board

Draw 10 tiles from the tile bag and fill all of the draft spaces on the game board (①). Place a caterpillar on any tile with the caterpillar icon (②). Take the facedown gnome on the number matching the current round and place it faceup (numbered side) on the gnome space between the 2nd row and the 2nd column of tiles as indicated by the gnome icon(③).



Bidding

The player in position 1 on the Bid Order Track makes the first bid to determine drafting order for the tiles by moving their gardener to one of the bid spaces numbered 1-5 or the rightmost zero. That player pays the corresponding number of caterpillars by returning them to the supply. Any player that bids zero will recieve bonus caterpillar(s) indicated by the multiplier near the space after all players have made their bids. Each remaining player, based on their position on the Bid Order Track then moves their gardener to one of the unoccupied bid spaces and pays that number of caterpillars to the supply.



NOTE: There are four 0 bid spaces. Anytime a player bids 0, that player must place their gardener on the rightmost 0 space. If the rightmost 0 space is occupied by another player's gardener, that player's gardener, and any other gardeners occupying a zero, are moved one space to the left. The player currently bidding places their gardener on the now vacant space.

When bidding, a player can only select a bid space equal to or lower than the number of caterpillars they have available. No player can ever bid the same amount of caterpillars as another player except when bidding zero as described in the note above.

Once all players have made their bids, and received any bonus caterpillars for bids of zero, move all of the gardeners from their Bid spaces to the Bid Order Track keeping them in the same order from left to right. Place the gardener belonging to the player that bid the most caterpillars on first position of the Bid Order Track. Place the gardener belonging to the player that bid the fewest caterpillars on the last position of the Bid Order Track. Once all gardeners are on the Bid Order Track, their positions establish the draft order this round and the bid order for the next.

NOTE: Players bidding zero do not receive bonus caterpillars immediately. Only after all players have bid and the gardeners are being moved to the Bid Order Track does each player who bid zero gain caterpillars equal to the number shown next to the zero on which their gardener was located.

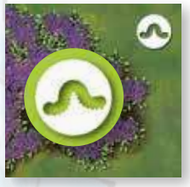
Drafting Phase

Drafting Tiles

The player whose gardener is in the first position on the Bid Order Track drafts (selects) any row or column of tiles with at least 1 tile from the draft spaces on the game board. That player adds all of the drafted tiles to their play area. Repeat this process for each player in turn order.

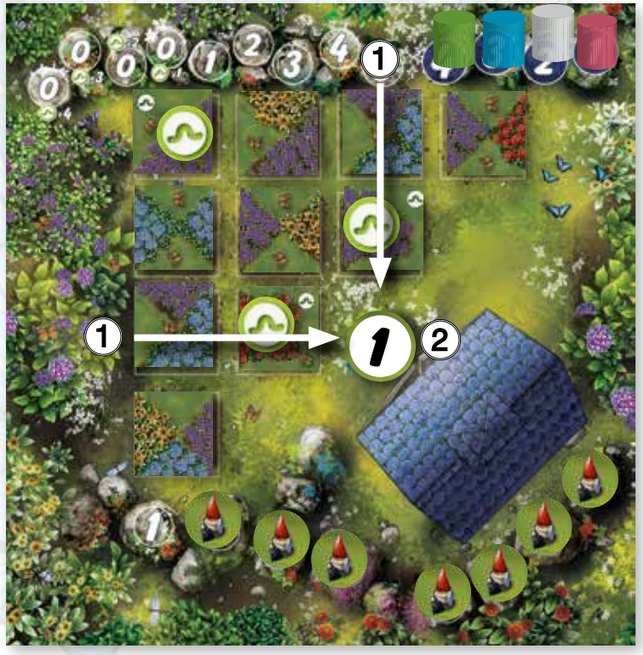
Caterpillars

When a player drafts a tile with a caterpillar on it, they gain the caterpillar token on the drafted tile. Collecting caterpillars provides the player with more bidding flexibility during future bid phases. Additionally, each caterpillar is worth 1 Nectar at the end of the game.



