

RULES OF PLAY

BOTANY

A VICTORIAN EXPEDITION

Overview

Players assume the roles of Victorian-era plant hunters, travelling the world in search of fame, fortune, and the coveted Queen's Prize in Botany. As they travel the globe to collect specimens, the players will need to manage their expedition funds, experience thrilling events, and acquire support for their journeys. Whenever a player returns to their estate, they will add new specimens to their collection and build new garden features, such as orangeries and conservatories. The player with the most points at the end of the game will earn the Queen's Prize in Botany and be declared the winner!

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A PLANT HUNTER!

WHAT IS THAT?

"We have heard of fox-hunters, of deer-hunters, of bear and buffalo-hunters, and of lion-hunters...of a plant-hunter never.

Stay! Truffles are plants. Dogs are used in finding them; and the collector of these is termed a truffle-hunter. Perhaps this is what the Captain means?

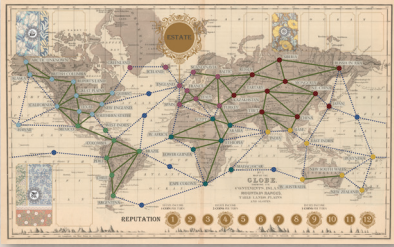
No, my reader. Something very different from that. My plant-hunter is no fungus-digger. His occupation is of a nobler kind than contributing merely to the capricious palate of the gourmand. To his labors the whole civilized world is indebted - yourself among the rest. Yes, you owe him gratitude for many a bright joy. For the varied sheen of your garden you are indebted to him. The gorgeous dahlia that nods over the flower-bed - the brilliant peony that sparkles on the parterre - the lovely camelia that greets you in the greenhouse - the kalmias, the azaleas, the rhododendrons, the starry jessamines, the gerania, and a thousand other floral beauties, are, one and all of them, the gifts of the plant-hunter. By his agency England -

cold cloudy England - has become a garden of flowers, more varied in species and brighter in bloom than those that blossomed in the famed valley of Cashmere. Many of the noble trees that lend grace to our English landscape, most of the beautiful shrubs that adorn our villas, and gladden the prospect from our cottage windows, are the produce of his industry. But for him, many fruits, and vegetables, and roots, and berries, that garnish your table at dinner and dessert, you might never have tasted. But for him these delicacies might never have reached your lips. A good word, then, for the plant-hunter!"

- Captain Mayne Reid,
The Plant Hunter, 1866



Game Components



1 GAME BOARD



10 WOODEN PAWNS



2 DICE



90 COINS (CARDBOARD)



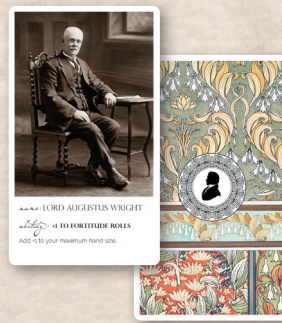
50 EXPEDITION CARDS



5 ESTATE BOARDS



105 SPECIMEN CARDS



12 CHARACTER CARDS



10 WARDIAN CASE CARDS



5 BOTANICAL PRESS CARDS



10 ORANGERY CARDS



5 CONSERVATORY CARDS



5 POISONOUS PATH CARDS



1 QUEEN'S PRIZE IN BOTANY CARD



76 EVENT CARDS



7 BONUS SCORING CARDS



5 TURN REFERENCE CARDS

Game Board Setup

BOARD: Place the game board in the middle of the table, making sure to leave enough space for each player's Estate board and Expedition area.

PAWNS: Give each player two matching pawns. Place these on the game board, with one at "1" on the Reputation Tracker and the other on the Estate space.

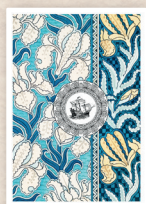
EXPEDITION CARDS: Shuffle the Expedition deck and place it face-down on the game board. Draw 3 Expedition cards from the top of the deck and place them face-up in the neighboring spaces.

EVENT CARDS: Shuffle the Event deck and place it face-down on the game board.

SPECIMEN CARDS: Shuffle the Specimen deck and place it face-down on the game board.

BONUS CARDS: Shuffle the Bonus deck and draw 3 Bonus cards. Place them face-up next to the board. These are the bonuses you will be competing for in the end game scoring. Return the unused Bonus cards to the box.

REMAINING CARDS AND COINS: Place the Garden Features cards, additional Wardian Case cards, and remaining coins within reach of all players (see diagram on page 4).



