Flower Shop

Designed by **Mike Zapawa**

2 players / 30 minutes / 8 years and older

Flower Shop is a game in which players grow plants with flowers of their own colors as much as possible. On your turn, you place flower pieces of your color or neutral stem pieces, but plants cannot be adjacent to each other. Take advantage of the placement restrictions to secure space for your flowers to grow!

COMPONENTS

・Hexagonal board with triangular grid (front: 6 intersections per side, back: 7 intersections per side)

・60 "Flower" pieces in red and yellow (30 each)

・40 green "Stem" pieces

SETUP

Decide on the size of the board (front or back). Assign each player with a color, red or yellow, and take all of the pieces of your color. Place the green pieces in a position where they are easy for both players to reach.

DEFINITION

In this game, each player uses **flower** pieces (yellow and red) that they own and shared **stem** pieces (green). A group of pieces adjacent to each other on the board is called a "**plant**". Each plant is owned by the player whose color it contains.

GAMEPLAY

The yellow player moves first, then turns alternate. Only on the first turn, the yellow player places one piece of their color on the board.

From the next red player's turn, the turn player places up to two pieces on empty intersections according to the placement rules described below. You can place either your own flower pieces or stem pieces in any order or combination you like (flower and flower, flower and stem, stem and stem, etc.). Passing is not allowed.

PLACEMENT RULES

・Flower pieces cannot be adjacent to other flower pieces, regardless of color.

・Flower pieces cannot be adjacent to more than one stem piece.

・A single plant cannot contain flowers of two different colors.
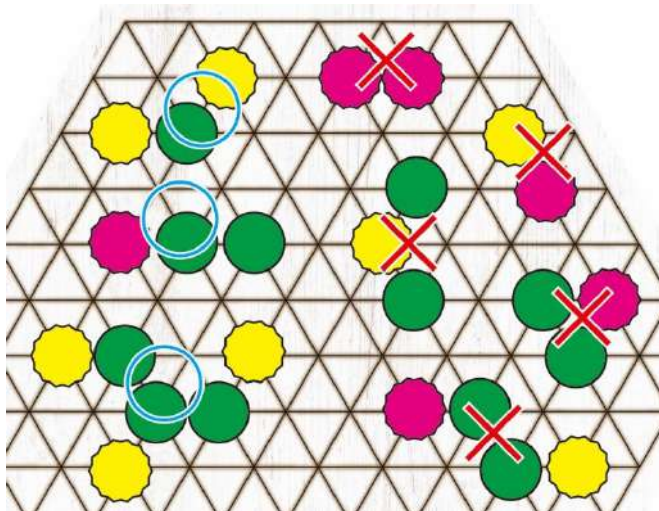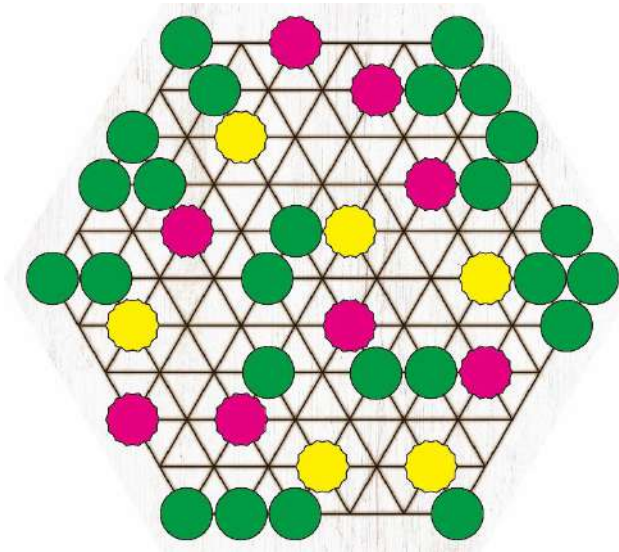

(Fig.1) Examples of legal and illegal placements.

GAME END

When there is no more space to place pieces, the game ends and the scores are calculated.

The score for each plant is:
"the number of flowers it contains × the number of stems it contains" (isolated flowers do not score points).

The player with the highest total score wins. If the scores are tied, the game ends in a draw.

(Fig.2) Example at the end of the game.

Yellow 14 points: $(1\times1)+(1\times2)+(1\times2)+(1\times2)+(1\times3)+(1\times4)$

Red 18 points: $(1\times1)+(1\times3)+(2\times2)+(2\times5)$ Red wins.

⊘Kanare_Abstract