

GAME BOARD

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**.

	Rest: Purchaser	Rest: Harvester	Rest: Seller	Rest: Landscaper	
	Draw the top X improvement cards, you may purchase one card.	Harvest X times. Others harvest once.	Gain \$X. Others gain \$1.	Draw X blueprints, you may keep 1 discarding any others.	

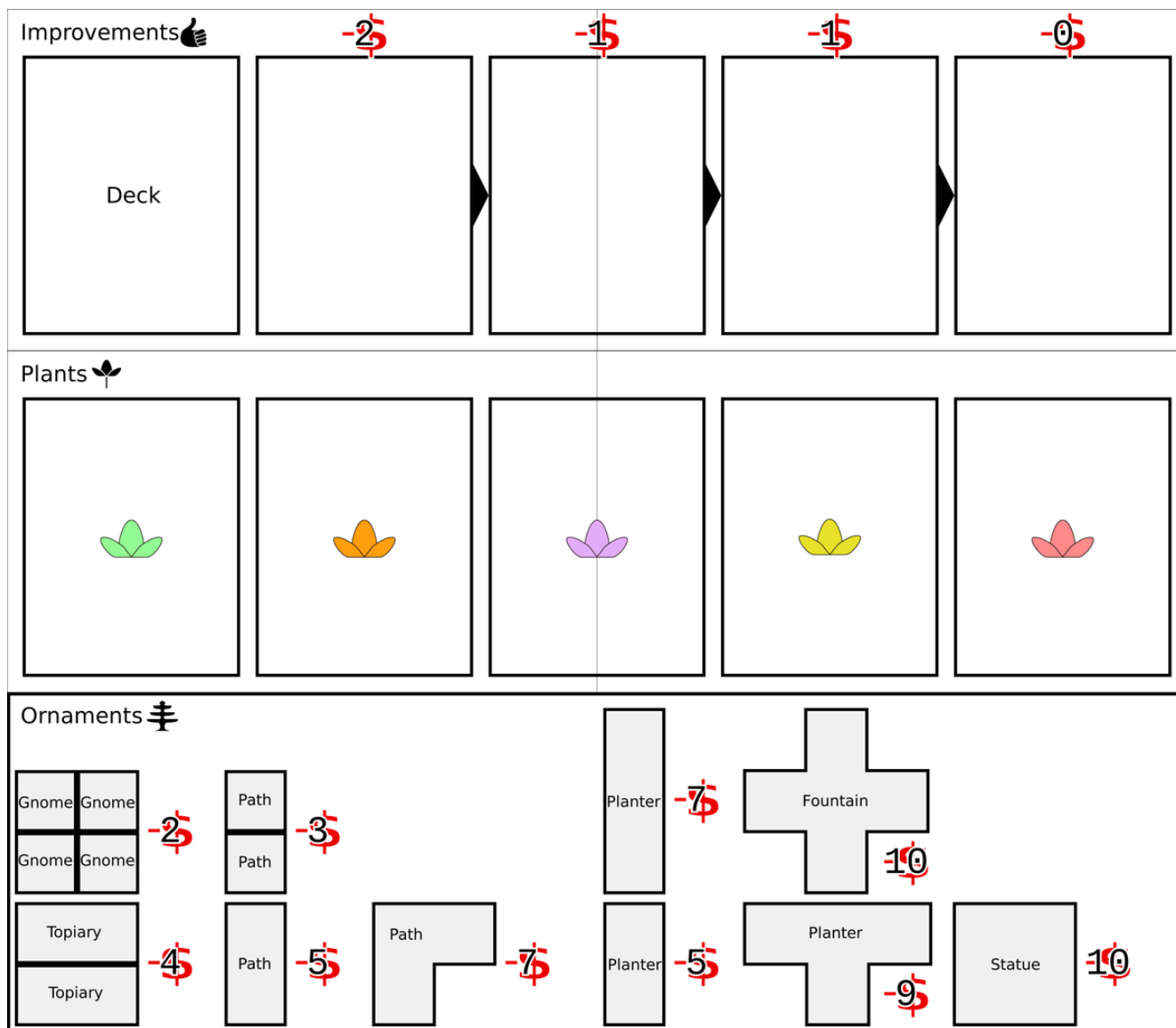
- b. Build the specialist action row. Attach the following together in order, **Left Specialist Bumper**, **Purchase**, **Harvest**, **Sell**, **Landscape** and **Right Specialist Bumper**.