FACE-DOWN
EVENT DECK



DISCARDED
EVENT CARDS



DISCARDED
EXPEDITION CARDS



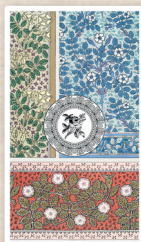
FACE-DOWN
EXPEDITION DECK



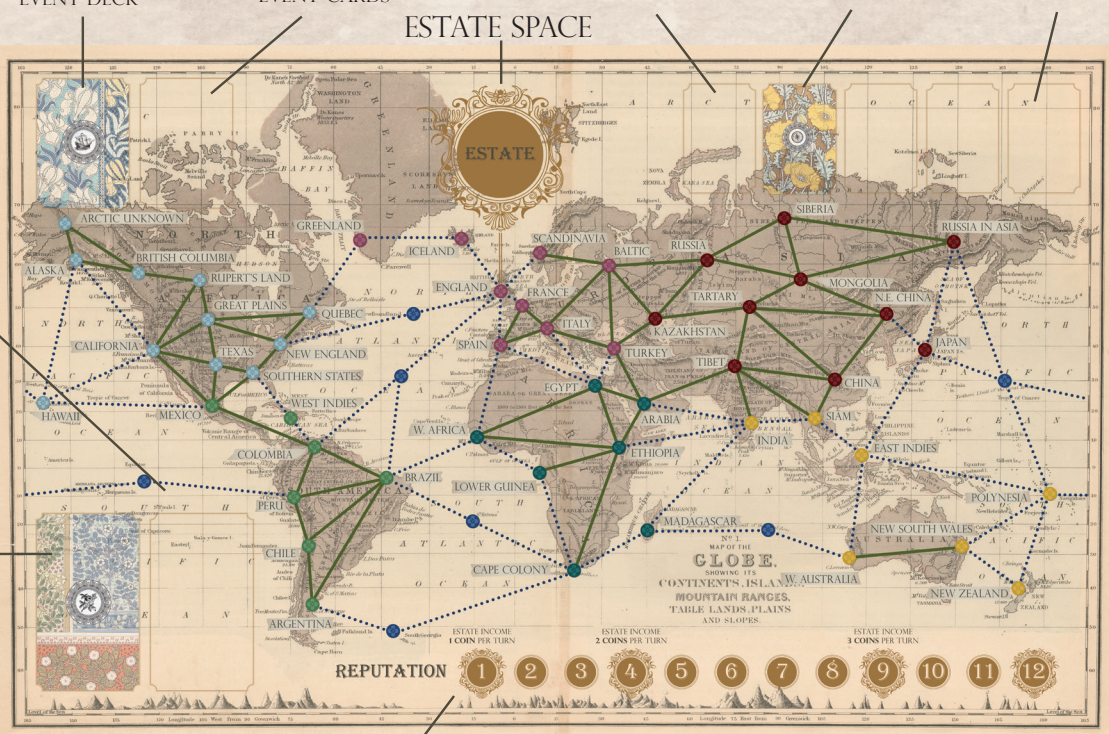
3 SPACES FOR FACE-UP
EXPEDITION CARDS



DISCARDED
SPECIMEN CARDS

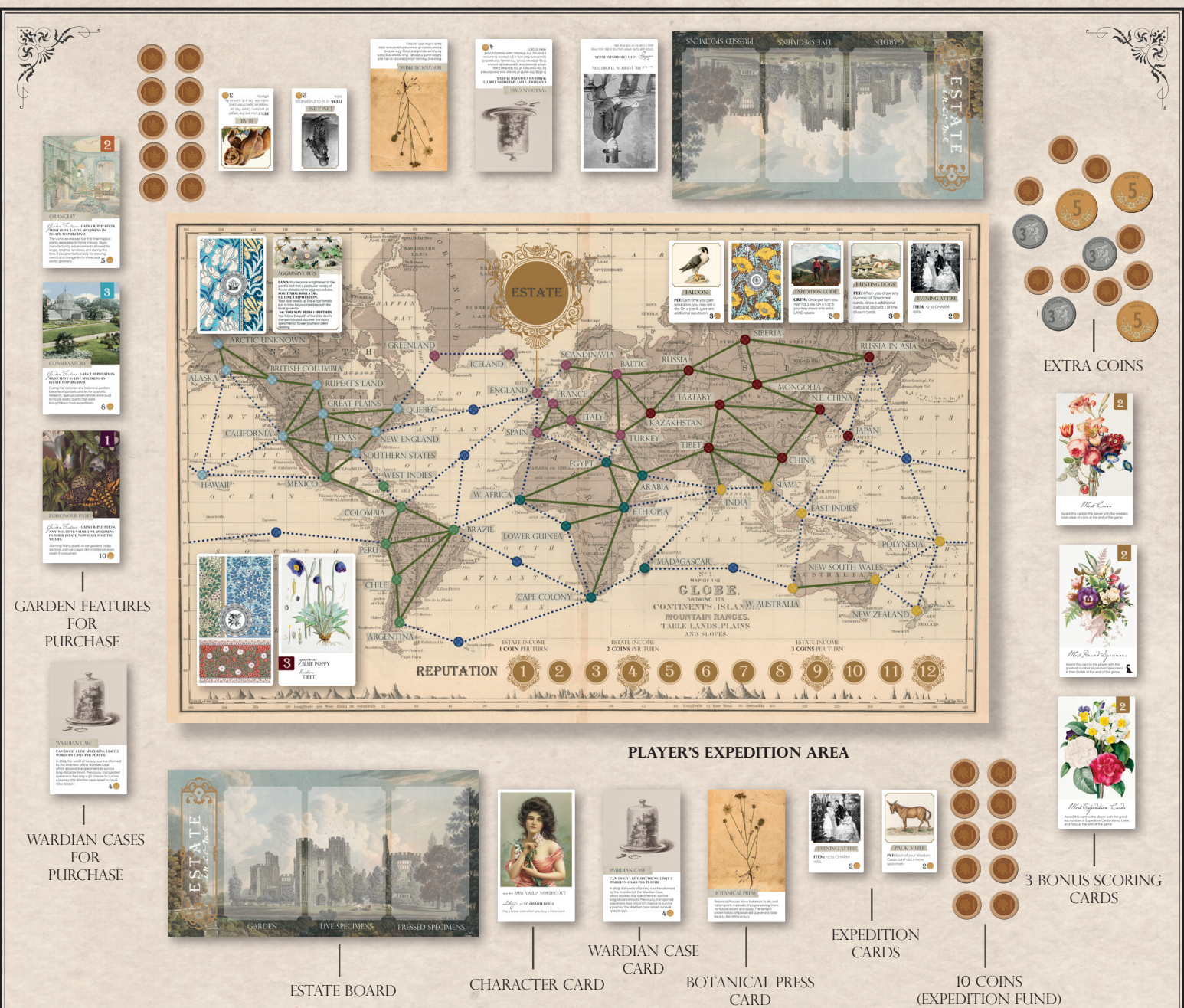


FACE-DOWN
SPECIMEN DECK



REPUTATION
TRACKER





Player Setup

Each player takes the following components and places them in their playing area in front of them:

- 1 ESTATE BOARD:** Placed in front of you. The area next to your estate is your Expedition area.
- 1 WARDIAN CASE CARD:** Placed in your Expedition area.
- 1 BOTANICAL PRESS CARD:** Placed in your Expedition area. Each Botanical Press can hold unlimited pressed specimens.
- 10 COINS:** Use these to fund your expeditions.

