

## Scoring Sets

**Night Set** (Month: 1/6/9/10/12)  
Collect any 3/4/5 of them, score 5/8/15 VP



• Night card (No. 9) is not used in the Animal Set.

**Birds Set** (Month: 1/3/5/6)  
Collect any 2/3/4 of them, score 4/5/12 VP



**Animals Set** (Month: 2/4/7/8/10/11/12)  
Collect any 3 of them, score 6 VP.  
Score 1 VP for each additional card in the set.



**Special Animal Set**  
**Taiwan Treasure Animals**  
(Month: 2/10/12)  
Collect all 3, score 10 VP



**Weather Sets** (Month: 2/3/4/5/7/8/9/11)  
Collect any 3 of them, score 4 VP.  
You can only score one set in each round.



**Special Weather Set**  
**Typhoons**  
(Month: 2/7/8)  
Collect all 3, score 10 VP



• If you gain a Special Weather card after you have completed a normal Weather Set, you can choose to Keep Playing or Cash Out.

**Casual Sets**  
Collect any 7 cards, score 4 VP.  
Score 1 VP for each additional card in the set.

• Any cards that are not used in other sets can be used in the Casual Sets (including Wild cards)

**Season Set** (The actual Month when you are playing this game)  
Collect all 4 of that Month, score 7/4 VP in a 2/3~4 player game.

## Credits

Special Thanks to 張瀨文

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Suitable Age: 10 years and up | © 2018 Soso Studio Made in Taiwan

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SOSO  
GAMES

# FORMOSA FLOWERS



Players  
2-4

Time  
15-25 min

Age  
10+

Seasons change, and flowers blossom. Nature, sun, and wind enjoyed by visitors in the mountain are all beautiful memories of their journeys.

Formosa Flowers is adapted from (and inspired by) the traditional Japanese card game Hanafuda. Through playing flower cards of the same months, players collect required icons for scoring sets. The timing of scoring is very important because cashing out with solid points at the right time before all the others leave the round is the key to victory.

The 2nd Edition comes with the “Yaku” rules to provide greater tension in the game.

## Goal

The game ends at the end of the round if any player(s) reaches 60 victory points (VP). The player who scores the most VP wins.

## Components

Flower cards x 54    Player Aid cards x 4    Rulebook x1 (CH)



Rulebook x1 (EN)

“Keep Playing” tokens



x9

VP chips    1 X24    3 X15    10 X18

## Flower cards

**Month** : Indicate the month of this Flower card (1~12)

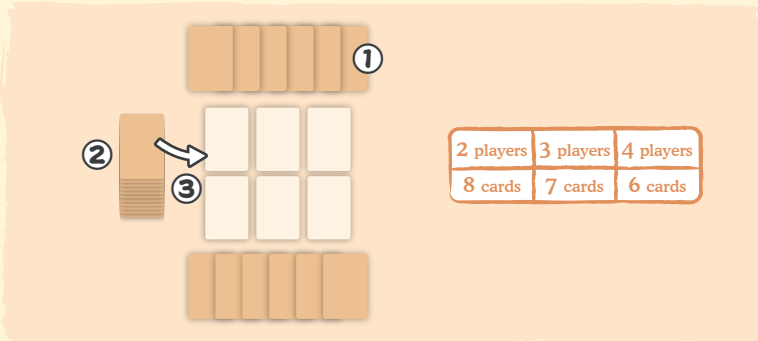
**Card icon** : icons are matched in the scoring sets.

**Wild** : This card can be played as either of the numbers shown. For example, 9/10 can be played as September or October.



## 🌸 Setup at the beginning of the game

- 🌸 Place all the VP chips and Keep Playing tokens aside.
  - 🌸 Give each player one Player Aid card.
  - ① Shuffle the Flower cards and deal according to the number of players.
  - ② The remaining cards form a facedown deck.
  - ③ In a 2/3/4-player game, reveal 8/7/6 cards from the deck and place them face up in the center of the table as the “Field cards.”
- The youngest player is the start player. You are ready to play.



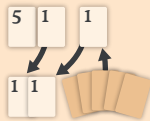
## 🌸 Game Flow

Players take turns in closewise order. On your turn, you will play through 2 phases: **Play phase** and **Resolution phase**.

### 🌸 Play phase

#### ① Play one card from your hand :

• If there are any Field cards that match the Month of the card you played, you can take one of the Field cards and place them in front of you as your scoring pile.

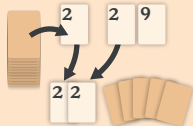


• If none of the Field cards match your Month, your card is left on the table as a new Field card. After drawing a card from the deck, check if any Field cards match its Month.



#### ② Draw one card from the deck :

• If there are matches, you can take one of the Field cards and the card you drew as your scoring pile.



• If none of the Field cards match your Month, the card you drew is left on the table as a new Field card.



## 🌸 Resolution phase

### • Scoring

If you complete any new scoring set, and you have at least 7 / 4 VP in a 2 / 3~4 player game, you can choose to ① **Keep Playing** or ② **cash out for VP and end your round**.

If you didn't complete a new scoring set, then your turn ends immediately.

Example: You just completed the Casual sets for 4 VP. Your previous Animal set scored 6 VP. You can choose to Keep Playing or end your round to score 10 VP.

#### ① Keep Playing

If you choose to Keep Playing, take one token and end your turn.

#### ② Cash Out

If you choose to Cash Out, take VP chips, return your Keep Playing tokens, and end your round.

Your score will be “the VP of all your completed sets” x “the number of the Keep Playing tokens you have”

Example: Your completed sets are 16 VP. You have only one Keep Playing token. You will score  $16 \times 2 = 32$  VP in total.

\*When you end your round, your turns will be skipped for the remainder of the current round.

## 🌸 End of the round

When there is only one player left who hasn't scored, the round will end immediately and that player won't have a chance to score in that round.

If the deck runs out and all players have played all their cards, the round will end and all the remaining players won't score in the round.

2 player game	3 player game	4 player game
1 player scores	2 player scores	2 player scores

## 🌸 End of the game

At the end of a round, if any player(s) has 60 VP or more, the game ends immediately. The player with the most VP wins! If tied, they share the victory. If no one reaches 60 VP, the next round begins.