



BALÁZS NAGY

Christmas Tree

RULEBOOK

Who will have the most beautiful Christmas tree? Who will decorate their Christmas tree in the smartest way?

This game revolves around these questions, because the winner of the game is the player who decorated the most beautiful and most precious Christmas tree. If you want to be that player, you have to care about the other player's Christmas trees too, you have to pay attention to the way they are decorating their trees.

Christmas Tree is a card game for children and adults, families and experienced players too, wherein each player decorates their Christmas tree on the basis of different decorating aspects. The Christmas Trees are evaluated many times during the game and at the end of the game too, and the player who gathered the most points wins the game.

„Collect the snowflakes to have a white Christmas!”

THE GAME HAS 3 DIFFERENT LEVELS OF DIFFICULTY:

The simplest is the **introduction game** (page 5), which helps you to get know the game. We recommend it playing with children, and to those who are not familiar with the world of board games. Those who play board games regularly should start with the **family game** (page 3), which contains the **ordinary rules** of the game. This version is still for the players who would like to have a lightsome entertainment. But those who are used to play harder and more complicated games, those who would like to decorate the Christmas tree as a real challenge should play the **advanced game** (page 5).

COMPONENTS:

4 player boards (the pine trees you will decorate) (1)

106 ornament cards

- 72 glass ornaments (2)
- 18 gingerbreads (3)
- 16 wrapped candies (4)

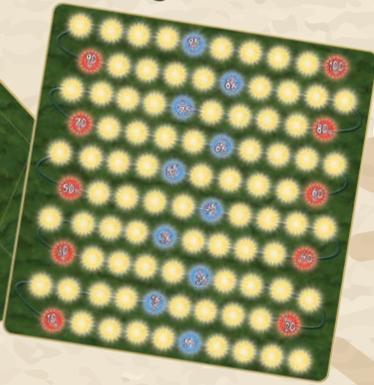
30 objective cards (5)

- 15 for all game types marked with: 
- 6 more for the family game and the advanced game marked with: 
- 9 more for the advanced game marked with: 

16 linzer cookies (6)

1 point tracker (7)

8 point tokens (8)



FAMILY GAME

(For 3-4 players)

I. SETUP

1. Place a **player board** in front of each player.
2. Create a **deck** of cards according to the player number using the **glass ornaments** and the **wrapped candies** (in a 3 player game you only use the cards without any marks, in a 4 player game you also need the cards with a „4” at the bottom).
3. Shuffle 3 randomly chosen **gingerbreads** per player into the deck.
4. Each player receives 3 **linzer cookies** (do not shuffle them into the deck).
5. Each player receives face down 4 randomly chosen **objective cards** from the cards belonging to the family game (marked with 1 and 2 bells).

II. GAMEPLAY

The game has 3 rounds, in each round the players place 7 ornament cards onto their player board. The Christmas tree will be completely decorated in 3 rounds. At the end of each round the players evaluate the ornament cards they played so far according to the actual objective cards.

1. RECEIVING THE ORNAMENT CARDS

At the beginning of the round **each player receives 8 ornament cards** from the deck, what they should keep in secret.

2. CHOOSING THE OBJECTIVE CARD

After checking the received ornament cards the players **choose an objective card** from the 4 cards they received before and place it **face down** onto the middle of the table. After each player chose their objective card, they turn them over, so they are visible to everyone. These objectives will be the evaluating standards of the actual round. These objectives define what suits the Christmas tree well according to the players.

3. DECORATING THE CHRISTMAS TREE

After these preparations the decorating begins. Each player selects a card from the 8 cards in their hand, and places it **face down** before them. Once every player selected their card, they turn it over simultaneously and place it onto any free space of their player board. The cards are rotatable, it means the player can place them “upside down” too.

Then each player hands their remaining ornament cards to the left-hand neighbor. After that, everyone chooses a card again from the newly received cards as before, they place it onto the Christmas tree, and hand the remaining cards to their left-hand neighbor again. The players are repeating this method until each player has just 2 cards in their hands, they select one more from these and the last card goes out of the game.

4. EVALUATION

After each player placed 7 ornament cards onto their Christmas tree, the round ends. That is the time when the players evaluate the objective cards. **They gather points not just from their own but also from the other player's objective cards.** You can read more about this in the section of the objective cards (page 8). After the evaluation, the “used” objective cards will be taken out of the game. **Only the objective cards give points at the end of the round**, all other point sources will be accounted at the end of the game!

The second and third round goes the same way as the first. It means, that from the 4 objective cards the players received at the beginning of the game 1 will be unused.

LINZER COOKIES

The linzer cookies help you to decorate the Christmas tree during the game. Namely after a player played an ornament card, she/he has the opportunity to use one or more linzer cookies **to switch the ornaments** on the Christmas tree which were **already** placed there. Using this you can rotate the cards. The other option using the linzer cookie is to **rotate** an already placed card on the pine. The unused linzer cookie scores 1 point at the end of the game.



SUMMARY OF ONE ROUND:

- Deal 8 ornament cards to each player.
- Each player plays 1 objective card and turns it face up.
- The players place 7 ornament cards onto their player board.
- Evaluate the objective cards.

