

# 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.
- Select a first player, give the first player \$6. Going clockwise around the table give each player an additional money (\$7 to the second player, \$8 to third player and so on).
- Add all ornament tiles to their stacks on the ornament board
- Place the **flower** tokens where all players can reach them.
- Place each **specialist** dice on their rest locations with a **demand** of 1.
- Place the contract deck and deal out three **contracts** onto the contract board.
- Place the **market deck** and deal out six **market cards** onto the market board.
- 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 moving one of the **specialists** to a new, unoccupied action space, performing the action on or keeping them on the new action space or keeping them in same space and performing the action.

When performing the action first perform the effect on the left bumper of the action row, all costs must be paid before continuing. Then perform the effect of the selected action space followed by the effect in the right bumper of the action row.

There are 3 different types of action:

1. Neutral Actions
2. Specialist Actions
3. Rest Actions

All references to 'X' on actions refer to the **demand** of the **specialist** used at the start of the turn.

The cost to take each action is given on the action space.

### THE SPECIALISTS

The **specialists** are the workers that are used throughout, the game to take actions. They are represented by dice, the value of which represents the **demand** of the **specialist**. The higher the **demand** on the **specialist** the more expensive it is to employ them to take actions until they are able to rest.

## NEUTRAL ACTIONS

Neutral (black bordered) actions can be taken by all specialists, they have a single action space which ups the current **demand** of the specialist used to take the action.

The neutral actions are:

- **Give Class:** Gain 1 **prestige**.
- **Subcontract:** Use an action occupied by another **specialist**. Use that **specialists demand** and specialization but don't increase it's **demand** or pay it's cost.
- **Uproot:** Discard a **planted plant**.
- **Work:** Gain \$4.

## SPECIALIST ACTIONS

Specialist (colored bordered) actions have 2 action spaces, one black bordered which any **specialist** may use a second action space with a border matching the color of one of the **specialists**, this space is only usable by the same colored **specialist**.

When a **specialist** takes this action, if it's color matches the color of the specialist action it must take the reserved actions space but the player may take the effect on the neutral action space.

Specialist actions may be taken any number of times, each activation costs an extra \$1. All costs for actions must be payed before any of the actions so the output from one action cannot be used to pay for further actions. No matter how many times the action is taken the demand of the specialist is only upped once.

*Cez wants to take the harvest action 3 times using the harvester at a demand of 3. She will first need to pay \$12 (\$3 for the first activation, \$4 for the second and \$5 for the third). Then She harvests from 3 plants and finally increases the demand of the harvester.*

The specialist actions are:

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

The **Harvester** gains an extra **flower** when harvesting.

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

**Ornaments** 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 it's the first token).

The **Landscaper** may add both a **flower** and an **ornament** to the **landscape**.

- **Purchase:** Buy a **card** from the **market** or an **ornament** form the **ornament board**.

When purchasing from the market a player must pay an amount of money printed on the card plus an amount of money based on the cards position in the market. This extra cost decreases moving away from the market deck, the first card costing an extra \$5, the next costing \$4 and so on until the final card in the market costing \$0 extra. When purchasing plants from the market players will have to pay an additional money for each plant currently in their garden.

When purchasing an **ornament** players pay the cost shown on the **ornament board** adding the tile to the **ornament section** of your player board.

The **Purchaser** may discard up to 2 cards from the market before making a purchase.

- **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 **sell price** of the **flower** or resolving a **contract**.

The **Seller** may both sell a **flower** and fulfill a **contract**.

## REST ACTIONS

Rest (colored borders) actions costs \$0 no matter the **demand** of the **specialist**, they all reset the current **demand** of the **specialist** and allow the player to take an action that improves based on the **demand** of the specialist. The player will also gain income for running tours around their property, pay their **helpers** and **rot** any unused **flowers**.

The rest actions are:

- **Harvester:** Harvest a number of flowers from plants up to the **demand** of the **specialist**. Other players may harvest a single flower.
- **Landscaper:** Remove up to X tokens from your landscape and add them back following normal placement rules. After taking this action all tokens on your **landscape** must be in a valid position based on the usual placement rules.
- **Purchaser:** Draw the top X **market cards**, you may purchase one card without paying any extra for the market position (the cost for **plants** is still increased based on previously owned **plants**).
- **Seller:** Gain money equal to the **specialist demand**. Other players may gain \$1.

## GAIN INCOME

When gaining income you must perform all income actions (🕒), these include:

1. Gaining \$1 for each completed row of your **landscape**.
2. All income actions on **ornaments**.
3. All income actions on **helpers** and **upgrades** in your **garden**.
4. Paying \$1 for each **helper** or discard the **helper**.
5. **Rotting flowers** on your player board.
6. Adding **flowers** to **planted plants**.

The income actions can be taken in any order unless otherwise specified by the action.

## CONTRACTS

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

To fill a **contract** you must spend the required **flower** tokens from your player board, returning them to the general supply. **Ornaments** cannot be used for filling contracts.

Gain money equal to the **sell 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

The **market** is made of a market deck and array of 6 cards. The base cost of each card is given at the top right of the card. Each card costs extra based on its position in the market array, this cost is given above each position in the array.

