

MULTIBLOOM

Rules Of The Game

Players: 2 to 5

Age: 7+, 9+

Time: 20–30 minutes

Video Instructions:

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Contents:

- 96 Flower Cards
- 30 Customer Cards
- 3 Cheat Cards
- 1 Rules Booklet

Multibloom is a colourful and exciting game about growing and selling flowers. To be successful, you need to be good with multiplication!

Object of the game

Get rich growing flowers!

If you can grow as many flowers on one of your flower beds as one of your customers needs, then you can sell them and earn coins (they are shown on Customer cards).

Winner

When you accumulate 33 coins (with 2-3 players) or 22 coins (with 4-5 players), you win the game.

Basic Version (9+)

Set Up

The game uses two decks of cards: rectangular Flower cards and large square Customer cards. Thoroughly shuffle both decks. Deal 5 Flower cards to each player. Place three Customer cards facing up in the middle of the table.

How to Play

1. The Main Stage of Your Turn

At this stage, you can perform any of the following four actions in any order: plant your flower beds, help planting the flower beds for your teammates, uproot your flower bed or sell your flowers. All these actions can be repeated several times in the course of your turn: for example, you may uproot the flower bed, plant flowers, sell them and plant flowers in the vacant place again.

The youngest player begins. Players take turns moving clockwise.

• Planting Flowers

You can place any of your Flowers cards in groups – these are your flower beds. Each flower bed can only have one type of flowers.

You can plant only identical flowers in your flower beds.

You can have no more than three flower beds. During the turn, you can plant each of many Flower cards in your flower bed or none at all. Planted flower beds stay with you until you either sell Flowers, uproot them or other players use their Pests cards on them.

• Planting other Players' Flower Beds

You may be interested in getting rid of some of your Flower cards without planting them on your flower bed (for example, if you grow different type of flowers on your beds).

The more cards you play during your turn, the more cards you will need to take from the pile at the end of the turn. This increases your chances of getting the right Flower cards. You can offer the Flower cards you do not need to the other players. If they are interested, your cards can be immediately planted on their beds. The other players cannot take these cards; they can only be planted straight on their flower beds with the same type of flowers, or used to start a new flower bed. If all three beds are already occupied by other types of flowers, you can make room by uprooting all the flowers from one of the beds.

• Uprooting Flower Beds

If you no longer wish to grow certain types of flowers, you can at any time during your turn uproot one of the beds and plant new flowers in its place. Uprooted Flower cards are removed from the play. You cannot uproot and replant the same flower beds more than once during your turn (i.e., getting rid of all unwanted Flower cards quickly in such a way).

You can even uproot a flower bed when it is not your turn if the current player offers you his/her unwanted Flower cards.

• Selling Flowers

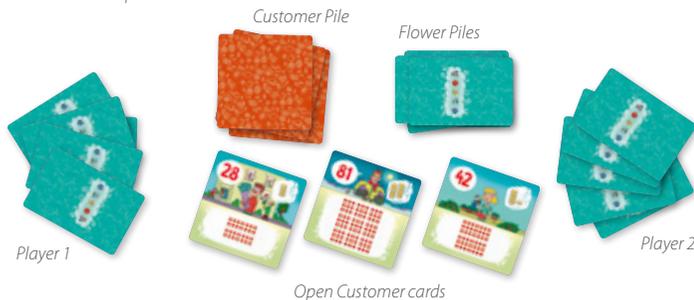
If during your turn you have the exact number of Flowers that a customer needs, you can sell them. You remove the Flower cards out of the play, take the Customer card in a pile next to yourself and collect as many coins as is shown in the top corner of the card. You will count all your coins at the end of the game.

To get the correct number of flowers before the sale, you can uproot some flowers from the bed by removing one or more Flower cards. You can remove Flower cards and also use the Increase Yield cards (magic watering can and magic flowers).

After selling flowers, you can plant new flower beds immediately.

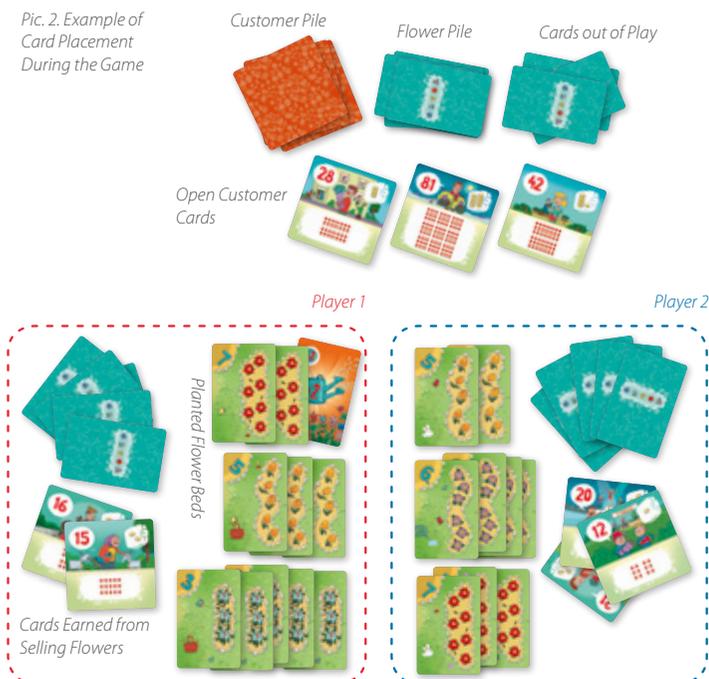
It Can Look Like This:

Pic.1. Initial Setup



It Can Look Like This:

Pic. 2. Example of Card Placement During the Game



Pic. 3. Selling Flowers



If a player has the right amount of flowers, he/she receives a customer card and earns the amount of coins which is indicated in the upper right corner of the card.