III. THE FINAL EVALUATION

After the players are finished with the decoration (there are no more empty spaces on the player board) the game ends. By the final evaluation each player collects points for their ornament cards on their Christmas Tree. The **snowflakes** on the ornament indicate the point value of the card.

1. GLASS ORNAMENTS

The glass ornaments have **3 colors** (gold, green, purple) and **3 shapes** (star, ball, spiral). The point value of these cards could be 0, 1 and 2.



2. WRAPPED CANDIES

Each of the wrapped candies has the same look, and they give you points equivalent to the indicated number on them (3-6 points).



3. GINGERBREAD

There is a symbol on each side of the gingerbread, which indicates the kind of the ornament card that has to be placed next to it to gather the most points. The point value of the gingerbread depends on the number of correct adjacent cards (the conditions could be the color of the glass ornament, the shape of the glass ornament, or this card has to be a wrapped candy). Depending on the number of the correct adjacent ornament cards the point value of the gingerbread (indicated as buttons) is the following:

No correct neighbor: **2 points**

1 correct neighbor: **4 points**

2 correct neighbors: **8 points**

3 correct neighbors: **12 points**

4 correct neighbors: **18 points**



In the example the gingerbread is worth 12 points, because one of its neighbors is not the correct ornament card.

4. BULBS

There could be bulbs on the sides of the ornament cards. They can be yellow, red and blue.

The bulbs worth points **in the final evaluation**, if the adjacent card on the bulb's side has a bulb with the same color, and therefore they create a **complete bulb**. In the final evaluation **each complete bulb scores 2 points**.



INTRODUCTION GAME

(We recommend it for children and for players who don't play board games too often)

The differences compared to the family game:

- ❁ For this game mode you only need the **objective cards with 1 bell**.
- ❁ The players don't receive any objective cards at the setup, but they choose **randomly** 3 pieces at the beginning of each round, and they evaluate them at the end of the round as in the family game.
- ❁ The players **don't get any linzer cookies** at the setup.

ADVANCED GAME

The differences compared to the family game:

- ❁ The players use **all objective cards**.
- ❁ The players receive **5 objective cards** at the setup.
- ❁ Each player receives **4 linzer cookies** at the setup.
- ❁ New rules for placing the ornament cards: the players can place their first ornament card anywhere on the player board, but after the first one each card has to be placed **next to an other ornament card** (with their sides) **already placed** onto the player board.
- ❁ The chosen objective cards **are not open** for the other players at the beginning of the round, but the players put them into their hand (to the ornament cards), and give them to their neighbor with their hand when the hands go round. This way the players get know only 1 objective card per turn from the other players. After the chosen objective cards return to their owners (as their hands goes around), they place it face up onto the middle of the table, and they evaluate them at the end of the round, as in the family game.
- ❁ The hands go round in the first round to the **left**, in the second round to the **right**, and in the third round to the **left** again.

TWO PLAYER GAME

The players use the following rules in all types of the game:

- ❁ Beside the two players the game uses a **third – neutral – player**, whose Christmas tree will be decorated too. It means this game mode requires **3 player boards**.
- ❁ The players playing game as they would playing a 3 player game, it means in each round they tally 3x8 cards, 1 hand for each player and 1 hand to the neutral player.
- ❁ The neutral player's **objective card** is always chosen **randomly** from the remaining objective cards at the beginning of the round, but only after the players have chosen their own (if they play family or advanced game).
- ❁ The hands go round as usual, but they choose in each turn 1 card **randomly** from the actual hand of the neutral player, and place the chosen card **onto any free space on its player board**.
- ❁ The neutral player's ornament cards counts only in case of the objective cards giving points for the I. and the II. place in any majority. For example when an objective card which gives additional points to the player who has the most stars. By any other aspect of the game, the neutral player's pine doesn't count.

HELP FOR THE SCORING

In this example you can see the evaluation of the objective cards from the third round and the final evaluation using Kluni's player board.

KLUNI'S CHRISTMAS TREE



EVALUATION OF THE OBJECTIVE CARDS AT THE END OF THE THIRD ROUND:

1. **RACE FOR THE GINGERBREADS** – there are 3 gingerbreads on Kluni's Christmas tree, so she gets $3 \times 2 = 6$ points, and if she has the most, she will get 6 more.
2. **FORMATION** – Kluni made this formation twice (3 ornament cards diagonally with the same color or shape). Notice that the formation with the blue dashed line is also correct, but since the green ball is already part of another shape, it doesn't give points, since **you can count one ornament for one objective just once!**
3. **BULBPAIRS** – Kluni has 3 bulbpairs, they give her $3 \times 4 = 12$ points. The bulbpair with the yellow dashed line gives no points, because one of its complete bulbs (the yellow) is already part of another bulbpair.
4. **SNOWFLAKE FORMATION** – This objective was once accomplished by Kluni, so she gets 8 points for it. The cards have the proper formation, and each has the same point value (0 snowflakes on each).

