

Bloomhunter

Thank you for trying out our print-and-play version of Bloomhunter! Here are some tips for printing and using this file:

- This document is formatted for Letter-sized paper, but the margins are big enough that you can also print on A4. If you're printing on A4, you'll need to pick the "actual size" setting when you print so the shapes aren't distorted

- The final page of the document consists of small pieces like tokens, meeples, cubes, and standees. If you already own any standard pieces like this, you can use those and save yourself a bit of hassle. The small pieces this game uses are:

- 2 different types of meeple, 4 of each for each player, in different player colors.
- ~30 small cubes for each player, in player colors
- 6 types of small token, ~30 each (5 colors of flower plus atlases)
- 5 action markers per player
- 1 standee per player

- The standees are the pieces that look like this:



To make them stand up, you can fold them like this and secure them with tape:

We would love to get feedback from you on how to make our game better! We have a feedback form here: <https://tinyurl.com/4x9p4aby>

If you liked Bloomhunter and want to help us out, there are lots of ways to do that!

Sign up for our newsletter: <https://balloonpunkgames.com/sign-up/>

Follow us on Facebook or Instagram! Our handle on all platforms is [balloonpunkgames](#)

Publication credits:

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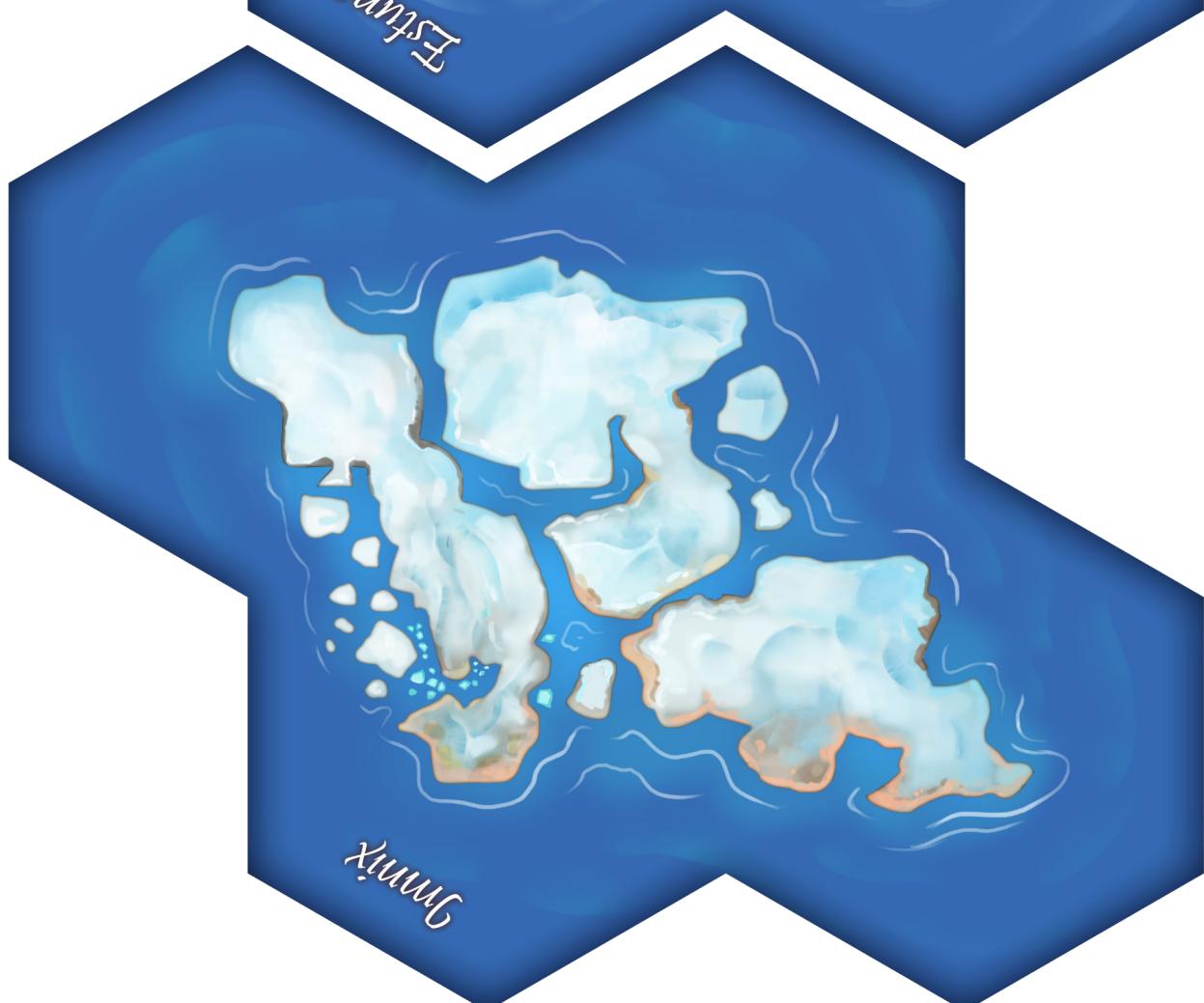


