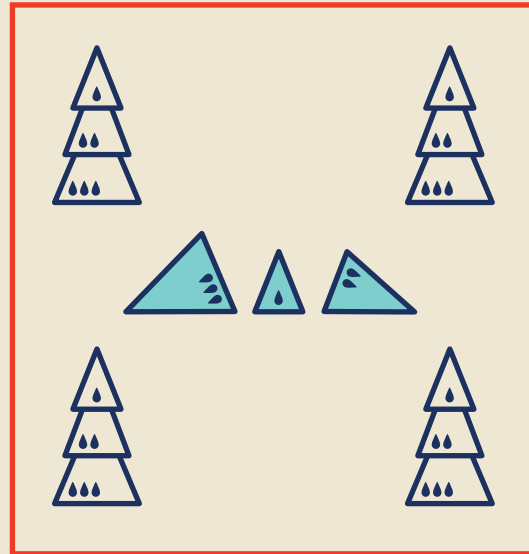




# TREEHOUSE



## FOUR PLAYER SETUP



2-10
 FAST
 SIMPLE

### EQUIPMENT

- The Treehouse die
- 1 pyramid of each size for each player
- 1 pyramid of each size for the House. (Any colors can be used, but it's nice for each player to have their own color.)



### WHO STARTS

The player holding the die goes first!

## HOW TO PLAY

On your turn, roll the die, then alter the arrangement of your trio of pyramids using the type of action indicated by your roll.

- If you can use the action on your Trio, you must (unless you roll a Wild, which can be used on your own pieces or on the House).
- If you cannot do it to your own pieces, you may do the action to the House, or pass.
- If you cannot use the action in either place, then you roll again.

## OVERVIEW

A trio of pyramids in the center of the table, called the House, establishes a pattern for everyone else to match. Each player has their own Trio, and you win by getting your trio into the same arrangement as the House. How you re-arrange your pyramids is dictated by a roll of the Treehouse die.

### GOAL

Re-arrange your Tree so that it matches the House. (Or change the House to match your pieces.)

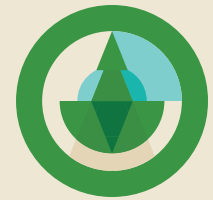
### SETUP

Each player starts with their pieces stacked in the Tree formation (a Small on a Medium on a Large). Place the additional trio in the center of the table, with the Small standing upright and the Medium and Large lying down on opposite sides of the Small, pointing away from each other.



