

Rose Thorn & Apple Blossom

The first town game of Meckenheim

by Mirko Paschke & Peter Muck for 1–4 players aged 8 and up
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Town History

Meckenheim and its orchards are located south of Cologne, Bonn and the Rhine. Here, the Swist, a small stream, flows through a plateau that is climatically protected on one side by the Eifel above the Ahr and on the other by the Kottenforst forest. The fertile loess areas on both sides of the Swist were already permanently settled in the Neolithic Age (4000 BC). The Romans crossed the Swist with an aqueduct to supply Cologne with drinking water from the Eifel. They settled in the region and left behind farms, military training camps, burial sites and sanctuaries. The name Meckenheim and that of the surrounding villages of Altendorf and Ersdorf can be traced back to the Franks, who invaded the settlement area in the middle of the 5th century. Meckenheim itself was first mentioned in a document in 853 AD.

The importance of the settlement as a gateway to the Ahr region and the Eifel led to it being granted town rights by the Archbishop of Cologne in 1636. Visible expressions of its new status were the town seal and the coat of arms of Meckenheim with the imperial orb and the cross of the Electorate of Cologne.



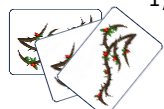
With the establishment of tree nurseries in the mid-19th century, Meckenheim gained its enduring significance as a town of fine fruit orchards. In addition to strawberries and raspberries, apples and roses in particular cause the region to blossom every spring. So the first Meckenheim town game is all about apples and roses.



1. Game Materials (132 playing cards)

In addition to the **rules** and **4 game aids**, the game consists of

1) 64 Rose Thorn cards



Scoring cards with Rose Thorns on the back and different motifs on the front (rose fields, apple crates, deer, rabbits, beehives, or tractors). Rose Thorn cards have a ring of Rose Thorn vines on the front of the otherwise white frame.

2) 64 Apple Blossom cards



Apple orchards with blossoming apple branches on the back and apple trees, up to 3 bees, and up to 4 hedgehogs on the front. In the foreground of the apple orchard, one or two apple trees are outlined in the color of their respective apple variety. There are four apple varieties: red, orange, yellow, and green.

Apple Blossom cards have a blank white border on the front to distinguish them from Rose Thorn cards.

2. Game Setup

All players receive 1 **game aid**.



The **Rose Thorn cards** are shuffled. Each player is dealt 3 cards. Remaining cards are placed **face down** in the middle of the table as a draw pile, easily accessible to all players.

Next, a **deck of cards** suitable for the number of players is assembled from the **Apple Blossom cards**:

If there are fewer than 4 players, first remove the Apple Blossom cards marked with a 4 in the lower left corner.

If there are fewer than 3 players, also remove the Apple Blossom cards marked with a 3+ in the lower left corner.

Removed cards are placed in the game box (they are NOT needed in this game session).

The Apple Blossom cards are shuffled and 16 cards are returned to the game box without being looked at (they are NOT needed anymore in this game session).

In solo play: Return another 3 cards to the box.

Each player receives 3 Apple Blossom cards from the deck created in this way. The remaining Apple Blossom cards are placed face down next to the draw pile for Rose Thorn cards.

Now all players should have 6 cards in their hands (3 Rose Thorn cards and 3 Apple Blossom cards each). There should also be a draw pile with Rose Thorn cards and a draw pile with Apple Blossom cards in the middle of the table.

3. Gameplay

3.1 Overview

The game is played over 12 rounds, in which all players simultaneously perform each of the following 3 phases:

- Planning Phase:** Select 2 cards from your hand for your display
- Field Phase:** Play selected cards

In solo play: Additionally discard 1 Apple Blossom card and 1 Rose Thorn card each

- Clean-up Phase:** Pass remaining cards clockwise and refill your hand from the draw piles to 6 cards.

3.2 Detailed Gameplay

3.2.1 Planning Phase

At the beginning of each round, all players **always** have exactly 6 cards in their hand.

All players simultaneously select 1 Rose Thorn card and 1 Apple Blossom card from their hand. They place the 2 selected cards face down in front of them for the time being.

