

A flower collecting card game

PRESSED



INTRODUCTION

Your flowers have come into full bloom and are ready to be preserved for many years to come. In this 2-5 player game, you will plant and collect beautiful flowers to be pressed for your personal collection.

OVERVIEW

Pressed is a set collection, drafting card game where you play as competing botanical artists, planting, picking, and pressing flowers to craft a beautiful collection. On your turn, play your flower and score. At the end of the round, pick flowers that will go into your personal collection for pressings.

After three rounds, the final scores are calculated and the player with the highest score wins!

COMPONENTS

- 90 Flower Cards
- 10 Score markers
- 1 Two-piece Scoreboard

CARD ANATOMY



Name of Flower

Flower used to calculate the score

Scoring table for both Planting and Final Scoring

Total copies of this flower in the deck



: Effect when Planted.

For example, see Baby's Breath

SETUP

1. Create a deck of Flower cards according to the player count as shown below. Return unused Flower cards to the box.

# of players	2	3	4-5
Mandatory Flower cards (Add all copies)	Zinnia Sunflower Hydrangea Peony	Zinnia Sunflower Hydrangea Peony Lily Daisy	Use all Flower cards.
Elective Flower cards (Choose three and add all copies)	Anemone Aster* Baby's Breath Chrysanthemum* Tulip*	Anemone Aster* Baby's Breath Chrysanthemum* Tulip*	

** For your first game, we recommend to use these three flowers.*

2. Each player receives two Score markers in their color. They each place the non-printed side of the Score marker on the "0" space of the Scoreboard. The +100/+150 marker is placed to their side.

3. The first player is the one who most recently gifted someone flowers. Or choose randomly.

GAMEPLAY

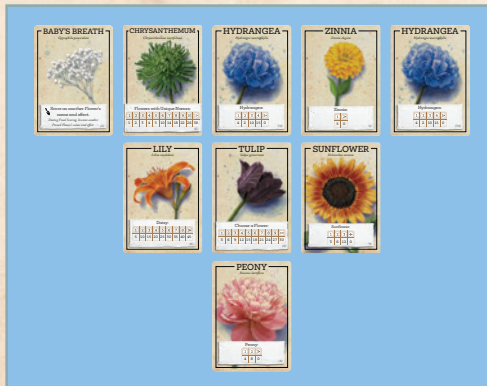
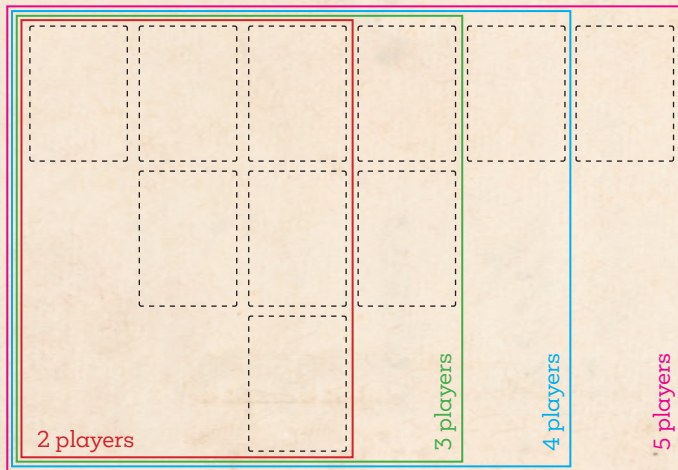
Each round has five phases, played in the order below:

1. Distribute the Flowers

- Shuffle the deck and deal each player four Flower cards. These are private.

2. Start the Flower Bed

- Draw cards from the deck and place them faceup to create a Flower Bed.



Example Flower Bed for a 4 player game.

3. Plant your Flowers

In clockwise order, each player plays one Flower card from their hand faceup in the Flower Bed according to the following rules:

- Cards can only be played into an empty space below another card. The white checkmarks are valid options for playing a Flower card, while the red X's are not.

You cannot make a new column.



- There is no limit to the amount of Flower cards that can be played in a column.
- Score your played Flower card immediately according to the scoring table on that card.

When passing 49 points, flip your Score marker to the +50 side and continue scoring. Replace that marker with the +100 marker if you pass 49 again. Finally, flip that marker to the +150 side if you pass 49 a third time.

The Flower above the scoring table is used to determine the score. Count how many of that Flower exists in the placed Flower card's row and column, including itself. This corresponds to the top row of the scoring table. The bottom row is the respective score.



Hydrangea:

1	2	3	4	5+
4	2	10	15	0

For example, when the Hydrangea card is played in the 3rd row of the 5th column, score the Hydrangea based on how many Hydrangeas there are in the 3rd row and the 5th column, including itself. In this case, there are 4 Hydrangeas so the played Hydrangea scores 15 points.

Flowers often score according to themselves but this is not always the case. For example, Hydrangeas score based on the number of Hydrangeas while Lilies score based on the number of Daisies.

Here is another example. When the Lily is played in the 4th row of the 3rd column, immediately score the Lily. Lilies score based on the number of Daisies that are in the Lilies' row and column. In this case, there are 2 Daisies in line with the played Lily, so it scores 10 points.

