Frosted Blooms

Rulebook

Introduction

The crisp Dutch air carries the lingering chill of winter, occasionally gracing the awakening polder fields with a delicate morning frost. Yet, beneath this fleeting shimmer, the first determined tulips push skyward, their bold colors promising a vibrant spring to come.

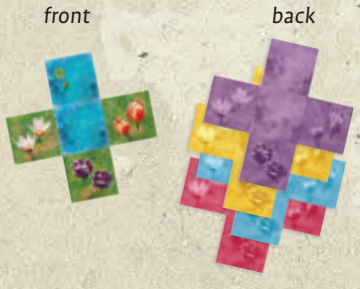
As ambitious gardeners, you compete to cultivate the most admired display of tulips. Carefully select patches of land and strategically place iconic windmills and barns, while assigning diligent workers to create a harmonious and valuable landscape. Will your garden, kissed by the cool dawn, blossom into the most celebrated masterpiece of the season?

COMPONENTS

1 main board

44 double-sided Landscape tiles

4 starting tiles (1 per player/color)



45 Improvements: 20 Workers, 15 Barns, 10 Windmills

21 Objective tiles (7 types/3 per type)

1 Flower token

40 Landscape cards (10 per player/color)

4 double-sided score markers (1 per player/color)

40 coins

1 cloth bag

4 reminder cards

1 score pad

15 Master Gardener cards (for solo mode only)

SETUP

1) Place the **main board** in the center of the table.

2) Place the **Flower token** near the bottom left of the main board next to the designated location.

3) Place all of the **Landscape tiles** into the cloth bag and mix them. Draw 5 tiles randomly and place them around the main board in the 5 remaining designated locations.

4) Mix all of the **Objective tiles** together face down. Draw and place a number of tiles face up on the main board in their respective columns according to the player count:

   : 8 objectives : 10 objectives : 12 objectives

   Return the remaining **Objective tiles** to the box.

5) Place the **coins**, along with the **Worker**, **Barn**, and **Windmill** tokens, nearby to form a general supply.

Each player chooses a color and takes the corresponding **score marker**, **starting tile**, and deck of **10 Landscape cards**.

6) Place the **score markers** on the '0' space of the score track.

7) Place your **starting tile** face up in front of you.

8) Shuffle your deck of **Landscape cards** and draw 3 cards to form your starting hand. Place your deck face down nearby.

