

TREVOR BENJAMIN & BRETT J. GILBERT

# FLOWERS

A tactical card game for 2-4 players ages 10 and up.  
Playing time: 30 minutes

*The Mandala: the symbol of an ancient and sacred ritual. Colored sand is laid to create a symbolic map of the world, before the pattern is ceremonially destroyed and then rebuilt.*

## Object of the Game

Take turns playing cards that represent the colored sand. You form mandalas around the three lotus blossoms, competing for the flower tiles in their center. Once all six colors are present in a Mandala, the players with the most and second-most cards in the Mandala win the flower tiles. Every flower tile is worth points; matching flower tiles even more. At the end of the game, the player with the most points wins.

## Components



3 two-part claim markers  
(must be assembled before play)

1 playmat



90 cards  
(15 each of six different colors)



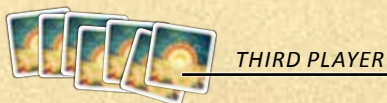
36 flower tiles  
(6 sets of "2", "3", "4", "5", "7", and "x3")



Half of the tiles have a **light flower** on the back and the other half a **dark flower**.

# Setup

1. Place the **playmat** in the center of the play area.
2. Shuffle the **cards** thoroughly and place them face down on the playmat as the **draw deck**. Next to it will be the face-up **discard pile**.
3. Turn the **flower tiles** to the flower side (*face down*); shuffle the dark and light flower tiles separately and place them in two stacks on the playmat.
4. **For each Mandala:** draw a **dark** and a **light** flower tile from the respective stacks, turn them to the scoring side, showing the colors and the points (*face up*), and place them together in the center of that Mandala.
5. Put a **claim marker** onto each pair of flower tiles.
6. Determine a **start player**, who draws 5 hand cards from the draw deck. In clockwise order, the remaining players draw 6, 7, and 8 cards, respectively.



# Course of Play

Beginning with the start player, you take turns in clockwise order until the end of the game is triggered. On your turn, carry out the following four steps in this order:

1. **PLAY** cards from hand
2. **DRAW** cards from deck
3. **CHECK** claim
4. **COMPLETE** a Mandala

## 1. PLAYING CARDS FROM HAND

Choose **any number** of cards of the **same color** from your hand and play them into a **single** Mandala. Spread them out on your side of the Mandala so that the total number of cards played is visible.

Check if this color is **new** to this Mandala: compare it to the flower tiles **and** any face-up cards already played here by any player, including you.

- If the color is **new**, spread your cards **face up**. Make sure that the color of these cards is clearly visible to all players.
- If the color is **already present**, show your cards to the other players, then spread them **face down**.

***Example:** It is Cyril's turn, who wants to add 3 green cards to this Mandala. Because green is already present, Cyril adds his cards face down.*




## 2. DRAWING CARDS FROM DECK

Skip this step if, after completing step 1, you have 8 or more cards left in hand.

If you played **exactly 1 card** (*face up or face down*), draw up to **4 new cards** from the deck and add them to your hand, up to a maximum of 8 cards in hand. If the draw deck runs out, thoroughly shuffle the discard pile to form a new draw deck.

**Example:** You have 6 cards in hand after playing 1 card. Consequently, you draw 2 new cards.

If you played **2 or more cards** (*face up or face down*), you **do not** draw any new cards this turn.

 **Important!** You may not end step 2 of your turn with no cards in hand. You must always have at least 1 card for your next turn. This means that you cannot play 2 or more matching cards during step 1 if doing so would empty your hand.

## 3. CHECKING CLAIM

Skip this step if all your cards in this Mandala are face down.

If you now have **more cards** in this Mandala (*face up and face down*) than any other individual player who has also played at least 1 face-up card, take the claim marker and place it on your cards. If you only tie for the most cards, do **not** take the claim marker from the player who already has it.

Alice



Cyril

**Example #1:** On a previous turn, Cyril has played 3 face-down cards into this Mandala, so the claim marker stayed in the center. Now Alice plays the first face-up card into this Mandala, so she moves the claim marker onto her card.

Alice



Betty

Cyril

**Example #2:** On her turn, Betty played two face-up cards and took the marker from Alice. Now, on his turn, Cyril adds a face-up card to his side. He can now count all of his cards, and has **more** cards than any other player with at least 1 face-up card, so he moves the marker onto his cards.

## 4. COMPLETING A MANDALA

If the Mandala now contains **all 6 colors**, considering cards **and** flower tiles, it is **complete** and will be **destroyed**.


### DESTROYING A MANDALA

- **Claiming Flower tiles**

The player with the claim marker chooses and takes one of the flower tiles in the Mandala. The player who played the second-highest number of cards, including at least 1 face-up card, takes the other flower tile. Place your flower tiles **face up** in front of you, with the scoring side visible.

In case of a tie for second-highest number of cards, the tied player who played **more face-up cards** into the Mandala breaks the tie. If still tied, or if there is no other player with face-up cards in the Mandala, the player with the claim marker takes **both flower tiles**.


In a **2-player game**, you only get a flower tile if you have at least **half as many cards** (*including at least 1 face-up card*) in the Mandala as the player with the claim marker. Otherwise, that player takes both flower tiles.

 **Important!** You may not refuse to take a flower tile.

- **Creating Flowers**

When you have **two flower tiles** of the **same color** in front of you, you must **immediately** place the two flower tiles **together** and turn them **face down**, to create a **Flower**.




 **Important!** You may not refuse to create a Flower, and you may not split the flower tiles in a Flower later in the game.

- **Discarding or reclaiming cards**

If you just took a flower tile, turn all your cards in the Mandala face up and place them in the discard pile.

Otherwise, return **all** the cards you played in the Mandala **to your hand**.

 **Important!** In this way, you may have more than 8 cards in hand.

- **Beginning a new Mandala**

Finally, draw a dark and a light flower tile to begin a new Mandala and place them together face up in the center of the Mandala that was just destroyed.

# End of the Game

The game ends at the end of the turn in which at least one player creates their **third Flower**. The game also ends in the rare case that there are no flower tiles left when trying to begin a new Mandala.

Before scoring, destroy the other two Mandalas, one at a time and in a random order, according to the normal rules (see page 5). Then proceed with scoring.

## Scoring

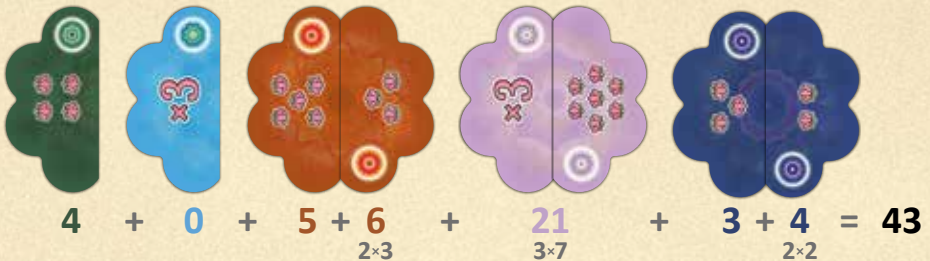
First, score your single flower tiles that are not part of a Flower:

- A single flower tile is worth its face value.
- A single “x3” flower tile is worth nothing.

Then turn your Flowers face up and score them one by one:

- If one of the flower tiles shows “x3”, you score **triple** the value of the other flower tile.
- Otherwise, you score **double** the lower value and add it to the higher one.

### Example:



**The player with the most points wins.** In case of a tie, the tied player with the most hand cards remaining breaks the tie. If still tied, enjoy your shared victory!

## Credits

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