

# 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 in turn increasing their demand and price.

Each turn players will see their garden grow more fruitful for coming turns.

### SETUP

- Each player takes a player board.
- Deal each player 5 initial state cards. Each player resolves them in any order. Optionally these cards can be drafted.
- Place the remaining market tokens where all players can reach them.
- Place each contractor dice on their result locations with a value of 1.
- 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.

### INITIAL STATE CARDS

These card determine each players starting setup. Each card will show a set of resources or actions to take at the start of the game. The cards can be resolved in any order.

The resources and actions are:

- Money: Take money from the general supply.
- Seeds: Take the relevant seeds from the general supply.
- Plant: Perform a plant action.
- Advance time: Advance time once.
- Fertilize: Add a fertilizer tokens to one of your beds.
- Extra bed: Add an extra flower bed to your player area.

### PLAYING THE GAME

On a players turn they will perform one of 2 actions, either moving one of the contractors to a new action space or resting.

### TAKING AN ACTION

To take an action pay money equal to the current value on the contractor and moving them to a new unoccupied action space. Then raise the value on the contractor by 1.

### ACTIONS

- **Purchase:** Buy a seed, flower or gnome from the market at the base price. Add them to the relevant section of your player board.

The Purchaser may roll the 6 market dice and add any number of the tokens rolled to the market removing the same number of tokens (tokens are returned to the general supply).

- **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 fertilizer from the composter

and add it to that bed. You may also Add a fertilizer to a bed without planting a plant.

The Planter plant any number of seeds into one of your beds instead.

If any number of seeds are planted, add a number of time tokens to the plants equal to the total time value of the plants.

- **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.

The Pollinator may perform this for each pair of a specific type of plant.

- **Harvest:** Gain a flower token matching one of your flowering plants, add the full number of time tokens to your the plant harvested.

The Harvester may harvest all flowering plants in one bed.

- **Sell:** Sell flowers to the public. To do this either return a flower to the supply gaining money equal to the base cost of the flower or resolving a contract.

The Seller may perform this action any number of times.

- **Landscape:** Move one of your flower or gnome tokens onto your landscape tile, it may not be placed in a row or column containing the flower and must be placed orthogonally adjacent to a token already in your landscape (your first token may be placed anywhere).

Gnomes may be placed into any row and column independent of any tokens already in that row and column but must still be placed adjacent to another token (unless its the first token).

The Landscaper may perform this action any number of times for one type of token.

- **Dig Bed:** Get a new bed tile.
- **Work:** Gain \$6
- **Uproot:** Remove up to 3 plants from your flower beds, add an equal number of fertilizer tokens to your composter
- **Fertilize:** Add fertilizer to one bed (this doesn't cost one of the tokens in your composter)

## RESTING

Rather than taking a normal action, either because you cant or chose not to, you pass by performing the following steps in any order:

1. Move one of the contractors to it's rest space.
2. Advance time and gain the contractors benefit (performed in either order).
3. Set the contractors value to 1.
4. Gain income.

Upon passing all other players, in play order, may also chose to rest for free out of turn following the same procedure with one of the remaining contractors. After all players have had an opportunity to pass play continues with the player to the left of the player who originally passed.

## CONTRACTOR BENEFITS

- **Purchaser:** Gain a number of seeds equal to the contractor value.
- **Planter:** Plant a number of seeds up to the value of the contractor.
- **Pollinator:** Perform a number of pollinate actions up to the value of the contractor. Each pair can only been used once and each plant can only be used in a single pair

- **Harvester:** Harvest a number of times up to the value of the contractor.
- **Seller:** Gain money equal to the contractor value.
- **Landscaper:** Perform a number of landscape actions up to the value of the contractor.

## ADVANCE TIME

When advancing time, perform the following:

1. Remove all remaining flowers from your player board and add an equal number of fertilizer tokens to the composter.
2. Remove one time token from each plant.
3. Remove all fertilizer tokens from beds.

## GAIN INCOME

Gain income by showing the public around your fantastic garden. Gain \$2 plus \$1 for every completed row in your landscape.

## 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.

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.

## THE MARKET

Whenever players purchase tokens they are taken from the central market board.

The current base cost of the tokens is given by the left most uncovered space on the market track. The top left number is the base price for seed tokens and the bottom right is for flowers (for gnomes the price is always the top left number).

Whenever a player purchases tokens they take tokens from the right of the specific market row adjusting the price immediately. After the player has taken all their tokens, for instance if purchasing multiple tokens in a single action, roll a market die for each token taken and adding the results to the relevant rows.

Die Result	Token To Add
1	Rose
2	Tulip
3	Daffodil
4	Orchid
5	Lily
6	Gnome

If tokens are ever added to the market by a user, such as the purchasers specialist action, after adding the tokens and before continuing with their action they must return an equal number of tokens, of their choice, from other rows of the market to the market bag.

If there are ever more than 10 of any given token in the market they are added to the overflow section of the market board and have costs as shown to the right of the relevant market track.

If there are ever more than 30 tokens the current player removes tokens from the market board until there are 30.

## 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 your rest they will be converted to the composter as fertilizer tokens. When removing time tokens from plants in a bed with a fertilizer token 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 play continues until the first player so that all players have taken the same number of turns. Once all players have taken their final turns the 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	Bonus
1	0
2	1
3	3
4	6
5	10

3. The total prestige from each completed contract.
4. Add any prestige tokens gained throughout the game.

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.

