



A game for big people who dare to be little people and
for little people who dare to think big.

By Matthew Haines

For my daughter Poppy.

WELCOME

Flower is a role-playing game for two or more people. It tells the story of the Sprouts, the tiny guardians of the Garden. Every year they must send a pilgrimage to the Flower at the far end of the Garden Realm so that the bees will return and ensure the survival of the garden for another year. This journey is fraught with danger and abundant risks. One of you will play the Garden Monarch, your job is to create and moderate the story of Flower. You will need to know the rules of the game and the Garden Realm setting. Mostly, you will need to know how to listen so you can guide the story as told by yourself and the Sprouts. The remaining players play the role of the Sprouts, the tiny heroes who must journey to and protect the Flower. You will need to work as a team on your perilous journey and prepare to sacrifice all to gather the wisdom of the Flower.



GROWING A SPROUT

Your character is a Sprout, a tiny plant being smaller than a blade of grass. You and the other Sprouts live a life of fun in loose communities. Sprouts come and go from these communities and the communities themselves move with time. Sprouts have no need for food or shelter and are perfectly satisfied if they have sun, breeze, water and each other.

Choose a name from this list or make one up that suits your sprout.

Brittlebrier, Carrot-top, Clover, Fennelwort, Flax, Grapetail, Nettles, Huckleberry, Posy, Mulberry, Redroot, Rumcherry, Sugarplum, Sweetpea, Wildweed.

Choose or roll which Community you come from.

Roll 1d6	Community
1	Rosemary Verge
2	Herb Planter
3	Weedy Crack
4	Strawberry Planter
5	Woodpile
6	Lushlands

Your Sprout will also have a Bloom, a special Sprout ability, and a Talent, something that they are really good at.

Your Sprout has a **Bloom**, a special ability. Roll 1d6 on the chart below to decide your Bloom.

1d6	Bloom	Description
1	Anchor	You can grow your roots into the ground or any other object and cannot be budged until you choose to release.
2	Call	You can call an Insect to you. It will be willing to listen to you if you haven't been fighting with it or its allies.
3	Drift	You can drift on the breeze, as light as a dandelion seed.
4	Float	You can float on water and carry one other Sprout to the other side.
5	Grow	You can grow up (or down), creating a ladder that others can climb
6	Repel	You can repel an Insect or Swarm, making it scuttle or buzz away.

Your Bloom starts with a score of 6. Each time you use it your Bloom score will drop by 1. There are other ways to use Bloom; your GM will outline them when they become applicable.

You can regain 1 Bloom at night if you had access to Sun, Breeze and Water during the preceding day. If your Bloom score drops to 3 or lower, you can only recover to Bloom 3. If Bloom drops to zero, your Sprout has gone to seed and will take no more part in the story.



Your Sprout has a **Talent**. Roll 1d6 on the chart below to decide your Talent.

Roll 1d6 again for your starting Talent score.

If your Sprout is in a situation where you think their Talent will come in use, let the GM know. When your Bloom score drops to 3 you can choose an additional Talent for your Sprout.

1d6	Talent	Description
1	Craft	You can make useful things out of the materials at hand.
2	Fight	You are a warrior and the Insects should fear you.
3	Find	If it is lost or hidden, you will find it.
4	Guide	You can navigate by the Sun and the Breeze.
5	Move	You are quick and efficient.
6	Sneak	You can hide and move without being noticed.

PLAYING A SPROUT

Sprouts are fun loving and naive. They like the sun, breeze and rain. They love the Flower. They are cautious around insects. They spend most of their time competing in all kinds of games that they make up on the spur of the moment and then chatting about who won and how much fun it was. As long as they have sun, breeze and water they don't worry about a thing. Sprouts are active during the day. When the sun sets they settle their roots and go dormant, recovering from a busy day and awaiting the first touch of sunlight to move again.

Example Sprout

Rosehip sprouted in Rosemary Fields. Her Bloom is Call, starting with a score of 6. Her Talent is Move and she rolls a starting score of 6.

Challenges

You and your Sprout friends will encounter many challenges on your Journey to the Flower and many more when you get there. The key to resolving Challenges is the Flower Clock. You can see several on your Sprout sheet. You will see that it shows the numbers 1 to 6 on a circle so that progressing clockwise past 6 returns you to 1.

