

CACTI is a set collection card game for 2 players using multi-use cards (the front of each card is a Cacti, the back a Sale). Players alternate taking turns either Growing (acquiring) Cacti cards from the middle, or using Sale cards to sell the Cacti they already have. When the game ends, players gain points for the Sale cards they have, and may gain or lose points for their remaining Cacti cards. The player with the most points wins!

SET UP

Shuffle together the **4 Wholesale cards** and deal 1 to each player, face down, and return the other 2 to the box. Give each player **1 Special Sale / Turn Reference card**. These 2 cards form each player's hand, and are the only 2 cards a player will ever have in their hand. A player's hand is kept secret from the other player.



Shuffle together the **48 Cacti cards** and place them in a *Sale side up* deck in the middle of the play area.



Place the top 5 Cacti cards from the deck Cacti side up in a row next to the deck. Place the top 3 cards of the deck Sale side up to the other side of the deck. These 8 cards and the deck form *the Middle*.

A start player is chosen using whatever method players agree on and the game begins with the start player taking the first turn of the game.

For a how to play video, please visit smallboxgames.com/cacti

PLAYING CACTI

Cacti is a set collection game. Aside from the 2 cards in each player's hand, each card is 1 of 4 **Cacti card types** on its front, and a **Sale card** on its back; featuring 2 different sets of Cacti.

Each player has a **Nursery** (play area) where they will place the Cacti and Sale cards they acquire throughout the game. The cards in a player's Nursery are open information.

Each player has a secret **Wholesale card** in their hand corresponding to 1 of the different Cacti types. This card lays out the player's secret bonus Cacti for the game, and also includes the rules for scoring. This card is only revealed and played when the game ends.

Finally, each player has a **Special Sale / Turn Reference card**. The Special Sale card offers a single use special Action. The Turn Reference card tells the player exactly what they can and must do when they take a turn. It also includes the end game trigger.

Player Turns

Cacti is played over a series of player turns, beginning with the start player. The Turn Reference card tells the player exactly what they can and must do when they take a turn.

At the start of a player's turn, they add the top Cacti card of the deck to their Nursery. Then, they choose 1 Action: either **Grow**, **Sell**, or **Special**.

Special Action

Instead of choosing *Grow* or *Sell*, a player may, once per game, reveal and use their **Special Sale card**. The details of this Action are covered on each player's Special Sale card.

Grow Action

When a player chooses *Grow*, they add all **Cacti cards** of a single type from the Middle to their Nursery. The other player gets a response. The other player may either: add all **Cacti cards** of a single type from the Middle to their Nursery *or* they may take a **Sell Action**.

Sell Action

When a player chooses *Sell*, they move 1 **Sale card** from the Middle (*either 1 of the 3 available Sale cards or the top card of the deck*) to their Nursery. They then place the indicated **Cacti cards** from their Nursery under that **Sale card**.

A player cannot select a Sale card that they do not have the required Cacti cards for!

Each Sale card offers 2 different options, each requiring a different number and different set of Cacti, as well as a different point value for each option. When a player adds a Sale card to their Nursery, they turn that card to reflect which of the 2 options they used when moving the Sale card to their Nursery. Only 1 option is ever used!

Sale cards (and the cards beneath them) in a player's Nursery remain there for the entire game.

Ending The Turn

After selecting and using an Action, the player may move 1 **Cacti card** in the Nursery to the bottom of the deck.

They add cards from the deck to the Middle until there are **5 Cacti** and **3 Sale cards**.

If the player cannot refill the Middle, the game ends. Otherwise, the player's turn ends and the game continues with the other player taking a turn.

ENDING THE GAME AND SCORING

When the game ends, each player reveals their **Wholesale card** from their hand and follows its text. Each player gains points the following ways:

1 point for each **Cacti card** under their **Wholesale card**.

1 point for each Cacti card under the **Special Sale card**.

Various points for any **Sale cards** in their Nursery.

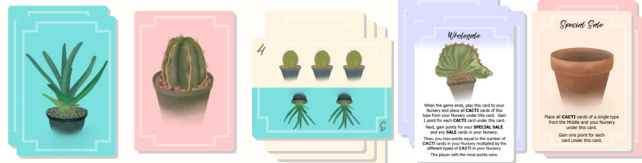
Finally, each player loses points equal to the number of **Cacti cards** in their Nursery multiplied by the *different types* of remaining **Cacti cards** in their Nursery.

The player with the most points wins.

Liz takes a Sell Action and moves this **Sale card** from the Middle to her Nursery. She can only meet the requirements of 1 of its options.



She moves these **2 Cacti cards** from her Nursery under the **Sale card** and turns the **Sale card** to indicate which option she used. She will gain 3 points when the game ends for this **Sale card**.



Olivia's final score is 3.
4 for her Sale card.
3 for her Wholesale card.
2 for her Special Sale card.
-6 for her remaining Cacti cards (3 cards x 2 types)

This is a very low scoring example to show how scoring works.