

The Little Flower Shop Steve Finn

Take time to smell the roses as you arrange beautiful flowers, vases and hanging baskets in the window of your little flower shop. With a stunning flower display, your shop can be the talk of the town.

Components

96 Shop Cards

39 Flower Cards



12 Basket Cards



21 Vase Cards



15 Salary Cards



9 Order Cards



Back of Shop Cards



16 Player Cards

12 Starting Vase Cards



3 in each player color

4 Register Cards



25 Money Cards



6x \$1, \$2 / 5x \$3
8x \$5

4 Shop Windows



1 in each player color

Multiplayer Rules

Setup

1. Each player chooses a color and takes the matching colored *shop window* and 3 *starting vase cards*.
2. Players place their *shop window* in front of themselves and their *starting vase cards* onto their *shop window*.
3. Players take a *register card* and put it next to their *shop window*.
4. Sort the *money cards* by denomination and place within reach in the "bank." **Note:** Be careful not confuse *money cards* with *salary cards*, which also depict money.
5. Shuffle the 96 *shop cards* and place the deck face-down within reach.



Shop Deck



Register Card



Starting Vase Cards

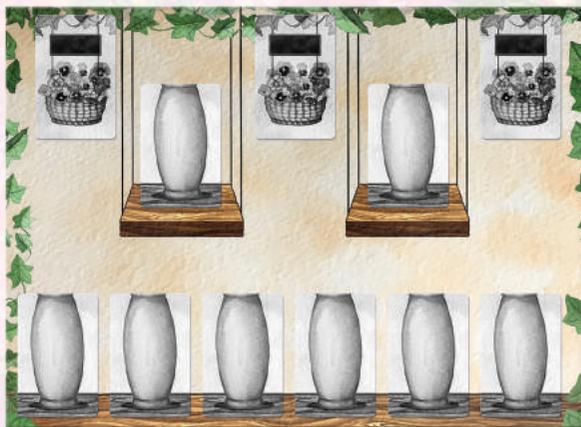


Money Cards

Overview of the Game and Components

SHOP WINDOW

Players try to score the most *Flower Power (FP)* by filling vases in their *shop windows* and by hanging *baskets*. The window holds up to 6 *vase cards* on the lower shelf and 1 *vase card* in each hanging shelf. The top of the window has 3 spaces for *baskets*.



VASE AND FLOWER CARDS

Each *vase card* holds exactly 1 *flower card* and only with the kind and number of flowers specified. There are four flower types: Rose (red), Tulip (pink), Sunflower (yellow), and Iris (purple). The black and white flower icon means “any flower”. The order of the flowers does not matter, just the flower type and number.



Baby's
Breath



Hypericum



Fern

AREAS

To the left of the window is a *storage area* that holds a maximum of 4 cards. Above the window are *pass areas* for cards being passed to the next player. To the right is a *trash area* for trashed cards. Below is a *keep area* to place the card you intend to keep during play.



FILLER (OPTIONAL RULE)

Each *flower card* also has 1 of 3 *fillers*: baby's breath, hypericum, or fern. These are not relevant, unless using *filler scoring* (see p. 6). We suggest that you ignore the *filler* during your first few games.



These vases score...



FLOWER POWER

Flower power is shown by the number of petals at the bottom of the *vase cards*. A vase is worth *flower power* only if it is filled. On *basket cards*, *flower power* is shown by number next to the petal icon.



This flower basket scores 4 FP

A perfectly designed *shop window* at game end will have 8 filled *vases*, 3 hung *baskets* and no cards in the *trash*.

Playing the Game

The game lasts 3 rounds. After the final round, scores are tallied. In each round, players choose 7 cards, one at a time, as described below.

Picking Cards

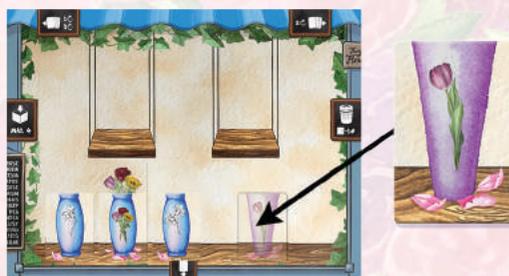
- Deal a hand of 7 *shop cards* to each player.
- Players simultaneously choose a card from their hand and place the chosen card face-down in their *keep area*.
- Players put the remaining cards face-down in their *pass area*. Use the left area for the first and third rounds. Use the right area for the second.
- When all players are ready, they simultaneously reveal the chosen card and use it (see “Using Cards” below).
- After using the card, players pass the card(s) in their *pass areas* to the player on the left (first/third round) or right (second round).
- As before, players choose a card from their new hand.
- Repeat the process of picking, using, and passing until no cards remain.
- **Special Seventh Card Rule:** After seeing the final card received in a round, you may spend \$2 (once per round) to discard it and draw a random card from the deck, which you keep and use accordingly.

Using Cards

After a chosen card is revealed, it is used. There is no turn order; players act simultaneously. Cards are used according to their type.

VASE CARDS

Place *vase cards* in 1 of the 8 vase spots on your window. If your window has 8 vases, excess *vase cards* must be put in *storage*.



FLOWER CARDS

Tuck *flower cards* under the topside of a matching *vase card* so the flower remains visible. If the *flower card* does not match an open *vase card*, the *flower card* must be put in *storage*. **Reminder:** Each vase may hold only 1 card.

SALARY CARDS

Tuck *salary cards* under your *register card* so the total amount remains visible. *Salary cards* in the register function as money.