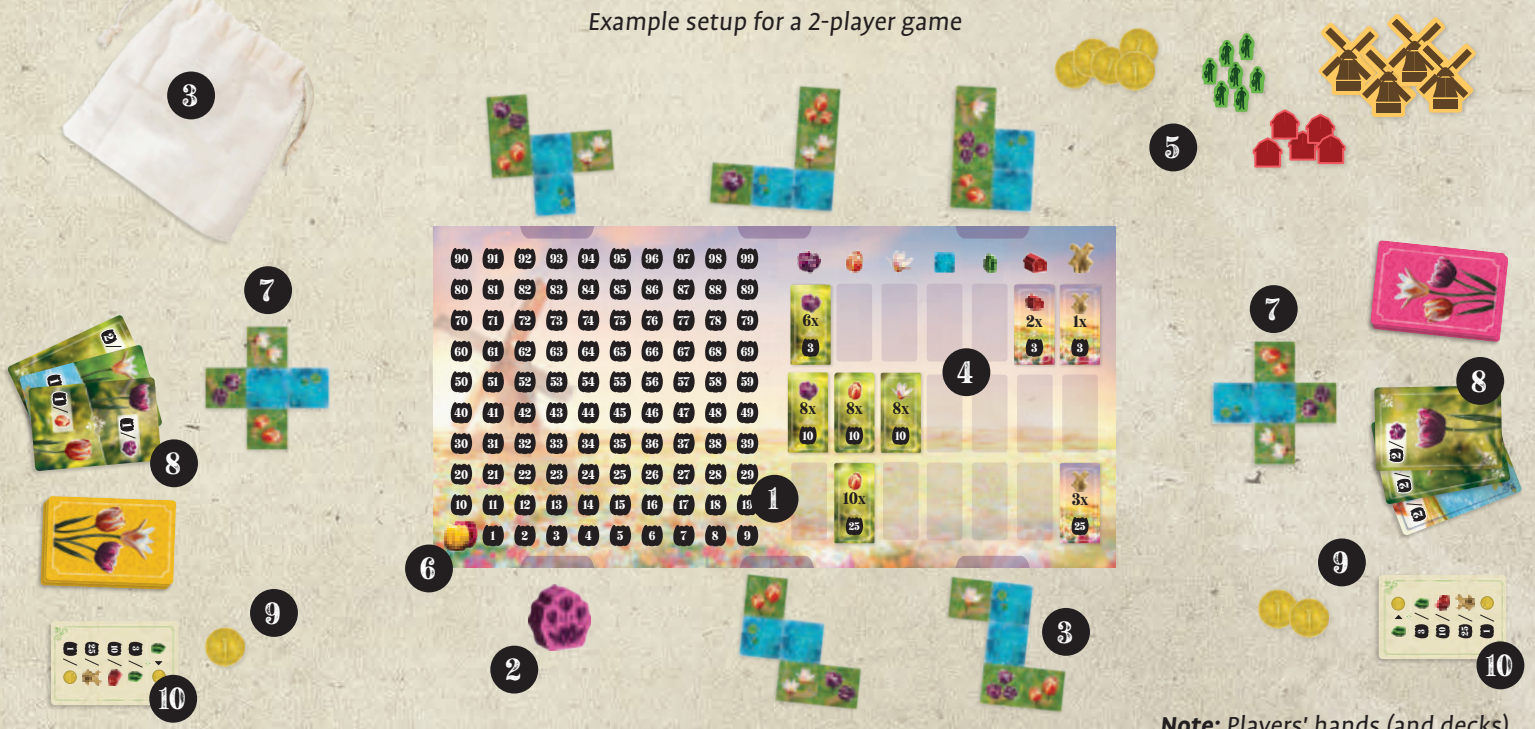
9) The player who bought flowers most recently is the starting player. Players receive **coins** based on turn order and put them in their personal supply:

   1st : 1 coin 2nd : 2 coins 3rd : 3 coins 4th : 4 coins

10) Each player receives a **reminder card**.

Put the **score pad** aside until the end of the game.

Example setup for a 2-player game



Note: *Players' hands (and decks) are kept private.*

GOAL OF THE GAME

In *Frosted Blooms*, players compete over 10 rounds to create the most valuable tulip garden. On your turn, you will select a tile to add to your garden and play a card from your hand to score points based on the tile you just placed. By cleverly arranging tiles, you can create enclosed areas to add workers, barns, and windmills. These, along with any objectives you accomplish throughout the game, will grant you extra points during final scoring. At the end of the game, the player who has the highest total score wins!

PLAYER TURN

On your turn, **you must** perform the 3 following actions:

1- ***Move the Flower token & take a tile***
2- ***Expand your garden***
3- ***Play a card***

After performing the 3 actions above, examine your garden to determine if you can:

4- ***Place Improvements (must if able)***
5- ***Claim objectives (optional)***

1- Move the Flower token & take a tile (Must)

Choose a Landscape tile near the main board and move the Flower token **clockwise** to the desired tile.

