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, add 1 token per player to the *market bag*.

4. Draw tokens from the 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. Separate the *contracts* into 1 flower, 2 flower and 3 flower decks. Shuffle each deck and place them on the delivery trucks. Turn over the rop card of each deck.

8. Stack the *judge* cards in the middle of the judging table to form the judge deck.

9. Each player takes:

    a. A player board

    b. A gardener tile

    c. 1 each of 6 fertilizer tokens

    d. £10 (1 £5 coin and 5 £1 coins)

10. Deal a *judge* card to each player.

11. 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.
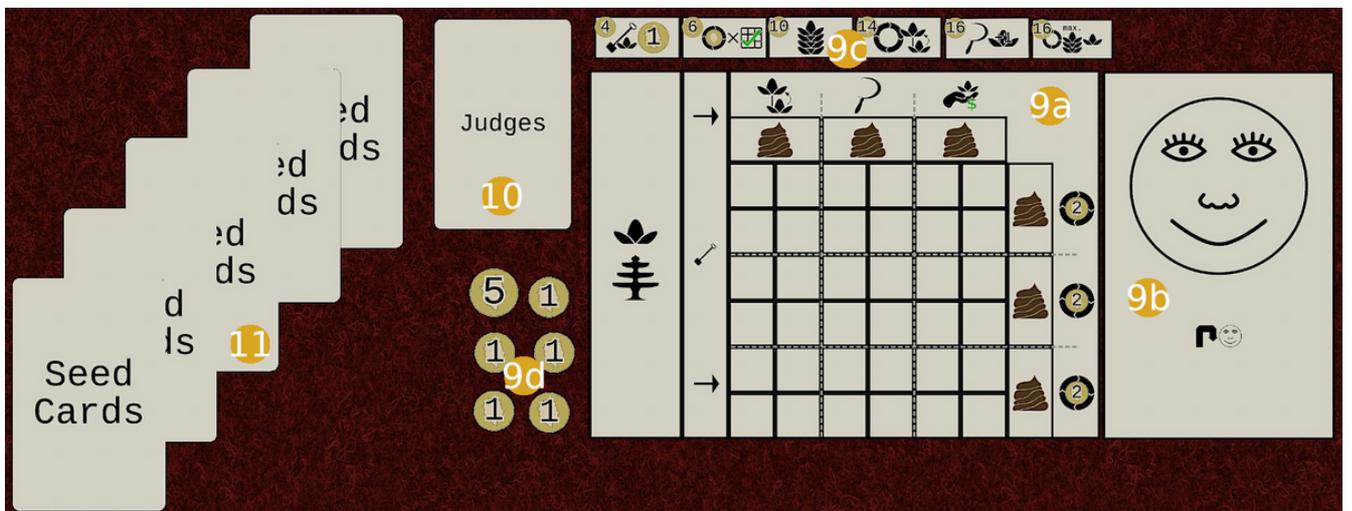
12. Determine a first player using your favourite method.

Playing The Game

On a players turn they will perform an action by using one of the **specialists** or by **getting their hands dirty**.

To use a specialist 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.

Once an action is selected the player will resolve the action row from top to bottom, left to right.

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.

If the **specialist** already has a **demand** of 6 it cannot be used for specialist actions.

