



# Magic Tree



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## I. Components



Photo Frame

4 Tree crown tiles

Front



Back



35 Tree trunk tiles

4 Tree root tiles



1 Dice



1 Set of mushroom tokens



4 Ladders



4 Stands for ladder

Before the first game, please assemble ladders and stands like the image in the right.



12 Basket tiles (6 colors, 2 tiles for each color)



6 Player marker



## II. Overview

Put fruit baskets on the ladder on which the tree trunk tile matches the image of the dice roll. If you find it correctly you will receive the tree trunk tile, otherwise, you will receive a mushroom token. The game ends when the tree trunk tiles run out, and the player with the highest score wins.

## III. Setup

- 1 Shuffle the tree trunk tiles randomly to form a pile, then place the pile face down on the table.
- 2 Place four assembled tree root tiles side by side in the center of the table.
- 3 Put two tree trunk tiles in the upper side of the root tile. Each tile will be placed face up.
- 4 Place a tree crown tile in the upper side of each tree.
- 5 Each player receives two fruit baskets and one player marker of the same color.
- 6 Put aside the mushroom tokens on the table.
- 7 The player who ate fruit most recently becomes the first player. The first player receives the dice.

Setup for 4 player game



## IV. How to play

The game consists of several rounds. Each round will proceed in the following order:

- 1 Place tree trunk tile →
- 2 Roll the dice and throw baskets →
- 3 Check and get tiles

## 1 Place tree trunk tile

**A** The first player reveals a tree trunk tiles from the pile and places it faces up in the above of the tree root tile on the tree with fewest tree trunk tiles.

If there are several trees of the fewest number of tree trunk tiles, the first player chooses a tree and places the tree trunk tiles between the tree root tile and first trunk tile (from the bottom).

**B** Every player carefully looks at revealed tiles, then flip the tree trunk tile with a photo frame in the corners.



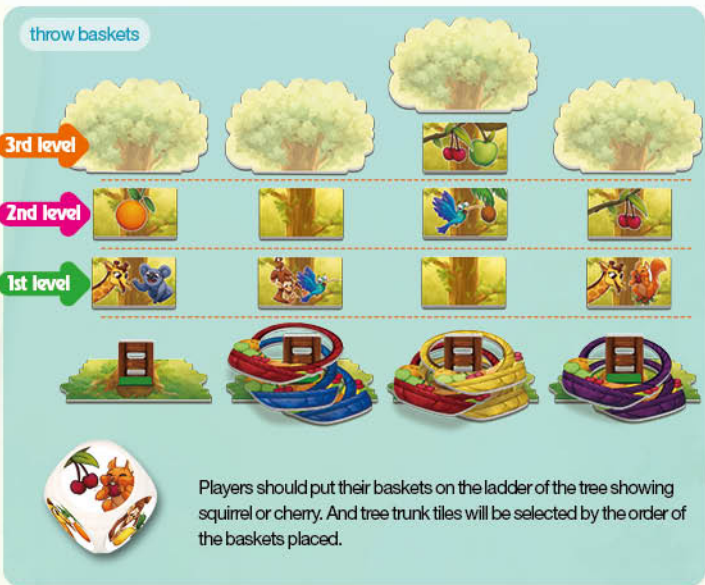
If there is a tree that doesn't have any tree trunk tiles before **1 Place tree trunk tile**, reveal one tile from the pile and place it face up in the above of the tree root tile.

## 2 Roll the dice and throw baskets

**A** The first player rolls the dice.

**B** All players simultaneously pick up the fruit baskets in each hand and put the fruit basket on the ladder of the tree with the animal or fruit that appeared on the dice.

**NOTE** The fruit basket at the most bottom of the ladder will check the first level trunk tile (just above the tree root tile). Similarly, the secondary placed fruit basket will check the second level trunk tile, and the third basket will be determined in the same way also.



Players should put their baskets on the ladder of the tree showing squirrel or cherry. And tree trunk tiles will be selected by the order of the baskets placed.



- You should pick up your baskets only after rolling the dice.
- You cannot move your baskets already put on a ladder.
- You don't need to put your all baskets.
- You can put both baskets on one tree.
- Do not look at the face down tiles.

### 3 Check and get tiles

- A** Now, check the trunk tiles in the order of the fruit baskets on the ladder.
- B** If the chosen trunk tile has an image that appeared on the dice, that player takes the tile. If not, the trunk tile stays there and the player receives one mushroom token.
- C** After checking for all trees, each player gets their baskets back.

**NOTE** The player with the most mushroom only gets -3 points in the end.

At the end of the round, the game ends if there is no tree trunk tiles left in the pile. If one or more tree trunk tiles left in the pile, the first player gives the dice to the player on his left. The player with dice becomes the new first player and starts a new round. (from the **1 Place tree trunk tile**)

**Check and get tiles**

You can get the tree trunk tile if the selected tiles have squirrel or cherry.

**Red player** gets 1 mushroom because there is no trunk tile.

**Blue player** gets the trunk tile because there is squirrel and cherry.

**Blue player** gets 1 mushroom because there is no squirrel or cherry. The trunk tile will remain on there.

Check the topmost tile first.

3rd level  
2nd level  
1st level

## Game end

Calculate the score according to the tree trunk tiles and mushroom tokens collected as shown below.

#### Scoring

- Each animal or fruit in the tile : 1 point
- The player with the most mushrooms (sum of the numbers on the tokens) : -3 points

**NOTE** If several players have the same number of mushrooms, all those players get -3 points each.

The player with the highest score wins. If there is tie, the player with less mushroom wins.

#### Scoring example



$$7 - 3 = 4 \text{ points}$$

$$6 - 0 = 6 \text{ points}$$

**Yellow player** earns 7 points for the objects on the tiles, and get -3 point because Yellow player has more mushrooms than other players. So the total score of Yellow is 4. **Purple player** earns 6 points for the tiles, so Purple wins.