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Building Fun for
little Craftspeople

OUR TREE HOUSE

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Players: 2-6

Ages: 5 and up

Duration: about 20 minutes



Components

- 21 building tiles (tools, nails, wood, shingles, and weather)
- 12 building cubes (walls, door, and windows)
- 3 weather tiles
- 1 tree, made up of three parts (treetop, trunk, and platform)
- 1 roof
- 1 game board



1 roof



3 weather tiles



21 building tiles



1 tree



game board



12 building cubes



Object of the Game

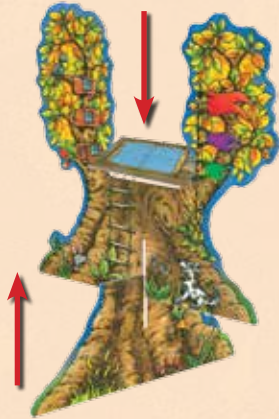
That big, old tree in the garden, the one with the mighty crown, is perfect for building a tree house, and the kids eagerly get to work! The shed has tools, nails, and enough wooden planks and shingles for three floors. Each floor will be built from four building cubes. To get a cube up in the tree, the players need to combine the right three building tiles. But they had better hurry! Dark clouds are gathering in the sky, and a storm is coming!

The players must work together! They win if they can manage to build at least one complete floor and the tree house has a roof before the storm begins. But, if there's no roof after three rounds, they all lose the game!



Preparation

Before each game, assemble the tree: join the trunk to the treetop and place the platform on top of the trunk. Place the game board in the middle of the table, and put the tree next to the rope ladder. The oldest player takes all twelve building cubes and shuffles them, then puts them randomly on the twelve spaces of the building site in front of the tree.



Important: All players should try not to look for the windows or the door while the cubes are being placed. It's probably best if all players (except for the oldest) close their eyes until all building cubes have been put on the board.

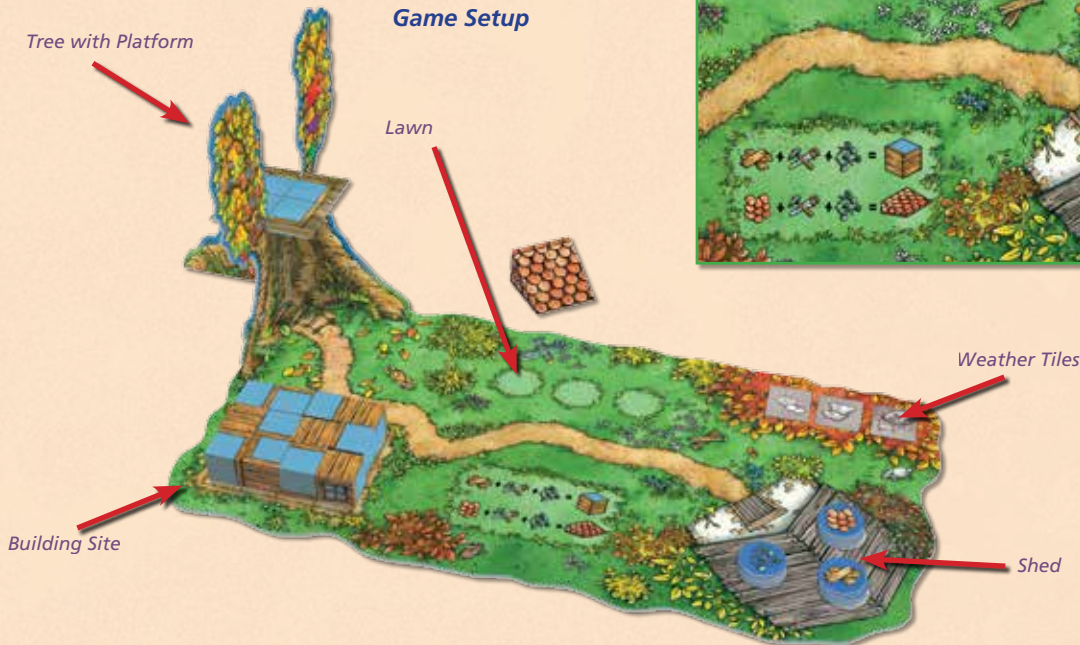
Put the three weather tiles face down on the three spaces of the game board that show their outlines. Shuffle the 21 round building tiles face down and split them into three equal piles (seven tiles each). Put the piles on the three spaces of the shed so that the front sides (with the tools, wood, etc.) are visible.

