

# FLORIST

## RULES OF PLAY

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

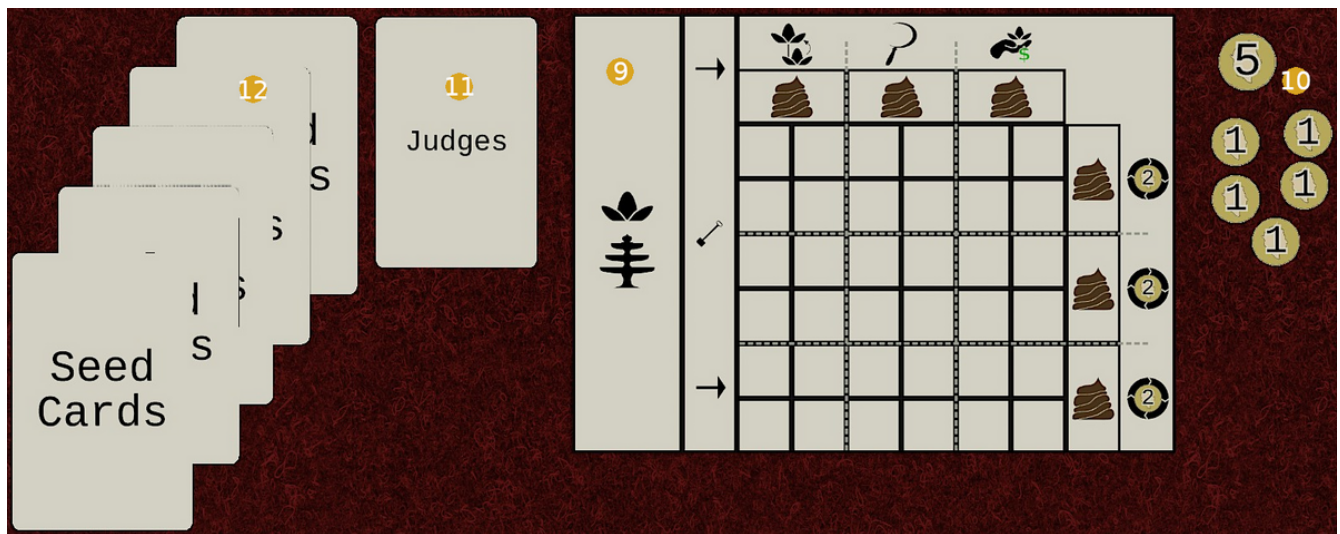
### SETUP

1. Place the game board in the center of the table.
2. Place each **specialist** dice on their rest locations with a **demand** of 1.
3. For each flower type and fertilizer, add 1 token per player to the **market bag**.
4. Draw tokens from tha bag to fill each **market stall**. Each stall should have 1 token per player.
5. Add all **ornament** tiles to their positions on the game board.
6. Place the remaining **flower** tokens where all players can reach them.
7. Deal 1 **contract** face up on the 5 delivery truck spaces. Stack the remaining **contract** cards below the sell action space to form the contract deck.
8. Stack the **judge** cards in the middle of the judging table to form the judge deck.



9. Each player takes a player board.

10. Give each player and £10 (1 £5 coin and 5 £1 coins) from the bank.
11. Deal a **judge** card to each player.
12. Deal 5 **seed cards** to each player, then, in player order each player resolves all of their seed cards. Optionally, experienced players may draft the **seed cards**, playing one card from their hand and passing the remaining cards left, continuing until all players have played 5 cards.



13. Determine a first player using your favourite method.

## PLAYING THE GAME

On a players turn they will perform an action by using one of the **specialists**. To do this a player will:

1. either move a **specialists** to a new, unoccupied action space
2. or; keep a specialist on the location it is already at.

Then the player will resolve the action row from left to right, performing the left bumper, followed by the action space, followed by the right bumper.

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

Each action is described in detail below.

## NEUTRAL ACTIONS

Neutral actions have a single black bordered action space that can be taken by all specialists.

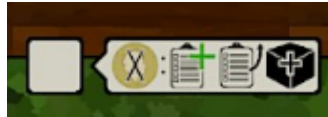
First a player must pay equal to the current **demand** of the **specialist**, if the **specialist** already has a **demand** of 6 it cannot be used for neutral actions.

Next the player will perform the action from the action space. These are:

- **Rearrange:** Move an ornament or plant in your **garden**, after moving, all ornaments and plants in your **garden** must pass the normal placement rules.



- **Canvas Judge:** Draw a *judge card* then you may play one of your *judge cards*.



- **Mow Lawn:** Gain £4.



Lastly the increase the *demand* of the *specialist* by 1.

## SPECIALIST ACTIONS

Specialist 2 action spaces, one black bordered which may be taken by any *specialist* other than the related *specialist* and one space with the matching border which can only be taken by the related *specialist*.

Specialist actions may be taken any number of times, each activation costs an extra £1. All costs for actions must be paid before any of the actions, 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 increased 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 *plants*, to the *storage section* on your player board.

The *Harvester* gains an extra *flower* from the general supply when harvesting.