- 1 CHARACTER CARD:** Remove the solo play character, Abigail Inglesby. Then draw a Character card at random. Place this face-up in your Expedition area. Return the unused Character cards to the box.
- 2 EXPEDITION CARDS:** Draw these cards from the deck and place them face-up in your Expedition area.

Setup Continued

SPECIMEN CARDS: Shuffle the Specimen cards and deal 4 to each player. If a player has an item, ability, etc. that increases their maximum hand size, that player may draw additional Specimen cards up to that maximum. Do not show these cards to other players. Once only, each player may choose any number of their Specimen cards to discard, then draw back up to the full hand size.

TURNS: Each player rolls 1 die. The player with the highest value rolled goes first, then play proceeds in clockwise order.

TIP:

IF YOU DISCARD, TRY TO HOLD ON TO SPECIMEN CARDS THAT ARE NEAR EACH OTHER ON THE MAP. THIS WILL MAKE YOUR EXPEDITION MORE EFFICIENT.



Expedition & Character Cards

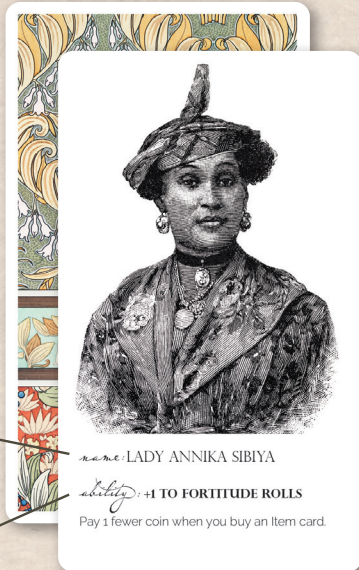


EXPEDITION CARD:

A. TYPE: There are 3 types of Expedition cards to help you on your journey: ITEMS, CREW, and PETS.

B. ABILITY: Abilities can help you resolve events, purchase items, move around the board, etc.

C. COST: This is the price in coins you must pay to purchase the card.



A

B

CHARACTER CARD:

A. NAME: Your character's name.

B. ABILITIES: Event bonuses and special actions that you may perform during the game.

HISTORICAL NOTE:

DAVID DOUGLAS WAS A FAMED PLANT HUNTER WHO REALLY DID HAVE A PET EAGLE.



Playing the Game

GOAL: Players will compete to earn points by collecting specimens, garden features, and bonuses. The player with the most points at the end of the game receives the Queen's Prize in Botany card and wins!

GAMEPLAY: Players will take turns, starting with the first player and continuing clockwise, until the end game conditions are met (see page 15). On their turn, a player will first pay for their expedition expenses, then move around the map to collect specimens or to return to their estate to display the specimens they have collected and consolidate their gains. The player will also collect income from their estate based on their reputation before having an opportunity to invest their funds into improvements to their estate or their expedition's equipment.

Player Turns (Overview)

On your turn you will do the following, in order:

1. PAY 1 COIN
2. DRAW AND RESOLVE AN EVENT CARD (OPTIONAL)
3. MOVE YOUR PAWN AND ACQUIRE SPECIMENS
4. DRAW SPECIMEN CARDS
5. COLLECT INCOME
6. BUY (AT THE END OF YOUR TURN OR BEFORE DRAWING AN EVENT CARD)

These actions are described in detail on the following pages.



Player Turns (Detailed)

1. PAY 1 COIN: Pay 1 coin from your Expedition Fund to the supply. If you cannot pay, you must immediately begin moving toward the Estate space at the standard 3 spaces per turn. Each turn you cannot pay, you must also discard either 1 Expedition card or 1 Specimen card from your Wardian Case or Botanical Press. If you cannot discard a card, you must pay 2 coins from your Estate Income each turn until you reach the Estate space. If you have no funds in your Estate Income, you lose 1 reputation per turn until you reach the Estate space.

ALLIANCES, TRADES, AND BRIBES: You can buy and sell Expedition cards, Specimen cards, your loyalty, or anything else you like from other players. This sort of behavior can really come in handy if you don't have enough coins in your Expedition Fund to return home!

2. DRAW AND RESOLVE AN EVENT CARD: You may draw an Event card and resolve the event. If you do not draw an Event card, you must draw one when you acquire your first specimen later in your turn. If you do not draw an Event card at the start of your turn and do not acquire any specimens during your turn, you cannot draw an Event card later that turn..

EVENT CARD:

A. ROLL TYPE / "LAND" OR "SEA": When you draw an event of this type, you will "test" one of these possible skills: Prowess, Charm, Agility, Cleverness, or Fortitude. Abilities on your Character and Expedition cards may affect the results of your test. Land or Sea is sometimes relevant to the effects of other cards.

