

MULTIBLOOM

RULES OF THE GAME



Players: 2 to 5



Age: 7+, 9+ years
(depending on the version
of the game)



Playtime: 20–30 minutes



"Multibloom" is a colourful and exciting game about growing and selling flowers. To be successful in horticulture you need to know and use multiplication!

The box contains:

- 96 Flowers cards
- 30 Customers cards
- 5 multiplication cheat-cards

May contain extra blank cards

Basic version (9+ years)

Object of the game

You need to grow flowers in Multibloom. You need to grow flowers on your flower bed to meet your customer's needs, then you can sell them and earn coins (they are shown on Customers cards). When one of the players accumulates 33 coins (with 2-3 participants) or 22 coins (with 4-5 members), that player wins the game.

Before you begin

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

Players take turns, moving clockwise. The youngest player starts the game.

How to play

1. The main stage of your turn

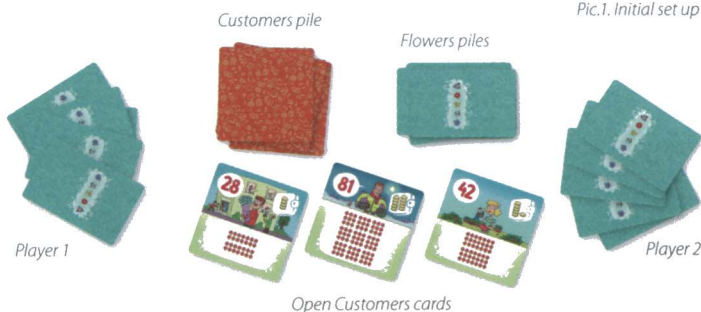
At this stage, you can perform any of the following four actions in any order. Actions can be repeated several times in the course of your turn: for example, you can uproot the flower bed, plant flowers, sell them and then plant flowers in the vacant place.

• Planting Flowers

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

same type of flowers. You can plant only same type of flowers in your flower beds. You can have no more than three flower beds.

During the turn you can plant as many Flowers 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 Flowers cards without planting them on your flower bed (for example, 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 it. This increases your chances of getting the right Flowers cards.

You can offer the Flowers cards you don't need to other players. If they are interested - cards can be immediately planted in their beds. The other players cannot take these cards - they can only be planted straight in their flower beds: in the flower bed with the same type of flowers or to start a new flower bed. If all three beds are already occupied by other type 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 type of flowers, you can at any time during your turn uproot one of the beds and plant new flowers in its place. Uprooted Flowers cards are removed from the play. You cannot uproot and re-plant the same flower beds more than once during your turn (in such a way getting rid of all unwanted Flowers cards quickly).

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

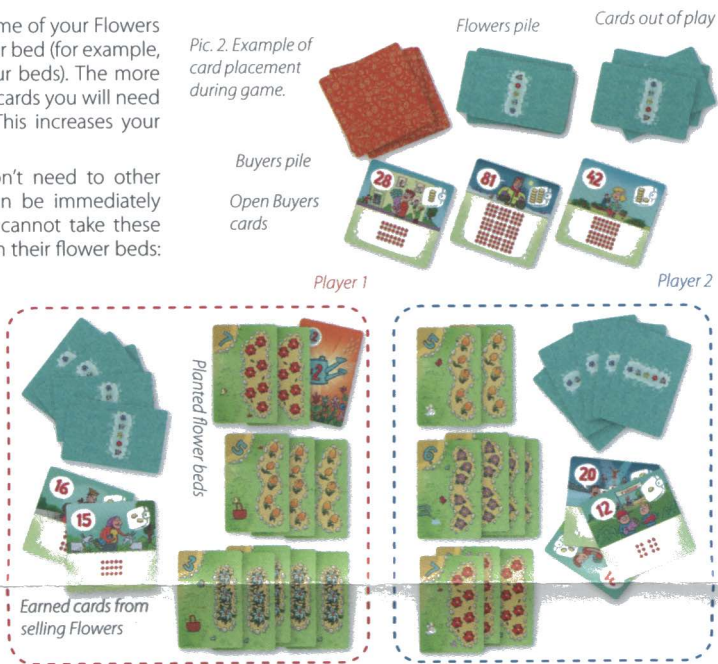
• Selling Flowers

If during your turn you have correct number of Flowers that a customer needs, you can sell them. You remove the Flower cards out of the play and take Customers card in a pile next to yourself. You will count the coins at the end of the game.

