Floriferous

A RELAXING GAME BY STEVE FINN, EDUARDO BARAF, AND CLÉMENTINE CAMPARDOU

14+

1-4

20 M

YOUR GARDEN AWAITS

Spend the afternoon in your floriferous garden. Relax while enjoying this elegant game of picking, pairing, and arranging flowers.
Find joy in the abundance of nature.

OBJECTIVE

Score the most victory points by collecting flowers and pairing them with Arrangement, Desire, and Bounty Cards.



1 Cup of Tea

CONTENTS



50 Flower Cards

60 GARDEN CARDS

5 Arrangement Cards

5 Sculpture Cards

21 DESIRE CARDS





4 Gardener Pawns and 12 Flower Tokens



9 BOUNTY CARDS

10 CROW CARDS

9 Crow Action Cards & 1 Crow Card for Solo Play





24 Stones



4 Reference Cards

GAME SETUP

The board setup for Floriferous is dependent on the number of players.

1. Shuffle the **60 Garden Cards** and the smaller **21 Desire Cards** into two decks and then set up the **Garden** A. In a 4-player game, the Garden is made of 4 rows of Garden Cards followed by 1 row of Desire Cards. Each row includes 5 cards. **NOTE:** For the first row, deal the 2nd and 4th cards face-down. *
   See page 20 for 2- and 3-player setup, and page 14 for Solo Play setup.

2. Place the remaining **Garden Cards** and **Desire Cards** in separate decks to the side of the Garden. B

3. Place **Stones** on the 1st, 3rd, and 5th cards in row 3, and on all the cards in the 4th row. C. Place the remaining **Stones** off to the side in a supply. D

4. Randomly pick **3 Bounty Cards**, place them face-up above the **Garden**, and return the remaining cards to the box. E

5. Place the **Cup of Tea** next to the **Bounty Cards**. F

6. Each player takes a **Gardener Pawn** and **3 Flower Tokens** in a matching color.

7. Randomly choose a starting player, who places their pawn to the left of the topmost row of the **Garden Cards**. G1

8. Going clockwise from the starting player, each player places their pawn to the left of the next row of **Garden Cards**. All rows, but the last, will have a pawn in front of it. G2 G3 G4



GAMEPLAY

Floriferous is played over 3 days, which are divided into 5 rounds.

- Each round on their turn, a player moves one step through the garden, picking up a **Flower, Arrangement, Sculpture,** or **Desire Card**.
- After all players have moved through the garden, the day ends and players score the **Bounty Cards**.
- After 3 days, players sum their scores for their **Arrangement, Sculpture, Desire, Bounty,** and **Cup of Tea** earned during the game. The player with the most points wins.



FLOWER CARDS

There are 5 types of **Flowers** in *Floriferous*: Daisy, Lily, Mum, Poppy, and Tulip, each of which comes in 5 **Colors**: White, Yellow, Orange, Pink, or Purple. Many flowers also have a **Bug** on them: Bee, Beetle, Butterfly, Ladybug, or Moth. These 3 aspects of the card (**flower**, **color**, and **bug**) are used for scoring **Arrangement, Desire,** and **Bounty Cards**.



FLOWER CARD ASPECTS



OTHER ELEMENTS



Arrangement Cards appear within the garden and are worth points at the end of the game based on the player's collection of Flower Cards. The more matching aspects with the arrangement you have, the more they are worth.

Sculpture Cards appear within the garden and are worth points at the end of the game depending on who has collected the most Sculpture Cards.



Desire Cards appear at the bottom of the garden and are worth points at the end of the game based on the player's collection of Flower Cards. They award points based on the specific requirements on the card.



Bounty Cards appear at the top of the garden. These cards are not collected but are scored at the end of each day based on the player's collection of Flower Cards.



Stones are within the garden and are collected when the card they are sitting on is taken. Every 2 Stones is worth one point at the end of the game (rounding down) and they may help you earn the Cup of Tea.



The Cup of Tea is awarded at the end to the player who has collected the most Stones.

Face-Down Cards are picked up like any other in the garden. The player simply doesn't know what they are until chosen.





See page 12 for a detailed card index and scoring.

PLAYING THE GAME

At the start of the first day, players take turns based on the order of the Gardener Pawns placed to the left of the garden. Going from top to bottom, each player takes a turn.

TAKING TURNS

Your turn consists of 2 actions: (1) Pick a card from the garden, and (2) Move your Gardener Pawn.

Action 1: Pick a card from the garden

- Pick any card in the column immediately to the right of your Gardener Pawn.
- Place the card face-up in front of you (even if it was face-down in the garden).
- If the card has a Stone on it, take it as well and keep it in front of you.

