

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.

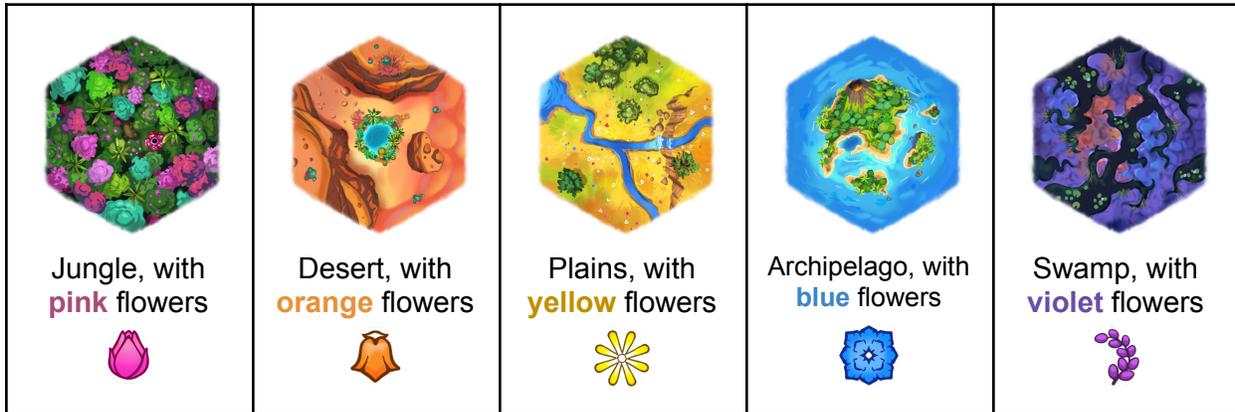
Component list

- 1 festival board**
- 4 airships**, 1 in each color
- 4 player boards**, 1 in each color
- 16 farmers**, 4 in each color
- 16 traders**, 4 in each color
- 1 Ash Aris** (7 hexes)
- 16 island tiles** (2-4 hexes each)
- 60 terrain tiles** (one hex each)
- 16 island cards**
- 33 Passenger cards**
- 12 bouquet tiles** (5 of 5x flowers, 7 of 4x flowers)
- 15 family tiles** (3 in each color)
- 160 marker cubes** (40 in each color)

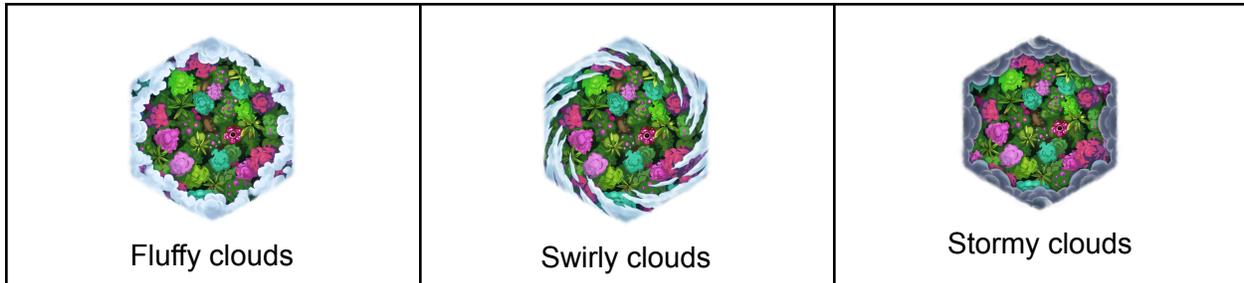
- 20 action markers (5 in each color)
- 200 flowers (40 in each color)
- 30 Atlases
- 8 hold space covers

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 3 different weather patterns, represented by the clouds on the tile border:



- **Teahouses**  are **buildings** that may appear on terrain tiles. **Festivals**  and **Observatories**  are **buildings** that appear only on the central island, **Ash Aris**.
- **In the physical prototype, Atlases** are small wooden green compasses or brown books. They are symbolized with  on game components and in the **print-and-play**.
- **Island cards** are large cards with images of islands on them
- **Passenger cards** are medium sized cards, and are represented by  .

