



MISS PANDA

Miss Panda comes into play when a new plot with the symbol on it comes into play. Miss panda moves under the same restrictions as the Panda. You can only choose to move one of the Pandas on your turn, not both.

Miss Panda does not eat bamboo. If Miss Panda ends her movement on the same plot as the Panda, the player who moved her can return a bamboo section of any colour to the reserve and gain a Panda Baby token of the corresponding colour.

This only works if the meeting takes place after a movement of Miss Panda, not the Panda.



Irrigation: The player can immediately take one irrigation channel from the reserve.



Improvement: The player can immediately take one improvement token from the reserve.



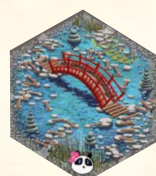
Objective changing: The player can immediately put back one Objective card from their hand under the respective deck and replace it with the first Objective card from the deck of their choice.

When a player gains a "Panda Babies" token of one colour, they will choose it from the reserve and immediately apply the corresponding bonus.



KAMIS GARDEN

The three bamboo colors can grow on this plot. One section of each colour grows when irrigated. If the Gardener is moved to this plot, the 3 bamboo color grow, as well as a bamboo section is added to all of the immediately adjacent irrigated plots.



CELESTIAL POND

This plot has the same properties as the central Pond in the base game.



SACRED HILLS

When the Gardener stops on the Sacred Hill plot, one bamboo section grows on all of the irrigated plots of the same color, and not only the adjacent ones.



GARDENER'S CABIN

When the Gardener stops on this plot, the player can immediately draw the first card from each Objective deck. The player will select one card which will be kept in their hand. The two others are returned to the bottom of their respective decks.

NEW OBJECTIVES

PLOTS



To complete these objectives, the central plot **MUST** be one of the 6 tiles with the symbol and the 2 adjacent plots **MUST** be of the color represented. All the plots have to be irrigated.



To complete these objectives, there must be the number of irrigated plots at least equal to that indicated within the bamboo plantation.

GARDENER



To complete these objectives, at least one bamboo of 2 sections, one of 3 sections, and one of 4 sections of the indicated color **MUST** be present in the bamboo plantation.



To complete these objectives, there must be at least the indicated number of bamboo of at least two sections present in the bamboo plantation.

PANDA



To complete these objectives, players must have in their "eaten bamboo reserve", the bamboo sections indicated and then return them to the reserve when the Panda is on the Pond tile (this can be either the plot from the base game or the one included in this expansion). If the Panda is on a Pond tile at the beginning of a player's turn, they can complete these objectives, this player doesn't have to move the Panda on a Pond tile on their turn.

Clarifications:

- If the Gardener is moved onto a plot next to the Kamis Garden, the bamboo of the corresponding color grows on the Kamis Garden.
- If the Panda is moved onto the Kamis Garden, the player chooses only one section of bamboo to eat of the color of their choice amongst those available.
- If the Weather die is indicating Rain and a player wants to apply it to the Kamis Garden, only one section of bamboo of the players choice of color is added.
- This plot counts for the three colors in the Plot Objective cards.
- It is possible to put an Improvement chip on the Kamis Garden. The effect applies to all three bamboos.