

Tussie Mussie

RULEBOOK

– LONDON, 1864 –

While steam wafts from freshly-poured cups of tea, the dining room bustles with laughter and gossip. At every table, gazes meet and rumors teeter on the tip of everyone's tongues. After countless pauses, the boldest of the crowd dares to exchange a Tussie Mussie, that is to say a bouquet of flowers, with the person on their mind.

The arrangement of these bouquets is always full of meaning... What significance does this red tulip hold, coming from that young suitor who's still glancing shyly at you?

Contents


- 18 Flower tiles
- 30 Victory Point tokens
- 6 Turn cards (for the solo variant)

Overview and Goal

During each of the three rounds of the game, offer two flowers to your neighboring players and take back the ones they don't want. You will also get to choose two flowers from the four they offer you. Then take actions with flowers you gained, before gaining points for your Arrangement. At the end of the third round, the player with the most victory points wins!

Game Elements

Flower tiles

On the top half of the tile, there will always be an illustration. Some tiles may also have  symbols. On the bottom half, you will find the name of the flower, its meaning (which has no gameplay effect), and the effect of the tile.



Turn cards

Turn cards are only used in the solo variant (see page 12). On the back, the top half shows how to arrange the Flower tiles drawn on that turn. The bottom half shows **how the tiles can be distributed**.



***Note:** One of the six Turn cards shows an **action you must take immediately** after revealing the card.*

Victory Point tokens

Victory Point tokens represent all the victory points you have gained, and will show which player wins at the end of the game.



Setup

1. Shuffle the **18 Flower tiles** and make a facedown stack in the middle of the table.
2. Place the **Victory Point tokens** in a pile near the stack.
3. The player who most recently gave someone flowers becomes the **first player**.

***Note:** Turn cards are only used with the **solo variant**. If you are playing with other players, put them back in the box.*



Gameplay

A game of Tussie Mussie plays over **3 rounds**. At the end of the 3rd round, continue to the **End of the Game** to determine the winner.

Definitions

During the game, you may need clarification on certain terms found in this rulebook or on Flower tiles. Here are their definitions:

Offer

*An Offer is a **group of 2 Flower tiles, one faceup and one facedown**, that you present to your neighboring player.*

Arrangement

*Tiles that you have **gained and placed in front of you** are part of your Arrangement. Each new tile must be placed to the right of the previous tile gained.*

Bouquet

*Tiles that are **faceup** or in the top row of your Arrangement are part of your Bouquet.*

Keepsakes

*Tiles that are **facedown** or in the bottom row of your Arrangement are part of your Keepsakes.*

Round overview

Each round has 3 phases, carried out in this order:

1. Offer Flowers
2. Pre-Presentation
3. Presentation

1. Offer Flowers

Starting with the first player then going clockwise, players will take turns **Offering Flowers to the player to their left** until everyone has made an Offer. Each player will then have 2 Flower tiles. Offers are described in more detail below.

Then, starting with the first player but going **counterclockwise**, players will take turns, **Offering Flowers to the player to their right** until everyone has made an Offer. Each player will then have 4 Flower tiles.

***Note:** In a 2-player game, the players to your left and right are the same person, so you'll make 2 Offers to them.*

Overview of Offers

To Offer Flowers, follow these steps in order:

1. **Draw 2 tiles** from the Flower stack. Look at them without showing them to other players.
2. **Place one facedown and the other faceup on the table**, in front of the player receiving the Offer.
3. **This player chooses one of the 2 tiles**, and places it in front of them, **to the right** of any Flower tiles they have already gained, without changing which side is visible.

4. Place the unchosen tile in front of you, without changing which side is visible.

You cannot look at a facedown tile before choosing it. However, once a facedown tile is in front of you, **you may look at it at any moment**, making sure to put it back facedown when you're done.

