

Bloomhunter

It was the moment every bloomhunter lives for – the wind in her hair, the sails full to bursting, and a new land spreading out before her – but Zae did not feel at ease. All morning, on the approach to Tirealta, she'd had her spyglass trained on another set of sails, and now she'd closed enough to make out the insignia. "Pirates?" asked her first mate fearfully. "Worse," Zae replied. "Competition."

Upon hearing the rumors of a rare bloom on Tirealta, she had been certain she'd caught the fastest wind. But the Redmount Company, her fiercest competitors, had somehow gotten there first. If allowed to make landfall, they'd spread their agents across the land and buy out all the local markets. But Zae still had cards to play.

"Change our sail plan," she ordered. "If they're here, that means they're not watching their gathering fields on Lobai. And I just happen to have a cousin there who can guide me right to the spot."

Zae smiled in satisfaction as the crew ran to carry out her orders, shifting the airship's mainsails and lowsails to catch a higher-altitude current. The Flower Festival on Ash Aris was only days away, and she'd be drowned if she let Redmount show her up this time.

Component list

1 festival board

4 airships, 1 in each color

4 player boards, 1 in each color

20 farmers, 5 in each color

20 traders, 5 in each color

1 Ash Aris (7 hexes)

18 island tiles (2-4 hexes each)

80 terrain tiles (one hex each)

18 island cards

33 ally cards

17 bouquet tiles

15 family tiles (3 in each color)

160 marker cubes (40 in each color)

20 action markers (5 in each color)

200 flowers (40 in each color)

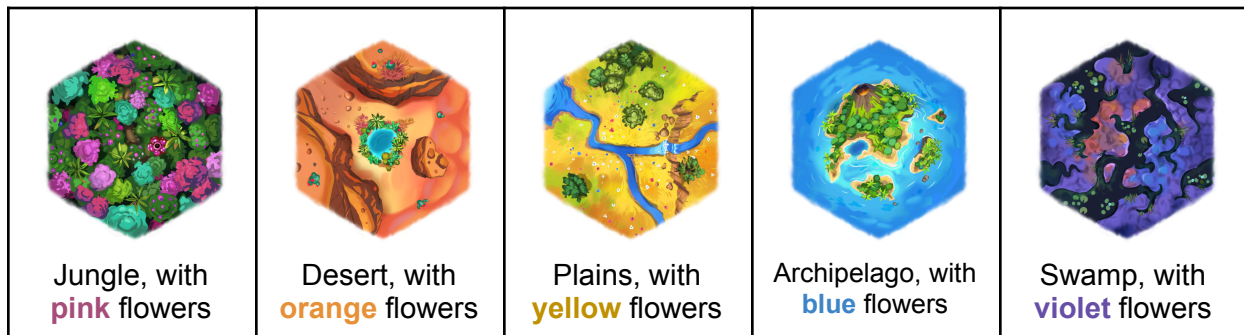
1 first player marker

30 Atlases

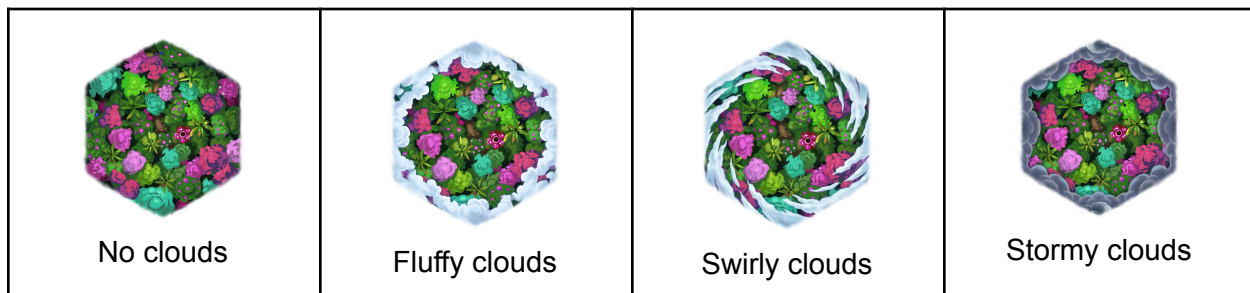
8 hold space covers








Component visual guide and symbology

Terrain tiles are single hex tiles. There are 5 types of terrain, one for each flower color:



Terrain tiles can have 4 different weather patterns, represented by the clouds on the tile border:



- **Teahouses**  and **Observatories**  are buildings that may appear on terrain tiles.
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- **In the physical prototype, Atlases** are small wooden green compasses or brown books, symbolized with . **In the print-and-play, Atlases** are symbolized with .
- **Ally cards** are small cards with various powers, and are represented by .
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- **Farmers** and **Traders** are meeples. **In the physical prototype, farmers** are the ones with hats. **In the print-and-play, traders** are plain figures () and **farmers** are figures holding a shovel ().