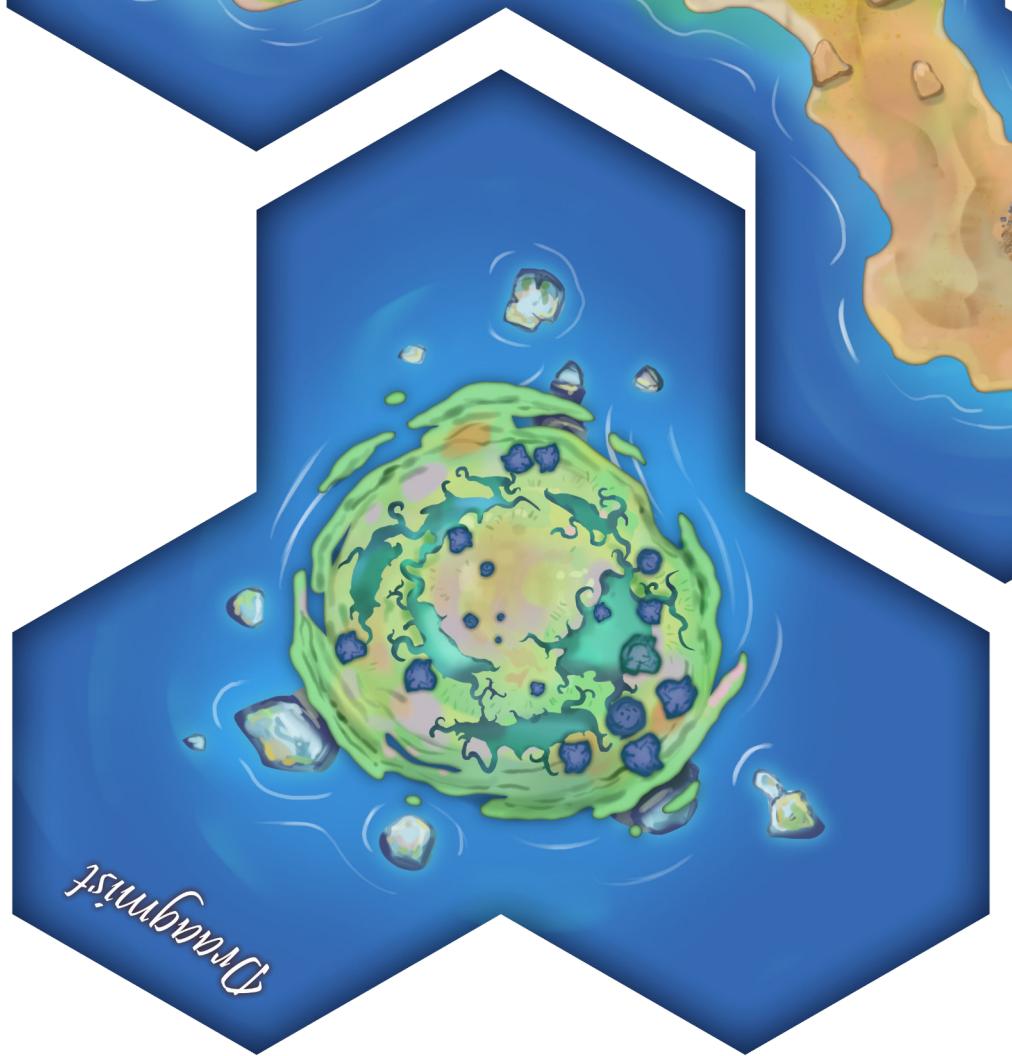
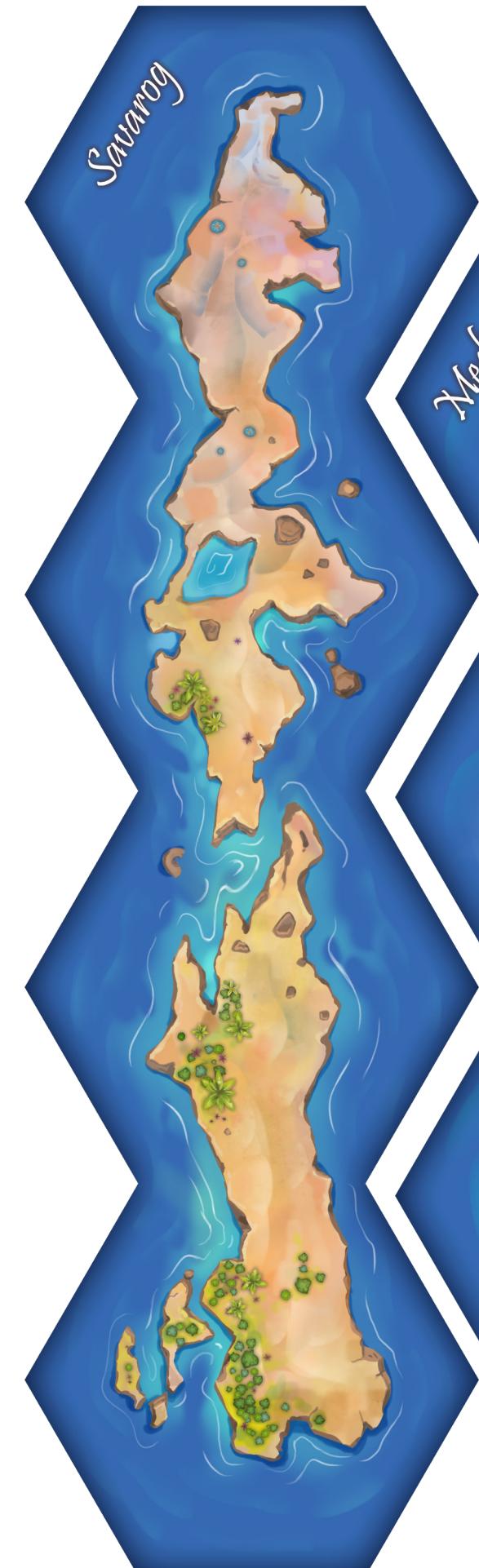
Feedback form

