

# RULE BOOK



A Game By:

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# THE STORY

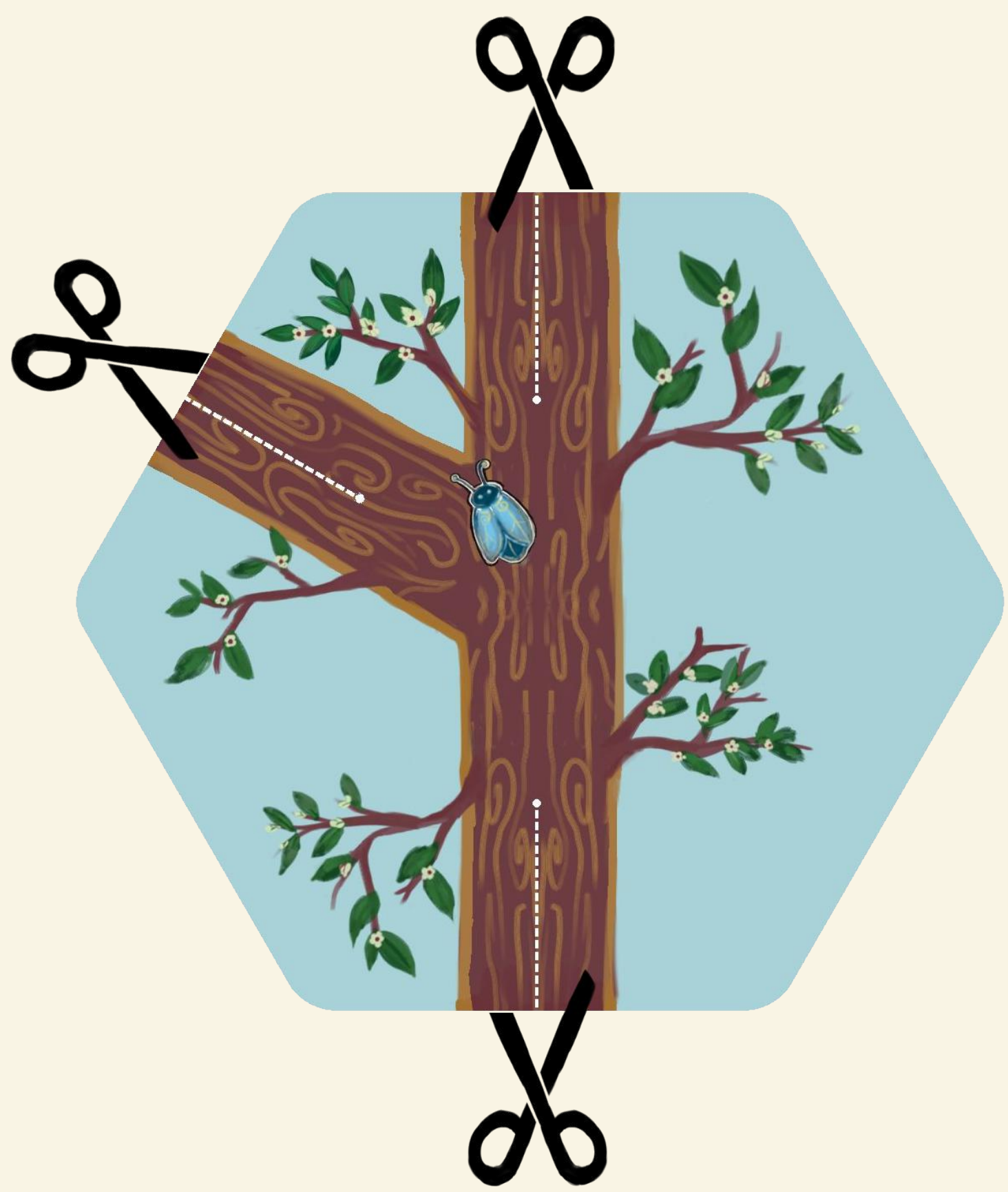
The last Demigod of Trees recently fell prey to the enticements of power from Maion, the God of Decay. Fisaven (pronounced Fiss-ay-vin), the God of Growth, discovered this so the position for Demigod of Trees is now vacant and Fisaven is looking for a nature spirit to fill the role.

You, as well as many others, are vying for this position. To prove that you are the most worthy, you must go out and scavenge for **Branchlets** to grow a tree superior than the rest. Earn the **Favor** of Fisaven and the **Blessings** of the other Gods in order to become the Demigod of Trees!

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## Grab Scissors!

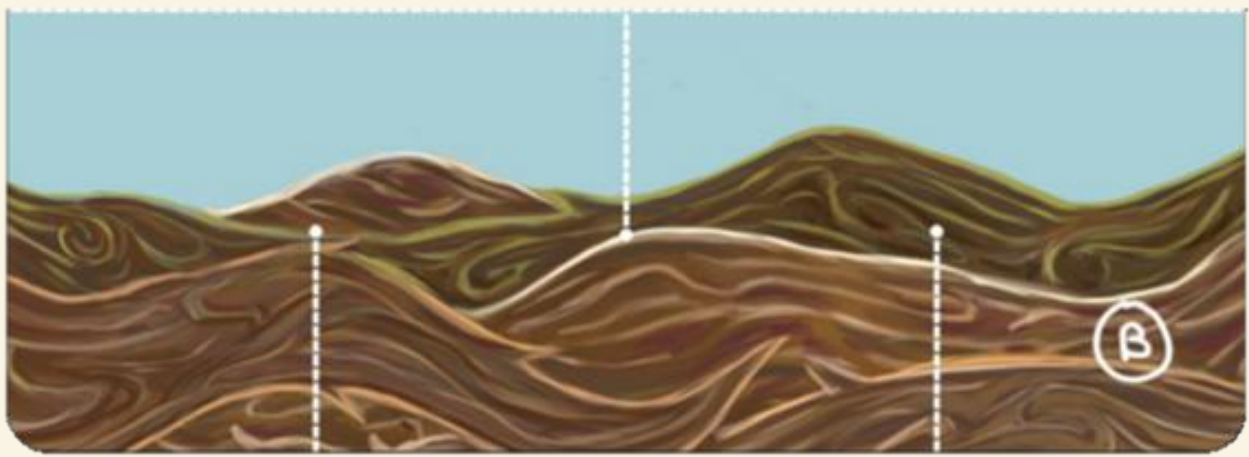
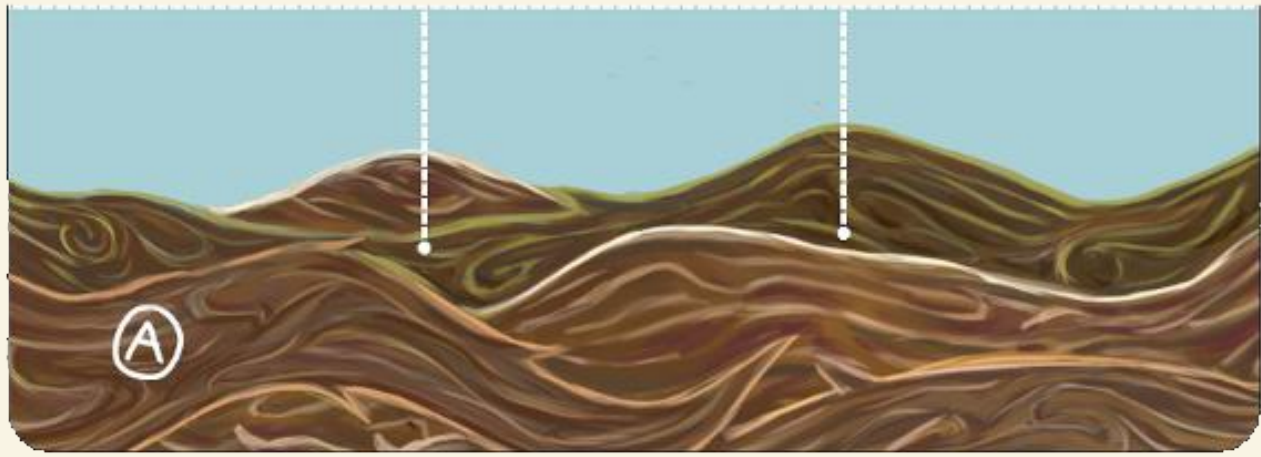
If you are playing this game for the first time, cut along *all* of the dotted white lines!



