

# QUICK REFERENCE GUIDE

## SEASON GAMEPLAY

There are **3 phases** in each of the **4 seasons**:

### 1. Season Preparation

Deal face-down tree tiles and water tokens for the current season to each player.

### 2. Actions

Take any action.... (*playing simultaneously*):

- Place a tree tile
- Mulch a tree tile to gain 1 water
- Buy and place a fruit token
- Buy and place a branch / prune token

...until you have used all of your tree tiles and spent all of your water tokens.

### 3. End of Season

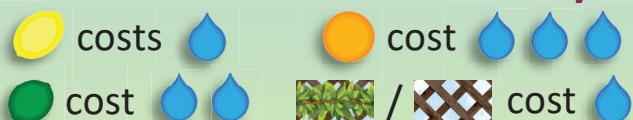
Score season goals:



## SEASON TREE TILES & WATER

WINTER	SPRING	SUMMER	AUTUMN
5	6	7	6
5	6	4	5

## BUYING FRUIT & GRAFT /



## SCORING

- 1 for each
- 2 for each
- 4 for each
- X for each as shown on tile
- 5 for each
- 1 for each branch intersecting a
- 2 for each branch intersecting a
- 3 for each branch intersecting a
- 5 for each
- X points for
- 3 lost for each

## ICON GUIDE

Icon	Name	Icon	Name
	Lemon		Simple Shapes
	Lime		Difficult Designs
	Orange		D.D. set
	Fruit		Garden Goal
	Fruit set		Graft/prune
	Water		Unconnected branch
	Pot plant tile		
	Tree tile		Points gained
	Mulching		Points lost
	Goal token		