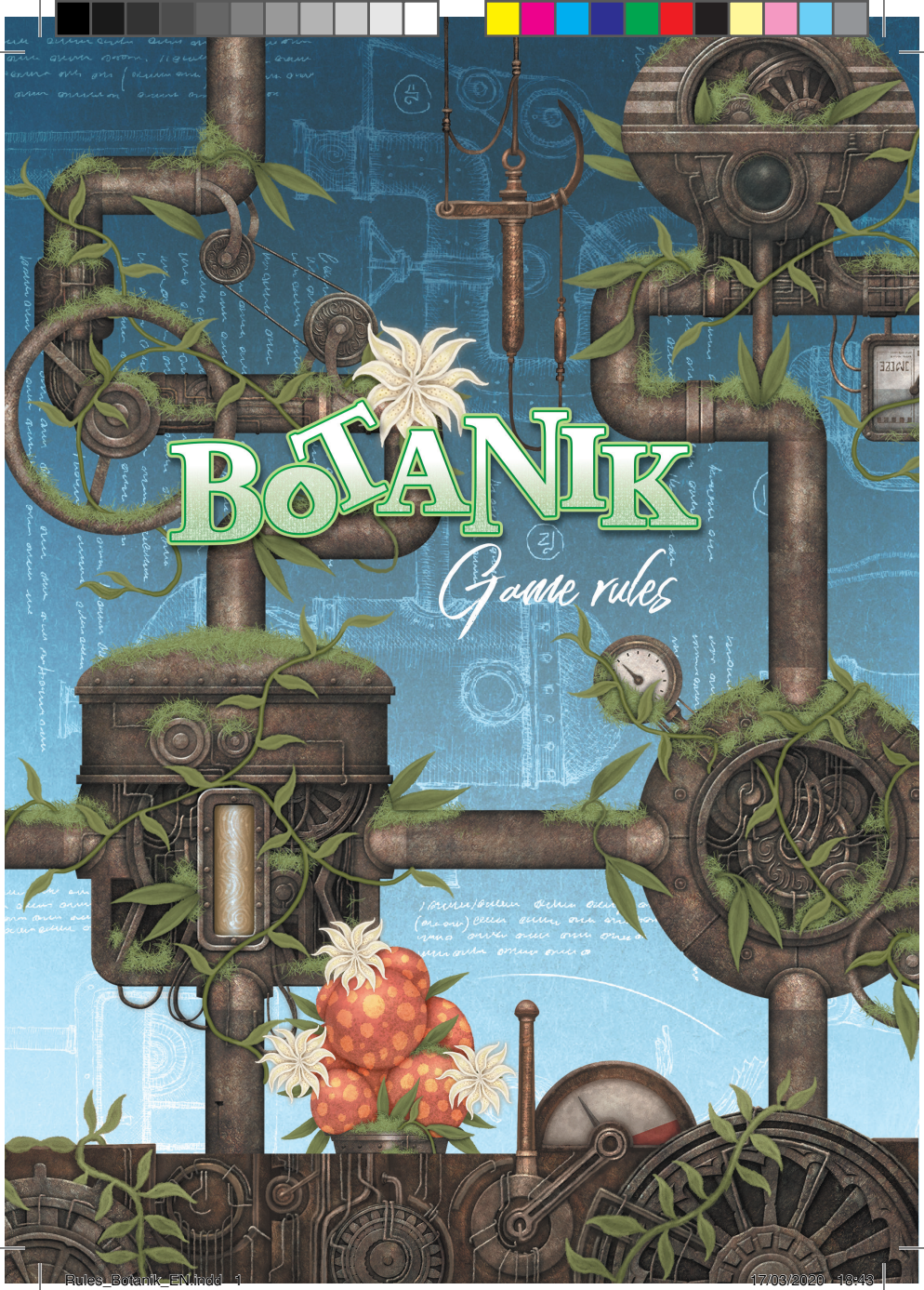


Rules_Botanik_EN.indd 1 17/03/2020 13:43

In the hushed intimacy of her laboratory, the eminent researcher Beatrix Bury has just discovered a technology allowing to mechanically generate all kinds of edibles: Subtropical plants, stellar potatoes, Orion mandarins, this new technology opens a way to save the people of Forharms, prisoners of a world made of rust and toxic vapors. It's in the urgency of a threatened world that the scientist puts two of her best teams in charge of developing her plan... that can seem quite demanding at times. Each team is engrossed in its mission and Beatrix's laboratory becomes the battlefield of fierce competition to produce the best performing machine. You are promoted to the head of one of these two teams, and must prove yourself worthy of the head researchers' trust. Rise up to the challenge!

PARTICULAR NATURE OF THE GAME

In Botanik, you can never directly take a tile you want. A tile is always retrieved in two steps: First, you have to place it on your side of the Registry, then have it released by another tile played in the center row… There lies the whole subtlety of the game.

MATERIAL

1 Meca pawn



1 Registry with 5 «columns»

Back



67 tiles

Back



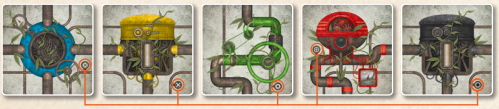
The tiles are distributed as follows:

2 Source tiles

Distinctive backs



65 tiles, divided into 5 colors



A symbol is associated with each color to help differentiate them.

In each color, there are 7 types of tiles:

3x

3x

3x

1x



1 Plant

1 Vegetable

1 Meca-Botanist



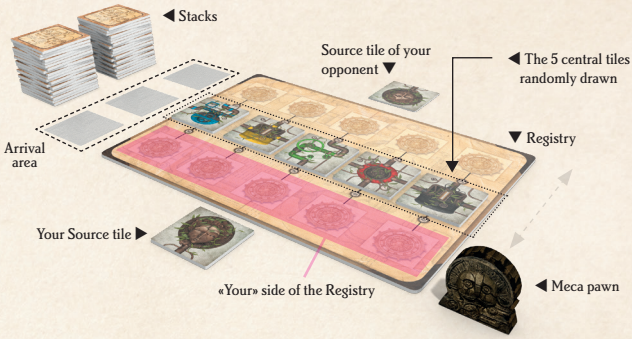
Some tiles show 1 or 3 Flowers, that may get you points at the end of the game.

Rules_Botanik_EN.indd 2 17/03/2020 18:43

SETUP