BASKET CARDS

Place *baskets* in *storage*. Anytime during the game, you may spend money from your *register* (by putting the money in the bank) to “buy” the *basket* and hang it in 1 of the 3 spots at the top of your *shop window*. You may hang a maximum of 3 *baskets*. Excess *baskets* must be put in *storage*.

ORDER CARDS

Put *order cards* in *storage* until you use it to fulfill an order. Anytime during the game, you may pause play to fulfill an order according to the rules below.



Fulfilling an Order

- A player may fulfill an order (i.e., “sell flowers”) by discarding from the game *exactly 1 flower card* along with the *order card*. For this, a player collects money from the bank:
 - \$3 for a 1-flower card
 - \$4 for a 2-flower card
 - \$5 for a 3-flower card
- A player may sell a *vase card* by itself for \$2.
- A player may use a *vase card* and a *flower card* to fulfill the same order only if the flowers match the vase’s requirements.
- Sales do not happen in any turn order. Just announce and sell.
- *Money cards* are placed in one’s *register* and remain visible to all.
- A player may sell cards in *storage* or in the *shop window*, but not those in the *trash*.

Example: Red sells a bouquet of 3 flowers, which he removes from his shop window. Both cards are discarded and he earns \$5.



Reorganization Rule

Anytime during the game, a player may freely reorganize cards she possesses, whether in the *shop window* or in *storage*. Cards in the *trash*, however, cannot be reorganized. A player may trash any card possessed, whether in *storage* or in the *shop window*.

Storage Maximum of 4 Cards

A player's *storage* may hold up to 4 cards. Excess cards must be moved to the *trash*. Before resorting to trashing a card, a player may reorganize and/or use cards (to fulfill an order) in their *storage* and/or *shop window*. A player may trash a card in *storage* to make room for a card just taken. *Money* and *salary cards* are not in *storage*.

Game End and Scoring

After 3 rounds, do the following before scoring:

- Move empty *vase cards* from your *shop window* to your *trash*.
- Trash all cards in *storage*.
- Keep *money cards* and *salary cards* in one's *register*.

Calculate Flower Power (FP)

- Each petal at the bottom of a filled *vase card* is worth 1 FP.
- Score 2/3/4 FP for each hung *basket* (as shown on card).
- Score 1 FP for every \$5 in your *register*.
- Deduct 1 FP for every 2 cards in your *trash* (round down).

In case of ties, the player with the most *vases* in their *shop window* wins the tie. If still tied, the player with the most *money*, i.e., excluding *money* used to score FP, wins the tie. If still tied, the players remain tied.

See *scoring example* on the next page.

Filler Scoring

After playing a couple of games, try adding "filler scoring" to the game. Each player chooses 1 type of filler at the game's end to score for herself. For each card with that filler, the player scores 1 *Flower Power*, which is added to her final score.

Example: You have 5 flower cards with *baby's breath*, 2 with *hypericum*, and 1 with *fern*. You choose to score the *baby's breath* and earn an additional 5 *Flower Power*.

Move unused cards to trash.



1 FP for every \$5 in register.



-2 FP for 4 cards in trash.

One card was trashed during the game, plus 3 at game end.

Scoring Example: This player scores 17 FP for her filled vases, 3 FP for her basket, and 1 FP for \$5. She then loses 2 FP for having 4 cards in her trash. Her final score is 19 Flower Power. If using filler scoring, the player adds 3 FP for the 3 cards with baby's breath.

2-player Variant

Try this alternative for a 2-player game to make the game more challenging. The game remains the same, except for the manner in which players pick cards.

- Deal 7 cards to each player, as usual.
- Each player picks and then plays a card.
- Each player draws a card from the deck and adds it to the hand.
- Each player chooses a card from the hand to discard (*face-down*).
- Players then pass the hands to each other.

Repeat this process until you pass one card. Then, as normal, you can keep the final card or pay \$2 to discard it and draw a random one.

3-player Variant

Try this alternative for a 3-player game to reduce randomness of the *shop card* distribution. During setup, remove the following shop cards from the game: 5 *vase cards* with an iris, 12 *flower cards* with an iris, a *basket card* of each value (3 cards), a *salary card* of each value (3 cards) and an *order card*.

Solo Rules

Challenge yourself with this solo variant to see how high you can score. Follow the same rules as in the multiplayer game, with the changes below.

- Deal yourself 7 piles of *shop cards*, face-down, and place them under your shop window. The number of cards in each pile is determined as follows:
 - In the first pile, deal 7 cards.
 - For each subsequent pile, deal 1 card fewer. Exception: Put 2 cards in the final pile, rather than 1.
 - When complete, you'll have 7 piles, going from left to right, with 7 cards in the first pile and 2 cards in the final 2 piles.
- Starting with the pile on the left, flip 1 card at a time.
- After each card flip, decide whether to keep it or discard it.
 - If you discard the card, flip the next card in the same pile and decide again to keep or discard it.
 - If you keep a card, discard the remaining cards in the pile, and then use the kept card, according to the standard rules.
 - When discarding cards, you may look at them.
 - If you reach the final card in a pile, you must keep it or pay \$2 to draw a random card from the deck.
 - After keeping and using a card from 1 pile, move onto the next pile and follow the same process.
 - Continue the process until you've taken 1 card from each pile.

Game End and Scoring

After 3 rounds, calculate your score. If you have exactly 8 filled *vases* and 3 *baskets*, add a completion bonus of 5 FP, then determine your level.

Bouquet: 37+ Flower: 35-36 Bud: 32-34 Sprout: 30-31 Seed: 28-29 Soil: <28

If you use filler scoring, add 4 to the values above to determine your level.

Thanks

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Art Credits

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