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.

- Each player takes **seed money** from the bank as shown on their player board garden section.

- Give each player a **blueprint**.

- Setup the market board

  - For each plant type select the cards for teh current number of players (shown in the bottom right of each card). Stack each type of plant on it's market space in asscending cost order.
  - Add all ornament tiles to their stacks on the ornament board.
  - Place the **market deck** and deal out four **market cards** to form the upgrade/helper market.

- Place the **flower** tokens where all players can reach them.

- Place each **specialist** dice on their rest locations with a **demand** of 1.

- Draw 10 plus 5 **contracts** per player to create the **contract** deck. Deal out three **contracts** onto the contract board. The rest of the **contracts** cards are kept in reserve for the end game.

Playing The Game

On a players turn they will perform one of 3 actions, either moving one of the **specialists** to a new, unoccupied action space, performing the action on the new action space, keeping them in same space and performing the action or activating one of their cards or abilities with an activation effect.

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 left bumper of the action row.

If a **specialist** has a **demand** of 6 it must be rested before it can take any other action.

Activations

When activating an ability add a token to the card paying any additional costs and performing the printed effect.

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:

- **Rearrange:** Move a token on your **landscape** board, after moving the token all tokens on your board must pass the placement rules.

- **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 all cards from a **bed** in your **garden**. Gain money equal to half the cost of all the discarded cards rounded down.

- **Mow Lawn:** Gain $4.

SPECIALIST ACTIONS

Specialist (colored bordered) actions have 2 action spaces, one black bordered which any **specialist** may use and 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. The purchased card is placed in the players 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 purchase a ***plant***, ***improvement*** and/or ***ornament***.

- **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 mater 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***. After gaining income, the player must discard a face up ***contract*** from the contract board and remove all activation tokens from activated abilities.

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***: Draw X ***blueprints***, you may keep 1 returning the others to the bottom of the draw deck in any order.

- ***Purchaser***: Draw the top X ***improvement cards***, you may purchase one card.

- ***Seller***: Gain $X. Other players may gain $1.

Gain Income

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

1. Gain income from completed ***landscape sections***.
2. All income actions on uncovered ***garden*** spaces.
3. All income actions on ***ornaments***.
4. All income actions on ***helpers*** and ***upgrades*** in your ***garden***.
5. Paying the wage for each ***helper*** or discard the ***helper***.
6. ***Rotting flowers*** on your player board.
7. 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.

BLUEPRINTS

Blueprints give players objectives to work towards throughout the game. At the end of the game each **blueprint** will be checked, with completed **blueprints** gaining **prestige** and incomplete losing **prestige**.

During the game players will be able to gain more **blueprints** by resting the **landscaper**.

THE MARKET

The market is divided into 3 sections, **plants**, **improvements** and **ornaments**. When taking the purchase action you can purchase a card/tile from any one of these sections or all 3 if you take the action with the **purchaser**.

Each market behaves differently, the details of each are given below.

PLANTS

To purchase a **plant** the player must spend money equal to the top most card of the relevant stack. The top card is then taken and added into one of the 4 **garden** spaces on the players board.

If a **plant** is ever discarded it is added to the top of the relevant stack so that it can be purchased again.

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 **ornament section** so that it can be moved to their **landscape** later using the landscape action.

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

- **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 complete, contiguous path at the end of the game.

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

  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**.

- **Planter:** When moving plants to the **landscape** you may add them to a planter. **Flower** tokens added to a planter are not subject to the normal placement rules. At the end of the game score points for each flower in the planter.

- **Fountain:** Gain an extra $2 when gaining income.

- **Statue:** Gain an extra 2 prestige at the end of the game.

IMPROVEMENTS

The *improvement* market consists of *upgrades*, *helpers*, *plant upgrades* and *flower cards*.

To purchase an *improvement* a player must pay money equal to the cost show in the top right of the card plus the cost shown above the market space. If the card has no cost shown it is considered to have a cost of 0 but the cost from the market space must still be paid.