- **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  ,  ,  ,  , or  . A flower of unspecified color is represented by  .
- **Victory points** are symbolized by a number inside this symbol  .

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 five 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 Passenger or island cards that gain points.**
3. **Gain rewards from the Noble Family tracks.**

After the final turn, **players receive points for each island where they have the most control**, represented by Farmers, Traders, and cubes. **They may also receive points from having certain passenger cards** at game end.

Setup

Board setup

1. Place **Ash Aris**, the gray island with four 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 **Passenger deck** and place it within reach of all players.

5. Sort the **Bouquet tiles** into three stacks based on size of the bouquet (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 16 **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. **4 Farmers**
 - d. **4 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. Choose a player to go first. That player receives **1 Atlas**. Going clockwise, the second player receives **2 Atlases**, the third player receives **3 Atlases**, and the fourth player receives **4 atlases**.
7. In reverse turn order, starting with the last player and going counter-clockwise to the first player, 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 a terrain space adjacent to Ash Aris (this space does not have to be on the island you placed).
 - c. Gain a flower of that terrain tile’s color (**do not gain Allies or Atlases**) and place it in your hold.
8. Each player chooses one of the six tiles on the central island and places their airship on it (more than one player may pick the same tile). You are now ready to play.

The Golden Rule

Specific trumps general. If a Passenger 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 wish in any order, up to the number of action markers they have available. They may also play any **Passenger cards** or **Island cards** they have in their hand, so long as they meet the conditions stated on the card. **Playing a Passenger card or Island 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 active player refills 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, the active player finishes their turn. After that, **each other player** has one more chance to spend flowers in exchange for points, **though they will not get a full turn**.

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. Generally, you can only do this once per turn, though you can change patterns more than once with certain Passengers and Family Action Tokens.

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 cannot place a marker on 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 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. If you discard multiple flowers, **they must all be the same color as each other.**
 - b. Place the terrain tile you just purchased in any open island space adjacent to the hex on which you began the SCOUT action.
 - c. Gain a flower of the color matching the tile's terrain.
 - d. If the placed tile has a **Teahouse**, choose 1 bonus: draw one Passenger card from the deck OR 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.
 - b. Gain 1 flower matching the color of the terrain tile you move to.
3. **VISIT locals:** This action lets you visit buildings in order to place new islands, gain atlases and Passenger cards, score points for bouquets, and advance up the Family tracks. **You may only visit one building per action.** If your airship is on a Terrain tile with a building (Teahouse, Observatory, or Festival), complete the following steps in order:
 - a. **To Visit a Teahouse:** Choose one action: either **draw a passenger card from the deck** or **gain 1 Atlas**. Then, choose between those two actions a second time. Thus, at a Teahouse, you can either gain two Passengers, two Atlases, or one of each.
 - b. **To Visit an Observatory:** **Draw one Island card from the deck** into your hand, and place the associated island anywhere on the board.
4. **HIRE a Farmer or Trader:** This action lets you establish sources of flowers you can harvest later. On each HIRE action, you may place either a Farmer, a Trader, or both. **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.
 - a. Choose a Terrain tile adjacent to your current tile. Your Farmer or Trader 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.
 - i. If there is already a Farmer or Trader in that location, you can spend the cost **plus one additional flower or atlas** to place your own there as well. There can only be up to two Farmers/Traders per tile border. **Two meeples of the same color cannot share the same border.**
 - ii. If you place a trader between two islands, **they will not count toward area control bonuses.**
 - iii. Traders may not be placed between an island and Ash Aris.
 - b. If your current tile and target tile share the same color, **place a Farmer from your Player board.** If your current tile and target tile are of different colors, **place a Trader from your Player board.**

- c. Pay the highest cost visible on your Player board (**in order: 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 the tile you're on.
 - b. For each Farmer adjoining your Airship's current Terrain tile, you may gain one additional flowers 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 pay any number of flowers matching the color of the tile you're on, and receive the same number of flowers matching the color of the Trader's other tile. If the Trader belongs to another player, **pay the flowers to that player instead of the bank.**
6. **DONATE flowers:** This action takes place at a Festival on Ash Aris, and allows you to donate flowers from your hold in exchange for points or other rewards. Follow these phases in order.
- a. First, you may donate one bouquet to the festival. Flowers must be spent in sets of 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.
 - b. Second, 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.
 - c. 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.

