BOTANICUS

EXPERT VARIANT

Did you enjoy the game, but now you're looking for new challenges and a change of pace?

Then you're ready for the Expert variant. This variant introduces significant changes, so we only recommend playing it once **all the players** have already played the base game a few times.

We'll now explain only the **changes** compared to the base game. Any rules not explicitly mentioned here will stay the same.

CHANGES TO GAME SETUP

1. Place the **game board** in the center of the table, with this symbol showing in the upper right corner.

2. Shuffle the **12 Final Scoring cards** and place them next to the game board in a face-down pile.

3. Each player takes a **Garden tableau** and places it in front of them with this symbol in the lower right corner.

In the Expert variant, each Garden is different. You can either choose a Garden or deal them out at random.

Be sure to try them all!

4. **Your Gardener** now has 3 different starting positions to choose from. Choose 1 at random and place your Gardener there (you can still change your mind later). Place your second Gardener next to your Garden.

Note: Place 1 Gardener on the Victory Points track, as usual.

5. Instead of placing your Animals next to the game board, place them directly on the Flower beds as indicated in your Garden.

Note: The placement of the Animals is different for each Garden.

Gameplay

1. Getting Ready

Final Scoring cards

After all players have assigned their Special tasks, deal **3 Final Scoring cards face down** to each player (including yourself). Each player chooses 1 of their cards and places it face down next to their Garden.

Return the remaining 2 cards to the pile, face down. Then shuffle the pile again.
Note: In a 4-player game, you will be dealing out all the cards. Create a new pile out of the cards not chosen.

You can look at your own chosen card at any time.

Unique Gardens

Every Garden is now slightly different. One of the Gardens has a slightly different Setup:
It has only **4 Basic tasks**. When playing with this garden, assign 1 **Special task** to each of them as usual, and return the remaining task to the tuck box.

You also get **1 additional Final Scoring card**. In other words, keep 2 of the 3 cards you were dealt.

Gardener Starting Position

As mentioned earlier, there is **more than one starting position** to choose from. After assigning your Special tasks and choosing your Final Scoring card, you may change your Gardener's starting position.

The other Gardener can take a break until Round Two.

2. Round Two

At the start of Round Two, flip over all the Flower tiles as usual.

Additionally, each player now gains their **second Gardener**. Place them on any empty starting position in your Garden.

From now on, you can use both Gardeners *(for more on that, see Your Second Gardener: Expert Rules sheet, p.3).*

3. Final scoring

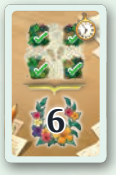
After scoring the Points for your columns, reveal your **Final Scoring card(s)**.
Each card will score you Points for specific achievements in your Garden.
You will score Points based on how well you fulfilled the conditions shown.
Score the Points **once per time you've fulfilled the condition**.

Special case: One of the cards has no condition, and instead awards you a fixed number of Victory Points (see below).

Here you can find explanations for specific cards that might raise questions:

You score 1 Victory Point for **each Flower bed with a Plant in it**.

You score 6 Victory Points for **each fully planted row**.



You score 6 Victory Points for each square of 4 Flower beds with Plants in them. **Each Plant can only be part of 1 square.**

You simply score 12 Victory Points.

You score 4 Victory Points for each Basic task you have completed.
(You can tell which Basic tasks are completed because they are covered by Special tasks.)

You score 7 Victory Points for each Special task you completed.
(You can tell which Special tasks are completed because they are face down on your Garden.)

Moving your Gardener

When moving your Gardener, you now have to pay attention to the paths they take.
Unlike in the base game, **some movements** will cost more than 1 Coin, or nothing at all. The movement costs are shown in your garden **between the footprints**.

If you move your Gardener with this action, it is still **free**. Simply ignore the cost printed on the paths in your Garden.

As usual, 1 movement is always the most direct path from one footprint to the next.

You move your Gardener twice.

This costs 4 Coins.

