



Traveling with Flowers

In a bustling city, a young florist named Alex had a passion for bringing nature to the concrete jungle. Their mission was to bring happiness and joy to people through the power of flowers. Alex had a mobile flower shop, which was a renovated van equipped with everything they needed to create stunning floral arrangements on the go. They would drive around the city to different locations, setting up shop in parks, markets, and other public spaces.

This game can be played with or without a GM

Pick a hairstyle:

- ☐ Long and wavy
- ☐ Short and clean
- ☐ Tied up in a bun
- ☐ Long and smooth
- ☐ Short and curly

Pick a personality:

- ☐ Flirtatious
- ☐ Romantic
- ☐ Warm and kind
- ☐ Funny
- ☐ Sympathetic

Pick an appearance:

- ☐ Simple and clean
- ☐ Loosely dressed
- ☐ Summer vibe
- ☐ Casual elegant
- ☐ Fashionable

Roll a 1d6 die x3 to decide which flowers you will sell:

- | | | |
|--------------|--------------|----------|
| 1. Amaryllis | 3. Tulip | 5. Lily |
| 2. Rose | 4. Sunflower | 6. Peony |

You start the game with 5 hearts (five red hearts at the top of the document), each time you successfully sell a flower bouquet to a customer, you gain one heart. Each time you fail to sell a flower bouquet, you lose one heart. To sell a flower, you have to roll 1d6 die to decide your customer, then roll another 1d10 die to decide whether you sold the flower to the customer or not. If the overall result is greater than 7, you successfully sold your flower. To win the game, you have to reach 10 hearts. If you lose all your hearts, you lose the game.

Roll a 1d6 die to decide your customer:

1. Romantics: These customers buy flowers to express love and affection to their significant others.
 - a. (+2 to roll if you sell rose, +1 if you are romantic, +1 if your hair is long and wavy)
2. Event planners: These customers buy flowers for weddings, corporate events, and other large gatherings.
 - a. (+2 if you sell Tulip, +1 if you dress casual elegant, +1 if your hair is short and clean)
3. Gift givers: These customers buy flowers as gifts for birthdays, anniversaries, and other special occasions.
 - a. (+2 if you sell Peony, +1 if you are funny, +1 if you dress fashionable)
4. Sympathy seekers: These customers buy flowers to express sympathy and offer condolences to those who are grieving.
 - a. (+2 if you sell Lily, +1 if you are sympathetic, +1 if you tie your hair into a bun)
5. Interior decorators: These customers buy flowers to decorate their homes or offices.
 - a. (+2 if you sell Amaryllis, +1 if you dress simple and clean, +1 if your hair is long and smooth)
6. Nature lovers: These customers buy flowers simply because they love nature and the beauty that flowers can bring to a space.
 - a. (+2 if you sell Sunflower, +1 if you dress summer vibe, +1 if you are warm and kind)

You may choose to end your day if you try to sell flowers to 3 or more customers, roll a 1d3 die to decide how you end your day:

1. go home and sleep (+1 heart)
2. Go to a bar and have a drink (+1 heart if you are flirtatious, +1 heart if you dress loosely)
3. Negotiate with another florist (+1 flower that they have that you don't have if you have more hearts)

End game:

- ❖ If you win the game, please describe a successful life for your florist (open multiple flower shop)
- ❖ If you lose the game, please describe a "failed" life for your florist (quit selling flower)



A second page in your turn should include a discussion and diagram of the role playing system you have built. This should communicate the relationships between human players in play, between players and game materials (narrative prompts, tokens, tables). Include a claim about your intended experience and any changes to that experience or design you made after playtesting.

The player operates as a narrative vehicle that pushes the story prompt forward. The hearts at the top of the page are used to keep track of the player's progress but also depict the mental state of the character. The dice is used to determine the chances and uncertainty of the florist's life. The only multiplayer interaction is at the end of the "day" when they can negotiate with others for different kinds of flowers. Making the game experience more reliant on self than cooperative. The human player has some control over its day to day life, but not much control over the course of their character's life.

The intended experience is to depict the life of a salesman. The success condition to sell a flower is intended to be difficult because it is not easy to convince customers to buy things in person. The prevalence of chance makes the player feel in less control over what their character could do, because the florists do not choose their customers. However, I also gave the player control over how they display themselves, which reflects how in society, people still have control over what impression they give to others.

The game is intended to be short, about 5 to 10 minutes of play. My first playtest with my friend Alex (yes same name as the main character but not intentional) made me realize the 1d6 mechanic made the game too easy to win because of the go home mechanic, so I increased the dice number and increased the number needed to successfully sell the flower. I also realized this game is more mechanical and less role play/imaginative, which is the type of game I like but might not be fun to certain players.