

Bloom Bend

Turn the streams. Wake the flowers.

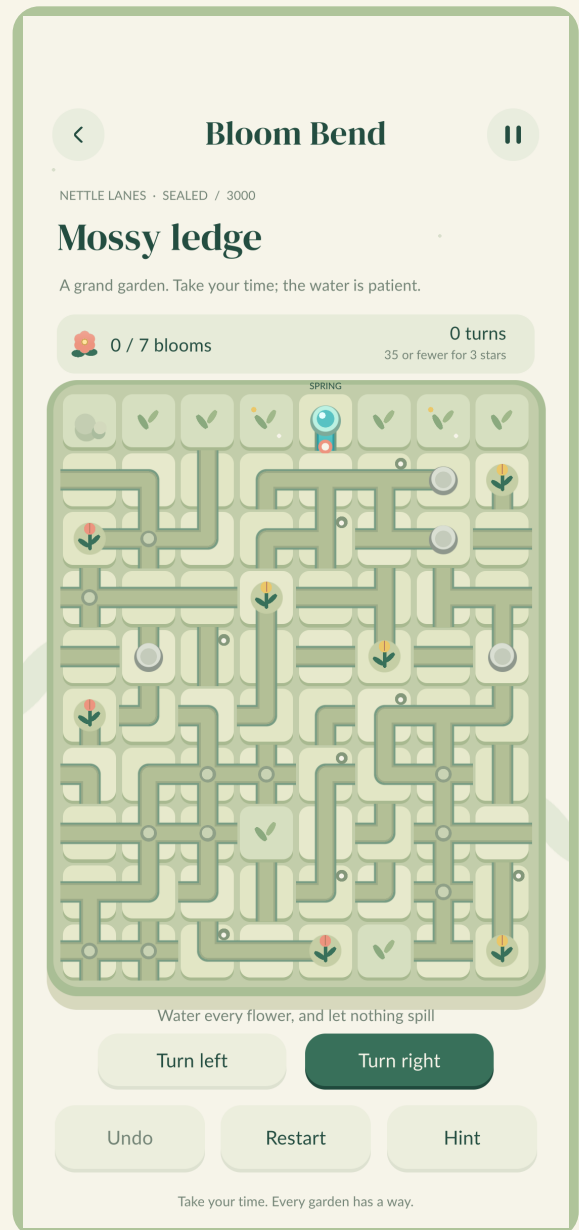
3,000
gardens to grow through

A quiet waterway puzzle for Android. Rotate little channels until every flower receives the water it needs. Watch closed buds open as your route comes together.

Start with three gentle lessons. Follow a path through 500 chapters, new rules, and gardens as large as 8 by 10 tiles.

No timer. No lives to lose.

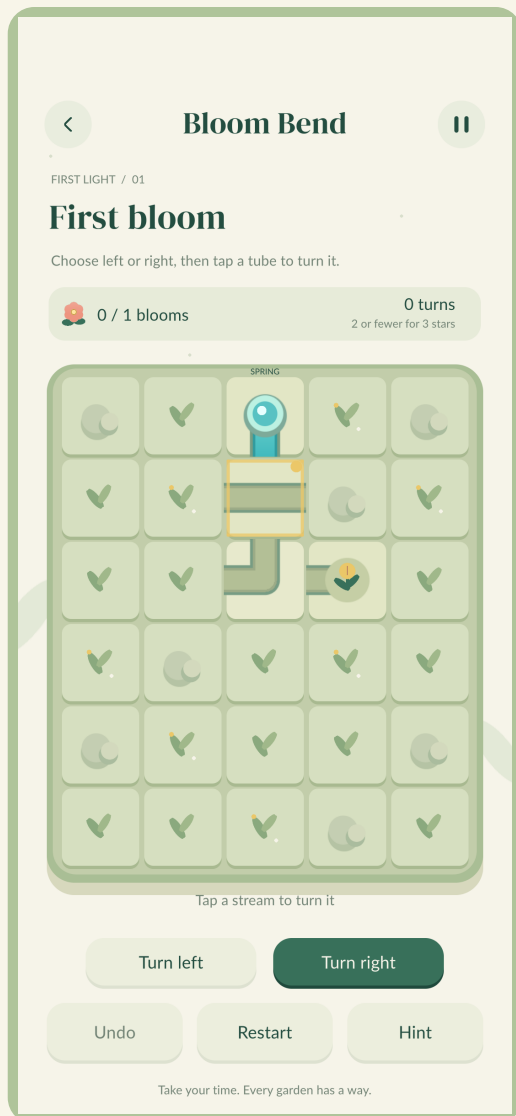
Take as many turns as you need. Finish a garden to open the next; return later for a cleaner route and more stars.



