

# Barton In Bloom



*Dan Bate*



*DALL-E 2*

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In "Barton in Bloom" players play the role of a member of an english village, all vying to become the most prestigious resident. They will do this by buying, planting, growing and harvesting plants, all so that they can help decorate the village cenotaph and have the best kept garden in time for the summer fête.

## COMPONENTS

**1 game board**



**10 Gardener cards**



**52 Garden cards**



**30 fertilizer tiles - 6 per player**



**5 player boards**



**30 Judge cards**



**45 order cards - 15 each of 1 flower, 2 flower and 3 flower orders**



**75 Coins - 36 £1, 24 £2, 10 £5, 5 £10**



**1 market bag**



**24 ornaments** - These are double sided, one showing the image of the ornament, the other giving a reminder of the ornaments ability.



**30 Prestige tokens** - 15 x 1 prestige, 10 x 2 prestige and 5 x 5 prestige tokens



**5 player aids** - 1 per player

Action	Effect	Icon
Mini Game	Gain 5G	🎲
Canvas Judge	Draw and play a judge	🎨
Harvest	Draw a plant or remove flowers from plants	🌱
See	Complete orders or ask a flower	👁️
Purchase	Purchase flowers or ornaments	🛒
Landscape	Gain a garden card or plant a plant	🌿
Rest Harvester	Double it different flowers	👤
Rest Seller	Gain 10G (other player's gain x 2)	👤
Rest Purchaser	Purchase a card/organ with a double of 5G	👤
Rest Landscaper	Gain points equal to X or your number of completed garden cards whichever is less	👤

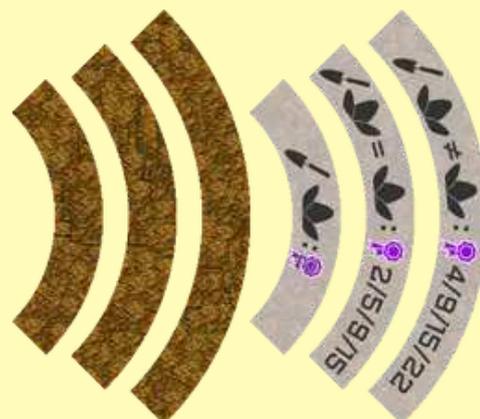
  

Planting Costs				
Planting plants, the per plant is:	4	5	6	7
🌱	0	1	3	6
🌱	8	9	10	11
🌱	2	3	4	5

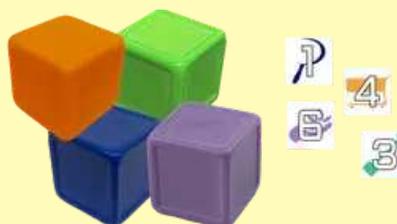
**285 Flower tokens** - 45 x single flower and 12 x 3 flower tokens for each of, rose, tulip, orchid, daffodil and lily. These are double sided, one showing the image of the flower, the other showing the icon. Both sides represent the same thing, use whichever side you prefer.



**12 cenotaph decorations** - 4 outer, 4 middle and 4 inner



**4 specialist dice** - with 6 stickers each



# SETUP

## GAME BOARD SETUP

1. Place the game board in the center of the table.
2. Place each of the **specialists** (dice) on their rest locations with a **demand** of 1 (set to a value of 1).
3. Separate the **orders** into 3 decks based on their backs. Shuffle each deck and place them on the matching space above the sell action. Turn the top card of each deck face up.
4. Shuffle the **judge** cards and place them, face down, on the designated space near the canvas judge action space.
5. Place the **decoration** tiles in rings around the cenotaph.
6. For each of the 5 flower types, add 6 single flower tokens to the **market bag** (30 in total).
7. Draw tokens from the **market bag** to fill each **flower market** space.
8. Roughly divide the **garden cards** into 3 equal piles and place them face down into the 3 spaces near the landscape action. Reveal the top card of each pile.
9. Add all **ornament** tiles to their positions on the game board.
10. Place the remaining **flower** tokens, money and **prestige** tokens where all players can reach them. All money, **flower** and **prestige** tokens are intended to be limitless; if you run out of any use a suitable substitute.