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 actions and have no Passenger or Island cards you wish to play, you must end your turn. If you have any markers remaining in your action pool when you end your turn, **gain 1 Atlas for each action you did not spend**.

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. **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.

At any time, you may trade two atlases for any one flower as a free action. This flower must be able to fit in your hold.

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 taking the VISIT action at an observatory, 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.

Passenger Cards

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

Your crew quarters are of a limited size, **so you cannot hold more than three passengers.** This limit can be raised to five by hiring Farmers and Traders.

A Passenger 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 Passenger cards give you a choice of what their effects will be; you must choose one function or the other.

Every time you play a Passenger card, place a cube from your supply on the Terrain tile where you played the card. The cube will count toward area scoring at the end of the game. If you played the Passenger card on Ash Aris, you may place your cube on any island adjacent to Ash Aris (no cubes may be placed on Ash Aris itself).

You may get rid of a Passenger card without playing it, **but only if your airship is at a teahouse.** To get rid of a Passenger, discard the card unplayed. You may do this with a Passenger immediately after gaining them.

The Five Families

Gaining favor with the Families grants you unique rewards. When you reach or pass over a bonus on the family tracks, you get that bonus **at the end of your VISIT action.** Each family track gives bonuses in the same order:

- **Second space:** A unique bonus.
 - **Uxham (Yellow):** Gain 1 flower of any color.
 - **Marieff (Orange):** Place 1 cube on any Terrain tile.
 - **Eronson (Pink):** Draw 1 Passenger card.
 - **Vanvalster (Violet):** Gain 1 Atlas.
 - **Reganov (Blue):** Gain 1 Victory Point.
- **Fourth space:** Gain the same unique bonus as before, but twice.
- **Sixth space:** Gain a Family Action Token. At any point during your turn, you may discard this token to take the associated action, even if you have already taken it that turn.
- **Seventh space:** Gain a Family Reward tile (see below).

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 at the end of the turn when the final space of the Festival track has been covered by either a Bouquet tile or a Family tile. Each player other than the player who ended

the game then has one final chance to spend flowers from their hold. This is treated as a normal DONATE action; you may turn in flowers for Bouquets and gain favor with one of the Families. You may continue to get Bouquet and Family tiles after the game end is triggered; tiles earned in the final round are stacked on the final square of the track.

If there are no bouquet tiles remaining that you can afford on this final turn, you may instead turn in up to five differently colored flowers to gain points equal to the number of flowers exchanged. Gifting flowers to a Family works the same way as normal.

Afterwards, score area control, adding the points to those already on the track. **Each island's area control bonus is a number of VP equal to the number of hexagons that make up the island.** Each island's area control bonus goes to the player with the highest influence on that island; "influence" is defined as the total number of Farmers, Traders, and cubes on an island, **excluding Traders placed on ocean boundaries.** 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.

Passenger Card Reference

- **Adventurer:** Play during a Scout action on any tile. Gain points equal to the number of flowers/atlasses you spend on the terrain market.
 - Game end: Score 1 VP for every 2 atlases, rounded down.
- **Apprentice:** Play during a Hire action on any tile. Get a discount of 1.
 - Game end: Score 1 VP for each hired Farmer OR Trader (choose 1).
- **Black Marketer:** At an opponent's Farm, give that opponent *one atlas* to gain *two* flowers of the Farm's color.
 - Game end: Place a cube on an opponent's farm.
- **Blue Harvester:** On a blue tile, get one blue flower.
 - Game end: Place a cube on a blue tile.
- **Blue Merchant:** On a blue tile, trade any flower for two blue flowers.
 - Game end: Score 1 VP each blue flower in your hold.
- **Boatswain:** Take the Change Sails action even if you've already taken it this turn.
 - Game end: Place a cube at the location of your ship.
- **Cartographer:** During a Visit action on an observatory, get two atlases OR spend two atlases for 3 points.
 - Game end: Place a cube adjacent to Ash Aris.
- **Eronson Heir:** On a pink tile, +1 favor with the pink family. You may spend an atlas for an additional +1 favor.
 - Game end: Gain 3/2/1 VP if you are 1st/2nd/3rd on the Eronson favor track.
- **Explorer:** Take the Scout action even if you've already taken it this turn.
 - Game end: Place a cube on an empty space with no terrain tile.

