

Blossom

a Game by Christopher Chung

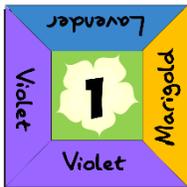
2-4 Players / Ages 8+ / Time: 15-25 Minutes

Synopsis:

Play as gardeners growing flowers to pick the best Bouquets in a showcase competition! Plant Garden Tiles, harvest Flower Cards, and match them to build your Bouquets to score huge points. The player with the most points wins Best in Show!

Components:

- 38 Garden Tiles



Each Garden Tile has four sides, with four Flowers on each side of the Tile. Tiles with less than four unique sides have victory points in the middle of them.

- 75 Flower Cards



Each Flower Card signifies the Flower in which all players draw once you place a Garden Tile. Use these to score Bouquets before you place a tile for more VP.

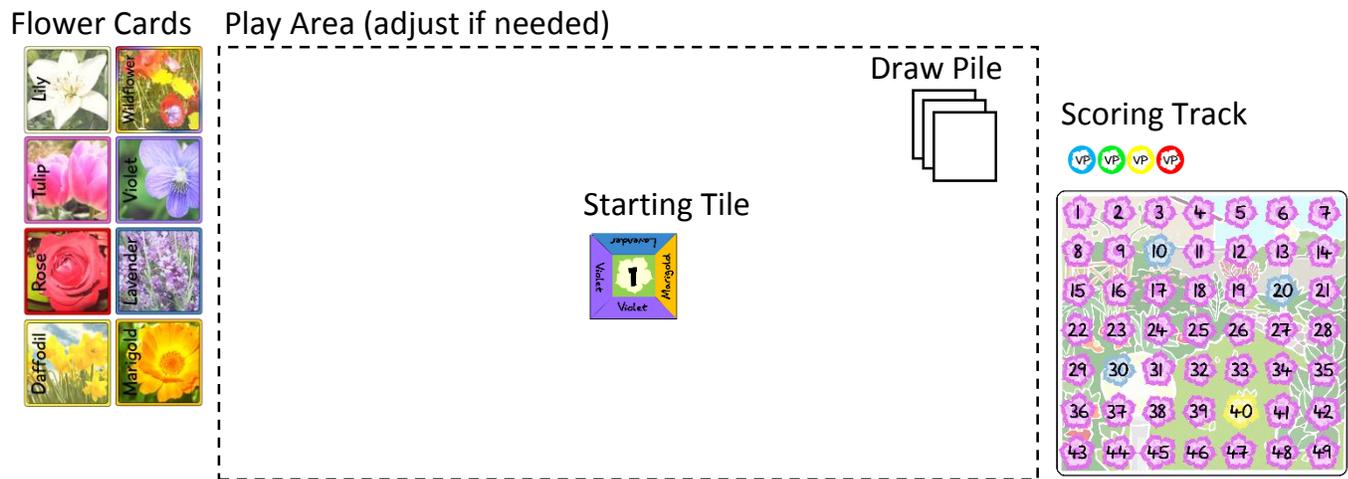
- 1 scoring track with scoring tokens (in 4 player colors)
- 4 Bouquet reference cards

Setup:

- Separate all Flower Cards into 8 groups, then place each group face up next to each other on one side of the play area.
- Position the Scoring Track on the opposite side of the play area, then place each player's Scoring Token beside the Scoring Track.
- Shuffle and deal 2 Garden Tiles to each player face down. Garden Tiles are held in hand and kept secret from other players. The remaining Garden tiles are placed to the side of the play area, face down as a draw pile.
- Place the top Garden Tile from the draw pile and place it in the middle of the table. Be sure to position it in such a way that each flat side of the Garden Tile is facing one of the players. This may require you to adjust your seating position or else agree upon and indicate which direction (north, east, south or west) of the garden tile belongs to each player. *Note: The perspective in which the Tile is placed is crucial to obtaining desired Flowers; the side of the Tile facing you will generate that specific Flower Card for you.*

Any player wearing a flower or clothing with floral print goes first, else the youngest player goes first.

Example Layout of the game:



Turn Order:

1. (Optional) Active player may submit one Bouquet to be scored
2. Plant a Garden Tile
3. All players receive Flower Cards from the Garden
4. Active player draws a new Garden Tile (max. 2 Tiles in hand)

Repeat clockwise with next player until all Garden Tiles have been played, or one player has scored points (see: "End Game" for end game rules).

