

# Bloomhunter Rulebook



2-4  
players



13+



1-2 hr







# 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 the island of 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.”

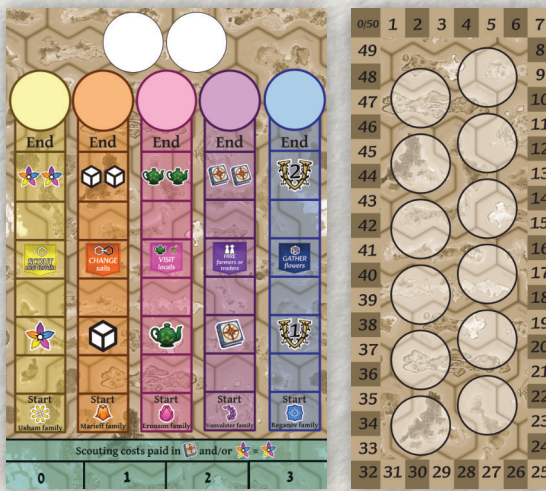
Zae smiled in satisfaction as the crew ran to carry out her orders, shifting the airship's mainsails and lowsails to catch a higher-altitude current. The Flower Festival – the most important time of any bloomhunter's year – was only days away, and she'd be drowned if she let Redmount show her up this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

## Game Overview

In **Bloomhunter**, you will be competing to acquire the most prestige for your bloomhunting crew at the Flower Festival. You'll gain points by building arrangements of differently colored flowers, gaining favor with prominent families, expanding your network of influence, exploring new horizons, and making shrewd deals with allies across the archipelago.

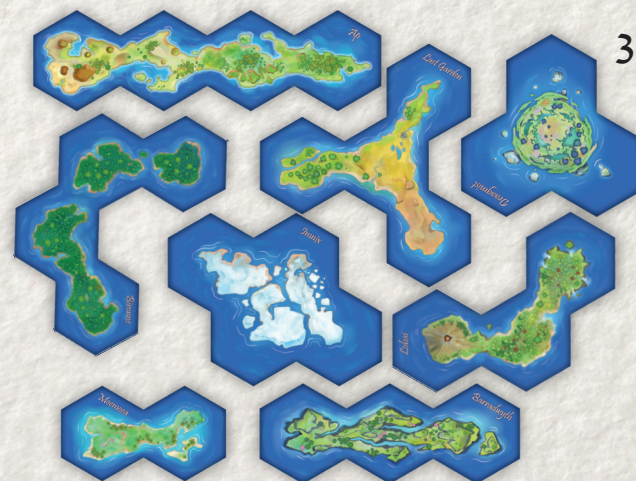


4 Player boards



Market board

Festival board



16 Islands



4 Airship standees



20 bonus action tiles (4 per color)



16 Traders (4 per color)



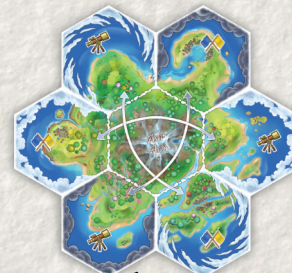
16 Farmers (4 per color)



36 Passenger cards



16 Island cards



20 Action markers (5 per color)



Flowers



Atlases



Terrain tiles



12 bouquet tiles



15 family tiles (3 per color)

160 Cubes (40 per color)



## Board setup



1. Place the **festival** and **market** boards at one end of the playing area.
2. Sort the **bouquet** tiles into two 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. Place them on the market board as shown.
3. 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 on the market board in the slot at the end of the **family track** of its color.
4. Shuffle the **Terrain** tiles face-down and place them in stacks near the market 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 market board.



5. Place **Ash Aris**, the largest island with seven hexes, in the center of your playing area.
6. If this is your first game, find the appropriate Islands for your player count listed below, and place them adjacent to Ash Aris as shown. Remove the four corresponding **island cards** from the **island deck** and set them aside. For subsequent games, draw a number of island cards equal to your number of players. Place the corresponding **island** around Ash Aris so that they each touch at least two hexes on Ash Aris. Set the cards you drew aside.