	Purchase	Harvest	Sell	Landscape	
	Purchase an ornament, plant or improvement from the market.	Harvest any number of flowers from one flowering plant.	Sell a flower at it's base cost or fulfill a contract.	Move a flower or ornament to your landscape.	

- c. Build the neutral action row. Attach the following together in order, **Left Neutral Bumper**, **Mow Lawn**, **Rearrange**, **Uproot**, **Subcontract** and **Right Neutral Bumper**.

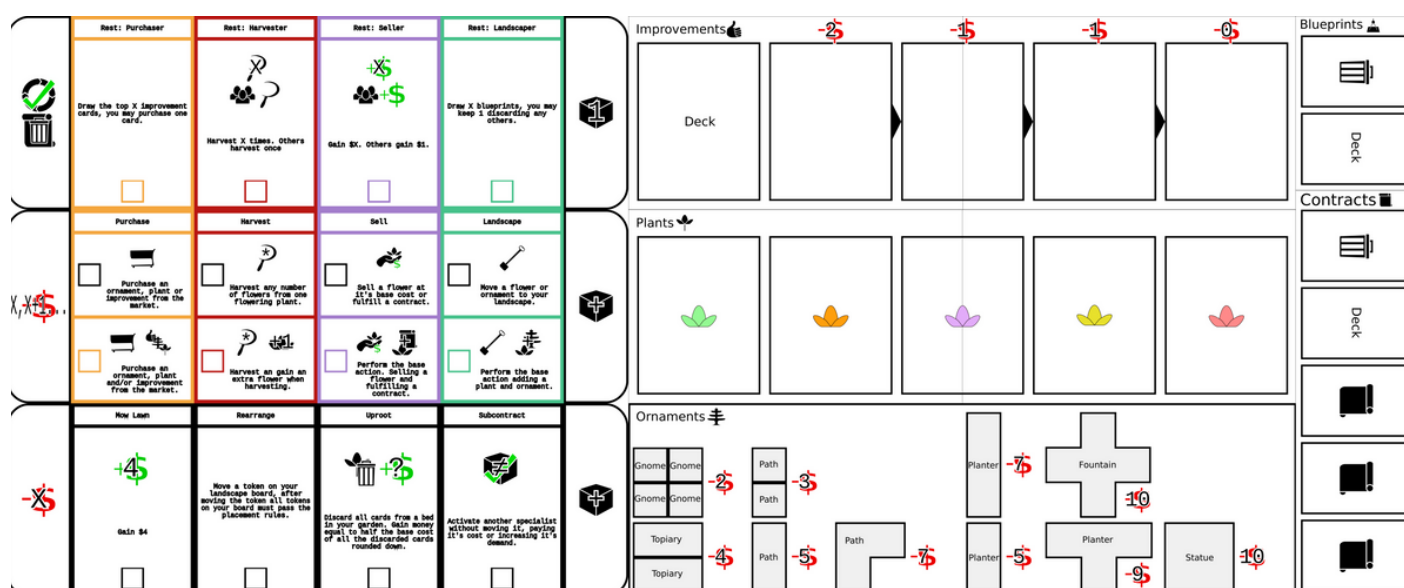
	Mow Lawn	Rearrange	Uproot	Subcontract	
	Gain \$4	Move a token on your landscape board, after moving the token all tokens on your board must pass the placement rules.	Discard all cards from a bed in your garden. Gain money equal to half the base cost of all the discarded cards rounded down.	Activate another specialist without moving it, paying it's cost or increasing it's demand.	

2. Build the three market boards and attach them, one on top of the other. Attach this board to the right of the action board.



3. To the right of the market board attach the blueprint and contracts boards.

The final board should look like:



PLAYER BOARDS

1. Attach the garden board to the bottom of the resource board.

2. Attach a landscape to the right of the resource board.

The final boards should look like:

