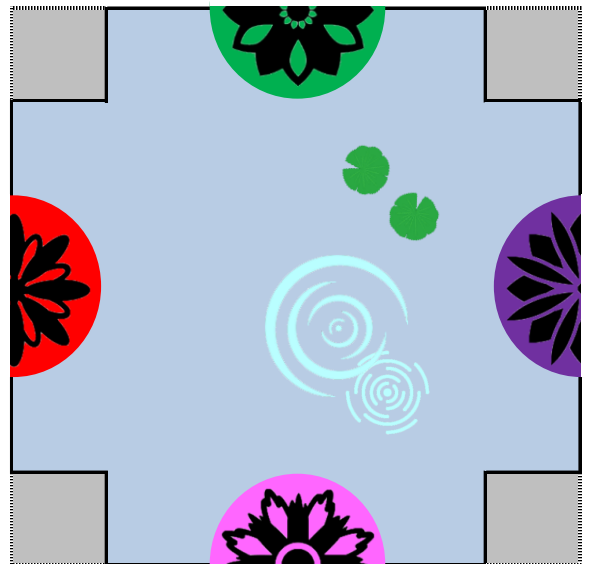
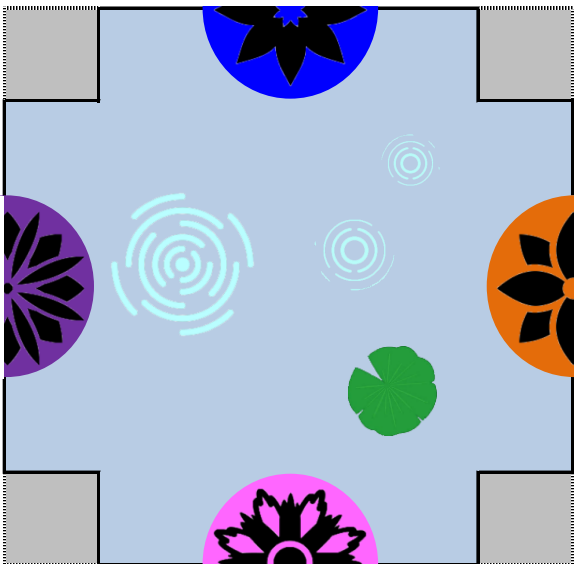
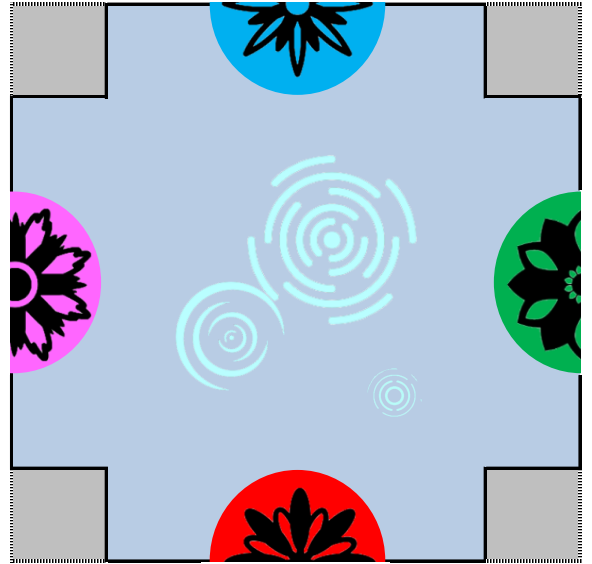
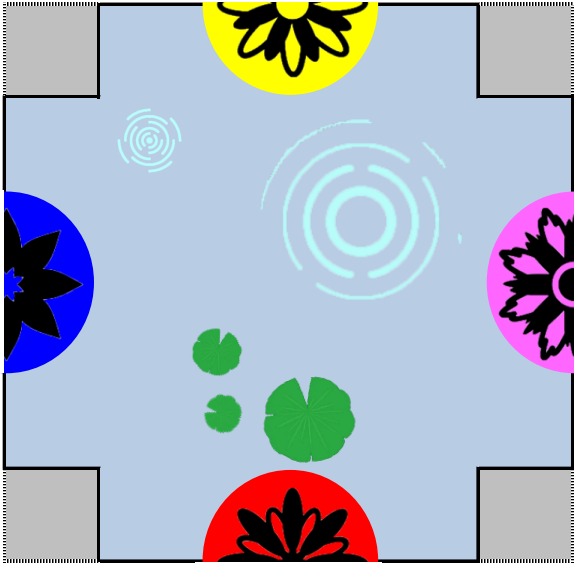


