






The flowery card game
for 2 to 4 persons from 7 years



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Game idea

The small flower fairy Flora is desperate: All the beautiful colors in her neighborhood have disappeared. Strange, where have all the flowers gone and why is everything so gray? That can't be true! There must be a way to make it colorful again ...

After much thought, Flora has an idea! She collects flower seeds lying around, puts them in little clay balls and calls them seedballs. Flora just needs to throw her seedballs around her neighborhood and soon the flowers will blossom again. Hooray! Flora's neighborhood will be bright and colorful again!

Now Flora needs your help: can you make the flowers grow in your neighborhood, by taking good care of them and blooming them? The brave bird will protect the flowers from the hungry snail and the colorful rainbow will shine. However, beware that when the heatwave or the whirlwind comes, it will mix everything up ...

Game material

95 playing cards

21 action cards (8x Snail, 3x Whirlwind, 3x Heatwave, 3x Rainbow, 4x Bird)

70 seed ball cards (14x growth stage 1, 2, 3, 4 and 5)

4 wild cards (4x flower fairy Flora)

Aim of the game

Collect the different seed ball cards and place them on top of each other in your neighborhood in the order 1 to 5. If you don't have any matching cards, Flora the flower fairy will help you. A bird can defend itself against snails and the whirlwind threatens your flowers as they blossom. Survive the heatwave together and be happy when the rainbow makes your flowers grow faster.

Watch the seed sprout and grow into a beautiful flower - the neighborhoods finally become colorful again.

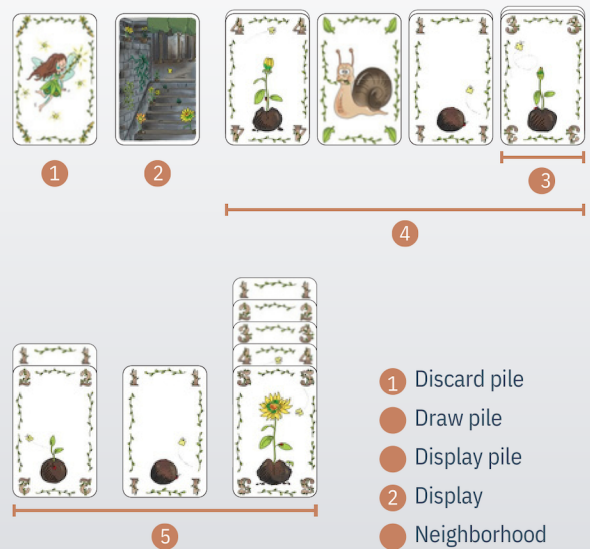
The first with 3 fully grown flowers wins.

Game preparation

If you are playing with younger children or if you want to make the game easier, remove the action cards whirlwind, rainbow and heat wave.

Shuffle the cards and deal out 5 cards to everyone. Keep the cards secret once you have them in your hands. In the middle of the board, place 4 cards face up next to each other. This is the display with 4 display piles. The remaining cards are placed face down next to the display piles. This is the draw pile.

Play area



Here we go

Play clockwise. The last person to see a flower begins.

Draw a card

Draw either the top card from the draw pile or from one of the 4 display piles and put it into your hand.

Draw pile: After you have taken your card, place one card from the draw pile on top of each of the 4 cards in the display.

Display pile: If there is a gap in the display as a result of the card, draw the top card of the draw pile and make a new display pile.

Play a card

Play either a seed ball card, the flower fairy Flora, or an action card (Snail, Whirlwind, Heatwave, Rainbow) from your hand. You can't or don't want to play a seedball card or an action card? Then place a card from your hand on one of the 4 display piles.



Seedball card 1 - **The seed in the clay ball will soon begin to sprout.** Play the seed ball card with the number 1 to start your row of flowers.



Seed ball card 2, 3 or 4 - **The little flower grows and grows and slowly gets bigger.** Place a seed ball card in the correct order on top of a card that is already on display in your neighborhood.



Seed ball card 5 - **The flower has grown up and is now in full bloom.** Place the seed ball card with the number 5 on top of the 4 to complete this flower row.



Flower fairy Flora - **The friendly elf is the best friend of the flower and helps her where she can.** Play Flora the flower fairy as a seed ball card 1, 2, 3, 4 or 5.

A maximum of 3 flowers can grow in one neighborhood



Snail - **The hungry snail makes itself over the small flower and wants to fill his belly.** Place a Snail on a seed ball card 2, 3 or 4, but never on 1 or 5. **The snail doesn't like the seed in the clay ball and full-grown flowers are much too big for it.** Take up to two seed ball cards from a flower row from another neighborhood. The snail can also be placed on the flower fairy Flora.

You can defend yourself against the snail by playing a bird immediately.

If no bird was played to defend against the snail, take the card(s) and put them on any display pile.



Bird (defense against snail) - **The brave bird helps the little flower and brings the snail back to the forest.** If the snail is placed on one of your flower rows, you can immediately play a bird and your flower remains unharmed. Then immediately draw a card from the draw pile.



Whirlwind - **A storm is coming and the wind is whirling the flowers on the ground.** Swap two rows of flowers from different neighborhoods (your own or others). Completed flower rows cannot be swapped.



Heat wave - **The sun burns so hot from the sky that some flowers hang their heads.** Everyone places one of the top cards (number 2, 3 or 4 - never 1 or 5) of a growing flower from their neighborhood on one of the 4 display piles. **The seed in the clay ball defies the heat and full-grown flowers pull the water out of the soil with their strong roots.** Since a heat wave affects all neighborhoods, you must also place a card on a display pile. First it's your turn, then it goes clockwise.

Then you may make another move (→ draw a card and play a card).



Rainbow - **sun and rain play merrily with each other and a colorful rainbow appears in the sky.** The little flower is so happy that it grows twice as fast. Play two seed ball cards. Then draw 2 cards from the draw pile.

Played action cards (Snail, Whirlwind, Heatwave, Rainbow and Bird) are placed next to the draw pile on the discard pile and will not be returned back into the game.

Whenever an action card causes you to draw one or more cards from the draw pile, place one card on each of the 4 display piles from the draw pile.

When the draw pile is used up, shuffle all the cards from the display and 4 new display piles are built. The remaining cards form the new draw pile. Action cards that have already been discarded (discard pile), are not shuffled.

End of turn

Now your turn is over and it continues clockwise.

End of the game

The first to bring the color back to the neighborhood with his 3 fully grown flowers, wins.

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