Action 2: Move your Gardener Pawn

- Move your Gardener Pawn to where you took the card from.

After each player takes a turn, all Gardener Pawns will be in the same column and a new round begins, starting with the Gardener Pawn at the top and going down. Cards are chosen from the next column on the right.



Actions 1 & 2: The Yellow player takes the Yellow Lily. It has a Stone on it, so they take that as well and put both face-up in front of them. They then move their pawn to the newly empty space in the garden.



The end of round 1 results are:

- **Yellow took the Yellow Lily and Stone.**
- **Green took the White Mum.**
- **Pink took the Purple Tulip.**
- **Blue took the White Tulip and Stone.**
- **Green leads the next round and can select any card in the 2nd column. They take the Desire Card.**

DAY END, CLEANUP, AND BOUNTY CARDS

Once all of the players have moved through the garden to the final column, the day ends. At this time, players check to see if they have completed any of the Bounty Cards.

Discard any remaining cards from that day in the Garden. They will not be used again.

COMPLETING BOUNTY CARDS

Each Bounty Card shows the requirements for achieving a Bounty and has columns for scoring. If a player meets all the requirements (i.e., has Flower Cards with flowers and/or bugs that match the requirements), they place one of their Flower Tokens on the Bounty card.



- If complete on first day, put token in first column.
- If complete on second day, put token in second column.
- If complete on third day, put token in third column.

Unlike Arrangement Cards, Bounty Card requirements must be met using three unique cards.

Completing Bounty Cards, continued...
Each player may complete each Bounty Card only once (i.e., may place only one of their Flower Tokens onto a Bounty Card), but may complete all 3 Bounties.

If multiple players complete the same Bounty Card at the end of the same day, they may all place their Flower Tokens into the same column and earn the same amount of points.

Competitive Alternative
For a more competitive experience, players place their Flower Tokens on Bounty Cards the moment the requirements are met (even before the day's end) and only one Flower Token may be in each column on the same Bounty Card. If another player meets the requirements on the same day, place their Flower Token on the next day's column (for less points). If there are no remaining columns, the Bounty Card is no longer scored.

BEGIN A NEW DAY

To start a new day, set up the garden according to the setup rules previously described. However, after the first day, set up the garden to the left of the Gardener Pawns. Players move from **right to left** through the garden on the 2nd day. On the 3rd day, set up the garden like the 1st day. Players then move from **left to right**.

GAME END

When the players have completed the third day, the game is over.

Award the Cup of Tea
Before scoring, award the Cup of Tea to the player who has the most Stones. *If there is a tie, the player whose Gardener Pawn is in the bottom spot wins the Cup of Tea.*





DAY 1

GAME START



left to right



At the end of Day 1, all pawns end in the last column on the right. Full layout shown, but cards would have been collected each round.

DAY 2



right to left



Clear remaining cards. Leave the ENDING position of the pawns. Lay out a new garden using setup rules. Play right to left.

DAY 3



left to right



At the end of Day 2, repeat the cleanup and setup rules, but in Day 3 play from left to right, the same as in Day 1.

GAME END

The game is over. Award the Cup of Tea and begin scoring.



Make sure each pawn keeps the same position from the end of one day to the start of the next. The player who ends the day with their pawn at the top will take the first turn at the start of the next day.

Remember to discard any remaining cards in the garden at the end of each day.

FINAL SCORING

The game ends after the third day.

Players sum their points from the following sources acquired during the game:



Arrangement Cards: Score 1/3/5 points for meeting 1/2/3 conditions on the cards.
(See Scoring Guide, page 12.)



Desire Cards: Score points based on your Flowers collected that fulfill the card needs.
(See Scoring Guide, page 13.)



Completed Bounty Cards: Score points for each Flower Token on a Bounty Card.
(See Completing Bounty Cards, pages 7-8.)



Sculpture Cards: Score 5/3/1 points based on who has the most Sculpture Cards.
(See Scoring Guide, page 12.)



Stones: For every two Stones, score 1 point (rounding down). Single Stones do not score.



Cup of Tea: Score 2 points if you have this card. *If there is a tie, the player whose Gardener Pawn is in the bottom spot wins the Cup of Tea.*
(See Award the Cup of Tea, page 8.)

The player with the most points wins. If there's a tie, the player closest to the top position at the end of the third day wins.

SCORING EXAMPLE

Blue didn't have any Lilies or Ladybugs in their hand, so they did not score on the first Bounty.



Blue's 15 cards collected over 3 rounds

Bounty Cards 7
Blue has a Flower Token on the 2nd and 3rd Bounty Cards, worth 7 points.

