

Flower Shower!

Sven M. Kübler

Water plants and get showered with points!



Players: 1-4 Ages: 8+ Duration: 20 mins

The plants in your gardens are thirsty. Make sure you don't water them too much or too little – doing so will lose you points. Roll the required amount of water with your water dice, make your plants sprout, and harvest as many points as possible.

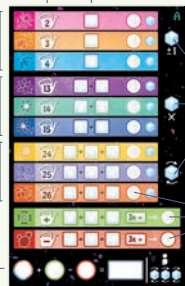
Components

required amount of water

square droplet spaces

3 sections with three rows of flowers each

scoring table



1 double-sided game pad

garden A

dice bonuses

round point spaces

solo game



4 light blue water dice





1 dark blue water die

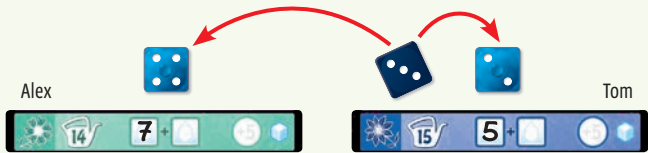
Game setup

Everyone take a sheet from the game pad, one light blue water die, and a pencil (not included). Make sure that all your sheets are on the same garden side, either **A** or **B** (found in the top right of the sheet). We recommend playing with garden **A** to begin with. Whoever has the greenest thumbs begins and receives the dark blue water die as well.

How to Play

Each turn, everyone writes **exactly one number** in any empty droplet space . Whoever has the dark blue die is the current active player. All roll your light blue water dice at the same time. As the **active** player, you **also** roll the dark blue water die and can decide if you want to reroll **one of your two dice**.

Then you all add the number from **your own light blue water die** to the number on **the dark blue water die**. Write the **total** of both dice into **any empty droplet space**  on your sheet. Once everyone has written their total in, pass the dark blue water die on to the next person in clockwise order. They become the new active player. Now repeat the steps described above. Do this until you have filled **all the droplet spaces** with one number each.