- **In the physical prototype, Flowers** are small pieces of foam. **In the print-and-play, Flowers** are colored squares marked with P, O, Y, B, or V (for pink, orange, yellow, blue,

and violet). “Flower in the color of your choice” is represented by



Objective

Players compete to acquire the most prestige, represented by victory points (VPs) for their bloomhunting ship at the Flower Festival. Players gain points by building arrangements of differently colored flowers, gaining favor with prominent families, expanding their networks of influence, exploring new horizons, and making shrewd deals with allies across the archipelago.

These objectives translate into six ways to gain VPs -- three during the game and two after the final turn.

During the game:

1. **Turn in sets of 3, 4, or 5 flowers at the central island, Ash Aris.**
2. **Play Ally cards that gain points.**
3. **Place Farmers and Traders in the lands you discover.**
4. **Reach the end of a Noble Family track and gain rewards.**

After the final turn:

1. Players receive points for **each island where they have the most control**, represented by Farmers, Traders, and cubes.
2. Players receive points for **each family track where their favor cube is in 1st, 2nd, or 3rd place.**

Setup

Board setup

1. Place **Ash Aris**, the large island with seven hexes, in the center of the playing area.
2. Place the **Festival board** at one end of the playing area.
3. Shuffle the **Island deck** and place it within reach of all players.
4. Shuffle the **Ally deck** and place it within reach of all players.
5. Sort the **Bouquet tiles** into three stacks based on size of the bouquet (3, 4, or 5 flowers). Order each stack from highest to lowest point value, with the highest on top.
6. Sort the **Family tiles** by color into 5 stacks of 3 in descending numerical order, with the tiles labeled “3x” on top. Place each stack in the slot at the end of the Family track of its color.

7. Shuffle the **Terrain tiles** face-down and place them in stacks near the Festival board (how many stacks doesn't matter). Reveal four Terrain tiles and place one each by the **Market spaces** marked **0, 1, 2, and 3** on the bottom of the Festival board.
8. Place all 18 **Islands** within reach of the play area (do not shuffle).
9. Place the **Atlases** and all five colors of **Flowers** within reach of the play area.

Player setup

1. Choose a color and take the following components in that color:
 - a. **1 Airship**
 - b. **1 Player board**
 - c. **5 Farmers**
 - d. **5 Traders**
 - e. **5 Action markers**
 - f. **30 cubes**
2. Place your **Farmers** and **Traders** on the indicated tiles of your **Player board**.
3. Place one of your **cubes** on the **0** space of the Festival board **scoring track**.
4. Place one of your **cubes** on the **Start** space of each of the five **family tracks**.
5. Place three **action markers** on the **action pool** of your Player board. Place the other two on the indicated spaces of the Farmer and Trader area.
6. Take two **Atlases**.
7. Choose a player to go first and give them the **First player marker**.
8. In player turn order, each player does the following:
 - a. Draw a card from the Island deck into your hand, and place its associated island so at least one tile lies adjacent to Ash Aris.
 - b. Draw a tile from the facedown Terrain stack, and place it on the island you just placed, on a terrain space adjacent to Ash Aris.
 - c. Gain a flower of that terrain tile's color (**do not gain Allies or Atlases**) and place it in your hold.
9. Each player chooses one of the six tiles on the central island and places their airship on it. You are now ready to play.

The Golden Rule

Specific trumps general. If an Ally card or Island power card contradicts a general rule of the game, the card always takes precedence.

Flow of the Game

Bloomhunter is played over a series of turns. On their turn, each player will take as many **actions** as they have available, in any order. They may also play any **Ally cards** they have in their hand, so long as they meet the conditions stated on the card. **Playing an Ally card does not count as an action**, though some cards can only be played as part of an action.

After taking their turn, **if there are any gaps in the terrain market**, the player must refill the market by sliding all the tiles to the left (closing any gaps) and drawing a new tile from the stack. Play then passes to the next player on the left.

The end of the game is triggered when **a bouquet tile or family tile is placed on the last space of the Festival track**. Once this occurs, players continue taking turns until the player to the right of the starting player, who takes the final turn. In this way, **every player takes the same number of turns**.

