In Japan, bonsai is an art form. These small trees symbolize harmony, simplicity, balance and wealth. But beyond the fact of owning bonsais, their presentation and the way they are arranged are of vital importance in bringing out their beauty in a harmonious whole.

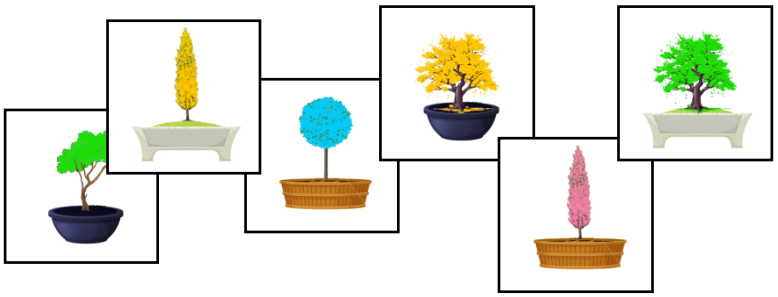
*Combine with elegance, similarities and differences. So that,between all the artwork, yours is the one which rocks !*

**Components**

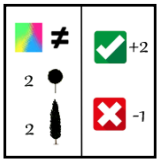
64 tree square cards

Each card shows :

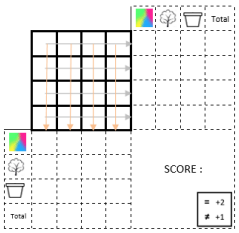
- a tree, of which there are 4 different types
- in one of 4 colors (pink, blue, green, yellow)
- in one of 4 different pots.



8 objective cards (for advanced mode)




-papers to count the score

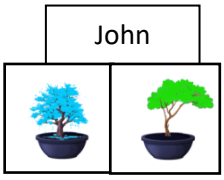


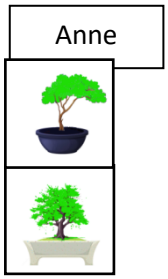

**Aim of the game**

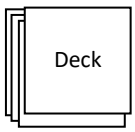
To have the most points at the end of the game by creating a 4x4 tableau

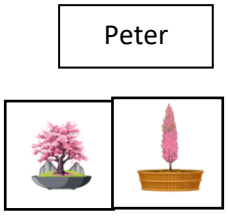
**Set up**

Each player is dealt 2 cards at random at the start of the game. The remaining cards form a deck, which is placed face down in the centre of the table. Each player places these 2 cards in front of them, so that one side touches the other. It's the start of their tableau.



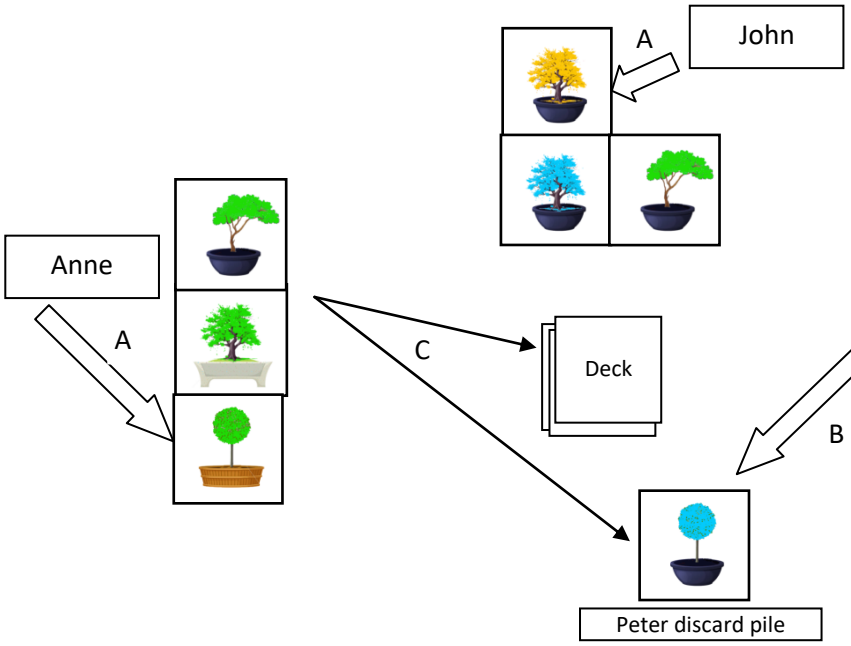



**How it works**

Tiny Trees is played simultaneously. On the 1st turn, each player takes a card from the deck.