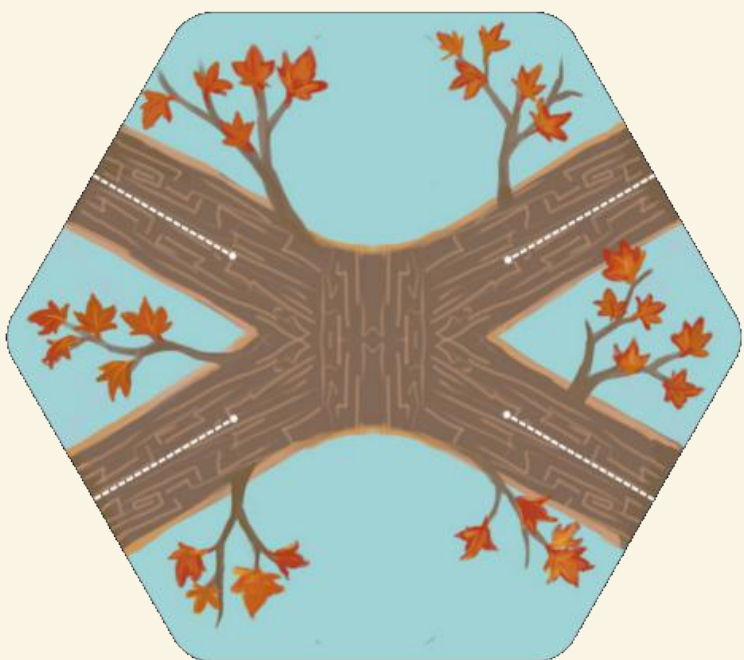
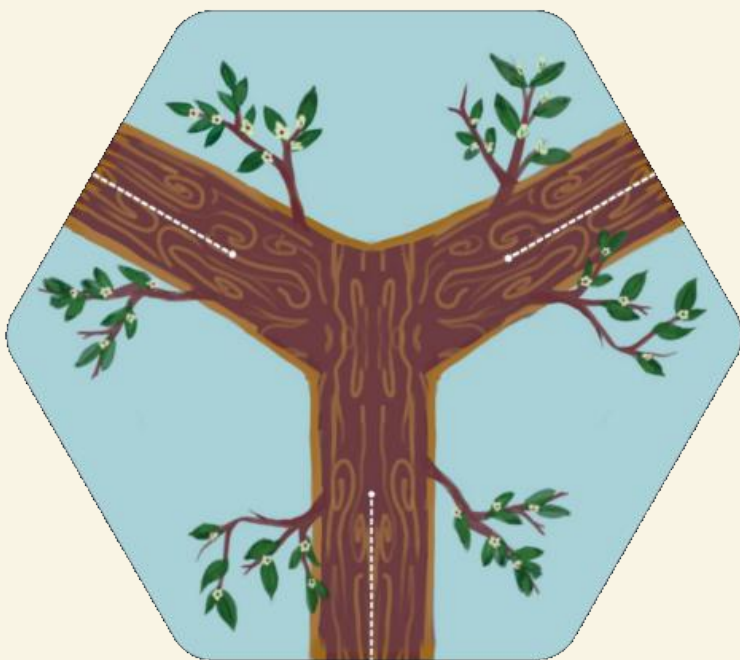
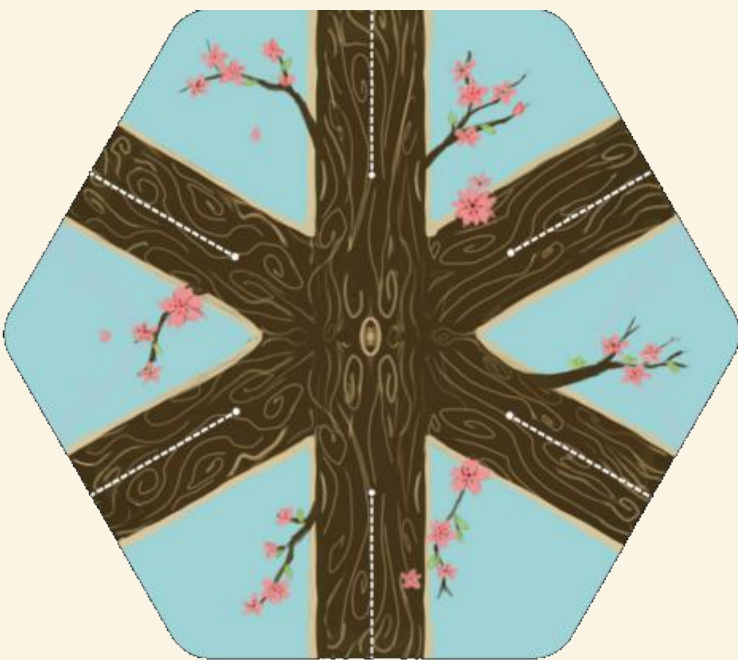


# MATERIALS

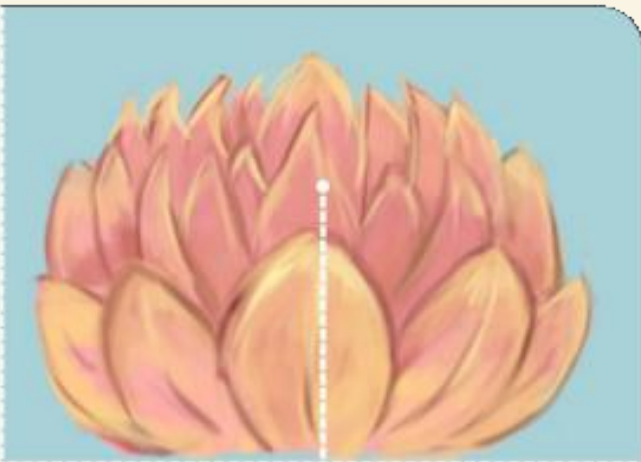
## Root Cards (16)



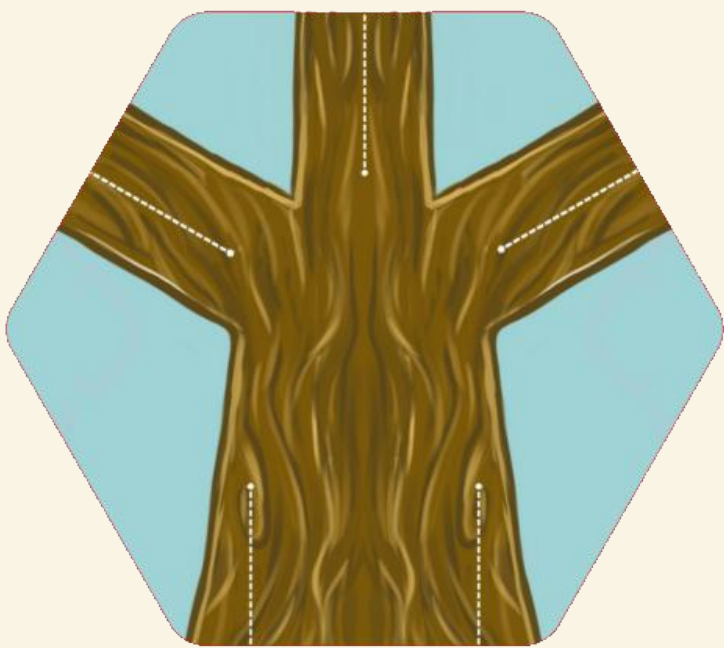
## Branchlets (42)



