Your Turn

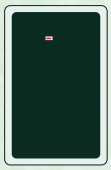
So how do you go about planting, watering, and all the other great stuff?

Your turn always consists of 2 phases. There is a short overview of these phases on the upper left corner of your Garden.

1. Move your Gardener and / or play 1 Garden card (in either order)

At the start of your turn, you can **move your Gardener in your Garden**. Your Gardener always moves from one **footprint** to the next. They can only move along the paths, not diagonally. (No hopping over the Flower beds!)
You can move your Gardener **any number** of spaces, but **each step costs 1 Coin**. If you have no Coins, you can't move your Gardener.

You can also play **exactly 1 Garden card** from your hand.
When doing so, you always have 2 options:



Cost

Action

Sell card

- If you want to use the card's action (in the center of the card), you have to **pay 2 Coins**. Then you **immediately** perform the action.
- Instead, you can choose to "sell" the card. In that case, **you do not perform** the action and instead gain **3 Coins**.

After you play a Garden card, place it face up on a discard pile.

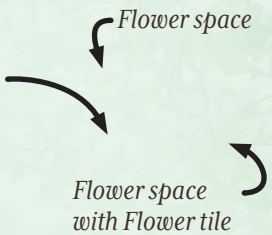
You can perform the *Move* and *Play a Garden card* actions in **either order**. You can also perform only one action, or neither. However, you must always complete one action before starting the other.

Then move on to Phase 2:

2. Place your Flower and perform the depicted action

You **must** always place your **Flower on a Flower space in the next column**.
Then you **immediately** perform the depicted action *(more on that in Actions on p.8)*.

Every second row has **Flower tiles** on the Flower spaces. When you place your Flower there, perform **both** the **action on the tile** (which your Flower is covering) **and** the **action depicted next to it**. You can choose the order in which to perform the actions.
Note: The Flower tile stays in place. You simply place your Flower on top of it.



If a Flower space already contains **one or more Flowers**, you can still **place your Flower there** and perform the **action depicted next to it**. However, you must pay **3 Coins** into the bank **per Flower** already in that space. Then place your Flower on top of the Flower(s) already there.
Note: There is a reminder on the left side of the game board.

Important: When you place your Flower onto an **occupied space in a column with Flower tiles**, you **only** perform **the action that is next to the tile**. Only the **first** player to place their Flower on a tile gets to perform **the action that is on** the tile.

Turn Order

When is it your turn? In Botanicus, you don't take your turns in clockwise order.

The order of play is determined **by the order of your Flowers** on the game board. Whichever Flower is at the top of the **last played column** indicates which player's turn it is. We call this the **"at-the-top rule"**.

What does "at the top" mean?

The position of the Flower space and the order the Flowers are stacked determines whose turn it is.

1. Position of the Flower spaces

Each column has 4 Flower spaces. The player whose Flower is in the **topmost Flower space** takes their turn next. Only consider **the column** for which **all players** have already taken a turn.

The next player to take their turn is the one whose Flower is now in the topmost Flower space, and so on.

2. Order within the stack

It is possible for **more than one Flower** to be stacked on top of each other (like at the start of the game). The turn order among these players is determined by whose Flower is **higher up in the stack**.

Important: The turn order is determined by the position of the Flower space first, and only then by the order they are stacked.

Proceed like this until everyone **has taken one turn**, i.e. until **all Flowers** are in the **next column**. Only then do you begin again with the player whose Flower is at the top.

Note: This can lead to a player taking two turns in a row.

*At the start of the game, all the Flowers are in the same space. Your **blue Flower** is at the top, so **you** go first by placing **your Flower** on a Flower space in the first column and performing the action. Then **Yellow**, **Green** and **Red** take their turns, in that order.*

***Red** chose the top Flower space and thus is next to take their turn. Then it is **Yellow**'s turn because their Flower is stacked on top of **yours**. **You** go next, and finally **Green** takes their turn.*

Changes for 2 players

In a 2-player game, you play with an **additional Flower**. It is neutral and always **occupies** 1 Flower space.

The player who is **first** to take their turn starts by placing the neutral Flower on a **Flower space of their choice**. Then they take their own turn. You treat the space with the neutral Flower as occupied, as if there were a third player.

Gameplay

A game of *Botanicus* has 3 stages. There is a reminder in the bottom left of the game board.

1. Getting Ready and Round One

First, assign the 5 Special tasks you received during game setup to your Basic tasks. Place the Special tasks next to your Garden so that each Special task is clearly matched with 1 Basic task.
You can find out more about tasks in Tasks on p.5.

