

HIROKI KASAWA

Magical

TREEHOUSE

Craft Powerful Potions in
Your Arbor Abode!

RULEBOOK



A game by Hiroki Kasawa for 2-4 players, ages 14 and up.

Every kid knows that a treehouse is always better than a regular old ground house. After all, where else can you go to get away from it all and surround yourself with all the wonders of nature, high above the cares of the world? But the real secret that they know (and adults have all but forgotten), is that treehouses are really magical! At least, they are when a wizard builds them...

As a fledgling wizard, you know that it's time to build yourself a proper treehouse: a place you can go to perfect that potion you've been working on! Plus, it will make a really nifty place to house the little herd of familiars that you're going to need to gather all the rare potion ingredients from the forest. (Let's face it: once you get up in your Magical Treehouse, you're not going to want to get down and gather them yourself!)

But like all things wizards do, it won't be long before you're in a competition with all the other wizards to see who can create the most magnificent treehouses—not to mention brew the best potions—the more treehouses and the higher their level the better!



Japan is a place of great innovation in game design, and AEG's Big In Japan game line seeks to bring the best of new Japanese hobby games to the world! We have sought to preserve as much of the original games as possible. This includes art, characters, setting, and mechanics. We did take the liberty of instituting some graphical changes and adjustments to translations to make the games easier for world audiences to enjoy. Even then, we strive to present the games in a way that is as close as possible to the designers' original vision.

For more on our Big in Japan game line, visit www.alderac.com

MEET THE DESIGNER

Hiroki Kasawa is a game designer from Japan, having created and released several games including Arkham Ritual, Laura in the Magic Forest, and Village of Familiar.

WHY MAGICAL TREEHOUSE?

Magical Treehouse, formerly known as Village of Familiar, features a unique, real-time drafting mechanic along with worker placement that creates a fast and exciting game experience. We have included new structured rules that slow the game slightly until players are accustomed to the game.

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Also from
Big in Japan:
Greedy Kingdoms

*Outwit the
Rival Kingdom!*

CREDITS

Designer: Hiroki Kasawa

Project Lead: Nicolas Bongiu

Development Lead: Todd Rowland

Artists: Tansan & Co.

Graphic Design: Matt Paquette

Translation: Zimeon and
Todd Rowland

Editing: William Niebling

Production: David Lepore

Original Production by: One Draw

QUESTIONS?

Contact customerservice@alderac.com
<http://www.alderac.com/magical-treehouse>

Warning: Choking Hazard! Not for use by children under 3 years of age.

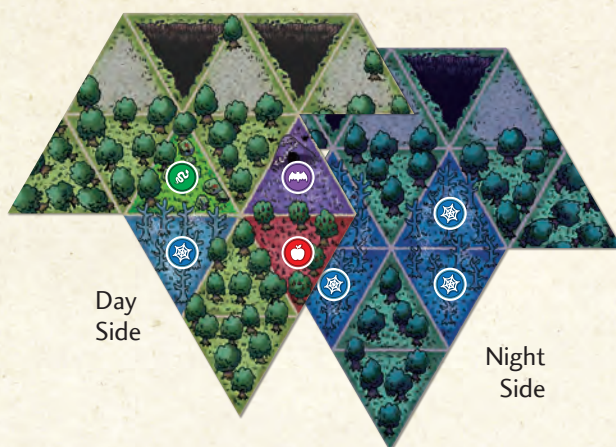
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Components

1 Biscuit Tray



6 double-sided Forest Tiles



20 Biscuits



10 Objective Tiles



1 Turn Order Track



4 Player Boards



4 Carriages

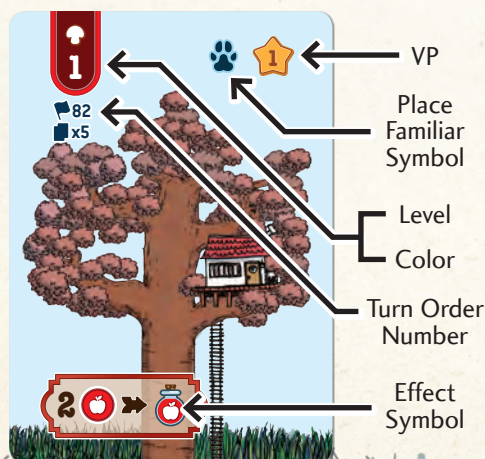


40 Familiars



96 PLANNING CARDS

80 Treehouse Cards (5 colors)



8 Pipe Cards



8 Spell Cards



1 Direction of Play Tile



Setting Up the Game

- 1 Put the 6 Forest tiles together to create the game board. This is called the “Magic Forest.”