To resolve a challenge roll two differently colored d6's. One is the Challenge Die and the other is the Effort Die. For an Ideal result, they will roll a match. If not, the challenge result will be less favorable if the difference between the Effort and Challenge dice is greater. Count the shortest distance around the Flower Clock from the Effort result to the Challenge result and consult the Result Chart.

For Example Rosehip needs to climb a stalk to get a closer look at a glittering thing. She rolls Challenge 6 and Effect 1. Counting the shortest distance around the clock she gets a difference of 1. This is a Success. Rosehip scurries up the vine.

If a Sprout has a Talent they can use the current Talent score instead of the Effort roll. The Talent score then rotates 1 position clockwise around the Flower Clock.

For Example Rosehip has the Move Talent at Score 6. She can use this instead of the Effort Roll of 1. This means that her Effort and Challenge are both 6 with a difference of 0. This is a Triumph result. Rosehip scurries up the vine, securing a path for her fellow sprouts to follow. She then rotates her Move Talent from 6 to 1. If Rosehip's Move Talent score had been 3 she would have kept her Effort roll of 1 as it ensures a better result.

A Sprout can swap the Challenge result for their current Bloom score. This is usually done to Match Effort, Challenge and Bloom and will result in an Achievement, a truly spectacular result. Bloom is then reduced by 1.

Rosehip scrambles up the vine with Effort 6 (using her Move Talent) and Challenge 6. Her Bloom is also 6 and she chooses to expend a point. From the top of the vine she can see that it tethers a spider line stretching all the way across to the shovel in the distance, a way to bypass the ant highway! Her Bloom is now 5 and her Move Talent is now 1.

Result	Difference	Consequences
Achievement!	Effort, Challenge and Bloom match.	This endeavor went in your favor in ways that you could never have expected or dreamed of.
Triumph	0	You get exactly what you wanted in the best possible way.
Success	1	You get the job done.
Escalate	2	Maybe you succeeded, maybe not; the situation has just gotten a whole lot more complicated.
Fail	3	You didn't get what you wanted.

CONSEQUENCES

Some Challenges are risky. Fighting, falling and fire are just three ways that a Sprout can get hurt. A fail result will mean that a Sprout will lose 1 or even 2 Bloom.

NARRATING A CHALLENGE

Flower is a game of exploration and adventure so Challenges should be intense yet resolvable (or at least avoidable!) A Challenge roll defines the entirety of the Challenge; it is not played in rounds. This means that a failed Challenge often means a blocked path and the Sprouts will need to find another way to the Flower.

For Example, Rosehip fails her swim check across a puddle. A sudden burst of rain transforms the puddle into a stream and she is washed away. When she finally scrambles up on shore she is in unfamiliar territory.

An Escalate result won't usually harm a Sprout but will expand the Challenge to make it more complicated or risky.

For Example, Rosehip is fighting a swarm of Aphids. She scores an Escalate result. Just as she vanquishes the last one she hears the scuttle of a second swarm as it surrounds her...

USING BLOOM

Bloom is a resource and a special ability. Using it as a special ability will often resolve a challenge or stop a situation from becoming a Challenge. This will cost the Sprout a point of Bloom score so the GM will give the Player plenty of narrative leeway.

For example, Rosehip's Bloom ability is Call. She uses it to call over a pack of aphids. She chats with them while her companions sneak past. Rosehip has spent a point of Bloom so the other Sprouts don't need to pass a Sneak Challenge.

Bloom can also be used as described in the Challenge section to convert a Triumph result into an Achievement if the Effort, Challenge and Bloom score all match. This costs 1 Bloom.

