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In Cactus, you will join the desert Tribes, finding your kin and style of preferred cacti! The goal of the game is to balance and decorate cultural items from the deserts of America on silly and stylish cactus, while being awarded beautiful desert flowers along the way.

COMPONENTS



SETUP

Give each player 3 flowers with the pink dot face down, and place 10 flowers in the general supply, returning the rest to the box. Place the 5 cactus in a circle, with some distance between them. Make a pile of the basic-shaped pieces, and spread the special uniquely-shaped pieces around the cactus in a half circle.

GAMEPLAY

Randomly choose a starting player, and continue clockwise. The starting player picks any basic-shaped piece and places it on any cactus. The next player in turn order rolls the die, and places an item on the next cactus in clockwise order based on their roll:

COLOR

COLOR - Pick a basic piece that is the same color as the piece that was placed by the previous player.

SHAPE

SHAPE - Pick a basic piece that is the same shape as the piece that was placed by the previous player. If a special piece was placed previously, pick a basic piece that is the same shape as the last previously placed basic piece.

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!! - This roll means you must pick the left-most special piece to place.

SCORING FLOWERS

After you place a piece, but before you hand the die to the next player, you can declare how many flowers you should receive from your placement. You award flowers for:

3 OR 5 SAME COLOR: If the piece you placed causes there to be 3 of a single color in total across the five cactus, you receive one flower. If it causes there to be 5 of a single color in total across the five cactus, you receive two flowers.

3 OR 5 SAME SHAPE: If the piece you placed causes there to be 3 of the same shape in total across the five cactus, you receive one flower. If it causes there to be 5 of a single shape in total across the five cactus, you receive two flowers.

ALL 5 COLORS: If the piece you placed causes a single cactus to have 1 of each color on it, you receive two flowers.

**Flowers with the pink dot down are worth 1 flower, and flowers with the pink dot up are worth 3 flowers. Feel free to make change as needed and flip between sides.*

PLACEMENT RULES

When placing a piece, you must follow all placement rules. You may touch the base of the cactus, but never the cactus itself or any pieces already on it. You will be penalized 1 flower if you touch the cactus or pieces hanging on it with your hand. You can, however, use the piece you are placing to move other pieces on the cactus.

SAME COLORS CANNOT TOUCH: If two of the same color are touching after your placement, you must use your piece again to fix the situation before your turn ends.

SAME SHAPES CANNOT TOUCH: If two of the same color are touching after your placement, you must use your piece again to fix the situation before your turn ends. Note: Special pieces are all unique, and do not count as the same shape.

YOUR PIECE MAY NOT TOUCH THE BASE OR GROUND: If the piece you are placing is touching the cactus base or ground, you must try to place it again.

FALLEN PIECES

If you accidentally knock a piece off of a cactus on your turn, you will be penalized 1 flower per piece you knock off. You are no longer eligible to receive flowers this turn if you knock pieces off. You are not penalized if the piece you are trying to place falls, however you must still place it for your turn to end. Fallen pieces are discarded, unless you wish to play a longer game, in which case you should immediately return them to their supply piles. However, special pieces are always returned to the right-most space in their line.

**If your flower score reaches 0, you are still in the game. Continue playing as normal, and hopefully you will earn more flowers before the game ends and make a comeback!*

GAME END

Continue rolling the die and placing pieces in turn order until one of the following conditions:

NO MORE FLOWERS: If all flowers have been turned over to their 3 side, and there are no more in the supply, the game ends.

NO BASIC PIECE: If no valid basic pieces remain, the game ends.

NO MORE SPECIAL PIECES: If all of the special pieces in the supply run out, the game ends.

Count up your flowers, and the player with the most is the cactus champion!

TRIBE

Cactus is based on the game Tribe, published by itten. You can find new ways to play the game from their original rules at itten-games.com.

CACTUS

