

RULES OF PLAY

BOTANY

A VICTORIAN EXPEDITION

Overview

Players take on the role of a plant hunter in the Victorian era as they travel the world in search of fame, fortune, and the coveted Queen's Prize in Botany. Each turn, players will move around the board to the locations designated on the specimen cards in their hand. While they travel the globe, each player will need to manage their expedition funds, overcome events, and acquire items, crew, and pets to help them along their journey. Each time players return to their estate, they will add their live and pressed specimens to their garden and build garden features, such as orangeries and conservatories. The player with the most points at the end of the game earns the Queen's Prize in Botany and is the winner.



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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?

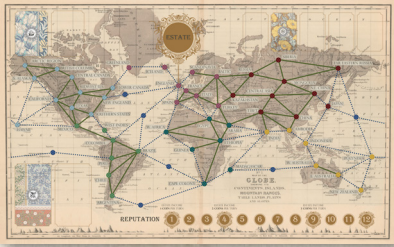
No, my reader. Something very different from that. My plant-hunter is no fungus-digger. His occupation is of a nobler kind than contributing merely to the capricious palate of the gourmand. To his labors the whole civilized world is indebted - yourself among the rest. Yes, you owe him gratitude for many 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



100 CARDBOARD COINS



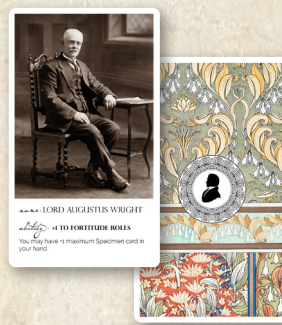
38 EXPEDITION CARDS



5 ESTATE BOARDS



100 SPECIMEN CARDS



6 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



70 EVENT CARDS



5 SCORING BONUS CARDS



5 TURN REFERENCE CARDS

Game Board Setup

BOARD: Place the game board centered between players, ensuring enough space for each player's Estate mat and Expedition area.

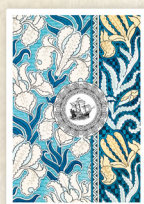
PAWNS: Each player chooses a pawn color. Place one pawn at the number 1 spot on the Reputation Tracker on the board and one pawn on the Estate space on the board. Move the pawn on the Estate space as you move across the map. Move the pawn on the Reputation Tracker as you gain or lose reputation.

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

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 next to the deck.

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

REMAINING CARDS AND COINS: Place the Garden Features cards, additional Wardian Case cards, and remaining coins to the side of the play area (see diagram on page 4).