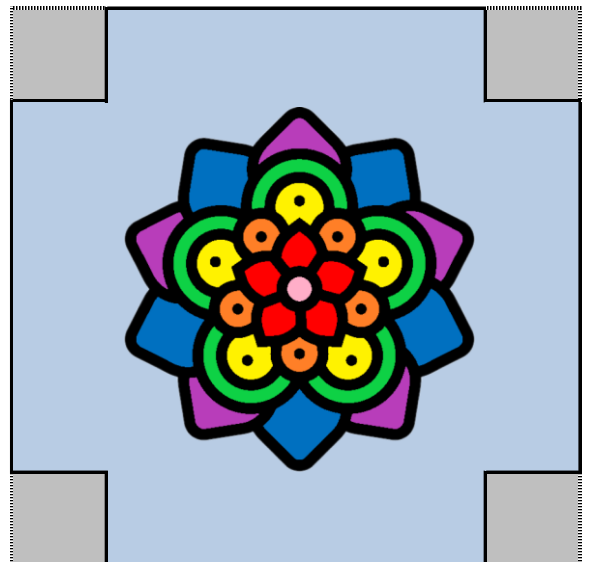
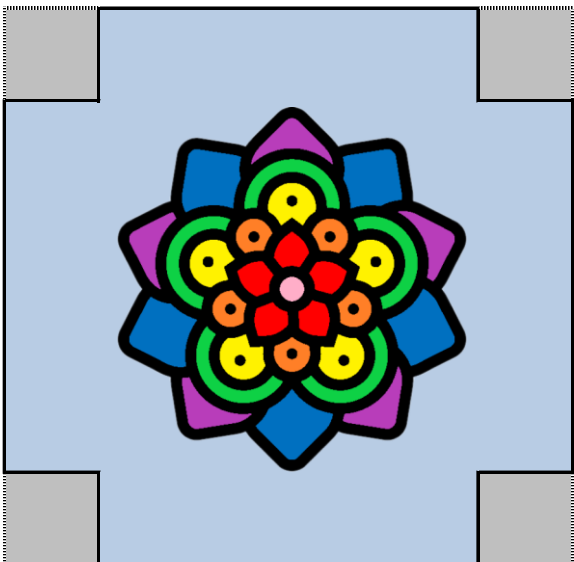
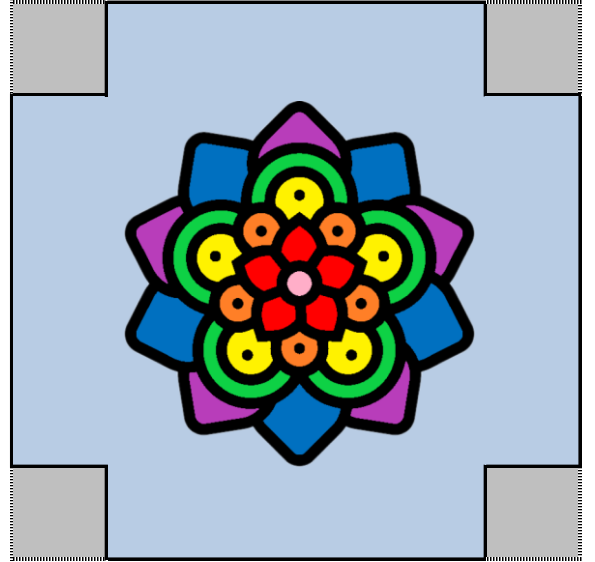
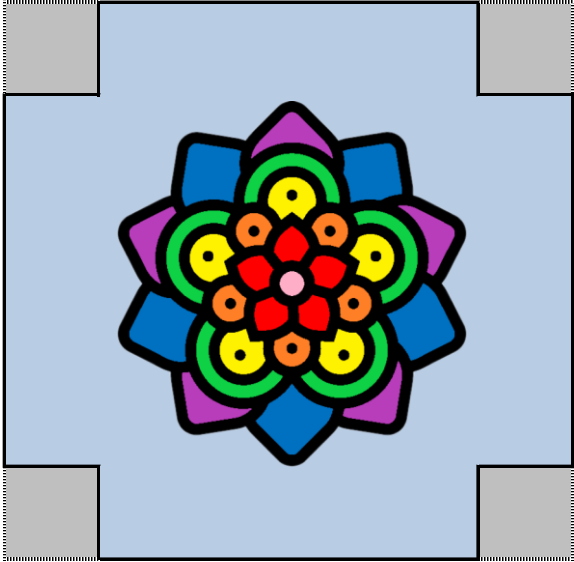
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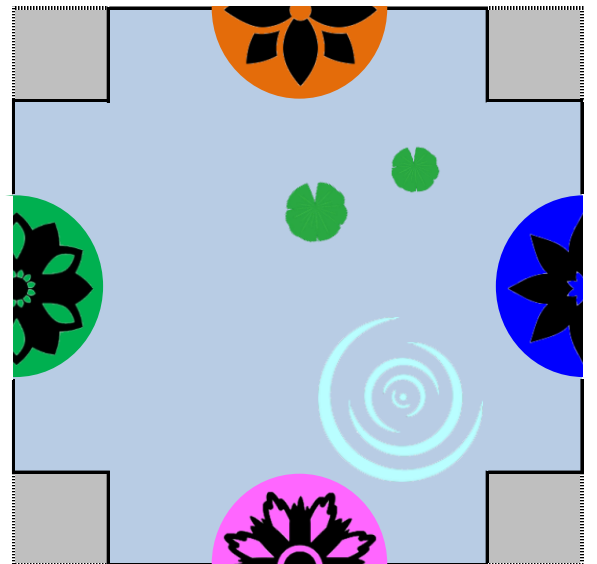
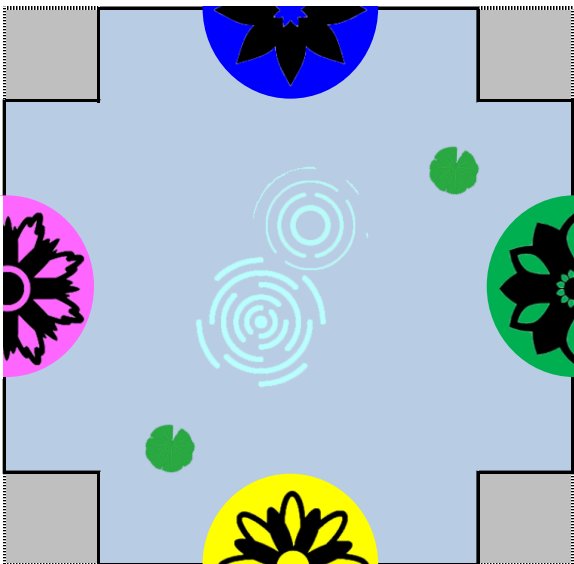
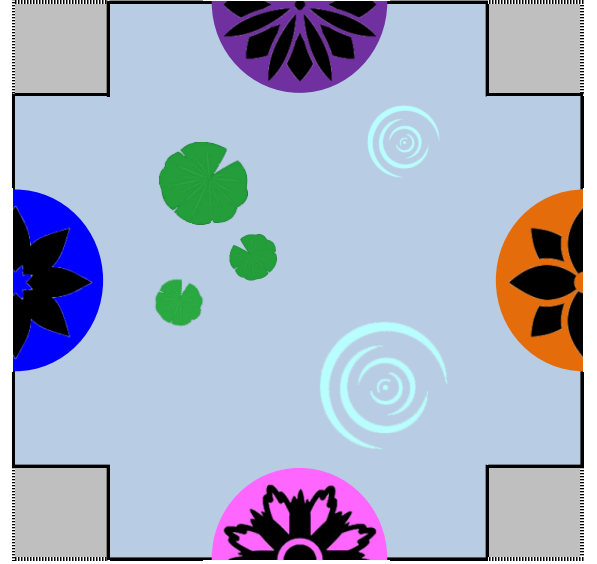
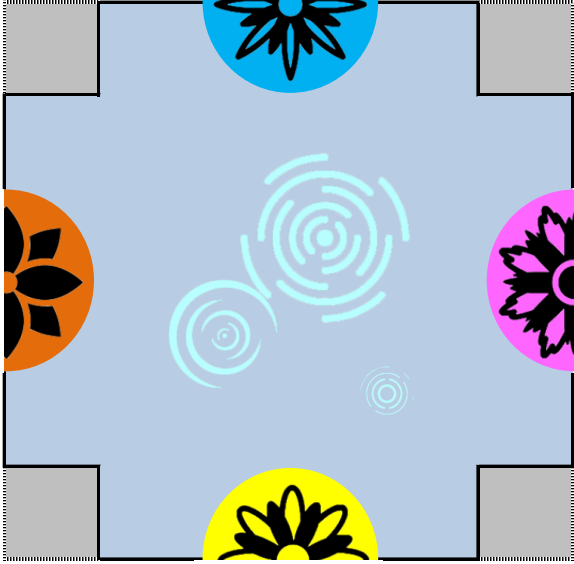
*Designed by Kevin Wilson*

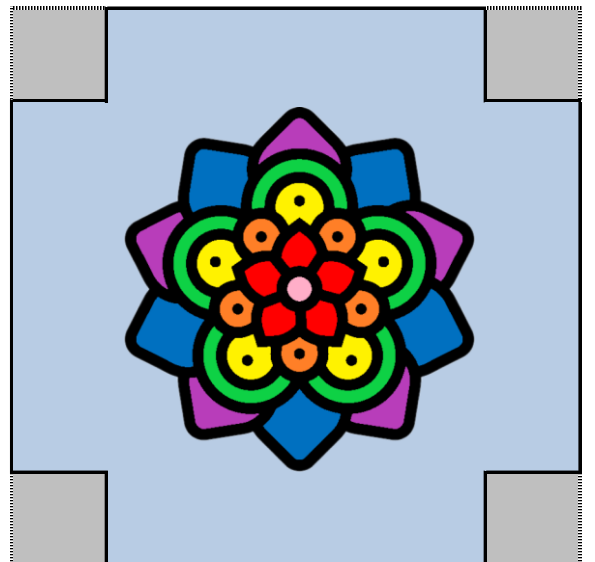
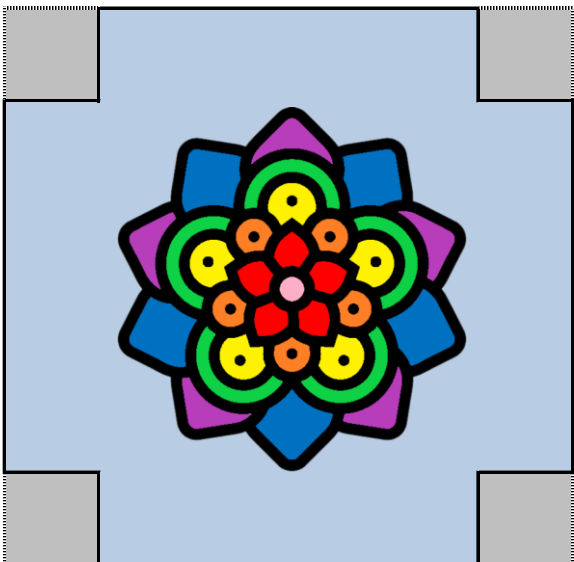
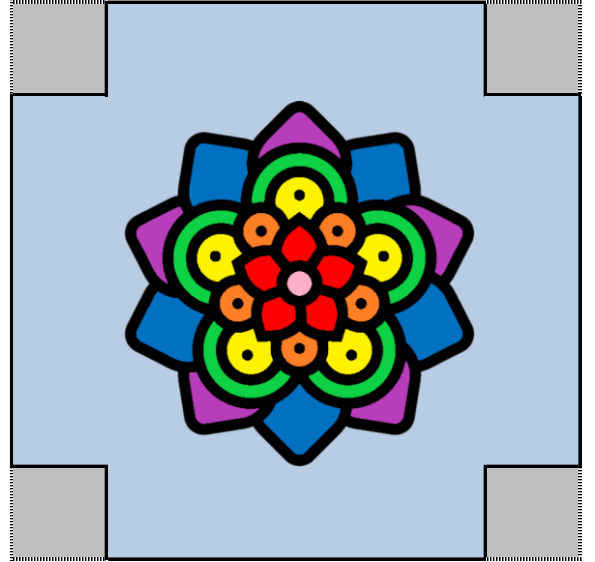
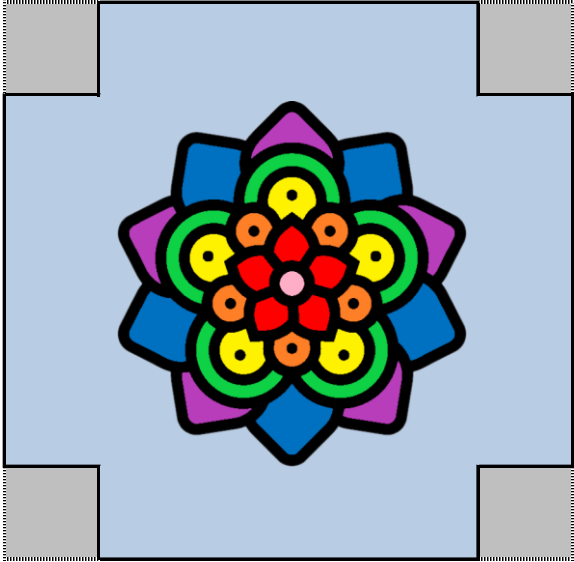
*Published by Mondo Games*

