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# Bennis bunte Blumen



Benny's Beautiful Blossoms • Les écureuils jardiniers  
Bonte bloementuin • Las flores de colores de Laura  
I fiori colorati di Beniamino

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# Benny's Beautiful Blossoms

A multicolored collecting and competitive game for 2-4 little gardeners ages 4-8.

**Authors:** Thomas Daum & Violetta Leitner  
**Illustrations:** Antje Flad  
**Length of the game:** 10 -15 minutes

## Contents

1 game board, 12 blossom tiles, 12 flower seeds, 12 little plants, 4 squirrels, 1 die with dots, 1 die with symbols, set of game instructions

## Game Idea

Squirrel Benny and his friends want to have the prettiest flower garden in the whole squirrel wood. But first they have to plant the seeds.

Watch out: Each squirrel can only plant seeds in recipients of matching colors. Once watered the little plants will grow and even start to flourish when the sun shines. The aim of the game is to be the first to reach one's tree fort after the work is done.

*Aim:  
Make flowers flourish  
and be the first to reach  
the tree fort*



*Game board ready,  
distribute blossom  
tiles face down  
Insert seeds on squirrel,  
place squirrels next  
to tree forts.*

*roll both dice*

*first carry out action  
of green die, then of  
blue die*

*green die with dots*

*Move squirrel*

*one's own object: seed  
object of another player:  
do not seed  
brown earth hole = joker:  
seed*

## Preparation

Place the game board in the center of the table. Turn over all the blossom tiles so that the backside showing the green petals is face up. Then shuffle the tiles and distribute them face down on the meadow shown on the game board.

Each player receives a squirrel and the three flower seeds of the same color. Insert the seeds onto your squirrel's stick and place your squirrel on the square in front of his matching tree fort (see illustration). Remaining squirrels and seeds are not needed and are returned to the game box. Get the little plants and both dice ready.



## How to Play

Play in a clockwise direction. The child who has most recently picked a flower starts and rolls both dice.

Always carry out the action of the green die with the dots first and then the one of the blue die showing the symbols. The green die indicates moving your squirrel and sowing the seeds. The blue die indicates which additional action you can carry out.

### On the green die appears either dots or butterflies.

#### → One or more dots



Move your squirrel the corresponding number of squares in a clockwise direction (don't lift the squirrel off the game board, just push it). Where has your squirrel landed?

- Next to an object of your color. Great, you can plant your seed!
- Next to an object of another color. Pity! You can't plant here.
- Next to a brown earth hole. The brown earth holes are jokers. You are allowed to plant here.



**How do you sow a seed?**

Move your squirrel exactly above the hole and let a seed drop inside. Then place the squirrel back on the square of the path. Nothing will happen if there is already a seed in that hole or if you don't have any seeds left.



*seeding: let seed drop into hole*

→ **The butterfly**



Free choice, you can choose to turn the die to any number of dots. Now move your squirrel the corresponding number of squares and sow a seed, if you can, as described above.

*Turn die on any of its sides*

**The blue die shows the following actions:**

*blue die with symbols*

→ **Green petals**



Turn over a blossom tile in the center of the game board. If it shows a blossom of your color, you can take the tile and place it face up in front of you. If the blossom is not your color, let everybody have a look and turn it back over.

*Turn over blossom tiles; keep blossom of own color, turn back over blossom of different color*

→ **The watering can**



You can water one of your seeds and your plant will grow. Take a little wooden plant and place it on top of any one of the seeds you have already sown. If you haven't sown any seeds yet, unfortunately you can't help any seeds to grow.

*Place little plant onto one's seed*



→ **The cloud**



It is raining! Everyone is excited because little plants grow from all the seeds. All players can take the corresponding number of little plants and plant them on top of their seeds and watch them grow!

*Place little plant on all seeds*



*Stick blossom tile  
onto little plant*

*Turn die on any side*

*next player*

*all flowers of one's color  
flourish = walk back to  
tree fort  
first squirrel in tree fort  
= winner*

→ **The sun**



The sun is shining! All players with one or more blossom tiles in front of them can place these flowers on top of their growing plants. If a player has more blossom tiles than plants, then this player keeps the remaining blossom tiles in front of him.



→ **The butterfly**



Free choice! Turn the to indicate how many spaces you wish to move.

Then it's the turn of the next player to roll both dice.

**Important Rules for the Squirrels:**

- Squares occupied by squirrels don't count. Simply go over them but don't count them in your number of spaces moved.
- If you don't succeed in sowing all the flower seeds in one round you have to play another round.

**End of the Game**

As soon as you succeed in making all of your flowers bloom, quickly move your squirrel to his tree cabin! Once the work is done, whoever moves his squirrel first to his tree cabin is the winner. In order to climb up to the cabin please use the ladder. The ladder also counts as a square. Excess dots on the die are not used.

