

Arbor

Objective - Be the first player to balance branches and leaves adding up to fifty points.

Game Pieces -

- Four sets of twelve identically sized branches and ten leaves
- Game base plate with attached tree roots
- Tree trunk with variable holes
- Twelve base branches (four long, four medium and four short)

Game Setup -

Place the tree trunk into the root base as desired. Divide the base branches evenly between the players. Each player takes turns selecting a hole in the trunk to insert their base branches. Once all the base branches have been placed, play begins with the youngest player.

Gameplay and Scoring -

Branches are each worth between two and five points when balanced properly on the base tree. Leaves are each worth one point. Play proceeds clockwise as players balance their branches or leaves on the base tree. Branches must be balanced with their edge sides down on the base tree or previously placed branches. Leaves must be placed on their sides and other players may not place branches over any balanced leaf piece. The first player to cause any branch or leaf to fall to the base plate will lose the number of points for the piece they were attempting to place. All other pieces that had been successfully placed will be added to each player's score. The next round begins with the player after the one that caused the branch or leaf to fall. If a branch falls from where it is placed but comes to rest suspended above the base plate, play continues