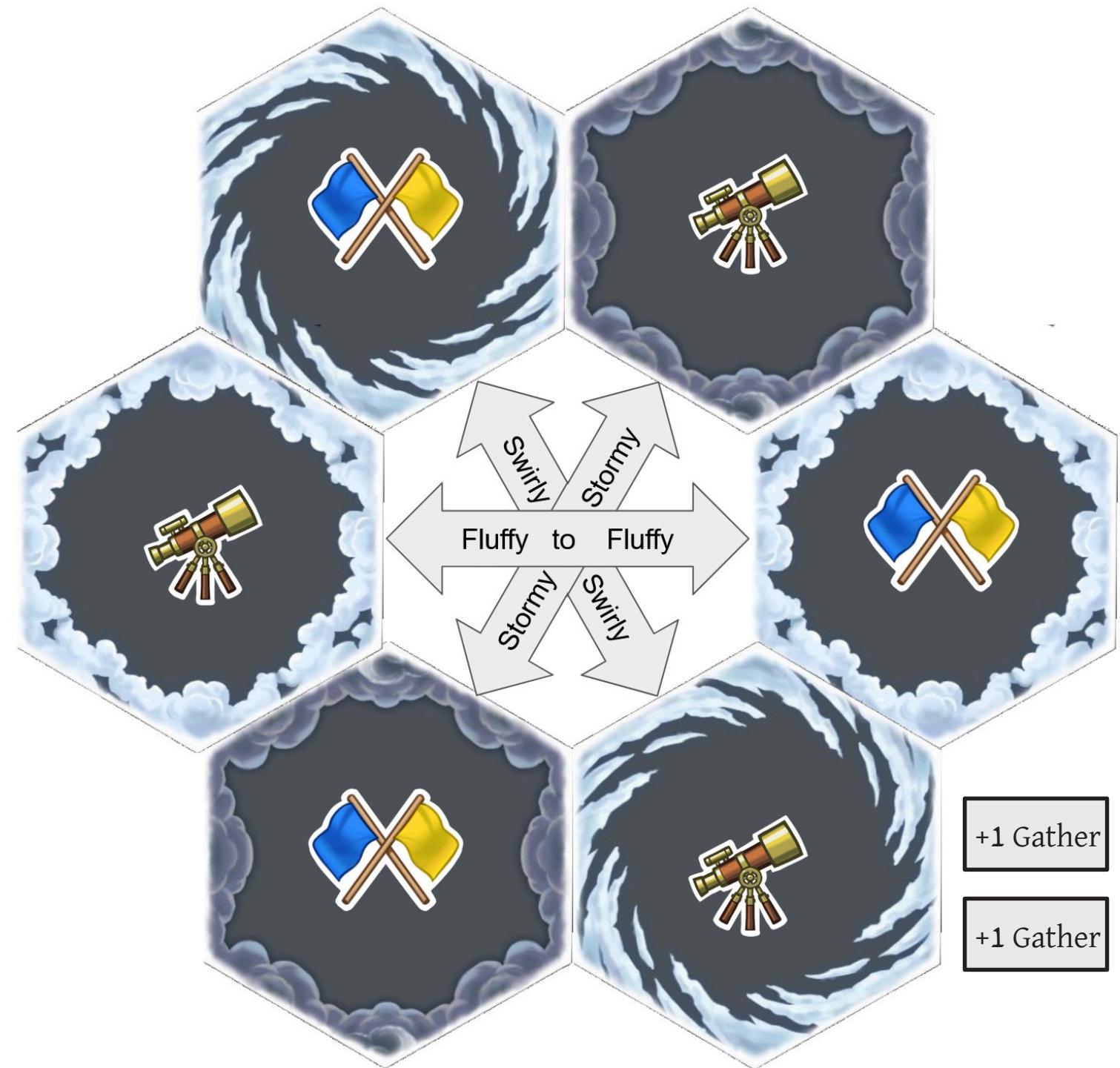


Newsletter signup





