

Blooming

INDUSTRY

RULES

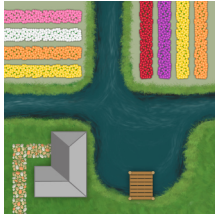


OVERVIEW

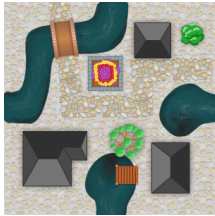
Your goal is to build up farms and canal routes while harvesting, transporting, and selling tulips from your farms to the market. You have to sell them quickly though. Tulip prices decrease as tulips of the same color are sold. The quicker you can sell your tulips, the better!

COMPONENTS

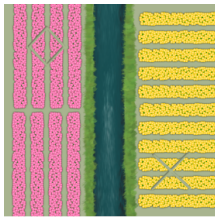
4 Home Tiles



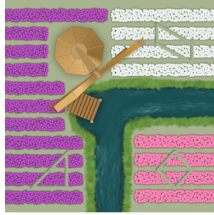
5 Market Tiles



15 Straight Tiles
(6 dock tiles)



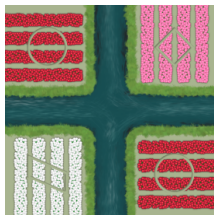
10 Turning Tiles
(all dock tiles)



20 Fork Tiles
(10 dock tiles)



6 Cross Tiles



4 Game Changer Tiles



12 Windmills (3 per color)



12 Farmers
(3 per color)



12 Boats
(3 per color)



48 Tulips
(8 per color)



18 Tulip Tokens
(3 per color)



SETUP

- 1 Place the market tile(s), in the middle of the play area.
- 2 Place tokens in six color-coordinated stacks and place them from lowest to highest values, with the highest value on top.
- 3 Put all the tulips off to the side.
- 4 Choose a home tile to place in front of you, two or three spaces from the market tiles, depending on player count.

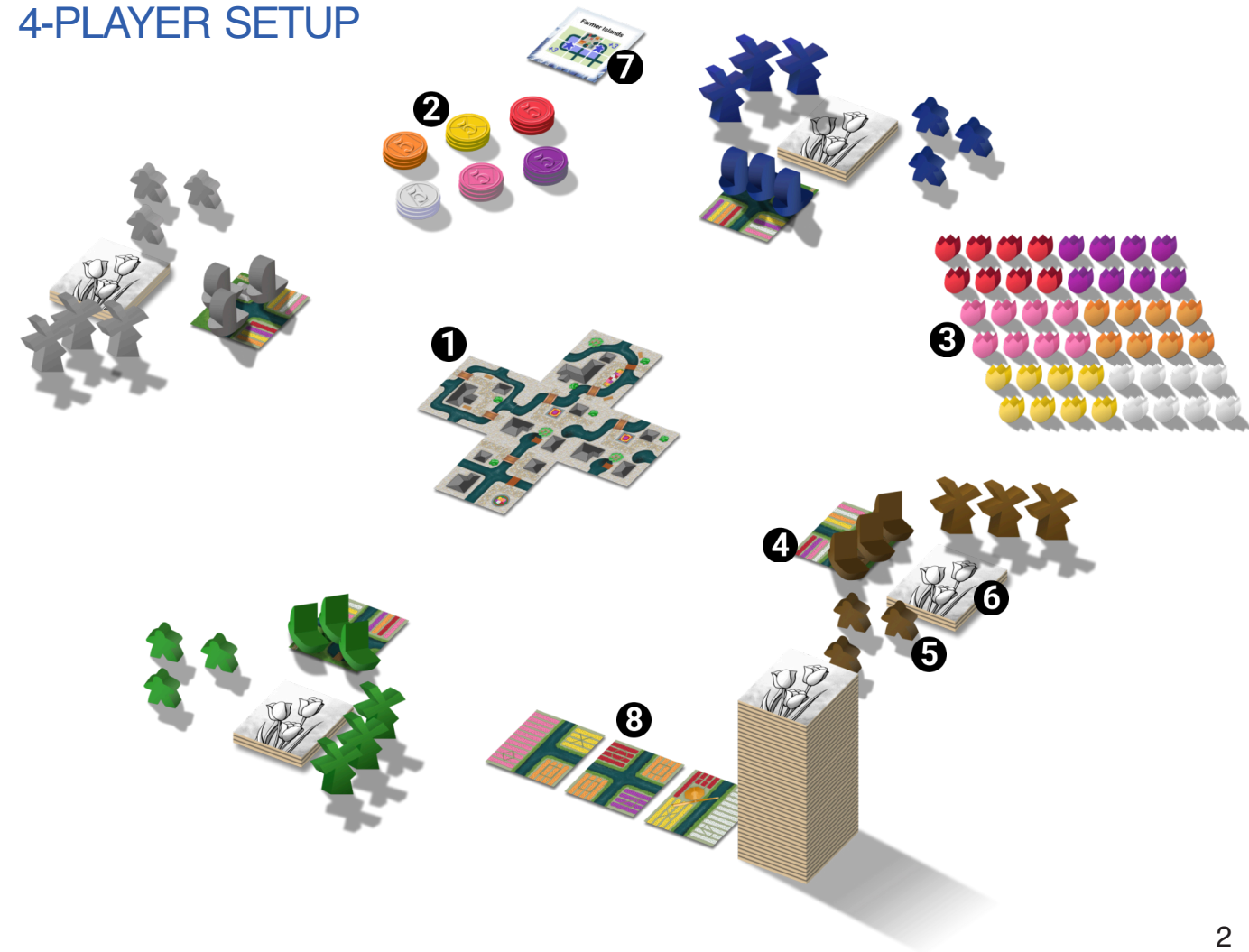
- 5 Place your three farmers and three windmills behind your home and then place your three boats on your home.