Gnomes

The first player to draft all available tiles in either the 2nd row or the 2nd column also takes the gnome from the Tool Shed (①) and gaind caterpillars equal to the number shown on the gnome (②). The player then adds the gnome to their play area. If no player drafts the tiles needed to claim the gnome, it is removed from the game at the end of the round.



NOTE: If a player has more than 12 caterpillars as the result of drafting tiles or acquiring a gnome the player must return the excess caterpillars to the supply.

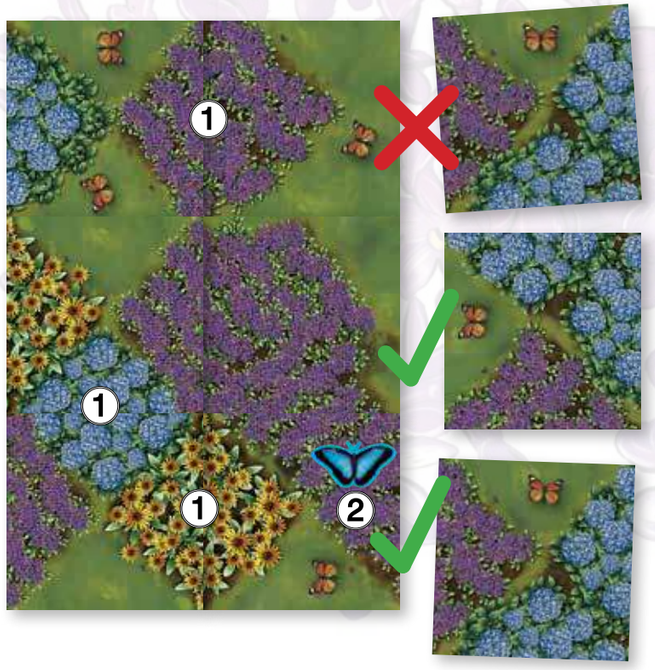
Reserve Tiles

Anytime a player drafts a column or row containing a single tile, that player draws a random tile from the tile bag. In this way, every player ends up with a minimum of 2 tiles in the draft phase.

Gardening Phase

Each player takes their drafted tiles and adds them to their personal play area. If a player acquired a gnome during the draft it is placed next to their garden awaiting placement. Tile placement occurs simultaneously by all players. Placing tiles follows these rules:

1. Except for the very first tile placed on round 1, a tile must always be placed touching another existing tile.
2. Once placed, tiles cannot be moved. A player is permitted to try different placments and locations for tiles that they drafted during the current round until they are satisfied with the final placement of those tiles.
3. Each side of a tile connected to another tile must match. There are 5 possible matches: Red flowers, Blue flowers, Yellow flowers, Purple flowers, and fields. Flowers can only be connected to the same color flowers, and fields can only connect to fields.

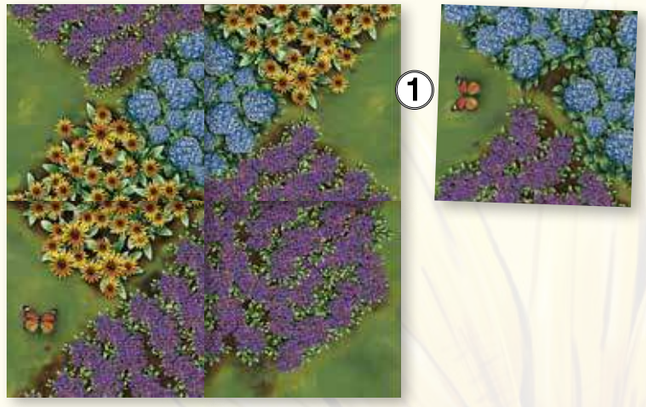


Closing Patches

A flower patch is one or more connected segments of a single color. A closed flower patch consists of multiple flower segments of the same color connected across 2 or more tiles with no remaining sides to which an additional segment of the same color can be added (①).

When a player closes a flower patch, they place one of their butterflies from their supply or a stand up flower onto that patch. All such butterflies are moved to the stand up flowers in the Butterfly Phase.

