

Tulips

Designed by Ellie Dix

2-4 players | 20 minutes | Age 8+

Overview:

You're part of a team tasked with planting tulip fields. Instead of working together to create a field colour plan, each one of you wants to be in charge and refuses to back down. What's more... you don't really care how it works out, you just want to be right! Plant tulips fields of different colours, place bets on which colours will dominate and bend the odds to rake in the points.

Components:

- 46 tulip cards
- 1 starting card
- 30 triangles
- 40 betting cards
- 3 category cards

Set up:

- Place the starting card in the middle of the table.
- Shuffle the tulip cards, deal three to each player, which they place face-up on the table in front of them.
- Put the next four cards from the deck in a face-up line to the side of the play area, with the rest of the deck to the side.
- Give each player a set of claim cards.
- Randomly decide who will be the starting player.

How to play:

Players take turns in a clockwise direction.

On your turn:

Take one action.

Action 1: Add to the tulip fields

- Choose 1 of your three cards. Place the card so it grows a tulip field (or multiple tulip fields) in the centre.
 - Cards must be placed adjacent to pre-existing cards and the colours must match with bordering cards.
 - Multicoloured fields are wild and can be adjacent to any colour field. A multicoloured field takes on the colour of the field it is bordering (along its long edge). Place a triangle on top of the multicoloured section to convert it to the single colour it now borders.
- Take a new card from the line and refill the line with the top card from the deck. You should always end your turn with three cards.

Action 2: Place a bet

Select one of your 10 betting cards. Play it face-down next to one of the three category cards. If another player has already placed a card next to this category, place yours on top. You may place multiple cards in the same category.

End game & scoring:

When there are no cards in the draw deck to replenish the line, game end is triggered. Play continues until all players have had an equal number of turns, but **after game end is triggered, no player may place a betting card** - players may only play tulip cards to the tableau.

Work out which colour wins in each of the three categories. Place a triangle of the same colour above the category card (as a visual aid). If two or more colours are tied in a category, all tied colours are eligible to win bets.

Largest Enclosed Field - Count the number of cards that the largest field of each colour extends over. NB: The field must be enclosed on all sides by other fields - i.e. it could not be extended by adding another tile.

Most Fields - Count the number of fields of each colour. Each field must be separated by other fields. You may count open and enclosed fields.

Most Perimeter Edges - Count the number of edge sections in each colour around the perimeter of the tableau. It doesn't matter if these edge sections are connected in the same field or separated in different fields.

One category at a time, flip the betting cards and reveal them in the order they were placed.

Players receive points for each bet they made in each category.

- Players who have played the first four betting cards that correctly identify the winning colour receive points. Players who placed betting cards earlier, score more points - as shown on the category card.
- Any subsequent betting cards (5th card onwards) that correctly identify the winning colour do not score any points.
- Players lose 2 points for each betting card played that does not show a winning colour.
- Players who betted using a single colour card score double (positive or negative).