B. STORY TEXT: A bit of lively fiction mixed with historical events.

C. NEGATIVE EFFECT: The unimaginable has happened. Watch out for bees!

D. POSITIVE EFFECT: You've done well, old chap. Good show!



AGGRESSIVE BEES

- A — **FORTITUDE / LAND:** You become enlightened to the painful fact that a particular flower attracts rather aggressive bees.
- B — **1-2: LOSE 1 REPUTATION.** Your face swells up like a ripe tomato just in time for your meeting with the local governor.
- C — **3-6: YOU MAY PRESS 1 SPECIMEN.** You follow the little devils' trail and discover the exact specimen you have been seeking.
- D —

RESOLVING AN EVENT CARD:

A. ROLL 1 DIE: Check the event's skill type, then roll 1 die.

B. TALLY POINTS: Add the number on the die to any bonuses received from your cards.

C. RESOLVE THE EVENT: Match the total value of your roll to the effects listed on the card. Read the corresponding story text and apply the appropriate effect.

NOTE: If you are instructed to lose a coin but have none, follow the rules for discarding items (see "Pay 1 Coin," above). If you are instructed to gain an Expedition card but there are no cards of the indicated type (Item, Crew, Pet, etc.) in the face-up Expedition area, draw cards from the Expedition deck until you find the correct card type. Reshuffle the deck.

RESOLVING A WORLD EVENT CARD: Some events apply to all players regardless of whose turn it is. Starting with the active player, each player follows the instructions on the Event card to resolve the event in clockwise order.

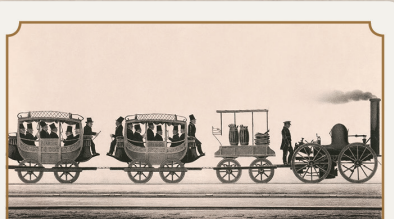


WORLD'S FAIR

IN TURN ORDER, EACH PLAYER CHOOSES: A world's fair is to be held to celebrate the glory and achievements of society.

- 1. **GAIN 1 ITEM.** It's not a matter of whether you will go, but which souvenir you will buy!
- 2. **GAIN 1 PET.** It takes some searching, but eventually you find the carnival game with the little goldfish...although, it may have just been a pond.

A



VIEW OF THE FIRST AMERICAN RAILWAY TRAIN

ADRENALINE RUSH

EACH PLAYER MOVES 2 ADDITIONAL SPACES ON THEIR NEXT TURN: It took a lot of convincing to get you on the train that they bragged could reach speeds of 50 miles per hour. Despite your worst fears you are not experiencing breathing issues or uncontrollable shaking. It's actually quite fun when you get the hang of it.

B

C

WORLD EVENT CARDS:

- A. EFFECT OPTIONS:** Some world events have multiple effect options. Each player chooses which effect option they would like to resolve.
- B. WORLD EVENT EFFECT:** The worldwide effect that each player must resolve.
- C. STORY TEXT:** A bit of lively fiction mixed with historical events.

EVENT CARD EXAMPLE: Poppy draws the "Snow Blind" Event card. She reads the story text and rolls 1 die, which results in a 3. She then checks her other cards to see if any match the event's Charm skill type. Poppy's character does not help with Charm, but her "Evening Attire" item does. With a +2 bonus to Charm rolls, her total roll value is now 5. Per the Event card, Poppy will "Gain 1 Reputation" from this event.



name: MR. THADDEUS BECKWITH
ability: +1 TO PROWESS ROLLS

Once per turn, you may pay 1 coin to look at another player's Specimen cards and switch one of your Specimen cards with one of theirs.



EVENING ATTIRE

ITEM: +2 to CHARM rolls.

2



SNOW BLIND

CHARM / LAND: After a week of climbing a snow-capped peak, you return to your base camp to discover you have gone completely snow-blind in your left eye.
1-3: LOSE 1 REPUTATION. Behind your back, even your most genteel acquaintances gossip about your lazy eye.
4-6: GAIN 1 REPUTATION. The members at your social club think the eye-patch looks quite dashing.

Player Turns (Detailed) Continued

3. MOVE AND ACQUIRE SPECIMENS:

You may now move your pawn up to 3 spaces. On each space you move through or land on, you may play a matching Specimen card from your hand to acquire that specimen (including multiple cards from the same location). You may occupy the same space as another pawn and backtrack through spaces you have already visited.



LAND SPACES



LAND ROUTES

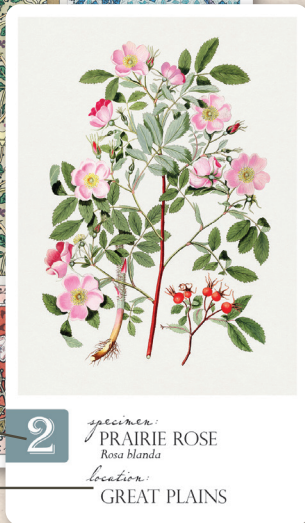


SEA SPACES



SEA ROUTES

NOTE: Your movement ends if your pawn enters the Estate space. You cannot move again that turn. (See the "When Returning to the Estate Space" page 13.)



A

2

specimen:
PRAIRIE ROSE
Rosa blanda
location:
GREAT PLAINS

B



C

4

specimen:
CROWN-OF-THORNS
Euphorbia splendens
location: MADAGASCAR

D

WHILE IN WARDIAN CASE
Move -1 space per turn

TIP:

IF YOU DON'T WANT TO PLACE A POISONOUS SPECIMEN IN YOUR WARDIAN CASE, YOU CAN PRESS IT TO MAKE IT WORTH 1 POINT.

SPECIMEN CARD:

A. POINT VALUE: The number of points this card will add to your score at the end of the game. Point value boxes are color-coded by map region.