You can use either side of the Forest tiles you like, but make sure you use the same side of all tiles (Day or Night). For your first game, we recommend that you use the Day side.

- 2 Place the Turn Order Track next to the Magic Forest.

- 3 Separate the brown and the green Objective tiles, and mix each group separately.

Randomly pick 1 brown Objective and 1 green Objective and place them face up at the top of the Turn Order Track. These are the “Common Objectives.” All players can compete for these Objectives. The rest of the green Objective tiles aren’t used in this game; put them back in the box. For your first game, we recommend that you use the “Biscuits” green Objective tile and a random brown Objective tile.



- 4 Place the Direction of Play tile next to the Turn Order Track with the arrows pointing clockwise. This tile shows you which direction you must pass cards during play.

- 5 Set the Biscuit Tray near the Turn Order Track. Make 4 piles of Biscuits at the top of the tray: In a 3-player game, place 2 Biscuits in each pile; in a 4-player game, place 3 Biscuits in each pile.

- 6 Give a player board to each player. Place your board on the table in front of you. Be sure to keep some room above and below your player board for the Village and Planning areas.

- 7 Each player takes 9 Familiars of the same type and places them on their player board. Place your 10th Familiar on the Turn Order Track (the order doesn’t matter, as this will change later).

- 8 Give each player 1 of the 4 remaining brown Objective tiles. Place your Objective tile on your player board face down.

This is your “Personal Objective.” Only you can earn points for completing this Objective. You can look at your tile at any time, but keep it secret from the other players!

In a 3-player game, the remaining brown Objective tile isn’t used: put it back in the box without revealing it.

- 9 Give 2 Biscuits to each player. In a 3-player game, the 6 leftover Biscuits aren’t used and can be returned to the box.

- 10 Put a Carriage between each pair of players. Return the extra Carriage in a 3-player game to the box.



The winner is the player who has the most Victory Points (🏆) after the fourth round.

The winner is the player who has the most Victory Points (🌟) after the fourth round.



Flow of the game

The game is played over 4 rounds. Each round is divided into 3 steps, which must be played in order:

1. Preparation Step



2. Planning Step



3. Building Step

At the end of the fourth round, the players add up their points to see who wins the game!

If this is your first time playing Magical Treehouse, we recommend that you play with the “Structured Rules.” You can find them on page 16.

1. PREPARATION STEP

At the beginning of each round, you need to prepare the Planning cards and the Biscuit Tray:

Planning Cards

For the first round, shuffle all of the Planning cards together, face down. In later rounds, shuffle all the Planning cards on the player boards and Carriages, but leave all the cards in the Villages where they are.

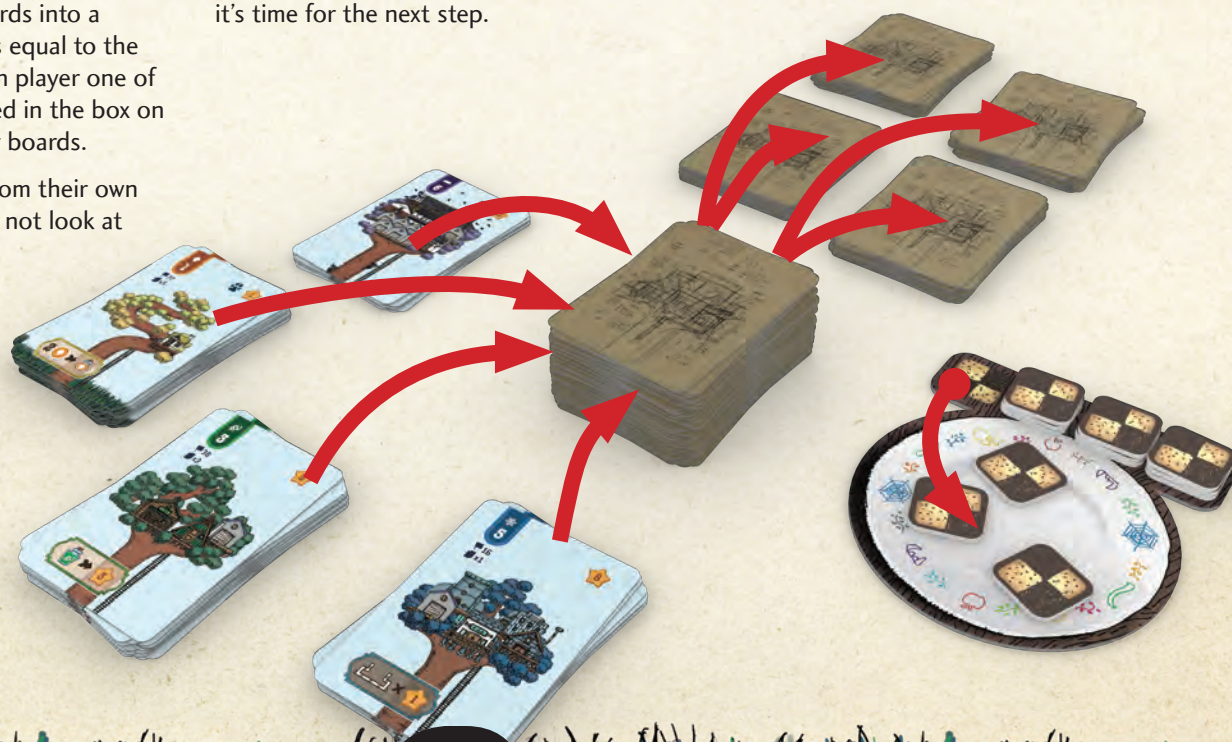
After shuffling, divide the cards into a number of same-sized decks equal to the number of players. Give each player one of these decks, which are placed in the box on the right side of their player boards.