FACE DOWN
EVENT DECK



DISCARDED
EVENT CARDS



DISCARDED
EXPEDITION CARDS



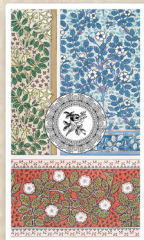
FACE DOWN
EXPEDITION DECK



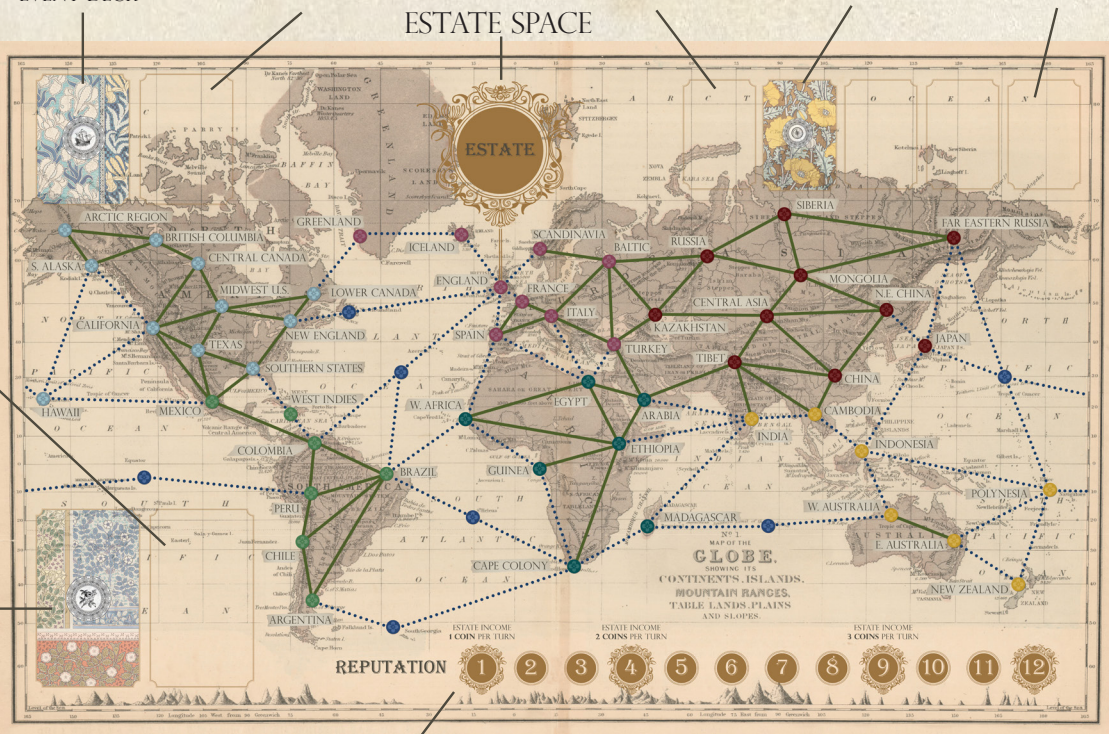
3 SPACES FOR FACEUP
EXPEDITION CARDS

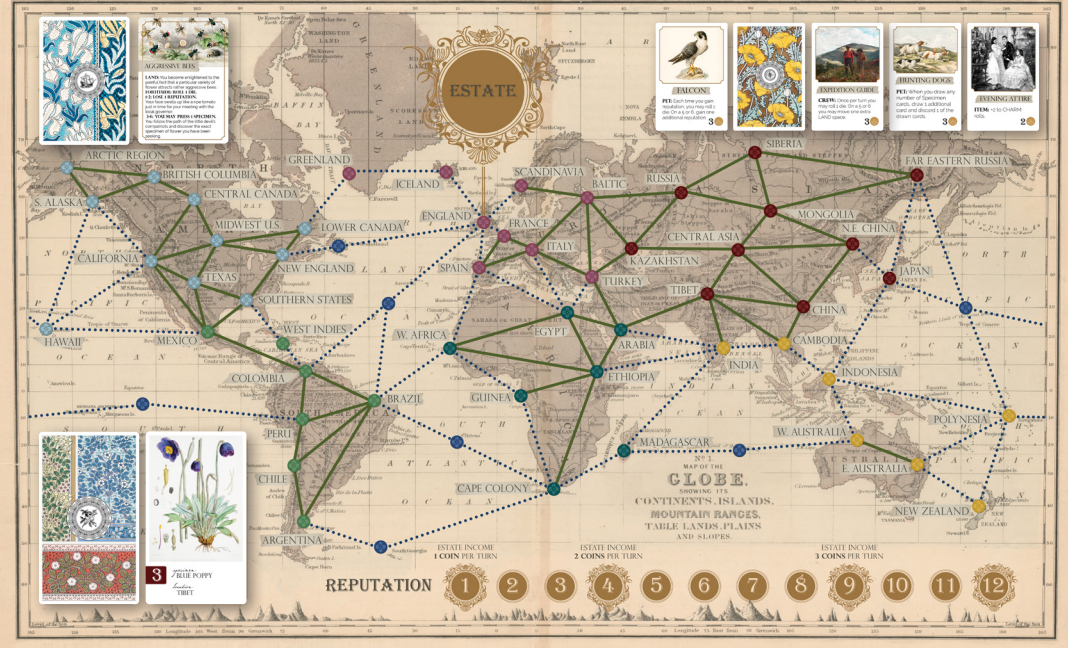


DISCARDED
SPECIMEN CARDS



FACE DOWN
SPECIMEN DECK





WARDIAN CASES FOR PURCHASE



EXTRA COINS

GARDEN FEATURES FOR PURCHASE



ESTATE MAT



CHARACTER CARD



WARDIAN CASE CARD



BOTANICAL PRESS CARD



EXPEDITION CARDS



10 COINS (EXPEDITION FUND)

Player Setup

1 ESTATE MAT: Place in front of the player.

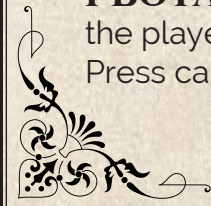
1 WARDIAN CASE CARD: Place in the player's Expedition area. Each Wardian Case can hold 3 Specimen cards.

1 BOTANICAL PRESS CARD: Place in the player's Expedition area. Each Botanical Press can hold unlimited pressed Specimens.

10 COINS: Place in the player's Expedition area. Use these to fund your expeditions.

CHARACTER CARDS: Shuffle the Character cards and deal 1 to each player. Place in each player's Expedition area.

EXPEDITION CARDS: Deal 2 Expedition cards to each player. Place in each player's Expedition area.



Setup Continued

SPECIMEN CARDS: Shuffle the Specimen cards and deal 4 of them to each player. If a player has an item, ability, etc. that increases their max hand size, that player may draw additional Specimen cards up to their maximum. Players keep these cards secret. Once only, each player may choose any number of their Specimen cards, discard those cards, and draw back up to 4 Specimen cards.

TURNS: Each player rolls 1 die. The player with the highest score goes first.

TIP:

WHEN YOU DISCARD, TRY TO KEEP SPECIMEN CARDS THAT ARE NEAR EACH OTHER ON THE MAP TO MAKE YOUR EXPEDITION MORE EFFICIENT.