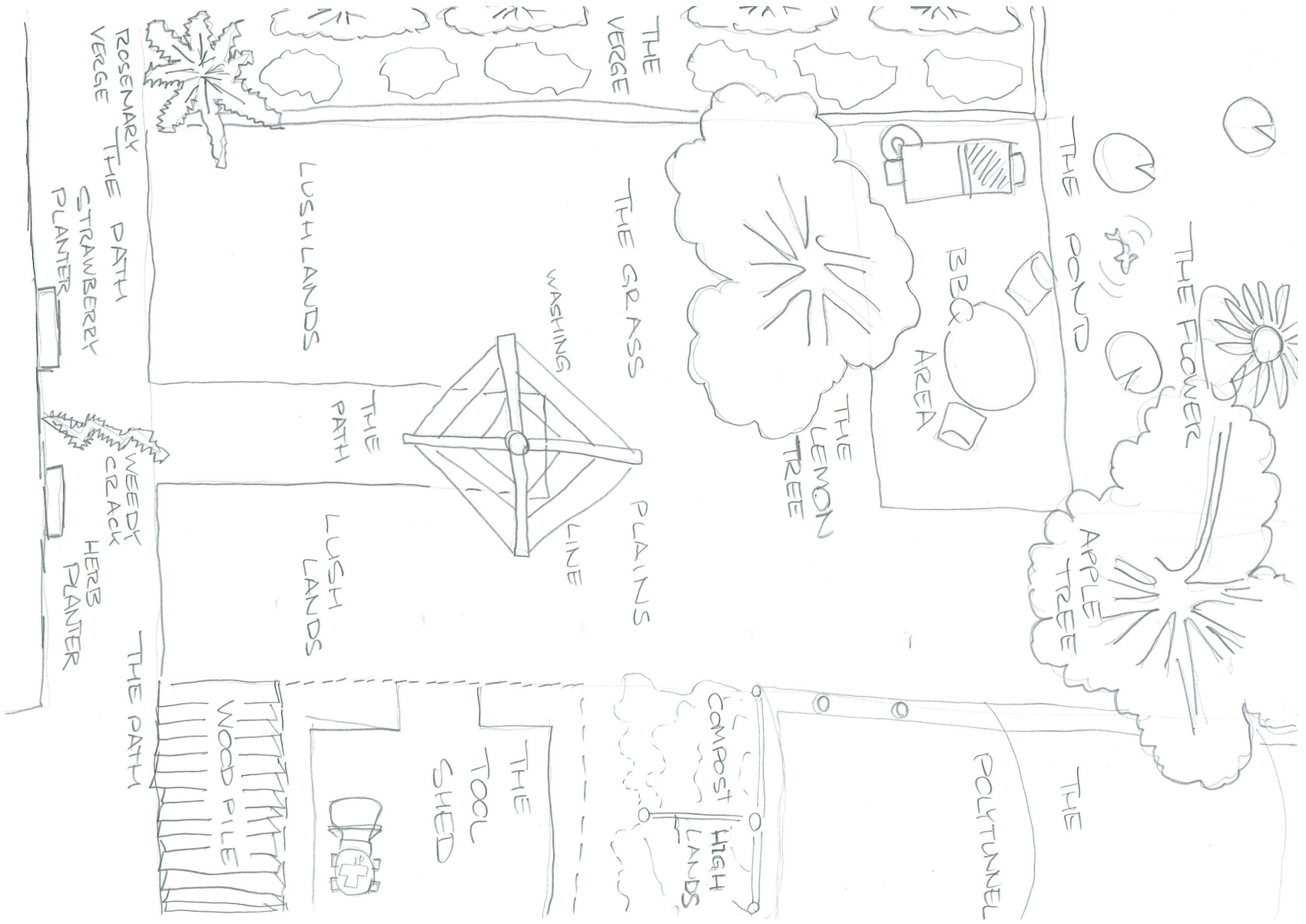
Bloom recovers 1 point overnight if the Sprout had access to sun, breeze and water during the day. If they didn't have all three, Bloom cannot recover.

The first time Bloom drops to 3 or less the Sprout can choose another skill from the remaining 5 available skills. Thereafter, Bloom cannot recover higher than 3.

If Bloom drops to 0, the Sprout has gone to seed. They have set their roots and will live as a regular plant from now onwards.

A Sprout can spend a point of Bloom to grow a seed on any day they have experienced sun, breeze and water. If they plant the seed that evening, there will be a new Sprout in the morning.

The Garden Realm



GUIDES

Four Guides are included for the GM. Firstly, a Guide to the Nearlands, the domain of the Sprouts. Next, a Guide to Random Events. Use dice and your judgment to add some spice to the journey. Then, the Guide to the Garden Realm will help you structure your story of the journey to the Flower. You will need to embellish this section to create a truly satisfying story but it is a good start. Use the random events guide and think about the kinds of creatures the Sprouts might encounter who can help, hinder or entertain their journey. Finally, a Guide to Opponents is an outline of the most populous threats likely to spook the Sprouts.

