THE TREE LINED AVENUE

Be a big-time landscape designer and design a most beautiful park!

There's a new plan to build a large park with its symbolic tree lined avenues. However, the planned avenues are crossed and the number of available trees are limited. Design the park so that the avenues you are in charge of are most beautiful in the park.

2-4   **14+**   **20-30 min**

TACTICAL GAMES

1. Overview

Players take turns choosing trees and placing them to build a park in a 6x6 grid. As the trees provided in each round are limited, players fight over them. Higher points can be achieved by collecting the same type of trees on the rows and columns on which your gardeners stand. Choose your trees wisely, as it affects your turn order in the next round.

2. Components

■36 area cards
Each card has a value of 1 to 10 and 1 type of tree.

(front)   (back)

- Card value
- Tree
- Facility
- Card value
- Tree
- Action icon

Tree type

zelkova   birch   sakura   maple   ginkgo

Facility type
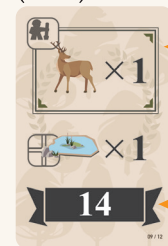
Plaza   Pond   Pavilion

■12 project cards
Collect animals and/or facilities on the cards to earn landscape points.
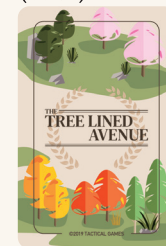
(front)   (back)

- Object
- Landscape pont
- 14

■10 gardeners
(3 white, 3 black, 2 blue, 2 violet)

■6 action tokens
(2 white, 2 black, 1 blue, 2 violet)

■18 animal tiles
(6 squirrels, 5 ducks, 4 foxes, 3 deers)

■4 turn order markers

■2 round order markers

■4 summary cards

3. Goal

Players take turns placing area cards in the park, which has a size of 6x6 cards. The goal is to collect the most landscape points, proving that your avenues are most beautiful in the park. To do so, you need to place as many trees of the same type as possible on your avenues. Both row and column on which your gardener stands are the avenues you are in charge of. These are collectively referred as both avenues.

Both avenues (row and column) on which your gardener is placed are your avenues. (Each gardener is in charge of two avenues.)
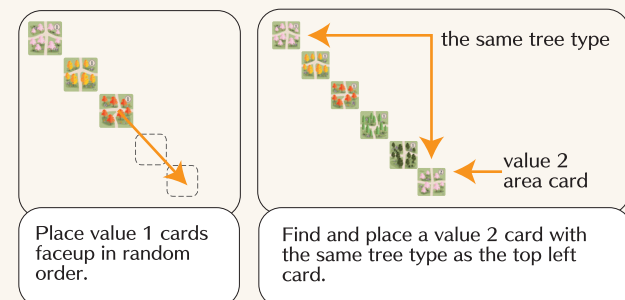
Gardener
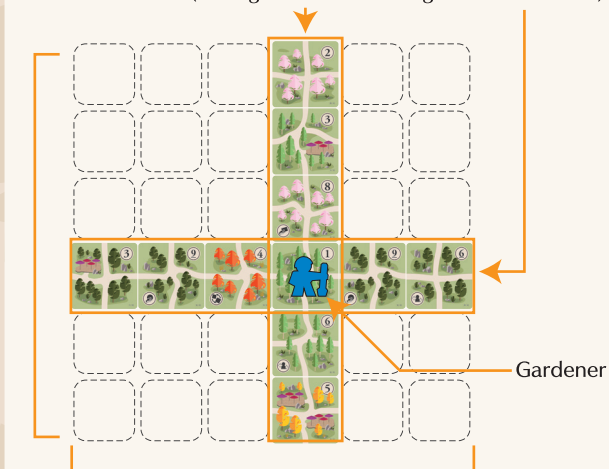
The park has a size of 6x6 area cards.

The game ends when all 36 area cards are placed in the park. Calculate your total landscape points by adding points of the avenues you are in charge of plus points of your completed project cards. The player with the highest landscape points wins.

4. Setup

1. Each player chooses a color and takes correct numbers of gardeners and action token(s) of their color given in the following table. Choose from black and white in a 2-player game.

	2 players	3 players	4 players
Gardener	3	2	2
Action token	2	1	1

2. Gather 5 area cards with a value of 1, shuffle them facedown, and place them faceup diagonally at the center of the table. Then, find a value 2 card which has the same tree type as the one placed on the top left, and place it on the bottom right space.

the same tree type

value 2 area card

Place value 1 cards faceup in random order.

Find and place a value 2 card with the same tree type as the top left card.

