

Scott Almes

BEST TREEHOUSE EVER



RULEBOOK

2-4 Players • Ages 8+ • 30 Minutes

OVERVIEW

Are you ready to make your childhood dreams come true? Then, it's time to build the **Best Treehouse Ever!**

In **Best Treehouse Ever**, you'll compete to build the best treehouse by outfitting it with the coolest sets of rooms. Building takes place over three weeks, and at the end of each week, players take turns determining which types of rooms score for everyone.

Keep your treehouse balanced and pay close attention to the other players because in the end, the winner is the player with the **Best Treehouse Ever!**

P.S. The game you are about to play is called "**Best Treehouse Ever**," if that wasn't obvious already.



COMPONENTS

72x Treehouse Room Cards (12 Each in 6 Colors)


4x Starting Tree Cards

8x Wooden Tokens (2 each in 4 Player Colors)

3x Scoretrack Cards

6x Score Cards

4x Game Changer Cards



6x  Bonus Cards

SETUP

- 1) Give each player a Starting Tree Card and two tokens: a Scoring Marker and a Balance Marker. Place any extras back in the box.



- 2) Place your Balance Marker in the center circle on your Starting Tree Card.

- 3) Place the 6 Scoring Cards and 4 Game Changer Cards face-up in the middle of the table. (In a 2-player game, only the 2  Game Changer Cards are used.) The 6  Bonus Cards should be set aside as they are not used in the basic game (see page 9).

- 4) Place the Scoring Markers near the Scoretrack Cards so players can easily access them during the game.

- 5) Shuffle the Treehouse Room Cards into a single deck and place it in reach of all players.



GAMEPLAY

The game takes place over three rounds. Each round represents one week and will follow the same format:

1) DEAL

2) BUILD

3) SCORE

PHASE 1: DEAL

Deal each player 6 Room Cards from the Treehouse Deck. Players should look at the hand of cards in front of them, but may not show them to other players.

PHASE 2: BUILD

Players select one card from their hand and place it face down in front of them. Once all players have selected their card, everyone simultaneously reveals the card they selected, adding it to their Treehouse.

ADDING ROOMS TO YOUR TREEHOUSE

A Treehouse is built one room at a time. When building, you must follow these rules:

A: Room Cards in your tree must be supported by two branches from two different cards except edge rooms that are supported by one.

In the example to the right, the "Surf Simulator" room is considered an edge room.



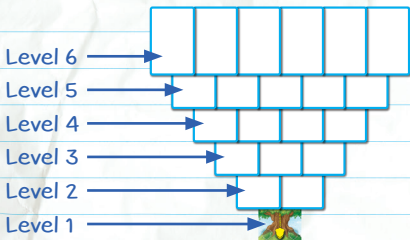
As your tree gets taller, each level can hold one more card than the previous level.

- B:** The first card of a color may be placed in any valid spot. However, the second room of that color and onward **must** touch a room of the same color (i.e. rooms of similar colors must be grouped). Be careful not to block off a valuable color!



In the example to the left, the yellow "Library" room cannot be added to the Treehouse. :(

- C:** Your tree **must not** be more than 6 levels high, including your Starting Tree Card.



- D:** Room Cards **must not** be placed on the side of the Treehouse where the Balance Marker is located. (See "Balancing Your Treehouse" on the next page.)

BALANCING YOUR TREEHOUSE

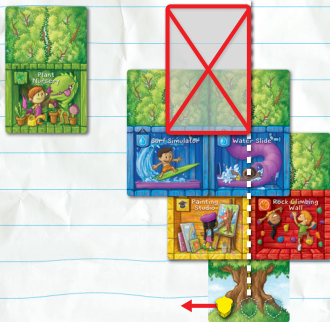
When a Room Card is added, the tree will sway. If a card is added on the left side of your tree, move your Balance Marker one space to the left. If it is on the right side of your tree, move your Balance Marker one space to the right.



Adding a green “Plant Nursery” room to your Treehouse in the highlighted position will move your Balance Marker one space to the right, ending on the center space.

Room Cards built on the center-line, right above the Starting Tree Card, do not move the marker (this can only occur on levels 3 and 5). If you cannot move your Balance Marker (there is not a space to move the marker) then you cannot place a Room Card on that side of your Treehouse.

The “Plant Nursery” room cannot be placed on the left side of your tree because your Balance Marker cannot move to the left.



UNPLACED ROOMS

In the event that a chosen card is not placed – either the rules do not allow it or if you choose not to place it – simply discard it face down from the game.

CONTINUING THE DRAFT

Once all players have selected and added a new Room Card to their Treehouses, players pass their hands clockwise. Then, players pick one card from that hand, adds it to their tree, and pass the hand clockwise again. This continues until each player is picking one card from a hand of two. In this case, the one card is kept and added to your Treehouse, and the final card is discarded into a face down pile. Each player will add, at most, 5 cards to their Treehouse each round.


PHASE 3: SCORE

Now players will choose and place Game Changer Cards, and score Treehouses. In the first round, the oldest player chooses a Game Changer Card first. In the following rounds, the player with the most points picks first. If there is a tie for most points after the second or third rounds, the tied player closest (in clockwise order) to the person who chose first in the previous round, chooses a Game Changer Card first.




The first player selects one of the Game Changer Cards from the middle of the table. This continues clockwise until each player has a Game Changer Card. Then, in reverse order that the cards were just selected, each player places a Game Changer Card on a Scoring Card. Players may not place Game Changer Cards on a Scoring Card that already has a Game Changer Card on it.

For 4-player games, each player places one Game Changer Card. For 3-player games, one card will go unused. (2-player scoring rules are below.)



After all the Game Changer Cards are placed, all players will score their entire Treehouse, according to the Scoring Cards. Any colors that do not have a Game Changer Card score 1 point/room. Colors with the “2” card score 2 points/room. Colors with the  score 0 points. Score is kept on the Scoretrack Cards by moving the Scoring Markers along the track.

TWO-PLAYER RULES FOR SCORING

In a 2-player game, each player gets a  Game Changer Card during scoring. The player with the most points places a  first, and then the other player places the remaining . Scoring is as above.

SECOND AND THIRD ROUNDS

The second and third rounds are played like the first. Players will get 6 cards at the beginning, then choose Room Cards to add to their Treehouse, and then select where to place the Game Changer Cards. All of the Game Changer Cards are reset at the end of each round before players select them. The game ends after the third round is completed.

GAME END & MAJORITY SCORING

After the third round, the game is over. Players then count up how many Room Cards they have in each color. The player with the most Room Cards in a color (no ties) collects the Scoring Card for that color. That player then receives bonus points equal to the number of rooms the player has in that color..



You had the most Blue Room cards (5), so you will score an additional 5 points!




The player with the most points wins!

If at the end of the game there is a tie for first place, whoever has the most cards of a single color wins! If there is still a tie, players compare their second-most cards of a single color. If there is still a tie, tied players share in a joint victory.

FOR YOUNGER PLAYERS

Game Changer Cards are not used when playing with younger players. During each scoring phase, players choose one Score Card and place it in front of them.. The chosen Score Cards score points for all players. The remaining Score Cards do not score any points.

BONUS CARDS

At the beginning of the game, deal each player a face down  Bonus Card. The player should look at this card, but keep it hidden from the other players during the game. These cards allow players to score additional points by building room configurations that match their Bonus Card.

At the end of the game, players reveal their Bonus Card. If they have fulfilled one or both of the requirements, then they score points for completing that arrangement of rooms. Each configuration can only be scored once.



CREDITS

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