

Fleurish

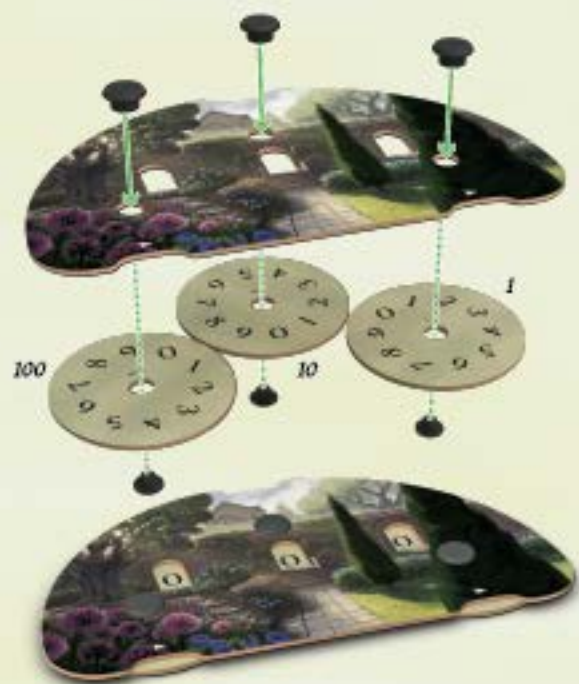
Rules of Play



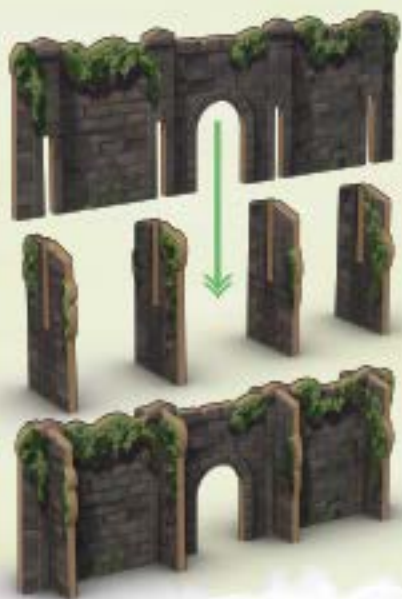
Flourish

In *Flourish*, you will be creating a beautiful garden of vibrant flowers, majestic trees, alluring paths, and eye-catching features. You must carefully choose which cards to keep for yourself, and which to pass over the walls to your neighbors. Sit down with friends, sip a cup of tea, and enjoy an afternoon in the sparkling world of *Flourish*—a place you will want to return to time and time again.

Constructing the Scoreboards



Constructing the Walls



Components: 98 Cards - 7 Scoreboards - 7 3D Walls
24 Ribbon tokens - 3 Medal victory tokens - 1 Victory card
7 Scoring Reference Cards - 3 Rulebooks (multiple languages)

Setup

- 1) Give each player a scoreboard set at 0.
- 2) Place a Wall piece between each player.
- 3) Shuffle the deck and deal 6 cards to each player as their starting hand. Players look at their hand of cards.
- 4) Place the deck in the middle of the table.
- 5) During the game each player will build a garden in the space in front of them.

4 Player Setup



Overview

Flourish may be played competitively or cooperatively, using the same rules. Decide which way you will play before beginning the game.

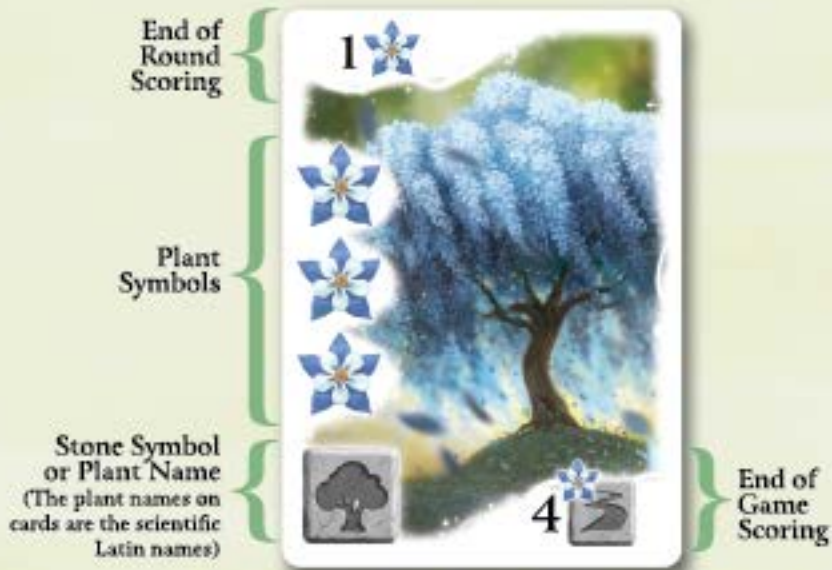
If playing cooperatively, players may talk about any cards that have already been played, but they may not share any information about cards in their hands.