Example:

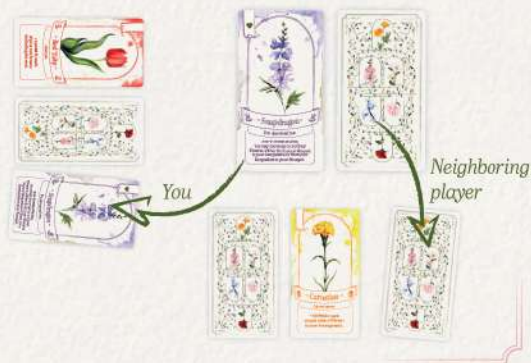


You are the first player and it's your 2nd turn in a 3-player game. You must Offer Flowers to the player to your right. You draw these 2 tiles from the Flower stack.

You look at them and decide to place the Snapdragon faceup and the other tile facedown. Your neighboring player is not interested in the faceup tile.



➤ They take the other tile, hoping for something more interesting. They quickly look at it before placing it facedown to the right of the tiles they already have. You do the same with the Snapdragon, leaving it faceup. Now the player to your right takes their turn.



When all players have Offered Flowers twice and everyone has 4 tiles in front of them, continue to phase **2. Pre-Presentation**.

2. Pre-Presentation

Take the following steps in order:

1. Shift all of your Keepsakes (meaning your facedown tiles) towards you to create a second row, making sure that they stay in their original columns.
2. Reveal your Keepsake tiles without moving them.
3. Take any “Pre-Presentation” actions shown on your tiles. These actions can be taken in any order.

Example:

- Here are your tiles at the beginning of the Pre-Presentation phase.



- You shift your 2 facedown tiles towards you without moving them sideways, then you reveal them.



- The text on one of your tiles starts with "Pre-Presentation." You decide to activate it, so you draw two tiles and choose one of them to replace one of the four tiles in your Arrangement.

Pre-Presentation:
You may draw two Flowers.
If you do, replace a Flower in your Arrangement with one of them.

Tiles are *adjacent* to the tiles to their left and right, no matter which row they are in. However, certain conditions for gaining victory points during the Presentation phase may require tiles to be in specific rows (Bouquet or Keepsake).

This phase can be played simultaneously by all players.

Then continue to phase **3. Présentation.**

3. Presentation

Gain victory points for your Arrangement as follows:

1. Begin by **gaining points shown on your leftmost tile**. Then continue with the tile to its right, and so on until you've gained points for each of your 4 tiles.
2. Then gain points from these 2 elements:
 - **Each Heart shown** on the upper left of the tile is worth 1 victory point.
 - **The text on certain tiles** provides additional points. Activate the effect to see how many points you should gain.

Take Victory Point tokens equal to the points you gained during the round.

This phase can be played simultaneously by all players.

Example:

→ Here are your cards for the Presentation:



You decide to use the Orchid's "Pre-Presentation" ability in order to treat it as a red card during scoring. The Camellia, Orchid, and Honeysuckle give you 1 point each from their ♥. The leftmost tile, the Red Tulip, gives you 3 points from its ability (1 point per red flower). The Honeysuckle gives you 1 extra point from its ability (1 point per adjacent flower in your Bouquet, which applies to the Orchid). In total, you gain 7 points.

After all players have gained their victory points, if you just completed the 3rd round, continue to the **End of the Game**. Otherwise, prepare for the next round. To do this, take all 18 Flower tiles, then shuffle them to make a deck facedown in the middle of the table. The first player for the new round is the player sitting to the left of the current first player.

🍷 End of the Game

At the end of the 3rd round, add up the **total value of the Victory Point tokens** you gained during the game. The player with the most victory points **wins the game**.

In case of tie, compare the Flowers from the final round. Between the tied players, whoever has the **Flower with the name that comes first in alphabetical order** wins.

SOLO VARIANT

You find yourself in charge of a flower shop, with an apprentice to help you. Split the workload between you and your apprentice, but make sure customers know just which one of you is more experienced. If you have more points than your apprentice at the end of the game, you win.