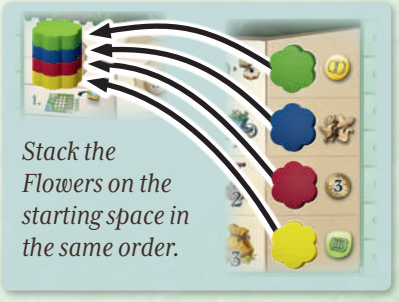
Reminder: You can only complete a Special task once you have completed the Basic task for that row. Try looking for similarities when assigning your Special tasks.

Note: Some tasks require 4 Plants in a single row. That won't be possible in some rows.

Then you begin **Round One** by taking your turns as described above. Once **all your Flowers** have reached the **final column**, Round One ends.

Then stack all the Flowers (**maintaining** their current order) and return them to the **starting space**.

Starting space



Stack the Flowers on the starting space in the same order.

2. Round Two

Before you start Round Two, **flip over all the Flower tiles**. All the tiles stay in the same place but now the dark side is facing up. This changes the actions available.

Then continue playing as in Round One, until all Flowers have **reached the final column again**.

After Round Two, just like after Round One, return all flowers to the **starting space**, again **maintaining their current order**.

3. Last action and final scoring

Now all players (in order) take 1 final turn, taking **1 action** on **1 of the 3 tracks**.
Important: This is a normal turn. You can still start your turn by moving your Gardener and/or playing 1 Garden card. You can also spend Coins to move more than 1 step on the track *(more on that on the next page)*.

Now you've reached the end of the game and it's time for **final scoring**. Starting with the player with the fewest Victory Points, each player scores the **columns of their Garden**.

You score points for **each column** that is **completely filled** with Plants.

Only count columns in which **every Flower bed contains a Plant**.
In those columns, look for the **highest level Plant** and score it.

Your Garden tableau will tell you how many points you score for it. You only score each column **once**, no matter how many Plants of the highest level you have there.
Example: A column filled entirely with level III plants scores the same amount as a column with 1 level III Plant and the rest at level I.

You have completely filled 2 out of your 4 columns with Plants.
In the leftmost column, the highest Plant is level III, so you score 9 Points.
For the other column, you score 15 Points since you have a level IV Plant. So in total, you score 24 Points.

Finally, score **1 Victory Point** for **every 3 Coins** you have.

After final scoring, whoever has the most Victory Points is the winner.
In the case of a tie, victory is awarded to the player whose Flower is higher up in the stack (or whoever is first to name 4 plants by their Latin name).
Congratulations!

Actions

Many actions in this game will allow you to perform more actions. We call that "gaining actions".

When you gain **more than 1 action**, you can **choose in which order** to resolve them. You must completely resolve one action **before** beginning the next. You can always forfeit actions, i.e. take less or take nothing.

Special case: Instead of 2, you can choose to take only 1. You cannot, however, take 1 and 1.

Tracks

The game board has 3 tracks: Money, Wheelbarrow, and Shovel. Those are the main actions.

These symbols always have a **number** on them. When you gain one of these actions, the number indicates **how many steps (maximum)** you can take along the track shown.

- You always move your piece to the **right** along the track indicated. Sometimes you can choose between different paths, but you can never move backward.

- You always gain **all the actions** of the space where you **end your movement**, never those on the spaces in between. It doesn't matter whether the space is also occupied by another player's piece.
- If the space shows more than 1 action, you can **choose the order** in which you resolve them.
- You must always move your piece **at least 1 space** in order to gain an action.

Action

The Shovel track contains some paths that **cost Coins**. To use these tracks, you have to pay the cost. If you can't, then you cannot move there.

You can take 2 steps along the Shovel track. For the second step, you have to pay a cost of 2 Coins to the Bank, as shown on the path. After that, you take 2 level I Plants. If you can't pay the cost, you can instead take just 1 step (or maybe choose a different action altogether with your Flower).

If you want to **move further** than indicated by the action, you can buy additional steps. Each **additional step** will cost you **3 Coins**. A reminder is printed on the game board.
Note: Costs printed on the paths obviously still apply in addition to the cost for additional steps.

You can also move **fewer steps** than indicated. For each step "wasted" like this, you immediately score **1 Victory Point**.

You may take 1 step along the Money track.
You pay 3 Coins for 1 additional step, giving you a total of 2 steps.
You choose the lower path and gain 2 Coins and 1 Garden card.

If you reach the **last space** of a track, you **have to** stop there. You still score **1 Victory Point per "wasted" step**, as usual.
After gaining the actions depicted on the space (i.e. after finishing your action), **move your piece back to the starting space** of the respective track. The next time you move along this track, you'll be starting from the beginning again.

Note: The last space of the Money and Shovel tracks give you a Prize token as a reward (Victory Points and Prize Tokens on p.10).

