

Setup

1. Place the “pond tile” in the center and place the panda and gardener on it.
2. Shuffle the Land Plot tiles and place them face down.
3. Set out irrigation channels and improvement tiles.
4. Shuffle and set out the Objective cards by color and the Emperor card.
5. Give each player a player board, 2 matching action chips, and 1 objective card of each type (keep them hidden).

Goal of the Game

Player Turn

1. Determine Weather - Roll the Weather Die and apply the effect
 - Sun - Additional unique action.
 - Rain - Place bamboo on any irrigated tile (limit 4 sections).
 - Wind - Player *may* take identical actions this round.
 - Storm - Place panda on any plot. It eats a section of bamboo.
 - Clouds - Take an improvement tile. May play it or keep for later. If none available, choose another climate condition.
 - ? - Choose any condition to apply.
2. Perform Actions - Select two separate actions on player board and perform them in any order.
 - Plots - Draw 3 plots and select 1 to place. Place other two face down on top of draw pile in order desired. Valid placement is adjacent to special “pond tile” or adjacent to two existing plots. If plot is irrigated when placed (Next to Pond, has watershed improvement, next to irrigation channel) a bamboo section automatically grows.
 - Irrigation Channel - Take an irrigation channel and either play immediately or store for later. Channels can be played at any time during turn from player’s reserve without using an action. Place channels on border of two plots. Network must originate from pond tile.

- Gardener - Move gardener in straight line any number of plots in any direction. Can’t move over empty spaces. Grow section of bamboo on plot where movement finishes and adjacent plots of same color. Plots must be irrigated and 4 sections is max height of bamboo.
- Panda - Move panda in straight line any number of plots. Can’t move over empty spaces. Panda eats a section of bamboo where movement ends. Player keeps section on player board.
- Objectives - Draw an objective card from category of choosing and add to hand. Max hand size is 5.

3. Complete Objectives - At any time during their turn, a player may complete an objective from their hand if conditions on card are met. Place card face up in front of player.

Improvements

Improvement tiles may be played at any point during a player’s turn. They don’t count as an action. Can only be played on plot where bamboo isn’t currently growing. Plots can only have 1 improvement (including built in improvements).

- Enclosure - Panda cannot eat bamboo here but can move over and stop movement here.
- Fertilizer - Bamboo grows 2 sections at a time (To max of 4).
- Watershed - Plot is automatically irrigated without irrigation channels.

End Game

The last round of play is triggered when a player completes a certain number of objectives.

- 2 Players - 9 objectives
- 3 Players - 8 objectives
- 4 Players - 7 objectives

Player that triggers the last round gets the Emperor Card worth 2 points. Total points on completed cards. Player with the most points wins.