

Tussie-Mussie



The Victorian
Language of Flowers

by Elizabeth Hargrave

Overview

Tussie-Mussie is based on a Victorian fad that assigned meanings to the flowers that friends and lovers exchanged.

You will collect small groups, or tussie-mussies, of 4 meaningful flowers. Their value may change depending on what else is in your arrangement.

At the end of each round, players score their set of 4 flowers.

After 3 rounds, the player with the most points wins the game.

1

Round Structure (2-4 players)

Shuffle all 18 cards and place them in a face-down deck. Players take turns offering flowers until all players have 4.

3-4 players: Each player takes turns offering flowers to the person on their left. When this is completed, each player takes turns offering flowers to the person on their right. All players will have 4 flowers.

2 players: The 2 players take turns offering and receiving flowers until both have 4 flowers.

1 player: See "Solo Play" at the end of these rules.

2

Turn Structure

When it is your turn, you will offer your recipient a public and a private flower.

1. The active player draws 2 cards, then places 1 face-up and 1 face-down on the table as an offer to the next player. (For flavor, you can say the public flower's meaning out loud: "You have deceived me!")
2. The recipient chooses 1 flower and adds it to their collection, keeping it's face-up or face-down orientation.
3. The offeror adds the other flower to their collection, keeping it's face-up or face-down orientation.³

In General

Your arrangement is the set of flowers you have collected. Keep them on the table in front of you.

As you add to your arrangement, you will add from left to right (Some cards score based on adjacency)

Face-down cards are considered to be your Keepsakes. Face-up cards are part of your Bouquet. All cards must stay face up or down unless altered by another card.

The owner of a face-down Keepsake may look at it at any time. A recipient may not look at a face-down card before choosing which to take.

Scoring

At round end, you will have 4 cards, some face-up and some face-down.



Take your face-down Keepsake cards and pull them closer to you. This will create a second row of cards, but still in their original columns. Then reveal your Keepsakes.



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Scoring, cont.

Below the flower on each card is the scoring rule for that card.

- Take actions now (draw cards, discard a card, flip cards over).
- Any heart is worth 1 point.
- Most cards gain points based on other cards in your arrangement, including:
 - Color (card border)
 - Face-up/face-down
 - Hearts

Tally the score for each player. After 3 rounds, the player with the highest overall score wins the game. In a tie, the player with the alphabetically lowest flower wins.

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Solo Play

Coming Soon!

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