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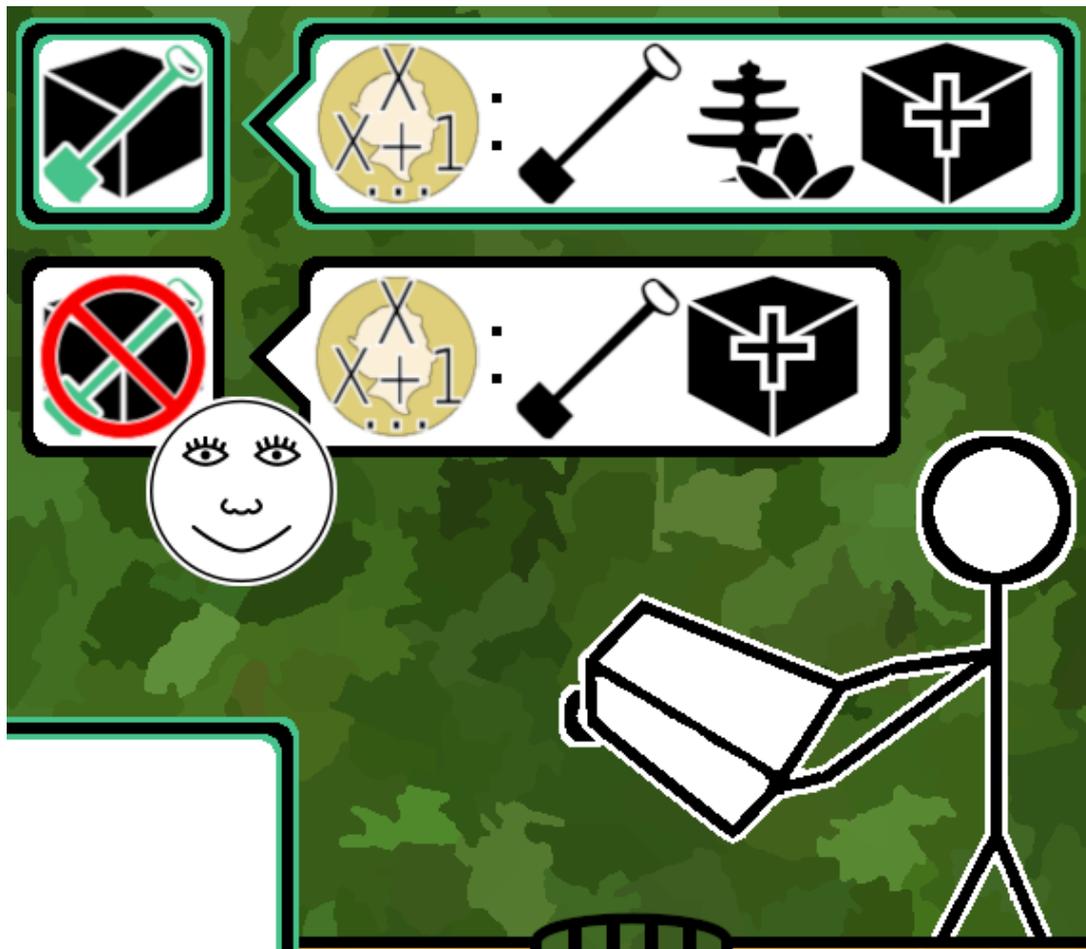
- **Purchase:** Buy a *flower* or *ornament* form the *market*.

  When purchasing from the *flower market* the player pays money as shown below the *market stall*, purchased *flower* tokens are added to the players *storage section*.

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, complete 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** has an additional option to sell a single **flower** for £6.

