

Cactarium — Rulebook



⚙️ Danilo Valente & Gabriel Toschi

👥 2 to 4 players

⌚ 40 minutes

⚖️ family game

*Don't be scared of their spines: a **cactus garden** can also be beautiful!* In **Cactarium**, your job is to grow cacti, make them bloom and place the right decorations to give it the final touch. Find your path through the spikes and choose what to do each round to score the most points!



Components

1. 1 main board
2. 6 drafting tiles
3. 4 gardener pawns (1 per player)
4. 1 first player token
5. 32 tool tokens
6. 32 flower pieces
7. 20 expansion tiles
8. 4 starter tiles (1 per player)
9. 108 cacti pieces (36×3 colors)
10. 24 silver decoration tokens
11. 24 gold decoration tokens
12. 3 decoration scoring cards
13. 2 extra scoring cards

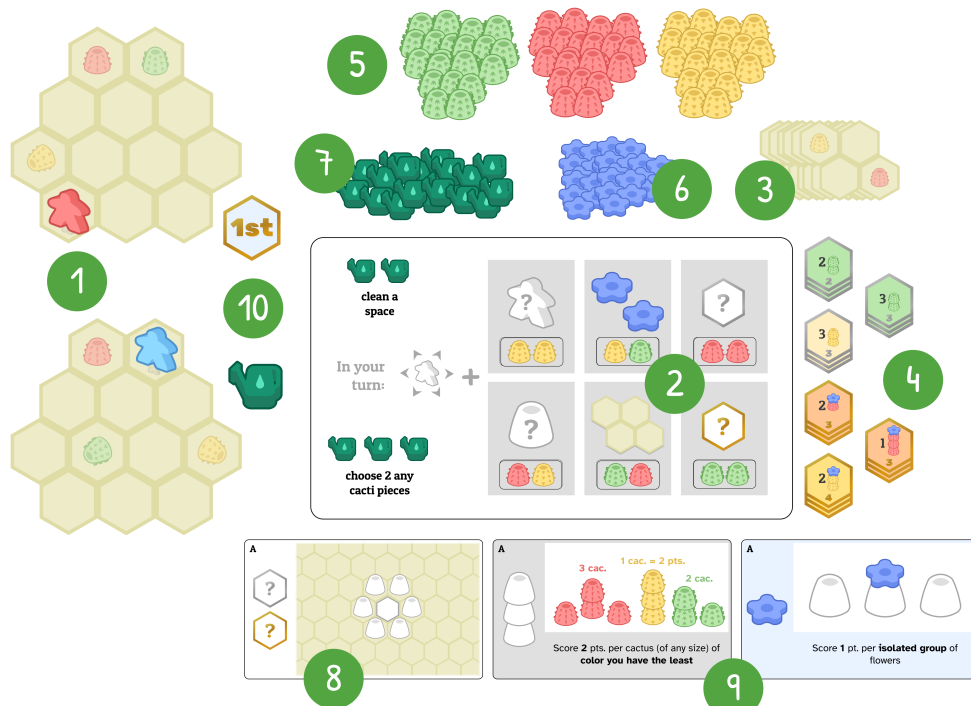


Setup

1. Give each player a **gardener pawn** and a **starter tile**. Place the tile on front of you and the pawn on the indicated space on it.
2. Place the **main board** at the center of the table. Place a random **drafting tile** on each respective space on it.
3. Shuffle all **expansion tiles** and put them next to the board in a pile.
4. Separate **decoration tokens** by type (gold or silver), shuffle them separately and make 3 equal piles of each type. Place them on the indicated spaces on the board with the condition face-up.
5. According to the number of players, make a supply of **cacti pieces** next to the main board:
 - **2 players:** 21 cacti of each color (remove 15 by color)
 - **3 players:** 30 cacti of each color (remove 6 by color)
 - **4 players:** 36 cacti of each color (use all)
6. Place all **flower pieces** on the indicated space on the board.
7. Place all **tool tokens** next to the board to form a supply.
8. Choose a **decoration scoring card** and place it next to the board, flipping it to a chosen side.
9. Place both **extra scoring cards** next to the board, flipping it to a chosen side.

