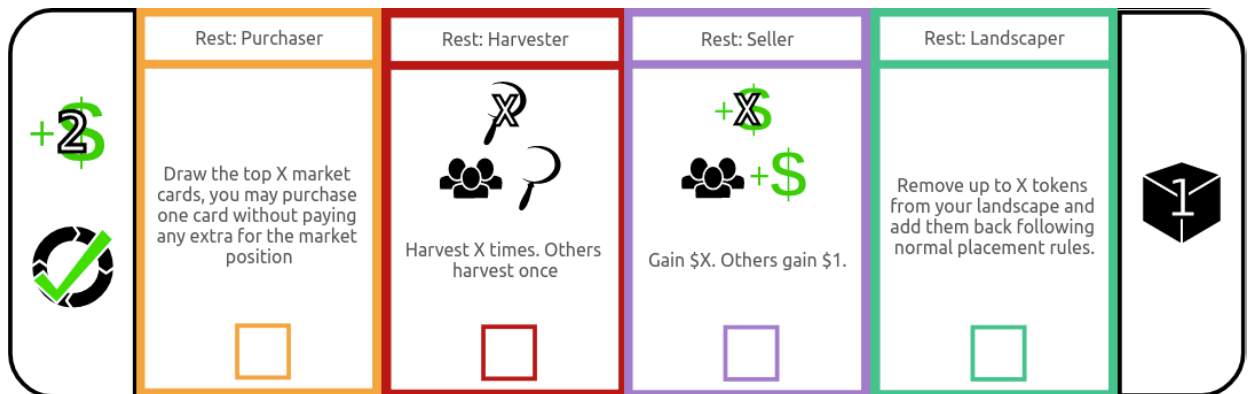
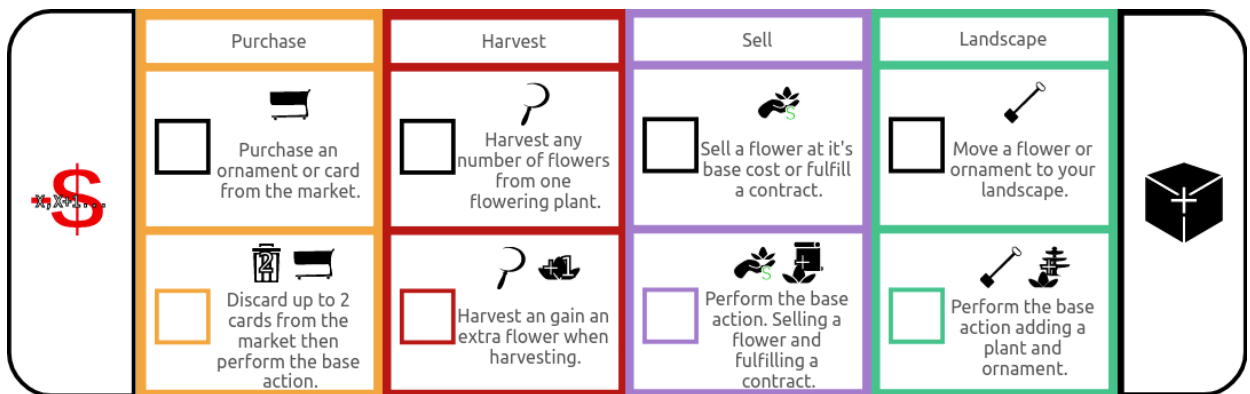


1. Build the action board by attaching the following together from top to bottom.

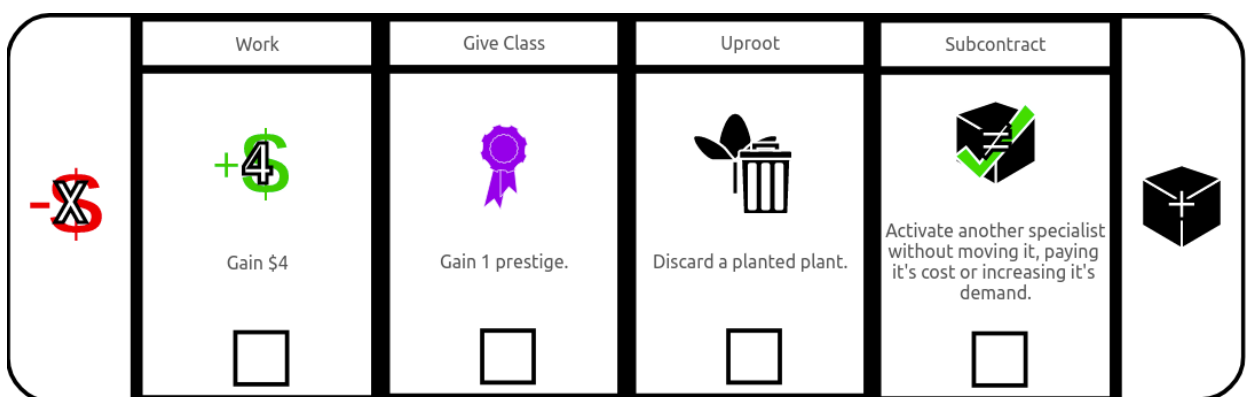
- a. Build the rest action row. Attach the following together in order, **Left Rest Bumper**, **Rest: Purchaser**, **Rest: Harvester**, **Rest: Seller**, **Rest: Landscaper** and **Right Rest Bumper**.



