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Published by: Yanaguana Games

www.blumegame.com
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Game Objective

In Blume, you'll plant and prune a garden, stock up your greenhouse, and influence the Flower Market. You and your opponents will transform your own small patch of dirt into a fully grown flower bed and compete for the most valuable collection of flowers.

Set-Up

- Give each player a Garden Board, a score cube in the color of their choice, and a set of 6 colored Flower Pegs - one of each color.
- Place the Flower Market Board in the center of the table. Place a set of colored Flower Pegs on their "0" spaces along the left side of the Flower Market Board.
- Separate the Watering Can Cards (RI, R2, R3) into decks and shuffle each deck separately. Randomly draw I card from each deck and place them face down in a row, from RI to R3, below the Flower Market Board.
- Reveal the RI Watering Can Card.
- Select 3 random Hybrid Flower Tiles and place them face down in a row above the Watering Can Cards.
- Reveal the Hybrid Flower Tile above the RI Watering Can Card.
- Put all of the Petal Tiles into the Tile Bag and place it near the first player.
- Draw 3 Petal Tiles from the bag and place them face up below the 3 Hybrid Flower cards.

Game Overview

Flower Bed

The top section of the Garden Board is your Flower Bed. This is where you will place your selected Petal Tiles to form flowers.

In the first round, you'll build your garden in the bottom left 3x3 corner of the Flower Bed. On the first turn of the game, you may place your Petal Tile anywhere in that 3x3 area.
In the following rounds, your garden will increase in size from a small 3x3 garden in round I, to a 4x4 garden in round 2, and, finally, to a full 5x5 Flower Bed in round 3.

Pruning
At the end of the Ist and 2nd rounds, you will prune your garden. To prune, remove a tile from any location in your garden. The goal of Pruning is to allow for the growth of your garden.

Single Colored Flowers
Each corner of a Petal Tile has petals from one of the six different colored flowers. When 4 matching tile corners are placed together in a Flower Bed, they form a complete single colored flower. Completed flowers grant actions that you will use to stock your supply and/or influence the public market.

Hybrid Flowers
Each round, a Hybrid Flower Tile is revealed which combines petals from two of the six colored flowers. You may place tile corners together to form any revealed hybrid flower. Actions granted by completing hybrid flowers are generally more powerful.
*Important: Only **ONE** hybrid flower of each available type may be planted in your garden at the same time. If the same type of Hybrid is built while another is already planted, you will not take any actions.*

Watering Can Location
Each round a new Watering Can Card will be revealed, showing you a location in the flower bed. Locations will vary from card to card and will offer an action bonus if a flower is completed on the designated area of your garden.

Greenhouse
The bottom of the Garden Board is your Greenhouse. This is where you track your supply of the six different colored flowers.

Flower Market Board
The Flower Market is where you track the value of the six different colored flowers. This is also where you track player's scores.

Gameplay

Turns
Players take turns in clockwise order.
The person who last gave or was given flowers takes the tile bag and begins the game.

Turns consist of these 4 steps:

I. Refresh Tiles
If there are less than 3 Petal Tiles available, reveal new tiles from the bag and place them in the row until there are 3 to choose from.

2.Select Tile
Select a single Petal Tile from the row OR draw a random Petal Tile from the tile bag.
Once you touch a tile, it is yours and you must place that tile.

3. Place Tile
Place the selected tile on your player board.

The first tile you place in the game MUST be placed within the starting 3x3 garden area, but it may be placed anywhere within this area.
After that, all placed tiles MUST connect to an existing tile, side by side. Petal colors do not have to match for a tile to be placed next to an existing tile.

4.Take An Action

If by placing a tile, a flower is formed, you must then take an action.

Actions

When a flower is formed by connecting matching corners of 4 Petal Tiles, you MUST perform an action based on the type and location of the completed flower.

- ### Single Colored Flower

If a single colored flower is completed, you MUST choose one of these actions:

Add 1 flower of the matching color to your personal greenhouse.
OR
Increase or decrease **ANY** flower's colored Flower Peg on the Flower Market Board by 1.

- ### Single Colored Flower + Watering Can Location

If a single colored flower is completed on a Watering Can Location, you MUST:

Add 1 flower of the matching color to your personal greenhouse.
AND
Increase or decrease **ANY** flower's colored Flower Peg on the Flower Market Board by 1.

- ### Hybrid Flower

If a Hybrid Flower is completed, you MUST:

Add 1 flower of EACH matching color in the Hybrid to your personal greenhouse.