The solo variant plays with the same rules described on the previous pages, with the following changes:

Setup

During setup, add this step:

4. **Shuffle the 6 Turn cards and make a deck** facedown in the middle of the table, next to the Flower tile stack.



Round overview

1. Offer Flowers

The Offer Flowers phase now happens in 2 steps.

- A. Prepare for the Day
- B. Distribution

A. Prepare for the Day

Draw the top card from the Turn card deck, and place it faceup in the middle of the table.

If the card has an immediate action in the middle, apply the effect.

Then, **draw 2 Flower tiles** and place them in the middle of the table, faceup or facedown, **as described in the *Organization* section of the current Turn card.**

B. Distribution

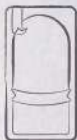
Separate the 2 Flower tiles between you and your apprentice, meaning the made-up opponent you are trying to defeat. The *Distribution*, section, on the bottom of the current Turn card, shows your options for separating the Flower tiles between you and your apprentice.

During this step, you cannot look at the facedown tiles (you can only look at tiles once they are added to your Arrangement).

The image to the left of the arrow shows which side of the tile must be visible when chosen, and the image to the right shows which side must be visible once it is placed in your or your apprentice's Arrangement.



The tile must be facedown.



The tile must be faceup.



The tile may be faceup or facedown.

Example:



By choosing this option, you may choose a faceup or facedown tile, then place it faceup in your Arrangement. The other tile will be placed facedown in your apprentice's Arrangement.

Make sure to place new tiles **to the right of any tiles**, already in your or your apprentice's Arrangement.

If you have 4 tiles in your Arrangement, continue to the **2. Pre-Presentation** phase. Otherwise, continue Preparing for the Day and distributing Flower tiles.

2. Pre-Presentation

Complete the Pre-Presentation phase exactly as described in the normal rules, with this exception:

- **Do not take any Pre-Presentation actions on tiles in your apprentice's Arrangement.**

3. Presentation

Gain points for you and your apprentice separately just like in a normal game, with this exception:

- **Every tile with Pre-Presentation abilities in your apprentice's Arrangement is worth 2 Victory Points.**

After gaining victory points for you and your apprentice, continue to the **End of the Game** if you just finished the 3rd round. Otherwise, prepare for the next round:

1. **Leave Flower tiles with your apprentice as described in the boxed text on the next page.**
2. **Take all the other Flower tiles and make a new facedown deck** in the middle of the table.
3. **Shuffle the 6 Turn cards to make a facedown deck.**
4. You are now ready to begin a new round.

Leaving Flowers with your apprentice at the end of a round

At the end of the 1st round, shuffle the 4 tiles in your apprentice's Arrangement. Draw 1 and place it faceup in their Arrangement for the next round. They will begin the 2nd round with 1 more tile than you.

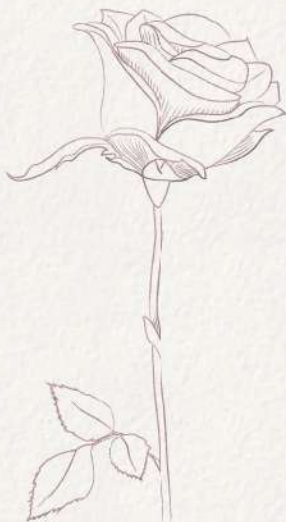
At the end of the 2nd round, shuffle the 5 tiles in your apprentice's Arrangement. Draw 2 and place them faceup in their Arrangement for the next round. They will begin and finish the 3rd round with 2 more tiles than you.

End of the Game

If you gained **more** total victory points than your apprentice over the 3 rounds, you win the game. If your total is **less than or equal to** your apprentice, you lose the game. Furthermore, if you gained more victory points than your apprentice in **every single round**, your reputation takes root and you are named the best florist in town.

Experienced players can choose to increase the difficulty with **these 2 options**:

- Give 1 Flower tile to your apprentice during Setup, increasing the number of Flower tiles left with them at the end of the round by 1 for the rest of the game.
- Place Flower tiles left with your apprentice at the end of the round facedown.



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