 *In your first game, use the **A-side** for all scoring cards.*

10. Whoever touched a cactus most recently becomes the **first player** and gets the first player token. Give 1 / 2 / 3 tool tokens to the 2nd / 3rd / 4th player.



Example setup for 2 players.

Goal

Score more points by follow the conditions shown on the scoring cards by planting and blossoming cacti in your personal garden.

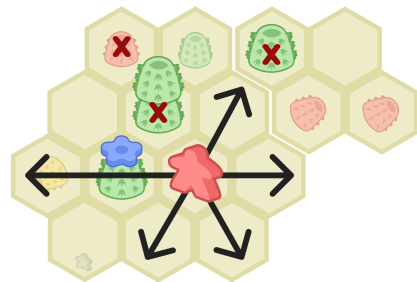
How to Play

A game of **Cactarium** takes place in a series of turns, starting by the first player and going clockwise around the table. In your turn, do these 3 steps in order:

1. Move your gardener (optional)

If you want, move your gardener pawn in a straight line (in one of the 6 directions) how many spaces you want, following those rules:

- **You cannot stop or pass through cacti without a flower.**
- You must stop at the border of your garden.
- You cannot change direction during the movement.



2. Choose a board space (mandatory)

Choose 1 of the 6 board spaces to perform a **special action** and place **two cacti pieces** (from the supply). You must get the combination of action and pieces shown in a specific space.

All special actions are **mandatory**, but you can choose the order to do it: before, after or even between placing your cacti pieces.

 If you **can't place any piece**, token or tile during a special action, put it aside your board. It is worth -1 point at the end game.

USING TOOL TOKENS

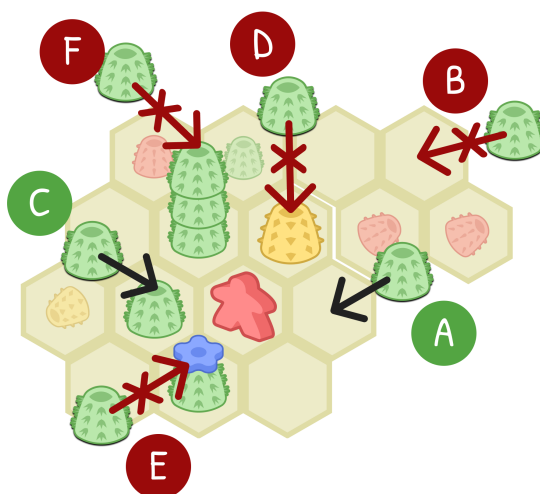
You can spend **tool tokens** to perform extra actions, returning them to the supply.

2 tool tokens: remove all pieces of any space in your board and put them back in the box before performing any actions.

3 tool tokens: get any 2 cacti pieces instead of the indicated on the chosen board space.

PLACING CACTI PIECES

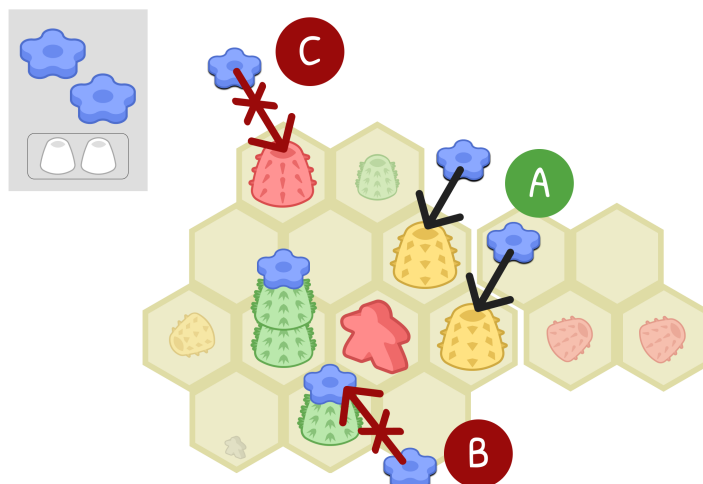
- You can only place cacti pieces **in spaces adjacent to your gardener (A/B)**.
- You can **start a new** cactus on a empty space by placing a cactus piece there (**A**).
- OR you can **grow** a cactus by placing a piece of the same color on top of an existing cactus (**C/D**) (without a flower - **E**). Cacti can be, at maximum, **3 pieces** high (**F**).



