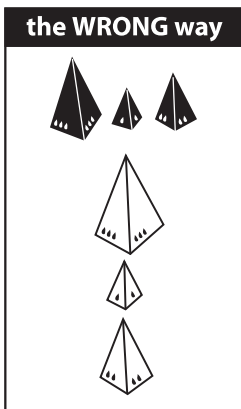
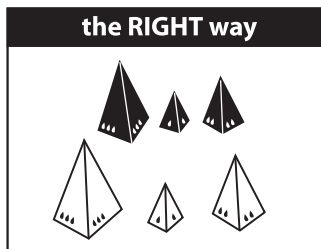


ARRANGING YOUR TRIO

Stacked/nested pieces are always kept upright. Lying down pieces can never be nested.

Keep your trio arranged in a line parallel to the House.

If your line isn't parallel, it will be confusing, as shown.



Pieces may be moved apart to make room for a piece to go in between them during a Hop or Dig. Close up the gaps in the line when your turn ends.

SUMMARY OF ACTIONS

TIP  or 

Knock over a stack or an upright piece.

HOP  or 

An upright piece jumps up, then lands upright. Hopped pieces land upright in any other spot in the line, or onto any other piece in your trio. A piece can Hop alone, or with a piece on top.

SWAP any two

Two of your pieces switch positions. Swapped pieces always retain their orientation, except when a lying down piece enters a stack.

AIM  or 

Reorient a solitary piece (pointing left, right, or up).

DIG  only

A lying down piece tunnels down, moving in the direction in which it points, and surfaces upright. The piece may surface upright in place, under another piece, at any spot between pieces, or at the end of the line.

WILD You or House

Perform any action on either the House or your own trio.

WHO STARTS?

Whoever's holding the die goes first.

WINNING

You win as soon as your pieces match the House.

These don't match.



These do match!



You win!

TIES

If more than one player matches the House at the same time, the player who performed the Action that caused the win is the winner.

If one player causes multiple others to win without winning themselves, the game is a tie.

NOTES & REMINDERS

- You can never change the arrangement of another player's Trio of pyramids.
- The only time you can Pass is when you can't do the Action to your own Trio and do not wish to do it to the House.

CREDITS

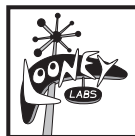
These pyramids were invented in 1987.



Designer: Andrew Looney

Muse: Kristin Looney

Special Thanks: John Cooper, Alison Looney, Robin Vinopal, the Wunderland Toast Society, the Looney Labs Shareholders & Board of Advisors, Todd Cameron Hamilton, Randy & Tim of KLON, and Icehouse fans around the world.



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Pyramids: US Patent # 6,352,262
Visit us at www.LooneyLabs.com

TREEHOUSE

Designed by Andrew Looney

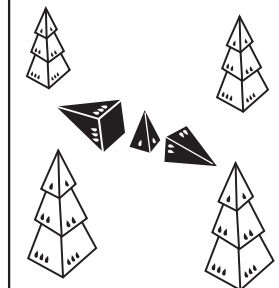
SETUP

Each player gets three pyramids: a Small, a Medium and a Large.



This is called a Trio. Stack up your pieces in the "Tree" formation.

Setup (for 4 players):



Place one trio in the center of the table. This set is called the House.



The House pieces begin in this arrangement:

HOW TO PLAY



On your turn, roll the die, then alter the arrangement of your trio of pyramids using the type of action indicated by your roll.

If you *can* use the action on your trio, you *must*.

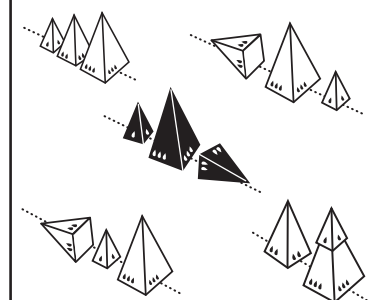
If you *cannot* do it to your own pieces, you *may* do the action to the House, or pass.

If you *cannot* use the action in *either* place, then you *roll again*.

GOAL

You win if you can rearrange your pyramids, or the House, so that your pieces and the House pieces match each other exactly.

Typical Game in Progress:

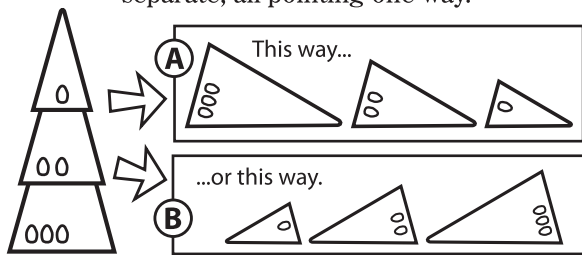


Imagine that all trios are on invisible parallel lines.

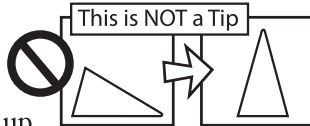
TIP Tip turns an upright piece or stack of pieces sideways.



After a stack is Tipped, the pieces separate, all pointing one way.



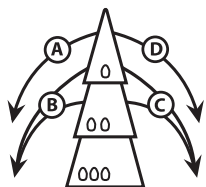
You can only Tip an upright piece (or a stack). You cannot Tip a lying down piece up.