They can :

- add it to their 2 cards to expand their tableau, simply by ensuring that one side of the newly laid card touches at least one side of a card already present (A).
- discard it by placing it face-up on the left-hand side of his tableau, if he does not want to take the card (B).




*Here John and Anne have expanded their tableau by placing the card they drew (A). Peter discarded it in his personal discard pile (B).*

When all the players have placed their card (either in their tableau or in their personal discard pile). Players start a new round by taking a new card.

**From the 2nd round and for the rest of the game. A player can take his card from the central deck or from the personal discard pile of the player to his right if there is a card (C).**

*In this case, Anne would have the choice of taking his card from the deck or from the card between him and Peter (C).*

The rounds continue like this, and each player can expand the tableau they have created in any direction **until they have a tableau of 4x4 cards.**

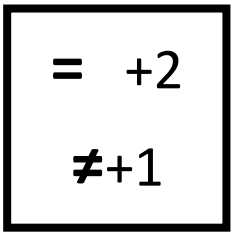
Note: if there are no cards left, take the discard piles and shuffle them to make a new deck.

When a player completes their 4x4 card tableau, the last round of play starts and then the game ends.

**Scoring**

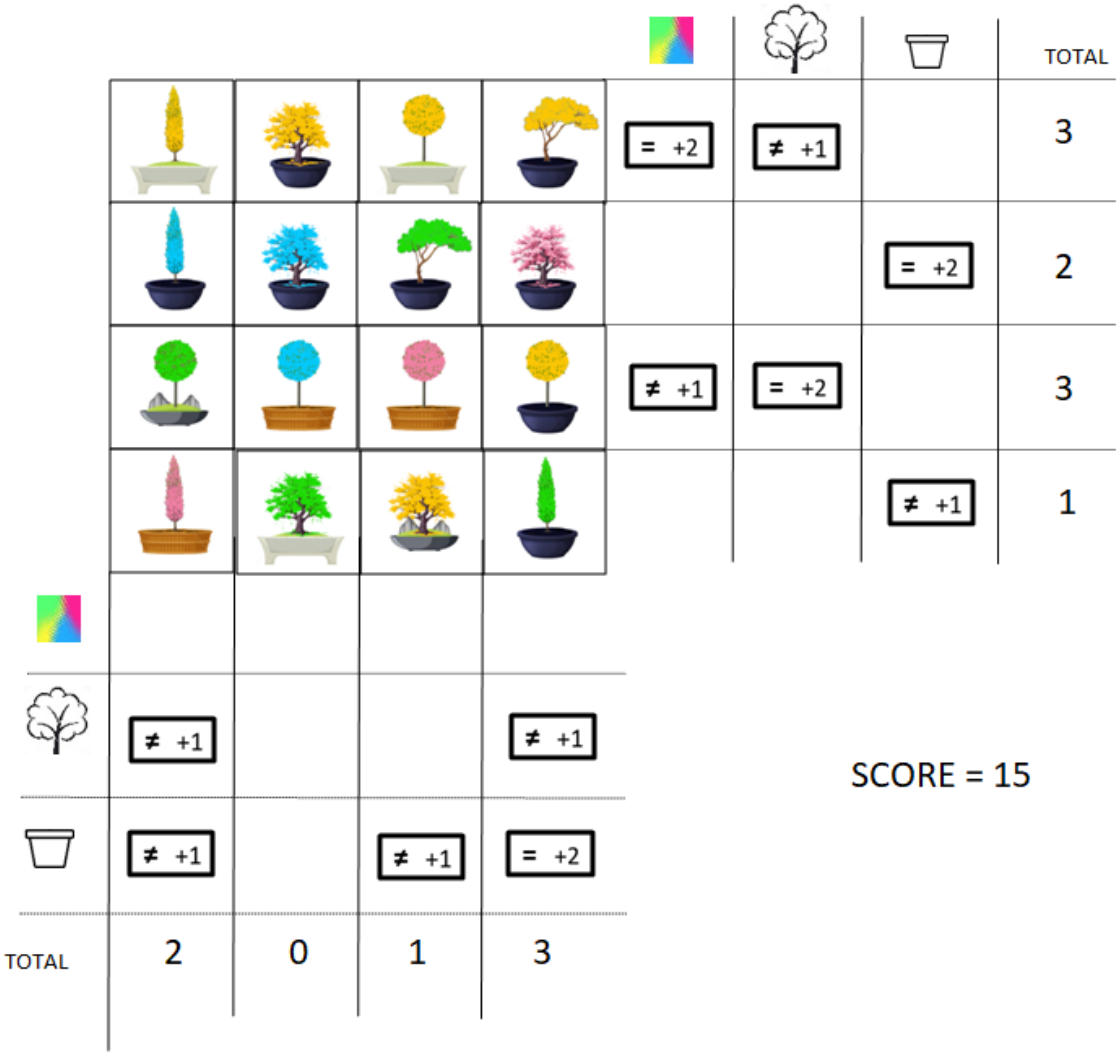
Each row and column in the table will score points according to their composition

