

BLOSSOM

ブロッサム

2-4 players | 30 min | 10 and up

Rulesheet

花の色はうつりにけりないたづらに
わが身世にふるながめせしまに

I have loved in vain
and now my beauty fades
like these cherry blossoms
paling in the long rains of spring
that I gaze upon alone.

– Ono no Komachi

Components

- 33 Flower Cards
- 1 First Player Card
- 2 Scoring Cards
- 8 Scoring Markers

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Course of the Game

The dealer starts the game and turn passes clockwise. On your turn, perform **two actions** from the following three actions in any order. You may choose the same action twice or two different actions. Some actions allow you to choose any number of cards, but in each of them you must choose at least one card.

1. Feed Flowers

Play one or more cards in your yard or flip them. This action has three options as follows, from which you may choose only one at a time:

- A. Choose **any number of cards** in your hand and play them into your yard **face down**.
- B. Choose **a card** in your hand and play it into your yard **face up**.
- C. Flip any number of **face down** cards in your yard.

You may look at the faces of the face down cards in your yard at any time. The face down cards in other players' yards cannot be looked at.

If you have five cards in your yard, you may not choose A or B above.

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Setup

- 1) Whoever has recently fed flowers becomes the dealer and takes the first player card. They shuffle all 33 flower cards face down.
- 2) In a 2-player game, remove two cards from the game without looking at their faces. In a 3-player game, remove one from the game similarly.
- 3) Deal three cards face down to each player as their hand. You may not see other players' hands during the game. Then deal five cards face up at the center of the table, which is called **garden**. Finally, put the remaining cards face down next to the garden as the draw deck.
- 4) Place two scoring cards next to each other within everyone's reach. Each player receives two scoring markers of a color and places one at the starting position (0 point) of the scoring card, the other in front of them to show the color that corresponds.

A space in front of you is called **yard**, inside which you may hold up to five cards during the game. You may also have up to five cards in hand. Throughout the game, you may not have six or more cards in your hand or yard at any moment.

The garden may have any number of cards.

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2. Arrange Flowers

Choose one kind of flower placed face up in your yard, score them, and move any number of them onto the garden. Every kind of flower has its unique scoring, see *Scoring* in p. 7. All cards in the garden are to be placed face up.

Multiply the number of flowers you move by its points to get the total. As the scoring track increases in steps of 3 points, the total points you gain are **rounded up**. So for example, if you gain 1 or 2 points, that value becomes 3 points. Proceed your marker accordingly.

3. Draw a Card

Draw a card from the top of the deck or from the garden into your hand.

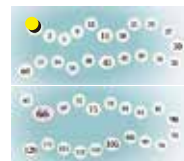
- If you already have five cards in hand, you may not choose this action.
- You may not draw two cards from the garden in one turn. In other words, if you wish to draw two cards on your turn, you must draw at least one card from the top of the deck.
- On your second action, you may not draw the same kind of flower from the garden as you moved on your first action.

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Example Setup



Other's hand and yard



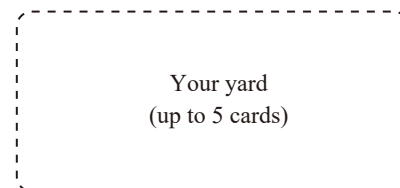
Scoring cards
(Markers at the start)



Deck



Garden



Your yard
(up to 5 cards)



Your hand
(up to 5 cards)

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Replenishing the Deck

If the deck runs out, **immediately** collect all the cards in the garden and shuffle them face down to create a new deck. This must be done even in the middle of an action. Note that you do not have to (and must not) deal cards into the garden as in the setup.

End of the Game

If any player reaches 66 points or higher, the game ends after the turn of the player sitting right to the starting player. If that player reaches 66 points on their turn, the game ends immediately after that turn.

Whoever scores most wins the game. In case of a tie, the player with fewer cards left in hand and their yard wins the game.

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Scoring

The deck consists of 6 kinds of flowers, each having different scoring. There are 3 cherry (桜) cards and 6 cards of every other kind. In scoring, a card text refers to all players' yards, the garden, or both. Every card to be moved by the arrangement action always counts for scoring.

Each flower's scoring is as follows. The **total** points will be rounded up to the multiples of 3.



菊 (Kiku) Chrysanth

7 points if there are more face up cards in all players' yards than face down cards. Otherwise 2 points.

Ex.) There are 5 face up cards and 3 face down cards in all player's yards in total. A chrysanth is worth 7 points. You move two chrysanth worth 14 points, to gain 15 points rounded up.



椿 (Tsubaki) Camellia

+4 points per 2 face down cards in all players' yards.

Ex.) There are 5 face down cards in all players' yards in total. A camellia is worth 8 points. You move two camellias worth 16 points, to gain 18 points rounded up.



鈴蘭 (Suzuran) Lily of the Valley

+2 points per 1 lily card in all yards, and +1 point per 1 lily card in the garden.

Ex.) There are 2 lilies in all players' yards in total, and 1 lily in the garden. A lily is worth 5 points. You move two lilies worth 10 points, to gain 12 points rounded up.



薔薇 (Bara) Rose

2 points and +1 point per kind of flowers in the garden.

Ex.) There are 2 kinds of flowers in the garden: camellia and rose (the number of each flower does not count). A rose is worth 4 points. You move 2 roses worth 8 points, to gain 9 points rounded up.



アネモネ Anemone

+2 points per 4 face up cards in all players' yards and the garden.

Ex.) There are 5 face up cards in all players' yards and 6 cards in the garden, 11 in total. An anemone is worth 4 points. You move 1 anemone to gain 6 points rounded up.



桜 (Sakura) Cherry Blossom

Choose to move one for 0 point to obtain up to 3 cards from the top of the deck into your hand; or to move one for 6 points.

You may not move two or more cherry cards in an action. You may choose to gain 0 point even when you have 3 or more cards in hand. In that case, you may take 0–2 cards from the garden to fill your hand.

Ex.) You want to move 1 cherry for 0 points and try to take 3 cards from the top of the deck into your hand. The deck has run out after taking the second card, so you shuffle the garden cards back into the new deck, draw the third card, and move the cherry card to the garden.

Optional Rules – Mulligan

During the setup, after the hand is dealt and before the garden cards are dealt, every player may take a mulligan only once.

In clockwise order beginning from the left to the dealer, players may place any number of cards face down at the center of the table. The dealer shuffles them back into the deck and redeal their hands, then continues the setup as normal.

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