#### BEFORE SCORING

At the end of the round, each Arrangement will have four cards.



Each player moves their facedown Keepsakes closer to them, creating a second row of cards in their original columns.



Then, each player reveals their Keepsakes flipping them faceup, keeping them in their original columns.



Note: Each card is adjacent to the cards on its left and right, whether they are in your Bouquet or Keepsakes, but some scoring conditions may specify that adjacent cards must be in your Bouquet or Keepsakes.

Players now simultaneously take actions specified on their cards that say, "Before scoring." Actions may be taken in any order the player chooses.

Arrangement. Bouquet - The faceup cards in a player's

ofher players' Keepsakes. original positions. Players may not look at them tacedown to the table in their at their Keepsakes at any time, then return player's Arrangement. A player may look Keepsakes - The facedown cards in a

tacedown unless affected by another adjacency. Cards must remain faceup or rearranged, as some cards score based on from left to right and cannot be them. Cards are added to Arrangements has collected, kept on the table in front of Arrangement - The set of cards a player

card before choosing a card. recipient may not look at the facedown one facedown, offered to a recipient. The Offer - A set of two cards, one faceup and

**TERMINOLOGY** 

### SCORING

Each player will score their Arrangement, scoring each card from left to right as follows:

Each heart icon wis worth 1 Point.

Cards may have additional scoring conditions.

Record the scores for each player.

If three rounds have been completed, the game is over. Otherwise, shuffle all 18 cards together and start a new round. For the new round, the first player rotates clockwise to the next player.

#### WINNING THE GAME

The player with the highest total score after three rounds wins the game.

In a tie, tied players compare their flowers from the final round. The player with the first flower name alphabetically wins.

keeping its faceup or facedown orientation. as the rightmost card in their Arrangement, 3. The offerer takes the other card and adds it

orientation. Arrangement, keeping its faceup or facedown Offer and adds it as the rightmost card in their 2. The recipient chooses one card from the

meaning. Example: "You have deceived me!" For flavor, you can state the faceup flower's





recipient. facedown on the table as an Offer to the them. They place one faceup and one 1. The offerer draws two cards and looks at

an Offer of flowers to the recipient. Each furn, the active player, or offerer, makes

TURN STRUCTURE

#### SPECIAL CARD NOTES

Forget-Me-Not: When scoring, adjacent cards may be in your Bouquet or Keepsakes.

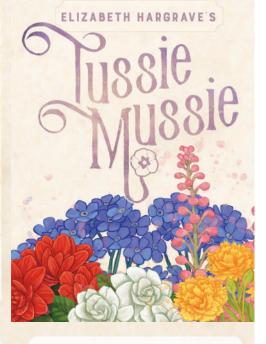
Honeysuckle: When scoring, adjacent cards must be in your Bouquet, but Honeysuckle may be in your Bouquet or Keepsakes.

Marigold: When you remove a card from your Arrangement, it will have three cards. If the removed card was adjacent to two cards, those two cards are now adjacent to each other.

Pink Larkspur: If you replace a card in your Arrangement, place the remaining cards from your hand into the discard pile. The Pink Larkspur's ability may replace itself with another card.

**DESIGN: ELIZABETH** HARGRAVE ART: BETH SOBEL **RULES EDITING: MICHAEL LEE** 

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the table until all players have four confinue counterclockwise around player on their right, and Offers the first player offers cards to the players have two cards. Afterwards, clockwise around the table until all on their left and Offers continue blayer then offers cards to the player cards to the player on their left. That 3-4 Mayers: The first player offers

cards until both have four cards. 2 Players: Players alternate offering

**OFFERS** 

by Before Scoring actions and Scoring. their neighbor (as described below), followed conud, players will take turns offering cards to The game consists of three rounds. Each

GAMEPLAY

is the first player. The player that most recently smelled a flower

in a deck. Allow room for a discard pile. Shuffle all 18 cards and place them facedown SETUP