💧 Some empty spaces on tiles have **cacti icons**. If you place a cactus piece of that specific color on top of a cactus icon, **get 1 tool token** from the supply. White icons reward tool tokens with any color of cactus piece.

Special: PLACING TWO FLOWERS

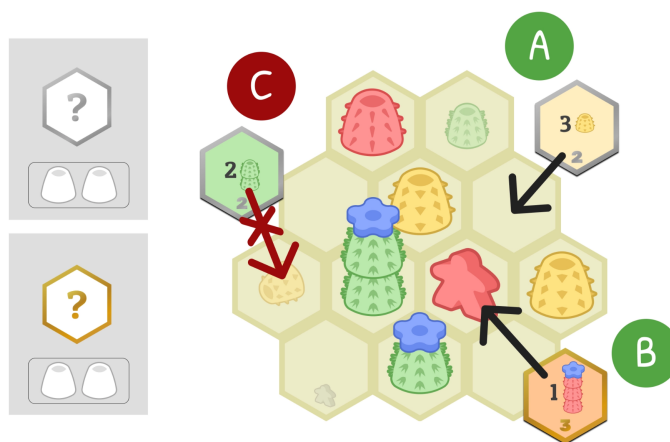
- This special action makes you **place 2 flowers** on different un-flowered cacti (**A/B**). Get the flowers from the supply on the board. You can only place flowers **in cacti adjacent to your gardener (A/C)**.



 **Remember:** once you placed a flower on a cactus, it can't grow anymore, but you can move your gardener into and through it from now on.

Special: PLACING A DECORATION TOKEN

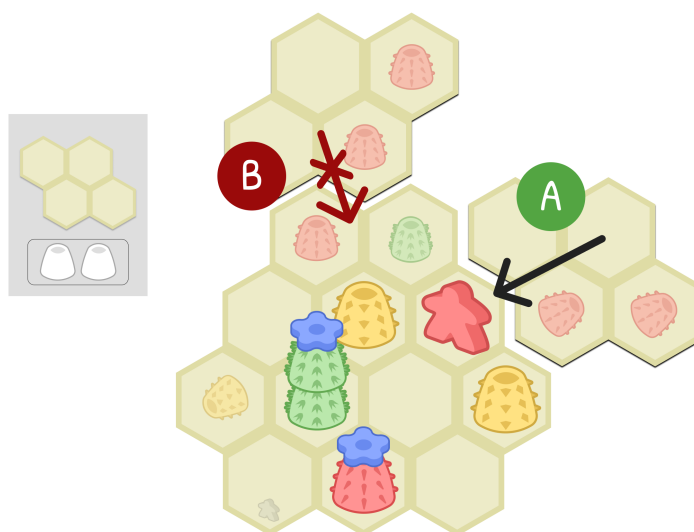
- Get a decoration token (gold or silver) on top of any pile in the board and place it with the condition face-up. You can only place decoration tokens **in empty spaces adjacent to (A) or below (B) your gardener, not at any other space (C).**



 **Remember:** decoration tokens are used to get points at the end of your turn if you meet the right conditions. Look more about it on **Step 3: Complete decorations.**

Special: PLACING AN EXPANSION TILE

- Get the **expansion tile** on top of the supply in the board to place it on your garden. You can use any side of the tile. It must be placed **adjacent to another tile (A)** of your garden (the starter tile or another expansion) without overlapping it.
- One of the spaces on the expansion tile **must also be adjacent to your gardener (A/B)** - i.e. your **gardener should be at the edge** of your garden to perform this special action.