- Place the Registry between the two players;
- Place the Meca pawn next to the Registry;
- Each player takes a Source tile and places it faceup in front of them;
- Mix the remaining tiles to form one or more face-down stacks;
- Draw 5 tiles randomly and place one on the central row of the Registry, thus starting five central piles;
- Designate the first player as you see fit, and you're ready to start the game!

Example of the game setup



ROUNDS OF PLAY

The game is played in a number of Rounds, each played in the same way:

- The starting player for the round slides the Meca pawn to their side.
- They reveal 3 tiles from the draw stacks and place them faceup in the Arrival area.

These tiles are placed faceup within easy reach of the players.

- In turn, each player chooses a tile and plays it on the Registry.
- Once you have played the 3 tiles, you continue with a new Round.

Important: *Since there are 3 tiles, the player who starts the Round will play 2 and their opponent 1. This gets reversed on the next Round (1-2), then the next (2-1) and so on until the end of the game.*

PLAYING A TILE

On your turn, you **must** take one of the remaining tiles from the Arrival area and place it on the Registry.

You can place it: ON YOUR SIDE OR ON A CENTRAL PILE

Then, it's your opponent's turn to play.

Rules_Botanik_EN.indd 3 17/03/2020 18:43

ON YOUR SIDE

There are two conditions you must follow to place a tile on your side of the Registry:

1) The space must be free;

2) The tile you place must have a link to the central tile of the column. That is to say it must be of the **same color** or the **same type**. The small ( ) symbol acts as a reminder.

Some pair of tiles of the same type…



Important: plants and vegetables are different types.