1 Arrangement 5
5 points for having 1 Pink Flower, 1 Mum, and 1 Beetle.







5 Stones 2
Worth 2 points (rounding down).



Cup of Tea 2
Blue had the most Stones at the end of the game, so wins the Cup of Tea and earns 2 points.



3 **Sculptures** Blue had the second most Sculptures in the game and earns 3 points.

20 **5 Desire Cards** Breakout as follows:



3 Same Bugs (Bees)



4 Different Flowers



1 Butterfly



3 Daisies



2 Orange



BLUE'S FINAL SCORE

5 + 20 + 7 + 2 + 2 + 3 =
Total: 39 Points

SCORING GUIDE

The following guide will help you to understand the value of each card type, and how to score it at the end of each game.



Arrangement Cards

The requirements for each Arrangement Card are found in the white ribbon at the bottom of the card. This card is looking for a Lily, a Purple Flower, and any flower with a Butterfly. Score 1 point if you have one of these aspects, 3 points if you have two aspects, and 5 points if you have all three aspects at game's end. A single card may count for multiple aspects.



Pink has a Yellow Lily, a Pink Poppy with a Butterfly, and a Purple Tulip, earning 5 points for the Arrangement Card shown.



Sculpture Cards

Points are based on who has the most Sculpture Cards. Score 5/3/1 point for the player with the most / second most / third most Sculptures. Ties are friendly, so if two players have the most then both get 5 points. The next player would then get 3 points. This is true for all places and a tie can occur between more than two players.



It is possible to end the game with no Sculpture points if no player collected a Sculpture Card.

Desire Cards: There are three types of Desire Cards: **Flower**, **Color**, and **Bug**.



Flowers: Score 2 points for each card you have that features the flower shown.



Same Flower: Score 0/1/2/4/7 points for having 1/2/3/4/5 same flowers, regardless of color.



Different Flowers: Score 0/0/1/3/5 points for having 1/2/3/4/5 different flowers, regardless of color.



Colors: Score 2 points for each flower you have of a certain color.



Same Color: Score 0/1/2/4/7 points for having 1/2/3/4/5 flowers of the same color.



Different Colors: Score 0/0/1/3/5 points for having 1/2/3/4/5 flowers of different colors.



Bugs: Score 3 points for each card you have that features the bug shown.



Same Bug: Score 0/2/4/7/10 points for having 1/2/3/4/5 same bugs, regardless of flower.



Different Bugs: Score 0/1/2/4/7 points for having 1/2/3/4/5 different bugs, regardless of flower.

For a score range, i.e. 0/1/2/4/7, score the Desire Card ONCE based on your largest set meeting that requirement.



The Pesky Guest

KEITH MATEJKA

As you take a stroll through the garden for some much-needed time to yourself, a pesky crow starts cawing in the distance, ruining your relaxation. Nevertheless, you try to gather the most beautiful flowers and enjoy the wonders of the outdoors while dealing with this unwanted guest.

SOLO OBJECTIVE

Score the most victory points and compare your score to the relaxation chart at the end of the rules to see how well you did. Meanwhile, the pesky crow will steal flowers, gather stones, and try to wreck your stroll.

SOLO SETUP

Setup is the same as the 2-player game with the following changes:

Players may choose to use the 2-player extended setup, if desired.

1. Before setting up the garden, remove the 5 **Sculpture Cards** from the **Garden Deck** and return them to the game box. They are not used in the solo game. A

2. Choose a **Gardener Pawn** to use. Return the three other **Gardener Pawns** to the game box. B



SOLO SETUP EXAMPLE



3. Find the **Crow Action Cards**. Shuffle them and place the **Crow Actions Deck** face-down near the side of the garden. C

4. Find the **Crow Card** and place it near the **Crow Actions Deck**. D

5. Place the **Cup of Tea** near the player. *Unlike multiplayer games, you start with this card in your possession.* E

6. The player takes the first turn.

PLAYING THE SOLO GAME

The solo game is played in the same way as the multiplayer game with the following changes:

Action 1: Pick a card from the garden
This step is performed exactly the same as in the multiplayer game.

Action 2: Move your Gardener Pawn
After moving your **Gardener Pawn**, reveal the top card from the **Crow Actions Deck** and place it face-up in the discard pile. Follow the instructions on the card.

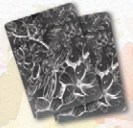
Discard the indicated **Garden Card** or **Desire Card** from the garden in the next column ahead of your **Gardener Pawn**. If the card had a **Stone** on it, return it to the supply.



Crow Action Cards also instruct you to place either a face-down card from the matching deck or 1-2 Stones in the newly vacated space in the garden.

No card is drawn after the last round of the day.

This card tells the player to discard the Garden Card in the middle row, and to replace it with a new face-down Garden Card.