## PLAYER BOARD SETUP

Determine a first player using your favourite method, then each player takes:

1. A player board
2. A gardener card with its awake side up. The different gardeners have no effect so pick your favourite.
3. 1 of each of the 6 **fertilizer** upgrade tokens
4. Their setup actions in player order (these should be gained from left to right). Each setup action is either gaining a specific resource or choosing between 2 options. These are:
  - a. Gain £10.
  - b. Draw a random **flower** from the **market bag** and add it to your **shed**.
  - c. Draw a **judge**.
  - d. Gain a **garden card** from the market (revealing a new one). Place it in any **garden section** on your player board.
  - e. Draw a **judge** or gain £4 (it is recommended new players take £4).
  - f. Plant a **flower** or gain a **flower** of their choice from the general supply.



## PLAYER BOARD

Each player has a player board for building their **garden**. Each player board has the following features:

1. The **Garden** is a 3x3 grid of **sections** which can contain **garden cards**.
2. **The shed** which holds all of your resources (money, flowers etc). The **shed** can hold any amount of resources.
3. A space to hold your **gossip** judge card.
4. **Fertilizer section:** There are 6 **fertilizer sections** in a player's **garden**. Each can hold 1 **fertilizer token**. Once placed, they cannot be removed or changed. They affect each **section** below/left of the **fertilizer**.
5. A reminder that when a **garden card** is completed (all of the flower bed spaces are covered), the player will immediately receive one of the following:
  - a. Add a single **flower token** to any **plant** (stack of **flower tokens** in your **garden**) from the general supply. This cannot grow a **plant** past its maximum size.
  - b. Harvest a single **flower** from any **plant** (move a single **flower** from any stack to your **shed**)
  - c. Sell a **flower** for £3 (return a single **flower** from your **shed** to the general supply)
6. A reminder that when a **garden card** is completed the player will receive £2 each time they gain income.



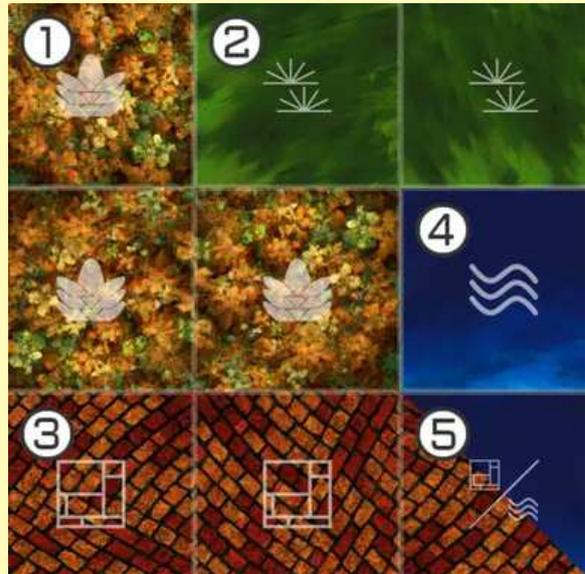
## GARDEN CARDS

**Garden cards** make up your garden and have several features:

1. Flower bed.
2. Lawn.
3. Paving.
4. Pond.
5. Paving and pond (counts as both).

When placed in your garden, matching features extend across multiple cards.

*NOTE: A garden card is considered "complete" when all flower bed spaces are covered by plants or ornaments.*



## PLAYING THE GAME

On a player's turn they will perform an action by using one of the **specialists** (dice) or by **taking a gardener action** (page 15) (🔪).

To use a specialist a player will:

1. either move a **specialist** to a new, unoccupied action space
2. or; keep a **specialist** on its current location.

Once an action is selected the player will resolve the action effect from top to bottom. All references to "X" on actions refer to the **demand** (face up value) of the **specialist** used at the start of the turn.

*NOTE: a specialist with a demand of 6 can only be used to take its rest action (page 14).*

Each action is described in detail below.