- **Landscape:** Move one of your *flower* or *ornament* tokens to your *garden*, it must be placed orthogonally adjacent to another token in your garden.

The **Landscaper** may add both a *flower* and an *ornament* to their *garden*.

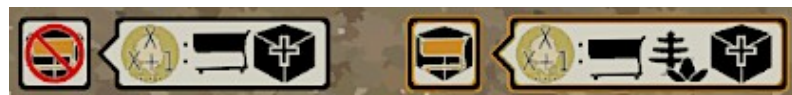


- **Purchase:** Buy a *flower* or *ornament* form the *market*.

When purchasing from the *flower market* the player pays money as shown below the *market stall*, if the token is a *flower* it is added to the players *storage section*, if the token is *fertilizer* it is placed into one of the *fertilizer sections* of the players garden. Each *fertilizer section* can take only one *fertilizer token*.

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

The **Purchaser** may purchase a token from the *flower market* and/or an *ornament*.



- **Sell:** Sell *flowers* to the public. To do this either return a *flower* to the supply from your *storage section* gaining £6 or completing a *contract* by returning the required flowers to the supply taking the contract card and money printed at the bottom. At the end of the game each contract will give the printed *prestige*.

When completing a *contract* a player may use any 2 *flower* tokens in place of a flower in the contract.

The **Seller** may both sell a *flower* for \$6 and complete 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.

To perform a rest action the player will:

1. Move one of the **specialists** to it's rest action space.
2. Resolve all incomes in any order:
  - Gain \$2 for each completed **garden section**
  - Perform income effects from **ornaments**
  - Grow plants - add one token to each **plant**. Additionally, any plant in a **section** with a **fertilizer** in it's row or column will gain an additional flower.

**NOTE:** A **plant** may not have more than 3 **flowers** in its stack.

3. Perform the rest action.
4. Set the **specialists demand** to 1.

The rest actions are:

- **Harvester:** Add a **flower** to X different **plants**. Other players may add 1 **flower** to one **plant**.



- **Landscaper:** Gain **prestige** equal to the minimum of  $X/2$  (rounded down) or the number of completed **sections** in your **garden**.



- **Purchaser:** Draw X tokens from the **market bag**, you may purchase one for £4.



- **Seller:** Gain £2X. Other players may gain £3.



## PLAYER BOARD

Each player has a player board for holding their *flowers*, *ornaments* and building their *garden*. Each player board has the following features:

1. **Storage section.**
2. **Garden.**
3. **Garden section:** There are 9 2x2 sections on the *garden*, the bonus gained by completing a *section* are given at the top and right of the *garden*.
4. **Fertilizer section:** There are 6 *fertilizer sections* in a players *garden*. Each can hold 1 *fertilizer token*. They effect each *section* below/left of the *fertilizer*.
5. **income:** For each completed *garden section* the player gains £2 when gaining income.
6. Add flower to plant: Whenever one of the *sections* in the first column are completed the player may add one *flower* to a *plant*.
7. Harvest: Whenever one of the *sections* in the second column are completed the player may harvest one *flower* from one *plant*.
8. Sell a flower: Whenever one of the *sections* in the third column are completed the player may sell one flower for £6.



# FLOWER MARKET

**Flower tokens** and **fertilizer** can be purchased from the **flower market**. There are 4 **stalls** in the **flower market**, decreasing in cost from right to left.

If ever any of the **stalls** are empty, the tokens in all **stalls** to the left are moved right (decreasing in cost) to fill the empty spaces. Tokens are then drawn from the market bag to fill all remaining empty **stalls**.

Each **stall** can hold 1 token per player.

If any tokens ever need to be drawn from the **market bag** and it is empty, first refill it with 1 of each **flower** and **fertilizer** per player.

## ORNAMENTS

To purchase an **ornament** a player must spend money equal to the value printed next to the relevant stack of tiles. The top tile of that stack is then added to the players **storage section** so that it can be moved to their **garden** later using the landscape action.

The bonuses gained by the **ornaments** are:

- **Gnome:** An **ornament** that takes up a single space on the **garden**.
- **Topiary:** An **ornament** that takes up a 2 spaces on the **garden**.
- **Path:** Various shapes that take up space on in the garden.
- **Planter:** Various shaped ornaments that provide 1 **prestige** at the end of the game for each **plant** planted in them.

For triggering the **end of game** or gaining **income** from completed **garden sections**, spaced in planters are considered empty until they have a **plant** planted in them.

- **Green house:** Every **plant** planted in the green house with fewer than 3 **flowers** in the stack gains an additional **flower** during income.

For triggering the **end of game** or gaining **income** from completed **garden sections**, spaced in planters are considered empty until they have a **plant** planted in them.

