ESPALIER

A competitive pattern building tile-placement game for 1-6 players

Espalier is the art of training and pruning a tree or shrub to grow flat against a wall or trellis.

STORY

You have just moved into a new home and the previous owners have left the garden in a sorry state! You spotted a bare section of garden that could use a spectacular tree....

OVERVIEW

In Espalier you will compete to grow the highest scoring tree over seasons. There are multiple ways to score points for your tree. You will be rewarded for arranging your branches into shapes, growing fruits, and achieving garden goals. Efficient use of water, pruning (removing), grafting (adding) branches, and mulching tree tiles are essential in ensuring your tree has its day in the sun!

CONTENTS

36 water tokens

36 lemon tokens

36 lime tokens

36 orange tokens

24 goal tokens

60 graft / prune tokens

6 pot plant tiles (double-sided)

48 winter tiles

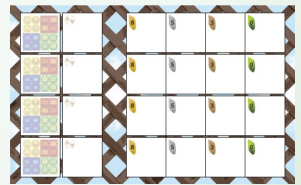48 spring tiles

48 summer tiles

48 autumn tiles

8 Difficult Design tiles

1 rulebook

1 Garden Goal board

11 Garden Goal tiles

6 player reference cards

1 scorepad

SETUP

Below shows setup for a **2-player game** starting in **winter**. Follow the same steps for **3-6 player** setup. See **Solo Reference Sheet** for **1-player** setup and gameplay.
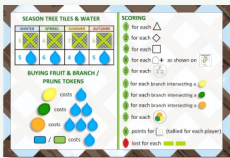
8. Each player collects **water tokens** and **tree tiles** for the **first season** (*see Season Tree Tiles & Water in the **Gameplay section on pg. 3.***)

1. Place **goals board** at the centre of the table, within easy access of every player.

2. Randomly select **4 goal tiles** and place them on the **goal board**.

7. Each player collects a **pot plant tile,** corresponding **goal tokens** and a **player reference card**.

3. Place **season tiles** on the **goals board** in order, with the **first tile** being the **current season** in your **real-world location**.
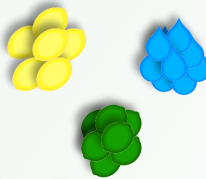
6. Shuffle the **tree tiles** for **all seasons** and place them at the centre of the table.

4. Make a supply of the tokens shown next to the **goals board**.

5. Randomly select **3 advanced shape tiles** and place them beside the **goal board**.

GAMEPLAY

Espalier is played across 4 rounds (known as **seasons**) and there are **3 phases** in each season:

1. Season Preparation

Players collect water tokens and tree tiles (**in a face-down pile**) for the season.

E.g. in Winter players start with 5 winter tiles and 5 water tokens

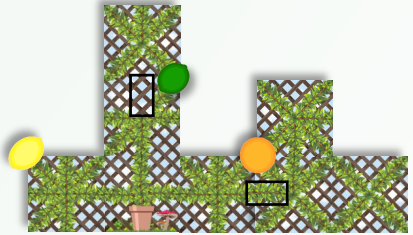### SEASON TREE TILES

WINTER	SPRING	SUMMER	AUTUMN
5	6	7	6

SEASON WATER

WINTER	SPRING	SUMMER	AUTUMN
5	6	4	5

2. Actions

Take any action throughout the season... (*all players taking actions at the same time*):

- Place 1 tree tile at a time (*pg. 4*)

- Mulch ( ) a to gain 1 (*pg. 4*)

- Buy and place fruit (*pg. 7*)

- Buy and place a graft / prune (*pg. 5*)

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

3. End of Season

Score season Garden Goals (*see pg. 9*).

Tips

- Not all branches will line up well. You can mulch, graft or prune to help!

- Intersections with 4 branches will score the most points (X) for your fruit.

- Each player can do well even if they don't score highly in each scoring category.

- Players will make many small decisions; it doesn't have to be perfect!

Read on for an explanation of all actions and gameplay elements.

TREE TILES

In the first season **you can choose** which side of your **pot plant tile** (/) is **face up** depending on which you **pick up first**. See below for suggestions of which side of your / **to choose**:

If the first tile has **more diagonal branches**:

 side up

If the first tile has **more straight branches**:

 side up

PLACING TREE TILES

You pick up **one at a time** from your **face-down pile** and place it **in any rotation, edge-to-edge** with your **OR** another **previously placed** :

Flip   Place
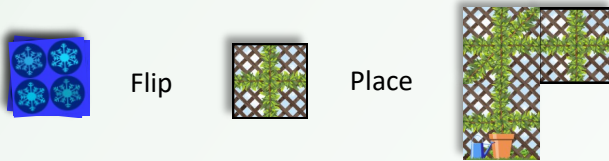
Once a is placed, you pick up and play the next from your pile.

You cannot move any previously placed .

E.g. Taylor placed a to the left of her / (**1**—see below). She then picks up her next and decides where to place it without moving the previous tile(s)(**2**):

1.

2.
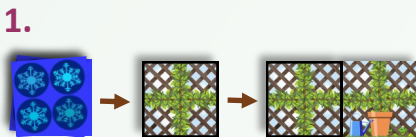
LEGAL PLACEMENTS ✔   **ILLEGAL PLACEMENTS** ✘

Above pot plant

Next to pot plant

Next to other tile

Below pot plant

Offset to pot plant or other tile

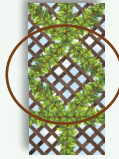**On corner** of pot plant or other tile

4
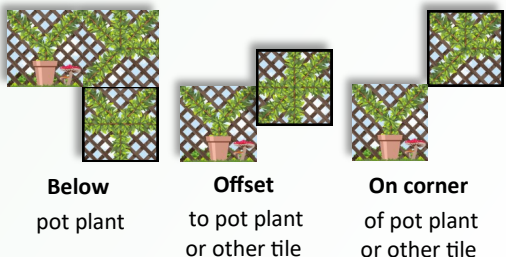
SHAPES

SIMPLE SHAPES

By placing in different combinations you can create the following **simple shapes**:

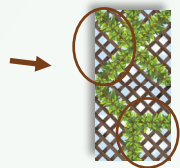**Triangles** (of any size or orientation) score ① at the end of the game:
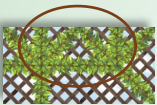
Diamonds (of any size) score ② at the end of the game:

Squares (of any size) score ④ at the end of the game:

For shapes to score end-game points (X), they must be **fully enclosed by branches**. See to the right for examples of **non-scoring shapes**:
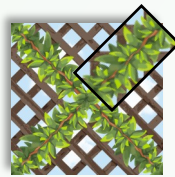

GRAFT / PRUNE TOKENS /

Each token has a **graft** side ( ) and **prune** side ( ) and costs **1** 💧 .
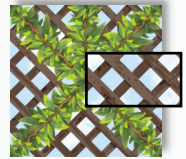
 / help you make that earn X and avoid .

 / must be **placed immediately** from the **centre of a** to a **corner** or **side**.

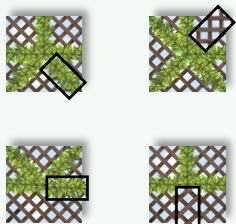It can be placed **to add a new branch** or **to cover up an existing branch**:
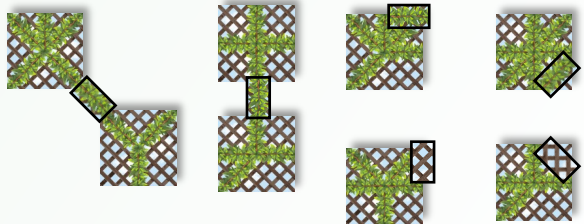

Centre to corner

Centre to side

LEGAL PLACEMENTS ✔

Graft / prune placed from the centre of a tree tile to the corner or side

ILLEGAL PLACEMENTS ✖

Bridging corners

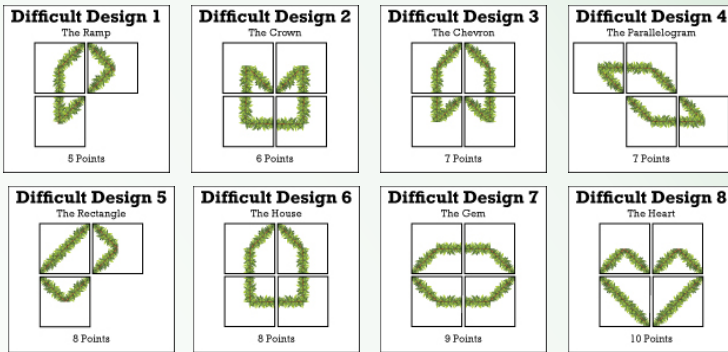Bridging sides

Along edge

Across corner

5

SHAPES

DIFFICULT DESIGNS 🌿

Each game **randomly select 3** 🌿 and place them beside the **goals board**.

