



Beware those prickly thorns!

2-6 players

15-30 minutes

Play as gardeners trying to pick the most beautiful bouquet of flowers. Each turn you will draft roses and tools, then pick your flowers using a unique and elegant physical “picking” mechanic. But be careful! The best roses come with more prickly thorns that deduct points... After a set number of rounds, the player with the most points is declared the best gardener and wins.

Components

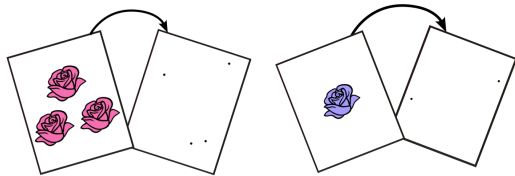
- 60 rose cards (in 4 colors – red, yellow, blue and pink – each card depicting 1, 2 or 3 roses)
- 12 toolbox cards
- 11 trophy cards, for endgame scoring: 4 color majority cards (5 VPs), 1 tool majority card (2 VPs), 6 “Most sore” cards for the most wounded player(s)
- 6 hand cards – 1 in each player color, double sided
- 12 finger tokens – 2 in each of 6 player colors
- Wound cubes (red)
- Tokens: band-aids, wreaths, gloves and spades
- 1 first-gardener figure

Card layout

The game has 3 types of cards: rose cards, tool cards and trophy cards.

Rose cards

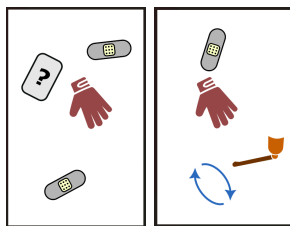
Rose cards have pictures of 1 to 3 roses on the front, and thorns (represented as dots) on the back. The number of thorns on a card is always 1 more than the number of roses. The thorns are randomly spaced throughout the back of the rose cards.



The card on the left has 3 pink roses on the front, and 4 thorns on the back (=the small dots). The card on the right has 1 blue rose on the front, and 2 thorns on the back.

Tool cards

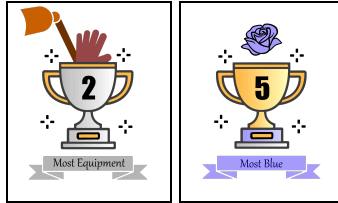
Tool cards have a picture of a toolbox on the front and various tools on the back. There are 5 tools in the game, explained below under *Toolbox Guide*. Each tool card has 4 tools of various types. Like thorns, tools are randomly placed.



The back of 2 tool cards. The left card has 2 bandaids, 1 glove and 1 seedpack; the right card has 1 bandaid, 1 glove, 1 spade and 1 switch

Trophy cards

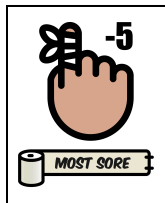
Trophy cards are awarded at the end of the game for majority in each of the four color types (5 VPs) and for majority in spades and gloves ("most equipment", 2 VPs). If one or more players tie for majority in colors/tools, no one receives the card.



The Most Equipment trophy card and the Blue Majority trophy card.

“Most sore” cards

The player\rs who had the most wounds at the end of the game receives one “Most sore” card, which deducts 5 points from their score. If players are tied for the most wounds, each tied player receives a card.



Setup

- Shuffle the rose and toolbox cards separately, creating two distinct decks. Place the rose deck with the rose side up, and the toolbox deck with the drawing of a toolbox facing up.
- Place the trophy cards and the rest of the tokens next to the common play area.
- Each player receives the 2 finger tokens of their color, and a hand card of their color, which they place in front of themselves with the palm side up. The player who has last picked a flower also takes the first-gardener figure and commences play.

Gameplay

The game proceeds over a number of rounds – between 4 and 6 rounds according to the number of players.

Players	2	3	4	5	6
Rounds	4	6	4	5	6

Each round consists of a drafting phase followed by a picking phase and, lastly, a cleanup phase.

Drafting phase

Deal a number of cards from each deck according to the number of players:

	<i>2 players</i>	<i>3 players</i>	<i>4 players</i>	<i>5 players</i>	<i>6 players</i>
<i>Rose cards</i>	3	4	5	6	8
<i>Toolbox cards</i>	1	2	3	4	4

Cards are dealt face-up to the middle of the playing area, in plain view of all players. If the toolbox deck has run out before all toolbox cards have been dealt, shuffle the toolbox discard pile to form a new deck, then deal the remaining cards.