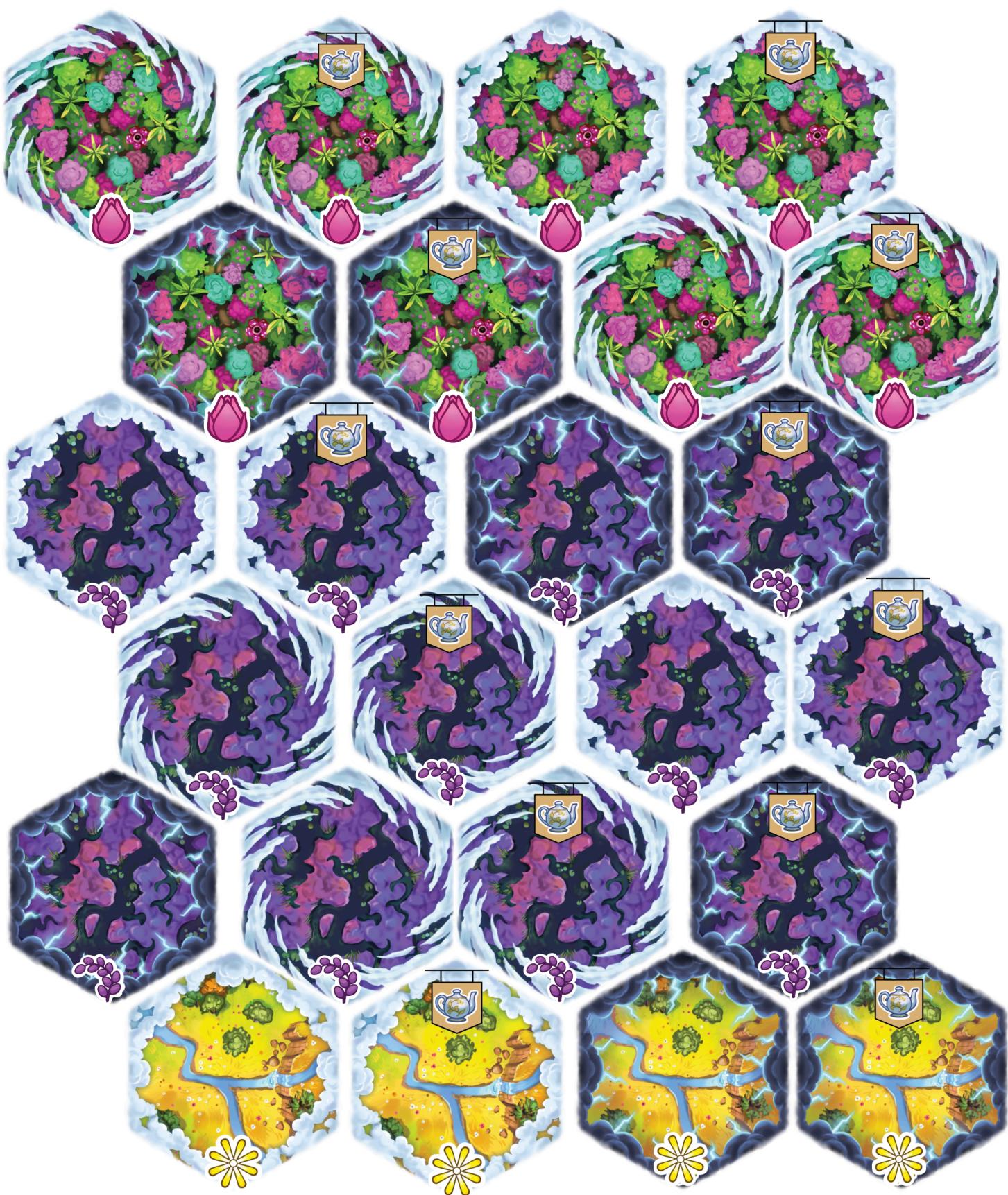
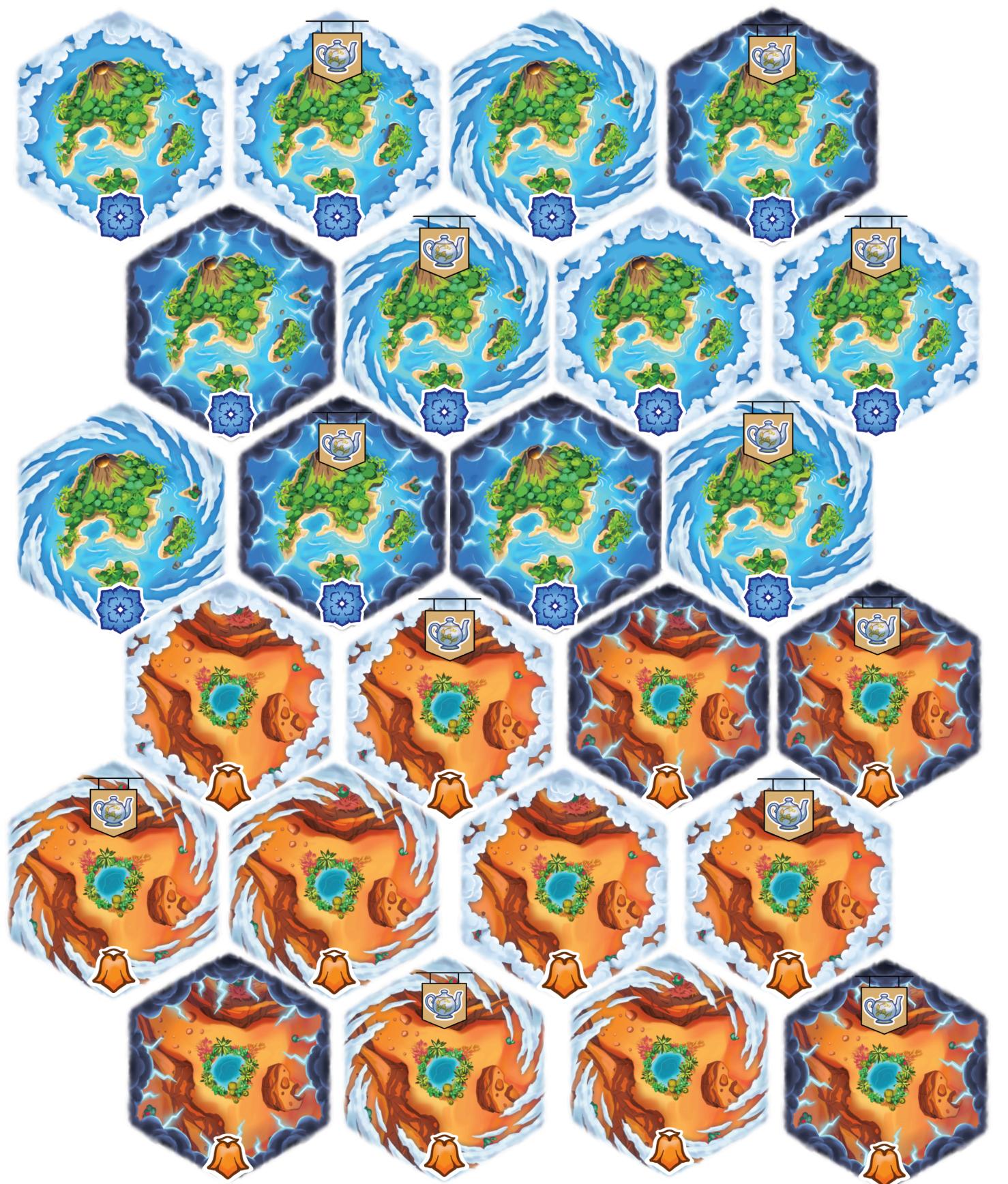


