

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:

- 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.