Screenshots show Android 1.1.0 running in an emulator. Later gardens were opened for illustration with prepared local progress.

Find your flow

On an Android 8.0 or newer ARM64 device, sign in to your Truckfish account and download Bloom Bend from your paid game library. Open the APK from Downloads, allow that browser or file app to install it if Android asks, then tap Install. Open Bloom Bend; play works offline after installation.



The garden shows its blooms, turns, and three-star target above the board. Direction and help controls stay below it.

1. Start a garden

After the Truckfish startup screen, choose Find your flow or Continue garden. Explore the gardens opens the chapter book.

2. Choose a direction

Tap Turn left or Turn right, then tap a channel. Each quarter turn costs one move. The selected direction stays active until you change it.

3. Follow the water

Connect matching open ends. The fixed spring provides blue water. Flowers open when the correct water reaches them; flowers drink the flow rather than passing it on.

4. Read the garden

The bloom count tracks flowers that are correctly fed. The caption below the board explains what still needs attention. The pause button gives you a break.

A route for every flower

Not every tube needs water. Look for the useful path before turning everything.

Fixed pieces

The spring, flowers, stone basins, brambles, and pinned channels stay in place. Small pins mark fixed tubes. Turn the movable paths around them.

Extra tubes

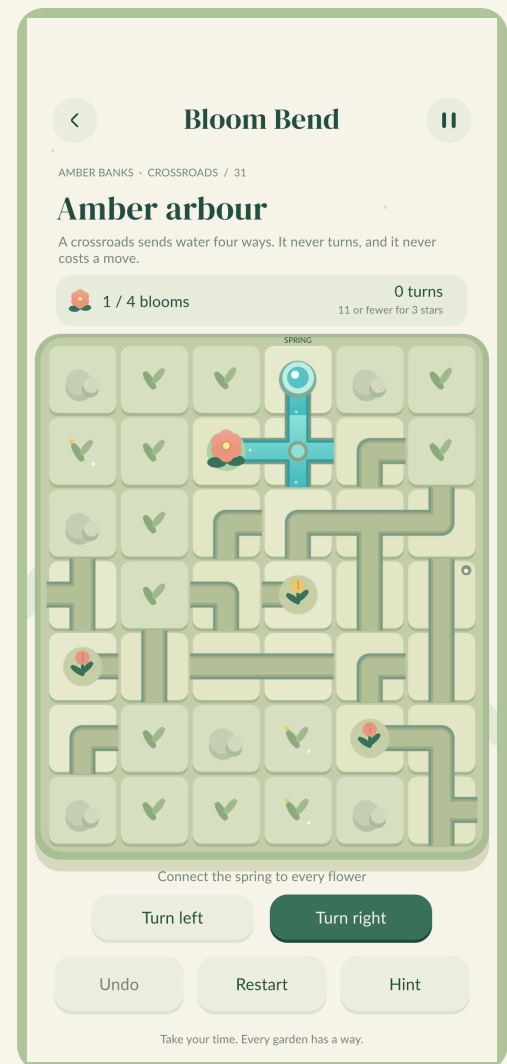
Decoys look and behave like normal channels. Watering them is optional. You can finish the intended route without rotating a decoy.

Crossroads – from garden 31

A cross is a four-way junction: connected arms share water. It looks the same after a quarter turn, so tapping it does not spend a move. Plan the routes into and out of it.