3. Shuffle the remaining area cards and put them in a facedown pile at a place on the table where everyone can reach.

4. Shuffle animal tiles facedown, and randomly place them faceup in the top/bottom rows and right/left columns as shown on the right.

Animal tile

5. Put 3 or 4 turn order makers in line as shown on the right, according to the number of players.

3-player game

2- or 4- player game
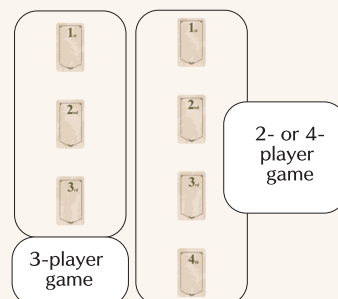
6. Draw the same number of area cards as the number of the turn order markers from the pile and put them faceup on the left of the markers in ascending order (from 1st to 4th). Then, rearrange the area cards in ascending order of the card values. (The card with the lowest value is placed next to the 1st marker.) If two or more cards have the same value, keep the order they were drawn.

Example of a 2- or 4-player game:

Draw area cards and put them on the left of the markers.

Rearrange the cards in ascending order of the card values.
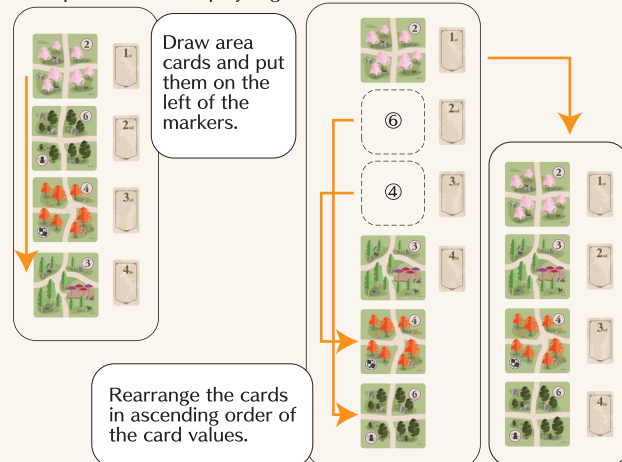
7. Put area cards on the right of the turn order markers in a similar manner.

8. Put round order makers on top of the area cards, 1st marker on the left side and 2nd marker on the right side.

Example of a 2- or 4-player game:

Put round order markers on top of the are cards.

Put area cards on the right of the turn order markers.
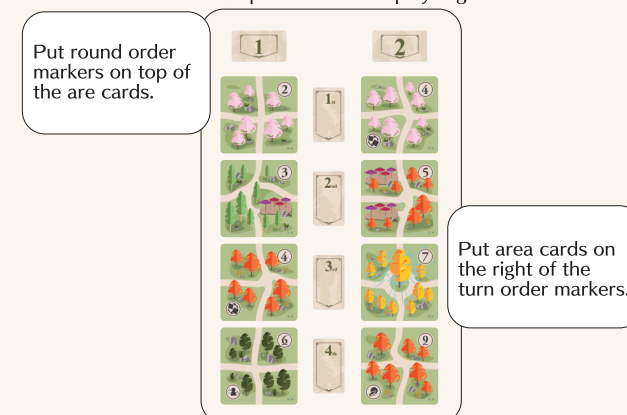
9. Take the turn order markers, shuffle them, and deal 1 (or 2 in a 2-player game) to each player. Each player then puts their action token on the turn order marker and put it back to the table between the left side and right side of the area cards. In a 2-player game, put both tokens on both markers. The first round is performed according to this order.
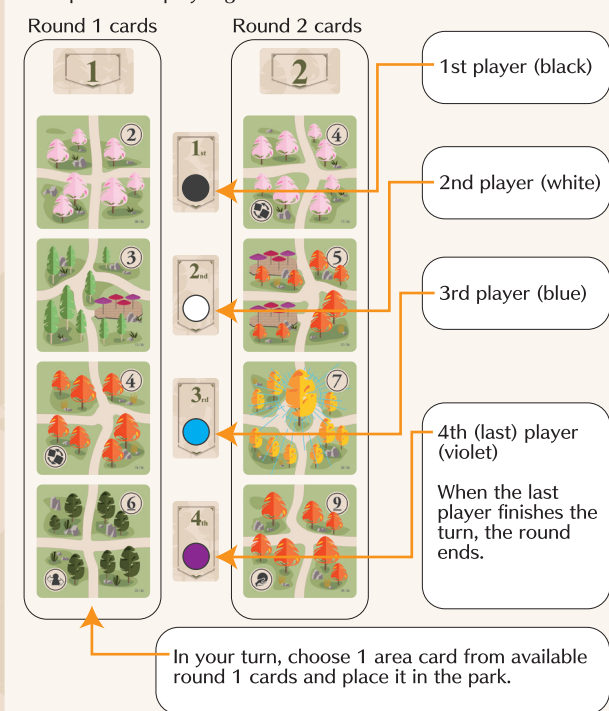
10. Shuffle project cards and put them in a facedown pile, then deal 2 to each player. Your project cards cannot be revealed to the other players until the game ends. You can look at your own project cards at any time during the game.