Explanation of Cards



GARDEN FEATURES:

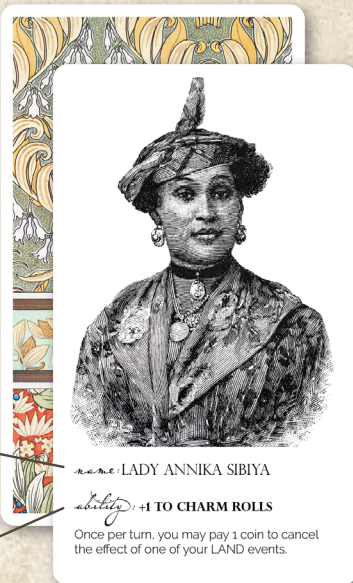
Can ONLY be purchased while at the Estate space.

A. POINT VALUE: The amount of points to tally and add to your score at the end of the game.

B. REPUTATION: The amount of reputation gained upon purchase.

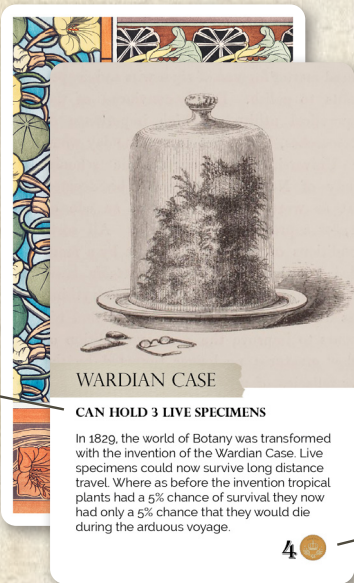
C. PURCHASE REQUIREMENT: Players must have the specified number of live specimens on their Estate mat before purchasing.

D. COST: This is the price a player must pay to purchase the card.



E
F

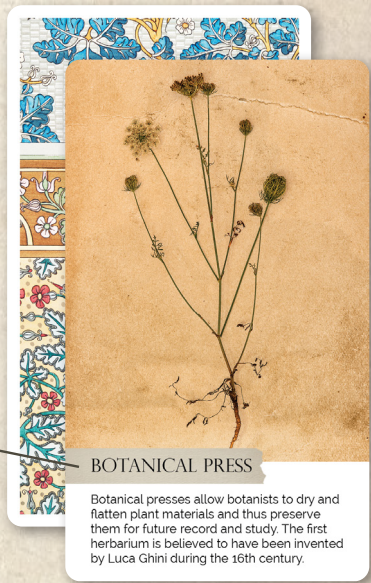
NAME: LADY ANNIKA SIBIYA
ABILITY: +1 TO CHARM ROLLS
Once per turn, you may pay 1 coin to cancel the effect of one of your LAND events.



G

WARDIAN CASE
CAN HOLD 3 LIVE SPECIMENS
In 1829, the world of Botany was transformed with the invention of the Wardian Case. Live specimens could now survive long distance travel. Where as before the invention tropical plants had a 5% chance of survival they now had only a 5% chance that they would die during the arduous voyage.

4



I
H

BOTANICAL PRESS
Botanical presses allow botanists to dry and flatten plant materials and thus preserve them for future record and study. The first herbarium is believed to have been invented by Luca Ghini during the 16th century.

CHARACTER:

E. NAME: The character's name.

F. ABILITIES: Event bonuses and special actions that a character can perform during the game.

WARDIAN CASE:

G. TRANSPORTATION: Players can carry 3 live specimens per Wardian Case while on expedition.

H. COST: This is the price a player must pay to purchase the card.

BOTANICAL PRESS:

I. TRANSPORTATION: Players can carry any number of Specimen cards in the Botanical Press. Each pressed specimen worth 1 point at the end of the game (regardless of original value, including poisonous specimens).



J
K

3 specimen: ROSA HEMISPHERICA
location: CHINA



L

2 **WARNING: HANDLE WITH CAUTION!**
specimen: TIGER LILY
location: CALIFORNIA

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

SPECIMEN:

J. POINT VALUE: The amount of points to tally and add to your score at the end of the game. The color of this box will help you find the region where the flower is located.

K. NAME & LOCATION: The name of the flower and the location where it can be acquired on the board.

L. POISONOUS SPECIMEN: Poisonous specimens have negative point values (See When Returning to the Estate Space). Acquisition is the same as a regular Specimen card.

EVENT:

A. LAND OR SEA: This text has no direct effect but is sometimes relevant to the effects of Character cards, Expedition cards, etc.

B. STORY TEXT: This explains what happens in the event.

C. ROLL TYPE: This lets the player know the skill that is tested during the event. Possible types are Prowess, Charm, Agility, Cleverness, and Fortitude. Match this to abilities on Character and Expedition cards to affect the results of your roll.

