

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 **family game**. We recommend it playing with children, and to those who are not familiar with the world of board games. The family game is the a simplified version of the normal game so its differences compared to the normal game are introduced by the ordinary rules (page 3) **in the blue boxes.**
- Those who play board games regularly should start with the **normal 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.
- 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)

72 score tokens (7)



NORMAL 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  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. After the pine is decorated, comes the final evaluation, and **the player who gathered the most snow flakes (points) wins the game. There is no tiebreaker, so if there is a tie, each player wins!** (*It's a Christmas game :)*)

The structure of one round is the following:

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 neighbour. 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 neighbour 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**

FAMILY GAME

The differences compared to the normal game are in the blue boxes.

4. Do not tally linzer cookies, you do not need them!

5. Make a deck from the objective cards with 1 bell, but do not tally them!

Randomly choose **3 objective cards** from the deck and put them **face up** onto the middle of the table!

The players gather points from the objective cards they chose randomly at the beginning of the round.

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. This 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 (before the evaluation at the latest), 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 third round comes the final evaluation, when each player collects points for their ornament cards on their Christmas tree. The **snowflakes** on the ornament indicate the point value of the card. After the final evaluation, the player with the most points win.

1. Glass ornaments

The glass ornaments have **3 colors** (yellow, blue, red) and **3 shapes** (star, ball, oval). 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 snowflakes 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:

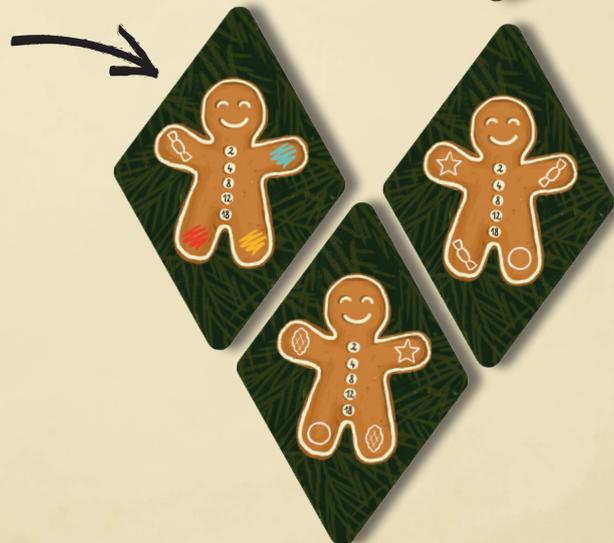
No correct neighbour: 2 points

1 correct neighbour: 4 points

2 correct neighbours: 8 points

3 correct neighbours: 12 points

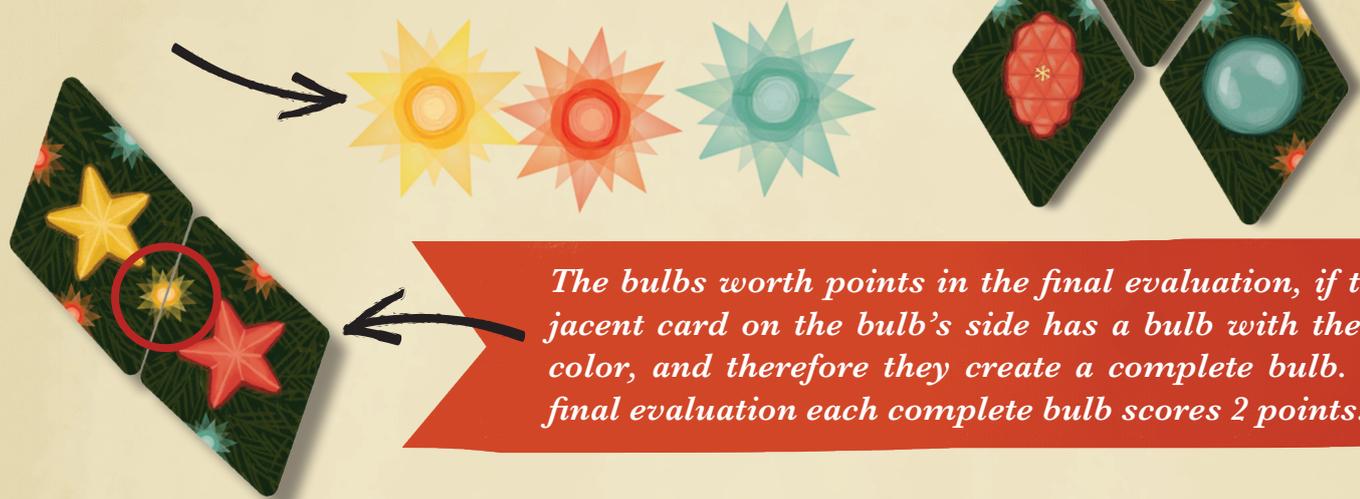
4 correct neighbours: 18 points



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.

ADVANCED GAME

The differences compared to the normal game:

Setup:

1. The players use **all objective cards** (with 1, 2 and 3 bells).
2. The players receive **5 objective cards** at the setup.
3. Each player receives **4 linzer cookies** at the setup.

Gameplay:

1. 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.
2. 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 around. 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 normal game.
3. The hands go around 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 game-types (family, normal, advanced):

Setup:

1. Beside the two players there is a **third, neutral player**, whose Christmas tree will be decorated too. It means this game mode requires **3 player boards**.
2. The players play the game as they would play 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.

Gameplay:

1. 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 normal or advanced game).
2. 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**.
3. The neutral player's ornament cards count only by objective cards which give you points for a majority. For example by 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 blue 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**.

So Kluni's points:

1. The sum of the snowflakes on the **glass ornaments** and on the **wrapped candies**: 26 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**: 24 points (12 complete bulbs) – you will certainly count all the complete bulbs, if you count them in the direction of the red 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 at the beginning of the game.
- 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 per 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.

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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 if you have all the **3 different shaped/colored glass ornaments** in the **same row**. In the first row you can achieve it 2 times (with two ornaments from each different shapes/colors). 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 3. 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 2 points.



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

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!



This marking indicates that you have to make the formation using glass ornaments with the **same color**.



This marking indicates that you have to make the formation using glass ornaments with the **same shape**.

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.