



Flourish

Friends & Follies



The Friends and Follies expansions provide fun new ways to play *Flourish*. You may play with either or both expansions at the same time.

Components:
15 Friend mini cards
35 3D Folly buildings
1 Victory Plaque
3 Rulesheets (English, French, and German)

Friends

Many creatures, such as bees, bats, and even some snakes, can be very beneficial to a garden. Avid gardeners will often try to make a welcoming atmosphere for these animal friends.

OVERVIEW

Craft your garden to make a welcoming environment for friendly critters!

SETUP

Shuffle the 15 Friend cards and deal 2 to each player. Players may look at these cards, but should keep them secret until the end of the game.

If playing cooperatively, place the 2 Friend cards faceup beside your scoreboard for all players to see.


In a solo game, do not give McGregor any Friend cards.

SCORE



After the end game scoring, all players should reveal their two Friend cards. Then each player gets to score for only one of their Friend cards.

Scoring Reference




Score 5 points for every  in your garden.



Score 3 points for every pair of  and  in your garden.



Score 5 points for every set of 3  in your garden.

Medals

Cooperative: Increase the required score by 15 for each player.

Solo: Increase the required score by 15.

Follies

A folly is a building or some kind of structure designed primarily for decoration, and usually serves no other purpose than providing visual interest or whimsy to the surrounding landscape.

OVERVIEW

Build magnificent structures that compliment your garden in beautiful ways! You will play Flourish using the normal scoring rules with the following changes:

SETUP

Give each player 5 Follies, 1 of each color. These Follies may be placed beside each player's scoreboard.

In a solo game, do not give McGregor any Follies.

GAMEPLAY

When playing with Follies, you must play your cards into a 3x3 grid. So you will play the first 3 cards side by side, then the next 3 cards beneath those, and finally the last 3 beneath those.

At the end of each of the first 3 rounds, you may place any of your unplaced Follies on cards in your garden. Because Follies score additional points based on the cards they are adjacent to, you may rearrange the cards you played this round before placing Follies. Follies may only be placed on cards you played during the current round. They can only be placed on cards that have at least 1 plant symbol matching the symbol on the Folly. No more than 1 Folly can be placed on a card.

When playing the final 3 cards in your hand at the end of the game, you may place these cards on the outside of your 3x3 grid, adjacent to any of your played cards.

SCORE

At the end of the game, each Folly in your garden is worth 2 points for each symbol matching its type on the card it was placed on, and on each card adjacent to it (not diagonal). Each adjacent card with no colored symbols is worth 3 points (Walls, Lawns, Features). The *Rosa Alba* is worth 2 points for each Folly that scores for it. You may place any Folly on the *Rosa Alba*. Every Folly that you were unable to place is worth minus 5 points.

Scoring Example



Medals

Cooperative: Increase the required score by 30 for each player.

Solo: Increase the required score by 30.