D. NEGATIVE EFFECT: This is the bad result if your roll doesn't go well. Watch out for bees!

E. POSITIVE EFFECT: This is the good result if your roll does go well. Good show!



AGGRESSIVE BEES

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



EXPEDITION CARD:

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

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

H. COST: This is the price a player must pay to purchase the card.

HISTORICAL NOTE:

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

Player Turns (Overview)

On their turn, players do the following in this order:

1. PAY: Pay 1 coin from Expedition Fund.

2. EVENT CARD: Draw and resolve an Event card.

3. MOVE: Move your pawn up to 3 spaces and acquire specimens.

4. SPECIMEN CARDS: Draw back up to 4 Specimen cards (or more if an item, ability, etc. allows).

5. COLLECT INCOME: Gain Estate Income and place it on your Estate Mat.

6. BUY: You may make 1 purchase per turn, either before you draw an Event card or at the end of your turn.

Player Turns (Detailed)

1. PAY 1 COIN: Players take 1 coin from their Expedition Fund and place it in the supply. If you run out of coins in your Expedition Fund, you must immediately begin moving toward the Estate space at the standard 3 spaces per turn. Each turn you cannot pay, you must either discard 1 Expedition card or 1 Specimen card from your Wardian Case or Botanical Press. If you have no cards left to discard, 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.

2. DRAWN AN EVENT CARD: Draw an event card and resolve the event.

RESOLVING AN EVENT CARD:

A. ROLL DIE: Check the skill type, and roll 1 die.


B. TALLY YOUR POINTS: Take the number on the die and add any bonuses from your Character cards, Expedition cards, etc. to get your total roll number.

C. TOTAL: Compare your total roll number to the number ranges on the result options on the card. The number range that your total roll number falls within is the result of your event. Read the story text and perform the action on that result.

NOTE: If you are instructed to lose a coin and have none, follow the same rules for discarding items (see "Pay 1 Coin" above). If you are instructed to gain an Expedition card and the type (Item, Crew, Pet, etc) is not in the face-up Expedition area, you may search the Expedition deck from the top until you find the correct card type. Reshuffle the deck after searching.


Event Card Example:

Poppy draws the "Snow-Blind" Event card. She reads the story text and rolls 1 die, which results in a 3. Poppy sees that the event card has a Charm skill type and checks her Character card and Expedition cards. She is playing as Mr. Thaddeus Beckwith, who gives a +1 bonus to Prowess rolls, so that bonus does not apply to Charm events. She has the "Evening Attire" item, which gives +2 to Charm rolls, making her total roll number 5. She checks the Event card, and sees that her total roll number corresponds to the 4-6 result range, which means that, per the Event card, she will "Gain 1 Reputation" from the event.



name MR. THADDEUS BECKWITH
ability +1 TO PROWESS ROLLS

Once per turn, you may pay 2 coins to look at another player's Specimen cards and switch one of your Specimen cards with one of theirs.



SNOWBLIND

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.

CHARM: ROLL 1 DIE.

1-3: LOSE 1 REPUTATION. Behind your back even polite company is inclined to think your lazy eye is a bit off-putting.

4-6: GAIN 1 REPUTATION. The members at your social club think the eye patch looks quite dashing.



EVENING ATTIRE

ITEM: +2 to CHARM rolls.

2 

Player Turns (Detailed) Continued

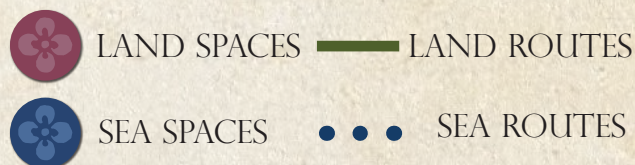
3. MOVE: The player can move their pawn up to 3 spaces and acquire any Specimen cards that correspond to each space their player passes through or lands on. You may occupy the same space as another pawn and backtrack over spaces you have already passed through.

NOTE: A player's movement ends if their pawn moves onto the Estate space. The player cannot move again that turn. (See the "When Returning to the Estate Space" section.)

TIP:
BUYING A PACK MULE EXPEDITION CARD ALLOWS YOU TO CARRY 1 MORE LIVE SPECIMEN.



WARDIAN CASES CAN HOLD 3 LIVE SPECIMENS



4. ACQUIRE A SPECIMEN CARD: If the player has room in a Wardian Case (which can hold up to 3 Specimen cards), they may put the acquired Specimen card in the case.

If the player does not have room in a Wardian Case, the player may either:

1. Place the acquired specimen in their Botanical Press. Specimens in the Botanical Press will be placed in the Pressed Specimens section on their Estate Mat and are worth 1 point each when determining player score at the end of the game. (See the "When Returning to the Estate Space" section.)