TIP	OR	DIG	ONLY
AIM	OR	SWAP	ANY TWO
HOP	OR	WILD	YOU OR THE HOUSE

# TREEHOUSE (CONT.)



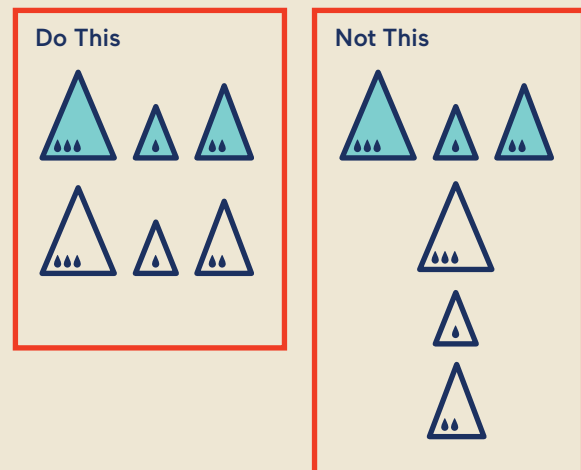
## ROLL OPTIONS

- **AIM:** Reorient a solitary piece. There are only three directions a piece can ever be pointed: Left, Upwards, or Right. Therefore, Aiming allows you to point a piece in one of the two other possible directions. You cannot Aim any pieces that are part of a stack. If two of your pieces are in a stack, you must use Aim to change the position of the third piece.
- **TIP:** Push over an upright piece or a stack. (Don't actually knock it over; this is not a dexterity game.) An upright piece is turned on its side, pointing in either of the two possible directions. When two or three pieces in a stack are Tipped, the pieces separate, all pointing one way. You can only Tip an upright piece or stack — you cannot Tip a lying down piece up. You cannot Tip just one piece in a stack.
- **HOP:** An upright piece jumps up, then lands somewhere, upright. Hopped pieces land upright in any other spot in your line, or onto any other piece in your trio. Only upright pieces can be Hopped. A piece can Hop alone, or with a piece on top. If you wish for the piece you are Hopping to land on a piece which is lying down, that piece automatically stands up to be hopped upon. You cannot Hop in place. When pieces are stacked, you can take the top piece off of a stack and Hop it, or you can Hop a whole stack as group, but Hopping pieces cannot be split up to land in more than one location.
- **SWAP:** Two of your pieces switch locations. Swapped pieces retain their orientation, except when a lying down piece enters a stack. It's always possible to Swap two pieces in your trio. Therefore, you can only Swap the House if you roll a Wild.
- **DIG:** A lying down piece tunnels down, moving in the direction in which it points, and surfaces upright. The piece may surface upright in place, under another piece, at any spot between pieces, or at the end of the line. Digging always starts with a flat piece and ends with that piece standing up. When you Dig, the piece either stays in place or moves in the direction in which it points. After Digging, the piece stands up. The Digging piece goes on the bottom of the stack if you Dig under another piece. If your piece Digs under a flat piece, both pieces are turned upright. You can't use Dig on an upright piece. You can't Dig backwards (nor wraparound). You can't Dig under more than one stack (i.e. you can't scoop up two separate pieces).
- **WILD:** Perform any of the other five actions, on either your own Trio or the House.

## CLARIFICATIONS & REMINDERS

- Pieces must always be pointed in one of three orientations: Left, Right, or Up.
- Keep your Trio arranged in a line parallel to the House. All players' lines of pieces must be parallel.
- Stacked pieces are always kept upright.
- Flat pieces can never be nested. They must be spread out into a line.
- Pieces may be moved apart to make room for a piece to go in between them during a Hop or Dig. Close up the gaps in the line when your turn ends.
- You can never change another player's Trio of pieces.
- You can only Pass when you can't do the Action to your own Trio, and don't wish to do it to the House.

## STAY ON PARALLEL LINES



## HOW TO WIN

Your goal is to rearrange your Trio — or the House — so that your pieces and the House pieces match each other exactly.

## TIES

If more than one player matches the House at once, the player who caused the match is the winner. If one causes multiple others to match without winning themselves, it's just a tie.

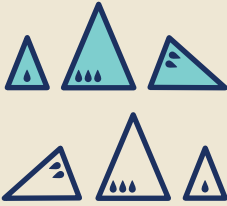


# TREEHOUSE (CONT.)

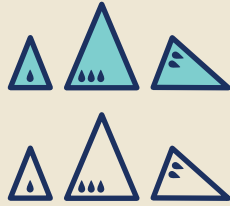
## EXAMPLES

### A MIRROR IMAGE ISN'T GOOD ENOUGH

These don't match



These do match! You win!



### THREE WAYS TO SWAP A TREE

If your pieces are stacked as a Tree, and you roll a SWAP, there are 3 possible ways you can take the action, as shown below. D is not a SWAP.



#### A - Top Two



#### B - Bottom Two



#### C - Bottom & Top

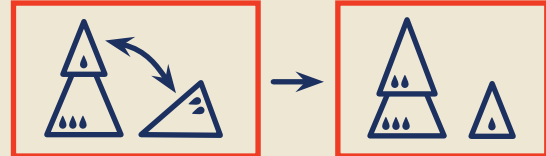


#### D - NOT a Swap



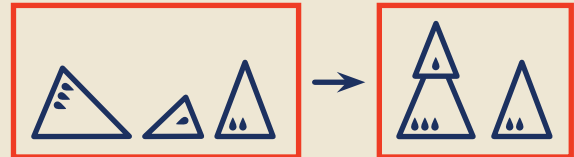
### SWAPPING TO REORIENT

In this case, if you SWAP the Small and Medium pieces, the Medium must turn upright to take the place of the Small, while the Small stays upright as they trade places.



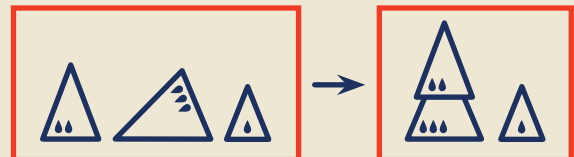
### DIGGING TO REORIENT

Here, if you DIG the Large to the spot under the Small, the Small turns upright.



### HOPPING TO REORIENT

With this situation, you can HOP the Medium onto the Large, causing the Large to become upright.



## OTHER NOTES

### HISTORICAL NOTES

In 2006, Treehouse received the Origins award for Best Board Game of the Year. The invention of this game was driven by the need to collapse the previous way of selling the system — a mix & match DIY approach with pyramids sold by individual color — into a more manageable number of individual products. It has been released in several formats: the original in a clear plastic tube (in Rainbow and Xeno color options), an all-pink boxed edition, and a green pyramid-shaped bag.