Starting islands for your first game:

2 players: Last Garden and Bironne  
3 players: Add Ap  
4 players: Add Imnix

6



14. The player who most recently smelled a flower goes 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**.
15. In turn order, each player does the following:
  1. Draw one of the island cards set aside during board setup
  2. Draw a tile from the face down terrain stack, and place it on a terrain space. (Strategy tip: It's a good idea to place it adjacent to a tile on Ash Aris with a matching weather pattern.)
  3. Gain a flower of that terrain tile's color.
16. Each player chooses one of the six outer tiles on the central island Ash Aris and places their airship on it. More than one player may pick the same tile. You are now ready to play.

## Player setup

10. Choose a color and take these components in that color:  
 1 Airship  
 4 Farmers  
 5 Action markers  
 1 Player board  
 4 Traders  
 30 cubes
11. Place your **farmers** and **traders** on the indicated tiles of your **player board**.
12. Place one of your cubes on the 0 space of the **festival board scoring track**, and one on the Start space of each of the five **family tracks** on the festival board.
13. Place three **action markers** beside your player board. This is your starting action pool. Place the other two on the indicated spaces of the Farmer and Trader area.



## 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 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.

An Art -  
bouquet  
image,  
maybe?

## Flow of 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**.

### The Golden Rule:

**Specific trumps general.** If a card contradicts a general rule of the game, the card always takes precedence.

## Moving Airships

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 bonus action tiles.



## 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.



### SCOUT new terrain

This action lets you expand the board and create new opportunities to find flowers.

1. 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**.
2. Place the terrain tile you just purchased in any open island space adjacent to the hex on which you began the SCOUT action.
3. Gain a flower of the color matching the tile's terrain.
4. If the placed tile has a **teahouse**, choose 1 bonus: draw one passenger card OR gain 1 atlas.



### CHANGE your sail plan

This action lets you move to different parts of the board.

1. Move your airship from its terrain tile to an adjacent tile of a different weather pattern.
2. Gain 1 flower matching the color of the terrain tile you move to.



# The Player Turn



## 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.** Depending on whether your airship is on a terrain tile with a teahouse or on a tile of Ash Aris with an observatory, complete the following actions:

- **Visiting a teahouse** ☕: Either gain two passengers, two atlases, or one of each.
- **Visiting an observatory** 🔭: **Draw one island card from the deck into your hand**, then place the associated island anywhere on the board.

## 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 or a trader. Farmers, which produce flowers, **must be placed between two tiles of the same color on the same island.** Traders, which let you exchange one color for another, **must be placed between two differently colored tiles.** Follow these steps to hire.

1. 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.
  - 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 farmers/traders of the same color cannot share the same border.**
  - If you place a trader between two islands, **they will count toward area control bonuses on both.**
  - Traders may not be placed between an island and Ash Aris.
2. 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.**
3. Pay the highest cost visible on your player board (**in order: 1,1,2,3**) by spending atlases.
  - You may replace atlases with flowers to pay this cost, so long as all the flowers you spend are of the same color.
4. If removing a farmer or trader from your player board leaves both spaces on either side of a reward clear, gain that reward.

## GATHER flowers

This action lets you add flowers to your hold. Follow the phases in order.

1. Gain one flower of the color of the tile you're on.
2. 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.**
3. 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.**



# The Player Turn

## 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.

1. 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.
  - If the bouquet tile stack for a number of flowers is empty, **you cannot turn in that size of bouquet.**
  - If you place the bouquet tile on the last space of the festival track, **the end of the game is triggered.**
2. 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, including the final space of a track, gain that reward **at the end of your DONATE action.**
  1. If you gain multiple rewards, you may receive them in any order.
  2. 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.
3. 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.**



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.



