FLOWER FIELDS

Colors, fragrance, complex corollas. There are many criteria for evaluating flowers, but there is only one visitor who can impartially decree the beauty of a garden: bees! Get ready to create the most beautiful garden in town! Get the best Flower tiles to plant large flower beds of the same color, and attract bees to increase their value! To emerge victorious, you must fashion a stunning, meticulously arranged garden bursting with life, vibrant colors... and the delightful buzz of bees!

COMPONENTS

x1 SUN TOKEN



x1 FIRST PLAYER TOKEN



x1 FIELD BOARD



x12 SMALL FLOWER TILES



x4 GARDEN BOARDS



x52 FLOWER TILES



x50 BEES



x6 5-BEES TOKENS



x1 SCORING PAD



x1 BAG



x3 AI TOKENS



Setup

A Put all the **BEES** on the table, in reach of all players, to form a **GENERAL SUPPLY**.

B Each player receives **1 GARDEN BOARD** and **5 BEES** from the general supply. Rotate the boards so that all players have the **SAME EDGE AT THE BOTTOM** (you can choose which one; the edges are recognizable by a different number of flower ✿ icons). This way, your Gardens will all be oriented in the same direction relative to the players.

C Place the **FIELD BOARD** in the middle of the table, in reach of all players. Shuffle the **SMALL FLOWER TILES** and create a face-down **DRAW PILE**, then put **1 SMALL FLOWER TILE** from the draw pile on **EACH OF THE 4 TILE SPACES OF THE FIELD**. Finally, place **2 BEES** in the center of the Field.

D Place the **SUN TOKEN** next to the Field. Shuffle all the **FLOWER TILES** into the **BAG**. Then, depending on the number of players, draw the appropriate number of Flower tiles from the bag and place them **AROUND THE FIELD** in a circular pattern, starting from the Sun token and going clockwise:

4 players: **16 FLOWER TILES**
3 players: **12 FLOWER TILES**
2 players: **8 FLOWER TILES**

E Finally, the player who has most recently smelled a flower is the **STARTING PLAYER** and receives the **FIRST PLAYER TOKEN**.




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PLAYING THE GAME

A game of Flower Fields is played in turns over 3 Seasons, each composed of a variable number of rounds with players taking turns starting from the first player and proceeding clockwise.

A Game Round

When it is your turn, you **MUST** perform 1 of the 4 actions below:

TAKE 1 FLOWER TILE

Take **1 FLOWER TILE** from the circle to place on your Garden Board. You may only select the first tile in clockwise order after the **SUN TOKEN**. If you want a different tile, you can **MOVE THE SUN TOKEN CLOCKWISE** by **PLACING 1 BEE** on each Flower tile you move it past.

Note: If the Flower tile you take has any Bees from previous rounds on it, you get them too.

Once a Tile has been taken, it must be placed on your Garden Board following the **TILE PLACEMENT RULES** (see next page). If the tile you place contains a Bee space, you may **IMMEDIATELY** perform a **PLACE 1 BEE IN YOUR GARDEN** action on that tile (you still have to pay the usual bee cost for this action, see below).

TAKE 1 SMALL FLOWER TILE

Take **1 SMALL FLOWER TILE** from the Field and put **2 BEES** from your pool in its place. Then, you must place your new Small Flower tile on your Garden board, following the regular **TILE PLACEMENT RULES** (see next page). You may **IMMEDIATELY** perform a **PLACE 1 BEE IN YOUR GARDEN** action on that tile (you still have to pay the usual bee cost for this action, see below).

TAKE 2 BEES FROM THE FIELD



Take any **2 BEES**, either from the center of the Field or from any **SMALL FLOWER TILE SPACE** with Bees in it, and add them to your pool.

PLACE 1 BEE IN YOUR GARDEN

Place **1 BEE** from your pool on an **EMPTY BEE SPACE** on any of the Flower tiles on your Garden board. When you do so, you have to **DISCARD** a number of Bees from your pool to the general supply **EQUAL TO THE NUMBER OF BEES** already located on other Bee spaces in the same color-connected area (see Gameplay Example on page 7).