A GUIDE TO THE NEARLANDS

Rosemary Verge

Located at the southernmost tip of the Verge, Rosemary Verge is the most militaristic of the Sprout communities. Settled in the shade of a tremendous Rosemary bush, Rosemary Verge guards the Sprout communities from incursions from the Northern Verge. Sprouts native to this community play games like 'Flee the pack' and 'Mothdodge'.

Herb Planter

Set against the Back Wall, Herb Planter is a community nestled amongst sprigs of coriander and thyme. Great philosophers and rhetoricians thrive here in the safety provided by the wide path. They play games like 'Convince me...' and 'Why?'

Weedy Crack

Equidistant to Herb Planter and Strawberry Planter, Weedy Crack stretches North across the Path to the Lushlands. Nu-

merous weeds cling to this crack in the concrete despite the frequent Whipper Storms that grind away at them. The Sprouts here are a hardy bunch who has learned the value of resistance. They play games like 'Ant Race' and Whipper Slipper'.

Strawberry Planter

This second Planter community hosts a vivid community of crafters and makers. Almost all of the cleverest devices come from Strawberry Planter. Sprouts here play games like 'You think it I make it' and 'Leafigami'.

Lushlands

The Lushlands are the Grass Plains stretching North from the Path. They are divided into East and West Lushlands by the Path that leads North to the Clothes Line. The Sprout communities in the Lushlands value freedom above all else and move and live as they see fit. They have complicated and deeply felt beliefs about freedom and East and West Lushland communities occasionally clash over their differences although Sprouts from other communities cannot tell the difference between their creeds. Sprouts play games like 'Sproutball' and 'Hide and seek'.

Woodpile

The Sprout communities of the Woodpile like the darkness and quietness of their retreat. They still emerge for some sunlight occasionally but spend most of their time in the deep crevices and cracks between the titanic wooden blocks that make up their home. They claim to speak to the Earth down there and despite having no direct view of the Flower; the Woodpile sprouts are always the first to know when it will bloom. Native Sprouts play games like 'Fungi, fungyou' and 'Deeper,deeper, deepest'.

A Guide to Random Events

Location	1	2	3	4	5	6
Nearlands	A long line of Ants rush towards you.	A bird is watching you from the clothes line.	Suddenly a Leafhopper pounces!	A deadly Whipper Storm is coming around the edge of the Lushland towards you!	A cloud crosses the sun and raindrops start to fall. Will it flood?	A bunch of Sprouts want you to join in a game.
Grass Plains	The grass rustled nearby!	Are you still heading in the right direction?	Suddenly a Leafhopper pounces!	A worm pokes up his head to say hello. Maybe he knows something useful.	Wow it's windy out here in the Grass Plains! Better not blow away.	What is that deafening roar? Could it be the Mowpocalypse?
The Verge	An Aphid pack is stalking you.	Crunch crunch goes the caterpillar!	Something flickers against the sun. Moths!	You walk around the edge of a leaf to find a Snail bearing down on you!	A towering irrigation stalk has cracked turning the ground into a muddy bog.	A ladybug shouts out a 'heloooo' as she buzzes by.
Tool Shed	Giant drops of oil drip down from above. Will you risk crossing the spill?	Falling like a tower towards you, a shovel has slipped from its rack.	It is dark in here, are you lost?	A long limbed spider slides down a line to say hi and play a game of shadow puppets.	You hear booming footsteps and then the loudest roar in the word. Is it the Mowpocalypse?	You look up and see a picture of the Flower high on the wall. You feel heartened in this lonely place, regain a point of Bloom.