The game is played over 4 rounds. During each round, you will play a total of 3 cards, then score any End of Round abilities played in the current round. At the end of the game, after the 4th round, you will score all cards in your garden with End of Game abilities.

Card Details

Each card in the deck has an End of Round scoring ability (shown at the top of card), and/or an End of Game scoring ability (shown at the bottom of the card). Most cards also have 1 or more colored plant symbols shown on the left side of the card.

Cards are worth points according to how many plant and stone symbols are in yours or your neighbor's garden. Your neighbors are only those 2 players directly to your right and left.



Gameplay

Each turn of the game is played simultaneously by all players.

PLAY & PASS

Each turn you will begin with 6 cards in your hand. Choose 1 card to play and 2 cards to pass.

Place the card you are going to play facedown in front of you. Pass 1 card facedown over the Wall to each of your neighbors: the players directly on your right and left.



Once all players have played and passed, all players should reveal their played card. Then draw the 2 cards passed to you and 1 additional card from the top of the deck.

Continue to play and pass until you have played 3 cards. This is the end of the round. *Note: For ease of scoring, arrange the cards for each round in their own row, creating a 3 x 3 grid over the course of the first three rounds.*

SCORE THE ROUND

Check to see if any of the cards you played this round have an End of Round scoring ability. If so, score the cards played this round by counting the relevant symbols on all appropriate cards, even if those cards were played on a previous round. End of Round scoring abilities that were played in a previous round do not score again. Keep track of your score on your scoreboard.

THE FOURTH AND FINAL ROUND

After scoring the third round, draw the 2 cards passed to you, but do not draw an additional card from the deck.

Each player chooses 3 cards to play facedown and discards the remaining 2 cards facedown.

When all players have chosen their 3 cards to play, reveal the cards and then score any End of Round abilities on those played cards.

END OF GAME

Finally, all players score all cards in their garden that have an End of Game ability.

Competitive

The player with the highest score wins the game. If tied, the player with the most unique plant symbols wins. If still tied, the player with the most unique stone symbols wins. If still tied, the player with the most end of round abilities wins. If still tied, the players share the victory.

Cooperative

Add all player's scores together, then see which medal you have won as a team! See page 6 for a list of medal requirements.

Two-Player Rules

Follow all rules as normal, except that you will pass 2 cards to your only neighbor.

Scoring of Path cards is altered to count symbols in both your neighbor's garden and your own garden.

For other cards that normally compare to either or both neighbors, compare to your only neighbor.

Scoring Examples



Path

Tree

Feature

In Round One, you play a Path, Tree, and a Feature.

The Path gives you 2 green symbols, and at the end of the game it will be worth 3 points for each tree in both of your neighbors' gardens.

The Tree gives you 3 green symbols and will score at the end of this round for each green symbol you have (5). At the end of the game, it will be worth 4 points for each green Path you have (currently 1).

The Feature does not give you any symbols. It is worth 9 points at the end of the game if your Garden has at least 1 Tree in it (which it already does).



Lawn

Hive

Plant

In Round Two, you play a Lawn, a Hive, and a Plant.

The Lawn does not give you any symbols. At the end of the round, it scores you 1 point for each green symbol you have (5). At the end of the game, it will score 1 point for each Stone symbol you have (currently 5).

The Hive gives you 1 red symbol and will score at the end of this round 2 points for each blue symbol in 1 of your neighbors' gardens. So if a neighbor has 3 blue symbols, it will score you 6 points.

The Plant gives you 1 red symbol and will score at the end of this round 1 point for each green and red symbol you have (5 green, 2 red, for a total of 7 points).