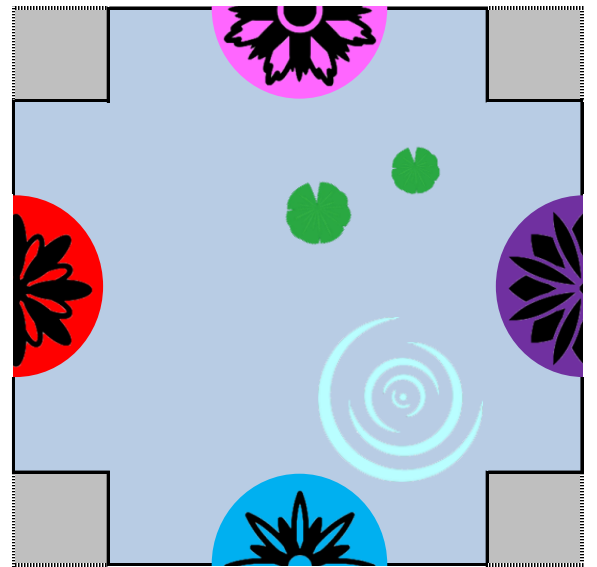
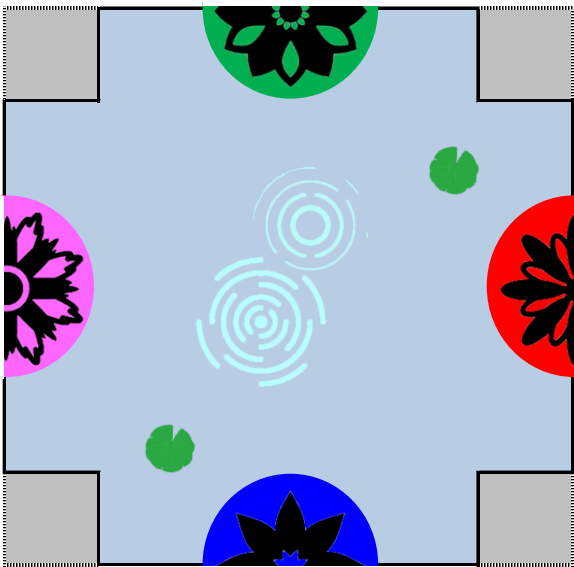
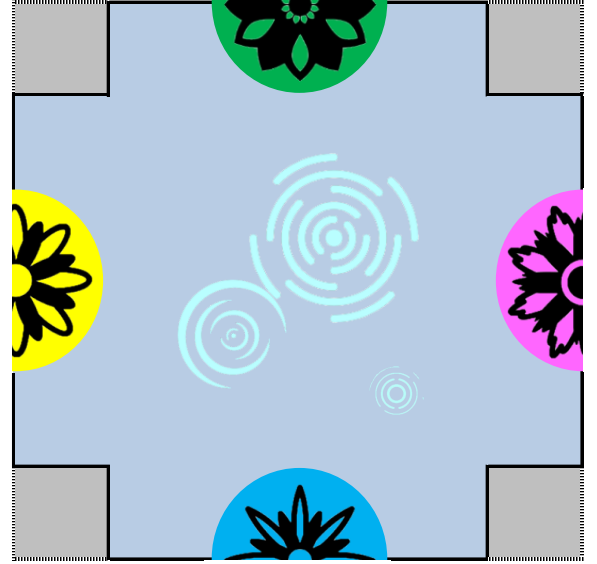
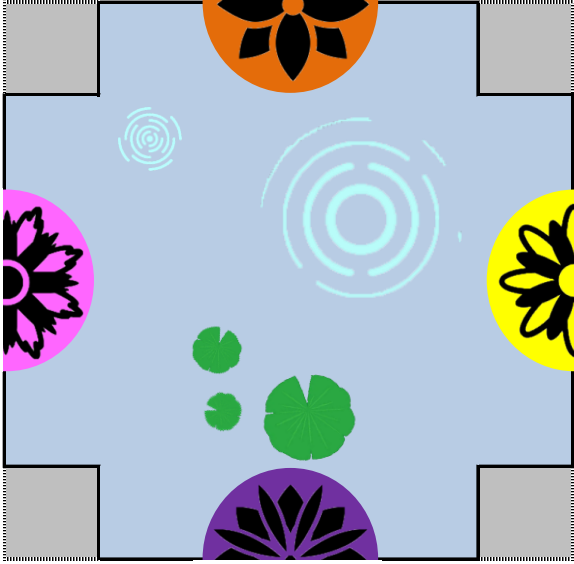
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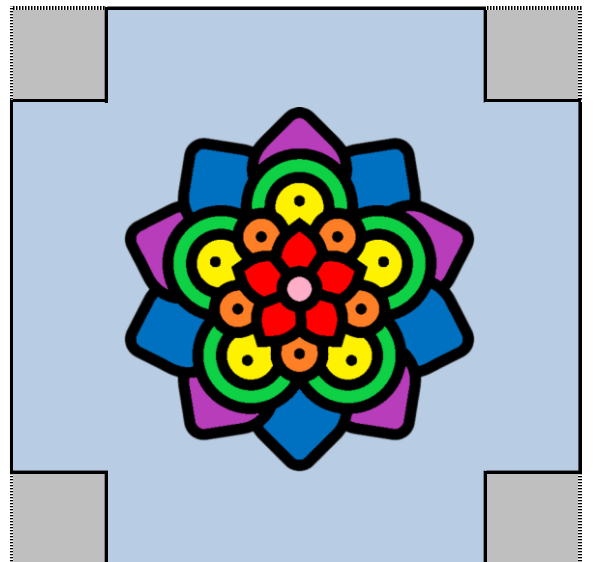
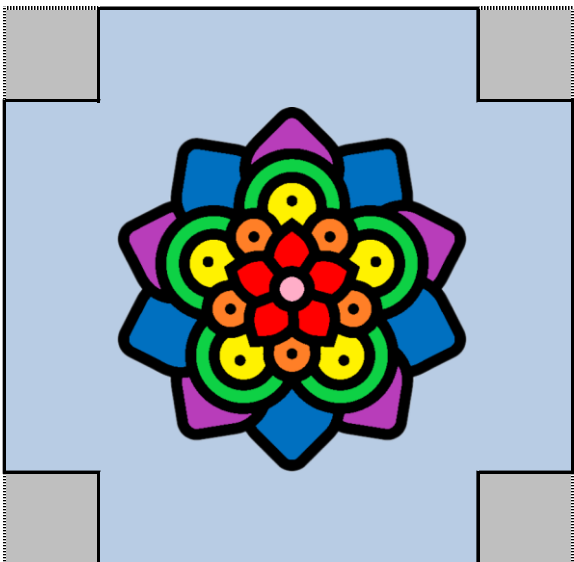
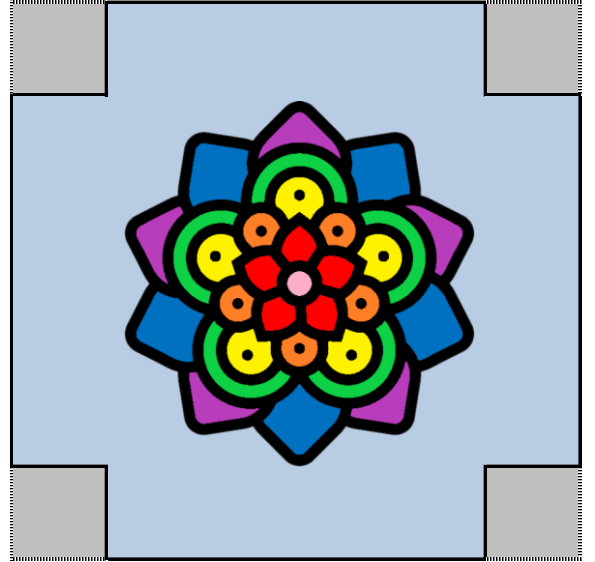
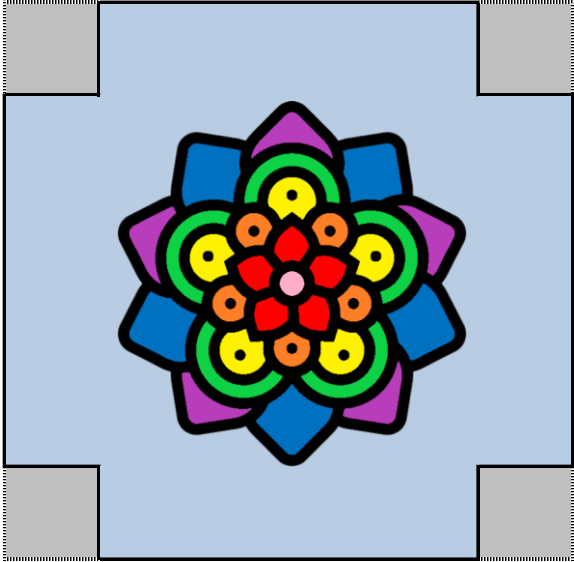


