



THE TRIPLE TREE

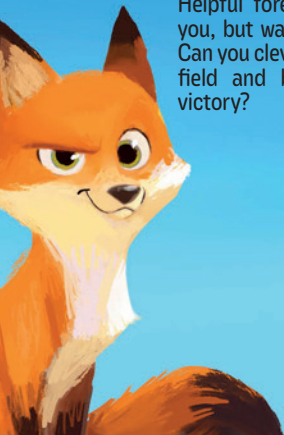
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RULEBOOK

THE TRIPLE TREE



The forest is full of secrets! In this game, your goal is to get three of your trees in a row. But beware: the playing field is already full – you just can't see where everything is... Helpful forest animals may guide you, but watch out for the sly fox. Can you cleverly unravel the playing field and be the first to claim victory?



CONTENTS

16 Action cards (4 per player)



Back

12 Tree tiles (3 per player)



Back

8 Forest tiles



2x Fox

2x Deer

1x Hog

1x Badger

1x Squirrel

1x Pond

GOAL OF THE GAME

Triple Tree puts an exciting new spin on the classic three-in-a-row game! In this strategic game, you try to get three of your trees in a row within the grid. By using your actions cleverly, you gradually discover where your trees are, move tiles, or reveal Animals to help you win.

As soon as you think that your three trees are in a row, you can claim it. If you're correct, you win! But be careful though, because a wrong guess means you lose.

SETUP

- 1 Each player chooses a tree type and takes the 3 Tree tiles of that type, along with the matching set of 4 Action cards. Any remaining Tree tiles and Action cards are returned to the game box.
- 2 For 2- or 3-player games, gather 3 Forest tiles. For 4-player games, gather 4 Forest tiles.

In your first games, we suggest you use 1 Pond, 1 Deer, and 1 Fox for 2-3 players or two Foxes and 1 Pond, 1 Deer, and 2 Foxes for 4 players. Once you are familiar with the game, you may select the Forest tiles at random and add them without looking before the game begins.

Shuffle the Forest tiles with each player's Tree tiles and deal them face down into a grid. The size of the grid depends on the number of players.

2 Players



3x3

3 Players



3x4

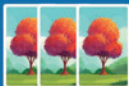
4 Players



4x4

- 3 The person who was in a forest most recently becomes the first player.

2



Player's Tree tiles



3 Forest tiles

1



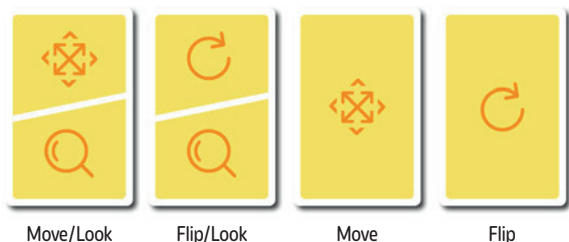
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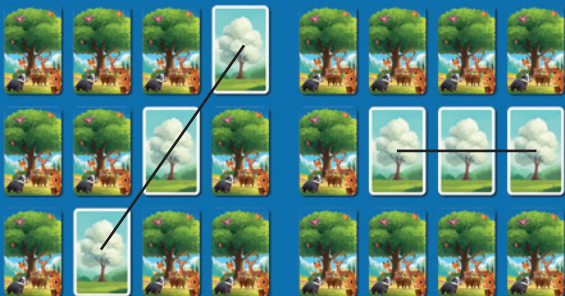
Example: 3 players

GAMEPLAY

Starting with the first player, you will take a turn by playing one of your 4 Action cards to perform the corresponding action. To **play an Action card**, reveal it from your hand and place it in front of you. The Action cards are 'Move/Look', 'Flip/Look', 'Move', and 'Flip'. For the two cards that show a double icon, you may choose which of the two actions to perform when you play the card; you cannot do both. The chosen action must be carried out in full. If you cannot perform the action of a card for any reason, you may not play that card or choose that option. If it is not possible to play any of the cards in your hand, you are eliminated from the game (see next page).



If, after any player has played an Action card, you think that your Tree tiles are placed in a straight line of three, you may announce this by shouting '**Triple Tree**'. If more than one player announces this at the end of the same turn, the player who shouted 'Triple Tree' first goes first. Reveal the three cards you think are your Tree tiles.



2 examples of a straight line with your Tree tiles

If you're correct: You have won the game!

If you're wrong: You have lost, and are eliminated from the game.

Note: You can also be eliminated from the game if you reveal a Fox (see below).

If you are **eliminated**, the revealed tiles remain face up and the remaining players play on until one player wins or all but one of the players have been eliminated. If this occurs, the remaining player wins the game.

If your hand is now empty, return all 4 Action cards to your hand. Unless the game has ended, play passes to the next player clockwise.

ACTIONS

When you play an Action card, you must declare which action you are taking and which tile(s) you are targeting.

Move

Swap the position of two adjacent tiles, either horizontally, vertically, or diagonally. Do not look at the tiles when doing this. If, during the last turn, the player before you performed a Move action, you may not reverse the effect of their Move action. This is the most important action to try to line up your trees.



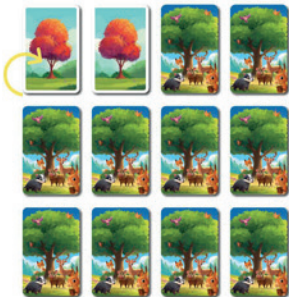
Look

Secretly look at any tile in the grid, then return it face down. This will help you gather important information about the location of trees and forest animals.

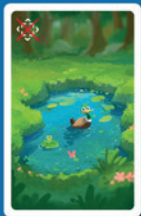


Flip

Flip a face down tile face up. Once a tile is face up, it cannot be flipped back. If the revealed tile is a Forest tile, resolve its effect as described on the next pages.



FOREST TILES



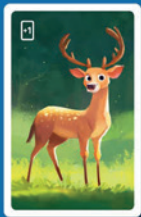
The Pond (1x)

Once the Pond is flipped, it cannot be moved.



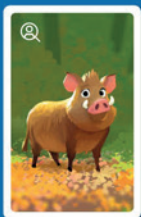
The Fox (2x)

If you flip the Fox, you are immediately eliminated.



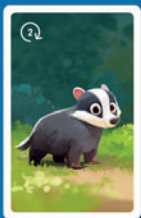
The Deer (2x)

If you flip the Deer, you may take a second turn. Any player may claim three in a row between your two turns as normal.



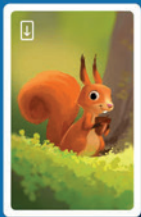
The Wild Boar (1x)

If you flip the Wild Boar, you may immediately take one 'Look' Action card from another player's hand and remove it from the game. This removed card can only be returned into the game if that player flips a Squirrel tile.



The Badger (1x)

If you flip the Badger, you must immediately flip a second tile. This second flipped tile is resolved as normal.



The Squirrel (1x)

If you flip the Squirrel, you may immediately return all of your Action cards to your hand, including a 'Look' Action card removed by the effect of the Wild Boar.

VARIANTS

Youngest players

For the very youngest players, flipping the Fox tile means skipping a turn instead of being eliminated.

Greater challenge

For a greater challenge, you may play with more Forest tiles. The grid size for each player count is shown below.

2 Players
6 Forest tiles



3x4

3 Players
7 Forest tiles



4x4

4 Players
8 Forest tiles



4x5



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WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might deviate from the images used in the rulebook.