 **Remember:** expansion tiles are useful to **open more space!** Your gardener cannot pass through cacti without flowers and a crowded garden can be hard to navigate. It also can be used to get **new cacti icons and get more tools.**



Special: MOVE YOUR GARDENER MULTIPLE TIMES

- Perform the **"move your gardener"** step **how many times you want** following the same restrictions as before.



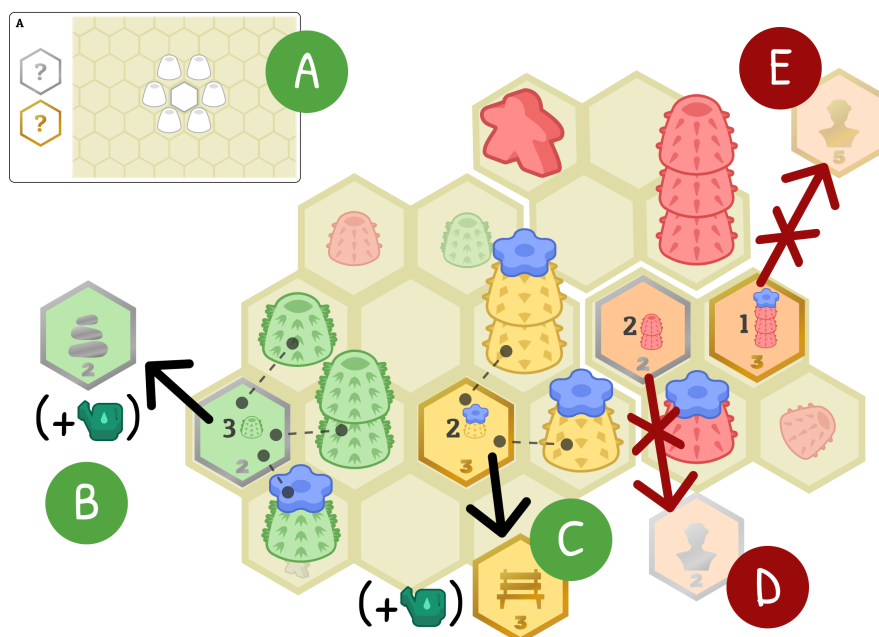
Special: PLACE AN EXTRA CACTUS ANYWHERE

- Get an extra cactus piece of **any color** from the supply and place it on your board following the normal rules for placing cacti. However, **this extra piece does not need to be placed adjacent** to your gardener.

3. Complete decorations (if possible)

- Look all the decoration tokens in your board and see if any of the decorations had their **condition completed** by the cacti in your garden. To be completed:
 - It must have the configuration (color and size) in the amount shown in the token...
 - ...but you can only consider the cacti placed on the positions indicated by the **decoration scoring card**. You can rotate the pattern to match your garden.
 - Gold decorations ask for cacti with flowers, silver decorations can be completed with cacti with or without flowers.
 - Both the size and the quantity don't need to be an exact match. For example, if the token asks for 2 cacti of size 1, and you have 3 cacti of size 2, it is considered completed.
- If a decoration is completed, **flip the token to score the points and**  **get a tool token** from the supply. Once the token is flipped, the points are secured, even if your garden changes.
- You can complete multiple decorations in the same turn. **The position of your gardener doesn't matter** for decoration completion.