Each player draws 8 cards from their own deck to form their hand. Do not look at your hand yet!

Biscuit Tray

Take the pile of Biscuits furthest to the left on the Biscuit Tray and spread them out on the plate so they can be grabbed easily by all players.

Once the preparations are complete, it's time for the next step.



2. PLANNING STEP

During this step, all players act at the same time! There are no “turns” and you don’t have to wait for the other players before you make your next move: Every player moves at their own pace.

During the Planning Step, you will choose up to 5 cards to put in your “Planning Area” (below your player board): You’ll be able to play those cards during the Building Step. If you can choose your cards faster than your opponents, you’ll get a valuable biscuit

(Familiars love biscuits!). The Planning Step ends as soon as all players have finished choosing their cards.

To start the Planning Step, the oldest player says “Start!” Then the players can look at the cards in their hand and start playing. You

can now take as many actions as you want, in any order you choose, as fast as you wish, until you “Drop Out.”

What you can do depends on whether or not you are holding cards in your hand.

If you have cards in your hand, you have three actions to choose from:

1. PLACE A PLANNING CARD IN YOUR PLANNING AREA

You may choose one Planning card from your hand that is not a Spell card (i.e., a Treehouse or Pipe card) and place it below your player board in your Planning Area.

After you place a card in your Planning Area, put the rest of the cards in your hand on the Carriage between you and your neighbor. The Carriage you must use is determined by arrows on the Direction of Play tile:



If there are already cards on that Carriage, simply put the new cards on top of the old ones.

2. TRASH YOUR HAND

(Only if you have a Spell card in your hand)

Place all of the cards in your hand on your Trash Can, face up, with the Spell card on top.



3. CAST A SPELL

(Only if you have a Spell card in your hand)

Announce that you are casting a spell by saying “STOP!” and play the Spell card so everyone can see it.

All of the other players must stop playing and resolve the effects of the Spell. If a player is in the middle of an action, they must finish that action then stop playing. Otherwise, they must stop immediately. Once all players have stopped, resolve the Spell.

IMPORTANT:

A player that has Dropped Out of the Planning Step is not affected by the Spell card and ignores its effects. The Spell still affects the other players normally.

After the Spell has been resolved, place it face up on top of your Trash Can. Then announce “Resume,” and all players resume play.

SPELL EFFECTS



REVERSE DIRECTION OF PLAY

Flip over the Direction of Play tile so the arrows point in the other direction. Any cards on the Carriages stay where they are.



PLACE HANDS ON CARRIAGES

All players must place the cards in their hands on the Carriage indicated by the Direction of Play tile. Players with no cards in their hand do nothing.



DISCARD 1 CARD FROM HAND

All players simultaneously choose one card from their hands and place them on their Trash Cans. Players with no cards in their hands do nothing.



DISCARD 1 CARD FROM PLANNING AREA

All players simultaneously choose one card from their Planning Area and place them on their Trash Cans. Players with no cards in their Planning Area do nothing.



EXCHANGE PLANNING WITH STORAGE

Each player who wants to may swap one card from their Planning Area for one card they have in Storage (see pg. 12). This action is not mandatory.

