

Flower Up!

a solitaire game by Andrew Bowling

Overview: Flower Up! is a game of gardening. On your turn, you place a plot, and you plant a seed (dice) on that plot. Your flowers grow based on the dice placed in *surrounding* plots. Picking flowers earns you valuable Flower Up tokens, and picking bunches of flowers lets you collect the Bouquet tokens you need to win the game. Can you put together the biggest bouquets before running out of time?

Components:

- 39 Plot cards (14 Red, 12 Blue, 8 Purple, 5 Gold)
- 1 double-sided Flower Track / Bouquet card
- 1 double-sided Reference / How did you Do? card
- 23 double-sided Flower Up tokens (8 Red, 7 Blue, 5 Purple, 3 Gold)
- 10 double-sided Bouquet tokens (use substitutes if you run out)
- 6 double-sided Bouquet Bonus tokens
- 10 Seed dice (provided by player)
- 10 Ready tokens (provided by player)

Goal: Collect three Bouquet tokens totaling to 12 or more before running out of time or moves!

Set-Up:

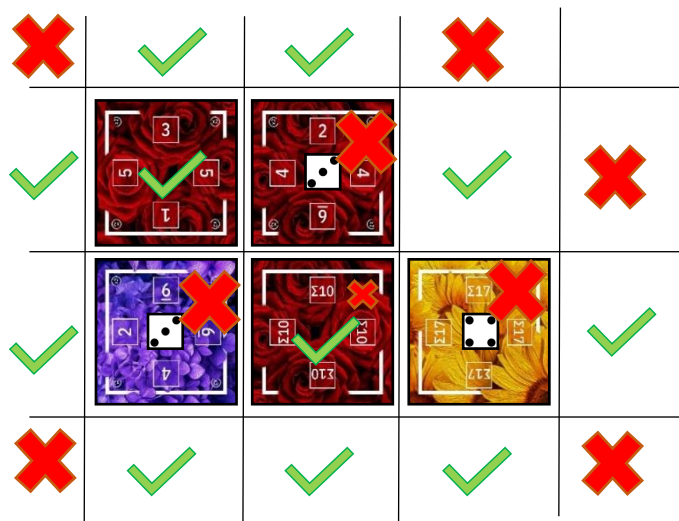
1. Shuffle the 39 Plot cards. Place them in a facedown deck.
2. Take 2 Red, 2 Blue, 1 Purple, and 1 Gold Flower Up token. Place them flower-side up in front of you. This is your **Flower Up Zone**.
3. Place all other Flower Up tokens (flower side up) in a **supply** pile, along with the Ready tokens.
4. Place the Bouquet and Bouquet Bonus tokens in the supply, with the flower symbol face up.
5. Roll 7 dice. These are your **Available Seed dice**. Place the remaining three near the supply. These may be accessed later in the game.
6. Deal yourself a hand of 2 Plot cards.
7. Place the Flower Up track near you with the track face-up. Mark the 0 space with a Ready token.
8. If needed, also leave the Reference card nearby.



You are now ready to begin! (Note: You may want to start by reading about the two Key Concepts, or read about them when they come up.)

During each turn, take the following actions in order. Continue taking turns until the game ends in victory or defeat.

1. Place a Plot card from hand. On your first turn, place this card anywhere you'd like in your playing area. It may be oriented in any direction. After your first turn, you must play either in a free space orthogonally adjacent to another plot card **OR** on top of a previously played plot card with no Planted Seed (see *Place an Available Seed Die*). You may orient each newly played card as you like. The diagram below shows valid Plot Card placements. (The space marked with both a check and a small x is a valid placement unless using the **Crowding** rule. Ignore this rule for now.)



2. Place an Available Seed Die on the new plot card, keeping the die on the same value. That die is now a **Planted Seed**. This die will not be available again until either you **pick flowers** on that plot, or you use a Purple Flower Up on that die. **Important:** If you have no Available Seed Dice at the start of your turn, and you have no way to gain Available Seed Dice using Flower Ups, **you lose the game!**

Key Concept: Growing Conditions

During the game, you will play **Plot cards** and place **Planted Seed dice** on those plots. Each plot has four squares; these indicate different criteria for growing based on the Planted Seeds on *adjacent* plots.

