

SCORING



Ornaments

Each Chip 'n' Dale set of Ornaments scores **3 points**. A single Ornament or two Ornaments showing the same character are worth no points.



Candy Canes

Each Chip 'n' Dale set of Candy Canes scores **3 points**. A single Candy Cane or two Candy Canes showing the same character are worth no points.



Popcorn

Each set of three Popcorn scores **5 points**. A single Popcorn or two Popcorn are worth no points.



Acorns

Each Acorn scores **1 point**.



Bells

Each Bell scores **2 points**.

You may score multiple sets of the same type, but each Treasure card can be scored only once. Pluto faces are ignored when scoring.

SCORING EXAMPLE



5 points + 3 points + 0 points + 2 points = 10 points

The extra Popcorn, the second Ornament showing Dale, and the two Candy Canes showing Chip are worth no points because they are not part of a complete set.



Contents: 60 Treasure Cards, 6 Event Cards, Star Token, Game Board, Instructions

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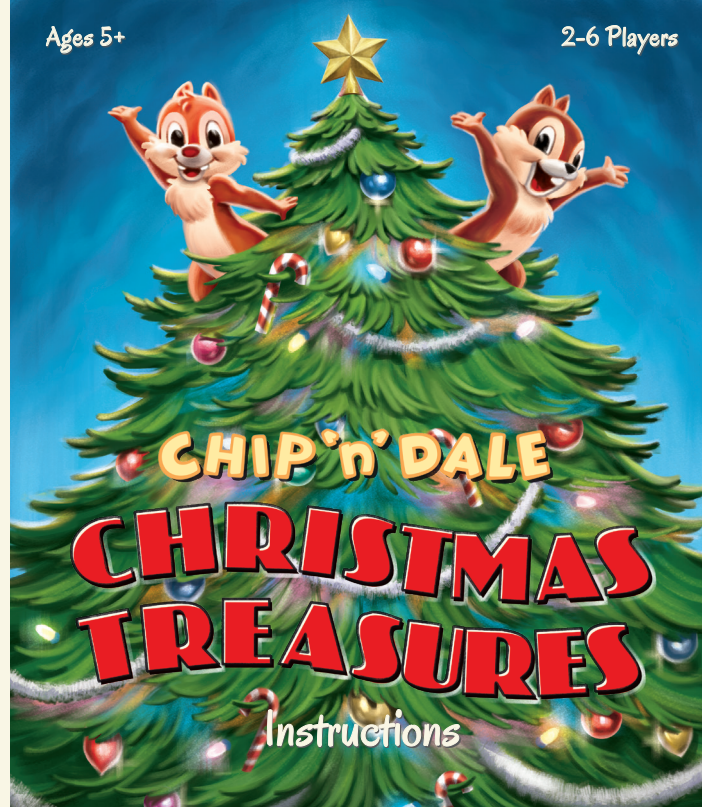


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Ages 5+

2-6 Players



SET UP

- 1 Connect the pieces of the game board together, then place the board in the center of the play area.
- 2 Shuffle the Treasure cards and place them in a deck face down on the board.
- 3 Draw six Treasure cards from the deck without looking at them. Place the cards face down on the board to form the tree, as shown.
- 4 Place the Star token at the top of the tree.
- 5 Stack the Event cards in order, with **EVENT 1** on the top and **EVENT 6** on the bottom. Place the stack face down on the board.

- In a 4-player game, remove the bottom card so there are only five Events.
- In a 5- or 6-player game, remove the bottom two cards so there are only four Events.

The player who last ate a candy cane takes the first turn.



OBJECT

Collect Treasures from the Christmas tree to score points. The player with the most points at the end of the game wins!

HOW TO PLAY

The game is played in rounds. At the start of each round, flip the top Event face up (see **EVENTS** for details). Then, in clockwise order, each player takes one turn. Once **all** players have taken a turn, start a new round by flipping the next Event.

ON YOUR TURN


- 1 **Flip Treasures**
One at a time, flip Treasures in the tree face up. (Do not flip from the deck.) You may stop flipping whenever you choose. However, if you flip Treasures showing a total of **three or more Pluto faces**, Pluto caught you in the tree and you must stop flipping!



- 2 **Collect Treasures**
Choose two **face-up** Treasures in the tree to collect. If Pluto caught you, collect only one Treasure. Place any Treasures you collect face up in front of you.
- 3 **Refill the Tree**
Flip any remaining Treasures face down again. Then draw Treasures from the deck, leaving them face down, to refill the tree. If the deck runs out, shuffle the discarded cards to make a new deck.

Now it's the next player's turn.

EVENTS

-  When an Event with the Star symbol is flipped, the first player takes the Star token from the tree and does the Event before taking their turn.

After their turn, they pass the Star token to the next player, who does the same. After the last player takes their turn, place the Star token back at the top of the tree.

When an Event without the Star symbol is flipped, do the Event immediately and only once, before the first player takes their turn.

Note: Do not peek at the cards in the tree or on top of the deck unless the Event specifically says to.

END OF THE GAME

At the end of the last round, when there are no more Events to flip, the game is over. Score the points on the Treasure cards you collected (see **SCORING**). The player with the most points wins! In the case of a tie, the tied player with more Treasure cards wins.