- **Fountain:** Gain an extra £2 when gaining income.
- **Statue:** Gain 2 **prestige** at the end of the game.
- **Wishing Well:** When gaining income you may spend any amount of money and guess a **market token** type, then, draw a number of tokens from the **market bag** equal to the total money spent. If one of the tokens drawn matches the guessed token you may add it to your **garden**.
- **Fairy Circle:** When gaining income add a **prestige** token here. At the end of the game each token here counts as -1 **prestige**.
- **Bird Feeder:** When gaining income you may move a **flower** token from your **storage section** to your **garden** orthogonally adjacent to this tile.
- **Irrigation:** All orthogonally adjacent **plants** can have 4 **flowers** in their stack.
- **Advert:** You may plant a **plant** here using a landscape action as normal. It gains **flowers** as normal during income. Whenever the player sells a **flower** or completes a **contract** the player gains £1 for each **flower** used that matches the planted **plant**.
- **Ride On Mower:** Gain an extra £2 when performing the Mow Lawn action.

- **Bee Hive:** During income gain £1 for each orthogonally adjacent *plant*.

## JUDGES

Over the course of the game the judges who will be determining the winner will be revealed.

At the start of the game each player will have one *judge* in their hand, more can be gained and played using the Canvas Judge action.

When played, the *judge* will cover a one time bonus that is gained by the player. If there are no free judge space no further *judges* may be played.

The bonuses for playing *judge cards* are as follows:

1. Gain £5.
2. Gain 3 *prestige*.
3. Perform 2 landscape actions.
4. Perform 2 purchase actions.
5. Gain a *flower* from the general supply.
6. Gain a token at random from the *market bag*.



Each *judge* has a criteria for awarding *prestige*. There are 2 different styles of *judge*:

1. Rewards all players equally for completing a specific criterion
2. Rewards the first, second and third given by a specific criterion. If multiple players are tied for a position they share the *prestige* for the tied position and lower positions rounded up.



In order to gain any points from one of these ***judges*** they must at least partially fulfil the criteria.

*Bill and Ben both have 8 gnomes in and Weed has none. Since the 'The Garden Has Eyes' judge is in play both Bill and Ben will be awarded 8 prestige (10 from first place 5 from second place shared equally). Since Weed has no gnomes they will receive 0 prestige as they do not qualify.*

At the end of the game, all unplayed ***judges*** have no effect.

## ENDING THE GAME

The game will enter the end phase when 1 player has completed their ***garden*** after which the round continues to 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 player who completed their ***garden*** first and any player completing their ***garden*** in the same round will receive 7 ***prestige***. Any player who completes their ***garden*** during their final turn will receive 3 ***prestige***.
2. The ***prestige*** scored from ***judges***
3. The total ***prestige*** from each completed contract.
4. Add any ***prestige*** tokens gained throughout the game.
5. Add any ***prestige*** gained or lost from ***ornaments***.

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:** Token that can be sold or added to your garden.
- **Plant:** A stack of flower tokens in a 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.
- **Garden:** The square grid that will the player will show to the judges at the end of the game to earn prestige.
- **Garden Section:** Area on the landscape outlined by dashed lines. Once completed, the player will gain bonuses shown above and to the right of the landscape board.
- **Purchaser:** Specialist specializing in buying things from the market.
- **Harvester:** Specialist specializing in harvesting flowers.
- **Seller:** Specialist specializing in selling flowers.

- **Landscaper:** Specialist specializing in filling your landscape.
- **Storage Section:** The section of your player board for storing flowers and ornaments.
- **Prestige:** Points gained throughout the game and in final scoring to determine the winner.
- **Income:** Benefits gained and costs paid when resting.
- **Ornament:** A token added to your garden to gain special benefits.
- **Demand:** The current cost to use a specialist. This is shown by the current value of the dice.
- **Judge:** A card played by one of the players describing a way to earn victory points
- **Market Bag:** Bag for randomizing tokens in the market
- **Market Stall:** A section for holding tokens dictating their price
- **Seed Card:** A card dictating a players starting resources
- **Market:** Section of the board showing the prices of tokens
- **Flower Market:** Section of the market for holding flowers and fertilizer
- **Fertilizer:** A token added to a fertilizer section of a players garden, each plant in a section covered by the fertilizer will grow an extra flower when income is gained at which point the fertilizer is discarded.
- **Fertilizer Section:** Section of a players garden for holding fertilizer tokens
- **Market Token:** Flowers and fertilizer

## 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>Money</b>	Gain or pay the money shown. If no value is shown gain 1.
	<b>Income</b>	Bonus gained or cost paid when resolving income.
	<b>Prestige</b>	The measure of your worth.

Icon	Name	Description
	<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>Ornament</b>	An ornament tile purchased from the market.
	<b>Garden</b>	The garden section of the player board.
	<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.
	<b>Gain Judge</b>	Draw a judge card
	<b>Judge</b>	A member of the judging panel.
	<b>Play Judge</b>	Play a judge to the table.
	<b>Multiply</b>	Multiply the left by the right
	<b>Fertilizer</b>	Adds an extra flower to the stack.
	<b>Adjacent Spaces</b>	Perform the action on orthogonally adjacent spaces only.
	<b>Draw from the market bag</b>	Draw a token from the market bag
	<b>Add flower to plant</b>	Add flower to plant
	<b>Resolve Income</b>	Resolve all income effects