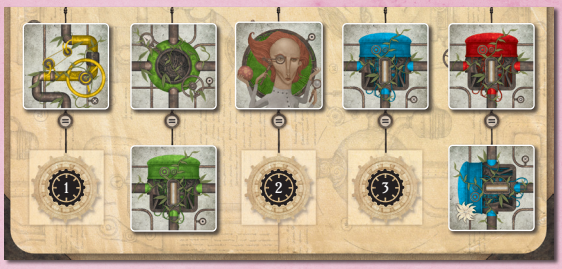


A



B





In the example above, only tiles A and B are left in the Arrival area.

- You can put tile A in Location 1, because the center tile is of the same type.

  You can also put it in location 2, because the center tile is of the same color.

  Space 3 is forbidden, because the center tile is neither of the same type, nor of the same color.

- You can place tile B in 2 (same type).

  You cannot put it in 1 or 3 (neither of the same type nor of the same color).

Notes:

- You may place a tile on your side that is 100% identical to the central tile of the same column (same type + same color).

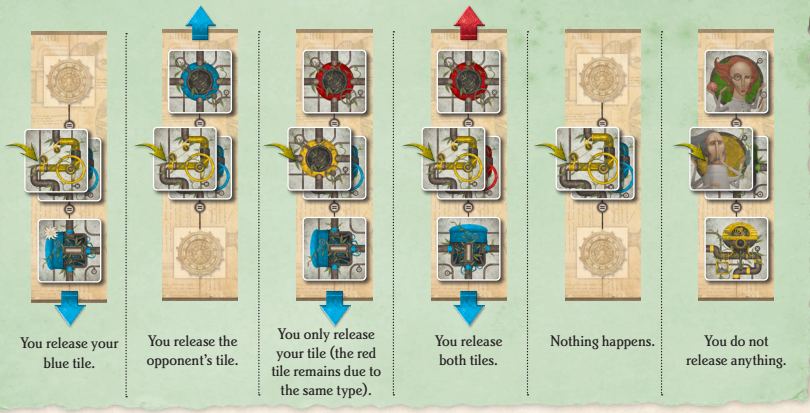
- It can happen that no tile is playable on your side (no possible link or no free space). In this case, you can only place it on a central pile

Rules_Botanik_EN.indd 4 17/03/2020 18:43

ON A CENTRAL PILE

Place the chosen tile on any central pile, there are no restrictions.
Check if the tiles in that column (on your side and your opponent's) still have a link to the newly placed tile. Any tile that has no link anymore is immediately **released**.
It is possible to release 0, 1, or, 2 tiles in one go.

Here are some examples. Each time, you place a yellow tile in the center.



You release your blue tile.

You release the opponent's tile.

You only release your tile (the red tile remains due to the same type).

You release both tiles.

Nothing happens.

You do not release anything.

BUILDING YOUR MACHINE

When a tile is released on your side (during your turn or your opponent's), you must immediately add it to your machine, while respecting 3 laying rules:

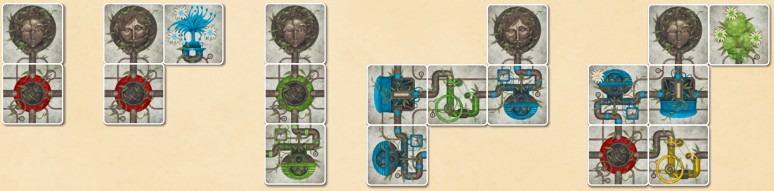
1) A tile must always be orthogonally adjacent to at least one other tile.
2) A pipe may never be cut off by another tile that doesn't also present a pipe on its side.
3) The pipe network of your machine must never be completely closed.

Remarks:

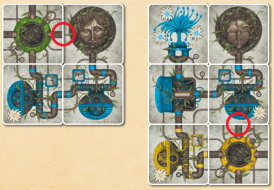
- You cannot refuse to place a tile that does not suit you.
- In the very rare case where it is absolutely impossible to place the released tile in your machine (even on an unlikely space), remove it from the game.

Rules_Botanik_EN.indd 5 17/03/2020 18:43

Below some examples of valid constructions.



And some examples of forbidden constructions.



Contact only at the corners is not enough.

Here, the pipe network would be 100% closed.

MECA-BOTANIST TILES

If you place a Meca-Botanist on your side or on a central pile, the rules stay the same. However, when a Meca-Botanist is **released** on your side, it's very different, as you must immediately swap it for a tile from the top of a central pile of your choice.



The green tile releases the red Meca-Botanist.



You decide to swap it with this yellow tile that will expand your machine.



Sometimes, the swap releases another tile (on your side or your opponent's).



You may retrieve up to two tiles that way, which you both add to your machine (you can choose in which order to add them).

- Please note, this effect is only applied when the Meca-Botanist is **released** and you take it, never as you place it on the Registry.
- If during your turn, your opponent takes a Meca-Botanist, please finish playing before your opponent does their swap.
- It is allowed to swap a Meca-Botanist for the tile that has just released it.
- You can never swap a Meca-Botanist for another Meca-Botanist.

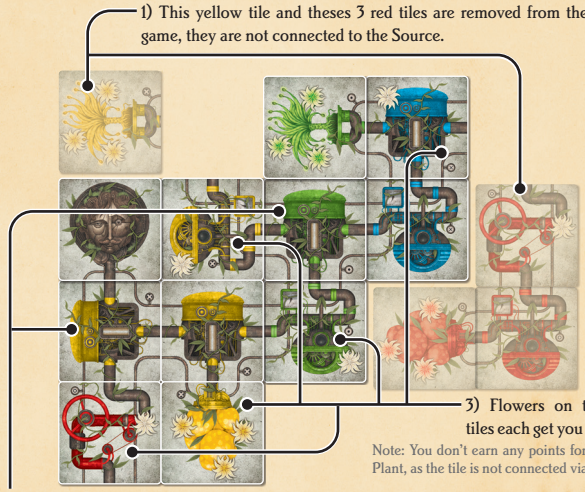
Rules_Botanik_EN.indd 6 17/03/2020 18:43

The game ends as soon as a player has taken and played the last tile. Finish the Round normally and then proceed to scoring.

SCORING

1 • Remove from the game **all** tiles that are not connected to the pipe network starting at your Source;
2 • Earn 1 victory point (VP) for each tile in a group of at least 3 adjacent tiles of the **same color**;
3 • Each Flower is worth 1 PV.
Important: Flowers on Plants and Vegetables are **only scored if** that tile is connected via a pipe to a tile of the **same** color.

SCORING EXAMPLE



- The player with the most points wins.
- In case of a tie, the player with the most tiles in their machine wins.
- If still tied, have another go!

Rules_Botanik_EN.indd 7 17/03/2020 18:43

SEBASTIEN PAUCHON /GREGOIRE LARGEY / FRANCK CRITTIN



Mr. Lar, raised on grain and cheese, developed from a very young age a particular taste for the well-polished and delicious things.

Mr. Tin, a fervent defender of a theoretical approach topped with joy, gives prominence to natural and traditional products such as vegetables and flowers!

Mr. Chon, the legendary and flexible slender man, is in charge of maturing and grilling. His cheerful and outgoing side earns him many scoffs, which he sublimates with gusto.



FRANCK DION

Franck Dion, as a director and illustrator, works with publishers and magazines, designs sets for theaters, and creates animations for documentaries.

He has been directing, since 2003, short animated films, of which the very noticed *Mr. COK*, *Edmond Was a Donkey*, and *A Head Disappears* which was awarded the Crystal of the best short film at the International Festival of Animated Film in Annecy in 2016.

HELP

This product has been manufactured with all possible care. However, if you encounter a problem with your game, please contact our Customer Service at https://fr.asmodee.com/fr/support. Your problem will be solved in a timely manner.

BOTANIK is a game published by JD Éditions Space Cowboys,
47 rue de l'Est, 92100 Boulogne-Billancourt - France

© 2020 SPACE Cowboys. All rights reserved.

Find out more about Botanik and SPACE Cowboys on sur www.spacecowboys.fr, / / .