

# Tree Definition Data

Grown Experience is multiplied by 4 for trees

Fertilizer 3 is Grown Experience divided by 2

Fertilizer 2 is Fertilizer 3 divided by 2

Fertilizer 1 is Fertilizer 2 divided by 2 unless Fertilizer 2 is two in which case Fertilizer 1 is 2

Level	Plants		Trees				Breakdown
	Grown	Fertilizer 3	Grown	Fertilizer 1	Fertilizer 2	Fertilizer 3	
1	2	2	X				X Plants X Sour (Grow Only)
2	2	2	8	2	2	4	
3	2	2	8	2	2	4	
4	4	4	16	2	4	8	
5	4	4	16	2	4	8	
6	8	8	32	4	8	16	
7	8	8	32	4	8	16	
8	16	16	64	8	16	32	
9	16	16	64	8	16	32	
10	X	X	128	16	32	64	
11	X	X	X				
1-3	2	X	X				
4-8	4	X	X				

Gameplay Data	
Experience	
Fertilization 1Experience	2
Fertilization 2Experience	0
Plant Level	1
Grown Experience	2
Fertilization 3Experience	1