

# Game Rules

## Baubles!

2-4 players; 20mins

### Aim of the game

The aim of the game is to collect three sets of four baubles that would give you the best score. Each decoration has three aspects: shape, colour and pattern. Your aim is to place baubles in sets of four on your tree that will give you the best combination of assets. A set can be scored if you have collected four of the same kind (for example four round decorations or four with a pattern of a snowflake) or if you have collected four in a row (i.e. one of each shape or colour or pattern). That's it. Decorate your tree as best as you can and then reap the rewards :)

### Set up:

The set up for Baubles! couldn't be easier:

1. Simply put the tree together and place it in the middle of the table. Each player should have two sides of the tree facing them.
2. Mix all the decorations well and then place them back in their box or in a pile on the table. All done!

### Play the game:

1. To play Baubles! you will also need a **dice** (or any other way to determine who goes first every round). Use it to pick a player to start.

2. Before you start the first round, take a small handful of decorations out of the box at random and place them on the table. You will be limited to using these decorations until they finish. When the last decoration from the small pile is placed on the tree, you can take another small handful and continue with those. Don't worry that some of the decorations will be facing up and thus be visible and some will not. This will help your game strategy. During the game you are allowed to take any decoration from the pile, but you are not allowed to turn over decorations or check what they are before you choose them. This way some decorations that are already visible will be an easy pick and others will be more of a gamble.

3. To start the game Player 1 picks any decoration from the small decoration pile and places it on their tree. Every time a decoration is chosen, it must be placed. Once a decoration is placed, it can't be moved. As you play the game you will be collecting three different sets of four decorations, attempting to match as many assets as you can within a set. The placements of the sets are shown in this example:

4. The player to the left of Player 1 then does the same and so on until all players have taken one turn.

5. To start the second round, throw the dice again to determine which player will go first. Proceed with the round same as round one. This step will be repeated for every round and so every round a different player will start the game, followed by the player on their left and so on.

6. You will play exactly twelve rounds as every player has twelve spaces to fill on their tree.



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Make sure all tools and materials are safe  
for them. And have fun :)



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## End the game:

When all 12 rounds have been played and all players have placed 12 decorations each, the game ends and it's time to tally up the scores.

## Scores:

Each side of the Christmas tree is separated into 3 different sets of four decorations. Each set is then scored separately:

Each set will bring you at least 4 points. You will then add 4 points for every set of assets you manage to match:

## Examples:



### 4 points:

This set contains four decorations, but no 4 matching or 4 in a row, so it only scores 4 points



### 8 points:

This set contains:  
4 decorations = 4 points  
4 different shapes = 4 points



### 8 points

This set contains:  
4 decorations = 4 points  
4 of the same colour = 4 points



### 12 points:

This set contains:  
4 decorations = 4 points  
4 of the same colour = 4 points  
4 different shapes = 4 points



### 16 points:

This set contains:  
4 decorations = 4 points  
4 of the same shape = 4 points  
4 of the same colour = 4 points  
4 different patterns = 4 points



### 16 points:

This set contains:  
4 decorations = 4 points  
4 different colours = 4 points  
4 different shapes = 4 points  
4 different patterns = 4 points

That's it!

Decorate, strategise and have fun :)

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