Daisy:

1	2	3	4	5	6	7	8	9+
5	10	15	20	25	30	35	40	45

- Move your Score marker accordingly on the score track. If there is another score marker in that location, place your marker on top of the existing marker(s).
- This phase is repeated until all players have played all their Flower cards from their hands.

4. Pick your Flowers

- Once everyone has played their hand of Flower cards, the player with the lowest current score picks a column and takes those cards from the Flower bed. These cards will later be used in the Pressing phase. Picking and taking cards continues in ascending order of scores.
- In the event of a tie, the player whose Score marker is lowest in the stack picks first, followed by the player above them (and so on if multiple players are tied).
- Any unpicked Flower cards are discarded facedown in the box. Players may not look at these cards.

5. Press your Flowers

- Choose four of the Flower cards you picked to be pressed. The picked Flower cards are placed facedown in front of you to form your pressed deck of Flower cards. You can look at them at any time. Discard the rest of the Flower cards facedown in the box. Players may not look at these cards.
- You **must** press four Flower cards if able. If you picked fewer than four cards, press all of them.
- Pressed Flower cards will score during Final Scoring, which takes place after the 3rd round.
- After everyone has finished pressing cards, the round ends.

END OF THE ROUND

- If it is the end of the 3rd round, the game is over; go to Final Scoring.
- If it is not the end of the 3rd round, start a new round with the remaining cards in the deck by creating a new Flower Bed and dealing out four Flower cards to each player. The player with the highest score is the first player for the next round. If there is a tie for highest score, the player whose Score marker is at the bottom of the scoring stack goes first.

FINAL SCORING

Reveal all of your Pressed Flower cards and group them by Flower type. If you pressed any Baby's Breaths, tuck them behind another Flower type(s). The Baby's Breaths become that Flower's name and effect (it is no longer a Baby's Breath). You may split your Baby's Breaths between multiple groups.

You will have pressed up to 12 Flower cards over the course of the game.

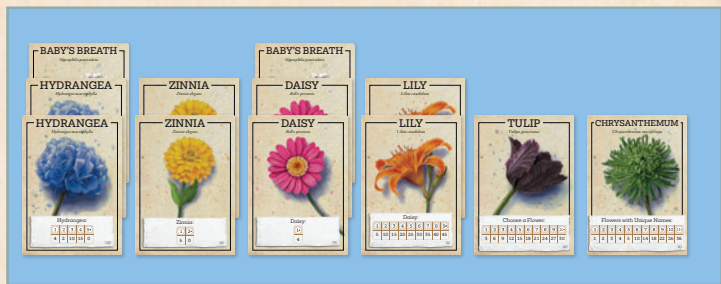
Score each group of pressed Flower once. Move your Score marker accordingly.

The player with the most points wins.

EXAMPLE OF FINAL SCORING

You pressed 2 Hydrangeas, 2 Baby's Breaths, 2 Zinnias, 2 Daisies, 2 Lilies, 1 Tulip, and 1 Chrysanthemum.

You decide to make one Baby's Breath into a Hydrangea (for 3 Hydrangeas) and the other one into a Daisy (for 3 Daisies).



Each Flower group scores as follows:

- 3 Hydrangeas = 10 points.
- 2 Zinnias = 0 points.
- 3 Daisies = 4 points.
- 2 Lilies = 15 points (there are 3 Daisies).
- 1 Tulip = 9 points (you choose Hydrangea).
- 1 Chrysanthemum = 10 points (it does not count the Baby's Breath because it is a Hydrangea).

Hydrangea:

1	2	3	4	5+
4	2	10	15	0

Zinnia:

1	2+
5	0

Daisy:

1+
4

Daisy:

1	2	3	4	5	6	7	8	9+
5	10	15	20	25	30	35	40	45

Choose a Flower:

1	2	3	4	5	6	7	8	9	10+
3	6	9	12	15	18	21	24	27	30

Flowers with Unique Names:

1	2	3	4	5	6	7	8	9	10	11+
1	2	3	4	5	10	14	18	22	26	36

Your total Final Score from Pressed flowers is 48 points.

CLARIFICATION OF FLOWERS

Anemone

You can only swap Flower cards in the row where you played the Anemone. You may swap the played Anemone. You may not swap an empty space with a Flower card.



Aster

You may play the Aster in any column, but you score only if it is played into the shortest column (not including the played Aster). If there is a tie for the shortest column, you will still score (ties are friendly). This column restriction does not apply during Final Scoring.



Baby's Breath

When you play Baby's Breath, choose another Flower card in its row or column; it temporarily copies that name and effect of the chosen card for score calculation. If you choose another Baby's Breath, it does not score.



Chrysanthemum

During Final Scoring, once all Flower cards have been placed into their respective groups, including any Baby's Breath(s), Chrysanthemum scores based on the number of unique Flower groups.



Tulip

When you play a Tulip, choose a Flower card in the played Tulip's row or column. Count the number of the chosen Flower card in the played Tulip's row AND column, then score according to the Tulip's scoring table.



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*Dedicated to my friend, Steph,
for always encouraging me and believing in me,
even when I struggle to believe in myself.*

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