A Guide to Random Events

Location	1	2	3	4	5	6
Compost Highlands	Aaaaah, you are sinking.	A giant bird lands and starts throwing compost around looking for worms.	A worm sticks his head up and asks if you have seen any birds.	With a pop a stinking vapor surrounds you.	Beetles are throwing balls of compost at each other.	You can see a Leafhopper chasing Aphids in the distance.
Lemon Tree	A line of ants rush past shouting 'Clear the way!'	A Moth flutters nearby.	A pack of Aphids leap out and ambush you.	A caterpillar has a sore foot.	Ants and Aphids fight an epic battle nearby.	A blackbird asks if you know where her shiny thing is.
BBQ Area	A line of Ants rush past carrying strips of pork belly.	Ants are stuck in a blob of sweet chili sauce, can you help?	Oh no, it's raining. The bricks will flood!	With a whoosh the BBQ is lit. 1000 creepy crawlies come running out towards you.	Blobs of grease dot the landscape here. If you get it on you the ants might attack!	Whoa! A gust of wind is tumbling you!
Polytunnel	You see a line of dead Moths. What killed them?	Blue crystals have dissolved in water to make a cerulean slime and it is spreading towards you!	You look at the label on the planter you are walking through. What does Venus Flytrap mean?	Pressing your face to the plastic you can see the Flower in the distance! Regain 1 Bloom.	Suddenly the misters flick on and everything gets slick.	A bottle has drooled a line of thick black fluid across your path. Can you leap across?
Apple Tree	A bird asks you if you are a twig from its nest.	A caterpillar decides to snack on you.	A bunch of Aphids are running around with a dead Leafhopper doing an impromptu dragon dance.	A Moth is determined to knock you off this branch.	A gust of wind makes the Apple tree shake. Will you fall?	You look out from the branch and see a whole other garden over the fence!
Pond	A giant goldfish is circling. You're gonna need a bigger boat.	A bunch of Skippers are line dancing in the distance.	A leaf falls from the Apple tree. If only you could craft it into a boat!	A beetle falls from the Apple Tree. 'Help me, I can't swim!'	The pond pump starts up. You are being sucked towards a whirlpool!	You see the reflection of the Flower in the Pond. Regain 1 Bloom.

A GUIDE TO THE GARDEN REALM

The Garden Realm is a vast landscape extending out from the familiar Nearlands, hosting the Sprout communities. The Farlands begin as the Sprout communities peter out and it is generally agreed that one will rarely encounter a fellow Sprout beyond the Toolshed or clothesline, three days journey from Herb Planter. At this point the Wilds begin and an intrepid Sprout is only one third of the way to the Flower.

The central path through the Garden Realm cuts directly through the Grass Plains. These plains are the extension of the Lushlands but host deadly Leafhoppers and inexplicable Whipper Storms. The terrible Mowpocalypse occasionally descends to suck and chop everything into oblivion. Without visual cues it is easy to be lost in the Grassy Plains and the thick grass can conceal nearby threats. If a Sprout strays a bit to the East they will emerge from the Grasslands at the Apple Tree a week after departure. Otherwise they will encounter the Lemon Tree within five days.

The Lemon Tree looms into the heavens above the Grassy Plain. Ant Highways race up and down its trunk and branches. The Ants are locked in an endless war with the Aphid packs that infest the outer branch tips and blooms of the Lemon Tree. Moths also swoop and dive amongst the branches. Numerous Ant Highways lead to and from the Lemon Tree, linking it to the Verge and the BBQ Area.

The BBQ area is a hot barren of brick extending one day's journey to the North and two days travel from where it connects to the Verge to its Easternmost border. This area gets very hot during the day and has no Water. And Highways snake across it and the roar of an approaching line of traffic is quite frightening. An enormous structure at the Western end seems to exist solely for the purpose of burning gigantic chunks of dead animals. Various dollops and rivulets of grease and flung chunks of meat are the prize the Ants come here to retrieve. Numerous beetles and other vermin are attracted too and are hunted by the spiders that spin silken halls far above. The delicacies that the spiders crave are the Moths that are attracted to the night lights that shine out from the tall towers that fringe the BBQ Area. To the North is the Pond and to the North East is the Apple Tree.