- ### Hybrid Flower + Watering Can Location

If a Hybrid Flower is completed on a Watering Can Location, you MUST:

Add 1 flower of EACH matching color in the Hybrid to your personal greenhouse.
AND
Increase or decrease **ANY** flower's colored Flower Peg on the Flower Market Board by 1.

Action Details

- ### Flower Market Track

When increasing or decreasing a flower's colored Flower Peg on the Flower Market Track, if the next space up or down on the track is occupied, place the Flower Peg on the next *available* space up or down. If there is no available space up or down remaining, the action cannot be made.

- Full Greenhouse

In some games, you may completely fill your Greenhouse in a single color. When this occurs, you may not add any more to your Greenhouse or increase the market for the maxed out color. Instead, you MUST:

Increase or decrease **ANY OTHER** flower's colored Flower Peg on the Flower Market Board by 1.
OR
Decrease ANY flower in your OWN Greenhouse.

End of Round

At the end of the 1st and 2nd rounds, after you and your opponents have completed your 3x3 or 4x4 area and finished your actions, everyone must prune their gardens in preparation for the next round.

Pruning

Before pruning begins, a new Hybrid Flower Tile will be revealed, allowing you a chance to plan ahead and build this special type of flower. Do NOT flip the previous Hybrid Flower Tile face down.

When pruning, you MUST remove 3 tiles in the first round and 4 tiles in the 2nd. Remember: pruning only occurs at the end of the 1st and 2nd rounds.

There is one exception to the number of tiles pruned:

Hybrids and Pruning

For EACH completed hybrid Flower on your Garden board at the end of a round, you MUST add (+1) or subtract (-1) tile from your Prune total for the round.

Example: *It is the first round and Angie has completed 1 hybrid flower. She must either add 1 to, or subtract 1 from, the total that she prunes. In round 1, all players must prune 4 tiles. However, Angie must prune either 3 or 5 tiles.*

Scoring

At the end of each round, you will tally up your score for the round by multiplying your greenhouse flowers by the current public market value. The scores for the round are added to the market score track, moving your scoring cube up or down, reflecting the points scored.

Starting A New Round

Once everyone has finished Pruning, flip the completed Watering Can Card face down. Reveal the Watering Can Card with the matching round number.

The player who started the game also starts the new round.

Final Scoring

After completing the end of round scoring for the third round, the player with the most points wins.

Tiebreakers
First Tiebreaker: Most Flowers in Greenhouse
Second Tiebreaker: Fewest Hybrid Flowers in Flowerbed

M O D U L E S :

These modules may be added to the base game and combined with other modules to add some extra actions and strategy.

Tools

Setup

1. Shuffle the 8 Tool cards.
2. Draw 3 from the top of the shuffled deck and place them face up, in a row, below the Market.
3. Place the remaining cards within reach.
4. Give each player the Glove Tokens that match their score cube color.

How Tools Work

Tools may be used before selecting and placing Petal Tiles on a your turn.

Tool Actions

To use a tool, place a glove token on the tool of your choice. As soon as the token is placed, the tool's action goes into effect. After using the tool's action, you then select a Petal Tile and place it on your board.

Some tool actions may result in a player completing additional flowers before selecting and placing during their turn. This is normal and is encouraged. This is the power of the tools! Use them to your advantage to pull off powerful scoring combos, that would otherwise be impossible.

Gloves

The first time you use a tool, it only costs you a single glove. However, if you decide to use the same tool again - it will cost you two gloves, instead of one. Other players who have not used the tool yet, will only need a single glove, even if someone has already used the glove.

Once ALL players have used a tool, a SINGLE glove is returned to each player, and a new tool is revealed from the deck.

Botanist

Setup

1. Remove the Hybrid Tiles from the game
2. Shuffle the Botanist Deck and deal each player a single card. This card will remain hidden until completed.
3. Place the Botanist Deck within reach.

How Botanist Cards Work

Each player has a hidden card to begin the game. On this card is a Hybrid Flower that may be grown in your garden.

As soon as the Hybrid on your Botanist card is completed perform the following steps:

1. Add the matching color flowers on the Hybrid card to your Green House. (Adjust the Market if on watering location)
2. Gain 4 points on the score track and place a water drop on your hybrid.
3. Reveal your completed Hybrid card and place it in reach of all players, placing a water drop token on the "2" space of the card.
    a. This is now a public Hybrid card and may be grown by other players. The next player to grow this Hybrid, will collect the water token, and gain the extra two points in addition to the greenhouse colors they would gain by completing the flower.
    b. Any other players who build this flower will gain greenhouse flowers, but no bonus points.
    c. Like in the base game, only one Hybrid of a single type is allowed on a players garden board.
4. Draw a new Botanist card, keeping it hidden.