- *Number (1-6):* The adjacent plot in that direction must have a Planted Seed with that value.
- *= / +1 / -1:* The adjacent plot must have a Planted Seed whose total is either the same as, one greater than, or one smaller than the Planted Seed on this plot (respectively). Dice do not “wrap”; for example, 1 is not one greater than 6.
- *Sum (Σ7- Σ18):* The Planted Seeds on all orthogonally adjacent plots must total to exactly the number given on this card. This may be done with any number of dice.

Each Plot card (except for Sum plots) also has a number in the upper right corner (ex. “x2”). If at least this many criteria are met by adjacent Planted Seed Dice, that plot is **flowering!** (See **Picking Flowers**.) For plots requiring a Sum, the plot is **flowering** as long as the total matches as described above. Plots that are flowering will be marked by a **Ready token**.

Note: It is possible that a Sum plot may be flowering, but then another Planted Seed is placed that makes the total too large. In this case, the plot is **no longer flowering**. Remove any placed Ready tokens. Similarly, remove Ready tokens if you use Flower Ups to modify Seed dice so that a plot is **no longer flowering**. (See *Flower Ups!*)

3. Draw a replacement card.
4. Optional: Discard a card and draw a replacement. **Important:** If you run out of cards in the deck and have no plot cards in hand at the start of your turn, **you lose the game!**
5. Optional: Place Ready Tokens. Look at each of your plots with a Planted Seed. Mark any plots that are **flowering** with a Ready token (see the **Growing Conditions** box). **Note:** Ready tokens should always reflect which plots with Planted Seeds are flowering (aside from while picking flowers). This may require adding or removing Ready tokens outside of this action, as indicated elsewhere in these rules (see both Growing Conditions and Picking Flowers).
6. Optional: Pick Flowers. See the **Picking Flowers** box.

Note: Steps 5 and 6 may be repeated any number of times in a given turn.

7. Optional: Flip Flower Track: If the Flower Track is still face up and the Ready token is on the 7 space, return the Ready token to the supply and flip the card to the Bouquet side. **Your turn ends-** but you may begin collecting Bouquet tokens beginning on the next turn.
8. Optional: Gain Bouquet Tokens: If the Bouquet card is face up and you **picked 3 or more flowers on this turn**, you may take a Bouquet token matching the number of flowers you picked this turn (using a substitute if you run out of a given number). If you picked 7 or more flowers, take the 7+ Bouquet token, plus one Bouquet Bonus for each flower past 7. **Note:** On complicated turns with multiple Pick Flowers actions, set aside the dice from picked flowers to keep a tally of the number of flowers picked this turn. However, most often your Bouquets will be based on a single Pick Flowers action.

Important: The game ends as soon as you acquire your third Bouquet token! (This does not count Bouquet Bonus tokens.)

Key Concept: Picking Flowers

Picking flowers is how you gain the Flower Up and Bouquet tokens that win you the game! Picking flowers consists of the following steps:

1. Choose **any number** of plots that are flowering. (Your flowering plots should each be marked by a Ready token.)
2. Roll the Planted Seeds from those plots and place them in your Available Seed Dice. You have now **picked these flowers!**
3. Gain a Flower Up token matching the color of each picked flower (these are now the plots marked with a Ready token and no dice). Place these in your Flower Up Zone flower-side up.

-Flower Up tokens are limited; when the supply of a given color is depleted, you may no longer acquire Flower Ups of that color (although you may still pick flowers of that color).
4. *If the Flower Up track is still face-up*, advance the Ready token spaces equal to the number of Flowers picked. If the token reaches the 7 space, leave the token there; the card will be flipped at end of turn.
5. Remove the Ready tokens from the empty plots.

If after picking flowers a plot with a Ready token is no longer flowering, remove its Ready token. Similarly, add Ready tokens to any plots that are now flowering. You may choose to pick flowers again.

Flower Ups!

During the game, your flower-side up Flower Up tokens in your Flower Up Zone can be used **at any time** (including between “Pick Flowers” actions, but not *during* a “Pick Flowers” action) as follows:

- *Red*: Reroll any number of Available Seed dice, or any one Planted Seed die.
- *Blue*: Increase or decrease the value of any one Available *or* Planted Seed die by one. (You cannot turn a 6 into a 1, or vice versa.)
- *Purple*: Take any Planted Seed die and add it to your Available Seed dice, keeping the die on the same value. This does not count as picking flowers; do not gain a Flower Up token.
- *Gold*: Take one of the dice from the supply and add it to your Available Seed dice, setting it to any value.

