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# BLOOMING FLOWERS

# RULEBOOK

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# **Blooming flowers**

## **The story behind the game**

A happy family and some friends decided to open a flower shop and create beautiful bouquets for people. However every customer has a specific order in terms of number, color, type and position of each flower. Will you succeed as a happy family or friends to complete all the orders?

Age: 4-109

Duration: 15-30 min

## **List of contents**

1 flower shop card

10 cards with flowers

20 cards with bouquets

1 guide for the game

## **Goal of the game**

“Blooming flowers” is a co-operative game for all the family. It is designed in a way that allows people with dementia in different stages to play with the family, friends or trainers and practice skills such as collaboration, memory, observation.....

The target of the players is to create during the game 5 bouquets from 4 to 8 flowers

## **Game Setup**

1. Place the 10 cards with flowers in the middle of the table so as they can be reached by every player



2. Sort the 20 cards with the bouquets in 5 piles based on the number of flowers they have on them (4,5,6,7,8). Place the piles facing down in the middle of the table.



3. Give to the first player the Flower shop card.

**Basic game (medium difficulty)**

**Step 1**

The first player opens one cards from the pile of bouquets with 4 flowers. S/he watches it for some time. S/he has to remember the type, color and position of the flowers. Then s/he closes it so as no one can see the bouquet.

**Step 2**

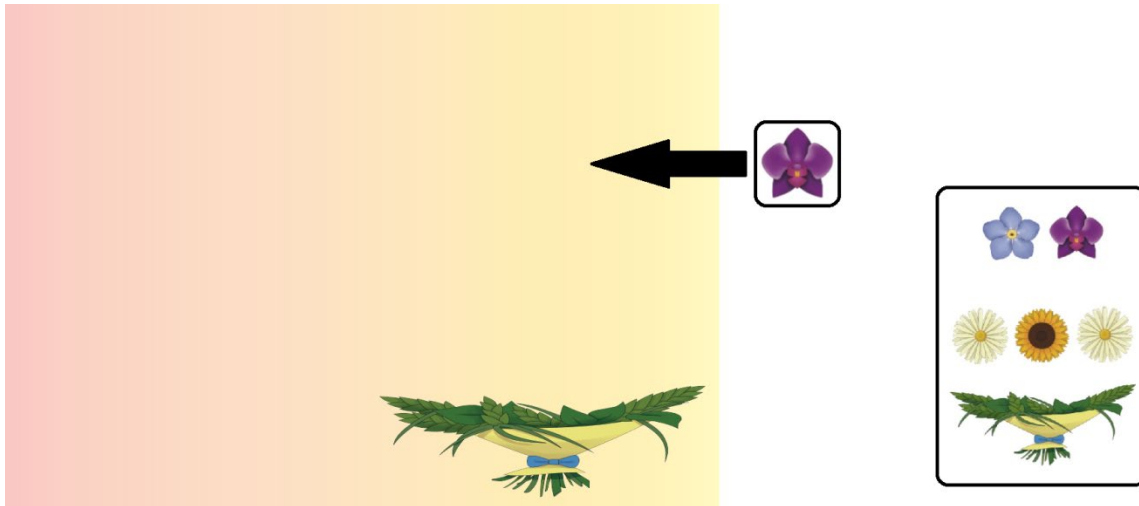
The player opens the card of flower shop and watches the flowers inside it (the first player of each round has nothing to see inside the card).

**Step 3**

Then the player closes the card of the Flower shop and tries to remember one of the flowers of the bouquet and select the correct card with flower from the middle of the table.

**Step 4**

The player selects the flower card, opens the Flower Shop card and places inside it the flower card into the position s/he remembers.



### Step 5

Then the player closes the card of the Flower shop and gives it to the next player in his or her left. The player also gives closed the card with the bouquet to the next player.

### Step 6

The next player opens the card with the bouquet, watches it for some minutes, closes it and tries to select the correct card with flower and place it into the Flower shop card in the correct position. Then the player gives the Flower shop card and the card of the bouquet to the next player in his or her left.