  After a **contract** is taken, after all sell actions have been taken, reveal the top card of the contract deck.
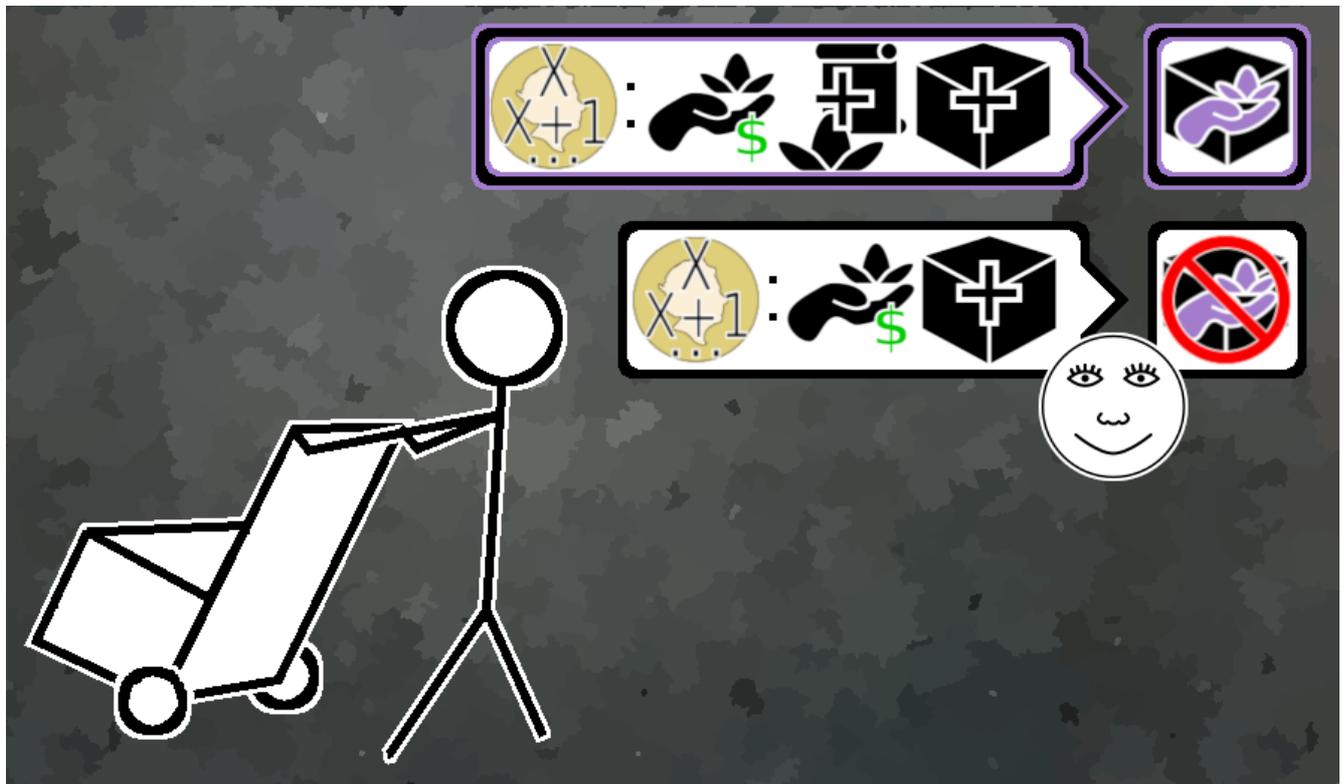
Rest Actions

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.

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**
- Perform income effects from **fertilizers**
- Grow plants - add one token to each **plant**.

    NOTE: Unless modified 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**.
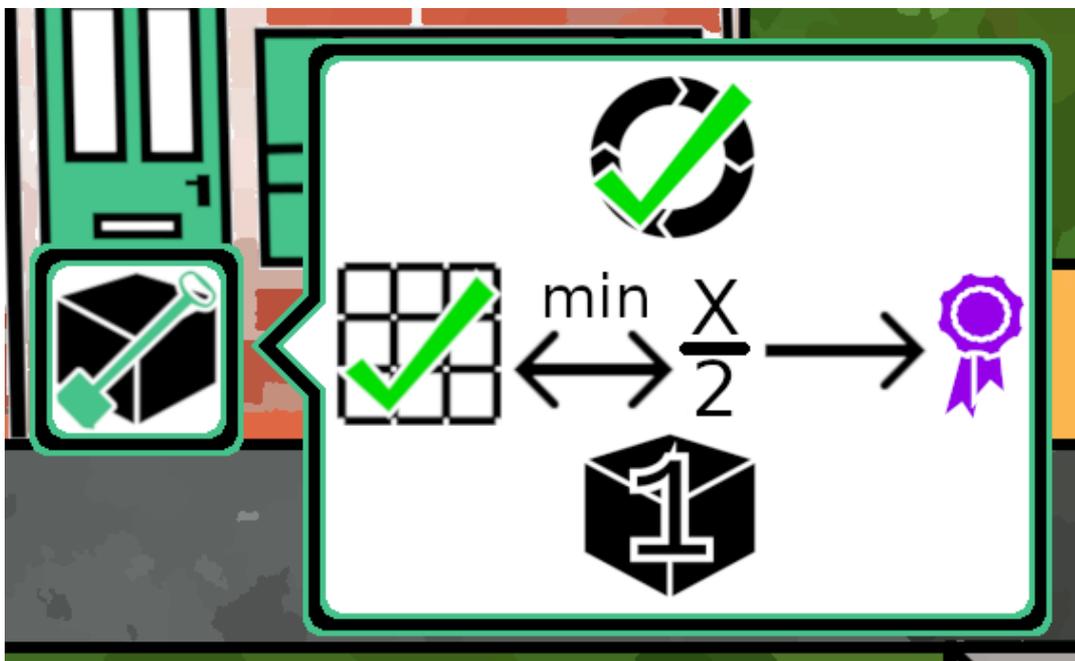
- **Purchaser:** You may purchase one *fertilizer* token for £X less.
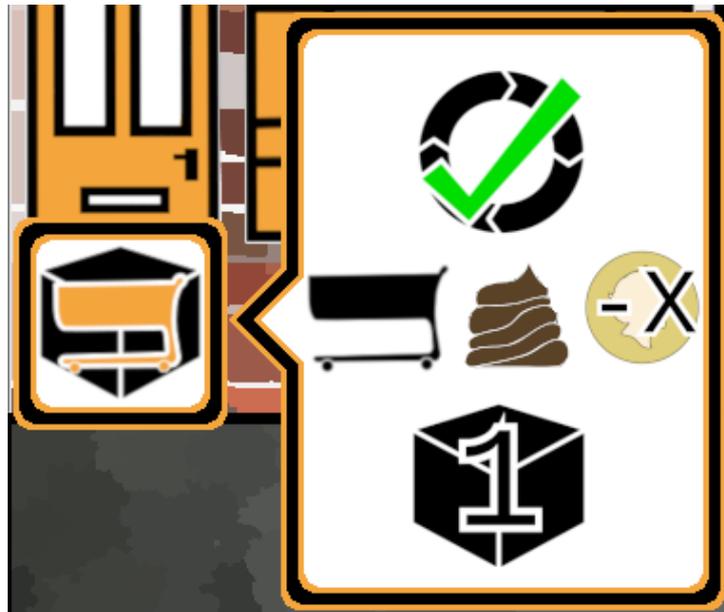
- **Seller:** Gain £2X. Other players may gain £3.