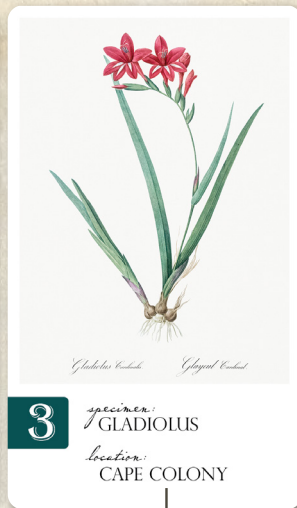
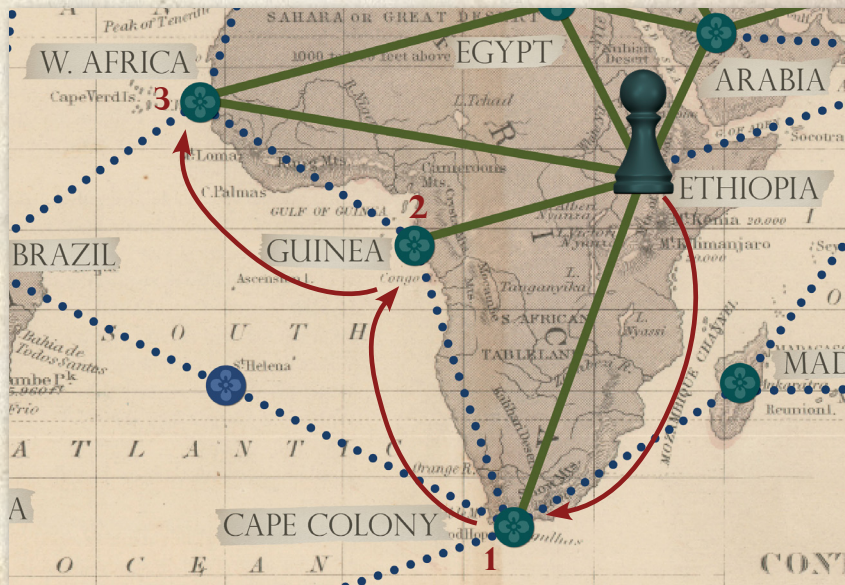
2. Replace a specimen in their Wardian Case. The player chooses one of the Specimen cards currently in their Wardian Case and places it in their Botanical Press. Then the player places the newly acquired Specimen card in their Wardian Case.

NOTE: If the player does not have room in a Wardian Case and does not wish to place a specimen in the Botanical Press, the player cannot acquire the specimen. The Specimen card remains in the player's hand until acquired or discarded at a later point in the game.

TIP:
BUYING ADDITIONAL WARDIAN CASES DURING YOUR TURN ALLOWS FOR LONGER AND MORE BOUNTIFUL EXPEDITIONS.

Movement & Specimen Acquisition Example:

Ronan's pawn is currently on the Ethiopia space. He has the Primrose Specimen card with a location of West Africa and the Gladiolus Specimen card with a location of Cape Colony. Ronan can move up to 3 spaces, so he moves 1 space to Cape Colony and acquires the Gladiolus card by placing it in his Wardian Case. Ronan has 2 spaces of movement left, so he moves to Guinea and then to West Africa. When he lands on the West Africa space, he acquires the Primrose card by placing it in his Wardian Case.



ACQUIRED ON FIRST MOVE

ACQUIRED ON THIRD MOVE



10

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

EXPEDITION AREA & HAND

Player Turns (Detailed) Continued

5. DRAW: Once a player is done moving and acquiring specimens, the player then draws cards from the top of the Specimen deck until they have a total of 4 Specimen cards (or more if allowed by abilities, items, etc.) in their hand again.

6. GAIN ESTATE INCOME: The amount of Estate Income gained corresponds to a player's reputation level. Check the location of the player's pawn on the Reputation Tracker.

1-3 REPUTATION: The player gains 1 coin and places it on the Estate Income spot on their Estate Mat.

4- 8 REPUTATION: The player gains 2 coins and places them on the Estate Income spot on their Estate Mat.

9-12 REPUTATION: The player gains 3 coins and places them on the Estate Income spot on their Estate Mat.

7. BUY: Players may make 1 purchase per turn, either before they draw an Event card or at the end of their turn. While on expedition, all purchases must be made with coins from your Expedition Fund. To make a purchase, place the coins back in the supply and place the card purchased in your Expedition area. Be sure to check your other cards for discounts.

EXPEDITION CARDS: Players may purchase 1 of the 3 face up Expedition cards. Once a card has been purchased, draw an Expedition card from the top of the Expedition deck and place it on the now empty space on the board. If you do not wish to purchase one of the face up Expedition cards you may choose to pay 2 coins to purchase the top card from the Expedition deck.

GARDEN FEATURE CARDS: These can only be purchased only when the player is at the Estate space on the board and only once per visit. The player must leave the Estate space and return before they can purchase another Garden Feature. Garden Feature Cards often have a purchase requirement.

ESTATE INCOME
1 COIN PER TURN

ESTATE INCOME
2 COINS PER TURN



1

POISONOUS PATH

Garden Feature: GAIN 1 REPUTATION
ALL NEGATIVE SPECIMEN CARDS IN YOUR ESTATE'S LIVE SPECIMENS BECOME POSITIVE.

Warning! Many plants in our gardens today are toxic and can cause skin irritation or even be deadly if consumed. **10**

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 era it became fashionable for your 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 centers for scientific research. Special conservatories were built to house some of the exotic plants that were brought back from expeditions. **8**

WHEN RETURNING TO THE ESTATE SPACE: Players may return to the Estate space at any time to deposit their Specimen cards, sabotage another player's Estate, retrieve their Estate Income, cycle their Specimen cards, and purchase Garden Feature cards. When a player moves onto the Estate space, they end their movement for that turn. While on the Estate space, players may do any or all of the following (but none are required):



DEPOSIT SPECIMEN CARDS: When depositing your Specimen cards, do the following:

1. **LIVE SPECIMENS:** Take the Specimen cards from your Wardian Case and place them on the Live Specimens section of your Estate Mat.
2. **COLLECT INCOME:** Gain 1 coin for each live Specimen you are depositing from your Wardian Case. You do not gain any coins for depositing pressed specimens.