SKIPPING TILES

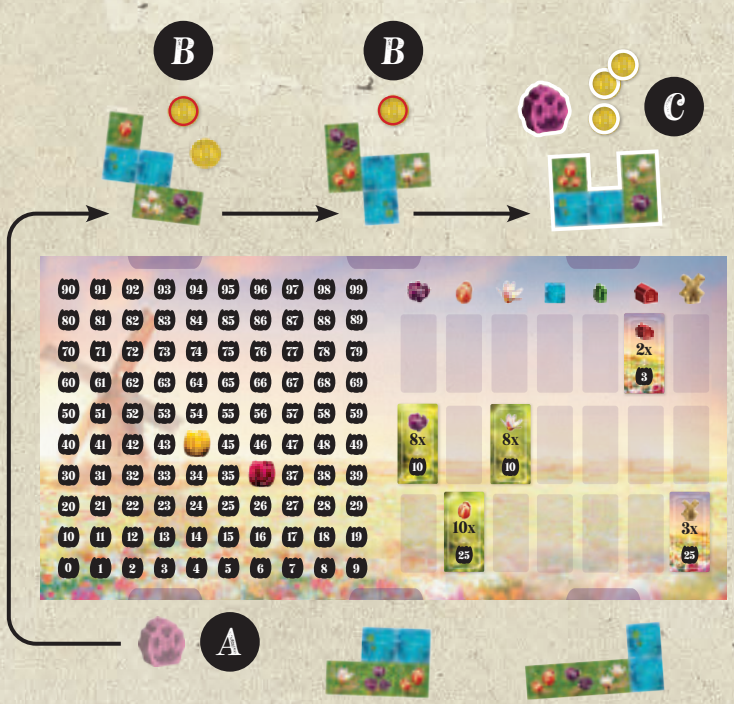
You may skip any number of tiles when moving the Flower token. To skip one or more tiles, **you must** place 1 coin from your supply next to each tile that you skip.

TILES WITH COINS

If there are coins next to the tile you chose, take those coins and put them in your supply.

Once you have taken your Landscape tile, draw a new tile at random from the bag to fill the space vacated by the Flower token so that there are 5 Landscape tiles available (no tile goes next to the Flower token).

Note: *If you have no coins in your supply at the start of your turn, then you must take the Landscape tile one space after the Flower token (in clockwise direction).*



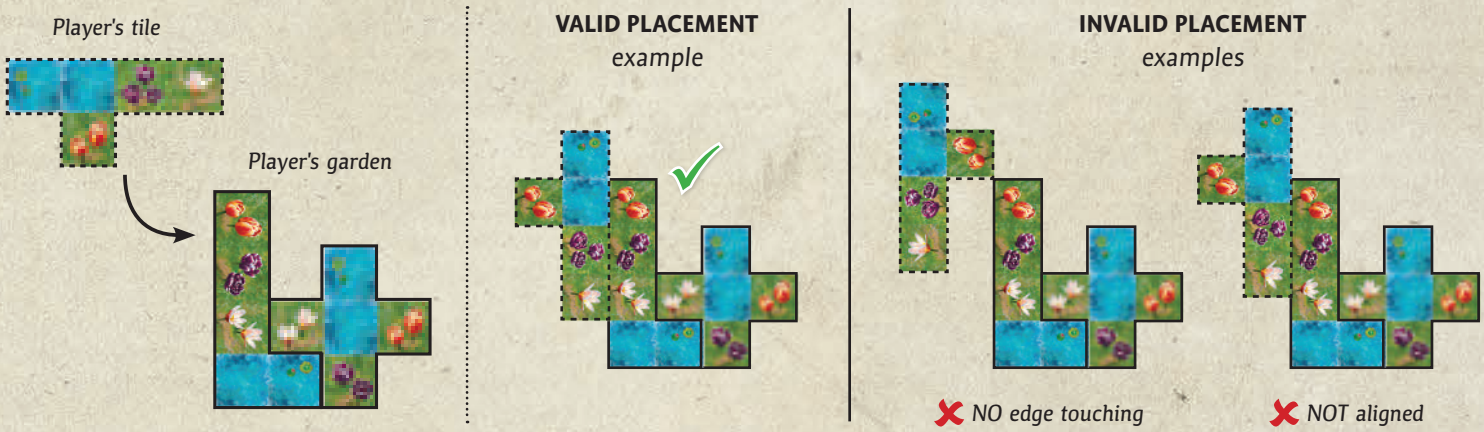
*The player wants to take the 3rd Landscape tile clockwise from the Flower token. They move the Flower token **(A)** 3 spaces and they leave 1 coin next to both tiles that they skip **(B)**. Finally, they take the tile they chose along with the 3 coins that were already next to it **(C)**.*

2- Expand your garden (Must)

Place the chosen Landscape tile in your garden. Your tile must be edge-to-edge with at least one existing tile, either partially or fully, AND landscape elements must be properly aligned.