3.2.2 Field Phase

Once all players have selected 2 cards, they reveal them simultaneously and place both cards face up in their respective display areas (their 'field') in front of them.



There are **3 placement rules** to observe:

Rules for card placement

- While the very first card in the game can be placed anywhere, each subsequent card must be **placed at least one edge (not diagonally) adjacent to a card already in play**. It must therefore be connected to at least one card already in play at the top, bottom, right or left. **Cards already in play may not be moved.**
- Rose thorn and Apple Blossom cards must always be placed alternately. Therefore, **two cards of the same type may never be placed directly next to each other.**
- During the course of the game, the number of cards laid may not exceed 6 in height (i.e. in each column) or width (i.e. in each row). This **limits your own display** to a **maximum of 6x6, i.e. field of 36 cards**. A total of 24 cards are played in this 36-card grid.

In solo play: Discard 2 more cards from your hand and remove them from the game, as follows:

In rounds 1-9 (as long as there are still Apple Blossom cards in the draw pile), discard 1 additional Apple Blossom card and 1 Rose Thorn card.

From round 10 onwards (when the Apple Blossom draw pile is empty), discard 2 Rose Thorn cards.

3.2.3 Clean-up phase

In this phase, the **cards in your hand are passed to the left** and then **replenished with cards from the draw piles** to a total of 6 cards in your hand.

Note: In the first 9 rounds, 1 Rose Thorn card and 1 Apple Blossom card are drawn. Since the draw pile of Apple Blossom cards is used up from round 10 onwards, no Apple Blossom cards are drawn in rounds 10 and 11, but 2 Rose Thorn cards are drawn instead. This changes the composition of the hand cards in the last two rounds of the game: In round 11, there are 4 Rose Thorn cards and 2 Apple Blossom cards available, and in round 12, there are 5 Rose Thorn cards and only 1 Apple Blossom card.

When the last Apple Blossom card is discarded from the hand, the game ends after the field phase of the 12th round and the game is scored.

3.3 Scoring

At the end of the game, the cards in the players fields on the table are scored. An overview of the scoring, which is explained in detail below, can be found in the game aids.

If you don't want to simply write down the scores on a blank sheet of paper, you can find a printable score sheet on our game website at www.poeppelheld.de/rosendorn. There you can find a FAQ-section and more background information on the game, too.



Wertungskarten

Rosendornkarte Reihe 6x im Spiel	Wertung 6 Punkte für jede Reihkarte	
Hasen 6x im Spiel	1 Punkt je Igel um die Hasenkarte herum	
Bienenkörbe 6x im Spiel	1 Punkt je Biene in derselben Zeile & Spalte	
Traktor 8x im Spiel	1/10/36/40 Punkte für ein Set aus 1/2/3/4 unterschiedlich farbigen Traktoren	
Apfelkiste 12x (3x jede der 4 Farben)	2 Punkte für jeden Apfelbaum mit gleicher Rahmenfarbe in derselben Zeile & Spalte	
Einfarbiges Rosenfeld 20x (5 je Farbe)	3/5/8/12 Punkte je Apfelbaum mit Rahmenfarbe der Rosen unmittelbar neben, unter oder über der Rosenkarte	
Zweifarbige Rosenfelder 6x (1 je Farbkombination)	5 Punkte je Apfelbaumkarte mit 2 Bäumen mit Rahmenfarbe der Rosen unmittelbar um die Rosenfeldkarte herum und 2 Punkte je Apfelbaumkarte mit nur 1 Baum mit Rahmenfarbe <u>gegen</u> der beiden Rosenfarben unmittelbar um die Rosenfeldkarte herum	

4. Scoring of Rose Thorn cards:

There are a total of 64 Rose Thorn cards in the game, but only 16 per person are used. (While this means that all cards are used when there are 4 players, only half of the cards are used when there are 2 players.)



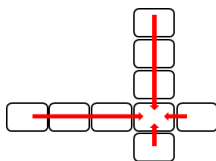
Deer with fawn

There are 6 deer cards, **each worth 8 points**.



