TAKENOKO
An Antoine Bauza Game

13+ YEARS OLD
2 TO 4 PLAYERS
AROUND 45 MINUTES

WELCOME, YOUR MAJESTY.

THANK YOU, YOUR MAJESTY.

AS A TOKEN OF MY GREAT APPRECIATION FOR YOUR KIND WELCOME AND IN ORDER TO SEAL OUR COMMERCIAL ALLIANCE, I WISH TO OFFER YOU THIS MOST EXQUISITE SYMBOL OF YIN AND YANG.

WHAT?!?

HE IS EATING THE SPROUTS I JUST PLANTED!

SHOOOSH!

CHOMP CHOMP

COME BACK HERE! COME BACK I TELL YOU!

MY ADVICE WILL PROVIDE DETAILS FOR HIS CARE AND FEEDING.

THE BAMBOO SPECIES YOU ARE WATERING GROWS BY SEVERAL CM PER DAY.

THIS ANIMAL IS AS RARE AS THE RENAISSANCE WHITE TEA.

IT IS A CHINESE GIANT PANDA BEAR. HE IS PEACEFUL, GENTLE AND STRONG, A HUMBLE AMBASSADOR OF THE CHINESE PEOPLE.

I AM SURE YOU WILL TAKE EXCELLENT CARE OF HIM.
GAME STORY
At the Japanese imperial court, a long long time ago... After a long series of disputes, diplomatic relations between Japan and China are finally on the mend. In order to peacefully celebrate this alliance, the Chinese Emperor gifted his Japanese counterpart a sacred animal, a giant Pandas town, a symbol of peace. The Japanese Emperor has entrusted his court members (the players), with the difficult task of caring for the animal by planting its bamboo garden. The players will cultivate the land plots, irrigate them and grow one of the three species of bamboo (Green, Yellow and Pink) with the help of the imperial gardeners. They will have to weather the enormous hunger of the sacred animal for the juicy and tender bamboo...

The player who grows the most bamboo by managing his land plots best while feeding the delicate Pandas will win the game.

GAME MATERIAL
- 36 Plots
- 36 Green Bamboo sections
- 36 Yellow Bamboo sections
- 24 Pink Bamboo sections
- 20 irrigation channels
- 8 improvements
- 40 objective cards
- 5 individual boards
- 5 action chips
- 1 weather die
- 1 panda
- 1 Gardener
- 1 Rule booklet

JAPANESE LESSON TIME
Take (息) Ko (息) means Take a breath (息). The term is used in the context of Japanese lessons (息).

Weather dice

OBJECTIVES
- To place all the bamboo planted on the board
- To place all the settlements
- To grow all the bamboo on the board

In good time, the Emperor will plant the gardens and become a winner.

PREPARATION
Place the special "land tile" at the center of the playing surface. Place the gardener ( ) and the panda ( ) figures on the land tile. Min the remaining Land Plot tiles to form a dice pile, face down. Lay irrigation channels ( ) and improvements ( ) next to this dice pile as required. Set the "weather" cards ( ) and sort the remaining cards by category (plot, gardener, panda) ( ) and shuffle them to form three dice piles, face down.

Each player receives his individual board ( ), 2 action chips ( ) and one card of each category ( ) (each player makes sure to keep his cards hidden).

The tallest player starts the game.
**Play the Game**

**Turn Order: clockwise.**

When the turn comes, a player must perform two steps in this order:

1. Determine weather conditions
2. Perform actions and meet objectives

### 1. Determine Weather Conditions

Weather: scenic area is during the second round of play. In the first round, players ignore this step and proceed directly to the next.

The weather rules the Weather Deck and applies the effect of the climatic conditions obtained:

- **SUN**
  - River and hot, floods the young bamboo shoot.
  - An already existing bamboo shoot is destroyed.

- **RAIN**
  - Great water grows in the bamboo garden.
  - The bamboo shoots grow, and the bamboo garden expands.

- **CLOUDS**
  - Cloudy, no water, no bamboo shoot grown.
  - Embankment of bamboo is destroyed.

The player can only perform the actions required to take the indicated weather conditions into account in the round (limited to four weather cards per player).

The player can perform the following actions:

- **BURN**
  - The young bamboo shoot is destroyed.
  - Leaves the bamboo garden.

