

TIPPI TREE

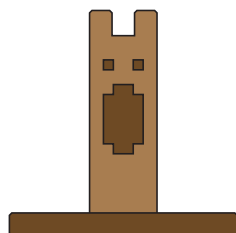


GAME OVERVIEW

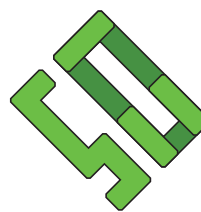
Welcome to Tippi Tree. Take turns adding Leaves to the Tippi Tree but don't let it topple! The aim of the game is simple, but you'll find that every round can offer new challenges and surprises.

Read pages 1-3 for the basic instructions to get started. The rest of this manual will have additional information to help you master your Tippi Tree skills. If you're having fun, you're doing it right!

Parts



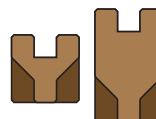
Tippi Tree



Leaf/Leaves



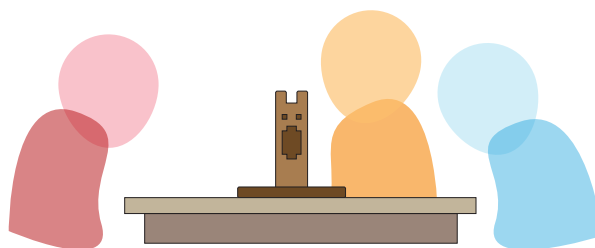
Branch(es)



Trunk(s)

Game Setup

The **Tippi Tree** is the base of your game. Place it on a stable surface like the floor or the center of a table so players can reach it from all sides.

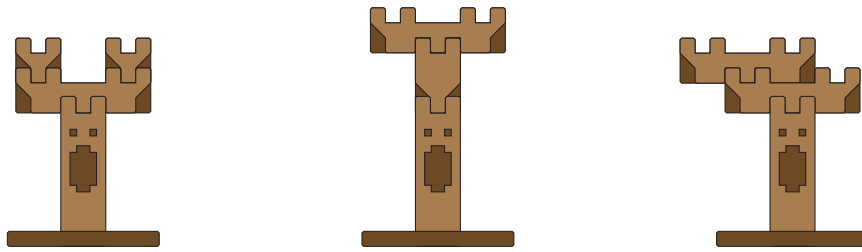


At the beginning of the game, all **Leaves** are distributed evenly between players (or teams). In a standard game with **24 Leaves**:

- 2 players/teams receive 12 Leaves each
- 3 players/teams receive 8 Leaves each
- 4 players/teams receive 6 Leaves each

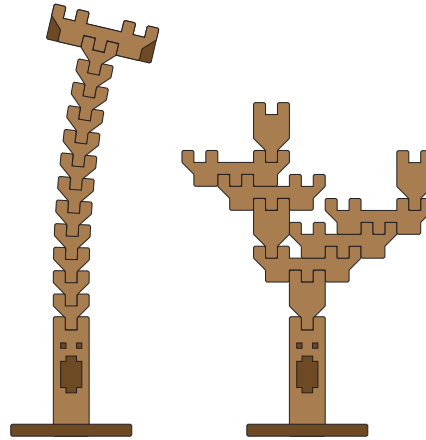
These Leaves make up your **stockpile**. If there isn't an even number, set aside any extra Leaves. You may add more Leaves for longer games.

Branches and **Trunks** are optional pieces you can add to the Tippi Tree to vary the playing field and have more starting positions. This will often make the game last longer...



...but certain arrangements can make the game much more challenging as well.

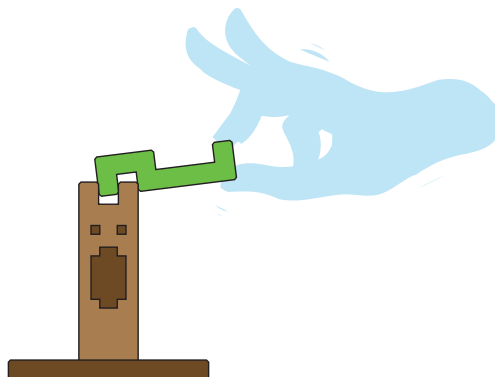
All players should agree on a starting arrangement before the game begins (one way or another!)



