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.