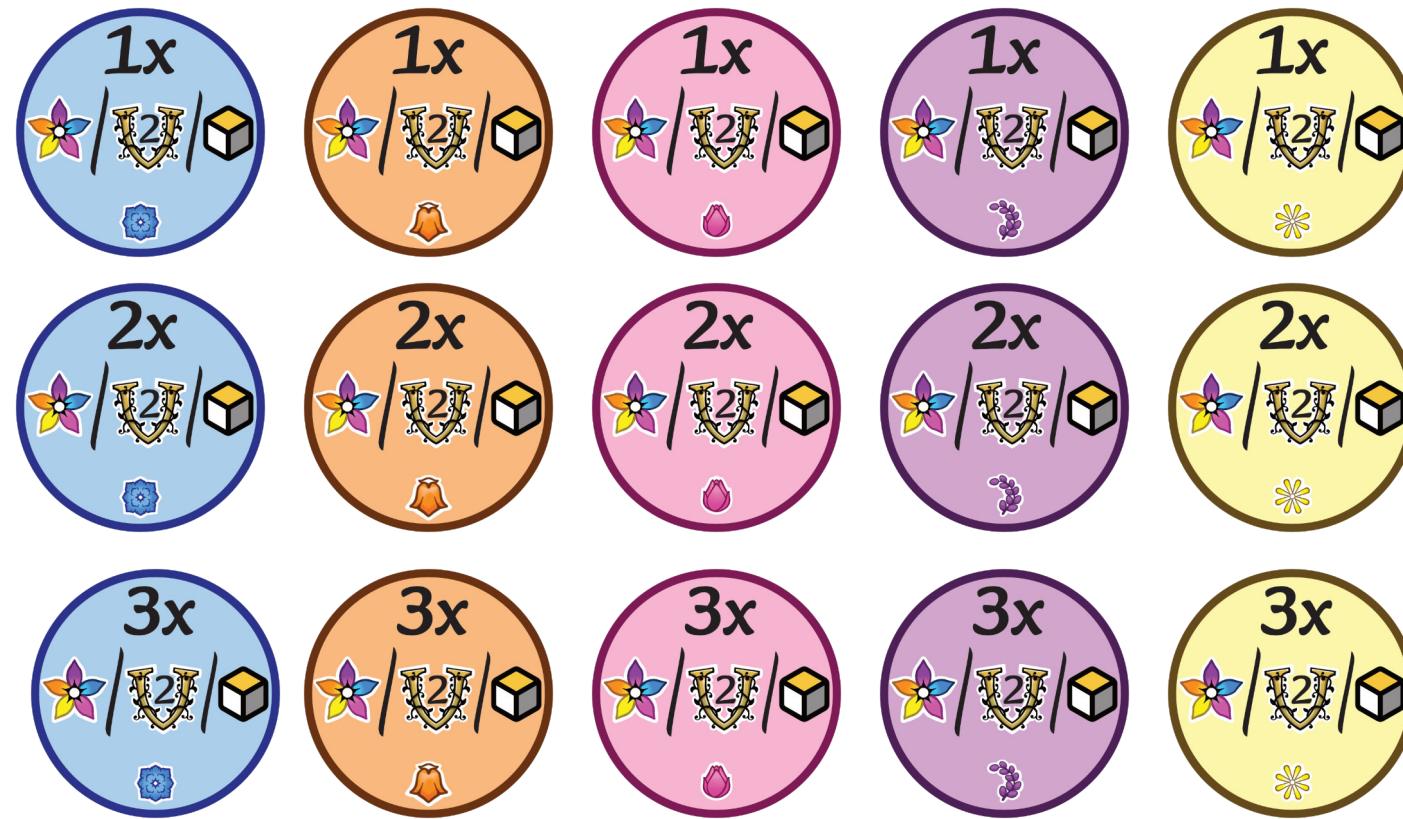
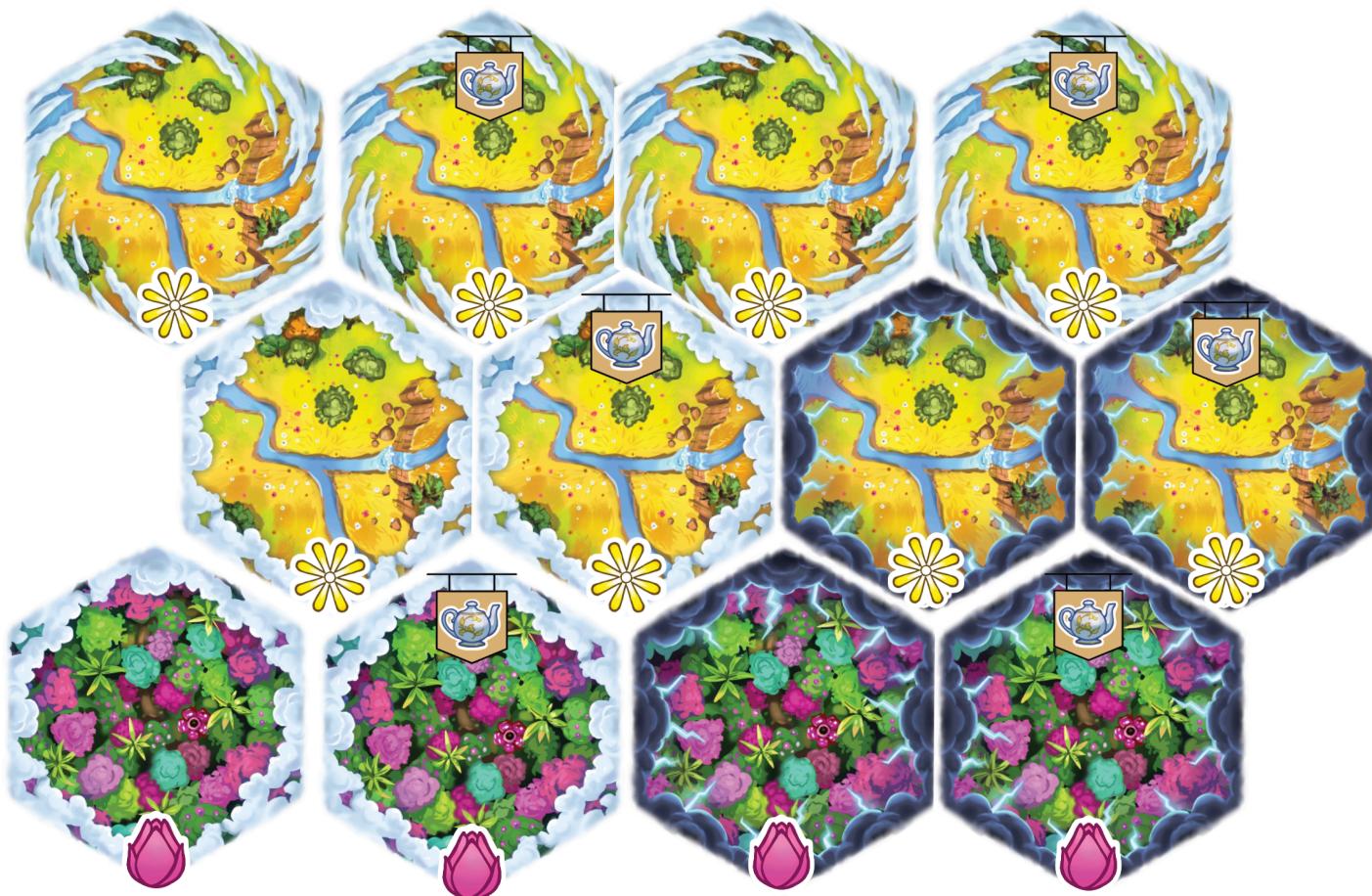


+1 Scout	+1 Scout	+1 Change	+1 Change	+1 Hire	+1 Hire
+1 Scout	+1 Scout	+1 Visit	+1 Change	+1 Hire	+1 Gather
+1 Visit	+1 Visit	+1 Visit	+1 Change	+1 Hire	+1 Gather