If they take the Western route, a Sprout will follow the verge all the way to the Pond. This journey takes a week and is fraught with danger. Departing from Rosemary Verge, a Sprout will follow the raised bed of the Verge North. If they stray to the East they will find that the Verge is bordered by a brick wall, dropping three entire bricks down to the Grassy Plain. This wall is all that stops the majority of the predators that stalk the Verge from invading the Plains and streaming into the Lushlands. In the Verge a Sprout can expect to find good access to Sun, Breeze and Water and little to fear of the Whipper Storms that occasionally wash the edges of the Grass Plains. The Mowpocalypse is unknown here. Snails and slugs cleave paths of destruction and Aphid packs infest the upper storeys of flowering shrubs that hug the Fence line and flowering annuals that grow between the shrubs and the brick wall. Caterpillars chomp through the under storey and occasionally ascend to make fearsome war upon the Aphids.

The Brick Wall itself is hot during the day and has no water. It is a good place to retreat to during the day because it also hosts an Ant Highway speeding North/South. During the night it is a thoroughfare for Slugs and Snails.

The Eastern Route starts at Woodpile. After journeying for a day, assuming a Sprout doesn't swing West into the Lushlands, they will come to the Toolshed. This impossibly tall structure is easily infiltrated through cracks and fissures in the slatted wooden walls. Within this massive space slumber enormous machines of unknown design. Mad prophets have even claimed that the Mowpocalypse and Whipper Storms originate here. It will take two days to cross the floor of the Tool Shed during which there will be no access to Sun, Breeze or Water. It is a damned place. Passing through the Northern wall a sprout will find that they are facing a difficult day's journey upslope into the Compost Highlands. A Sprout who swings West before climbing the Compost Highlands will find themselves on the Eastern border of the Grass Plains. The Compost Highlands ascends to dizzying heights, a sticky, stinking morass of rotting vegetation. Beetles and Slugs are abundant here. Occasional packs of Aphids and confused Caterpillars are transported here on cuttings brought from the Verge. Sinkholes and mushy bugsucks threaten to devour an unlucky Sprout.

The reward for ascending the Compost Highlands is an unparalleled view of the Garden Realms and a glimpse of the Flower in the far distance! Hopefully a Sprout will not be disconcerted when they discover that they are only half way there. A secondary advantage is that there is access to the Polytunnel. The Polytunnel is a mystical edifice so massive it takes four days to walk the length of it. An arched frame supports a clear yet impervious skin that lets the sun in but keeps the breeze out. A sprout can climb in via a small tear in this material and can then traverse the rim of the Polytunnel along a wide ledge that extends Northwards along its Western side. Within the Polytunnel beautiful and strange Orchids recline in humid languor. Strange and colorful chemicals are stored in tubs. It is a sealed world full of exotic plants and deadly chemicals. The occasional Moth swoops here but the Polytunnel is otherwise barren of insect life. A Sprout who has survived this strange leg of their journey will exit via a branch of the Apple Tree that has speared through the transparent wall of the Apple Tree.

The Apple Tree casts a shadow two days travel across and soars far into the sky. Giant buds form on the branches and armies of Aphids and battalions of Caterpillars vie for the harvesting rights. Moths flutter high and low and beetles stomp about on mysterious missions. Leafhoppers pounce and snap up whatever morsel they desire. The Apple Tree is a dangerous domain but it provides an alternative route to the Flower because a long branch stretches out over the Pond. An intrepid company of Sprouts just needs to be able to descend safely from this dizzying tip to get there.