Revealed Botanist Cards

Only three Botanist cards may be revealed at once. Once a fourth card is to be revealed, the first card in the row will be covered with the new card. This continues down the row of cards as new cards are revealed.

GAME VARIANTS:

Field of Flowers

Setup

1. Give each player 6 of their colored flower pegs. (No flower bed or market for this variant)
2. Place all the Petal Tiles in the bag.
3. Each player draws a single starting tile.
4. Reveal 2 tiles, in reach of all players.

Objective

In the Field of Flowers variant, you are building your own garden and placing your colored pegs on matching completed flowers. The first player to complete all 6 flower types, triggers the end of the game. Each flower with a peg is worth 2 points. Completed flowers without a peg are worth 1 point.

How to Play

Turns go around the table in clockwise order, starting with the oldest player.

On your turn, you must draw a single tile, either from the 2 face-up tiles or blindly from the bag. Once you have selected a tile, place the tile side-by-side with any one of your existing Petal Tiles. If the placed tile results in a complete flower of a single color, you must place the matching flower peg in the center of the flower. This flower is worth 2 points at the end of the game.

If the completed flower's peg has already been placed, you do not need to place or move any pegs. This flower is worth 1 point at the end of the game.

Once you have placed your tile, the next player may take their turn. If a new tile needs to be revealed, the next player must reveal a new tile before selecting one.

End of Game

The game's end is triggered when a player places their final color peg. Once this occurs, all other players have one final turn. The player who triggered the game end does not get an extra turn. After all players have finished their final turn, scoring takes place.

Each flower with a peg placed in the center is worth two points. Each completed flower without a peg is worth 1 point.

In the case of a tie, the player with the most pegs in the field of flowers wins.

Solo Variant

In the Solo Variant, you are playing against an automated Garnder, the "Tertill". As in the base game, you are trying to build flowers to add them to your greenhouse and influence the market. The higher the market value of a flower, the more it is worth in your greenhouse.

Setup

1. Place a Garden Board and a set of six colored pegs on their matching spaces in front of you.
2. Draw from the bag and reveal 3 face-up Petal Tiles above your flower bed.
3. Place the Flower Market Board with its 6 colored pegs on their matching spaces next to your board.
4. Shuffle the Watering Can Cards and place them face down in a stack nearby.
5. Shuffle the Hybrid Flower Tiles and also place them face down in a stack nearby.

Objective

How to Play

The game is played over the course of 3 rounds. Starting with a 3x3 garden then growing to a 4x4 in the 2nd round, and a 5x5 in the third. Play goes back and forth between the AI bot and the single player.

There are two phases each turn.

Phase I: (The AI) Tertill's Turn

1. First Round of Game:
    a. Reveal Hybrid Flower.
    b. Reveal Watering Location Card: On the first round of the game, the top card on the deck will be used. Each subsequent turn, a new card will be revealed and the previous card will be discarded.

2. Reveal Watering Location Card & Select AI Tile:
    a. The revealed card will trigger the AI's tile selection. The number on the revealed watering location card (1, 2, or 3) will determine which tile will be added to the bots pool of tiles. There are only three visible tiles at any given time. From left to right, they are numbered 1, 2, 3.
    b. The AI's selected tile is added to their pool (next to revealed hybrid). Keep these tiles face up.
    c. After a tile has been added to the bots pool, a new tile is drawn from the bag, and placed in its space.

3. Hybrid Trigger & Market Influence:
    a. The revealed Hybrid is how the AI bot affects the Market. Each Hybrid will have two colors, split diagonally. The top left color of the flower will be moved on the market to the left, or negatively. The top right color on the flower will be moved to the right on the market, or positively.
    b. At any point, if there are 4 corners of either of the two colors on a revealed hybrid, the bot will be triggered.
        i. Remove any tiles that have triggered this event. In some cases, there may be more than 4 corners that trigger this, remove all of them.
        ii. Influence the Market by moving the flower pegs on the hybrid. Move the top left color to the left on the market and the top right color to the right.

4. Reveal a Hybrid Tile:
    a. Only one Hybrid tile should be revealed at a time. If a Hybrid is already visible, do not reveal a new Hybrid.
    b. New Hybrids will immediately be revealed once they have been triggered (more about this below)

Phase 2: You take a normal Turn (See page

End of Round

A round ends when no more tiles can be placed on the current round's flower bed. At which point you will Prune your garden, in preparation for the next round.

End of Game

Play against your highest score and continually try to best your previous games!