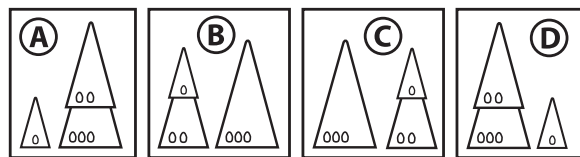
You cannot Tip just one piece in a stack.

HOP

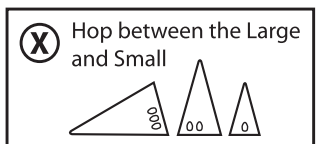
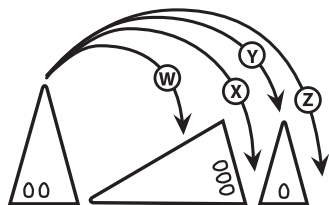
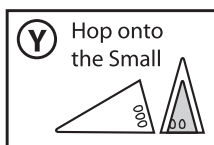
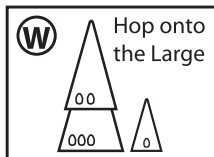
Only upright pieces can use Hop.



With a Tree, you can Hop 4 ways:



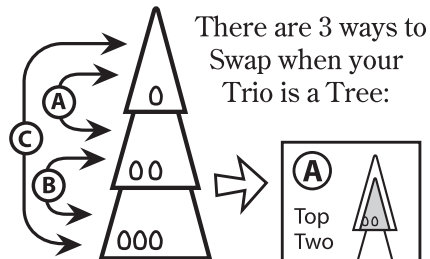
There are 4 ways to Hop the Medium piece shown here:



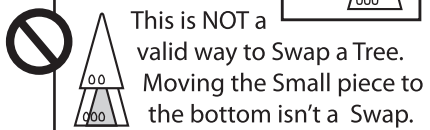
No You cannot Hop in place.
You cannot Hop a lying down piece.

SWAP

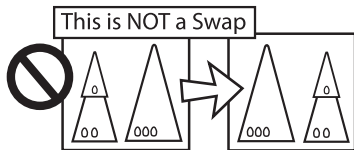
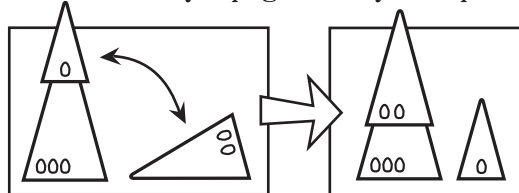
You can ALWAYS swap two pieces in a trio.



There are 3 ways to Swap when your Trio is a Tree:



In the case below, if you Swap the Small and Medium pieces, the Medium piece must turn upright to take the place of the Small, while the Small stays upright as they trade places.



You cannot Swap a piece with a stack of pieces.

AIM

Aim changes the direction of a single piece. There are only 3 directions a

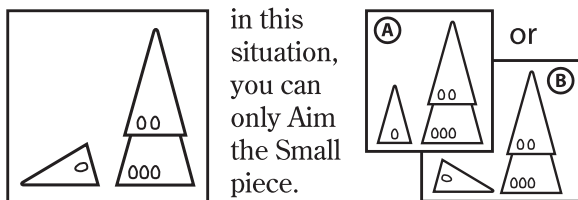


piece can ever be pointed in: Left, Upwards, or Right.



Therefore, Aiming allows you to point a piece in one of the two other directions it can be pointed.

You cannot Aim just one piece in a stack. Thus,



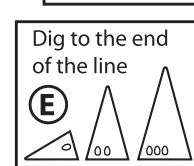
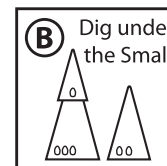
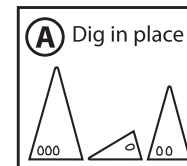
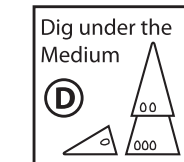
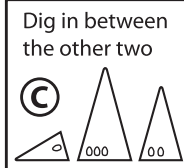
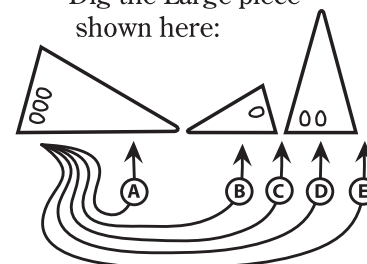
DIG

Digging always starts with a lying down piece and ends with that piece standing up.



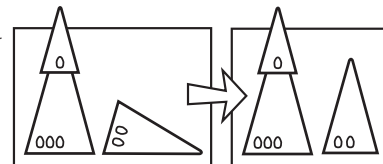
When you Dig, the piece either stays in place or moves in the direction in which it points. After Digging, the piece stands up. The Digging piece goes on the bottom of the stack if you Dig under another piece. If your piece Digs under a lying down piece, both pieces are turned upright.

There are 5 ways to Dig the Large piece shown here:

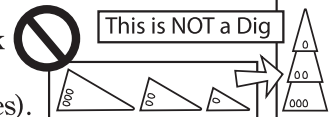


No You cannot Dig an upright piece.
You cannot Dig backwards (or wraparound).

Here, your only option is to Dig in place with the Medium.



You can't Dig under more than one stack (i.e. you can't scoop up two separate pieces).



WILD

You get to choose the action you want!



When you roll Wild, take your choice of the Aim, Swap, Tip, Dig, or Hop actions.

You may perform the action of your choice on either your Trio of piece OR the House pieces.

Note: You can only Swap the House during a Wild.