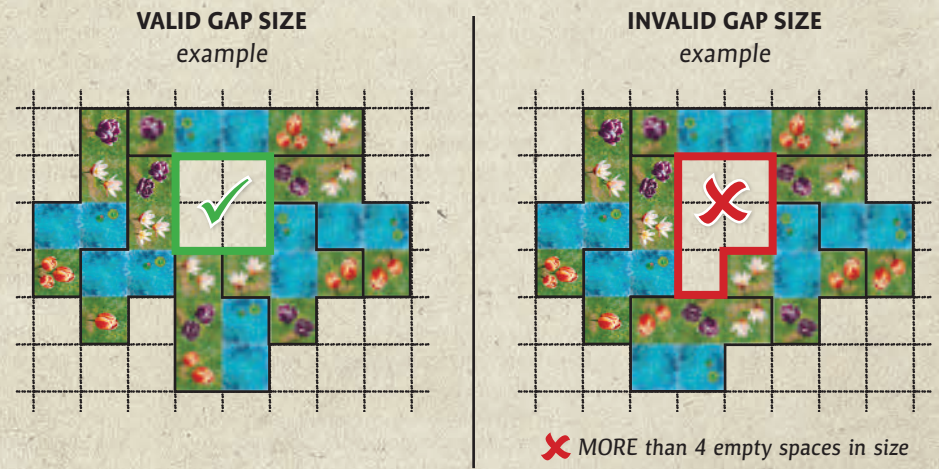
- You can rotate and flip your tile freely before placing it.
- Landscape elements can be adjacent to others of different types (they do not need to match).

***IMPORTANT**: Once a tile is placed, it can no longer be moved.*



You can form gaps in your garden. A gap allows you to **place Improvements**.

***Note:** A gap may be up to 4 spaces in size.*



Each Landscape tile is made up of **5 spaces**. These spaces will always include:

- *2 connected water spaces*
- *1 Purple flower space* **(1 to 3)**
- *1 Red flower space* **(1 to 3)**
- *1 White flower space* **(1 to 3)**

The total number of flowers is ALWAYS 6.
Each Landscape tile is unique.

3- Play a card (Must)

After expanding your garden, play 1 Landscape card from your hand. Play your card face up into your discard pile and **immediately** score your card by advancing your score marker on the score track.

Landscape cards either have:

- 1 Landscape type (2 points per element)

OR

- 2 Landscape types (1 point per element – score both types)

HOW TO SCORE A CARD

Count the elements **on the tile you just placed** that match those of your card PLUS those of any tiles that form an orthogonally connected group with them.

1 LANDSCAPE TYPE

examples

2 LANDSCAPE TYPES

***2pts** per purple flower*

***1pt** per white flower*
***AND 1pt** per water space*

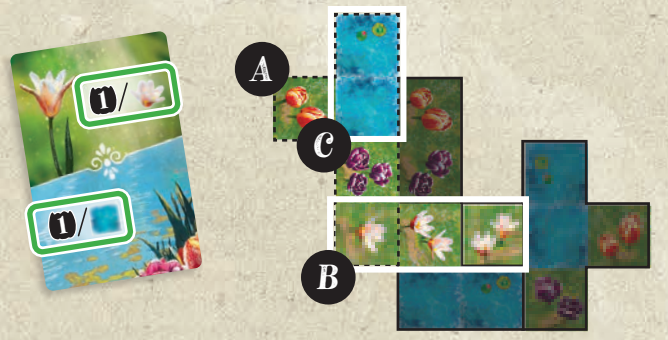
1 LANDSCAPE TYPE SCORING

example

*With the tile they just placed **(A)**, the player has **5 purple flowers** in a connected group **(B)** -> 3 (on the tile they just placed) + 2 = 5.*
This card scores a TOTAL of 10pts (2pts per purple flower).