- **GARDENER**
  - Water the bamboo shoot.
  - The bamboo shoots grow, and the bamboo garden expands.

The player can perform any one of the actions listed above.

- **GARDENER**
  - Water the bamboo shoot.
  - The bamboo shoots grow, and the bamboo garden expands.

The player can perform any one of the actions listed above.

### 2. Perform Actions and Meet Objectives

The player has two actions to take, which must be chosen from among four options.

**NOTE:** Each action must be different from one another.

To finalize their choices, the player puts two cards on the appropriate spaces of their individual Garden Sheet. The order in which the actions are resolved is by the player.

After the player performs the weather rule, the player player is back on his left.

The five actions are described in more detail in the following pages:

- **IRREGULAR GARDENER**
  - The player takes an irregular shaped bamboo.
  - The bamboo grows, and the bamboo garden expands.

- **PLANTER**
  - The player plants bamboo in the bamboo garden.
  - The bamboo shoots grow, and the bamboo garden expands.

- **PANDA**
  - The player places bamboo shoots in the bamboo garden.
  - The bamboo shoots grow, and the bamboo garden expands.

- **OBJECTIVE**
  - The player moves his panda in the bamboo garden.
  - The bamboo shoots grow, and the bamboo garden expands.

- **ANIMAL TRACK**
  - The player moves his panda in the bamboo garden.
  - The bamboo shoots grow, and the bamboo garden expands.

**Plots**

The player plays three plots: bamboo, bamboo, and bamboo. The player plants bamboo in the bamboo garden.

**Irrigation Channel**

The player takes an irrigation channel from his bamboo garden.

**Gardener**

The player moves his panda in the bamboo garden.

**ANIMAL TRACK**

The player moves his panda in the bamboo garden.

**OBJECTIVE**

The player moves his panda in the bamboo garden.

**ANIMAL TRACK**

The player moves his panda in the bamboo garden.

**Plots**

The player plays three plots: bamboo, bamboo, and bamboo. The player plants bamboo in the bamboo garden.

The irrigation channel is placed in the bamboo garden.

**Gardener**

The player moves his panda in the bamboo garden.

**ANIMAL TRACK**

The player moves his panda in the bamboo garden.

**OBJECTIVE**

The player moves his panda in the bamboo garden.

**ANIMAL TRACK**

The player moves his panda in the bamboo garden.

**Plots**

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The irrigation channel is placed in the bamboo garden.

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**Plots**

The player plays three plots: bamboo, bamboo, and bamboo. The player plants bamboo in the bamboo garden.

The irrigation channel is placed in the bamboo garden.

**Gardener**

The player moves his panda in the bamboo garden.

**ANIMAL TRACK**

The player moves his panda in the bamboo garden.

**OBJECTIVE**

The player moves his panda in the bamboo garden.

**ANIMAL TRACK**
End of the Game

The Game end conditions depend on the number of players:

- **2 players**: when a player completes his ninth objective, it triggers the last round.
- **3 players**: when a player completes his eighth objective, it triggers the last round.
- **4 players**: when a player completes his seventh objective it triggers the last round.

The player who started the final round takes the Special 'Emperor' card (worth 2 points) and finishes his turn.

Note: A player may still complete other objectives during the turn in which he triggers the final round.

The other players then each have a final turn in which they can attempt to complete objectives to improve their scores.

Finally, the Emperor rewards the most deserving of his servants after an extensive inspection:

Each player totals the points indicated on their objectives completed during the game. Any cards still in hand have no value.

The player with the highest score wins the game and receives the congratulations of the Emperor.

In case of a tie, the player with the most points on the Panda objective cards wins. In the event of a further tie, the tied players share the victory...

Advice to new gardeners

Lacking a green thumb? Here are some gardening tips:

- Be sure to take a plot during your first turn; you will need a piece of land in order to start working!
- You can store the irrigation channels. Use this option! You will see that water can run out quickly during the game.
- You can play your first game without including weather. It will be a little less fun, but it will give you time to familiarize yourself with the rest of the game mechanisms!

What if components run short?

- The sections of bamboo found in the box should meet the needs of most players, but if a player runs short of sections, you can temporarily use sections of another color to represent the shoot!
- If fewer than three plots are in the stack, this action just gives you the choice between the remaining two (or you have to take the final plot). If no plots or no irrigation channels are remaining, you may not choose the associated action.