Turns

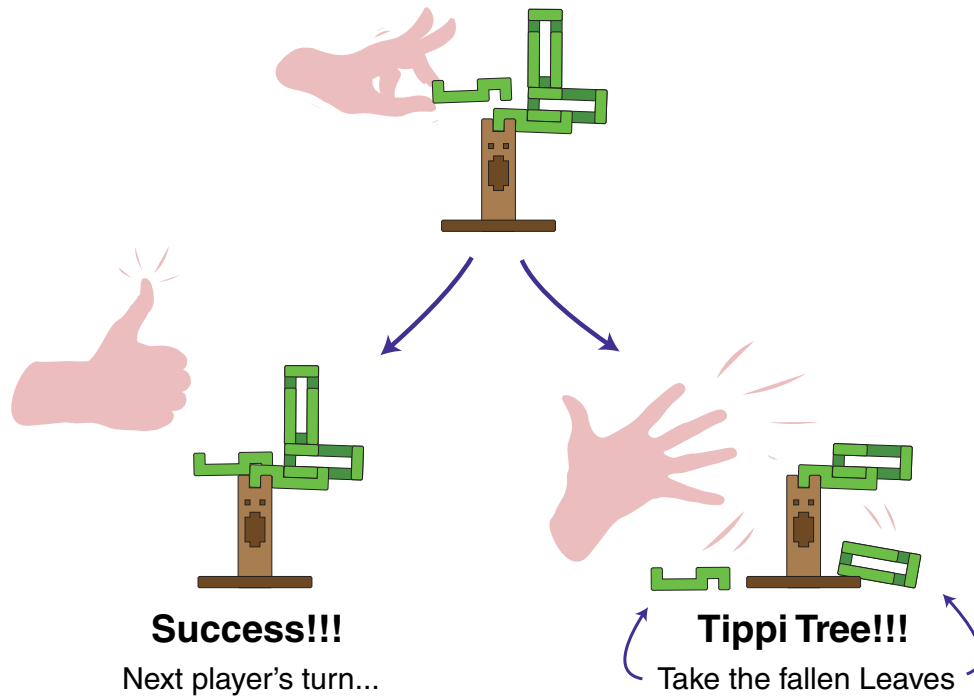
Now it's time to start growing the Tippi Tree! Usually the losing team places the first Leaf (or the player with the next birthday). Each turn consists of a player adding one Leaf from their stockpile to the Tippi Tree. Individual players take turns in clockwise order. If playing in teams, players take turns representing their team.

To start your turn take a Leaf from your stockpile to place on the Tippi Tree. This is now your **active Leaf** for the turn. You may only touch your own active Leaf and it must be held in **one hand**. You can push, prod and move other leaves on the tree using your active Leaf, or even rotate the entire Tree, as long as your hand only touches the active Leaf. Your main goal is to add your Leaf to the Tree without knocking it, or any other Leaves, off the Tippi Tree.



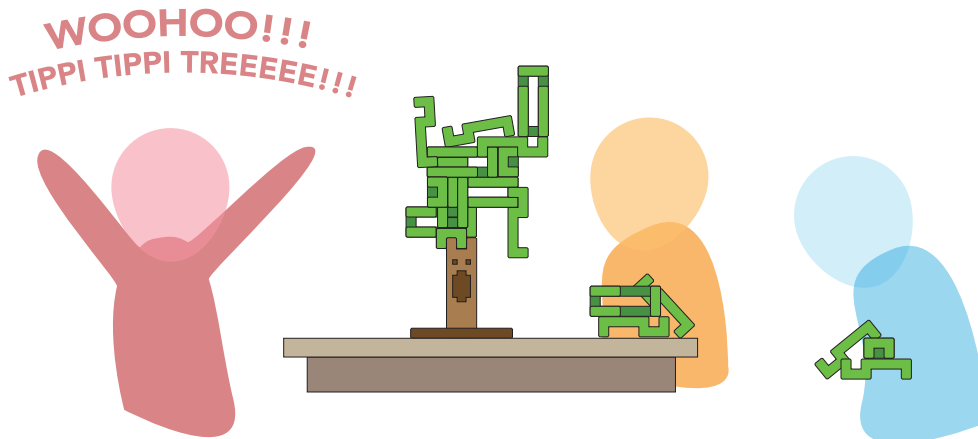
Once you've successfully placed your Leaf and the Tippi Tree is stable, your turn is over. **WELL DONE!!!**