## NEUTRAL ACTIONS

Neutral actions have a single black bordered action space that can be taken by any **specialist** (the harvester can be used to take the "mow lawn" action for example). First a player must pay money equal to the current **demand** of the **specialist** prior to moving it. If the **specialist** already has a **demand** of 6 it cannot be used for neutral actions. Once the cost is paid, the player will perform the action from the action space, after which the **demand** of the **specialist** is increased by 1.

Each of these actions are described below.

### MOW LAWN

Gain £6.



### CANVAS JUDGE

Draw a **judge card** then you may play one of your **judge cards** from your hand (see **judge cards**).



## SPECIALIST ACTIONS

**Specialist** actions are related to each of the **specialists** respectively and have 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 have 2 options. When taking the action with the related **specialist** the player may take both options in any order. When taken by any other **specialist** they may either perform one of the 2 options or pay £2 to perform both actions in any order.

*Bill takes the harvest action with the harvester which has a current demand of 3. They move the harvester to the harvest action space and pay £3 and take both parts of the harvest action.*



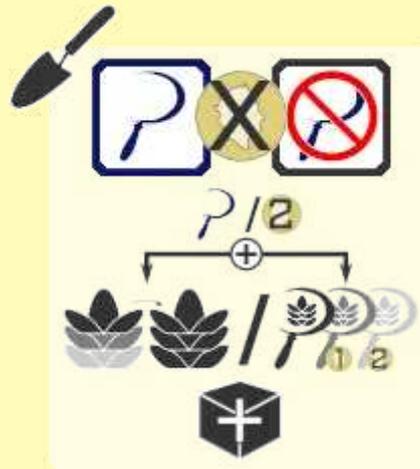
*Ben takes the sell action with the purchaser which has a current demand of 2. They move the purchaser to the sell action, they wish to take both parts of the action so pay £4 (£2 for the demand of the seller and £2 for the cost to take both actions).*



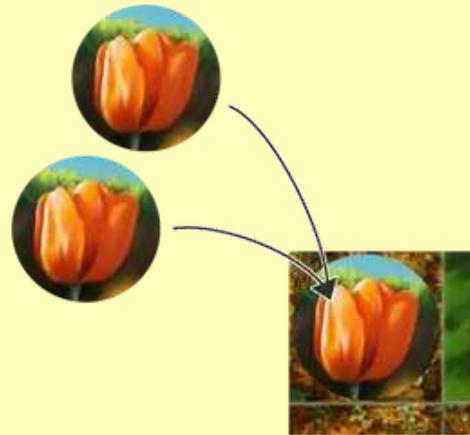
After taking an action, the demand of the **specialist** is increased by 1.

The specialist actions are described below.

## HARVEST



**Fully grow** one of your **plants** by adding **flower** tokens from the **general supply** to the stack until it has reached its maximum size (3 by default but can be upgraded with **fertilizer**).



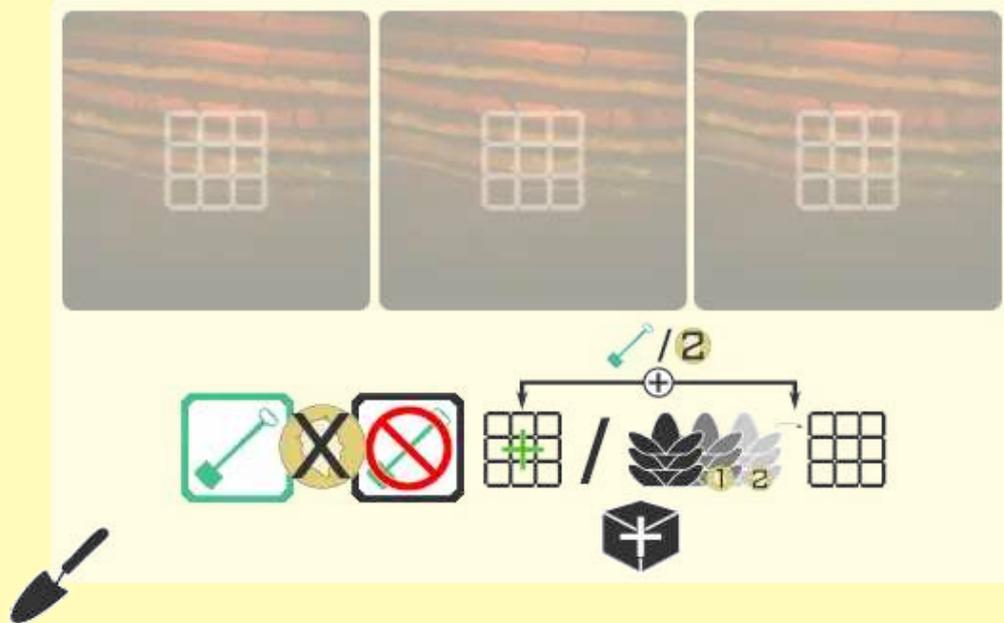
Move any number of **flower** tokens from any number of your **plants** to your **shed**. This could remove the final **flower** in the stack.