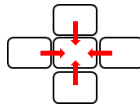
Beehive

There are 6 beehive cards. These are worth **1 point for each bee** in the same row or column as the beehive card.



Hares

There are 6 hare cards, each **worth 1 point per hedgehog** on a card **immediately** adjacent to it. It does not matter whether this card is placed to the left, right, above, or below the hare card.



Tractors in four colors

There are 8 cards with tractors in 4 colors.

Tractors can be scattered anywhere in the display.

Each collection of 1/2/3/4 different colored tractors is **worth 1/10/36/40 points**.

It is possible to score 2 collections.

However, each tractor only counts for one collection.

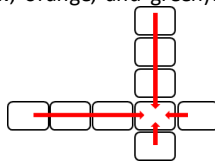


Apple crates in four colors

There are 12 cards with apple crates in the game. Each crate contains apples of one of the four varieties in the game (red, yellow, orange, and green). There are three cards of each of the four varieties.

All apple trees outlined in the color of the apple crate in the same row or column of the apple crate are scored. Each tree that matches the color of the apples in the crate is **worth 2 points**.

(Two apple trees outlined in the same color on one card therefore earn 4 points for the apple crate).



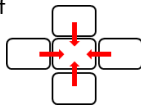
Roses in four colors

For roses, the number of cards with apple trees outlined in colour immediately surrounding the card with the roses is counted.

There are 5 cards each with rose-beds in a single-color - yellow, orange, and green - (20 in total) and 1 card of each of the 6 possible combinations (red - yellow, red-orange, red-green, yellow-orange, yellow-green, and orange-green).

Cards with rose-beds in a single colour are **worth 3/5/8/12 points for 1/2/3/4 immediately adjacent Apple Blossom cards** if the card shows at least one apple tree **outlined in the colour of the rose-beds**.

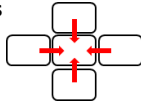
The Apple Blossom cards therefore score points regardless of whether they show a single matching tree, two matching trees or a combination of a matching and a non-matching tree. A card with two apple trees of the same colour therefore only counts as one (unlike the apple crates).



Cards with rose-beds in two colours are

worth **5 points for each Apple Blossom card with two trees outlined in the two colours of the rose beds**, and 2 points for each Apple Blossom card whose outlined tree(s) match only one of the two rose-bed colours.

A card with **two apple trees outlined in the same colour** does not count twice (unlike with the apple crates), but only **as a card with one colour match** (2 points).



5. Solo game - Overview of changes to gameplay:

The rules that differ in the solo game have already been explained in colour, but here is a summary:

When setting up the game, 3 fewer Apple Blossom cards are used in the solo game than in the 2-player game. This leaves 18 cards in the draw pile.

In the field phase, after laying out the 2 cards, 2 additional hand cards are placed on a separate discard pile, reducing the hand cards to 2. In rounds 1-9 (i.e. as long as there are still Apple Blossom cards in the draw pile), 1 Apple Blossom card and 1 Rose Thorn card are discarded for this purpose; once the draw pile is empty (from round 10 onwards), 2 Rose Thorn cards are discarded.

In the clean-up phase, the cards are not passed on, but are replenished with 4 cards from the draw piles. In the first 9 rounds, 2 cards must be drawn from each pile to replenish the hand cards to 6 cards. From round 10 onwards, when there are no more Apple Blossom cards in the draw pile, 4 Rose Thorn cards are drawn each round.

The aim is to gradually increase your own maximum score. Scores of 100 points or more are very good, scores of 120 points or more are sensational.

We wish all players lots of fun !



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About Pöppelheld® (www.poeppelheld.de)

Pöppelheld® is a family-run brick and mortar store for books and games in the small town of Meckenheim. Since 2016, it has been a paradise for all reading and gaming enthusiasts to browse, touch and shop. The name comes from the playing pieces used in games such as Ludo, Parcheesi and Halma, which are known as Pöppel in some regions of Germany. The first Meckenheim city game is also Pöppelheld's first in-house production.