2 LANDSCAPE TYPES SCORING

example



*With the tile they just placed **(A)**, the player has **5 white flowers** in a connected group **(B)** -> 1 (on the tile they just placed) + 2 + 2 = 5. They also have **2 water spaces** **(C)**, which do not form a connected group with previous tiles.* ***This card scores a TOTAL of 7pts (1pt per white flower** = 5pts + **1pt per water space** = 2pts).*

- **If you reach or pass 100 points, flip your score marker to its '100pts' side and continue from the '0' space on the score track.**
- **After scoring your card and advancing your score marker, draw the top card from your deck to refill your hand back to 3 cards.**

***Note**: When your deck is empty, do not reshuffle your discard pile. On future turns, you will not draw a card at the end of your turn.*

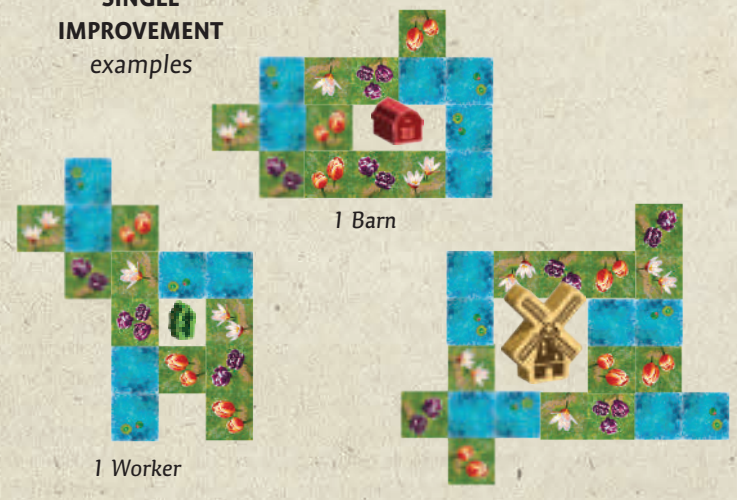
4- Place Improvements (Must if able)

To place Improvements, you will need to arrange your garden in such a way as to create gaps (enclosed areas) of 1 to 4 empty spaces in size. When you create a gap in your garden, **you must** immediately add Improvement tokens to it from the general supply as follows:

SIZE OF GAP (IN SPACES)	IMPROVEMENT(S) PLACED
1 ■	1 WORKER
2 ■■	1 BARN
3 ■■■ / ■■	1 BARN + 1 WORKER
4 (NOT SQUARE) ■■■	1 BARN + 2 WORKERS
4 (NOT SQUARE) ■■■■ / ■■■ / ■■■	2 BARNS
4 (2X2/SQUARE) ■■	1 WINDMILL

***Note**: Should a rare case arise in which you run out of Improvement tokens, please use a suitable replacement.*

SINGLE IMPROVEMENT *examples*

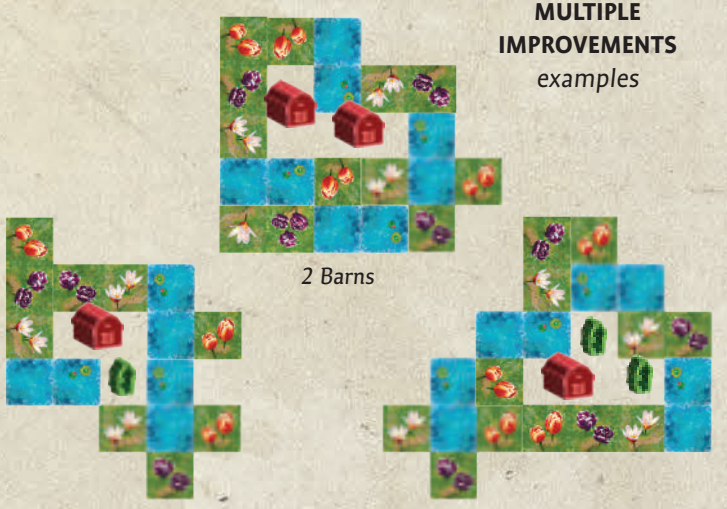


1 Barn

1 Worker

1 Windmill

MULTIPLE IMPROVEMENTS *examples*



2 Barns

1 Barn + 1 Worker

1 Barn + 2 Workers

- Each Worker you place **immediately** earns you 1 coin from the general supply.
- Each Improvement in your garden is worth points **at the end of the game**.

