

# 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 seed cards. Each player resolves them in any order. Optionally these cards can be drafted.
- Add market tokens to each row of the market board to the highlighted position and (5 on each row) and add the rest to the market bag.
- Place the remaining **plant** and **flower** tokens where all players can reach them.
- Place each **specialist** dice on their rest locations with a value of 1.
- Deal out three **contracts** next to the game board to make the contracts market.
- Deal a **landscape** tile to each player which they place next to their player board.

### SEED 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.
- Plants: Take the relevant **plants** from the general supply and add it to the **plants section** of their player board.
- Plant: Perform a plant action.
- Advance time: **Advance time** once.
- Fertilize: Add a **fertilizer** token 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 **specialists** to a new action space or resting.

### TAKING AN ACTION

To take an action pay money equal to the current value on the **specialist** and moving them to a new unoccupied action space or keeping them in place taking the same action. Then raise the value on the **specialist** by 1.

## ACTIONS

- **Purchase:** Buy a **plant**, **flower** or **gnome** from the market at the base price returning the token on the market board to the **market bag**. Add the relevant tokens from the general supply to your player board.

The **Purchaser** may draw 6 market tokens and add any number of them to the market returning the same number of tokens to the **market bag**.

- **Plant/Fertilize:** Plant one of your **plants** in to 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 **plants** into one of your beds instead.

If any number of **plants** are planted.

- **Pollinate:** Gain a **plant** 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:** Move any number of **flower** token from one of your **flowering plants**, to the **flowers section** on your player board.

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 from your **flowers section** gaining money equal to the **base price** 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 one of the **flower** tokens and must be placed orthogonal 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 **specialists** to it's rest space.

2. **Advance time** and gain the **specialists benefit** (performed in either order).
3. Set the **specialists** value to 1.
4. Gain **income**.

After performing all these steps, all other players may take the **specialists benefit** but only once. After all players have had an opportunity to follow the **specialists benefit** action, play continues with the player to the left of the player who originally passed.

## CONTRACTOR BENEFITS

- **Purchaser:** Gain a number of **plants** equal to the **specialist** value.
- **Planter:** Plant a number of **plants** up to the value of the **specialist**.
- **Pollinator:** Perform a number of pollinate actions up to the value of the **specialist**. Each pair can only been used once and each **plant** can only be used in a single pair
- **Harvester:** Perform the harvest a number of times up to the value of the **specialist**.
- **Seller:** Gain money equal to the **specialist** value.
- **Landscaper:** Perform a number of landscape actions up to the value of the **specialist**.

## 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. Add a **flower** to each **plant** in a **flower bed** that doesn't have it's maximum number of flowers (add 2 **flowers** to **plants** in a **bed** with a **fertilizer** token).
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 price** 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 **plants** or **flowers**, market tokens for the relevant **plants** or **flowers** they are removed from the central **market** board and returned to the **market bag** adjusting the price immediately.

The current **base price** of the tokens is given by the left most uncovered space on the **market row** of that token. The top left number is the **base price** for **plant** tokens and the bottom right is for **flowers** (for **gnomes** the price is always the top left number).

After the player has taken all their tokens, for instance if purchasing multiple tokens in a single action, draw **market tokens** from the **market bag** for each token taken and adding it to the relevant **rows**.

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**.

## LIFE-CYCLE OF A PLANT TOKEN

### PLANTS

**Plants** are purchased from the **market**, once purchased they remain in your **plants section** section until planted.

Once a planted in one of your **flower beds** it starts to grow **flowers** Each **plant** has a maximum number of **flower** tokens it can produce before it needs to be harvested.

### FLOWERING PLANTS

A plant is **flowering** when it has any number of **flower** tokens on it.

When a **plant** is **flowering** it can be pollinated to gain new **plants** or harvested to gain flowers.

### FLOWERS

Once a **plant** has been harvested, **flowers** tokens of the matching type will be moved from the **plant** to the **flowers section** of your player board. Here it can be used to fulfill **contracts** or added to your **landscape**.

### COMPOST

If a you have any **flowers** when your rest they will be converted to **fertilizer** in your **composter**. When adding **flowers** to **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

Completed Rows	Bonus
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.

## APPENDIX

### DEFINITIONS

- **Flower:** Flowers are produced by plants, once harvested they can be added to your landscape for points, sold for money or left to rot to produce fertilizer.
- **Plant:** Plants can be purchased in the market, they can then be planted in one of your beds. Once a plant is planted they will then produce flowers which can be harvested for use in your landscape.
- **Gnome:** A wild token to be added to your landscape. This gives no points at the end of the game.
- **Specialist:** All players share a pool of workers, these are called specialists. They can all perform any action but each have a special bonus and action space when taking their specialized action.
- **Contract:** Cards describing specific flowers that are required by the public. These give prestige as well as money.
- **Landscape:** The square grid that will the player will show to the judges at the end of the game to earn prestige.
- **Plants Section:** Player board section for storing plant tokens.
- **Advance time:** When a player advances time they add flowers to each of their plants in flower beds, returns all flowers in their flower section to the general supply gaining fertilizer for each token discarded and returns all fertilizer in beds to the general supply.
- **Fertilizer:** When advancing time causes all flowers in upgraded bed to produce 2 flowers instead of 1. After flower production fertilizer on beds are returned to the general supply.
- **Flower Bed:** Tile for players to plant plant tokens.
- **Market Bag:** Bag to draw market tokens from.
- **Purchaser:** Specialist specializing in buying plants and gnomes.
- **Planter:** Specialist specializing in planting plants.
- **Pollinator:** Specialist specializing in pollinating plants.
- **Harvester:** Specialist specializing in harvesting flowers.
- **Seller:** Specialist specializing in selling flowers.
- **Landscaper:** Specialist specializing in filling your landscape.
- **Flowering:** A plant in a flower bed with any flowers.
- **Flowers Section:** The section of your player board for storing flowers.
- **Composter:** The section of your player board for fertilizer.

- **Base Price:** The cost of the token defined by the market. For each token this is always the left most uncovered entry in the relevant market row. When buying plants and gnomes, the top left value is used, for flowers the bottom right value is used.
- **Prestige:** Points gained throughout the game and in final scoring to determine the winner.
- **Income:** Money gained when resting.
- **Specialist Benefit:** The benefit gained when resting the specialist.
- **Market:** Board showing the base costs of the tokens.
- **Market Row:** The row on the market board that shows the price for a given token.
- **Market Tokens:** The tokens pulled from the market bag, used on the market board to describe the base price of the plant, flower and gnome tokens.