+1 Gather

+1 Gather





Actions								
Unused action marker =								
SCOUT terrain		CHANGE sail plan		VISIT locals				
Farmers	Reward for placing both	Traders	Hold for flowers					
Cost: 3	Unlock 2 hold spaces	Cost: 3						
Cost: 2	+1 action marker	Cost: 2						
Cost: 1	Limit 5 Passengers	Cost: 1						
Cost: 1	+1 action marker	Cost: 1						
Farmer and Trader costs can be paid in atlases and/or same-color flowers								

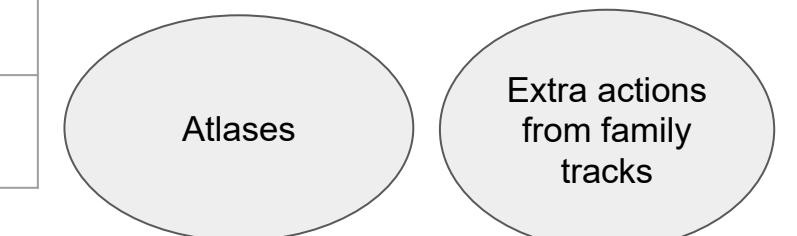


May use one per turn

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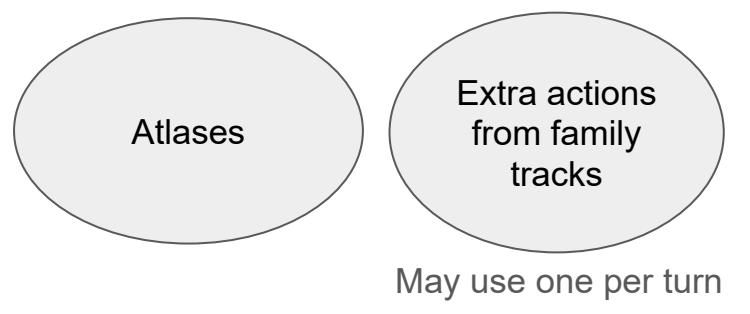
May use one per turn



Actions						
Unused action marker = 						
SCOUT terrain		CHANGE sail plan	VISIT locals	HIRE farmers and traders	GATHER flowers	DONATE flowers
Farmers	Reward for placing both		Traders	Hold for flowers		
Cost: 3	Unlock 2 hold spaces		Cost: 3			Locked
Cost: 2	+1 action marker		Cost: 2			Locked
Cost: 1	Limit 5 Passengers		Cost: 1			
Cost: 1	+1 action marker		Cost: 1			
<i>Farmer and Trader costs can be paid in atlases and/or same-color flowers</i>						



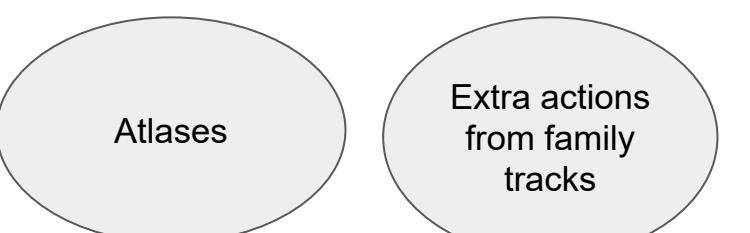
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May use one per turn