Put the roof next to the game board. Now the game can begin!



How to Play The First Round

The game is played over three rounds. The youngest player begins. He or she takes the top building tile from any one of the three piles and puts it on a space of the lawn.



Players should always try to pick a type of building tile that is not already on the lawn. If that's not possible (because the top tile on all three piles match ones already on the lawn), the player must pick one of those tiles and place it *next to the game board*. Tiles set aside this way cannot be used any more for the rest of the round!

After the player places a building tile (on the lawn or next to the board), it's the next player's turn, going to the left — *except* when a building cube can be built.

Building Cubes

As soon as there are three building tiles on the lawn that show one "tools", one "nails", and one "wood", it's time to build a building cube! The players choose one cube and place it on the platform on top of the tree. The players must decide which building cube to use *together*.



Building Rules

- The walls on the building cubes must always face the outside of the tree house.
- The building cube with the door can only be used in the front left position of the lowest floor.
- The three building cubes with a window can only be used in the front right position of each floor.
- All other building cubes can be used on any floor and in any position the players choose.
- If a floor already has a window and the selected building cube is also a window cube, it can only be built as part of the next floor (if the players want to build it).
- If a building cube cannot be placed according to these rules, or if players decide they don't want to build the cube they selected, it is put back onto the building site and the player's turn ends.
- As soon as there are four building cubes on one floor of the tree house, players can decide to build another floor or the roof. All players decide together if they want to build a second (or third) floor.

While the players are deciding which building cube to use, they may not touch or turn the building cubes on the building site! (It's easier to pick if some players can see the door

or a window). Also, the players may only take a cube off the building site if two or more of its sides are visible!

Once the players have chosen a cube, the player who put the third building tile on the lawn carefully takes that cube off the building site, making sure that the other cubes are not shifted or moved. Then, he or she puts it on the tree house platform. Finally, the three building tiles that were used to



build the cube are taken off the lawn and put to the side of the game board.

The next player (to the left) now takes a turn by picking a building tile off one of the piles in the shed and putting it on the lawn.

Weather Tiles and the End of a Round

If a player takes a building tile off a pile and reveals a "sun and clouds" tile below it, the storm gets a little bit closer and it will be harder to build cubes for the rest of the round! The chosen tile is placed on the lawn as normal **1**, but all the other tiles from this pile must be moved next to the game board **2**! Also, the first weather tile on the board must be turned face up **3**.



For the rest of the round, the players may only choose tiles from the two remaining piles. The round ends when all three piles are empty.

Note! If the “sun and clouds” tile happens to come up on the top of a pile when you first put the tiles on the shed, you need to move that whole pile next to the game board!.

The Second and Third Rounds

At the start of the second and third rounds, all 21 building tiles are again shuffled together, face down, and put on the shed in three equal piles. Just like the first round, players take turns picking tiles and building cubes.

Like the first round, when the “sun and clouds” tile is uncovered, the rest of the tiles in that pile are set aside and the second or third (depending on the round) weather tile is turned face up. In the third round, this also means that a strong wind blows one building cube off the top floor of the tree house! The players must decide together which cube to remove, and the player who is taking a turn puts it back on the building site. This makes it even more difficult to finish the tree house and put the roof on top!

The Roof

The roof can only be built on top of a complete floor of four building cubes. To build the roof, the players need to have one each of “tools”, “nails”, and “shingles” tiles on the lawn.

The player who put the third required tile on the lawn can then take the roof and place it on the four cubes that make up the top floor of the tree house.



The End of the Game

If the players can complete the tree house by building the roof on a complete floor before the third round ends, they all win together!



The players' score depends on how big the tree house is:

One Floor: Not bad, but we are sure you can do better! The green flag is hoisted on the tree.

Two Floors: That's almost perfect, but only almost! The purple flag is hoisted on the tree..

Three Floors: Surely you have built the biggest tree house in town — great job! The red flag flies on the three.

The game is over, but sadly the players all lost if:

- The roof could not be built before the third round ends; or
- The players couldn't find and build the cube with the door.

A Tip for Tree House Professionals

If you want an even greater challenge, use this rule: during the third round, the storm blows *two building cubes* off the top level of the tree house when a “sun and clouds” tile is uncovered, instead of only one!

Sie haben ein Qualitätsprodukt gekauft. Sollten Sie dennoch Anlass zu einer Reklamation haben, wenden Sie sich bitte direkt an uns.

Haben Sie noch Fragen? Wir helfen Ihnen gerne:



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