3. **GAIN 1 REPUTATION:** For each group of 3 live specimens you deposit you gain +1 reputation. For example, if you deposit 3 to 5 live specimens, gain 1 reputation. If you deposit 6 to 8 live specimens, gain 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:** Take the Specimen cards from your Botanical Press and place them face down on the Pressed Specimens section of your Estate Mat.

ESTATE MAT



ESTATE INCOME PURCHASED GARDEN FEATURE CARDS LIVE SPECIMEN CARDS COLLECTED PRESSED SPECIMEN COLLECTED FACE DOWN

SABOTAGING ANOTHER PLAYER:

If you are depositing any live poisonous specimens from your Wardian Case, instead of placing them on your own Estate Mat, you may pay 1 coin per poisonous specimen to place each one on any other player's Estate Mat. (NOTE: This can be done at the time you are depositing a live poisonous specimen. You cannot move poisonous specimen cards that have already been deposited onto your Estate Mat unless otherwise stated by an Expedition card, ability, etc.)

RETRIEVE ESTATE INCOME: Upon entering the Estate space, you can move your Estate Income coins over to your Expedition Fund. Any additional Estate Income that you gain while at the Estate space can go immediately into your Expedition Fund. For example, if you buy a Garden Feature and increase your reputation from 3 to 4 during that turn, you now gain 2 coins at the end of your turn. These 2 coins can go directly into your Expedition Fund as long as you are on the Estate space.

CYCLE SPECIMEN CARDS: While on the Estate space, each player may choose any number of their Specimen cards, discard those cards, and draw back up to 4 Specimen cards. You cannot exit and re-enter the Estate space to cycle more cards until you acquire at least 1 Specimen card.

CYCLE EXPEDITION CARDS: While on the Estate space, you may choose one of the face up Expedition cards to discard and replace with a newly drawn Expedition card.

PURCHASE GARDEN FEATURES:

Garden Feature cards can only be purchased only when the player is at the Estate space and only once per visit. The player must leave the Estate space and return before they can purchase another Garden Feature. Garden Feature cards often have a purchase requirement. For example, an Orangery costs 5 coins and requires the player to have 2+ live specimens on their Estate Mat before it can be purchased. Some Garden Feature cards also grant bonuses such as reputation, etc.



Ending the Game

GAME END: When a player reaches 12 reputation, that player finishes the remainder of their turn. Each other player gets one more turn, and then the game ends.

BONUS CARDS: When the game ends, hand out the Bonus Scoring cards based on which players meet each requirement. If any number of players are tied for any of the Bonus Scoring Card qualifications, each of those players receives the bonus points.

TALLYING UP POINTS: Each player totals the victory points for their live Specimen cards, Garden Feature cards, and pressed Specimen cards (each worth 1 point) on their Estate mat. Then add any Bonus Scoring cards earned. Any Specimen cards that have not been deposited into your Estate Mat do not count towards your total.

QUEEN'S PRIZE IN BOTANY: The player with the most points is awarded the Queen's Prize in Botany card and wins the game. If players are tied, the player with the most coins at the end of the game wins the tie. If there is still a tie, the win is shared.



2 *specimen:* / AFRICAN LILY
location: WEST AFRICA

2 *specimen:* / AMARYLLIS BELLADONNA
location: EGYPT

1 *specimen:* / LAVENDER
location: FRANCE

3 *specimen:* / POPPY
location: TEXAS

2 *specimen:* / SUNFLOWER
location: MIDWEST U.S.

3 *specimen:* / LAUAE FERN
location: HAWAII

3 *specimen:* / DAHLIA
location: MEXICO

4 *specimen:* / CAMELLIA
location: JAPAN

3 *specimen:* / SAND GINGER
location: POLYNESIA

4 *specimen:* / PROTEA
location: W. AUSTRALIA

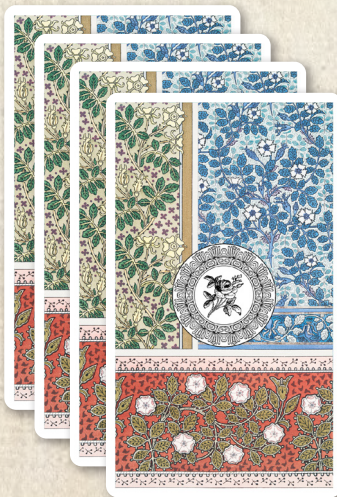
2 *specimen:* / GERANIUM
location: TURKEY

2 *specimen:* / BEARDED IRIS
location: KAZAKHSTAN

2 **WARNING: HANDLE WITH CAUTION!**
specimen: / BIRDS OF PARADISE
location: CAPE COLONY