Difficult Designs (🌿) can be made in **any size and orientation** and score (X) at the **end of the game**. There is no limit on how many 🌿 you can make and score.

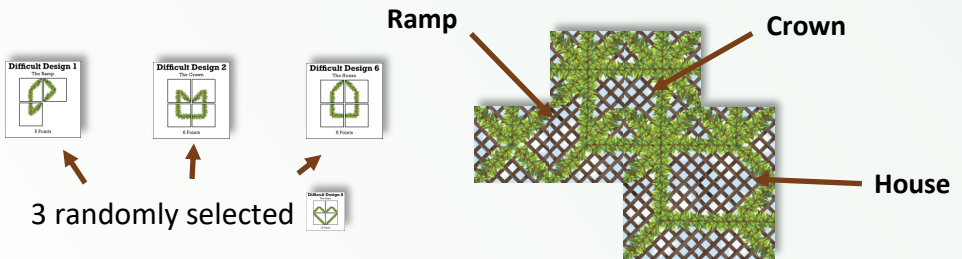By placing ✖ in different combinations you can create the following 🌿 :

Difficult Design 1	Difficult Design 2	Difficult Design 3	Difficult Design 4
The Ramp	The Crown	The Chevron	The Parallelogram
5 Points	6 Points	7 Points	7 Points

Difficult Design 5	Difficult Design 6	Difficult Design 7	Difficult Design 8
The Rectangle	The House	The Gem	The Heart
8 Points	8 Points	9 Points	10 Points

You score (X) (**shown at the bottom of each** 🌿) for **each** Difficult Design created.

DIFFICULT DESIGN SETS 🌿

You score (5) for **each** complete **set of difficult design shapes** you create (i.e. one of each of the **3 randomly selected** 🌿 for the current game):

Ramp
Crown
House

Difficult Design 1 — The Ramp — 5 Points
Difficult Design 2 — The Crown — 6 Points
Difficult Design 6 — The House — 8 Points

3 randomly selected 🌿

(5) for the **Ramp** + (6) for the **Crown** + (8) for the **House** + (5) for the **set** = (24)

Shown above is one way to create a small **Ramp**, small **Crown** and small **House**.

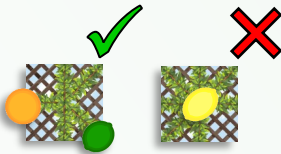You will need to experiment with y✖ to discover how to create other 🌿 !

FRUIT

BUYING FRUIT

In each season you can buy 🍋🟢🟠 at **any time** if you have enough 💧:

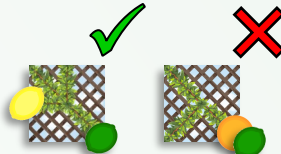🍋 costs 💧   🟢 costs 💧💧   🟠 costs 💧💧💧

PLACING FRUIT

🍋🟢🟠 must be **placed on a tree tile immediately** according to the following:

1. Must be placed on an **edge** or **corner**, not in the **middle**:
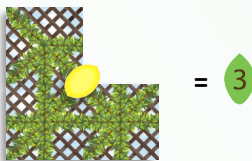
✓ ✗

2. Can only place **1** 🍋🟢🟠 on the **same edge** or **corner**:

✓ ✗

3. Can be placed **even if there are no adjacent tree tiles**.

4. Can place **multiple fruit** on **different edges** and **corners** of **same tree tile**.

SCORING FRUIT

Each 🍋🟢🟠 provides X for every **connecting branch** where it is placed:

🍋 score 1 for each **connecting branch** at the end of the game:

= 3

🟢 score 2 for each **connecting branch** at the end of the game:

= 8
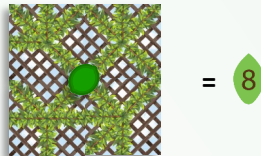
🟠 score 3 for each **connecting branch** at the end of the game:

= 6

FRUIT SETS

You score 5 for **each** complete **set of fruit** you grow (i.e. one of each):

3 for the 🟠 + 4 for the 🟢 + 1 for the 🍋 + 5 for the set = 13
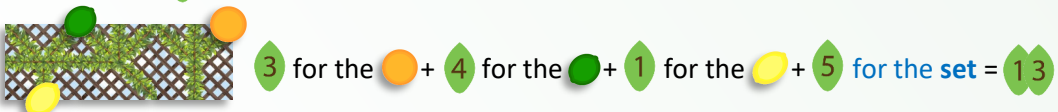
OTHER RULES

WATER 💧

You receive water (💧) at the start of each season according to the *Season Water table*:

SEASON WATER

WINTER	SPRING	SUMMER	AUTUMN
5 💧	6 💧	4 💧	5 💧

E.g. in Winter players start with **5** 💧 .

💧 is used to buy 🍋 🟢 🟠 (*pg. 7*) and 🌿 / 🌿 (*pg. 5*) and is also gained when you mulch (🟫) an unwanted tree tile (*see below*).
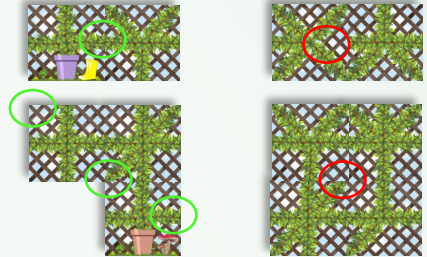
💧 **must be used by the end of each season and cannot be stored for the next season!**

UNCONNECTED BRANCHES 🔲

Any enclosed, unconnected branches (🔲) at the end of the game, lose you 3 .

See to the right for branches considered **connected** and **unconnected**.

CONNECTED ✓   **UNCONNECTED** ✗

MULCHING TREE TILES 🟫

If, when placing a 🌿 , it creates an **unconnected branch** (🔲), you can:

Mulch (🟫) the 🌿 by discarding it next to your **tree** and collecting **1** 💧 :

Pick up tile   >   **Doesn't fit**   >   **Discard to pile near tree**   >   **Collect 1 water**

OR place the 🌿 and add one or more 🌿 / 🌿 to connect any 🔲 (*pg. 5*).

END OF SEASON

At the end of a season, player's will compare their progress in the current season's Garden Goal (🪴) as explained below:
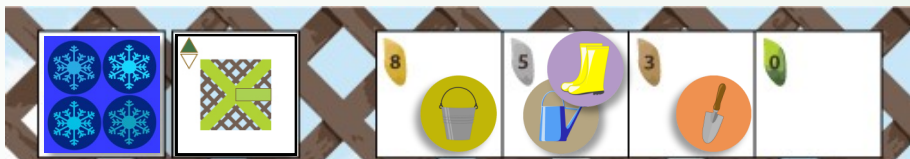
GARDEN GOALS 🪴

Once all players are finished placing their current season ✖, they compare their progress and place a **goal token** (🐟) according to their success in that 🪴 :

EXAMPLE 1: if the winter season goal is **most grafts (🌿) used**:

Travis (🔶) used **2** 🌿 , Stuart (🟡) used **4** 🌿 while both Kirsty (🟣) and Taylor (⚪) used **3** 🌿 each.

Stuart used the most 🌿 so puts his 🟡 in **1st** position (8 at game's end) and both Taylor and Kirsty place their ⚪🟡 on **2nd** position (5 at game's end) . Travis used the least 🌿 so places his 🔶 on **3rd** position (3 at game's end):

NOTES:

- Ties are allowed and don't push players down the goals board.

- Players who don't gain anything towards the 🪴 can still place 1st, 2nd or 3rd on the Garden Goals board:

EXAMPLE 2: if the summer season goal is **most oranges**:

Amy has grown **2** 🟠 and Ben has grown **no** 🟠 . Amy will place her ⚪ on **1st** and Ben will place his 🟡 on **2nd**:

GAME END

The game ends at conclusion of the 4th season played.