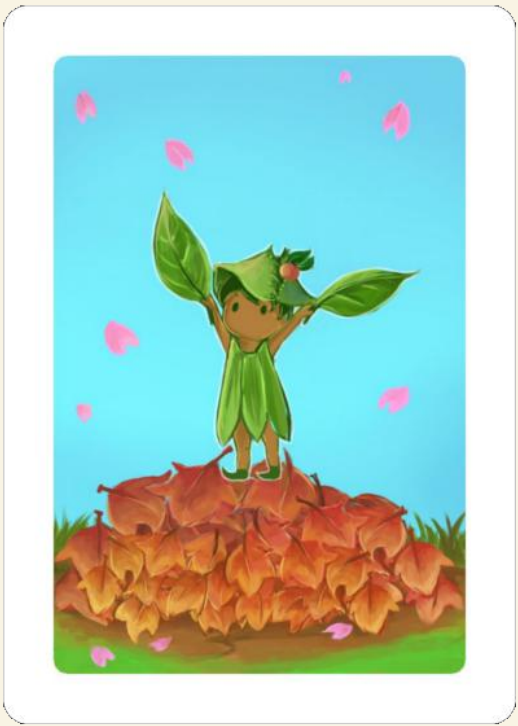
## Flowers (8)



## Trunk (4)



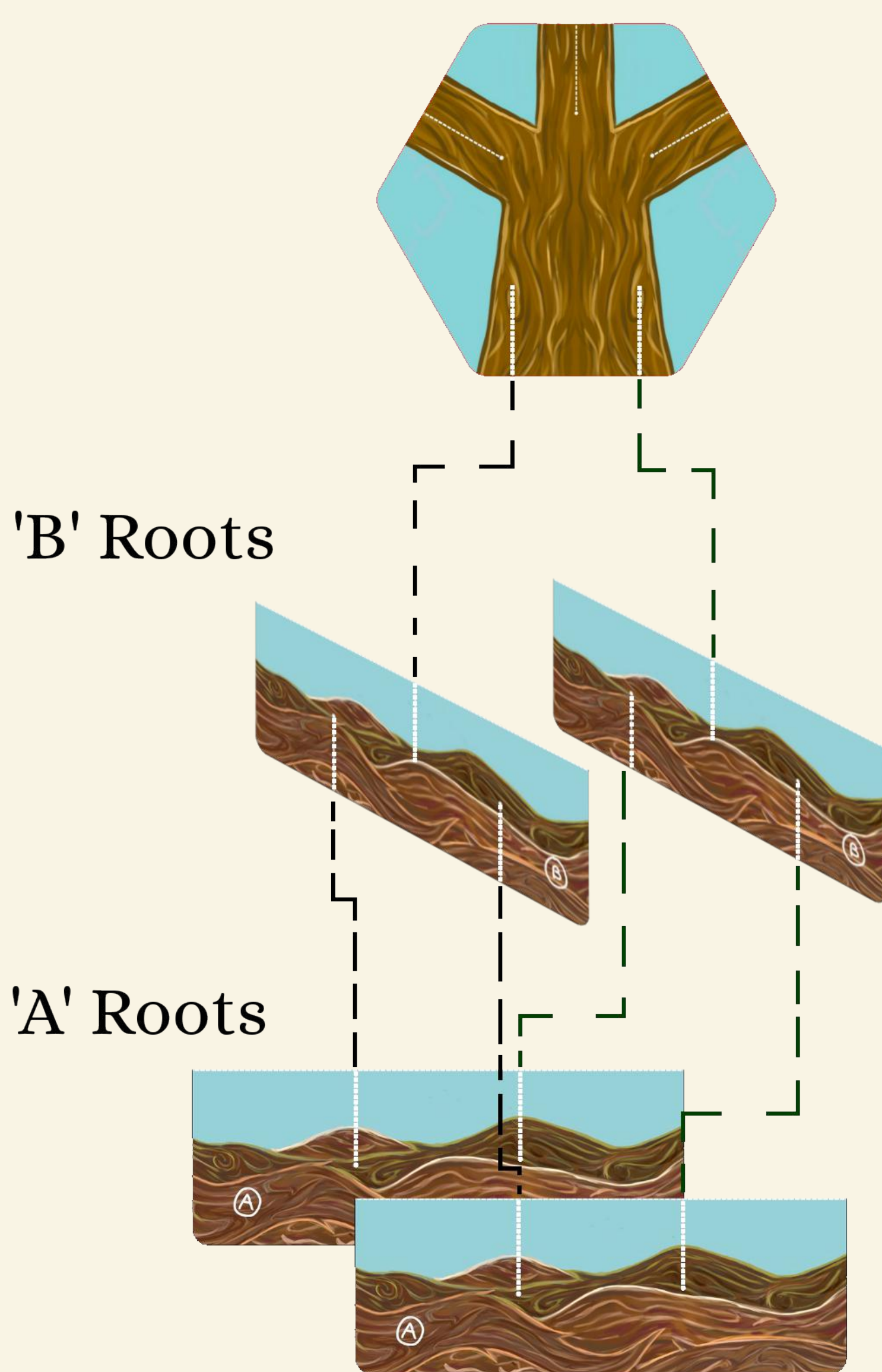
## Blessings (8)





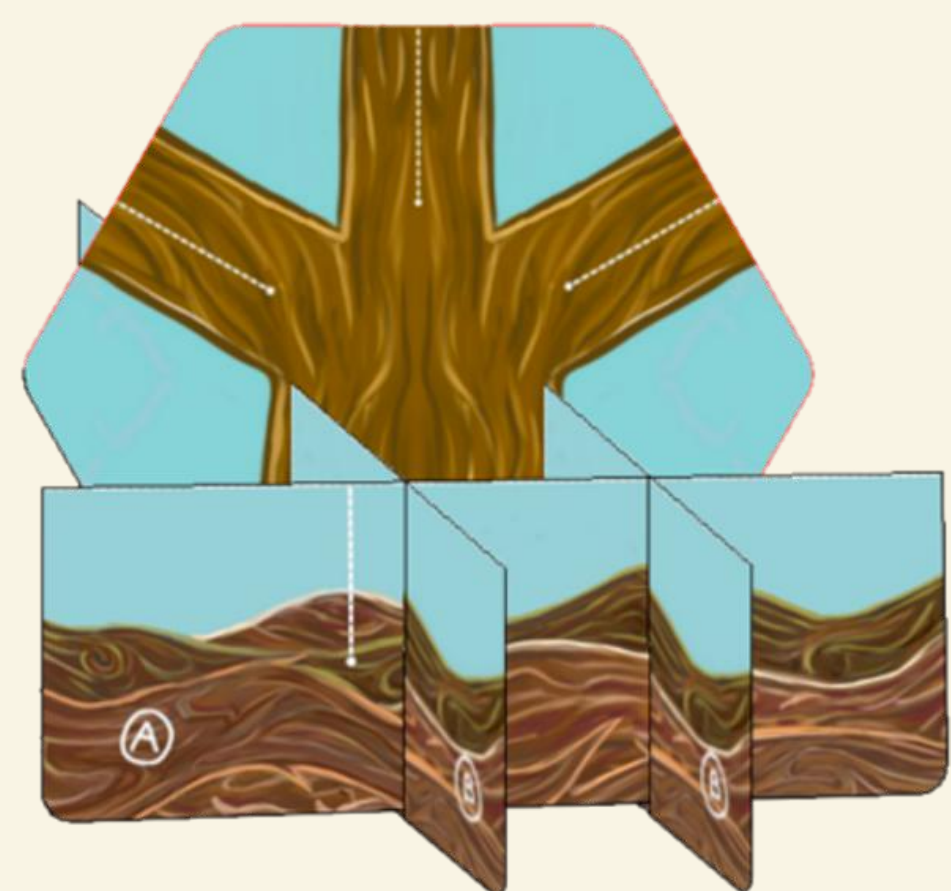
# SET UP

- ◆ Give each player two Roots labeled 'A' and two Roots labeled 'B', setting any unused ones aside.
- ◆ Separate the Trunks from the **Branchlets** and give one Trunk to each player, setting any unused ones aside.
- ◆ Slot the Roots and the Trunk together perpendicularly as shown below.
- ◆ Shuffle the **Branchlets** and divide them into 3 equal piles in the center of the table.
- ◆ Arrange the **Flowers** around the **Branchlet** Piles.
- ◆ In a 4 player game, use all of the Branchlets.



- ◆ In a 3 player game, remove 3 **Branchlets** from each pile and set them aside.

