

Blooming

INDUSTRY

RULES

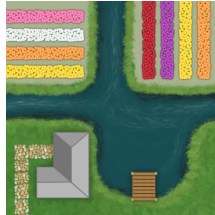


OVERVIEW

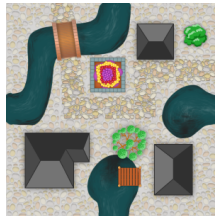
Your goal is to build up farms and canal routes while harvesting and transporting tulips in order to sell these on the market. The quicker you can sell your tulips, the better!

COMPONENTS

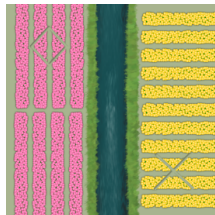
4 Home Tiles



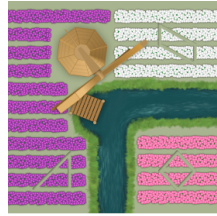
5 Market Tiles



15 Straight Tiles
(6 dock tiles)



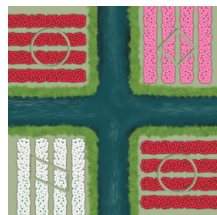
10 Turning Tiles
(all dock tiles)



20 Fork Tiles
(10 dock tiles)



6 Cross Tiles



5 Bonus Tiles



48 Tulips
(8 per color)



18 Tokens
(3 per color)



12 Windmills
(3 per color)



12 Boats
(3 per color)



12 Farmers
(3 per color)



3 Bonus Tokens



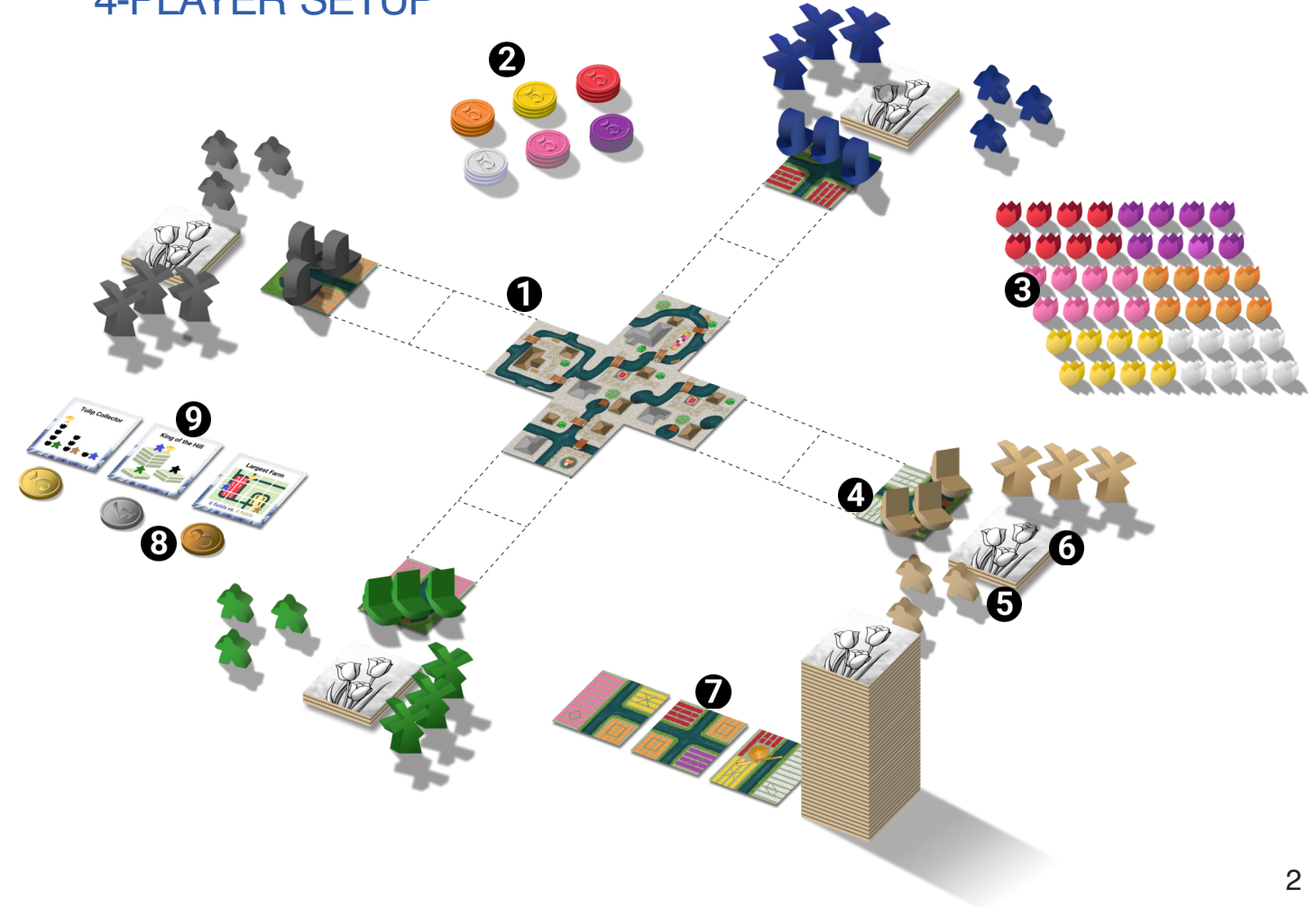
SETUP

- 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 tile and then place your three boats on your home tile.
- 6 Shuffle all field tiles and place these in a closed stack. Each player takes five field tiles and chooses to keep three of these close in front of them. Place the other 2 field tiles at the bottom of the stack.

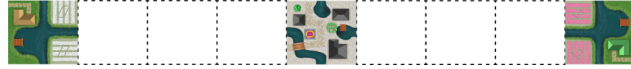
- 7 Grab the top three tiles from the stack and place them face up, to create the reserve.
- 8 Place *Bonus Tokens* in order
- 9 Grab three *Bonus Goal* tiles, at random, and randomly place them next to each *Bonus Tokens*. Each of these tokens is earned by the player who wins that *Bonus Goal* (reference all these tiles on page 6).