B. NAME & LOCATION: The specimen's name, and where it can be found on the board.

C. POISONOUS SPECIMEN: Poisonous specimens have negative point values (see "When Returning to the Estate space, page 13"). Poisonous specimens are gained in the same way as regular Specimen cards.

D. EFFECT: Some Specimen cards have a special effect that is triggered by certain conditions (e.g., while in Wardian Case, when acquired, etc.).



A WARDIAN CASE CAN HOLD 3 LIVE SPECIMENS



2

2

specimen:
FIRE MANDARIN
location:
ARIZONA



3

specimen:
COMMON BLUE POPPY
Meconopsis simplicifolia
location:
TIBET

ACQUIRING SPECIMENS: When you acquire a Specimen, you may place it in your Wardian Case if there is enough room—each Wardian Case may hold up to 3 cards at a time. If you do not have enough room, you may either:

1. Place the specimen in your Botanical Press. These specimens will be placed in the “Pressed Specimens” section of your Estate board and will each be worth 1 point at the end of the game. (See the “When Returning to the Estate space, page 13”).

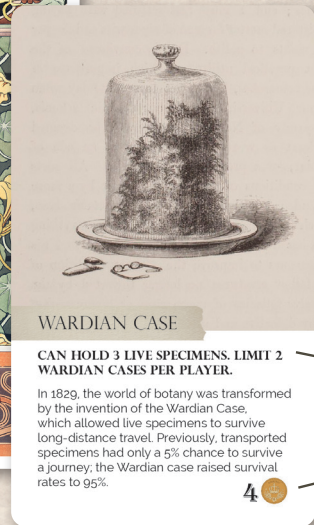
OR

2. Replace a specimen in one of your Wardian Cases. Choose a specimen currently in one of your cases and place it in your Botanical Press. Then, place your newly acquired Specimen card in your Wardian Case.

NOTE: If you do not have room in a Wardian Case and you do not wish to place a specimen in your Botanical Press, you may not acquire a specimen. In this case, any Specimen cards will remain in your hand until later acquired or discarded.

If you did not draw an Event card during Step 2, you **MUST** draw one the first time you acquire a specimen that turn.

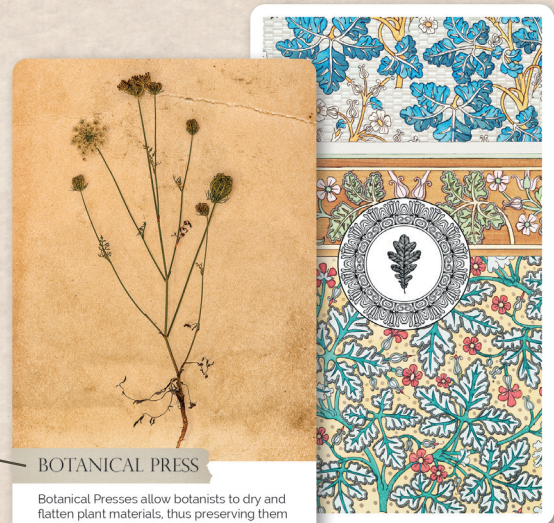
TIP:
HAVING ADDITIONAL WARDIAN CASES WILL LET YOU TAKE LONGER, MORE BOUNTIFUL EXPEDITIONS. THE PACK MULE EXPEDITION CARD ALSO LETS YOU CARRY 1 MORE LIVE SPECIMEN PER WARDIAN CASE.



WARDIAN CASE:

A. TRANSPORTATION: While on expedition, you may hold 3 live specimens in each Wardian Case you own.

B. COST: This is the price in coins you must pay to purchase the card.

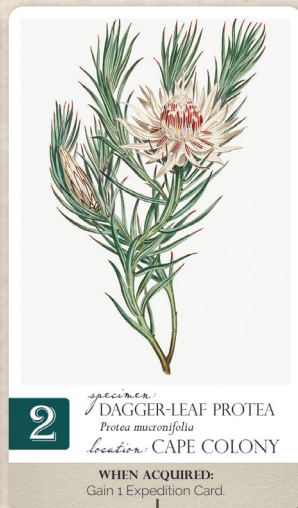
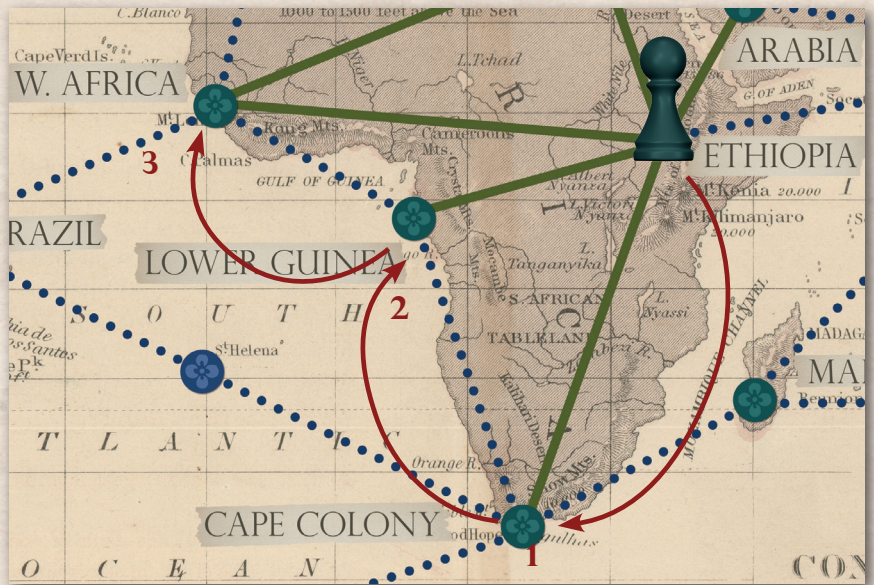


BOTANICAL PRESS:

C. TRANSPORTATION: You may carry any number of Specimen cards in your Botanical Press. Each pressed specimen is worth 1 point at the end of the game (regardless of their original value, including poisonous specimens).