Starting with the first gardener and going clockwise, each player must do one of the following:

If their hand card is on the bandaged side (covering the finger tokens),

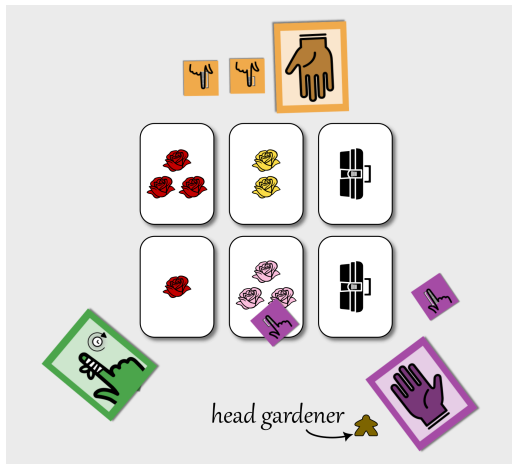
uncover the finger tokens, and turn the hand card over to the palm side.

If their hand card is on its palm side (all players start the game this way),

place a finger token on a rose or toolbox card. Players may not place a token on a card containing a finger token – either one of their own or another player's tokens. Players who have both their finger tokens on cards must pass (you may not choose to pass if you still have finger tokens available).

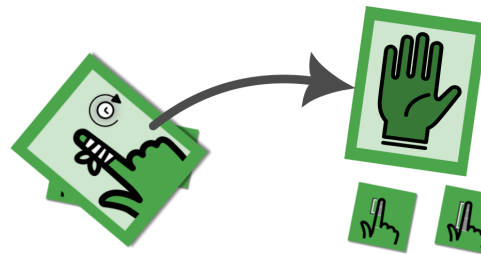
Once all players have two tokens on cards, the drafting phase ends and players move on to the picking phase.

Example

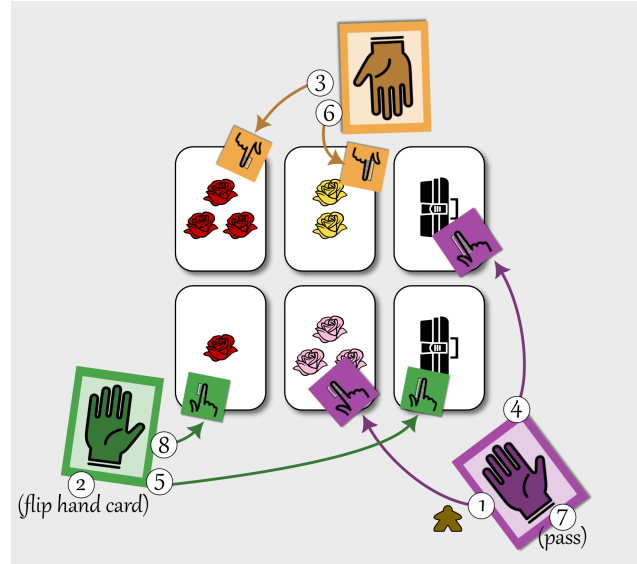


Alex (purple), **Betty (green)** and **Claire (orange)** are playing a 3-player game. **Betty** is currently “bandaged”, with her hand token on the bandaged side, covering her finger tokens. After drawing cards (4 rose cards and 2 tool cards), **Alex** goes first by placing his 2-finger token on the 3 pink roses.

Betty is next. But since she is currently bandaged, she spends her first turn flipping her hand card to the palm side and revealing her finger tokens.

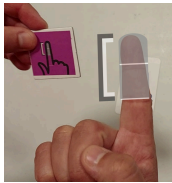


Next, **Claire** places her 2-finger token on the 3 red roses (3). **Alex** places his remaining finger token on one of the toolbox cards (4). Now **Betty** finally gets to pick her first card (5). She places her 3-finger token on the remaining toolbox, and **Claire** chooses to place her last finger token on the 2 yellow roses (6). It is now **Alex's** turn again, but he has both finger tokens already on cards, so he must pass (7). **Betty** places her remaining finger token on the single red rose (8).