If, during your turn, any Leaves fall off of the Tippi Tree (touching the roots or the ground) your turn is immediately over and those Leaves are added to your stockpile. If you are still holding your active Leaf, it also goes to your stockpile. Even if you just drop your own active Leaf while placing it on the Tippi Tree, your turn is over.



Ending the Game

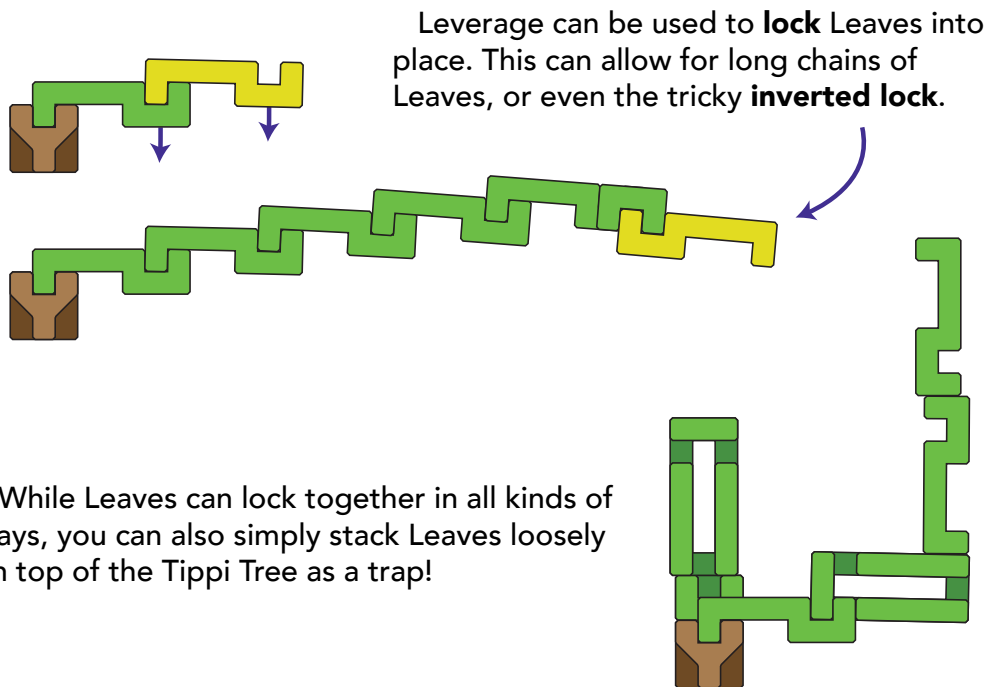
The first team or player to empty their stockpile of Leaves is the **winner!** This means your last Leaf must be successfully placed onto the Tippi Tree without anything falling off. If you tip the entire Tree... **you lose!**