2. Additional Stage During Your Turn: "Scattered Seeds"

While growing flowers, it can happen that some seeds will grow on paths, between flower beds or next to the fence. You can replant the flowers on your beds or throw them at the compost pile.

After the main part of your turn, you can do an additional one. At this stage, you take two Flower cards and place them facing up so that everyone can see them. You can use one or both of these Flower cards, or give them to the player to your left, and so forth. If no one wants these Flower cards, they are removed out of the play.

Rules of the Additional Stage:

- You cannot use any of your own Flower cards (you should use your own Flower cards before the "Scattered Seeds" stage).
- Players cannot keep the "Scattered Seeds" cards for later use. These cards need to be used immediately (Flowers are to be planted on the beds, Special cards are to be used).
- If the bed had already been uprooted or planted in the main stage of the turn, you can uproot it again for planting "Scattered Seeds" (but not more than once).
- If you forget about "Scattered Seeds" and proceed to take cards from the Flower pile for yourself, other players may not remind you, and the turn passes to the next player.

Taking Flower Cards

After finishing your turn, you need to take enough Flower cards from the pile so that your total number of Flower cards be equal to 5. (Note: taking Flower cards at the end of the turn for yourself is the only time you can do it. During all other times you cannot take the cards for yourself.)

If some of the flowers were sold during the turn, one (or more) Customer card is placed on the table until there will be the total of 3 cards. You cannot place new Customer cards during your turn. It is only allowed at the end of the turn.

If the Flower pile is exhausted, the Flower cards taken out of the play may be reshuffled and placed in the middle of the table. Players may ask how many coins each player has at this point.

Special Customer Cards

There are two types of Special Customers Cards:



1. The Largest Flower Bed Card

You can get this card if you sell your flowers, but only if you have more flowers on your beds than any other player.



2. Change of Customer Card

When you play this card, all current open Customer cards are taken out of play, and three new Customer cards are placed on the table.

Increased Yield Cards

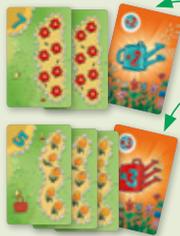
Flower deck has two types of Increased Yield cards:



1. Magic Watering Can which Doubles or Triples the Yield

You can use this card on any flower bed; it will double or triple the number of flowers on that bed. (Note: this card doubles or triples all flowers on the bed. You cannot use it to double or triple only a part of the flowers on the bed.)

It Can Look Like This:



Thanks to the Magic Watering Can this bed now has 28 flowers instead of 14. However, this flower bed is not good if the customer needs 21 flowers.

This flower bed has 45 flowers, but you can uproot one or two Flower cards to get 30 or 15 flowers.

You can also uproot the Magic Watering Can and get 10 or 5 Flowers. But without planting more Flowers you will not be able to get 40, 35, 25 or 20 Flowers.



2. The Magic Flower Card

You can plant this card with any type of flowers. It will turn into same type and number of the rest of the Flower cards on the bed. For example, if you plant it on the bed with 5 flower cards, it will also turn into 5 flowers.

The special feature of this card is that you cannot use it on your own flower beds. You can only give it to another player. The player who receives this card has to plant it on one of his/her beds.

General Rules Using Increased Yield Cards:

- You can only plant it on the bed that already has flowers. You cannot plant it on an empty flower bed.
- If all flowers are uprooted or destroyed by pests and the card is left without any flowers, it is taken out of play immediately.
- If Magic Watering Can is opened during the "Scattered Seeds" stage, you have to use it on one of your beds. Otherwise, the card has to be used by the next player clockwise.
- If Magic Flower is open during the "Scattered Seeds" stage, you can give it to another player. Otherwise, the card has to be used by the next player clockwise.

Pest Cards

You can use Mole or Bug Card on another player's flower beds for attacking the flowers. If the player has the same card (Bug card when you used Bug or Mole card when you used Mole), he or she can use it against you. In this case it is your flower bed that is under attack. The player then takes one Flower card to get to 5 cards in total. Played Pest cards are taken out of the play.



Mole Card. When you use this card, you can take one to three Flower cards from any flower bed of the player you are attacking. You can either plant the Flower cards on your existing bed or start a new one. Mole card is then taken out of the play.

If there are less than three Flower cards on the bed, you can either take the Magic Flower or, as the last, the Magic Watering Can.

The cards that you took with the help of the Mole card have to be planted on the same bed. For example, you cannot plant Flower card on one bed and Magic Watering Can card on another.



Bug Card. One Flower card is taken out of play from each flower bed of the player you are attacking. The Bug card is also taken out of the play.

The Bug card can only affect any flower bed without Increased Yield card.

Additional Versions of the Game

Beginner Level (7+, 2-3 players)



Set Up

For this version, you can only use Flower cards with 3, 4, 5 and 6 Flowers as well as Bug Cards. Also, only a part of Customer card pile is used.

There are marks at the corners of the cards that should be used to select correct cards for the easy version.

How to Play

Other than in the basic version:

1. Players can only have two flower beds.
2. Only two Customer cards are placed in the middle of the table.
3. The game finishes when all Customer cards are played.

Winner

The player with most coins wins the game.



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