Each plant harvested beyond the first cost £1 more than the previous (harvesting from 1/2/3/4 plants costs an additional £0/£1/£3/£6). A breakdown of these costs are given on the player aid.

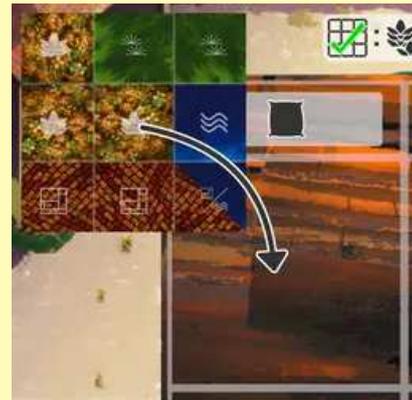
No matter how many **plants** are harvested, the **demand** of the **specialist** is only ever increased by 1.

LANDSCAPE



Gain a new **garden card** and add it to any, empty **garden section** on your player board.

When placed, a **garden card** may be rotated to any orientation.



Plant any number of **flower tokens** from your **shed** into empty **flower bed** spaces in your **garden**. The first token is free but each subsequent planting costs £1 more than the last (planting 1/2/3/4 plants costs an additional £0/£1/£3/£6). A breakdown of these costs are given on the player aid.

Each planted **flower** is then grown to its maximum size (3 flower tokens by default).

PURCHASE



Purchase any number of **flower tokens** from the flower market for the cost printed below each token, placing them in your **shed**.

After making all purchases, move remaining **flower tokens** in the market to the right to fill empty spaces, then, draw **flower tokens** from the **market bag** until all remaining spaces are filled.

If any tokens ever need to be drawn from the **market bag** and it is empty, first refill it with 6 of each of the 5 types of **flower**.



Purchase an **ornament**, paying the cost printed next to the tile and placing it in your **garden**.



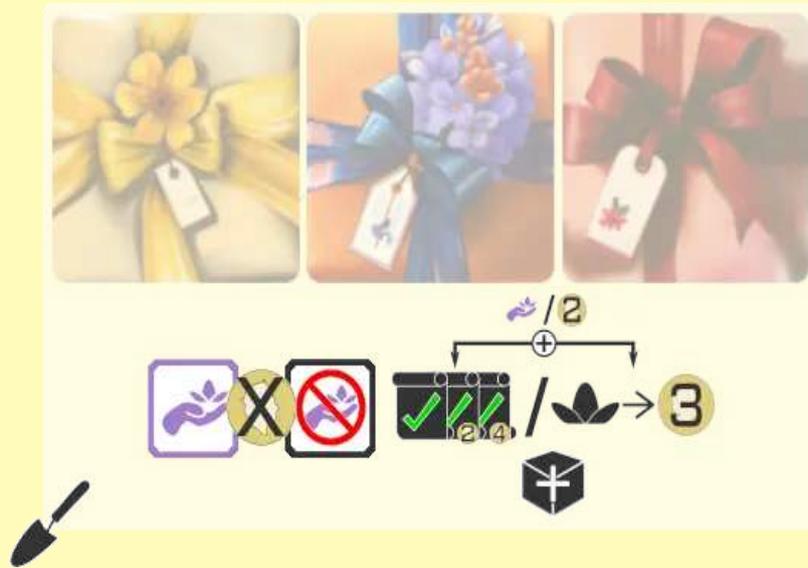
The **ornament** may be placed anywhere on your board but must fit entirely on **garden cards** and not overlap other **ornaments** or **plants**. Any covered features on **garden cards** are considered blank, this way ornaments can be used to break up paved areas, lawns and ponds as well as covering flower beds for the sake of completion.

