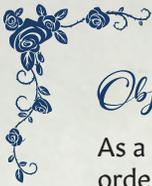


# Rare Roses





## Objective

As a floral designer, your goal is to accumulate the most money by filling the most or best orders that come in. Each order you fill is worth a certain amount of money that you are paid when you fill the order. The person with the most money at the end of the game, wins.

## Components

- 6 Shop Cards
- 43 Order Cards
- 145 Coins:  
40 Ones, 35 Fives, 25 Tens, 25 Twenties, 20 Fifties
- 94 Rose Tiles:  
18 Rainbow, 18 Juliet, 16 Striped Dragon,  
16 Osira, 14 Blue, 12 Black
- 1 Market Bag
- 1 Game Board
- This Rule Book



# Shop Board

Each player has a Shop Board that represents their floral shop. Buds purchased from the Market go in to the left box. Stock rotation moves rose buds from the left box, to the center box where they are flipped to the Bloom Side. Then the blooms move to the right box, and finally back to the market bag.





## Order Cards

Order cards represent the orders you fill as a Floral Designer. The Order Cards have two prices on them, Fill and Match. You fill an order card by using the buds and blooms from your shop.

To get the Fill value, you can use either buds or blooms as long as the Rose Tile is the right type of rose, Blue, Black, Osira, etc.

To get the Match value, you must fill an order exactly by matching the rose type and maturity (bud or bloom). You must be able to fill an order completely or you can not fill it at all.

*Royal Visit*

Fill \$43 Match \$65

x3
 x3
 x1

Here....the Queen is coming here...  
Right, flowers! Uh, what kind does she like?

“ Actually Queen Elizabeth II likes Pink Roses.

## Rose Tiles

Rose Tiles start out in the market on their Bud Side. After being purchased and added to your shop, they age during Stock Rotation. Once you purchase roses from the Market, you will have three turns to use them.

On the turn you bought them they can be used as buds to fill orders. On your next turn during Stock Rotation, they flip over and become Fresh Blooms and can be used to fill orders as

blooms. The next turn they move over to become Mature Blooms and can still be used to fill orders as Blooms. However, on the fourth turn after purchasing them, during stock rotation you lose them and they are returned to the Market Bag. Plan wisely, you might want to sell them to other players during their Purchase Roses phase before you lose the investment. Don't go broke hanging on to dead roses.

Rose Tile Front

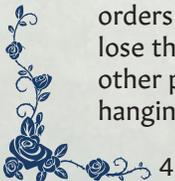


Bud Side

Rose Tile Back



Bloom Side



## Setup



- Give each player a Shop Card. This is your shop.
- Give each player \$20 in coins. We suggest 5 Ones, 1 Five and 1 Ten. The remaining coins become **The Bank**.
- Choose a starting player (the last person to buy flowers for instance).
- Put all of the Rose Tiles in the Market Bag, then draw three Rose Tiles for each player (i.e. if there are three players draw nine Rose Tiles, if there are four players draw twelve Rose Tiles) and place them Bud Side up on the game board in the box that matches their type. This is **The Market**.
- Separate the Order Cards into two decks, one deck with the 🌱 icon on the back and the other deck without the 🌱 icon. Shuffle each deck and draw ten order cards from each. Put the remaining cards back in the box. Place the deck with the 🌱 icons face down on top of the other deck. This is the Order Deck. Place the Order Deck face down on the game board in the space marked for the Order Deck. Draw four Order Cards and place them face up in the marked spaces.



\*Note: photo was taken with playtest version of Order Card art.



## Starting the Game

Beginning with the starting player, players take their turns and play continues clockwise around the table. During each player's turn, each of the phases described below must be completed before moving on to the next phase. For example, you cannot go back and buy more roses once you have started filling orders.

A **Turn** consists of these phases:

- **Rotate Stock:** To rotate your stock, move the roses in your shop one box to the right. Buds in the Fresh Buds box are flipped over and moved to the Fresh Blooms box, Blooms in the Fresh Blooms box are moved to the Mature Blooms box. Blooms in the Mature Blooms box are moved back into the Market Bag.
- **Trash Oldest Order OR Seed The Market:** You can choose to either trash the oldest order in the Order Queue, or seed the market, not both. If you choose to *Trash The Oldest Order* in the Order Queue, discard the oldest order in the Order Queue. This is the order furthest away from the order deck.  
If you choose to *Seed The Market* you do so by drawing three Rose Tiles from the Market Bag and placing them in the matching Market box on the game board bud side up.

### *Push The Market*

If you chose to Seed The Market and don't get something you like, you may push the market. To do so you must pay for each additional rose you draw.

*To draw a 4th Rose Tile you must pay \$1.*

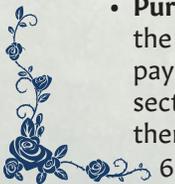
*To draw a 5th Rose Tile you must pay \$3.*

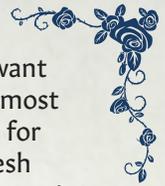
*To draw a 6th Rose Tile you must pay \$5.*

Drawing all 3 additional rose tiles will cost you \$9.

