



Tulips, sweet peas, irises and roses burst with vibrant colours as gardeners compete to see who can grow and gather the largest and most beautiful blossoms.

Challenge a friend to see which of you can grow the most spectacular flowers - but make sure you gather them before they become overgrown!

## Goal of the game:

Players compete to grow the most beautiful flowers. The taller and more diverse the flowers, the higher your score!

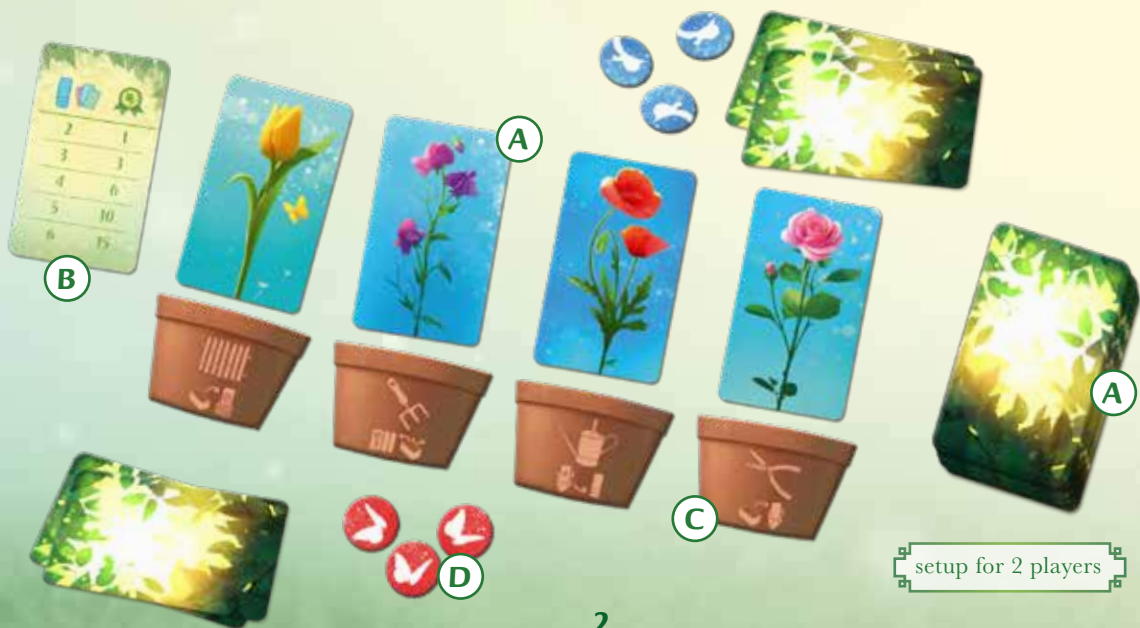
## Game setup:

- ✂ Shuffle all the cards.
- ✂ Each player receives 3 special-action tokens in their colour.
- ✂ Place the 4 flower pots in a row in the centre of the playing area within reach of both players.
- ✂ Deal 4 flower cards, 1 above each pot. At the beginning of the game, there must be a different flower above each pot. If you deal a duplicate, discard it and deal the next card from the deck.
- ✂ Shuffle any discarded cards into the deck. Place the deck face down within reach of both players.
- ✂ Without looking, discard 1 face-down card into the box. This card won't be used in this game.
- ✂ Deal 2 face-down cards to both players. This is their starting hand.

The player who has watered some flowers most recently becomes the starting player.

## Contents:

- A.** 54 flower cards  
(6 types, 9 flowers each)
- B.** 1 score card
- C.** 4 flower pot tiles
- D.** special-action tokens  
(3 per player)



## Game overview:

Players take alternating turns. Each turn starts with the **Growth** action. Other actions may be performed in any order, including repeating Growth. The player takes as many actions as they wish until their turn ends due to **cutting** a flower, **passing**, or having **bad luck**.

## Actions:

*If you used a special-action token in your previous turn, remove it from the pot and discard the token into the box.*

### Growth (this action always starts the turn)

Draw the top card from the face-down flower deck and add it to the correct pot, according to the rules below. If you managed to add a flower card (see picture), your turn continues.

**Note:** During your turn, you can repeat the **Growth** action several times.

- ✗ If there is a pot with the same flower type as on the drawn card, you cover the petals of the potted flower with the new card, which makes the stem longer.
- ✗ If there is no pot with the same flower type, but there is an empty pot, you must plant the drawn flower in the empty pot by placing the card above it.
- ✗ If there are no empty pots and no pots with the same flower, you have **bad luck** – discard the drawn card and your turn ends immediately.