PLACING FLOWER TILES IN YOUR GARDEN

- **YOU MUST PLACE A FLOWER TILE IMMEDIATELY AFTER OBTAINING IT.**
- Flower tiles must always be placed matching the **BACKGROUND GRID** of your Garden board. Also, tiles must be placed fully on your Garden board, and cannot hang over the edges.
- The first Garden tile you place during the game **MUST TOUCH THE BOTTOM EDGE OF YOUR GARDEN BOARD**. From the second tile onward, any Flower tile you place **MUST BE CONNECTED TO ANOTHER FLOWER TILE** previously placed on your Garden board - Areas printed on the board do not count!
- You **MAY COVER ANY SPACES** on the board, no matter what is printed on them. But you can never lay a tile onto another tile.
- If the Flower tile you picked cannot be placed on your Garden board, you **MUST DISCARD** it and remove it from the game.



GAMEPLAY EXAMPLE

1

It's Rose's turn. She wants to ***Take 1 Flower Tile*** *from the circle and decides to spend 2 Bees to skip the next 2 Flower tiles, moving the Sun token to its new position. She places the Bees on top of the skipped tiles and picks up the long red-yellow tile.*





Now she must place the tile in her Garden. To respect the tile placement rule, she places it connected to a tile she already has, but she also manages to match the color and increase the size of her biggest yellow area. She has no bees left, so she cannot profit from the 'Place 1 Bee in Your Garden' action.

2

It is now Daisy's turn. She decides to ***Take 1 Small Flower Tile*** *from the Field and places 2 Bee tokens on the Field to collect a red Small Flower tile. She immediately places it in her Garden. Since the tile contains a Bee space, she may perform the 'Place 1 Bee in Your Garden' action too.*



3

Florian wants to ***Take 1 Flower Tile****, too, and picks the one right after the Sun token. Florian places the Flower tile he picked so that it connects to his blue area. The tile also contains a Bee space, so Florian may perform a 'Place 1 Bee in Your Garden' action too. Since there are already 2 Bees in the blue area where he is placing the new Bee, Florian has to pay a cost of 2 more Bees from his pool to the general supply to place a Bee on the Bee space.*



End of the Season

A Season ends when the **LAST FLOWER TILE HAS BEEN TAKEN** from the circle around the Field and placed on a player's Garden board (or discarded if it cannot be placed).
The player **SITTING TO THE LEFT** of the player who **TOOK THE LAST FLOWER TILE** in the Season takes the **FIRST PLAYER TOKEN**. They will be the starting player in the next Season.

At the end of the 1st and 2nd Seasons, you also collect your **GARDEN INCOME** and **PREPARE A NEW SEASON**.
At the end of the **3RD SEASON**, instead, go **DIRECTLY TO THE END OF THE GAME PROCEDURE** (see next page).

GARDEN INCOME

You **GAIN 1 BEE** from the general supply for each **HIVE** symbol that is visible on your Garden board (either printed on the **BOARD** itself or on any of the **FLOWER TILES** that you placed) **MINUS** the number of **SPIDER WEB** symbols that are visible on your Garden board.

Note: If this sum results in 0 or less, you gain 0 Bees.

INCOME EXAMPLE

Daisy has 7 HIVES and 2 SPIDER WEBS, so she receives (7 - 2) = 5 Bees.



PREPARE A NEW SEASON

To prepare for the start of a new Season, **DISCARD ANY LEFTOVER SMALL FLOWER TILES** on the Field back into the box (they won't be used for the rest of the game) and **RETURN ANY LEFTOVER BEES** to the general supply. Then, **PLACE 1 SMALL FLOWER TILE** from the draw pile on each tile space of the Field board and **PLACE 2 BEES** in its center.

Finally, **DRAW FLOWER TILES FROM THE BAG** to create a new circle around the Field (see page 2), starting from the **CURRENT POSITION OF THE SUN TOKEN** and proceeding clockwise.

END OF THE GAME

When the **3RD SEASON** is over, the game ends. It's time to calculate your scores!
YOU ONLY SCORE THE MOST VALUABLE AREA OF EACH COLOR (see example on next page).



RED/YELLOW/BLUE: Areas of these colors are worth points equal to the **NUMBER OF ZONES** times the **NUMBER OF BEES** in that area.

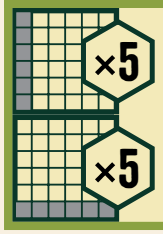
Each tile may be divided into **1 OR MORE ZONES** (which can be as large as half a space, exactly 1 space, or even more than 1 space on the Garden board). When zones of the same color are **ADJACENT** (touching each other), they form an **AREA**.
Note: Zones printed on the board can also be part of an Area.

THIS IS A SINGLE RED ZONE, ALTHOUGH IT OCCUPIES 2 SPACES





WHITE: Areas of this color are worth **1 POINT FOR EACH ZONE** in that area.