11. Deal a summary card to each player.

5. How to play

The game consists of a certain number of rounds (8 rounds in a 2- or 4-player game and 10 rounds in a 3-player game). In each round, players perform their turn once (or twice in a 2-player game), according to the order of the turn order markers. The player whose action token is on the 1st turn order marker starts. When all players finish their turns, the round ends. Prepare for the next round.
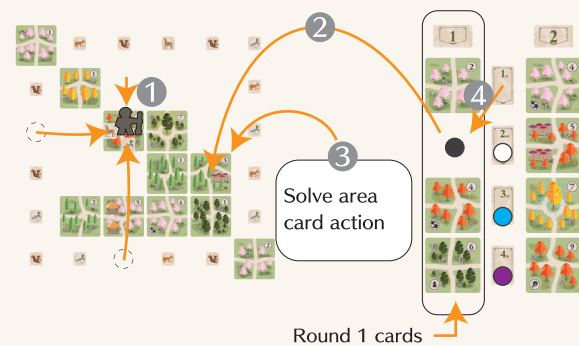
Example of a 4-player game:

Round 1 cards   Round 2 cards

1st player (black)
2nd player (white)
3rd player (blue)
4th (last) player (violet)

When the last player finishes the turn, the round ends.

In your turn, choose 1 area card from available round 1 cards and place it in the park.

6. A player's turn

In each turn, a player performs the following actions in this order.

Round 1 cards

❶ Place a gardener (optional)

Take one of your gardeners which is not placed in the park yet. Choose 1 area card already placed in the park and put the gardener on the card.
Then, take up to 2 unowned animal tiles from the row and column on which the gardener is placed, and put the tiles on the same card as the gardener is placed.
*This action cannot be performed in the first round of the game.
*This action can be skipped.
*Only 1 gardener can be placed on 1 area card.
*If a card already has animal tile(s), you can still place your gardener on the card and further take 2 unowned animal tiles from the row and column on which the gardener is placed.
*Skip this action if all of your gardeners are already placed in the park.
*Animal tiles which are placed on 1 area card together with a gardener are owned by a player to which the gardener belongs.

❷ Place an area card (not skippable)

Choose 1 card from the area cards available in this round, and place it faceup to be adjacent to any card(s) already placed in the park.
*Adjacent means the side of a card is in contact with the side of an other card.
*All cards need to be placed inside the 6x6 park area.
*If there is an animal tile in the place where you want to place a card, place the card and put the animal tile on the card.

❸ Solve area card action (if any, optional)

If the card you placed in this turn has an action, solve it at this time.
*You do not have to perform the area card action if you do not want to.

❹ Move action token (not skippable)

Move your action token to the place where the area card you chose in this turn was originally placed. Your turn ends.

7. Prepare for a next round

❶ Slide the action tokens onto the turn order markers.

❷ Switch the round order markers.

❸ Draw area cards from the pile and rearrange them under round order marker 2, in the same manner as the game setup.

When the preparation is finished, move on to the next round.

*Not all players may have their turn in the final round of the game, depending on the number of players or the choice of cards in the previous round.
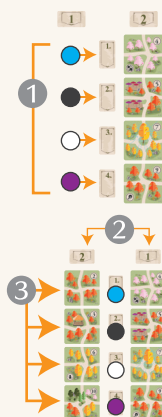
8. Area card actions

Some area cards have one of the following action icons.

Relocate a gardener

Move one of your gardeners which is already placed in the park to another available area card. You can bring up to 2 animal tiles with the gardener to the new card. The remaining animal tile(s) stay on the previous card, unowned. This action cannot be performed when none of your gardeners is placed in the park.

Get a new project card

Draw a new project card from the pile. There is no limit to the number of project cards you can have.

Redraw area cards

Take any number of area cards from the round 2 cards, put them back to the pile and shuffle them, then draw the same number of cards and rearrange them together with any remaining round 2 card (s), in the same manner as the game setup.

Get an additional animal tile

Take any one unowned animal tile from the park and put it on the area card on which your gardener is placed. This action cannot be performed when none of your gardeners is placed in the park.

9. Special area cards

There are the following two types of special area cards.

