

Flower Show

INSTRUCTIONS

Flowers, ribbons, vases... The work of a florist might look like a peaceful harmonious dream job in a beautiful environment, amid the scent of flowers, delighting in creating exquisite bouquets of the most perfect specimens. But everything changes when the annual Flower Show looms. It's a cut-throat contest of floral skills, competing for prestige, honor, and a cover photo on "Flower Power" magazine.

This is your moment of truth! You can compete alone or in pairs to take on the challenge of making the most impressive bouquets. Decide the leitmotif of your composition, and then pluck the finest flowers from under your opponents' noses, so you won't be left behind on this petal-strewn road.

Grab your watering cans and get to work!

CONTENTS:



64 flower cards



4 vase cards



7 basket cards



3-piece board with score track



2 score markers



4 player aid cards



4 team tokens
(2 green, 2 blue)



first player card



instructions

GOAL OF THE GAME

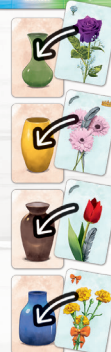
The goal of a player (or team) is to score 25 points first. You earn points for the number of flowers in a bouquet (row of flowers), but be careful - if you are not vigilant, opponents can remove your flowers, leaving you with nothing.

GAME PREPARATION

Assemble the score track in the center of the table. On the table near the START space, put the 4 vase cards in a column. These vases are where each side's 4 bouquet rows start. Put the 2 score markers at the start of the score track, on the 0 space.



Each player takes a player aid card. Shuffle the deck of flower cards. Deal 3 flowers face down to each player.



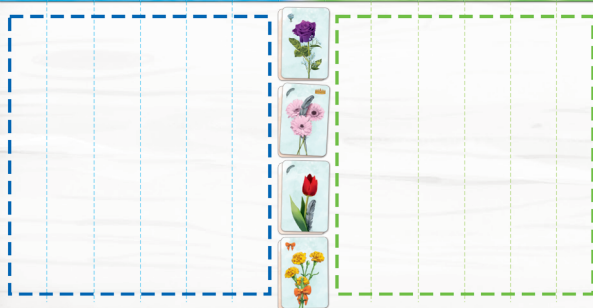
Deal 1 flower face up onto each of the 4 vases. Below the column of 4 vases, put the 7 basket cards in a row and deal 1 flower face up onto each basket. During play, players will take flowers from baskets to add them later to their bouquets.

Near the row of baskets, place the remaining flower cards as a face-down draw pile.



SEQUENCE OF PLAY

Flower Show is a duel between 2 sides which can be played with 2 individual players (1 vs 1) or with 4 players in 2 teams (2 vs 2). In the team variant, partners in a team (blue or green) sit across from each other. Each player takes a team token with their team's color.



Each side has their own playing area (4 rows × 6 columns) under their part of the board (blue or green). Players take turns in clockwise order (e.g. first green player, first blue player, second green player, second blue player).

The first player is whoever most recently visited a flower shop: this player takes the first player card.



On a player's turn, the player does these steps **in order**:

1) Add a flower to a basket.

Draw the top flower from the draw pile and place it face up on any basket. Spread multiple flowers on a basket so they are all visible.



2) Decide to play flowers or to pass.

If you want to play flowers, continue with steps 3-6.

If you want to pass instead of playing flowers, then you may take all the flowers from any of the 7 baskets. Keep in mind the hand card limit: you may not have more than 7 flowers in your hand. If you are allowed to take more than one flower from a basket and exceed the hand card limit, choose as many flowers from that basket as you can until you have 7 flowers in your hand, and place the remaining flowers in the discard pile. Continue your turn with step 6.



3) Playing flowers from hand.

Place 1 to 3 flowers on your side from your hand either in a bouquet (= row) or in different bouquets. The first flower in a bouquet is placed next to the starting flower, each subsequent flower next to the last flower placed in that bouquet. Gaps are not allowed in a bouquet. Each first flower you place in one of the 4 bouquets must match the starting flower on the vase in at least one of the 3 attributes (variety, color, or decorative element).



The 3 different attributes are:



Each bouquet has its own attribute, which can be the same as or different from other bouquets, both on its own side and on the other side.

If you place the first flower next to a starting flower that has more than one attribute in common, you must declare which will be the common attribute on all cards in that row. It is also possible to exchange a starting flower. More details on page 5.

4) Score 1 bouquet.

Optionally, after playing flowers, the player can score 1 row. To score a row, it must have **at least 4 flowers**. (The vase's flower does not count.) Rules for scoring rows appear later.

When a player scores a row, remove **all flowers** in that row (including the vase's flower and the opponents' flowers!) to the discard pile! Thus, waiting too long to score a given row may lead to a costly loss of all flowers placed there! Then place the top flower from the draw pile onto that row's empty vase to start a new bouquet in that row.

5) After playing flowers (and optionally scoring points), take 1 flower from a basket that has exactly 1 flower.

