



Teale Fristoe

Trellis

RULES OF PLAY





In Trellis, players create an ever-growing tangle of vines, trying to be the first to play all their flower tokens.

COMPONENTS

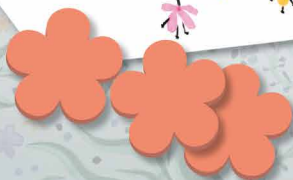
- 61 Hex Tiles (including one Starting Tile, pictured at right)
- 60 Flower Tokens, 15 each of peach, yellow, teal, and white.

SETUP

- Each player gets all 15 flowers of one color.
- Place the Starting Tile face-up in the middle of the table. This starts the board.
- Shuffle the rest of the tiles into a deck.
- Deal each player a hand of 3 tiles, face down.
- The last person to water a plant or the winner of the last game goes first.



Starting Tile



ON YOUR TURN



Step 1: Plant a Tile (Check for Blooms)

Step 2: Claim a Vine (Check for Blooms)

Step 3: Claim Gifts (Check for Blooms)

Step 4. Draw Back to 3 Tiles

Play then passes to the left, until one person has placed all their flowers. **That person is the winner!**



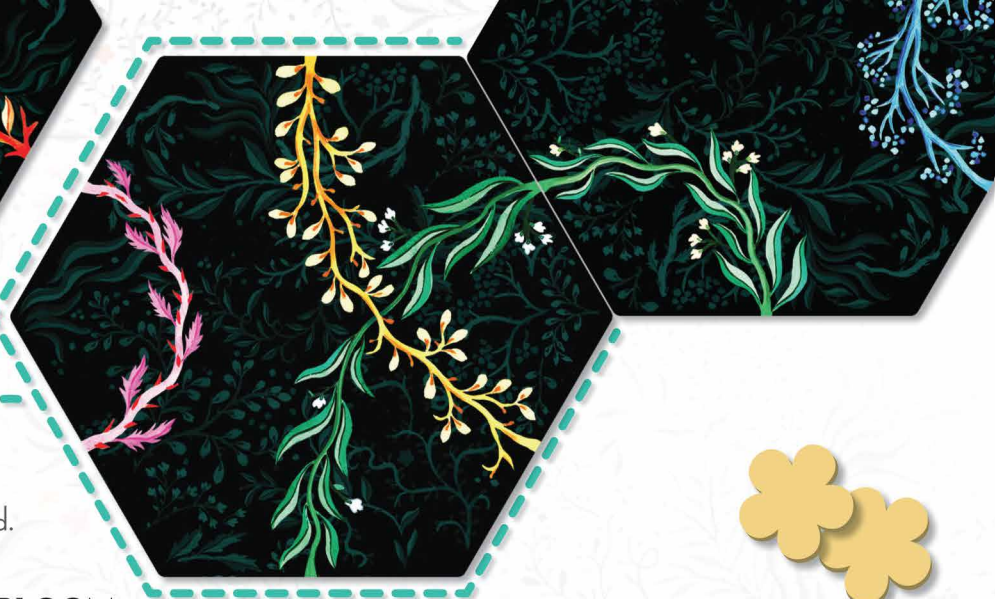


Connecting vines don't need
to match colors

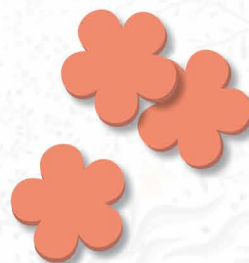
1. PLANT A TILE

Plant a tile from your hand face-up onto the board.
The tile must connect with an existing vine.

Planting tiles may cause newly connected vines to **BLOOM**.
See rules for **BLOOMING FLOWERS**.

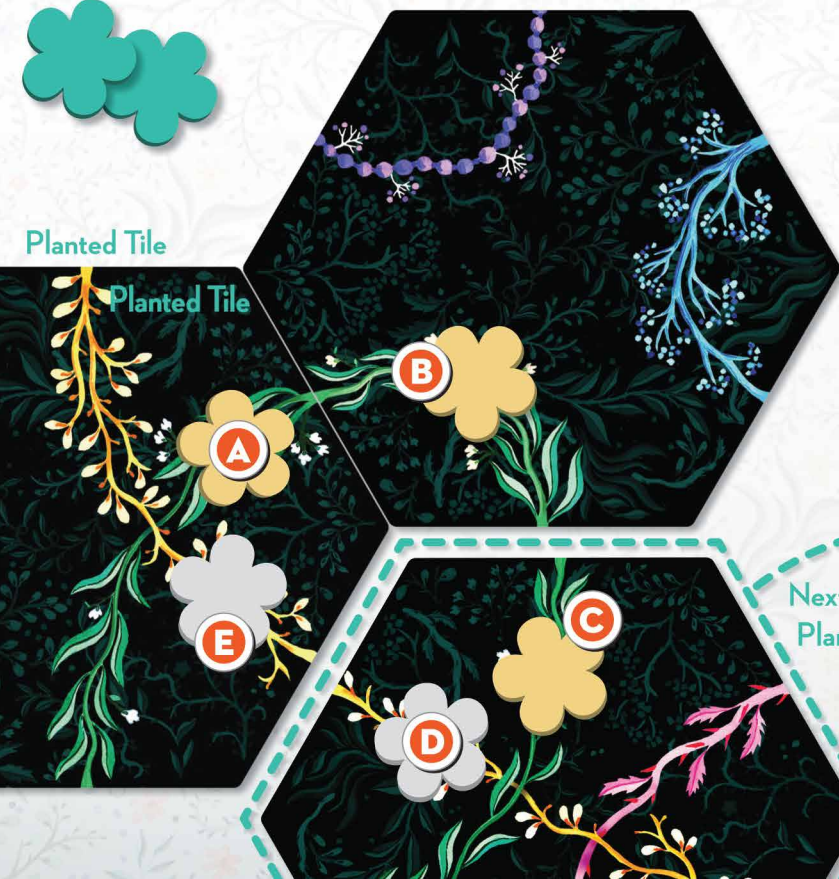


Planted Tile



Planted Tile

Planted Tile



Next Tile
Planted

2. CLAIM A VINE

Claim a new vine by placing your flower **(A)** on
an empty vine on the newly planted tile.