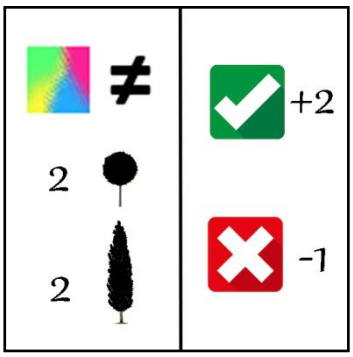
- **If the 4 trees are identical in shape**, it gives +2pts
- **If the 4 trees are of different shapes**, it gives +1pt
- If there are less than 4 trees or if the 4 trees are neither identical nor different in shape, it doesn't give any point.




**The same applies to the color of the trees and the types of pots.**

Each player fills the score sheet to count the value of each of the 4 rows and 4 columns, adds them up and obtains his or her score. The player with the highest score is declared the winner.

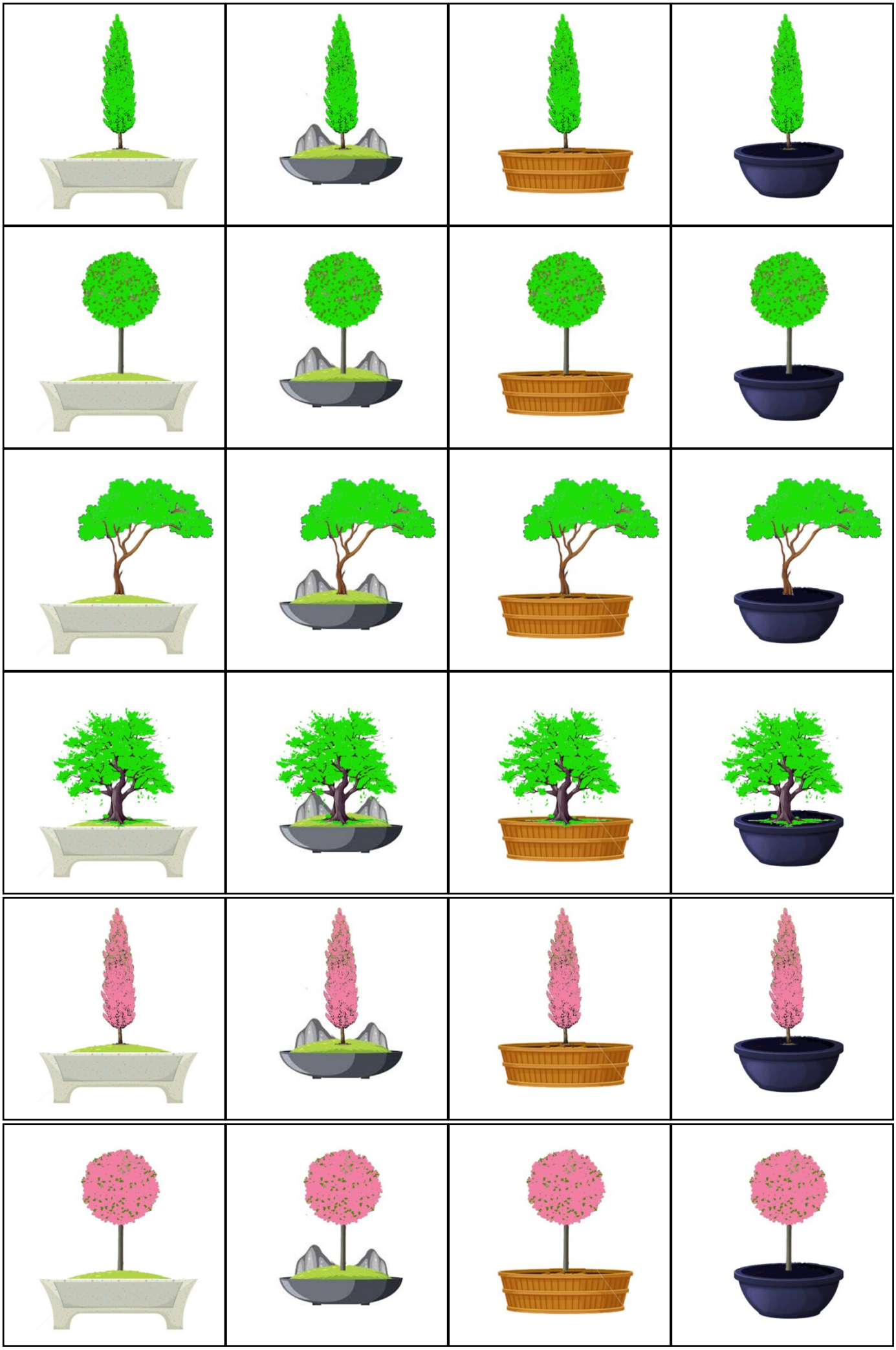