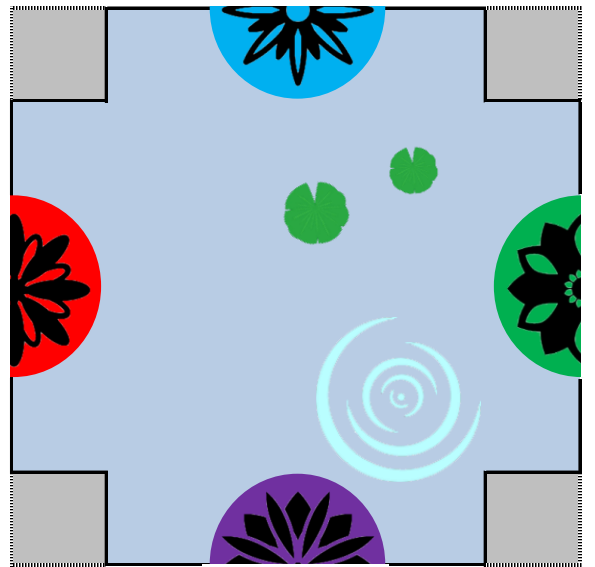
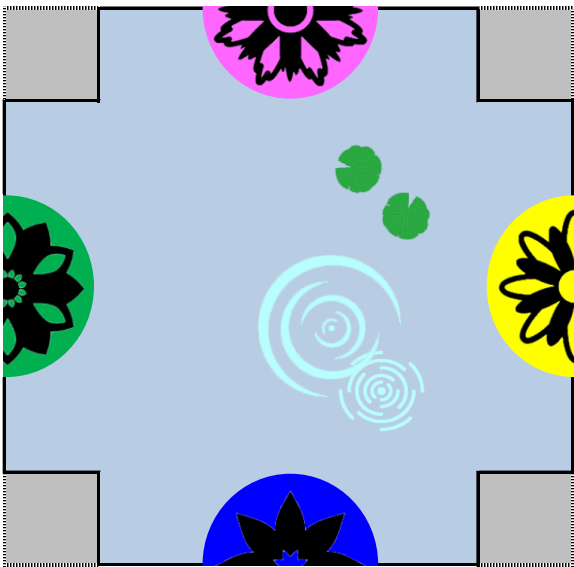
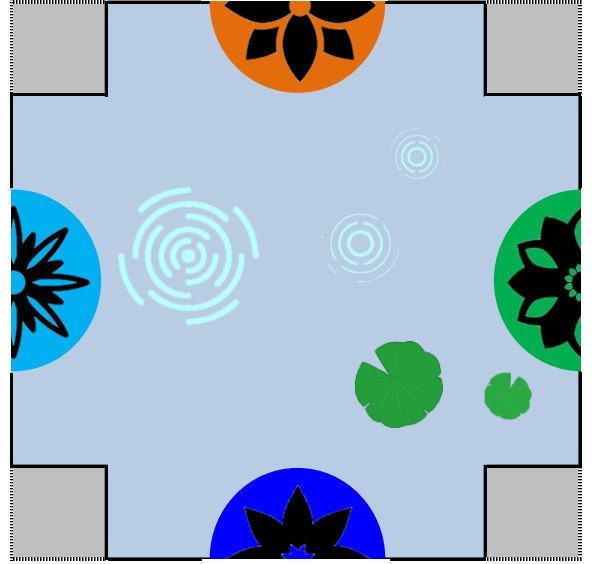
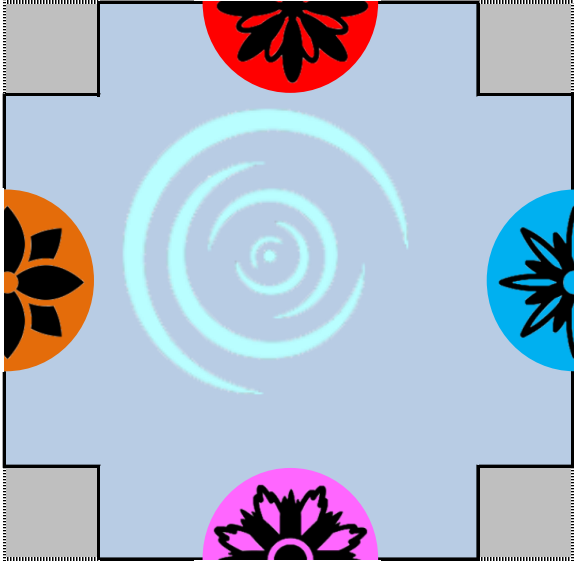