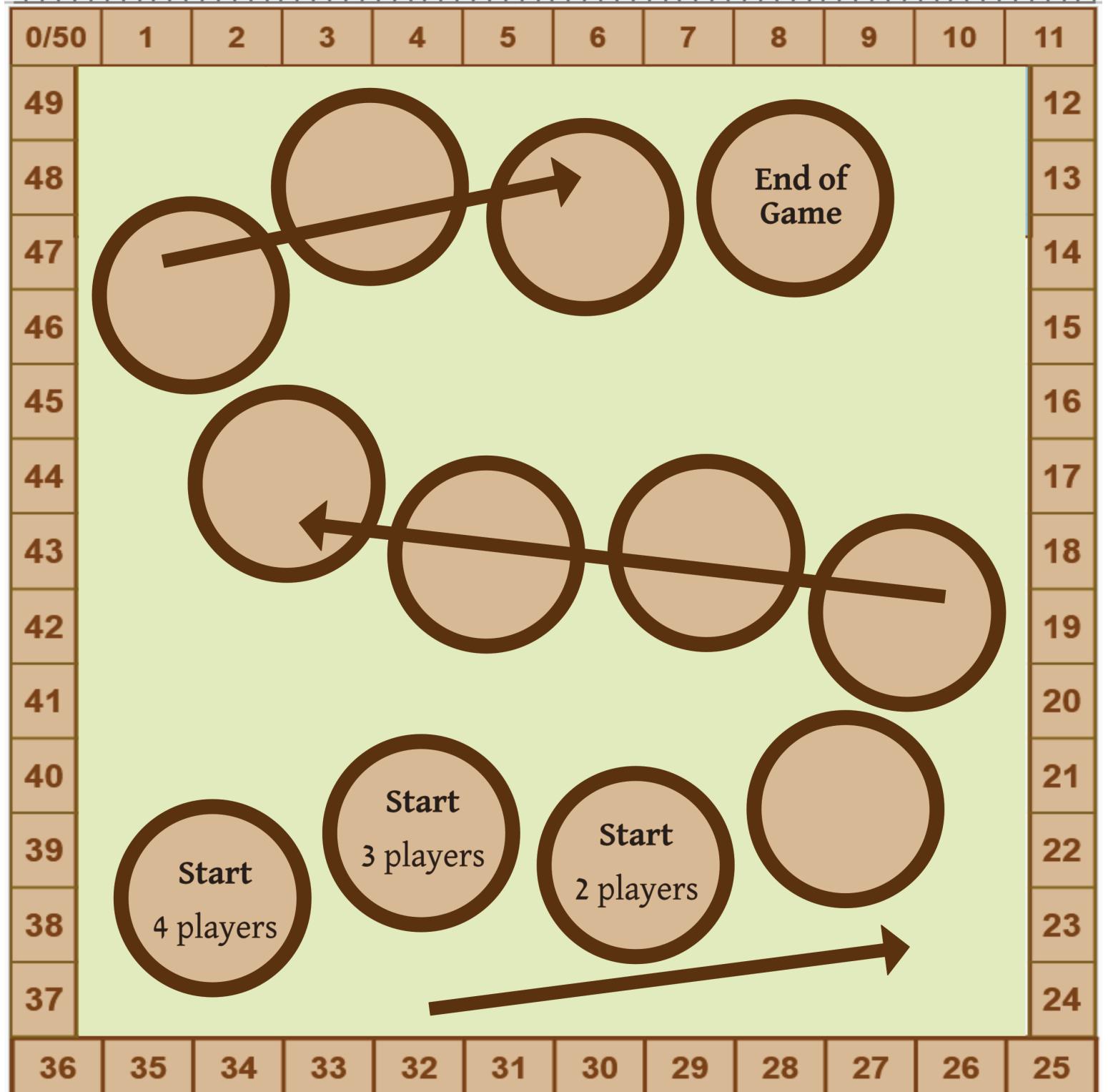
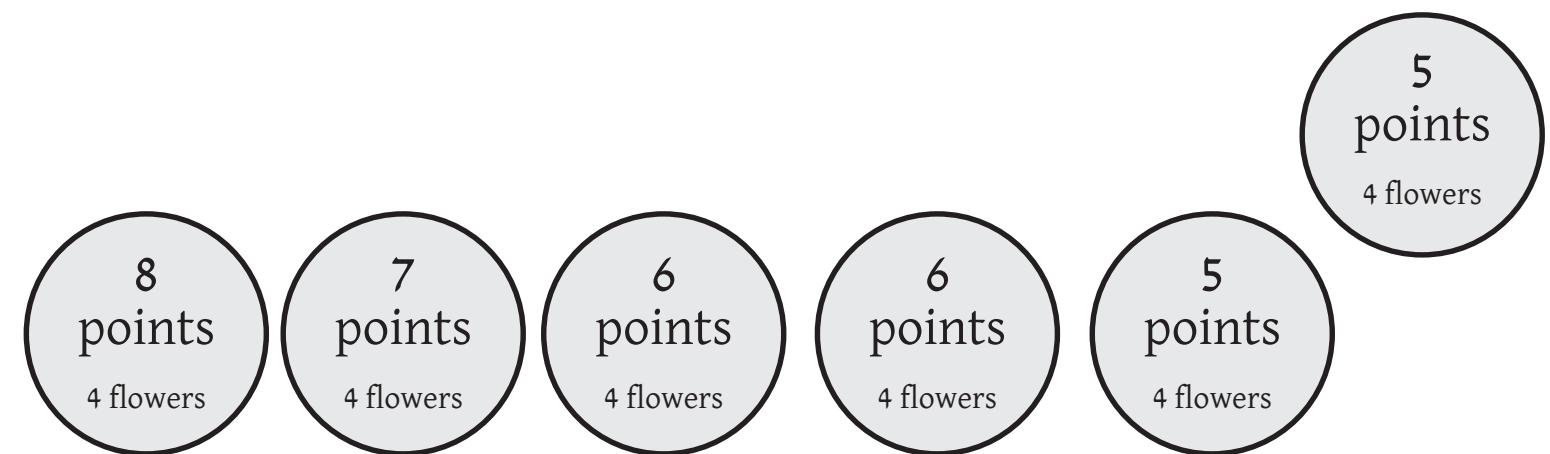
Action guide		Building guide (VISIT and DONATE actions)	
SCOUT	1. Buy and place terrain tile 2. +1  of active tile's color 3. If  , get  OR 	Teahouse 	Choose 2x: • Draw a  card • Get 
CHANGE	1. Move between cloud shapes 2. +1  of color you moved to	Observatory 	Draw an island card; place the depicted island anywhere adjacent to an existing island
VISIT	Activate  or 	Festival 	Complete these steps in order: • May turn in 4 or 5  to score points on top tile of matching stack • May turn in 1-7  to advance that many steps on matching family track • Gain track rewards you passed or landed on • Place any bouquet and/or favor tiles gained on festival track; if last space filled, trigger game end
HIRE	Pay  =  /  to place a Farmer or Trader		
GATHER	1. +1  of active tile's color 2. May take +1  / Farmer. If opponent's farmer, they get +1 3. If Trader present, trade  of active tile color for other tile color. If opponent's Trader, give them all traded 		
DONATE	Activate 		

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HIRE	Pay  =  /  to place a Farmer or Trader		
GATHER	1. +1  of active tile's color 2. May take +1  / Farmer. If opponent's farmer, they get +1 3. If Trader present, trade  of active tile color for other tile color. If opponent's Trader, give them all traded 		
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HIRE	Pay = / to place a Farmer or Trader		
GATHER	1. +1 of active tile's color 2. May take +1 / Farmer. If opponent's Farmer, they get +1 3. If Trader present, trade of active tile color for other tile color. If opponent's Trader, give them all traded		
DONATE	Activate (see reverse)		





