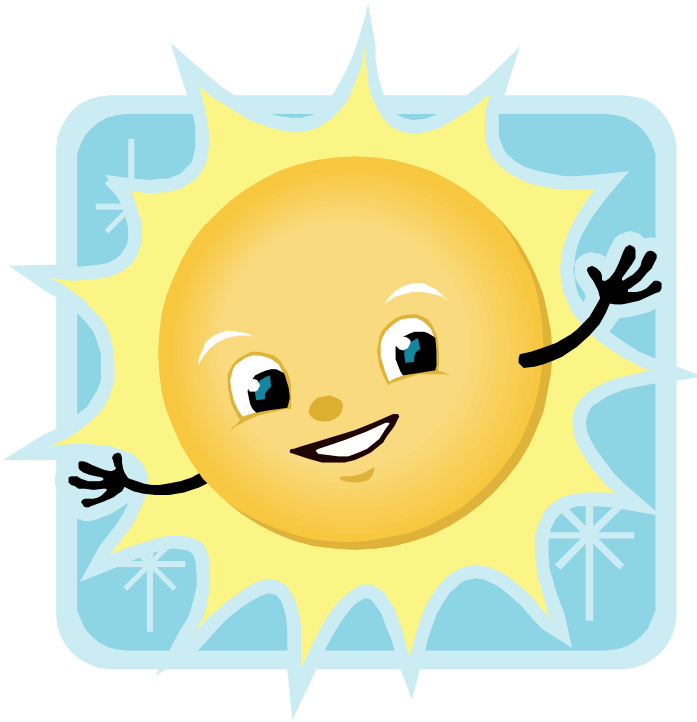


Floweroll

Rulebook



The most fun you can have with dice and
flowers without going outside.

How to Play

Each turn, the player rolls the three main game dice (the dice with the flower, pot, and stem).

If the player rolls a flower, a stem, and a pot, then the player gets **2** points.

Example of all three different images.



If the player rolls two of the same images, then the player gets **1** point.

Example of two the same.



If the player rolls three of the same images, then the player gets **0** points.

Example of all three the same.

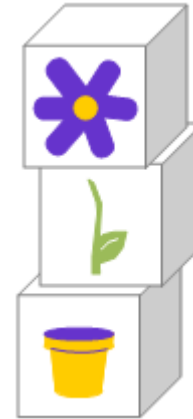


How to Play

If the player is up for a risk, the player may roll the bonus die, but rolling it is optional. (See next page.)

The player then adds the points to his or her score, and that is the end of that player's turn.

The winner of the game is the first player whose score gets to **20**, or whichever number depending on desired length of the game.



■■■ Score Sheet ■■■

[You can use this page to keep track of scores!]

A large grid of dashed lines for recording scores, consisting of 20 columns and 30 rows.

■■■ Score Sheet ■■■

[You can use this page to keep track of scores!]

A large grid of dashed lines for recording scores, consisting of 20 columns and 30 rows.