When placed, an **ornament** may be rotated to any orientation.

Each **ornament** is described at the back of this book.



## SELL



Complete up to 3 **orders**. To do this, return the **flowers** shown on the **order** to the **general supply** from your **shed** (each flower icon on an **order** may be fulfilled by spending any 2 **flower tokens** of your choice), gain the money shown and take the **order**, this will be worth an amount of **prestige** at the end of the game as printed on the card.

Completing the first **order** is free, the second costs £2 and the third costs £4. Money gained from completing one **order** can be used to pay for completing the second and third **orders**.

After you have completed all the **orders** you wish to complete, ensure the top of each stack is turned face up.





Return any *flowers* from your *shed*, to the *general supply* and gain £3.

### REST ACTIONS

Rest actions only have 1 colored action space that can only be taken by the related *specialist*. They all cost £0 no matter the *demand* of the *specialist*.

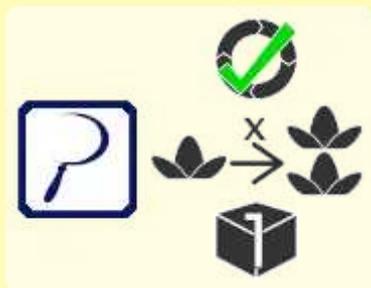
To perform a rest action the player will:

1. Move one of the *specialists* to its 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*
  - Flip your gardener to the awake side
3. Perform the rest action.
4. Set the *specialist's demand* to 1.

The rest actions are described below.

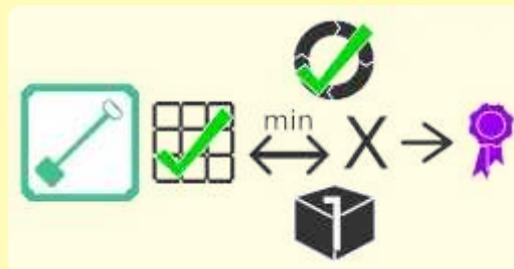
### HARVESTER

For a number of different **flower tokens** in your **shed**, up to the current **demand** of the harvester, gain a matching token from the **general supply**.



### LANDSCAPER

Gain **prestige** equal to the current **demand** of the landscaper or the number of completed **sections** in your **garden**, whichever is less.



### PURCHASER

You may purchase one **fertilizer** token for its base cost minus the **demand** of the purchaser (minimum £0).



### SELLER

Gain money equal to twice the **demand** of the seller. All other players gain £3.



### TAKING A GARDENER ACTION

Once, between resting, players can use their gardener card to take an action by flipping it to its sleepy side. They can then take one of the **neutral** actions, either half of a **specialist** action (but not both, even if they pay money) or provide one of the **decorations**. Each available action is shown by the trowel icon  on the game board.

These actions can be taken even if all spaces on that action are already filled by **specialists** as this doesn't require the movement of any **specialists**.

When a player next gains income (usually through resting), the **gardener card** is flipped back to its awake side.

## DECORATION

When a player provides a **decoration** they will pay the **flower** cost and take the tile from around the cenotaph. There are 3 different **decoration** types:

- **Outer** - To provide one you will need to spend any 2 different **flowers** from your **shed**. At the end of the game, if you have provided 1/2/3/4 you will gain 4/9/15/22 **prestige**.
- **Middle** - To provide one you will need to spend 2 **flowers** of the same type from your **shed**. At the end of the game, if you have provided 1/2/3/4 you will gain 2/5/9/15 **prestige**.
- **Inner** - To provide one you will need to spend any **flower**. At the end of the game, you will gain 2 **prestige** for each.

