



Rules for 2nd Edition

8+  
age

2-4  
players

15  
min

## Overview

Let the flowers bloom on the balconies as high as possible. The player who put three flowers on the balconies first or one on the roof wins.

## Contains



1 bottle



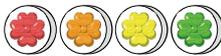
1 transparent  
flower



9 balcony  
cards



5 flowers  
each player



1 player color chip  
each player

## Preparation

Lay the balcony cards as shown. ① The cards on the ground floor and the roof are always used. The Other floors can be chosen freely. One extra card is a reserve.

Place the card with the girl on the balcony on the 6th floor.



② Flower stem

Next to the card on the first floor as shown above ②, place the flowers one by one in four colors. Each flower piece is called "flower stem". All remaining flower pieces are put in the bottle.

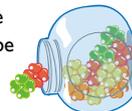
Player color chips are mixed upside down so that they don't know the color, each one receives one piece and places it in front of you, then checks the color secretly. Put the player color chips that were not used face down empty space of the table.

The player who has recently step out onto a balcony or the youngest player takes the first turn, and then turns clockwise until the end.

## How to Play

### Shaking out the flowers

Prepare a tray or shake out the flowers heading away, so that the flowers will not mix with the arranged flowers. The following rules must be observed when shaking out.



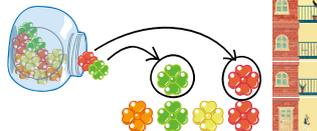
- You can tilt and shake the bottle as often as you like until one or more flowers out. However, do not cover the opening of the bottle with your hand or something else.

- Once the flower comes out of the bottle, don't shake it any more.

- Even if you don't intend to shake out, if some of flowers has came out of the bottle, it is considered to be out. You can not re-do.

### Growing stems

Add the flowers that you shake out to the top of the stem of the colored flower (one at each floor). This is called "Growing stems".



If there is only one flower you shake out, the player on the left chooses whether or not to grow the stem. If not, put it back in the bottle.

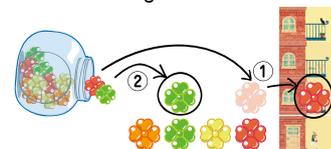
If there are 2 - 4 flowers you shake out, choose two of them, and pick one at a time in the order determined by the player in order to grow the stem. The rest is returned to the bottle.

If there are five or more flowers you shake out, the player on the left picks one of them and grow the stem, and the rest is returned to the bottle.

### Flower bloom

When growing the stem, if there is a flower that arrived on the new floor first, move it onto the balcony card. This is called "flower bloom". Even if it is a flower of another player's color, it does so. If there is another flower already on the balcony card, nothing happens.

Note: The top of the stem from which the flower has moved onto the card is to go back one floor.



The player places the red flower first and places it on an empty balcony (①). Then put the green (②).

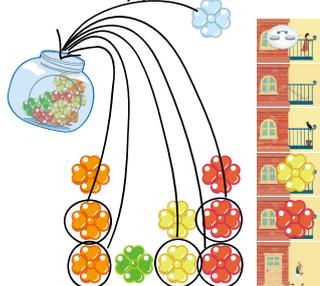
## Balcony with the girl

As a reward, the player who put a flower on this balcony (regardless of the color of the flower) may exchange their own or other's player color chip with other (or unused) chips in face down. Then the players check the color.



## Pruning

At the end of the turn, if the transparent flower has chosen, all the flowers except the head of the stems are returned to the bottle from the stems (do not return the flower on the balcony cards). The transparent flower is also returned to the bottle together. This is called "pruning". If only one transparent flower is shake out, it is unconditionally performed.

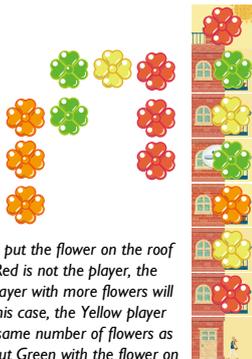


All the flowers except the head of the stems are returned to the bottle.

## End of the game

When any color flowers are placed on three balconies or one on the roof, the color wins and the game ends immediately (if the game ends at the girl's balcony, the effect applies before the game ends.). Face up all the player color chips and see who won.

If a non-player colored flower win, the player who puts most flowers of his/her color on the balconies among the players wins. In the case of tie, the player placed on the higher floor wins.



Red who put the flower on the roof wins. If Red is not the player, the Green player with more flowers will win. In this case, the Yellow player has the same number of flowers as Green, but Green with the flower on the higher floor wins.

## Variants

### Rules for young children

When playing with young children, you put the flower even if you shake out only one flower from the bottle (if you apply this rule, you can not put it back in the bottle). When playing with who is not good at hiding his / her color, play with all the player color chips facing up.

### Rules for impatient persons

If you feel that the turn player is taking too much time (about 10 to 20 seconds by feeling), you count out aloud for another 10 seconds, and in the meantime, the active player will try hard out.

If the turn player can not shake out after 10 seconds, the player on the left side may pick one flower he/her likes from the bottle and perform "Growing stem" or "Pruning".

## Notes

If you shake out 5 or more flowers and there is a transparent flower in those, the player on the left can choose the transparent flower. Pruning is performed when a transparent flower is chosen, and it is not performed when it is not chosen.

When you shake out 1 or 5 or more flower(s), there may be a case that the player on the left put a flower on the "balcony with the girl". In this case, the player who may exchange chips will be the turn player not the player who put the flower.

## Acknowledgement

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