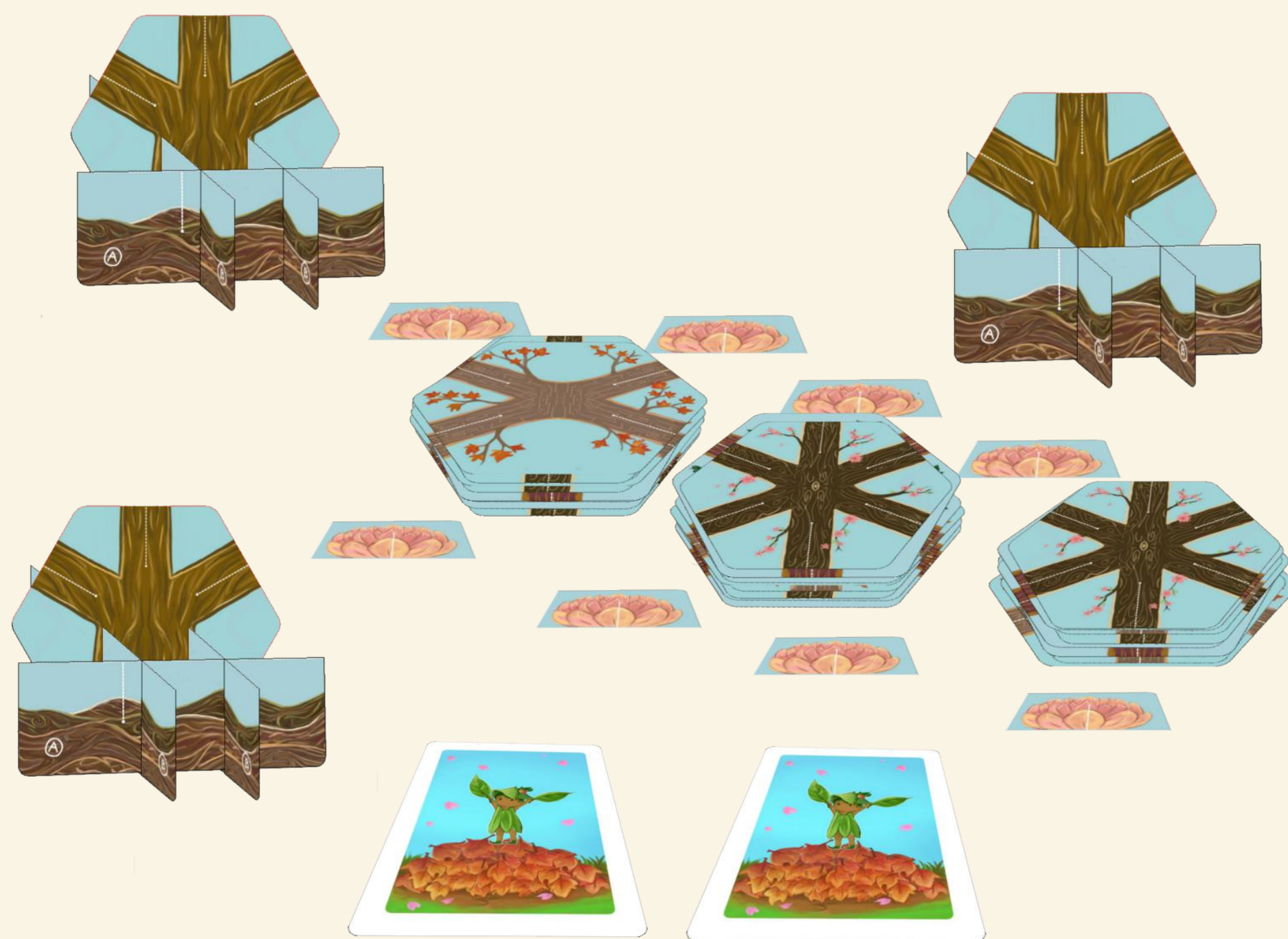
- ◆ In a 2 player game, remove 5 **Branchlets** from each pile and set them aside.





# SET UP

- ♦ If you want to focus on the strategy of Tiny Trees, select and reveal two **Blessings** at random, setting any unused ones aside. These **Blessings** alter some of the rules and are further explained on page 14.



# WINNING

The game ends when either:

- ♦ Two of the **Branchlet** piles run out  
OR
- ♦ All eight **Flowers** have been used and one **Branchlet** pile runs out.

The spirit that earns the greatest amount of **Favor** wins and becomes the next Demigod of Trees!

# HOW TO PLAY

The tallest spirit, as they are most like a tree, goes first. Play then proceeds clockwise.

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## SCAVENGING & GROWTH

♦ To scavenge, choose and pick up a **Branchlet** from the top of one of the **Branchlet** piles OR a **Flower**.

Since you are not a very large spirit, you can only pick up one **Branchlet** or **Flower** at a time.

♦ You must immediately grow a chosen **Branchlet** or **Flower** to your tree.

♦ Growth is slotting the **Branchlets** or **Flowers** together along the cut dotted lines.

After you have grown a **Branchlet** or a **Flower**, you cannot change its location on your tree.





# FALLEN TREES

As part of proving your worth to become the next Demigod of Trees, Fisaven is also observing the stability of trees you grow to see if they will withstand the test of time.

♦ The tree you grow is made from scavenged **Branchlets** and thusly is not stable. You must balance the weight on **each** individual **Branchlet** as well as the entire tree to keep it from falling flat — figuratively and literally.

Even though you cannot rearrange your tree after you grow a **Branchlet** or **Flower**, you can adjust the angle of your **Branchlets** to make your tree more stable.

♦ If a **Branchlet** from your tree touches the ground as a result of growing a new **Branchlet**, you **must** return what you most recently grew to the bottom of a pile of your choice.

♦ If this happens **twice**, you have shown to Fisaven that you are not worthy to become the Demigod of Trees, and thus CANNOT win.

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Grow your **Branchlets** as perpendicular as possible when slotting them together in order to prevent this!

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# FLOWERS & BRANCHES

The **Flowers** that you can grow are imbued with the power of the elements. They draw energy from the tree's roots, through the **Branchlets**, and store the energy within the petals to make them better offerings, and earn more of Fisaven's **Favor**.

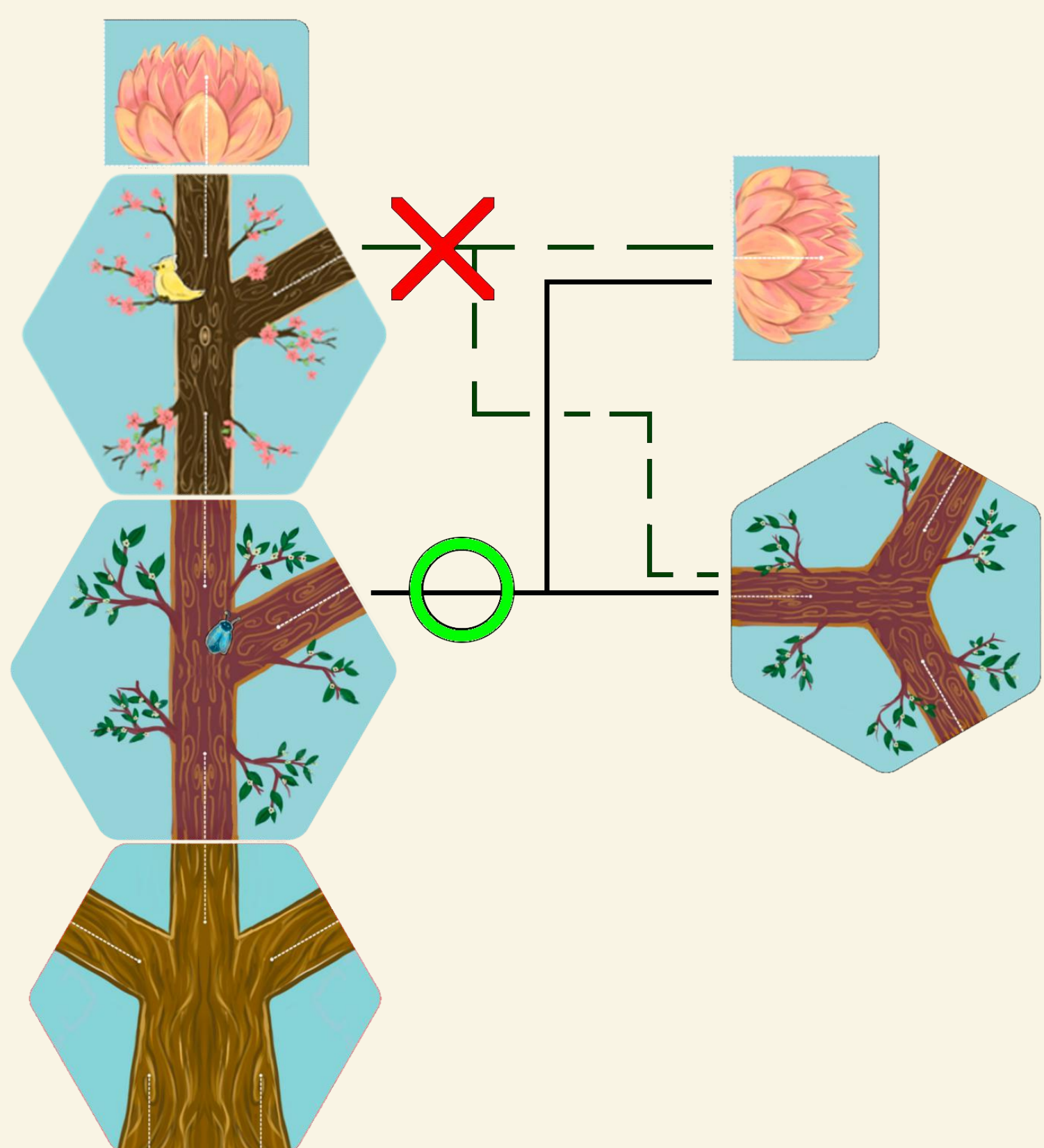
- ◆ You CANNOT grow a **Branchlet** nor a **Flower** onto a **Branchlet** with a **Flower**.
- ◆ Growing a **Flower** creates a **Branch**. A **Branch** is the shortest path from a **Flower** to the trunk.