No more than 6 tiles may be drawn on your turn.

- **Refill Order Queue:** Slide the orders down to fill any gaps. Leave any empty spaces closest to the Order Deck for the new orders. Draw enough orders to fill the Order Queue back up to four.
- **Purchase Roses:** Buy *up to six* roses from the Market or other players and place them on the appropriate section of your Shop Card. If you purchase roses from the Market, you pay the price listed on the board. For reference, the price is also listed in the Market Value section on your Shop Card. If you purchase from other players, you negotiate a price with them.





Negotiating with other players is entirely up to you. You can make whatever deals you want for roses now, or promises for good deals later and for whatever price you think will be most advantageous. You can trade roses too. The only rule is that you can't purchase or trade for any more than 6 roses on your turn. Buds purchased from the Market will go on the Fresh Buds box. Roses purchased from other players will go onto the same section that they were in on the seller's Shop Card.

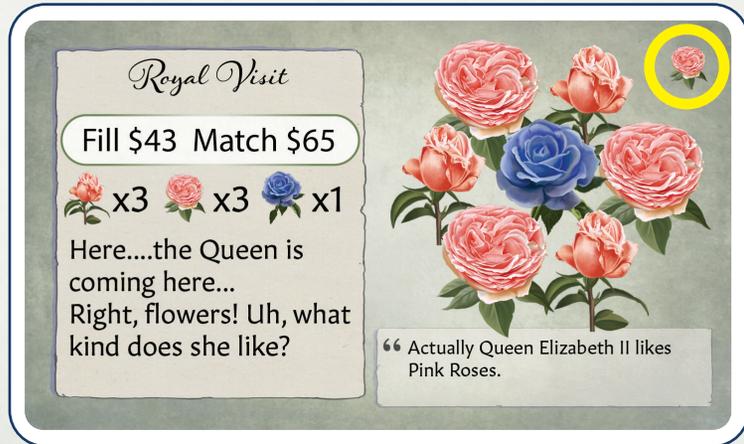
- **Fill Orders:** You may fill *up to three* of the four orders from the roses in your shop. Once you have filled the order you keep the Order Card, return the used Rose Tiles to the Market Bag, and collect the appropriate value of the Order Card from the bank. Once you are finished filling orders your turn ends.

NOTE: On the first turn of the game, and the first turn only, during their Seed The Market phase players after the first player draw an extra Rose Tile(s) for the market based on their position in the turn order as follows:

Player 2:	1 extra Rose Tile	Player 3:	2 extra Rose Tiles
Player 4:	3 extra Rose Tiles	Player 5:	4 extra Rose Tiles
Player 6:	5 extra Rose Tiles		

### The Specialty Bonus

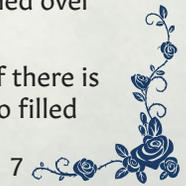
Some cards have small rose icons in their upper right corner. These are specialty orders. During the game if you fill 4 specialty orders that match the rose pictured at the bottom of your Shop Card, you get a \$50 bonus. You're welcome.



### Winning the Game

The end of the game is triggered when the last Order Card is drawn. The player who turned over the last Order Card finishes their turn, then every other player takes one more turn.

Once each player has finished their last turn, count your money. That is your end score. If there is a tie, add the value of the rose tiles on your Shop Card. If there is still a tie the player who filled the most orders wins.





## *The Lone Florist*

To play Solo, set the game up as normal with these changes:

- Seed the market with nine rose tiles.
- Turn over one Order Card instead of four.

Each phase of your turn is the same as in the multi-player game except when it comes to refilling the Order Queue. During that phase, the orders already on the board will automatically advance one space away from the Order Deck. You will then turn over one Order Card to fill in the empty space near the Order Deck.

You will only have up to three active orders at any time. If an Order Card would advance to the fourth space on the board, instead it is lost and you discard it.

You measure your success by how much money you have at the end. To give you an idea, with 20 Order Cards, a good score is around \$90, a great score is over \$120.



## *Credits*

Game Design: Rocky Heckman, Elyssia Heckman

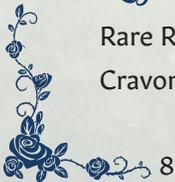
Artwork: Nene Thomas

Technical Art: Leith Walton

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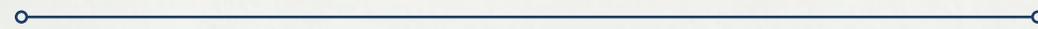
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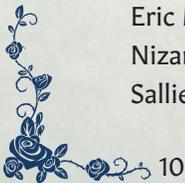
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A huge thank you to all of you that have been with us from the beginning. Great indie games live because of your support.

*Rocky*



