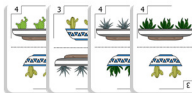


CONTENTS

Rule Card 1



48 Cacti Cards
(in 4 types)



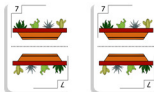
12 Basic
Arrangement



2 Special
Planter Cards



4 Bonus
Planter Cards



2 Starting
Arrangement
Cards



1 Action, 1 First
Player, and
1 Second Player
Card

SET UP

Rule Card 2

Shuffle together the 48 Cacti cards and place them in a face down deck in the middle of the play area. Place the top 5 Cacti cards from the deck face up in a row in the middle.

Shuffle together the Bonus Planter cards and deal 1 to each player, face down, and return the other 2 to the box. Give each player 1 Special Planter card. Give each player 1 Special Arrangement card. These cards form the players' hands. There is no maximum hand size in Cacti. A player's hand is kept secret from the other player

Shuffle together the Basic Arrangements and deal 1 to each player. Place the remaining Basic Arrangements in a face up deck next to the Cacti deck.

The player who last bought a plant is the First Player. They take the First Player card and the Action card. The other player takes the Second Player card. These cards are played face up the in player's play area forming their Nursery. The game begins.

PLAYING CACTI

Rule Card 3

Cacti is a two player set collection game. Players will gain Cacti cards from the middle of the play area to add to their Nursery, and use the Cacti in their Nursery to create Arrangements. At the end of the game, the player with the highest score wins.

Player Turns:

Cacti is played over a series of player turns, beginning with the First Player. What the player can do is dictated on the Action card. Once the player has taken a turn, the Action card passes to the other player.

At the beginning of the player's turn, they always add the top card of the Cacti deck to their Nursery. Each player has a Nursery (or play area). Cards in a player's Nursery are always face up.

Actions:

The Action card lists the 3 Actions that the player can take on their turn (*Grow*, *Plant*, or *Special*). A player must choose and complete 1 of these actions.

Grow Action

When the player takes a Grow Action, they move all Cacti cards from the middle of 1 type to their Nursery.

When the players takes a Grow Action, the other player may immediately take a Grow Action or a Plant Action.

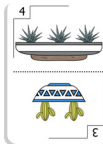
Plant Action

When the player takes the Plant Action, they choose an Arrangement from their hand or the top of the Arrangement deck. They then discard the indicated type and number of Cacti indicated on the chosen Arrangement card from their Nursery. The chosen Arrangement is placed in the player's Nursery under their Player card, with the correct half of the Arrangement showing.

Note that Basic Arrangements have two different requirements, and the player chooses which of those they wish to fulfill.

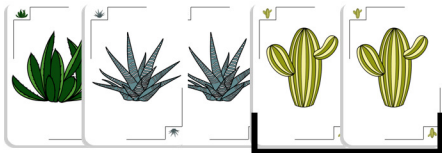
A player may not choose an Arrangement for which they cannot discard the correct Cacti.

Plant Action Example



Susan chooses this Arrangement from her hand:

She has these Cacti in her Nursery:



She Discards the appropriate Cacti from her Nursery and places the chosen Arrangement beneath her Second Player card, with the correct half of the Arrangement showing, indicating that she has played the Arrangement and will score 3 points at the end of the game for this Arrangement.



Special Action

Each player has a Special Planter card.

Once per game, the player may use the Special Action to use their Special Planter.

When a player uses their Special Planter card, it is placed in their Nursery. Then, they take all Cacti of 1 type from the middle and their Nursery and place those Cacti beneath their Special Planter card. Each Cacti beneath the player's Special Planter card is worth 1 point at the end of the game.

Ending the Turn:

After the player has chosen and completed an Action, the player adds Cacti from the top of the Cacti deck until there are 5 face up Cacti in the middle of the play area.

Then, the Action card is passed to the other player, and they take a turn.

ENDING THE GAME:

If at the end of the Second Player's turn, they are unable to refill the Cacti in the middle, the game ends and scoring takes place.

ENDING THE GAME (Cont.) Rule Card 7

If at the end of the First Player's turn, they are unable to refill the Cacti in the middle, they shuffle together any discarded Cacti cards and form a new face down deck.

The Second Player then takes a final turn, and may choose not to add the top card of the Cacti deck to their Nursery. Then, the game ends, and scoring takes place.

SCORING

Each player places their Bonus Planter from their hand face up in their Nursery and move all appropriate Cacti from their Nursery under their Bonus Planter card.

Each player scores 1 point for the cards beneath their Bonus and Special Planters. Then each player gains points for each Arrangement they have played.

Finally, each player loses points equal to the number of Cacti in their Nursery multiplied by the number of types of Cacti in their Nursery.

The player with the most points wins. In the event of a tie, the player with the most cards beneath their Planters wins the tie.

Scoring Example

This is Kate's Nursery at the end of the game. Her score is 11.



She scores 14 for her Arrangements.

She scores 9 for her Planters (5 under her Special Planter and 4 under her Bonus Planter card).

She loses 12 points (4 Cacti x3 types) for unused Cacti.

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