After using the Flower Up ability, turn that Flower Up token flower-side down. You may use multiple Flower Up tokens in a row to obtain a desired outcome (for example, using two Blue Flower Ups to increase a die by 2).

Game End and Scoring

The game ends in defeat if at the start of your turn you have either:

- no Available Seed Dice and no way of obtaining one with Flower Ups
- no Plot cards in hand and no Plot cards in the Plot deck

The game also ends in defeat if, at the end of the game, your Bouquet and Bouquet Bonus tokens do not total to at least 12.

The game ends in victory if the numbers on the Flower side of your Bouquet (and Bouquet Bonus) tokens total to 12 or more. **Congratulations!** To score, first flip your Bouquet and Bouquet Bonus tokens to the Star side. Then, tally your score:

- Score points for the number on the Star side of your Bouquet and Bouquet Bonus tokens.
- Score 1/2/3/5 points for each Red/Blue/Purple/Gold Flower Up in your Flower Up Zone that is still flower side up.

Strategy Tips

Here are some tips to get you started on strategy in Flower Up!

- Remember that you can play on top of previously played cards! This keeps you from getting dice stranded in the middle of your play area.
- It is possible that two or more adjacent Planted Seeds help meet each other’s Growing Conditions. It is key to pick multiple flowers in a single action! Otherwise, one of those dice will be removed before the other flower can be picked.
- Use your Purple and Gold Flower Ups sparingly. When you use them, try to use them to set up a large bouquet.
- Crowding got you down? Use a Purple Flower Up to free up some of those crowded spaces.

How did you do?

If you win, see where you fall in the following scoring categories!

<25	<i>Sprout</i>
25-29	<i>Seedling</i>
30-34	<i>Budding</i>
35-39	<i>Flowering</i>
40+	<i>Bouquet</i>

Additional Rule: Once you've played a few games of Flower Up, add the following rule:

Crowding: When playing a Plot card, it may not be placed in a space that is orthogonally adjacent to three or more Planted Seeds.

This rule limits your ability to use the same set of dice to repeatedly place and sprout Plot cards.

Example of Growing Conditions and Picking Flowers

Let's check the Growing Conditions for these Plots.

- Plot card (1) has a 3 Planted Seed above it and a 5 Planted Seed to the right, so this plot is **flowering**.
- Plot card (2) has a 5 Planted Seed on that card. The Planted Seeds to the left and right are both one less, and the planted seed above it is one more. Therefore, this plot is **flowering**.
- Plot card (3) has a 4 Planted Seed on that card. It has an equal Planted Seed above it, and the Planted Seed to the left is one more. Therefore, this plot is **flowering**.
- Plot card (4) only has two criteria met (the adjacent 6 and 4). This Plot card requires three criteria to be met, so it is **not flowering**.
- The dice adjacent to Plot card (5) total to 15. This is too high! So, this plot is **not flowering**.

Let's Pick Flowers in plots (1), (2), and (3). As long as we've already flipped our Flower Track card, we'd be able to take a 3 Bouquet token at the end of this turn!
(continued on next page)