## 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 affect each **garden card** in the row/column below/to the left of the placed **fertilizer**. The effects are:

**Fertilizer** can only be purchased using the **purchaser** rest action or by using the "double purchase" judge bonus.

Each **fertilizer** is described at the back of this book.

## JUDGES

Over the course of the game the judges who will be determining the best kept garden 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.

At the end of the game each played **judge** card will be scored by all players.

When played, a player may either play the card to the **notice board** or as **gossip** on their player board.

Cards played to the notice board will cover one of the one time bonuses. The player will gain that bonus immediately or chose to forfeit it. The bonuses for playing **judge cards** are as follows:

1. **Gain a judge:** Draw a **judge** card and add it to your hand of judge cards.
2. **Gain a flower:** Gain a **flower** of your choice from the **general supply** and add it to your **shed**.
3. **Double purchase:** Purchase 2 items. This can be any combination of **flowers, ornaments** or **fertilizers**.
4. **Gain money:** Gain £5.
5. **Gain a garden card:** Gain A **garden card** and add it to any section of your **garden**.



If there are no free judge spaces no further **judges** may be played to the **notice board**.

Rather than revealing the card to all players, a player may choose to play the card face down in their **gossip** area. This represents gossip around the village that only the player is privy to. A player may only have one gossip card in play but may play a second returning the first to their hand. At the end of the game all gossip cards are revealed and scored by all players.

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

The first rewards all players equally for completing a specific criteria. If the criteria is met, the player will receive 6 **prestige**.

*"The Tulip Cross" requires a tulip in each corner garden section and the centre garden section. Both Bill and Ben both meet the criteria so will both be awarded 6 prestige. Since Weed doesn't meet the criteria, they will receive 0 prestige.*



The second rewards the first, second and third given by a specific criteria. If multiple players are tied for a position they share the **prestige** for the tied position and lower positions rounded up.

The player who performs the best will receive 8 **prestige**, second place will receive 4 **prestige** and third will receive 2 **prestige**.

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 their garden and Weed has none. Since "The Gnome Lover" judge is in play both Bill and Ben will be awarded 6 prestige (8 from first place 4 from second place shared equally). Since Weed has no gnomes they will receive 0 prestige as they do not qualify.*

## ENDING THE GAME

The game will enter the end phase when 1 player has a completed **garden card** in each **section** of their **garden** after which each other 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 totals up:

1. Any player who completed their **garden** will receive 7 **prestige**.
2. Reveal all gossip cards and score the **prestige** from all played **judges** (unplayed **judge cards** award no **prestige**).
3. The total **prestige** from each completed **order**.
4. Add any **prestige** tokens gained throughout the game.
5. Add any **prestige** gained from **ornaments**.
6. Any **prestige** earned by providing **decorations**.

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. If the game is still a tie, the tied players share the victory.



## APPENDIX

### DEFINITIONS

**Decoration:** Decoration tiles that can be provided by a player. At the end of the game the player who provides the decoration will gain prestige based on the number of tokens they gained.

**Demand:** The current cost to use a specialist. This is shown by the current value of the dice.

**Fertilizer:** An upgrade to your garden.

**Fertilizer Section:** Section of a player's garden for holding fertilizer tokens

**Flower:** Token that can be sold or added to your garden.

**Flower Market:** Section of the market for holding flowers

**Flower bed:** Feature on garden cards to place flower tokens on.

**Fully Grow:** Add flowers to a plant from the general supply until the plant is at its maximum size (default 3 flowers)

