



# ESPALIER



# 1-PLAYER GUIDE


Read the full rulebook prior to playing one player.

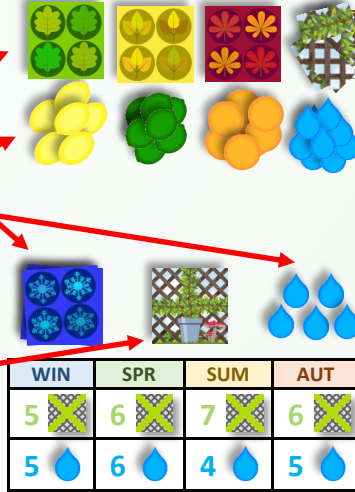
## SETUP

1. Shuffle all season  and place in the middle.

2. Make a supply of tokens  in the middle.

3. Collect your season  (current season in location) and  (unless otherwise directed).

4. Collect a pot plant tile  and place it in front of you.



## OTHER RULES

- For each set of challenges, follow the **setup variations** outlined in **red** (if present).
- You cannot have any **un-connected branches** at the end of each game.
- You may complete multiple challenges in **1 game**.
- For the harder challenges you may need to focus on just **that** challenge!

## 1-PLAYER ACHIEVEMENT CHECKLIST

### FRUIT CHALLENGES

Grow **6 lemons** on **4x intersecting branches** by the end of the game.

Grow **9 lemons** on **4x intersecting branches** by the end of the game.

Grow **12 lemons** on **4x intersecting branches** by the end of the game.



**When life gives you lemons** - complete all lemon challenges.

Grow **3 limes** on **4x intersecting branches** by the end of the game.

Grow **6 limes** on **4x intersecting branches** by the end of the game.

Grow **9 limes** on **4x intersecting branches** by the end of the game.



**Lime feelin' good** - complete all lime challenges.

Grow **4 oranges** on **4x intersecting branches** by the end of the game.

Grow **6 oranges** on **4x intersecting branches** by the end of the game.

Grow **8 oranges** on **4x intersecting branches** by the end of the game.



**Orange you glad to see me** - complete all orange challenges.

Grow **3 or more sets of fruit** by the end of the game.

Grow **5 or more sets of fruit** by the end of the game.

Grow **7 or more sets of fruit** by the end of the game.




**You're simply the zest** - complete all fruit challenges.


# ESPALIER 1-PLAYER ACHIEVEMENT CHECKLIST

## BASIC SHAPE CHALLENGES


Create **20 triangles** by the end of the game.  Create **30 triangles** by the end of the game.  Create **40 triangles** by the end of the game.




 **A cute triangle** - complete all triangle challenges.

Create **10 diamonds** by the end of the game.  Create **17 diamonds** by the end of the game.  Create **24 diamonds** by the end of the game.



 **Diamond in the rough** - complete all diamond challenges.

Create **4 squares** by the end of the game.  Create **7 squares** by the end of the game.  Create **10 squares** by the end of the game.

 **Its hip to be a square** - complete all square challenges.


   **Got into shape** - complete all basic shape challenges.

## DIFFICULT DESIGN CHALLENGES

When completing **advanced shape challenges**, players **do not get seasonal**  (but can receive  from mulching tiles) and **set up with all 8 advanced shape tiles** in play.

Score **15 or more points** from **Difficult Designs** at the end of the game.  Score **30 or more points** from **Difficult Designs** at the end of the game.  Score **45 or more points** from **Difficult Designs** at the end of the game.

Create **4 or more unique Difficult Designs** by the end of the game.  Create **6 or more unique Difficult Designs** by the end of the game.  Create **8 unique Difficult Designs** by the end of the game.


 **Lost in shapes** - complete all advanced shape challenges.

## SCORE CHALLENGES

When completing **score challenges**, set up with **3 randomly selected advanced shape tiles**.

Score **100 points or more** in a game.  Score **125 points or more** in a game.  Score **150 points or more** in a game.  Score **175 points or more** in a game.  Score **200 points or more** in a game.

Score **X points or more** in a game **without growing any oranges**.  Score **X points or more** in a game **without creating any shapes**.  Score **X points or more** in a game **without growing any fruit**.

 **You scored what now?** - complete all score challenges.

**Garden God** - complete all challenges.