### Plant

Once per turn, you can add 1 card from your hand to a pot with the same flower type as the chosen card. You cannot add the card if it exceeds the 6-flower limit.

**Note:** After playing a card, you don't draw another one. Additional cards can be drawn after performing the special **Pruner** action.

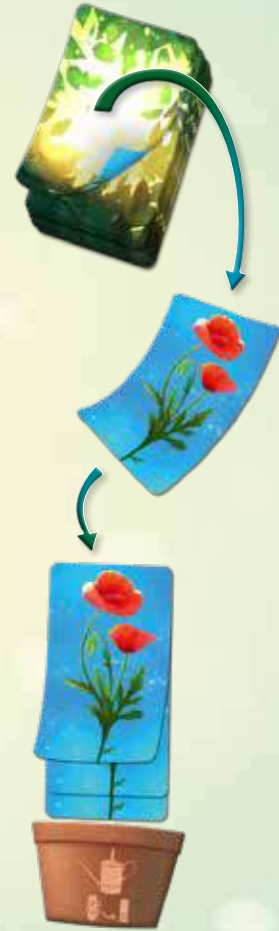
### Cut

Choose a pot with at least 2 flower cards and take all cards from it. Put this set in front of you. It will be scored at the end of the game. Each set is treated as separate. You can't join sets of flowers of the same type, but you can have 2 sets of the same flowers.

**Note:** Your turn ends immediately after this action.

### Pass

You can end your turn without cutting a flower.



**Note:** A flower cannot be higher than 6 cards. If you must add a 7th flower card of the same type, you have bad luck and discard all 7 cards – the flower dies and your turn ends immediately.

## Special action

Once per turn, but after the obligatory **Growth** action, you can put one of your special-action tokens on a pot without any tokens on it. At the start of your next turn, remove the token from the game and discard it into the box. It has 2 effects:

- ✂ until your next turn, the flower in this pot cannot be **cut** and collected by your opponent.
- ✂ at any time during this turn, you can use this pot's action.



### ✂ Watering Can

Add any one card from your hand to the bottom of any flower in a pot. This card now counts as that type of flower, making the flower taller. You cannot exceed the 6-card limit.



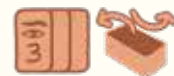
### ✂ Fence

Once this turn while performing the **Growth** action, you may ignore bad luck. Discard the card which caused **bad luck**. You continue your turn instead of finishing it.



### ✂ Rake

Peek at the top 3 cards from the deck and put them back on top of the deck in any order.



### ✂ Pruner

Draw a card from the deck and add it to your hand. Don't show it to your opponent.



## End of the game

When the last card is drawn from the deck, the active player plays their turn. If that player was the starting player, their opponent skips the **Growth** action and can still perform the **Plant** and **Cut** actions, and – if they still have a special-action token – use the **Watering Can**. This allows both players to get the same number of turns.

## Scoring

Both of you score points in 2 categories (see example below):

- ✂ The total value of your flowers.
- ✂ Different types of flowers.

Points are awarded according to the table from the score card.





flower length



flower types

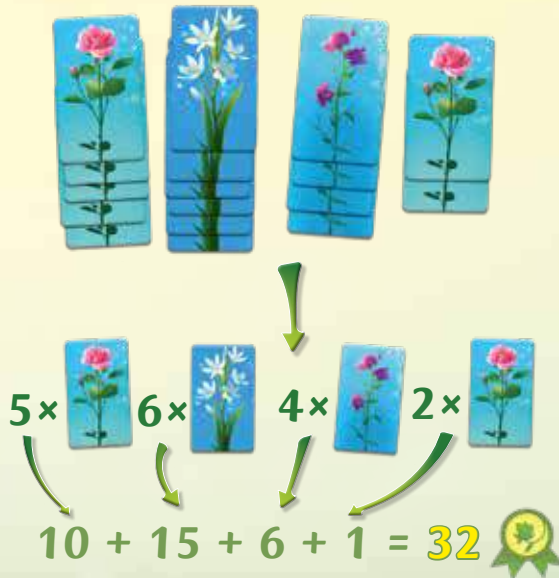


number of points

	
2	1
3	3
4	6
5	10
6	15

## Final score

Add up points for the total value of your flowers and the number of flower types. The player with the most points wins the game. In case of a draw, the player with more unplayed special-action tokens wins. If the tie remains, we recommend playing another game of *Blossoms*.