You can take 3 steps along the Wheelbarrow track. After 2 steps, you've already reached the last space and have to stop. As usual, you score the 7 Victory Points depicted, plus 1 additional Point for the wasted step. Then you perform the Watering action twice. Finally, you move your Wheelbarrow back to the track's starting space. Then it's the next player's turn.

Now we'll explain each action in detail:

Coins

You **gain** that amount of Coins.
Add them to your personal supply.

You have to **pay** that amount of Coins.

Coins are always gained from and paid into the bank.
The values on the Coin tokens show how many Coins that token is worth.

Planting actions

There are 4 levels of Plant: I, II, III, and IV.

Level I Plants are plant seeds.

Level II Plants are seedlings.

Level III Plants are maturing plants.

Level IV Plants are in full bloom.

You take the **Plant depicted** and **immediately** place it on one of the **Flower beds** in your Garden.
Reminder: You can only plant them in Flower beds within range of your Gardener (Your Garden Tableau on p.5).

- You **cannot move or remove** Plants once you've planted them.
- You can still Water them *(see next page)* or **replace** them with other Plants.

Special case: If there are no Plants of the depicted level available, take a different Plant and rotate it by 90 degrees. As soon as the level of Plant you need becomes available again, you can substitute it in.

Watering actions

You water **1 Plant of your choice**, limited to those within range of your Gardener, as usual. Return the Plant token to the general supply and replace it with a Plant of the **next level up**. The Plant stays in the same Flower bed.

If you gain multiple Watering actions, you can **split** them between multiple Plants, or water **the same Plant more than once**. You cannot water level IV Plants .

Moving your Gardener

This action allows you to move your Gardener **for free**.

You can move them by **as many spaces** as indicated in the **lower left corner**. This movement costs **no Coins**.

Reminder: Normally (in the base game), moving your Gardener costs 1 Coin per step (see Your Turn on p.6).

You can also move your Gardener fewer spaces, but you do not get a reward for wasted movements.

Important: You can **never** take other actions **in the middle** of movement. The Gardener's move action must be completely resolved before you start your next action.

Drawing a Garden card

You gain **1 Garden card**. Draw the top card of the pile and **put it in your hand** without revealing it to the other players. There is no maximum hand size.

*Reminder: You can only play 1 Garden card at the **start of your turn** (see Your Turn on p.6).*
This means you can never play a Garden card on the same turn you draw it.

Special case: If you cannot draw a Garden card because the pile is empty, shuffle the discard pile to form a new draw pile.

Animals

This action allows you to pick **1 Animal of your color** from the supply and place it in your Garden. In the base game, it doesn't matter which Animal you pick.

Place it on the **first empty points space** on your Garden tableau and **immediately** score the Points you covered. *Score 3 Points for the first Animal, 6 Points for the second, 10 for the third, etc.*

You take your bird from the supply. Since the first space is already covered by your butterfly, you place the bird on the next space and immediately score 6 Points.

Victory Points and Prize Tokens

You immediately score the number of **Victory Points** depicted.
Advance your Gardener by that many spaces on the Victory Points track.

If you reach 100 Points, tip your Gardener on to its side and simply keep counting from there.

When you reach the end of a track, score the Victory Points depicted on the **Prize token** and place the token itself in front of you. It is now no longer available for other players to claim.

Then put the next Prize token on that stack in its place.

You can receive multiple Prize tokens from the same track. **Once the stack is empty, you can no longer receive Prize tokens** from that track.

Pole Position

If you're the **first player** to place your Flower on this space, you gain **3 Coins**. As usual, if the space is already occupied, you can still place your Flower here, but you **don't get the 3 Coins**.

The action next to it means you **never have to pay** to place your Flower here, regardless of whether there are already any Flowers in this space.

Hint: You can use this space if you're out of Coins and can't (or don't want to) perform any of the other actions, or if you want to increase your chance of going first in the next column.

***Yellow** has already placed their Flower on the top space and gained 3 Coins for it.*

*Since **you** want to make sure you go first in the next column, you also place your Flower on top of **Yellow**. You don't get anything for it, but don't have to pay anything either.*

An in-depth look at an example turn

*It's **your** turn.*

You play this card and pay 2 Coins to water both of your level III Plants. You return them to the supply and place 2 level IV Plants in their places. This completes your Special task, so you immediately score 10 Victory Points.

You decide not to move your Gardener.

Next, you place your Flower on the third space from the top. First, you perform the action next to the tile and move your Gardener 2 spaces. You choose not to use the 3rd free movement.

Your other action is to move 1 step on the Shovel track. You pay 2 Coins to use the top path and place your Shovel on the last space of the track. This gives you 1 level II Plant, which you plant immediately.

This completes your Basic task, so you score 9 Victory Points.

You also take the Prize token from its space and score the 24 Victory Points. Finally, you move your Shovel back to the starting space and place a new Prize token from the top of the stack onto the now empty space. Then it's the next player's turn.