**Branches** are NOT the same as **Branchlets**. **Branchlets** are hexagonal cards while a **Branch** is a series of **Branchlets** that end in a **Flower**

Example:

Sam cannot grow anything to the top **Branchlet** since it has a **Flower**.

However, anything can still be grown to the bottom **Branchlet** since it does not have a **Flower**.





# EARNING FAVOR

At the end of the game, each spirit earns the **Favor** of Fisaven. Earning **Favor** can be accomplished in three ways: **Branches**, **Lifeforms**, and **Blessings**.

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- ♦ If you want to focus more on creatively growing your tree, it is recommended that you only earn **Favor** for **Branches**.
  - ♦ If you want to balance strategy and creativity, it is recommended that you earn **Favor** for both **Branches** and **Lifeforms**.
  - ♦ If you want to focus on the deep-rooted strategy of the game, it is recommended that you earn **Favor** for **Branches**, **Lifeforms**, and **Blessings**.
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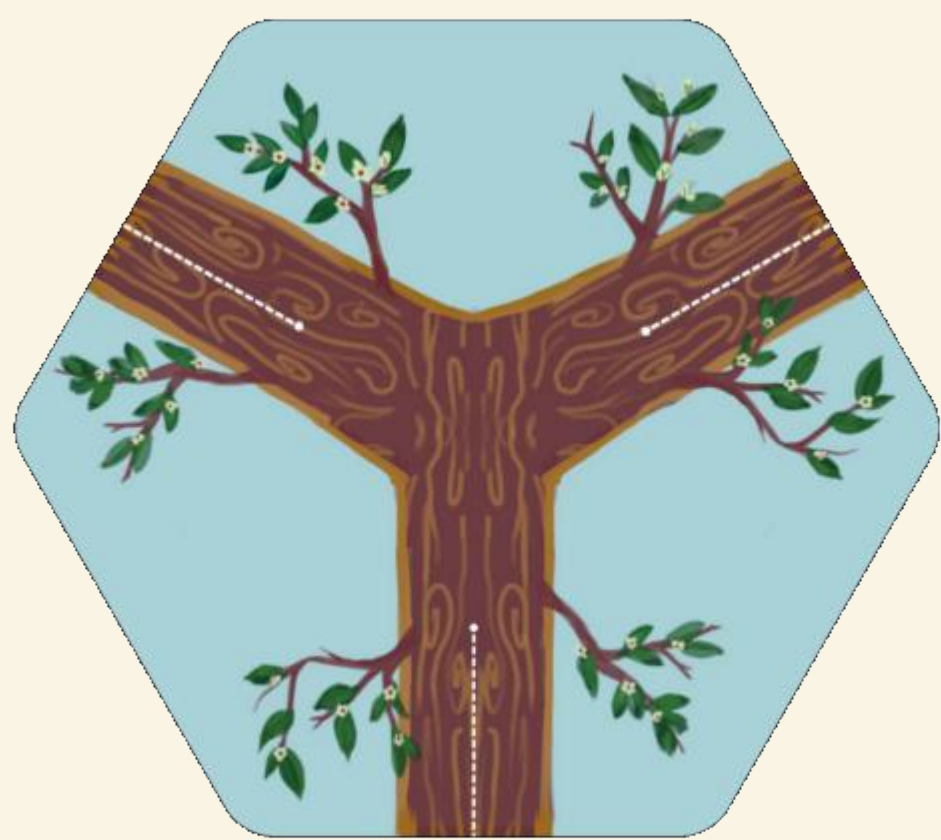




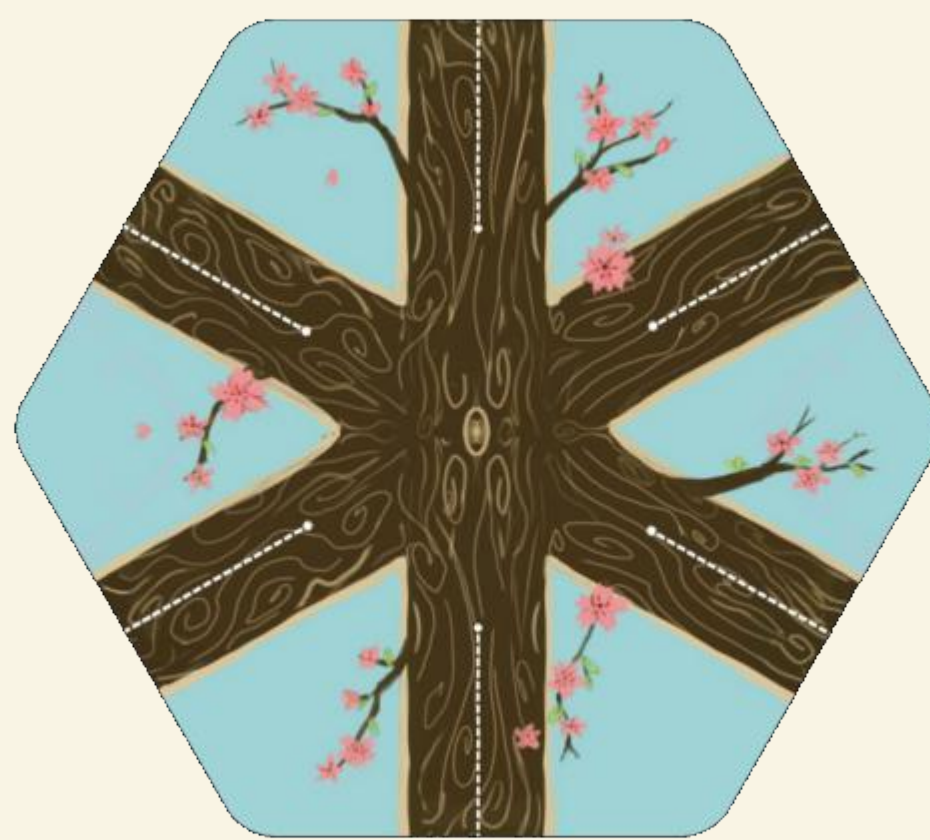
# BRANCHES

A **Branch** is the shortest path from a Flower to the Trunk.

