

By paying 4 berry cards:

you may search the common discard pile for 1 animal card of your choice. This can be an animal to fill a matching empty space in your *Tree Hotel* or one that you simply wish to hide from the other players, by placing it face down on your discard pile. Put the discard pile face down back on the table, place 4 of your berry cards on top of it, and end your turn.

Note: although it makes little sense you may hide a raccoon or a brown bear in your discard pile.

Note: the 2 or 4 berry cards must be paid upfront. If you don't have enough berries at the beginning of your turn, you cannot take this action.

Important:

In the rare case that the common draw pile runs empty, all the cards from the common discard pile plus everybody's personal discard pile (not the players berry stashes!) are shuffled together and placed face down as a new draw pile, in the middle of the table.

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LOGIS

Trees are very important

Trees contribute to the overall health of the ecosystem, by providing a habitat, shelter and food for animals.

So, wherever trees are planted, wildlife will follow, such as birds, squirrels or owls. The flowers, fruits, leaves, buds and bark of trees are used by many different species large and small. In and around the tangled roots of the forest floor, fungi and bacteria grow and improve soil fertility or provide texture for burrowing by other land animals.

Without trees, human life could also not exist on earth. CO2 is toxic to the human body. Trees reduce the CO2 concentration by absorbing it and producing important O2. In their lifetime a hundred trees remove about five tons of CO2 and approximately 500 pounds of other pollutants.

In addition, especially in urban areas, trees can reduce ambient temperatures by 5 to 8 degrees Celsius. The shade that trees provide is necessary for giving animals shelter from the sun. All of this makes trees so important.

Fun game for 2-4 players
from 7 years of age.

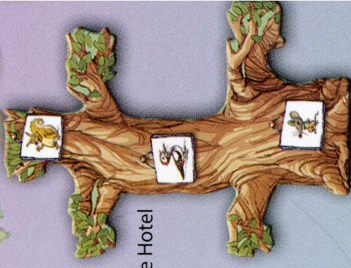
Playing time: 15 min.



Dennis KIRFS & Christian KRUCHTEN



TREE HOTEL



Tree Hotel

Cards



CONTENTS:

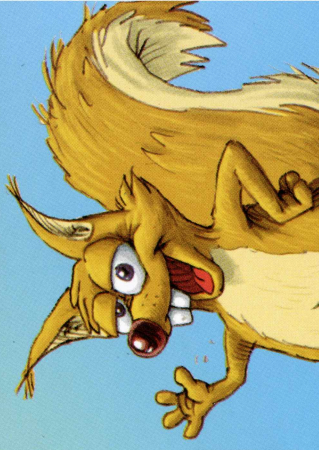
- 4 Tree Hotels
- 72 cards, including:
 - 20 red berries
 - 8 brown bears
 - 8 raccoons
 - 36 guests (owls, woodpeckers, squirrels, mice, ants, caterpillars)

In *Tree Hotel*, each player tries to be the first to fill all the empty slots in his tree with guests. Some guests come voluntarily, others must be lured in with red berries, but beware of the insatiable racoon that steals all your red berries. And watch out for the grim brown bear that adores frightening single animals away from your hotel!



GOAL OF THE GAME:

Be the first to accommodate 3 pairs of animals in your *Tree Hotel*.

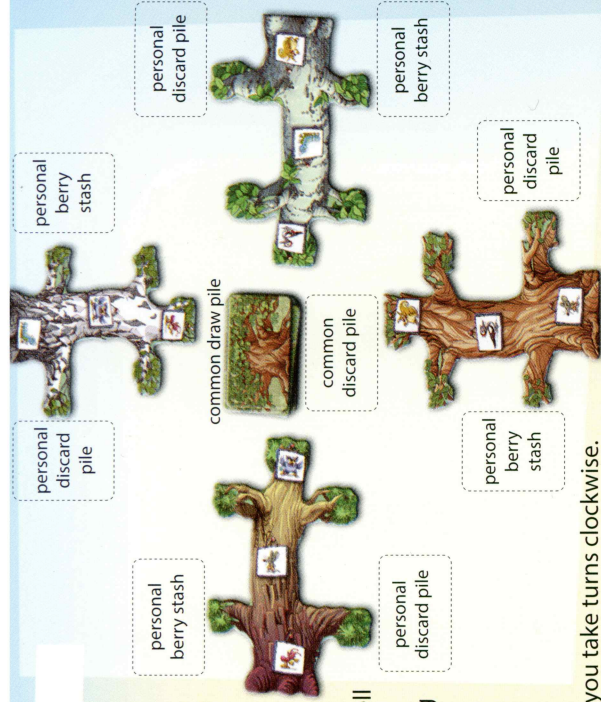


GAME SET-UP

Place a *Tree Hotel* in front of each player.

Shuffle the cards and place them face down, as common draw pile, in the middle of the table.

Foresee some space for the common discard pile, the personal berry stashes, as well as the personal discard piles that will be generated during the game.



RULES

Starting with the first player, you take turns clockwise.

Draw the top card from the common draw pile, flip it over, and make sure everybody sees it. One of the following situations will occur:

- The card depicts an animal for which you have an **empty matching slot** in your *Tree Hotel*. You must place the card face up next to the image of that animal and end your turn.
- The card depicts an animal, which cannot be accommodated in your *Tree Hotel*. Place the card face down on your personal discard pile. Now choose if you want to draw another card or end your turn.
- The card depicts a red berry. Place the card face up on a special pile for red berries that will be called berry stash from here on. Now choose if you want to draw another card or end your turn. *Note: red berries are used to lure animals away from other players or to search the common discard pile. BUT they cannot be used in the same round during which you collected them. They can only be used in one of the following rounds.*
- The card depicts a racoon. You lose all your berry cards from your berry stash. Place all your berry cards (if you have any), plus the racoon card, face down on the common discard pile, and end your turn.
- The card depicts a brown bear. If possible, you **must** frighten away a single animal from another player's *Tree Hotel*. Place the animal card (if any), plus the bear card, face down on the common discard pile and end your turn.

Note: animals that form a matching pair in a Tree Hotel are no longer scared and cannot be separated by a brown bear. Also, a brown bear will never frighten an animal out of your own Tree Hotel.



Example: Player A has 2 owls in his *Tree Hotel*. Player B hosts 1 caterpillar whereas Player C accommodates no animal at all. Player D draws a bear card. The 2 owls from Player A are not frighten (a matching pair). Player C's *Tree Hotel* is empty. Therefore, Player D must frighten away the caterpillar from Player B's *Tree Hotel*.

F) Before drawing any card at all, you may instead choose to pay 2 or 4 berry cards from your berry stash.

Note: these berry cards must have been found or received in a previous round.

By paying 2 berry cards:

you may take a guess at another player's personal discard pile.

First give one berry card to the player whose discard pile you want to take a guess at and place the other face down on the common discard pile.

Then announce the animal you are wishing to obtain.

Now the chosen player searches his discard pile for that animal:

YES! the wanted animal is indeed in his possession.

Take it and place it in the according empty slot in your *Tree Hotel* and end your turn.

NO! the wanted animal is not his possession.

Nothing else happens but your turn still ends. Maybe you'll get lucky next time.

