# Tree v Tree - Turn Phases

1. Gather resources (Icon

   Description automatically generated & A blue and white logo

   Description automatically generated with low confidence) from connections
2. Draw a card (except first turn of first player)
3. Play
   * Buy root A close-up of a leaf

     Description automatically generated with medium confidence to your supply for Icon

     Description automatically generated
   * Buy cards to your hand for Icon

     Description automatically generated
   * Mulch (discard) cards for Icon

     Description automatically generated
   * Play cards, paying A blue and white logo

     Description automatically generated with low confidence
   * Grow one root A close-up of a leaf

     Description automatically generated with medium confidence from your supply for free (connected to your network)
4. Claim up to one achievement
   * If you have three achievements, you win
5. Restock the market
6. Shuffle your discard into the bottom of your deck

# FAQ

*How many cards can I play a turn? Hand limit? Tile or card buying limit? Tile supply limit?* No limits.

*Can I draw cards from an empty deck?* No.

# Terminology and Iconology

: Nutrients. Used to buy cards and tiles.



: Water. Used to play cards.



A close-up of a leaf

Description automatically generated with medium confidence: Tile(s).

* Seeds – 6 way, origin points of networks
* Roots – Form connected paths to tiles
* Rocks – Do nothing but get in the way
* Water – Each connection generates A blue and white logo

  Description automatically generated with low confidence
* Nutrients – Each connection generates Icon

  Description automatically generated

A picture containing spectacles, vector graphics, goggles

Description automatically generated: Blight counter. Placing two on a root  destroys it

*Shift*: Move to an adjacent empty space

*Network:* One or more root  connected contiguously from a controlled seed A close-up of a leaf

Description automatically generated with medium confidence via roots

*Open end:* A root end not touching a tile 

*Connected:* A tile in a network or at an end

*Draw:* Take from your own deck unless specified

*Grow:* Take the specified root  and place it connected to your network (in at least one way)