- 6 Each player takes five field tiles and chooses to keep three of them.

- 7 Grab a *Game Changer Tile*, at random, and place it where everyone may see it. This adds an additional scoring element to the game (reference all these tiles on page 6).

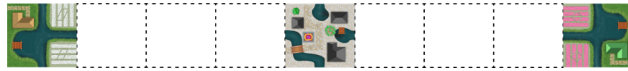
- 8 Grab the top three tiles from the stack and place them face up, to create the reserve.

4-PLAYER SETUP

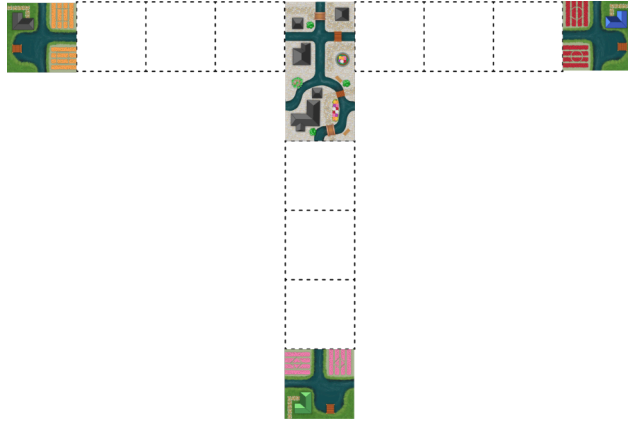


SETUPS FOR 2 & 3 PLAYERS

2-PLAYER



3-PLAYER



4-PLAYER

This is the only setup where tiles are placed two spaces away from the market. Setup is shown on the previous page.

STARTING THE GAME

Once everyone has selected their three starting tiles, all players simultaneously place them.

- These tiles must be placed in connection with their home and/or another field tile they previously placed.
- Randomly choose who goes first. Turns will be taken in clockwise order.

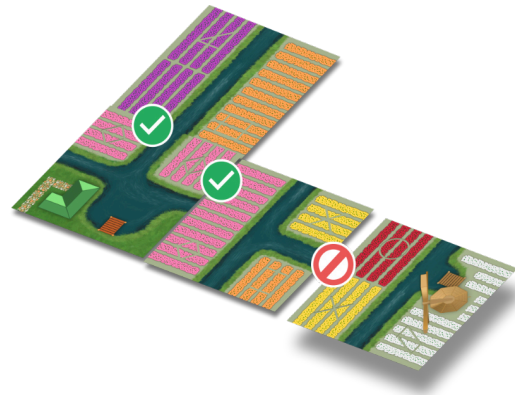
GAMEPLAY

Each turn you **must** perform the following two actions in any order: *Cultivate* and *Farm*.

