



PRUNING

- Any number of Bonsai Tiles on the Bonsai may be pruned.
- Pruning may be done as many times during a player's turn.
- Pruning must be done in accordance to the aforementioned rules.
- Pruned Leaves and Branches are to be flipped face down and kept as Artistic Points (1 point for First Generation and 2 points for Next Generation).
- Ornaments may be pruned as well. Pruned Ornament Tiles are excluded from the game.

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FIRST GENERATION POINTS CALCULATION

- When all Bonsai Tiles have been taken from the pyramid, points are calculated immediately thereafter.
- Points are accumulated by fulfilling the Shape Bonuses and Feature Bonuses.
- Great Artistry points and Master Artistry points are to be gained only once each for Shape Bonuses.
- Total accumulated points become the player's First Generation points. Make a note of each player's points as it will be required in determining the Next Generation points.

NEXT GENERATION SETUP

Bonsai exchange and carry-over points

- Exchange of Bonsai. (exchange of seats, if the actual exchange is difficult)
- Assess and give praise of each other's creation. (highly recommended)
- Accumulated points of the First Generation are not exchanged.

Next Generation setup and another Foundation Tile

- Next Generation Bonsai Tiles are lined in a pyramid, just as in First Generation.
- The player with the lower First Generation points to start the Next Generation.
- Each player is to receive a Foundation Tile, with the starting player getting to choose from the 2 that remain.
- Foundation Tiles are to be added to Bonsai upon a player's turn to [(A) Growth], instead of selecting a tile from the pyramid.

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NEXT GENERATION POINTS CALCULATION AND WINNER

- As in First Generation, points are calculated after all Bonsai Tiles have been taken from the pyramid.
- Points are accumulated by fulfilling the Shape Bonuses and Feature Bonuses.
- Great Artistry points and Master Artistry points are to be gained only once each for Shape Bonuses.
- Next Generation Points are accumulated, then subtracted by the opposing player's First Generation Points. What remains is the player's Next Generation Points. (Bonsai's growth from the First Generation = Next Generation Points)
- The winner is the player with the most points after adding their First and Next Generation points.
- If the total points are equal, the player with the more Ornament Tiles wins. The victory is shared if both the points and the number of Ornament Tiles are the same.

Share your Bonsai masterpieces by posting with hashtag #bonsaiuchu !!

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FEATURE BONUSES

Ornament Tiles

Value 3 / 4 / 5 points

- Ceramic ornaments for decorations.
- Points on the ornaments are gained if used to decorate Bonsai.

Imi-eda

Value -3 points

- Undesired form of branches.
- Subtract 3 points for each unconnected, open ends.

Next Generation Form

Kabu-dachi

Value 3 points

- Bonsai with multiple stems from one root.
- Achieved by creating more than 3 branches.

Butterfly dreams

Value 3 points

- Gather more butterflies than your opponent.
- No points if the number is the same.

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SHAPE BONUSES

GREAT ARTISTRY

only one from below

Houki-dachi

Value 3 points

- Upside-down broomstick shape.
- Achieved by not placing any leaves and ornaments within 4 tiles worth of height including the planter.

Fukinagashi

Value 3 points

- Shaped as if blown by a strong wind.
- Achieved by having leaves on only one side (left/right).
- Leaves and ornaments cannot be placed anywhere above the planter.

Kengai

Value 4 points

- Dynamic shape as if drooping over a steep cliff.
- Achieved by having more than 3 tiles under the planter.

MASTER ARTISTRY

only one from below

Next Generation Form

Bunjin-gi

Value 6 points

- Slim, tall shape prevalent during the Meiji period.
- Achieved by creating a height of at least 8 tiles and having a leaf on top.

Gouka-kenran

Value 8 points

- A single Bonsai with varying tree species.
- Achieved by having at least 4 leaves of 4 varying kinds.
- The leaves do not have to be all connected to each other.

Next Generation Form

Ifou-doudou

Value 3 ~ 10 points

Tiles connected

	5	6	7
	3	6	10

- An impactful shape that resembles a grand ever-existing tree.
- Achieved by connecting many leaves of the same kind.
- Only 1 section to be valued for points if multiple sections achieved.

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