Moving Airships

Your Airship represents your character on the game board. The location of your Airship determines where you can take actions during the game. **You may only take an action on the terrain tile where your Airship is currently positioned.**

Airships must move according to the following rules:

- **Airships may only move onto Terrain tiles.** They may not move onto empty Island spaces or open ocean spaces (any space not covered by an Island tile is considered to be open ocean).
- Before or between actions on your turn, though not during an action, **you may freely move your Airship to any adjacent tile of the same weather pattern it's currently on.** This means that if two or more adjacent Terrain tiles all share the same weather pattern, you may freely act on any of those tiles during your turn.
- Your Airship may only move to another weather pattern by using **the CHANGE action**, explained in the next section. Since you may only take each action a maximum of once per turn, you may not change weather patterns more than once in a single turn.

The Player Turn

On your turn, you may choose as many of the following actions as you have action markers in your **action pool**. You'll start with 3 actions per turn, but can gain up to 2 more by hiring Farmers and Traders. **You can never select the same action twice in a turn.** After selecting an action, follow its listed steps in order.

1. **SCOUT new terrain:** This action lets you expand the board, discover new islands, and create new opportunities to find flowers.
 - a. Purchase a terrain tile from the market by discarding a number of **atlases and/or flowers** equal to the number above its market space.
 - i. If you discard multiple flowers, **they must all be the same color as each other.**
 - ii. When purchasing from the terrain market, **you may choose to pay a cost of 3 to discard all tiles from the market and refill all four slots.** After doing this, take any of the four tiles without paying additional costs.

- b. Choose any open space adjacent to the hex on which you began the SCOUT action. You may choose a space on an existing island, or a space that has no island in it. **If there is no island in the space**, draw a card from the Island deck into your hand (you may now play the card at any point when you meet its conditions). Retrieve the island shown on the card and place it in any orientation, as long as **one of its hexes is in the space you chose to SCOUT** (you can never place a terrain tile without an island tile beneath it).
 - i. **Islands may not overlap.**
 - ii. If the Island you drew cannot be placed in the space you chose, draw a new Island card and reshuffle the original card into the deck.
 - c. Place the terrain tile you purchased in the hex you chose to SCOUT.
 - d. Gain a flower of the color matching the tile's terrain.
 - e. If the placed tile has a **Teahouse**, draw one Ally card from the deck and choose whether to keep it. If you keep it, add a cube to your hold. If the placed tile has an **Observatory**, gain 1 atlas.
 2. **CHANGE your sail plan:** This action lets you move to different parts of the board.
 - a. Move your Airship from its terrain tile to an adjacent tile of a different weather pattern.
 3. **VISIT locals:** This action lets you gain atlases and Ally cards, score points for bouquets, and advance up the Family tracks. Complete the following steps **in order**.
 - a. If your airship is on a Terrain tile with a Teahouse, draw one Ally card from the deck and choose whether to keep it. If you do, add a cube to your hold. You may also discard other Allies from your hand without playing them. If you do, return a cube from your hold to your supply.
 - b. If your airship is on a Terrain tile with an Observatory, gain 1 atlas.
 - c. If you are on Ash Aris, you may **donate one bouquet to the festival**. Flowers must be spent in sets of 3, 4, or 5, with each flower in a set being a different color. After completing a set, take the top bouquet tile from the stack matching the number of flowers you turned in, and score that many points. Place the tile on the next open space of the Festival track on the scoring board.
 - i. If the bouquet tile stack for a number of flowers is empty, **you cannot turn in that size of bouquet.**
 - ii. If you place the bouquet tile on the last space of the Festival track, the end of the game is triggered. Once the end of the game is triggered, other players may still donate bouquets – stack any bouquets donated during the last round on the final space on the Festival track.
 - d. If you are on Ash Aris, you may **gift flowers to one of the Five Families**. Spend as many flowers as you like on one track. For each flower spent, advance one step on the Family track matching that flower's color. If your cube reaches or crosses over a reward space, gain that reward **at the end of your VISIT action**.
 - i. If you reach the end of a Family track on your action, take the top tile from that family's stack. You may choose between three rewards – influence cubes, victory points, or one flower – the number of times shown on the tile. You may pick the same reward multiple times.