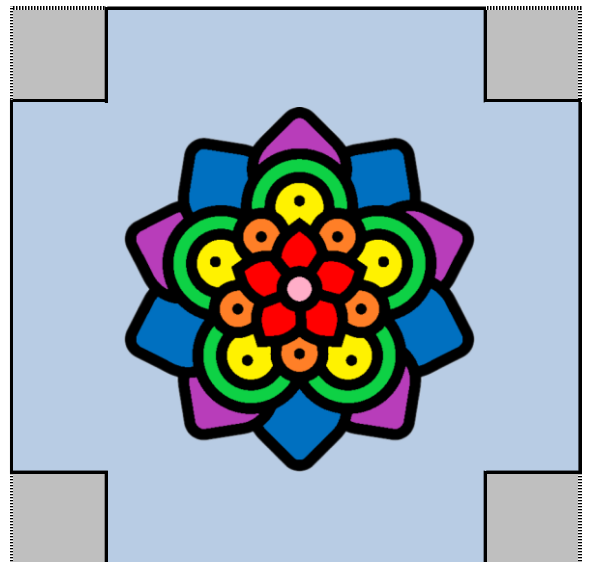
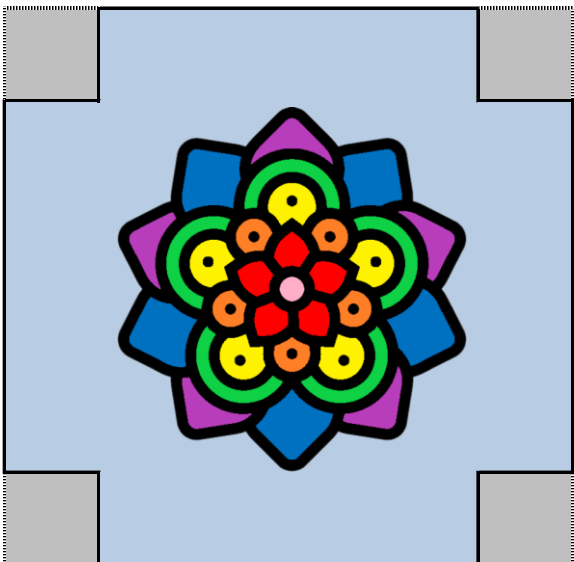
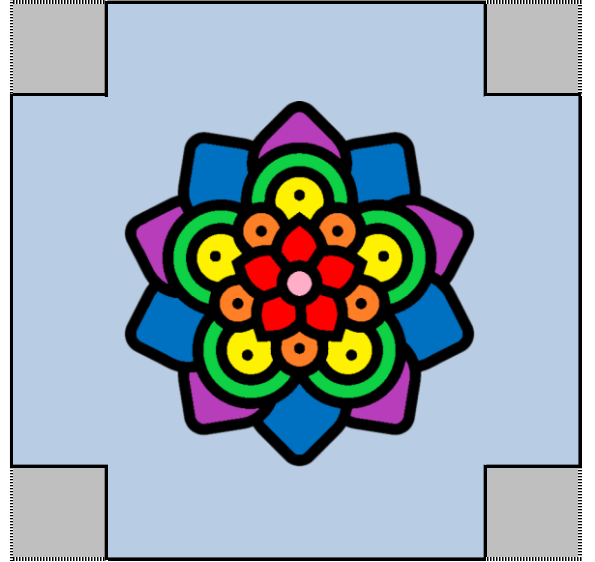
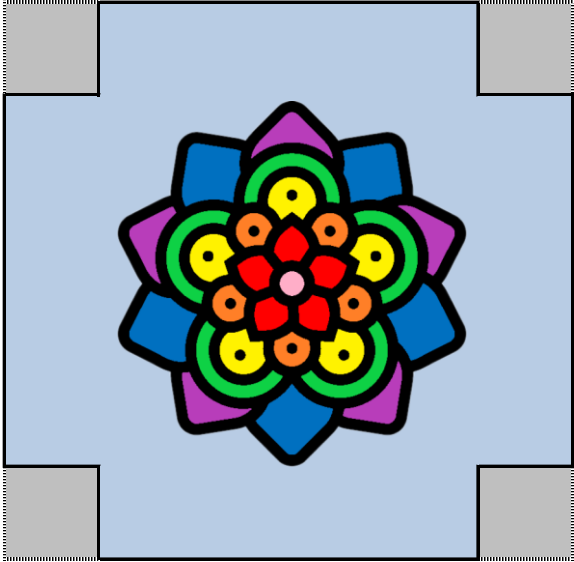


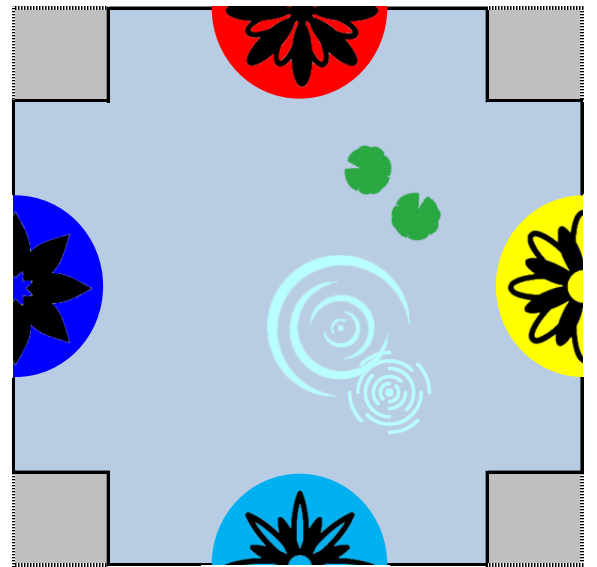
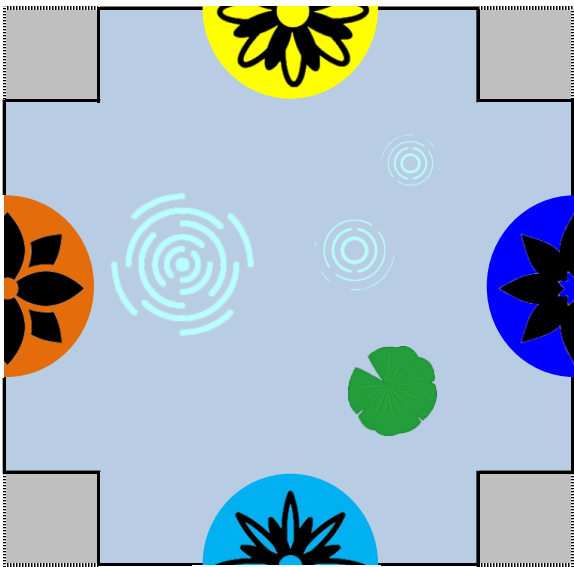
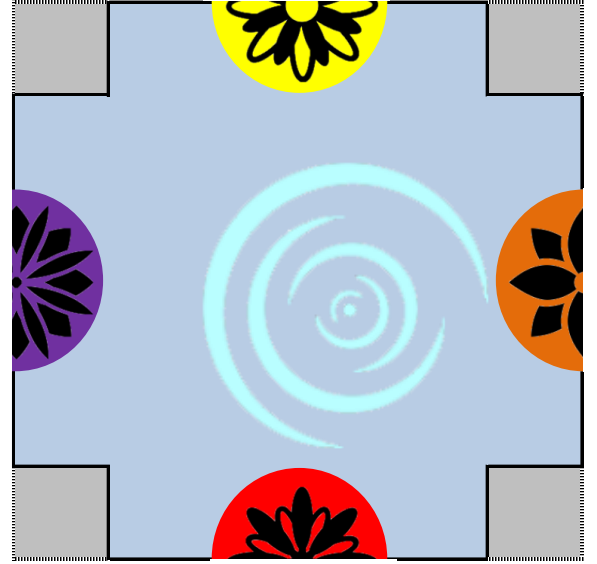
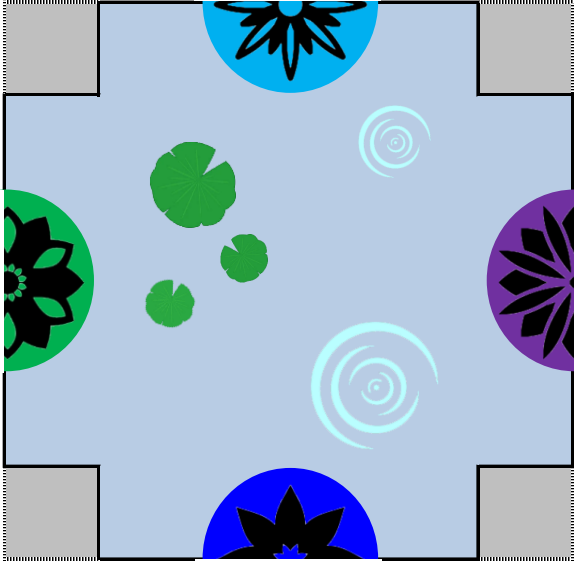