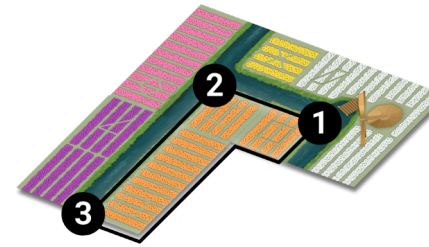
- 1. CULTIVATE:** Take a field tile from the reserve or the top of the stack.
 - If taking a tile from the reserve, immediately replace that tile with a new one from the stack.
 - If all tiles in the reserve are the same canal routes, you may discard all of them and put three new tiles out before taking a new one.

Then either...

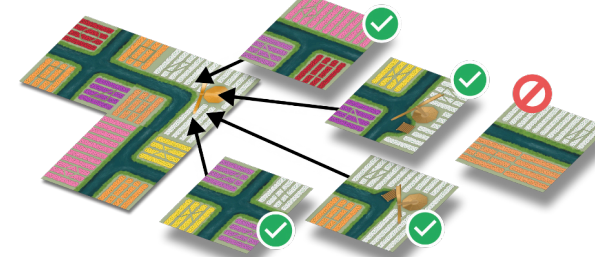
- A. Seed** - Place the tile in connection with another.
 - When placing a field tile, there must be at least one spot where either a matching tulip field and/or canal is connected.



- When **three or more** tiles with matching fields are connected, this becomes a farm.



- Whenever a field tile is placed and expands a farm someone owns, the owner may add a matching tulip to that tile.
- B. Reseed** - Place the tile on top of another field tile.
 - The tile must maintain any canal routes the tile below it had, but may add more routes to it.
 - Stacking a tile with a tulip on it resets the tulip back to the tulip supply.

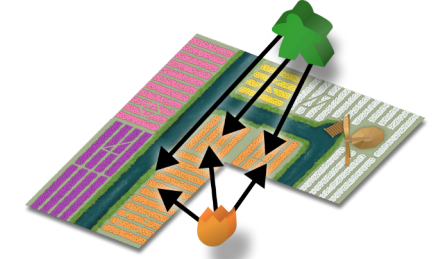


- There's no limit to how many tiles may be stacked on one another.
- You may not stack a tile on a tile that has any boats, farmers, or windmills on it.
- If this action breaks a player's farm (causing it to have less than three fields), that player's farmer is immediately returned to their personal supply.

2. FARM: Either **Harvest** (place a farmer), **Build** (place a windmill), or **Transport** (move boats).

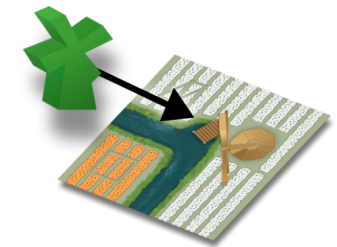
- A. Harvest** - Grab your farmer and place them on an **unoccupied** farm (at least three matching fields).

Then place tulips up to the number of fields in that farm, minus two.



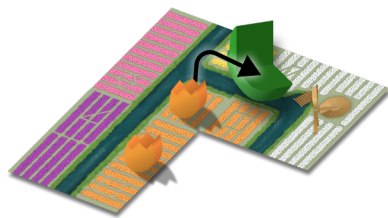
- If all your farmers are already out, you may move one of your farmers from one farm to another.
- If none of the matching tulips are in the tulip supply you cannot take them.
- One farmer per farm and one farmer per tile.
- One tulip per tile.

B. Build - Grab a windmill from your supply, or another tile, and place it on a dock tile to activate it.



- If any boat moves or is placed onto an active dock tile, it instantly moves an additional tile.
- If moving over an active dock tile with a tulip, the player may still add that tulip to their boat.
- Matching boats may reset to one of their active dock tiles, instead of back to that player's home tile, and then immediately move one space (reset occurs once when *Reaching the Market*).
- Windmills may not be placed on tiles directly beside tiles with windmills already on them.