Your claimed vine will also **BLOOM** flowers if connected
to any empty, unclaimed vines of the same color **(B)**.

On later turns, all connected vines automatically bloom
during Step 1 **(C)**. Then, the active player claims an
empty vine with their flower **(D)**, which in turn may create
another bloom **(E)**.

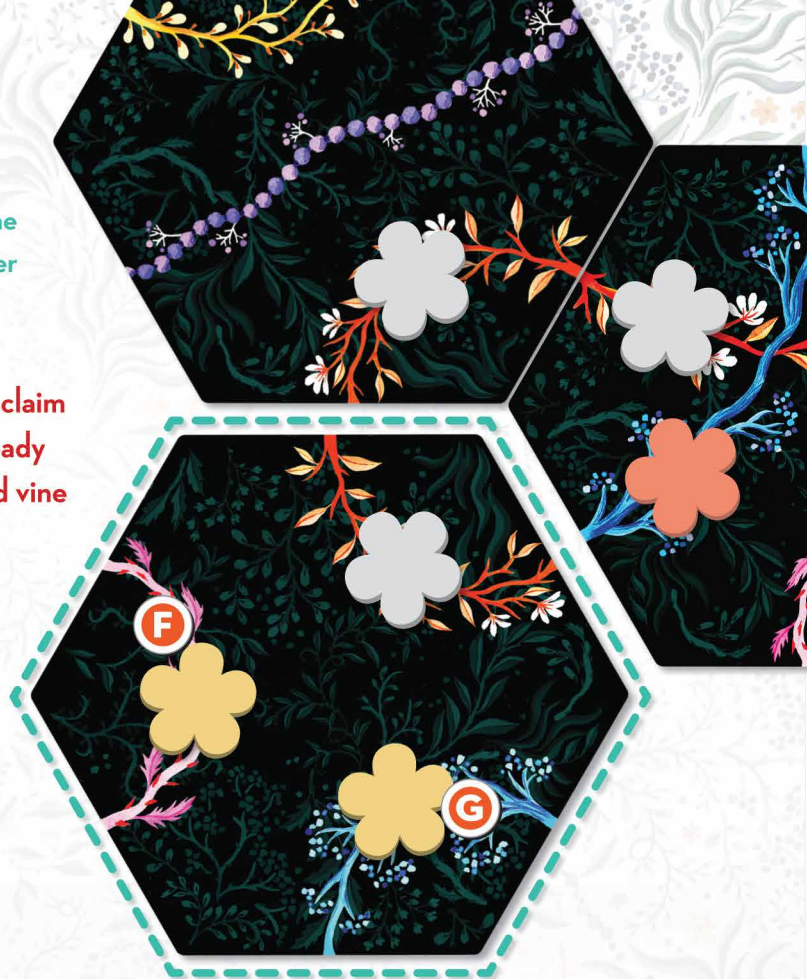


FLOWER PLACEMENT RULES



Only one token per vine

Cannot claim an already occupied vine



GIFT EXAMPLE

The yellow player plants this tile, automatically blooming one new flower for the white player. After the yellow player claims a vine (F) on the new tile, they also get a gift, claiming another empty vine (G).

3. CLAIM GIFTS

Helping others helps yourself. If any other players have bloomed flowers on your turn, you get gifts (bonus flowers)!

Claim more vines on the planted tile; one **per flower** that other players bloomed on your turn. If you run out of empty vines to claim on the tile being planted, you may then claim any vine on the board, if available.

4. DRAW A TILE

Draw a tile from the deck.

You should always have 3 tiles in your hand.



NOTE: ANY FINAL FLOWER WINS!

Careful! If players bloom on your turn, they may place their last flower before you play, in which case they win.

BLOOMING FLOWERS

In Trellis, every time a tile is planted, the board changes and flowers may bloom on to newly connected vines.

HERE'S HOW BLOOMING WORKS:

If a vine is already claimed with a flower



AND it is connected to an empty vine of the same color,



Automatically bloom a new flower on the new vine.



REPEAT UNTIL ALL CLAIMED AND CONNECTED VINES HAVE BLOOMED.

Any player's flowers can bloom on any turn, but the active player benefits the most, receiving gift flowers per flower that opponents bloom.

*If several players could bloom into the same vine, the active player decides who adds the flower.

EXAMPLE

Astrid is playing the yellow flowers. On her turn, she plants the tile below and rotates it so that it connects two vines.

First, planting the tile causes a bloom - the peach player will gain a flower on the connected yellow vine.

Second, Astrid claims the red vine on her tile. This blooms onto the connected red vine, giving Astrid another flower.

Third, Astrid granted one flower to peach, and thus gets one gift. There is an empty vine on her tile, so she also claims the purple vine. This turn, Astrid played three flowers!

Note: If the peach player is ahead, Astrid could also rotate the tile to connect red and close off the yellow vine, placing two flowers instead. In Trellis, the options keep growing!



Trellis



A GAME OF ZEN AND BLOSSOMS

CREDITS

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The League of Gamemakers

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