After a card is purchased or cards are discarded from the **market**, immediately before continuing with the action or proceeding to the next player, move all remaining cards down the **market** following the arrows. When all cards have been moved down the **market** draw new **market cards** to fill the empty spaces at the start of the market board.

When purchasing a **plant** (🌱) from the market the player must pay an extra \$1 for each plant already in their garden.

When a card is purchased it's placed in the players garden.

**Plant upgrades** (🏡) are tucked under one of you already **planted plants** (🌱) showing the bonus effect at the bottom of the **plant**.

## ORNAMENTS

Rather than buying a card from the **market** when taking the purchase action you may instead purchase an **ornament** tile from the **ornament board** instead. The cost of each **ornament** is printed on the board next to the stack of tiles.

- **Gnome:** An **ornament** that takes up a single space on the **landscape**.
- **Topiary:** An **ornament** that takes up a 2 spaces on the **landscape**.
- **Path:** Various shapes that awards the player with the longest contiguous path at the end of the game.
- **Monument:** Gain 1 **prestige** when gaining income.
- **Fountain:** Gain an extra \$2 when gaining income.

## PATHS

At the end of the game the player with the longest complete path will be awarded 5 **prestige**. Each incomplete path will earn -2 **prestige**.

A path is complete if they start and end at different edges of your **landscape**.

## ENDING THE GAME

The game will enter the end phase when 1 player has completed their **landscape** or when there aren't enough **contracts** to refill the contracts board, after this point play continues until the first player then each player will take one final turn. Once all players have taken their final turns the final **prestige** 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 **ornaments**).
2. Points based on the completeness of their **landscape**, the points earned are:

Completed Rows	Bonus
0	-3
1	-1

Completed Rows	Bonus
2	0
3	1
4	3
5	6
6	10
7	15

3. -2 **prestige** for each incomplete path.
4. 5 **prestige** for the player with the longest complete path
5. The total **prestige** from each completed contract.
6. 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.
- **Planted Plant:** A plant card in your garden.
- **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 the player will show to the judges at the end of the game to earn prestige.
- **Purchaser:** Specialist specializing in buying items from the market.
- **Harvester:** Specialist specializing in harvesting flowers.
- **Seller:** Specialist specializing in selling flowers.
- **Landscaper:** Specialist specializing in filling your landscape.
- **Flowering:** A plant in the garden with a flower token on it.
- **Flowers Section:** The section of your player board for storing flowers.
- **Prestige:** Points gained throughout the game and in final scoring to determine the winner.
- **Income:** Benefits gained and costs paid when resting.
- **Specialist Benefit:** The benefit gained when resting the specialist.

- **Market:** The array of cards bought by the purchase action.
- **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.
- **Ornament:** A wild token that doesn't gain points at the end of the game.
- **Ornament Board:** Board to hold the ornament tiles and show their prices.
- **Ornament Section:** Section on the player board to hold ornaments.
- **Demand:** The current cost to use a specialist. This is shown by the current value of the dice.
- **Market Card:** Cards making up the purchasers market. They are refreshed immediately.
- **Market Deck:** Deck of cards to produce the market.
- **Sell Price:** The base price to sell flower tokens at. This is printed on the plant cards.
- **Helper:** A card from the market representing employees.
- **Upgrade:** A card from the market representing objects and buildings to improve your garden.
- **Garden:** The tableaux below your player board of plants, helpers and upgrades.
- **Plant Upgrade:** Cards that upgrade planted plants. These cards are tucked below plant cards showing the upgrade ability.
- **Rot:** During income flower tokens on the player board are discarded.

## ICONS

Icon	Name	Description
	<b>Harvest</b>	Move a flower token from a plant to your flower section.
	<b>Rose Flower</b>	A flower from a rose plant.
	<b>Orchid Flower</b>	A flower form an orchid plant
	<b>Lily Flower</b>	A flower from a lily plant
	<b>Daffodil Flower</b>	A flower from a daffodil plant.
	<b>Tulip Flower</b>	A flower from a tulip plant.
	<b>Flower</b>	Any flower token.
	<b>Plant</b>	Any plant token.
	<b>Gain Money</b>	Gain the money shown. If no value is shown gain 1.
	<b>Pay Money</b>	Pay the money shown. If no value is shown gain 1.
	<b>Upgrade</b>	An upgrade for your garden purchased from the market.

Icon	Name	Description
	<b>Plant Upgrade</b>	An upgrade for your plants purchased from the market
	<b>Helper</b>	An employee who helps around your garden hired from the market.
	<b>Income</b>	Bonus gained or cost paid when resolving income.
	<b>Trash</b>	Discard this card.
	<b>Prestige</b>	The measure of your worth.
	<b>Or</b>	Do the left or right effect.
	<b>Specialist</b>	One of the specialist dice.
	<b>Sell</b>	Sell a flower or complete a contract.
	<b>Landscape</b>	Move a flower or ornament to your landscape.
	<b>Purchase</b>	Buy a card or ornament from the market.
	<b>Tick</b>	Resolve the thing.
	<b>Ornament</b>	An ornament tile purchased from the market.
	<b>Landscape Board</b>	The board to build your landscape on.
	<b>Others</b>	The benefit gained by other players when taking an action
	<b>Ornament or flower</b>	An ornament or flower
	<b>Contract</b>	A request from customers.
	<b>Flower and contract</b>	A flower or contract.

