

In Gift of Tulips, tulip enthusiasts explore Amsterdam's Tulip Festival to build colorful bouquets and give tulips to their friends.

How THE GAME WORKS Players choose between building up their bouquet to try and score major points in the Tulip Festival, giving tulips to other players to get points immediately, and placing tulips in the Tulip Festival to vote for the winning tulip type. Each turn, players draw a Tulip card and take an action, then draw another Tulip card and take a different action.



Festival cards determine how many points will be awarded for having the majority of tulips in

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- 1. Remove the 5/6 player Tulip cards from the Tulip deck if not playing with 5 or 6 players and return them to the box.
- 2. Shuffle the remaining cards in the Tulip deck, and then remove a number of cards based on player count:

P LAYER COUNT	Remove
2	18
3	4
4	6
5	14
6	10

DO NOT LOOK AT THE REMOVED CARDS.

- **3.** Set the Tulip deck in the center of the table.
- Give each player a Scoring card, Player cube, and Reference card. Each player sets their score at 0.
- 5. Place the 4 Festival cards for the current player count in a row in the middle of the table starting with 1st place and ending with 4th place.
- 6. Draw two different Tulip cards from the Tulip deck. Place the Tulip with the higher number under the 1st place Festival card

and the lower numbered card under the 2nd place Festival card. *If they are the same value, place one card on 1st place and one on 2nd.*

If the second card is the same kind of tulip as the first, draw cards until a different kind of tulip is revealed. Return the other cards to the deck and reshuffle the deck.

The area with the Festival cards and the Tulip cards underneath the Festival cards is called The Festival.

- 7. Place the four Tulip Tracking Cubes, one for each Tulip type, and the Tulip Value Tracking card above the Festival cards. Take the two cubes that correspond with the Tulips that are currently in The Festival and place them on the values that are equal to the cards drawn. This will be a number between 2 and 4.
- 8. Deal two cards Tulip cards to each player. Players choose one card to add face up in front of them to start their bouquet and one to put face down to create the Secret Festival pile above The Festival cards.
- **9.** The player in the most colorful outfit is the 1st player.

= HOW TO PLAY =

On your turn, you will draw one card, perform an action, then draw another card and perform a different action. You cannot perform the same action twice in a single turn. After you perform two actions, it is the next player's turn.

Action 1 – Keep a Tulip In Your Bouquet 💰

Place the card face up in front of you. These cards will determine how much you score at the end of the game. You immediately score points for adding the tulip to your bouquet if that tulip is currently ranked 3rd or 4th. The Keeping points are listed on the Festival card.

Your Bouquet should be separated by type.

Action 2 – Give a Tulip to a Friend

Add the card (face up) to another player's bouquet and immediately score points equal to the Giving Value of the Festival Card above the type of tulip you gave plus the Tulip Value on the card.

ACTION 3 - ADD A TULIP TO THE FESTIVAL

Adding a card to The Festival helps determine how many points will be awarded for whoever holds the most (and second-most) of that Tulip type at the end of the game. By playing tulips to The Festival, you can change the ranking of Tulips. There are two ways to add a card to The Festival. You may only do one of these per turn.

Add the card face up to The Festival and adjust Tulip cards and Tulip Tracking cubes as needed. See Adjusting Festival cards on the next page.

OR

Add a card face down to the Secret Festival deck.

Cards in the Secret Festival deck will be revealed at the end of the game, and can influence the order of tulips under the Festival cards.

Note: If a Tulip type is currently not ranked, it is considered to be in 4th place for Giving and Keeping points.

ADJUSTING FESTIVAL CARDS

When you add a Tulip to The Festival, put it in a stack with any cards of the same type and add up the total value of numbers in the top-left corner. If the total value is equal to or higher than a tulip type stack underneath a Festival Card, it replaces that stack and pushes all stacks lower than it one space to the right

= GAME SET UP =

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ADJUSTING **F**ESTIVAL CARDS EXAMPLE

An orange 2 card is added to The Festival.

It isn't higher than the value 5 blue stack, but it equals the value 2 purple stack.

It replaces the purple stack under the 2nd Place Festival card and pushes the purple stack to 3rd Place.

The value 2 pink stack is moved to the 4th Place Card, Festival which won't be scored at the end of the game.