- ii. After choosing your rewards, place the tile on the next open space of the Festival track on the scoring board. If you place it on the last space of the Festival track, the end of the game is triggered. Once the end of the game has been triggered, other players may still receive Family rewards – stack these tiles on the final space of the Festival track.
- 4. **HIRE an assistant:** This action lets you establish sources of flowers you can harvest later. **Farmers must be placed between two tiles of the same color on the same island,** and produce flowers. **Traders must be placed between two differently colored tiles,** and let you exchange one color for another while also activating buildings.
 - a. Choose a Terrain tile adjacent to your current tile. Your assistant will be placed **between the two tiles.** If placing a Farmer, both tiles must be on the same island. Traders may be placed on one island or between two islands. **Only one assistant can be placed on each tile boundary.**
 - i. If you place a trader between two islands, **they will not count toward area control bonuses.**
 - ii. Traders may not be placed between an island and Ash Aris.
 - b. If the current tile and your chosen tile share the same color, **place a Farmer from your Player board.** If the current tile and your chosen tile are of different colors, **place a Trader from your Player board.**
 - c. Pay the rightmost cost visible on your Player board **(in order: 0,1,1,2,3)** by spending atlases.
 - i. You may replace atlases with flowers to pay this cost, so long as all the flowers you spend are of the same color.
 - d. If removing a Farmer or Trader from your Player board leaves both spaces on either side of a reward clear, gain that reward.
- 5. **GATHER flowers:** This action lets you add flowers to your hold. Follow the phases in order.
 - a. Gain one flower of the color of your Airship's current Terrain tile.
 - b. For each Farmer adjoining your Airship's current Terrain tile, you may gain one flower of that Farmer's color. If the Farmer belongs to another player, **that player also gains a flower of the Farmer's color.**
 - c. For each Trader adjoining your Airship's current Terrain tile, you may trade any number of flowers of one of the Trader's colors for the other one. If the Trader belongs to another player, **that player may trade one flower of one of the Trader's colors for the other one.**
 - d. Once during a GATHER action, you may activate a Teahouse or Observatory adjacent to a Trader activated in the same turn.

You do not need to use all your available actions in a turn. At any time, **a player may declare their turn over.** If you are out of action cubes and have no Ally or Island cards you wish to play, you must end your turn.

Once your turn ends, refill the Terrain market by sliding each tile into the leftmost open space and drawing a new tile to place in the 3 space. It is now the next player's turn.

Flowers

All Bloomhunters are constantly in search of rare flowers. Flowers in the game are represented by Flower tokens, and come in five colors: **Yellow, Orange, Pink, Violet, and Blue.**

Flowers may be spent at Ash Aris to gain points or advance on Family tracks. You can also use Flowers instead of Atlases to pay costs to HIRE assistants and SCOUT tiles. When you pay a cost in flowers, all the flowers you spend must be the same color. Note, however, that they do NOT have to be the same color as the Terrain where you spend them -- for example, you may spend two Orange flowers to place a Farmer between two Pink tiles.

Your hold has a total of 8 spaces (can be upgraded to a maximum of 10 by hiring Farmers and Traders), each of which can hold 1 flower OR 1 Ally cube. **If your hold is full, you may not gain any more flowers.** If you would gain more flowers than you have spaces remaining in your hold, you may choose which flowers to gain.

You may not discard flowers. No true bloomhunter ever throws away a prize!

Island Cards

Each Island in the archipelago is associated with a unique card. When you discover an Island by following the steps in the SCOUT action, you gain that island's card into your hand.

Each island card consists of a requirement and a benefit. After gaining the card, you may play it as a free action at any time you meet the requirement. Note that some Island cards direct you to play them during another standard action.

Ally Cards

Ally cards give you a chance to take more powerful actions. You can gain them by placing Terrain tiles with Teahouses using the EXPLORE action, by taking the VISIT action on tiles with Teahouses, or by taking the GATHER action on traders adjective to Teahouses.

To hold an Ally card, **you must have space in your Hold** so the passenger has somewhere to stay. When you draw an Ally card, take one of your marker cubes and place it in your hold to represent the Ally taking up one of the spaces you also use to store flowers. Note that you do not have to remember which cubes "go with" which Ally cards -- just make sure you always have the same number of cubes in your hold as cards in your hand.

An Ally card is always a free action to play. However, some may only be played while you take another action, or on a certain type of Terrain. Some Ally cards give you a choice of what their effects will be; you must choose one function or the other.

Every time you play an Ally card, place a cube from your hold on the Terrain tile where you played the card. The Ally is no longer taking up space in your hold, and the cube will count toward area scoring at the end of the game. If you played the Ally card on Ash Aris, you may place your influence cube on any **island** adjacent to Ash Aris (no cubes may be placed on Ash Aris itself).