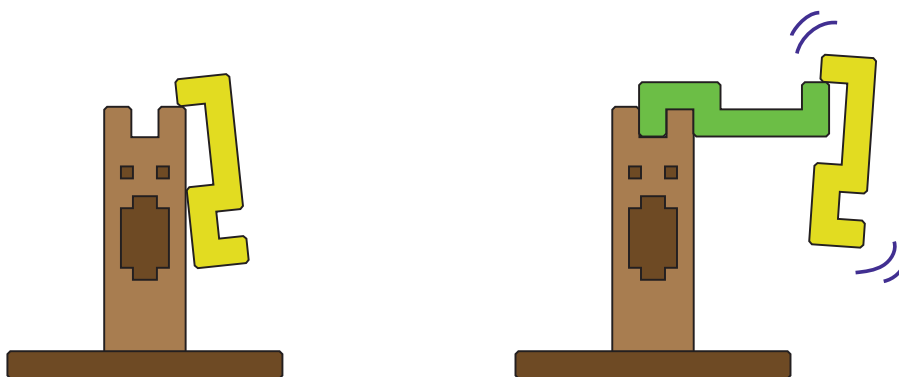
STRATEGY GUIDE

Leaf Stacking

The Leaf is the most important piece in Tippi Tree. Your ability to precisely and strategically place Leaves will determine your fate in this game! The unique shape of the Leaf is designed to stack and lock together in endless configurations, so experiment with different moves to see what's possible.

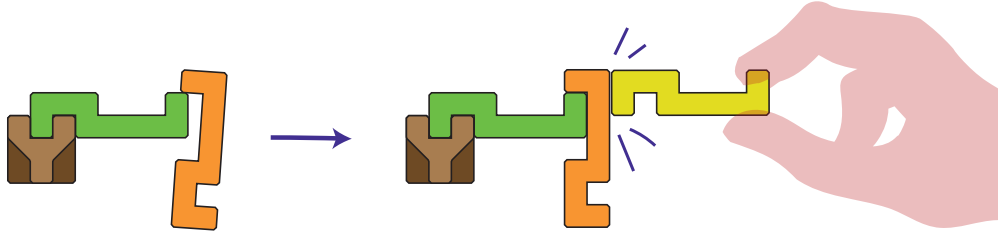


Another popular kind of trap is the **cliffhanger**. This is when you have pieces just barely hanging on, so even the slightest wiggle can knock them down. Be careful though, if your Leaf falls while you're setting the trap, it goes back into your stockpile and your turn is over.

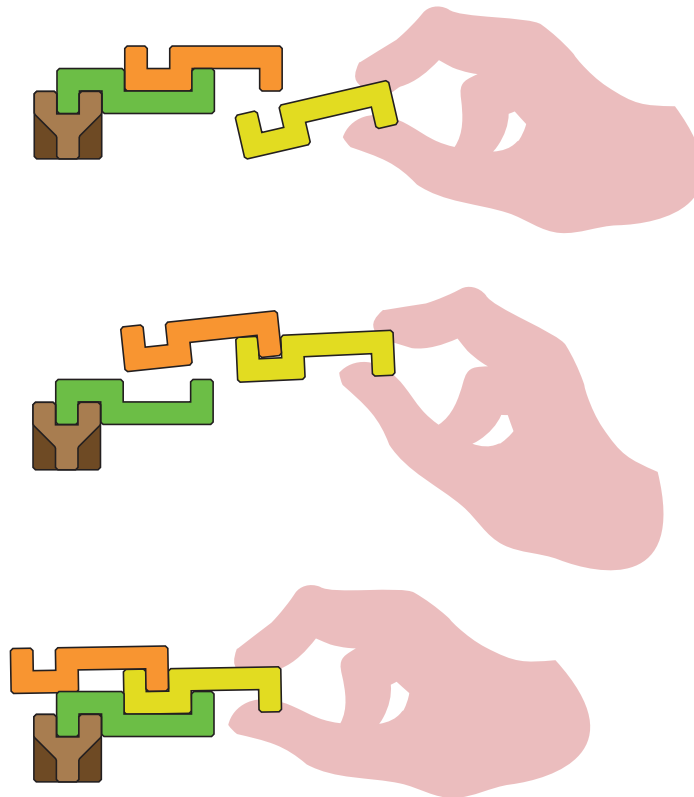


Leaf Manipulation

One way to combat cliffhangers and other traps is to move Leaves around with your active Leaf. During your turn, think of your Leaf as a tool you can use to change the Tippi Tree. Of course, the more you do, the greater the risk of dropping Leaves!



You can use your active Leaf to pick up other Leaves on the tree and move them around, but you will have to place them back on the tree before ending your turn. Moving Branches and Trunks are not allowed!