Getting Your Hands Dirty

Once, between resting, players can take an action themselves. To do this the player will take their gardener board and flip it to the sleepy side. They can then take one of the **neutral** or **specialist** actions without gaining the benefit of taking any particular *specialist* (the actions are shown by the awake gardener icon ☺ on the game board).

These actions can be taken even if all spaces on the action are already taken.

When a player next gains income, the gardener board is flipped back to its awake side.

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.
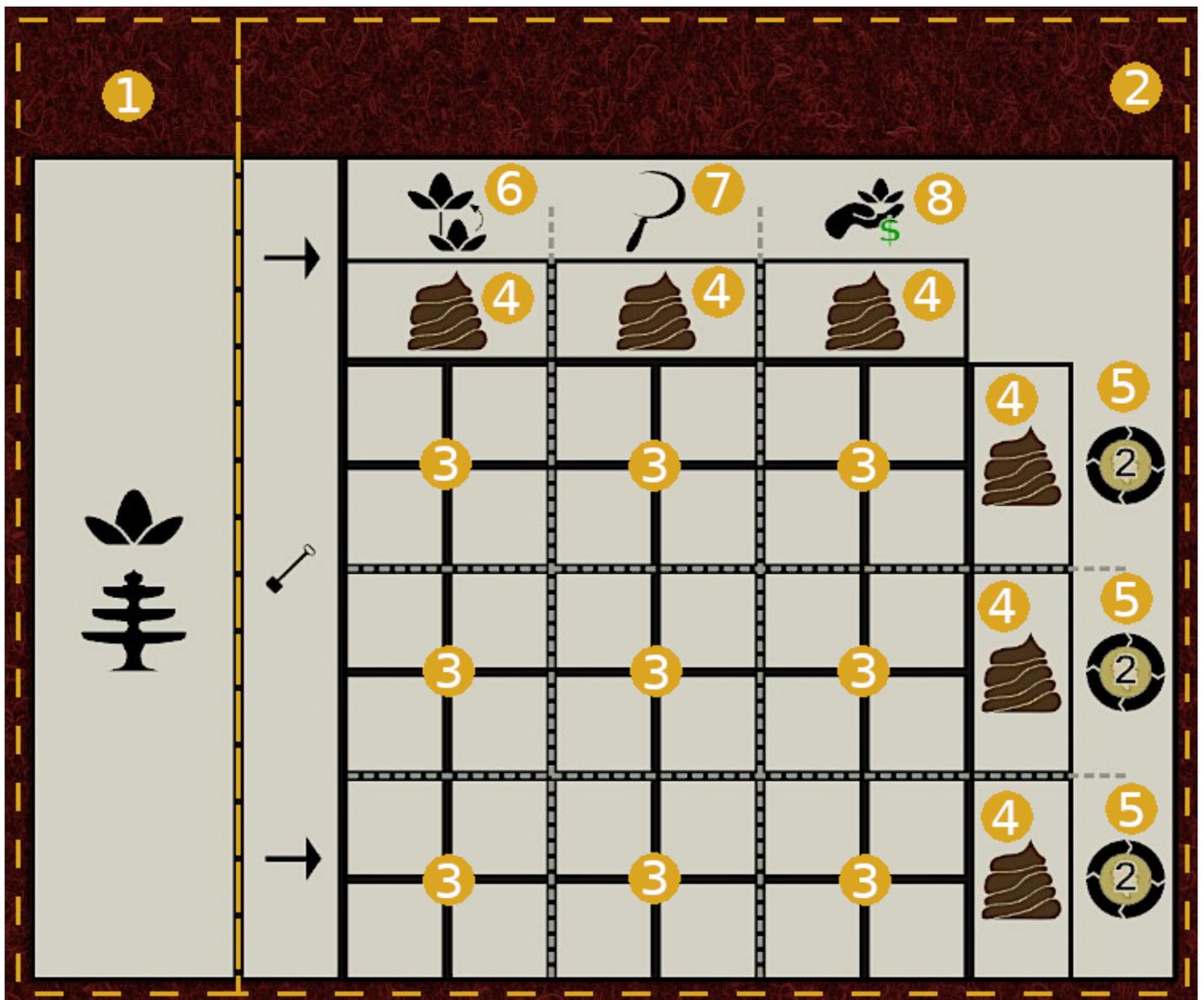
FLOWER MARKET