Example of Movement & Specimen Acquisition

Ronan's pawn is currently in Ethiopia, and can move up to 3 spaces. His Primrose Specimen card corresponds to West Africa, and his Dagger-leaf Protea Specimen card corresponds to Cape Colony. Ronan first moves 1 space to Cape Colony, acquiring the Dagger-leaf Protea specimen and placing it in his Wardian Case. He gains 1 Expedition card from the specimen's "When Acquired" ability. He has 2 spaces of movement left, so he moves to Lower Guinea and then West Africa, where he acquires the Primrose specimen and places it in his Wardian Case.



EXPEDITION AREA & HAND



PREVIOUSLY ACQUIRED POISONOUS SPECIMEN THAT WAS PRESSED TO MAKE IT WORTH 1 POINT

Player Turns (Detailed) Continued

4. DRAW: When you are done moving and acquiring specimens, draw cards from the top of the Specimen deck until you have a total of 4 Specimen cards (or more, if permitted) in your hand. If you draw a Specimen card for your current location, you must wait until the next turn to acquire it.

5. GAIN ESTATE INCOME: Your reputation determines how much Estate Income you will gain. Check the location of your pawn on the Reputation Tracker.

1-3 REPUTATION: Gain 1 coin and place it on the Estate Income spot of your Estate board.

4-8 REPUTATION: Gain 2 coins and place them on the Estate Income spot of your Estate board.

9-12 REPUTATION: Gain 3 coins and place them on the Estate Income spot of your Estate board.

6. BUY: You may purchase a maximum of 1 card each turn. You may buy before you draw an Event card OR at the end of your turn. Return the coins paid to the supply and take the purchased card. While on expedition, you may only purchase Expedition cards, and you must pay for them with coins from your Expedition Fund. Place the card in your Expedition area. If you are on the Estate space, you may purchase a Garden Feature instead, placing it on your Estate board (see next page). Be sure to check your other cards for possible discounts! You may purchase:

EXPEDITION CARDS: You may purchase a face-up Expedition card for its coin cost OR you may pay 2 coins to purchase the top card of the Expedition deck. If you bought a face-up card, draw a new Expedition card and place it face-up on the empty board space. If you have multiple Expedition cards with the same effect, you may use each card's ability cumulatively.

GARDEN FEATURE CARDS: You may only purchase a Garden Feature when you are on the Estate space, and only once per visit—to purchase another Garden Feature, you must leave and then return to the Estate space. Note that many Garden Feature cards have a purchase requirement.

GARDEN FEATURE CARD:

A. POINT VALUE: These points are added to your score at the end of the game.

B. REPUTATION: The amount of reputation gained (if any) upon purchase.

C. PURCHASE REQUIREMENT:

The number of live specimens you must have on your Estate board before purchasing this card.

D. COST: This is the price in coins you must pay to purchase the card.

ESTATE INCOME
1 COIN PER TURN

ESTATE INCOME
2 COINS PER TURN



WHEN RETURNING TO THE ESTATE SPACE: You may return to the Estate space at any time using the regular movement rules to deposit Specimen cards, sabotage another player's estate, retrieve your Estate Income, cycle your Specimen cards, and purchase Garden Feature cards. When you move onto the Estate space, you end your movement for that turn. While on the Estate space, you may do any, all, or none of the following:



DEPOSIT SPECIMEN CARDS: You may deposit some or all of your Specimen cards. When depositing Specimen cards, follow the steps below:

1. **LIVE SPECIMENS:** Move any Specimen cards from your Wardian Case to the "Live Specimens" section of your Estate board.
2. **COLLECT INCOME:** Gain 1 coin for each live specimen you deposit from your Wardian Case. You do not gain coins for depositing pressed specimens.
3. **GAIN 1 REPUTATION:** You gain +1 reputation for every set of 3 live specimens

you deposit at the same time (3-5 live specimens will earn 1 reputation; 6-8 live specimens will earn 2 reputation, and so on).

You do not gain any reputation for depositing pressed specimens. Be sure to move your pawn on the Reputation Tracker when you gain reputation.

4. **PRESSED SPECIMENS:** Move any Specimen cards from your Botanical Press to the "Pressed Specimens" section of your Estate board. Place these face-down.

ESTATE BOARD



ESTATE INCOME

PURCHASED GARDEN FEATURE CARDS

LIVE SPECIMEN CARDS COLLECTED

PRESSED SPECIMEN CARDS COLLECTED FACE-DOWN

SABOTAGING ANOTHER PLAYER:

Instead of placing live poisonous specimens in your own estate, you may instead choose to deposit them from your Wardian Case into other players' estates—simply pay 1 coin for each poisonous specimen you place on another player's Estate board. It's dastardly, but thrilling! Once a poisonous specimen has been placed in your estate, you may not move it from your estate to another player's estate unless another card or ability allows you to do so.



TIP:

BY PURCHASING A POISONOUS PATH GARDEN FEATURE, YOU CAN TURN ALL NEGATIVE SPECIMENS IN YOUR ESTATE INTO POSITIVE SPECIMENS.

ARE THE POISONOUS SPECIMENS ACTUALLY POISONOUS IN REAL LIFE?

