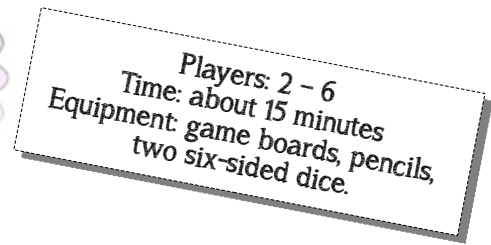# Flourishable

How to Play

The GOAL of FLOURISHABLE:
Be the first player to raise a row of three flowers.

PREPARATION:
*Print one game board for each player.
*Get pencils or other writing utensils.
*Get two six-sided dice.

GAME PLAY:
The game board has a grid of lightly drawn flowers that represent the flowers you can grow. When the game begins your garden is empty. So until you have colored in a flower's seed, the flower counts as an **empty space**.

When it is your turn, roll two dice. The combined number on the dice represents 7 different actions. After you see what your roll is you have a choice:

1. You can plant a seed. To do so, you need to have a seed in your seed pack. If you have one, cross it out and then color in any unused seed in your garden. A planted seed can be watered and grown into a seedling. Each player starts with three seeds.

2. You can take the action for the number on the dice. The actions are listed below.

PLAYER ACTIONS:

2 / 7 / 12 = SEED: You need to plant seeds to grow flowers. If you roll a SEED, add it to your seed pack. Color in one of your seed pack seeds.

6 / 8 = WATERING CAN: A watering can lets you grow a seed into a seedling or a seedling into a flower. To grow a seedling you need to have a seed already planted. Color in the two leaves above the seed to grow it into a seedling. To grow a flower you need to already have a seedling. Color in the center of the flower above the seedling to grow it into a flower.

You can also use the watering can to make weeds spread in an opponent's garden. See below.

3 = RAIN: Rain lets you grow all of your planted seeds into seedlings and all of your seedlings into flowers in one go! If you roll RAIN, color in the center of flowers above any seedlings you have and then color in the two leaves above any planted seeds you have.

You can also use rain to make weeds spread in an opponent's garden. See below.

4 = SUN: The sun lets you kill a weed in your garden or a seedling or even a flower in an opponent's garden. To kill a weed in your garden just cross it out. To kill a seedling in your opponent's garden, point to the seedling and say, "The sun dried up your seedling." They must cross that seedling out. If you want to dry up an opponent's flower instead, roll again. If you roll another SUN, point at the flower and say, "The sun dried up your flower." They must cross that flower out. If you don't roll another SUN, your turn ends without your SUN taking effect.
NOTE: Any space that has a crossed-out seedling or a crossed-out flower cannot be used again.

9 = WEED: If you roll a WEED, you can make a weed grow in an opponent's garden. Point to the empty space where you want to grow the weed and say, "Your garden has a weed here." _Note that it must be an empty space with no seeds, seedlings or flowers._

When a weed grows in your garden, you can either draw a weed or write a big "W" across the space that your opponent points to.

You can only remove a weed by killing it using the sun. When you kill a weed, cross it out. Once the weed is dead, however, that space is now unusable. No flowers can be grown there.

As long as there is a weed in your garden, you are at risk of the weeds spreading. If you have two weeds in your garden, and there is only one empty space between the two weeds, your opponent can cause another weed to grow by watering your garden with the watering can or by making it rain in your garden.

To make weeds spread in your opponent's garden, if you roll a RAIN or a WATERING CAN, point to an empty space between weeds on your opponent's garden and say, "The weeds spread here."

10 = CAT: Cats protect your garden and seed pack from mice. If you roll a cat you can color in one of the cats around your garden or the one next to your seed pack. Each garden cat will protect the two closest rows or columns to it. So if you have a cat on the left and another on the right only the middle column remains vulnerable to mice. The seed pack cat protects all of the seeds in the seed pack.

Also, if your opponent rolls a MOUSE and tries to eat one of your unprotected seeds, roll the dice. If you roll a CAT, you chase the mouse away and protect your seeds. If the seed is in your seed pack, you get one chance to roll a CAT. If it is in your garden, then you get two chances.

11 = MOUSE: A mouse eats the other player's seeds. If you roll a MOUSE, you can choose to eat a seed from the player's seed pack or, if there is a seed in their garden that has not sprouted into a seedling yet, you can choose to eat that.

However, if your opponent rolls a CAT then your mouse is chased away and fails to eat their seed.

5 = EVENT: There are six different events. If you roll an EVENT and you decide to go with the event instead of planting a seed, immediately roll a single die to see which event it is.
Note that once you have rolled the event die, it is too late to change your mind and you must go with whatever event you roll.

   1 = sick day: You come down with a cold and your turn ends there.
   2 = work day: You work hard and are able to plant two seeds (if you have them in your seed pack).
   3 = shopping day: You go shopping for supplies and get two new seeds for your seed pack. Color in the seeds in your pack.
   4 = gift day: You need a gift for a loved one! Cut a flower if you have one growing to give it to them. Cross the flower out.
   5 = mouse day: A mouse eats a seed from your seed pack, unless you have a cat that is already guarding your seed pack. You do not get a chance to try to roll a cat on a mouse day.
   **6 = cat day:** A cat leaves a nice present in your garden. The fertilizer helps any one seed grow into a seedling or any one seedling grow into a flower. Color in the leaves of the seedling or the center of the flower.