The game continues this way until the players have created inside the card of the Flower Shop a bouquet with the same number of flowers as the card with the bouquet (eg. If the card with the bouquet shows 4 flowers then when the players have placed 4 cards with flowers into the Flower shop card the first round ends.

Then the players have to check whether they succeeded to create the correct bouquet or not.

-If all the cards with flowers are correct regarding their position, color, type of flower the players win the first round and continue to the next. In the next round the first player opens a card with bouquet from the pile of 5 flowers.

- If one or more cards with flowers are not correct in terms of the position, color, type of flower the players continue to the next round of the game but the first player opens once more a card with bouquet with the same number of flowers (in our example 4 flowers)

### New round

The player sitting on the left of the player that played last starts the new round. Like in the first step of the game, this player opens a card with a bouquet and starts placing the first flower card etc.

If the team of the players succeed to create the correct bouquet they can continue with a bouquet with more flowers.

### Other moves

1. If a player observes that there is a mistake in the position of one or more flowers s/he can change the position and then place his or her flower card.

2. If a player observes that a flower card is totally wrong (wrong type or color) then s/he can put in out of the card of Flower shop (back in the middle of the table) and place his or her card of flower.

### **End of the game**

The players win when they have succeeded to complete 5 bouquets from 4 to 8 flowers.

### **Easy level**

This level is recommended to people with dementia in..... with problems of memory loss or observation abilities

The player keeps open both the card with the bouquet and the card of the Flower shop so as to select the correct flower card.

If the other players have the abilities to play the basic game or difficult game mode they can do it in their round and keep supporting the people with dementia by enabling them to look at the open cards in their rounds.

### **Difficult level**

This level is recommended for people with early..... who want to exercise their memory and observation skills.

In the difficult mode all the players have time to observe the flowers of the bouquets card only in the beginning of each round. Then they can only open and watch the flowers that the other players have placed into the Flower Shop card. The players should remember until the end of each round the correct color, type and position of each flower and correct any mistakes if they observe them.

### **1 player mode**

#### **Easy level**

They game can transform to a puzzle. The player opens a bouquet card. The s/he opens the Flower Shop card and tries to pick the correct flower cards and place them on the correct position.

In each round the player can open a new card from a pile with bouquets with more flowers or not.

#### **Medium level**

The player opens a card with a bouquet. Then s/he closes it and opens the card of Flower shop. The player selects a flower card and places it in a position. Then s/he closes the Flower shop card and opens the Bouquet card. S/he observes it for a few minutes and closes it again. S/he opens the Flower shop card, selects a flower card and places it. This continues until the player has created a bouquet inside the Flower shop card with the same number of flowers as the bouquet card.

Then the players opens both the bouquet card and the Flower shop card and checks the color, type and position of each flower. If everything is correct the player wins and continues with a bouquet card with more flowers. If there is a mistake the player opens once more a bouquet card with the same number of flowers.

#### **Difficult level**

The player opens a bouquet card. S/he observes it for a few minutes and then closes it. Then the player opens the Flower shop card. S/he selects flower cards and places them into the Flower shop card. When s/he thinks the bouquet is finished s/he opens the bouquet card and check the results. If everything is correct the player wins and continues with a bouquet card with more flowers. If there is a mistake the player opens once more a bouquet card with the same number of flowers.

### **Other modes of the game**

Make it easier: The players have to create all the bouquets with the 4 flowers (they don't play the bouquets cards with 5 flowers or more)

Make it easier: The players have to create only 3 bouquets of 4,5 and 6 flowers ( bouquet cards with 7 and 8 flowers are out of the game)

Make it harder: The players take out of the game bouquet cards with less flowers (eg bouquets with 4 and 5 flowers)

### **Dementia stages and level of games**

Severe Dementia and middle Dementia : Easy level is recommended

Early Dementia : Medium level is recommended

Mild cognitive impairment : Medium or difficult level is recommended

Intergeneration game workshops: a mix of easy, medium and difficult level is recommended depending on the skills of each player.