Basins & brambles – from 61

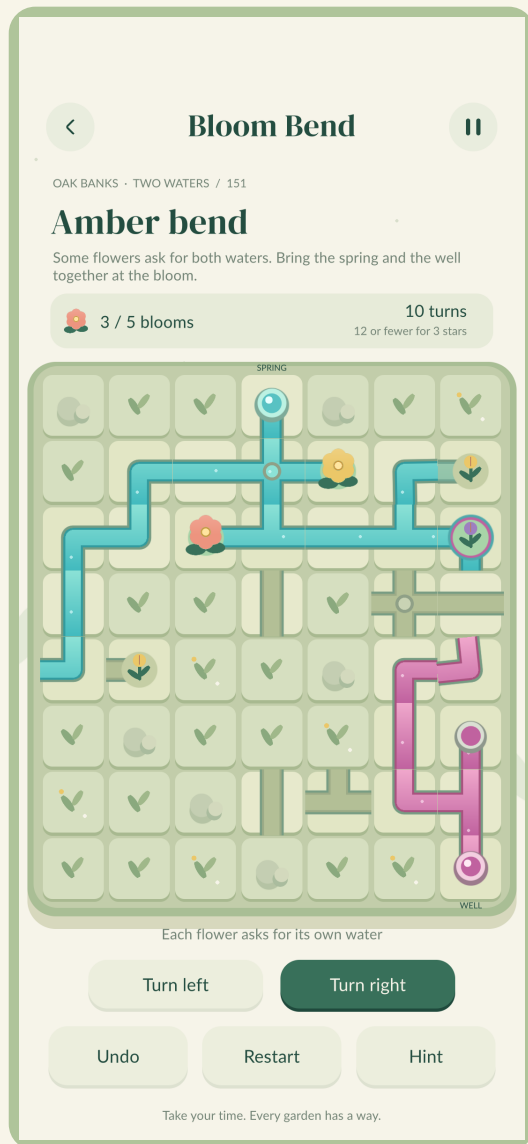
A basin can receive water at a dead end, but does not have to be filled. A bramble must stay dry. A wet bramble prevents completion even when all flowers bloom.



A later garden from the released APK. Read the planted endpoints and fixed channels before shaping the route.

Let the right water arrive

Blue from the spring. Rose from the well. A flower tells you what it needs.



Actual two-water gameplay. Flower rims distinguish spring water, well water, and flowers that ask for both.

The well – from garden 121

The fixed well brings rose water from below. Blue-water flowers need blue only; rose-water flowers need rose only. Feeding a single-water flower both waters keeps it closed.

Blend flowers – from 151

A flower with both water markings needs blue and rose at the same time. Both may arrive through separate routes or a shared mixed route. Water stops at the flower.

Sealed gardens – from 199

All flowers must bloom, every bramble must be dry, and nothing may spill. A spill is a wet channel opening that points off the board, into a rock, or at a neighbour without a matching opening.

If all blooms are open but the garden has not finished, read the caption: it can identify a wet bramble or a spill. Outside sealed gardens, spills alone do not stop completion.

500 chapters, at your pace

Six gardens to a chapter. Small discoveries accumulate into a much larger garden book.

The teaching path

Gardens 1-3 teach straights, corners, and branches. The first 30 add pinned channels and extra tubes. New rules arrive at 31, 61, 121, 151, and 199.