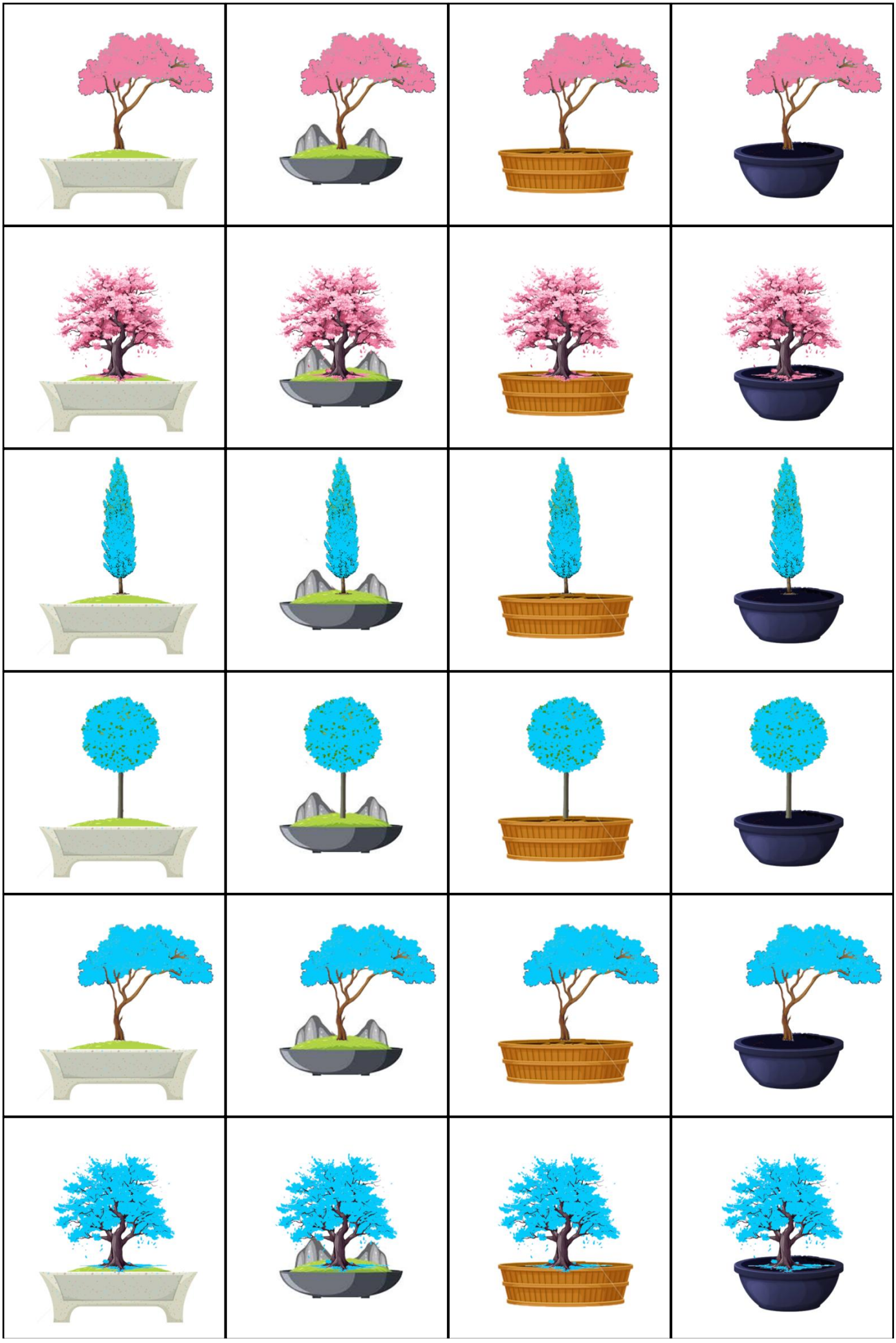



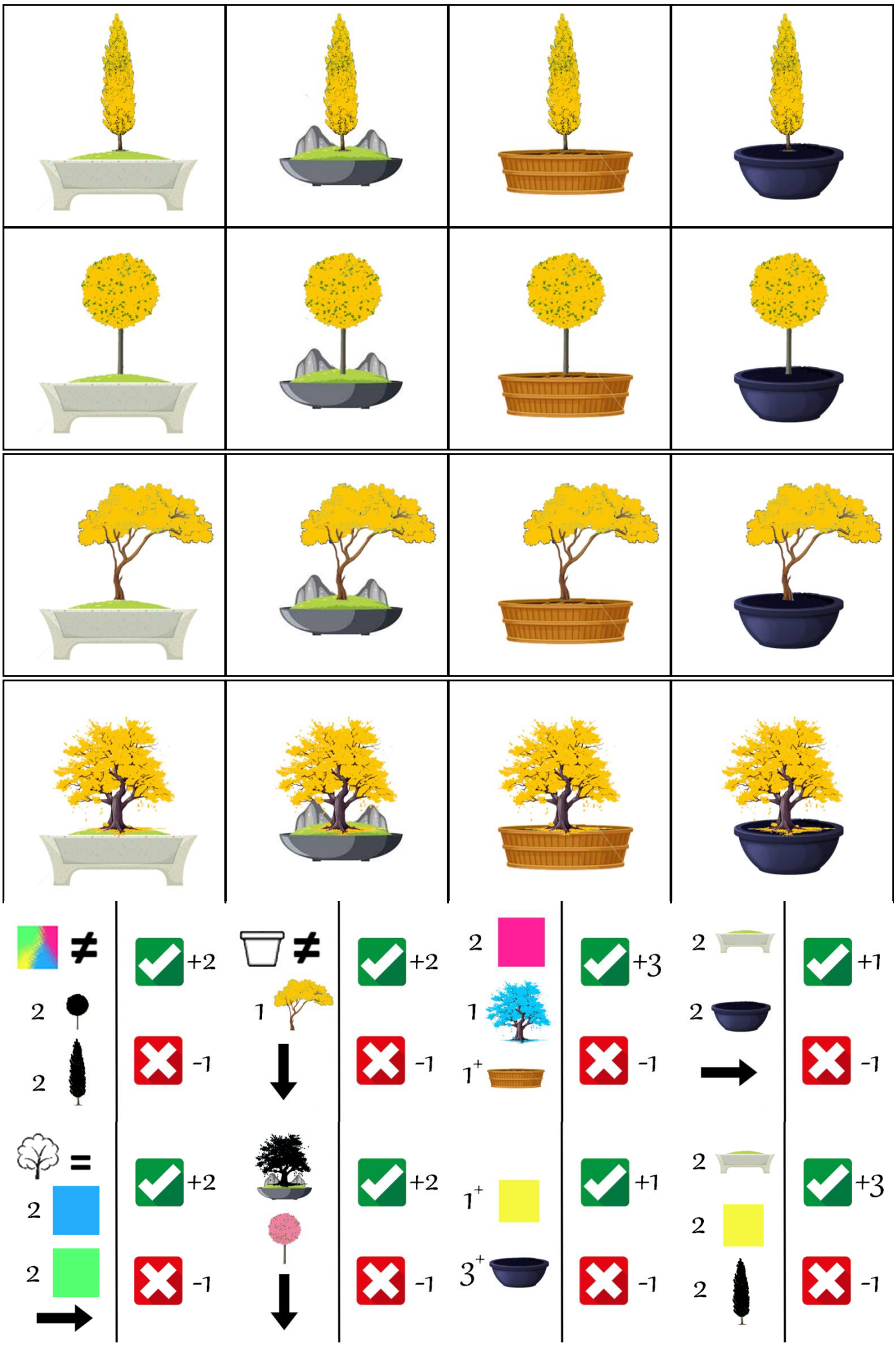

Here you have to make a line or a column with trees of different colors, there must be 2 round trees and 2 tall trees.
If the player succeeds, he will get 2 extra points; if he fails, he will lose 1 point.