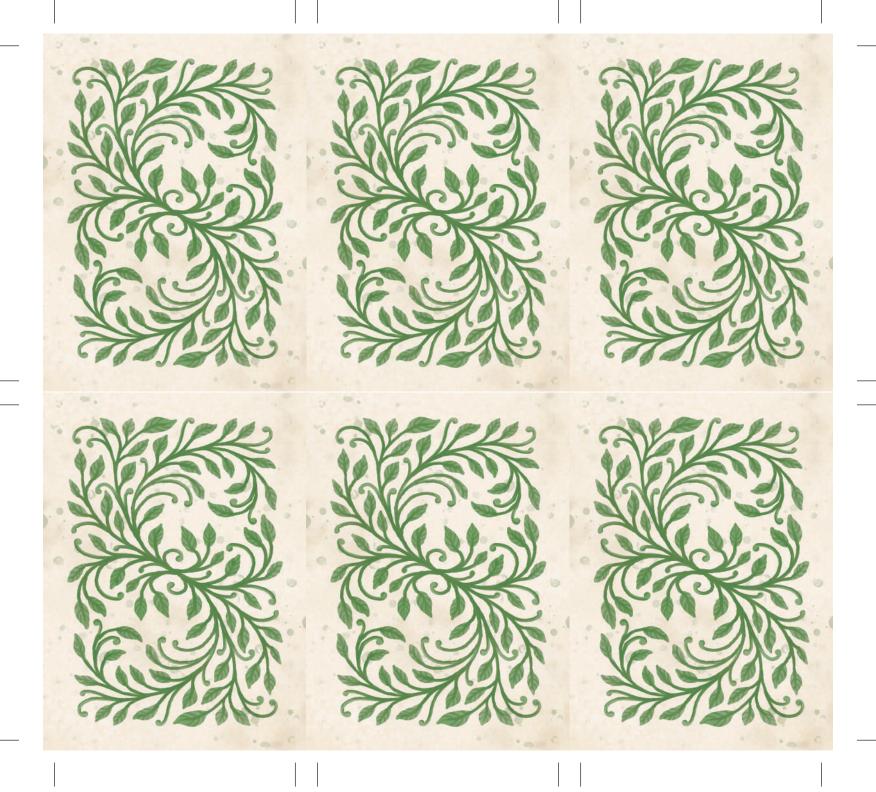
18 Hower Cards

COMPONENTS

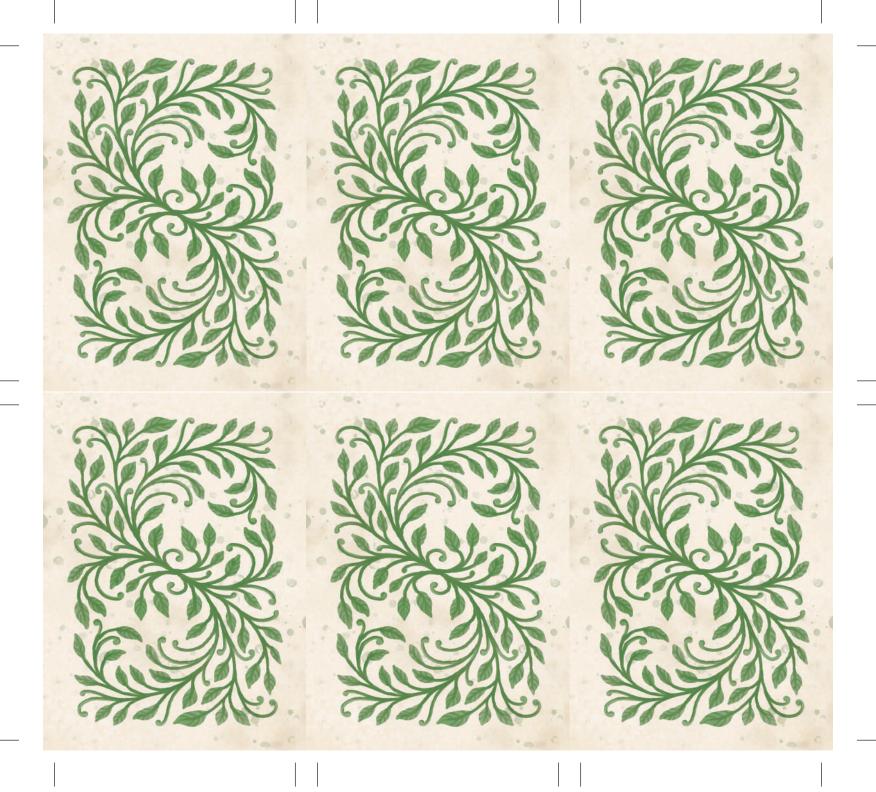
minning tussie mussie of your own! can choose the right flowers to make a subtle messages to their recipients. Now you bouquets were carefully made to convey by the ideals of elegance and discretion, these that friends and lovers exchanged, Inspired custom of assigning meaning to the flowers ueuozon əqr pəjildməxə səissnm əissni

2-4 PLAYERS | AGES 8+ | 30 MINUTES









# HYACINTH

# VIOLET

# SNAPDRAGON



+3 points if you have no hearts PLEASE FORGIVE ME



+l point for each of your purple cards, including this one

I WILL ALWAYS BE TRUE



Before scoring, you may change up to 2 of your cards, each from bouquet to keepsakes or keepsakes to bouquet

YOU HAVE DECEIVED ME

## HONEYSUCKLE

## CARNATION





+l point for each card adjacent to this one in your bouquet WE ARE BOUND BY LOVE



+l point for each of your different color cards



Before scoring, you must discard one of your other cards