Seven chapter flavours

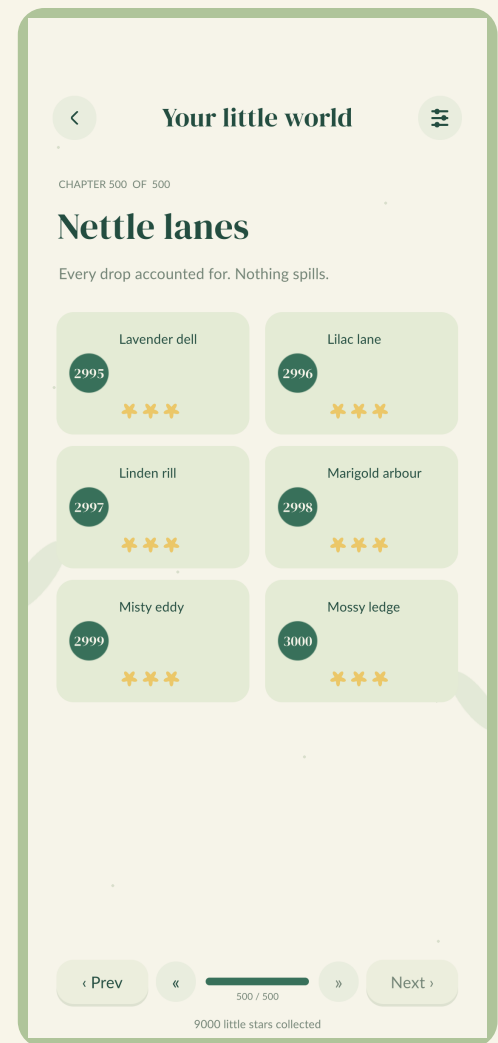
From garden 301, chapters cycle through Everything, Sealed, Twin springs, Bramble hedge, Decoy thicket, Crossroads, and Open meadow. A grand garden appears every 50 levels from garden 50.

Larger boards

The journey grows from 5 by 6 to as large as 8 by 10. Layouts are generated from each garden number, so the same version gives every gardener the same puzzle.

Make room for stars

Finishing always earns at least one star and opens the next garden. Meet the displayed turn target for three stars; a slightly longer route earns two. Replaying can improve your best result and never removes earned stars.



Explore the gardens shows six gardens per chapter, your stars, and which gardens are available.

Your own little garden

A helpful nudge

Hint highlights a useful next turn and selects its direction. Tap the highlighted channel yourself. Hints do not spend a currency. Undo reverses turns made since this garden was opened; Restart resets its board and turn count.

Saved on this device

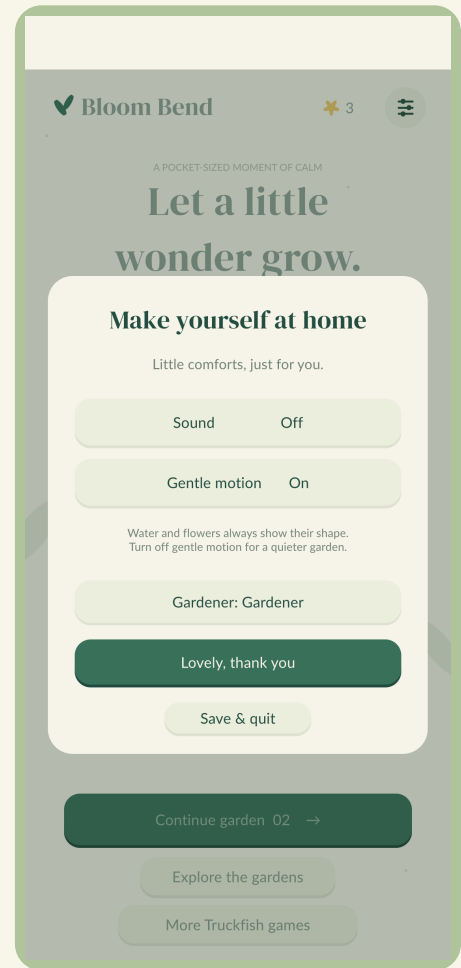
Each move saves locally, including the winning turn. The game resumes partial gardens, and interruptions open a pause sheet. Undo history is not restored when you reopen a saved board.

Up to five gardeners

In Settings, tap Gardener to create or switch local profiles. Each gardener has separate progress. Sound and gentle motion can also be adjusted there. These profiles do not provide cloud saves or device-to-device sync.

Installing this update

Install the update over the existing app to keep local data. Earned stars and unlocks carry forward. Revised unfinished boards may restart; compatible boards can resume. Uninstalling or clearing app data can erase local progress.



Settings opens sound, motion, and local gardener choices. Your Truckfish purchase account and local gardeners have separate jobs.

Keep growing with Truckfish

[Bloom Bend game page, downloads & help](#) / [More Truckfish games](#)

This illustrated booklet is free to read and share. The game download is supplied through your Truckfish purchase library.