Bouquet (Card game) - Rules and Procedure

Goal: <mark>Build a high-scoring bouquet of cards with straights and pairs.</mark> The player with the highest-scoring bouquet wins. *(See the [scoring criteria](#).)*

Requirements:

- **One** deck of 54 poker cards (standard playing card deck + 2 jokers)
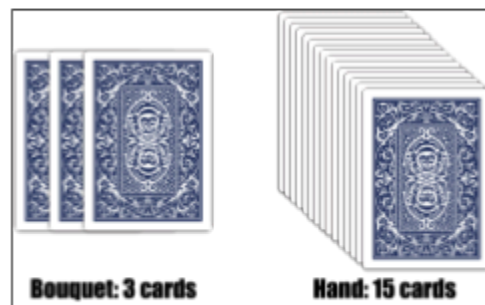- **Three** players
- A table or play area

Setup:


*Game setup for three players: each player has a **hand** and one **bouquet**.*

1. Shuffle the deck, then split it evenly between all three players.

2. Each player takes the top **3** cards on their own deck and places them **face down** next to them: these are the start of their **bouquet** for scoring. The rest of the deck is their **hand**.

Note: Players should keep their *hands and bouquets* **hidden** from other players.
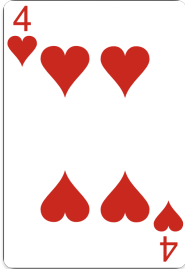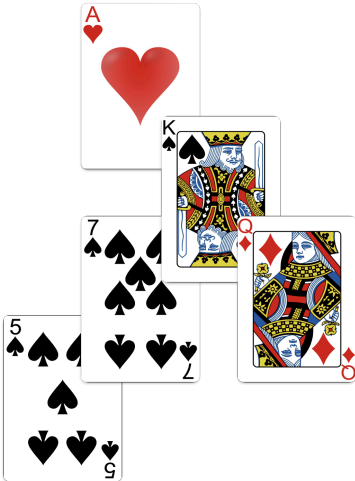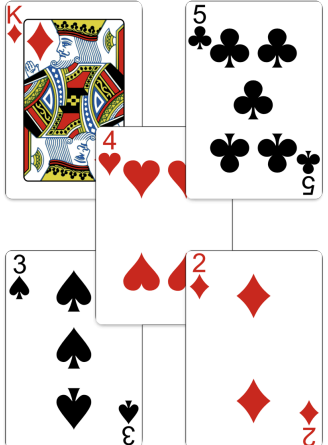