Example: Alex has rolled a 4 with her light blue water die. As the active player, Tom has rolled a 3 and a 2. Alex adds her 4 to the 3 from the dark blue water die and notes the total of 7 in a droplet space. Tom writes his total of 5 into a droplet space.

~~~~~ Garden A ~~~~~



Colourful flowers:

In each row, there is a **watering can with a number** next to the flowers. This number shows **how much water** the flowers in this row need. Try to reach this number with your water dice results as precisely as you can.

You can see how many numbers you need to write into a row by the number of droplet spaces. Once you have filled all the droplet spaces in a row, **add the numbers you have written together** and **compare the total to the number on the watering can**.

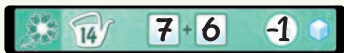
Did you water the flowers the right amount?

Great – the flowers grow and flourish! Note down **+5 points** in the round point space \oplus for that row and circle the little die symbol ⬡ next to it.

Did you give the flowers too much or too little water?

Whoops! Note down the **difference** between the required water and the total water given as **minus points** in the round point space \oplus for that row. It makes **no difference** if you watered too much or too little.

Example: Alex did **not** match the 14 required water. The numbers she wrote in her droplet spaces add up to 13 (7 + 6). She has to write the difference of -1 in the point space. She may **not** circle the little die symbol.



Dice bonuses:

Every three rows of flowers form a section together. There is a dice bonus next to each section. If you manage to circle **all three die symbols** ⬡ in a section, **you unlock the dice bonus to the right of that section**. Each bonus gives you an advantage, which you can use **once** on a **passive turn**. Cross off bonuses that you have used to show that they are exhausted. You can also combine multiple bonuses in a single turn.

Note: A **passive turn** is any turn in which you **only** roll **your own** light blue water die. Whoever is also rolling the dark blue water die is currently in an active turn.



You can change your total by **+1** or **-1**. For example, if both dice rolls result in a total of 12, then you can make it 11 or 13.



You can **ignore one of the two water dice** (light or dark blue). If the dice show a 5 and a 2, which you would have to write in as a 7, you can instead choose to write 5 or 2.



You can reroll your light blue water die **once**.



Thirsty four-leaf clover:

This clover is very thirsty. It needs a lot of water, and will chuck out **as many points as the amount of water** it gets. You need to fill all three droplet spaces with **one number each**. You score the total of these three numbers as **plus points** and write them into the **round point space** (36). The clover is especially lucky if you water it evenly. If you write **the same number** in all **three** droplet spaces, you score **+36** points.



Prickly cacti:

Watch out for this prickly customer! Take special care when tending to the cacti – it's **(almost) impossible to avoid losing points** with them. You need to fill all three droplet spaces with **one number each**. You score the total of these three numbers as **minus points** and write them into the **round point space** (0). The cacti are most happy if you water them evenly. If you write **the same number** in all **three** droplet spaces, you avoid losing points because the cacti count for **0 minus points**.



Example (during the game):
Tom has matched all the required amounts of water for the flowers in the second section exactly. He has activated the dice bonus and has already used it on a passive turn. He has only missed the required 25 water in section three. The numbers he has written only add up to 23, so he has to write the difference of -2 in the point space. Tom has scored +26 points in the four-leaf clover section. He avoided the minus points from the cacti by writing the same number in three times.

✦✦✦✦✦✦ Garden B ✦✦✦✦✦✦

Garden **B** also has the colourful flowers, dice bonuses, four-leaf clover, and the cacti. They work in the same way as before. In addition, garden **B** has 2 **flower stalks**.



Flower stalks:

You **have to** write **four numbers in any order** into the droplet spaces on each of the blue and orange flower stalks to match the amount of water shown on the watering can. The stalks cross over so that **one of the numbers counts for both stalks**. The orange stalk needs a **maximum of 20** water, and the blue stalk needs a **minimum of 36** water.

Once you have filled all the droplet spaces on a stalk, **add the numbers you have written together** and **compare the total to the number on the watering can**.

Did you water a stalk the right amount?

Great – the stalk grows and flourishes! Note down **+5 points** in the stalk's round point space. If you have gone the extra mile by watering under 20 or over 36, then you can also write the **difference of the requirement and the water you supplied** into the point space on the far right as **additional plus points**.

Did you give a stalk too much or too little water?

Whoops! You unfortunately score no plus points. Cross out the round +5 point space. Then note down the **difference between the required amount of water and the total water supplied** as **minus points** in the round point space on the far right.



Example (during the game):

Alex has already completely filled her flower stalks. She has met the water requirement of ≥ 36 with her total of 40. That means that she scores +5 points and the difference between 36 and 40 (+4 points). She has not met the water requirement of ≤ 20 with her total of 22. This means that she scores no plus points and must instead write in the difference between 22 and 20 (-2) as minus points. Alex was able to write the same number three times for the four-leaf clover and scores +36 points.

End of the game

Once everyone has filled **all of the droplet spaces**, the game ends. Count up all your points and write them into the appropriate spaces on the scoring table. The spaces' colours indicate which points belong where. The player with the most points wins!



Example (scoring at the end of the game):

Tom scored a total of +30 points from the colourful flowers and writes this number below in the first space on the scoring table. He writes +26 points for the four-leaf clover and 0 for the cacti in the spaces that follow.

Tom has scored 56 points in total.

Solo game

In the solo game, you are **always** the active player. That means that you **always** roll with a **light blue** and a **dark blue water die**. However, you may **only** reroll **one of the two** dice a total of **three times**. Cross off one of the three dice in the bottom-right solo area each time. You can use a dice bonus on **any turn** after activating it. All the other rules stay the same.



Depending on your score, you can measure here how green your thumb is.

75+	You're raking it in!
60+	You see the wood for the trees.
45+	You're stopping to smell the roses.
30+	You're a late bloomer.
up to 29	You reap what you sow ...