+



TOTAL: 35 



## Variants

### Longer game

We recommend playing 3 games in a row. The player with fewer total points from the previous game(s) starts the 2<sup>nd</sup> and 3<sup>rd</sup> game. The person who has the most points after the 3<sup>rd</sup> game wins!

### Playing with children

Flip the pots to the side without tool icons; the assigned special actions won't be used in this game. The special-action tokens are only used to reserve flowers.



### Three-player variant

Everyone gets 2 special-action tokens and the rest of the standard rules still apply. Play clockwise.



### Advanced variant

Each turn, you have to take the **Growth** action, BUT it doesn't have to be your first move. You can start your turn by taking a special action.



## Gameplay example

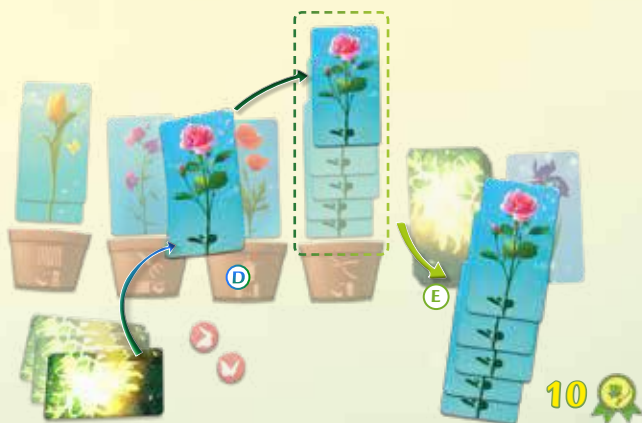
The players set up the game according to the rules (p. 2) and decide that **Caroline** is the first to play.

First **Caroline** takes the **Growth** action – she draws a card from the face-down deck. It’s a rose! She adds it to the first pot with such a card (A).

**Caroline** could finish her turn now, but instead decides to draw another card. Wow, another rose! She doesn’t want to risk it, so she puts her token on the rose pot (B) – no one can cut it until **Caroline’s** next turn. She also uses the pot’s special action – **Pruner** – and draws another card. Now **Caroline** passes.

It’s time for **Ralph’s** turn. He starts with the obligatory **Growth** action and draws a tulip! He adds it to the proper pot. Then, he takes a risk and draws another card. **Bad luck!** It’s an iris. There are no irises in the pots and no empty pots, so **Ralph** puts the card on the discard pile (C) and his turn ends.

It’s **Caroline’s** turn again. She takes her token from the rose pot and puts it in the box. Then, she draws a card – and that’s a rose! She adds it to the pot, so the rose is 4 cards tall now. She decides she’s going to cut it, but first she takes the Plant action and adds a rose card from her hand to the pot (D). Then she cuts the flower, gathering the 5 rose cards and placing the set in front of her. Caroline finishes her turn with a beautiful rose worth 10 points (E).



**Ralph** draws a sweet pea. There’s no flower of this type in any pot, but after **Caroline** cut the rose there’s an empty pot. **Ralph** places the sweet pea card in this pot (F) and continues his turn as usual.



**Rose**  
*Rosa*

The iconic blazing red rose hasn't been around that long – it was created around 1930 as the result of mutation.



**Iris**  
*Iris*

The word *iris* is of Greek origin and means a rainbow, which is strictly connected with the vast variety of the flowers' colours.



**Tulip**  
*Tulipa*

The name of these popular spring flowers comes from the Persian word *dolbend*, meaning the fabric used for turban-tying.



**Common poppy**  
*Papaver rhoeas*

There are almost 100 varieties of the poppy. Common poppy and opium poppy, famous for its medicinal properties, are the best-known ones.



**Sweet pea**  
*Lathyrus*

Sweet peas come from the Mediterranean Basin: Greece, Sicily and North Africa.



**Schizostylis**  
*Schizostylis*

These flowers are often planted around garden ponds. They are resistant to heavy rainfalls and rising water levels.



**rebel**

Rebel Sp. z o.o.  
ul. Budowlanych 64c  
80-298 Gdańsk, POLAND  
www.wydawnictworebel.pl  
wydawnictwo@rebel.pl  
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This game was created during cyclical board-game designers' workshops – Laboratorium Gier – organised by Rebelatorium, the research-and-development department of Rebel. Przemysław Wojtkowiak was the trainer of the group working on this game project.

Authors: Przemysław Fornal, Kajetan Kusina, Mateusz Pitulski and Kamil Rogowski

Illustrations: Bartłomiej Kordowski

Polish version editing: Rebel team