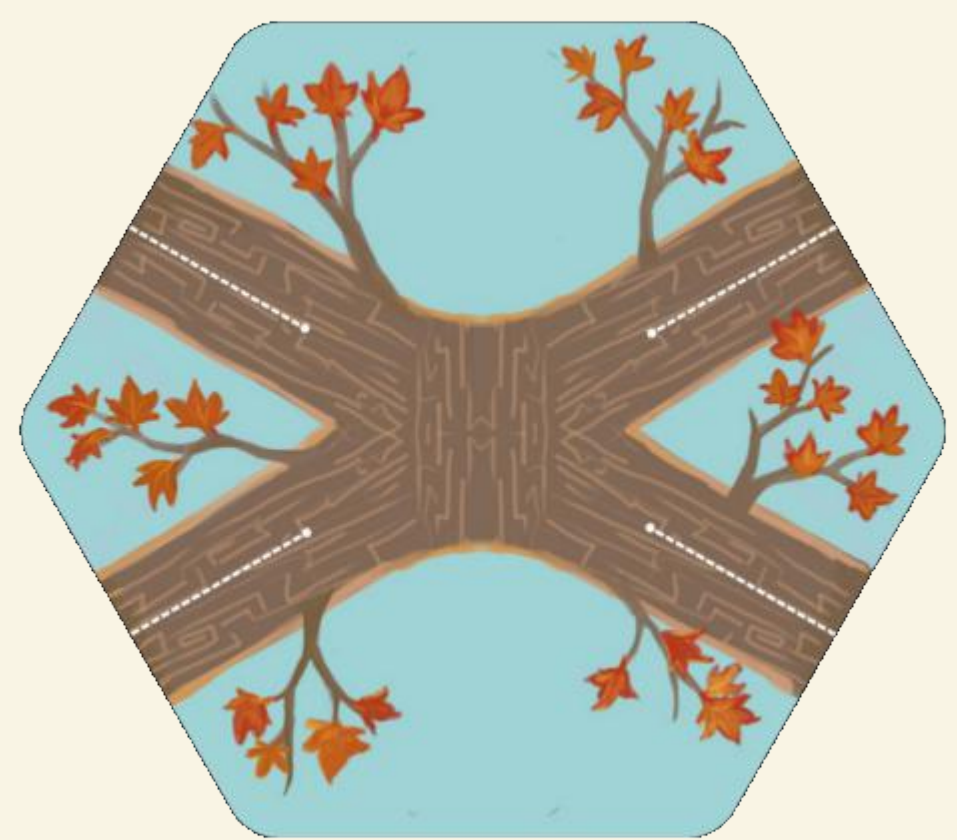
A series of **Branchlets** is not a **Branch** unless it has a **Flower** at the end.



Laurel



Cherry Blossom



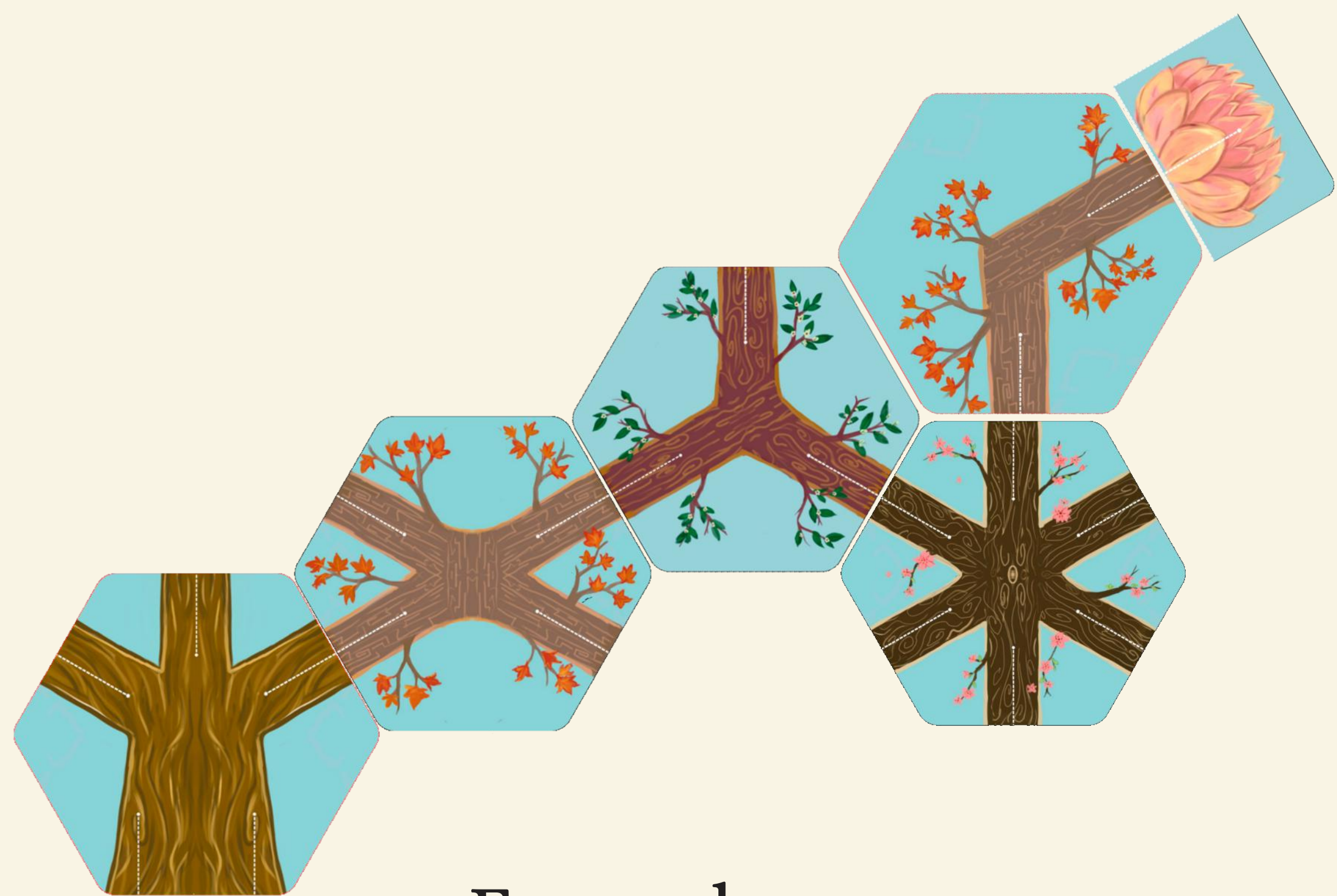
Maple

- ◆ There are three types of **Branchlets**: Laurel, Cherry Blossom, and Maple. These can be distinguished easily by their **unique leaves and bark**.
- ◆ For each **Branch** on a tree, find whichever type of **Branchlet** occurs the most.
- ◆ You earn **Favor** equal to the greatest number of **Branchlets** of the same type.

If there is an equal number of types of **Branchlets**, you only earn **Favor** for one of them.



# BRANCHES



Example:

Sam has a Branch consisting of 1 Laurel Branchlet, 1 Cherry Blossom Branchlet, and 2 Maple Branchlets.  
The Branch earns 2 Favor.

Example:

Sam has two Branches on the same series of Branchlets. They earn Favor for all of the Branches.