If you don't have any cards in your hand, you can:

- **TAKE THE CARDS FROM THE CARRIAGE**

(Only if you have less than 5 cards in your Planning Area)

Take all the cards from the Carriage in the opposite direction as the arrows on the Direction of Play tile (i.e., between you and the player "before you" in the direction of play).

- **DRAW 4 CARDS FROM YOUR DECK**

(Only if you have less than 5 cards in your Planning Area)

Draw the top 4 cards from your deck and add them to your hand.

- **DROP OUT OF THE PLANNING STEP**

Announce, "I'm done!" and take one of the Biscuits from the plate (if there are any left—the last player to finish their Planning Step doesn't get a Biscuit). Once you have Dropped Out, you cannot take any more actions and must wait for the other players to finish.



The Carriages

During the Planning Phase, you will pass cards to the players next to you each time you place a card in your Planning Area. But you don't hand the cards directly to your neighbor! Instead, you place them on the Carriage between the two of you and the Carriage "holds" the cards until your

neighbor is ready for them (when their hand is empty). And when you are ready, you'll take cards that your neighbor has passed along to you by taking them off the Carriage between the two of you.

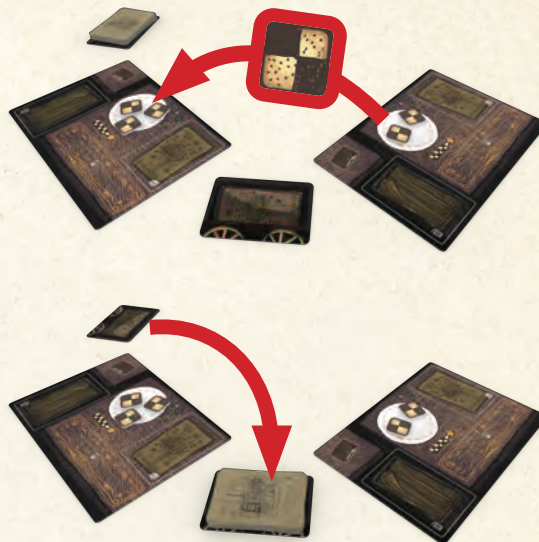
In this way, the cards will gradually make their way around the table, following the

arrows on the Direction of Play tile. For example, if the Direction of Play arrows point clockwise, you'll pass cards to the Carriage on your left, and take cards from the Carriage on your right. Of course, you never know when a magic Spell will reverse the direction and disrupt your plans!

What are these Biscuits all about?

Once a player Drops Out of the Planning Step, they won't pick up any more cards from the Carriages, which means that the cards will stop moving and won't travel to the players who haven't finished yet. But you can bribe a player who Dropped Out to pass their cards:

If you give 1 of your Biscuits to a player who has Dropped Out, that player must move all of the Planning cards from the Carriage they would normally take cards from and place them on the Carriage they would normally add cards to (from the Carriage on their right to the Carriage on their left if the Direction of Play tile shows clockwise, for example).



What if everybody's waiting for somebody else?

If the game stalls because all of the players are waiting for another player to do something, the oldest player must make the first move.

The End of the Planning Step

The Planning Step normally continues until all players have 5 Planning cards in their Planning Area (and have Dropped Out), but a player may Drop Out when they have fewer cards. If a player has less than 5 Planning cards in their Planning Area at the end of the Planning Step, they must remove a number of cards equal to the shortage from the game (so, if you have 3 cards in your Planning Area, you will remove 2 cards from the game).

The cards you remove must come from your Trash Can, if possible. If there are not enough cards there, then they come from the next player's Trash Can (following the Direction of Play tile), and so on. You must always remove the cards with the highest Turn Order number in the Trash Can, and you can never remove Spell cards.

3. BUILDING STEP

In this step, the players take turns building their Villages.

During this Step, each player has a turn to play the cards they have set aside in their Planning Area.

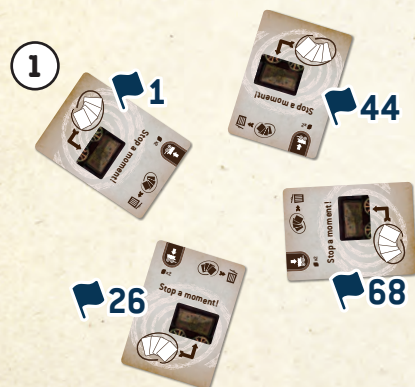
You will use your cards to build a Village full of Treehouses above your player board. As you build Treehouses, you will be able to send your Familiars out into the Magic Forest to gather valuable ingredients that you can use to brew Potions at the end of the game. After every player has taken their turn, the Building Step—and the round—ends.