4-PLAYER SETUP

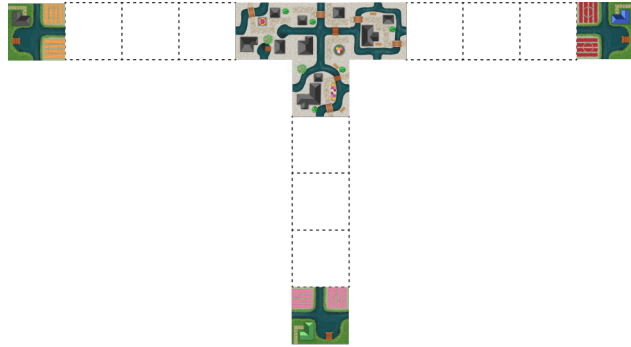


SETUPS FOR 2 & 3 PLAYERS

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 tile and/or another field tile they previously placed.
- Randomly choose who goes first. Turns will be taken in clockwise order.

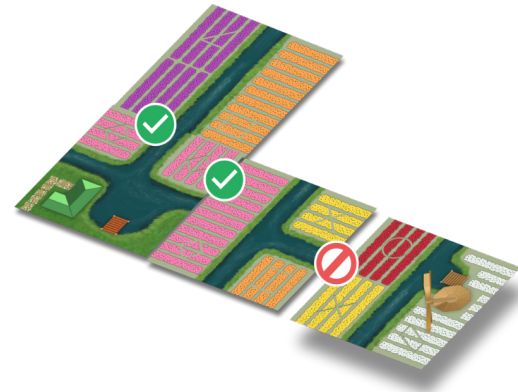
GAMEPLAY

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

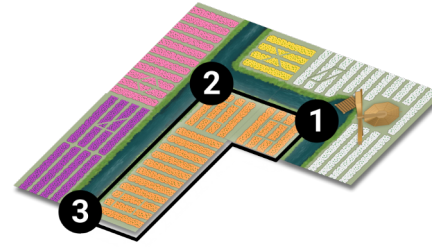
- 1. CULTIVATE:** Take a field tile from the reserve or the top of the stack.
 - If taking a tile from the reserve, immediately replace that tile with a new one from the stack.
 - If all tiles in the reserve are the same canal routes, you may discard all of them and put three new tiles out before taking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

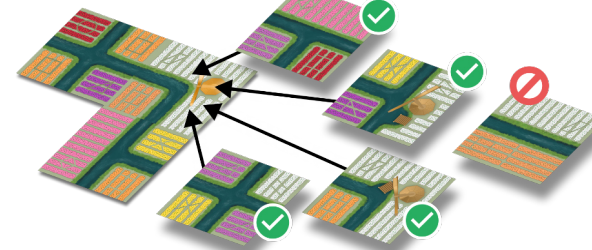


- When three or more tiles with matching fields are connected, this becomes a farm.



- Whenever a field tile is placed and expands a farm someone owns, by an additional field, 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.

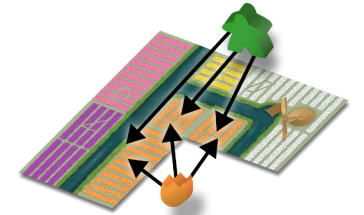


- There's no limit to how many tiles may be stacked on one another.
- You may not stack a tile on a tile that has any boats, farmers, or windmills on it.
- If this action breaks a player's farm (causing it to have less than three matching fields), that player's farmer is immediately returned to them.