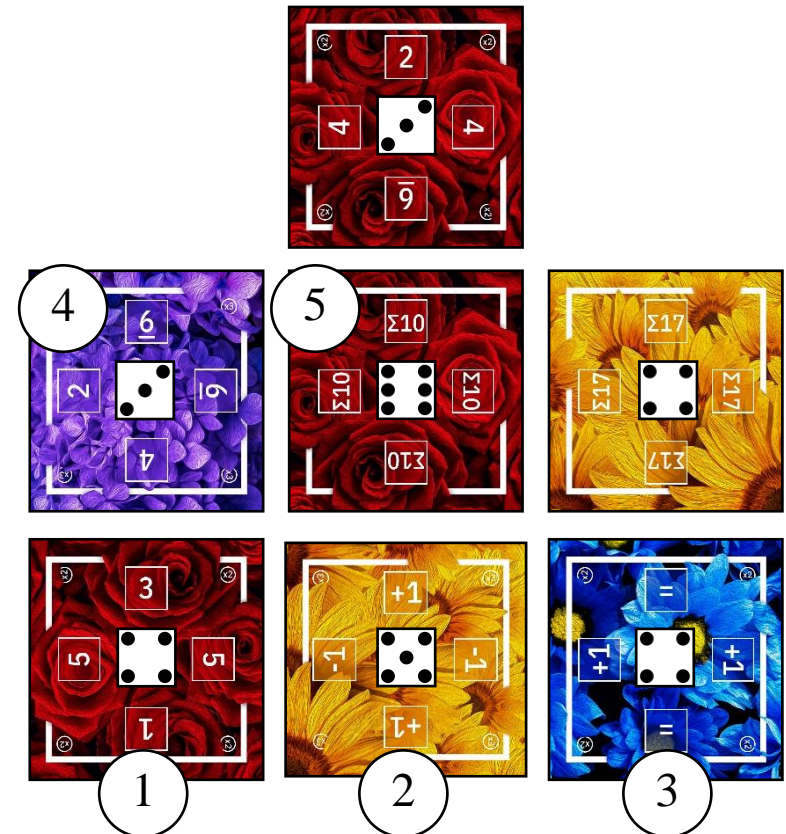


Figure 1: Plot cards and Planted Seed Dice from example before sprouting Plots 1-3

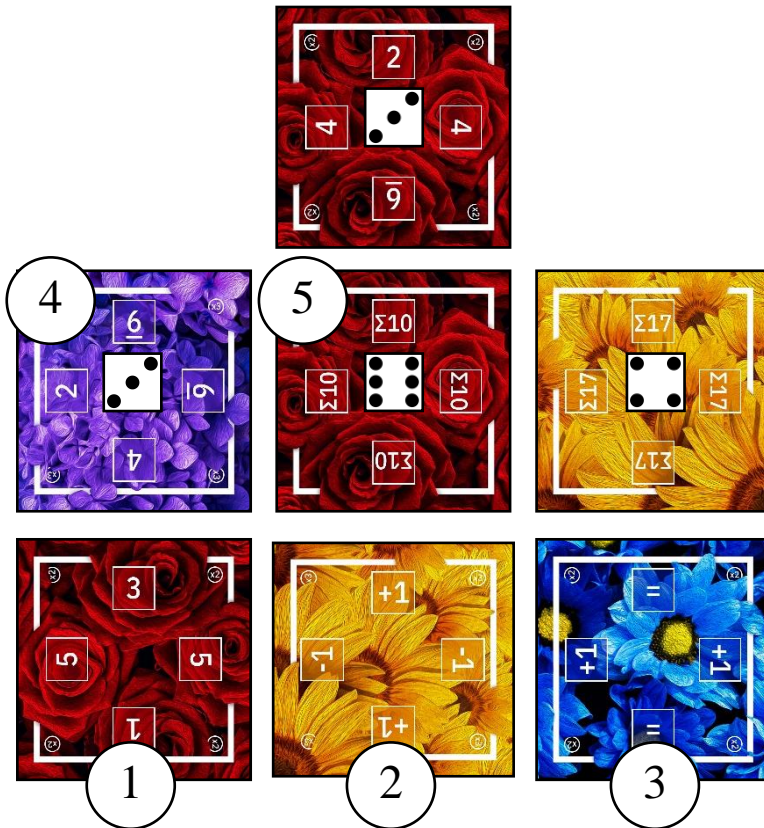


Figure 2: Plot cards and Planted Seed Dice from example after sprouting Plots 1-3

We remove the dice from plots (1), (2), and (3); roll these dice; and place them in our Available Seed Dice. We also gain a Red, a Blue, and a Gold Flower Up from the supply. We then remove any Ready tokens from those cards.

But hold on! Now the dice surrounding Plot (5) total to 10. We could take another Pick Flowers action immediately to gain another Red Flower Up. This would also allow us to take a 4 Bouquet token instead at the end of turn! However, that 6 is currently helping all three surrounding Plots quite a bit. Plus, if you're using Crowding, you wouldn't be able to place a plot card back in that space. Is it worth it to sprout Plot (5) now, or should we wait until later?

Difficulty Settings:

There are three difficulty settings for Flower Up:

Beginner: Follow the set-up as written. Do not use the **Crowding** rule.

Normal: Start with 2 Red, 2 Blue, and 1 Purple Flower Up in your Flower Up Zone. Place all other Flower Up tokens in the supply. Use the **Crowding** rule.

Hard: Start with 1 Red and 1 Blue Flower Up in your Flower Up Zone. Place all other Flower Up tokens in the supply. Use the **Crowding** Rule.