

SHEAF

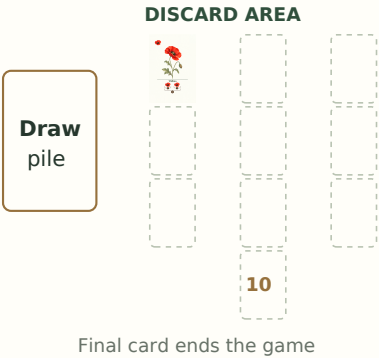
66 CARDS / 7 IN YOUR HAND

Gather flowers. Complete combinations. Score the most points.

01 SET UP

Shuffle all 66 cards and deal **7 to each player**. Keep your hand hidden. Place the remaining cards face down as the draw pile beside the discard area.

Turn the top draw-pile card face up in the **first discard slot**, so there is a card available to take.



02 ON YOUR TURN

Choose a first player, then play clockwise. Do these two steps in order:

- 1. Take a card:** either the top draw-pile card **OR any face-up discarded card**.
- 2. Put a card face up in the discard area:**
 - **Drew from the deck?** Discard the drawn card or one from your hand into an empty slot. The discard count increases by 1.
 - **Took from the discard area?** Replace it with a hand card; discard count stays the same.

You end each turn with **7 cards**. The game ends **immediately after the 10th card is placed** in the discard area. Score the cards in your hand.

03 SCORE YOUR SHEAF

Check **each card separately**. For each bracket, your hand must contain the flowers shown, including any required duplicates; the card itself counts. Add the printed value of **every completed bracket**, including smaller, nested and combined brackets. Smaller brackets can score even if a larger one is incomplete.

The same flower can support several brackets and cards. **Duplicate cards score separately**. Add **1 point per unique flower species in your hand**. Highest score wins; tied players share victory.

DUPLICATES / TWO VALLMO



Each Vallmo completes both 1-point brackets and the 2-point bracket: $1 + 1 + 2 = 4$.
 $4 + 4 + 1$ species point = 9 points.
This is a two-card scoring example, not a full hand.

NESTED COMBINATIONS / A COMPLETE 7-CARD HAND



$$2+1+3 = 6$$

$$2+1+3 = 6$$

$$1+2 = 3$$

$$3$$

$$1+2 = 3$$

$$1+1+2 = 4$$

$$1+1+2 = 4$$

29 card points + 5 unique species = 34 points