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

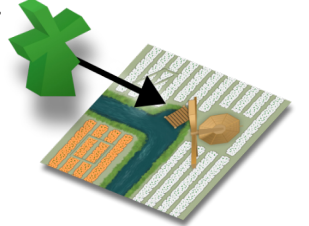
- A. Harvest** - Grab your farmer and place them on one field of an unoccupied farm (at least three

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



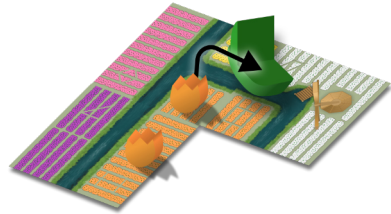
A farmer is placed on any one of the three fields in this farm, then one tulip (three fields minus two) is placed on any one field as well.

- If all your farmers are already out, you may move one of your farmers from one farm to another unoccupied farm.
- If none of the matching tulips are in the tulip supply you cannot take them.
- A player's farm may never connect to another player's matching farm.
- One farmer per farm and one farmer per tile.
- One tulip per tile.



- B. Build** - Grab one of your windmills from your supply, or from a tile, and place it on a dock tile (which shows a dock and a windmill) 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.
 - Any player's boats may reset to one of that player's active dock tiles, instead of back to that player's home tile, and then immediately move one space (reset occurs when *Reaching the Market*).
 - A windmill may not be placed on a tile directly beside a tile with a windmill already placed on it.
- 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, located on a *Field* tile not in a farm owned by an opponent, that player may add the tulip to their boat.

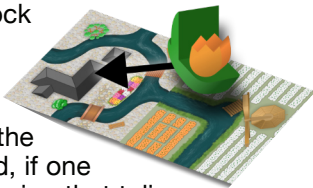


- Each boat can carry only one tulip at a time. However, you can exchange your current tulip back to the supply in order to pick up a different tulip if desired.
- Boats are allowed to move backwards, on tiles they came from, but they cannot move off of tiles.
- Moving onto a tile with an **opposing player's boat** will push that boat one tile further 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. If there are no options, the boat may not move.

REACHING THE MARKET

Once your boat lands on 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

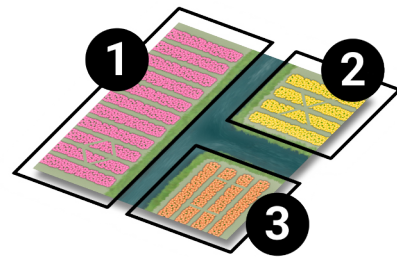
- Add up all your tulip tokens' point values.
- Evaluate the active *Bonus Tiles*. The player who met the condition claims the adjacent *Bonus Token* for their score. If tied, split the token's value equally (rounded down).
- Earn one point for every two tulips remaining on your farms and boats (rounded down).

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

- Bonus Tile:** Identifies active bonus for the game.
- Bonus Token:** Indicates the total points awarded to



This tile is composed of one pink field, one yellow field, one orange field, all separated by a forking canal route.

the player(s) who complete the *Bonus Tile* goal.

- Boat:** transports tulips, one per boat. One boat per tile (exception on any player's home tile).
- Dock Tile:** 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.
- Farmer:** worker used to take the harvest action on a farm. One farmer per farm and one farmer per tile.
- Field:** any single, colored section of crops on a tile.
- Field Tile:** all tiles with fields on them, so everything other than home or market tiles.
- Home Tile:** The starting tile for each player's boats (matching its color) and where they may be reset to throughout the game.
- Personal Supply:** area behind a player's dock where they keep their farmers and tulip tokens.
- Tulip:** wooden flower-shaped piece placed on farms when either a player's farmer is placed on that farm or an occupied farm is extended by another, matching field. 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.

BONUS TILES

- Farmer Islands** - Your farmer must be on a set of fields entirely enclosed by canals (Docks and Home tiles act as boundaries). The player with the most qualifying *Farmer Islands* wins. If tied, split the points (rounded down).
- Highlands Farmers** - Your farmer must be on a stack of two or more tiles. The player with the most qualifying tiles wins. If tied, split the bonus (rounded down).
- Largest Farm** - The player with the largest farm (number of fields making up the farm) wins. If tied, split the points (rounded down).
- Dock Tile Border** - To qualify, count the dock tiles surrounding a tile that has your farmer on it. The player with the highest count (up to 9) wins. If tied, split the points (rounded down).
- Tulip Collector** - Place one random tulip on this tile during setup. At game end, the player with the most tulips matching this color on their farms and boats wins. If tied, split the points (rounded down).

INQUIRIES

Daan Kreek

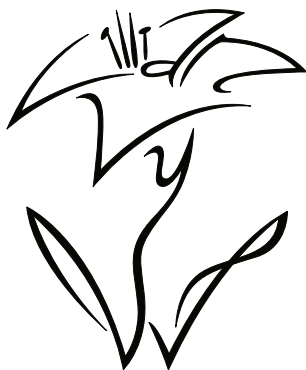
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In loving memory of
Lillian Vy White



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