

FLORIST

RULES OF PLAY

In Florists players compete to become the most successful florist around by planting, harvesting and selling plants with the aim to help create a masterpiece to wow the judges at the annual flower show.

The game is played over a series of 12 rounds (months), in each round players will take actions to until every player passes consecutively.

SETUP

- Each player takes a player board, their 12 worker tokens and add 4 of their workers to their available pool.
- Deal out the contractor action cards in numerical order on the contractor market.
- Place all seed and gnome tokens to within the reach of all players to form the market.
- Deal out three contracts next to the first three rounds on the round marker.
- Deal a landscape tile to each player. From the remaining landscape tiles, deal 3 to make the landscape market.

ACTIONS

Players can either use one of their workers (moves it from the available to spent pool) to perform one of their basic actions or use a worker and pay money to use one of the actions on the contractor market.

BASIC ACTION

To use one of your basic actions spend one of your workers

Purchase seeds/flowers/gnomes: Buy up to 3 seeds/flowers/gnomes from the general market. Each seed/flower has a price (\$S for seeds, \$F for flowers) and time (T) value. The price shows the cost to purchase the seed and the time shows the number of months before the flower blooms. Place the purchased tokens into your seeds/flower section on your player board.

Plant: Add up to 3 of your seeds on an empty space in one of your beds. Stack a number of time tokens on it equal to its time value.

Harvest: Remove a seed token with no time counters from one of your beds, take a corresponding flower token.

Sell: Sell a flower for its base cost.

Purchase a new bed: Pay £4 to get a new bed for 6 flowers

Garden: There is always work to be done in the local area, gain £2

Pollinate: Get a seed from a flowering pair of plants.

Complete a contract: Pay the required flower tokens to the bank to gain money equal to the sum of the flowers spent plus the printed bonus. The contract is then added to that player's completed contract pool. You may fill contracts from future rounds losing \$1 for every round ahead of the contracts round.

CONTRACTOR ACTIONS

To take a contractor action pay the monetary cost of the contractor to the bank, then remove the contractor from the contractor row, move all contractors to the right of the now empty space once space left and then add the used contractor to the end of the row, then perform the action on the card.

Pollinator: Take a seed from all matching pairs of flowering plants. Each plant can only be used in one pair.

Harvester: Harvest one flower from all flowering plants

Seller: Sell any number of one type of flower, the flower sold is at its base price, the next at the base price minus 1 and so on.

Landscaper: Take one of the face up landscape cards and/or add any number of tokens to your landscapes.

Fertilizer: Discard any number of plant tiles from your composer to add that many fertilizer tokens to your beds.

Recruiter: Gain a new worker and add it to your spent workers pool.

CONTRACTS

These are commissions by the public for arrangements they want made.

To fill a contract you must spend the required flower tokens, returning them to the general supply. Gnomes cannot be used for filling contracts.

LANDSCAPES

Landscapes will give points at the end of the game based on how complete it is. Players will score 1 point for every non gnome token on it giving bonuses based on the number completed rows and columns.

Completed Rows and Columns	Bonus
1	0
2	1
3	3
4	6
5	10
6	15
7	21
8	28
9	36
10	45
11	55
12	66

NOTE: These points are probably way off but they represent the kind of growth needed.

PLANT TILES

Plant tiles take three different forms, seeds when they are in the market or the seed section of your personal board, plants when they are planted in one of your beds and flowers when they are harvested and in the flower section on your personal board.

FERTILIZER

Each bed may have 1 fertilizer token associated with it. There are 2 different fertilizers.

- **Growth:** When flowers are harvested in this bed they produce 2 flowers.
- **Speed:** When removing time tokens from plants in this bed remove 2 tokens instead.

FLOWERING PLANTS

A plant is flowering if it is planted and has no time tokens.

ROUND END

At the end of each round players will advance time and refresh workers.

REFRESH WORKERS

Move all of your workers from the spent pool to the available pool.

ADVANCING TIME

Remove one time token from all other plants with a time counter on it.

Move all flowers in your flowers pool to your composter.

Advance the round marker removing any unfilled contracts from this round and adding three contracts to the next turn that has no contracts.

GAME END

After the 12th round the game ends, players total up their score for completed contracts and completion of landscape boards (1 per flower token on the landscape plus bonus points per completed row and column)