- **Guide:** From any tile, jump to a non-adjacent tile of the same color. Gain a flower of the destination tile's color.
 - Game end: Gain 1 VP for each different color of flower in your hold.
- **Laborer:** Take the Gather action even if you've already taken it this turn.
 - Game end: Place a cube on one of your own farms.
- **Local Cousin:** During a Hire action on any tile, spend an extra flower/atlas to immediately Gather as a free action. If you do, gain 1 VP.
 - Game end: Gain 1 VP for every unused bonus action tile on your player board.
- **Lost Heir:** On any tile, gain +1 favor with the family of that tile's color.
 - Game end: Gain 1 VP for each step you've progressed on the family track you are the lowest on.
- **Marieff Heir:** On an orange tile, +1 favor with the orange family. You may spend an atlas for an additional +1 favor.
 - Game end: Gain 3/2/1 VP if you are 1st/2nd/3rd on the Marieff favor track.
- **Navimancer:** When Visiting at an observatory, draw two island cards, place one, and shuffle the other back into the deck.
 - Game end: Place a cube on a space adjacent to an observatory.
- **Oracle:** Before taking a Scout action, discard all terrain tiles and refill the market.
 - Game end: Name a color. Spend any number of atlases to draw that number of tiles from the terrain deck. If the color appears, gain 3 VP one time.
- **Orange Harvester:** On an orange tile, get one orange flower.
 - Game end: Place a cube on an orange tile.
- **Orange Merchant:** On an orange tile, trade any flower for two orange flowers.
 - Game end: Score 1 VP for each orange flower in your hold.
- **Pink Harvester:** On a pink tile, get one pink flower.
 - Game end: Place a cube on a pink tile.
- **Pink Merchant:** On a pink tile, trade any flower for two pink flowers.
 - Game end: Score 1 VP for each pink flower in your hold.
- **Recruiter:** Take the Hire action even if you've already taken it this turn. If you do, gain 1 VP.
 - Game end: Place a cube adjacent to any trader that is on a sea boundary.
- **Reganov Heir:** On a blue tile, +1 favor with the blue family. You may spend an atlas for an additional +1 favor.
 - Game end: Gain 3/2/1 VP if you are 1st/2nd/3rd on the Reganov favor track.
- **Saboteur:** At an opponent's farm, gain two flowers without the farm's owner getting a flower.
 - Game end: If you have a farmer unplayed, replace an opponent's farmer with your own.
- **Socialite:** On a teahouse, you may discard any number of Passengers (including the Socialite) for 1VP per discarded card.
 - Game end: Place a cube at a teahouse.
- **Surveyor:** During a Scout action on any tile, pay 1 less for any tile from the market.
 - Game end: Place a cube on an island with at least three different colors.