This Branch earns 1 Favor

This Branch earns 2 Favor



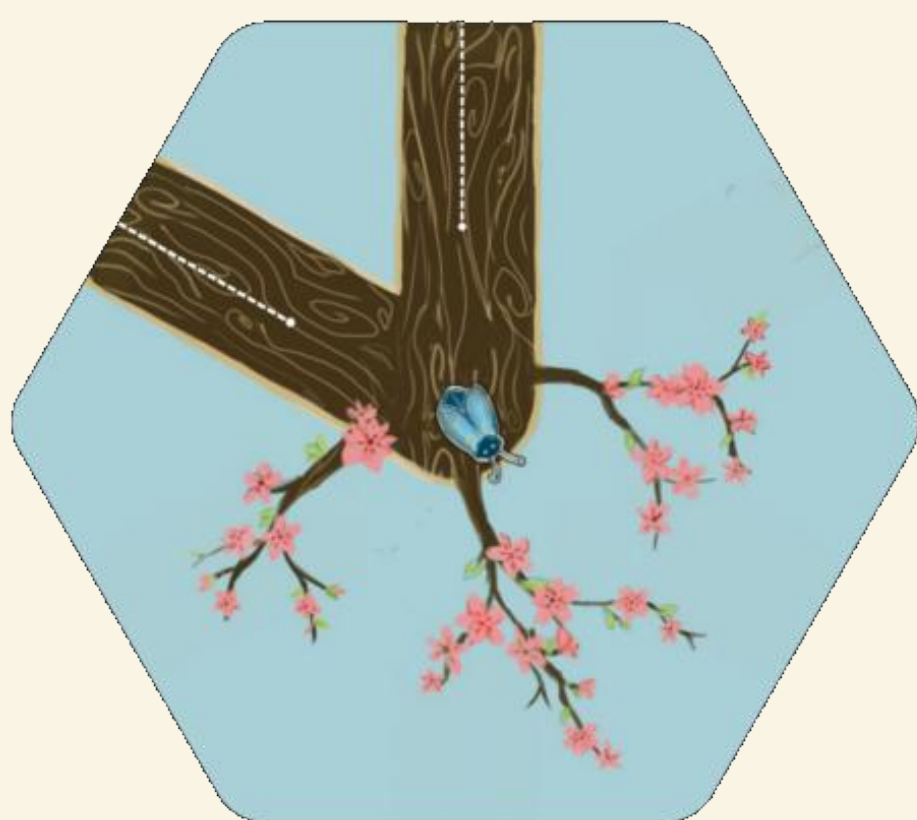


# LIFEFORMS

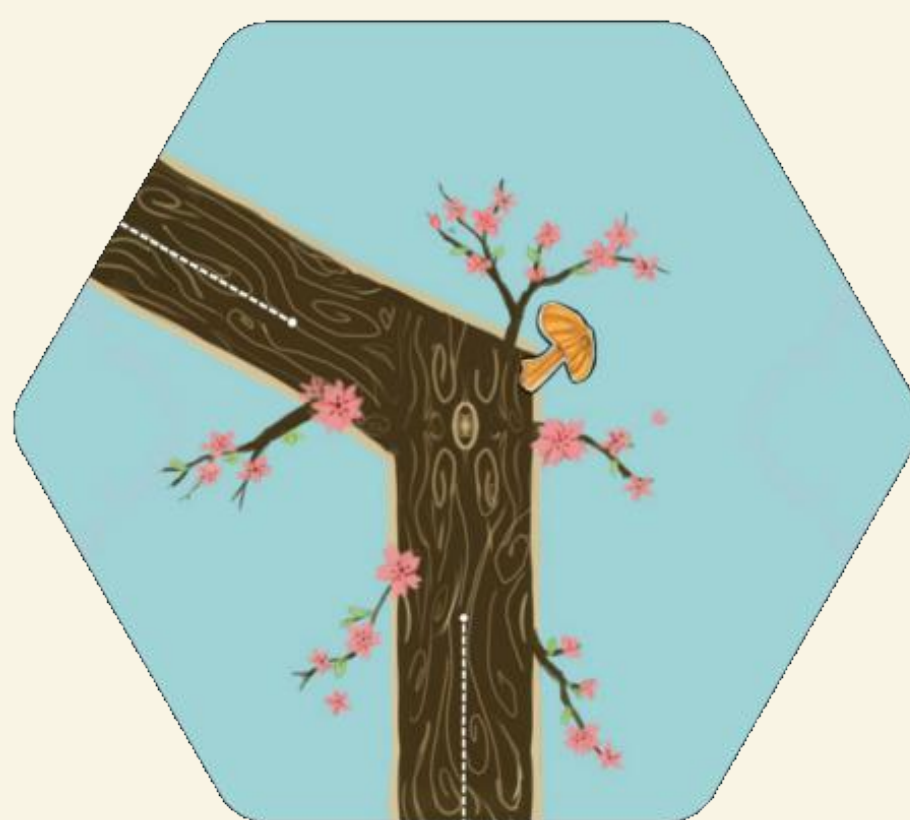
As you scavenge for **Branchlets**, some have **Lifeforms** that are attached to them. Since **Lifeforms** flourish over time, having them on your tree pleases Fisaven and earns more **Favor** at the end of the game.

- ◆ Certain **Branchlets** have **Lifeforms** on them.

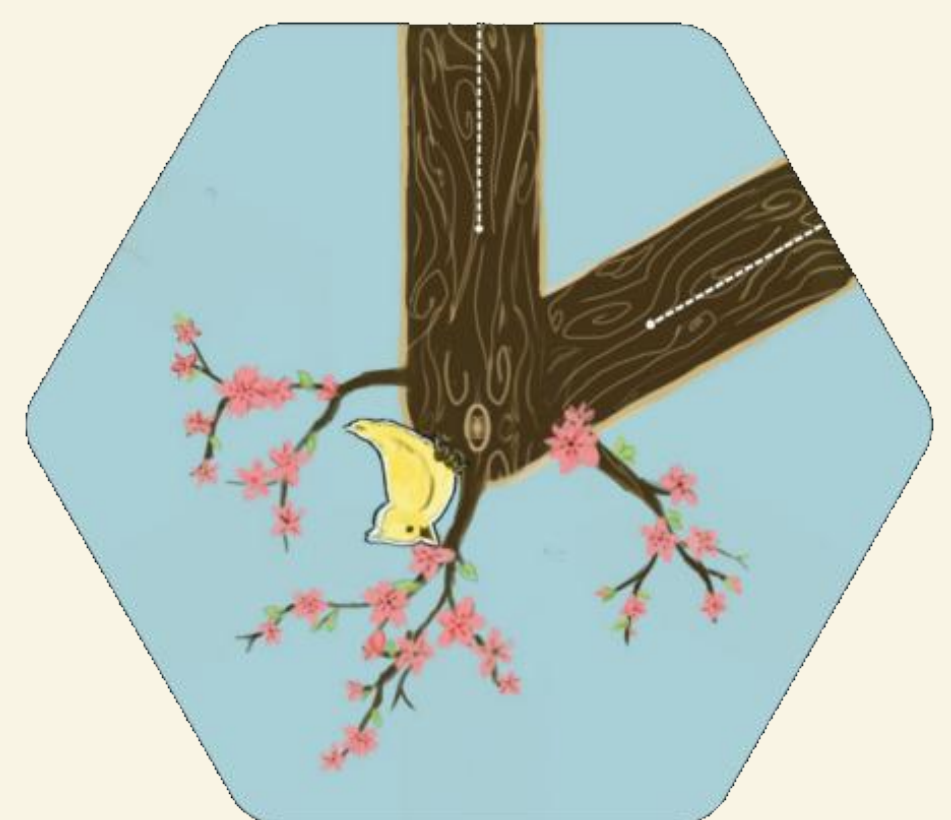
The three types of **Lifeforms** are Birds, Beetles, and Mushrooms.