1. DETERMINE TURN ORDER

First, each player chooses one card from their Planning Area at the same time. Then, the chosen cards are revealed (1).

The turn order for the Building Step is determined by the Turn Order numbers on the revealed cards: lowest number first, then next lowest, etc. Rearrange the Familiars on the Turn Order Track to show the new turn order (2).

Then, place your revealed card on your Trash Can.



2. BUILDING TREEHOUSES

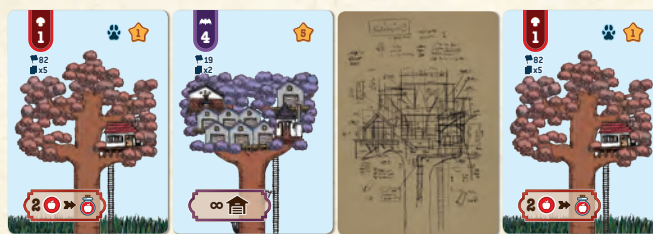
Next, going in turn order, each player takes the cards from their Planning Area and adds them to their Village, above their player boards. Treehouse cards can be used to build new Treehouses in your Village, or to improve existing Treehouses by adding higher Levels, while Pipe cards can be used to link your Treehouses together.

When it is your turn, you cannot leave any unused cards in your Planning Area: You must use every card or put them into Storage (see pg. 12). Your turn ends when you have used or stored all of the cards in your Planning Area.


Building a New Treehouse

You can build a new Treehouse by placing any Level 1 Treehouse card face up in your Village, next to any other Treehouses you have already built. You may have multiple Treehouses of the same color and/or Level.

You can also flip over any card and use it as a Level 1 Treehouse with no color or special ability that is worth 0★. Any effects on the front side of the card are ignored. You can later build a Level 2 Treehouse of any color on top of that Treehouse.



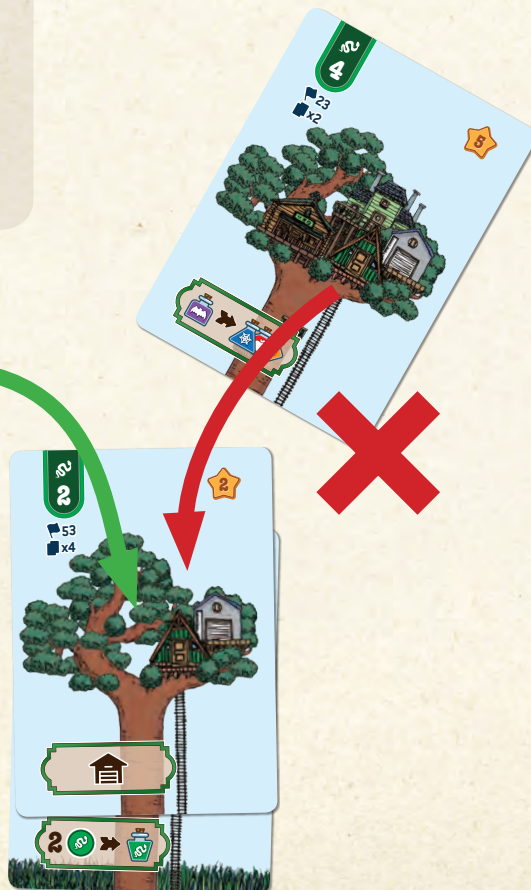
Placing Familiars

If you build a Level 1 Treehouse with the Place Familiar symbol on it (), you may immediately place one of your Familiars in the Magic Forest to collect Ingredients (see pg. 12).

You may freely move any of your Treehouses that are not connected to Pipes to another part of your Village at any time.

LIST OF INGREDIENTS:

-  Juicy Apple
-  Spider Web
-  Light Shroom
-  Lizard's Tail
-  Bat Fang



Improving an Existing Treehouse

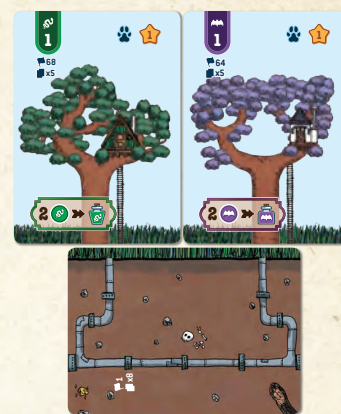
You can only raise the Level of your Treehouse by adding another Treehouse card of the same color that is exactly one Level higher than the current Level of the Treehouse. For example, you can play a green Level 3 card on top of a green Level 2 card.

