

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.

End Game