

# Botanik

**Objective:** Players compete to get the most points by releasing and connecting matching coloured tiles into their machine.

## Setup

1. Place the Registry board between the 2 players.
2. Each player takes a Source tile () and places it in front of them.
3. Mix the remaining tiles into one or multiple face-down piles, placing them beside the Registry board.
4. Draw 5 tiles from the piles and place one face-up on each of the 5 central spaces of the Registry board.
5. Randomly determine a starting player to take the first turn of the game; this player takes the Meca pawn ()

## End of Game

The game ends immediately after a player has taken and played the last tile, after which the round is played to completion and final scoring takes place as follows:

- i) Each player removes any tiles which cannot trace an uninterrupted path of pipes back to their Source tile ()
- ii) Each player scores 1 Victory Point per tile for each group of 3+ orthogonally adjacent tiles of the same colour.
  - These tiles do not need to be connected via pipes to each other, just adjacent.
- iii) Each Flower on a tile Scores 1 Victory Point but only if that tile is connected directly via a pipe to a tile of the same colour.

The player with the most points is the winner.

**Tie-breaker:** In the event of a tie, the player with the most tiles in their machine is the winner; if still tied, the rules suggest a rematch.

## Building Your Machine

When a tile is released from the Registry board onto a player's side, on either player's turn, the receiving player must immediately add it to their machine while respecting the following rules:

- A player must place any tiles released from their side of the board into their machine, even if it is not beneficial for them to do so.
  - If it is impossible for a player to place a tile with respect to the rules, it is removed from the game.
1. The player must place the tile orthogonally adjacent to at least one of their other tiles.
  2. The player may never place a tile in a way in which a pipe is cut off by another tile *i.e. pipe sides of tiles must connect to pipe sides of other tiles.*
  3. The player may never place a tile in a way that completely closes off the pipe network of their machine, preventing the addition of future tiles.

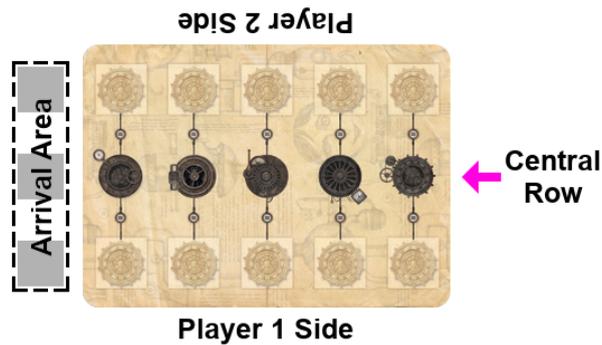
## Meca-Botanist Tiles

Meca-Botanist tiles are special tiles that when released onto a player's side, that player must immediately swap the Meca-Botanist tile with the top pile of a central pile of their choosing.

- Meca-Botanist tiles can be placed on a player's side of the Registry board or a central pile.
- The effect of a Meca-Botanist tile only takes place when it is released, never when it is placed onto the Registry board.
- If a player releases a Meca-Botanist to their opponent, they finish their turn first before their opponent swaps tiles.
- The Meca-Botanist tile can be swapped for the tile that just released it.
- A Meca-Botanist tile can never be swapped for another Meca-Botanist tile.



## Turn Order



The game is played over a series of rounds, each of which follows the same structure:

1. The starting player (the player with the Meca pawn – ) draws 3 tiles from the stacks and places them face-up in the arrival area.
2. Beginning with the starting player, players' alternate taking turns to choose a tile from the arrival area and play it onto the Registry board. When playing a tile, a player may play it on their side of or onto a central pile on the Registry board.
  - This step continues until all 3 tiles have been played.

**Playing a Tile on Their Side:** In order for a player to place a tile on their side of the Registry board, both of the following conditions must be met:

- If no tile can match either or both of the condition below, a tile must be placed on a central pile.
  - i) The space must be free (empty).
  - ii) The tile must match either the colour and/or type of the central tile it connects to.

**Playing a Tile onto a Central Pile:** There are no restrictions when placing a tile onto a central pile, after which tiles connecting to the newly placed tile are checked against it.

- A tile may be placed onto a central pile, even if that pile already contains tiles.
  - If a connecting tile no longer matches the colour, type, or both of the tile in the connecting central pile, the tile is released to the player on that side of the Registry board.
  - When a tile is released, the player whose side of the board it is released to will add it to their machine.
3. The player with the Meca pawn passes it to their opponent and a new round begins with that player as the starting player.