You may get rid of an Ally card without playing it, **but only if your airship is at a teahouse**. To get rid of an Ally, discard the card unplayed and remove one cube from your ship's hold. You may do this with an Ally immediately after gaining them.

The Five Families

Gaining favor with the Families serves two purposes: **scoring points at game end** and **gaining rewards during play**. When you reach or pass over a bonus on the family tracks, you get that bonus immediately. These bonuses are:

- **Vanvalster (Yellow)**: Gain 1 flower of any color.
- **Marieff (Orange)**: Place 1 cube on any Terrain tile.
- **Reganov (Pink)**: Draw 1 Ally card.
- **Uxham (Violet)**: Gain 1 Atlas.
- **Eronson (Blue)**: Gain 1 Victory Point.

The final space of the family track contains Family reward tiles. Each time your marker reaches the end of a Family track, gain a Family reward tile, gain the stated reward(s), and place the tile on the Festival track. If you have filled the last space on the Festival track, the end of the game is triggered.

Game End and Scoring

The game ends on the turn when the final space of the Festival track has been covered by either a Bouquet tile or a Family tile. Each player then completes one final turn until the player to the right of the Starting player, so that everyone takes the same number of turns. **You may continue to get Bouquet and Family tiles after the game end is triggered; tiles earned in the final round are placed on the final square of the track.** Afterwards, score the following, adding the points to those already on the track.

- Each player scores points for their position on the 5 Family tracks. The player with the most favor on each track scores **5 points**. The player with the second-most favor scores **3 points**. The player with the third-most favor scores **1 point**.
 - To score points for a Family track, **you must have at least 1 favor**, even if having 0 points still puts you in 1st, 2nd, or 3rd place.
 - In the case of a tie, the tied players split the points of the tied place and the one below, rounded down. A tie for first place awards both players 4 points, while a

player behind them still scores 1 point for third place. A tie for second place awards both players 2 points. A tie for third place awards no points.

- Every player with the highest total number of farms, trading posts, and cubes on an island **gains that island's area control bonus**. The area control bonus is always equal to the number of hexes that make up the island.
 - In the case of a tie, no points are awarded.

After adding up the scores, the player with the most points is the winner. In the case of a tie, the player who is ahead on the most family tracks is the winner. If multiple players are still tied, the player with the most flowers remaining in their hold is the winner. If there is still a tie, multiple players share the victory.

Ally Card Reference

- **Saboteur:** At an opponent's farm, gain one flower without the farm's owner getting a flower OR discard this card for 1 point
- **Turncoat:** At an opponent's trading post, trade one flower for another without the opponent getting to trade OR discard this card for 1 point
- **Yellow Harvester:** On a yellow tile, get one yellow flower OR discard this card for 1 point
- **Orange Harvester:** On an orange tile, get one orange flower OR discard this card for 1 point
- **Pink Harvester:** On a pink tile, get one pink flower OR discard this card for 1 point
- **Violet Harvester:** On a violet tile, get one violet flower OR discard this card for 1 point
- **Blue Harvester:** On a blue tile, get one blue flower OR discard this card for 1 point
- **Yellow Merchant:** On a yellow tile, get one yellow flower OR trade any flower for a yellow flower and get 1 point
- **Orange Merchant:** On an orange tile, get one orange flower OR trade any flower for an orange flower and get 1 point
- **Pink Merchant:** On a pink tile, get one pink flower OR trade any flower for a pink flower and get 1 point
- **Violet Merchant:** On a violet tile, get one violet flower OR trade any flower for a violet flower and get 1 point
- **Blue Merchant:** On a blue tile, get one blue flower OR trade any flower for a blue flower and get 1 point
- **Vanvaster Heir:** On a yellow tile, +2 Favor with the yellow family OR spend an atlas for 2 points
- **Marieff Heir:** On an orange tile, +2 Favor with the orange family OR spend an atlas for 2 points
- **Reganov Heir:** On a pink tile, +2 Favor with the pink family OR spend an atlas for 2 points
- **Uxham Heir:** On a violet tile, +2 Favor with the violet family OR spend an atlas for 2 points