② *If the player were to place their tile as shown here, this would close the purple flower patch and that player would place one of their butterflies on that patch to be placed on a flower in the Butterly Phase.*



Closing Fields

Similar to closed flower patches, a closed field is one to which a player cannot add any further field tiles. Closed fields have no immediate in-game effect, but they score nectar at the end of the game based on the number of butterflies in the closed field. A closed field consists of multiple field segments connected across 2 or more tiles with no remaining sides to which an additional field segment can be added (①).

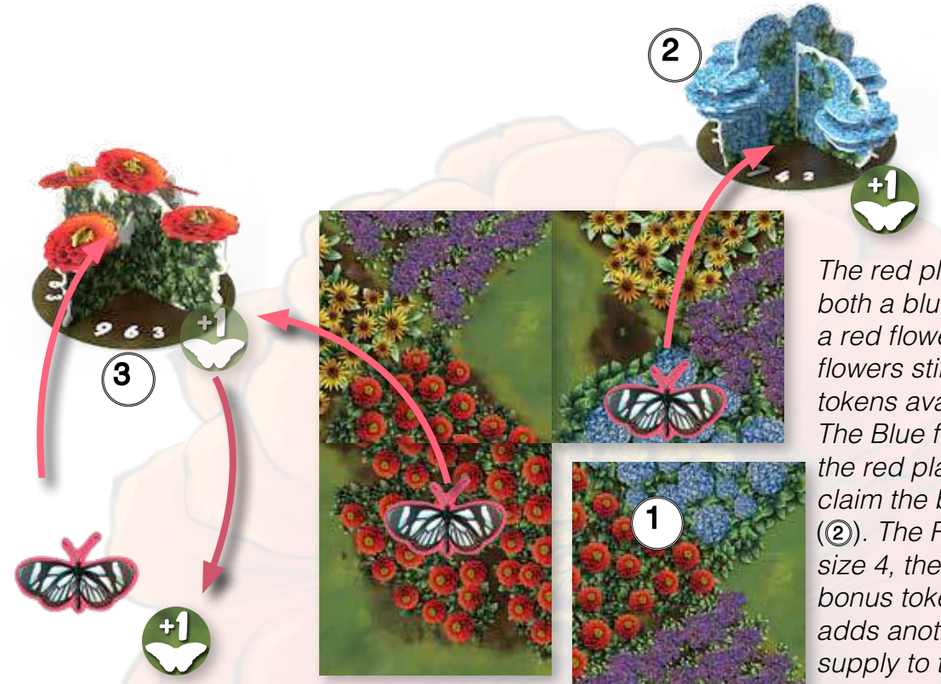
Butterfly Phase

Players resolve their Butterfly Phase in reverse bid order each round. The player that drafted last places their butterflies on stand up flowers first and so on. When it is a player's turn to place butterflies, the player does so by resolving their closed flower patches one at a time. The player removes a butterfly from one of their closed patches and places it on a stand up flower of that color.

When adding a butterfly to a flower, newly planted or already existing, there are two options for doing so:

1. If the flower patch closed was only 2 tiles in size, the player adds their butterfly to any flower of that color **as long as there are not already 9 butterflies on it**. The player clips the butterfly to any open part of the flower with sufficient space to do so.

2. If the flower patch closed was 3 or more tiles in size, the player adds their butterfly to any flower of that color **as long as there are not already 9 butterflies on it** and takes the bonus token if it has not yet been claimed. After a player claims a bonus token they may immediately add one of their butterflies from their supply or another stand up flower to that stand up flower.



The red player has closed a both a blue flower patch and a red flower patch (①). Both flowers still have their bonus tokens available to be claimed. The Blue flower patch is size 2, the red player will not be able to claim the bonus token (②). The Red flower patch is size 4, the red player claims the bonus token and immediately adds another butterfly from their supply to the red flower (③).

End of Round

Follow these steps at the end of each round:

1. If the 8th round has just concluded, proceed to the End of Game. Otherwise continue with the End of Round.
2. Remove any undrafted garden tiles from the game board and remove them from the game.
3. If the gnome that was available for this was not drafted, remove it from the game.
4. Begin a new round, by proceeding to the Preparation Step.