The pink stack could be moved back under a Scoring Festival Card if more pink tulips are added to The Festival later in the game.



After the stacks have moved, add the value of the Tulip card added to The Festival to that Tulip type's current value on the Tulip Value Tracking card. This is to make it easy to know what the values of the Tulips are and which Tulips need to move when adding to The Festival.

The game ends when the deck runs out and the last player finishes their turn. All players will have the same number of turns. Perform the following steps when the game ends:

- Shuffle and take 5 random cards from the Secret Festival deck. If there are 5 or fewer cards in the Secret Festival deck, take all of them.
- \mathcal{L}_{\bullet} Flip one card at a time and add each to The Festival, shifting the Tulip cards if needed.
- After the Secret Festival cards have been added to the Festival, scoring begins.

FESTIVAL MAJORITY SCORING

For each of the four Tulip types under the Festival cards, see which player has the most Tulip cards of that type in their Bouquet. That player earns the Majority points listed on the Festival Card. Do the same for the player with the second-most Tulip cards of that type. That player earns the 2ND Majority points on the Festival card. In a 5 or 6 player game, there is also a 3rd Majority that is scored in the same fashion.

If there is a tie for which player has a majority, the player with the higher value of Tulip cards gets the points. If the players have the same value of Tulip cards, then the players all gain the points for having the majority.

= END OF GAME =

FESTIVAL MAJORITY SCORING EXAMPLE

If the purple tulips are ranked 1st Place and Sara has 3 purple tulips, Catherine has 2, and María has 1, Sara scores 15 points and Catherine scores 10.

If the orange tulips are ranked 2nd Place and Sara has 1 orange tulip, Catherine has 2, and María has 2, it is between Catherine and María for the majority. The player with the higher value of tulips gets 10 points and the other player gets 7. Sara does not get any majority points for orange tulips, even if her Tulip Card has a higher value than all of Catherine and María's Tulip cards.

END GAME SCORING

A player's end game score is made up of the following:

- The points gained during the game for giving tulips to other players and keeping certain types of tulips
- Festival Majority scoring

TIES

The player with the most points wins. If there is a tie, the player with the most tulips in their bouquet wins. If there is still a tie, tied

= Extra Information =

FROM THE PUBLISHER

Growing up, I never really felt like I belonged in any one place until I visited the Netherlands. There was something about the place that just felt like home, even though I'd never been there before. It reminded me of visiting my Dutch grandparents, with the blue and white delftware patterns, wooden clogs, tulips, and windmills. I remember growing up and knowing that if someone had a windmill in their yard, they were family, and going to Amsterdam definitely left its mark on me.

It wasn't just the objects I remembered from my childhood, but all the sights as well. From the canals to the fascinating, detailed, and sometimes outlandish architecture, there was something that caught your eye wherever you went. But going even further, the culture also greatly resonated with me. Most people in the Netherlands speak at least Dutch and English, but a good amount of them also speak French, German, and/or Spanish, as well. Historically, a lot of the Dutch people were traders and wanted to speak to you in the language that you were familiar with. It's that sort of attention to detail and empathy that made me think I was finally somewhere I belonged.

With Gift of Tulips, I wanted to create a game that really exemplified that experience in the form of a game. The player that wins will most likely be the one that gives out the most tulips and gives them to a variety of players. If a player simply hoards what they have, they may not get far.

The artwork of Gift of Tulips is reminiscent of the flower fields of Keukenhof, the blue and white delftware pattern that is unique to the Netherlands, the windmills and waterways of the countryside, and the buildings of Amsterdam.



TULIPS TYPES TULIP GREUZE

This tulip was named after the late 18th century French painter, Jean-Baptiste Greuze. It's of the Single Late variety, which means it has a single flower that blooms in the late Spring.



ALBA COERULEA OCULATA TULIP

These tulips are of the Species variety. These tulips are smaller than other tulip types and are not defined by their flowering times. They are sometimes referred to as Botanical Tulips.



AFFAIRE TRIUMPH TULIP

These tulips are of the Triumph variety. Triumph tulips are the largest group of tulips, have single flowers and are cup-shaped. They come in a large range of colors and bloom in mid to late spring.



ORANGE EMPEROR TULIP

These tulips are of the variety. Fosteriana These tulips have slender, cup shaped flowers and usually come in red, yellow, and white shades.

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