Yes! These plants have been proven toxic to humans and/or animals. The cards' negative point values reflect the severity of their poison: -1 represents irritants, while -2 is more severe; -3 can cause death. For purposes of game balance, not all poisonous plants are marked as such. Know your plants before you touch, pick, or consume them!

RETRIEVE ESTATE INCOME: When you enter the Estate space, you may move your Estate Income coins into your Expedition Fund, along with any Estate Income gained while you are at the Estate space.

For example: You raise your reputation from 3 to 4, which means you will gain 2 coins at the end of your turn. As long as you are on the Estate space, those coins can go directly into your Expedition Fund.

CYCLE SPECIMEN CARDS: While on the Estate space, you may choose any number of Specimen cards in your hand and discard them, then draw back up to 4 Specimen cards. You may not cycle Specimen cards again until you acquire at least 1 new Specimen card.

CYCLE EXPEDITION CARDS: While on the Estate space, you may discard a face-up Expedition card on the board and replace it with one from the deck.

PURCHASE GARDEN FEATURES: You may only purchase a Garden Feature when you are on the Estate space, and only once per visit. You may not purchase a Garden Feature again until you acquire at least 1 new Specimen card.

Note that many Garden Feature cards have a purchase requirement. For example, an Orangery requires the player to have 2+ live specimens on their Estate board before it can be purchased. Some Garden Feature cards also grant bonuses.

Ending the Game

GAME END: The end of the game is triggered when a player reaches 12 reputation or when the Specimen deck runs out of cards and there are no remaining Specimen cards in the discard pile to shuffle back into the deck. After that player finishes their turn, each of the other players takes one final turn. After that, the game is over and scoring can begin.

BONUS CARDS: At the end of the game, hand out the 3 Bonus Scoring cards that were drawn at the start of the game to the players who met those cards' requirements. If players are tied for bonus scoring, each tied player receives the relevant bonus points.



BONUS SCORING CARD:

- A. POINT VALUE:** These points are added to your score at the end of the game.
- B. AWARD TITLE:** The name of the Bonus card.
- C. AWARD REQUIREMENT:** The requirement for a player to earn the Bonus card.
- D. SOLO MODE ICON:** This icon designates which bonuses can be used in the solo mode version of the game. (All Bonus cards can be used in the multiplayer version of the game.)

TALLYING UP POINTS: Total the victory points shown on the live Specimen cards and Garden Feature cards, plus 1 point each for pressed Specimen card on your Estate board, plus any earned Bonus Scoring cards you collected. Undeposited Specimen cards award no points.

QUEEN'S PRIZE IN BOTANY: The player with the most points receives the Queen's Prize in Botany card and wins the game! If there is a tie, the tied player with the most coins wins the game. If there is still a tie, the win is shared. To the winner(s): good show, old chuckaboo!

Scoring Example




2 *specimen*
/ FLAME LILY
Glossonia superba
Location: LOWER GUINEA



2 *specimen*
/ BEARS BREECHES
Acanthus spinosus
Location: ARABIA
WHILE IN WARDIAN CASE:
Immune to specimen discard




1 *specimen*
/ LAVENDER
Lamialula argenteifolia
Location: FRANCE
WHILE IN WARDIAN CASE:
Crew cards cost -1 coin



3 *specimen*
/ CALIFORNIA POPPY
Eschscholzia californica
Location: CALIFORNIA



2 *specimen*
/ SUNFLOWER
Helianthus annuus
Location: GREAT PLAINS




3 *specimen*
/ SEA HIBISCUS
Hibiscus tiliaceus
Location: HAWAII



3 *specimen*
/ LEMON VERBENA
Aloysia citrodora
Location: CHILE



4 *specimen*
/ CAMELLIA
Camellia japonica
Location: JAPAN



3 *specimen*
/ JASMINE
Jasminum officinale
Location: INDIA



2 *specimen*
/ DAGGER-LEAF PROTEA
Protea macrocarpa
Location: CAPE COLONY
WHEN ACQUIRED:
Gain 1 Expedition Card



2 *specimen*
/ SNAKES HEAD FRITILLARY
Fritillaria meleagris
Location: RUSSIA



2 *specimen*
/ BEARDED IRIS
Iris × germanica
Location: KAZAKHISTAN



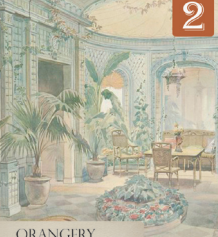
2 *specimen*
/ BIRD OF PARADISE
Strelitzia reginae
Location: CAPE COLONY



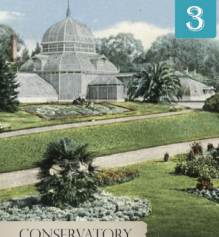
2
Most Coins
Award this card to the player with the greatest total value of coins at the end of the game.



2
Most Live Specimens
Award this card to the player with the greatest number of live specimens in their Estate at the end of the game.

2
ORANGERY
Garden Feature - GAIN 1 REPUTATION.
MUST HAVE 2+ LIVE SPECIMENS IN ESTATE TO PURCHASE
The Victorian era was the first time tropical plants were able to thrive indoors. Glass manufacturing advancements allowed for larger, brighter windows, and during this time it became fashionable for drawing rooms and orangeries to showcase exotic greenery.
5



3
CONSERVATORY
Garden Feature - GAIN 2 REPUTATION.
MUST HAVE 5+ LIVE SPECIMENS IN ESTATE TO PURCHASE
During the Victorian era, botanical gardens became important centres for scientific research. Special conservatories were built to house exotic plants that were brought back from expeditions.
8

LIVE SPECIMEN POINTS: 27
PRESSED SPECIMEN POINTS: 4
GARDEN FEATURE POINTS: 5
BONUS CARD POINTS: 4

TOTAL: 40

Solo Mode Rules

When you play the Botany solo mode, you compete against Lady Abigail Inglesby, the brilliant botanist. Lady Abigail will have her own Estate board and hand of Specimen cards, and you will move her pawn and acquire her specimens as described below. Any rules not referenced here remain the same as in the normal game.