Symbolic tree

When calculating points, these cards are each treated as 2 cards of the same tree type.
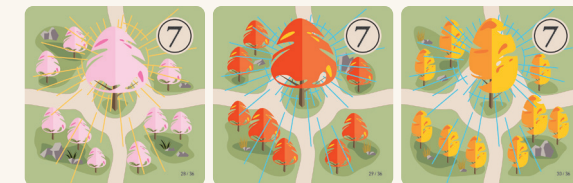
Wild tree

When calculating points, this card is treated as a card having all types of trees.

10. Game end and point calculation

When the last (36th) card is placed in the park, the game ends after the player's turn is fully finished.
Each player calculates their final landscape points.
The player with the highest landscape points wins the game. In case of a tie, the players share the victory.

1. Landscape points of the avenues

For each gardener placed in the park, calculate the points of both avenues (row and column) separately by multiplying the avenue rank point by (the number of animal tile(s) + the number of a gardener on a card). The types of animals on the tiles need not be considered here.

Avenue rank

For each avenue (row or column), the avenue rank is determined by the number of area cards which have the same tree type.

Avenue rank	number of cards	rank point
Tree lined avenue	3 cards	x3 points
Good tree lined avenue	4 cards	x4 points
Great tree lined avenue	5 cards	x5 points
Beautiful tree lined avenue	6 cards	x6 points
Perfect tree lined avenue	7 cards	x7 points

*Each avenue can have only one rank.

Example of point calculation of 1 avenue
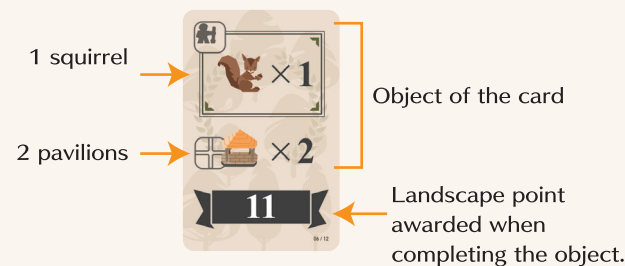

1 gardener + 2 animal tiles

1 sakura symbolic tree card (treated as 2 sakura area cards)
+ 1 wild tree card (treated as 1 sakura card here)
+ 1 sakura area card
= 4 sakura cards "Good tree lined avenue"

Landscape point of this avenue
4 x (2+1) = 12 points

2. Landscape points of the project cards

By completing the object of the card, the point of the project card can be awarded at the end of the game.
Object of each project card can be completed only once by assigning a gardener placed in the park to the project.
It is possible for one gardener to complete multiple project cards. Object of each project card can be completed by collecting animals and facilities.

Example of a project card

1 squirrel

2 pavilions

Object of the card

Landscape point awarded when completing the object.

Project card icons

Animals and facilities can be collected in different ways. These are indicated by the following icons.

Animal tiles having the same types of animals as the object must be placed on the same area card with the assigned gardener.

Facilities of the object must be located in both avenues on which the assigned gardener is placed (illustrated in any of 11 cards placed on both row and column).

*When 2 facilities are illustrated in 1 area card, these are counted as 2 facilities.

11. Example of point calculation
Point calculation of the black player in the 3-player game

Gardener A with 2 squirrels
Column: 6 maples (beautiful tree lined avenue)
Row: 4 birches (good tree lined avenue)
Facility: 1 pavilion, 2 plazas, 1 pond

Gardener B with 2 deers and 1 squirrel
Column: 3 sakuras (tree lined avenue)
Row: 3 gingkos (tree lined avenue)
Facility: 1 pavilion

2 project cards:

Completed by assigning gardener A
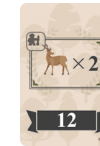
Completed by assigning gardener B

Gardener B
Column: 3 x (3+1) = 12 points
Row: 3 x (3+1) = 12 points
Completed project card: 12 points

Gardener A
Column: 6 x (2+1) = 18 points
Row: 4 x (2+1) = 12 points
Completed project card: 8 points

Total: 74 points

Use of landscape point track

The back side of the summary card can be used as a point track. When the game ends, flip the summary card and put your action token at "0" of the track. Advance the token on the track as you calculate the points. When the total point exceeds 49, remove a gardener from the park (make sure the point calculation for this gardener is finished) and put it at "50" rectangle. Then, reset your token back to "0" and continue the calculation. Do the same when the total point exceeds 99.

To get updates on THE TREE LINED AVENUE, visit http://tactical-games.net

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Credits
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NOT A CHILDREN'S TOY
AGE 14+
HOBBY GAMING PRODUCT
0-3