End of Game

The game ends after 8 rounds. Using the score pad, players score all of the below items in this order:

1. **Flower Scoring**:The player with most butterflies on a flower earns the highest Nectar value shown on the planter. All remaining Nectar values are awarded in descending order to each player based on their number of butterflies on the flower in comparison to the other players. For example, the player with the most earns the most Nectar, the player with second most butterflies earns the second most Nectar, and so on.

   If two or more players have the same number of butterflies on a flower they receive the same amount of Nectar, based on the number of butterflies they have on the flower, relative to all other players.

   For example, if all four players have the same number of butterflies on a flower, all players would receive the first place Nectar reward for that flower.

2. **Remaining Caterpillars:** 1 Nectar each
3. **Butterflies in Closed Fields:** 1 Nectar each
4. **Largest Closed Patches** – Each player scores 2 Nectar per tile for their two largest closed flower patches (regardless of color). When scoring these patches, increase the value of each tile in the patch to 3 Nectar if at least 1 gnome is located in the patch.

The player with the highest Nectar total wins! In the event of a tie the player that collected the most gnomes wins. If players are still tied they share the victory and a mutual admiration for their beautiful gardens!

2-Player Variant

While similar to the standard 3 and 4 player games of Papillon, the 2-Player Variant differs in a few significant ways both in setup and gameplay.

2-Player Setup

1. Place the game board in the center of the table.
2. Randomly select 4 planters, and attach one to a stand up flower in each color. Return all planters and flowers not being used to the box.
3. Place 1 bonus token on each of the stand up flower's planters.
4. Give each player a gardener and 12 butterfly tokens of the same color.
5. Gather the 8 gnomes. Shuffle them up and place each facedown (number side) on one of the numbered spaces on the round track.
6. Place the 94 tiles in the tile bag and place it off to the side of the play area.
7. Randomly determine the First Player. Place the First Player's gardener on the first space of the Bid Order Track and the other player's on the second. **Players do not receive any caterpillars at this time as there is no bidding in the 2-Player Variant.**
8. Place all caterpillars into a supply easily accessed by both players.

You are now ready to play the 2-Player Variant!



Game Round

A game of **Papillon** has 8 rounds. Each round has three phases:

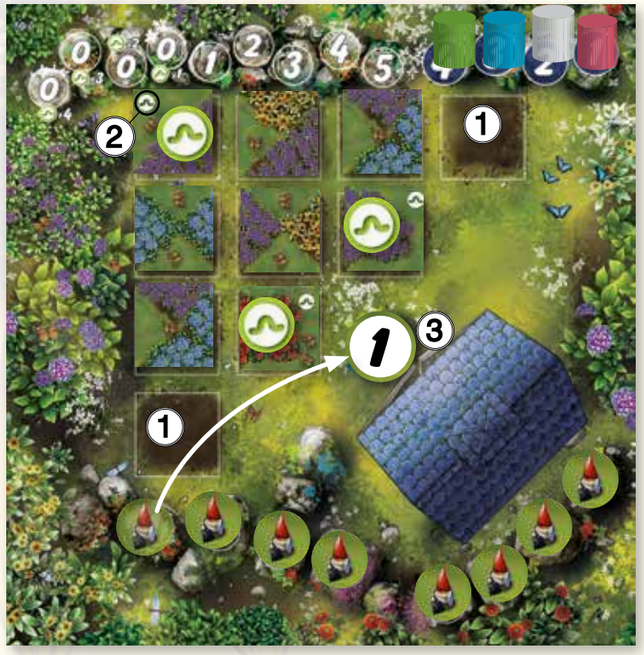
1. Preparation Phase
2. Drafting Phase
3. Gardening Phase
4. Butterfly Phase

The 2-player version of **Papillon** follows all standard game rules with a few exceptions as described on pages 14 and 15.

Preparation Phase

Prepare the Board

Draw 8 tiles from the tile bag and fill all of the draft spaces on the game board except the two outermost. In the 2-Player variant the rightmost space of the top row and the bottom space of the first column are not used *(①)*. Place a caterpillar on any tile with the caterpillar icon *(②)*. Now take the facedown gnome on the lowest number of the round track and place it faceup (numbered side) on the Tool Shed space between the 2nd row and the 2nd column of tiles *(③)*.



Drafting Phase

The player whose gardener is located on the first space of the Bid Order Track drafts a column or row of tiles from the game board following all standard rules. The second player then does the same following all standard rules.

First Player

In the 2-Player version of the ***Papillon***, the only way that turn order can change is by gaining a gnome from the board. After a player drafts tiles that result in their gaining a gnome that player becomes the first player. Keep track of this by immediately exchanging the positions of both player's gardener's on the Bid Order Track. If no player gains a gnome during the round, turn order will not change.

End of Game

The game ends after 8 rounds. Using the score pad, players score all of the below items in this order:

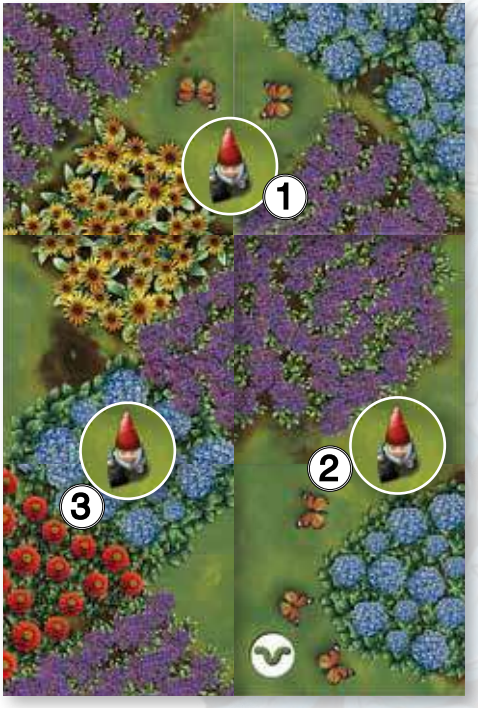
1. **Flower Scoring:** The only difference in the 2-Player Variant scoring for flowers is that players only use the highest and lowest Nectar values shown on each planter used in the game. Follow all other standard rules for flower scoring.
2. **Remaining Caterpillars:** 1 Nectar each.

   NOTE: While caterpillars are not used for bidding in the 2-Player Variant they are still worth Nectar at the end of the game and can be gained by drafting tiles with caterpillars on them and drafting the gnome.
3. **Butterflies in Closed Fields:** 1 Nectar each.
4. **Largest Closed Patches** – Each player scores 2 Nectar per tile for their two largest closed flower patches (regardless of color). When scoring these patches, increase the value of each tile in the patch to 3 Nectar if at least 1 gnome is located in the patch.

The player with the highest Nectar total wins! In the event of a tie the player that collected the most gnomes wins. If players are still tied they share the victory and a mutual admiration for their beautiful gardens!

Expert Gnome Variant

Once players are familiar with the rules and mechanisms in **Papillon** we recommend trying these additional rules pertaining to gnome tokens.



Drafting Phase

Gnome Placement

If a player acquired a gnome during the draft it must be placed now. The player adds the gnome to any field or patch, open or closed. At the end of the game a closed field with a gnome in it will score 1 nectar for each butterfly in that field. It is possible to have more than 1 gnome in a field or patch, but it does not increase the amount of additional Nectar earned at the end of the game.

In the example to the left the gnome token in the closed field with 2 butterflies will score 2 nectar at the end of the game (①). The gnome in the open field will only score if it is closed by the end of the game (②). The gnome on the 2 tile size blue flower patch will score 2 nectar at the end of the game (③).

End of Game

Gnomes in Closed Fields

When scoring closed fields with a gnome, increase the value of each butterfly in the field to 2 Nectar instead of 1 Nectar.

Gnomes in Closed Patches

When scoring closed patches with a gnome, increase the value of each tile in the patch to 3 Nectar instead of 2 Nectar.