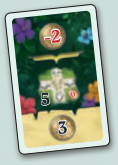
Your Second Gardener

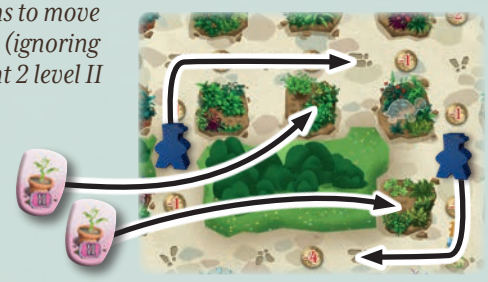
You may always **split** your movement between your Gardeners, to move **both Gardeners**. Obviously, you still have to pay any movement costs. The usual rules apply.

You can also split the **Watering** and **Planting** actions. In other words, more Flower beds will be within range for those actions.

2 Gardeners cannot occupy the same space.

You first play this card and pay 2 Coins to move both your Gardeners a total of 5 steps (ignoring the costs on the paths). Then you plant 2 level II Plants .





Animals

As you can see, your Animals are now spread throughout the Flower beds in your Garden.
By taking care of those Animals, you can unlock additional Flower beds and significant bonuses for the rest of the game.

- When you choose the **Animal action** , take **1 Animal of your choice** from your Garden and place it on its respective space.
- **Important:** The Flower bed with the Animal on it does **not** have to be within range of your Gardener.
- The tortoise's space is on your Garden tableau; the spaces for all other Animals are on the game board.
- Flower beds with Animals are not available for Planting **until** you have removed the Animal.
- All Animal bonuses only count **from the moment** you unlock them. **Not retroactively!**

You use the Animal action to remove the Butterfly from its Flower bed and place it in its space on the game board.

Now you can plant in that Flower bed, and get all the bonuses for the Butterfly space.

Depending on which Animal you chose, you receive the following bonuses:

Bird

You **immediately score 4 Victory Points**. From now on, you score 4 Victory Points whenever you unlock **another Animal**, and an extra 4 Victory Points whenever you score a **Prize token**.

Squirrel

From now on, whenever one of your **columns** is **completely filled with Plants**, you immediately gain **6 Coins**.

Reminder: Since you can never remove Plants, only replace them, you can only fill each column once.

Butterfly

From now on, you score extra Victory Points for **each task** you complete.
You score 2 extra Points for Basic tasks and 6 extra Points for Special tasks.

Frog

You unlock a new path. From now on, you can access an additional end space on the **Money track**. It rewards you with a **3-Point Prize token** (if still available), as well as 1 level IV Plant and 1 level I Plant .

Players who have not unlocked the Frog cannot enter this space.

Tortoise

You immediately draw **3 Final Scoring cards** and look at them. **Keep 1** of them and return the other 2 to the bottom of the pile. You now have 2 Final Scoring cards.

Reminder: One of the Gardens gives its player 2 Final Scoring cards from the start, so that player would now have 3 Final Scoring cards.

You also draw 1 Garden card.

VARIANTS

Introducing Final Scoring cards

You can also use the Final Scoring cards by themselves as part of the base game.
Alternatively, you use them as part of the Expert variant, as described above.

Important: We prefer to include some amount of random chance in the game. But if you would like more control, you can try the variants described below.

However, you should only play these variants if everyone is already familiar with the game and all players agree. These rule changes can make the setup time considerably longer and could potentially overwhelm players with too many choices.

Drafting your tasks

1. Getting Ready: Instead of dealing out the Special tasks directly, you can draft them. This means that all the players simultaneously choose 1 task to keep, and pass the rest to the player to their left. Then all players again choose 1 task to keep and pass the rest on. Continue until all the players have 5 tasks. Only then do you assign them to the Basic tasks.

You could also vary this format, for example, by picking 2 tasks during the first round of drafting, and 1 for each round after that.

Choosing your Final Scoring cards sooner

1. Getting Ready: Instead of choosing your Final Scoring cards after you have assigned your tasks, you can first draw the 3 cards and then assign your tasks based on them.

Garden card selection

Whenever you gain a Garden card, draw 2 (or even 3) cards and choose 1 of them to keep. Place the others on the discard pile.

If this is your last action, we recommend telling the next player to start their turn (since you cannot play your card until your next turn anyway). This helps to keep "downtime" short.