

Contents for Flowers Help

[How to Play](#)

[Selecting a Piece](#)

[Rotating a Piece](#)

[Placing a Piece](#)

[Picking a Piece](#)

[Passing](#)

[Scoring](#)

[How the Game Ends](#)

[Changing the Rules](#)

[Changing the Speed](#)

[Easy/Normal/Hard Mode](#)

[Shareware](#)

[No Warranty](#)

[Author](#)

How to Play

Both players will be dealt 7 pieces at the beginning of the round. You start the first round by placing a piece anywhere on the board. Then it's the computer's turn etc.

After a piece has been placed on the board, no other piece can be placed next to it unless the touching flowers' colors match.

Every piece (not counting the first piece of a round) must be put at a place where

- it is side by side to an earlier piece or
- two of its corners touch some earlier pieces.

A round ends as one of the players puts his/hers/its last piece, or if the players pass one after another.

The computer will start every other round.

See Also

[Selecting a Piece](#)

[Rotating a Piece](#)

[Placing a Piece](#)

[Picking a Piece](#)

[Passing](#)

[Scoring](#)

[How the Game Ends](#)

Selecting a Piece

Your pieces are in the rectangular black area on the bottom of the window.

You can select one of them by clicking the left mouse button on it.

The yellow arrow will indicate the selection.

See Also

[Rotating a Piece](#)

Rotating a Piece

You can rotate the selected piece by clicking the right mouse button.

See Also

[Selecting a Piece](#)

Placing a Piece

You can place the selected piece on the board (the big black area) by clicking the left mouse button at the chosen place. The piece must naturally fit at that place, and it must have been rotated to the right position.

See Also

[How to Play](#)

[Selecting a Piece](#)

[Rotating a Piece](#)

Picking a Piece

You can pick a piece (if there is any unused) by pressing the "Pick piece"-button. You can't have more than 10 pieces at a time.

After picking a piece, you can place a piece on the board, pick another one, or pass.

Passing

If you can't, or don't want to put any piece at your turn you can pass by pressing the "Pass"-button.

See Also

[Picking a Piece](#)

Scoring

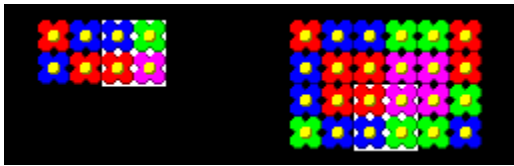
Every put piece scores (number of the flowers that have been fixed by the neighbouring pieces) times (number of the neighbouring pieces) points. However, the first piece of each round scores 1 point.

For example, if you place a piece next to just one neighbour you get $2 \times 1 = 2$ points. The best possible score of one piece is $4 \times 8 = 32$ points.

At the end of a round, the player who still have pieces left scores -1 points for every piece. If a round ends because both have passed, there is no minus scoring.

You can't have less than zero points.

Two examples of scoring:



$2 \times 1 = 2$ points

$4 \times 5 = 20$ points

See Also

[How to Play](#)

[How the Game Ends](#)

How the Game Ends

The game ends when, at the end of a round, one or both players have 100 or more points.

See Also
[Scoring](#)

Changing the Speed

You can change the speed the computer plays by selecting "Options|Speed" from the menu.

This is only cosmetics, and doesn't affect the gadget's playing skills.

Changing the Rules

You can change the rules by selecting "Options|Change rules" from the menu.

Easy/Normal/Hard Mode

You can choose the difficulty level of the game by selecting "Options|Mode" from the menu.

By default, the mode is set to easy.

Shareware

Copyright (c) 1994, 1996 Jussi Rosti

This is an evaluation copy of shareware. You're allowed to try the program for 5 games. After that if you want to continue using the program, you should purchase a registered copy.

For registration information, see the file REGISTER.TXT.

See Also

No Warranty

Author

No Warranty

You are running this program at your own risk.

Flowers is provided "as is" without warranty of any kind, either express or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. Should Flowers prove defective, you assume the cost of all necessary repair or correction.

In no event will the author be liable to you for damages, including any lost profits, lost monies, any damage to your mental or physical health, or other special, incidental or consequential damages arising out of the use, or inability to use the program.

Author

Jussi Rosti
Kimpitie 10 B 13
00430 Helsinki 43
FINLAND
EUROPE

Jussi.Rosti@Helsinki.Fi
jrosti@urethan.chem.pg.gda.pl