Picking phase

All players take their two cards (both roses and tools) and “pick” them one by one. To pick a card:



- Pick up the card without looking at its hidden side and place your *index* finger underneath it. The finger must point to the middle of the card. You must place a number of segments of your finger under the card as indicated on the finger token you placed on the card (either 2 or 3 segments).
- After making sure all parts of the segments in question are under the card, flip the card, and note what parts of the card are hidden underneath your finger:
 - For **rose cards** – for each dot (=thorn) hidden under the finger, you are “pricked”: you must collect one *wound* cube which you place on your hand card. As there is always one more thorn than the number of roses on a card, cards with more roses become also potentially more dangerous.
 - For **toolbox cards** – for each tool either fully or partially hidden by your finger, gain the corresponding benefit. Each toolbox features 4 tools of varying types. Some tools gained (switches, seedpack) must be used immediately, while others (gloves, spades, band-aids) give you a token which may be kept for future use. If multiple players have picked tools for immediate use, they are resolved in play order. After collecting the tool tokens and performing any immediate actions, the toolbox card is discarded to a tool discard pile. **For a full description of each tool, see below under *Toolbox Guide*.**
- Place the picked card in front of yourself. It is now part of your *bouquet* for endgame evaluation. Cards in the bouquet are kept thorn-side-up; you may freely peek at your own bouquet during the game, but not at your opponents’.

This [short video](#) demonstrates the picking mechanic.

Cleanup phase

- Players compare the number of wounds received during *the present round* – i.e., the number of wound cubes currently on the hand card, then move all wound cubes off the card, placing them near themselves and visible to all players, adding them to any wounds from previous rounds. The player or players who

received the most wounds turn over their hand card to their bandaged side, on top of their finger tokens.

- The head-gardener figure moves clockwise

Game end

After the set number of rounds, player tally the number of roses in their bouquets and award extra scoring cards:

- Color Majorities: the player who holds the most of each color of roses receives the corresponding majority card. Each is worth 5 points. Each wreath token () counts as one rose of each color for this purpose. In case of a tie, no one receives the card.
- Majority of tools: the player with the most *gloves and spades* (but not other tools) receives the “most equipment” card which is worth 2 points. In case of a tie, no one receives the card.
- Most wounds: the player\’s who received the most total wounds by game end receives a “Most sore” card, which deducts 5 points from their endgame scoring. In case of ties, all players receive one card. Players who have no wound cannot receive a card.



Example

In this 3-player game, **Betty** has the most red roses, and receives the “Most Red” trophy. **Claire** has the most yellows. **Betty** and **Alex** are tied for pink at 6 each (**Alex** has 5 from rose cards and 1 from his wreath token), so no-one receives the pink trophy. **Alex** has the most Blue (5, including 1 from his wreath), and the most unused tools (gloves and spades). **Betty** has the most wound cubes and receives the “Most Sore” card.

Lastly, players tally points and a winner is declared:

- Each rose on a card awards 1 point. This 3-rose card, for example, awards 3 points.
- Players add the value of their awarded scoring cards

Alex’s endgame bouquet contains 2 red roses, 3 yellow, 5 pink, and 4 blue, earning him $2+3+5+4=14$ points.

He also has the blue trophy (5 points), and the equipment trophy (2 points), for a total of $14+5+2=21$ points.

Betty has 15 points for 15 roses and 5 for the red trophy, but loses 5 for the “Most Sore” card, for a total of 15 points.

Claire has 17 points for 17 roses, plus 5 for the yellow trophy for a total of 22. **Claire** wins!

Toolbox guide

<i>Item (count)</i>	<i>Function</i>
 Bandaid (12)	Discard 1 of your wound cubes not currently on your hand card. If you don't currently have such wound cubes, collect a bandaid token, which you may later spend at any time to discard a wound cube not on your hand card.
 Gloves (12)	Collect a glove token. In later rounds, you may place it with a finger token on a rose card to protect yourself from thorns on that card – during the picking phase collect the card immediately without picking. Discard the token after use.
 Spade (12)	Collect a spade token. In later rounds, you may discard the token in order to replace another player's finger token. The removed token is returned to the targeted player and may be played again this round. Gloves used with that token are discarded and not returned to the targeted opponent.
 Switch (4)	You may <i>immediately</i> switch a card of your choice with an opponent's card: All opponents lay out the cards in their bouquet in front of them, thorn-side-up (they may shuffle them first). You may then select one to switch with one of your own cards, without revealing the flower sides to other players (you may consult the flower side of your cards, as usual).

**Wreath (4)**

Collect a wreath token.

This Counts as 1 flower of each color for the purpose of gaining trophies. Multiple bouquets each count as 1 flower of each color.

**Seedpack (4)**

Immediately receive the bottom card of the rose deck. There is no need to pick it. You may look at it and place it in your rose garden, do not show it to your opponents.