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

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** 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**.

Fertilizer

Each player has access to 6 *fertilizer* tokens. Each can be added to their player boards in one of the fertilizer sections. They provide ongoing effects that effect the *garden sections* below/to the left of the *fertilizer section*.

The effects are:

Name	Cost	Tile	Effect
Landscape	£4		When adding a *plant* to the relevant sections gain £1
Income	£6		During income, gain £1 for each completed *garden section* in the relevant sections
Size	£10		All *plants* in the relevant sections can have 4 *flowers* in the stack.
Growth	£14		All *plants* in the relevant sections gain an additional flower during income
Harvest	£16		When harvesting any number of *flowers* from the relevant sections gain an additional *flower*
Auto Prune	£16		During income, gain a *flower* of the relevant type for each *plant* in the relevant sections with max *flowers* in its stack.
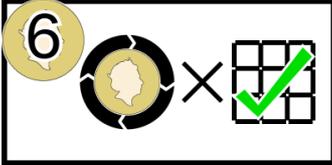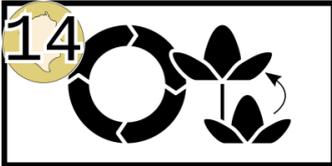
Judges

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.

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:** An upgrade to your garden.

- **Fertilizer Section:** Section of a players garden for holding fertilizer tokens

- **Market Token:** Flowers and fertilizer

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.
	Money	Gain or pay the money shown. If no value is shown gain 1.
	Income	Bonus gained or cost paid when resolving income.
	Prestige	The measure of your worth.
	Sell	Sell a flower or complete a contract.
	Landscape	Move a flower or ornament to your landscape.

Icon	Name	Description
	Purchase	Buy a card or ornament from the market.
	Ornament	An ornament tile purchased from the market.
	Garden	The garden section of the player board.
	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.
	Gain Judge	Draw a judge card
	Judge	A member of the judging panel.
	Play Judge	Play a judge to the table.
	Multiply	Multiply the left by the right
	Fertilizer	An upgrade to your garden.
	Adjacent Spaces	Perform the action on orthogonally adjacent spaces only.
	Draw from the market bag	Draw a token from the market bag
	Add flower to plant	Add flower to plant
	Resolve Income	Resolve all income effects
	Completed Garden Sections	The number of completed garden sections
	Awake Gardener	The actions that can be taken provided your gardener is awake side up