## Clearing the Market

At the start of your turn, if exactly three tiles in the market share the same color, **you may choose to discard those three tiles** and replace them from the tile stack, without repositioning the remaining tile. If all four tiles in the market share the same color, **you must immediately discard them** and refill the market from the tile stack.



# Flowers

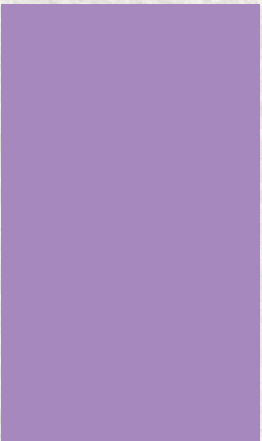
Bloomhunters are constantly in search of rare flowers. Flowers in the game are represented by flower tokens, and come in five colors: **Yellow** 🌻, **Orange** 🍂, **Pink** 💗, **Violet** 🌜, and **Blue** 🌸.

Flowers may be spent at festivals on 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** (which can be upgraded to a maximum of 10 by hiring farmers and traders). Each space 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 three 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. There is no hand limit for island cards.

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.

The island image in the top left indicates which island to place when the card is drawn. The area control number in the top right indicates the number of VP awarded to the player with the most influence on the island at the end of the game (see Game End and Scoring).

# 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. This is a hard limit - you can never have more than three (or five) passengers in hand, even when drawing new ones.

Each passenger card consists of an effect that will occur when played (symbolized by 🎲➡️🎲) and a game end benefit (symbolized by 🏠). To gain the game end benefit, simply have the card in your hand when the end of the game is triggered. At that point, you'll get a chance to use it before final scoring.

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. Passenger cards that allow you to take an action **require an action marker to play.** 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 during the game, place a cube from your supply at the location of your airship.** The cube will count toward area scoring at the end of the game. **If your airship moves as a result of playing the card,** the cube goes in the airship's first location.

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.



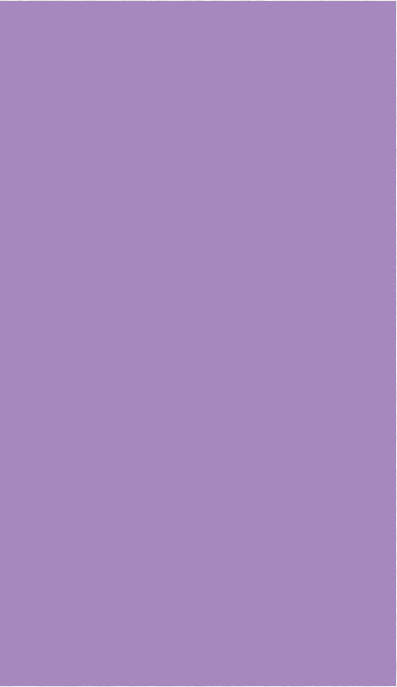


# Family Tracks

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 (listed below)
  - **Uxham** 🌻: Gain 1 flower of any color.
  - **Marieff** 🗲️: Place 1 cube on any terrain tile or on Ash Aris.
  - **Eronson** 🍷: Draw 1 passenger card.
  - **Vanvalster** 🗺️: Gain 1 atlas.
  - **Reganov** 🏠: Gain 1 VP.
- **Fourth space:** Gain the indicated bonus action tile. At any point during your turn, you may discard this tile to take the associated action, even if you have already taken it this turn. **This is a free action that does not require an action marker.**
- **Sixth space:** Gain the same unique bonus as before, but twice.
- **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 reward tile. At the end of the turn in which they trigger game end, the active player may use any game end powers on passenger cards in their hand.

Following this, **in counter-clockwise order**, each player **other** than the game-ending player may perform the following two steps in sequence:

1. Turn in up to five flowers, each a different color, and gain 1 VP per flower spent.
2. Use any game end powers on passenger cards in their hand.

Once each player has done this, score area control. Add 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. Ash Aris is worth 6 points.** These point values are also indicated on the card for each 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. Remember that **traders placed on ocean boundaries count for both islands.** 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.