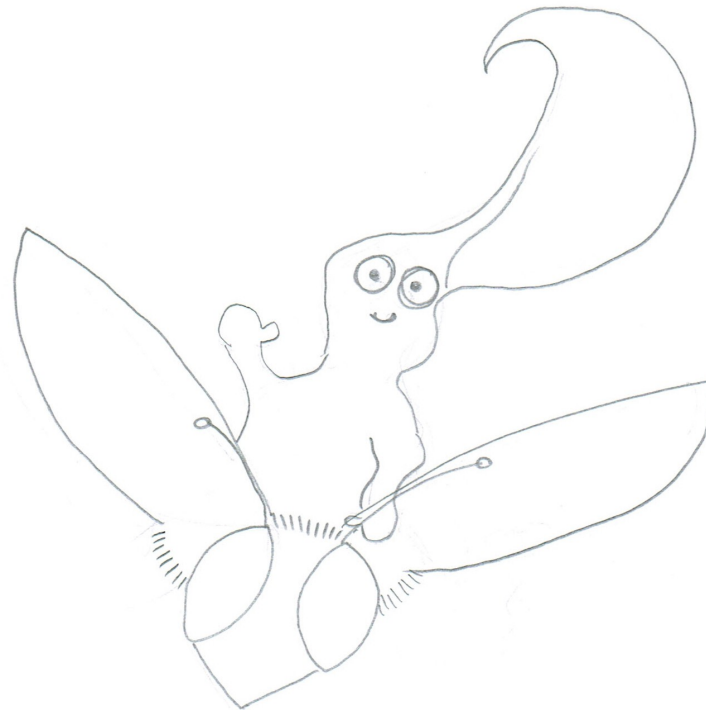
The Pond is two days journey across East/ West and one day from the Southern shore to the North. Skippers run along the surface of the water and consume everything they can catch. They are essentially the same as Leafhoppers except that they run on water. Colossal orange beasts lurk in the depths, ascending to pluck a struggling fly or mosquito to a horrid doom. These fish will easily mistake a Sprout for a meal and suck them down to a watery grave. Occasional lily pads provide relief from these threats but the open waters must be risked to get across the Pond. The Flower is at the Northern end of the Pond, occupying a sacred island.

The Flower stands tall, ready to bloom. It will take a day to climb and moths may harass the brave Sprouts. At the top, as the sun rises, the flower will open. Wisdom will flow into the Sprouts. The first bees of the Season will fly over the Fence and land on the Flower. They will laugh and buzz and offer to fly the Sprouts back home. The journey will take mere minutes and the Sprouts will see all the challenges and threats that they surpassed to get to the Flower. They will be welcomed back to the Nearland Sprout communities as Heroes and Gurus, spiritual warriors who will guide the Sprouts for the coming year.

WHAT HAPPENS NEXT?

The Bees may have returned, ensuring a bountiful season but that is not the end of the role of the Sprouts in the Garden Realm. This bounty could cause a great migration of Aphids South towards the Nearlands. Maybe the Ant Queen needs a favor and her workers have seen the Sprouts crossing the Ant Highways. What if there is a chemical leak from the Polytunnel threatening the Apple Tree? What if a terrible fire at the BBQ area ignited the Verge? Would the Sprouts respond if the Bees came to them and explained that there was a whole other Garden Realm on the other side of the fence and something horrifying had happened to the Sprouts there?

Use your imagination and think small to continue the story of the Sprouts in the Garden Realm.



OPPONENTS

Sprouts face all kinds of threats in the Garden Realms. Interestingly, they are rarely threatened by critters that sting or bite like wasps and spiders. These predators feed on insects and are generally beloved by the Sprouts. It is the plant eating insects and pests that threaten the Sprouts when they journey out into the wilds.

APHIDS:

Aphids run in packs, each about knee high to a Sprout. They shout and threaten like drunken hooligans. They seek to latch on and suck the sap out of any plant they find, especially flowering plants. When in direct conflict a pack of Aphids will do 2 Bloom damage on a fail. They will either do 1 Bloom damage on an Escalate result and be vanquished or another pack will arrive.

CATERPILLAR:

Caterpillars are like hungry freight trains to a Sprout. They range in color and diet. They are very mobile and will pursue with great tenacity but they are also stupid and have short attention spans. Caterpillars are often quite knowledgeable about the area because they are always on the move. Failing a conflict challenge with a caterpillar will cost 2 Bloom.

BEETLE

There are many varieties of beetle. Most are much larger than a Sprout. They are generally quite willing to have a chat because they are very inquisitive. They are mortally afraid of spiders and birds and will trade information for any tips from the Sprouts about them. Beetles will only attack if threatened or cornered.

LEAFHOPPER

Leafhoppers are about waist to shoulder high to a Sprout. They can leap great distances and will pounce from afar on a tasty Sprout if the opportunity arises. They speak in whispers and are creepy and unlikeable in every way.

MOTH

Moths of various types flutter and swoop, stripping leaves down to skeletal frames. A Moth will grind up a Sprout in a moment and flitter away before anyone can react. A perched moth stands about as tall as a Sprout but is many times longer and has a very wide wing span. Moths tend to dine and leave rather than pluck a sprout to eat on the wing. On the other hand, they are keen to chat because it is lonely being a Moth.