- **Eronson Heir:** On a blue tile, +2 Favor with the blue family OR spend an atlas for 2 points
- **Boatswain:** Take the Change Sails action even if you've already taken it this turn OR spend an atlas for 1 point
- **Villager:** Take the Visit action even if you've already taken it this turn OR spend an atlas for 1 point
- **Laborer:** Take the Gather action even if you've already taken it this turn OR spend an atlas for 1 point
- **Recruiter:** Take the Hire action even if you've already taken it this turn OR spend an atlas for 1 point
- **Explorer:** Take the Scout action even if you've already taken it this turn OR spend an atlas for 1 point
- **Guide:** From any tile, jump to a non-adjacent tile of the same color
- **Weather-Watcher:** From any tile, jump to a non-adjacent tile of the same weather pattern
- **Surveyor:** Get a discount of 1 when Scouting OR discard all terrain tiles in the market and refill them
- **Adventurer:** Play during a Scout action to gain points equal to the number of flowers/atlas you spend on the terrain market
- **Local Cousin:** On any tile, get a discount of 1 when Hiring OR spend an extra flower/atlas when Hiring to immediately Gather as a free action
- **Navimancer:** On an observatory, spend up to 5 atlases for 1 point each
- **Socialite:** On a teahouse, discard up to 3 Allies and their cubes for up to 3 points (the Socialite itself does not count). Only the Socialite cube is placed on the teahouse tile.
- **Apprentice:** On Ash Aris, gain +2 points when turning in a bouquet OR turn in two dissimilar flowers for 2 points
- **Black Marketer:** At an opponent's Farm, give that opponent up to 3 atlases to gain an equal number of flowers of the Farm's color
- **Tea Brewer:** On a teahouse, draw two Allies and discard one
- **Cartographer:** On an observatory, get two atlases without Visiting OR spend two atlases for 3 points

Island Card Reference

Ap

Requirements: Play during a Visit action.

Benefits: As part of the Visit action, score the area control bonus of the island you are currently on (it will score again as part of final scoring).

Barradwyth

Requirements: Play during a Hire action.

Benefits: You may place a Farmer on an ocean boundary. If you do, increase the placement cost by 2.

Bironne

Requirements: Must have at least one favor on every family track that will advance.

Benefits: For each terrain tile on this island, advance one space on the family track of that tile's color.

Cloudway

Requirements: May only donate one flower of each color.

Benefits: Give up to five flowers to one or more opponents, scoring 2 points for each.

Craigallian

Requirements: Must have reached the fourth space on two family favor tracks.

Benefits: Immediately place one influence cube on four different islands.

Draagmist

Requirements: Must have turned in at least 20 VPs

Benefits: Pick any family track; gain all the benefits you have gained from that track a second time.

Estune

Requirements: The first row of the festival track must be full.

Benefits: Declare one island that will score +2 points in final area control, and one that will score -2 points.

Imnix

Requirements: Must have at least three Allies in your hold.

Benefits: Re-score all benefits from your Farmer or Trader spaces.

Last Garden

Requirements: Play during a Gather action and spend 2 atlases.

Benefits: Gather on every tile of the island where you took the Gather action.

Lobai

Requirements: Remove one of your own influence cubes.

Benefits: Immediately advance to the next reward space on any family track.

Mediolanum

Requirements: Mediolanum must be full of tiles.

Benefits: On a Scout action, look through the terrain tile deck and place any tile for free. Shuffle the deck afterwards.

Moemoea

Requirements: Playing this card must score you at least 3 points.

Benefits: Gain one point for each terrain tile adjacent to Moemoea that matches a weather pattern on Moemoea.

Savarog

Requirements: Play during a Hire action.

Benefits: You may Hire an Assistant from anywhere on your player board, even if you haven't yet hired all the Assistants to its left. Pay the associated costs and gain the normal benefits.

Scarlet Reefs

Requirements: Must have at least 3 influence on the Scarlet Reefs.

Benefits: Draw 5 ally cards and keep 2, even if you don't have space in your hold.

Tamarii

Requirements: Play during a Visit action in which you turn in a bouquet of 5x flowers.

Benefits: Place an atlas on up to 5 unmapped island spaces anywhere on the board. When a terrain tile is placed on any of those spaces, gain the atlas.

Terragenia

Requirements: Must have at least 4 influence on Terragenia.

Benefits: Remove all influence cubes except your own from Terragenia or any island adjacent to it.

Tirealta

Requirements: Your airship is on the same hex as another player's.

Benefits: Steal up to two flowers from a player on the same hex as you, replacing each with a flower from your own hold.

Verafi

Requirements: Festival track must contain at least one bouquet of 4 or more flowers.

Benefits: Advance one space each on three different family favor tracks.