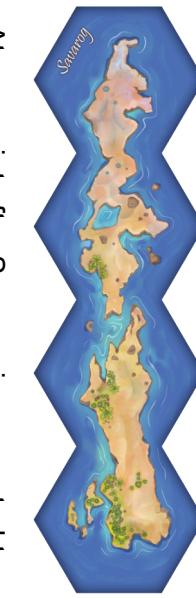
Adventurer Play during a Scout action on any tile. Gain points equal to the number of flowers/atlas you spend on the terrain market. <i>"These moments make it all worthwhile!"</i>	Apprentice Play during a Hire action on any tile. Get a discount of 1. <i>Game end: Score 1 VP for each hired Farmer OR Trader (choose 1).</i>	Black Marketeer At an opponent's Farm, give that opponent one atlas to gain two flowers of the Farm's color. <i>Game end: Place a cube on an opponent's farm.</i> <i>"Business' is such a harsh word. I prefer to think of myself as a thief."</i>
Blue Harvester On a blue tile, get one blue flower. <i>Game end: Place a cube on a blue tile.</i> <i>"Quiet, please. Voices disturb the buds."</i>	Blue Merchant On a blue tile, trade any flower for two blue flowers. <i>Game end: Score 1 VP each blue flower in your hold.</i> <i>"Forgive me, I thought we were here to do business."</i>	Boatswain Take the Change Sails action even if you've already taken it this turn. <i>Game end: Place a cube at the location of your ship.</i> <i>"You heard the captain, you airsick sluggards – sidesails fore and aft!"</i>
Cartographer During a Visit action on an observatory, get two atlases OR spend two atlases for 3 points. <i>Game end: Place a cube adjacent to Ash Aris.</i> <i>"I swear there was a coastline here yesterday."</i>	Eronson Heir On a pink tile, +1 favor with the pink family. You may spend an atlas for an additional +1 favor. <i>Game end: Gain 3/2/1 VP if you are 1st/2nd/3rd on the Eronson favor track.</i> <i>"Hurry it up! My ice is melting while I wait."</i>	Explorer Take the Scout action even if you've already taken it this turn. <i>Game end: Place a cube on an empty space with no terrain tile.</i> <i>"Fear of the unknown is a failure of imagination."</i>
Guide From any tile, jump to a non-adjacent tile of the same color. Gain a flower of the destination tile's color. <i>Game end: Gain 1 VP for each different color of flower in your hold.</i> <i>"If you step off the path, I'm not responsible for what happens."</i>	Laborer Take the Gather action even if you've already taken it this turn. <i>Game end: Place a cube on one of your own farms.</i> <i>"Quit chewing the flowers, you lump. They're worth more than you."</i>	Local Cousin After a Hire action, spend an extra flower/atlas to immediately Gather as a free action. If you do, gain 1 VP. <i>Game end: Gain 1 VP for every unused bonus action tile on your player board.</i> <i>"I'll take payment in the good stuff. None of that roofing thatch the Ashlings call tobacco."</i>

Lost Heir On any tile, as a free action, gain +1 favor with the family of that tile's color. <i>"I could never live penned up in a tower. My heart belongs to the tradewinds."</i>	Marieff Heir On an orange tile, +1 favor with the orange family. You may spend an atlas for an additional +1 favor. <i>"People of my stature don't buy things. We arrange them."</i>	Navimancer When Visiting at an observatory, draw two island cards, place one, and shuffle the other back into the deck. <i>"Thereia's First Precept: When you meet a stranger, help them get where they're going."</i>
Oracle Before taking a Scout action, discard all terrain tiles and refill the market. <i>"Great Auahi...snore...illuminate our paths...snrrrk."</i>	Orange Harvester On an orange tile, get one orange flower. <i>"Bloody tower-folk. Never done an honest day's work."</i>	Orange Merchant On an orange tile, trade any flower for two orange flowers. <i>"Deep breaths. Deep breaths. You'll make a sale today."</i>
Pink Harvester On a pink tile, get one pink flower. <i>"Want to sell dull flowers? No? Then you have to take risks."</i>	Pink Merchant On a pink tile, trade any flower for two pink flowers. <i>"It's nice to be on solid ground for a change."</i>	Recruiter Take the Hire action even if you've already taken it this turn. If you do, gain 1 VP. <i>"No experience necessary! Unless you want to get paid."</i>

Surveyor During a Scout action on any tile, pay 1 less for any tile from the market. <i>"You try writing clean notes with frozen fingers."</i>	Tea Brewer During a Visit action at a teahouse, for each Passenger you draw, you can draw 2 and keep 1. <i>"The water is as important as the leaves."</i>	Turncoat At an opponent's trading post, gain 1 VP for each flower you trade to that opponent. <i>"Loyalty doesn't pay like it used to."</i>
Uxham Heir On a yellow tile, +1 favor with the yellow family. You may spend an atlas for an additional +1 favor. <i>"You're certain this deal is above-board?"</i>	Vanvalster Heir On a violet tile, +1 favor with the violet family. You may spend an atlas for an additional +1 favor. <i>"What's better than owning flowers? Owning the land they grow from."</i>	Villager Take the Visit action even if you've already taken it this turn. <i>"We grow crops here, m'lord, not flowers for rich ponces. Meanin' no offense."</i>
Violet Harvester On a violet tile, get one violet flower. <i>"ABG, that's my motto. Always Be Gathering."</i>	Violet Merchant On a violet tile, trade any flower for two violet flowers. <i>"The finest blooms – from a name you can trust!"</i>	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. <i>"Wandering cyclone, four leagues rimward and closing fast!"</i>
Yellow Harvester On a yellow tile, get one yellow flower. <i>"You triple-checked the harness, right?"</i>	Yellow Merchant On a yellow tile, trade any flower for a yellow flower AND get 1 point. <i>"Think of it as a favor, not a trade."</i>	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. <i>"I'm gonna be the one to find it."</i>

Savarog

A rocky place fond of fine living and dangerous alchemy.



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).

4 VP for area control



Estune

The rainy garden island where painted images come to life.



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.

4 VP for area control

On the loftiest island, all wishing to trade must pay homage to the volcano.



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.

3 VP for area control

Scarlet Reefs

Savaged in the last war, life is only beginning to burst forth again.



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.

3 VP for area control

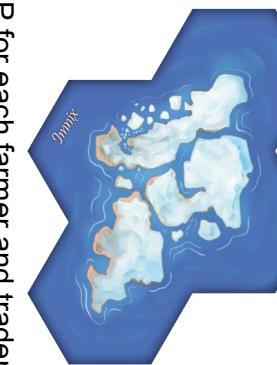
A refuge of pirates, who command its power as long as their legends grow.



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.

2 VP for area control

The hardy people of this arctic isle push back the frosts with its native magic.



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.

4 VP for area control

The headquarters of the Navimancers, at the center of several ley lines



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.

3 VP for area control

Tamarii

The Divided Isle, which many nations claim but none can conquer.



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.

3 VP for area control

A land of squabbling city-states where bison roam free.



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

4 VP for area control

The dreaming isle where prophets delve into the afterlife to tell the future.



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.

2 VP for area control

Farmers and Traders		Atlasses												Cubes											