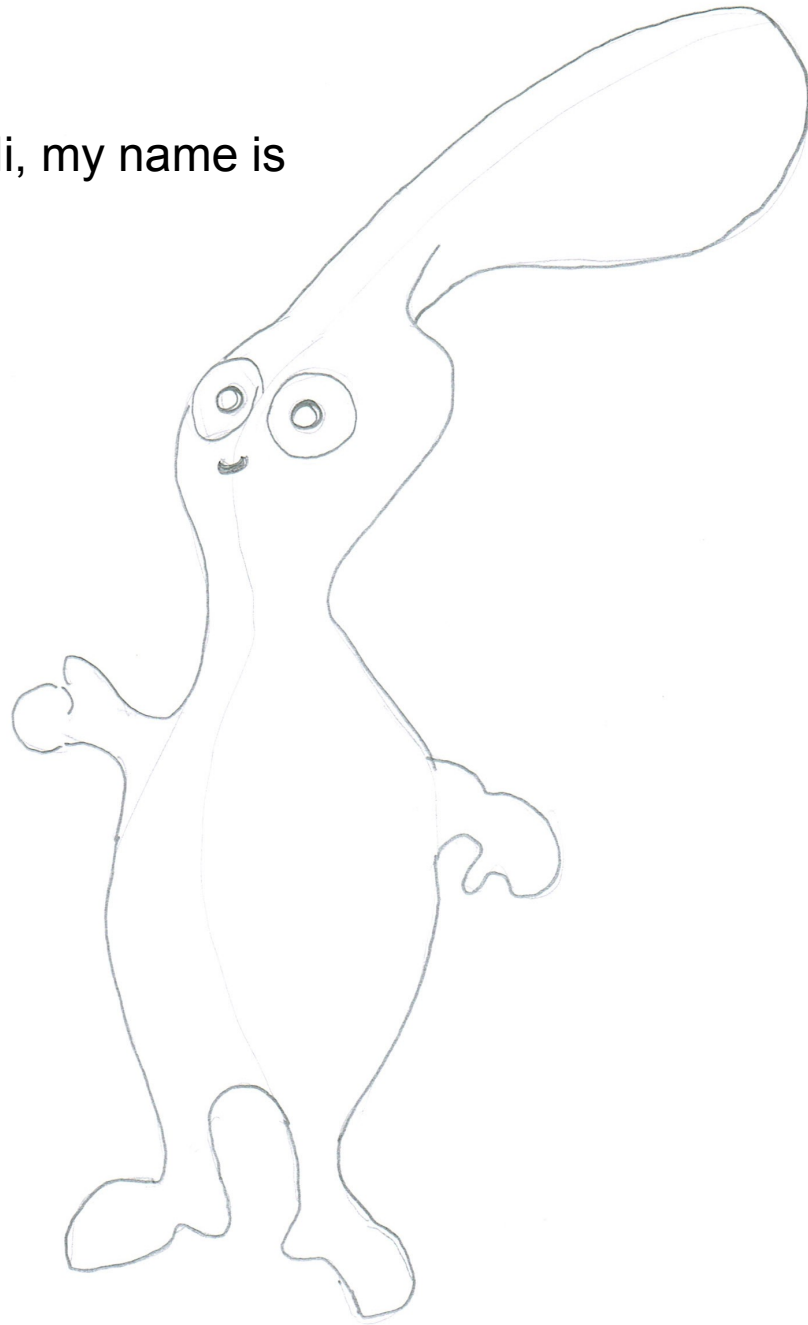
SNAIL or SLUG

Snails and Slugs are more like natural disasters than opponents that can be fought. A Sprout Field will move to avoid an oncoming snail or slug. They are slow and relentless. Only the heat of the direct sun will stop them. They are completely self centered and talk out loud about whatever comes into their narrow minds.

ANT

Ants form speeding highways, linking food or water to their nest. They are the ultimate workaholics and will only stop to chat if a Sprout offers a tip for an undiscovered source of food or water. The only threat ants provide is when crossing their multilane freeways. Ants are capable of incredible and rapid feats of engineering and transportation for a Sprout who performs a great service for their Queen.

Hi, my name is



and I am from

My special Talent is:

My special Talent is:

My special Bloom ability is:

