Officinalis



FR Règles du jeu

EN Game rules

ES Reglas

DE Spielregeln

NL Spelregels

Joueur A1
Player A1
Jugador A1
Spieler A1
Speler A1



Atout, *Trump, Baza, Vermögenswert, aanwinst*





Joueur B1
Player B1
Jugador B1
Spieler B1
Speler B1





Aire de jeu
Game aréa
Zona de juego
Spielfeld
Speeltuin



Joueur B2
Player B2
Jugador B2
Spieler B2
Speler B2





Cartes restantes, *Remaining cards, Cartas restantes, Restliche Karten, Resterende kaarten*



Joueur A2
Player A2
Jugador A2
Spieler A2
Speler A2



OFFICINALIS *is a card game in which players pretend to be experienced pickers who roam the wilderness in search of medicinal plants. The game is composed of 49 distinct plants with known beneficial properties, as well as 2 fantastical plants created for the purposes of the game. Either alone or in teams, the players compete to collect the best plants before their opponent(s) can snatch them up.*

Contents

49 «*Plant*» cards divided into 7 families representing their natural environments + 2 «*Fantastical Plant*» cards with special properties + 4 «*Picker*» cards + 1 rulebook.

About the cards …

OFFICINALIS contains 7 major *Plant* families, which correspond to the natural *Environments*(1) in which they grow. These 7 *Environments* are: the ***Forest*** (F), the ***Prairie*** (P), the ***Mountains*** (M), the ***Heath*** (L), the ***Town*** (C), the ***River*** (R) and the ***Garden*** (J).

There are 7 cards for each *Environment*:

- 5 ***beneficial Plants*** numbered from 1 to 5 depending on their *Value* (5 being the highest).

- 1 ***Marvel***, which is a very rare beneficial *Plant* with a *Value* of 10.

- 1 ***Toxic***(2) plant, which is a dangerous *Plant* with a negative Value of -3.

The *Familiar* family is the exception, as it is composed of normal, common plants and, as such, contains neither a *Marvel* nor a *Toxic* plant.



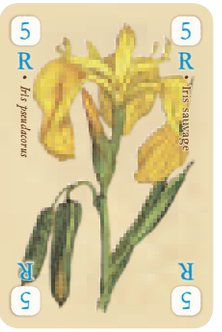
Plante
Toxique











Plantes
Bénéfiques



Plante
Merveille

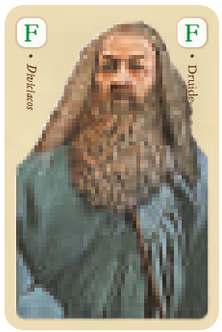
The game also includes 2 cards with special properties:

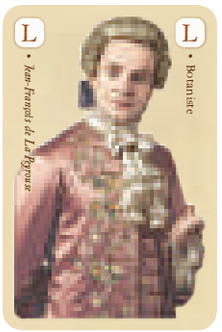


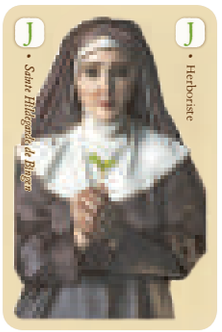
The ***Maisonus Officinalis***(3) card allows its holder to automatically win any *Harvest*, but awards no points.



The ***Salvia Maria***(3) card awards a 20-point *bonus* at the end of the *Round* to the player who *Picked* it, and has a value of 2.









The last 4 cards are the ***Pickers***. They are not playable, and are used to define each player's preferred *Environment*.

(1) *In the game, each* Plant *can be harvested from just one* Environment. *Of course, in nature, most of these plants grow in multiple environments. But for the purpose of the game, we have chosen to* «categorise» *them into the environments where they are most commonly found.*

(2) *To simplify, we classify as* Toxic *any potentially dangerous plant. In reality, most of these plants can have beneficial properties if they are correctly used. In other words, as* Paracelsus *(considered to be the father of toxicology) stated so well, «All things are poisons, for there is nothing without poisonous qualities. It is a matter of dosage».*

(3) *These plants are pure fantasy. They don't exist.*

The objective of the game

To collect the largest number of points by picking the best medicinal plants and concocting ***Herbal Teas***.

Preparations (cf. schema ***page 3***)

The youngest player is the *Dealer* and gives 1 *Picker* card, its face hidden, to each of the players (him- or herself included). Each player secretly looks at his or her card and places it face down on the table. These cards are not played, but award *Bonus* points depending on the *Picker*'s *Preferred Environment* (see Calculating points).

For 2 players:

If there are 2 players, **they each play solo**. The *Dealer* removes the following ***3 Environments*** from the game: ***Familiar*** (C), ***River*** (R), and ***Prairie***. He or she then shuffles the cards and deals **14** to each player.

For 3 players:

If there are 3 players, **they each play solo**.

The *Dealer* removes the following ***2 Environments*** from the game: ***River*** (R) and ***Prairie*** (P). He or she then shuffles the cards and deals **12** to each player.

For 4 players:

If there are 4 players, they play **in teams of 2** and sit face to face, in opposite corners (like for *Belote*). The *Dealer* shuffles the cards and deals **12** to each player.

Each player secretly looks at his or her cards.

The remaining cards are placed face up next to the *Playing Area* and the *Dealer* picks, from among them, the *Environment* that will be the *Attribute* for the duration of the *Round*. If the remaining cards are *Maisonus Officinalis* and *Salvia Maria*, the *Dealer* chooses the *Attribute* him- or herself.

Gameplay

The game is played clockwise.

The *Dealer* places a card from his or her hand in the middle of the *Playing Area*. The rest of the players do the same, according to the *Environment* of the first card. Example: if the *Dealer* plays a *Forest* card, the other players must also play a *Forest* card (of lesser or greater value). At the end of the turn, once all players have played, the one who played the card with the highest value collects the *Harvest* (the *Trick*).

If a player does not have any cards for the required *Environment*, he or she must play an *Attribute* card. An *Attribute* card is always stronger than any other card of another *Environment*. If multiple *Attribute* cards are played, the one with the highest value wins the *Harvest*.

If a player has no cards corresponding to the required *Environment* and no *Attribute* cards, he or she must discard a card. The value of this card is not taken into account.

If the *Maisonus Officinalis* card is played, it automatically wins the *Harvest*, regardless of the other cards played (including *Attributes*).

The *Harvest* is placed face up in front of the player who wins it (for 4 players, *Harvests* are kept by a single player from each team). *Harvests* can be classified however the player wishes: by value, by tea, etc.

The player who won the last *Harvest* starts the next turn.

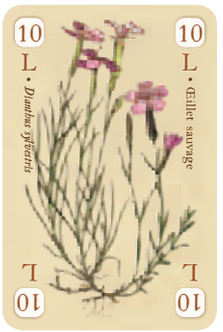
End of Round

The *Round* ends when all *Marvels* have been collected (even if the players still hold cards).

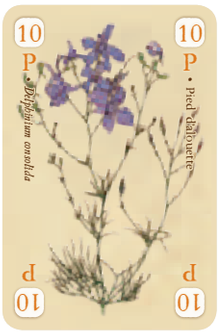












Calculating points

Values:

Each player (or team) adds up the values of the cards they have *Harvested* (*Toxic* plants deduct 3 points each). Cards that were not *Harvested* in the last *Round* do not give points.

Bonuses:

To these points are added the bonuses from the *Picker* cards. Each of these cards awards a x2 *Bonus* to the cards from the corresponding *Environment*: The ***Druid*** card (*Diviciacos*) for *Forest* plants, the ***Herbalist*** card (*Hildegarde*

de Bingen) for *Garden* plants, the ***Apothecary*** card (*Jean Magnol*) for *Mountain* plants, and the ***Botanist*** card (*Jean-François de La Peyrouse*) for *Heath* plants.

Example: The player who holds the Druid *card has collected the following plants:* Rosemary, Birch, Lily of the Valley *and* Sundew. *In order, each of these cards earn him or her:* ***2 points***, ***8 points*** *(4 x 2),* ***-6 points*** *(-3 x 2) and* ***10 points***, *for a total of* ***14 points***.

The herbal teas:



Some of the Plant cards display one or multiple symbols indicating that these Plants can be used together in a Herbal Tea to combat certain illnesses. The ***Herbal Teas*** are combinations made by reuniting at least **2 cards** (2 or 3 players) or at least **3 cards** (4 players) out of the Plant cards required to make them. Each awards a Bonus of 30 points to the player making them, + 10 points per additional Plant card.

Example: the **Anti-Stress**(4) *tea contains the following plants:* Rosemary, Garden Angelica, Blackcurrant, Poppy *and* Lavandin. *If the player* Harvests ***3*** *of these 5 plants, he or she earns* ***30 points***; *with 4 out of 5,* ***40 points***; *and with* ***all*** *5 cards,* ***50 points***.

End of the Game

The game ends after **7 rounds** (but you can play more or fewer rounds if you prefer). The player (or team) with the highest score wins.

The combinations:



Anti-Stress (5/3/2)[5]: *Rosemary*, *Blackcurrant*, *Lavandin*, *Garden Angelica*, *Poppy*, *Crabapple*[4].



Circulation (4/3/2)[5]: *Red Grapevine*[4], *Yarrow*, *Calendula*, *Blackcurrant*.



Detox (3/3/2)[5]: *Common Mallow*, *Chicory*[4], *Marsh Mallow*[4], *Juniper*, *Elderberry*, *Burdock*[4].



Showstopper (3/3/2)[5]: *Dandelion*, *Rosemary*, *German Camomile*[4], *Milk Thistle*[4], *Chicory*[4], *Artichoke*[4], *Gentian*.



Silhouette (4/3/2)[5]: *Rosemary*, *Meadowsweet*, *Common Mallow*, *Heather*[4], *Bilberry*.



Bless You (4/3/2)[5]: *Lavandin*, *Peppermint*, *Common Mallow*, *Elderberry*, *Borage*[4].



Joints (5/3/2)[5]: *Blackcurrant*, *Meadowsweet*, *Yarrow*, *Nettle*, *Field Horsetail*.



Peaceful Night (3/3/2)[5]: *Hawthorn*, *Orange*[4], *Rose*, *Woodruff*, *Passion Flower*[4].

[4] These plants are not part of the game. Maybe in a future edition?

[5] The 1st number (in **blue**) indicates the number of plants **available** in the game to create the *Tea*. The 2nd number (in **red**) indicates the number of plants **required** to create the Tea for **4 players**. The 3rd number (in **green**) indicates the number of plants **required** to create the *Tea* for **2 or 3 players**.



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