Decoration Examples



- In this game, we are using decoration scoring A, i.e. all cacti need to be **around the decoration** to count for completion **(A)**.
- Decoration **(B)** asks for, at least, **3 green cacti of size 1**. Because there are 3 green cacti around it, and they are both at least have 1 piece, the decoration **can be completed** and flipped, scoring 2 points and a 💧 tool token.
- Decoration **(C)** asks for, at least, **2 flowered yellow cacti of size 1**. Because those conditions are met (even if one cactus is bigger than needed), the decoration **can be completed** and flipped, scoring 3 points and a 💧 tool token.
- Decoration **(D)** asks for, at least, **2 red cacti of size 2**. Although 2 cacti are around the decoration, one of them has only size 1. So, this decoration **can't be completed** yet.
- Decoration **(E)** asks for, at least, **1 flowered cacti of size 3**. The top cactus has size 3, but doesn't have a flower. The bottom cactus has a flower, but it's only size 1. That way, this decoration **can't be completed** yet.



Game End

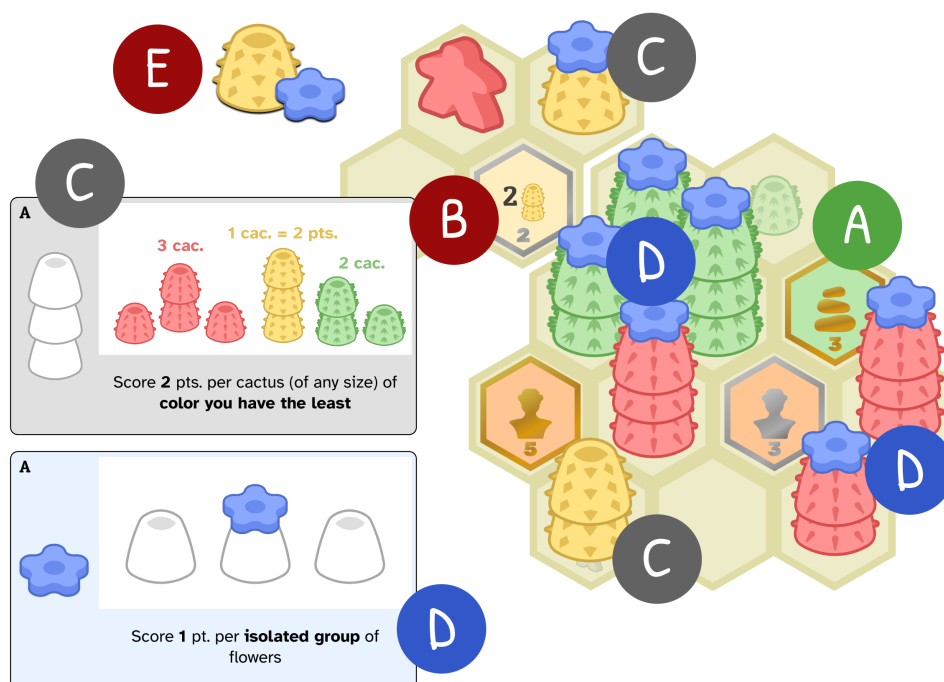
When the supply has **4 or less of a color** of cacti pieces, the game end starts. Keep playing until everyone plays the same amount of turns. If you need to get a cacti piece that isn't available anymore, choose any other color.

Add your final score by:

- Add the points shown on all completed decorations.
- Score points by the extra scoring cards on the center of the table.
- Lose 1 point by each piece, tile or token you couldn't place during the game.

Scoring Example

Scoring Example



- Completed decorations **(A)** | $3 + 3 + 5 = 11$ **points**
- Uncompleted decorations **(B)** | doesn't score points
- Extra cacti scoring **(C)** | 2 yellow cacti (smallest amount) = **4 points**
- Extra flower scoring **(D)** | 2 isolated groups of flowers = **2 points**
- Rejected pieces **(E)** | 1 flower, 1 yellow cactus = **-2 points**
- FINAL SCORE = 15 POINTS**

Credits

- designed by Danilo Valente and Gabriel Toschi
- **available for licensing: manganacarta@outlook.com or eu@gabtoschi.com**