3. To start the game, **one player takes the top card from their hand and places it in the middle of the table/play area.** Then, the other players, in turn, can choose any card in their hand to place next to the current cards on the field. (See the following for the Placement Rules)
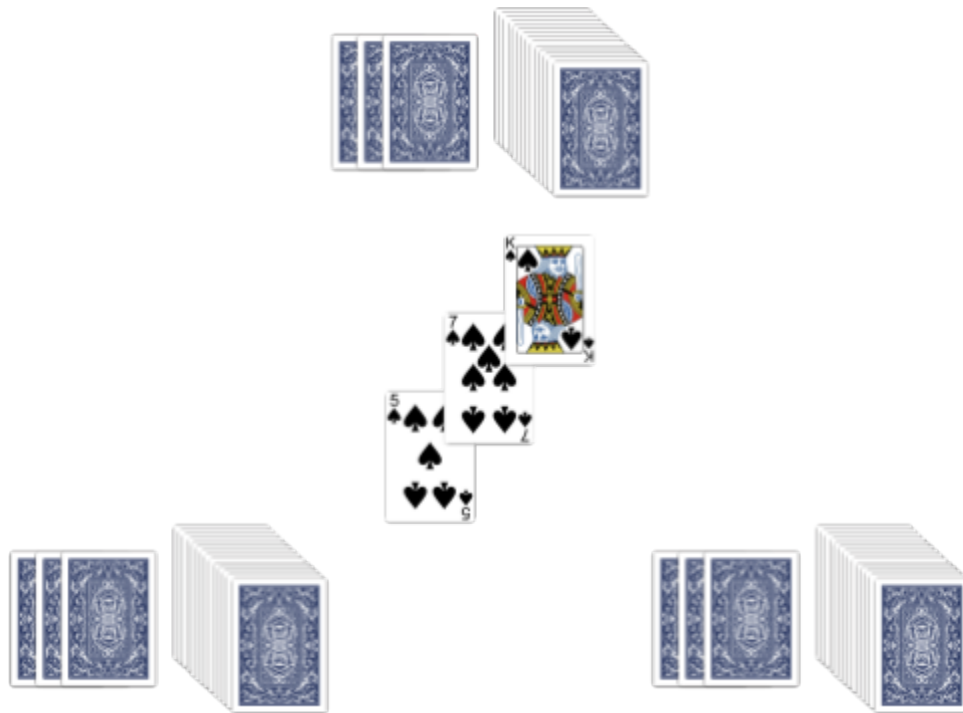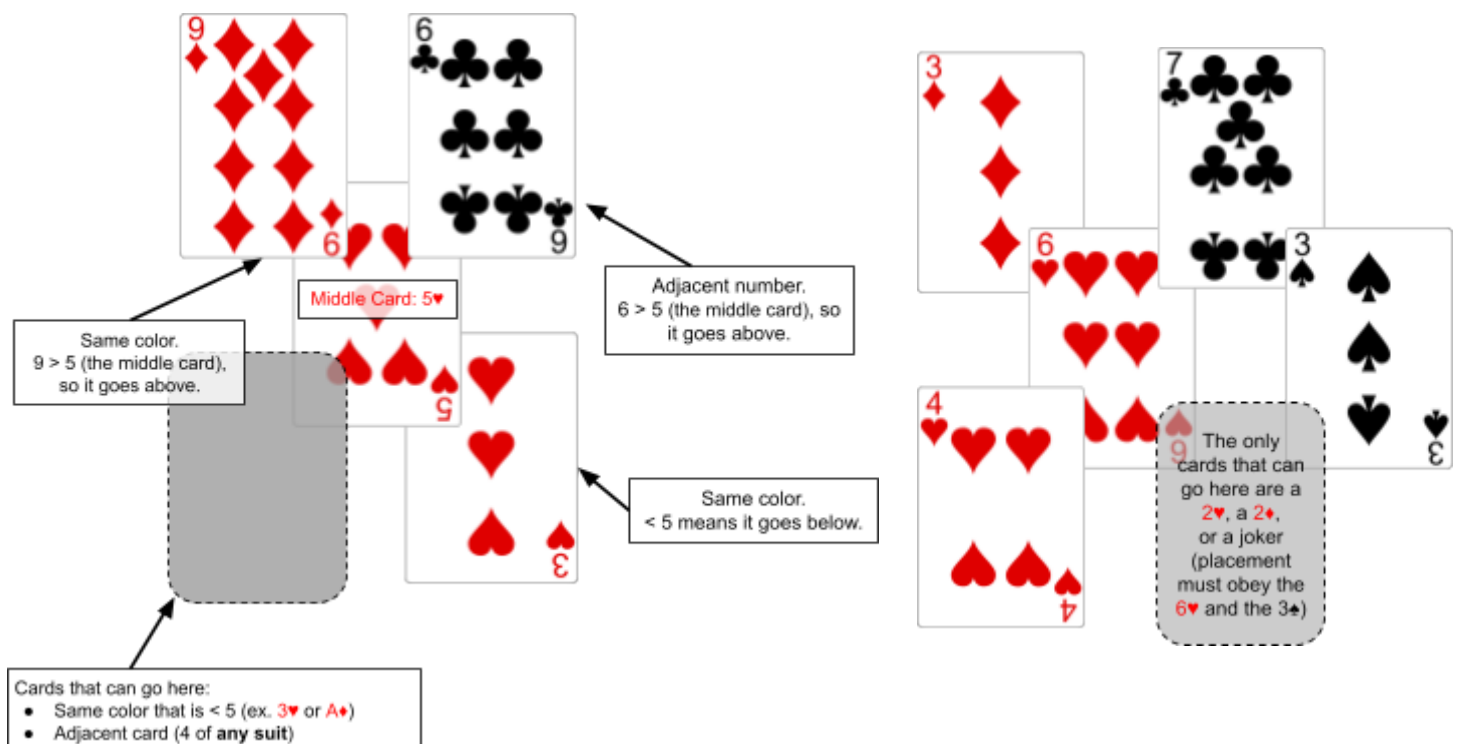

An example of starting the game

Card Placement Rules:

Terminology:

| Bud	Tree (bud with one/more leaves)	Flower (bud with four leaves)

Placing Cards:

- A card can be placed if it is the **same color** as the central card (bud) *or* its **number is adjacent** to the central card (one above or one below).

    - *Order of cards (for **placement**, not scoring): A-2-3-4-5-6-7-8-9-10-J-Q-K-A. This is so Kings and Aces can be picked.*

    - A joker is treated as any card of any color or number.

Same color.
9 > 5 (the middle card), so it goes above.

Middle Card: 5♥

Adjacent number.
6 > 5 (the middle card), so it goes above.