▶ + 3pts

▶ 10pts

▶ 25pts

5- Claim objectives (Optional)

You MAY claim one or more Objective tiles from the main board if you meet their requirements. Objectives are scored **at the end of the game**.

LANDSCAPES (4 TYPES): , , ,
The Landscape tile **you placed this turn** forms a connected group that meets or exceeds the required amount of elements for the desired objective.

IMPROVEMENTS (3 TYPES): , ,
With one or more Improvements **you placed this turn,** your total amount meets or exceeds the required amount of Improvements for the desired objective.

***IMPORTANT**: You can only claim 1 Objective tile per type.*

***Note**: If you choose to pass on claiming an objective, one of your opponents might claim it instead — be mindful!*

*With the tile they just placed **(A)**, the player has **7 white flowers** in a connected group **AND** they also place a Barn this turn **(B)**. They decide to claim the **6 White flowers objective (C)**. They do not claim the **2 Barns objective** as they would rather try and claim the **3 Barns objective** later **(D)**.*

END OF THE GAME & FINAL SCORING

The game ends after the 10th round in which all players have played their last Landscape card.
Use the score pad to mark each player's score. Calculate your final score by adding up your points:

1) ***Score track*** — Mark your points from the score track.
2) ***Improvements*** — Score points for Improvements in your garden:
   Worker = 3pts each *Barn* = 10pts each *Windmill* =25pts each
3) ***Objective tiles*** — Score points for Objective tiles you claimed.
4) ***Coins*** — Score 1 point for each coin in your personal supply.

The player with the highest total score wins the game. If there is a tie, the tied player with the most coins left wins the game. If the tie persists, the tied players enjoy a shared victory.

In this example, the yellow player scores:

1) 85 points from the score track.
2) 44 points for their Improvements.
[3 Workers = 9pts (3x3) + 1 Barn = 10pts + 1 Windmill = 25pts]
3) 31 points for their Objectives tiles.
4) 5 points for their leftover coins.

Their GRAND TOTAL is 165 points.

Solo Mode: The Master Gardener

Challenge the Master Gardener in this solo mode! The Master Gardener is an automa that knows the best kept secrets on how to grow the perfect garden. He will play by his own special rules. At the end of game, if you've achieved the highest total score, you will unlock all of his secrets and become the new Master Gardener!

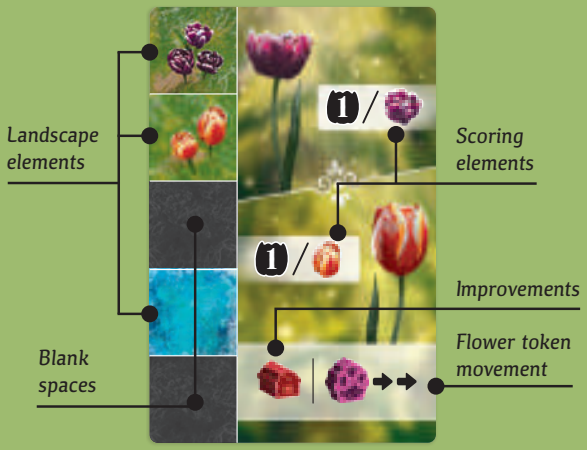
SETUP

Set up the components as you would for a standard 2-player game with the following exceptions for the Master Gardener:

- ***He does not receive a starting tile*** *— he does not place Landscape tiles.*
- ***He uses his own deck of cards*** *— Shuffle the Master Gardener's 15 cards and return 5 of them at random to the box. Place his remaining 10 cards face down to form his deck.*
- ***He begins with 10 coins.***

You are always the starting player — You receive 1 coin.