The designers' thanks:

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For the botanically minded and curious players, here are some facts about the level IV Plants in the game. These are not part of the rules or otherwise relevant for gameplay.

Pavonia Multiflora

Family: Malvaceae. Its order, Malvales, consists of nine families, containing about 243 genera and between 4,225 and 4,300 species. The best known examples cultivated by humans are okra, cotton, and the cacao tree.

Medinilla Magnifica

Family: Melastomataceae. This is one of the few species of Medinilla to grow magnificent hanging clusters of flowers (inflorescence), with sometimes over 100 individual pink or reddish petals.

Nepenthes Alata

Family: Nepenthaceae (pitcher plants)
This is a carnivorous plant native to the Philippines. Its pitchers have two tooth-like ridges.

Guzmania Bromeliaceae

Family: Bromeliaceae. This plant's petals always grow in groups of three and form a funnel for catching water. Its seeds have a "parachute" like the seeds of a dandelion.

Anthurium

Also called flamingo flowers. Family: Araceae. With somewhere between 600 and 1,000 species, this is the most diverse genus of the Araceae family. It primarily grows in Central and South America and the Caribbean.

Orchid

Family: Orchidaceae. The characteristic shape of its root tubers gave this family its name (from the Greek 'órcheis', meaning 'testicles'). It is the second largest family of flowering plants.

Hibiscus

Hibiscus is a genus of the Malvoideae subfamily within the Malvaceae family. It is a common decorative houseplant. Its fruit is a dry five-lobed capsule which dehisces (splits open) at maturity.

Strelitzia Reginae

Also called crane flower or bird of paradise. Family: Strelitziaceae. This is a low-maintenance, evergreen plant that grows between 80 and 200 cm tall. Its large, strong leaves are similar to banana leaves and grow up to 100 cm long.

Mammillaria Elongata

Also called ladyfinger cactus. Family: Cactaceae. This cactus forms dense groups of elongated cylindrical stems that are 1-3 cm in diameter. Its tubercles are slim and conical with woolly areoles, while its axillae are (almost) bald.

Dracunculus Vulgaris

Also called dragon lily. Another member of the Araceae family. The family resemblance is obvious. It emits a strong and unpleasant scent, similar to that of rotting meat, to attract flies that then pollinate the plant.

Bougainvillea Glabra

Family: Nyctaginaceae. This is an evergreen, climbing shrub with thick, thorny stems and drooping branches. It can grow up to 10 meters tall and its tiny white flowers are surrounded by colorful papery bracts.

Crassula ovata

Also called money tree. Family: Crassulaceae. It flourishes in the company of aloe, euphorbia, portulacaria afra, and other succulent plants, reaching heights of up to 2.5 meters.

Brugmansia

Also called angel's trumpet. Family: Solanaceae. The genus is divided into two sections (warm-growing and cold group) and is part of the nightshade family. Caution: Due to the high concentration of alkaloid compounds, all parts of the plant are highly toxic.

Selenicereus Grandiflorus

Family: Cactaceae. It should come as no surprise that this cactus is part of the Cactaceae family. It earned its nickname, "Queen of the Night", because its flowers only bloom only once a year, for a single night.

Monstera Deliciosa Variegata

Family: Araceae. Its fruit resembles a green ear of maize covered with hexagonal scales. As the fruit ripens, these scales fall off. The fruit is edible and its taste is similar to that of pineapple and banana. It should only be eaten if fully ripened, however, since unripe fruit contains crystals of calcium oxalate that irritate your mouth.

Mirabilis Jalapa

Family: Nyctaginaceae. The Aztecs cultivated it for ornamental and medicinal purposes, and explorers first brought it to Europe in 1525. It was commonly used as an example in the study of Mendelian genetics.

Canna Indica

Also called Indian shot. Family: Cannaceae. The family consists of only a single genus of 10 species. This plant has been cultivated by humans for millennia. Despite its name, it has no relation to India—a European explorer got it wrong…

Lilium

Family: Liliaceae The 16 genera and approximately 630 species of Liliaceae are native to the temperate zones of the Northern Hemisphere. Historically, up to 3,500 plant species were considered lilies; many of them are now considered part of the Agavaceae family.

Victoria Amazonica

Family: Nymphaeaceae (water lilies). Its flowers are up to 40 cm wide and bloom for two days. The initially white flowers open in the early evening and spread a scent resembling carrion to attract insects. During the day, the flower heats up considerably, so at night, it is still several degrees warmer than the surrounding air.

Spathiphyllum

Family: Araceae. This plant has no sap. Its creeping rootstalks with short internodes are partially visible above the ground. The genus consists of about 50 species, most of which are native to Central and South America.