

FLORIST

RULES OF PLAY

In florist players play the roll of a florist vying to become the most prestigious florist in town. They will do this by buying and planting seeds, growing plants, harvesting flowers and creating the greatest landscape to wow the judges in the end of year festival.

On their turn players will take actions to gain and grow their plants employing the help of expert contractors who can do the work in a fraction of the time.

At the end of each round players will see their garden grow more fruitful for the coming rounds.

SETUP

- Each player takes a player board, their 12 worker tokens and add 6 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 within the reach of all players to form the market.
- Deal out three contracts next to the contractor board to make the contracts market.
- Deal a landscape tile to each player which they place next to their player board.

PLAYING THE GAME

On a players turn they will perform one of 2 actions, either spending action cubes to perform actions or passing to advance time but take care, passing also allows all other players to pass for free.

TAKING AN ACTION

To take an action place any number of action cubes on an action space which doesn't currently have any of your action cubes on. You then perform that action once for each action cube used.

ACTIONS

- **Work:** Gain \$2 by working in the local community.
- **Purchase:** Buy a seed, flower or gnome from the market at the base price (base price for seeds shown by \$\$, \$F for flowers). Add them to the relevant section of your player board.
- **Plant/Fertilize:** Plant one of your seeds in one of your flower beds. If that bed does not currently have a fertilizer token you may also remove one of your flowers from the composter and add a fertilizer token to that bed. You may also Add a fertilizer to a bed without planting a plant.

If a seed is planted, add a number of time tokens to the plant equal to the total time value of the plant.
- **Pollinate:** Gain a seed matching a pair of flowering plants. Each plant can only be used in one pair and each pair can only be used in one activation per turn.
- **Harvest:** Gain a flower token matching one of your flowering plants, add the full number of time tokens to your the plant harvested.
- **Sell:** Sell flowers to the public. To do this return a number of flower tokens to the general supply matching the requirements on one of the contracts in the contract market. Gain money equal to the base flower cost of all the flowers spent plus the bonus on the card. Add the card to your completed contracts pile, the prestige on these will be added to your final prestige at the end of the game.

After resolving each contract, draw a new one to replace it.

- **Landscape:** Move one of your flower or gnome tokens onto your landscape tile, it may not be adjacent to one another token of the same type. Gnomes are considered wild but don't give any points at the end of the game.
- **Contractor:** Pay the cost and take the action on one of the contractor actions. After performing the action move the contractor to the end of the contractor track moving all other contractors down to fill any empty spaces.

CONTRACTOR ACTIONS

In general, contractor actions are more powerful forms of the core actions you can take each round.

- **Pollinator:** Perform any number of pollinate actions.
- **Harvester:** Perform any number of harvest actions
- **Planter:** Perform any number of plant actions.
- **Purchaser:** Perform any number of purchase actions
- **Landscaper:** Perform any number of landscape actions.
- **Recruiter:** Gain a new worker. Add it to the recruiter action, add it to your available workers when passing.

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.

PASSING

Passing is an integral part of the game for refreshing your worker pool and advancing your plants, players should time their passes correctly though as when any players pass, all players get to perform the following.

1. Move all remaining flowers to the composter.
2. Remove one time token from each plant.
3. Remove all fertilizer tokens from beds.
4. Retrieve all workers from action spaces and new workers from the *Recruiter* contractor action.

LIFE-CYCLE OF A PLANT TOKEN

SEEDS

Seeds are purchased from the market, once purchased they remain in your seeds section until planted

PLANTS

Once a seed is planted in one of your flower beds it is called a plant. Once planted they gain a number of flower tokens based on the type of plant. This represents the amount of time to for the plant to flower.

FLOWERING PLANTS

A plant is flowering when it has no time tokens left on it. When a plant is flowering it can be pollinated to gain seeds or harvested to gain flowers.

FLOWERS

Once a plant has been harvested it will create a flower token of the matching type, this will be added to your flowers section of your game board. Here it can be used to fulfill contracts or added to your landscape.

COMPOST

If you have any flowers when you rest they will be added to the composter they can no longer be used as flowers but they can be used to gain fertilizer for your beds.

There are 2 different types of fertilizer:

- **Growth:** When harvested, plants in this bed produce 2 flowers rather than 1.
- **Speed:** When removing time tokens from plants in this bed remove 2 instead of 1.

ENDING THE GAME

The game will enter an end phase when 1 player has completed their landscape, after this point once a player passes they are out of the game. Once all players have passed the final score each player's final score is calculated.

To calculate the final score each player sums up.

1. The total number of flower tokens on their landscape (1 point for each flower, 0 for gnomes).
2. Points based on the completeness of their landscape, the points earned are:

Completed Rows and Columns	Bonus
1	0
2	1
3	3
4	6
5	10
6	15

3. The total prestige from each completed contract.

The player with the most prestige is declared the winner. In the case of a tie the player with the most money is the winner.