Gameplay:

1. (Optional) Submit Bouquet to score points

See *Submitting Bouquets* below

2. Plant Garden Tile

New Garden Tiles must be planted next to existing Garden Tiles. All Garden Tiles must always be connected on at least one full side to expand the garden, they can never be planted in such a way that they are only connected at a diagonal corner.

The Starting player begins by planting one Garden Tile from their hand face up on the table, next to the starting Garden Tile.

3. Harvest Flower Cards

Every player will now harvest Flower Cards from the new Garden Tile just placed in three phases. Place these Flower Cards face up in front of you.

1. **Direction** – First, receive one Flower Card matching the side (North, East, South or West) of the newly planted Garden Tile that faces you. You must resolve Direction before the Matching Flowers are awarded in a clockwise manner.

- Matching** – Second, if any sides of the newly planted Garden Tile matches *exactly* the type of flower showing on the adjacent Garden Tile (that was previously planted), then the Active Player will harvest one additional Flower Card of that type. This is awarded for planting a more efficient garden that groups flower types together.
- Bonus Points** – Thirdly, if you matched any side of any adjacent Garden Tile (step 2 above), AND the previously played tile has a number “1” or “2” on it, you may now immediately score that number of points on the score track. Do so by moving your Scoring Token ahead that number of spaces. This is awarded for an optimal placement to create a more beautiful garden.

**Note: Matching Tiles on multiple sides allow you to harvest those Flower Cards and score Bonus Points if applicable*

Flowers being “Out of Season”:

If a stack/stacks of Flower Cards has reduced to 0 have gone “Out of Season”. One player must announce that a Flower Card(s) has gone Out of Season. If this happens during the Receiving process, the remaining players who have not received those Out of Season Flower Cards will not receive them, nor will the active player receive their bonus Out of Season Flower Card(s). The other Flower Cards will be generated as normal.

Submitting Bouquets:

Bouquets are created by forming and playing sets of Flower Cards. There are three possible types of Bouquets you may submit for the Contest: The Harmony, the Sonata, and the Ensemble. You may only submit one bouquet per turn.

Types of Bouquets

- The Harmony (worth 5 points), requires a set of four of the same Flower Cards.



- The Sonata (worth 7 points) requires three pairs of two matching Flower Cards.



- The Ensemble (worth 10 points) requires one of each all seven different Flower Cards.



Note: A Wildflower Card may be substituted for any other standard Flower Card (any number of them in one Bouquet), but does not count as a category of its own, thus you cannot have a set of just Wild Flowers.

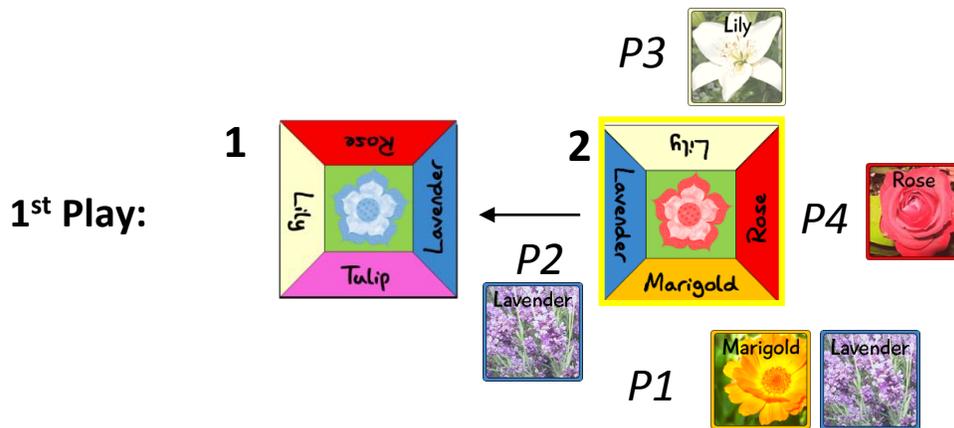
To submit a Bouquet, declare the type of Bouquet you are creating, show all other players the appropriate cards from your hand, then discard those cards – placing them face up back in each of their matching piles (as per Set Up). Next, move your Scoring Token ahead that quantity of point on the Scoring Track.