If no basket has exactly 1 flower, then do not take a flower. This ends the player's turn.



6) Fill empty baskets

Empty baskets are immediately filled with a new flower from the draw pile.

After you have played flowers from your hand, scored any bouquets and taken one (or no) card, or passed and taken all the flowers in a basket, your turn ends.

Crown

Additionally, some flowers have a crown 🏰 - these flowers can score bonus points, but only if they are in a scored row with at least 5 flowers.

Example:

Tatiana and Paulina (last year's Flower Show champions!) are partners in the blue team. The first row's vase has a violet carnation with a flower bunch. Paulina plays the first flower to this row: a violet carnation with a leaf. Paulina must decide whether the bouquet's theme will be violet or carnations; she declares carnations. So the blue team can play only carnations (with any color and ornament) to this row. Meanwhile, Adam and Tomek, the green team, are still free to decide whether the theme of their first row bouquet will be violet or carnations or flower bunches.



CHANGING A VASE'S FLOWER

On their turn, in step 3, a player may replace the flower in 1 vase, if neither side has any flowers on that vase's row. The player discards the vase's flower and puts a flower **from their hand** onto the vase. The player may still play their remaining two cards as usual.



SCORING A BOUQUET

When a side has **4 or 5** flowers in a row (not counting the vase's flower), they **may** score that row. If a side has **6** flowers in a row, they **must** score it.



A row with **4 flowers = 1 point;**
5 flowers = 2 points;
6 flowers = 3 points.

Additionally, if that side's row has at least **5** flowers, then each card with a **crown** in that **entire row** (even the vase's flower and the other side's flowers!) gives **+1 point**.



If you score a bouquet and have another bouquet with 4-6 cards, then you gain bonus points, based on the number of cards in the row you scored + the number in another bouquet.

Scoring a bouquet when you have another bouquet with at least 4 flowers gives bonus points:



**4 flowers + 4 flowers:
+1 point**



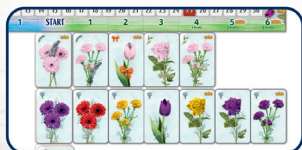
**5 flowers + 5 flowers:
+3 points**



**4 flowers + 5 flowers:
+2 points**



**5 flowers + 6 flowers:
+4 points**



**4 flowers + 6 flowers:
+3 points**



**6 flowers + 6 flowers:
+5 points**

Note: You score and remove only 1 bouquet. If a second bouquet gives you bonus points, it remains on the table.

After scoring, remove all flowers from the scored row as described above.

If you have several bouquets with 4-6 flowers, you must pick only one to score.

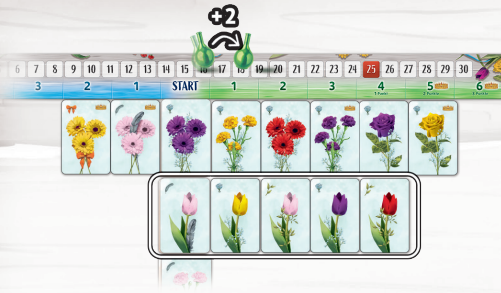
If you have a bouquet with 6 flowers, you must pick it to score.

If you have several bouquets with 6 flowers, then pick one to score now. You'll score the other next turn... unless the other side scores that other bouquet's row before you, which removes your bouquet!

Example:

Tomek, of the green team, is doing his turn. He decides to score a row with 5 flowers. So the green team gains 2 points. Additionally, there are 4 flowers with crowns in this row (2 on the green side and 2 on the blue side), giving 4 more points! The green team also has another row with 4 flowers.





The scored bouquet with 5 + the additional bouquet with 4 give 2 bonus points. So the green team advances 8 points on the scoreboard. (For the bouquet of 5 there are 2 points, for the crowns there are 4 points, for the combination of bouquet of 5 and 4 there are 2 bonus points.)

The second bouquet remains on the table. It is not scored this turn.

Then Tom puts all the flowers of the scored row on the discard pile (including the starting flower on the vase and the flowers of the opponent's side). Then he places a flower from the draw pile face up on the vase that has become empty.

Finally, from a basket with only one flower on it, Tom takes that flower and ends his turn.

Empty draw pile?

If the draw pile becomes empty, immediately shuffle the discard pile to make a new draw pile. There will be long runs of cards with the same attribute, so please shuffle well.

COMMUNICATION

During play, team members may talk with each other to make suggestions, e.g. from which basket to take flowers, and whether to score a row now or to play more flowers to it. **But they cannot reveal what flowers they hold.**

END OF THE GAME

The end of the game is triggered when one side reaches **25 points** on the score track. Finish the round, so that each player does the same number of turns, and the last turn of the game is done by the player sitting right of the player with the first player card. The side with the most points wins.

In case of a tie, players enjoy a shared victory (and a group photo on the cover of "Flower Power" magazine!). Of course, a second play of Flower Show may also settle the rivalry!





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