

FLOWER FIELD

RULE BOOK



STORY

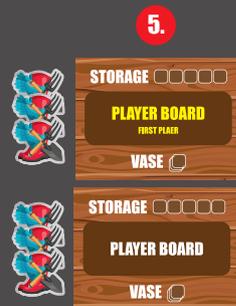
Flowers bloom in a valley every year when spring comes. Children usually go to the valley to pick some flowers and put them in grandmother's vase, as their grandmother does love flowers, but she cannot walk up a mountain to see the flowers closely by herself.

Players will take the roles of children who are walking up the mountain to pick flowers and bring them back to put in grandmother's vase. The player that can decorate most vases, and the vases contain flowers of beautiful colors that the grandmother likes, will be the winner of the game.

SETUP

1. Shuffle "Grandma Requests" cards, open three cards randomly, then take the remaining card out of the game.
2. Shuffle "Flowers" Cards, and place them on the board.
3. Draw 25 cards from the "Flowers" pile, and place them on the board, then turn all the card faces up at the same time to make "Flower Field".
4. Each player draws 5 cards from the "Flowers" pile.
5. Give every player a "Player board" and three pieces of "Tools Token", the player that receives the latest flower will get "First Player Player board".

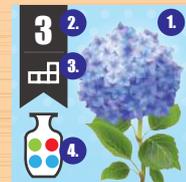
If a player turns the "Grandma Request" card faces up and gets number 13, 15, 18, it will need an additional adjustment of Set-up according to "Reference".



COMPONENT

1. Flower Card

105 cards (5 colors with 21 each)



1. Card color
2. Card score
3. "Pattern" point of picking flowers
4. the required number and colour of flowers inside the vase

2. Grandma Request Card 18 cards



1. No. of Grandma Request Card

3. Player Board 4 cards



1. "Storage" is to place the collected flower cards (maximum 5 cards)
2. "Vase" is to place a vase completed with all flowers.

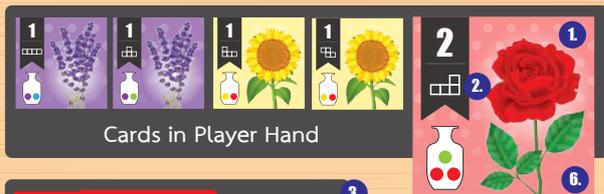
4. Tools Token 12 Tokens



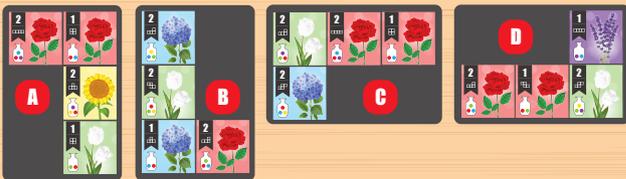
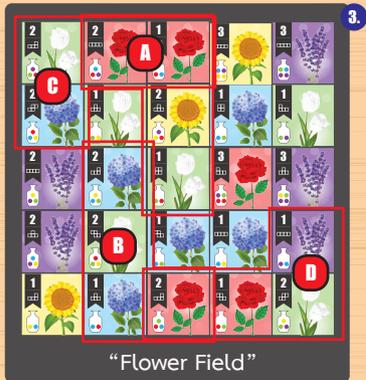
TURN ACTION

There are Main Actions (actions that need to be done) and Optional Actions (do not need to be done) in each player's turn. It is sorted by order from Main Action to Optional Action, and the Optional Action can be done any number of times.

Main Action: Picking Flowers



1. A player chooses a card from his hand to pick flowers.
2. See the card's picking flower Pattern.
3. The player chooses the Pattern on the "Flower Field", and the Pattern can be turned freely, but cannot be flipped (mirrored).



4. Pick the flowers of any color in the Pattern, the maximum number of flowers is equal to flowers with the same color as the card chosen, then keep them in the "Storage" above the "Player Board". Place cards that are not selected on the original point of the "Flower Field".
5. If the flowers in storage exceed 5, the cards in excess have to be discarded.
6. Take the card played(chosen) to the "discard" pile.

From this example, if a player selects Pattern A, a player can collect 2 flower cards because there are red flowers that match 2 playing cards (if Pattern B is selected, a player can collect only one card). A player can collect any flower colour in the selected pattern. Players will collect one red and one yellow card.



Optional Action: Arrange in a vase



1. Choose a card from your hand to be a vase.
2. See numbers and colors of flowers in the vase.
3. The player must have flowers in "Storage" corresponding to numbers and colors of flowers.
4. Discard the flowers used from the "Storage" into the "Discard" deck.
5. Discard the playing cards into the "Vase" under the Player Board.

In the example, the player wants to arrange the flowers in the vase that needs red and yellow flowers. That player must discard red and yellow flower cards from "Storage" into "Discard" and discard playing cards into the "Vase".

When the turn ends, draw in hand five cards, and draw cards to place in "Flower Field" until it is full. Ordering in rows from left to right, and from top to bottom.



END OF GAME

The game ends when it runs out of the "Deck", reshuffle the "Discard" pile, continue playing until it turns to the round of the player on right of the "First Player". Everyone will be able to play one more turn and the game will end immediately

TOOLS TOKEN

Players can use one "Tools Token" each turn as a Free Action, and can choose the ability as below.

1. Steal flowers from other player's "Storage" to your storage, give the "Tools Token" used to the player whose flowers are stolen.
2. Discard up to two/three cards, then draw the cards the same number as cards discarded. Bring the "Tools Token" out of the game.

SCORING

Score can be separated into 3 parts:

1. Cards in the "Vase" field are counted in the upper left corner of the cards, bringing together all the scores.
2. The own tokens will get extra points. Every 3 Tokens will get 2 points or 2 Tokens will get 1 point.
3. Score from "Grandma Request" card.

Gather all the points that have been combined, the player with the most total points wins. If the score is equal, who has more vases is the winner. But if they have the same number of vases, they are both considered to win.

REFERENCE

Grandma Request Card

Card no: 1-12 will be the end score of the game. Card no: 13 - 18 will take some actions during gameplay.

- 1 - 5: Players earn points when completing all sets indicated on the card. Each set can be done once time.
- 6 - 10: The player whose vase colour matches the specified colour on the card the most or the least, that player will get the specified score. If there are the same scores, they will score both points equally.
- 11: The player with the greatest number of vases will get a specific score. If the scores are equal, they are both considered to have the same score.
- 12: At the end, any player with an even number of vases, that player will get the specified extra points only.
- 13: A player's hand can have a maximum of 4 cards.
- 14: "Storage" will be able to hold only 4 flower cards.
- 15: "Flower Field" will be 4x4.
- 16: A 2-points vase card becomes 1 point vase card and can reduce the need for 1 flower above.
- 17: A 3-points vase card becomes 1 point vase card and can reduce the need for 2 flowers above.
- 18: Tools Tokens cannot be used in this game to pick up a friend's flower.