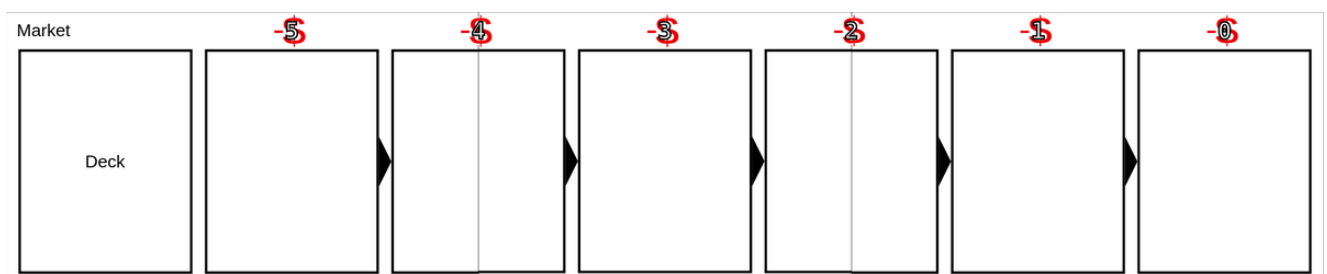
- b. Build the specialist action row. Attach the following together in order, **Left Specialist Bumper**, **Purchase**, **Harvest**, **Sell**, **Landscape** and **Right Specialist Bumper**.



- c. Build the neutral action row. Attach the following together in order, **Left Neutral Bumper**, **Work**, **Give Class**, **Uproot**, **Subcontract** and **Right Neutral Bumper**.


































2. Attach the three parts of the market board together and attach these to the bottom of the action board.

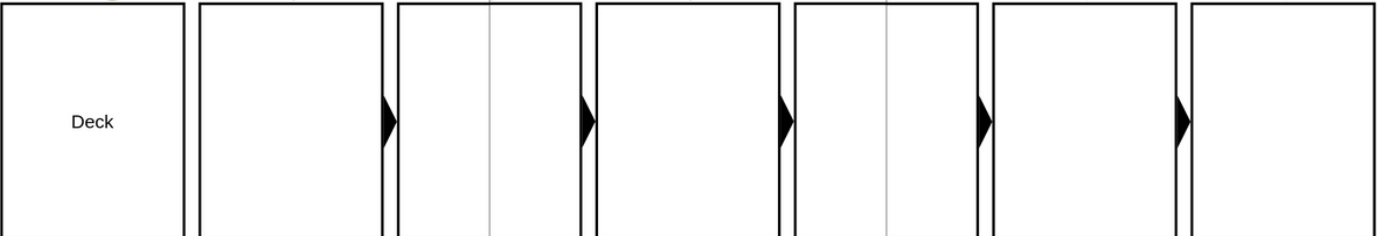


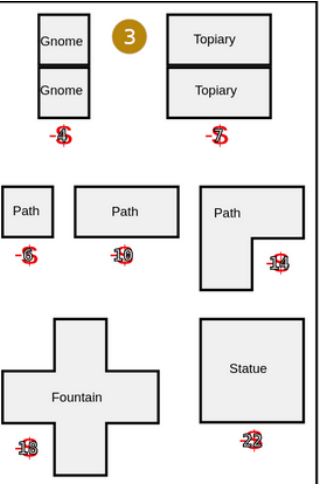
3. To the right of the actions board attach the ornaments board.

4. Below the ornaments board attach the contracts board.

The final board should look like:

1a +2\$ 	Rest: Purchaser Draw the top X market cards, you may purchase one card without paying any extra for the market position. 	Rest: Harvester  Harvest X times. Others harvest once. 	Rest: Seller +X\$  Gain X\$. Others gain \$1. 	Rest: Landscaper Remove up to X tokens from your landscape and add them back following normal placement rules. 	
1b -\$ 	Purchase  Purchase an ornament or card from the market.   Discard up to 2 cards from the market then perform the base action.	Harvest  Harvest any number of flowers from one flowering plant.   Harvest an gain an extra flower when harvesting.	Sell  Sell a flower at it's base cost or fulfill a contract.   Perform the base action. Selling a flower and fulfilling a contract.	Landscape  Move a flower or ornament to your landscape.   Perform the base action adding a plant and ornament.	
1c -\$ 	Work +4\$ Gain \$4 	Give Class  Gain 1 prestige. 	Uproot  Discard a planted plant. 	Subcontract  Activate another specialist without moving it, paying it's cost or increasing it's demand. 	

Market **2**
-\$ -4\$ -\$ -2\$ -\$ -0\$


Ornaments **3**


Contracts **4**
