

# Quick Tips (use along with the original instructions)

## Takenoko (2-4 players)

### **Setup for recommended simpler first version without weather die:**

- See pg. 11, Elements of the Game to become familiar with the 9 game pieces.
- To begin the bamboo plantation, put the **pond tile** in the middle of players with the **gardener** and **panda** on it. **Mix** the rest of the plot tiles and make a face down **draw pile**.
- Sort the blue, read and purple round **improvements**. Place them next to the tile draw pile with the irrigation channels. Sort the **blue, read and purple objective cards**, shuffle each colour and make 3 draw piles. Set the one green **Emperor card** aside.
- Give each player an **individual board**, **2 action tokens** and an **objective of each of the 3 categories**. Players can look at their own objectives, but do not share these with others.

### **How to Play:**

- Decide who will go first. For the simpler version go directly to the second step.
  1. **(Determine weather condition:** Leave these dice out of easier first game. When you decide to include them, see p. 12 for different weather conditions and actions. This step only applies after the first round.)
  2. **Perform 2 different actions from these 5 actions in any order and meet objectives:**
    1. **Draw Plots:** Draw 3 plots, choose **1** and place it. Return the other **2** to the bottom of the draw pile. The plot placed **must** be touching the **pond** or **2 plots of any colour** already in play. Once the plot is irrigated, it can grow bamboo of its colour.
    2. **Place 1 Irrigation channel:** Any plot adjacent to the pond is irrigated. To irrigate plots further away, channels must start from one of the 6 points of the pond and lie on the border between 2 plots, which makes both plots now irrigated. Further channels can be added to lengthen existing ones and irrigate new plots.  
(**Watershed improvement** (see p. 15) irrigates a plot. Look for **blue waterdrop** on a plot. But irrigation can't start from such a plot. Bamboo can grow immediately.)
    3. **Gardener:** Move the gardener **in a straight line**. The gardener will grow **1** section of bamboo on the plot they finish on and on adjacent plots of the **same colour**.  
(**Fertilizer improvement** doubles growth but maximum height always 4 sections.)
    4. **Panda:** Move the panda **in a straight line**. The panda will eat **1** bamboo section from the plot it finishes on. You can store these bamboo sections on your **board**.  
(**Enclosure improvement** protects all bamboo on this plot from being eaten.)
    5. **Objectives:** Draw **1** objective card from any category to a maximum of 5 cards.
  - 3 **Complete objectives:** This can be done at any time during your turn and is not an action. Compete these when the requirements of the card can be met to get the points on it.

### **Game End:**

- Game ends when one player finishes this number of objectives: 2 players – 9 objectives; 3 players – 8 objectives; 4 players – 7 objectives. All players take a final turn.
- Each player totals their points from **completed objectives**. Player with highest total, or highest total on Panda objectives if tied, receives the Emperor card and wins!