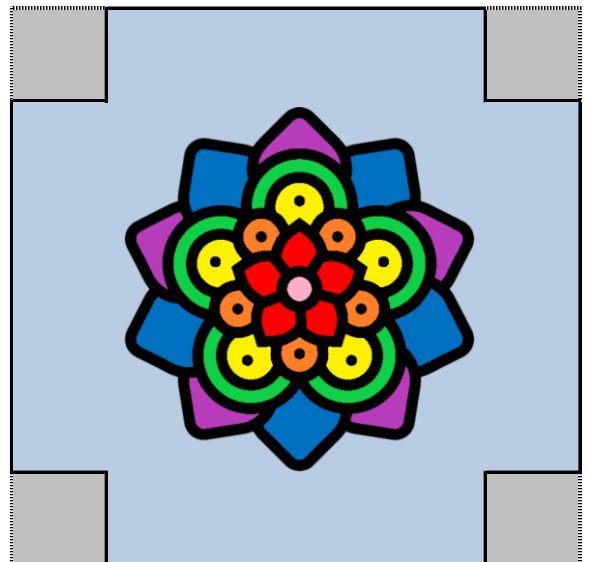
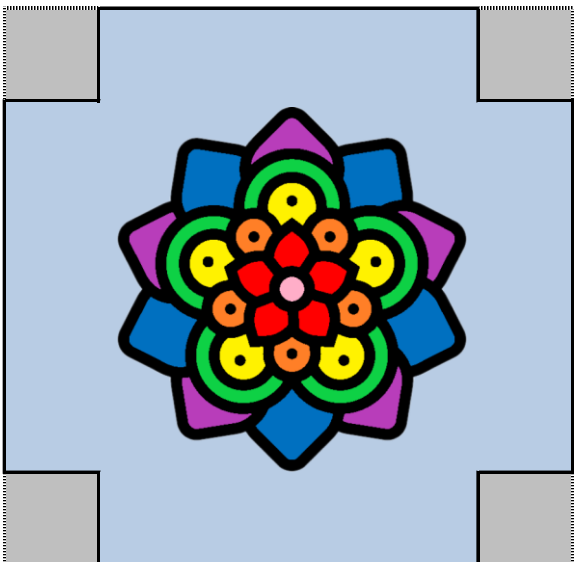
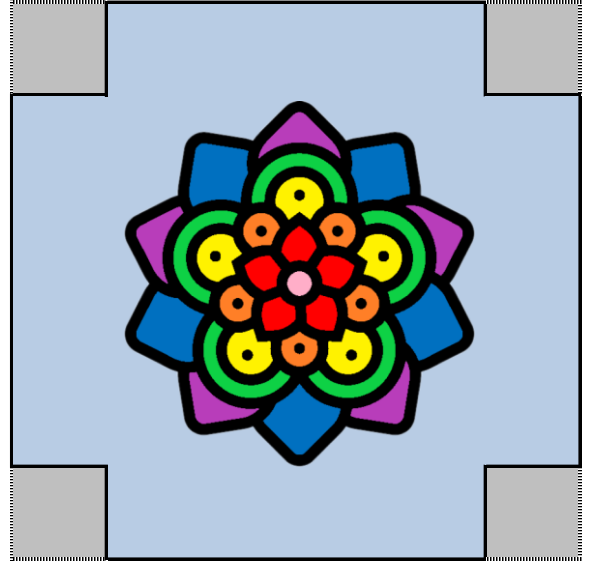
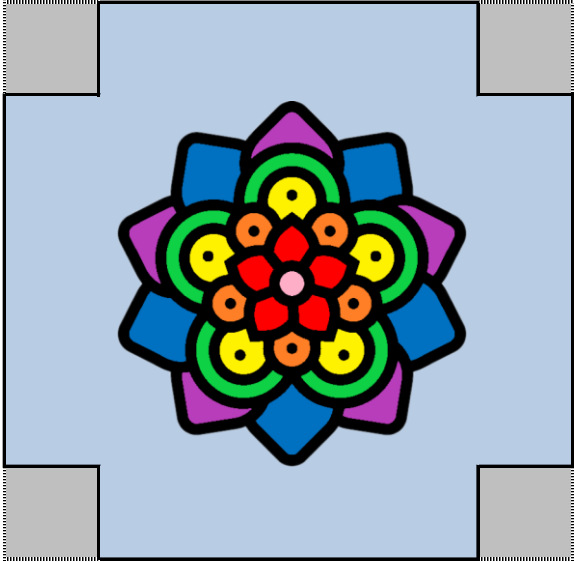


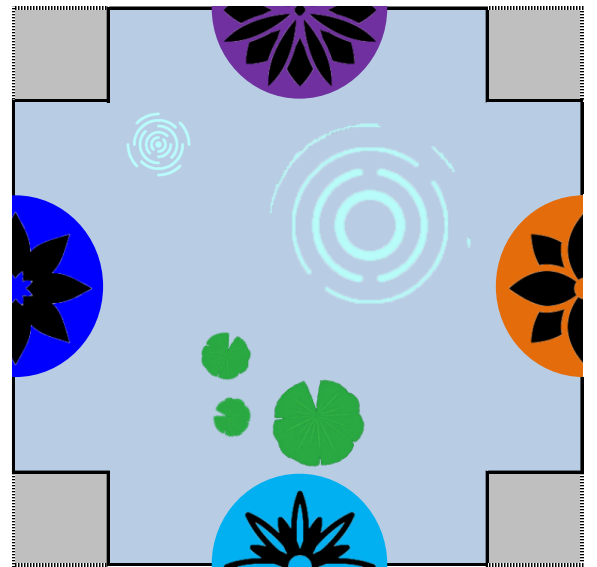
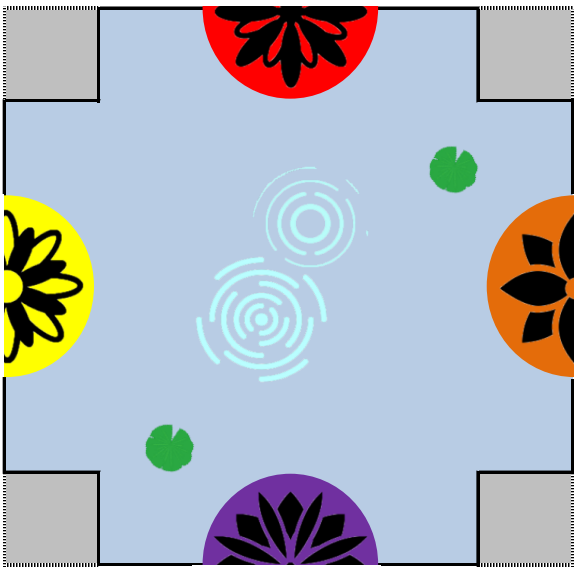
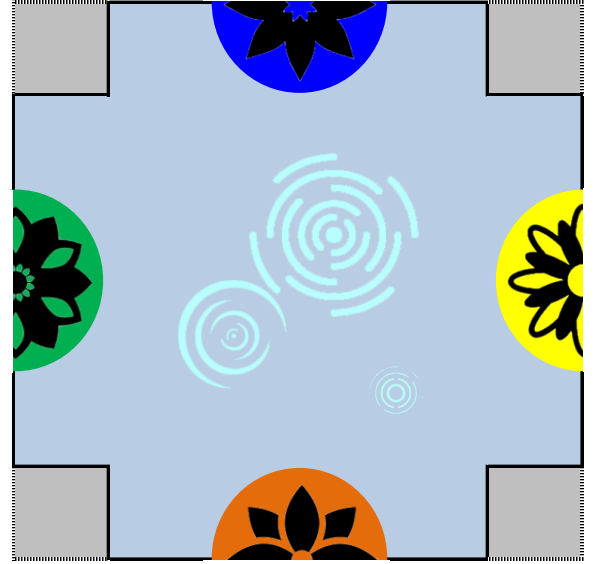
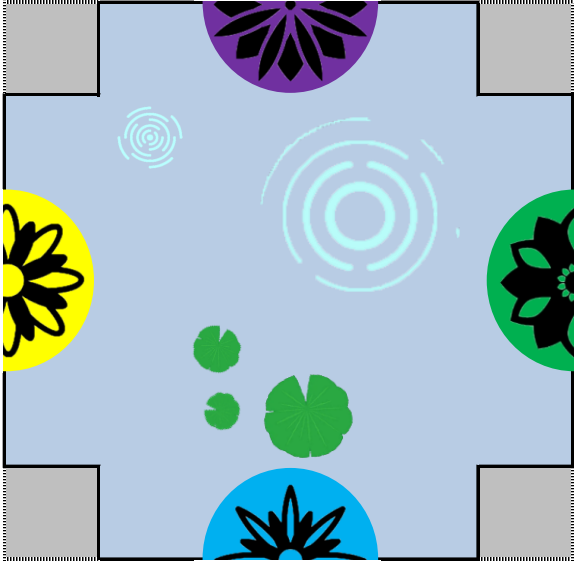