2
Most Coins
Each player calculates the total value of the coins they have at the end of the game.

2
Most Live Specimens
The player with the greatest quantity of live specimens in their Estate receives this bonus card.



2
ORANGERY
Golden Estates 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 era it became fashionable for your drawing rooms and orangeries to showcase exotic greenery. **5**

3
CONSERVATORY
Golden Estates GAIN 2 REPUTATION
MUST HAVE 5+ LIVE SPECIMENS IN ESTATE TO PURCHASE
During the Victorian Era Botanical Gardens became important centers for scientific research. Special conservatories were built to house some of the exotic plants that were brought back from expeditions. **8**

Scoring Example

- LIVE SPECIMEN POINTS: 29
- PRESSED SPECIMEN POINTS: 4
- GARDEN FEATURE POINTS: 5
- BONUS CARD POINTS: 4

TOTAL: 42

Solo Mode Rules

When playing Botany solo, you will be competing against the brilliant botanist, Lady Abigail Inglesby. Abigail will have her own Estate Mat and hand of Specimen cards, and you will move her pawn and acquire her specimens using the rules below. All other rules not otherwise referenced here will remain the same as the full multiplayer game.

Game Board & Player Setup

Set up the game board and your play area as described previously.

PAWN: Select a pawn color for Abigail and place one of her pawns on the Estate space and one on the reputation tracker.

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

1 WARDIAN CASE & 1 BOTANICAL PRESS: Set a Wardian Case card and Botanical Press card next to Abigail's Estate Mat



SPECIMEN CARDS: Deal 5 face-up Specimen cards to Abigail. Abigail's maximum hand size will be 5 Specimen cards for the remainder of the game.

TURNS: When in playing solo mode you will always have the first turn. Then you will alternate between playing for yourself and Abigail following the regular turn steps from the multiplayer game. On Abigail's turn, you will move her pawn and acquire specimens as follows:

SPECIAL RULES: Abigail does not use Coins or Expedition cards, and does not draw Event cards.

MOVE: Abigail will move 3 spaces on her turn. Move her pawn following the shortest path to acquire the Specimen card in her hand whose location is closest to Abigail's current position. If Abigail acquires her target Specimen card and has not moved a total of 3 spaces on her turn, she will then continue her movement to acquire the next closest Specimen card, and so on.





MOVEMENT EXAMPLE: Abigail's pawn is on the England space. She has Specimen cards with locations in Spain, W. Africa, Argentina, Siberia, and Polynesia. On her turn, you would first move her pawn to Spain and acquire the Specimen. Then you would move her pawn to W. Africa and acquire that Specimen. After that, the next closest Specimen would be 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. If the Specimen is a Poisonous Specimen (negative value), Abigail will add the Specimen card to her Botanical Press
2. Otherwise, Abigail will add the Specimen to her Wardian Case
3. End of Turn: Draw back up to 5 face-up Specimen cards in Abigail's hand at the end of each of her turns.

WHEN 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: Place all Specimen's in Abigail's Wardian Case on the Live Specimen space on her Estate Mat.
2. DOES NOT COLLECT INCOME: Abigail does not gain any coins for depositing Specimens on her Estate Mat.
3. GAIN 1 REPUTATION: Move Abigail's Reputation pawn 1 space on the Reputation Tracker for every 3 specimen's she placed in the Live Specimen's space.
4. PRESSED SPECIMENS: Place all specimen's in Abigail's Botanical Press on the Pressed Specimens space on her Estate Mat.
5. BUYING: The first time Abigail returns to the Estate Space during the game, she gains 1 Wardian Case and 1 Orangery. Move her Reputation pawn the number of spaces indicated on the Orangery.
6. SUBSEQUENT PURCHASES: Each time Abigail returns to the Estate Space after the first, Abigail gains one Conservatory. Move her Reputation pawn the number of spaces indicated on the Conservatory card.

GAME END: The game ends when you or Abigail reach 12 on the Reputation Tracker, the other player gets to complete one more turn.

SCORING: Scoring for both you and Abigail is performed using the normal scoring rules from the full multiplayer game. Bonus Scoring Cards are not awarded during solo play. If you have more points than Abigail, congratulations! You have been awarded the Queen's Prize in Botany!

FAQ:

- 1. ARE ALLIANCES, TRADING, AND BRIBING ALLOWED?** Yes! You can buy and sell Expedition cards, Specimen cards, your loyalty, whatever you like. It really comes in handy if you get yourself in a predicament and find yourself without enough coins in your Expedition Fund to return home.
- 2. DO WE HAVE TO PLAY WITH POISON SPECIMEN CARDS?** If you really don't like the idea of poisoning your friends' estates, you can simply act as though the cards have positive values instead of negative values or go through the Specimen deck and remove the poisonous Specimen cards.
- 3. CAN I CYCLE THROUGH MY SPECIMEN CARDS AT ANY TIME?** No! You can only discard Specimen cards once at the start of the game and only once per visit to the Estate space thereafter. You cannot exit and re-enter the Estate Space to cycle more cards until you acquire at least 1 Specimen card. There are also some special abilities and Expedition cards that help cycle through them.
- 4. CAN I COLLECT MULTIPLE SPECIMENS IN ONE TURN?** Yes, if you have multiple Specimen cards in your hand with the same location, you can collect them all at once when you pass through or land on the corresponding space.
- 5. CAN I PRESS A SPECIMEN CARD WITHOUT EXPLORING IT'S LOCATION?** Only if you draw an Event card or encounter another card that specifically states you may press a Specimen.
- 6. WHEN DO YOU DRAW MORE SPECIMEN CARDS?** You draw back up to your maximum hand size after the movement phase and before you collect your Estate Income.
- 7. WHAT IF YOU ROLL ON AN EVENT AND YOU GET "YOUR TURN ENDS" BEFORE YOU COLLECT SPECIMENS?** Yes, your turn is over. You cannot move or collect any specimens, but, on the bright side, you still get to gain your Estate Income.
- 8. DO I HAVE TO MOVE 3 SPACES EVERY TURN?** No, you do not have to move 3 spaces every turn. In fact, when a player moves onto the Estate space, they end their movement for that turn and cannot move any more spaces. There are also some special abilities and Expedition cards that help you move more than 3 spaces.
- 9. WHAT HAPPENS IF, AT THE END OF MY TURN, I DRAW A SPECIMEN CARD LOCATED AT THE SPACE I'M ALREADY ON?** You will have to wait until your next turn to acquire it.
- 10. WHEN CAN YOU MAKE PURCHASES? CAN YOU BUY MULTIPLE AT ONCE?** You can purchase Expedition Cards and Wardian Cases either before you draw an Event card or at the end of your turn. You can only purchase Garden Features while at your Estate. You are limited to one purchase per turn unless you have a special ability or another card that allows you to purchase more.

11. WHEN CAN YOU BUY GARDEN FEATURES? They can only be purchased when the player is at the Estate Space on the board and only once per visit. The player must leave the Estate Space and return before they can purchase another Garden Feature.

12. WHAT ARE THE DIFFERENT WAYS YOU GAIN REPUTATION? You can gain and lose reputation while resolving Event cards. Each set of 3 live specimens you place on your Estate Mat gives you 1 reputation. Garden Features often give you reputation. Some Expedition cards, such as the Falcon, also aid in gaining reputation.

13. DO I STILL DRAW AN EVENT CARD IF I MOVE TO MY ESTATE? Yes, every turn begins by paying 1 coin for expedition expenses and then drawing an Event card.

14. CAN I STAY ON THE ESTATE SPACE LONGER THAN 1 TURN? Yes, you can stay on the Estate space longer than a single turn. This is a good way to accrue more income if you are low on funds. Keep in mind, though, that some things (like buying a Garden Feature) can be done only once per visit to the Estate Space.

15. WHAT IF I RUN OUT OF COINS WHILE ON EXPEDITION? You will have to start discarding Expedition cards and Specimens at 1 per turn. Then you go into debt and have to start paying 2 coins per turn from your Estate Income. If you run out of Estate Income, you begin losing 1 Reputation per turn until you reach the Estate Space.

16. WHAT HAPPENS IF I RETURN TO THE ESTATE SPACE WITH 5 LIVE SPECIMEN CARDS? You gain 1 coin per live Specimen card, and 1 reputation per set of 3 Specimen Cards. So if you return to your Estate with 5 live Specimen cards, you will collect 5 coins and 1 reputation.

17. WHAT IF I HAVE MULTIPLES OF THE SAME EXPEDITION CARD? You get to stack those abilities and use them once for each version of the card.

18. WHAT IF WE RUN OUT OF A TYPE OF CARD?

Simply reshuffle the discard pile and place them back on their spot on the gameboard.

19. IS THIS GAME HISTORICALLY ACCURATE WITH REGARDS TO EVENTS AND THE LOCATION OF THE SPECIMENS? We like to say that Botany is loosely based on absolutely true events! While we did make up some Expedition cards and Event cards, many (usually the most UNBELIEVABLE cards) are actually based on the lives of real Plant Hunters. Plant Hunters lead a very adventurous and dangerous lifestyle. We tried to be as accurate with the location of the flowers as possible given the 50 locations on the board.

20. ARE THE POISONOUS SPECIMEN CARDS POISONOUS IN REAL LIFE? Yes, they are in fact poisonous to humans or animals. The negative point values are based on the severity of their poison if touched or digested. -1 is usually an irritant, -2 is more severe, and -3 can cause death. Not all poisonous plants are marked as such in the game for balancing purposes.

Credits & Thanks

GAME DESIGN: Amy and Dusty Droz

LAYOUT DESIGN: Amy and Dusty Droz

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

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When it comes to picking flowers to press, it's important to follow proper etiquette. Before you start, make sure you know the rules and regulations of the area you're in. Also, 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, it's important to be aware of the impact it can have on the environment. Invasive species can be introduced, and some plants may be overharvested. Instead, consider volunteering or leaving the plant studies to botanists. And if you're planting in your own garden, make sure you research whether a plant is invasive in your area and opt for native species or ones that are well-suited to your climate.