SCORING

Use the **scorepad** to add up the following:

(1) for each 🟢 triangle

(2) for each 🟢 circle

(4) for each 🟢 square
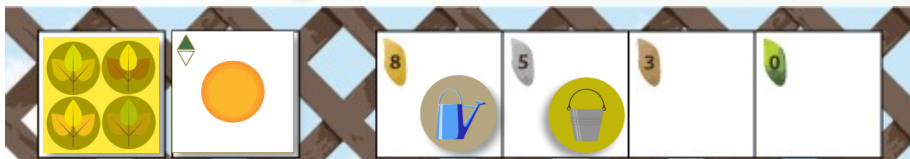
(X) for each 🌿 as shown on tile

(5) for each 🪴

(1) for each branch intersecting a 🟡

(2) for each branch intersecting a 🟢

(3) for each branch intersecting an 🟠

(5) for each 🔵🟡🟢

(X) points for 🏺

(3) lost for each 🟢|🟢
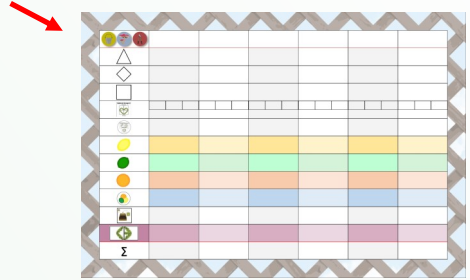
To assist with scoring, place a 💧 on each shape (i.e. triangles) and then count 💧:

6 triangles = (6)

WHO WINS?

The player who has the most points wins. In the case of a tie:

The player with the most **basic shapes** wins.

If still tied, player with the most **fruit** wins.

If still tied, **all tied players win!**
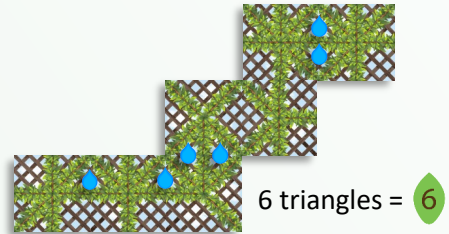
CLARIFICATIONS

What if we run out of tokens?

If you run out of tokens you may use any other tokens you have handy.

If I have finished for the season and am waiting for others, what can I do?

You can set up for the next season, spy on other player's Garden Goal progress or read the Espalier *Fun Fact Sheet*!

NOTE: you must wait for all players to finish their season and then score goals before continuing with the next season.

GARDEN GOALS

Garden goals () are scored at the end of each season.

All progress from any previous seasons counts towards the subsequent Garden Goals.

Below explains the **22 unique** :

/	Most / least tree tiles mulched
/	Most / least grafts used
/	Most / least branches used
/	Most / least lemons
/	Most / least limes
/	Most / least oranges
/	Most / least fruit sets
/	Most / least total fruit
/	Most / least wide tree
/	Tallest / shortest tree
/	Most / least combined width & height of tree*

* The number of tiles wide + the number of tiles tall = the combined score.

VARIANTS

Variant #1: Novice Gardener

Play with the following scoring options:

- Simple Shapes
- Garden Goals
- No point loss for

Variant #2: Apprentice Cultivator

Play with the following scoring options:

- Simple Shapes
- Fruit (incl. fruit sets)
- Garden Goals

Variant #3: Under Pressure

Set a 5-minute timer (or less) for each season. If a player has not placed one or more tree tiles or spent one or more water, they discard them.

Variant #4: Pass the Parcel

Each player:

- Picks up their stack of **tree tiles**
- Looks through them
- Selects one and places it
- Passes their tree tiles **clockwise** to the next player

Swap the direction of tile passing each season.

CREDITS

Design: Stuart Pearson & Travis Barker

Illustration: Travis Barker

Special thanks: to our families who have put up with our late nights and lengthy discussions and to everyone who play tested Espalier to help it grow!

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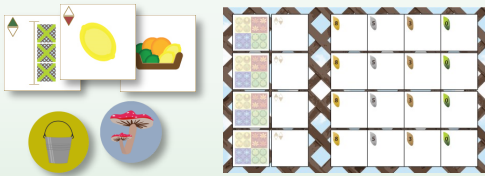
- Place a tree tile
- Mulch a tree tile to gain 1 water
- Buy and place a fruit token
- Buy and place a branch / prune token

…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 /

🍋 costs 💧   🟠 cost 💧💧💧

🟢 cost 💧💧   / cost 💧💧

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	X	Points gained
▬	Mulching	3	Points lost
🌺	Goal token		

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