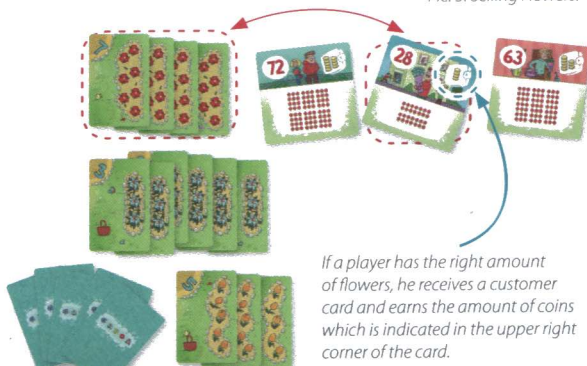
To get the correct number of Flowers before the sale, you can uproot some flowers from the bed by removing one or more Flowers cards. You can remove Flowers cards and also Increase Yields cards (Magic Watering Can and Magic Flowers).

After selling Flowers, you can plant new flowers on the bed immediately.

Pic. 2. Example of card placement during game.



Pic. 3. Selling Flowers.



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

2. Additional stage of your turn: "Scattered Seeds"

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

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

Rules of the additional stage:

- You cannot use any of your own Flowers cards (you should use your own Flowers cards before the "Scattered Seeds" stage).
- Players cannot take the "Scattered Seeds". These cards need to be used immediately (Flowers - planted in the beds, Special cards - 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 Flowers pile for yourself, other players may not remind you, and the turn passes to the next player.

Taking Flowers Cards

After finishing your turn, you need to take enough Flowers cards from the pile – so that your total number of Flowers cards is 5. (Note: taking Flowers 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 Customers cards is placed on the table to total of 3 cards. You cannot place new Customers cards during your turn. It is only allowed at the end of the turn.

If the Flowers pile is exhausted, the Flowers cards taken out of the play are re-shuffled 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

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 Customers

When you play this Card, all current open Customers cards are taking out of play and new three Customers cards are placed on the table.

Increased Yields Cards

Flowers deck has two types of Increased Yields cards:



1. Magic Watering Can of doubles or triples.

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



Thanks to Magic Watering Can this bed has 28 Flowers instead of 14. However, this flower bed is not good if Customer needs 21 Flowers.

This flower bed has 45 Flowers, but if you need, you can uproot one or two Flowers 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 won't be able to get 40, 35, 25 or 20 Flowers.



2. Magic Flower.

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

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

General rules using Increased Yield cards:

- You can only plant it in the bed that already has Flowers. You cannot plant it in 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.

Pests Cards

You can use Mole or Bugs Card in another player's flower beds attacking the Flowers. If the player has same card (Bugs card when you used Bugs 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 Flowers card to get to 5 cards in total. Played Pests cards are taken out of the play.



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

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

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



Bugs card. One Flowers card is taken out of play from the bed under attack. The Bugs card is also taken out of the play.

Bugs card can only affect flower bed without Increased Yields card.

Easy Version (7+ years, 2-3 players)



For this version you can only use Flowers cards with 3, 4, 5 and 6 Flowers and Bugs Cards. Also, only part of Customer's cards pile is used.

There are marks on the corners of the cards to help you select the right cards for the easy version. There are following differences from the basic version:

1. Players can only have two flower beds.
2. Only two Customers cards are placed in the middle of the table.
3. The game finishes when all Customers cards are played. The player with most coins wins the game.



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