

Scott Almes

# BEST TREEHOUSE EVER



## RULEBOOK

2-4 Players • Ages 8+ • 20 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 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 (in 4 Player Colors)

**3x** Scoretrack Cards

**6x** Score Cards

**4x** Game Changer Cards

## SETUP

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

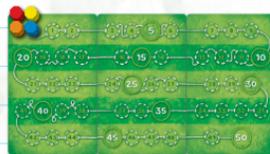


2) Place your Balance Marker in the center circle on your Starting Tree.

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  cards are used.)

4) Place the Scoring Markers near the Scoretrack Cards so they are easily accessed 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 will follow the same format:

- 1) DEAL
- 2) BUILD
- 3) SCORE

## PHASE 1: DEAL

Deal each player 6 Room Cards from the Treehouse Deck. They may look at the cards, but may not show them to other players.

## PHASE 2: BUILD

Each player then looks at their hand of cards and secretly select one card to play onto their Treehouse. Once everybody has selected their card, everyone reveals their card at once and adds 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.

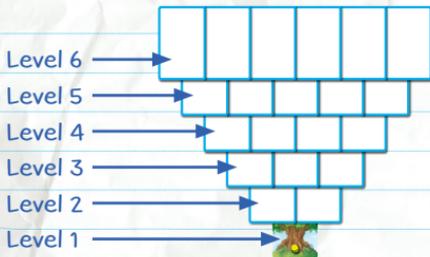
As your tree gets taller, each level can hold one more card than the previous level.

- 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 (ie: 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. :(

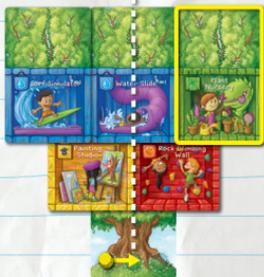
- C:** Your tree **may not** be more than 6 levels high, including your Starting Tree.



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

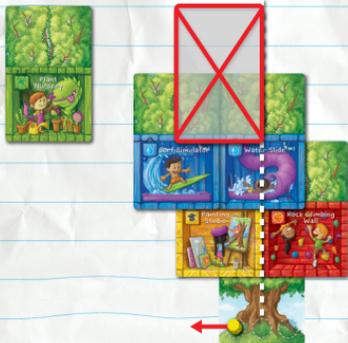
## BALANCING YOUR TREEHOUSE

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 circle.

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.

## UNABLE TO PLACE

In the event that you are unable to place your chosen card – either by the rules or by choice – simply discard it face down from the game.

## CONTINUING THE DRAFT

Once each player has selected and added their new Room Card to their Treehouse, each player passes their hand clockwise. Then, each player picks one card from that hand, adds it to their tree, and passes 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

The first player chooses one of the Game Changer Cards and keeps it momentarily. This continues clockwise until each player has a Game Changer Card. Then, in reverse order that the cards were just selected, each player places their 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 players, each player places one Game Changer Card. For 3 players, 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.

In the first round, the oldest player chooses first. In the following rounds, the player with the most points picks first. If there is a tie for most points after the 2nd or 3rd rounds, the tied player closest (in clockwise order) to the person who chose first in the previous round, chooses a Game Changer Card first.

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 their  first, and then the other player places theirs. Scoring is as above.

### 2ND AND 3RD ROUNDS

The 2nd and 3rd round are played like the first. Each player 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 3rd round is completed.

### GAME END & BONUS SCORING

After the 3rd round, the game is over. Each player then counts 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 awards bonus points equal to the number of rooms you have in your Treehouse of that color.

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 color with the second most cards. 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, each player chooses one Score Card and places it in front of them. The chosen Score Cards score points for all players. The remaining Score Cards do not score any points.

# CREDITS

## GAME DESIGN

Scott Almes



## ILLUSTRATION & GRAPHIC DESIGN

Adam P. McIver

## PROJECT MANAGEMENT & GAME DEVELOPMENT

Jason Kotarski

## RULES EDITORS

Dustin Schwartz, Andrew Lenox, Jason Slingerland, and Ken Grazier.

## PLAYTESTERS

Eric Carlson, DJ Palomares, Lisa Kotarski, Andy Lenox, Donn Stroud, and many attendees at Unpub 5!

Scott would like to thank his amazing wife Beth, and his friends and family for helping make childhood dreams come true. He'd also like to thank Jason for seeing the forest for the treehouses, and Adam for making greatness from shoddy blueprints.



For more great little games that make great big connections visit online:

[www.facebook.com/greencouch tabletop](http://www.facebook.com/greencouch tabletop)

[www.twitter.com/GreenCouchGames](http://www.twitter.com/GreenCouchGames)

Copyright © 2015 Green Couch Games, LLC