Game Board & Player Setup

Set up the game board and your play area as normal. When selecting Bonus cards, use only the Bonus cards with the solo mode symbol. 

SET UP A PLAY AREA FOR ABIGAIL AS FOLLOWS:

PAWN: Select a pawn color for Abigail. Place one of her pawns on the Estate space, and the other on the Reputation Tracker.

1 ESTATE BOARD: Select an Estate board for Abigail and place it to the side of your play area.



1 WARDIAN CASE & 1 BOTANICAL PRESS: Place a Warden Case card and Botanical Press card next to Abigail's Estate board.

SPECIMEN CARDS: Deal 5 face-up Specimen cards to Abigail. Her maximum hand size is 5 Specimen cards.

SPECIAL RULES: Abigail never uses coins or Expedition cards, and she does not draw Event cards. If a card effect or any other game mechanic would require you to take coins or Expedition cards from Abigail, take them from the coin supply or Expedition deck instead. If you are required to give coins or Expedition cards to Abigail, return them to the supply or Expedition discard pile instead. Abigail is not affected by World Event cards.

TURNS: You take the first turn, then alternate with Abigail as in a normal game. Follow the regular turn steps as described on page 6.





ON ABIGAIL'S TURN, MOVE HER PAWN AND ACQUIRE SPECIMENS AS FOLLOWS:

MOVE: Abigail always moves 3 spaces. Move her pawn along the shortest path to the closest location matching a Specimen card in her hand. If Abigail acquires that specimen and still has movement remaining, move her towards the next-closest Specimen card, and so on.

MOVEMENT EXAMPLE: Abigail's pawn is on England. She has Specimen cards with locations in Spain, W. Africa, Argentina, Siberia, and Polynesia. On Abigail's turn, you would first move her pawn to Spain to acquire that specimen. Then, you would move her pawn to W. Africa to acquire that specimen. After that, the next closest specimen is in Argentina, so you would finish Abigail's movement by moving her pawn to the Brazil space.

ACQUIRING SPECIMEN CARDS: When Abigail acquires a Specimen card:

1. She will add a poisonous specimen (negative value) to her Botanical Press.
2. Otherwise, Abigail will add the specimen to her Wardian Case.
3. At the end of Abigail's turn, draw back up to 5 face-up Specimen cards in her hand.

RETURNING TO THE ESTATE SPACE: When Abigail's Wardian Case(s) is/are full, begin moving Abigail's pawn back to the Estate space using the shortest possible route to get there. Once Abigail's pawn arrives at the Estate space:

1. **LIVE SPECIMENS:** Move all specimens from Abigail's Wardian Case to the "Live Specimens" space on her Estate board.
2. **ABIGAIL NEVER COLLECTS INCOME:** Abigail does not gain coins for depositing specimens.
3. **GAIN 1 REPUTATION:** Move Abigail's reputation pawn 1 space on the Reputation Tracker for every 3 specimens deposited this turn in the "Live Specimens" space of her Estate board.
4. **PRESSED SPECIMENS:** Move all specimens from Abigail's Botanical Press to the "Pressed Specimens" space of her Estate board.
5. **BUYING:** The first time Abigail returns to the Estate space during a game, she gains 1 Wardian Case and 1 Orangery. Move her reputation pawn as described on the Orangery.
6. **SUBSEQUENT PURCHASES:** Each time Abigail returns to the Estate space after the first, she gains one Conservatory. Move her reputation pawn as described on the Conservatory.

GAME END: The game ends when either you or Abigail reaches 12 on the Reputation Tracker. The other player will take the final turn of the game.

SCORING: Scoring is performed according to the normal rules, but only use specified Bonus Scoring cards. If you have more points than Abigail, congratulations! You have been awarded the Queen's Prize in Botany!

Credits & Thanks

GAME DESIGN: Amy and Dusty Droz

LAYOUT DESIGN: Amy and Dusty Droz

GAME DEVELOPEMENT: Amy Droz, Dusty Droz, and Aaron Kemp

LEAD PLAY TESTERS: Jasson McMorris, Jeanine Rickman, Jesse Stondell, and Tim Rickman

RULE EDITING: Christina Doka, Michael Schemaille and William Niebling

GAMETRAYS: Huge thanks to GameTrayz™ for designing the tray in Botany.

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Plant Hunting Etiquette

When it comes to picking flowers to press, it's important to follow proper etiquette. Before starting, make sure you know the rules and regulations of the area you're in. Avoid picking if there are only a few flowers left, as this can harm the local ecosystem.

While it may be tempting to go on a botanical hunting expedition, please be aware of the impact you may have on the local environment; over-harvesting and the introduction of invasive species are real problems. We ask that you leave plant studies to botanists, and encourage you to satisfy your curiosity with a local volunteer or interest group.

If you're planting in your own garden, please research your plants. Avoid any that are invasive in your area and opt for native species or those well-suited to your climate.

IS THIS GAME HISTORICALLY ACCURATE WITH REGARD TO EVENTS & SPECIMEN LOCATIONS? We like to say that Botany is loosely based on absolutely true events! We made up some of the Expedition cards and Event cards, but many (usually the most UNBELIEVABLE cards) are based on the lives of real Plant Hunters, who lead the most adventurous, dangerous lives. Specimen locations are as accurate as possible, respecting the limits of our abridged map.