When you add a card to a Treehouse, the abilities of the lower Levels are still in effect. Always place the higher Level card so that all the lower Level abilities are still visible.

Note: Each Treehouse can only have one card of each Level!

Building Pipes

Pipes are used to connect two adjacent Treehouses. Those Treehouses can then share Ingredients and abilities.



Once placed, Pipes cannot be moved unless you have the Move Pipes ability on one of your Treehouses. Any Treehouse connected to a Pipe card also cannot move.



MOVE PIPES

Blue Level 4 Treehouse

If you have a Treehouse with this ability, you may move your Pipe cards any time you want to.

Note: You can connect more than two Treehouses together by using multiple Pipe cards.



Storage

Normally, you must use all of the cards in your Planning Area. You can't save them for a later round unless you have a Treehouse with the Storage ability.

There are two kinds of Storage abilities:

- **Every color Level 2**
Treehouse can store 1 card at a time.



- **A Purple Level 4**
Treehouse can store an unlimited number of cards.



During a later round, you may play cards as if they were in your Planning Area. There is no limit to the number of stored cards you can use each round (or that you can leave in Storage until later).

Placing Familiars

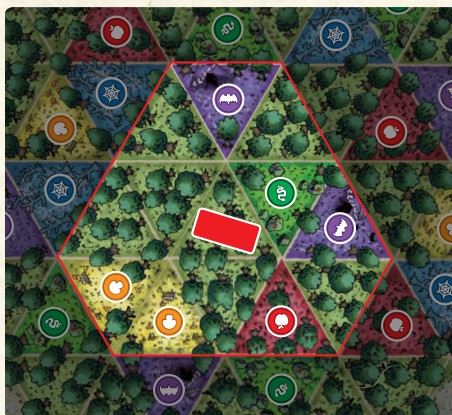
When you build a Treehouse with the Place Familiar symbol, you may place one of your Familiars on a space in the Magic Forest. If you place it on a space that has an Ingredient icon, your Familiar will gather that Ingredient.

- You can always place the Familiar on a grey space at the edge of the Magic Forest.



Note: Unless you are using the Teleport Familiar ability, the first Familiar you place on the board during the game must be on a grey edge space (since you have no Familiars on the board to place next to). From there, you will be able to expand through the Magic Forest.

- Or, you can place the Familiar on any space that is connected to a space that already has one of your Familiars on it (even if they only touch at the corners).



- But, you can never place a Familiar on a space that already has a Familiar on it!



Treehouse Abilities That Affect Placing Familiars



PLACE FAMILIAR

Level 1 Treehouse (all colors)

You may place 1 Familiar in the Magic Forest.



BREED FAMILIARS

Red Level 4 Treehouse

Any time you build any Level 3 Treehouse, you may place 1 Familiar in the Magic Forest.



TELEPORT FAMILIAR

Yellow Level 4 Treehouse

When you place a Familiar, you may place it in any unoccupied space that does not produce any Ingredients, in addition to the options above.

PLACE TELEPORTING FAMILIAR

You may place 1 Familiar in any space that does not produce an Ingredient (Teleport Familiar is in effect).



The End of the Building Step

All players build their Villages in turn order. Once all players have had a turn, the Building Step ends, which also concludes the round. Begin the next round with the Preparation Step. When the fourth round ends (all of the Biscuits on the Biscuit Tray will be gone), the game ends and it's time for scoring!

The End of the Game and Scoring

After the fourth round is over, each player calculates their score. The player with the most ★ wins. In case of a tie, the amount of Biscuits held is the tiebreaker. If it's still a tie, the youngest player of those tied wins.

★ FOR EACH TREEHOUSE IN YOUR VILLAGE + ★ FROM BISCUITS + ★ FROM BREWING POTIONS + ★ FROM LEVEL 5 TREEHOUSES + ★ FROM OBJECTIVE TILES

★ for each Treehouse in your Village

You score ★ only for the top card in each Treehouse you built. You get the number of ★ shown on that card.



BREW POTIONS

Level 1 Treehouse (every color)

If your Familiars collect 2 Ingredients of the color shown on a Level 1 Treehouse card in your Village, you gain 1 Potion of that color.

Important: The Ingredients are not consumed when you brew a Potion: you can use Ingredients from the same spaces to brew multiple Potions in different Treehouses. But each Level 1 Treehouse can only brew a single Potion.

Potions are not worth anything by themselves. You have to convert the Potions into ★ in a Level 3 Treehouse.

★ for Biscuits

Every 3 Biscuits you have are worth 1 ★.