- C. Transport:** Move up to three of your boats, one tile per boat, along any of the canal routes.
- Whenever a boat is on or passes through a tile with a tulip, on a farm not owned by an opponent, that player may add the tulip to their boat.

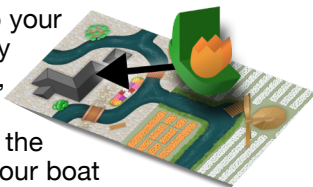


- Boats may only hold one tulip, but you may return a tulip on your boat to the tulip supply to replace it with a tulip you'd rather pick up.
- Boats are allowed to move backwards, on tiles they came from, but they cannot move off of tiles.
- Moving onto a tile with an **opposing player's boat** will automatically push that boat as long as it wouldn't force any additional boats to move. The player who's boat is being pushed may choose which connected tile they want to move it to, unless there's only one option available.

REACHING THE MARKET

Once your boat reaches any of the market tiles...

- Reset your boat back to your home tile, or back to any of your active dock tiles, even if it arrives empty.
- Take the top token from the pile matching the tulip your boat delivered, if one is available, before returning that tulip back to the main supply.



GAME END

The game ends as soon as either three tulip token piles are completely depleted OR the last tile has been drawn from the stack.

FINAL SCORING

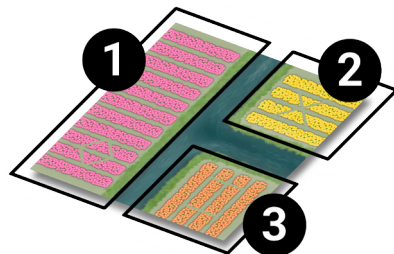
- Add up all your tulip tokens' point values.
- Collect the tulips that are in your boats and on the farms you own. Count them as one point per tulip.
- Add points from whichever *Game Changer Tile* was used in the game.

WINNER

- The player with the most points wins!
- If there's a tie, the tied player with the most tulip tokens collected wins!
- If there is still a tie, those players share the victory!

INDEX

- Boat:** transports tulips, one per boat. One boat per tile (exception on any player's home tile).
- Dock:** any tile with a dock and windmill graphic on it. It's only activated when a windmill is built on it.
- Farm:** three or more tiles connecting matching fields. A player's farm may never connect to another player's farm.
- Farmer:** worker used to take the harvest action on a farm. One farmer per farm and one farmer per tile.



This tile is composed of one pink field, one yellow field, and one orange field.

- Field:** any single, colored section of crops on a tile.
- Personal Supply:** area behind a player's dock where they keep their farmers and tokens.
- Tulip:** place on farms when either a player's farmer is placed on that farm or an owned farm is extended by another, matching tile. One tulip per tile. If a boat is already on the tile, the tulip can alternatively be placed directly on the boat.
- Windmill:** activates a dock tile when placed on it. These can only be placed on dock tiles.

GAME CHANGER TILES

- Farmer Islands** - Three points per farmer within a set of fields completely closed off by canal routes. Connected market and dock tiles may count toward closing off canal routes.
- King of the Hill** - *5-Point Bonus Token* goes to the player with a farmer on the highest stack of tiles. The player earns this as soon as they have a farmer on a stack of two tiles. For a player to take this token from another player, they must first have their farmer on a stack of at least one tile higher than the player who had the highest stack.
- Largest Farm** - *5-Point Bonus Token* goes to the player with the largest farm. A player earns this as soon as they have a farm of at least four fields. For a player to take this token from another player who earned, they must first have a farm that's one field larger than that player.
- Most Total Fields** - Five points to the player with highest total number of fields from all their farms combined, at the end of the game.
- Tulip Border** - One point per tile adjacent to a player's dock, with a tulip on it, at the end of the game. A tulip on a boat which sits on that tile still counts.

INQUIRIES

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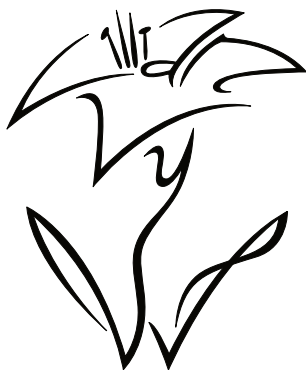


PUZZLES & GAMES

SPECIAL THANKS

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In loving memory of
Lillian Vy White



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