**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 garden for garden tiles.

**Garden card:** A card to hold flowers and ornaments in your garden

**Gardener:** Card that allows you to take a free action.

**General supply:** The shared supply of unowned resources

**Gossip:** A judge card known only to you, it is still scored by all players

**Harvester:** Specialist specializing in growing and harvesting flowers.

**Income:** Benefits gained and costs paid when resting.

**Judge:** A card played by one of the players describing a way to earn victory points

**Landscaper:** Specialist specializing in filling your landscape.

**Market Bag:** Bag for randomizing tokens in the market

**Market Token:** Flowers and fertilizer

**Notice board:** Section of the game board to store face up judges.

**Order:** Cards describing specific flowers that are required by the public. These give prestige as well as money.

**Ornament:** A token added to your garden to gain special benefits.

**Path:** A contiguous paved section in your garden.

**Plant:** A stack of flower tokens in a garden.

**Prestige:** Points gained throughout the game and in final scoring to determine the winner.

**Purchaser:** Specialist specializing in buying things from the market.

**Seller:** Specialist specializing in selling flowers.

**Shed:** Personal supply of resources.

**Specialist:** The shared pool of workers. Each is more efficient when taking a specific action.

## ICONS



Gain or pay the money shown. If no value is shown gain 1.



The benefit gained by other players



An ornament tile purchased from the market.



A member of the judging panel.



The number of completed garden sections



Bonus gained when resolving income.



Prestige gained. If no value is shown gain 1.



An order.



Fertilizer.



The actions that can be taken by your gardener

## ACTIONS



Gain a garden tile from the market and add it to your garden.



Plant any number of flowers, after the first, each cost an extra £1.



Buy a flower from the market.



Buy a fertilizer.



Move any number of flower token from a single plant to your shed.



Grow a plant to it's maximum size



Play a judge card to the notice board or your gossip area



Draw a flower token from the market bag



Plant a flower.



Buy a flower, ornament or fertilizer from the market.



Buy an ornament from the market.



Move a flower token from a plant to your shed.



Add flower to plant



Draw a judge card



Resolve all income effects



Sell a single flower from your shed for £3

## FLOWERS



Any flower token.



A flower from a lily plant



A flower from a rose plant.



A flower from a daffodil plant.



A flower from an orchid plant



A flower from a tulip plant.

## SPECIALISTS



Action that can only be taken by the harvester



Action that can only be taken by the purchaser



Action that cannot be taken by the harvester



Action that cannot be taken by the purchaser



Action that can only be taken by the landscaper



Action that can only be taken by the seller



Action that cannot be taken by the landscaper



Action that cannot be taken by the seller

**Designed by:** Dan Bate

**Art and graphic design by:** Dan Bate and Dall-E 2.

Dall-E 2 is an online platform that uses artificial intelligence to generate art created by Open AI. All the art in this game was created using Dall-E 2 with input and modifications by Dan Bate.

From time to time these rules may be updated. To keep up to date checkout the Barton in Bloom page on [dwarvenboard.com](http://dwarvenboard.com).



## FERTILIZER



### **Cheap Landscape (£4)**

When adding a **plant** gain £1



### **Income (£6)**

During income, gain £1 for each completed **garden section**.



### **Plant Size (£10)**

All **plants** can have 4 **flowers** in the stack.



### **Fast Growth (£14)**

All **plants** gain a flower during income.



### **Bountiful (£16)**

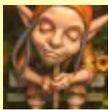
When harvesting, gain an additional **flower** of the same type



### **Auto-prune (£16)**

During income, you may harvest a single **flower** from any number of **plants**.

## ORNAMENTS



### **Gnome**

An **ornament** that takes up a single space on the **garden**.



### **Statue**

Gain 2 **prestige** at the end of the game.



### **Topiary**

An **ornament** that takes up 2 spaces on the **garden**.



**Bee Hive:** During income gain £1 for each **plant** on the **garden card**.



### **Bench**

Gain 1 **prestige** at the end of the game for each, different adjacent **path**.



**Ride On Mower:** Gain an extra £2 when performing the **Mow Lawn** action.



### **Wishing Well**

When gaining **income** you may spend more money than the number of **prestige** on this tile to add another **prestige** here.



### **Fountain**

Gain an extra £2 when gaining income.



### **Bird Feeder**

When gaining income you may **plant** a **flower** token from your **shed** to any **garden section**.



### **Advert**

Add a **flower** from your **shed** here when purchased. Whenever you sell a **flower** or completes an **order**, gains £1 for each matching **flower** used (including **flowers** used to replace other flowers in **orders**).