

FLORALIA



Jeu de mémoire
Memory game
Gedächtnisspiel
Juego de memoria



FLORALIA

Contenu • Contents • Inhalt • Contenido • Contenuto
Inhoud • Innehåll • Indhold • Conteúdo • Игровой комплект



x3



x4



x1



x5

GB Game rules

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4 to 8 years



2 to 4 players



15 min

The weather is changing, but you need to stay sharp – the seeds are already planted and the race among the junior gardeners has begun.

Includes: 3 “weather” pyramids to assemble, 4 booklets, 1 die, 5 “bee” counters.

Concept: Each gardener will need a good memory, and a strategy for flipping the pyramids in the right direction to find weather that will help them grow their seed into a beautiful flower.

Aim of the game: To be the first to make your flower grow.

Getting the game ready:

Assemble the 3 “weather” pyramids and place them in the middle of the table. All players must be able to see the side showing the gardeners: this should be the side facing them. Players must not be able to see the back of the pyramids. Place the 5 “bee” counters alongside the pyramids. Each player chooses a booklet and opens it to the first page.



Playing the game: The game is played in a clockwise direction. The youngest player goes first. They throw the dice and carry out the action it shows:



- > The player chooses one of the 3 pyramids and flips it away from them, towards the bird.



- > The player chooses one of the 3 pyramids and flips it towards them, towards the snail.



- > The player chooses one of the 3 pyramids and flips it in the direction of their choice: away from them, or towards them.

After doing this:

- If flipping the pyramid reveals a side that matches the weather shown at the top of the open page in the player's booklet (sun, sun/cloud, cloud/rain, or gardeners), the player can make their flower grow by turning over a page. Then it's the next player's turn.

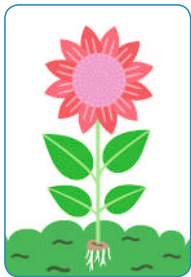
- If flipping the pyramid reveals a side that shows a different type of weather to the one in the booklet, the player cannot make their flower grow. They do not turn the page, and the game moves onto the next player.



> The player wins a “bee” counter. Once a player has won 2 “bee” counters, they can turn a page in their booklet. The 2 “bee” counters are then returned to the middle of the table. Then it is the next player’s turn to throw the die, and so on.

Note: Players cannot use the weather shown on a pyramid at the start of their turn to flip a page in their booklet: only weather revealed after a pyramid has been flipped can be used to make a flower grow.

End of the game: The first player to grow their flower by turning all the way to the last page in their booklet wins the game.



A game by Romaric Galonnier and Nicolas Walther.