FINAL EVALUATION

By the final evaluation the players get points for the snowflakes on the **glass ornaments**, **wrapped candies**, for the **bulbs**, for the **gingerbreads** and for the remaining **linzer cookies**.

1. The sum of the snowflakes on the **glass ornaments** and on the **wrapped candies**: 28 points
2. Points for the **gingerbreads**: 38 points
 - a. Left gingerbread: 12 points (3 correctly placed cards)
 - b. Middle gingerbread: 18 points (all cards are correct)
 - c. Right gingerbread: 8 points (2 correctly placed cards)
3. Points for the **bulbs**: 28 points (14 complete bulb) – you will certainly count all the complete bulbs, if you count them in the direction of the arrows (as if you were walking on a **serpentine**).
4. Points for the remaining linzer cookies: Kluni left 1 **linzer cookie**, so she gets 1 point for it.

TIPS

❁ The shuffling of the diamond-shaped cards is more difficult as usual, but this can be a problem only for the first game. After a finished game, as you take back the cards from the player board, the cards shuffling themselves, so the deck does not need much shuffling hereafter. Therefore it is practical to put the gingerbreads separately into the deck.

❁ Although the game has 3 different rules, those are variable in the future, if you want it. For example after a few games, you can use all the objective cards for each game type, or you can play the family game also with 5 objective cards/player...

❁ Don't hold back using the Linzer cookies for the 1 point it gives, with a proper card switch/rotation, you can gather much more points.

❁ If something is not clear in the rulebook, please feel free to contact us sending an email (info@clevergreengames.hu) or visit our website (www.clevergreengames.hu), where you can watch a video about the rules.



CREDITS

Designer: Nagy Balázs

Illustration: Kepes Keve

Graphics: Keszthelyi Réka,
Juhász Balázs, Nagy Balázs

German translation: Hauszknecht Imre

English translation: Nagy Balázs

Proofreaders: Marcel Hilzinger and
Forster Ákos

Publisher: Clevergreen Board Games
ClevergreenKft.

7625 Pécs, Szőlő utca 17.

Made in Hungary

© 2017, Clevergreen Board Games

All rights reserved!

www.clevergreengames.hu

info@clevergreengames.hu

I'm thankful to my family and friends for all the support and critics, and also to the game testers for testing the game constantly: Bartakovics Bettina, Nagy Bálint, Nagy-né Bolla Éva, Nagy László, Kardos Soma, Kardos Gergő, Kardos Ábel, Kardos Lajos, Hauszknecht Imre, Forster Ákos, Bókay Márk, Csizmadia Gabi, Hügl Erika, Kruszlócz Ferenc, Kruszlócz Júlia, Poór Anikó, Papp Tamás, Németh Luca, Vizer Tibor, Bartakovics Edina, Kutas Péter, Vincze Tamás, Ódor Kata, Csizmadia Attila.

Nagy Balázs



OBJECTIVE CARDS

The objective cards allude to the card's color, shape, point value, to the bulbs, or to different formations of the ornament cards.



1 point for each glass ornament card in the indicated shape/color. The player with the most glass ornament in the indicated shape/color gathers 6 additional points and the second one receives 3.



1 point for each wrapped candy/**2 points** for each gingerbread. The player with the most wrapped candies/gingerbreads gathers 6 additional points and the second one receives 3.



3 points for each complete bulb in the indicated color.



4 points for each formation which contains 2 glass ornaments with the same color and shape, and has the indicated form.



6 points for each formation which contains a wrapped candy and a gingerbread and has the indicated form (the cards has to be adjacent with their corners).



6 points for each row which contains at least 1 glass ornament from each of the 3 different shape/color. The ornament cards don't have to be adjacent to each other and the order of them also doesn't matter.



6 points for each formation which contains 3 glass ornaments with the same color or shape, and has the indicated form.



5 points for each row which has glass ornaments on both ends with the same color and shape.



5 points for each row/diagonal in which the total points of the glass ornaments are at least the indicated amount. For example if the sum of the glass ornaments' point value is at least 4 in the III. row/diagonal, you get 5 points.



8 points for each formation which contains 4 glass ornaments with the same point value and form the indicated formation. You can use each point value for this card (0,1,2).



6 points for each formation, which contains 3 glass ornaments with the point value of 0, 1 and 2, and they are adjacent to each other with their side in the following order: next to the card with 0 point value there is a card with 1 point value and next to this card there is a card with the 2 points.



4 points for each bulb formation which contains 2 bulbs and their position is as indicated. By this objective you receive points for the bulbs and not for the card and because of that if you have an ornament card with 4 bulbs, it is possible to create 2 formations with that card.

NOTES

FORMATIONS

The formations cannot contain gingerbreads or wrapped candies, only if the objective card indicates it. Important rule by the evaluation of the objective cards: **you can use one ornament for one objective just once.** So if a formation needs 3 ornaments, it means for 2 formations, you need 6!

TIEBREAKER OF THE OBJECTIVES

In a case of a tie in the first place, each player receives 6 points and there is no second place. If there is a tie in the second place, each player receives the 3 points.