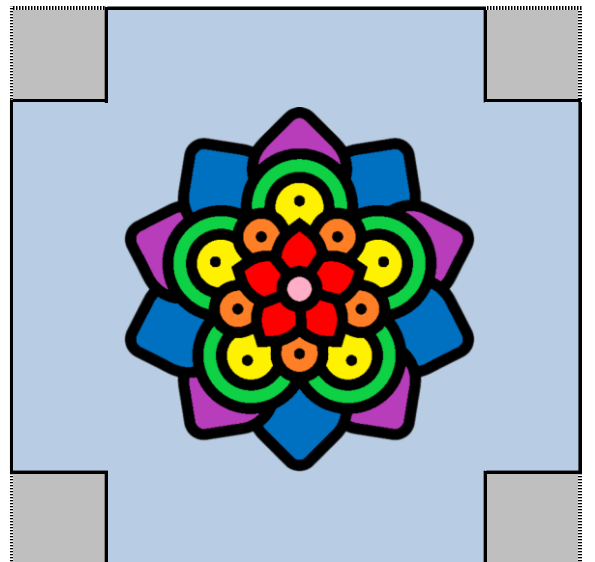
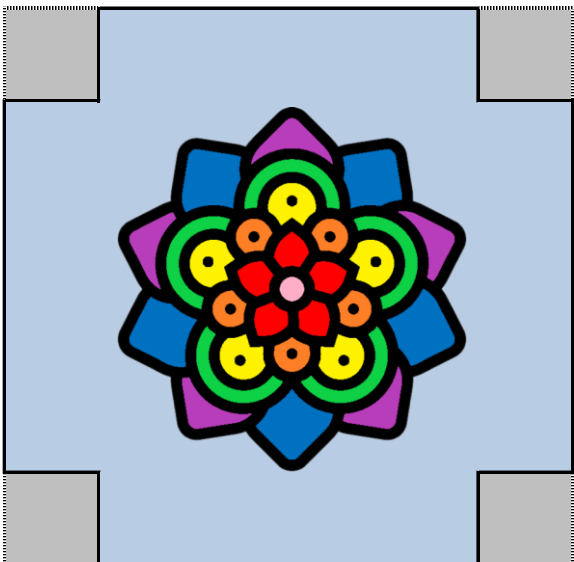
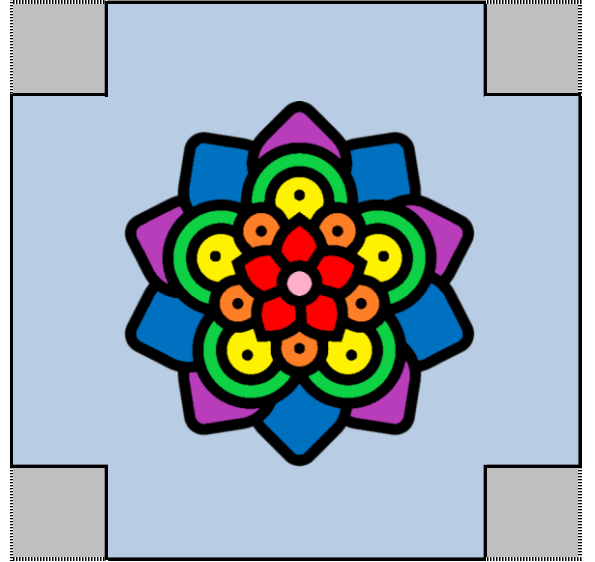
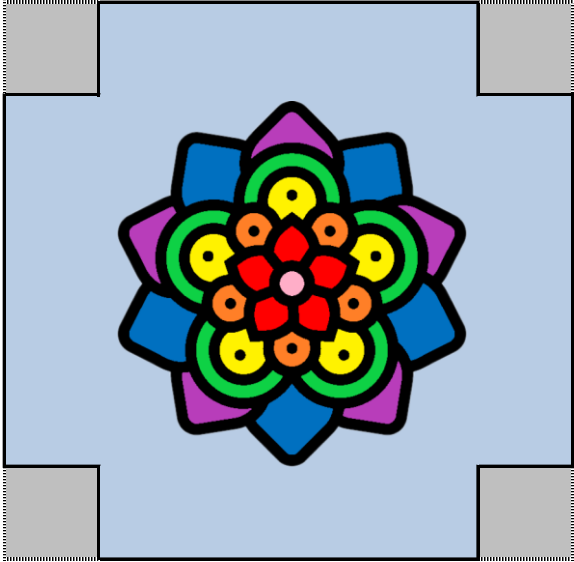


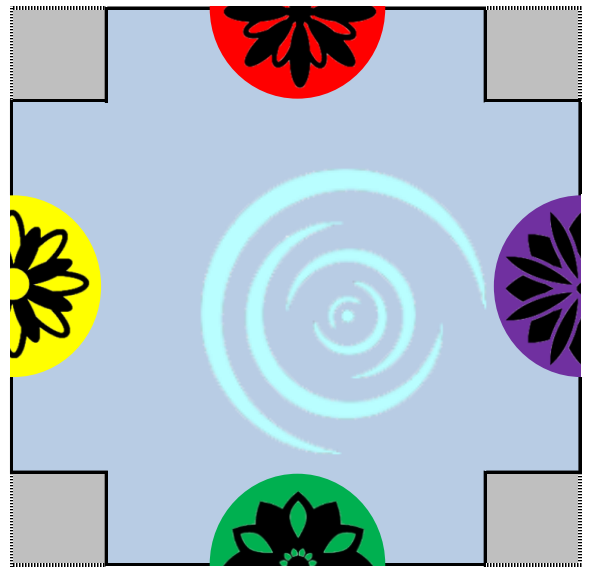
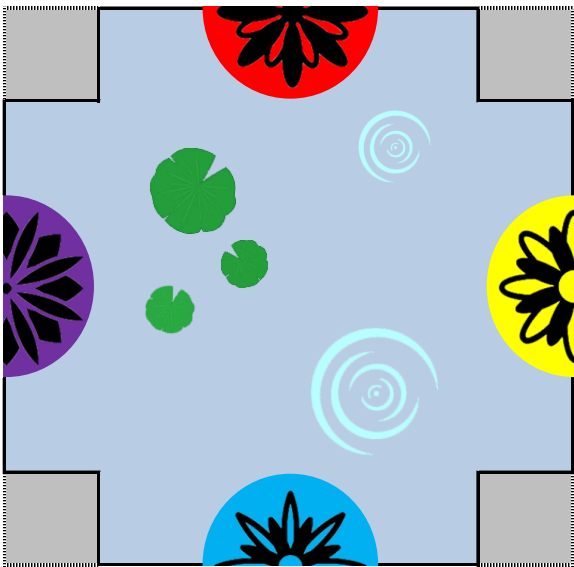
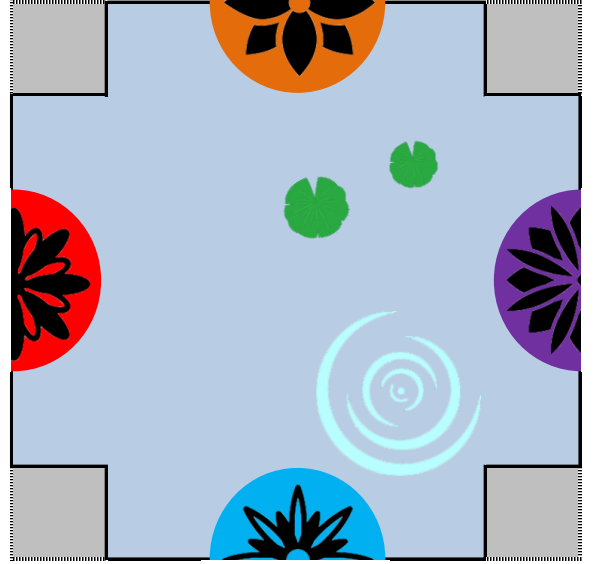
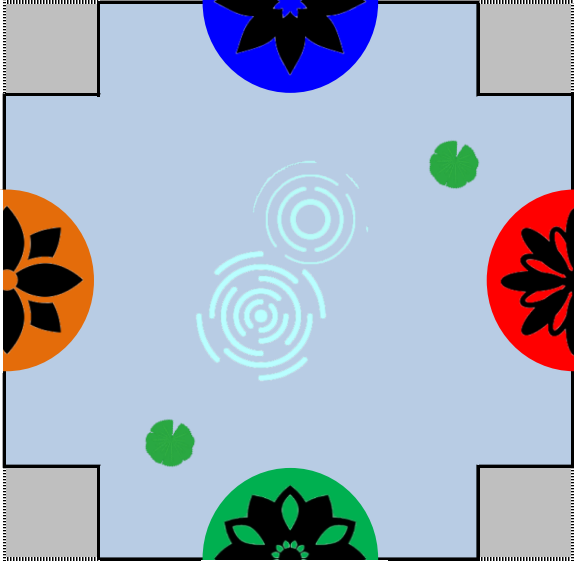


