TINY TREES

In **TINY TREES**, each mayor has a chance to watch a tree grow in their town. However, each tree only grows if it is in the only empty square on a player's board.

SETUP

After normal **TINY TOWNS™** setup, give each player a seed (🌱). Each player should strategically place their 🌱 in an empty square on their player board.

Overview

During each round, the square containing your 🛡 is treated as an empty square for all constructing and resource placement purposes.

Each players' 🛡 can be used in 3 ways:

1. If you construct a building on the same square as your 🛡, you immediately place a resource of your choice in your town, discarding the 🛡 to the box.

2. If your 🛡 is on an empty square *(but not your only empty square)* at game end, that square does not count as an empty square for scoring purposes.

3. If your 🛡 is in your only empty square at game end, it grows into a tree (🌳). Place a tree on that square. Your 🌳 is worth 2 🏅 and that square does not count as an empty square for scoring purposes.