

FLORAL

A growing card game for 1-5 players
ages 8+ by James Newman

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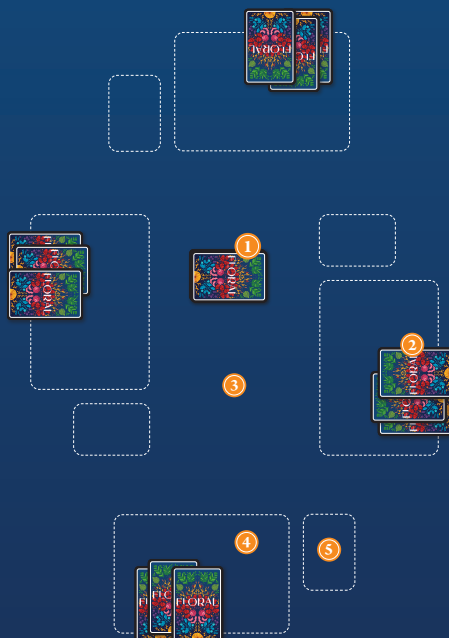
AIM OF THE GAME

Floral is won by the player who scores the most points through fulfilling tasks.

In the game, you will have a hand of 3 cards to perform the following actions on your turn: First, you will expand your garden by one card, ensuring that at least 2 flower beds are covered. Secondly, you can fulfil a task from the centre of the table to score points. For the 3rd action, you add a card from your hand to the central pool of tasks. Finally, for the 4th action, you draw 2 cards. The game will end when the last card has been drawn from the draw pile.

SETUP

- Return to the box all cards showing a number greater than the number of players taking part in the game. (In a 3 player game, this means all cards with **4+** and **5+**.)
- Shuffle the remaining cards and place them face-down to form a draw pile **1**.
- Deal 3 cards to each player face-down **2**.
- Leave space in the centre of the table for tasks **3**.
- Keep an empty area in front of you for your garden **4**.
- Leave space next to your garden for your score pile **5**.
- The player who most recently gave away flowers starts the game.



THE ACTIONS

The game is played over several rounds. Turns are taken in clockwise order. A turn consists of the following actions, carried out **in this exact sequence**.

For the 1st round only, the **'Plant'** and **'Plan a task'** actions differ slightly from all subsequent rounds.

1. Plant

In the 1st round:

Choose 1 of your 3 hand cards and place it **face-up** in front of you to start your garden.

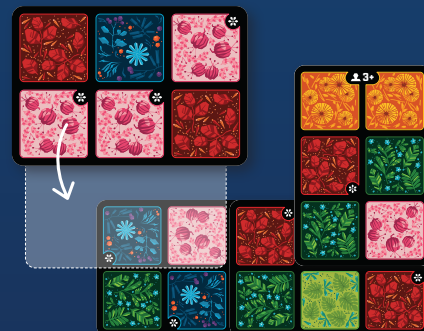
In all subsequent rounds:

Choose 1 of your hand cards and plant it face-up in your garden. Each card shows

6 flower beds. You plant the card by covering a **minimum of 2** and a maximum of 6 flower beds in your garden.

Planted cards can cover flower beds on one or multiple cards.

Once a card is planted in your garden, it can not be removed or moved.



2. Fulfil a task (if possible)


The **'Fulfil a task'** action does not occur in the 1st round.

The **'Fulfil a task'** action always takes place after the **'Plant'** action. You can fulfil a maximum of 1 task during this action.

How to fulfil a task:

You fulfil a task from the centre of the table.



The scoring symbol  indicates which type of flower bed can be scored. The number of scoring symbols on the card indicates how many points you will receive for fulfilling the task.

In order to fulfil a task, you need to have the **largest contiguous flower bed of the required type** in your garden compared to all the other players. Flower beds in your garden are considered contiguous if they are horizontally or vertically (not diagonally) adjacent to each other.

Decide on a task that you can fulfil, take it from the centre of the table and place it in your score pile.

If you do not have the majority for any of the available tasks, you cannot fulfil a task this turn.

Example: The yellow flower beds on the task contain the scoring symbol 🌸. Since 3 flower beds are marked with the scoring symbol, this task is worth 3 points ①.



You compare the size of your contiguous yellow flower beds against those of each other player. You notice that you have 4 contiguous yellow flower beds. Tom has 5 yellow flower beds in total, but only 3 are connected. This means that you have the largest contiguous

yellow flower bed and can fulfil the task. Take the task from the centre of the table and place it face-down in your score pile.

3. Plan a task

In this action, you plan 1 task.

Planned tasks can be fulfilled by all players. A 'task' is a card that has been planned and placed in the centre of the table.

In the 1st round:

Choose 1 of your 2 remaining hand cards and place it **face-down** in the centre of the table. Once each player has made their first move, reveal all planned tasks.

In all subsequent rounds:

You plan a task by selecting 1 card from your hand and placing it face-up in the centre of the table.

There is no limit to how many tasks can be in the centre of the table at the same time.

Note: As '**Fulfil a task**' is the 2nd action of a turn, you cannot fulfil a planned task until the next round.

4. Draw cards

Draw 2 cards from the draw pile to bring your hand back to 3 cards.

Then the next player in clockwise order takes their turn. They begin their actions by planting a card from their hand into their garden.

END OF THE GAME

The game ends immediately when the last card has been drawn from the draw pile.

All remaining planned tasks in the centre of the table are now scored. At this point the player with the most contiguous flower beds

of the corresponding type scores the task. If there is a tie, the task is discarded and nobody receives the points shown.

Each player may then place 1 card from their hand on their score pile if they have the most contiguous flower beds of the corresponding type.

Now, add up all the points on your score pile. The player with the most points is the winner. In the event of a tie, the tied player that was later in turn order wins.

IMPRINT

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We would like to thank everyone who has tested this game with us. Without you, this game would not have been possible.