CONVERT POTIONS TO ★

Level 3 Treehouse (every color)

You gain 3 ★ if a Level 3 Treehouse is supplied with at least one Potion of the color shown. The Potion can come from a different Level of the same Treehouse, or from another Treehouse connected to this one by Pipes.

The Potion is not consumed when you convert it to ★: you can use the same Potion to score points in another connected Treehouse. But, each Level 3 Treehouse can only convert a single Potion.

★ for Brewing Potions

The abilities of the Level 3 Treehouses can give you ★ if you can brew the right Potions, using the Ingredients your Familiars collect in the Magic Forest. (See below)



TRANSFORM PURPLE POTIONS

Green Level 4 Treehouse

A green Level 4 Treehouse can transform a purple Potion into three Potions! If you supply the Treehouse with a purple Potion (which must come from another Treehouse connect by Pipes), you gain 1 red, 1 blue, and 1 yellow Potion. These Potions can then be used to score ★ from a Level 3 card in the same Treehouse or one connected by Pipes.

The purple Potion is not consumed when it is transformed.

PIPES AND POTIONS

If you connect 3 or more Treehouses together with Pipes, all Potions you brew in those Treehouses are available to all of the connected Treehouses.

Remember that a Pipe cannot be moved unless you have a special ability that allows it!



HOW TO BREW A POTION



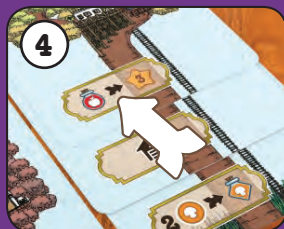
Collect 2 matching Ingredients in the Magic Forest.



A Level 1 Treehouse turns them into a Potion.



Connect the Potion to a Level 3 Treehouse that can convert it into ★.



You gain 3 ★!

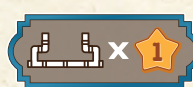
★ for Level 5 Treehouses

Each color of Level 5 Treehouse offers you a different way to gain ★:



Red Level 5 Treehouse

You gain 1 ★ for every Treehouse you have that is exactly 3 Levels high.



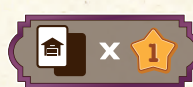
Blue Level 5 Treehouse

You gain 1 ★ for each Pipe card you have in your Village.



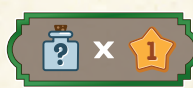
Yellow Level 5 Treehouse

You gain 1 ★ for each of your Familiars that is on a space that does not produce Ingredients, including spaces on the edge of the Magic Forest.



Purple Level 5 Treehouse

You gain 1 ★ for each card you have in Storage at the end of the game.



Green Level 5 Treehouse

You gain 1 ★ for each different color of Potion you brew (maximum 5 colors). You count all Potions brewed in your entire Village. The Potions do not have to be connected to this Treehouse.

★ for Objective Tiles

At the beginning of the game, you chose 2 Common Objective tiles. Any player can score ★ for the Common Objectives. Each player also received 1 Private Objective tile. Only the player who has the tile can score ★ for a Private Objective.

In order to score ★ for an Objective, you must be the only player who has the most of whatever the Objective requires. If there is a tie for most, no one gets the ★.

One of the Objective tiles does not award ★. Instead, it applies a penalty to the player who has the most Level 1 Treehouses! You cannot choose to simply ignore that Objective without taking the penalty.



You get 3 ★ if you have the most Juicy Apples (Ingredient).



You get 3 ★ if you have the most Spider Webs (Ingredient).



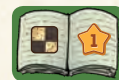
You get 3 ★ if you have the most Light Shrooms (Ingredient).



You get 3 ★ if you have the most Lizard's Tails (Ingredient).



You get 3 ★ if you have the most Bat Fangs (Ingredient).



You get 3 ★ if you have the most Biscuits.



You get 3 ★ if you have the most Treehouses that are Level 2 or higher.



You get 2 ★ if you have the most Ingredients.



