

## **Roses are Red**

*Become aware of the process of cultivating plant life and gaining beautiful blooms - environmental awareness*

**Players:** 2-6

### **Objective:**

Gain flowers by building up resources and various other ways to grow your Flowerbed

### **Materials:**

6 Flowerbed boards

Seed Cards

Water Cards

Sunshine Cards

Weather (or weeds maybe) Cards

Flower Cards (like the end goal points)

### **Gameplay:**

Each player gets their own Flowerbed board.

The game consists of four seasons (rounds). At the beginning of each round, divide the cards by the number of players (4 players = 4 stacks of cards). Each round follows the drafting style:

- take one card from your hand and pass the remainder of the hand to the player next to you
- pick up the next hand, take a card, and continue these actions until no cards remain.

After each round the direction of passing reverses.

- Spring & Autumn → pass left
- Summer & Winter → pass right

Each player is trying to collect and maintain their resources to “grow” more flowers (gain Flower Points)

- Example Gameplay found BELOW

### **Card Types:**

Different cards let you get closer to obtaining Flowers Points

Resources: put at top of Flower Bed when collected

#### *Seed Cards*

- Required to grow flowers.
- Some flowers require multiple seeds.

#### *Water Cards*

- Used to “activate” seeds.
- Certain flowers require a set amount of water.

#### *Sunshine Cards*

- Required along with water to grow flowers.
- Some advanced flowers require extra sunlight.

Offensive:

#### *Weather Cards*

Only introduced in Season 2 - Summer

These cards rack up over the game and are used as essentially “battling” your team mates.

- They only affect the players next to you
- Place a weather card above your Flower Bed when selected from the hand.
- Whoever has more weather cards at the end of a season gets an extra token

Main points:

#### *Flower Cards (Points)*

- Gained when you meet the requirements.
- Some higher-value flowers require combinations (ex: 2 Seeds + 2 Water + 1 Sun).
- Put these cards at the bottom of your Flower Bed when collected

### **Seasons:**

The four Seasons of each type of cards get progressively more “difficult” to get i.e. requires more resources to acquire.

#### **ROUND 1 - SPRING: (Growth Begins)**

- Easier cards, low-cost flowers.
- Focus: building basic resources.
- Flower costs are minimal (ex: 1 Seed + 1 Water).

## **ROUND 2 – SUMMER (Rapid Growth)**

- More resource cards appear.
- Introduce moderate-cost flowers.
- First appearance of mild Weather/Weed cards.

## **ROUND 3 – AUTUMN (Harvest & Risk)**

- Stronger Flower Cards with higher point values.
- More disruptive Weather/Weed cards.
- Resource management becomes important.

## **ROUND 4 – WINTER (Survival)**

- Limited resources.
- Higher value Weather effects.
- Only high-value flowers or endgame bonuses are available.
- Players must rely on what they've built.

### **The end of the game/Adding up points:**

At the end of Winter:

- Add up all Flower Points from Flower Cards.
- Additional Points:
  - +2 points for most remaining resources
  - +1 point per token per player
  - +3 points for most flowers

### **Winning:**

The player with the most points at the end wins