Same color.
< 5 means it goes below.

Cards that can go here:
- Same color that is < 5 (ex. 3♥ or A♦)
- Adjacent card (4 of **any suit**)

The only cards that can go here are a 2♥, a 2♦, or a joker (placement must obey the 6♥ and the 3♠)

- If a card's number is **higher** than the bud's, it can only be added to the bud's **upper** corners; if a card's number is **lower** than the bud's, it can only be added to the **lower** corners.

- When a card is placed, it must meet **ALL** connecting cards' requirements, as seen in the diagram to the right.

Examples:

- The cards in picture 1 have the same color, so they can be connected.

- The cards in picture 2 and picture 3 have adjacent numbers (Ace is adjacent to King and is considered a number higher).
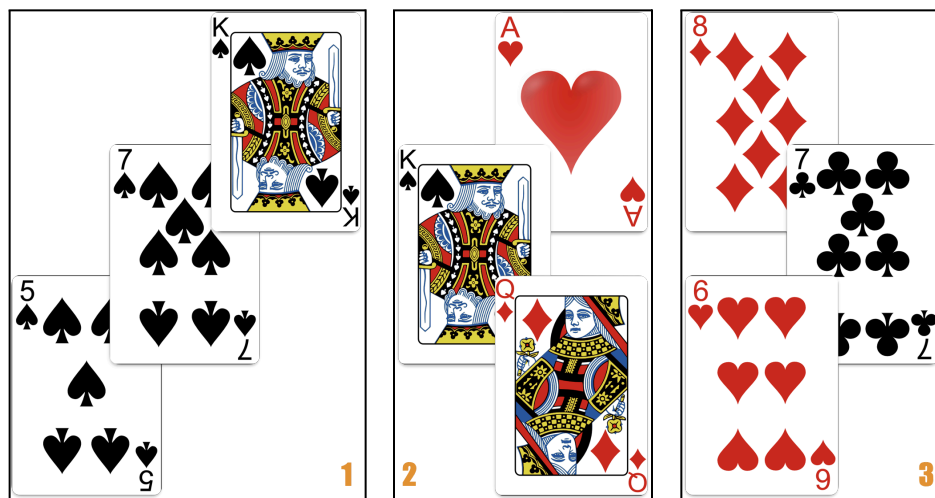
Procedure:

1. In one's turn, a player **MUST** place a card and perform an action from the following. These two actions can be performed **in any order**. The available actions are as follows:
   a. **Place another card:** Make a "**bud**" grow by placing a card (a leaf) on one of its corners. (See card placement rules).

   If the placed card covers the **last** corner of the bud, the bud becomes a "**flower**", and the following actions should be automatically performed by the player who completed the flower:

- Immediately take the **central card** and add it to your **bouquet**. (**The bouquet has a limit of 5 cards.**)
- **Discard** the four cards that were attached to the central card.
- Any cards that were attached to the **discarded** cards become new **buds** or **trees** (depending on how many cards they are connected to).

If the player's bouquet already has **five cards** (flowers), they can choose to **swap out one card** in their bouquet for the new flower they have obtained or **discard** their newly obtained flower if so desired.

A player's bouquet **cannot** hold more than five flowers.