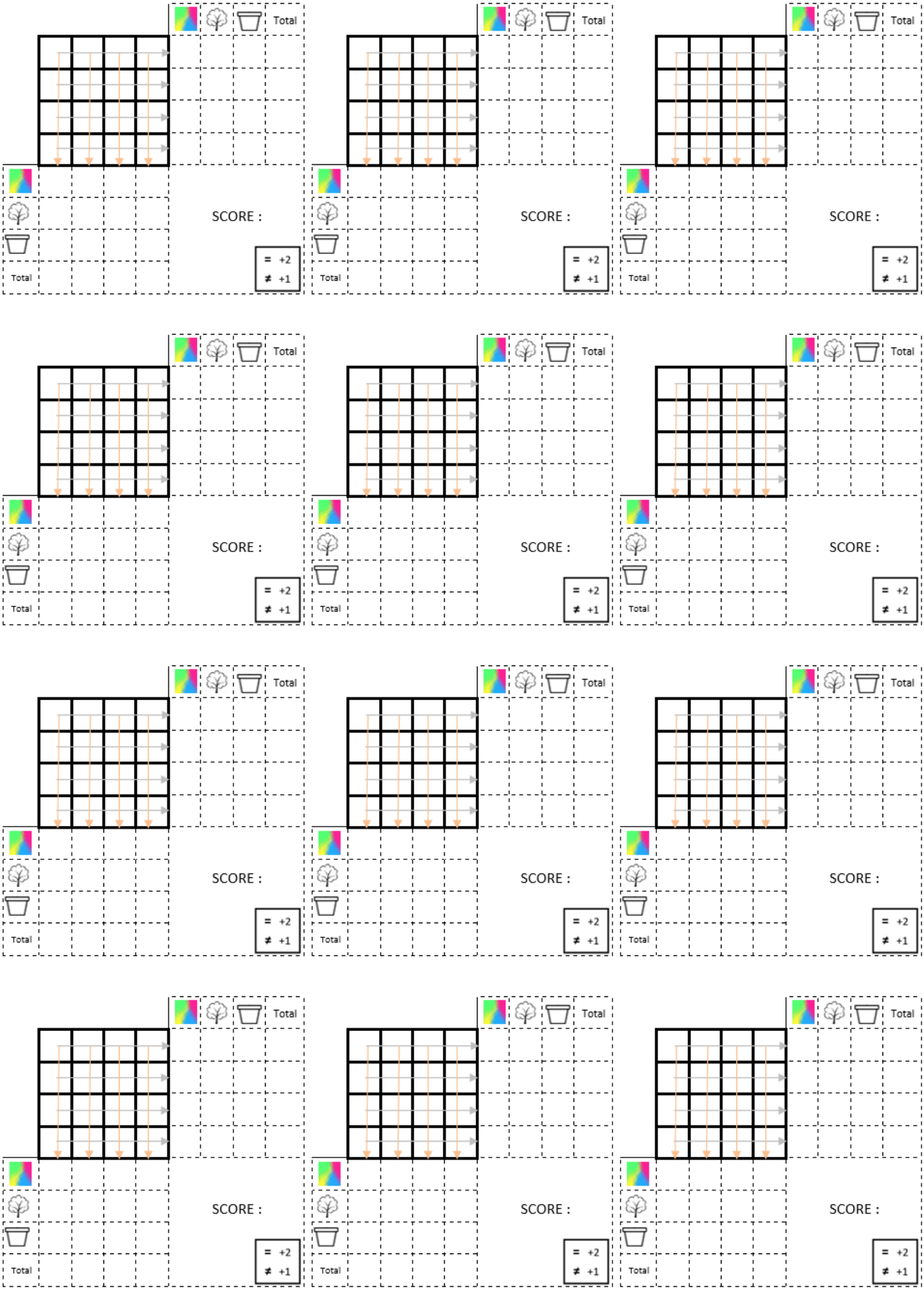
**Advanced game mode**

Add the 8 'objective' cards to the deck once the set-up has been completed, then shuffle the deck.
The objective cards will be drawn by the players as tree cards, and they can choose to use them or discard them to the left of their board.
An objective card indicates specific conditions for building a row or column which, if met, will give extra points at the end of the game. If the card is taken, it must be placed opposite the row or column where the player thinks it will be used. It cannot be moved from there until the end of the game.






≠
2
2
=
2
2
+2
-1
+2
-1
≠
1
+2
-1
+2
-1
2
1
1+
1+
3+
+3
-1
+1
-1
2
2
2
2
2
+1
-1
+3
-1


Total
SCORE :
= +2
≠ +1