- **Tea Brewer:** During a Visit action at a teahouse, for each Passenger you draw, you can draw 2 and keep 1.
 - Game end: Place a cube on a tile where you have a cube already.
- **Turncoat:** At an opponent's trading post, *gain 1 VP for each flower you trade to that opponent.*
 - Game end: If you have a trader unplayed, replace an opponent's trader with your own.
- **Uxham Heir:** On a yellow tile, +1 favor with the yellow family. You may spend an atlas for an additional +1 favor.
 - Game end: Gain 3/2/1 VP if you are 1st/2nd/3rd on the Uxham favor track.
- **Vanvaster Heir:** On a violet tile, +1 favor with the violet family. You may spend an atlas for an additional +1 favor.
 - Game end: Gain 3/2/1 VP if you are 1st/2nd/3rd on the Vanvalster favor track.
- **Villager:** Take the Visit action even if you've already taken it this turn.
 - Game end: Place a cube on a tile without a building.
- **Violet Harvester:** On a violet tile, get one violet flower.
 - Game end: Place a cube on a violet tile.
- **Violet Merchant:** On a violet tile, trade any flower for two violet flowers.
 - Game end: Gain 1 VP for each violet flower in your hold.
- **Weather-Watcher:** From any tile, jump to a non-adjacent tile of the same weather pattern. Gain a flower of the destination tile's color.
 - Game end: Gain 1 VP for each different weather pattern showing in the market.
- **Yellow Harvester:** On a yellow tile, get one yellow flower.
 - Game end: Place a cube on a yellow tile.
- **Yellow Merchant:** On a yellow tile, trade any flower for two yellow flowers.
 - Game end: Gain 1 VP for each yellow flower in your hold.
- **Ysgoler:** When Visiting at an observatory, pay up to 3 atlases to draw that number of island cards plus 1. Place one of the islands and shuffle the rest back into the deck.
 - Game end: Place a cube on an island adjacent to Ash Aris.

Island Card Reference

Ap

At any point when you have at least 2 more influence on Ap than any other player, play this card to score Ap's area control bonus (4 VP).

Barradwyth

Play after you have at least two influence on Barradwyth. Place three cubes on this card. At any point, you may discard one of the cubes to Change Sail Plan without spending an action marker. When there are no cubes left, discard this card. Cubes remaining at game end are worth 1 VP each.

Bironne

For each terrain tile on Bironne, advance one step on the family track matching that tile's color.

Cloudway

To one or more opponents, donate a number of flowers up to your influence on Cloudway, scoring 2 VP for each.

Craigallian

Once you have reached the fourth space on at least two family favor tracks, play this card to immediately place four influence cubes as a free action. You may only place the cubes on Craigallian and/or islands adjacent to Craigallian.

Draagmist

On Draagmist, play this card as a free action and spend up to 5 atlases. Name a color and a weather pattern. Reveal a number of terrain tiles equal to the number of atlases you spent. Each time the named color or weather appears, gain 1 point. Shuffle the revealed tiles back into the deck.

Estune

Play this card on Estune. When played, it has the same effect as any Passenger card in the discard pile. After resolving the card, place an influence cube from your supply on the tile where you resolved it.

Imnix

Score 1 VP for each farmer and trader you have on the board, and 1 additional VP if the farmer or trader is located on Imnix (not the surrounding sea). Subtract the number of bouquets and favors currently on the Festival Track, divided by 2 and rounded down.

Last Garden

For each terrain tile on Last Garden, gain one flower of that color.

Lobai

Remove up to three of your own cubes from Lobai. For each cube you remove, immediately advance to the next reward space on any family favor track.

Mediolanum

Play this card at a Farmer or Trader on Mediolanum. As long as you have this card in front of you, ignore the rule against performing duplicate actions in a turn. When you turn in a bouquet or gain a family favor tile, discard this card.

Moemoea

Play as a free action at any point after both spaces on Moemoea are filled with terrain tiles. Look through the deck of terrain tiles, choose 2, and place them face-down on your Airship mat. During any future Scout action, instead of playing from the market, you may play one of these tiles at no cost.

Savarog

At any point after Savarog is connected to Ash Aris by at least one continuous weather pattern, play this card. Score a number of VP equal to the longest possible path from Savarog to Ash Aris along that weather pattern, including tiles on Savarog and Ash Aris (limit 5 VP).

Scarlet Reefs

At any time after you have at least 3 influence on the Scarlet Reefs, play this card as a free action. Score a number of points equal to the number of Passenger cards in your hand, then draw Passengers up to your hand limit.

Tamarii

Play at a Farmer or Trader on Tamarii. Place this card in front of you and put three cubes on it. Whenever you use an opponent's Farmer or Trader, you may discard one cube from this card to avoid giving that opponent any benefit. If there are no cubes remaining on this card, discard it. Unspent cubes are worth 1 VP at game end.

Tirealta

Play as a free action any time you have at least 2 influence on Tirealta. Steal up to two flowers from each other player, replacing each flower you steal with a flower from your hold.