MASTER GARDENER CARD
example



PLAYER'S TURN

You follow the same rules as in a standard game.

MASTER GARDENER'S TURN

On his turn, the Master Gardener performs the following steps in order:

1- ***Play a card***
2- ***Score***
3- ***Collect Improvements***
4- ***Move the Flower token***
5- ***Claim objectives***

1- Play a card

The Master Gardener plays the top card of his deck. His card will dictate the outcome of each step on his turn.

HOW TO PLACE THE MASTER GARDENER'S CARDS

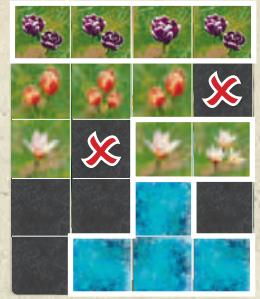
The Master Gardener's 1st card is simply placed face up in his play area. His 2nd card will overlap the first one, covering all but the column with the landscape elements. His 3rd card will be placed in the same fashion over the 2nd one and so on.

2- Score

WHEN his card has scoring elements, the Master Gardener **immediately** scores points. He scores points according to the number of landscape elements found in his **current sequence** that match the scoring element(s) on his card.

PREVIOUS VS CURRENT SEQUENCES – *examples*

Previous sequences
Purple flowers = No previous sequence
Red flowers = 7
White flowers = 1
Water = No previous sequence

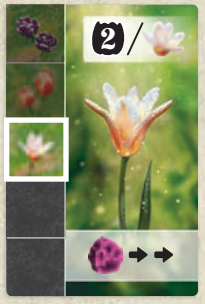


Current sequences
Purple flowers = 7
Red flowers = No current sequence
White flowers = 4
Water = 4

Note: *A blank space (■) breaks a sequence.*

Here is a demonstration of how the Master Gardener would score the following cards on his respective turns:

TURN 1



White flowers
(2pts x 1 flower)
= 2pts
Total: 2pts

TURN 2

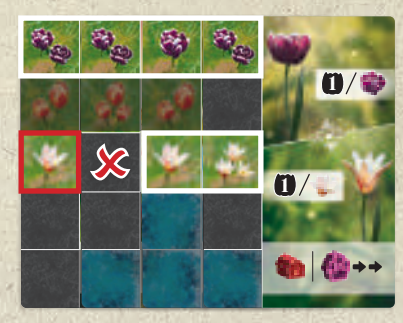
NO scoring elements
Total: 0pts

TURN 3

Red flowers
(2+3+2) = 7pts
Water
(1+2) = 3pts
Total: 10pts

TURN 4

*Here, the Master Gardener has played his 4th card. There are **4 white flowers** in his **current sequence**. The blank space on his 2nd card broke his previous sequence of **1 white flower**. Only his most recent sequence can be scored when he plays a new card.*



Purple flowers
(2+2+1+2) = 7pts
White flowers
(1+3) = 4pts
Total: 11pts

3- Collect Improvements

WHEN there are Improvements on the Master Gardener's card, he collects the corresponding Improvement tokens from the general supply and puts them in his supply.

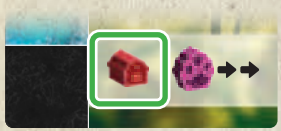
Improvements that the Master Gardener collects have the same benefits as they do for a player in a standard game.

- Each Worker **immediately** earns him 1 coin from the general supply.
- Each Improvement is worth points **at the end of the game**.

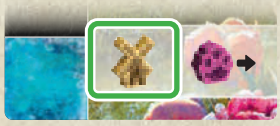
***Note**: There is no limit to how many Improvements the Master Gardener can collect.*

CARDS WITH IMPROVEMENTS
examples

Collects 1 Worker (+ 1 Coin)



