

*Balázs Nagy*

# CHRISTMAS Together TREE

In this cooperative version of Christmas Tree you will decorate only one Christmas tree together, and the goal is to make it as beautiful as you can. In the end of the day, Christmas is something about Together...

**Number of players:** 1-5

**Game time:** 20-30 minutes.

For the game you only need one copy of the Christmas Tree board game (any edition).

## Setup

1. Place **1 player board** (pine tree) onto the table.
2. Create the **ornament deck** from the ornament cards belonging to the 3 player game with 8 gingerbreads and shuffle it (don't use the "four-player-cards").
3. Create **2 separate 4x4 rhombus shape** onto the table (as indicated in the illustration), using the cards from the ornament deck and placing them next to each other with their sides. Put aside the remaining cards, you don't need them anymore.
4. Give **1 linzer cookie** for each player (2 in the solo game).
5. Tally **objective cards** for each player face down (use only the objectives with 1 and 2 bells) according to the number of players:

1 player: 6 objective cards

2 players: 5 objective cards/player

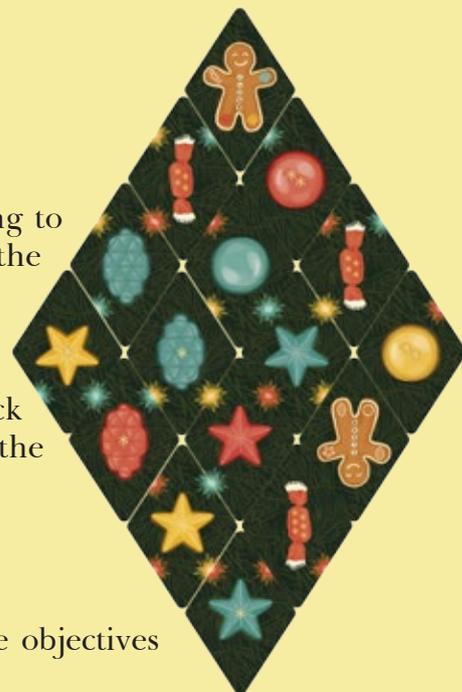
3 players: 4 objective cards/player

4 players: 4 objective cards/player

5 players: 3 objective cards/player

**Do not show your cards to anyone!**

6. Take a deep breath and try to get as involved as you can. Decorating a Christmas tree is a huge responsibility! :)



clevergreen  
BOARD GAMES

# Gameplay

During the game, each player will **take in their turn one ornament card from one of the two rhombus shaped** ornament groups, and places it onto a free space of the pine tree. You can only choose an ornament card, if **at least 2 of it's sides are free!** The turns go clockwise. During the decorating try to find out the other players objective cards because you decorate the Christmas tree the best way if you fulfill not just yours but also the other's presumed objectives.

After there is no more free space on the pine tree, the Christmas tree is fully decorated, and the evaluation comes.

## Evaluation

### 1. Determining of the total goal value and the winning conditions

A) You cannot evaluate all of your objective cards, so **choose the ones you will actually evaluate.** This number depends on the player number and it is indicated in the chart below. Put the remaining cards face down aside, you don't need them anymore.

	1 player	2 players	3 players	4 players	5 players
Number of objective cards per player at the beginning of the game	6	5	4	4	3
Number of objective cards a player can evaluate	4	3	2	2	1

B) Tell the other players, what is your objectives „total goal value”. Each objective card has its own goal value (see in the last page), so you have to **sum your objectives' goal value to get your total goal value.**

**For example:**

Let's says you have chosen the following objective cards:

- Points for the stars
- Points for the yellow bulbs

The first one's goal value is 20 and the second's is 25, so your total goal value is 45.



C) Sum all the players' total goal value to get the **collective goal value.**

Let's say you play a 3 player game, and the other players' total goal value is 40 and 60. Then the collective goal value is 145 (45+40+60).

**D)** Using the collective goal value you have to determine the 3 levels of the beauty of your Christmas tree.

**Add 10 to the collective goal value** ( $145+10=155$ ) and this will be your final value for the **first level**.

**Add 40 to the collective goal value** ( $145+40=185$ ), and you got the **second level**.

**Add 70 to the collective goal value** ( $145+70=215$ ), and you got the **third level**.

*(You should indicate these levels on the scoring track or with score tokens or writing them down.)*

If your point total reaches one of the above mentioned levels, you won the game! But winning has different levels!

*If your final point total reached the **first level**, you can be satisfied your tree is really nice.*

*If your final point total reached the **second level**, you can be really proud, your Christmas tree looks beautiful!*

*If your final point total reached the **third level**, your Christmas tree is wonderful! All your family and friends come to your place to see this beauty. Everybody stands around the Christmas tree, holding/hugging each other and just enjoys this miracle... **TOGETHER**.*

*Did you not reach any of these levels? **Do it again!** :) ...or you did? Still, do it again... :)*

## **2. Scoring**

**A)** Starting with the player left to the player who placed the last ornament onto the pine, **each player makes a guess about an objective card which can be in someone's hand**. If you guessed correctly (*so somebody has chosen that card*), the owner of the card flips it to make it seeable for everybody, and **you collectively get 5 points for guessing it correctly**. You go around until each player guessed as many times as many objective card a player can evaluate (*for example in a 3 player game you can evaluate 2 objectives of your original 4, this means you can guess 2 times in 2 rounds*).

**B)** Flip the remaining objective cards (if you did not guess all of them correctly) and start **counting the points**, as in the original version of the game.

So you get points collectively for all the **objective cards**, for the **snowflakes** on the ornaments, for the **completed bulbs**, for the **gingerbreads** and for the remaining **linzer cookies**.

For the objective cards which give you +6 points for having the most of something (color/shape/type) you get always those +6 points.

**If your point total reaches one of the above mentioned levels, you won the game!**

### **Linzer cookies**

You can use the linzer cookie in your turn, and only once. If you use it (eat it...) you can throw out 1 ornament card from the rhombus shape to get closer to a card what you want to take. **You can throw out only cards, which are eligible for choosing it** (so which have at least two sides free).

Finally, if you are really pro and you want to have more challenge, try the game with this rule: You can place the first ornament anywhere but all the others have to be placed next (with their sides) to an already placed card (as in the advanced game of the original version).

**Have a good time and a Merry Christmas! :)**

# Goal values of the objective cards

## Goal value: 20



## Goal value: 25



## Goal value: 30



### CREDITS

Designer: Nagy Balázs  
Illustration: Vörös Judit  
Graphics: Nagy Balázs

Publisher: Clevergreen  
Board Games  
Clevergreen Kft.  
7625 Pécs, Szőlő utca 17.

Made in Hungary  
© 2018, Clevergreen Board Games  
All rights reserved!  
[www.clevergreengames.hu](http://www.clevergreengames.hu)  
[info@clevergreengames.hu](mailto:info@clevergreengames.hu)