If the **Crow Actions Deck** is exhausted, shuffle the discard pile and place it face-down to create a new **Crow Actions Deck**.

Scattering Stones
During the **"Move your Gardener Pawn"** step, you may choose to move your Gardener Pawn to the space in the next column where the crow has placed any Stones. *If you move to this space, return all Stones in that space to the supply and do not collect a card.*

Tossing Tea
Once per game, you may return the **Cup of Tea** to the game box to avoid revealing a **Crow Action Card** for the current round. Do not score the Cup of Tea at the end of the game.

This decision must be made before the Crow Action Card is flipped over and revealed.

END OF THE DAY

At the end of each day, after checking **Bounty Cards**, resolve the crow.

Resolving the Crow
1. Collect any **Stones** placed in the garden by the crow and place them on the **Crow Card**.

Stones on Garden Cards are returned to the supply, as in the multiplayer game.

2. You may return any number of **Stones** from your collection to the supply to remove an equal number of Stones from the **Crow Card**.

3. If the Crow Card has 4 or more Stones on it, choose and discard a card in your collection (**Garden Card** or **Desire Card**) and return all Stones on the Crow Card to the supply. If the Crow Card has 3 or fewer Stones on it, nothing happens.



If it's the end of the third day, complete scoring. Otherwise, proceed to the next day.

SCORING

Sum your victory points from:

1. Arrangement Cards
2. Desire Cards
3. Completed Bounty Cards
4. Stones (1 victory point for every two stones you have)
5. Cup of Tea (If you have not used it)

Check the chart at right to see how well you did.

STANDARD GAME	EXTENDED GAME	YOUR MOOD
Fewer than 21 Points	Fewer than 49 Points	Anxious
21-26 Points	49-52 Points	Chill
27-32 Points	53-56 Points	Cool as a Cucumber
33-38 Points	57-60 Points	Really Relaxed
39-44 Points	61-64 Points	Utter Zen
45 Points or More	65 Points or More	Nirvana





MUM
chrysanthemum

At annual competitions in Japan, artists strive to create the best dioramas and 'chrysanthemum dolls", life-size figures dressed in intricate robes, clothing, and armor made from different colors and varieties of the flower.



TULIP
tulipa

Tulips were so popular when they first arrived in 17th century Europe that they triggered a 'tulip mania', where single bulbs were traded for livestock, land, and houses. A 20 rial coin from Iran in the 1980s had 25 tulips on it—22 on one side, and 3 on the other.



DAISY
asteraceae

What might appear to be a single flower on a plant in the daisy family is actually a grouping of flowers clustered together. The family's name comes from the Latin 'aster' for 'star', and refers to their collection of 'disc flowers' centered inside projecting petal-like 'ray flowers'.



LILY
lilium

The flowers of the daylily are sold both fresh and dried to be used in dishes such as hot and sour soup or moo shu pork. The tiger lily has edible bulbs, like turnips in flavor, and can be used as a substitute for potatoes in dishes.



POPPY
papaver

Physicians in Ancient Egypt offered their patients poppy seeds to relieve pain. As modern poppies are used in the production of powerful drugs like opium, morphine, and codeine, the American Drug Enforcement Agency attempts to oversee even ornamental poppy gardens.



CREDITS

Eduardo Baraf: Product Lead

Steve Finn: Game Design

Clémentine Campardou: Illustration

Kim Robinson: Graphic Design

Keith Matejka: Solo Design

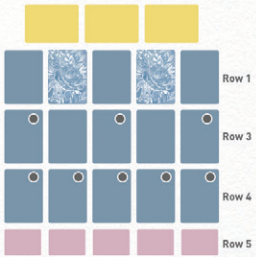
GAME SETUP REFERENCE

See page 3 for detailed 4-player setup.

4-PLAYER SETUP

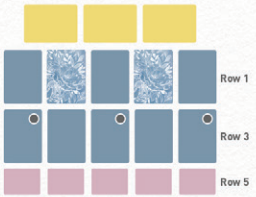


3-PLAYER SETUP



For 3 players, set up game as shown (i.e. **do not deal out row 2**).

2-PLAYER SETUP



For 2 players, set up game as shown (i.e. **do not deal out rows 2 and 4**).



2-PLAYER EXTENDED SETUP

For a longer 2-player game, set up seven columns. Everything plays the same, but you will play through more cards each day. The 6th column is set up like the 4th, and the 7th is set up like the 5th.

Pencil First GAMES

Design with Passion, Pencil First

PencilFirstGames.com

Check out more Dr. Finn's Games at:

www.doctorfinns.com

©2021 Pencil First Games, LLC. All rights reserved worldwide.