b. **Split A Tree**: Take a tree of two or more cards and split it, creating two subtrees that are no longer connected. (show pic)
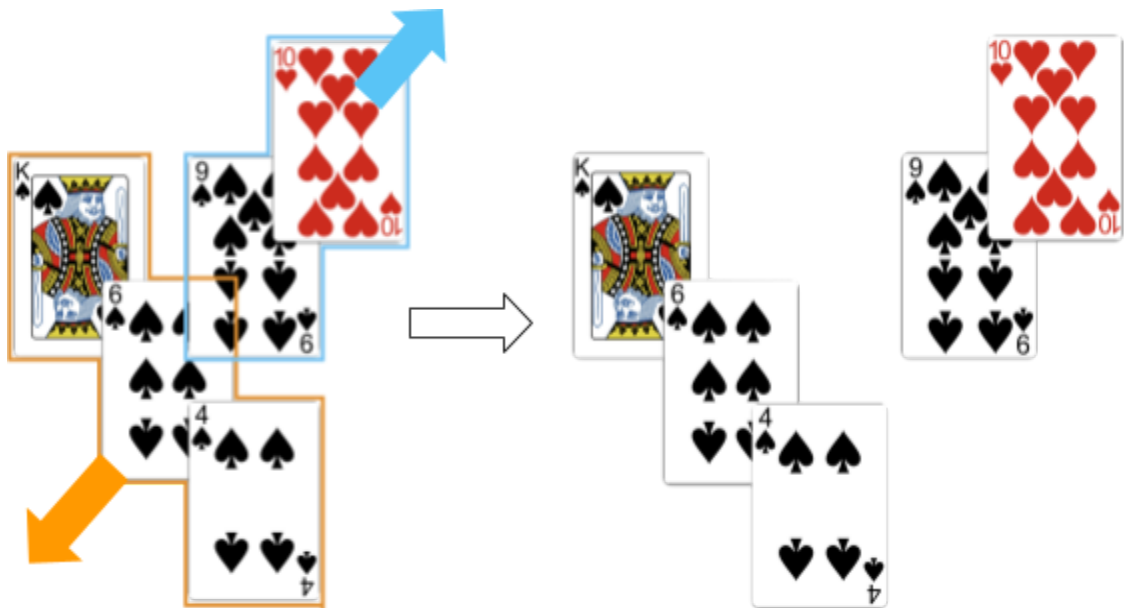
c. **Move/Combine Two Trees:** Take a tree and attach it to another tree, following the Card Placement Rules when doing so.
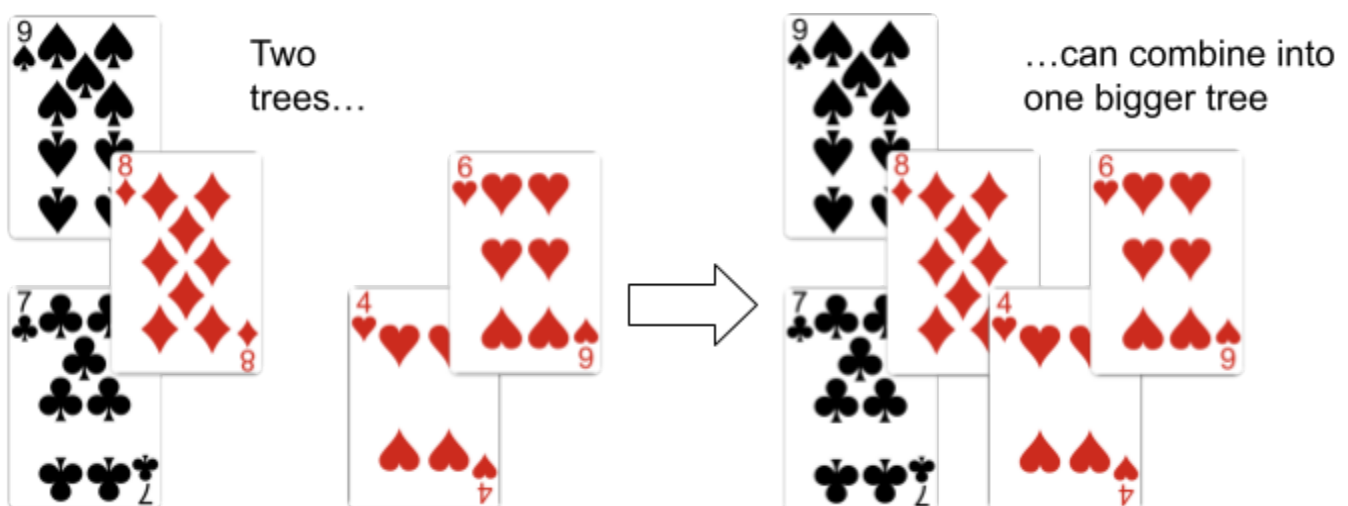
2. The game continues until all players have **run out of** cards to play. If a player has no more cards left to play, their turns are skipped. Otherwise, players must perform 2 actions per turn.
3. Once the game is over, players take the "flowers" they have collected and assemble them into pairs or straights, and present them for scoring.

The player with the most points wins.

Scoring Criteria:

- 3-card straight: **3 pts**
- 4-card straight: **4 pts**
- 5-card straight: **5 pts**
- Pairs: **2 pts**
- Triples: **3 pts**
- Four of a kind: **4 pts**

Special bonus:
- All of one color: **+1 pt**

    - (example: a 3-card straight that is all one color scores 3+1=4 pts)

Examples of straights: Ace-2-3; Jack-Queen-King. **Queen-King-Ace is not a straight.**

Order of cards (for straights): *A-2-3-4-5-6-7-8-9-10-J-Q-K*

A joker can stand for any card of any color. A bouquet can only hold up to 5 cards.

Example:

5-card straight (5pts) + 1 color (1pt) = 6pts

Winner

Bouquet 1

3-card straight (3pts)

Bouquet 2

5-card straight (5pts)

Bouquet 3