WINNING the GAME:
The first player to get three flowers in a row (vertically, horizontally or diagonally) is the winner! If the players' game boards are all filled with no one having gotten three flowers in a row, then the player with the most flowers wins.

Flourishable

seed pack
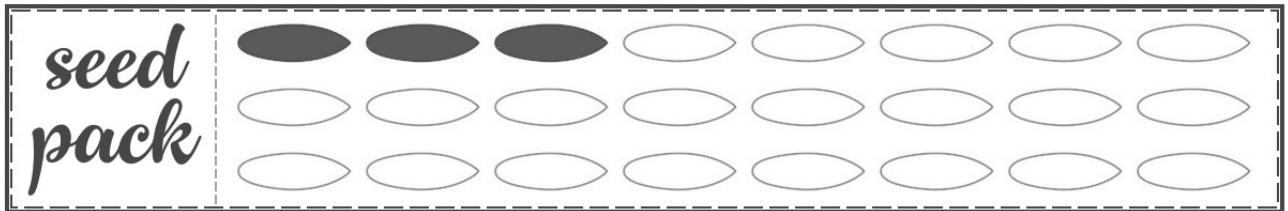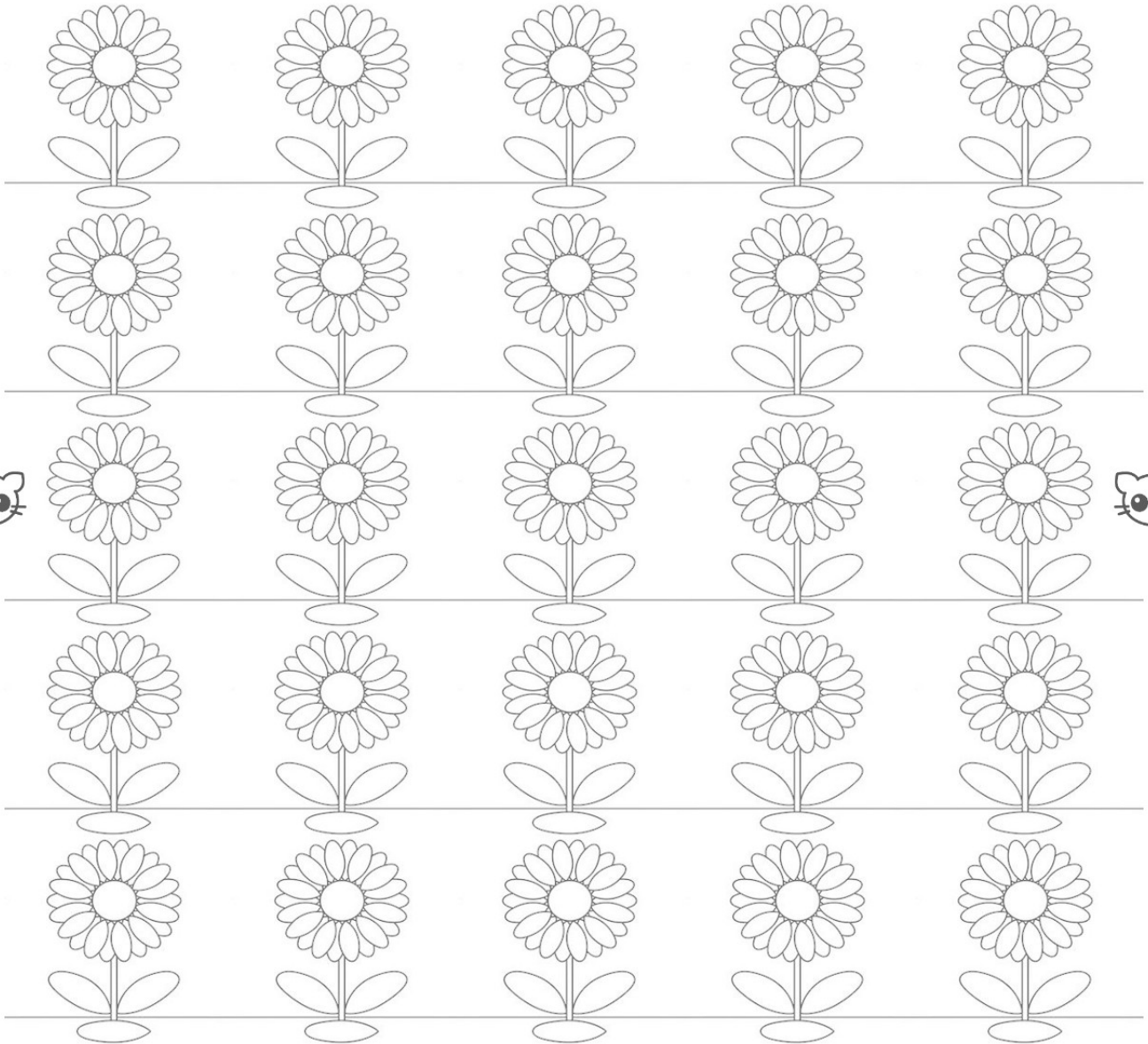
	player actions	2 / 7 / 12	6 / 8	3	4	9	10	11	5

~events~

1 = sick day	2 = work day	3 = shopping day	4 = gift day	5 = mouse day	6 = cat day

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