You also get **5 POINTS** for each **FULL ROW** and/or **COLUMN** in your Garden board. **RED/YELLOW/BLUE/WHITE SPACES** that are **PRE-PRINTED** on your Garden board **ALSO COUNT** towards a full row/column.

THE PLAYER WITH THE MOST POINTS WINS! IN CASE OF A TIE, THE TIED PLAYER WITH THE MOST BEES IN THEIR SUPPLY WINS!

SCORING EXAMPLE



If this was the final state of his board at the end of the game, Florian would gain:



- **24 POINTS** for the most valuable **BLUE** area (8 Zones x 3 Bees)
- **20 POINTS** for the most valuable **YELLOW** area (10 Zones x 2 Bees)
- **1 POINT** for the most valuable **RED** area (1 Zone x 1 Bee)
- **10 POINTS** for the biggest **WHITE** area
  - 1 full column = **5 POINTS**
  - 3 full rows = **15 POINTS**

ADDING UP TO A TOTAL OF 75 POINTS

SOLO MODE

Setup

Set up the game as usual, but reveal **9 FLOWER TILES** around the Field.
Take the **3 AI TOKENS**.



Playing the Game

Each turn, the AI takes an **ACTION**, then you take a normal turn.
FLIP THE 3 AI TOKENS like coins, then **ADD UP THE RESULTING NUMBERS**. The sum tells you which **ACTION** the AI performs, as described below:

0 **REMOVE** the next **SMALL FLOWER TILE** in a clockwise direction from the **ARROW** on the Field and place **2 BEES** from the general pool in its place. If there are no more **SMALL FLOWER TILES** available, perform the next result (1).



1 **REMOVE** the **FLOWER TILE** from the circle right after the **SUN TOKEN** in a clockwise direction.

2 Move the **SUN TOKEN** 1 space in a clockwise direction: **PLACE 1 BEE** from the general supply on the skipped **FLOWER TILE**, then **REMOVE THE FLOWER TILE** that follows the **SUN TOKEN** in a clockwise direction.

3 Move the **SUN TOKEN** 2 spaces in a clockwise direction: **PLACE 1 BEE** from the general supply on each skipped **FLOWER TILE**, then **REMOVE THE FLOWER TILE** that follows the **SUN TOKEN** in a clockwise direction.

When the **LAST FLOWER TILE** from the circle is collected by you or removed by the AI, the **SEASON ENDS**. Perform all of the steps in the End of the Season procedure as usual. After the 3rd Season, check your level on the table below:

0 - 50 POINTS	City Dweller
51 - 70 POINTS	Flower Lover
71 - 80 POINTS	Home Gardener
81 - 90 POINTS	Plantsman
91 - 100 POINTS	Master Gardener
+ 101 POINTS	Horticulturist

Game Summary

The game is played over **3 SEASONS**.

On your turn, you must perform **1 OF THE FOLLOWING ACTIONS**:

TAKE 1 FLOWER TILE

PLACE 1 BEE on each Flower tile you **SKIP** in the circle, then place the Flower tile in your **GARDEN**.
If there is a Bee space, you may perform a **PLACE 1 BEE IN YOUR GARDEN** action on this tile (**PAY ITS COST**).

TAKE 1 SMALL FLOWER TILE FROM THE FIELD

PLACE 2 BEES on the space you took it from, then place the Small Flower tile in your **GARDEN**.
You may perform a **PLACE 1 BEE IN YOUR GARDEN** action on this tile (**PAY ITS COST**).

TAKE 2 BEES FROM THE FIELD

Add them to your **POOL**.

PLACE 1 BEE IN YOUR GARDEN

PLACE 1 BEE on any empty Bee space in your Garden; to **PAY ITS COST** you must **DISCARD BEES** from your pool equal to the **NUMBER OF BEES** that are already in the same color-connected area.

Seasons end after the **LAST FLOWER TILE** from the circle is collected and placed (or discarded).
At the end of the 1st and 2nd Seasons, collect **GARDEN INCOME** and **PREPARE A NEW SEASON** to be played.

GARDEN INCOME: HIVES - SPIDER WEBS = BEES!

END OF THE 3RD ROUND: END OF THE GAME

Only your **MOST VALUABLE COLORED AREAS** score. **RED/YELLOW/BLUE** areas are worth **POINTS EQUAL** to the **NUMBER OF ZONES** times the **NUMBER OF BEES**. **WHITE** areas are worth **1 POINT FOR EACH ZONE**. You also get **5 POINTS** for each **FULL ROW** and/or **COLUMN** in your Garden.

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