



The largest florist in Needza-rangemont has closed down after monopolising the local trade for over thirty years. leaving a power vacuum in the blossoming business of floral positioning and inflorescence fulfilment.As a result a flurry of new Florists have sprung up in the town. In a few weeks the contracts for all of the local wedding, funeral and town services are up for bids. As one of these Budding New Florists can you earn enough money to buy into this lucrativer market? Can you fulfil your customers orders while fetching fresh flowers from the market and planting your own stock? At the same time can you manage the idiosyncratic staff and get your creations on the delivery van before the days end? Will you become the premier florist in Needza-rangemont and start yourself on the path to the floristry hall of fame?

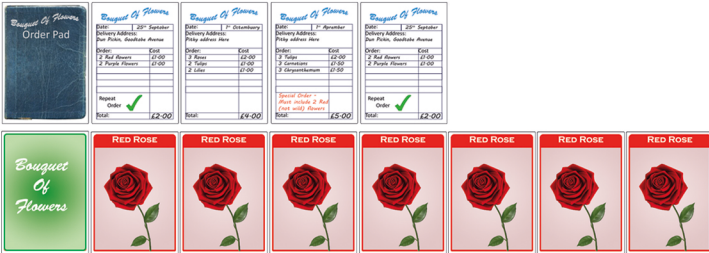
Can you earn enough money to become the new Kingpin of the Florist world?

**Players:**  
**2-5 New Florists**  
**Each game lasts 50 - 90 Minutes**

**Components:**  
120 Flower Cards  
40 Order pad Cards  
20 Staff Resumé Cards  
1 First Player token  
6 Delivery van tokens  
44 Money tokens  
This rule sheet

## Component Images here

**Setup:**  
**Setting up the Flower Market;**  
Remove the wild flowers from the flower deck  
Deal three flower cards to each player.  
Shuffle the wild flower cards back into the deck.  
Place the flower deck in reach of all players  
Draw the number of players + 2 cards and place them beside the Flower Deck to form the Flower Market Display.  
**Setting up the Order Pad;**  
Shuffle the Order pad cards and deal one to each player.  
Place the remaining cards face down this is the order pad.  
Draw the number of players -1 cards and place them beside the Order Pad to form the Order Pad Display.



**Setting up the game calendar;**  
Place the Game Calendar card in the center of the table with the appropriate side up (15 days for 2-3 players, 12 days for 4-5 players).  
Place the day marker on the calendar on day 1.

**Player setup;**  
Shuffle the staff Resumé cards and deal 4 to each player the remaining staff Resumé cards are placed back in the box.  
Each player takes a Delivery van card and places it next to their play area.

**Drafting staff members;**  
Each player chooses one member of staff from the Staff Resumé cards they have been dealt and places it face down in front of them.  
The remaining cards are passed to the player on their left until each player has taken four Staff Resumé cards.  
These staff members have not been hired as yet they represent resumés of staff that have applied for jobs with your Florist.

**Gameplay:**  
The game takes place over a series of days, each day is split into two action periods “morning” and “afternoon”.  
Every four days (five days in 2-3 player games) players may recruit staff members to improve their florists ability to make money if they can afford it.  
Each morning and afternoon phase each player performs one action.  
Players take orders and try to deliver these orders making as much money per order as they can, the player with the most money at the end of the game is the winner.  
Where Staff cards differ to the rules of the game the staff cards take precedence.

**Each Morning:**  
**At the start of each morning phase before any actions are taken;**  
The day marker is moved to the next day.  
If the new day is the start of a week (yellow number) players may recruit one member of staff from the Staff Resumé cards they have chosen. Paying the cost in flower cards from their hands (1 flower card for the first, 2 for the second and 3 for the third).  
The first player token is flipped to AM and moved to the player on the current first players left.  
If no order has been taken or fulfilled from the order display last turn the rightmost order is discarded.  
If no flower card was taken from the flower display last turn the entire display is discarded.  
The Flower Market and Order Pad displays are refreshed.  
Picked flower cards in player’s nurseries that were used the previous day are refreshed and are available for use during the coming day.  
Delivery vans are turned to show the open van doors side ready for order fulfilment.  
All completed orders under the delivery van are added to the players Completed Orders Stack.  
**Action Phases:**  
Each day is split into two action phases a morning and an afternoon phase. During each phase the players perform one action some Actions can only be taken once per day.

### Actions:

**Draw cards:**  
As an action players can either:  
Draw 1 Wild Flower card from the Flower Display.  
Draw 2 non Wild Flowers from the Flower Display.  
Draw 1 card from the Flower Deck and 1 non Wild Flower from the Flower Display.  
Draw 2 cards from the Flower Deck.  
Draw an order from the Order Pad Display.  
Draw an order from the Order Pad Deck and a Card from the Flower Deck (not from the displays).

**Plant a Flower:**  
As an action the player “plants” a non Wild Flower by placing it face up from in front of them from their hand. Planted flowers are available to be picked each day to help complete orders

**Fulfil Orders:**  
Once each day as an action a player may take a Fulfil Orders Action this may take place in the morning or the afternoon.  
There is no limit to the number of orders that a player may complete from their hand in a Fulfil Orders Action.  
They may also complete one order taken directly from the Orders Display.  
They may also complete ONE repeatable order which is face up in their Completed Orders Stack placing it face down.  
Completed Orders are placed underneath the players delivery van and the van is placed with the doors closed face shwoing. Repeatable orders are placed face up the first time they are completed all other orders are placed face down (including repeatable orders which have already been completed once).  
To complete an order the player “spends” the flowers which are required on the order card.  
The player shows the order they are completing to other players and discards the flower cards required or turns them face down in their nursery to show they have been picked for that order. The player can use any combination of flowers from their hand or nursery to complete an order.  
Wild flowers count as any colour and flower that the player chooses. However Wild Flowers can not be used for the “Must Contain” part of a special order.

### End Of Game Scoring:

After all players have completed their Afternoon actions on the last day of the calendar card. The amount of money that each Florist has earned is calculated. The Florist with the most earnings is the winning florist and the player that controls that Florist wins the game.

**Order Payments:**  
The “Totals” of all orders that have been added to each players order stack are added together to calculate their earnings.  
Repeatable orders that are face up in the completed orders stack are added to the earnings as normal.  
Repeatable orders face down in the order stack are added to the earnings twice.  
Some Staff members trigger bonuses for the orders completed do not forget to use these bonuses in your calculations.

**Staff Earnings:**  
During the game some staff members gain coins on their cards when activated. These coins are added to the earnings for each player’s Florist.

**Game Winner**  
The winner of the game is the player with the highest amount of earnings at the end of the game.  
In the event of a tie the tied players compare the following conditions in order:  
Most completed orders.  
Most flowers remaining.  
Least number of uncompleted orders in their hand.  
If after these comparisons the players are still tied then the victory is shared.