Garden Show Variant

Compete in the Garden Show to win ribbons and be crowned the ultimate champion gardener after three games! This variant is designed for competitive play only.

SETUP

Shuffle the Ribbons and give each player three. If a player has a duplicate, deal again until all players have three unique Ribbons. Each player should place these Ribbons faceup beside their scoreboard for all players to see.

GAMEPLAY

You will play three consecutive games, maintaining your score for all games. At the end of each game, check to see if you have won any of your Ribbons. To do so, your garden must have the most symbols shown on the Ribbon compared to all other players in the game (you do not win the Ribbon if you are tied). If so, flip the Ribbon over and score the 7 points for it. Otherwise, leave it faceup; you will have a chance to earn it during the next game. You may win more than one Ribbon in a single game.

The player with the most total points at the end of the third game is the grand winner.

Solo Rules

In the solo game, you will be competing against an opponent named McGregor. Your final score will be your total score minus McGregor's total score.

SETUP

Place a scoreboard on the table for yourself, and one beside you for McGregor. Shuffle the deck and draw 6 cards for yourself. Then deal 12 cards in a facedown deck on the opposite side of McGregor's scoreboard from where you are sitting (if his scoreboard is on your right, place his deck on the right of his scoreboard).

GAMEPLAY

On your turn, play 1 card to your garden, and then pass 2

cards to McGregor by placing them in a stack on the side of his scoreboard closest to you.

Then play the top card from McGregor's deck into his garden and draw 2 cards from his deck into your hand, plus 1 more card from the main deck.

Finally, take the 2 cards you passed to McGregor and shuffle them into his deck and then place it back facedown. You are never allowed to look at the cards in McGregor's deck.

SCORE

Every time you score at the end of the round, also score McGregor's garden; keep track of his score on his scoreboard. Also score his End of Game abilities at the end of the game.

Subtract McGregor's total score from your total score to determine your overall score. Then see which medal you have won! See page 6 for a list of medal requirements. You may also find it enjoyable to keep a record of your highest score ever for all your solo games.

Compost Variant

This variant offers a way for players to cycle through more cards in the deck.

In addition to passing cards and playing a card, each turn you may choose to discard 1 card facedown from your hand, allowing you to draw 2 cards instead of 1 at the end of the turn. Place discarded cards in a messy pile beside the deck.


If you discard at the end of the third round, draw 1 card to bring your hand back up to 5 cards before choosing the 3 cards to play on the final round.

If the deck ever runs out, shuffle the discard pile to create a new deck.



Note: If using this variant in a cooperative or solo game, increase the required medal scores by 5 points per player.

Scoring Reference





Score 1 point for every  in your garden.





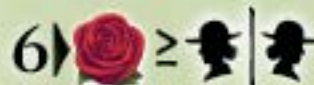
Score 1 point for every  in your garden, and 1 point for every  in your garden.




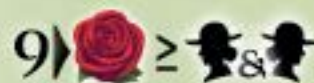
Score 1 point for either every  in your garden, or 1 point for every  in your garden.




Score 1 point for every  and 1 point for every  in only one neighbor's garden.

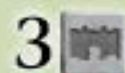




Score 6 points if you have equal to or more  than either of your neighbors.





Score 9 points if you have equal to or more  than each of your neighbors.

You must have at least one  in your garden to qualify.




Score 3 points for every  in your garden (including the  on the card that you are scoring for).




Score 4 points for every  with a  symbol that you have in your garden.



Score 9 points if you have one or more  in your garden.



Score 9 points if you have three or more  in your garden.



Score 9 points if you have five or more of at least one plant symbol in your garden.



Score 9 points if you have one or more of each plant symbol in your garden.



Rosa Alba, the white rose, counts as only 1 copy of any 1 plant symbol, each time it is used for scoring. It can be counted as different symbols within the same round. When comparing for majority scoring, the *Rosa Alba* must be included.



Any



Tree



Path



Wall



Hive



Lawn



Feature

Solo Medals

Bronze medal score

Silver medal score

Gold medal score

30

40

50

Cooperative Medals



Bronze medal scores

Silver medal scores

Gold medal scores

2	160	180	200
3	255	285	315
4	360	400	440
5	450	500	550
6	510	570	630
7	560	630	700

Credits

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