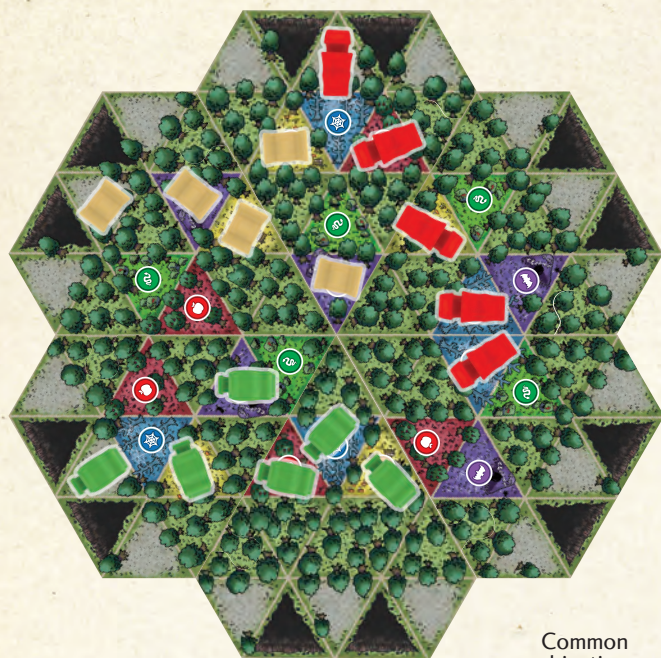
You get 3 ★ if you have the most different colored Treehouses.



You lose 4 ★ if you have the most Treehouses that are exactly 1 Level high.

Scoring Example

At the end of the fourth round, the game looks like this:



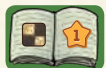
Hayato has
6 biscuits



Hiroki has
4 biscuits



Common
objectives



This is how Keita's score is calculated:

★ from Treehouses

Counting from the left:

$$1+5+13+2+1=22 \quad \star$$

★ from Biscuits

$$4 \text{ [biscuit icon]} = 1 \quad \star$$

★ from Brewing Potions

2 Treehouses are supplied with the correct Potions:

$$3+3=6 \quad \star$$

★ from Level 5 Treehouses

A blue Level 5 Treehouse awards 1 ★
for each Pipe in the Village = 2 ★

★ from Objective Tiles

Common objective [book icon with 1] = 0 ★ Does not have the most (Hayato has more)

Common objective [book icon with 5] = 3 ★ Has the single most (2)

Private objective [book icon with 5] = 0 ★ Is tied for most (Keita and Hiroki both have 2)

34 ★ Total

Keita's Village



Private
objective



STRUCTURED RULES

New players may find the free-for-all nature of the game a bit overwhelming at first—especially those who are not familiar with “card drafting” style games. Even old hands might want a break from the hectic nature of *Magical Treehouse*. For these types of players, we recommend using this variant. All of the rules remain the same, except for the change below:

Change to the Planning Step

When you use the Structured Rules, there are still no “player turns” per se, as all players still play at the same time. But you are no longer allowed to play as fast as you want. Instead, all players simultaneously choose one of the actions available to them (depending on whether they have cards in their hand or not). Once all players have chosen, the actions are resolved at the same time.

For example, in a three-player game, a single action turn might look like this:

- Keita chooses a card to add to his Planning Area.
- Hayato decides to Trash his hand.
- Hiroki has no cards in his hand, so he decides to take the cards off the Carriage to his right.
- All three players announce that they are ready, then they all execute their actions at the same time: Keita adds his card to his Planning Area then places the rest of his hand on the Carriage to his left; Hayato puts his entire hand in his Trash Can; and Hiroki takes the cards from the Carriage to his right and adds them to his hand.

Note that since all the actions take place at the same time, Hiroki doesn’t get to take the cards that Keita is adding to the Carriage—they don’t get there until after he’s taken his cards!

Be careful! When you play with the Structured Rules, it is likely that more than one player will reach for a Biscuit at the same time. If you’re too slow, the others might grab all the Biscuits before you can get one!

If you Drop Out of the Planning Step, you don’t take any more actions until all of the other players Drop Out as well.

GAME FLOW QUICK REFERENCE

Play 4 rounds as described below. After the 4th round, calculate each player’s 🍌 (see pg. 13) to determine the winner.

PREPARATION STEP

In this step, prepare the Planning card decks, player hands, and Biscuits.

PLANNING STEP

In this step, all players act at the same time. You do not have to wait for the other players to make your next move. Each player moves at their own pace.

IF YOU HAVE CARDS IN YOUR HAND, YOU MAY:

1. Place a Planning card in your Planning Area.
2. Trash your hand.
3. Cast a spell.

IF YOU HAVE NO CARDS IN HAND, YOU MAY:

1. Take cards from the Carriage.
(You must have less than 5 Planning cards in your Planning Area.)
2. Draw 4 cards from your deck.
(You must have less than 5 Planning cards in our Planning Area.)
3. Drop Out of the Planning Step.

BUILDING STEP

In this step, the players take turns building Treehouses.

1. Determine turn order

Each player reveals 1 card from their Planning Area simultaneously. Lower Turn Order number goes first.

2. Build treehouses

In turn order, each player take the Planning cards from their Planning Area and adds them to their Village.