

Growing Flowers

(This game was written by Eva Schiffer in mid July of 2015. It was written because a G+ friend challenged designers to make a game and “not try too hard”. So here it is, my minimal effort. :)

The best thing about shit is that if you let it sit long enough, you can use it to grow flowers. In the spirit of designing shit, I’m using the ingredient STAKES, sort of (and I don’t much care about trying to force the rest of the ingredients in).

This game is based on Texas hold ‘em poker (probably I thought of this because I’ve been playing way too much Poker Night at the Inventory and because I love this LARP exercise <http://www.gamingaswomen.com/posts/2015/02/positive-feedback-round/>). You could make it work for other poker variants, but you’ll have to sort out the details for that yourself. It will be most interesting if you use a variant that has publically visible cards and hidden cards at the same time.

Find some friends to play poker with. I hear that poker works well with 5 people?

Get some candy that you and your players can eat. If you have someone who can’t eat candy or really hates it, find something else cheap and amusing like random dice from that bag that you never use anyway. The important thing is that you have some sort of treat to give out.

Play Texas hold ‘em poker, with some slight modifications. Place two pieces of candy (or whatever other treats you have) on opposite sides of the pot. After the flop, players may discard one or both of their hole cards and receive new ones. Rather than using a discard pile, players must place these discarded cards face up around the two treats. You can put them around the same treat or if you discard two cards you can put one on each treat.

These flower cards remain face up on the table between hands (so they will affect the probabilities of what hands you might get). When one treat has 5 cards around it (forming a complete flower / poker hand) the person who placed the last card takes the treat. Anyone whose hand is worse than the flower hand must now say something nice about the player who placed the last card on that flower. This includes the person who placed the card. (If your hand is close and you’re not very good at poker or sure what to do, just go ahead and say something nice. Nobody is allowed to be a jerk about exact hand strengths later, so don’t stress out too much about this part.)

The finished flower cards are removed from the table and a new treat is placed. At the end of the hand the cards from any finished flowers rejoin the deck.

When players fold out of a hand or are busted out but still at the table, they may choose whether or not to say something nice when a flower is finished. It’s more fun if you do.

A fun variant of this game would be to play just after Halloween using your extra candy as your chips. Each player would bring a pre-arranged number of “chips” and all players would ante in some candy to use for the flower treats at the beginning of the game.

Here is a picture to give you an idea what flowers look like:



This only sort of shows what I've described above (because I didn't bother to put out a pot), was taken with a terrible camera, and I'm too lazy to rotate it. Oh well, this is the shit you get with this game.

Have fun and be nice to your friends! :)