When purchased *improvements* and *helpers* are placed below the players board. *Plant upgrades* are tucked below the *plant* they are upgrading. Each *plant* may have, at most 2 *upgrades*, if a 3 is added, one of the existing *upgrades* must first be discarded. If a *flower card* is purchased, the relevant token is taken and the card is discarded.

If an *improvement* card is ever discarded, it is returned to the bottom of the *improvement* deck.

When a card is purchased from the *improvement* market all cards to the left are moved right one space (reducing its cost) and a new card is drawn to fill the left most (most expensive) space in the market.

GARDEN

When a *plant* card is purchased it is added to the players *garden*. It is added to one of the four spaces.

Some spaces have an *income* or ability printed on them, these are active for as long as the space is uncovered. Some spaces also show a cost, this is an additional cost that must be paid in order to place a *plant* card on this space.

Some spaces also contain a *plant upgrade* printed on the board that is active until another *plant upgrade* covers them.

LANDSCAPE

Each player has a *landscape* that they are trying to fill by the end of the game. Over the course of the game players can gain bonuses by filling *landscape sections*, there are 9 2x2 sections on the *landscape*, the bonus gained by completing a *section* are given at the top and right of the *landscape*.

The bonuses across the top of the *landscape* are one time effects, the bonuses along the right are all income.

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. If the end game is triggered by emptying the *contract* deck use the reserved cards set aside at the start of the game as the new *contract* deck.

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	0
1	1
2	3
3	6

Completed Rows	Bonus
4	10
5	15
6	21

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. The total *prestige* from **blueprints**. *Prestige* is gained for each completed **blueprint** and lost for each incomplete.

7. 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:**

- **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 will the player will show to the judges at the end of the game to earn prestige.

- **Landscape 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.

- **Flowering:** A plant in the garden with a flower token on it.

- **Full Bloom:** A plant is in full bloom if it has no empty flower spaces.

- **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 and tokens bought by the purchase action.

- **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.

- **Seed Money:** The money gained by each player at the start of the game.

- **Blueprint:** Objective cards that will give prestige at the end of the game if complete or take it away if incomplete.

- **Flower Bed:** A space in the garden for keeping cards.

- **Improvement:** A market containing upgrades, plant upgrades and helpers.

- **Flower Card:** One shot cards that provide flowers.

Icons

Icon	Name	Description
	Harvest	Move a flower token from a plant to your flower section.
	Rose Flower	A flower from a rose plant.
	Orchid Flower	A flower form an orchid plant
	Lily Flower	A flower from a lily plant
	Daffodil Flower	A flower from a daffodil plant.
	Tulip Flower	A flower from a tulip plant.
	Flower	Any flower token.

Icon	Name	Description
	Plant	Any plant token.
	Gain Money	Gain the money shown. If no value is shown gain 1.
	Pay Money	Pay the money shown. If no value is shown gain 1.
	Upgrade	An upgrade for your garden purchased from the market.
	Plant Upgrade	An upgrade for your plants purchased from the market
	Helper	An employee who helps around your garden hired from the market.
	Income	Bonus gained or cost paid when resolving income.
	Trash	Discard this card.
	Prestige	The measure of your worth.
	Or	Do the left or right effect.
	Specialist	One of the specialist dice.
	Sell	Sell a flower or complete a contract.
	Landscape	Move a flower or ornament to your landscape.
	Purchase	Buy a card or ornament from the market.
	Tick	Resolve the thing.
	Ornament	An ornament tile purchased from the market.
	Landscape Board	The board to build your landscape on.
	Others	The benefit gained by other players when taking an action
	Ornament or flower	An ornament or flower
	Contract	A request from customers.
	Flower and contract	A flower or contract.
	Blueprint	Cards that offer bonuses if complete at the end of the game or penalties if not complete.
	Improvement	Helpers, upgrades and plant upgrades.