

Instructions for playing the game of "Flower":

1. First, one person (the "word giver") chooses a secret word and keeps it to themselves.
2. The other player(s) (the "guessers") will try to guess the word by suggesting letters one at a time.
3. Instead of a traditional hangman figure, draw a stem and a few leaves of a flower. Each incorrect guess will add a petal to the flower, until it's fully bloomed.
4. The number of petals on the flower represents the number of incorrect guesses the guessers have made.
5. The guessers continue to suggest letters until either the word is guessed correctly, or the flower has fully bloomed (i.e., the maximum number of incorrect guesses have been made).
6. If the guessers guess the word correctly before the flower blooms, they win. Otherwise, the word giver wins.

Here are some additional tips for playing "Flower":

- It's up to the word giver to decide how many petals (i.e., how many incorrect guesses) the flower will have.
- You can draw the stem and leaves of the flower before the game starts or draw them as you go along.
- To make the game more challenging, you can use longer words or words with uncommon letters.
- To make the game easier, you can provide hints to the guessers (e.g., "The word is an animal").
- It's important to keep track of the letters that have been guessed already, so that the guessers don't suggest the same letter twice.