End Game:

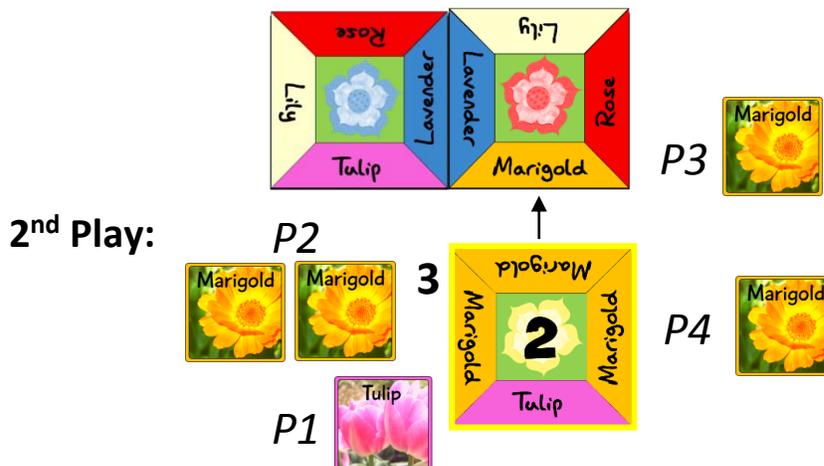
Repeat until the last Garden Tile has been planted, or one player reaches 40 points or above on the Score Track at the end of their turn. Either way, all other players receive one final chance to submit a Bouquet (and not play a Garden Tile). The player with the most points at the end wins the title of Best in Show! In the case of a tie, the player whose final Bouquet scored more points wins. Subsequent ties stand.

Appendix

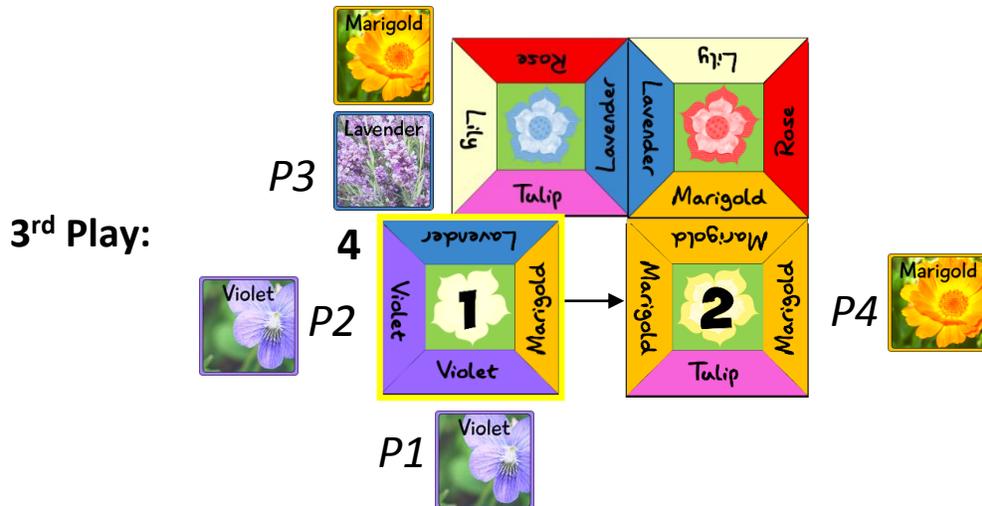
Gameplay Example (4 Player Game):



1. Player One chooses to place their tile (2) next to the starting Tile (1) with the Marigold side facing them. They draw one Marigold Flower Card, and they draw one more Lavender card due to matching
2. Player Two to their left draws one Lavender card
3. Player Three across from them draws one Lily card
4. Player Four to their right draws a Rose card



1. Player Two chooses to play Flower Tile (3). Player Two draws one Marigold, and draws another Marigold for matching
 2. Player Three draws one Marigold
 3. Player Four draws one Marigold
 4. Player One draws one Tulip.
-



1. Player Three chooses to play Flower Tile (4). They draw one Lavender card, and one Marigold for matching a previously played Garden Tile. They also score 2 VP from the previously played tile for matching
2. Player Four draws one Marigold
3. Player One draws one Violet
4. Player Two draws one Violet

Wildflowers:

The Wildflower Tile will generate a Wildflower card for whichever players' perspective it faces, and may be substituted for any other standard Flower Card.

Wildflower sides on Tiles match only with other Wildflower sides, not with any other type of flower, thus players can draw one Wildflower if they match sides, or two Wildflower cards if they match in their perspective.