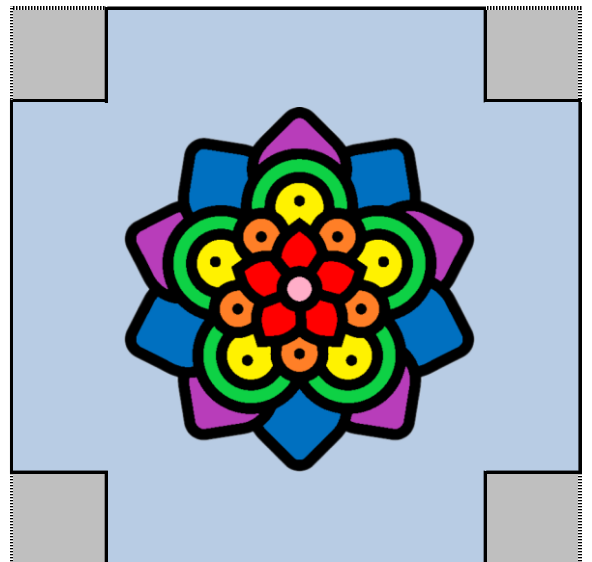
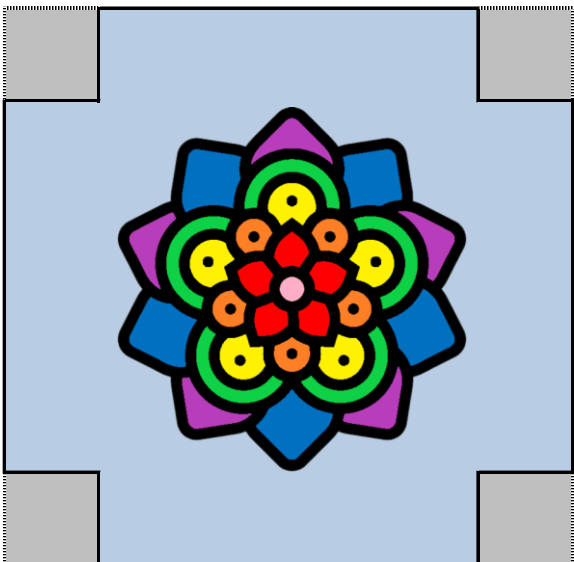
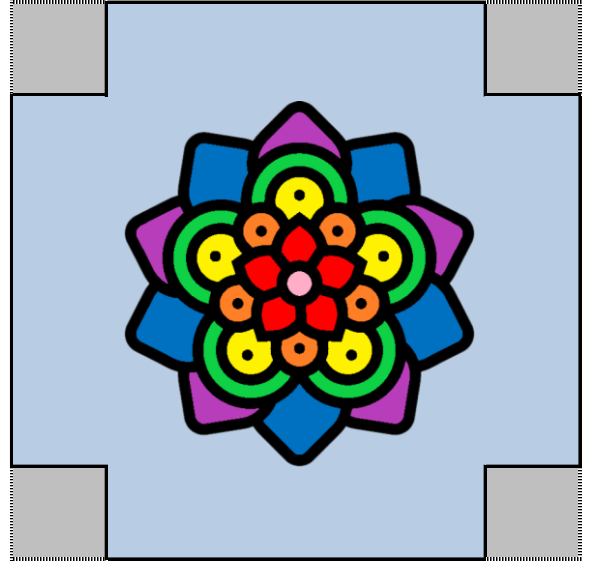
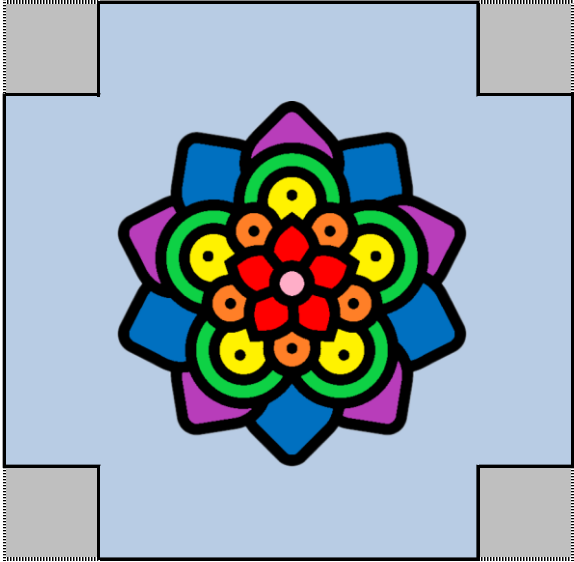












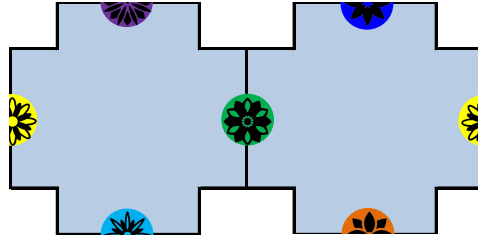
# Rules

## SETUP

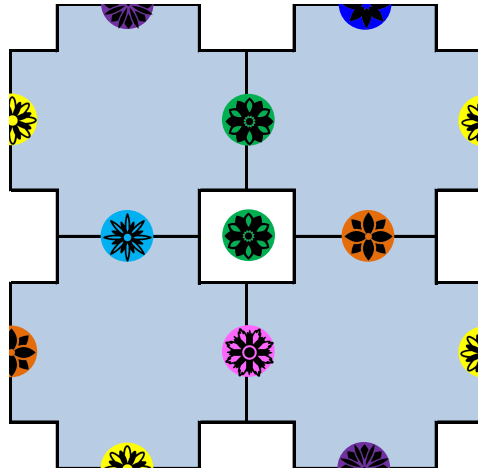
- Shuffle all 28 tiles and place them in a facedown stack within reach; place all 8 blossom tokens within reach.
- Flip a single tile from the stack faceup and place it in the center of your play area to begin the game.

## TURN STRUCTURE

- Each turn, you will draw a tile from the stack and attempt to place it adjacent to an existing tile.
- You can only place your tile so that the flowers on its edges match the flowers on the edges of all tiles that it touches.

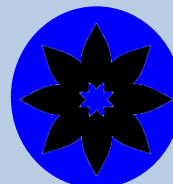


- Whenever you have placed four tiles connecting to each other in a square, place one of your blossom tokens in the empty space at the center of this square of tiles.
- The blossom token must match the flower type/color of one of the flowers that surrounds it.



- If you have no valid spot to place a drawn tile, it is discarded; continue drawing and placing tiles.
- If you do not have a blossom token remaining that matches one of the surrounding flower type/colors after completing a square of tiles, do not place a blossom token and continue drawing tiles.
- The game ends when you have placed your last blossom token, or have run out of tiles to draw.

**Your Final Score = Number of Blossom Tokens Played + Number of Unplayed Tiles (*max 21*)**



## Icon Sources

**Pink Lily:** PROSYMBOLS from Noun Project Image# 2145256 "Lily"

**Red Lily:** PROSYMBOLS from Noun Project Image# 2145197 "Lily"

**Orange Lily:** VECTORS MARKET from Noun Project Image# 1933056 "Lotus flower"

**Yellow Lily:** PROSYMBOLS from Noun Project Image# 2145189 "Lily"

**Green Lily:** [Flower icons created by Freepik - Flaticon](https://www.flaticon.com/free-icons/flower "flower icons")

**Turquoise Lily:** PROSYMBOLS from Noun Project Image# 2145145 "Lily"

**Blue Lily:** ALEKS RU from Noun Project Image# 1277016 Lily


**Purple Lily:** VECTORS MARKET from Noun Project Image# 2107750 "Lotus Flower"


**Mandala icon:** Noun Project Image# 4294672 by EUCALYP

**Lilypad icon:** Creator: Supakorn Jutasuwan | Credit: 123RF, Copyright: Supakorn Jutasuwan

### Raindrop icons:

 Creator: UASUMY | Credit: Getty Images/iStockphoto

 "Ripple" by Patrick Morrison Image# 2343683 The Noun Project

 <https://images.app.goo.gl/gpRZstidPNM7Asgv8> "Ripple" from The Noun Project

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*- Ryan Moylan*