Collects 1 Barn



Collects 1 Windmill

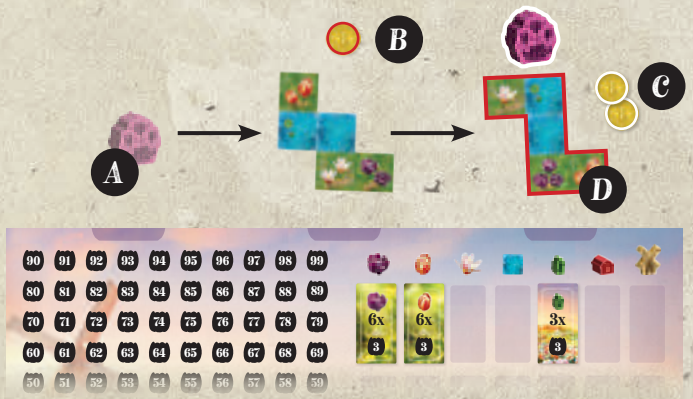
Collects 1 Worker (+ 1 Coin)
***AND** Collects 1 Barn*

4- Move the Flower token

The Master Gardener moves the Flower token clockwise according to the number of arrows on the card he played.

- The Master Gardener must leave 1 coin from his supply next to each Landscape tile that he skips.
- If there are any coins next to the tile where the Flower token lands, the Master Gardener adds those coins to his supply.
- The tile where the Flower token lands is **discarded and returned to the box**.
- A new tile is drawn at random from the bag to fill the space vacated by the Flower token.

*The Master Gardener must move the Flower token 2 spaces **(A)**. He leaves 1 coin next to the tile that he skips **(B)**. He takes the 2 coins next to the tile where the Flower token landed **(C)**. The tile where the Flower token landed is discarded and returned to the box **(D)**.*



5- Claim objectives

WHEN his **current sequence** or the number of Improvements he has collected meet the highest-scoring objective for a type, the Master Gardener claims the corresponding Objective tile from the main board **immediately**. He will always want to claim the highest-scoring objective available for each Landscape type and Improvement type. Like yours, the Master Gardener's objectives are scored **at the end of the game**.

*Here, even though the Master Gardener has a **current sequence** of 7 purple flowers and is eligible for the 6 Purple flowers objective, his goal is to claim the highest-scoring Purple flower objective (**10pts**), which requires a sequence of 8 purple flowers or more. This means he would not claim the lower-scoring objective (**3pts**) at this time.*

Available Purple flower objectives

Master Gardener's cards

Current sequence
Purple flowers
(2+2+1+2) = 7

***IMPORTANT**: The Master Gardener can only claim 1 Objective tile per type (, , , , , ,).*

END OF THE GAME & FINAL SCORING

The game ends after the 10th round when the Master Gardener has played his final card and has completed his turn.

Before proceeding to final scoring, IF the Master Gardener has not claimed the highest-scoring Objective tile for one or more types, he can claim a lower one for those types from the main board by meeting these conditions:

LANDSCAPE OBJECTIVES (4 TYPES): , , ,
The Master Gardener must have a **current OR previous sequence** that meets or exceeds the required number of elements for that landscape type.

IMPROVEMENT OBJECTIVES (3 TYPES): , ,
The Master Gardener must have collected a number that meets or exceeds the required number for that Improvement.

You and the Master Gardener calculate your final scores the same way as in a standard game. Use the score pad to mark your scores:

1) Score track — Mark points from the score track.
2) Improvements — Score points for Improvements:
Worker = 3pts each *Barn* = 10pts each *Windmill* = 25pts each
3) Objective tiles — Score points for claimed Objective tiles.
4) Coins — Score 1 point for each coin in personal supplies.

Whoever has the highest total score wins the game. If there is a tie, the player with the most coins wins the game. If there is still a tie, the Master Gardener wins, protecting his secrets until another challenger faces him.

CREDITS

Designers: Bruno Cathala & Ludovic Maublanc
Illustrator: Simon-Pierre Bernard
Art Director: Marie-Elaine Bérubé
Graphic Designers: Marc Rousselle & Marie-Elaine Bérubé
Publisher: Jeux Synapses Games
Proofreading: Roland Hall for The Geeky Pen

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37 rue Claude, Pointe-des-Cascades, QC, J0P 1M0, Canada
www.jeuxsynapsesgames.com
@jeuxsynapsesgames