OTHER GAME MODES

In the Game Overview we covered the basic rules for Tippi Tree. Here are some suggestions for other ways to play!

Battle Royale/Last Player Standing

Here's a version of the game that works great with larger groups and is simple enough to explain at parties. In Battle Royale mode, there is only one community stockpile with all your Leaves. Players take turn in clockwise order adding Leaves to the Tippi Tree. If any player drops even a single Leaf they are immediately eliminated from the game! The rest of the players continue taking turns and are eliminated one by one. The player that gets farthest is the winner!

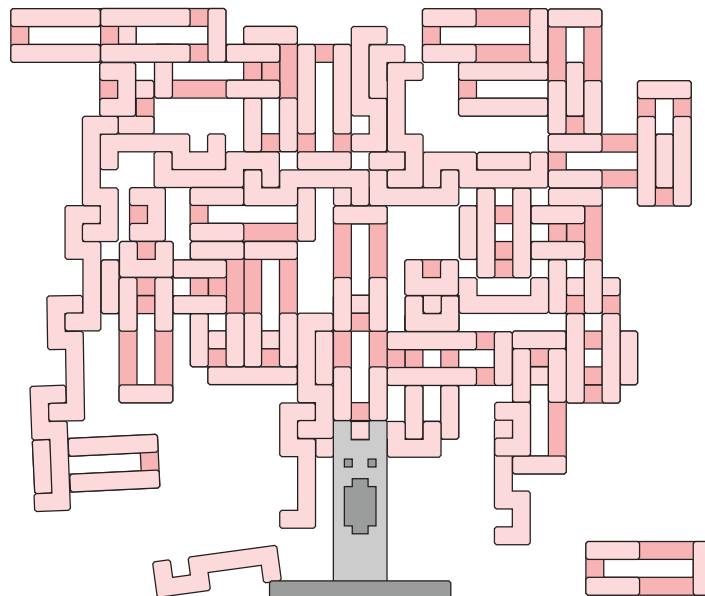
If you manage to place all of the Leaves on the tree before everyone is eliminated, you can go into **Overtime**. In Overtime, instead of taking a Leaf from the stockpile, you must pick a Leaf off of the tree and replace it somewhere else on the tree. The Leaf cannot be placed anywhere that it would touch the same Leaves as before it was moved, and players are not allowed to move the same Leaf as the player before them.

Sudden Elimination

This is essentially the same as Battle Royale, but the game ends the moment a Leaf falls off the tree. There are no winners, only the loser :(

Freestyle

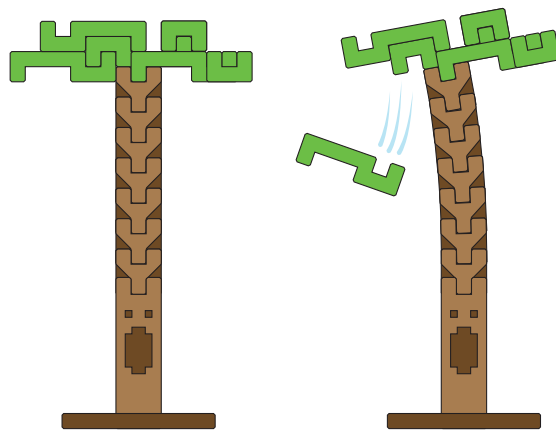
Not everything has to be a competition! Freestyle mode is all about having fun and building the coolest Tippi Tree possible. Use all the different Leaf connections you've discovered to make a masterpiece by yourself or with friends... anything goes!



THANK YOU!

I just wanted to reserve this final page to say thank you so much for your interest in Tippi Tree. I spent several years refining the design of this game into something I'm super proud of. I hope you have so much fun with it!

That said, the beauty of releasing this game independently online is that I can continue improving and developing it after this initial release, and I would love to hear your suggestions, thoughts, and experiences to take into consideration!



You can send feedback to devin.montes+tippitree@gmail.com
(or through Patreon, MyMiniFactory, etc...)