Beetle



Mushroom



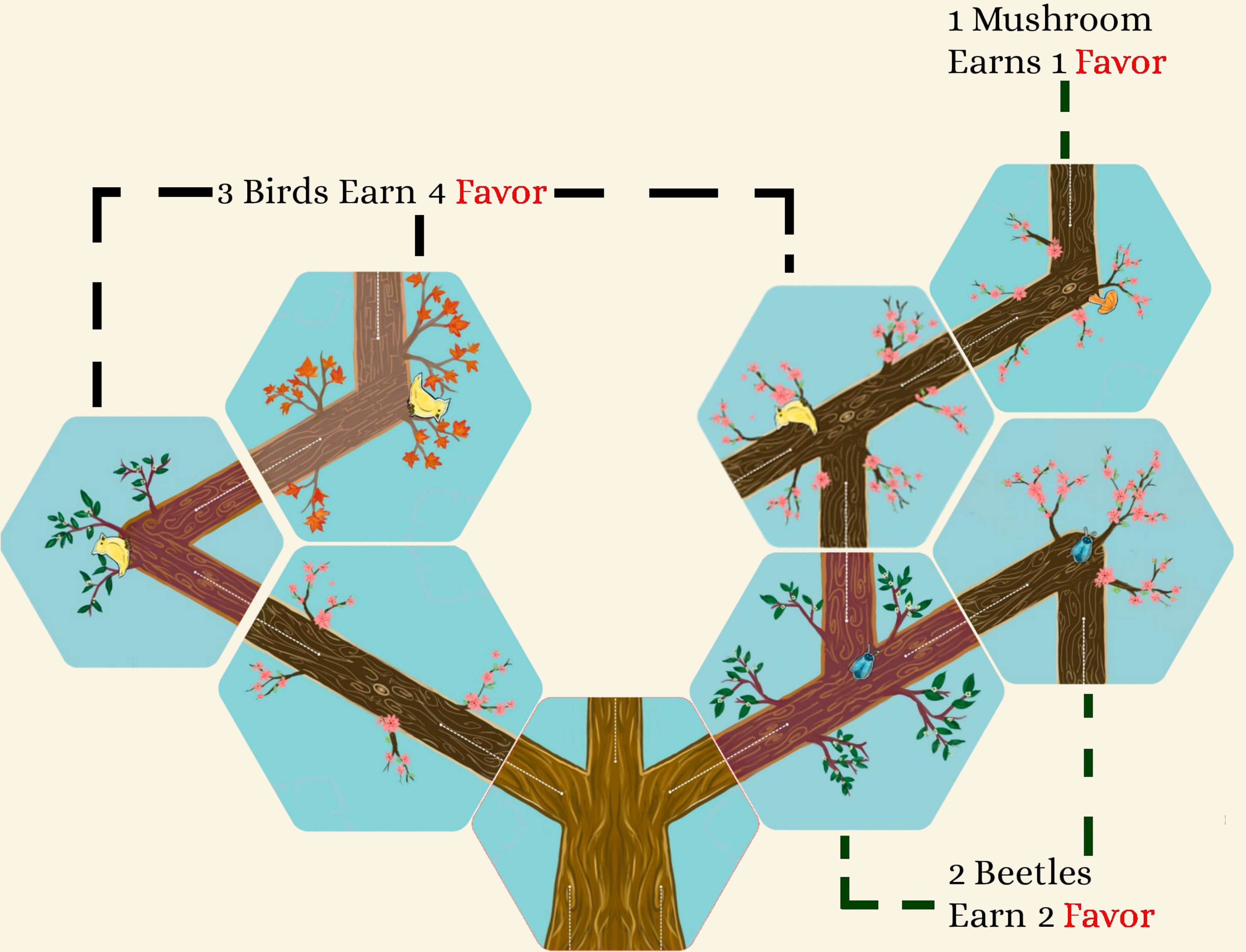
Bird

- ◆ Count how many of each type of **Lifeform** you have throughout your tree.

Refer to the table on the next page for how much **Favor** you earn from each type of **Lifeform**.

A **Lifeform** does not have to be on a **Branch** to earn **Favor**. Each type of **Lifeform** earns **Favor** independently.





Example:

Sam has a tree with 3 Birds, 2 Beetles, and 1 Mushroom.  
The Mushroom earns 1 **Favor**, the Beetles earn 2 **Favor** total, and the Birds earn 4 **Favor** total.  
Altogether, Sam earns 7 **Favor** from their **Lifeforms**.

Number of a Type of <b>Lifeform</b>		<b>Favor</b> Earned
1	.....	1
2	.....	2
3	.....	4
4	.....	6
5	.....	9
6	.....	12



# BLESSINGS

The nature gods and Demigods are observing the competing spirits and give recommendations to Fisaven if the spirit follows their decrees. Having the **Blessing** of one of the gods can either make a spirit look more favorable in the eyes of Fisaven or grant the spirit additional abilities for a short period.

- ♦ If a spirit grows their tree in a manner to fulfil the requirements of a **Blessing**, they gain the effect of the **Blessing**.
- ♦ Some **Blessings** are exclusive, some have immediate effects, and others alter the methods of earning **Favor**.
- ♦ You do not have to follow these requirements while growing your tree.

Example:

## RYTEN



Demigod of Shrubs

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Requirement:  
At the end of the game, have a tree *wider* than every other spirit. In the event of a tie, the spirit with the shorter tree earns the blessing.

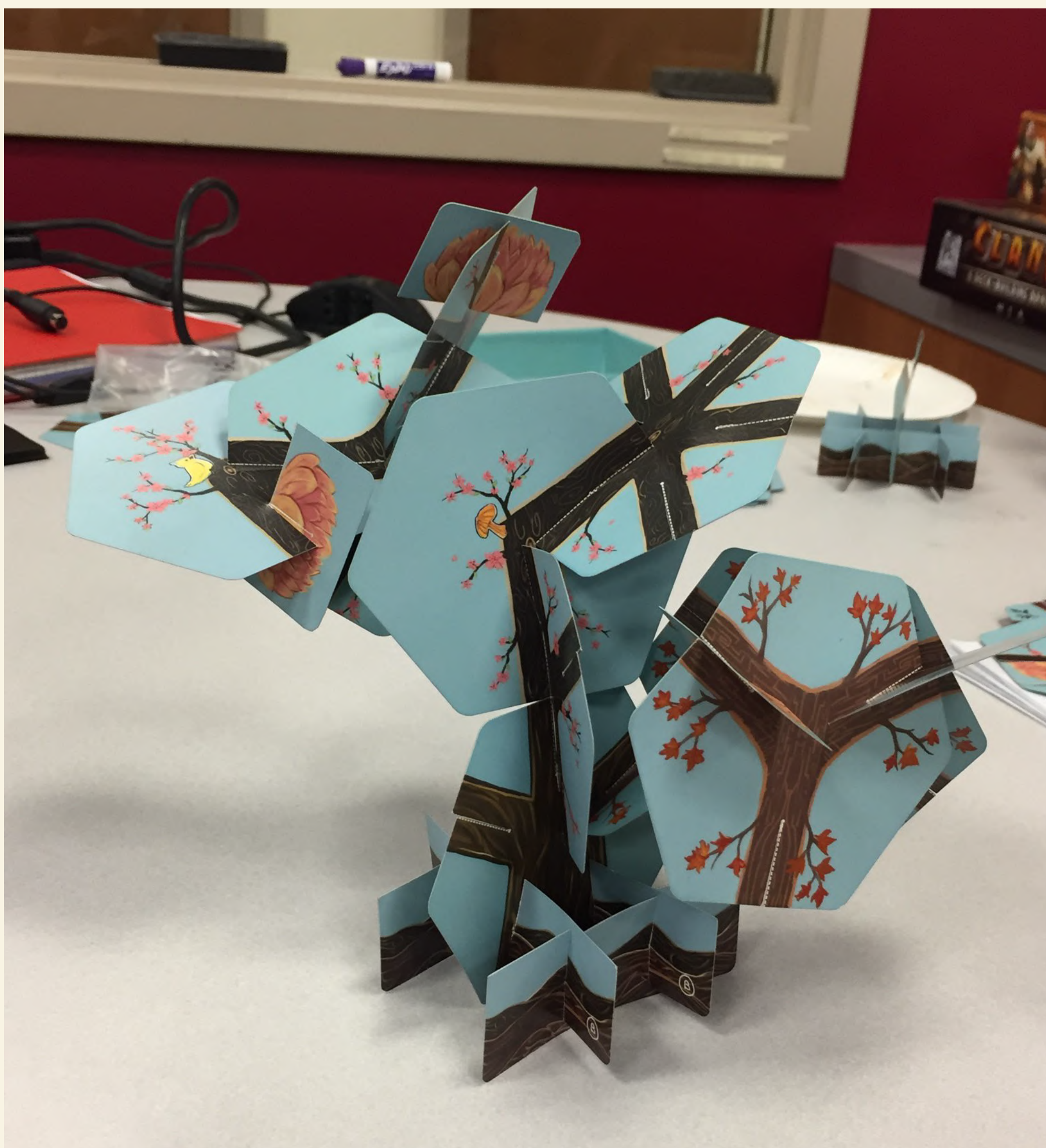
Blessing:  
Earn an additional 3 **Favor**.

If the **Blessing** of Ryten is revealed, the spirit with the tree of the greatest width that you can measure with a ruler earns an additional 3 **Favor** at the end of the game.



# NOW WHAT?

If you like what you've grown,  
feel free to share it with the world!  
Just tag and follow us on social media  
[@GrowTinyTrees](https://www.instagram.com/GrowTinyTrees)



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Now go out and grow some trees!



